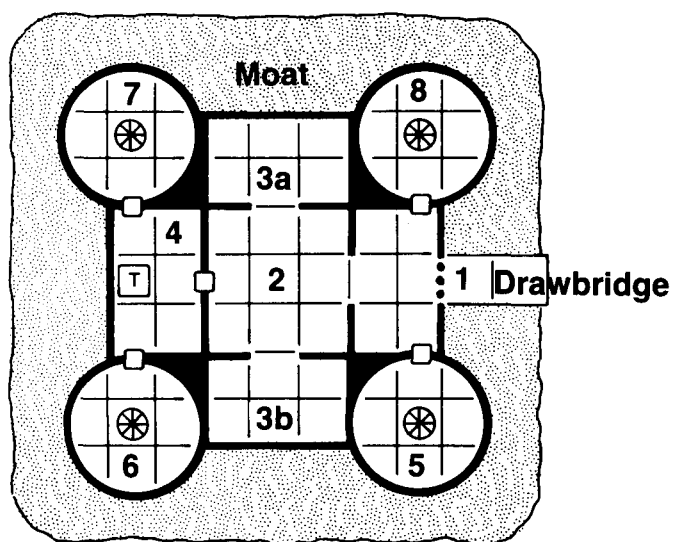
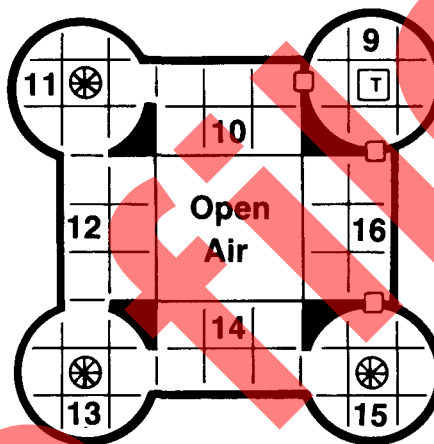


# Map 8: Capel Tower

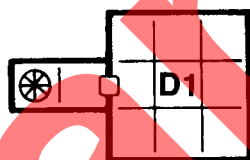
## Ground Level



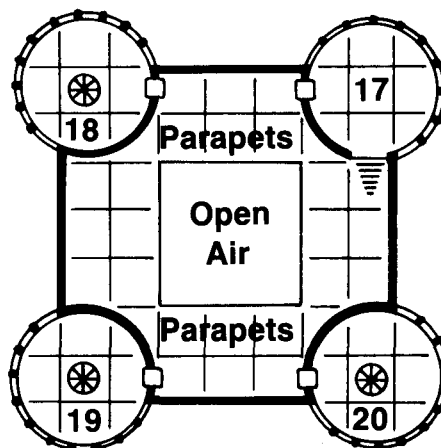
## Level II







## Dungeon (lower) Level



## Level III



1 square = 10 feet

-  Spiral Stairs
-  Trap Door in Floor
-  Portcullis
-  Staircase



Note: trap doors in ceilings of 18, 19, and 20 lead to open parapets above. Staircase leads to parapets above 17.

# Advanced Dungeons & Dragons®

OFFICIAL GAME ADVENTURE

Adventure for 5-10 Characters, Levels 4-8



## Destiny of Kings

by Stephen Bourne

### CREDITS

Editor: David James Ritchie  
 Cover Artist: Keith Parkinson  
 Interior Artist: James Roslof  
 Cartographer: David C. Sutherland III  
 Typographer: Betty Elmore

Distributed to the book trade in the United States by Random House, Inc. and in Canada by Random House of Canada, Ltd. Distributed to the toy and hobby trade by regional distributors. Distributed in the United Kingdom by TSR UK Ltd.

ADVANCED DUNGEONS & DRAGONS, AD&D, PRODUCTS OF YOUR IMAGINATION, and the TSR logo are trademarks owned by TSR Inc.

© Copyright 1986 TSR Inc. All Rights Reserved.

