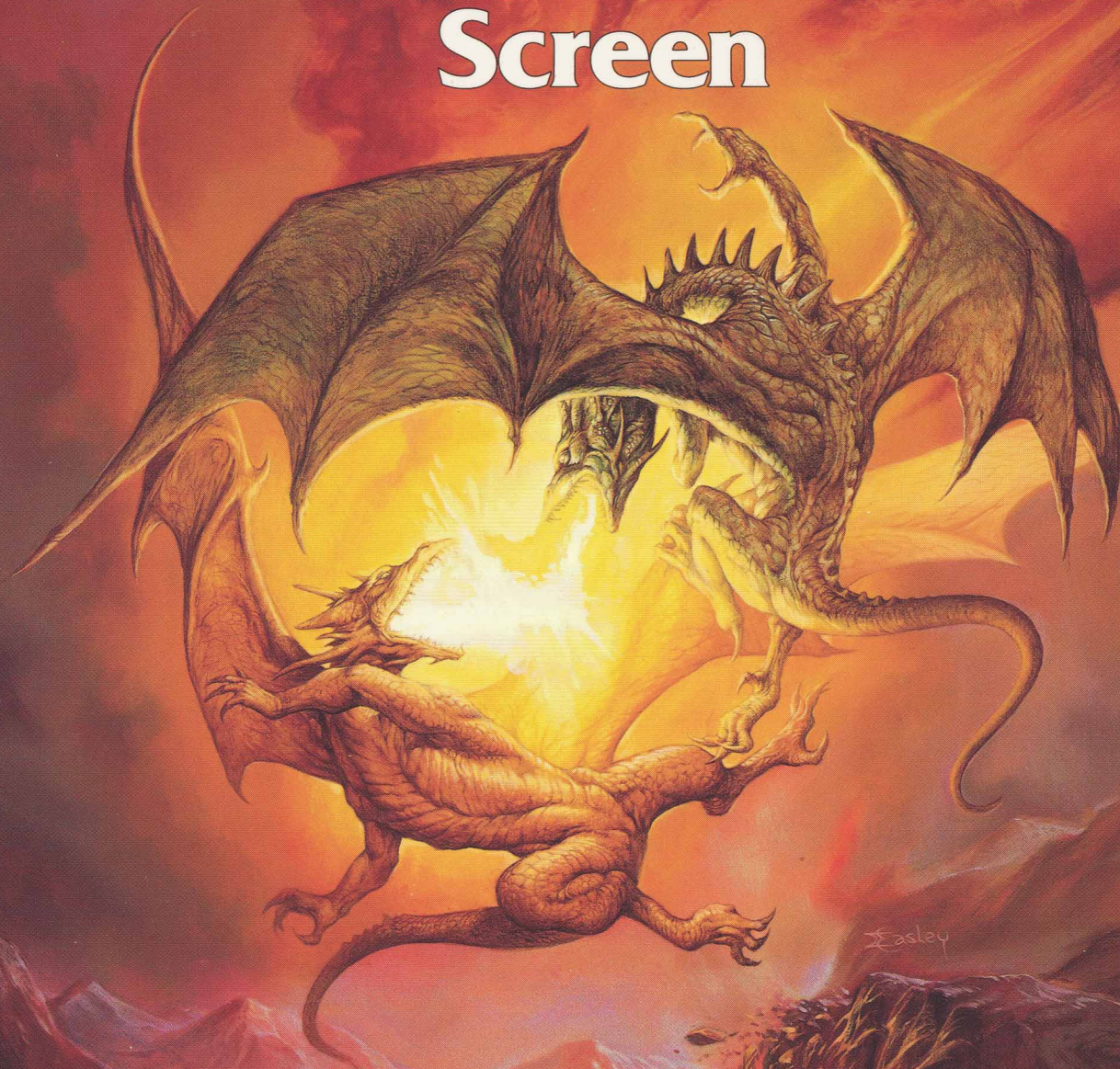


Advanced Dungeons & Dragons[®]

2nd Edition Official Game Accessory

DUNGEON MASTER[™] Screen

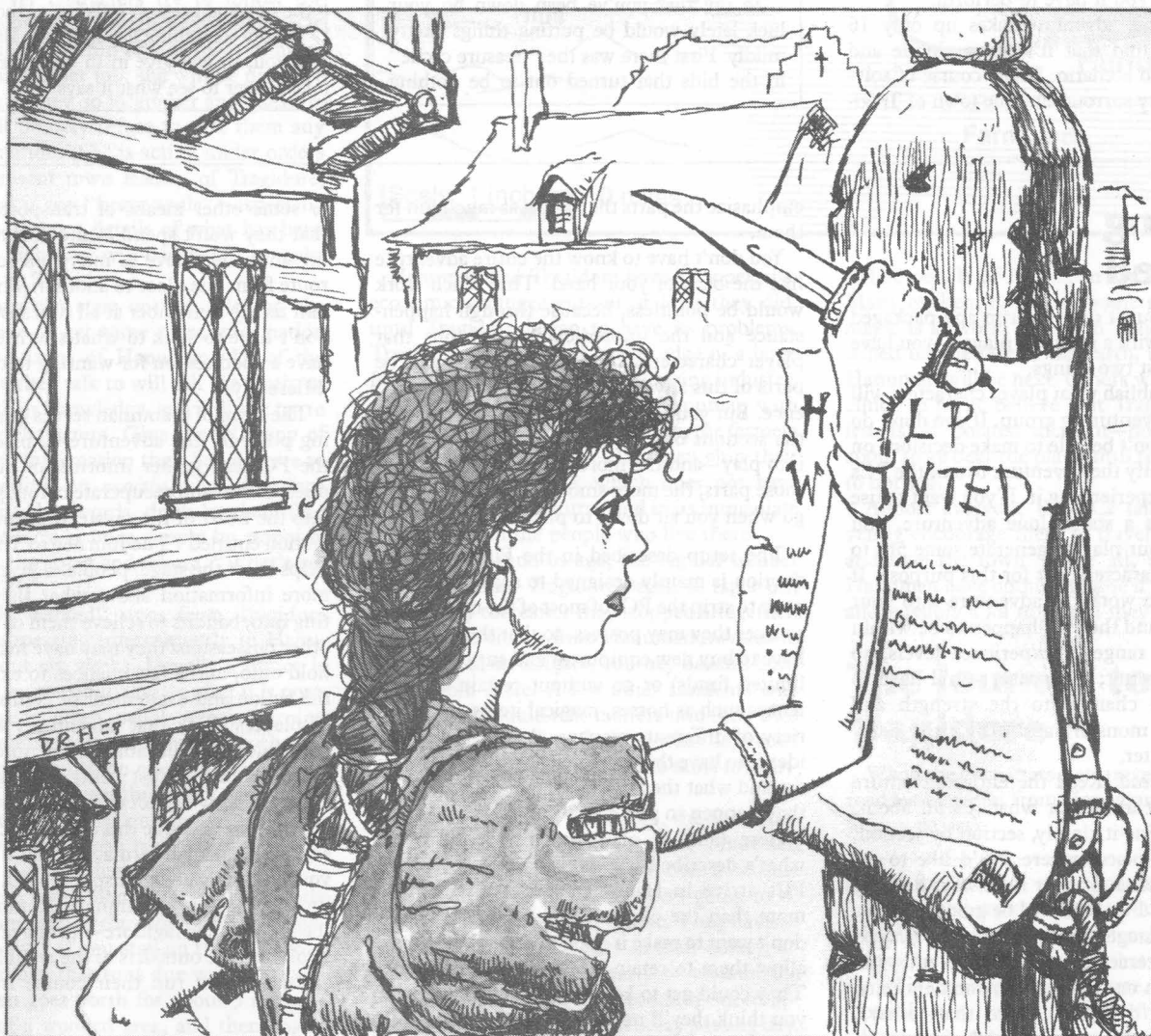


Advanced Dungeons & Dragons®

2nd Edition

Terrible Trouble at Tragidore

An adventure for 4 to 6 player characters
of levels 5–8



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About This Adventure

Terrible Trouble at Tragidore is a special short adventure for the AD&D® 2nd Edition game. It's being presented along with the new edition of the *DUNGEON MASTER™ Screen* because it has much the same purpose as the screen itself: to help you, the DM, sharpen your skills and smooth out the way you run an adventure. Within the text of the adventure and in several small "how-to" sections sprinkled throughout these pages, you'll find advice and information on lots of topics, including how to add flavor and color to the adventure; how to customize it to best suit the needs and wants of you and your players; how to run encounters and role-play major NPCs as the realistic and challenging characters they ought to be; and how to deal with some of the "nuts and bolts" chores you'll have to perform.

Although this adventure takes up only 16 pages, you'll find that it's not a simple and straightforward scenario. In the course of solving the mystery surrounding the town of Tragi-

dore, player characters will have a wide variety of adventures and encounters. They'll have to use their minds, and not just their muscles and magic, to have the best chance of succeeding.

This version of *Tragidore* is adapted and condensed from an RPGA™ network tournament module of the same name written by Jean and Bruce Rabe. It is fully compatible with the AD&D® 2nd Edition game rules, but can be played using the original game rules as well.

Players' Introduction

Begin the adventure by reading the following passage to the players.

The life of an adventurer is not all gold and glory, and right now no one knows that better than you do.

To say that you've been down on your luck lately would be putting things pretty mildly. First there was the "treasure cache" in the hills that turned out to be nothing

more than a worm-eaten wooden box (empty, of course) and a small collection of rusty spearheads. Then came the lightning storm in the middle of the night that scared off all but one of your horses. The last straw was just three days ago, when you invited a wandering minstrel to share your campfire. By sunrise he was gone—and so was your remaining horse and most of the rest of your gear.

After walking for two days, you limped—literally—into the town of Hanuman. Now, with a good night's sleep and a decent meal behind you, your outlook (if not your situation) is starting to improve. Where will you go from here? Maybe that question will be answered in the very near future. . . .

As you stroll through the business district, you see a beautiful woman posting a sign on a fencepost in the plaza. When she walks away, you notice a few of the townsfolk glance at the sign and keep on walking, as though they've seen something like it before. But it's new to you, so you give in to your curiosity and walk over to see what it says:

Getting Started

Before you sit down to run any packaged adventure with a group of players, you have to do at least two things.

First, establish what player characters will be in the adventuring group. If you don't do this, you won't be able to make decisions on how to modify the adventure to suit the PCs who'll be experiencing it. If you want to use *Tragidore* as a stand-alone adventure, you can have your players generate some 5th to 8th level characters just for this purpose. If you want to work the adventure into your campaign, and the PCs happen to be within the proper range of experience levels, so much the better; otherwise, you'll have to make some changes to the strength and number of monsters and NPCs the party will encounter.

Second, *read*. Read the entire adventure once, to get a feel for what it's all about. Then examine it closely, section by section, looking for places where you'd like to expand, condense, or alter it—always keeping in mind the PCs who will be going through it. At this stage, also consider the *players* you'll be interacting with. If they enjoy adventuring in one kind of environment (city, wilderness, dungeon) more than others, then think about ways in which you can de-

emphasize the parts that aren't as much fun for them.

You don't have to know the entire adventure like the back of your hand. That much work would be pointless, because through happenstance and the unpredictable decisions that player characters always make, there will be parts of this adventure that they won't experience. But you should be able to easily identify the sections of the adventure that *must* come into play—and the more familiar you are with those parts, the more smoothly everything will go when you sit down to play.

The setup described in the Players' Introduction is mainly designed to accomplish one goal: to strip the PCs of most of the material resources they may possess, so that they'll either have to buy new equipment and supplies (with limited funds) or go without certain conveniences such as horses, magical items, and a variety of different weapons. Again, the whole idea is to have them succeed based on who they are and what they can do, rather than on what they happen to possess.

Here (and in many other text sections), what's described is a worst-case scenario: the PCs arrive in Hanuman on foot, with little more than the clothes on their backs. If you don't want to make it quite this rough on them, allow them to retain a few other possessions. They could get to keep some magical items, if you think they'll need them later to cope with the foes they'll face. They might have horses

or some other means of transportation, so that they won't spend as much time traveling and won't have as many encounters en route from one place to another. The important fact to remember at all times is that you don't have to stick to what's written if you have a good reason for wanting to do things differently.

The town of Hanuman serves as a launching point for the adventure—a place where the PCs can gather information, buy supplies, or rest and recuperate before plunging into the heart of the mystery. Likewise, the section entitled "The Journey to Tragidore" helps to set the stage: people to give the PCs more information about what they're getting into, bandits to relieve them of magic or other possessions they may have managed to hold onto, and a few chances to experience the action and excitement of combat. A lot of players think that adventures are more plausible and believable if they unfold gradually, instead of just being sprung on the PCs. That's why a lot of adventures, including this one, include this sort of background and preparatory information. But if you and your players want to dispense with the preliminaries, you can eliminate Hanuman and the journey to Tragidore—just have the PCs stroll into the outskirts of the troubled town and let events run their course from that point.

Help Wanted—Desperately!

The town of Tragidore is in need of a few brave souls to undertake a perilous mission. The danger is great, but the reward for success is very generous.

Interested parties should travel to the Caving Crow in Tragidore and ask for Marta.

Well, maybe things are starting to look up. Now, if you only knew how to get to Tragidore . . .

DM™ Background

The people of Hanuman have seen “help wanted” notices like this one before—Tragidore has been in trouble for a few weeks now, and several of these signs have been posted around Hanuman.

