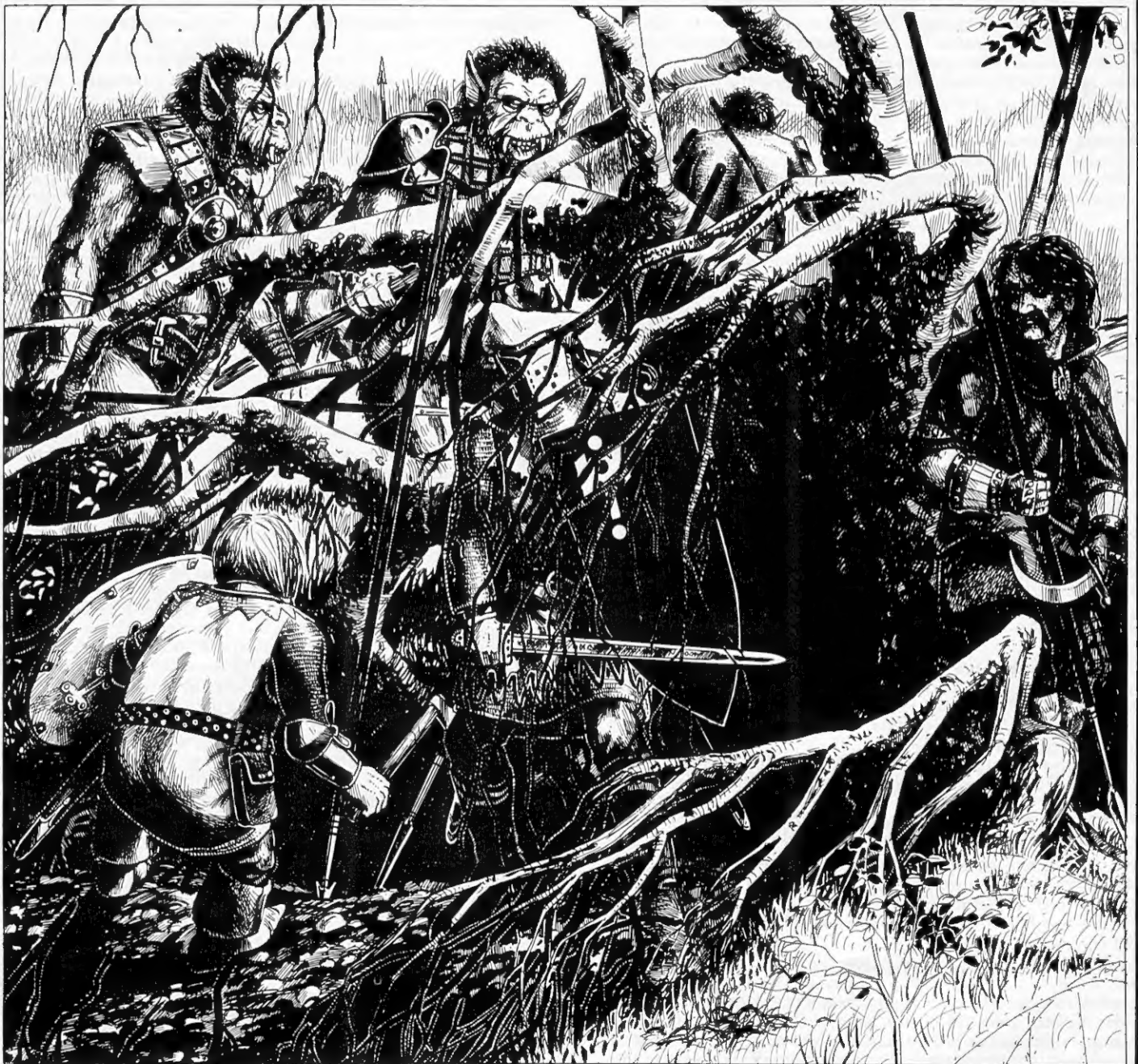


MODULE FEATURE

THE GREAT BUGBEAR HUNT

by Frank Mentzer

An AD&D® Wilderness Adventure for 7 Characters, Levels 5-7



This wilderness adventure was written in late 1981 for use as the AD&D® Game Open Tournament at GEN CON® South Game Fair in February of 1982. Since then, it has been used as an RPGA™ Network tournament at several conventions across the United States. Now, at last, we are happy to present module R5, "The Great Bugbear Hunt," to the entire membership in print.

Note that this adventure was written long before the release of *Monster Manual II* and *Unearthed Arcana*; feel free to update the material from those publications as you see fit.

Notes for the DM

This is a small section of wilderness, channeled and detailed for campaign play. Most of the hills are small and steep, similar to "Badlands" terrain; occasional streams, light woods, and marshes are scattered over the area.

The first section of the module gives general instructions for the many situations that could come up, including climbing hills, encounters with scavengers, flyers, and night creatures, and three special encounters to be used at the DM's discretion. The second section covers the specific hex descriptions, detailing first the wandering monsters encountered in each, and second, the lair of those creatures.

The creatures encountered vary from one hex to another. Many of the creatures are territorial and do not wander far from their lairs. If you make any changes to the given encounters in modifying the area for your campaign, be sure that the new creatures would fit, ecologically, with the given area.

This area is NOT meant to kill off characters. If a party is having a particularly tough time and wishes to retreat and rest, only evil creatures will follow them. The party is free to spend as much time as desired exploring the area and resting each night. Note, however, that magic-users cannot relearn spells unless they bring spell books with them — which was the original cause of the trouble!

Using the Maps

The Players' Map shows how the individual hexes are arranged. The detail maps, one for each hex of the area, show the paths, trails, and terrain in detail. Keep careful track of just where the party is at any given time; this is crucial to running the adventure properly.

The Players' Map is divided into hexes. The outer circle of hexes is the "A" ring, numbered from A1 to A12; the next circle is the "B" ring, numbered from B1 to B6; and the center is merely labelled "C1." Be sure to use the proper detail map for the Hex the party is exploring!

The paths between hexes cross straight through arbitrary boundaries called "Border Minihexes", which are filled with hills too steep and rugged to be climbed or passed unless mountaineering equipment is provided. A valley through them MUST be found to continue travel in that direction.

Start with the detail map of **Hex A1**. The party enters the area from the south, at the bottom center of the map. Each hex is divided into minihexes which do not need to be numbered; the players use their Players' Map to describe their path of travel to you. When you ask them for their direction of travel, have them give it as an odd "clock number;" for example, due east is "three o'clock."

Each Hex Detail Map shows many terrain features, mostly hills. Note that many of the hills touch each other, though some are separate. The party will normally travel in the valleys between the hills. These valleys form a maze of sorts, and they serve to channel the party through the area.

The following section gives details on daytime encounters ONLY; for further details about night activity, see **Night Encounters** hereafter.

Scale and Movement

Each minihex is 1 mile from side to side. The territory is roughly 23 miles across. At 18" movement rate (medium warhorses), the party should average 1 hour to cross a hex using a valley, or 2 hours if cutting across hills. (Therefore, it takes 1 hour to get to the top of a hill.)

Hex Encounters

At the start of the adventure, and also whenever the party crosses a border minihex and enters a new hex (NOT minihex), roll 1d6; the result gives the approximate distance traveled before the wandering encounter in that hex occurs. The encounter will take place in the minihex corresponding to the die roll. For example, if a 2 is rolled,

the encounter comes in the second minihex entered (not counting the border minihex).

These hex encounters are as described hereafter in the descriptions of each hex. Basically, each consists of a small wandering group of the creatures that live in that hex, and the party will sometimes be able to find tracks leading to that lair. If the party finds a lair before encountering the wandering creatures, omit the preset wandering encounter — the encounter will be with the creatures in the newly discovered lair instead!

It is quite possible for a lucky party to leave a hex before the scheduled wandering encounter occurs. The encounter can occur in a border minihex, but if the party enters a new hex before the scheduled wandering encounter for the previous one, it does NOT occur. Roll normally for the new hex entered.

Horses

Warhorses will attack only if ridden, and even then only on the second and subsequent rounds of combat, not the first.

Getting Lost

It is very difficult to get lost during daylight travel. The valleys provide an easy path, and no ranger is necessary to determine the direction of travel, as it may be estimated by the position of the sun. At night, however, it is very possible to get lost. Assuming that the party sticks to the valleys, simply find the number of ways the party could go at any given point, and roll at random to determine the actual direction traveled, regardless of the characters' intent. For example, a group coming upon any 6-way intersection in the "B" Ring at night would have equal chances of going any of the 6 directions! The minihexes do represent acres of terrain, and the group could get completely turned around and head back the way they came without realizing it. Never give their current location with respect to the whole area; always give them options for travel instead. ("From here, you can go 3 o'clock or 7 o'clock in valleys, there are hills elsewhere.") But make sure YOU know exactly where they are!

Climbing Hills

If party members want to climb a hill, first tell them that flying creatures have been seen in the skies occasionally, and that climbing a hill might attract them. Then, IF they ask, inform them that they have seen giant wasps, flying four-legged creatures, and dragon-sized shapes. If they persist in climbing, check to see if they do, in fact, attract a flyer (flying wandering monster). The chance of attracting a flyer is 1 in 6 per visible person climbing a hill. For example, if 4 characters climb a hill, but one is invisible, the characters have a 3 in 6 chance of attracting a flyer by their activities. If they do so, roll percentage dice and consult the **Flyer Encounter Chart** (hereafter) to find the details of the encounter. If the party splits into smaller groups, each group will have a flyer encounter at the end of each turn of travel (the same flyers for all) until they regroup.

Horses may NOT be ridden while climbing a hill. A character may climb a hill on foot, taking 15 minutes to do so, or may lead a horse over, taking 30 minutes to reach the top. Both of these given times assume light encumbrance; add 10 minutes per category of encumbrance where necessary. Do not roll for falling or damage while climbing, but handle encounters normally. They are assumed to occur on large, flat hilltops with rocky cover available.

Roll normally for surprise unless the players say that their characters are watching for flyers; if so, they will not be surprised, and the incoming flyers will be seen 1-2 rounds before they arrive. (Note that the ogre mage is invisible, and he can surprise even a watchful party.)

"M.C." is Maneuverability Class. "Turn time" is the time needed, in rounds, for the creature to turn around completely (180 degrees) while flying. Example: A dragon makes one pass, breathing as it comes over, but it cannot return to land or breathe for another 6 rounds at least — probably more, unless it begins to turn immediately after the pass. "Airspeed" is the movement rate of the creature, when flying, in "inches" — i.e., tens of yards per round.

When a flying creature "makes a pass," it swoops over the party at a height of about 30-60 yards, continuing on in its direction of travel. If it comes in for a landing thereafter, it must first turn around; see "Turn time" on the chart. Note the airspeed, as this is used to calculate the distance between the party and the flyer at any given moment. Airspeed is given in yards per round because range outdoors is in yards.

If any flying winged creature takes damage equal to 50% or more

of its hit points, it must land shortly thereafter. If it takes 75% or more of its total hit points in damage, it will be unable to fly at all and will crash to the ground, taking 1d6 points of damage per 10' fallen, to a maximum of 20d6. This does not apply to the volts or to the ogre mage.

The hippogriffs and hieracosphinx have two values given for hit points. This is because they have feathered wings; and the second figure represents their "flying hit points." This figure gives the total amount of imaginary hit points that a feathery-winged flyer has for purposes of determining its ability to fly. (Note that this does NOT represent the creature's actual hit points!) The figures are based on the preset hit points of the flyers; standard AD&D® Game rules allow a 50% bonus for flyers with feathered wings for this calculation.

FLYER ENCOUNTER CHART

d%	Roll	Flyer Type	M.C.	Turn Time	Airspeed
01-08		Dragon, Green	E	6 rounds	24
09-27		Hippogriffs	C	2 rounds	36
28-36		Ogre Mage	B	1.5 rounds	12
37-54		Sphinx, Hieraco-	D	3 rounds	36
55-73		Volts	D	3 rounds	6
74-87		Wasps, Giant	B	1.5 rounds	21
88-00		Wyvern	E	6 rounds	24

Dragon, Green: 1; AL LE; IN Average; SZ L; MV 9"/24"; AC 2; STs 11, STw 10; HD 7, hp 35, THAC0 13; #AT 3; Dmg 1d6/1d6/2d10.

Special Attacks: Breath weapon 3x/day (gas cloud 5" x 4" x 3", Dmg 35, save vs. breath for 1/2); *fear* aura (creatures of less than 1 HD rout for 4d6 turns; those of less than 3 HD must save vs. spells or be paralyzed with *fear* (50%) or flee in panic (50%); those of 3 HD must save vs. spells or fight at a penalty of -1 on "to hit" rolls; those of 6 HD or more are not affected; saving throw bonus +5).

Notes: If 3 or more characters are visible, the dragon will make one flying pass using its breath, then land for melee and feeding. It will simply land and attack if fewer than 3 targets are visible.

