

S4

FOR ADVANCED
D&D® GAME

Dungeon Module S4 The Lost Caverns of Tsojcanth

by Gary Gygax

AN ADVENTURE FOR CHARACTER LEVELS 6-10



In the Yatil Mountains south of Perrenland there is rumored to be a magical hoard of unsurpassed value, a treasure of such fame that scores of adventurers have perished in search of it. Find the perilous Lost Caverns of Tsojcanth and you may gain the hidden wealth of the long-dead arch-mage — if you live!

This module contains background information, referee's notes, maps of the wilderness and two cavern levels, and many new monsters, magic items, and spells. The Lost Cavern of Tsojcanth was originally designed for the Official ADVANCED DUNGEONS & DRAGONS® Game Tournament at Wintercon V and contains the original tournament characters. For the best in adventure gaming products, look for the TSR logo on games, modules, and playing aids.

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DUNGEON MASTER'S WILDERNESS MAP



Mountain



Road



Ververdyva River



Hill



Variable Encounter

One hex = 3.5 miles

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Booklet 1

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Advanced Dungeons & Dragons® Dungeon Module S4

The Lost Caverns of Tsojcanth

INTRODUCTION

Nearly a century ago the Arch-mage Iggwilv sent her evil minions to conquer the lands around her abode. So successful was she that the Marches of Perrenland were subjugated for a decade, and great indeed was the loot brought to Iggwilv's lair in answer to her insatiable demands for treasure. Legend states that the arch-mage gained much of her prowess from discovering the Lost Caverns of Tsojcanth, wherein was hidden magic of unsurpassed might. It is certain that Iggwilv ruled her domain from these caverns. There she also conducted arcane experiments and rituals, trying to further increase her powers.

These experiments were her downfall, for during one she accidentally freed the demon Graz'zt, whom she had imprisoned and forced into servitude. There was a terrible battle, and although the demon was forced to flee to the Abyss, Iggwilv was so stricken from the contest that her powers and strength were forever lost. With the wane of her evil, Iggwilv's realm was sundered. Her former henchmen and slaves stole her treasure and scattered to the four winds in the face of enemy armies. The arch-mage, however, used the last of her power to prepare a hiding place in the caverns for her remaining wealth. Legends say that this included several tomes of great power and the fabled lamp called **Daoud's Wondrous Lanthorn**. What else might be hidden no one knows, for no one has yet discovered Iggwilv's hoard.

That Iggwilv is long dead and gone cannot be doubted. Until recently, though, the stories of her secret cache of treasure in the Lost Caverns of Tsojcanth were regarded as another grandfathers' tale to amuse the younglings. Cartloads of tapestries and rugs, statues and rare art objects have been recovered over the years as well as chests of precious metals, sacks of coin, and coffers filled with gems and jewelry. It was believed that all her treasure had been looted, and that no magic or wealth remained. However, recent investigations have indicated that the magical lanthorn did exist and that Iggwilv possessed it. Iggwilv's lair was definitely located somewhere between the gorge of the **Velverdyva River** and the hills east of the town of **Krestible**. The realms of **Iuz**, **Perrenland**, and **Ket** have sent expeditions into the **Yatil Mountains** seeking the exact location of the caverns; the few that have survived have all failed.

NOTES FOR THE DUNGEON MASTER

Preparing for Play: To properly referee the adventure—an undertaking likely to last several game sessions—you must read the entire scenario thoroughly first. The more familiar you are with each encounter, the greater your skill in describing it, and the higher the level of player enjoyment. So read the entire module first, re-read parts you believe vital, and only then gather your group for play.

As Dungeon Master you should enliven the module with as much of your own creativity as you wish, and then add your personality to interpret the cold lines of print and make them come alive. The details of how the party was gathered should serve as a reasonable starting point. You should also create a background of the realms seeking the treasure. This would

include the power and personality of the ruler sponsoring the party's search, the strength of the ruler's political rivals, if any, and the politics of the sponsoring realm. Other nations would also want Iggwilv's treasure, and would have to be handled in the same detail. (If the **WORLD OF GREYHAWK™** Fantasy World Setting is part of your campaign, the party is sponsored by the Margrave of the March of **Bissel**. **Perrenland**, **Ket**, **Veluna**, and **Iuz** are enemies or rivals of **Bissel**.) **Bissel's** enemies might use spies to hinder the party, or send adventurers of their own to get the treasure first. Characters could have to handle these problems long before they reach the caverns themselves.

The Map: The Dungeon Master's copy of the wilderness map shows far more than the players' copy. Each hex is approximately 3.5 miles across. It shows the border areas of **Ket** and **Perrenland**, between the **Velverdyva River** and the town of **Krestible**, as shown on the map of the **WORLD OF GREYHAWK Fantasy World Setting**. The trail through the mountains is indicated on both maps. There are narrower side paths not shown on the players' map that lead to lettered encounter areas (**A** and **B**) as well as the **Lost Caverns**. Wilderness encounter hexes are marked by large dots on the Dungeon Master's map. Special wilderness encounter hexes are numbered on both the DM's and the players' maps. All these encounters are described hereafter. If the party wanders off the trails, the DM should make an encounter check each morning and each night, with a 1 on d10 resulting in an encounter. Use the **WILDERNESS ENCOUNTER TABLE** (see **WILDERNESS ENCOUNTERS**) to determine what the party encounters.