This product is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork contained herein is prohibited without the express written permission of TSR Inc.

Any questions on this material should be sent, along with a self-addressed, stamped return envelope, to "AD&D® Game Questions," at the address below:

TSR Inc.  
 POB 756  
 Lake Geneva,  
 WI 53147

TSR UK Ltd.  
 The Mill, Rathmore Road  
 Cambridge CB14AD  
 United Kingdom



Printed in the U.S.A.  
 0-88038-274-0  
 ISBN 394-55417-5TSR0800

### TABLE OF CONTENTS

<b>DM BACKGROUND</b> .....	2
The Situation .....	2
A Death in Dunador .....	2
A Pilgrimage to Andevar .....	3
Synopsis .....	3
Names and Places .....	3
<b>BEGINNING THE ADVENTURE</b> .....	4
<b>ADVENTURING IN ANDEVAR</b> .....	5
Road Encounters Table .....	5
Off-Road Encounter Table .....	5
<b>ENCOUNTER AREAS</b> .....	6
Montinelle .....	6
Fontenmere Abbey .....	13
Open Road Patrol .....	16
Lusian Forest (The Darkwood) .....	16
The Drake & Castle Inn .....	17
The Road to the Shrine of Nevron .....	18
The Shrine of Nevron .....	19
The Capel Tower .....	20
Barbarian's Bridge .....	23
Eli's Cottage .....	24
Griffon Castle .....	25
<b>ENDING THE ADVENTURE</b> .....	30
Lord Edrin's Forces .....	30
The Secret Path .....	31
Noren's Wood .....	31
Conclusion 1 (if Edmund is alive) .....	31
Conclusion 2 (if Edmund is not alive) .....	31
<b>PRE-ROLLED PLAYER CHARACTERS</b> .....	32
<b>MAPS</b>	
The Province of Andevar (players' map) .....	outside cover
The Province of Andevar (Dungeon Master's map) .....	inside cover
Montinelle (ground level) .....	8
Montinelle (citadel and dungeon) .....	11
Fontenmere Abbey .....	14
The Drake & Castle Inn .....	17
The Shrine of Nevron .....	19
Capel Tower .....	inside cover
Griffon Castle (ground level) .....	inside cover
Griffon Castle (upper level) .....	inside cover



**Stop!** If you plan to participate in this adventure as a player, please stop reading here. Knowing the details of the adventure will make it less fun to play for all concerned.

This adventure is designed for a party of four to six player characters (PCs) of the 1st to 4th levels of experience. A balance of character classes is needed since the PCs will face a wide variety of problems, each of which may be most easily and effectively solved by a character of a different class.

You, the Dungeon Master (DM), should read this entire adventure before playing. There are several plot elements that do not become fully developed until late in the adventure, but the groundwork must be laid for them much earlier. If you are not already aware of these before play begins, you won't be able to plant clues or build drama as effectively, and the adventure will be less fun to play.

Study the maps while reading the area keys in this booklet. Most of these keys contain boxed information that should be read aloud to the players when their characters enter the area. Unboxed information is provided only as a guide for the DM; it is not read to the players. While every effort has been made to provide all information needed for play, you may want to add extra details to the boxed descriptions, purely to enhance the atmosphere.

The following abbreviations are used throughout this adventure:

AC = Armour Class	MV = Movement Rate
HD = Hit Dice or Level	hp = current hit points
#AT = Number of attacks	D = Damage
AL = Alignment	S = Size of Monsters
F = Fighter	T = Thief
MU = Magic User	C = Cleric
MK = Monk	gp = gold pieces
sp = silver pieces	ep = electrum pieces
cp = copper pieces	pp = platinum pieces

Nonplayer characters (NPCs) are introduced throughout the text where they are most likely to be encountered. When introduced, their statistics are shown in an abbreviated form with all combat and movement adjustments already figured in.