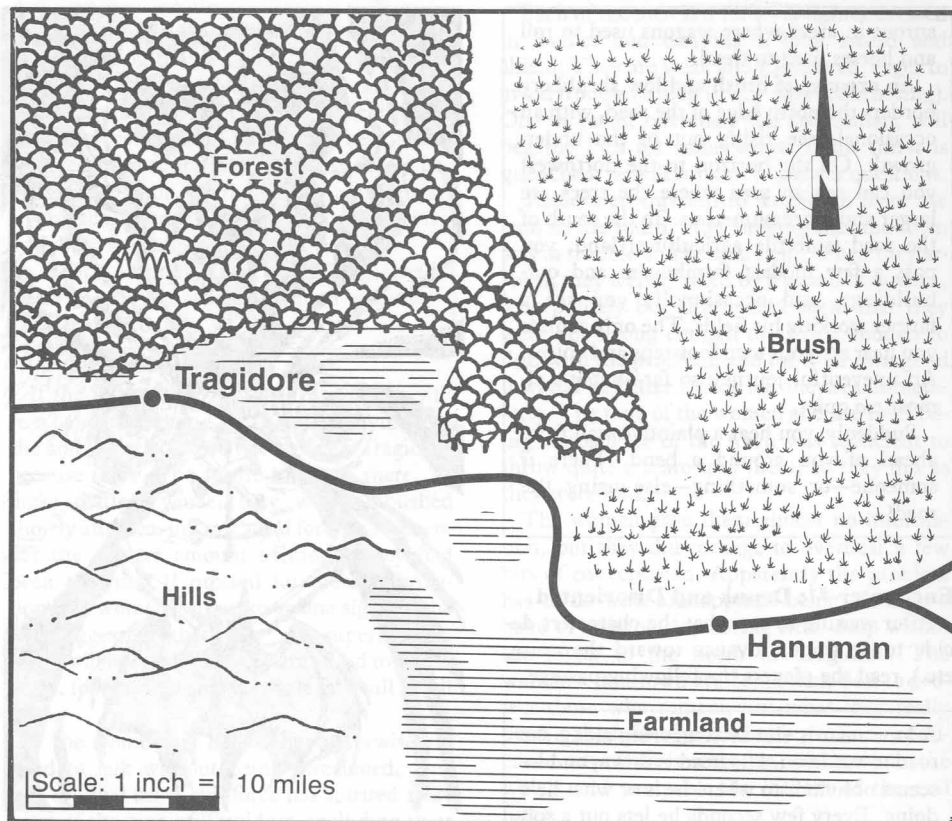
If the player characters try to follow the woman who put up this sign, they will have to act very quickly; within two or three minutes after she finishes her job, she will be nowhere to be found. If they do locate her and question her, she will politely refuse to give them any more information. (She is acting under orders from the present town leaders of Tragidore, who fear that if any “brave souls”—especially male ones—find out details of what has been happening, then they will decide not to make the journey to Tragidore.)

Before they can start on this mission, the PCs will have to get some more information out of the citizens of Hanuman. All of the townspeople they talk to will tell the truth, to the best of their knowledge, and will not try to mislead the characters. Give the PCs any of the following information that they deserve to have, depending on *exactly* what questions they ask. (In other words, don’t let them find out all these facts at once simply by stopping someone on the street and asking, “What’s going on here?”)

The “help wanted” signs from Tragidore have been appearing intermittently in Hanuman for about six weeks. Usually a notice is taken down by someone shortly after it is posted, to prevent other people from learning about the opportunity and grabbing the reward. But apparently no one has claimed the reward yet, because another sign (the one the PCs have seen) was just put up earlier today.

The only people who have been seen putting up the signs are females.

Tragidore is about 30 miles west and slightly north of Hanuman as the crow flies, or roughly 35 miles away if you stay on the main road out of Hanuman that runs due west for about 9 miles, then goes north for about 5 miles to the fringe of a wooded area, and then angles west and north until it gets to Tragidore.



Hanuman and Tragidore have a cooperative economic arrangement—or at least they did, until Tragidore began to have its problems. Tragidore was founded on the edge of a large forest and has built up a large logging industry, which supplies the people of Hanuman with lumber for construction. In return, the farmers who live in and around Hanuman ship their produce to Tragidore, which does not have enough good agricultural land in its immediate area to feed all the people who live there.

About two months ago, the regular lumber shipments from Tragidore began to taper off, and shortly thereafter they stopped altogether.

A few merchants from Hanuman traveled to Tragidore to investigate, but they haven’t been heard from since. A few other residents who thought they could take matters into their own hands also set forth to find out what happened . . . and apparently met with the same mysterious fate.

About a week and a half ago, the four Kordona brothers—Hanuman’s most renowned fighters—headed for Tragidore after it became apparent that the problem wasn’t going to be solved by people of lesser repute. They haven’t returned or sent word back to their family; although it’s still a little early to assume the worst, the townsfolk are becoming more apprehensive about them with every passing day.

All of the people who have tried to investigate are males.

The people of Hanuman are living in fear. Many of them think that some great and evil magic is at work, that soon Tragidore will be wiped off the face of the earth, and after that Hanuman will be next. Others who are less inclined to panic believe that Tragidore’s problem is an isolated incident—but they aren’t about to go near the place until things are back to normal.

Almost everyone the PCs talk to will fervently encourage them to travel to Tragidore and save the town. (After all, the people of Hanuman have nothing to lose if the PCs fail—and possibly a lot to gain if they succeed.)

The Journey to Tragidore

When the characters start traveling along the road leading west from Hanuman, read the following passage.

Your feet kick up clouds of dust from the road as you walk along. Although it’s only been a few weeks since the trouble in Tragidore began, you can tell that already the road is showing signs of disuse, because few people are traveling to or from the beleaguered town. Weeds are starting to

sprout in areas where wagons used to roll and horses used to tread.

An expanse of brush and low shrubbery borders the north edge of the road, with an occasional tree rising out of the undergrowth. On the horizon to the northwest you can see an area where the trees are larger and more numerous. To the south of the road is fertile agricultural land; you pass a few modest farmhouses and outbuildings, and occasionally you see a farmer working his fields. The only sounds you hear are your own footsteps and voices. An uneventful journey so far—but it's almost *too* quiet. . . .

Suddenly, you hear a plaintive wail from ahead of you around a bend. There *is* someone—or something—else using the road!

Encounter #1: Drunk and Disoriented

After waiting to see what the characters decide to do (hide, advance toward the noise, etc.), read the players the following passage.

A lone man is slowly staggering along the road toward you. His head is down, and he seems oblivious to where he is or what he's doing. Every few seconds he lets out a sob or a soft cry of despair.

This is Borse Kordona, one of the aforementioned Kordona brothers. He is very distraught and has recently drowned his sorrows by finishing off the contents of his wineskin, which has made him uncoordinated and even more morose. He will continue down the road, not even acknowledging the PCs, unless they physically hinder him. He won't speak to them unless one of the PCs is able to persuade him to talk. If the characters try to communicate with Borse, roll 1d20. If the result is equal to or less than the highest Charisma score among the party members present, then Borse will answer simple questions and volunteer information. This, in summary, is what he knows:

"Me and my three brothers were trying to solve the mystery around Tragidore. I was scouting in the woods north of town when I saw a big wolf with bright green eyes. I chased it for sport for a while, and then lost sight of it. When I got back to our camp, my brothers had vanished. I couldn't find a trail or any sign of a struggle. I waited and searched for five days in the forest . . . and now I must go back to Hanuman and tell my parents of the loss of their sons."

Borse will not willingly accompany the PCs, and if they somehow succeed in forcing him to come along, he will escape from them at the first opportunity. His spirit is broken, and he



cares for nothing other than getting back home with his bad news.

Borse Kordona, 4th level fighter: AC 8 (leather); MV 6 (12 when sober); HD 4; hp 32; #AT 1; Dmg 1d8 (long sword); AL NG; THAC0 17.

If the characters choose not to travel along the road, they will not meet Borse Kordona or any of the other people who are using the road (encounters #3 and #5), unless they stay within sight of the road and move toward any traveler they might see from a distance. Moving through the wilderness will not prevent them from having encounters #2 and #4, and may also (at your discretion) expose them to attacks from wild animals whose territory they are invading.

Encounter #2: Vampire Bandits

This attack will occur a half-hour after sundown on the first evening of the PCs' journey, no matter where the characters are. Prepare for it by telling the players at sundown that a thick fog is quickly setting in. At the appropriate time, the PCs will notice six figures (zombies) approaching through the fog, carrying torches. They stop just after becoming visible. (They are not yet close enough for their stench to be apparent to the party, so they won't be identifiable as zombies unless they come closer.)

One or two rounds after the zombies appear, three dark shapes move out from behind them

and move toward the PCs so that their garb and faces come into view. They are dressed in black capes, lined in red. They have very pale faces with deep-set, dark eyes. The one in the center raises his hand and addresses the party:

"Good evening," he says slowly, in a thick accent. "Have you paid your taxes to the king lately? I am sure that you have magical items, and just as sure that you have neglected to make payment for the right to carry such things. You can avoid trouble by putting all of your equipment in a big pile and letting us examine it. Do not cause trouble, and you will be spared."

The "vampires" are the leaders of a gang of bandits who have been robbing people they find traveling through the countryside. Their disguises—flour paste on their faces, wooden fangs painted white, and charcoal around the eyes—have been effective; most people they pick on don't challenge them. If the party agrees to their terms, the "vampires" will sift through the pile of gear and confiscate any magical items, spell components, and other things of value that they can easily carry away. Then they will vanish back into the gloom.

If the PCs refuse to comply with the leader's order, or if they hold out some items that they should be revealing, the head vampire will shout, "Attack!" The zombies will begin to advance, and one round later many other figures will appear out of the fog, surrounding the party. Each "vampire" carries a *potion of gaseous form*. If one of them is threatened, he will turn his back, billow his cape, swallow the potion, and disappear—but the PCs will still have to contend with all of the other assailants. In addition to the zombies, the group of criminals includes four squads of bandits, each group overseen by a sergeant; a cleric (who animated the zombies); and a dark elf mage.

Zombies, Human (6): AC 8; MV 6; HD 2; hp 14, 10, 9, 9, 7, 7; #AT 1 (torch, used as club); Dmg 1d8; AL N; THAC0 16.

If one of these zombies hits with its torch, the injured character will suffer 1d4 fire damage. The zombie will then drop the torch, and all of its later attacks will be with its bare hands (same damage).

Bandit patrols (4 groups of 5 members each, all 1st level fighters): AC 7 (leather & shield for swordsmen, ring mail for bowmen); MV 12; HD 1; hp 7, 6, 5, 5, 4 (for each group); #AT 1 (short sword) or 2 (short bow); Dmg 1d6; AL NE; THAC0 20.

Bandit sergeants (4, 2nd level fighters): AC 4 (chain & shield); MV 12; HD 2; hp 12 each; #AT 1 (long sword); Dmg 1d8; AL NE; THAC0 19.

The two groups of bowmen will take up positions at medium range and try to prevent the characters from retreating or escaping, while the swordsmen advance to confront the PCs, hoping to get them to surrender.

Cleric, 5th level: AC 3 (leather, shield + 1, & Dex bonus); MV 12; HD 5; hp 32; Dmg 1d6 + 1 (footman's mace); AL LE; THAC0 18.

Spells:

1st level: *curse, cure light wounds* (× 3), *cause fear*.

2nd level: *chant, find traps, hold person, resist fire, silence 15' radius*.

3rd level: *animate dead, speak with dead*.

Mage, 5th level dark elf female: AC 6 (Dex bonus); MV 12; HD 5; hp 11; #AT 1 (spell use only); Dmg by spell only; AL LE; THAC0 19.

Spells:

Innate: *dancing lights, faerie fire, darkness, detect magic, know alignment, levitate, clairvoyance, detect lie, suggestion, dispel magic*.

1st level: *charm person, magic missile* (× 2), *shield*.

2nd level: *bind, web*.

3rd level: *fly*.

The spellcasters will remain in the rear and will employ only defensive tactics unless they are directly attacked. The cleric will start with his *silence* spell, directed against the closest PC who is obviously a spellcaster. He will use *curse* (a reversed *bless* spell) to lessen the PCs' ability to fight, supplementing it with *cause fear* (the reverse of *remove fear*) if necessary, and using the *hold person* spell against a single target as a last resort.

The mage will likewise concentrate on spells designed to hamper the PCs rather than cause them serious injury; *charm person* and *web* are good for this purpose. If seriously threatened, she will get off one or more of her *magic missile* spells and use *fly* to escape.

The bandits do not want to kill anyone, and members of the group will only fight to the death if it is impossible for them to escape. (Their credo is that it's better to let victims live, so they can be robbed again some other day.) If the bandits succeed in subduing the player characters, they will bind the hands and feet of all the PCs, grab any possessions of value that they can carry, and leave the characters to spend the night where they are. If they haven't freed themselves by the following morning, the mage will creep back to within spell range and use her *bind* spell to untie one of the PCs, so that the freed character can remove the ropes from everyone else.

Encounter #3: Refugees

If the characters are traveling on the road, read the following passage to them sometime during the second day of their journey.

Moving toward you on the road is an open wagon being drawn by two horses. Three women are on the seat, and you can hear the playful squeals of a group of children coming from within the wagon bed. The horses are wet and tired, but the driver is urging them on. As the wagon approaches you, she steers to one side, slows down slightly, and calls out:

"Turn around! There is nothing ahead but misery and woe! Return to wherever you came from!"

If the PCs ask her to stop, the woman will rein in the horses and speak briefly, saying that she and her friends are fleeing from Tragidore because there is no future for them there. To make matters worse, they were ambushed shortly after leaving town and forced to surrender the meager amount of money they had been carrying. If pressed for more information, the women will make arcane signs in the air, suggesting that they are superstitious. They will only say that they are afraid to reveal more, for fear that some terrible fate will befall them.

If the women are *charmed* or otherwise enticed to talk without being threatened, they will say that some evil force has spirited away most of the men of Tragidore, including their husbands. The town's lumbering industry is dead, and these women have run out of money and food. They've decided to take their children to Hanuman and start new lives.

If the characters offer to escort the refugees to Hanuman, the women will gladly accept the offer, and will give the wagon and horses to the PCs as an expression of their gratitude once they arrive in town.

The three women and their five children are 0-level characters, AC 10, with 1d4 hit points apiece. The driver has a whip (Dmg 1d2), but otherwise they are unarmed.

Encounter #4: Rejects

On the crest of a gentle rise some distance ahead, you see four shapes walking abreast. The men—if that's what they are—apparently see you at about the same time you see them, and the next thing you know they're splitting up and running for cover among the trees and underbrush.

If the PCs continue on their way without attempting to find the other travelers, the men will not be seen or heard from again. But if the characters try to seek them out, they will discover two of them quickly, and the other two will make themselves visible when it is apparent that the PCs mean them no harm.

Each of the men is a 1st level fighter dressed in leather and carrying a long sword and shield. They are weak and frightened, eager to avoid trouble (which is why they were hiding). One of them, obviously the spokesman, will beg the PCs for some water. If his thirst is quenched, he will consent to answer questions.

These men traveled to Tragidore from the land to the south, after hearing that the town was in trouble and needed help. When they arrived, they were greeted by a group of women, who politely but firmly told them that they were not strong enough or skilled enough to deal with the problem, and for their own good it would be better if they left the area immediately. The tone of the women and the foreboding atmosphere of the town was sufficient to throw quite a scare into them, so they did as they were told.

The women gave them almost no information, but they did manage to overhear a few bits of conversation. Apparently the problem has to do with kidnappings being done by a band of criminals operating from deep within the forest to the north of Tragidore. The women left in town are doing their best to protect those who remain, but what they really need is the help of a band of brave and experienced adventurers who can venture into the woods and vanquish the leaders of the evil force.

