








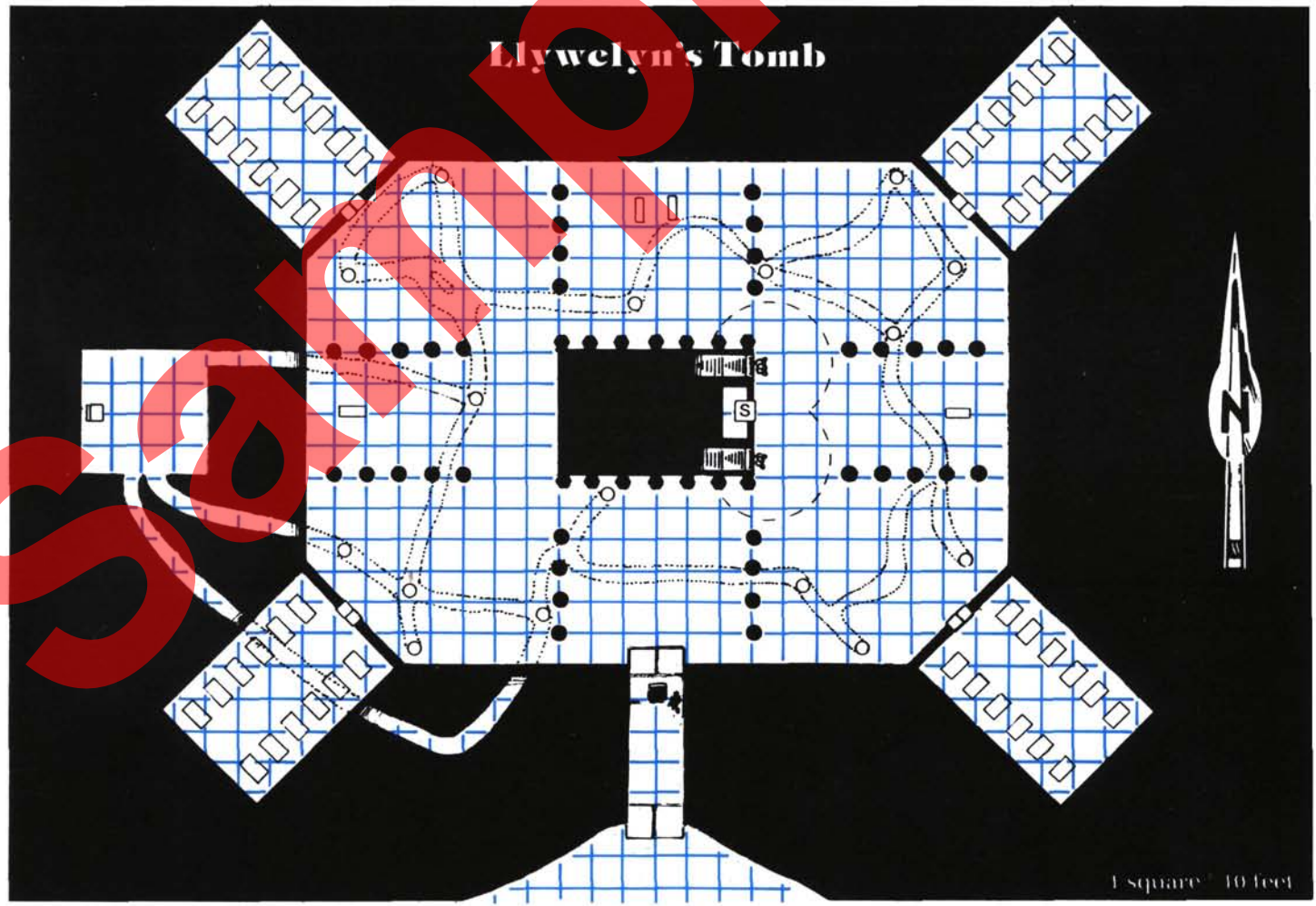
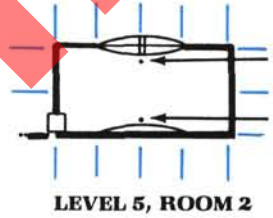
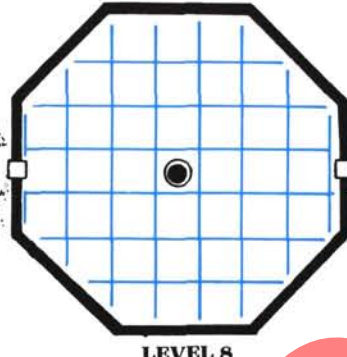