## The Situation

The principal source of the evil besetting Dunador is Lord Edrin, brother to the deceased King Halfred and uncle to young Prince Edmund. All his life, Edrin has lived in the shadow of his older brother, nursing feelings of envy and spite toward the relation whose very existence barred him from access to the power he craved. A decade ago, with Halfred and most of his key advisors away at war, Edrin tried to seize the throne. The coup failed and the quaking younger sibling was forced to throw himself at Halfred's feet upon the sovereign's return. Despite his compassionate heart, the king was obliged to punish his scheming brother. Stripped of most of his titles and land, Edrin was sent south, there to reside in a modest castle as the minor lord of a small and poor principality.

Motivated both by his vaulting ambition and by a new bitterness at his brother's treatment of him, Edrin almost immediately renewed his plotting and slowly rebuilt his power base. A cornerstone of his strategy was to forge a secret alliance with Aimar, Duke of Andevar, a small, but important province on the northern border of Dunador.

Unwilling at first to throw his lot in with Edrin, Aimar's heart has changed in recent years due to Halfred's "injustice" toward him. Having twice lost parcels of land as a result of the king's rulings and having all too often seen his overly harsh judgements in civil matters overturned by the king's justice, Aimar has become increasingly estranged from his lord. The latest affront to Aimar's pride was an estate transfer just last spring favoring the king's old friend, William Menote, patriarch of Fontenmere. It was the loss of this rich tract of cropland that finally drove Aimar into Edrin's arms. Together, Lord Edrin and Duke Aimar have plotted for months, awaiting their chance.

## A Death in Dunador

The plotter's chance finally came just a few days ago. While hunting in a rugged corner of the royal game preserve, Halfred was struck in the neck by an errant arrow and killed instantly. Some of those present wondered aloud whether, in fact, the shot was an accident, but there were witnesses in sufficient number to label it "misadventure."

While the witnesses quibbled, the clerics labored. But all for naught. Attempts to raise the king from the dead mysteriously failed. Only Lord Edrin and his assassin knew that the deadly projectile that felled Halfred was an unusual arrow of slaying whose effects would defy all remedy.

With the untimely death of King Halfred, the Dunador's political situation has rapidly deteriorated. The Royal Council, under the direction of Hollend, announced to the people that Prince Edmund will be king. Lord Edrin, however, has challenged the proclamation, putting forth his own claim to the throne. There are those at the court and elsewhere who support him. Only reverence for the old king and widespread esteem for Hollend have, for the moment, checked Edrin's plans.

After lengthy and tough negotiations, it has been agreed that Edrin will be king, but that Edrin will become regent during the period until Edmund can be located and plans for his coronation at Fontenmere Abbey can be finalized. In exchange for holding the throne for the young prince, Edrin has forced Hollend and the royal Council to accept him as next in line for the crown. In this dark and foreboding atmosphere, the great and near-great of Dunador breathlessly await Edmund's return to Dunthrane.

All, that is, except Edrin. As regent, he has moved quickly. King Halfred's guards have been removed from Dunthrane. In their place Edrin has installed his own knights and has officially taken command of the military. Hollend and the Royal Council have no men-at-arms at their disposal at this time.

Naturally, Hollend fears for Prince Edmund's safety. Wandering about in the wilds of northern Andevar, the young prince is a perfect target for assassination. Officially, Aimar (Duke of Andevar) has stayed neutral on the issue of succession, but Hollend suspects the worst. If only loyal warriors could be placed at Edmund's disposal! But the old cadre of loyal palace guards has been scattered to the winds under the command of officers loyal to Edrin. Without trustworthy military retainers at his disposal, the old king's advisor has been forced to consider a desperate plan.

Working in utmost secrecy, the aged Hollend has recruited a party of rugged adventurers to locate Edmund and bring him safely home. Bold and dangerous men have been brought in haste to southern Andevar, there to meet with Hollend to plan the most dangerous move in a dangerous game. Should this plot be revealed, none can expect escape with their heads since the employment of a private mercenary force to locate and bring in Edmund can only be viewed as treasonous when the Royal Guard is already mounting its own official search. How easy it would be to lay at the feet of the plotters a purpose less wholesome than ensuring the safety of the young prince. How readily would Edrin leap at such a revelation in order to extend the duration of his regency on the pretext that the very foundations of the state were threatened by treason so close to the throne.