Hippogriffs: 4; AL N; IN Semi-; SZ L; MV 18"/36"; AC 5; STs 16, STw 15; HD 3 + 3; hp 16 (24) each; THAC0 16; #AT 3; Dmg 1d6/1d6/1d10.

Notes: Two land and attack while the others circle; if any characters fall, all will join the melee on the ground.

Ogre Mage: 1; AL LE; IN Exceptional; SZ L; MV 9"/15"; AC 4; STs 10, STw 9; HD 5 + 2, hp 30; THAC0 15; #AT 1; Dmg 1d12.

Special Abilities (at will): *fly*; *invisibility*; *darkness*, 10' radius; *polymorph self* (to humanoid).

Special Defenses: Regenerate 1 hp/round.

Special Attacks (once per day): *charm person*; *sleep*; *gaseous form*; *cone of cold* (Dmg 8d8, save vs. spells for 1/2 damage).

Notes: This creature will land nearby, *polymorph* to gnome form, and try a *charm person* (becoming visible), then become invisible again and retreat. If possible, he will reposition invisibly so as to catch everyone in his *cone of cold*. He will flee if damaged for 15 hp or more, and he will avoid melee.

Hieracosphinx: 1; AL CE; IN Low; SZ L; MV 9"/36"; AC 1; STs 11, STw 10; HD 9; hp 40 (60); THAC0 12; #AT 3; Dmg 2d4/2d4/1d10.

Notes: This beast will land and attack after making a quick pass for observation.

Volts: 3; AL N; IN Animal; SZ S; MV 6, AC 3; STs 16, STw 15; HD 2 + 1; hp 9 each; THAC0 16; #AT 1 bite + 1 tail; Dmg 1d4 + 2d6; SZ S; IN Animal.

Special Defenses: Immune to electrical attacks.

Special Attacks: No "to hit" rolls needed after first successful bite.

Notes: These ill-tempered creatures attack immediately, but when one dies, the others will flee.

Giant Wasps: 3; AL N; IN non-; SZ M; MV 6"/21"; AC 4; STs 17, STw 16; HD 4; hp 10 each; THAC0 15; #AT 1; Dmg 2d4/1d4 + poison.

Special Attacks: Poisonous sting (save vs. poison or be paralyzed permanently and die in 2-5 days unless treated).

Notes: Out searching for food for the hive, these wasps will attack fearlessly. They carry off the bodies of fallen characters by air to their lair in **Hex B2**.

Wyvern: 1; AL N(E); IN Low; SZ L; MV 6"/24"; AC 3; STs 11, STw 10; HD 7 + 7; hp 40; THAC0 13; #AT 2; Dmg 2d8/1d6 + poison.

Special Attacks: Poisonous sting (save vs. poison or die on a successful tail hit).

Notes: Seeming at a distance to be a black dragon, this carnivore will make one flying pass before landing for melee. If it kills a character, it will pick up the body and fly off.

Splitting Up

Some players may want to split up to survey the area. Do your best to discourage this, emphasizing the unknown terrain, the dangerous flyers, and so forth. If they persist, allow it, but if they remain separate for more than 1/2 hour (3 turns), each group will be attacked by a scavenger which is too cowardly to attack the whole party. Roll 1d6 and consult the **Scavenger Encounter Chart** to determine which creatures each group has attracted. (Make a separate roll for each group.) If the party does not take the hint, repeat the procedure 1/2 hour later, and at similar intervals thereafter until the characters regroup.

Example: After destroying the ghoulish lair in **Hex A1**, the party splits up into 3 groups to explore faster. After 3 turns, one group is attacked by a carrion crawler, the second by 2 harpies, and the third by a troll. They decide to press on separately, so they encounter more scavengers 3 turns later. They then decide to regroup, after which they continue on without incident.

SCAVENGER ENCOUNTER CHART (Roll 1d6)

Die Roll Creature

1-2	Giant Warrior Ants
3	Carrion Crawler
4	Harpies
5	Stirges
6	Troll

Ants, Giant Warrior: 3; AL N; IN Animal; SZ S; MV 18"; AC 3; STs 17, STw 16; HD 3; hp 12 each; THAC0 16; #AT 1 + 1; Dmg 2d4 + special.

Special Attacks (warriors): Can use poison sting (Dmg 2d4, save vs. poison for 1d4) if bite hits.

Carrion Crawler: 1; AL N; IN Non-; SZ L; MV 12"; AC 3/7; STs 17, STw 16; HD 3 + 1; hp 16; THAC0 16; #AT 8; Dmg paralysis.

Harpies: 2; AL CE; IN Low; SZ M; MV 6"/15"; AC 7; STs 17, STw 16; HD 3; hp 14 each; THAC0 16; #AT 3; Dmg 1d3/1d3/1d6.

Special Attacks: *Charm* by singing or touch (save vs. spells negates).

Stirges: 4; AL N; IN Animal; SZ S; MV 3"/18"; AC 8; STs 17, STw 16; HD 1 + 1; hp 6 each; THAC0 13; #AT 1; Dmg 1d3.

Special Attacks: Drain blood for 1d3 hp each round after a successful hit (up to 12 hp maximum).

Troll: 1; AL CE; IN Low; SZ L; MV 12"; AC 4; STs 12, STw 11; HD 6 + 6; hp 30; THAC0 12; #AT 3, Dmg 1d4 + 4/1d4 + 4/2d6.

Special Defenses: Regenerates 3 hp/round (starting 3 rounds after first damage is taken; fire or acid stops regeneration).

Night Encounters

The characters may spend as many days exploring as desired, as long as they stop to rest each night. It is assumed that a ranger or druid character can select the best spot to camp in within any given area. Clerics and druids can regain spells normally, but magic-users must have their spell books and light by which to study them for a short while in order to relearn spells. ALWAYS have the party set watches when they stop for the night, even if no encounter occurs.

Every night, an undead wanderer will fly over near the party. To determine when it will arrive, roll 1d10; the result is the number of

hours after dusk (6 P.M.) before the encounter occurs. (**Example:** Adding a result of 8 (on 1d10) to 6:00 P.M. gives 14, or 2:00 A.M.) To determine the actual encounter, roll 1d10 again and consult the **Night Encounters Chart** hereafter. If the party is showing a light at that time (such as a campfire), the undead creature will drop in to investigate.

Note that characters not on watch are wearing their "sleeping leather" at best while resting. Sane intelligent people do not sleep in metal armor; if they desire more protection than their skins, they sleep in leather armor, (base AC 8, modified by magic and dexterity). All characters with metallic armor are assumed to have "sleeping leather." Players insisting that their characters are sleeping in metal armor (chain or plate) should be told, come morning, that the characters are half-crippled and crotchety for the day. -1 penalties to dexterity and charisma scores apply for the following day due to a cramped, sweaty, restless night. In addition, the character must save vs. poison or catch a cold. (Note that *cure wounds* spells have no effect upon characters so diseased.) Furthermore, if the characters have any statistics of 17 or greater, those are temporarily rounded down to 16 for the day, as the characters are not in the best of shape. All of these temporary conditions return to normal by nightfall.

Assuming normal guard shifts, neither the party nor the undead intruder will be surprised. If an undead creature is Turned by a cleric, it will make one more try before giving up and leaving permanently.

Most undead wanderers are handled normally, except for the lich. It will merely slip in (completely unnoticed) and steal a magic item without molesting anyone. The other undead creatures will, if given the chance, attack a sleeping character by flying over the guard on duty into the midst of the sleeping camp.

Note: If the undead creature sees a cleric or someone displaying a holy symbol, it will attack that character before others, if possible.

Characters traveling at night have 1 chance in 6 PER HOUR of having a Night Encounter (determined, again, using the chart hereafter), with one exception — if 10 is rolled, reroll; the lich will not bother with a moving, alert party.

NIGHT ENCOUNTER CHART (Roll 1d10)

Roll	Creature
1-2	Wights
3-5	Ghosts
6-7	Wraith
8	Spectre
9	Vampire
0	Lich

Wights: 2; AL LE; IN Average; SZ M; MV 12"; STs 16, STw 15; AC 5; HD 4 + 3; hp 20 each; THAC0 15; #AT 1, Dmg 1d4 + energy drain.

Special Defenses: Silver or magic weapons needed to hit; immune to *sleep* and *charm*.

Special Attacks: Drains one level per successful hit.

Ghosts: 3; AL CE; IN Very; SZ M; MV 12"; AC 4; STs 16, STw 15; HD 4; hp 20 each; THAC0 15; #AT 3; Dmg 1d4/1d4/1d8.

Special Defenses: Immune to *sleep* and *charm*; double damage from cold iron.

Special Attacks: Stench (10' radius, save vs. poison or be -2 "to hit" due to nausea); paralyzes victim for 5d4 rounds on a successful hit (save vs. paralyzation negates; affects elves).

Wraith: 1; AL LE; IN Very; SZ M; MV 12"; STs 14, STw 13; AC 4; HD 5 + 3; hp 18; THAC0 15; #AT 1; Dmg 1d6 + energy drain.

Special Defenses: Immune to *sleep* and *charm*; silver or magic weapons needed to hit.

Special Attacks: Drains 1 level per successful hit.

Spectre: 1; AL LE; IN High; SZ M; MV 15"/30"; AC 2; STs 13, STw 12; HD 7 + 3; hp 24; THAC0 13; #AT 1; Dmg 1d8 + double energy drain.

Special Defenses: Immune to *sleep* and *charm*; magic weapon needed to hit.

Special Attacks: Drains 2 levels per successful hit.

Vampire: 1; AL CE; IN Exceptional; SZ M; MV 12"/18"; STs 10, STw 9; AC 1; HD 8 + 3; hp 30; THAC0 12; #AT 1; Dmg 1d6 + 4 + double energy drain.

Special Abilities (at will): Shapechange to bat or assume gaseous form.

Special Defenses: Magic weapon needed to hit; regenerates 3 hp/round.

Special Attacks: Gaze *charms* victim (save vs. spells at -2 to negate); drains 2 levels per successful hit.

Lich (special): Flying over on its way home, this lich detects the magic among the party and, feeling remarkably benign, merely steals the most valuable item without anyone noticing — no arguments. If the players argue, tell them it was a lich and ask if anyone wants to run the encounter. If so, use one from TSR, Inc.'s *Rogues Gallery* booklet.

Sample Day's Travel

As the party enters **Hex A2**, the DM rolls (on 1d6) a 3; the party is therefore due for an encounter in the third minihex entered. The party decides to explore when leaving the first minihex and climbs hills (entering Minihex #2); the DM rolls, and finds that they have attracted a flyer.

After dealing with the flyer, the characters decide to stop and camp for the night to regain spells; they leave guards and a campfire, and thus attract a night encounter. The next morning, they leave the hills and enter a valley, and the first minihex they enter today (the third entered in **Hex A2**) turns out to contain the volt lair; the DM uses the lair encounter instead of the wandering encounter scheduled for the third minihex.

Special Encounters

These encounters are designed to help guide a party that is having excessive trouble with the task by providing information. The encounters with the gnomes and the elves may be used at the DM's discretion, or they may be omitted entirely. The druid will definitely seek out and punish the characters if they have killed her animals; otherwise the encounter is optional.

SE1. Gnomes

About 100 yards off, a party of gnomes can be seen approaching from the north (even if they are, therefore, coming over a hill). They hail the party at a distance of 50 yards, trying first Gnomish, then Dwarvish, and finally Common. They seem to be a mixed group; the 3 in the front rank are wearing metal armor, 2 of those in the rear are wearing leather armor, and 1 is wearing no armor at all. Their spokesperson is Gnome #3 (hereafter).

The troupe will scatter if any character starts to cast a spell as they approach; otherwise, they will approach in a friendly manner. If the gnomes do scatter, they will remain under cover for up to 1 turn, watching carefully, as long as the party does not attack. They may (DM's option) open negotiations cautiously if an appeal is made. If given the opportunity, they will ask that no spells be cast while they are around. If the characters agree to this but cast spells anyway, the gnomes become irate and start a fight; if the party politely refuses to agree, the gnomes will leave immediately, watching the characters carefully as they leave and returning any attacks made upon them.

The group of gnomes (who are all brothers) will NOT trust the party, and will not mingle with them, staying at least 10' away at all times. They will not accompany the party under any circumstances; they simply leave in whatever direction the party came from when the encounter is over.

They are a wandering troupe of miners from a nearby gnomish community (unknown to the characters), out to find the riches in the hills themselves. They are not interested in the creatures in the area, and they have seen no bugbears; however, they have seen giants and ogres to the west, as well as "big bugs" (giant spiders and giant ants) to the east. They cannot be any more accurate, nor do they know in which hex they saw the creatures. However, they do know that there is a druid in the area who tends the forest and protects the animals, and they will offer this information if the encounter proceeds in a friendly fashion.

If the party attacks or annoys the gnomes, they're in trouble; the gnomes will attack in force if harassed. Each gnome (except #6) has a *longsword* +1 and a *potion of healing* in addition to any items mentioned below. If it comes to a fight, the two fighters will try to close while the spellcasters cast appropriate spells. The thief and assassin will drink sips of their *potions of invisibility* and try to get behind party spellcasters for backstabbing or assassination.

