

## General Information Round 1

Your group has just returned from a rather monotonous excursion into the Iron Forest. No fighting, no loot, in general pretty dull. Right now you're heading for the human settlements beyond the Badlands, hoping for more rewarding work. The route you're taking leads through the Deadlands, reputedly the site of one of the last battles of the Chaos Wars. More recently there has been rumors of banditry, however you've seen nothing.

You set up camp your first night in the Deadlands, when towards dawn a disturbance rouses the camp. Hastily everyone puts on armor, when out of the darkness appears a badly wounded elf. The group challenges him & the intruder apparently notices you for the first time. With an effort he pulls himself erect & speaks, "This curse I place upon you all. None shall know you but in anger, no weapon shall you take to hand but it will shatter, food & drink will pass your lips but nourish not, henceforth know nothing but misery lest you do the deed. Destroy the gem before the next morn." The figure then collapses & slides down the hillside to your feet. A star passes to the west.

When you check, the body is very dead. The elf notes that this figure was a Caliquendi & that such are normally extremely powerful. A quick check of the body reveals huge puffy purple wounds, obviously poison. The figure wears elven chain, has an empty sword scabbard but still has a dagger. In a pouch is a large gem, an amulet, & some notes. There is nothing else of interest.



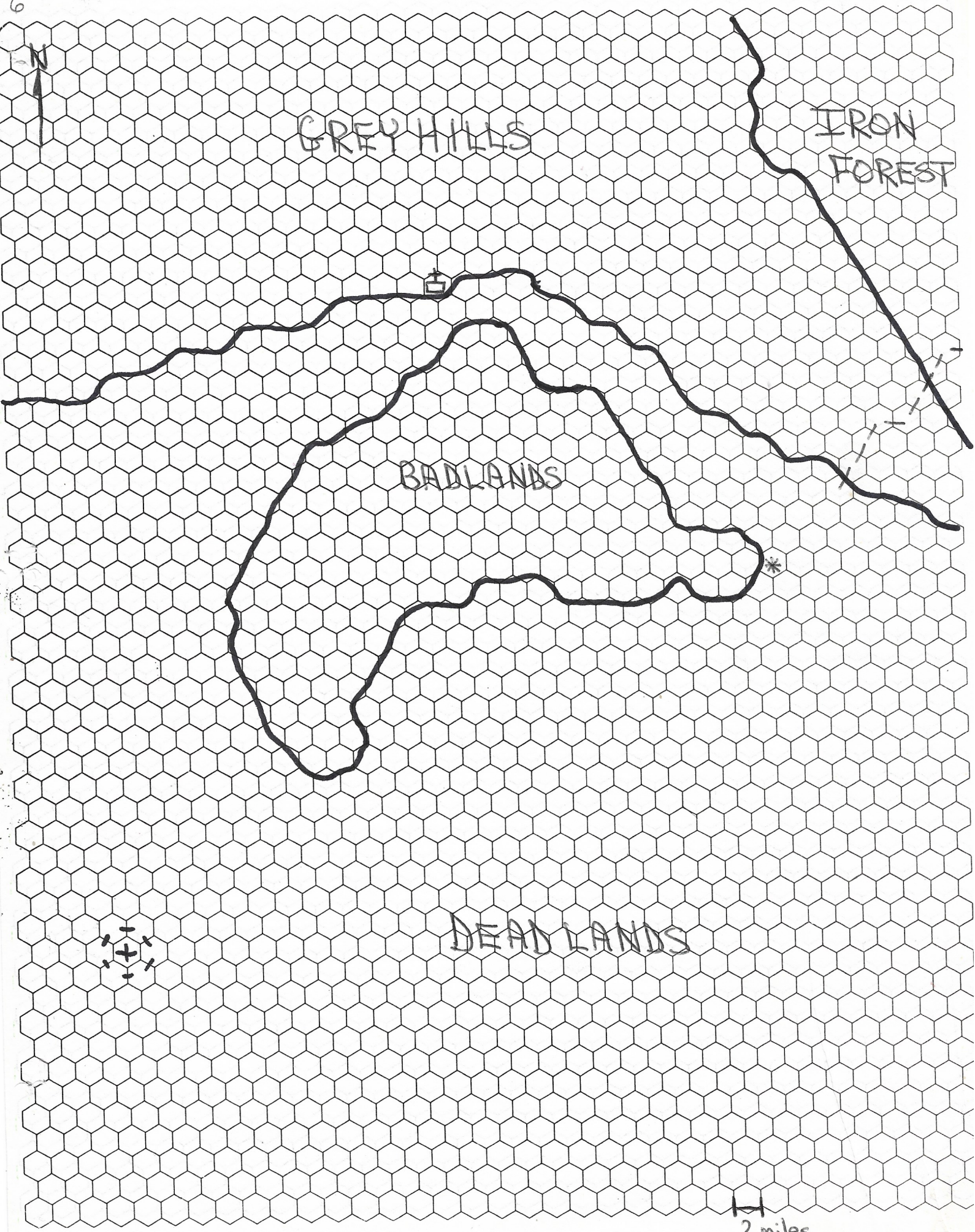
GREY HILLS

IRON FOREST

BADLANDS

DEAD LANDS

2 miles



# Map

1 hex = 2 miles

## Terrain

- 6 mph Iron Forest - dense coniferous forest, ore inhabited
- 8 mph Dead lands - very dry savannah, almost desert
- 2 mph Badlands - as South Dakota
- 4 mph Grey Hills - very rough sandy hills with small canyons

## Symbols

- \* party starting location
- ⊕ altar of the All Saints
- ⊕ Black Titan Burial Ground
- path

Estimated travel time - to altar 4 1/2 hours  
- to burial ground 7 7 1/2 hours  
- encounters 2 hours

Adventure Timetable - 6 am start  
8 am sunrise  
8 pm sunset, tomb complex  
12 pm raising the Black Titan

Groups have about a 2 hour safety margin, so as long as they don't stop for a while they should be safe

## Referee's Notes on the Gem

- 1) If the gem + the amulet are not kept together the party will be attacked by a salamander who will attack the gem bearer regardless of all else. This will happen once every 4 hours starting at 8am. If the gem + amulet are separated for more than 5 minutes a salamander will appear but not more than 1 in 4 hours