## A Pilgrimage to Andevar

A few weeks before King Halfred's death, Prince Edmund embarked on a long pilgrimage to the holy shrine of Nevron in the Veronian Mountains. For generations the princes of Dunador have made this holy trek on foot. Such a show of piety, humility, and devotion has always been thought most seemly in a man who would be king. Further, according to the sages, drinking from the sacred waters of Nevron would enhance an heir's wisdom and strength.

Thus, dressed in gray pilgrim's robes and accompanied by only a handful of lightly armed retainers, young Edmund set out on his pilgrimage at just that moment when his presence would be mostly sorely missed. By now he has been gone almost a month and his exact whereabouts are unknown. Lost in contemplation somewhere in the high mountains, it is doubtful that the young prince even knows of his father's fate or his people's need. Armed only with a true heart, a youthful piety, and a beggar's bowl, the prince is, in Hollend's considered judgment, extremely vulnerable.

Hollend has by no means underestimated his opponent's cunning or ruthlessness, either. Even as the king's advisor has moved to recruit his team of mercenary rescuers, the Duke of Andevar's men have seized the prince in the Veronian Mountains. Lord Edrin has instructed Aimar to kill Edmund, but the duke is no fool. Hedging his bets, Aimar has taken Edmund to a secret stronghold just beyond the northern frontier of his realm.

Here, at Griffon Castle on the banks of the Laine River, young Edmund is held captive by order of the duke. As long as the power struggle continues, his fate is in the wind. If Edrin's bid to take the kingdom is completely successful, Aimar will surely kill Edmund. If Edrin fails, then the duke can release the prince and claim to be his savior. Nor has Aimar ruled out the possibility of simply selling the young prince to the highest bidder. For the moment, Aimar has reported to Edrin that he can't find Edmund.

Meanwhile, the evil regent has taken matters into his own hands. Unwilling to rely too heavily on his newly recruited henchman, he has sent a group of his own men-at-arms to Andevar to look for the prince, and, at the same time, loot Fontenmere Abbey. Disguised as brigands, Edrin's men have sacked Fontenmere by this time and made off with the royal seal and scepter of Dunador. Without these precious symbols, no coronation can take place. Ruthless and diabolical, Lord Edrin has left little to chance.

Ultimately, then, the group of adventurers must accomplish two things: secure the release of Prince Edmund and recover the artifacts required for the prince's coronation.

## Synopsis

The following is a brief synopsis of these background events given in chronological order.

The Heir Apparent, Prince Edmund, embarks on a pilgrimage to the Shrine of Nevron in the Veronian Mountains of Andevar.

King Halfred of Dunador is slain in a hunting accident near the royal castle at Dunthrane.

Hollend, head of the Royal Council, announces that Prince Edmund will be crowned king upon returning from his pilgrimage.

Lord Edrin, brother to the late king and uncle to the prince, challenges Hollend's proclamation and puts forth his own claim to the throne.

The king's retainers, led by Hollend, strike a bargain whereby Edrin becomes regent until Edmund is crowned at Fontenmere Abbey. Thereafter, Edrin will be next in line for the succession. In exchange for these concessions, Edrin agrees to recognize Edmund's claim to the throne.

Working in utmost secrecy and entirely without the knowledge of the Royal Council, Aimar, Duke of Andevar, seizes Prince Edmund and imprisons him at Griffon Castle.

Hollend seeks the aid of a party of adventurers to enter Andevar, find Prince Edmund, and return him safely to Dunthrane.

Lord Edrin's men, in the guise of brigands, sack Fontenmere Abbey, stealing the royal seal and scepter of Dunador.