If the party takes cover before the gnomes get close, the gnomes will avoid the characters, and that will be all that occurs during the encounter.

Gnomes #1 & #2: AL LN; MV 6"; AC 2; STs 12, STw 11; F3; hp 30, 26; THAC0 15 #AT 1; Dmg by weapon +1 (strength bonus).

Gnome #3: AL LN; MV 6"; STs 9, STw 8; AC -1; F3/I3; hp 24; THAC0 15; #AT 1 weapon or spell; Dmg by weapon +1 (strength bonus) or spell.

Spells Carried: *color spray*; *detect invisibility*; *improved phantasmal force*.

Gnome #4: AL LN; MV 12"; AC 5; STs 12, STw 11; T3; hp 22; THAC0 20; #AT 1; Dmg by weapon +1 (strength bonus).

Special Abilities: MS 37%; HS 30%; backstab for double damage with surprise.

Equipment: *potion of invisibility* (3 sips left).

Gnome #5: AL LE; MV 12"; AC 5; STs 12, STw 11; A4; hp 19; THAC0 20; #AT 1; Dmg by weapon.

Special Abilities: MS 31%; HS 25%; backstab for double damage with surprise.

Equipment: *potion of invisibility* (5 sips left).

Gnome #6: AL LN; MV 12"; AC 0; STs 9, STw 8; I5; hp 22; #AT 1 weapon or spell; Dmg by weapon or spell.

Equipment: *dagger +1*; *potion of extra healing*.

Spells Carried: *change self*; *color spray*; *detect invisibility*; *wall of fog*; *blindness*; *fog cloud*; *invisibility 10' radius*.

SE2. Druid

Unnoticed by the party, a small bird lands nearby. It is a shape-changed wandering druid, the custodian of this area. She will observe the party's actions and act accordingly. If the characters are harming or have already harmed wildlife, or if they have disturbed the ecology or terrain of the area, she will *conjure* a fire elemental to attack them, following with more spells, as needed. Otherwise, she will walk out from behind a tree 20 yards ahead of the party and peacefully introduce herself.

From her travels, she knows where the characters have been and whether they have already damaged the area. She has no objections to the slaying of Good or Evil creatures in the area, but she cares for all the Neutral ones (not including the gnomes). Remember that she is True Neutral; if the party has misbehaved, the punishment should fit their crime. For example, if they have slain 2 animals, she will try to slay 2 party members (HER idea of justice). If she attacks the party, she will not reveal her own presence (if possible) and will certainly not talk or deal with the characters in any way. She will not engage in melee, nor will she risk herself at any time. If damaged, she will flee, then return later for revenge when the odds seem more in her favor.

The name she will give is "Moontree," and she knows the locations of all the creatures in the area. If the characters make her an offer 5,000 gp value or more in treasure, she will reveal the approximate locations of all the Neutral creatures (i.e., the even-numbered "A" hexes and all of "B" ring except for **Hex B4**, where the bugbears are.) She will reveal neither the exact locations of the lairs, nor ANYTHING about the other hexes, including **Hex C**. She warns the characters not to harm "her" creatures in those hexes. She cannot stay for more than 3 turns, after which she will depart on foot, keeping an eye on the party.

Moontree will not aid the party except with information. She lives in **Hex C** with friends (see hex description, hereafter). For Moontree's statistics, abilities, and items, see her character notes on page 24.

SE3. Elves

The party comes upon a camp of a dozen elves 100 yards ahead in their direction of travel. The elves see the party and make ready for trouble, but they do not attack unless attacked themselves.

These elves are passing through the area on their way home from a visit with friends. They are gentle folk, and they will offer food and rest if approached peacefully. They know exactly where the bugbear lair is, and they are willing to give that information for free. They will not, however, accompany the party. Instead, they remain in their camp, resting, until after the characters have gone, preferring not to give any clues to their direction of travel. They cover their tracks so well that the party will not be able to find from whence they came nor, afterward, where they have gone.

Elves: 12; AL CG; IN Exceptional; SZ M; MV 12"; AC 5; STs 17, STw 16; HD 1 + 1; hp 6 each; THAC0 17; #AT 1 weapon; Dmg by weapon.

Special Defenses: 90% resistance to *sleep* and *charm*.

Equipment: Each is armed with a longsword and a longbow with 20 arrows.

Players' Background

Drax, a Thaumaturgist from NewFord, was out adventuring with friends. One afternoon, while deep in a drizzly forest, they were attacked by black dragons. After a tough fight, the victorious group went to clean out the lair, leaving their horses in a thick grove well away from the battle.

Unfortunately, a passing group of bugbears found and slew most of the horses before the party's return, taking the items and treasure in the saddlebags with them. This was disastrous for Drax, as he had left his spell books on his missing horse.

After struggling back to town dragging part of the dragon horde, the party members went their separate ways. But later, after receiving a stern lecture from his tutor, Drax went out and found his friends in a local tavern, and explained his plight. A hardy troupe of determined (and slightly greedy) adventurers set out a day later to find the bugbears and, hopefully, Drax's spell book.

Your party is faced with an interesting problem. You know from previous information that the bugbears live somewhere in an isolated section of hills, which shelters both normal and monstrous beings. The area is bounded by impassable hills, but it may be entered by a single pass which leads into the southernmost point of the area.

Starting at that point, you may take whatever path you wish; your DM will describe the terrain as you go. Search for tracks and take as much time as you like — days, if necessary — but you must eventually find the bugbears and recover Drax's spellbook.

Look at your starting map of the area. You can best map by drawing a line to indicate your path of travel and adding hills where you find them. You may wish to mark times, tracks, encounters, and so forth as you go.

Hex Encounter Key

The following descriptions give both the creatures encountered in each hex and details on their lairs. Each Hex Map shows the terrain of the hex, as well as the location of the lair.

Hex A1

Wandering: A pack of 10 ghouls (12 hp each) slowly stalks the party, surprising even a ranger on a 1-2 (1d6). Unsurprised characters can spot the 5 ghouls that are partially visible; only slight movement indicates the presence of the others. (A clerical Turn at this point can, however, affect all the ghouls.) They attack on sight, but flee back to their lair if Turned. They have no treasure.

Lair: A small, partially hidden cave entrance leads into a short corridor, which opens into the smelly lair of these foul things. It is littered with bodies and trash. The 5 ghouls in the lair (10 hp each), plus any wanderers that have fled back here, attack on sight. If Turned, they flee out the back door and scatter. Hidden amongst the debris are 1,000 gp, 5 gems (base value 1,000 gp each), a *potion of invisibility* and a *potion of extra-healing*.

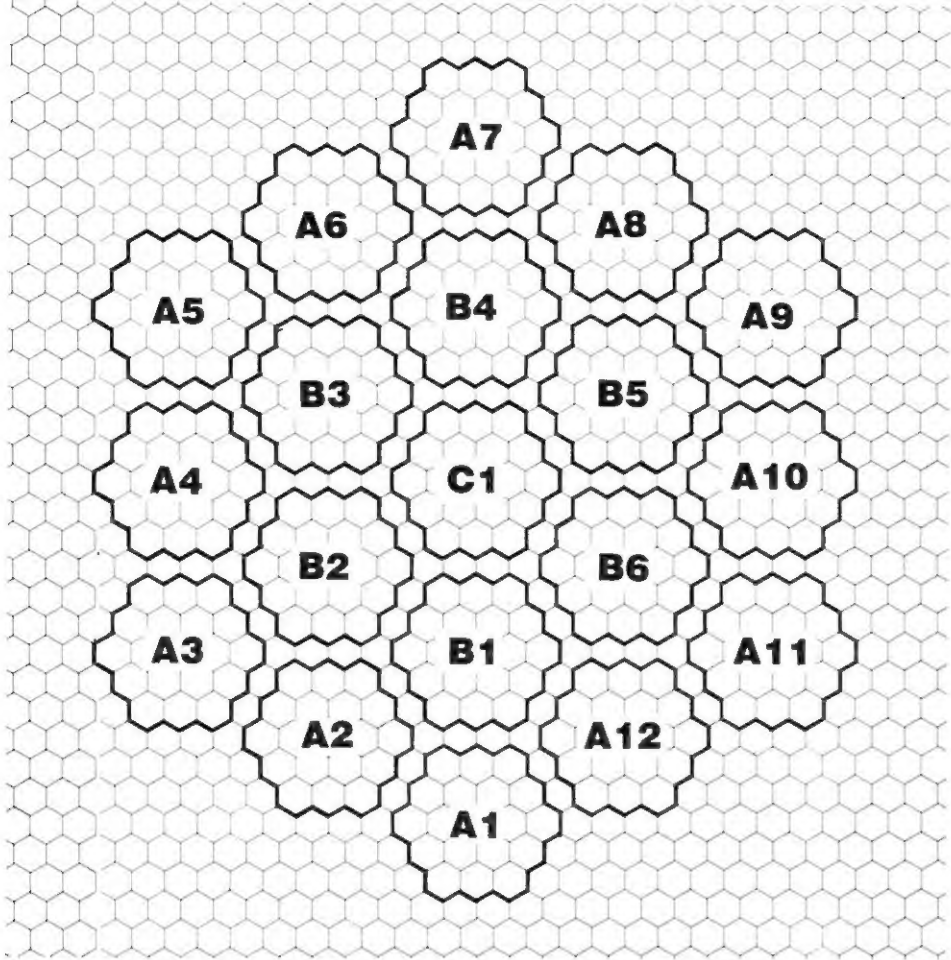
Ghouls: AL CE; IN Low; SZ M; MV 9"; AC 6; STs 17, STw 16; HD 2; THAC0 16; #AT 3; Dmg 1d3/1d3/1d6 + paralysis.

Special Defenses: Immune to *sleep* and *charm*.

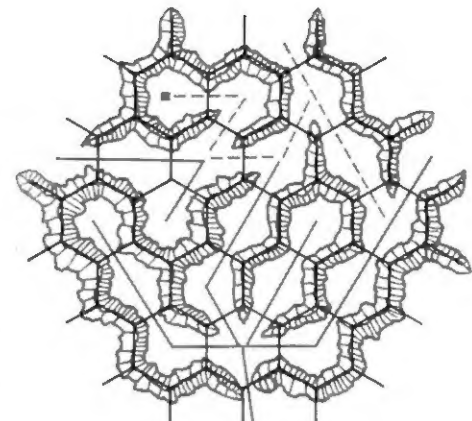
Special Attacks: Victim must save vs. paralysis for each successful hit or be paralyzed for 5d4 rounds.

Hex A2

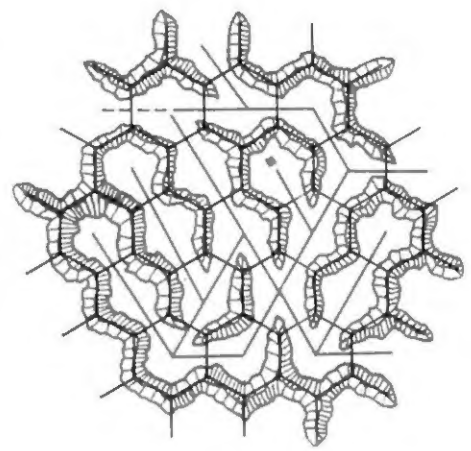
Wandering: Three volts (hp 13 each) spot the party from a distance and fly over to attack the horses.



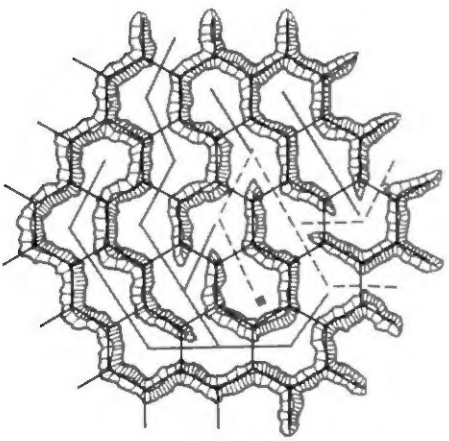
Player's Map



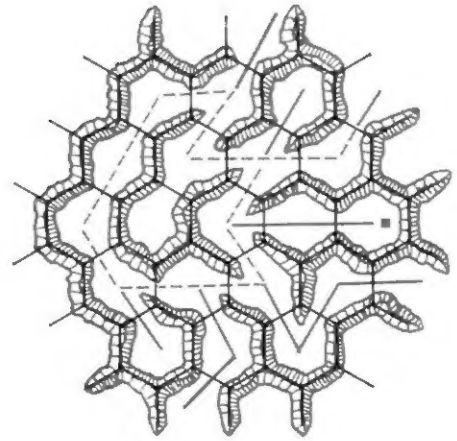
**Hex A1
(Start)**



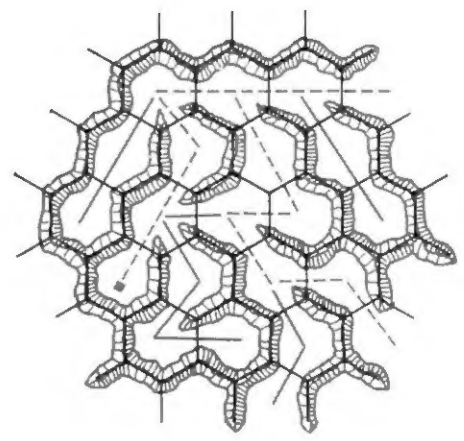
Hex A2



Hex A3



Hex A4



Hex A5

James Ansthom ("James the Good")

7th-Level Human Male Cleric

Ability Scores

STR: 10 *Doors 1-2, Bars/gates 2%*
INT: 14
WIS: 18 *+ 4 ST vs. Mental Attacks*
DEX: 17 *+ 2 Reac/Atk bonus, -3 AC bonus*
CON: 15 *+ 1 hp/die; SS 91, RES 94*
CHA: 14 *+ 10% reactions*

Description

Age: 43
Height: 5'11"
Weight: 185 pounds
Hair/Eyes: Blond/blue
Alignment: Lawful Good

Combat Data

THAC0: 16
AC Normal: -1
AC Rear: 3
Armor Type: Plate & shield
Hit Points: 43
Weapon Proficiencies: 3 (hammer; flail; mace).
NPP: -3.

