

# Advanced Dungeons & Dragons®

OFFICIAL GAME ACCESSORY



# ADVENTURE PACK I

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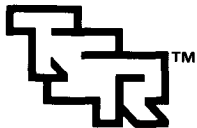
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# How to Use Adventure Pack I

This book provides the referee with a series of pregenerated adventures for use in AD&D® games. Each mini-module is a stand-alone scenario, suitable for incorporation into an on-going campaign or for one-time play as a unique adventure. The modules are brief, and can be easily used with a minimum of preparation by the referee.

## How This Book Is Arranged

The modules in this book are arranged alphabetically. A brief notation about plot content is included in the Table of Contents. The adventures are also indexed by length, difficulty level, and, where applicable, by terrain (see *Adventure Index* table.)

## Module Format

Each mini-module in *Adventure Pack I* is presented in several sections. The referee should be thoroughly familiar with this material before playing an adventure. Modules are generally presented as follows.

The *introductory paragraphs* of each module indicate the level of difficulty and recommended number of characters for each adventure. If the group playing the adventure is more or less powerful than the level and characters for which the adventure was designed, adjustments can be made to alter the level of difficulty. To adjust the encounter difficulty downward for a weaker party, the referee may reduce the monster hit points and/or decrease the damage done by traps. If the adventure must be made tougher for a more experienced party, increasing the number of creatures encountered can raise the difficulty level to where it should be. In both of these cases, a modification to the X.P. awarded for monsters should be made.

The heading *DM's Information* is used to present set-up and background information, plot synopsis, and other material of interest to the referee. Where there is little information solely for the DM, or where the material is scattered throughout the module, the heading is omitted.

The *Adventure* designates the end of introductory and background material and marks the beginning of the game itself. Where encounters are handled separately from the bulk of the text, this information is marked with the heading *Encounter Key*. These major divisions are found throughout *Adventure Pack I*, and will help the referee to quickly locate the needed material.

## Terms Used in Adventure Pack I

There is a set of fairly standard terms used throughout the text of this work that are defined here. Every DM should be familiar with these terms.

When a new monster is introduced in an adventure, its statistics are given in the following paragraph so that the DM will not have to thumb through the book looking for the creature's statistics.

**ST:** Strength is a measure of muscle power and is also a factor in extra hitting and damaging abilities.

Strength Score	To Hit Adj.	Damage Adj.	Doors
3	-3	-1	1
4-5	-2	-1	1
6-7	-1	None	1
8-9	None	None	1-2
10-11	None	None	1-2
12-13	None	None	1-2
14-15	None	None	1-2
16	None	+1	1-3
17	+1	+1	1-3
18	+1	+2	1-3
18(01-50%)	+1	+3	1-3
18(51-75%)	+2	+3	1-4
18(76-90%)	+2	+4	1-4
18(91-99%)	+2	+5	1-4(1)
19(100%)	+3	+6	1-5(2)
19	+3	+7	7in8(3)

**IN:** Intelligence represents the reasoning and learning abilities of a character or creature.

## Intelligence

Rating	Represents
0	Non-intelligent or unrateable
1	Animal intelligence
2-4	Semi-intelligent
5-7	Low intelligence
8-10	Average (human) intelligence
11-12	Very intelligent
13-14	Highly intelligent
15-16	Exceptionally intelligent
17-18	Genius-level intelligence
19-20	Supra-genius
21 +	Godlike intelligence

**WS:** Wisdom is a combination of a character's judgment, will power, and intuitiveness.

**DX:** Dexterity deals with a number of physical attributes, from eye-hand coordination to speed of movement.

Dexterity Score	Attack Adj.	Defensive Adj.
3	-3	+4
4	-2	+3
5	-1	+2
6	0	+1
7	0	0
8	0	0
9	0	0
10	0	0
11	0	0
12	0	0
13	0	0
14	0	0
15	0	-1
16	+1	-2
17	+2	-3
18	+3	-4
19	+3	-4

## Adventure Index

Title	Author	Length*	Terrain
Blood and Laurels	Ray Winninger	M	Mountainous island
The Circus of Gandolfo	Warren Spector	M	Any
The House of Long Knives	Steve Perrin	M	City
The Lauros Road Bandits	Deborah Christian	S	Forested mountains or hills
Reign of Triumph	Anne Gray McCready	M	Hills; Farmland
Scavenger Hunt	Anne Brown	M	Mountainous island; Ocean
Sharla's Zoo	Rick Swan	M	Jungle
Steaks	Allen Varney	S	City; Mountainous or Any
Terror in Skytumble Tor	Paul Jaquays	S	Any
To Kill a Kraken	Scott Bennie	L	Ocean; Any
The Weird Woods of Baron Orchid	Harold Johnson	L	Forest

\* Length: L = Long, M = Medium, S = Short  
Terrain type and player levels may be modified considerably; see specific adventures.