The party of mercenary adventurers retained by Hollend meets secretly with their employer at the Three Feathers Inn in the south of Andevar.

The adventure begins.

## Names and Places

**Aimar, Duke of Andevar:** Secular authority in the northern province of Dunador. His men have seized Prince Edmund and now hold him at Griffon Castle.

**Livery:** A gold lion on a blue field. Aimar's elite citadel guards and close lieutenants wear a gold lion on a gray field instead.

**Andevar:** Northern province of Dunador and general location of this adventure.

**Barbarian Bridge:** Main crossing of the River Laine, located north of the Chapel Tower.

**Chapel Tower:** Northern outpost of Andevar, currently occupied by Lord Edrin's men.

**Drake & Castle Inn:** Roadside tavern at the foot of the Veronian Mountains.

**Dunthrane:** The capital of Dunador and the site of the royal court.

**Dunador:** The kingdom whose future is now at stake.

**Edmund, Prince of Dunador:** Heir to the throne and son of the late King Halfred. His deliverance is the main object of the quest.

**Edrin, Regent of Dunador:** Uncle to the prince and brother to the late king. He is the main villain in this piece.

**Livery:** A black raven on a dark gray field.

**Fontenmere Abbey:** Traditional coronation seat of the kings of Dunador. It is located in Andevar, to the west of Montinelle.

**Griffon Castle:** Secret fortification of the Duke of Andevar where Prince Edmund is held captive.

**Halfred, King of Dunador:** The departed sovereign whose untimely death precipitated the present crisis.

**Livery:** A light blue cross of Dunador on a canary yellow field.

**Hollend:** Chief advisor to the late king and head of the Royal Council. He is also Prince Edmund's main supporter. He has hired the party for this quest.

**Kirkroy, Knight of Andevar:** A henchman of the Duke of Andevar who will await the party at Barbarian Bridge.

**Lusian Forest:** A large wood in Andevar, rumored to be the site of some great evil. It is known to the local peasants as "the Darkwood."

**Montinelle:** The principal fortress of Andevar and home to Duke Aimar.

**Shrine of Nevron:** The holy shrine, located in the Veronian Mountains, which is the object of Prince Edmund's quest. Its magical waters are said to bestow wisdom and strength upon the true heir to the throne of Dunador.

**Three Feathers Inn:** The tavern where the party first meets Hollend.

**Veronian Mountains:** The high range marking the northwest frontier of Andevar.

**William Menote:** Patriarch of Fontenmere Abbey and senior cleric of Dunador. Menote is an old friend of the late king and a supporter of Prince Edmund.

A number of other, less important NPCs are mentioned in the text as they are encountered.



## Beginning the Adventure

As a first step in preparing for the adventure, pick one of the PCs to receive Hollend's message. Preferably, this should be a fighter, ranger, or fighter multi-class of good alignment. Someone of neutral alignment is also acceptable. Look mainly for leadership qualities in this adventurer. He will be responsible for "recruiting" the rest of the party for a dangerous mission.

In order to make the circumstances of the adventure more plausible, it will be necessary to establish some connection between Hollend and this individual that explains why Hollend would place such trust in him. If this adventure is being used as an isolated adventure, you can do this very easily simply by indicating that the chosen individual once served as a mercenary captain in Dunador and so is well known to Hollend.

If, on the other hand, you are fitting this adventure into an ongoing campaign, a less direct connection may be appropriate. In this case, make it the character's father who served Dunador, and indicate that there is some "debt of honor" that the father once promised to pay by either coming to Hollend's aid at need or sending his kin to pay his debt. In this latter scenario, Hollend trusts the character because his father vouches for him. The son takes on the mission at the father's request.

When the leader has explained to the players how it is that he has been summoned to appear in Dunador, he informs them that on a certain day they must travel to the Three Feathers Inn, located in the Dunadorian province of Andevar. Aside from this information and whatever hints the leader may drop as to the reward that can be expected for serving the head of Dunador's Royal Council, the players will know nothing of their mission until briefed by Hollend. They will enter Andevar from the southwest (see map reference for "Start Here.")