"Don't know if you'd be what they're lookin' for, either," says the man in conclusion. "That town's a spooky place, I tell ya. Got to be a better way to make a livin'."

Encounter #5: Ruffians

This incident will occur when the PCs reach a spot on the road about a mile from Tragidore. Three thieves are hiding in the underbrush along the side of the road, waiting to ambush women who are leaving Tragidore. They are cowardly and won't bother a group of adventurers, but there is a chance that the PCs will spot them. If any character is actively searching or examining the area immediately adjacent to the road, or if any character in the front rank of the marching order makes a roll to detect secret doors, the thieves will be discovered. If this happens, read the following passage to the players.

"Greetings," says a nondescript man as he and two companions stand up and walk out of the bushes. "We didn't intend to scare you, but we weren't sure if you meant to cause us harm, so we remained hidden." Each of the men wears leather and carries a short sword.

The thieves will try to pass themselves off as fighters who have just passed through Tragidore and decided to keep going. They will say (untruthfully) that some kind of giant swamp monster has been carrying off the men of the town, and they will beseech the characters to go no farther toward the community.

If the characters see through the thieves' deception, the three rogues will admit the truth about themselves. (They don't want to provoke a fight, since they realize they are overmatched.) They will attack if the PCs try to apprehend them and take them into town to face robbery charges, and will flee into the woods to the north at the first opportunity.

Thieves (3, 3rd level): AC 6 (leather & Dex bonus); MV 12; HD 3; hp 18, 15, 14; #AT 1; Dmg 1d6 (short sword); AL NE; SA backstab for double damage; THACO 19.

If any character conducts a thorough search of the brush at the side of the road, he will find a small wooden box containing the spoils that the thieves have taken from victims so far: 250 gp in copper and silver coins, a silver and ruby ring worth 50 gp, a jade headband worth 30 gp, a gold and diamond necklace worth 200 gp, and a sack containing enough dried meat for 15 meals. (The PCs may be able to use the coins to buy provisions in Tragidore, and might also be able to use the other valuable items as currency, but no one in the town will be interested in purchasing the jewelry outright.)

Grand Entrance

No matter what direction the PCs take during their approach into Tragidore, they will see the same thing:

On the outskirts of the town is a modest residential area, unremarkable except for the lack of activity. Very few people are coming and going; all you see on the streets are women, children, and old men. Even the youngsters seem to be in a gloomy and sub-



dued mood, and no one will talk to you—although everyone watches you from afar.

If the characters try to converse with any of these people, the best response they'll get will be something like "Don't bother us!" or "Keep going—we can't help you here." Eventually the PCs will reach the center of town, where most of the shops and offices are located:

The first thing you notice about the business district is that it isn't doing much business. Many of the shops are closed, and some even have their windows boarded up as though they've been abandoned. There are no children here, just women of all ages and a few men who are either very frail, obese, or old.

The level of activity isn't much greater in the business district than it was in the outlying areas, but at least the people are more communicative. However, their reactions are very hard to figure out.

Many of the people are glad to see you, going so far as to rush up and hug you, say-

ing, "You have come to save us, haven't you? Please hurry to the inn and ask for Marta." Others are also kind to you, but in a different way, saying things like, "Thank you for coming, but please don't risk your lives for us. Abler souls than you have tried and failed—we must face the fact that Tragidore is doomed!"

The Cawing Crow is a conspicuous building—impossible to ignore, because it's obviously the center of what little activity is going on. As the PCs approach the inn, they see four tough-looking adventuring types burst angrily out of the front door, mount their horses, and head south after casting scornful glances back toward the characters. The inn, once a popular dining spot, now looks like a fortress more than anything else. Guards patrol the perimeter, and two more are stationed on the rooftop. All of the sentries, of course, are women. The windows of the building are locked and shuttered. When the characters get to the bottom step of the porch leading inside, one of the guards accosts them and asks why they have come. The PCs must re-

The Plot Thickens

Tragidore is where this adventure really begins. Once the PCs get to town, you can go to town—using your imagination, your way with words, and your acting skill to give the players a detailed and realistic mental picture of what the atmosphere here is like. In effect, you're role-playing an entire community, by means of the way you describe what the PCs see and how you portray the

townspeople they meet and speak with. The characters won't have any combat while they're in town (at least, they're not *supposed* to fight these folks), but that doesn't mean that their short stay in Tragidore can't be interesting and exciting.

The "People Will Talk" section is all about rumors—a wonderful way to give the PCs some helpful clues, throw some obstacles in their path, or do a little bit of each. If the characters talk to a number of different people, they'll probably realize that not everything they've been told is true, but they'll still be faced with the problem of sorting out fact from

fiction. This list of rumors is one place where you can easily customize the adventure to your own taste. Arrange it so that everything the characters hear is true, and they may still have trouble figuring out how all the pieces fit together. Throw in some falsehoods—pieces from a puzzle that doesn't even exist—and have some fun listening to the conclusions they come up with. ("Keep an eye out for a beautiful female vampire holding a shovel and riding a green dragon!")

spond truthfully, and use Marta's name, before being allowed to proceed.

The common room of the inn is dimly lit by candles. The only furniture in the room is a long table at which is seated a lone woman, and a smaller circular table in front of the large one. Eight guards are stationed around the outside of the room, ready to rush forward if trouble erupts. You are ushered toward the circular table, upon which is resting a globe that looks something like a crystal ball. The object is glowing with a soft, pale gray light. Your escort instructs everyone to place one hand upon this globe.

The globe is a special *orb of alignment*, which takes on a light-colored glow if touched by good characters and darkens when touched by someone who is evil. In order for the PCs to be accepted for this mission, the predominant alignment of the party must be good; that is, the glow of the *orb* must become lighter when they all touch it at once. Assuming that this is the case . . .

The woman at the table rises and speaks. "Welcome to Tragidore. You are the first group to pass the test in several days, and we hope you will be able to help. My name is Marta.

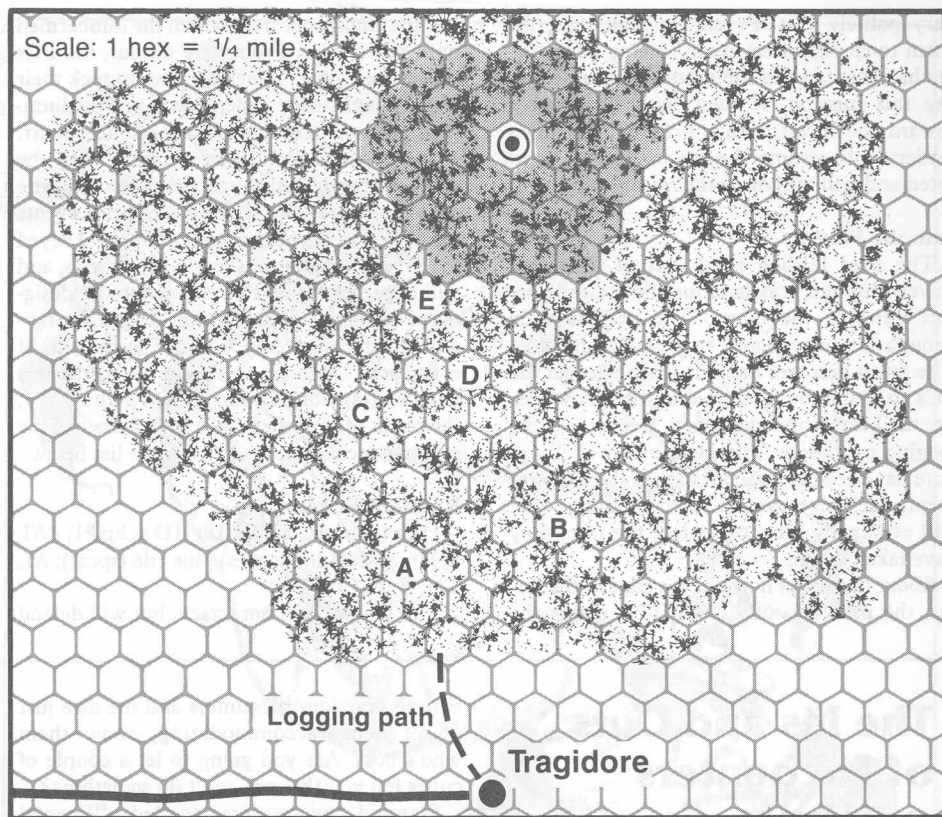
"For several weeks now, the men of our town have been disappearing, one by one and in small groups, when they ventured into the forest to the north. At first we thought we were being plagued by a pack of wolves or some other wild creatures, but now we have come to realize that this is not the work of mere animals. Many of us women are strong and fit, but we dare not depart from Tragidore to investigate, because that would leave the other townsfolk vulnerable. So we have been seeking the aid of brave and trustworthy adventurers such as yourselves.

"Go into the woods, find out who or what has been kidnapping our menfolk, and locate the victims if they are still alive. Return to us with whatever people or information you can gain, and we will pay a handsome reward."

Marta will consent to a brief question-and-answer session if the PCs want to ask her some things, but there are only certain facts that she knows or will reveal:

Her husband, the town leader, was one of the first victims. She continues to hope that he is not dead, and is filling the role of leader until he returns.

A few other groups have volunteered for this mission, but nothing has been heard from any of them yet.



Lumbering operations have been going on around Tragidore for a long time, but the forest to the north is very large and very dense, and the vast majority of it is still uncharted wilderness (meaning that there are no maps available).

The test the PCs took was an examination of their moral standing. If they had not demonstrated themselves to be generally honorable, they would have been required to leave immediately.

To make information-gathering a little easier for the characters, you may also include here any of the true statements from the list of rumors below.

People Will Talk . . .

The townsfolk in the business district will converse with the PCs if they are approached. Some of the rumors they spread are actually true, but other "facts" may mislead the characters if they are taken seriously. For "random rumors," roll 1d10 and consult the list below; otherwise, choose which bits of information you want the characters to know. Statements preceded by (F) are false.

1. In almost every case, there were no signs of a struggle in the area where a victim was last seen.

2. (F) A huge green dragon with a preference for males has been carrying away and devouring the men.

3. (F) The men have become disenchanted with their lives, and with the women of the town, and have moved away.

4. The men remaining in the town are unattractive, old, or too young to do a full day's worth of hard work. (This is basically true; there are a few handsome and able-bodied men left, but they're all in a secret location under heavy guard.)

5. An old man whose vision is known to be poor swears that he saw one of his friends being abducted by a beautiful woman.

6. (F) A bedraggled, crazed-looking man claims that he was kidnapped by leprechauns and escaped by outwitting them.

7. The local graveyard was robbed just before the men began disappearing.

8. (F) There is a siren in the treetops luring men to their doom.

9. No female has ever been an eyewitness to a man's disappearance.

10. (F) A band of vampires has taken up residence in the forest, and the monsters won't be satisfied until all the people of Tragidore have been destroyed or driven away.

The characters can spend some time in Tragidore (gathering information, procuring supplies, etc.), but should not want to linger more than a day. If they're still in town 24 hours after they arrived, they will be sought out by an emissary of Marta's. The woman will explain

very politely that it's perfectly all right for them to change their minds—many adventurers have had second thoughts about undertaking this mission. If they don't head north toward the forest within 6 hours, the town leaders will assume they're no longer interested and will withdraw the reward offer.

Into the Forest

The road leading north out of Tragidore travels through grassland for about a mile before entering the forest. The path is wide enough for two wagons to pass side by side. The forest becomes more dense the deeper the PCs go into it, but even the southernmost area has not been stripped of all its greenery by the logging operation. The lumbermen of Tragidore have been careful not to ruin the environment, and have even planted seedlings that will eventually grow to replace the trees they have taken down.

About two miles north of the edge of the forest, the path abruptly ends. This marks the

northernmost spot from which the lumbermen have taken trees. From here on out, the PCs are on their own. They will have to pick their way through heavy undergrowth and medium-to large-sized trees that are 15 to 20 feet apart.

Two types of incidents can occur while the party is traveling through the forest: specific events and random encounters. Specific events (described in the next section of text) are keyed to the lettered locations on the forest map, and will occur when the PCs move into the designated location. To determine whether a random encounter occurs, roll 2d6 at the end of every hour the party spends in the wilderness outside Tragidore. If one of the results is a 1, the result of the other die is the number of the random encounter, taken from the list below.

Random Encounters

1) *Centaur*: AC 5; MV 18; HD 4; hp 21; #AT 3; Dmg 1d6/1d6 (hooves) plus 1d6 (spear); AL CG; THAC0 17.

The centaur will not attack, but will defend

himself if necessary. If questioned by the party, he will explain that he is on his way out of this forest because bad things have been happening lately. He will urge the PCs not to go into the densely forested area that lies toward the northern edge of this wooded area. The centaur will only be encountered once, and will not be found inside the dense forest.

2) *Owlbears* (4): AC 5; MV 12; HD 5 + 2; hp 40, 36, 29, 28; #AT 3; Dmg 1d6/1d6 (claws) plus 2d6 (beak); AL N; SA bear hug on claw hit of 18 or better, squeeze for 2d8 each round thereafter; THAC0 15.

3) *Giant porcupines* (2): AC 5; MV 6; HD 6; hp 42, 35; #AT 1; Dmg 2-8 (bite); AL N; SA shoot 1d8 quills up to 30' for 1d4 damage each; THAC0 15.

4) *Wild boars* (1 male, 5 sows): AC 7; MV 15; HD 3; hp 23 (male), 19, 17, 16, 14, 12; #AT 1; Dmg 3d4 (male), 2d4 (sows); AL N; SA male fights for 1d4 + 1 rounds at 0 to -6 hp; THAC0 17.

5) *Manticores* (2): AC 4; MV 12, Fl 18; HD

The Ins and Outs of Encounters

Now that the PCs are picking their way through the great forest, where danger or opportunity can lurk behind every tree, it's a good time to talk about encounters, both the random kind and the planned ones. Random encounters are good for an adventure, because they add excitement (a chance to fight something, and grab some loot!) and because they add realism. In a world populated by fantastic monsters and heroic adventurers, it's almost unheard of to get from point A to point B without encountering something—unless point A and point B are very close together.