-  DOOR
-  SECRET DOOR
-  DOUBLE DOOR
-  STAIRS
-  PILLAR
-  HOLE
-  CATAFALQUE
-  THRONE
-  PIT AND TUNNEL



TOURNAMENT CHARACTERS FROM GEN CON® XVI CONVENTION

CHARACTER NUMBER	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
CHARACTER	Lyman	Sieveyan	Jenelle	Tremblaine	Arwyn	Brutelle	Dugal McVey	Ringo	Glynnis	Berta
RACE	H	E	H	1/2E	1/2E	H	H	Dw	H	H
SEX	M	F	F	M	M	F	M	M	F	F
Cl/Lvl	M6	M5	C6	C4	Dt4	F6	Rngr 6	T6	Bd 5/5/3	Mk6
HT	5'11"	4'8"	5'8"	5'4"	5'5"	6'	6'3"	4'	5'10"	6'
WT	150 lbs.	80 lbs.	125 lbs.	110 lbs.	115 lbs.	140 lbs.	180 lbs.	150 lbs.	125 lbs.	150 lbs.
AL	LN	CG	N	1G	N	1G	NG	NG	LN	1G
HP	28	25	39	22	30	47	46	32	35	22
MV	12"	12"	12"	9"	12"	12"	12"	9"	12"	20"
STR	9	11	10	14	13	17	17	12	16	15
INT	17	18	11	9	10	9	13	10	12	10
WIS	10	10	16	17	15	11	15	11	15	15
DEX	15	16	14	16	14	15	16	17	17	16
CON	15	16	15	14	16	15	15	15	14	14
CHR	12	17	18	12	16	15	13	11	16	11
SAVING THROWS*										
PARALYSIS	13	12	9	9	7	11	11	8	11	12
PETRIFY	11	11	12	12	10	12	12	11	11	11
RODS	9	9	13	13	11	13	13	8	12	11
BREATH	13	13	15	15	13	13	13	15	13	15
SPELLS	10	10	14	14	12	14	14	9	13	13
ARMOR	Bracers	None	Chain & shield	Scale & shield	Leather	Chain	Ring & shield	Leather	Leather	None
ATTACK ADJ	0	0	0	0	0	+1	+1	0	0	0
DAMAGE ADJ	0	0	0	0	0	+1	+1	0	+1	0
MISSILE ADJ	0	+1	0	+1	0	0	+1	+2	+2	0
OPEN DOORS	1-2	1-2	1-2	1-2	1-2	1-3	1-3	1-2	1-3	1-2
BEND BARS	1%	2%	2%	7%	4%	13%	13%	4%	10%	7%
THEIEVING ABILITIES										
Pick Pockets	60%	67%	60%	52%	42%	20%	82%	25%	25%	—
Open Locks	55%	52%	40%	45%	36%	20%	90%	25%	—	—
Find/Remove Traps	45%	45%	45%	47%	37%	20%	92%	—	—	—
Move Silently	—	—	—	—	—	—	—	—	—	—
Hide in Shadows	—	—	—	—	—	—	—	—	—	—
Hear Noise	—	—	—	—	—	—	—	—	—	—
Climb Walls	—	—	—	—	—	—	—	—	—	—
Read Language	—	—	—	—	—	—	—	—	—	—

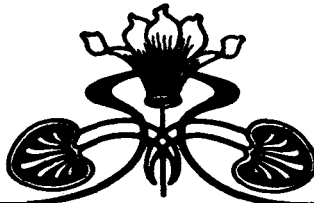
*Ringo's CON bonus included. Arwyn's cloak bonus included.

Adventure for Characters Levels 4-7

Advanced Dungeons & Dragons®

Official Competition Adventure The Bane of Llywelyn

Bob Blake



file

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Introduction

This adventure contains four tournament adventures that were originally run at the GEN CON® XVI Convention. They are the last half of an eight part epic adventure. These scenarios can be run separately or together, in either a tournament or a campaign setting. The Dungeon Master (DM) should read each adventure thoroughly before running it for the players.

The encounters in these adventures were designed for a balanced team of 10 characters, levels 4-7. Each encounter has boxed information to be read to the players and unboxed DM notes describing how to run it. Some encounters have a *Tournament Notes* section with special instructions for tournament play. The characters used in the tournament have been included in the adventure.