Saving Throws*

Poison, paralysis, death	7
Petrification, polymorph	10
Rod, staff, wand	11
Breath weapon	13
Spell	12

*Add + 4 wisdom bonus vs. mental attacks.

Undead Turning Table

Skeleton	D	Mummy	10
Zombie	D	Spectre	13
Ghoul	D	Vampire	16
Shadow	T	Ghost	20
Wight	T	Lich	—
Ghast	4	Special	—
Wraith	7		

Racial & Professional Skills

Spells/day: 5 5 3 2 —
Languages: Common, Dwarvish.

Equipment

Magic Items: *Mace +1; potion of invisibility; potion of plant control; gem with continual light* cast upon it.
Normal Items: Flail; 2 throwing hammers; other normal equipment as desired.

Your Lawful Good deeds are well-known throughout the country, and there is nary a person who doesn't know and respect your name. It has been said that you could give lessons on morality and proper behavior to paladins, and that may well be true, for you have never done a dishonest thing in your life. Your reputation has never been touched by scandal, and you keep strictly to your alignment, although you will tolerate the presence of other alignments in your group as long as they behave. Your word is taken as absolute truth, and anyone you vouch for is trusted as you yourself. This puts a heavy responsibility on your shoulders, and you feel that it is your duty to watch the others in your group lest they stray into shady activities.

Sir Alfred

7th-Level Human Male Fighter

Ability Scores

STR: 18/55 *+ 2/+ 3 to hit/dam, + 125#wt; Doors 1-4, Bars/Gates 25%*
INT: 12
WIS: 9
DEX: 13
CON: 12 *SS 80, RES 85*
CHA: 12

Description

Age: 32
Height: 5'8"
Weight: 175 pounds
Hair/Eyes: White/blue
Alignment: Neutral Good

Combat Data

THAC0: 14
AC Normal: 1
AC Rear: 2
Armor Type: *Plate + 1 & shield*
Hit Points: 50
Weapon Proficiencies: 6 (longsword; longbow; 2-handed sword; lance; halberd; spear).
NPP: -2.

Saving Throws*

Poison, paralysis, death	10
Petrification, polymorph	12
Rod, staff, wand	13
Breath weapon	12
Spell	13

*Add + 1 bonus for magic armor where applicable.

Racial & Professional Skills

Attacks: 3/2 rounds
Languages: Common, Elvish, Orcish.

Equipment

Magic Items: *potion of extra healing; potion of hill giant strength; oil of ethereality; plate + 1; longsword + 1 (flame tongue: + 2 vs. regenerating creatures, + 3 vs. cold/inflammable/avian, + 4 vs. undead); brass horn of Valhalla (1 use/week, 2d4 + 1 L3 berserk fighters).*
Normal Items: 2-handed sword; longbow with 20 arrows; spear; other normal equipment as desired.

Drax

5th-Level Human Male Magic-user

Ability Scores

STR: 8 *Doors 1-2, Bars/Gates 1%*
INT: 17
WIS: 14
DEX: 16 *+ 1 Reac/Atk bonus, -2 AC bonus*
CON: 15 *+ 1 hp/die; SS 91, RES 94*
CHA: 9

Description

Age: 41
Height: 6'1"
Weight: 168 pounds
Hair/Eyes: Black/black
Alignment: Chaotic Neutral

Combat Data

THAC0: 20*
AC Normal: 7
AC Rear: 9
Armor Type: Robes
Hit Points: 14
Weapon Proficiencies: 1 (dart).
NPP: -5.

Saving Throws*

Poison, paralysis, death	14
Petrification, polymorph	11
Rod, staff, wand	9
Breath weapon	13
Spell	10

*Add + 1 bonus for ring.

Racial & Professional Skills

Spells/day: 4 2 1 —
Languages: Common, Dwarvish, Elvish, Ogre, Orcish.

Equipment

Magic Items: *potion of extra healing; potion of gaseous form; ring of protection + 1; dagger + 1/+ 2 vs. large; bag of holding (500 lb, 70 cu ft.).*
Normal Items: 12 darts; other normal equipment as desired.

Spells Carried:

Level 1: *Charm person; shield; magic missile; sleep*
Level 2: *Invisibility; stinking cloud*
Level 3: *Fireball*

Drax

You are a cautious fellow, though not cowardly. You have a cool, keen, calculating mind with which you can assess a situation and quickly decide the best course of action. Your chaotic nature manifests itself in the fact that you do not limit yourself to "orthodox" solutions. Your actions are likely to be entirely unexpected, and they may even appear rash, although that is not the case. Your actions are always the result of careful consideration; you are simply able to see options that more conventional minds cannot.

You have a knack for anticipating what is going to happen and acting accordingly. Perhaps it is just your calculating mind that figures out probabilities ahead of time, or perhaps it is instinct. Either way, you take steps to protect yourself, although you may not feel it necessary to warn others first.

You are a loner, with few real friends. Your logical mind sees little value in cultivating the friendship of others; you prefer to act according to what is best for you.

You are especially irritable on this mission, since it was caused by your carelessness in leaving your spellbooks unprotected. You feel that you should have foreseen that possibility and avoided the problem. You especially dislike playing second-fiddle to another mage on a mission, and the fact that you now have to depend on Maynard's spellbooks only intensifies the problem, and shortens your temper still more.

JAMES, the cleric, is the most widely respected Lawful Good cleric in this part of the country. He is able at his profession, and you consider yourself fortunate to have his help. James never looks down on others — a rare trait in this group.

DIGGER McGEE, the druid, is a schemer. It's obvious that he's cultivating James's friendship for some reason — he even claims to be Lawful Good! You're not sure what his plan is, but he's certainly up to no good. He's always offering to do everyone favors in exchange for unspecified future services. The possibilities for trouble from such an agreement are so immense that you make it a policy never to accept his offers.

MAYNARD, the other mage, is a powerful evoker. At James's request, Maynard is allowing you to study from his spellbooks, but he stands over you while you work, making suggestions on what to memorize, as though you didn't know your profession! He doesn't seem to suspect Digger's motives; he has even accepted several favors from him. Why he thinks you're dishonest and Digger is trustworthy is beyond your comprehension, but it irritates you greatly.

SIR ALFRED is a good fighter, and you respect someone who is capable in combat, although you do think he is too devoted to James. Sometimes he doesn't even seem to have a mind of his own.

GORLEY-ORN, the cleric-ranger, seems dull-witted and slow. He speaks only Elvish and broken Common, and he is completely uneducated except for his woodland knowledge. You have no particular opinion on him, but it is hard for you to deal with those whose minds are not as quick as your own.

FARLEY LeQUIST, the fighter/thief, is hard to figure out. He keeps to himself, doesn't seem to like you much, and watches Digger all the time. You're not sure if the two of them are up to something, or if he is afraid of the druid, but either way, it might prove profitable to keep a close eye on both of them.

Sir Alfred

You are the stereotypical fighter, always charging to the forefront and taking on the majority of any melee. But you aren't stupid, and those who think so are making a serious mistake. Some say that you are rather naive, and it is easy for the others to play practical jokes on you. But as long as your mentor is safe, you don't care.

Your prematurely white hair is a sensitive topic, and you are very touchy about it. Although you wouldn't physically harm anyone who teased you about it, it wouldn't endear that person to you one bit.

JAMES, the cleric, is your best friend and your mentor. He is the finest, most moral person you know. Once in the past, a chaotic act that you committed in a moment of weakness almost resulted in tragic consequences for James. You regretted this so much that you pledged yourself to his service for a year and a day, and now you rarely leave his side. Digger and Maynard seem to resent your relationship with the cleric, and they often try to come between you, but you refuse to allow it. You feel that the time you spend with James will make you a better person.

DIGGER McGEE, the druid, is always offering to do you favors if you will promise to reciprocate in the future. You usually don't take him up on those offers unless you have to, though.

FARLEY LeQUIST, the fighter/thief, is a necessary evil (or neutral) as the case may be. If you catch him stealing from the party there will be a showdown, but otherwise you leave him alone.

DRAX, the magic-user, is completely inept. When someone tells you he's going to cast a spell, you cringe and prepare to dodge if necessary.

MAYNARD, the other mage, is more powerful by far. Although chaotic, he's more trustworthy than Drax. You do wish, however, that Maynard would carry more helpful spells, and less of the battle-type. After all, battle is your department.

GORLEY-ORN, the cleric-ranger, is a good backup fighter, but a strange individual. One minute he seems to be sorry for you, the next, he's angry with you. You don't completely trust him; he seems not to respect James as much as the others do. He's uneducated, and he speaks only Elvish and broken Common.

However, you are not an evangelist as such. You prefer to show others the way by setting a proper example, though you never demand that others think or act as you do. Your approach is to get down to the business at hand and to conduct yourself in a decent and respectable fashion. You never criticize the customs or behavior of your companions unless an innocent party is in danger of being harmed, nor have you ever treated anyone in a condescending manner as some priests do. (Not once have you called anyone "my son.") You tend to pass off your good deeds as simply part of living, and you do not lord them over others.

Many individuals here dislike other members of the group, but all are loyal friends of yours. In fact, it may be your presence alone that holds the group together, for all of them respect your wishes and opinion. You seem to be the natural leader of the party, for no one else here could command the respect of the entire group. But you lead in a subtle and soft-spoken fashion, suggesting rather than ordering, and relying on the others' regard for you to hold them to the purpose.

DIGGER McGEE, the druid, is a special problem. He claims to be Lawful Good, which you believe is false (though he did register as such the last time you checked). Nonetheless, you have never caught him in any unscrupulous dealings, although you strongly suspect him of such. You have vouched for him more than once when he has requested it, and he has not yet betrayed your trust. He seems to value your friendship, but you distrust him enough not to accept his offers of favors, for he asks unnamed favors in return — and you fear the consequences of such.

DRAX, the mage, is a rather unlikable fellow. Definitely chaotic, he seems to care for no one save himself. His actions are often completely unexpected, but surprisingly apt for the situation. Drax's spell books were stolen while you were on another mission together, and you helped assemble this party to retrieve them for him.

MAYNARD, the other mage, is also chaotic, but he is good-hearted nonetheless. At your request, he is allowing Drax to study from his spellbooks, although you can tell he would rather not.

SIR ALFRED, the fighter, is a Lawful Good man like yourself. He is stalwart and evangelical — a true asset to your group. Because of an incident in the past in which Sir Alfred violated his beliefs by committing a chaotic act (which almost cost you dearly), he has sworn himself to your service for a year and a day. He is completely devoted to you — almost too much so. After all, you have long since forgiven his mistake. But he will do anything you ask without question, and his loyalty has saved the day more than once.

GORLEY-ORN is a half-elf cleric ranger with a poor self-image. He does not believe himself to be as good as either race, so he has made a life alone in the wilderness. Though he is an excellent woodsman, he has little in the way of social grace. He speaks only broken Common, for which he is often teased.

FARLEY LeQUIST is no worse than any other thief, but he and Digger seem suspicious of one another. It may take all your personal charisma to keep them working together.

Maynard the Gray

7th-Level Human Male Magic-user

Ability Scores

STR: 17 +1/+1 hit/damage;
+50#wt, Doors 1-2, Bars/
Gates 13%

INT: 18
WIS: 9
DEX: 10
CON: 11 SS 75, RES 80
CHA: 14 +10% reactions

Description

Age: 52
Height: 5'11"
Weight: 192 pounds
Hair/Eyes: Gray/Gray
Alignment: Chaotic Good

Combat Data

THACO: 19
AC Normal: 4
AC Rear: 4
Armor Type: bracers of defense
Hit Points: 21

Weapon Proficiencies: 1 (dagger).
NPP: -5.