**CN:** Constitution encompasses the character's physique as it affects his resistance to hardship.

**CH:** Charisma is a combination of a character's persuasiveness and personal magnetism and is used if a character gets the chance to talk.

**CM:** Comeliness is a measure of a character's physical attractiveness, and can have a negative or positive influence on Charisma.

**AC:** Armor Class is a measure of how difficult it is to hit a creature. It reflects the type of protection worn or inherent protection a creature has due to its physical or magical nature or its speed.

**Move:** Movement represents the usual speed a monster is able to maintain for lengths of time. Short bursts of greater speed are possible. If more than one speed is listed, the monster can travel via two or more different methods.

- X" = ground speed
- /X" = flying speed
- //X" = swimming speed
- (X") = burrowing speed
- \*X" = climbing in a web
- @X" = climbing in trees

**HD:** Hit Dice are used to calculate the number of hit points a monster has. This number also determines the THAC0 of the creature (see below) and saves of a creature.

**hp:** Hit points is the amount of damage a creature can take before it is killed. Typical monsters have 1-8 hit points per Hit Die.

**#AT:** Number of attacks shows the number of physical attacks the creature is able to make during a given melee round. A listing such as 3/2 means a creature can attack three times every two melee rounds: i.e., one attack on the odd melee rounds, and two attacks on the even melee rounds.

**Dmg:** Damage per attack indicates the hit point range a creature can inflict after a successful strike.

**THAC0:** This is an acronym for "To Hit Armor Class 0 (zero)." This gives the number that needs to be rolled on 1d20 for that

being to hit Armor Class 0. To determine whether the attack hits another Armor Class, subtract the target's Armor Class number from the THAC0 to see what number needs to be rolled for a hit. If a creature with a THAC0 of 15 attacks a PC with an Armor Class of 4, the creature needs to roll an 11 (15 - 4) to hit. If the PC is Armor Class -3, however, the creature needs to roll an 18 (15 - 3) = 15 + 3).

This number eliminates the need to consult tables or keep charts tells you whether the attack hits. You will find that this calculation quickly becomes automatic.

**SA:** Special Attacks detail such things as dragon breath, magic use, and similar special abilities of creatures.

**SD:** Special Defenses detail things like defensive magic, camouflage abilities, etc., that must be factored into a fight with that type of creature.

**MR:** Magic Resistance is the percentage chance that a creature is able to ignore the effects of a spell cast at it.

**AL:** Alignment indicates the behavior of the monster, whether it is of good or evil intent.

**X.P.:** X.P. stands for *experience points*, the points awarded to characters for their defeat of monsters and winning of treasure. Recommended experience points to be awarded are included in some of the monster descriptions.

- gp: gold pieces
- cp: copper pieces
- sp: silver pieces
- ep: electrum pieces
- pp: platinum pieces

## Ability Checks

In an effort to simplify life for both players and DMs, and to give a character's abilities the importance they deserve, recent TSR products have made use of a mechanism for resolving actions called the *Ability Check*.

When asked to make an Ability Check (e.g., a Wisdom Check, a Dexterity Check,

etc.), roll 1d20 against the character's appropriate ability score. A roll equal to or less than the appropriate score means the action succeeded; a roll greater than the ability score indicates failure, and the character suffers whatever dire consequences await. Sometimes an Ability Check enables a character to avoid all or some of the damage from an attack. Some actions are especially easy or difficult and add bonuses or penalties to the ability score to reflect the level of difficulty.

The Ability Check is a wonderful mechanism for resolving the results of almost any action. The DM needs to decide which ability applies to the situation, whether there should be any modifiers due to circumstances, and then roll way.

## Saving Throw

A Saving Throw reflects the character's ability to avoid dire consequences based on his character class and experience level. The appropriate number is found on the *Dungeon Master's Guide* Saving Throw table. A 1d20 is rolled and any result equal to or greater than the saving throw number is successful. This type of roll is also referred to as a *save*, and when used includes the name of the saving throw column to roll under (e.g., "save against paralysis").