Once the party is assembled and enters Andevar, read the following passage to them.

It is with some apprehension that you enter the kingdom of Dunador. By now, rumors have traveled far and wide that things are not well in this troubled land. The king of Dunador has been killed, felled by an arrow in what may have been a hunting accident, but might just as easily have been murder. Whatever the true fate of King Halfred, it is now known far and wide that Dunador is a kingdom without a king. As you cross the frontier into this realm, it is clear that a great sadness is abroad. Everywhere the peasants have guilt mourning pyres and the air is thick with the heavy aroma of holy incense, certain signs of a sovereign's death.

The Three Feathers Inn is a safe haven for anyone in Prince Edmund's service. Rolfe, the innkeeper, once served in King Halfred's army and remains entirely loyal to the cause of Edmund and Hollend.

When the party arrives at the Three Feathers, Rolfe, who has been briefed by Hollend, recognizes its leader either from past acquaintance or from Hollend's description. If the party's leader is the son of one of Hollend's former comrades in arms, Rolfe (who also served with the father) identifies the son via some family resemblance. After identifying himself, the innkeeper leads the party to a back room where Hollend awaits them.

At first, there is no sign of the king's chief advisor. Just an old itinerate tinker in the hooded, travel-stained cloak of his profession. But when the figure stands and throws back his hood, there is not mistaking him for any such thing. Tall, gaunt, and hatchet-faced, Hollend wears authority like a suit of armor. Though quite aged now, the steel-gray beard still merges with a healthy head of curly hair and the sun-darkened skin exhibits a glow of health. Striding across the room, he grasps each of your hands and welcomes you individually to Dunador. As he greets you, his icy blue eyes examine you as if appraising your worth.

Inviting the party to break their fast, Hollend directs them to a table laid with a simple meal of ale, bread, and cheese. While they eat, he contents himself with asking them about their trip and deftly prying from them details about their backgrounds. Once he is satisfied that the party meets his requirements for skill, boldness, and trustworthiness, Hollend speaks more seriously.

"Welcome, my friends, to this troubled land. Your arrival is timely indeed and I thank you for your haste. By now, you have doubtless heard of the death of our king, Halfred of Dunthrane. For over 20 years I served him as chief advisor on the Royal Council. Through war and peace and feast and famine, I stood by this noble king until his death not a fortnight ago.

"The story, as I say, is well-known. He was hunting near the royal castle at Dunthrane when a deadly arrow pierced his neck. Those in his party called it an accident and, by my troth, I can't say otherwise. But I have my suspicions, as do others. How does a yellow-clad man on a white horse look anything like a deer? How does any normal hunting arrow resist all attempts at curing its effects? We wonder

much for little gain. Halfred is dead and we are plunged into sorrow.

"But there is one in this realm who shed no tears at the fall of Halfred. Lord Edrin, the king's brother, has coveted the crown of Dunador for years. A decade gone by he made to seize it when my liege was gone to war, but he was stopped then while Halfred yet lived. This time, there may be no such grace for Dunador. With the king gone and our first tears of grief not yet dry upon our cheeks, he strode into the Royal Court with his black-clad knights to claim the throne. Only the sorrow of the people and the meager opposition of the Royal Council has thus far prevented him from taking the realm for his own. Already he has made himself regent of Dunador.

"And thus we come to the purpose of our being here. There is one man—little more than a boy, really—who can save us. Prince Edmund, Halfred's son and heir, should rightly wear the crown. And so he shall if he can but be spared the fate which I suspect his uncle of plotting for him.

"For, you see, Edmund is lost now to the eyes of man. Just before his father's death, he set off on a pilgrimage to the Shrine of Nevron in the Veronian Mountains of our northern province of Andevar. For generations, the heirs apparent of Dunador have made this pilgrimage to the waters of Nevron. The sages say that drinking from the sacred waters give a prince the wisdom and strength to rule this realm when the time comes. I know not of this, but such devotion does much to win the hearts of the people.