Movement Rate: The terrain through which the party will be traveling is treacherous and rocky. The trails in this area are overgrown and in poor condition. This will slow the party, as will the need to move at the pace of the slowest party member. A party will move through the wilderness at the following rate:

Terrain Type	Mounted	Afoot
Major trail	17 mi. (5 hexes)	10 mi. (3 hexes)
Minor trail (shown DM's map only)	14 mi. (4 hexes)	7 mi. (2 hexes)
No trail	7 mi. (2 hexes)	4 mi. (1 hex)

The standard scale used on the wilderness map is 3.5 miles per hexagon (hex).

Horses: In addition to any other equipment or magical items supplied by the party's sponsor, the party has been given mountain horses, bred for strength and stamina. Their full statistics are as follows:

Mountain Horse: AC 7; MV 24"; HD 3; hp 16 each; #AT 2, as HD 2 monster; D 1-4/1-4.

Food and Hunting: If supplies run low, the party will have to hunt for food. Hunting takes an entire day's time, and means that the party cannot leave the hex in which they begin the day. One day's hunting provides food for two days. The party's mountain horses can feed on the grass and lichens that grow along the mountain trails. When off the trail, horses must spend every third day grazing. Horses not allowed to graze will lose one hit point per day. After six days without feeding, the horses will move at half speed. The horses will eventually die if not fed.

Adventuring Characters: This module was designed for six to eight characters of 6th-8th level, although it can be challenging for characters as high as 10th level. However, if more than four 9th-10th level characters are used, monster encounters will have to be strengthened to balance the party's strength. The effective level of double-classed characters is normally the average of the two classes, plus two. However, if one class is three or more levels above the other, take the higher level and add two. If the character is triple-classed, take the highest level and add four.

The original tournament scenario of this module had six characters:

Characters	Levels
Half-elven fighter/magic-user/thief	4/4/5
Elven fighter/magic-user	4/9
Halfling thief	9
Human fighter	8
Human cleric	7
Dwarf fighter	6

The original tournament scenario had no outdoor adventure. To make the party equal to the challenge of the expanded scenario, the last four characters should each be increased by one level. Otherwise, a ranger and a cleric, each of 5th-6th level, can be added to the party to enable it to handle the outdoor adventure. These additional two characters have been provided, along with the original tournament characters.

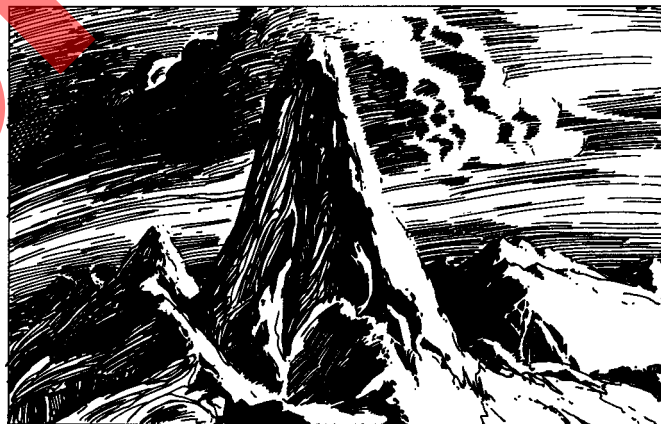
Players seeking the early death of their characters should be quite satisfied with **The Lost Caverns of Tsojcanth**, for there are many opportunities for the foolish or rash to end it all. Caution the players that this is a most difficult and perilous quest, one fraught with all manner of danger. To succeed, they must be prepared materially and mentally. This is meant to serve as a word of caution to the able player. Those without real knowledge of AD&D™ game play, without ability to handle characters of the appropriate level for this adventure, will see their characters perish swiftly if the module is handled correctly.

START

For the Dungeon Master: Read the **BACKGROUND** and **Players' Start** to your players. Allow them to copy down the verse clue to the location of the cavern, if they ask. Explain to them that they are now on a narrow pathway that wends ever deep into the mountains. The sun is just emerging over the peaks to the east; it is time for them to set forth. (If the party is relatively weak in levels, numbers, or magic, use Appendix C of the **Dungeon Masters Guide** (Party Magic Items, pp 175-76) to equip the party with magical items appropriate to their levels, to bring them up to strength. Tell them that the items were donated by the party's sponsor (such as His Grace of Bissel) in the hope that the expedition might meet with success.) Inform the players that their characters are mounted, with two weeks iron rations in their saddle bags. Have them list exactly what else they have chosen to take along. Warn magic-users that they must have either an ample supply of scrolls or their spell books and magical components. (You may allow magic-user characters who request it to have previously prepared smaller spell books for the journey, each containing no more than four spells of each spell level. Likewise, prepared packets of components can be carried.)