Saving Throws*

Poison, paralysis, death	13
Petrification, polymorph	11
Rod, staff, wand	9
Breath weapon	13
Spell	10

Racial & Professional Skills

Spells/day: 4 3 2 1 —
Languages: Common, Dwarvish, Elvish,
Green Dragon, Werebear.

Equipment

Magic Items: *potion of invisibility; potion of extra healing; ring of warmth; bag of holding (500#, 70 cu ft); dagger +2/+3 vs. large.*
Normal Items: Staff; other normal equipment as desired.

Spell Book

Level 1

<i>Charm Person</i>	<i>Magic Missile</i>
<i>Detect Magic</i>	<i>Read Magic</i>
<i>Enlarge</i>	<i>Shocking Grasp</i>
<i>Feather Fall</i>	<i>Sleep</i>
<i>Identify</i>	<i>Unseen Servant</i>

Level 2

<i>Detect Invisibility</i>	<i>Levitate</i>
<i>Invisibility</i>	<i>Strength</i>
<i>Knock</i>	<i>Web</i>

Level 3

<i>Dispel Magic</i>	<i>Lightning Bolt</i>
<i>Haste</i>	<i>Water Breathing</i>

Level 4

<i>Charm Monster</i>	<i>Polymorph Self</i>
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You are an evoker, and your flash-bang magic makes non-mages think you are far more powerful than most other magic-users. You find this amusing, but you enjoy being in the spotlight, so you make no effort to correct the mistaken impression. You are kind-hearted and good, and you would do anything to help someone in need, though

Farley LeQuist

Male Dwarf Fighter/Thief (5/5)

Ability Scores

STR: 18/97 +2/+5 to hit/dam,
+200# wt; Doors 1-4 (1),
Bars/Gates 35%

INT: 14
WIS: 8
DEX: 17 +2 Reac/Atk bonus, -3
AC bonus

CON: 16 +2 hp/die, SS 95, RES
96

CHA: 10

Description

Age: 67
Height: 4'2"
Weight: 126 pounds
Hair/Eyes: Brown/Brown
Alignment: True Neutral

Combat Data

THACO (as fighter): 16
THACO (as thief): 19
AC Normal: -3
AC Rear: 2
Armor Type: Plate mail +1 & shield +1
Hit Points: 40

Weapon Proficiencies (fighter): 5 (short-bow, hand axe, battle axe, spear, light crossbow).
NPP: -2.

Weapon Proficiencies (thief): 3 (long-sword, dart, sling).
NPP: -3.

Saving Throws*

Poison, paralysis, death	11
Petrification, polymorph	11
Rod, staff, wand	8*
Breath weapon	13
Spell	9*

* +4 race bonus included; add +2 total bonus for armor and shield where applicable.

Racial & Professional Skills

Thieving Skills

(Must first change to leather armor!)

PP	OL	F/						
			RT	MS	HS	HN	CL	RL
55	62	55	45	46	20	80	35	

Special Abilities: Infravision (60'); detect slope (75%); detect new construction (75%); detect shifting wall (4 in 6 chance); detect stonework trap (3 in 6 chance); detect depth underground (3 in 6 chance).

Languages: Common, Dwarvish, Gnomish, Goblin, Kobold, Orcish.

Equipment

Magic Items: *potion of invisibility; potion of diminution; potion of healing; plate +1; shield +1; longsword +1; ring of feather falling.*

Normal Items: Sling with 20 bullets; spear; hand axe; other normal equipment as desired.

Gorley-Orn

Male Half-Elf Ranger/Cleric (5/5)

Ability Scores

STR: 17 +1/+1 to hit/dam,
+50#wt; Doors 1-3; Bars/
Gates 13%

INT: 13
WIS: 15 +1 ST vs. Mental
Attacks

DEX: 10
CON: 15 +1/die; SS 91, RES 94
CHA: 11

Description

Age: 70
Height: 5'4"
Weight: 136 pounds
Hair/Eyes: Gold/green
Alignment: Neutral Good

Combat Data

THACO (as ranger): 16
THACO (as cleric): 18
AC Normal: 1
AC Rear: 4
Armor Type: chain +1 & shield +1
Hit Points: 36

Weapon Proficiencies (ranger): 4 (long-bow, longsword, 2-handed sword, spear).
NPP: -2.

Weapon Proficiencies (cleric): 3 (flail, hammer, mace).
NPP: -3.

Saving Throws*

Poison, paralysis, death	9
Petrification, polymorph	12
Rod, staff, wand	13
Breath weapon	13
Spell	14

*Add +1 wisdom bonus vs. mental attacks; add +2 armor/shield bonus where applicable.

Racial & Professional Skills

Undead Turning Table

Skeleton	T	Mummy	16
Zombie	T	Spectre	20
Ghoul	T	Vampire	—
Shadow	4	Ghost	—
Wight	7	Vampire	—
Ghast	10	Special	—
Wraith	13		

Special Abilities: +5 damage bonus vs. giant class; surprise (3 in 6 chance); 1 in 6 chance to be surprised; track outdoors (90% base); track indoors (65% base); infravision (60'); detect secret doors (1 in 6 chance in passing, 2 in 6 chance if searching); detect concealed doors (1 in 6 chance in passing, 3 in 6 chance if searching); 30% resistance to sleep and charm.

Spells/day: 5 4 1 —

Languages: Common, Elvish, Gnomish, Gnomish, Goblin, Halfling, Hobgoblin, Orcish.

Equipment

Magic Items: *potion of ESP; potion of healing; chain +1; shield +1; longsword +1.*

Normal Items: Longbow with 20 arrows; 2-handed sword; spear; other normal equipment as desired.

GORLEY-ORN

Physically, you take after the elvish side of your family. You have always been ashamed of your mixed-race heritage, for you know that you cannot ever reach the full potential of either race. You cannot rise as high in your professions as a human could, and you haven't the full racial advantages of an elf. Therefore, you tend to stay in the background, taking orders from your "betters," so long as you feel the orders are reasonable.

You have little formal education, which makes some consider you stupid. But you don't hesitate to make your opinions known, even if your Common is less than perfect at times. You often belittle your own abilities due to your poor self-image, but you are quick to anger against anyone who teases you about your "half-blood."

The woods are your beloved home, and what you don't know about nature probably isn't worth knowing. You are a competent hunter and tracker, and you have led numerous rescue parties in the past.

JAMES, the cleric, is too Lawful for your taste. You're not above taking cures from him, and you're not really out to convert him, but you take his orders with a grain of salt. Still, he has always treated you as a friend and an equal, and you respect him greatly.

DIGGER McGEE, the druid, is more suited to lead this party in your opinion. He is woods-wise, perhaps more so than you yourself, and he could certainly lead a group through the wilderness better than any cleric.

DRAX, the mage, is supposed to be rather inept, according to rumor. After all, he did get you all into this mess by losing his spellbooks. But he may have hidden virtues, so you are keeping an open mind.

SIR ALFRED, the fighter, is good at his job. You envy his full-blooded humanity, for just because of an accident of birth, he has advantages that you will never know. You often wonder if he appreciates those advantages as much as you could have. At the same time, you're sorry for him. He has no ranger talents, and he doesn't seem at home in the wilderness. Worst of all, he is fanatically devoted to James. Not that James is such a bad sort, but you don't feel that one being should be so slavishly faithful to another. It's just not healthy.

MAYNARD, the other magic-user, is powerful and unpredictable. He seems to take pleasure in Drax's plight, treating him as dirt beneath his feet. His magic is not subtle, like that of the druid, but flashy and destructive to your beloved woodland. You often take issue with his choice of spells, requesting that he explain what each spell he takes for the day will do.

FARLEY LEQUIST, the fighter/thief, is a typical dwarf, but he talks funny. You don't associate with him much, but you do keep an eye on his whereabouts.

FARLEY LEQUIST

You come from a faraway land, and you speak both Common and Dwarvish with the accent of your French homeland. You have spent many years earning your place in your two professions, and you are proud of your advancements. In your homeland, you were a valued and respected professional. But this group treats you as little better than a backup fighter! Your thieving skills, though respectable, are not as good as the spells that the cleric, druid, and magic-users have available. The cleric can find traps better than you can (although that power doesn't last long), and mages often have spells that enable them to fly or climb walls. When the group does ask you to perform thieving activities, you sometimes wonder aloud whether one of them couldn't do it better.

JAMES, the cleric, is the most respected Lawful Good cleric in this country. His deeds are legendary; you had heard of him before you came here. He could give lessons on morality to paladins. But he has never let you down in a pinch — always curing you when needed, and vouching for your character as long as you behave yourself and don't steal from the group, so you try not to let him down either. In fact, you are here helping to look for Drax's spellbooks because James asked you to come, and somehow, you just couldn't say no.

DIGGER McGEE, the druid, is a shifty character if ever you've seen one. He keeps watching you, as though he suspects your motives. He plays up to the cleric all the time. It just isn't fair to let such a shady character take advantage of someone like James, who treats everyone with respect and fairness.

DRAX, the mage, is a cautious, self-centered individual. You had no quarrel with him before, but it was his carelessness in losing his spellbooks that sent the group on this fool's errand. But at least Drax doesn't seem to think you would steal from the party, the way Digger and Maynard seem to. Perhaps he isn't so bad.

MAYNARD, the other mage, is far more powerful than Drax. He is generously allowing Drax to study from his books for this trip, which is probably better than Drax deserves. But Maynard watches you often too, as though he thinks you are out to steal his possessions.

SIR ALFRED, the fighter, is a good man to have in the front line. You respect his fighting ability, although his slavish devotion to James is often the source of jokes among the group. You yourself occasionally tease him about his prematurely white hair.

GORLEY-ORN, the cleric/ranger, is a real dimwit. Just like all farm boys, he has no street-smarts at all. In your country, people with mixed-racial heritage were called "half-breeds," but he seems to take great offense when you call him that. Perhaps your command of the language is at fault.

you do enjoy teasing others who attach too much importance to themselves or to little things. You deliberately try to give the impression that you wield great power, for you enjoy the way people who don't know magic treat you. But all of your teasing is in fun, and you certainly don't intend for it to hurt anyone. Occasionally someone takes real offense, and you always try to make amends when that happens.

Your attitude is one that some would call childish, for you aren't completely happy unless you get your own way. You see no harm in manipulating others to that end as long as no one is hurt. For that reason, you travel with Lawful Good adventurers whenever possible. Not only does it ensure that no harm is done, but it's usually easier to manipulate Lawful Goods — they're predictable.

You collect magic greedily — especially anything that can give you more magic, such as wands or rings. You have all of your magic items protected with *magic mouth* spells, which will warn you when someone tries to steal one. You openly distrust thieves, and with good reason — you have a lot to steal!

You are careful about putting yourself into danger, although you like others to think you are brave. You are also curious to a fault; you can't stay away from a mystery or an enigma. If something looks strange or unusual, you can't resist investigating.

DIGGER McGEE, the druid, is the only person in the group that you can't manipulate, and that worries you. He's mysterious, and you don't understand what goes on in his mind. Still, he seems friendly enough. He has done favors for you in the past, and he asks only that you do him a like number of services, to be named later, in return.

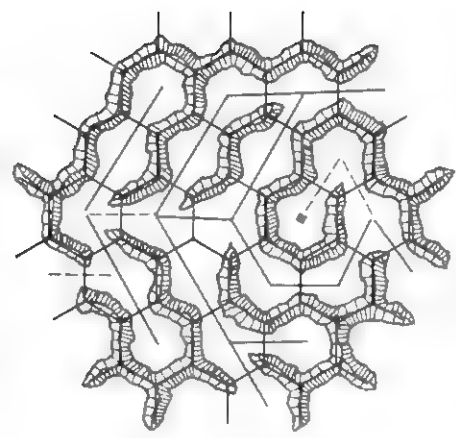
DRAX, the other magic-user, is fairly competent — at least, you thought so until he let his spellbooks get stolen. Because James asked you to, you are allowing Drax to study from your spellbooks. But Drax takes himself so seriously that you can't resist the chance to needle him a bit, so you stand over him while he studies, watching his every move and occasionally offering hints as to which spells he should study as though he were an apprentice.

JAMES is a cleric whose skill and goodness are famous far and wide. If you have a real friend, it would be James; you would go to hell itself for James if need be, for you know that he would do the same for you. You do like to tease James about his stodginess and strictness, though. You keep trying to loosen him up, although you know it's impossible.

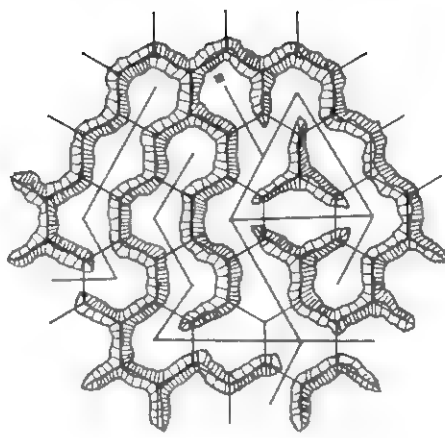
SIR ALFRED, the fighter, is competent at his menial task, but you fear he will prove to be a stumbling block in your friendship with James. He swore his life to James over some petty problem once, and now he sticks to the cleric like glue. But it's clear that he's hurt when anyone teases him about his white hair, so you never do that, and you stick up for him when others do.