"We pray that Prince Edmund will return soon from this pilgrimage, but we have reason to believe that he is not safe in Andevar. Aimar, the duke of this province, is a self-seeking man who might turn a blind eye to the prince's welfare if it served his purpose. Worse still, this Aimar may be in alliance with Lord Edrin. This is my worst fear, for if that be so, then my prince is in mortal danger in Andevar. Edrin has sworn to protect the Prince but to believe his word is to be less than a fool. Assassins may already be abroad in Andevar, with or without Duke Aimar's blessing.

"Currently we do not know where Edmund is. Such is the nature of his pilgrimage. On foot with only a few men in pilgrim's garb. Edmund travels inconspicuously. By now he may have reached the Shrine of Nevron. We don't even if the prince has heard of his father's death. In any event, he must be found and brought safely back to Dunthrane Castle. If Prince Edmund dies, the realm will be crushed

# Adventuring in Andevar



beneath the heel of this dark Lord Edrin.

"On behalf of the Royal Council, and in the utmost secrecy, I am asking you to enter Andevar and find Prince Edmund before it is too late. Anything you can learn of the Duke of Andevar's motives will also be of value to us, and we will pay well for such knowledge. But, it is the safety of the prince that is of greatest concern.

"I suggest you begin your search at Montinelle, the capital of Andevar and the home of Duke Aimar. Keep your eyes open and discover what you can of Aimar's disposition and the whereabouts of Prince Edmund. If this should prove profitless, the road through Montinelle will carry you directly to Nevron, where you may find the hunting better.

"But, whatever you do, remember this. At no time should you reveal the nature of your quest. If you are taken and your mission discovered, you will certainly die most horribly, and the Royal Council's position will become extremely difficult. You will be wise to pass yourselves off as soldiers of fortune or, perhaps, as emissaries of a foreign country. Conceal your identities as you will.

"Also, mark well one other thing. In this whole region of Andevar, you can only trust two men: the patriarch of Fontenmere Abbey, William Menote, and Rolfe, the innkeeper here at the Three Feathers. If pressed, you may seek refuge there or here.

"If you succeed in this quest to find and save the prince, you will have the undying gratitude of this kingdom and the certain knowledge that you have saved it. More to the point, you will also be rewarded handsomely for your efforts. I beg you to accept this mission and I pray that you succeed in it."

After this speech, Hollend gives the party 200 gp with which to buy provisions for the trip. He is also prepared to offer them fresh horses should they request them. Finally, he gives the party's leader small portraits of Prince Edmund and William Menote, patriarch of Fontenmere, and a rough map of Andevar showing some (but not all) of the province's key features. This map (Map 1) does not show Eli's cottage, Griffon Castle, or the secret path through Noren's Wood.

In view of the long distances to be covered it is assumed that the PCs will use horses to journey through Andevar. Most of the time the horses will be walking with a movement base of 12" (12 hexes per day in clear areas; 5 hexes per day in the Lusian Forest, Noren's Wood, the Veronian Mountains, and the Moorland). Galloping will at least double this movement base to 24" for short periods. Galloping over long distances, however, exhausts a mount and you should keep track of such conditions. After a 20-mile gallop a horse will be almost ready to drop dead!

In the event that the party finds itself afoot, it will travel at the rate of four hexes per day in most of Andevar. Travel afoot through the Lusian Forest, Noren's Wood, or the Veronian Mountains is at the rate of two hexes per day.