## AD&D® Rulebooks

Most of the modules in *Adventure Pack I* can be played with a minimum of AD&D rulebooks. The DM should have the *Dungeon Master's Guide* and the *Player's Handbook*; the *Monster Manual* is desirable as well, but not strictly necessary for all encounters, since monster statistics and behavior are outlined in the text. DMs will find the *Fiend Folio® Tome*, *Monster Manual II*, and *Unearthed Arcana* helpful; *The Dungeoneer's* and *Wilderness Survival Guides* are optional, but may be used if desired.



This adventure has been specifically designed to allow easy integration into an ongoing campaign, and is short enough to be played to conclusion in one or two nights gaming. Although intended for a party of three to five adventurers of 5th to 7th level, it is possible to alter the events and encounters herein to provide a challenging adventure for almost any party.

The *Dungeon Master's Guide*, the *Player's Handbook*, *Monster Manuals I and II*, and the *Fiend Folio*® *Tome* are necessary for play. *Unearthed Arcana*, *Legends and Lore*, and the *Dungeoneers* and *Wilderness Survival Guides* are not necessary, but may be used as desired.

## DM's Information

In *Blood and Laurels* the players compete in the Achean games described below. The winner of the games is entitled to one request of the Achean king. This provides a device to link the adventure to many campaigns. If the players are ever in need of a particular item or service, make it known that the Achean king possesses the item, or is capable of rendering the service, and relate to them the legend of the games given below. For example, suppose the players are told by a powerful wizard, whom they hired to help them construct a magical item, that a *wand of fire* is needed for the item's completion. The players can be involved in the adventure by passing along the ancient legends of the games, and of a peculiar flame-throwing wand that was possessed by an old Achean hero and is now rumored to be in the hands of the Achean king. By including exact dates with the legends, the players will be able to figure out that the games are coincidentally scheduled to take place in this same year. Now all they need do is find Achea, win the games, and request the item of the king— probably not as easy as it sounds. As another example, suppose the players' home territory is about to be overrun by orcs. Relate to the players the information about the games. In this case, they may decide to travel to Achea, win the games, and request that the King send Achean troops to support them in their struggle.

## The Myth of King Meleus

There are several methods you can use to relate the legend of the games to the players. An old sage or bard can tell the tale of the Achean games, for example, perhaps for a small fee. Another option is to have the players discover a copy of "The Myth of

Meleus and the Contest of Worthiness" in an ancient tome. If you choose this option you should photocopy the myth and allow the players to read it themselves. Reading aloud long passages to the players slows the game down considerably. The myth is as follows.

Long ago, in an age before the birth of our grandfathers' grandfathers, there was a wise old king name Meleus, who ruled over the distant island of Achea. In his younger days, Meleus was a great hero who scoured the land looking for heroic deeds to perform and foul beasts to vanquish. The good king's heroism brought prosperity to the people of Achea, and won him the favor of the goddess Athena, from whom he often asked advice. In the most famous of his many heroic outings, Meleus, with the advice of Athena, was able to best the dreaded gorgon, a hideous man-ox whose breath could turn man to stone.

When Meleus was beginning to enter his fourth score of years, he began to grow weary of his kingingly burden and resolved to groom Arymachus, his young son, to become his successor. Arymachus had the good fortune to inherit a very peaceful kingdom. Long ago Meleus had rid the island of most of its fierce monsters and aggressors, and the prosperity he brought to the land won the love of the people for both himself and his family. Achea had not been involved in a foreign war for almost twenty-five years, and the reverence of its inhabitants won the gods' favor, bringing them bountiful harvests and plentiful fishing waters.

On the day that Arymachus was to assume the throne, the people of Achea prepared a celebration like no other. there was a huge feast followed by the revelry and dancing of the townsfolk, and a special sacrifice to Athena, Meleus' patron. Late in the evening, after the Acheans were exhausted from their merry-making, the King finally took the rostrum and prepared to proclaim his son the next king of the land.

At that moment, the celebration was interrupted by a terrible tragedy. A foul gorgon, identical to the one slain decades before by Meleus himself, burst into the mead hall and promptly turned Arymachus and several of the king's own guard to stone. In a thundering voice the gorgon claimed to be the son of the orig-



inal gorgon felled by Meleus, and that he had been hiding in the deep catacombs outside the main city waiting for such an occasion and a chance to avenge his father's death. In further retribution he promised to continue to plague the people of Achea until Meleus had been dead for two hundred years, and then left unchallenged.