One of the nice things about random encounters is that you can randomly change your mind about them—don't be a slave to the die rolls. The system given in *Tragidore* is designed so that, on the average, characters will have one random encounter every six hours. If it works out that way, so much the better. But suppose you start rolling a 1 and a 6 every time you make a random encounter check. If you go by the book, that means the PCs are going to meet a pack of six wolves every hour on the hour. The solution: don't go by the book. Ignore the fact that you've just rolled a "random" encounter with wolves for the fourth consecutive time; change the wolves to a different kind of monster, or drop the encounter altogether. The same principle holds true in reverse, of course: if it's been a long time

between random encounters and the dice just aren't being accommodating, show them who's boss. Are you going to let a couple of cubes tell you that you can't do something?

Planned encounters (called "Special Events" in the *Tragidore* text) are not only good for an adventure, they may often be important parts of the story line. The fact that they're planned (as opposed to random) usually means that they're designed to serve a purpose. This adventure contains two kinds of planned encounters: threats (the mantrap and the manticores) and opportunities (the treant, the nymphs, and the lamia). The threats are there to test the PCs, perhaps to take a bit of the wind out of their sails before they reach the place where the adventure will come to a climax. The opportunities—which can also be threats if they're not handled properly—are meant to provide information or other types of help.

In *Tragidore*, the planned encounters are set to occur when the characters travel into a certain area. However, you're not required to follow the map and the text right to the letter. For example, if you want the PCs to meet the lamia, but they're not going anywhere near hex E, don't let that stop you; you can trigger this encounter at any time and in any place within the forest.

Encounters, random or special, are fun. They add depth, tension, and intrigue to an adventure. A long walk through this big forest would be awfully boring for your players, their characters, and you too, if nothing happened along the way. But even considering all of that, not a single one of these encounters is required

to occur in order for the adventure to run its course.

Let's suppose that you want to make it possible for the PCs to get to Zara's hideaway without having to tromp through all these trees. Simple enough: let's say that shortly after they enter the forest, the first (and only) encounter the PCs have is with a herd of pegasi. If the leader of the pegasi is *charmed* into helping (or perhaps if he just happens to be in a good mood), he will agree to have the characters transported directly to the clearing where Zara's hideaway is located, or he'll drop them off somewhere nearby and give them directions to take them the rest of the way. If the PCs are ready to face the dark elves (and, just as important, if the players are anxious to get down to the nitty-gritty), there are a number of ways in which you can speed things up at this point.

A note about "excess baggage": If you want to eliminate certain portions of this adventure, that doesn't mean you can't ever use the parts you deleted. One of the easiest ways to customize adventures is to pluck something from one scenario and plop it down into another one. For instance, if you like the vampire bandits but don't want to use them in *Tragidore*, you can lift that whole section and turn it into an encounter during some other playing session. And if you *really* like the vampire bandits, you could make that gang into the nucleus of an entire new adventure. Very little of the information in any adventure you purchase has to go to waste, even if you don't use it the way the designer intended.

6 + 3; hp 34, 29; #AT 3; Dmg 1d3/1d3/1d8; AL LE; SA tail spikes (1d6 in number) up to 18' range for 1d6 damage each, 4 attacks maximum; THAC0 13.

6) *Worgs* (6): AC 6; MV 18; HD 4 + 4; hp 28, 24, 22, 20, 17, 15; #AT 1; Dmg 2d4; AL N; THAC0 15.

Special Events

A) *Mantrap*: AC 6; MV nil; HD 5; hp 26; #AT 3; Dmg special; AL nil; THAC0 n/a.

If the PCs enter hex A in the daytime, they will smell the pollen being given off by the mantrap. Those who fail to save vs. poison will be attracted to the plant, and three characters (at most) who reach it will voluntarily climb inside its leaf traps unless they are somehow prevented from doing so. Each trapped character will suffer damage equal to his base armor class (excluding adjustments for shield and Dexterity) during every round of entrapment. If the plant is killed, the leaf traps will come open and not do any further damage.

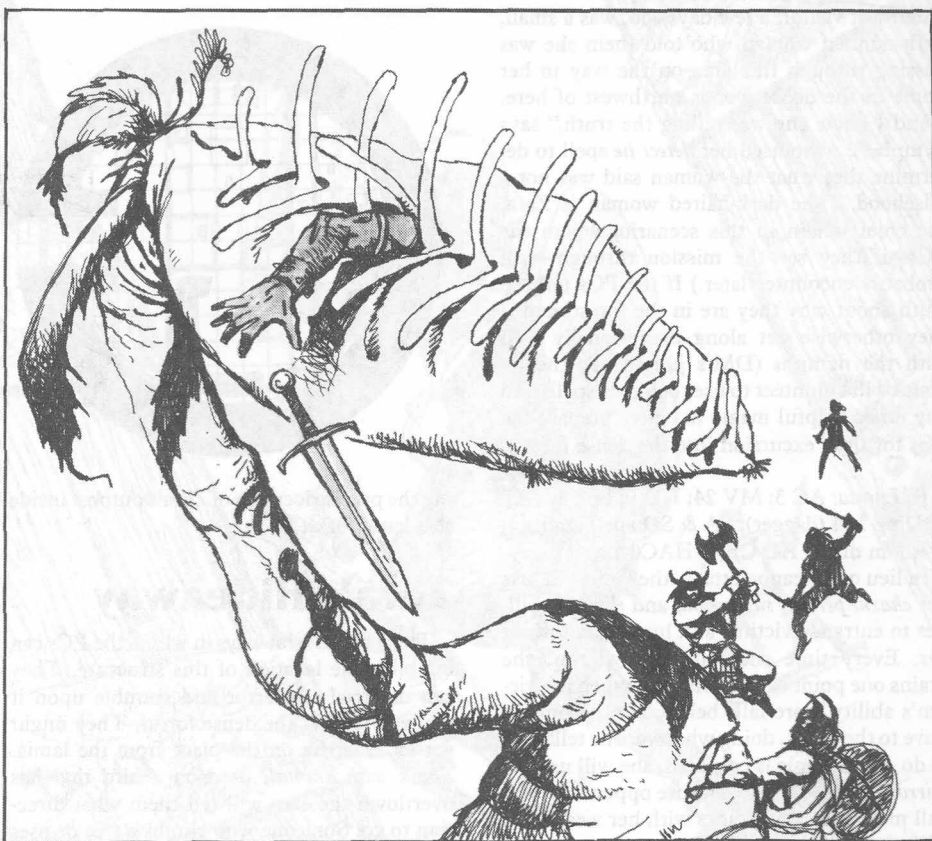
B) *Manticores* (2): AC 4; MV 12, Fl 18; HD 6 + 3; hp 40, 36; #AT 3; Dmg 1d3/1d3/1d8; AL LE; SA tail spikes (1d6 in number) up to 18' range for 1d6 damage each, 4 attacks maximum; THAC0 13.

These manticores (not the same ones described in the list of random encounters) are lurking near a small clearing, in which can be found the remains of two of their victims. The clearing can be seen from 50 feet away in the daytime, so that characters can choose to avoid it if they decide this is the safer course of action. At night they will not notice the clearing until they stumble into it. If they enter the clearing at any time, the manticores will swoop down from the surrounding trees to attack.

If the monsters are defeated and the PCs search the clearing, they will find the bodies of two former adventurers partially buried under dead leaves and clumps of moss. If they move the bodies, they will discover treasure: five silvered daggers in a leather chest strap (one of them a +2 blade); a gold chain with a topaz stone attached to it (140 gp value); two purses holding a total of 300 sp, 120 gp, and 60 pp; and a stoppered metal bottle containing a foul-smelling, purplish liquid that is actually a *portion of extra-healing*.

C) *Treant*: AC 0; MV 12; HD 12; hp 94; #AT 2; Dmg 4d6/4d6; SA animate trees; AL CG; THAC0 9.

If the PCs move into hex C, they will begin to hear a low-pitched, regular, whooshing sound in the distance. If they move toward the sound, they will find that it seems to be coming from the upper branches of a very thick, very squat oak tree—which is, of course, not a tree at all. Any ranger, druid or elf in the party will immediately realize that the creature is a treant and that the noise (resembling the sound of wind rustling its leaves and branches) means something in the treant's native language.



If anyone calls out to the treant in a language it understands, the creature will converse in that language. It will tell the party that something evil is going on deep within the area of dense forest to the northeast. Several times it has seen a half-woman, half-goat creature traveling toward that area with a man riding on her back... and several times it has seen the same creature return southward by herself.

D) *Nymphs* (2): AC 9; MV 12; HD 3; hp 18, 16; #AT nil; Dmg nil; SA & SD spells as 7th level priest, plus magical abilities (see below); AL N(G); THAC0 17.

Spells, Nymph #1:

1st level: *animal friendship*, *cure light wounds* (× 2).

2nd level: *charm person or mammal*, *hold person*, *know alignment*.

3rd level: *cure blindness* (× 2).

4th level: *detect lie*.

Spells, Nymph #2:

1st level: *cure light wounds*, *detect magic*, *entanglement*.

2nd level: *charm person or mammal*, *find traps*, *trip*.

3rd level: *dispel magic*, *hold animal*.

4th level: *cure serious wounds*.

Each nymph can *dimension door* once per day. If a character looks at a nymph without her permission, he must save vs. spell or be blinded. (These creatures will never be seen without clothes in the presence of characters,

so PCs need not worry about meeting a quick end.)

When characters enter hex D, they will notice that the forest in this area has been carefully tended. Flowers grow around the bases of trees; shrubs have been cultivated and trimmed to form a low barrier that circles a large clearing. The open area is dominated by a pond with water lilies floating in it. If the PCs decide to approach the clearing, they will get within a few feet of it and then hear a soft, feminine voice call out to them from somewhere in the nearby trees.

"What are you doing here?" the voice inquires. "Stand still and close your eyes so I can get a closer look at you."

If any of the PCs refuse to close their eyes, the peekers will be struck blind by the sight of nymph #1 a moment later. If all of the affected characters save vs. spell to avoid this effect, or if everyone does as the nymph says, they will be invited into the clearing and will be able to look at both nymphs without being harmed.

The nymphs are nonhostile and defensive-minded (as should be obvious from the spells they carry). If they are not attacked or offended, they will give the party some helpful information: Up until a few weeks ago, they occasionally saw men moving through this part of the forest, but until the PCs appeared they had not seen any men for quite some time.

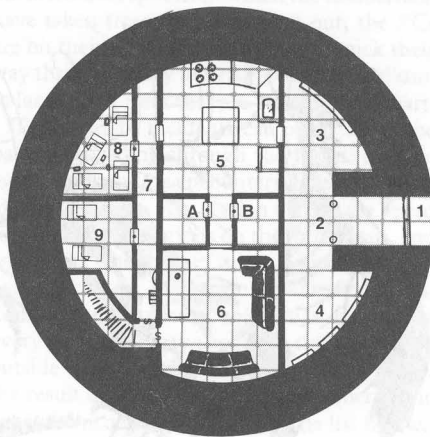
Their last visitor, a few days ago, was a small, dark-skinned woman who told them she was passing through this area on the way to her home in the dense woods northwest of here. "And I know she was telling the truth," says nymph #2, who used her *detect lie* spell to determine that what the woman said was not a falsehood. (The dark-haired woman is Zara, the chief villain in this scenario, whom the PCs—if they see the mission through—will probably encounter later.) If the PCs tell the truth about why they are in the forest, and if they otherwise get along exceptionally well with the nymphs (DM's judgment), the females will volunteer to use their *cure* spells and any other helpful magic to better prepare the PCs for their excursion into the dense forest.

E) *Lamia*: AC 3; MV 24; HD 9; hp 52; #AT 1; Dmg 1d4 (dagger); SA & SD spell abilities, Wisdom drain; AL CE; THAC0 11.

In lieu of a weapon attack, the lamia will use her *charm person*, *suggestion*, and *illusion* abilities to entrance victims and lure them toward her. Every time she touches a victim, she drains one point of Wisdom, and when the victim's ability score falls below 3 he becomes a slave to the lamia, doing whatever she tells him to do. If the lamia is cornered, she will use her *mirror image* ability to confuse opponents, and will make physical attacks with her weapon in a life-or-death situation.

This is the creature who is responsible for abducting the men of Tragidore. She uses magic to entice them to approach her, and then she turns them into automatons by draining their Wisdom. She is in league with Zara, the dark elf who heads up an illicit mining operation taking place underground beneath the dense forest. A few weeks ago, Zara used a *teleport* spell to transport the lamia from her home in a desert far to the south and then forced the creature to do her bidding or else be stranded in this forest. Now the lamia's task is almost finished (because there are very few men left in the area to grab), but the creature is still very dangerous and will gladly capture or kill anyone who gives her trouble.

If the characters are making an effort to move silently when they enter hex E, they will hear gentle rustling coming from the undergrowth a few dozen yards ahead of them. If they remain still, they will see the lamia in her natural form a moment later, and they will automatically surprise her if they decide to attack. If the PCs are not moving carefully, the lamia will detect their presence nearby, will adopt her "damsel in distress" illusionary form, and will then allow herself to be seen by the party. If the characters don't see through the illusion or successfully flee this encounter, their mission will be in great jeopardy. If the lamia is captured and threatened with death, she will tell the PCs everything she knows, includ-



ing the precise location of Zara's outpost inside the dense forest.

Zara's Hideaway

There are several ways in which the PCs can establish the location of this structure. They can use trial and error and stumble upon it while exploring the dense forest. They might get an exact fix on the place from the lamia. *Speak with animals* used on a bird that has overflowed the area will tell them what direction to go. Someone who climbs a tree or uses magic to get above the treetops anywhere within a two-hex radius of the place will be able to see the clearing in which the building is located. As soon as the characters enter the hex containing the outpost, read the following passage to the players.

You can see ahead that the trees thin out abruptly, revealing the first area you've seen in this part of the forest that isn't completely overgrown with greenery. (When they advance to the edge of the clearing:) From here you can see a squat, cylindrical structure that's more than 100 feet in diameter and made of stone. (If they have approached from the east, or when they circle around so that they can see the entrance:) There is a recessed area in the wall in front of you, and within the recess you can see a pair of massive wooden doors.

The structure is windowless, constructed of stone blocks fitted together tightly to form a 15-foot-thick wall. It would be possible to enter the hideaway through the wall (using *transmute rock to mud*, for example), but the logical way to get in is through the double doors.

Ground Level

1. *Entrance*. The doors are made of thick planks of oak, reinforced with iron bands. Each door has a lock, and if a thief succeeds in

picking both locks, then the doors can be opened without alerting any of the building's occupants. Three characters with a combined Strength of at least 45 can break in one of the doors by force, but the noise will attract the female dark elf in room 5 (see below). Various magical means can also be employed to get through the doorway; it is up to you to judge the success and the consequences of such an attempt.