GORLEY-ORN is a cleric/ranger. Next to the druid, he's the most competent woodland person the group has, and he's easy to fool besides. He's not too bright, speaks broken Common, and is easily impressed by your magic.

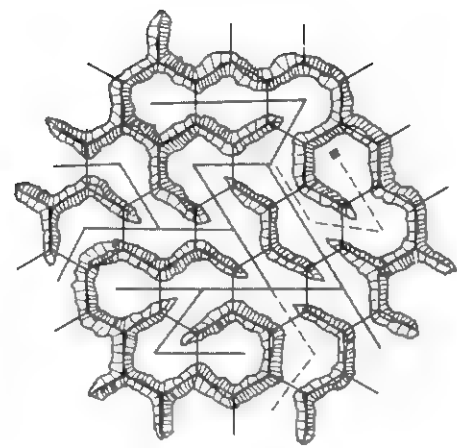
FARLEY LEQUIST, the thief, is, like all thieves, untrustworthy. You keep a constant eye on him, lest he get too greedy about the magic items you have.



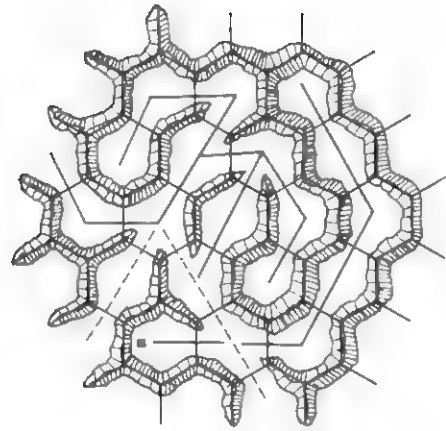
Hex A6



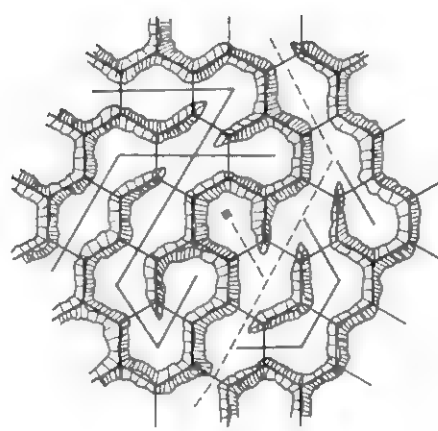
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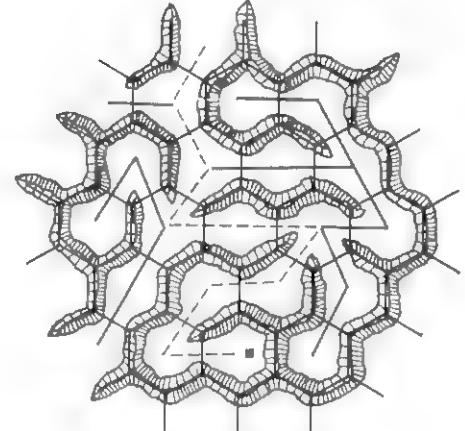
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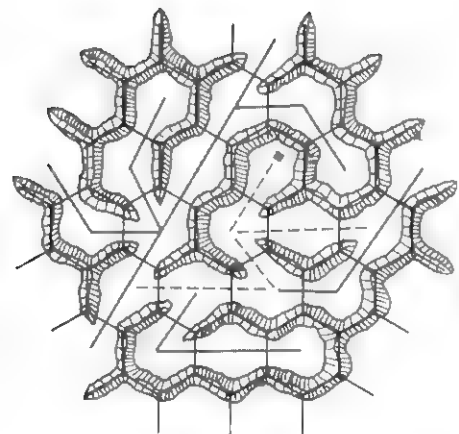
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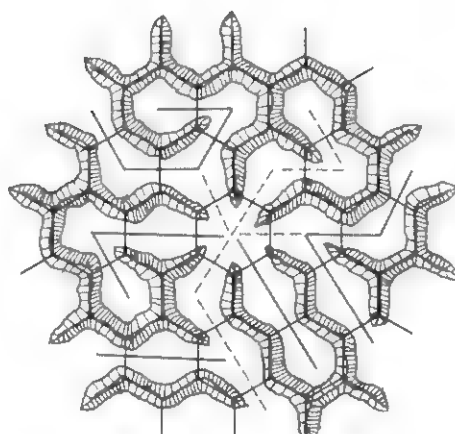
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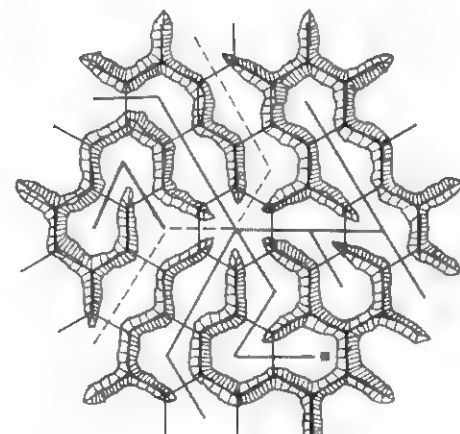
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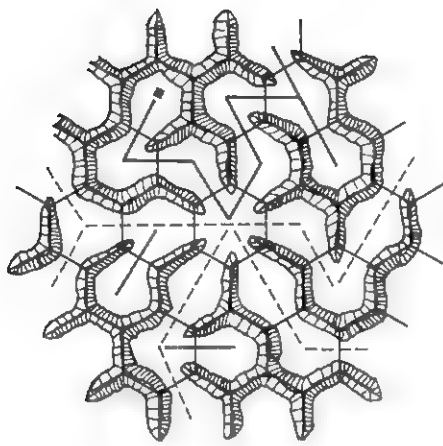
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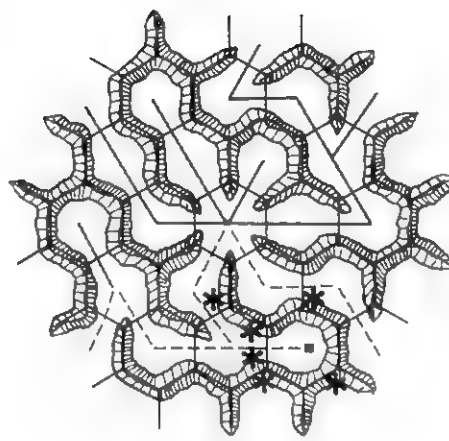
Hex B1



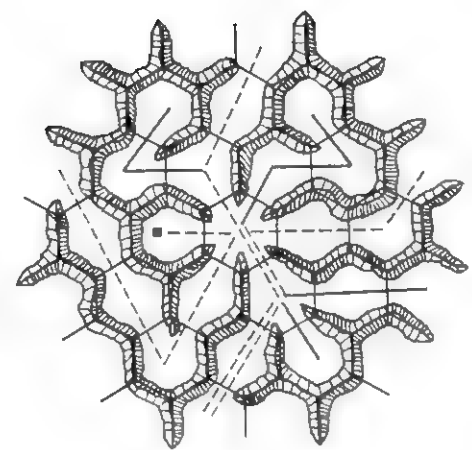
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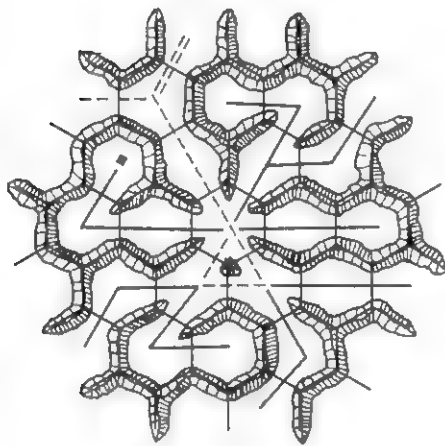
Hex B3



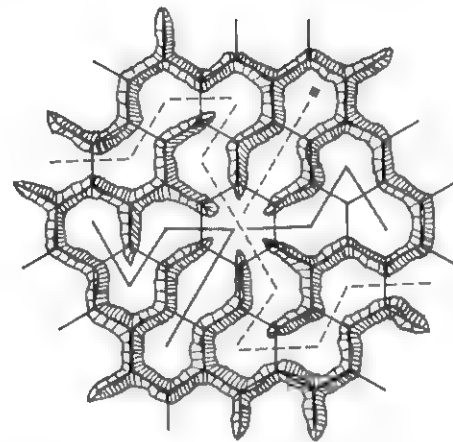
Hex B4



Hex B5



Hex B6



Hex C1

You see three odd-looking flying eels with large whiskered heads about 100 yards ahead. They don't have wings, but they are slowly cruising straight toward you at a 20' altitude.

The volts move at only 6", and they will not surprise the party. They attack any horse they can catch, ignoring the characters unless molested. They have no treasure.

Lair: The volts have a nesting area 35' up in the branches of a cluster of elm trees. The three volts hiding there (10 hp each) will attack invaders if threatened. They have no treasure.

Volts: AL N; IN Animal; SZ S; MV 6"; AC 3; STs 16, STw 15; HD 2+1; THAC0 16; #AT 1 bite + 1 tail; Dmg 1d4 + 2d6.

Special Defenses: Immune to electrical attacks. Special Attacks: No "to hit" rolls needed after first successful bite.

Hex A3

Wandering: The stone giant father (hp 45) is out foraging when he notices the party. He watches them from a grove of trees nearby, where he can be spotted only by a ranger.

The giant will avoid the party if they avoid him. He understands Common, and may talk if approached peacefully. If attacked, he will throw rocks from a distance, fleeing if the party tries to engage.

If questioned, the giant will tell of the "cowardly ogres" in Hex A5, and may mention that he has seen a copper dragon nearby recently. He does not know of the bugbears' lair. He carries 500 gp and 6 rocks in a large sack.

Lair: A large cave entrance leads into a corridor and darkness. The first characters into the cave must save vs. death with a -4 penalty to the roll (include adjustments for dexterity and wisdom but NOT magic armor) or fall into the animal trap set up in the main corridor. The fall onto spikes inflicts 3d6 points of damage, and the giants will try to thwart rescue attempts by throwing rocks. (They normally just step over the trap.)

The mother stone giant (hp 55) and her son (hp 25) are in the lair; they will defend it against invaders first by throwing rocks, and then by fighting hand-to-hand if necessary. They will fight to the death.

Hidden under dirty furs in the cave are 5,000 gp, 8 gems (base value 500 gp each), a *potion of spectre control*, a *dagger +1*, and a *shield +2*.

Stone Giants: AL N; IN Average; SZ L; MV 12"; AC 0; STs 11, STw 10; HD 9+2; THAC0 12; #AT 1; Dmg 3d6 (club) or 3d10 (rocks, range 30").

Special Defenses: 90% chance to catch hurled rocks or similar missiles.

Hex A4

Wandering: Four giant toads (hp 13 each) wait hidden on a hillside for prey.

You are startled by a small rockslide to your left, but it does not reach you. Something is apparently moving around about 100' up the hillside.

The giant toads leap to attack anyone coming up the hill, which is too steep for horses. They have no treasure.

Lair: In this marshy area live the other 6 of these creatures (hp 10 each) in no recognizable lair. All the toads leap to attack invaders, but any that are harmed will flee immediately. They have no treasure.

Giant Toads: AL N; IN Animal; SZ M; MV 6"; AC 6; STs 17, STw 16; HD:2 + 4; THAC0 16; #AT 1; Dmg 2d4.

Special Attacks: Hop 6" to attack, clearing up to 2" height.

Hex A5

Wandering: Roll normally for surprise; four male ogres (hp 25 each) are coming over a hill to the characters' right to attack. They are armed with 2-handed swords (Dmg 1d10 + 6). If they take damage before arriving, they can be driven off — temporarily. They will return to the lair, get 3 females, and hunt down the party. If the characters are still in **Hex A5** after passing through 2 more mini-hexes, the ogres will find them, surprising the party on a 1-3 (on 1d6), regardless of rangers. Each male ogre carries 30 gp and 2 gems (base value 100 gp each) in a pouch.

Lair: The ogre lair consists of a small cave for sleeping and an outdoor camp. Unless alerted by the returning wandering group, the 4 females (hp 15 each) and 3 children (hp 9 each) will be surprised by the arrival of the characters. 3 females and 2 children are outdoors; 1 female and her child are in the cave. All will fight to the death to defend the lair, attacking demi-humans first if possible. They are quite stupid.

Inside the cave are 3,000 cp, 1,000 gp, 5 gems (base value 100 gp each), and 1 each of the following *potions*: *fish control*, *ESP*, *healing*, *polymorph self*, and *speed*.

Ogres: AL CE; IN Low; SZ L; MV 9"; AC 5; STs 14, STw 13; HD 4 + 1; THAC0 15 (males & females), 20 (children); #AT 1; Dmg by weapon + 6 (males), 2d4 (females), 1d6 (children).