For the Players: Your party has been gathered by agents of the Margrave of the March of Bissel. He tells you that there are "political considerations," which he does not explain, that prevent him from searching for Iggwilv's trove himself. However, it is vital that the treasure not fall into the hands of his enemies. Your party's goal is to get the treasure before Bissel's enemies do. The Margrave has provided you with horses and a map showing the most probable location of the Lost Caverns. The Margrave will also give you an escort from Thornwood to a narrow trail leading from the easternmost arm of the Bramblewood Forest northward into the Yatil Mountains—the very heart of Iggwilv's old domain. You have pledged to repay the Margrave for your horses, as well as any other equipment he provided, out of the monetary treasure obtained. You will also be required to pay a treasure tax of 15% on all money taken. He tells you that the remainder, as well as any magical items taken, are your reward for undertaking this perilous quest. However, you are warned under threat of dire punishment not to allow any magical items to fall into evil hands.

An examination of your map reveals that the track through the mountains has numerous branches. At the end of each track is a number, evidently standing for something unknown. The agents of the Margrave cannot tell you anything about their significance, except that it is likely that at one of the sites are the caverns you seek. Obviously, the map is incomplete, for from what you know of this part of the world, there are mountains where nothing but blank space is shown on the chart. With this map you must somehow find where the treasure is hidden. The more direct your route to the caverns, the less the likelihood of injury or death from the many perils of the journey. A scrap of parchment with a bit of doggerel on it might be a clue, or it might be of no use whatsoever, save to mislead you.



The verse says:

the horn of IGGWILV
pierces the heart—
look over your shoulder
before you start.
how many sorrow?
foolish men,
because they didn't
turn back then.

After a journey of a sen'night your band has reached the foothills of the Yatils without incident. Before you is the winding path leading into the grim mountains; behind is the escort of horsemen riding south for home. Fortunately, you have sure-footed, mountain-bred horses given to you to assure a swift passage to your destination. Vellum map secured safely, there is naught else to do but proceed with the quest to find the Lost Caverns of Tsojcanth.

WILDERNESS ENCOUNTERS

NUMBERED ENCOUNTER AREAS

There are six numbered areas, shown on both the DM's and the players' wilderness maps. No specific encounters are given for these six areas. The DM should choose an appropriate encounter for each area, using the **WILDERNESS ENCOUNTERS CHART** in this module. The creatures chosen for the numbered areas should be encountered only once. Do not choose numbers 1-6 simply because the encounter areas are numbered 1-6. For example, 1 could be the stone giants or the wolfwere; 2 could be the wyverns or the hermit; the tribesmen or the dragon could be at 3, etc.

VARIABLE ENCOUNTER AREAS (Dots)

Encounters in the wilderness will not occur randomly. The party will have encounters at specific points when travelling along the trails. These encounter sites are marked as heavy dots on the DM's map. If the party camps in a hex adjacent to a dot, the DM may decide to give the party a night encounter. Daytime encounters occur whenever the party stops in or passes through a hex with a dot. Variable encounters can be rolled randomly or be chosen by the DM, using the **WILDERNESS ENCOUNTER CHART** in this module. The animal and humanoid encounters can be used several times, as can natural hazards such as avalanches or rockslides.

WILDERNESS ENCOUNTER TABLE

Roll d20 and consult this table. Each encounter is detailed fully following the table.

Die Roll	Result
1	Border Patrol
2	Avalanche
3	Rockslide
4	Bears, brown
5	Gnoll Raiding Band
6	Eagles, giant
7	Mountain Tribesmen*
8	Snake, giant
9	Goblin Band
10	Hill Giants
11	Wolf pack (with wolfwere)*
12	Mountain Dwarf Band
13	Hermit*
14	Trolls
15	Wyverns*
16	Hobgoblin War Party
17	Ogres
18	Elven Warders Band
19	Blue Dragon*
20	Stone Giants*

*It is recommended that these encounters be used for the numbered encounter areas.

EXPANDING THE WILDERNESS ADVENTURES

The **Lost Caverns of Tsojcanth** is a module with a great deal of potential, one that can take many sessions to finish. DMs should consider stressing this to their players, because it is possible to have an enjoyable adventure before the caverns are even reached. The wilderness section includes a wide variety of possible encounters. Some of these can become the basis of several adventures.

The gnomes, dwarves, elves, and mountain tribesmen are fully described, and these entries can be used to create communities of mountain dwellers. A sample lair map, usable for the gnomes, has been included, should the DM want to fully develop this community. Befriending one of these communities could be of great value in providing the party with healing, information, or help against bands of raiders. However, gaining the trust of one of these communities usually requires that the party fights against their enemies.

An encounter with a military patrol could be a challenge to the party. A friendly patrol could tell the party how many "dangerous areas" (variable encounter sites) are on the trail ahead, but not the exact locations. Winning the trust of a patrol is very difficult, however, for it is their mission to be suspicious of all armed travellers.

A third possibility is the Craggy Dells. If the party succeeds in defeating the brigands there, they could find (at the DM's option) information that will lead them to the persons buying hippogriffs from the bandits.

1. BORDER PATROL

These patrols are typical of their kind. Their mission is to catch brigands and smugglers, prevent raids by humanoid bands larger wilderness monsters, prevent unauthorized border crossings, and to give advanced warning of invasion or other hostile troop maneuvers.