None of the rooms and areas inside the hideaway are illuminated unless otherwise specified, or unless the area contains creatures (people or monsters) that need light in order to see what they're doing. (Dark elves and other creatures with infravision can function quite well in total darkness.) When illumination is present, it will be very dim or very limited in size; in other words, if the PCs are going to be able to see well, they will have to provide their own light sources most of the time.

2. *Guards*. Very shortly after the PCs get through the doors, they will meet with resistance. Unless the characters make their entry into the hideaway at night, and unless they get into the corridor beyond the doors silently (by the use of magic or *very* careful movement), their presence will be detected by the two dark elf guards who are stationed by the pillars in area 2. The guards will hide and attempt to surprise the party as soon as they get to the pillars.

Dark elf guards (male 3rd level fighters, 2): AC -1 (*chain* + 1, shield, Dex bonus); MV 12; HD 3; hp 24, 22; #AT 1; Dmg 1d6 + 1 (*short sword* + 1); MR 56%; AL CE; THAC0 17.

Spells (innate): *dancing lights*, *faerie fire*, *darkness*.

Dark elves can *move silently*, are surprised only 1 time in 8, have *infravision* (range 12), and have a +2 bonus on all saving throws vs. any type of magic (in addition to their innate magic resistance).

If the PCs made a lot of noise getting through the doors, the female dark elf fighter from the kitchen (room 5) will overhear the commotion and come to join the fight in 2 rounds. The two male guards are confident and will not call for help, considering themselves more than capable of dealing with the interlopers by themselves.

3. *Alcove*. This small room to the north of the entrance foyer has no features except a 20-foot-long tapestry hanging from the curved outer wall. The scene depicts a small band of dark elves easily defeating a much larger group of human warriors. A door in the southeastern wall leads westward.

4. *Alcove*. Essentially identical to room 3, this small chamber has four tapestries hanging



on the curved wall. From left to right, they depict a series of events in the life of a female dark elf. First is a portrait of a girl-child surrounded by dark elf nobles. Second is the girl, now as a young woman, working as an apprentice to a female dark elf wizard. In the third scene, the woman is shown using magic against her former teacher. The fourth tapestry shows her seated on a platform surrounded by male slaves, most of them human. One of the slaves is holding up a large rock for her inspection, and the glint of gold comes off the rock and shines into the woman's face.

5. Kitchen. If the PCs did not create a commotion when they opened the double doors (area 1), then they will hear the sounds of an argument coming from within this room when they stop to listen at the door. If they open the door, they will interrupt a "discussion" between a female dark elf and three orcs (the cooks) over what will be served for the next meal. All four of these figures will immediately forget their differences and advance toward the party. The room is dimly lit by four lanterns placed on tables and counter-tops.

Female dark elf, 3rd level fighter: AC 4 (chain +1); MV 15; HD 3; hp 24; #AT 1; Dmg 1d6 + 2 (short sword + 2); MR 56%; AL CE; THAC0 16.

Spells (innate): *dancing lights*, *faerie fire*, *darkness*, *clairvoyance*, *detect lie*, *suggestion*, *dispel magic*.

Dark elves can *move silently*, are surprised only 1 time in 8, have *infravision* (range 12), and have a +2 bonus on all saving throws vs. any type of magic (in addition to their innate magic resistance).

Orcs (3): AC 9 (leather aprons); MV 12; HD 1; hp 7, 6, 5; #AT 1; Dmg 1d3 (bite) or 1d6 (meat cleaver; treat as hand axe); AL LE; THAC0 19.

The orcs will close to attack with their meat cleavers if possible. If they are cornered or reduced to 1 or 2 hit points, they will throw the cleavers and then lunge forward in a frenzy (+1 to hit with their bite attacks) until they are killed or until the characters retreat out of the room. The orcs will not pursue the PCs, but the dark elf will.

If the female dark elf has already been encountered in area 2, the only occupants of the kitchen will be the orcs—and with their master not present, they will be reluctant to fight. If given time to do so, they will unlock the door to the pantry (chamber A) and barricade themselves inside.

Chamber A contains shelves filled with non-perishable foodstuffs, mostly grains and dried meats. On a bottom shelf behind a sack of grain is a set of fine dishware—plates and cups inlaid

with gold and platinum, worth approximately 500 gp.

Chamber B used to be another pantry, but has been converted into a holding cell. Inside are two adventurers (1st level fighters, current hp 5 and 4) who were captured when their group broke into the hideaway a couple of days ago. They are being held here to break their will and sap their strength, and in another two or three days they are to be put to work in the mines below this complex. They know about the mine and the stairway behind the secret door in room 6, but they don't know that the stairway doesn't lead directly to the mine. The men will not be willing to accompany the PCs; they have no armor and no weapons, and are weak from injuries and lack of food.

6. Dining Room. This is a richly decorated room—with all of the furniture and accessories colored black or very dark red. The only noteworthy feature is a small jar on the head table (the one running lengthwise along the east wall). The jar contains fifty *buds of tastiness*. Eating one of these just before a meal will cause the food to taste like whatever the user desires. If sold, the *buds* are worth 5 gp each.

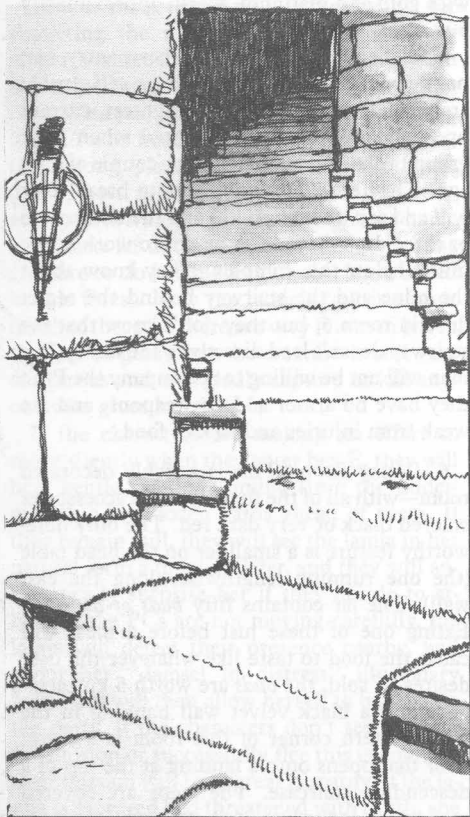
Behind a black velvet wall hanging in the southwestern corner of this room is a secret door that opens onto a landing at the top of a descending staircase. The steps are covered with plush red velvet.

If characters examine the stairs closely before going down them, they will see that the velvet carpeting on the even-numbered stairs is worn from the imprint of many feet, while the carpeting on the odd-numbered stairs is as clean and fresh-looking as new fabric. This is a tipoff that the stairs are trapped; the trap can be avoided by walking only on every other step. If the PCs fail to notice the worn stairs, the trap will be triggered when a character hits the bottom step. The secret door at the top of the staircase will slam and lock (the door at the bottom of the stairs is locked already), and spears will shoot out of the wall toward the characters. The spears attack as 4 HD monsters (THAC0 17) and do 1d6 points of damage. Each character will be the target of two spears.

7. Corridor. The door from the kitchen opens onto a long north-south hallway with two locked doors on the west wall. At the southern end of the corridor is a shield hung on the wall and a chest on the floor.

The chest is empty and not locked, but is trapped with sleep gas. If it is opened before the trap is disarmed, all characters within 20 feet must save vs. breath weapon or fall unconscious.

If a character pushes on the center of the shield, the wall it is hung on will swing open to reveal the landing and the staircase beyond.



8. Sergeants' Room. This room holds four sets of bunk beds with two chests adjacent to each one. The only bed occupied at present is that of a dark elf sergeant who is sleeping off the effects of having too much to drink. If the characters are concentrating on not making a lot of noise, there is only a 1 in 8 chance that the sergeant will awaken while they are in the room. All of the chests are locked; each one that is opened will contain (in addition to clothing and personal items) 1d6 × 10 sp and 2d20 gp.

Dark elf sergeant (male 2nd level fighter): AC 7 (Dex bonus); MV 12; HD 2; hp 14; #AT 1; Dmg 1d6 + 1 (*short sword* + 1); MR 54%; AL CE; THAC0 18.

9. Captains' Room. This room contains sleeping quarters and personal effects for two dark elf captains (male 4th level fighters). To determine who's here when the PCs open the door, roll 1d6: 1-3 = nobody, 4-5 = captain #1, 6 = both captains.

Captain #1: AC 0 (*chain* + 1, Dex bonus); MV 12; HD 4; hp 28; #AT 1; Dmg 1d6 + 2 (*short sword* + 2); MR 58%; AL CE; THAC0 15.

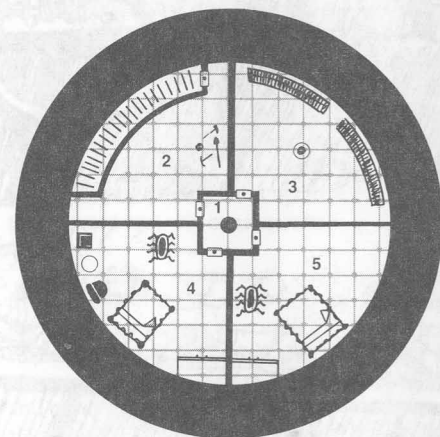
Captain #2: AC 2 (*chain* + 1, Dex bonus); MV 12; HD 4; hp 23; #AT 1; Dmg 1d6 + 1 (*short sword* + 1); MR 58%; AL CE; THAC0 16.

Under the pillow of captain #1's bed is a ruby ring worth 200 gp. Beneath a loose floorboard under his bed is a sack containing 300 gp and a *potion of invulnerability*.

Lower Level

1. Mine Shaft. In the center of this small room is a 5'-diameter hole that drops 50' straight down, ending at a sloping tunnel that leads down to area 1 of the mine complex. Dark elves with the innate ability to use *levitate* spells can move themselves or others up and down this shaft. However, it's more usual for people to climb up and down using a rope. If characters search the wall inside the hole, they'll discover a recessed area about two feet below the rim, and inside that area a stanchion around which a rope can be tied. All four doors leading out of this room will shut and lock automatically unless they are propped open or unless the lock is broken.

2. Supply room. Stacked against the walls of this room and strewn around on the floor are tools and trappings of the mining trade; picks, shovels, helmets, gloves, and so forth. There is a 50% chance that when the PCs enter this room, they will encounter two dark elf sergeants on their way up to the ground level of the tower. The sergeants are the same as the one described in room 8 above, except that they are AC 1 (*chain* + 1 and Dex bonus). One



of them is carrying a 50' length of rope that he has just detached from the stanchion inside the mine shaft.

Characters can use this rope to descend into the shaft; however, the rope is only strong enough to support 250 pounds of weight at one time. If the PCs put too much strain on it, the rope will snap just below the stanchion and send all the climbers plummeting to the bottom of the shaft.

3. Study. This room, furnished very sparsely, is where Zara stores her spell books and studies them to regain spells. On a small circular table in the center of the room is a crystal ball. It will radiate magic (thanks to *Nystul's magical aura*), but is actually a trap; anyone who touches it will suffer 1d6 points of electrical damage and an extra 1d6 if that character is wearing metal armor or carrying a metal weapon. Two rows of shelves against the curved wall hold numerous books, small containers, and knickknacks, none of which are magical or valuable. If the two books on the left edge of the upper shelf are removed from the shelf at the same time, a character who examines the wall behind that spot may be able to detect a secret panel covering a niche in the wall where Zara's spell books are kept. Each book is trapped with a *glyph of warding* (compliments of Zara's assistant, Telefe). Any character who views the inside of a book without bypassing the *glyph* (save vs. spell) will be magically blinded. (Each book can only affect one character; once a *glyph* is discharged, others can look at the book safely.) Book #1 contains the spells of 1st through 3rd level that Zara has acquired so far, and book #2 holds the spells of 4th and 5th level that she has to choose from at present. The spells available to her are these:

1st level: *alarm*, *charm person*, *comprehend languages*, *detect magic*, *erase*, *feather fall*, *friends*, *hold portal*, *identify*, *magic missile*, *Nystul's magical aura*, *protection from good*, *read magic*, *sleep*.

2nd level: *alter self*, *blindness*, *darkness* 15' radius, *detect invisibility*, *forget*, *invisibility*, *magic mouth*, *mirror image*, *ray of enfeeblement*, *web*, *wizard lock*.

3rd level: *dispel magic*, *fly*, *hold person*, *invisibility* 10' radius, *protection from good* 10' radius, *protection from normal missiles*, *suggestion*, *tongues*.

4th level: *charm monster*, *dig*, *extension I*, *fire charm*, *minor globe of invulnerability*, *polymorph self*, *bestow curse* (reverse of *remove curse*).

5th level: *contact other plane*, *domination*, *feeblemind*, *hold monster*, *passwall*, *telekinesis*, *teleport*.

4. Zara's Room. This is a luxuriously furnished chamber, decorated in black and red. A black metal bathtub in the shape of a spider stands on one wall. Across the room from it is a large canopied bed with black curtains drawn all around it. A closet on the south wall contains several exquisitely woven items of clothing, sized to fit a female elf.



In the daytime, Zara will either be here (75%) or next door with her assistant (25%). If the PCs have engaged in combat or caused some other kind of commotion while on this level, Zara and Telefe (see room 5, below) will be alerted to the characters' presence and will be prepared for them to enter either room 4 or room 5. At night, there is a 75% chance that Zara is outside the hideaway (she likes to take strolls in the dark) and a 25% chance that she is in her room.

Zara (female dark elf, 11th level mage): AC 4 (*cloak of protection* + 4, *Dex bonus*); MV 15; HD 10 + 1; hp 35; #AT 1; Dmg 1d3 (poisoned darts); MR 72%; AL CE; THAC0 17.

Zara's darts—she carries 12 of them at the start of any encounter—are coated with drow sleep poison (save vs. poison at -4 or fall unconscious). She prefers to use her magic to attack or delay intruders, and will not usually start flinging darts until a target is within short range (to maximize her chance of hitting). Like all drow, she has infravision (range 12) and a

The End of the Hunt

When the PCs get to Zara's hideaway, they're pretty well "locked in"—not literally, but in terms of how flexible the adventure is from this point on. If you change or delete major parts of the environment in the hideaway and the mines, you could end up with quite a mess; either the climax will not be challenging enough, or it'll be so challenging that none of the PCs live to tell about what they almost accomplished.