Meleus was gravely shaken by his son's death at the hands of this old enemy. He knew he could not rest until this gorgon was slain, his son avenged, and his people safe. Though eighty years old, the king picked up his sword and pilum once again and tried to prepare to do combat with the beast. No matter how hard he strained, however, he just could not find the strength in his old bones for fight. In despair, he called upon Athena for advice.

He cried, "What am I to do in such dire straits? My people are again threatened by the menace of the gorgon, my son and only successor is dead, and every day I grow nearer and nearer to joining him. If Achea is to prosper again, Lady Fortune will have to be kind, indeed."

Athena answered him with the radiant splendor reserved for the gods themselves. "The answer is simple, my aged friend. You must find a champion, wise and true. Such a man could slay the gorgon and inherit your kingdom, bringing prosperity to your people."

"But tell me, great goddess, essence of wisdom, where am I to find such a man? The Acheans are a peaceful people. None are bred for battle."



"Again, the solution is readily at hand. Announce throughout the land and across the sea that you are to hold a great contest of worthiness. The winner of such a contest will earn the right to call himself the most noble man in all the realms, and will be allowed to wear the laurel as a symbol of his chivalry. Such a noble creature would certainly be willing to relieve your people of the burden of the gorgon, and after he does so you can adopt him, allowing him to inherit your kingdom."

"An excellent proposal, milady, but I feel ill at ease putting my people in the hands of a total stranger."

"My dear Meleus," replied the goddess, "who better to rule over your precious subjects than the most noble man in the realms?"

"Very true. I shall see to it at once." With that, Meleus sent his criers to all the city-states of the realms, announcing Athena's contest. The competition attracted the bravest and worthiest heroes from all the lands, and Meleus put each and every one of them to the test. The process of selecting a winner was laborious, but at last only one competitor, Anatius, remained.

After winning the games, noble Anatius set out to slay the foul gorgon without question, and was able to end the creature's reign of terror by bringing back the beast's head, which was then mounted in the grand banquet hall of Meleus' palace. The King found Anatius to be a noble successor, and was more than happy to adopt him and step down in his favor. Before doing so, however, he made one final decree. In gratitude to the goddess Athena for her special favor, a similar competition was to be held in the land every twenty years in her honor. The winner of the contest would receive the right to wear the laurel and, as a special gift, would be entitled to any one request of the people of Achea. This is how the great Achean games came to be. Since the time of Meleus, the contest has been held every twenty years, and has been won by some of the world's most noble champions and heroes.

## Getting to Achea

*Blood and Laurels* takes place entirely on the island of Achea. Before running the adventure you should determine just how

far the island of Achea lies from your regular adventuring frontier. The island can be grafted onto the milieu as part of a distant, obscure league of city-states, or part of a relatively close democracy, depending on your campaign needs. Note that Achea is only one of a number of small city states in the area. Most of the others are located on small islands in the vicinity and along a continental coast. Based on the culture of the ancient Greeks, the lands around Achea should provide a rich new area for adventuring, and an adequate setting for countless adventures in the Greek and Roman traditions.

The island itself is accessible only by certain sea routes, and you should feel free to make the voyage as perilous as you like. DMs who wish to develop detailed adventures that take place en route to Achea are encouraged to read Homer's *Odyssey*, which should provide inspiration for a number of seaborne adventures in the ancient Greek tradition.

## The Games

The Achean games consist of six contests, and take place over a period of seven to eight days. Anyone is eligible to enter the games, and a competitor need not compete in all the contests himself. Each competitor may be accompanied by a retinue of up to five companions, each of whom may be appointed to compete in one or more of the individual contests in the competitor's stead.

The six contests test the competitor's (and his retinue's) strength, speed, stamina, skill, wisdom, and valor. The competitor (or faction) that wins each of the contests is awarded a *noble*, or point. The competitors that come in second or third are each awarded a *crown*, or half-point. At the end of the games, the competitor with the most points is declared the victor, and is entitled to wear the laurel and make a request of the King.