A. Kettles (southern part of map)

Captain (AC 2; F5; hp 32; #AT 1; D 1d6+1) armed with lance and scimitar. He is mounted on a medium warhorse (hp 15).

Mullah (AC 3; C4; hp 25; #AT 1; D 1-6+1) armed with a mace. He is mounted on a medium warhorse (14 hp) and has the following spells:

FIRST LEVEL: command, cure light wounds (x2), light, protection from evil

SECOND LEVEL: hold person, silence 15'r.

6 Lancers (AC 4; F1; hp 10, 9, 7, 7, 6, 5; #AT 1; D 1d6+1) armed with lance and scimitar. They are mounted on medium warhorses (hp 15, 13, 2x12, 2x11).

Sergeant (AC 5; F3; hp 21; #AT 1; D 1-4) armed with dagger and composite short bow with arrows, plus four arrows +2. He is mounted on a medium warhorse (hp 14).

12 Horse Archers (AC 6; Lvl 0; hp 7, 3x6, 5x5, 3x4; #AT 1; D 1-4) armed with dagger and composite short bow with arrows, plus one arrow +1 each. They are mounted on light warhorses (hp 2x14, 13, 12, 3x11, 2x10, 3x9).

Medium Warhorse (AC 7; MV 18"; HD 2+2; #AT 2 hooves, 1 bite; D 1-6/1-6/1-3).

Light Warhorse (AC 7; MV 24"; HD 2; #AT 2 hooves, 1 bite; D 1-6/1-6/1-3).

B. Perrenlanders (northern part of map)

Commander (AC 3; F6; hp 49; #AT 1; D 1d6+1) armed with lance and hand axe. He is mounted on a medium warhorse (hp 16).

Lieutenant (AC 4; F4; hp 30; #AT 1; D 1-8) armed with long sword and light crossbow with bolts. He is mounted on a medium warhorse (hp 15).

10 Horse Archers (AC 5; Lvl 0; hp 2x6, 4x5, 4x4; #AT 1; D 1-6; armed with hand axe and composite short bow with arrows, plus one arrow +1 each. They are mounted on medium warhorses (hp 15, 14, 5x13, 12, 2x11).

Elf Fighter/Magic-User (AC 4; F3/MU3; hp 19; #AT 1; D 1d8+1) armed with longsword. She is mounted on a pony (hp 5) and has the following spells:

FIRST LEVEL: magic missile, sleep

SECOND LEVEL: stinking cloud

4 Elf Scouts (AC 6; HD 1+1; hp 8, 2x7, 6; #AT 1; D 1-6) armed with short sword, dagger, and longbow with arrows. They are mounted on light warhorses (hp 15, 13, 2x12).

Medium Warhorse (AC 7; MV 18"; HD 22+; #AT 2 hooves, 1 bite; D 1-6/1-6/1-3).

Light Warhorse (AC 7; MV 24"; HD 2; #AT 2 hooves, 1 bite; D 1-6/1-6/1-3).

Pony (AC 7; MV 12"; HD 1+1; #AT 1 bite; D 1-2).

Patrols will be suspicious of all individuals encountered. Only the leaders of either patrol will speak the Common Tongue. If there is a lawful neutral cleric with the party, the Mullah will be friendly to them, and even a lawful good cleric will prevent hostility. An elf or half-elf of good or chaotic neutral alignment will favorably impress the Perrenlander patrol. A party that acts in a suspicious or hostile manner will be threatened in an attempt to disarm them and bring them to the nearest border stronghold for further questioning. Simply stating that the party is in the Yatils adventuring and seeking to slay the enemies of humankind will generally suffice to obtain a grudging dismissal from a patrol.

Treasure: Zero level men will have 2-5 gp each. Others will have 10 gp per level. Each leader will have an additional 120+3d10 gp government funds. Neither patrol will fight long. If they are obviously weaker or outnumbered, they will seek to break off the action and return to their post to give a full report of the battle.

2. AVALANCHE

The party will hear a faint splintering sound followed by a rocky clattering and rumbling. They must immediately (before the DM counts to 10) move or else be crushed by the avalanche. The falling rocks will kill each party member who fails a saving throw versus Spells (although the avalanche is not magic, of course; the save simply indicates the relative danger). If the party back tracks, they will have to cross a rockslide now on their track (see 3., below); if they move ahead the rock slide will block their path if they return.

3. ROCKSLIDE

An old avalanche has partially blocked the trail at this point. It will require half a day to safely get past such a place. If the party attempts to cross quickly, a saving throw versus Petrification must be made by each member. Failure indicates the individual slipped and fell. Using d6, determine if only the mount is killed (1-4) or if both horse and rider plunge to their doom (5-6).

4. BROWN BEARS

3 Bears (AC 6; MV 12"; HD 5+5; hp 37, 30, 23; #AT 2 claws, 1 bite; D 1-6/1-6/1-8; SA hug for 2d6). The bears are hungry but can be frightened away by fire or stopped from attacking by throwing food to them.

5. GNOLL RAIDING BAND (32 Members)

Sub-chief (AC 4; MV 9"; HD 3; hp 16; #AT 1, D 1-10) armed with a halberd.