## Road Encounters Table

### Roll 1d6

- 20 Brigands (AC 6; MV 24"; hp 5 each; F1; #AT 1; D 1-8; AL E) with one leader (AC 6; MV 24"; hp 20; F3; #AT 1; D 1-8; AL E). Each brigand is mounted on a light horse (AC 7; HD 2; hp 12 each; MV 24"; #AT 0; S L; AL N). Each brigand carries 1-20 sp, 1-10 gp, and a sword. The leader carries 50 gp and a sword.
- 15 Bandits (AC 7; MV 24"; hp 5 each; D 1-6; AL E). Each bandit is mounted on a light horse (AC 7; MV 24"; HD 2; hp 12 each; #AT 0; S L; AL N). Each bandit is armed with a lance and shortsword, and each carries 1-20 sp and 1-10 gp.
- 10 Berserkers (AC 7; MV 12"; hp 6 each; F1; #AT 2; D 1-8; AL N). Each berserker carries 1-20 sp, a sword, and an axe.
- A merchant caravan that has been sacked by its guards. Only six survivors can be found: four men and two women. They have no possessions other than the clothes on their backs but, if escorted to Montinelle, they generously reward anyone who assisted them.
- 10 Goblins (AC 6; MV 6"; hp 6 each; HD 1; #AT 1; D 1-6; AL E). Each goblin carries a club and 1-20 sp.
- 3 Jackalweres (AC 4; MV 12"; hp 20 each; HD 4; #AT 1; D 2-8; AL E). The members of this hunting pack at first appear disguised as pilgrims and claim to be either on their way to the Shrine of Nevron (if the party is headed in that direction) or on their way home from the shrine (if the party is headed away from Nevron). The jackalweres try to join the party "for protection." If permitted to do so, they work into position for a surprise attack at close quarters. If denied this opportunity, they attack immediately.

The Road Encounters Table indicates the wandering monsters that are found on the open roads of Andevar. For every 40 miles of open road traveled, check once for an encounter which occurs on a roll of 1 on 1d6. Use the Road Encounters Table when the party is traveling along any roads except the path through Lusian Forest or the track leading to the Shrine of Nevron.

If the party insists on plunging into the surrounding wilderness, then refer to the Off-Road Encounter Table to determine what encounters they have. The Off-Road Encounters Table is used only for cross-country travel in areas other than the Lusian Forest. Cross-country movement is impossible in the rugged Veronian Mountains. For every 20 miles of wilderness traveled, check once for an encounter which will occur on a roll of 1 or 2 on 1d6.

## Off-Road Encounters Table

### Roll 1d6

- 25 Brigands (AC 6; MV 24"; hp 6 each; F1; #AT 1; D 1-8; AL E) with one leader (AC 6; MV 24"; hp 22; F3; #AT 1; D 1-8; AL E). Each brigand is mounted on a light horse (AC 7; MV 24"; HD 2; hp 12 each; #AT 0; S L; AL N). Each bandit is armed with a sword and carries 3-30 gp. The leader carries 60 gp.
- 20 Gnolls (AC 5; MV 9"; hp 10 each; HD 2; #AT 1; D 2-8; AL I) with one leader (AC 5; MV 9"; hp 16; HD 3; #AT 1; D 2-8; AL E). Each gnoll is armed with a sword and carries 2-12 ep. In addition, five of the gnolls carry great bows and the rest carry polearms. The leader is armed with a sword and carries 8 gp. The gnolls are accompanied by six hyenas (AC 7; MV 12"; hp 10 each; HD 3; #AT 1; D 2-8; AL N).
- 15 Wild Dogs (AC 7; MV 15"; hp 7; HD 1 + 1; #AT 1; D 1-4; AL N).
- 20 Hobgoblins (AC 5; MV 9"; hp 7 each; HD 1 + 1; #AT 1; D 1-8; AL E) of the Ripper tribe. Each hobgoblin carries a sword and 2-8 gp.
- 2 Perytons (AC 7; MV 24"; hp 22, 20; HD 4; #AT 1 (+2 to hit); D 4-16; AL E). These winged carnivores are extremely hungry, having hunted for some time without success. They can be harmed only by magical weapons.
- 9 Wolves (AC 7; HD 2 + 2; hp 14 each; #AT 1; D 2-5; S S; AL N).