In this adventure, the following abbreviations are used:

AC = Armor Class	THACO = To Hit AC 0
MV = Move	Dmg = Damage
HD = Hit Dice	SA = Special Attacks
hp = hit points	SD = Special Defenses
#AT = Number of Attacks	MR = Magic Resistance
F = Fighter	S = Strength
M = Magic-user	Int = Intelligence
I = Illusionist	W = Wisdom
C = Cleric	Dex = Dexterity
D = Druid	Con = Constitution
T = Thief	Ch = Charisma

This adventure contains the fifth through eighth adventures in the epic *Prophecy of Brie*. *The Riddle of Dolmen Moor* is a wilderness trip to the ancient burial ground of Pellham's kings. The characters must use the ancient poem of the "Lineage of Kings" to deduce which tomb is Llywelyn's. However, they discover the tomb is sealed by powerful wards. *The Incants of Ishcabele* is an excursion into the deserted tower of the wizard who set the wards to find a set of parchments (the Incants) that explain how to remove them.

Llywelyn's Tomb covers the initial penetration into the lost king's tomb, in which the party must deal with some unusual guardians while solving the puzzle of how to proceed further. *And the Gods Will Have Their Way...* begins with a disastrous intervention by the Celtic gods and ends with the party traveling to another plane in a last ditch effort to bring the Prophecy of Brie to a successful conclusion.



TOURNAMENT PLAY

The recommended playing time is three hours per adventure. As originally run, achieving the goal was the primary victory condition, with the number of successful encounters secondary. Casualties, then expenditure of resources (spells, items, and so on), were used as tie-breakers. The tournament also has various conventions, which follow:

1. Players use precreated characters. Characteristics, equipment, allowed spells, and magical items are listed. Players may not add to or change this list.
2. Players may use only the *Players Handbook* during play. However, all personal magical items that the characters start with are known and completely understood by the owners. The DM should brief characters on the capabilities of their magical items if requested.
3. There are no wandering monsters in tournament play. The random monster tables included here are for campaign play only.
4. Monsters fight to the best of their ability unless the tournament notes specify otherwise; such monsters neither check morale nor flee unless noted. Monsters are fully aware of the capabilities of their weapons, magical items, and spells, and use these to advantage.
5. Note that tournament characters do not advance in level between rounds. The pacing of the adventures is such that no time for training is available between the scenarios.

RANDOM ENCOUNTERS

Random encounters occur only in campaign play. The DM rolls for encounters in the morning and evening, with a 1 on 1d20 indicating an encounter.

Damrosil River Encounters

Die Roll Encounter

1-2	1-4 stags, watering with herd at the river's edge with 4-8 herd members each
3	1-12 wild boars
4	5-20 giant frogs
5	1-6 giant pike
6	1-3 black bears
7	1 giant snapping turtle
8	4-7 NPCs, adventuring party (1d4 + 3)

Each character in the NPC party is of 4th to 6th (1d4 + 2) level. At least one magic-user and one cleric are in the group. NPC parties can be found either on the water or traveling along the river's edge, probably opposite the party's direction of travel.

Kingsway Road Encounters

Die Roll Encounter

1	1-6 brown bears
2	2-20 ogres
3	5-20 pixies
4	2-8 satyrs
5	1-2 giant stags
6	3-30 stirges
7	2-20 sylvan elves
8	1-12 trolls

Scenario 5: The Riddle of Dolmen Moor

PLAYERS' BACKGROUND

Two hundred years ago the people of the kingdom of Pellham rose in revolt against the oppressive monarchy of King Alendus II. Mobs surged through the streets of the capital city of Widdershin, forced their way into the palace, and ransacked it. Everything of monetary value was carried away and all else burned.

The monarchy was replaced by a council, which is currently headed by the seneschal Gwydion. However, that the council is now floundering is no secret, and this has resulted in a groundswell of popular opinion for the return of the monarchy. A strong individual is needed now to pull things back together, but there is one big problem: who will be king? Certainly not Gwydion nor any of the council!