6 Archers (AC 6; MV 9"; HD 2; hp 14, 13, 12, 11, 10, 8; #AT 1; D 1-6) armed with club and longbow with arrows.

10 Polearmsmen (AC 5; MV 9"; HD 2; hp 2x12, 2x11, 2x10, 4x9; #AT 1; D 2d4) armed with bill-guisarme.

3 Swordsmen (AC 6; MV 9"; HD 2; hp 12, 11, 10; #AT 1; D 1-10) armed with two-handed sword.

5 Axemen (AC 6; MV 9"; HD 2; hp 13, 2x10, 9, 8; #AT 1; D 1-8) armed with battle axe.

7 Scouts (AC 6; MV 9"; HD 2; hp 12, 11, 3x10, 2x9; #AT 1; D 2d4) armed with morning star.

Individuals have 1d10+2 sp each, the leader has 1d10+2 gp. (Obviously, the group has not had much success yet.) Unless their scouts are surprised, there is a 2 in 6 chance that they will not be seen by the party. In that case, the gnolls will lay an ambush. If more than one-quarter of their number is slain without equal loss to the party, the gnolls will flee over the trackless mountainsides.

6. EAGLE EYRIE

6 Giant Eagles (AC 7; MV 3"/48"; HD 4; hp 29, 28, 24, 23; #AT 2 talons, 1 bite; D 1-6/1-6/2d6; SA plummet at +4 to hit with two talon attacks only at 2d6/2d6.)

These are three pairs of mated birds whose nests are nearby. In two of the nests are 5 eggs (2 and 3 respectively). If there is a dwarf or high elf with the party, the eagles will telepathically warn the party to stay away. Otherwise, the eagles will plummet to attack if the party pauses or makes hostile gestures. Climbing to either nest will require spells or thief ability. It will take half a day to climb up and return. One nest also contains a scroll tube with a scroll of 3 clerical spells. The level of each spell is randomly rolled on a d4. The exact spell is chosen by the DM.



7. MOUNTAIN TRIBESMEN (20 members)

- Chief (AC 5; MV 9"; F5; hp 40; #AT 1; D 2d4) armed with bastard sword and throwing spear. He has a +1 bonus to hit and a +2 damage bonus due to strength.
- Sub-chief (AC 5; MV 9"; F4; hp 33; #AT 1; D 1-8) armed with battle axe, light crossbow with bolts, and a **bolt +3**.
- Warrior (AC 6; MV 12"; F2; hp 19; #AT 1; D 2d4) armed with a morning star and three javelins. He has a +1 bonus to hit and a +2 damage bonus due to strength.
- Medicine Man (AC 6, leather armor, +2 due to dexterity; MV 12"; D5; hp 29; #AT 1; D 1-6) armed with staff, dagger, and three darts. He has the following spells available:
FIRST LEVEL: animal friendship, entangle, faerie fire, speak with animals (x2)
SECOND LEVEL: charm person or mammal, cure light wounds (x2) obscurement
THIRD LEVEL: call lightning, neutralize poison, tree
- 8 Spearmen (AC 6; MV 9" F1; hp 10, 9, 3x8, 3x7, 2x6; #AT 1; D 1-6) armed with spear and club.
- 4 Axemen (AC 7; MV 12"; F1; hp 11, 10, 8, 7; #AT 1; D 2d4) armed with bardiche.
- 4 Crossbowmen (AC 8; MV 12"; Lvl 0; hp 7, 6, 5, 4; #AT 1; D 1-4) armed with dagger and light crossbow with bolts.

These tribesmen are out hunting and watching for potential raiders—particularly humanoids. They are Neutral, and highly suspicious of strangers. They will attack weak-seeming parties that show any signs of wealth—and nearly anything is wealth to these poor mountaineers. They can be bribed with money and weapons or similar gear. They can also be enlisted as allies against known raiders, or to attack someplace and gain great and easy wealth. In no event will they serve long or explore caverns. The entire band's treasure totals 1-6 sp and 5d6 cp. (These tribesmen come from the **GNOME VALE**, area **A**. The chief of the tribesmen is a feudal vassal of the gnome lairds.)

8. GRAY-FURRED GIANT SNAKE

- Snake (AC 5; MV 15"; HD 4+2; HP 24; #AT 1; D 1-3; SA surprise on 1-3; poison bite (D 2d4 + save vs. Poison or die). The snake has no treasure but mountaineers consider furred snakeskin of great value (100-600 gp) for warmth and protective qualities.

9. GOBLIN BAND (70 members)

- Leader (AC 5; MV 6"; HD 1+1; hp 9; #AT 1; D 2d4) armed with morning star and spear. He carries 17 gp and a base 50 gp gem.
- 4 Sub-Leaders (AC 5; MV 6"; HD 1; hp 4x7; #AT 1; D 1-6) armed with spear and short sword. Each has 2d6 gp.
- 40 Regulars (AC 6; MV 6"; HD 1-1; hp 5x7, 10x6, 10x5, 15x4, 5x3; D 1-6) armed with various weapons. Ten have spears to throw before melee. Each has 3d6 sp.
- 25 Skirmishers (AC 6; MV 6"; HD 1-1; hp 5x6, 5x5, 5x4, 5x3, 5x2) all armed with slings, five also have short swords. Each has 2d6 sp.