Before this part of the adventure unfolds, make sure you've spent some time learning, or refreshing your memory, about dark elves. Even though most of the bad guys in this hideaway don't have a lot of hit points (at least, not when compared to a 7th or 8th level fighter), they do have a number of special abilities that make them formidable opponents. Those special abilities are summarized in the text of this adventure, but to get a full appreciation for what drow can do, you should study the entry in the *Monstrous Compendium* (Volume Two) or the *FIEND FOLIO®* Tome.

This part of the adventure can be as straightforward or as complex as you want to make it. If you want to weaken or strengthen the opposition, you can do it by changing the tactics of the dark elves instead of fiddling with how many there are or what kind of power they have.

For instance, to make the climactic battles tougher for the PCs:

- The elves on the ground level of the hideaway won't confront the intruders directly, but will withdraw and hide, hoping to ambush them later.

- If the combat on the ground level involves a lot of clanging and banging, or if the characters set off the trap on the stairway (which could make some kind of noise or sound an alarm), then Zara or Telefe or both will not just sit back in their chambers and wait for the PCs to come to them. Maybe they'll be waiting right outside the staircase in the supply room—or worse yet, at the bottom of the mine shaft, waiting to pick off characters one by one as they descend into the depths.

- When the PCs burst in on a group of guards and miners, the dark elves promptly order the orcs to kill the prisoners. This gives the characters some time to play with, since they don't need to worry about getting off the first volley of attacks against the elves. But should the elves be their first concern, since the orcs are about to do exactly what the PCs are trying to prevent?

On the other end of the spectrum, you can make the characters' task a little easier by having the elves and orcs act rashly:

- No one has ever broken into the hideaway before—and the guards immediately panic when the doors come open. They rush forward, hoping against hope to force the intruders to retreat, and are (presumably) made into chopped liver. (All in all, this way of

dying is probably preferable, because if Zara ever found out the guards had failed, she would take her time. . . .)

- Zara does not panic when the characters break into her room, but she does get instantly and extremely angry. Instead of spending a round or two to set up some good defenses for herself, she attacks, sending *magic missiles* at the biggest targets she sees. (Fighters will be hurt, but probably not seriously.) In the meantime, the spell casters in the party use the opportunity to get Zara before she can get them. To give PCs a break, you can portray Zara as utterly enraged—to the extent that some of her spell castings are ruined by her inability to concentrate.

- The dark elves guarding the prisoners will fight if they have no choice, but they are primarily interested in saving their own skins. When confronted, they will initially take defensive actions and may even try to bargain with the PCs to let them go. If they get a chance, they will escape through the entrance of the chamber they are in, perhaps never to be seen again.

The important thing to remember—we can't say this often enough—is that although you're working from a set of printed "instructions," you are absolutely in charge of how those instructions are carried out. You're the only one who knows the exact capabilities of the player characters, and it's up to you to tailor the opposition so that the enemy force is almost an even match for the PCs. Don't let the characters "win," but don't make it impossible for them to do so, either.

+ 2 bonus to all saving throws involving magical effects, in addition to her innate magic resistance.

Spells (innate): *dancing lights*, *faerie fire*, *darkness*, *detect magic*, *know alignment*, *levitate*, *clairvoyance*, *detect lie*, *suggestion*, *dispel magic*.

Other spells: select from the contents of her spell books (see room 3, above), or use the following list (designed to make her a very formidable foe).

1st level: *charm person*, *magic missile* (× 2), *sleep*.

2nd level: *blindness*, *darkness* 15' radius, *mirror image*, *ray of enfeeblement*.

3rd level: *dispel magic*, *fly*, *hold person*, *protection from normal missiles*.

4th level: *extension I*, *minor globe of invulnerability*, *bestow curse*.

5th level: *domination*, *feeblemind*, *teleport*.

5. *Telefe's Room*. This is the living quarters of Zara's assistant, a female dark elf 9th level cleric named Telefe. It is outfitted much the same as Zara's quarters (room 4, above), but not as lavishly decorated.

Telefe will be in this room whenever the PCs enter it. She may be accompanied by Zara during the daytime (see the description for room 4, above) and may be forewarned of the characters' arrival if they have caused a commotion on this level of the complex.

Telefe (female dark elf, 9th level cleric): AC 2 (chain + 3); MV 15; HD 9; hp 56; #AT 1; Dmg 1d6 + 1 (footman's flail); MR 68%; AL CE; THACO 16.

In addition to the spells she has selected for her current repertoire (listed below), Telefe has all the standard abilities of a high-level female dark elf; see the description of Zara above for details.

Spells:

1st level: *cause light wounds* (× 2), *protection from good*, *cause fear* (reverse of *remove fear*), *sanctuary*.

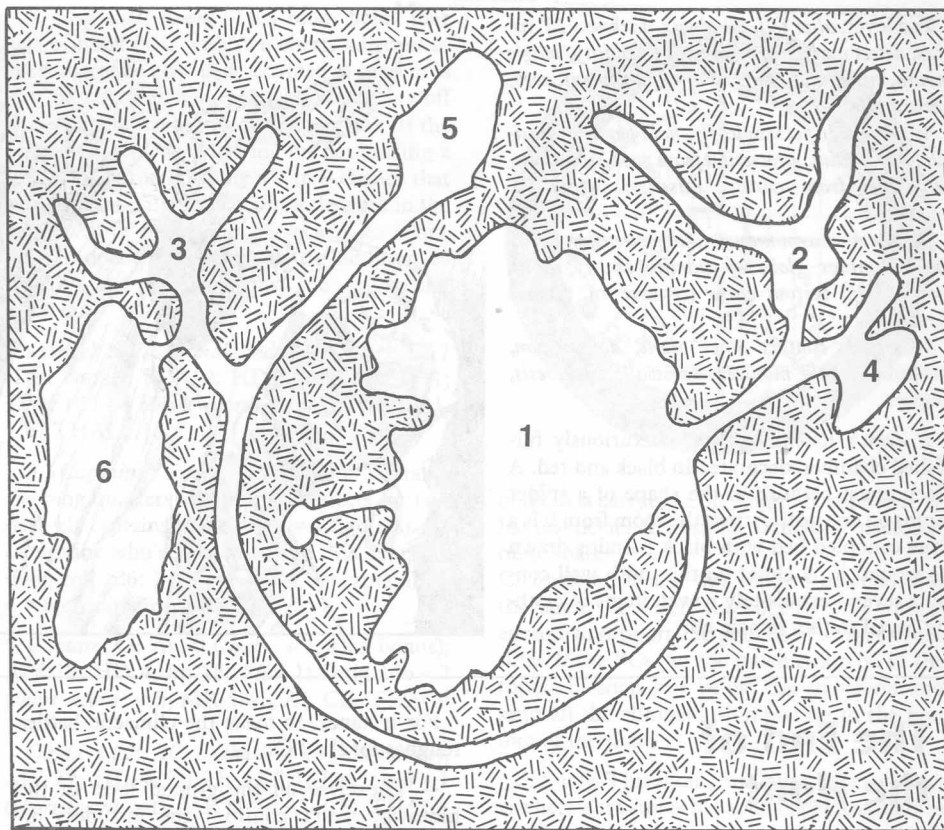
2nd level: *chant*, *hold person* (× 2), *silence* 15' radius, *spiritual hammer*.

3rd level: *cause blindness*, *create food & water*, *dispel magic*, *glyph of warding*, *bestow curse* (reverse of *remove curse*).

4th level: *cure serious wounds*, *poison* (reverse of *neutralize poison*), *protection from good* 10' radius.

5th level: *cure critical wounds*.

Telefe's personal treasure is contained in a locked chest under her bed. The chest is trapped with needles coated with dark elf poison (save vs. poison or fall unconscious). Inside it, beneath a false panel (detected as a secret door), are a *rope of climbing*, a *scroll of protection from magic*, a pouch containing 800 gp, and a small nugget of very high-grade gold ore set in a silver chain (total value 50 gp).



The Mines

The rough-hewn chambers and corridors beneath the lower level of Zara's hideaway are where she conducts her illicit mining operation. It's not evil to excavate the ground looking for precious metals (gold and silver), but Zara has used coercion and kidnapping to amass her labor force—and she has no qualms about working a man to death so long as someone else can be abducted to take his place. She has 40 men working as miners at the present time. They are watched over by a staff of 15 orcs, who are in turn supervised by the dark elf sergeants and captains.

Zara and Telefe almost never come into the mine (and will not be encountered down here during this adventure), preferring to leave the dirty work to the slaves and the male dark elves in their employ. The cleric comes down to the big chamber once a day to *create food & water* for the slaves and orcs (who rarely get more than half rations). Occasionally Zara will make an appearance and use a *dig* spell to start a tunnel heading off in a new direction.

The slaves: None of the slaves that the PCs encounter in the mines will be of any immediate help to them. Most of the kidnapped workers have been turned into automatons by the lamia's Wisdom-draining power, and the few

(1 in 5) who still do have control of their own minds are too weak from hunger and fatigue to offer any resistance initially. *Dispel magic* successfully cast on a group of slaves will restore their original Wisdom scores—and the will to fight—to 1d6 + 3 of the controlled men. If the characters are able to trigger an uprising in this fashion, the 20% of the slaves who were not controlled will join in the rebellion. To determine the success of a *dispel magic* attempt, compare the level of the caster to the 9th level (9 HD) power of the lamia's magic.

Slaves who regain their will to fight are AC 10; MV 9; HD 1; hp 2d4; #AT 1; Dmg 1d6 + 1 (pick) or 1d6 (shovel, used as club); AL any non-evil; THACO 20.

After the PCs descend the shaft in the center of the lower level of the hideaway, they will travel down a short, gently sloping tunnel that opens onto the first chamber.

1. *Cavern*. This enormous hollowed-out area is where Zara's miners made their first big strike. Now this area is devoid of activity. The northernmost section is where the slaves and orcs are allowed to rest when they're off duty, and the southern area is where food and water for the workers are stored. When PCs enter this chamber, there is a 10% chance that two orcs are just coming in from the opposite entrance (on their way to get some water for the workers in area 6). If the characters are using a

light source or not moving slowly and quietly, the orcs will notice them and will rush back to area 6 to warn the dark elves of intruders in the mine.

Orcs (2): AC 8 (leather); MV 12; HD 1; hp 6, 5; #AT 1; Dmg 1d2 (whip) or 1d4 (dagger); AL LE; THAC0 19.

The whips are intended for use on the slaves. If the orcs are confronted by the characters, they will first and foremost attempt to flee. If cornered, they will fight to the death using their daggers.

2 and 3. Dead-end tunnels. These are places where excavation has been abandoned because no veins of gold or silver were located. The PCs will not encounter anyone in these tunnels, but if they made noise while entering these areas, then they will be ambushed on their way out by the dark elves and orcs that had been stationed in one of the small chambers nearby.

4 and 5. Small Chambers. These areas have shown some promise, and are being worked by groups of five slaves, each overseen by two orcs and a dark elf sergeant. See area 1, above, for

statistics on the orcs and room 8 of the ground level of the hideaway for statistics on the sergeant. Note, however, that the sergeants on duty are AC 1 (*chain* + 1 and Dex bonus).

If characters approach either of these chambers without being discovered, they have a 2 in 3 chance of being able to surprise the sergeant inside (who is being a good soldier and concentrating on watching the workers). If they defeat or disable the dark elf, either the orcs (to save their skins) or the one slave who isn't being controlled will tell them the location of the chamber where most of the workers and dark elves are located (area 6).

6. The Gang's All Here. This chamber is where all of the mine workers are found, except for those doing exploratory work in areas 4 and 5. The crowd includes the following members:

30 slaves (24 controlled, 6 not controlled); see above for statistics.

Orcs (11): AC 8 (leather); MV 12; HD 1; hp 5 each; #AT 1; Dmg 1d2 (whip) or 1d4 (dagger); AL LE; THAC0 19.

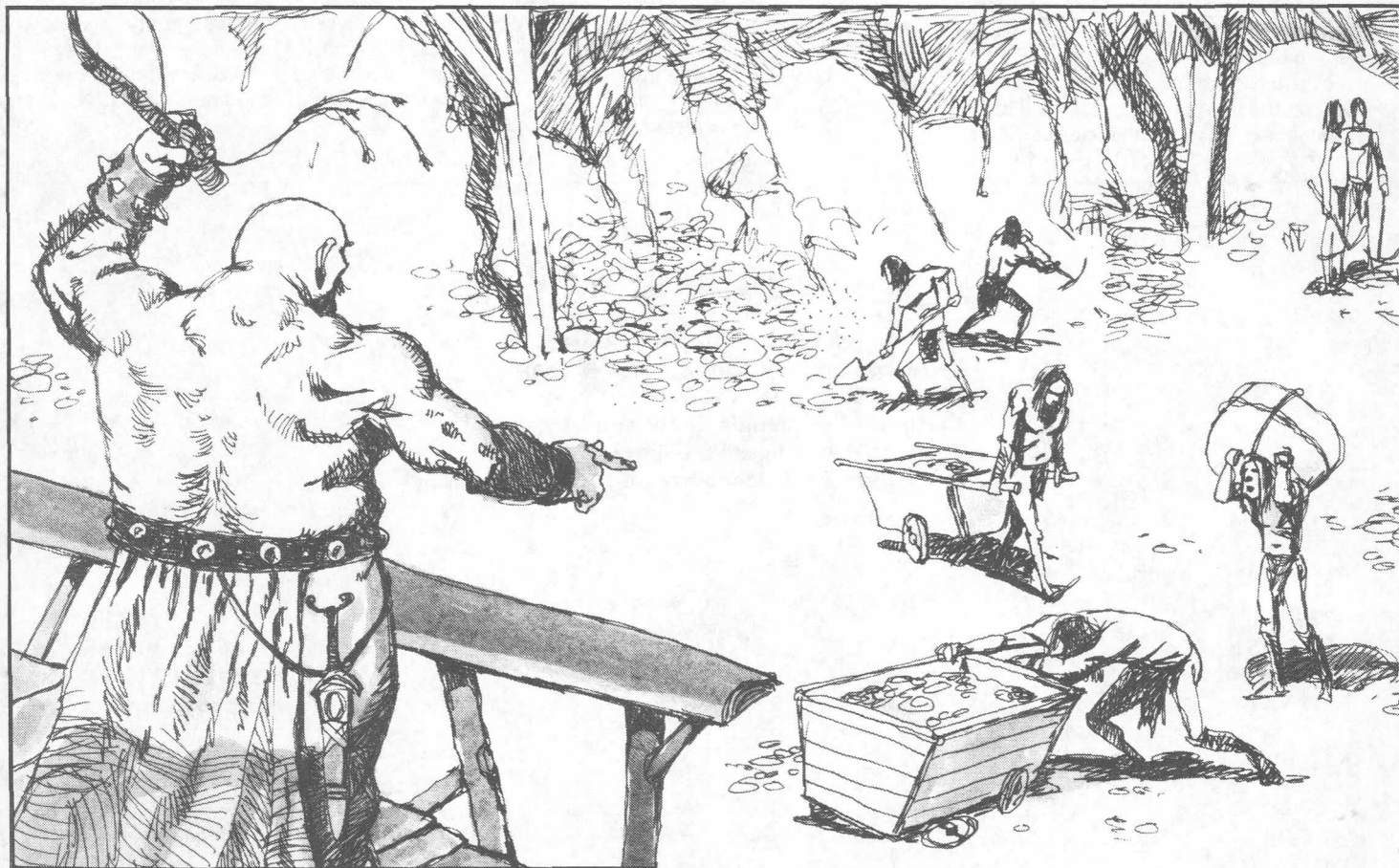
Dark elf sergeants (5): AC 1 (*chain* + 1, Dex bonus); MV 12; HD 2; hp 13 each; #AT 1;

Dmg 1d6 + 1 (*short sword* + 1); MR 54%; AL CE; THAC0 18.