Perhaps the answer lies in a packet received from a religious sect known as the Brothers of Brie. Several old manuscripts were enclosed, the most important of which is the following prophecy:

WITH SIX HANDS OF LORING THE LOST UPON THE WHEEL OF TIME, AT THE MOMENT BAZEL MOUNTS HIS CHARIOT TO DO BATTLE WITH THE SEVEN DAUGHTERS, THE DEAD KING SHALL RISE TO SEIZE THE TRIAD WITH HANDS THAT CANNOT GRASP AND EYES THAT CANNOT SEE. ALL WARDS BROKEN AND THE MYSTIC BARRIERS PIERCED WITH MATING SWORDS, THREE SAINTS AND SINNERS WILL STRUGGLE IN THE DUST, BOTH AND NEITHER TO TRIUMPH. AND WHILE THE SUNDERED EARTH SPEWS FORTH THE DREGS OF CENTURIES, A NEW ORDER SHALL COME UPON THE LAND.

Only three elements of the prophecy have any meaning in this day and age. "Loring" was the twelfth king of Pellham. "Bazel" and "The Seven Daughters" are constellations that periodically move toward one another as if going to battle.

Most intriguing to be sure, but which dead king? With the looting of the palace all those years ago, not even the proper lineage of the dynasties is remembered.

But there is one king still held in reverence by one and all, Llywelyn the Just. Llywelyn! Of course! The Prophecy is ancient, probably written about the time of the founding of Pellham. Its authenticity is unquestionable, but is this the time of its fulfilment?

The task was to determine if indeed it was time for the return of Llywelyn. In Loring's Wood, the discovery of the Wheel of Time proved that the time of the prophecy was at hand. Then the Brothers of Brie, deciding that "mystic barriers pierced with mating swords" referred to locks and keys, arranged for the purchase of nine antiquated keys from Lord Krell the Robber Baron. The keys were recovered, and Krell's reputation proved well-earned.

Llywelyn's kingly trappings were not buried with him, for an accident to his funeral barge had lost his baldric, sceptre, and crowned helm. The sceptre was later sold by a bugbear chieftain, providing a clue to the location of the other items. The bugbear colony in the Eyes of Berta cave complex was invaded and the baldric and helm rescued.

The elixir needed to return King Llywelyn from the Isles of the Dead could be retrieved only from the legendary wizard, Caer. A perilous journey up the river Damrosil led to Caer's mountain retreat, and answers to his cunning riddles won the needed elixir.

The prophecy will soon be fulfilled. All the necessary preparations have been made. All that remains is to find the tomb of King Llywelyn. The search begins at Dolmen Moor, the resting place of Pellham's kings. Many kings are buried there, each in a separate mound. However, the destruction of most of the royal archives and the span of time involved has erased memory of all but a few of the past kings, let alone the exact location of their final resting places.

You will journey north up the Damrosil River, leaving it when you come to the Kingsway, an ancient road that runs from the Fens of Taravol to Dolmen Moor. There, you must find which mound holds the mortal remains of Llywelyn. But beware, for Dolmen Moor is haunted by the spirits of the dead by night.

Campaign Note: Suggested compensation for this part of the quest is 500 gp (and XP) per character level. The Council of Widdershin is not going to be happy if the characters loot the tombs of the ancient kings!

DM INFORMATION

The adventure begins as the characters, rowing in small boats up the Damrosil, approach the Fens of Tavoral. They have two boats with four oars each, and divide five to a boat.

THE DAMROSIL RIVER

1. THE MINSTREL OF THE FENS

The trip up the Damrosil has been uneventful. The river becomes wider and more sluggish as it enters the fens. A myriad of small islands dot the water and the unmistakable odor of swampland hangs upon the air. The vegetation is profuse, overhanging the banks to such an extent that at times no more than a boat-width of open water remains. For some time now, the sound of a lone voice singing in this wilderness has become louder, as if you've been going toward it.

The voice sounds human, though the words cannot be made out. One of the party thinks he hears the name "Llywelyn."

As you push through a wall of vines, the singer is suddenly revealed. A barefooted old man sits cross-legged on a grass-covered hummock in the middle of a wide pool. His face is clean shaven, but his thin, silver hair, straggling from beneath a black leather cap, has grown to waist-length and is uncombed. His threadbare clothing, apparently purple when new, is of a style long out of fashion. He strums a lute of exquisite tone and workmanship.

Near the hump of dry land, a small, red, smooth-skinned arm and hand are thrust up through the surface of the pool, shaking a tambourine in rhythm with the singer. Nearby, a blue cap with a yellow feather floats on the water's surface. As the song comes to a break, the minstrel looks at you with haunted eyes and begins again.

This is Loring the Lost.