## The Adventure

### Synopsis

*Blood and Laurels* begins with the players arrival in Achea, and their presentation of one or more of themselves as competitors in the great games. In encounter 1, the players attend a special opening banquet thrown by the Achean king, Melinore. In addition to providing them with a hearty meal, the banquet gives the players a chance to meet their competition and become acquainted with some of the Achean customs. In a particu-

larly dramatic moment the *sybil*, or prophetess, closes the banquet by predicting that the games will be marked by tragedy.

The next day begins with encounter 2, the trial of strength, in which each of the competitors wrestle each of the others. The players face stiff competition in this event from Theracles, a strong-man from Achea's mountainous coast. Later in the afternoon is encounter 3, the trial of speed, in which competitors run a twenty-five mile foot race. The second day ends with encounter 4, the nightly banquet, in which the players have a chance to partake in the celebration and witness an event that will later provide an important clue.

The third day begins with encounter 5, the trial of stamina, in which the competitors must scale a dangerous mountain to retrieve a rare plant. During the trial of stamina Theracles disappears. The strong-man has actually been the victim of the secret machinations of Drussus, a competitor from the nearby Alexandrian Empire. Drussus sent some of the members of his retinue to ambush Theracles under a rock slide during the event because of the strong-man's impressive showing early in the competition. Drussus, on a mission for his emperor, plans to win the games using whatever steps necessary, allowing him to request of King Melinore the Princess Emily's hand in marriage. After he has married Emily, the villain will kill Melinore, ascend to the Achean throne, and sign the island and all its territories over to the Alexandrian Caesar, who will then have a strong base to use in an upcoming war against the city-states. The usual nightly banquet will be foregone during the evening in favor of a religious ceremony in honor of Theracles.

The games continue on the fourth day with encounter 6, the trial of skill, in which the competitors fight mock battles with broadsword and shield. Again the players face stiff competition, this time in the person of Polinexes, a skillful combatant from a nearby city-state. Later in the afternoon is encounter 7, the trial of wisdom, in which the players must try to answer a riddle posed by Meno, the king's philosopher and high priest. During the evening there is the nightly banquet (encounter 8), during which the competitors are each assigned a task of nobility to perform for the trial of valor. After the banquet, Polinexes will be discovered dead, the victim of a poisoner hired by Drussus to insure that the swordsman's fine showing in the trial of skill will in no way upset his own chances for victory.

On the fifth day encounter 10, the trial of



valor, begins as the players set off to slay Maldrach, a foul beast that has been blocking access to a religious shrine—an oracle located on Achea’s southern coast. The journey to and from the south should take about two days, and during this time the players will have to outwit assassins sent by Drussus to make sure the players do not challenge him for the laurel. Located on the persons of these assassins is a valuable clue which, when pieced together with something the players witnessed earlier, will tip them off to Drussus’ plans.

After all the competitors return from the trial of valor, Melinore adds up the points and determines a winner. At this time, the players will be able to accuse Drussus of treachery, and may have to face the villain in a trial by combat in encounter 11 in order to determine the outcome of the games. Drussus, however, still has one more trick up his sleeve...

**Timeline**

**Day 1**

7:00 PM — Encounter 1: The Opening Banquet. The Sybil delivers her prophecy.

**Day 2**

10:00 AM — Encounter 2: The Trial of Strength  
3:00 PM — Encounter 3: The Trial of Speed  
7:00 PM — Encounter 4: The Evening Banquet

**Day 3**

9:00 AM — Encounter 5: The Trial of Stamina  
7:00 PM — Religious Mourning Ceremony

**Day 4**

10:00 AM — Encounter 6: The Trial of Skill  
3:00 PM — Encounter 7: The Trial of Wisdom  
7:00 PM — Encounter 8: Evening Banquet  
12:00 AM — Encounter 9: A Discovery

**Day 5**

9:00 AM — Encounter 10: The Trial of Valor

**Day 6 - 7**

Trial of Valor continues.

**Day 8**

Reward Ceremony

**NPC Capsules**

King Melinore: AC 10; Move 12”; FTR 2; hp 13; ST 11 IN 13 WS 16 DX 12 CN 12 CH

15; #AT 1; Dmg by weapon; THAC0 20; AL LG. Melinore has a *broadsword* +1.

Melinore is the reigning monarch of Achea and a direct descendant of Anatius, the winner of the first Achean games. Melinore is a kind, passionate man, and cares for little more than the welfare of the Achean people. He has acquired great wisdom through his long life (he is now more than seventy years old), though his benign nature makes him, perhaps, too trusting.