Perhaps one or both of the dark elf captains, if they were not encountered earlier; see room 9, ground level. (If the PCs have not investigated the captains' quarters, roll 1d6: 1-3 = both are in the mine, 4-5 = captain #2 is in the mine, 6 = neither captain is in the mine.)

If the elves and orcs in this area have been alerted to the characters' presence, a number of them will be lying in ambush against the eastern wall next to where the corridor enters this chamber. If no alert has been sounded, then the sound of the PCs' approach down the short corridor will be masked by the noise of the miners' picks and shovels, and the characters will have a 2 in 3 chance of surprising the elves and orcs.

If a full-scale fight breaks out, the orcs will hang back. They are not anxious to take on the PCs in melee, but will gladly come in to mop up if the elves manage to injure or immobilize the characters. If the PCs succeed in getting slaves to rebel, those men will fall upon the orcs, making their first attacks from behind.



Climax and Aftermath

The characters' main objective should be to locate the kidnapped men and rescue as many of them as possible. Although the PCs may have to kill or disable all of the dark elves and orcs in order to do this, annihilating the opposition may not be necessary.

Zara, for her part, will not willingly put herself in jeopardy either to save the mining operation or for the sake of revenge against those who penetrated her hideaway. Whether or not she confronts the PCs on their way back out of the mine is up to you. If she's in an especially nasty mood, she might try to snipe at them from behind as they make their way up and out—but she will always leave herself an escape hatch, reserving her *teleport* spell to zap

herself back to wherever she came from before all of this started.

The more survivors the PCs bring back to Tragidore, the greater their reward. Give them whatever gold, gifts, and other goodies you think they deserve. And incidentally, don't worry about the men who had their Wisdom drained. The clerics in Tragidore will know what to do, and will use enough *dispel magic* spells to get everyone back to normal.

Winding Down

In a novel or a movie, this is the part of the story known as the epilogue. The heroes have done what they set out to do, and now all that remains is to tie up the loose ends into an ending where everyone (or almost everyone) lives happily ever after.

Will the PCs encounter resistance as they bring the prisoners up out of the mine? To some extent, that depends on how you've portrayed Zara and the rest of the dark elves up to this point. If the elves are determined to go down fighting, then have them do exactly that. If they'd rather run away (evil types are known for this kind of behavior), then have them hide inside the complex or flee into the forest.

The trip back to Tragidore can be as easy or as eventful as you want to make it. Throw in some not-so-random encounters, in

which the PCs have to keep the miners from being gored by boars or hauled away by manticores, and you'll have justification for giving them an even larger reward when they do get the menfolk back to town.

The characters should get back with at least a few prisoners; if everyone they're trying to save gets killed in the process of being "rescued," the people of Tragidore are going to have a hard time understanding why the PCs didn't pull back and try to gather some reinforcements. (And your players are going to have a hard time understanding why you sent their characters on a mission that was doomed to failure.)

Like it says in the main text, give the characters as much of a reward as you think they deserve. This can range from nothing—if they failed because of bad luck or unwise decisions—to a decent amount of money, a magic item or two, and the undying gratitude

of the people of Tragidore. If you played *Tragidore* as a stand-alone adventure, using characters specially generated for the purpose, then it's probably pointless to play through an epilogue; once the characters have saved the day by defeating or driving off the bad guys, the adventure is over. But if you played this adventure with a cast of continuing characters, then you need an epilogue to make a smooth transition out of this episode in their lives—and into whatever they'll be doing next.

What will the PCs do after solving the mystery of the *Terrible Trouble at Tragidore*? Well, like it says way back in the Players' Introduction, the life of an adventurer is not all gold and glory—but it's a pretty good bet that wherever they go, a *chance* at gold and glory will not be far in their future. That's what the adventuring life is all about!

Credits

Design: Jean Rabe and Bruce Rabe
Development and Editing: Kim Mohan
Illustrations: Daniel Horne
Cartography: Dennis Kauth and Diesel
Typography: Angelika Lokotz
Keylining: Paul Hanchette and Stephanie Tabat

TSR, Inc.
POB 756
Lake Geneva
WI 53147 USA



TSR Ltd.
120 Church End, Cherry Hinton
Cambridge CB1 3LB
United Kingdom

Table 49: MORALE RATINGS

Creature Type	Morale
Non-intelligent monster	18
Animal, normal peaceful	3
Animal, normal predator	7
Animal intelligence monster	12
Semi-intelligent monster	11
Low intelligence	10
Average 0-level human	7
Mobs	9
Militia	10
Green or disorganized troops	11
Regular soldiers, Hirelings	12
Elite soldiers	14
Henchmen	15

Table 50: SITUATIONAL MODIFIERS

Situation	Modifier
Abandoned by friends	-6
Creature has lost 25% of its hp	-2
Creature has lost 50% of its hp	-4
Creature is chaotic	-1
Creature is fighting hated enemy	+4
Creature is lawful	+1
Creature was surprised	-2
Creatures are fighting wizards or magic-using creatures	-2
Creatures with 1/2 HD or less	-2
Creatures with more than 1/2 HD but less than 1 HD	-1
Creatures with 4 to 8+ HD	+1
Creatures with 9 to 14+ HD	+2
Creatures with 15 HD or more	+3
Defending home	+3
Defensive terrain advantage	+1
Each additional check in round	-1
Most powerful ally killed	-4
NPC has been favored	+2
NPC has been poorly treated	-4
No enemy slain	-2
Outnumbered 3 (or more) to 1	-4
Outnumber opponent 3 to 1 or more	+2
Unable to affect opponent	-8
Wizard or magic-using creature on same side	+2

Table 44: COVER & CONCEALMENT MODIFIERS

Target is:	Cover	Concealment
25% hidden	-2	-1
50% hidden	-4	-2
75% hidden	-7	-3
90% hidden	-10	-4

Table 35: COMBAT MODIFIERS

Situation	Attack Roll Modifier
Attacker on higher ground	+1
Defender invisible	-4
Defender off-balance	+2
Defender sleeping or held	Automatic
Defender stunned or prone	+4
Defender surprised	+1
Missile fire, long range	-5
Missile fire, medium range	-2
Rear attack	+2

Table 38: CALCULATED THAC0S

Group	Level																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Priest	20	20	20	18	18	18	16	16	16	14	14	14	12	12	12	10	10	10	8	8
Rogue	20	20	19	19	18	18	17	17	16	16	15	15	14	14	13	13	12	12	11	11
Warrior	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Wizard	20	20	20	19	19	19	18	18	18	17	17	17	16	16	16	15	15	15	14	14

Table 39: CREATURE THAC0

		Hit Dice																		
1/2 or less	20	1-1	2+	3+	4+	5+	6+	7+	8+	9+	10+	11+	12+	13+	14+	15+	16+	17+	18+	19+
	20	20	19	19	17	17	15	15	13	13	11	11	9	9	7	7	5	5		

The THACO of creatures continues to decrease by 2 points per 2 Hit Dice beyond 16.

Table 46: CHARACTER SAVING THROWS

		Attack to be Saved Against					
Character Group and Experience Level		Paralyzation, Poison, or Death Magic	Rod, Staff, or Wand	Petrification or Polymorph*	Breath Weapon**	Spell***	
Priests	1-3	10	14	13	16	15	
	4-6	9	13	12	15	14	
	7-9	7	11	10	13	12	
	10-12	6	10	9	12	11	
	13-15	5	9	8	11	10	
Rogues	16-18	4	8	7	10	9	
	19+	2	6	5	8	7	
	1-4	13	14	12	16	15	
	5-8	12	12	11	15	13	
	9-12	11	10	10	14	11	
Warriors	13-16	10	8	9	13	9	
	17-20	9	6	8	12	7	
	21+	8	4	7	11	5	
	0	16	18	17	20	19	
	1-2	14	16	15	17	17	
Wizards	3-4	13	15	14	16	16	
	5-6	11	13	12	13	14	
	7-8	10	12	11	12	13	
	9-10	8	10	9	9	11	
	11-12	7	9	8	8	10	
	13-14	5	7	6	5	8	
	15-16	4	6	5	4	7	
	17+	3	5	4	4	6	
	1-5	14	11	13	15	12	
	6-10	13	9	11	13	10	
	11-15	11	7	9	11	8	
	16-20	10	5	7	9	6	
	21+	8	3	5	7	4	

* Excluding polymorph wand attacks.

** Excluding those that cause petrification or polymorph.

***Excluding those for which another saving throw type is specified, such as death, petrification, polymorph, etc.

Intelligent monsters (animal intelligence or more) make all saves at a level equal to their Hit Dice. Non-intelligent monsters save vs. poison and death at a level equal to their Hit Dice and save vs. all else at a level equal to half their Hit Dice. Count an additional Hit Die for every four added hit points (or fraction thereof). Most monsters save as Warriors. Those with special abilities that resemble another group can use the more advantageous saving number.

Table 62: VISIBILITY RANGES (Yards)

Condition	Movement	Spotted	Type	ID	Detail
Clear sky	1,500	1,000	500	100	10
Fog, dense or blizzard	10	10	5	5	3
Fog, light or snow	500	200	100	30	10
Fog, moderate	100	50	25	15	10
Mist or light rain	1,000	500	250	30	10
Night, full moon	100	50	30	10	5
Night, no moon	50	20	10	5	3
Twilight	500	300	150	30	10

Table 47: TURNING UNDEAD

Type or Hit Dice of Undead					Level of Priest†								
	1	2	3	4	5	6	7	8	9	10-11	12-13	14+	
Skeleton or 1 HD	10	7	4	T	T	D	D	D*	D*	D*	D*	D*	
Zombie	13	10	7	4	T	T	D	D	D*	D*	D*	D*	
Ghoul or 2 HD	16	13	10	7	4	T	T	D	D	D*	D*	D*	
Shadow or 3-4 HD	19	16	13	10	7	4	T	T	D	D	D*	D*	
Wight or 5 HD	20	19	16	13	10	7	4	T	T	D	D	D*	
Ghast	—	20	19	16	13	10	7	4	T	T	D	D	
Wraith or 6 HD	—	—	20	19	16	13	10	7	4	T	T	D	
Mummy or 7 HD	—	—	—	20	19	16	13	10	7	4	T	T	
Spectre or 8 HD	—	—	—	—	20	19	16	13	10	7	4	T	
Vampire or 9 HD	—	—	—	—	—	20	19	16	13	10	7	4	
Ghost or 10 HD	—	—	—	—	—	—	20	19	16	13	10	7	
Lich or 11 + HD	—	—	—	—	—	—	—	20	19	16	13	10	
Special**	—	—	—	—	—	—	—	—	20	19	16	13	

*An additional 2d4 creatures of this type are turned.

**Special creatures include unique undead, free-willed undead of the Negative Material plane, certain Greater and Lesser Powers, and those undead that dwell in the outer planes.

†Paladins turn undead as priests who are two levels lower.

Table 19: THIEF AVERAGE ABILITY TABLE

Level of the Thief	Base Chance to							
	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide In Shadows	Hear Noise	Climb Walls	Read Languages
1	30%	25%	20%	15%	10%	10%	85%	—
2	35%	29%	25%	21%	15%	10%	86%	—
3	40%	33%	30%	27%	20%	15%	87%	—
4	45%	37%	35%	33%	25%	15%	88%	20%
5	50%	42%	40%	40%	31%	20%	90%	25%
6	55%	47%	45%	47%	37%	20%	92%	30%
7	60%	52%	50%	55%	43%	25%	94%	35%
8	65%	57%	55%	62%	49%	25%	95%	40%
9	70%	62%	60%	70%	56%	30%	95%	45%
10	80%	67%	65%	78%	63%	30%	95%	50%
11	90%	72%	70%	86%	70%	35%	95%	55%
12	95%	77%	75%	94%	77%	35%	95%	60%
13	95%	82%	80%	95%	85%	40%	95%	65%
14	95%	87%	85%	95%	93%	40%	95%	70%
15	95%	92%	90%	95%	95%	50%	95%	75%
16	95%	95%	95%	95%	95%	50%	95%	80%
17	95%	95%	95%	95%	95%	55%	95%	80%

Table 59: ENCOUNTER REACTIONS

Modified Die Roll	Player Characters are:			
	Friendly	Indifferent	Threatening	Hostile
2 or less	Friendly	Friendly	Friendly	Flight
3	Friendly	Friendly	Friendly	Flight
4	Friendly	Friendly	Cautious	Flight
5	Friendly	Friendly	Cautious	Flight
6	Friendly	Friendly	Cautious	Cautious
7	Friendly	Indifferent	Cautious	Cautious
8	Indifferent	Indifferent	Cautious	Cautious
9	Indifferent	Indifferent	Cautious	Threatening
10	Indifferent	Indifferent	Threatening	Threatening
11	Indifferent	Indifferent	Threatening	Threatening
12	Cautious	Cautious	Threatening	Threatening
13	Cautious	Cautious	Threatening	Hostile
14	Cautious	Cautious	Threatening	Hostile
15	Cautious	Threatening	Threatening	Hostile
16	Threatening	Threatening	Hostile	Hostile
17	Threatening	Threatening	Hostile	Hostile
18	Threatening	Threatening	Hostile	Hostile
19	Hostile	Hostile	Hostile	Hostile
20	Hostile	Hostile	Hostile	Hostile

Table 46: ARMOR CLASS RATINGS

Type of Armor	AC Rating
None	10
Shield only	9
Leather or padded armor	8
Leather or padded armor + shield, studded leather, or ring mail	7
Studded leather or ring mail + shield, brigandine, scale mail, hide armor	6
Scale mail or hide + shield, chain mail	5
Chain mail + shield, splint mail, banded mail, bronze plate mail	4
Splint mail, banded mail, or bronze plate mail + shield, plate mail	3
Plate mail + shield, field plate	2
Field plate armor + shield, full plate	1
Full plate armor + shield	0

Table 40: STANDARD MODIFIERS TO INITIATIVE

Specific Situation	Modifier
Hasted	-2
Slowed	+2
On higher ground	-1
Set to receive a charge	-2
Wading or slippery footing	+2
Wading in deep water	+4
Foreign environment	+6
Hindered	+3
Waiting	+1

Table 57: SURPRISE MODIFIERS

Other party is:	Group's Modifier
Silenced	-2
Invisible	-2
Distinctive odor	+2
Every 10 members	+1
Camouflaged	-1 to -3
PC Party is:	
Fleeing	-2
In poor light	-1
In darkness	-4
Panicked	-2
Anticipating attack	+2
Suspicious	+2
Conditions are:	
Rainy	-1
Heavy fog	-2
Extremely still	+2
A roll of 3 or less on 1d10 means the rolling character or group is surprised.	