Hex A6

Wandering: Two firebrakes (hp 20 each) are observing the characters.

As you scan the hills to your right, you see two miniature red dragons watching you carefully from behind some rocks. They resemble pseudodragons.

If disturbed at all, the dragonets will breathe, catching as much of the party as possible, then scurry off. (Remember to include damage to horses, if applicable!) If chased, they can be seen flying off toward their lair. They have no treasure.

Lair: A hole in the side of a hill, about 8' in diameter and surrounded by small boulders, leads to a burrow where the firebrakes live. Two females (hp 20 each) are in the lair, plus any males that have returned. They will not be surprised except by invisible creatures, and they will breathe at anyone approaching within 30' of their burrow. The firebrakes will not leave their hole to get into fights, retreating deep within if characters get to the entrance. There is no treasure in the lair.

Firebrakes: AL N; IN Semi-; SZ S; MV 6"/18"; AC 5; STs 16, STw 15; HD 4; THAC0 15; #AT 1; Dmg 2d4.

Special Attacks: Breath weapon (60' × 10', 5 × /day) for 2d8 points, save vs. breath for 1/2 damage; blood can give *flametongue* effect to any weapon for 1d4 + 2 rounds, but may cause the weapon to break (2% chance per hit cumulative).

Hex A7

Wandering: An adult female copper dragon (hp 35) sees the party while out foraging and comes in for a landing nearby to investigate. If attacked, she will immediately breathe *slow* gas, following with attacks and acid breath as needed.

If approached peacefully (no weapons out, or weapons at ready but not presented), she will chat about anything the characters like. She avoids giving any useful information though, asking questions herself to determine whether it would be profitable to kill them all. If convinced otherwise (a relatively easy task), she will decide that it would be too much trouble to attack them, and will offer to sell information. For 5,000 gp or an equivalent value in magic (no potions accepted), she will reveal the EXACT location of any lair in the area, at the characters' choice. She has no treasure.

Lair: A large cavern mouth leads into darkness. Inside, Daddy dragon (old, hp 42) is asleep, but Junior (sub-adult, hp 21) is snooping around the lair. Junior will shriek if he sees invaders in the lair, waking Dad, then breathe with bad aim (catching 1-2 characters at most) while Dad gets up and gets into action.

The three dragons have accumulated 8,000 cp, 50,000 sp, 13,000 gp, 44 gems (base value 100 gp each), and 1 each of the following *potions*: *flying*, *gaseous form*, *growth*, *sweet water* and *water breathing*.

Copper Dragons: AL CG; IN High; SZ L; MV 9"/24"; AC 1; STs 11 (mother), 10 (father), 13 (Junior), STw 10 (mother), 9 (father), 8 (Junior); HD 7; THAC0 13; #AT 3, Dmg 1d4/1d4/5d4.

Special Attacks: Acid breath (70' × 5', save vs. breath for 1/2 damage); gas breath (30' × 20' × 20', save vs. breath or be *slowed* for 6 rounds); *fear* aura (creatures of less than 1 HD rout for 4d6 turns; those of less than 3 HD must save vs. spells or be paralyzed with *fear* (50%) or flee in panic (50%); those of 3 HD must save vs. spells or fight at a penalty of -1 on "to hit" rolls; those of 6 HD or more are not affected; saving throw bonus + 5 (mother), + 3 (father); Junior has no aura).

Hex A8

Wandering: A giant boa constrictor (hp 30) is draped across a tree limb ahead of the party. It can be seen 60' away by a watchful group. If attacked at a distance or approached slowly, it will try to slither away; if the characters move in to attack, it will defend itself. It can easily be avoided. The snake has no treasure, but its skin is worth 20 gp if brought back in fairly good condition.

Lair: High in a cypress grove is the mate to the wandering snake (hp 35). Both sleep here, but there is no discernable lair. This snake behaves as the other in all respects. There is no treasure in the lair.

Giant Boa Constrictors: AL N; IN Animal; SZ L; MV 9"; AC 5; STs 16, STw 15; HD 6 + 1; THAC0 13; #AT 2 (bite and constriction); Dmg 1d4/2d4.

Special Attacks: Constriction (automatic squeeze for 8 points/round, -1 per "plus" of magic armor (not including shield) after one successful hit with coils.)

Hex A9

Wandering: The characters are passing through an area with more trees than before. Two giant spiders (hp 25 each) are waiting for prey to pass under them; they will surprise the party unless at least one character is specifically watching the trees overhead. When the characters pass under their tree, the spiders drop down onto two randomly selected characters. They have no treasure.

Lair: These 3 giant spiders (hp 23 each) are hard to see, but they live in pine trees similar to those preferred by the wandering spiders. Under the needles, the tree is mostly filled with webs. The spiders will attack anything below their tree, surprising on 1-4 (1d6) unless the characters are expecting them to be in these particular trees and are taking appropriate precautions. Wound into the webs are 5 gems (base value 1,000 gp each) and 2 pieces of jewelry (base value 2,000 gp each).

Giant Spiders: AL CE; IN Low; SZ L; MV 3"/12"; AC 4; STs 14, STw 13; HD 4 + 4; THAC0 15; #AT 1; Dmg 2d4 + poison. Special Attacks: Poisonous bite (save vs. poison or die).

Hex A10

Wandering: The characters notice 4 giant lizards (hp 15 each) finishing a bloody meal about 200 yards off to their right. Two of the lizards are looking around for more food. They see the characters and head for them, followed by the other two. The party can scare them off in a variety of ways, but visual effects are most effective. Note that the lizards are faster than the party. The lizards have no treasure.

Lair: In a rocky glade within light woods, another half a dozen giant lizards (hp 15 each) are lying around sunning themselves on rocks. If attacked, the 3 smaller lizards will scatter, while the 3 larger ones will attack fearlessly. The lizards have no treasure, but the 6 eggs hidden in the rocks will bring 50 gp each if sold in a large city.

Giant Lizards: AL N; IN Non-; SZ L; MV 15"; AC 5; STs 17, STw 16; HD 3 + 1; THAC0 16; #AT 1; Dmg 1d8.

Special Attacks: Inflicts double damage on a "to hit" roll of "20."

Hex A11

Wandering: The party will NOT notice the brown bear standing 100 yards off to the south, under heavy cover. If the characters seem free-wheeling (i.e., chaotic), Charlie McGonigle the werewolf (hp 40) will change to human shape and approach them.

Charlie is tall, red-haired, and brawny. The characters have heard of him back home; rumors indicate that he is a powerful and skilled, but rather mysterious woodsman. Charlie dislikes the constraints of Law, preferring to act as he wishes, so he will not approach a well-ordered (i.e., Lawful) party.

Lord Charlie knows the local druid, the copper dragons, and the stone giants, and he considers them all friends of his. He will advise the party as to the "proper" behavior for dealing with these individuals. If the party seems cheerfully chaotic, he will invite them home with him; otherwise, he will not join the party, nor will he accept any offers or donations, simply leaving carefully after polite good-byes.

Charlie has a *stone of controlling earth elementals*, which he will use if attacked.

Lair: A cave entrance leads into darkness; the cave therein seems empty and long-unused. Lord Charlie's spouse, Diana (hp 35), tends the house while he's wandering around. She keeps a well-tended and well-defended cave for them. Pit defenses and secret doors prevent access to all but the residents, and she will blow a special high-pitched whistle to summon Charlie if invaders appear; he will arrive 1 turn later. She will also immediately summon 4 brown bears; they will arrive in 1/2 hour.

She likes visitors if Charlie vouches for them. In conversation, she mentions Lord Charlie's expected coronation as the werewolf King after the current Queen dies, but she will not give further details.

Hidden in their lair are 5,000 pp, 20 gems (base value 1,000 gp each), a *potion of extra-healing*, and one each of the following scrolls: *protection from magic*, *protection from undead*, *raise dead*, and *heal*.

Werewolves: AL CG; IN Exceptional; SZ L; MV 9"; AC 2; STs 13, STw 12; HD 7 + 3; THAC0 13; #AT 3; Dmg 1d3/1d3/2d4.

Special Abilities: Summon 1d6 brown bears in 2d12 turns; *cure disease* in another creature in 1d4 weeks.

Special Defenses: Hit only by silver or magic weapons; heal wounds at 3 times normal rate; immune to disease.

Special Attacks: Hug for 2d8 points damage; victim contracts lycanthropy if bitten for 50% or more of total hit points.

Hex A12

Wandering: The characters will not be surprised by the large, waddling hulk heading down the valley in their direction. They can easily avoid the encounter with the giant porcupine (hp 30) by moving out of its path. It does not scare easily, and it is stubbornly heading straight for the characters. If attacked, it will defend by throwing quills; if avoided, it will ignore them. The creature has no treasure.

Lair: A large pile of brush indicates the lair of the two giant porcupines. The remaining creature (hp 40) will attack immediately if the lair is threatened. There is no treasure in the lair.

Giant Porcupines: AL N; IN Animal; SZ L; MV 6"; AC 5; STs 16, STw 15; HD 6; THAC0 13; #AT 1 bite + 1d8 quills; Dmg 2d4 + 1d4/quill.

Special Attacks: Shoot 1d8 quills from tail up to 30' for 1d4 points each; can use quills in melee within 6'.

Hex B1

Wandering: The characters see 4 large, ugly mammals with tails lurking ahead in their direction of travel. The witherstenches (hp 10 each) may be avoided easily, but they cannot be scared off. If approached within 50', they will attack; note the severe effect of the nausea within 30'. They have no treasure.

Lair: A number of burrows, similar to gopher holes, are visible in a dead-end section of hills, bounded by sheer cliffs. The 4 witherstenches (hp 12 each) in the lair will attack if anything wanders into the area around their burrows. Only one saving throw is necessary for the effects of all within 30'.

Down the 2' wide tunnels are lairs containing carrion and a total of 1,000 cp, 1,000 ep, and 3 gems (base value 500 gp each).

Witherstenches: AL N; IN Semi-; SZ S; MV 6"; AC 7; STs 17, STw 16; HD 2 + 2; 7; THAC0 16; #AT 2; Dmg 1d6/1d6.

Special Attacks: Emits odor 30' (save vs. poison or be helpless due to nausea).

Hex B2

Wandering: Four giant wasps (hp 20 each) are cruising in from the south, at a distance of 150 yards. They are looking for easy prey. If they are attacked, they will head off to find easier prey; otherwise, they will engage and fight to the death. They have no treasure.

Lair: An odd mound of dirt in a clearing has a 5' diameter hole atop it, leading down on an angle. The buzz of the hive is easily heard within 10'. Inside the hive are 30 giant wasps (hp random). Every other round, 1d4 wasps will arrive or leave (50% chance for either); if invaders are sighted, the hive will attack in force.

Buried deep in the hive and widely scattered are 35 miscellaneous gems (total value 14,000 gp).

Giant Wasps: AL N; IN Non-; SZ M; MV 6"/21"; AC 4; STs 17, STw 16; HD 4; THAC0 15; #AT 1; Dmg 2d4/1d4 + poison.

Special Attacks: Poisonous sting (save vs. poison or be paralyzed permanently and die in 2-5 days unless treated).

Hex B3

Wandering: One 4' tall giant owl (hp 20) sits high in a nearby tree, watching the party. It will not attack; if attacked itself, it will flee to its lair. The owl cannot be befriended or tracked. It has no treasure.

Lair: Off in a grove of dense woods lies a gigantic dead tree. The 3 giant owls (hp 20 each) living in the hollow dead tree will attack anyone coming within 30' of their lair. (If the wandering owl fled back here, it too joins in the attack.) Any owl reduced to 10 hp or less will flee and search for the druid, returning with her in 1-6 turns. She will be quite upset about the attack, and will take appropriate measures to deal with the problem.

Hidden in the tree are 13 gems (base value 100 gp each), a *potion of fire resistance*, and a *ring of free action*.

Giant Owls: AL N; IN Very; SZ M; MV 3"/18"; AC 6; STs 16, STw 15; HD 4; THAC0 15; #AT 3; Dmg 2d4/2d4/1d4 + 1.

Special Attacks: Surprise on 1-5 (1d6).

Hex B4

Wandering: The characters will not notice the bugbear guard patrol unless they do an aerial survey of the area. The 6 guards (hp 15 each) are on a rocky shelf on a hillside about 3/4 mile west of the bugbear lair. The characters will be sighted by the patrol unless they are all invisible. When (and if) this happens, 2 bugbears will immediately head for the lair to spread the alert. They will get there in 20 rounds. The other 4 will ambush the party with arrows (surprise 1-4 on 1d6; +4 "to hit" and no shield or dexterity bonuses if successful) from 90% cover (AC -5) and try to delay the characters. They will use longswords (Dmg 1d8) if engaged. If captured, they will reveal what they are doing and why, but no information about

the lair. Each bugbear carries 10 cp, 10 sp, 10 ep, and 5 gp in a sack, plus normal weapons and some food.

Lair: In and around the lair are 116 bugbears grouped as follows.

Guardposts

Bugbears: 6; hp 15 each.