These marauding humanoids seek to rob unsuspecting travelers or to raid unprepared homes and settlements. They are working their way northwards towards the Clatspur Mountains, hoping to eventually reach the Vesve Forest. If strongly attacked, or if they take one-third casualties without hope of immediate victory, they will stop fighting and flee into the trackless mountains. They are carrying several sheep carcasses which they will drop in their flight.

10. HILL GIANTS

- 3 Hill Giants (AC 4; MV 12"; HD 8 + 1-2; hp 50, 42, 33; #AT 1; D 2d8; SA hurl rocks for 2d8 points of damage)

These giants live in a nearby cave and have a store of 2,300 gp, 3,600 sp, and 1,900 cp there. If they see the party and think it weak, they will attack. They will fight to defend themselves if attacked. If the party appears strong and acts very confident, the hill giants will allow them to pass.

11. WOLF PACK (14 Members)

- 12 Wolves (AC 7; MV 18"; HD 2+2; hp 16, 14, 13, 12, 11, 10, 2x9, 8, 2x7, 6; #AT 1; D 1d4+1)
- 2 Wolfweres (AC 3; MV 15"; HD 5; hp 37, 34; #AT 1 (or 2 if human weapon used); D 2d6 (plus possible weapon); SA singing causes lethargy (treat as slow spell) for 5-8 rounds; SD cold unforged iron weapons or +1 or better weapons to hit) see the end of the module.

The wolfwere is a monster similar to a lycanthrope. It is a wolf that can assume a human or half-human shape at will. They are normally encountered in a human shape, disguised as wanderers or minstrels. The wolfweres have a den near the cave of the wolves. In it are human clothing and a lute. The pair, male and female will take human form and attempt to move into the party's camp at night, sing them into a state of lethargy (which requires 1 round), and then summon the wolves and attack. In their lair they have 4,000 cp, 5,000 sp, 100 pp, one piece of jewelry (500 gp base value), a potion of flying, a potion of healing, a potion of levitation, and a potion of sweet water.

12. MOUNTAIN DWARF BAND (107 Members)

- Noble (AC 2; MV 9"; F6, hp 48; #AT 1; D 1d41) armed with war hammer +2 and short sword +1. He has a +2 bonus to hit and a +3 damage bonus due to strength.
- Elder (AC 2; MV 9"; C4/F4; hp 30; #AT 1; D 1d6+1) armed with a mace +1. He has the following spells available:
FIRST LEVEL: cure light wounds (x2), detect evil, protection from evil, sanctuary
SECOND LEVEL: chant, hold person
- 2 Lieutenants (AC 3; MV 9"; F3; hp 27, 23; #AT 1; D 1-8) armed with battle axe and war hammer. Each has a +1 damage bonus due to strength.
- 10 Scouts (AC 5; MV 9"; HD 1+1; hp 8, 2x7, 2x6, 3x5, 2x4; #AT 1; D 1-6) armed with short sword and light crossbow with bolts.
- 8 Guards (AC 4; MV 9"; HD 1+1; hp 9, 2x8, 2x7, 2x6, 5; #AT 1; D 1-8) armed with battle axe and light crossbow with bolts.
- 30 Spearmen (AC 4; MV 9"; HD 1+1; hp 10x6, 10x5, 10x4; #AT 1; D 1-6) armed with spear and hand axe.
- 45 Infantry (AC 4; MV 9"; HD 1+1; hp 5x8, 5x7, 10x6, 15x5, 10x4; #AT 1; D 1-8) armed with battle axe. In addition, each of the following weapons is carried by one-third of the force: horseman's pick, mace, war hammer.
- 10 Bannerbearers (AC 4; MV 9"; HD 1+1; hp 2x9, 2x8, 3x7, 3x6; #AT 1; D 2d4) armed with guisarme-voulge and long sword.

This group of sturdy dwarves is bent upon wreaking revenge on a tribe of hobgoblins that has established its encampment in the mountains nearby. They will not listen to talk which would prevent or delay this mission. They will ignore any party of neutral or good aligned characters—or anyone else who does not hinder or attack them. If attacked, these mountain

dwarves will fight fiercely until their leaders are killed (at which time they will retreat while fighting). Each normal dwarf has 5d6 gp. Leaders will have 10 gp per level, 1 base 50 gp gem per level, and 1 piece of jewelry per level.

13. THE HERMIT

Sitting before a small cave is a gaunt, dirty, disheveled man with matted hair and beard. He wears a tattered cloak over soiled loincloth, hair shirt, and rough leggings. Worn sandals are strapped to his feet. This seemingly harmless old coot has the psionic power of **mass domination**, at the 19th level of mastery (see the **Players Handbook**, Appendix I). He can **dominate** 5 creatures, each of 20 HD or 20th level. He will use this power only if attacked, severely threatened, or abused. Those attacked must save vs. Spells at -4 or obey his commands. Orders that conflict with a character's alignment or that command suicide will not be obeyed. Those dominated will obey his commands for 95 turns (approximately 16 hours). The time of a character's obedience is reduced 1 turn for each point of intelligence, wisdom, or charisma above 14. The hermit is not evil and seeks revelation in mountain solitude. If the party pesters him with questions, he will be happy to give them directions that will aid them in finding their goal—just to be rid of them. He can impart this information immediately:

1. A tall mountain is called Iggwilv's Horn.
2. The Lost Caverns of Tsojcanth are said to lie south of that peak.
3. A narrow track does go to the caverns, for when Iggwilv ruled, there was much coming and going to and from the caverns.
4. Rumor has it that the caverns are a nexus of planes, and many odd monsters now inhabit the caverns.
5. There are at least two levels of caverns in the place.