Table 58: ENCOUNTER DISTANCE

Situation or Terrain	Range (Feet)
Both groups surprised	3d6
One group surprised	4d6
No surprise:	
Smoke or heavy fog	6d6
Jungle or dense forest	1d10 x 10
Light forest	2d6 x 10
Scrub, brush or bush	2d12 x 10
Grassland, little cover	5d10 x 10
Nighttime or dungeon	Limit of sight

Item	Weapons Damage		Speed Factor	Size	Type†
	S-M	L			
Arquebus***	1d10	1d10	15	M	P
Battle axe	1d8	1d8	7	M	S
Blowgun, Barbed Dart	1d3	1d2	5	S	P
Blowgun, Needle	1	1	5	S	P
Bow, Composite long bow	—	—	7	L	—
Composite short bow	—	—	6	M	—
Flight arrow	1d6	1d6	—	S	P
Long bow	—	—	8	L	—
Sheaf arrow	1d8	1d8	—	S	P
Short bow	—	—	7	M	—
Club	1d6	1d3	4	M	B
Crossbow, Hand quarrel	1d3	1d2	—	S	P
Hand crossbow	—	—	5	S	—
Heavy quarrel	1d4 + 1	1d6 + 1	—	S	P
Heavy crossbow	—	—	10	M	—
Light quarrel	1d4	1d4	—	S	P
Light crossbow	—	—	7	M	—
Dagger or dirk	1d4	1d3	2	S	P
Dart	1d3	1d2	2	S	P
Footman's flail	1d6 + 1	2d4	7	M	B
Footman's mace	1d6 + 1	1d6	7	M	B
Footman's pick	1d6 + 1	2d4	7	M	P
Hand or throwing axe	1d6	1d4	4	M	S
Harpoon	2d4	2d6	7	L	P
Horseman's flail	1d4 + 1	1d4 + 1	6	M	B
Horseman's mace	1d6	1d4	6	M	B
Horseman's pick	1d4 + 1	1d4	5	M	P
Javelin	1d6	1d6	4	M	P
Knife	1d3	1d2	2	S	P/S
Lance, Heavy horse @	1d8 + 1	3d6	8	L	P
Light horse @	1d6	1d8	6	L	P
Jousting @	1d3 - 1	1d2 - 1	10	L	P
Medium horse @	1d6 + 1	2d6	7	L	P
Mancatcher**	—	—	7	L	—
Morning star	2d4	1d6 + 1	7	M	B
Polearms					
Awl pike	1d6	1d12	13	L	P
Bardiche	2d4	2d6	9	L	S
Bec de corbin	1d8	1d6	9	L	P/B
Bill-guisarme	2d4	1d10	10	L	P/S
Fauchard	1d6	1d8	8	L	P/S
Fauchard-fork	1d8	1d10	8	L	P/S
Glaive*	1d6	1d10	8	L	S
Glaive-guisarme*	2d4	2d6	9	L	P/S
Guisarme	2d4	1d8	8	L	S
Guisarme-voulge	2d4	2d4	10	L	P/S
Halberd	1d10	2d6	9	L	P/S
Hook fauchard	1d4	1d4	9	L	P/S
Lucern hammer #	2d4	1d6	9	L	P/B
Military fork*	1d8	2d4	7	L	P
Partisan #	1d6	1d6 + 1	9	L	P
Ranseur #	2d4	2d4	8	L	P
Spetum #	1d6 + 1	2d6	8	L	P
Voulge	2d4	2d4	10	L	S
Quarterstaff	1d6	1d6	4	L	B
Scourge	1d4	1d2	5	S	—
Sickle	1d4 + 1	1d4	4	S	S
Sling	—	—	6	S	—
Sling bullet	1d4 + 1	1d6 + 1	—	S	B
Sling stone	1d4	1d4	—	S	B
Spear	1d6	1d8	6	M	P
Staff sling	—	—	11	M	—
Sword					
Bastard, one-handed	1d8	1d12	6	M	S
Bastard, two-handed	2d4	2d8	8	M	S
Broad	2d4	1d6 + 1	5	M	S
Khopesh	2d4	1d6	9	M	S
Long	1d8	1d12	5	M	S
Scimitar	1d8	1d8	5	M	S
Short	1d6	1d8	3	S	P
Two-hand	1d10	3d6	10	L	S
Trident	1d6 + 1	3d4	7	L	P
War Hammer	1d4 + 1	1d4	4	M	B
Whip	1d2	1	8	M	—

Table 45: MISSILE WEAPON RANGES

Weapon	ROF	Range		
		S	M	L
Arquebus	1/3	5	15	21
Blowgun	2/1	1	2	3
Comp. long bow, flight arrow	2/1	6	12	21
Comp. long bow, sheaf arrow	2/1	4	8	17
Comp. short bow	2/1	5	10	18
Long bow, flight arrow	2/1	7	14	21
Long bow, sheaf arrow	2/1	5	10	17
Short bow	2/1	5	10	15
Club	1	1	2	3
Hand crossbow	1	2	4	6
Heavy crossbow	1/2	8	16	24
Light crossbow	1	6	12	18
Dagger	2/1	1	2	3
Dart	3/1	1	2	4
Hammer	1	1	2	3
Hand axe	1	1	2	3
Harpoon	1	1	2	3
Javelin	1	2	4	6
Knife	2/1	1	2	3
Sling bullet	1	5	10	20
Sling stone	1	4	8	16
Spear	1	1	2	3
Staff sling bullet	2/1	—	3-6	9
Staff sling stone	2/1	—	3-6	9

“ROF” is the rate of fire—how many shots that weapon can fire off in one round. This is independent of the number of melee attacks a character can make in a round.

Range is given in *tens of yards*. Each range category (Short, Medium, or Long) includes attacks from distances equal to or less than the given range. Thus a heavy crossbow fired at a target 136 yards away uses the medium-range modifier.

The modifiers for range are **-2 for medium range** and **-5 for long range**.

Arquebuses (if allowed) double all range modifiers.

Weapons Footnotes

- * This weapon inflicts double damage against charging creatures of L or greater size.
- ** This weapon can dismount a rider on a successful hit.
- *** This weapon available only if allowed by DM.
- @ This weapon inflicts double damage when used from the back of a charging mount.
- # This weapon inflicts double damage when firmly set to receive a charge.
- † The “Type” category is divided into Bludgeoning (B), Piercing (P), and Slashing (S).

Table 45: MISSILE WEAPON RANGES

Weapon	ROF	S	Range	
			M	L
Arquebus	1/3	5	15	21
Blowgun	2/1	1	2	3
Comp. long bow, flight arrow	2/1	6	12	21
Comp. long bow, sheaf arrow	2/1	4	8	17
Comp. short bow	2/1	5	10	18
Long bow, flight arrow	2/1	7	14	21
Long bow, sheaf arrow	2/1	5	10	17
Short bow	2/1	5	10	15
Club	1	1	2	3
Hand crossbow	1	2	4	6
Heavy crossbow	1/2	8	16	24
Light crossbow	1	6	12	18
Dagger	2/1	1	2	3
Dart	3/1	1	2	4
Hammer	1	1	2	3
Hand axe	1	1	2	3
Harpoon	1	1	2	3
Javelin	1	2	4	6
Knife	2/1	1	2	3
Sling bullet	1	5	10	20
Sling stone	1	4	8	16
Spear	1	1	2	3
Staff sling bullet	2/1	—	3-6	9
Staff sling stone	2/1	—	3-6	9

"ROF" is the rate of fire—how many shots that weapon can fire off in one round. This is independent of the number of melee attacks a character can make in a round.

Range is given in *tens of yards*. Each range category (Short, Medium, or Long) includes attacks from distances equal to or less than the given range.

The modifiers for range are **-2 for medium range** and **-5 for long range**.

Arquebuses (if allowed) double all range modifiers.

Table 51: COMBAT MODIFIERS

Situation	Attack Roll Modifier
Attacker on higher ground	+1
Defender invisible	-4
Defender off-balance	+2
Defender sleeping or held	Automatic
Defender stunned or prone	+4
Defender surprised	+1
Missile fire, long range	-5
Missile fire, medium range	-2
Rear attack	+2

Table 57: ARMOR MODIFIERS FOR WRESTLING

Armor	Modifier
Studded leather	-1
Chain, ring, and scale mail	-2
Banded, splint, and plate mail	-5
Field plate armor	-8
Full plate armor	-10

Table 53: CALCULATED THAC0S

Group	Level																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Priest	20	20	20	18	18	18	16	16	16	14	14	14	12	12	12	10	10	10	8	8
Rogue	20	20	19	19	18	18	17	17	16	16	15	15	14	14	13	13	12	12	11	11
Warrior	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Wizard	20	20	20	19	19	19	18	18	18	17	17	17	16	16	16	15	15	15	14	14

Table 61: TURNING UNDEAD

Type or Hit Dice of Undead	Level of Priest†												
	1	2	3	4	5	6	7	8	9	10-11	12-13	14+	
Skeleton or 1 HD	10	7	4	T	T	D	D	D*	D*	D*	D*	D*	
Zombie	13	10	7	4	T	T	D	D	D*	D*	D*	D*	
Ghoul or 2 HD	16	13	10	7	4	T	T	D	D	D*	D*	D*	
Shadow or 3-4 HD	19	16	13	10	7	4	T	T	D	D	D*	D*	
Wight or 5 HD	20	19	16	13	10	7	4	T	T	D	D	D*	
Ghast	—	20	19	16	13	10	7	4	T	T	D	D	
Wraith or 6 HD	—	—	20	19	16	13	10	7	4	T	T	D	
Mummy or 7 HD	—	—	—	20	19	16	13	10	7	4	T	T	
Spectre or 8 HD	—	—	—	—	20	19	16	13	10	7	4	T	
Vampire or 9 HD	—	—	—	—	—	20	19	16	13	10	7	4	
Ghost or 10 HD	—	—	—	—	—	—	20	19	16	13	10	7	
Lich or 11+ HD	—	—	—	—	—	—	—	20	19	16	13	10	
Special**	—	—	—	—	—	—	—	—	20	19	16	13	

*An additional 2d4 creatures of this type are turned.

**Special creatures include unique undead, free-willed undead of the Negative Material plane, certain Greater and Lesser Powers, and those undead that dwell in the outer planes.

† Paladins turn undead as priests who are two levels lower.

Table 58: PUNCHING AND WRESTLING RESULTS

Attack Roll	Punch	Damage	% KO	Wrestle
20+	Haymaker	2	10	Bear hug*
19	Wild swing	0	1	Arm twist
18	Rabbit punch	1	3	Kick
17	Kidney punch	1	5	Trip
16	Glancing blow	1	2	Elbow smash
15	Jab	2	6	Arm lock*
14	Uppercut	1	8	Leg twist
13	Hook	2	9	Leg lock
12	Kidney punch	1	5	Throw
11	Hook	2	10	Gouge
10	Glancing blow	1	3	Elbow smash
9	Combination	1	10	Leg lock*
8	Uppercut	1	9	Headlock*
7	Combination	2	10	Throw
6	Jab	2	8	Gouge
5	Glancing blow	1	3	Kick
4	Rabbit punch	2	5	Arm lock*
3	Hook	2	12	Gouge
2	Uppercut	2	15	Headlock*
1	Wild swing	0	2	Leg twist
Less than 1	Haymaker	2	25	Bearhug*

* Hold can be maintained from round to round, until broken.

Table 42: STANDARD EXCHANGE RATES

Coin	Exchange Value				
	CP	SP	EP	GP	PP
Copper Piece (CP) =	1	1/10	1/50	1/100	1/500
Silver Piece (SP) =	10	1	1/5	1/10	1/50
Electrum Piece (EP) =	50	5	1	1/2	1/10
Gold Piece (GP) =	100	10	2	1	1/5
Platinum Piece (PP) =	500	50	10	5	1

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Table 29: ITEM SAVING THROWS

Item	Acid	Crush. Blow	Disin.	Fall	Mag. Fire	Nor. Fire	Cold	Light.	Elec.
Bone or ivory	11	16	19	6	9	3	2	8	2
Cloth	12	—	19	—	16	13	2	18	2
Glass	5	20	19	14	7	4	6	17	2
Leather	10	3	19	2	6	4	3	13	2
Metal	13	7	17	3	6	2	2	12	2
Oils*	16**	—	19	—	19	17	5	19	16
Paper, etc.	16	7	19	—	19	19	2	19	2
Potions*	15**	—	19	—	17	14	13	18	15
Pottery	4	18	19	11	3	2	4	2	2
Rock crystal	3	17	18	8	3	2	2	14	2
Rope	12	2	19	—	10	6	2	9	2
Wood, thick	8	10	19	2	7	5	2	12	2
Wood, thin	9	13	19	2	11	9	2	10	2

*This save does not include the container, only the liquid contents.

**Even though the save is made, the item is probably hopelessly mixed with the acid.

Table 59: COVER & CONCEALMENT MODIFIERS

Target is:	Cover	Concealment
25% hidden	-2	-1
50% hidden	-4	-2
75% hidden	-7	-3
90% hidden	-10	-4

Table 55: STANDARD MODIFIERS TO INITIATIVE

Specific Situation	Modifier
Hasted	-2
Slowed	+2
On higher ground	-1
Set to receive a charge	-2
Wading or slippery footing	+2
Wading in deep water	+4
Foreign environment	+6
Hindered (tangled, climbing, held)	+3

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