Equipment: Longbows (Dmg 1d6; range 7/14/21); longswords (Dmg 1d8/1d12).

Archer Squad A

Leader A: AC 4; hp 25.

Special Abilities: +1 damage bonus with melee weapons.

Bugbears: 15; hp 15 each.

Equipment: longbows (Dmg 1d6; range 7/14/21); longswords (Dmg 1d8/1d12).

Archer Squad B

Leader B: AC 4; hp 25.

Special Abilities: +1 damage bonus with melee weapons.

Bugbears: 15; hp 15 each.

Equipment: longbows (Dmg 1d6; range 7/14/21); longswords (Dmg 1d8/1d12).

Civilians

Bugbears (female): 18; hp 10 each; THAC0 18; Dmg 1d8.

Bugbears (young): 17; hp 4 each; THAC0 16; Dmg 1d4.

Foot Squad

Bugbears: 10; hp 20 each.

Equipment: *Bastard swords* +1.

Subchief: AC 4; hp 26.

Special Abilities: +1 damage bonus with melee weapons.

Chief: AC 3; hp 30.

Special Abilities: +2 damage bonus with melee weapons.

Witch Doctor: AC 5; hp 25.

Spells Carried: *cure light wounds*; *light*; *protection from good*; *augury*; *resist fire*; *dispel magic*; *push*; *shield*.

Placement and Behavior

Six guardposts are positioned as shown on the **Hex B4** Detail Map. The 6 bugbears on duty at each will not take part in the encounter unless the party passes near them, possibly scouting or circling the lair. The rocky shelves give them 90% cover (AC -5). They behave exactly as the wandering patrol described above if any humans or demi-humans are sighted.

The archer squads are in the forward trench, one to either side of the cave entrance. Before the encounter, they are scanning the ground and skies for intruders with weapons ready. If invaders are sighted, the leaders order volley fire as described below.

The civilians are all inside the lair. They have no weapons and will retreat if confronted, fighting only in life-or-death situations.

The entire foot squad waits just inside the cave entrance, where the commanders can direct the battle and observe. If things are going badly, they will advance at an opportune moment in a wave. All will engage except the Witch Doctor, who will retreat to the treasury room.

Strategy

The bugbears will maintain silence and order as the party approaches, allowing them to get to the base of the hill itself without firing. At that point, the archer squads begin firing in mass waves, alternating; thus, a volley will strike the party at 4 different points in a round, after about 3, 5, 7, and 9 segments of delay, respectively (modified by initiative).

If characters charge over the top, the front rank will set spears vs. charge and switch to their swords for melee (-2 on initiative when switching).

Aerial Maneuvers

If party members try to gather information from the air, they may do so easily if invisible; otherwise, both archer squads will try to shoot them down at once, not alternating as described above. If the flying characters are out of range, the bugbears will watch them but discontinue the volleys until the targets come within range.

Note: Near-vertical missile fire cuts all ranges in half (longbow: 35, 70, and 105 yards) in addition to normal range penalties "to

hit" of -2/-5 for Medium/Long ranges. It also reduces damage, giving damage penalties of -1 (short range), -2 (medium range), and -4 (long range). Minimum damage is 1 hp per successful hit.

Handling Volley Fire

With the first volley at multiple targets from multiple archers, divide the total number of missiles by the number of targets. This gives the average number of missiles per target; round down, and assign the odd missiles to the larger targets. Roll normally for "to hits" and damage.

A second volley at the same targets will be aimed a little bit differently. Any target hit on first volley will be the target of at least 3 shots, possibly more (DM's discretion), with the remainder of the volley distributed among the remaining targets as described above. **Exception:** If some targets are advancing more rapidly than others, they will receive more fire, and retreating targets will be virtually ignored unless they are seen to be casting spells, in which case they will also draw more fire. Targets under cover will not be targeted by more than 1 archer.

This isn't as difficult as it sounds. This method, or a reasonable approximation, can be easily and quickly run by a DM after a bit of practice with mass battles. Don't get hung up on exact targets or numbers unless a death is imminent; run it quickly, approximating where necessary, for the flow of the game.

Treasure Room

This area contains the bugbear treasure in locked, trapped chests. The traps are poisoned needles, but they are only triggered by an unsuccessful attempt at picking the lock. The 5 chests contain a total of 4,000 cp, 2,000 sp, 1,000 ep, 1,000 gp, 6 gems (base value 1,000 gp each), 3 pieces of jewelry (total value 5,000 gp), and a suit of dwarf-sized *plate armor* +2.

The bugbear Witch Doctor is here as well, ready for a "last stand." He waits and listens for the approach of the enemy, and upon hearing them, he casts a *resist fire* on himself. (Assume that he finishes the spell the round before the characters arrive.)

When cornered, he will be standing next to a wall sconce which holds a burning torch, under which is a barrel without a top. He will indicate surrender, and then tip over the barrel (of oil) and torch it. The burning oil will spread over the floor of the room and 20' into the corridor, causing 16 points of fire damage per round to all within it (save vs. breath with -4 penalty for 1/2 damage, and -2 damage per "plus" of magic armor) unless they are magically protected. It will burn for 10 rounds. The protected Witch Doctor takes 8 points of damage per round unless he saves vs. breath (STb 12), in which case he only takes 4 points per round. Saving throws are made each round for all creatures.

After lighting the fire, the Witch Doctor will try to make a run for his room. The exploding inferno of oil should distract the characters within it long enough for him to make it past them, unless they are physically blocking the passage completely; they cannot swing at him in the first round of oil fire. (They MAY move to block his exit, but don't tell the players this; wait until they tell YOU.)

Witch Doctor's Room

This room contains Drax's missing spell books and the Witch Doctor's other treasures. If he makes it back here, the Witch Doctor will use his *stone of controlling earth elementals* to call one up from the rough rock. After ordering it to wait just inside the entrance and ambush characters as they enter, the Witch Doctor will hide in a partially-open closet (75% cover, AC -2) and direct the elemental from there.

Bugbears: AL CE; IN Low; SZ L; MV 9"; AC 5; STs 16, STw 15; HD 3 + 1; THAC0 16; #AT 1, Dmg 2d4 or by weapon.

Special Attacks: Surprise on 1-3 (1d6).

Earth Elemental: AL N; IN Low; SZ L; MV 6"; AC 2; STs 13, STw 12; HD 8; hp 45; THAC0 12; #AT 1; Dmg 4d8.

Special Defenses: +2 weapon needed to hit.

Hex B5

Wandering: A colony of giant ants is conducting normal food gathering operations. The "supply line" is an unbroken path of worker ants (hp 10 each) stretching across the path (see detail map). The

line is guarded by 1 warrior ant (hp 15 each) every 10' on each side of the line.

Every 10 minutes, one of the passing worker ants heading for the lair will be carrying a noticeable item — a miscellaneous weapon, a potion, or a miscellaneous magic item (equal chances for each category). Roll randomly for specific items as per the tables on pages 121-125 of the *Dungeon Masters Guide*; reroll any item valued at 10,000 gp or more.

Note: The items carried by the ants may be stolen in a variety of ways, such as by *levitating* a worker, *flying over* invisibly and grabbing one, directing an *unseen servant* to take one, etc. If one or more items or workers are removed without breaking the line nor disturbing the warriors, the disappearances will go completely unnoticed by the organized, but relatively unintelligent ants. A worker ant so disturbed, however, will fight back to the best of its ability.

Any attack or attempt to cross the line will be countered by the nearest warriors. The steady stream of workers will pass along the information about the attack to the queen, which results in the arrival of 2d4 additional warriors each round thereafter. If 10 or more warriors are killed, the ants will withdraw; all workers head back to the lair until the area is clear. Worker ants on the line will not attack unless they are attacked first.

The lair will begin preparations for war within 1 turn of the initial attack on the line, moving their eggs and queen to a lower level and mustering warrior ants near the entrance to the lair. Even worker ants will attack invaders in the lair.

Lair: The entrance to the giant ant lair is almost identical to that of the wasp lair — an odd mound with a large hole atop it. The notable difference is that ants are everywhere; there are 3 "lines" heading in different directions, all guarded and manned as above, with other workers roaming the lair area.

Invaders will be sighted immediately unless invisible, and a horde of warriors will emerge and attack 1-4 rounds later. A total of 30 warriors and 200 workers, plus one queen, live in the lair.

Deep in the lair are 8 gems worth 1,000 gp each, and 1 each of the following *potions*: *climbing*; *diminuation*; *growth*; *healing*; and *superheroism*.

Giant Ants: AL N; IN Animal; SZ S; MV 18"; AC 3; STs 17, STw 16; THAC0 16.

Workers: HD 2; #AT 1 bite; Dmg 1d6.

Warriors: HD 3; #AT 1 bite + 1 sting; Dmg 2d4 + special.

Special Attacks (warriors): Can use poison sting (Dmg 2d4, save vs. poison for 1d4) if bite hits.

Hex B6

Wandering: The party will not notice the 5 blood hawks (hp 5 each) in the trees. If a peaceful encounter with the druid has occurred, the blood hawks will NOT attack, and the encounter will pass unnoticed. If a hostile encounter has occurred, or none at all, they will dive and attack by surprise (+4 "to hit," no shield or dexterity bonuses apply), fighting to the death. They have no treasure.

Lair: A few birds are picking at bones and scraps around the base of a large tree about 100 yards off to the north. All 8 blood hawks (hp 4 each) will attack anyone coming within 40 yards of them (10 yards if the druid has been peacefully encountered) and fight to the death. Otherwise, they will ignore the group. Scattered among the 5 nests are 5 gems (base value 500 gp each).

Blood Hawks: AL N; IN Semi-; SZ S; MV 24"; AC 7; STs 17, STw 16; HD 1 + 1; THAC0 18; #AT 3; Dmg 1d4/1d4/1d6.

Hex C

Wandering: In the underbrush about 150 yards ahead are two brown bears (hp 30 each). The bears notice the party immediately. Regardless of the party's actions, they depart and return to their lair. They have no treasure.

Lair: Ahead is a virtual wall of brush in a dead-end canyon formed by the hills, with sheer cliffs on all sides. The brush can be passed without harm by a druid or by bears. All other creatures take hit points of damage equal to their AC in pushing through it. (For example, a character with AC 5 takes 5 hp.) It can be burned off easily, but that starts a brush fire, which quickly spreads to

become a forest fire that will attract the druid in 5 rounds.

Moontree is out at the moment, but she will return in 1 turn. Meanwhile, the 3 bears (hp 40 each) in the lair, plus any that returned here from the wandering encounter, are hiding in the cave. If anyone enters the cave, all the bears will attack at once and fight to the death.

In the cave are some of Moontree's magic items; see her character sheet for details. This is NOT Moontree's permanent home, but merely a place to stay with friends.

Brown Bears: AL N; IN Semi-; SZ L; MV 12"; AC 6; STs 16, STw 15; HD 5 + 5; THAC0 13; #AT 3; Dmg 1d6/1d6/1d8.

Special Attacks: Hug for 2d6 points if "to hit" roll of 18 or better is scored with paw; fights 1d4 rounds after reaching 0 hp, or until -8 hp is reached.

Moontree

12th-Level Female Half-elf Druid

STR: 10
INT: 9
WIS: 18
DEX: 14
CON: 11
CHA: 17

Doors 1-2, Bars/gates 2%
+ 4 ST vs. Mental Attacks
+ 30% reactions

THAC0: 14
AC Normal: 0
AC Rear: 0
Hit Points: 80
Alignment: Neutral

Saving Throws*

Poison, paralysis, death	6
Petrification, polymorph	9
Rod, staff, wand	10
Breath weapon	12
Spell	11

*Add +4 wisdom bonus; add +2 bonus vs. fire and electricity; add bonuses from ring and cloak.

Weapon Proficiencies: 4 (dart, scimitar, spear, staff).
NPP: -4.

Special Abilities: Identify plant type; identify animal type; identify pure water; pass through overgrowth; immune to woodland *charm*; shapechange 3 times per day (bird, reptile, mammal), regaining 10-60% of lost hp per new form.

Equipment: *potion of invisibility*; *potion of extra healing*; *potion of gaseous form*; *scimitar +4*; *portable hole*; *gauntlets of ogre power*; *bracers of defense (AC 4)*; *cloak of protection +2*; *ring of protection +2*; *spear*; *oaken quarterstaff*; other normal equipment (carried in *portable hole*).

Spells Carried:

Level 1: *animal friendship*; *detect magic*; *entangle*; *faerie fire*; *invisibility to animals*; *predict weather*; *speak with animals*
Level 2: *charm person or mammal*; *cure light wounds (x2)*; *heat metal*; *obscurement*; *produce flame*; *warp wood*
Level 3: *call lightning*; *neutralize poison*; *tree*; *water breathing*
Level 4: *call woodland beings*; *cure serious wounds*; *dispel magic*; *repel insects*; *speak with plants*
Level 5: *animal growth*; *pass plant*; *wall of fire*
Level 6: *conjure fire elemental*; *weather summoning*
Level 7: *conjure earth elemental*

Credits

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