If the party will trade some valuable item (which the hermit will then keep in store for some future deal) and some small amount of food and perhaps a new cloak, the fellow will give them a page from the journal of the lone survivor of a past expedition to the caverns. The parchment says:

"The small cave was the secret, for in back, hidden by (here the text is blurred beyond any reading)... and we descended. There was no certain path, so we (smudged)... and this is told of above, for it is where Yaim and Brëlid met their end. Our persistence paid. The right way was beyond and narrow, so (writing covered with dark stain)... —eam lies straight pas— (more stains) ... —pe the span swiftly to plunge to doom where the wat— (here smudges and stains obliterate several lines) ... They were right. It is more dismal here than above. Only the two of us su- (blotch) ... We pray that the lucky (smudge) is true, for we are now going to attempt entry fo— (large rusty smears have wiped out the next words) ... of no help. I managed to escape. Why did we (here the remaining few words are smeared and unreadable, save for the last word) ... beautiful."

(You should place this encounter at a location that is most useful to the players. Place it near the caverns if they are not doing too well, at some distance if they are highly capable.)

14. TROLL CAVE

4 Trolls (AC 4; MV 12"; HD 6+6; hp 39, 32, 29, 28; #AT 2 claws, 1 bite; D 1d4+1/1d4+1/2d6; SA can attack three opponents at once; SD regenerate 3 points/round, three rounds after taking damage).

These very hungry monsters will immediately attack the party when it enters their lair. In the noxious heap of sticks, leaves, bones, and dung which is their nest is scattered the following treasure: 1,983 gp, 104 pp, and 2 potions of **vitality** (see the end of the module for data).

15. WYVERN ROOST

2 Wyverns (AC 3; MV 6"/24"; HD 7+7; hp 39, 30; #AT 1 bite, 1 sting; D 2d8/1d6; SA poison sting in tail).

This mated pair of wyverns has a clutch of three eggs (value 2,000 gp each) in their lair. Because of this, they are very aggressive and will attack until slain. Their treasure is: 450 ep, 10 gems (100 gp base value), a suit of elven chainmail, and a quiver with 7 normal and 3 arrows +1 in it. (The bones of the elf are scattered nearby.)



16. HOBGOBLIN WAR PARTY (81 Members)

War Chief (AC 3; MV 9"; HD 3; hp 16; #AT 1; D 2d4) armed with bastard sword and spear. He has a bonus of +1 to hit and +2 damage due to strength.

2 Sub-Leaders (AC 4; MV 9"; HD 2+1; hp 11, 10; #AT 1; D 1-8) armed with longsword and whip.

8 Guards (AC 4; MV 9"; HD 2; hp 4x9, 2x8, 2x7; #AT 1; D 1-8) armed with longsword and composite longbow with arrows.

8 Scouts (AC 5; MV 9"; HD 1+1; hp 7, 3x5, 4x4; #AT 1; D 1-8) armed with longsword and composite longbow with arrows.

10 Spearmen (AC 5; MV 9"; HD 1+1; hp 2x7, 2x6, 2x5, 4x4; #AT 1; D 1-6) armed with two throwing spears each.

20 Infantry (AC 5; MV 9"; HD 1+1; hp 2x9, 4x8, 4x7, 2x6, 4x5, 4x4; #AT 1; D 2d4) armed with morning star. They are also armed as follows: 50% carry longsword, 50% carry spear.

32 Polearmsmen (AC 5; MV 9"; HD 1+1; hp 2x9, 4x8, 6x7, 8x6, 6x5, 6x4; D by weapon). The force is armed as follows: 25% have fauchard, 25% have fauchard-fork, 25% have military fork, 25% have glaive-guisarme.

This small group of hobgoblins is in the pay of Ket, with orders to prevent or report human movement along the Kettite border area. Of course, these creatures will attack nearly anything—especially if they think they can easily win. If they take 20 casualties without causing equal losses, they will flee. Each has 1d12+4 cp and 2d4 gp. Guards have double the amount of treasure. Sub-leaders have double treasure and 1-4 pp. The war chief has 15 gp and 11 pp, a base 50 gp gem, and an ivory necklace worth 230 gp.

17. OGRE DEN

6 Ogres (AC 5; MV 9"; HD 4+1; hp 30, 27, 25, 23, 22, 19; #AT 1; D 1-10) armed with club. Each carries 20+1d4 gp.

These monsters have a cave hidden by a large boulder. Inside they have a crude table and benches, a great skin of beer, bags of miscellaneous food (cheese, dried meat, etc.), six piles of leaves and ratty bedding materials, and little else. Hidden in 10' high nook in the back of the cave is an old leather bag which contains 900 ep and 20 pp, 6 base 50 gp gems, and a potion of **rainbow hues** (see the end of the module for data).