**Emily:** AC 10; Move 12”; HD 0 - level human; hp 3; ST 10 IN 13 WS 13 DX 13 CN 10 CH 16; #AT 1; Dmg by weapon; THAC0 20; AL LG.

Emily is Melinore’s fair young daughter, and the future queen of Achea. She is seldom seen without a smile on her face, and her basic likability has made her the target of marriage proposals from many young Achean nobles. Emily enjoys studying literature with Meno, and hopes to one day enter the priesthood.

**Meno:** AC 10; Move 12”; CLE 4; hp 24; ST 9 IN 15 WS 17 DX 10 CN 9 CH 13; #AT 1; Dmg by weapon; THAC0 18; AL LG.

Meno is the court philosopher and the high priest of Athena, the patron goddess of Achea. His warded appearance is often misleading, and it is not uncommon for visitors to the city-state to mistake him for a beggar or a thief. While performing his religious functions, however, he is always splendidly attired. Meno likes to spend most of his free time discussing philosophy with the Achean nobles on the steps of the temple, and has built himself quite a following. He is a great friend of King Melinore and his daughter Emily. Meno owns a *pearl of wisdom* which was given to him as gift by one of his more adventurous students.

**Typical Achean Hoplite (guard):** AC 3; Move 9”; FTR 1; hp 7; ST 13 IN 11 WS 11 DX 13 CN 13 CH 11; #AT 1; Dmg by weapon; THAC0 20; AL LN. Hoplites carry banded mail, shield, broadsword, and a pilum (spear).

The Hoplites are the elite Achean guard. They take their orders directly from King Melinore, and there are more than fifty of them protecting the main city.

**The Competitors**

**Drussus:** AC 2; Move 9”; FTR 7; hp 42; ST 14 IN 14 WS 13 DX 12 CN 13 CH 9; #AT 3/2; Dmg 2-8 +2; THAC0 14; AL LE. Drussus has *banded mail* +1 and a *broadsword* +2.

Drussus is the players’ main adversary in this adventure. As explained in the DM Synopsis, Drussus is on a secret mission

from the Alexandrian emperor, and plans to win the games using whatever means necessary. If victorious he plans to use his one request of King Melinore to secure Emily’s hand in marriage, putting him next in line for the Achean Throne. While in Achea, Drussus will do his best to act noble and civil, though at times his true cold-hearted personality will bleed through.

**Drussus’ Retinue:** Drussus is the only competitor (with the probable exception of the players) to invoke his right to have a group of followers accompany him. Though he plans to compete in all the events himself, some of Drussus’ followers will accompany him during the Trial of Valor. Also, Drussus will use members of his retinue to ambush Theracles during the Trial of Stamina, and to pursue and hopefully destroy the player characters during the Trial of Valor. Drussus has ten followers. Assume they all have the following statistics.

Assassins (10): AC 7; Move 12”; ASN 4; hp 20; ST 13 IN 13 WS 11 DX 16 CN 12 CH 10; #AT 1; Dmg 2-8; THAC0 20; AL LE. Assassins have leather armor, shields, and broadswords.

**Theracles:** AC 8; Move 12”; FTR 6; hp 54; ST 17 IN 12 WS 11 DX 12 CN 16 CH 15; #AT 1; Dmg 2-7; THAC0 16; AL NG. Theracles has leather armor and a footman’s mace.

Theracles is the powerful son of a shepherd from Achea’s mountainous district. His entering the Achean games has made him the pride of his village, and many say he is one of the favorites to win. Theracles is jovial and good-natured, and he will immediately try to form friendships with the other competitors. Unfortunately, he will be killed by Drussus’ men during the Trial of Stamina.

**Polinexes:** AC 2; Move 9”; FTR 7; hp 48; ST 13 IN 12 WS 10 DX 16 CN 12 CH 12; #AT 3/2; Dmg by weapon; THAC0 15; AL LN. Polinexes has chain mail, shield, broadsword, and pilum (spear).

Polinexes is a valiant warrior from Partha, a nearby city-state. The Parthans have a reputation for being very skilled warriors, and Polinexes is no exception. Like many Parthans, he has been trained since birth to become a soldier, and his exceptional training and discipline have made him one of the finest swordsmen in the land. While not on the battlefield he is stoic and reserved, but the players should find him likable enough. Polinexes will be poisoned by one of Drussus’ hirelings just after the Trial of Skill.