18. ELVEN WARDER BAND

Captain (AC 2, elven chainmail, includes +3 due to dexterity; MV 12"; F5/MU5; hp 29; #AT 1; D 1-8) armed with **sword +1** and **dagger +1**. He has the following spells available:

FIRST LEVEL: charm person, shocking grasp, spider climb, ventriloquism

SECOND LEVEL: audible glamor, mirror image

THIRD LEVEL: slow

Aide (AC 4; MV 12"; F3/C3; hp 24; #AT 1; D 1d6+1) armed with a **mace +1**. He has the following spells available:

FIRST LEVEL: bless, cure light wounds, light, protection from evil

SECOND LEVEL: hold person

Lieutenant (AC 4; MV 12"; F4; hp 33; #AT 1; D 1-6) armed with **spear +1** and longsword.

12 Archers (AC 5; MV 12"; HD 1+1; hp 8, 2x7, 2x6, 3x5, 2x4; #AT 1; D 1-6) armed with short sword and longbow with arrows.

12 Guard Infantry (AC 5; MV 12"; HD 1+1; hp 2x9, 2x8, 2x7, 4x6, 2x5; #AT 1; D 1-10) armed with two-handed sword.

24 Spearmen (AC 4; MV 12"; HD 1+1; hp 4x8, 4x7, 4x6, 8x5, 4x4; #AT 1; D 1-6) armed with long spear and short sword.

12 Scouts/Animal Handlers (AC 5; MV 12"; HD 1+1; hp 2x8, 2x7, 2x6, 4x5, 2x4; #AT 2 or 1; D 1-6) half armed with longbow, half armed with spear.

3 Elven Dogs (Cooshee) (AC 5; MV 15"; HD 3+3; hp 23, 21, 18; #AT 1; D 1d6+6; SA forepaws; SD camouflage (see the end of the module))

This group of elves watches the mountains near the eastern edge of the Yatils to give advance warning of a humanoid raid to the inhabitants of the Velderdyva river valley. The elves are very cautious and will question thoroughly anyone encountered. Each elf has 1-4 each ep, gp, and pp. Leaders have the same amount per level. The captain wears a jeweled bracelet worth 600 gp.

In combat, the cooshee and handlers will attack the right flank, with the spear unit in support, the bows will fire against the other flank, and the guards will be used as a reserve force. If needed, the leaders will attack the center or the left flank. When faced with obviously overwhelming odds, the elves will stop fighting and retreat along the trackless mountainsides.

19. DRAGON

Sub-adult Blue Dragon (AC 2; MV 9"/24"; HD 10; hp 30; #AT 2 claws, 1 bite; D 1d6/1d6/3d8; SA lightning).

This monster moved into the area several years ago and has raided the surrounding lands in ever-widening sweeps. Although it can speak, the dragon does not have any spell casting ability. It has just awakened from a long nap, and it is now flying in search of prey. Its lair is nearby, a narrow-mouthed



cavern of considerable size in which it has: 8,000 cp, 5,200 sp, 2,750 ep, 800 gp, and 55 pp amassed in a vast heap. Mixed into this pile are 15 base 10 gp gems, 7 base 50 gp gems, and 4 base 500 gp gems, a jeweled cup worth 650 gp, a silver dagger with ivory and lapis handle worth 400 gp, a scroll of six clerical spells (**know alignment, dispel magic, remove curse, tongues, cure critical wounds, gate**; at the 17th level of spell use) in an electrum tube worth 130 gp., and a **javelin of lightning**. This creature will allow the party to pass unmolested if they appear strong, do not attack, offer at least one horse for a snack, and give a bribe of at least 1,000 gp value. In combat, the blue dragon will stay aloft and attempt to pick off the strongest party members with bolts of lightning. Saving one breath for emergency situations, she will then land and begin clawing and biting.

20. STONE GIANTS' PLAYGROUND

2 Stone Giants (AC 0; MV 12"; HD 9+1-3; hp 56, 53; #AT 1; D 3d6; SA hurl rocks for 3d10 points of damage).

This pair of stone giants has made a playground of an area where a minor rockslide once obstructed the pathway. They have cleared the area to make a broad ground to run around on, and there they play catch with boulders. The field is littered with rock fragments and boulders of all sizes. If the stone giants believe that they are in danger, they will scoop up these stones and hurl them at intruders. They will continue to do so until engaged in melee. On the other hand, if the party converses politely with them, the giants will be friendly but cautious. If they are offered food and drink, the giants will offer to trade a scroll they cannot read for coins or gems. For a minimum of 2,000 gp, the giants will trade. Of course, they will ask for far more first, and bargain down. They have a cave about one mile away, holding their treasure. The giants have 4,000 sp, 5,000 sp, two base 500 gp gems, and a scroll of two magic-user's spells (**shocking grasp, Bigby's crushing hand** (AC 6, hp 35; at the 15th level of spell use). The scroll is in a leather tube.