### Salamander

AC=4, HD=7+7, HTK=45, Move=9", Hits AC(0) on 12  
 1 attack for 2D6<sup>spear</sup>, 1 attack for 3D6<sup>tail</sup>, +1 to hit

- 2) The holder of the gem can function normally up to -99 hits. At -100 he is dead.
- 3) The gem entrances anyone who stares at it. An individual will do nothing but stare until distracted by some outside source.

The notes reveal the following information;

- 1) The elf was one member of a 3 elf party
- 2) They were checking on an ancient tomb in the Dead Lands where they found signs of activity.
- 3) The tomb was the burial place of the Black Titan, one of the most powerful leaders the dark forces had in the Chaos Wars.
- 4) The activity was a certain anti paladin who was attempting to raise the Black Titan
- 5) The gem is the Black Titan's life force. The elves managed to steal it & learned that it could be destroyed if you could bless the gem on the altar of the All Saints & then smash it on the forehead of the Black Titan
- 6) The amulet is an amulet of proof against detect & location
- 7) You can only enter the tomb at sundown & then only briefly.
- 8) Unless the gem is destroyed the Black Titan will be raised on the following midnight.

### Encounter #1 (at the camp)

As the group starts to pack up camp, they hear a faint chittering sound. Turning they see a huge bulk come stalking over a nearby rise. It's some kind of huge spider, <sup>(10' across)</sup> + it appears to be wounded.

The party has 1 round to cast spells, prepare weapons, run, etc. before the spider attacks. It will attack on a random basis but once it hits 1 person it will switch to a different target. It will take 3 rounds to saddle a horse.

### Homongous Spider

AC = 2, HD = 15, HTK = 90<sup>-25</sup>, Move = 18", Hits AC(0) on 8

1 attack for 3-18, save vs poison at -2, take 1 pt/round if you fail

The spider will run away if its drops below 20 HTK.

### Encounter #2 (on the way to the altar)

As the group approaches this narrowing in the valley. The ranger spots at least 4 Hill Giants waiting for them. One of them stands forward & says they want 2 fighter magic items or 4000 gold in cash & gear, for safe passage. The group can 1) fight or 2) pay. The giants that can be seen are in partial cover & can't be charged while mounted.

There are 6 giants. Each will throw boulders until engaged. If 3 giants go down the rest will leave unless they're winning.

### Hill Giants

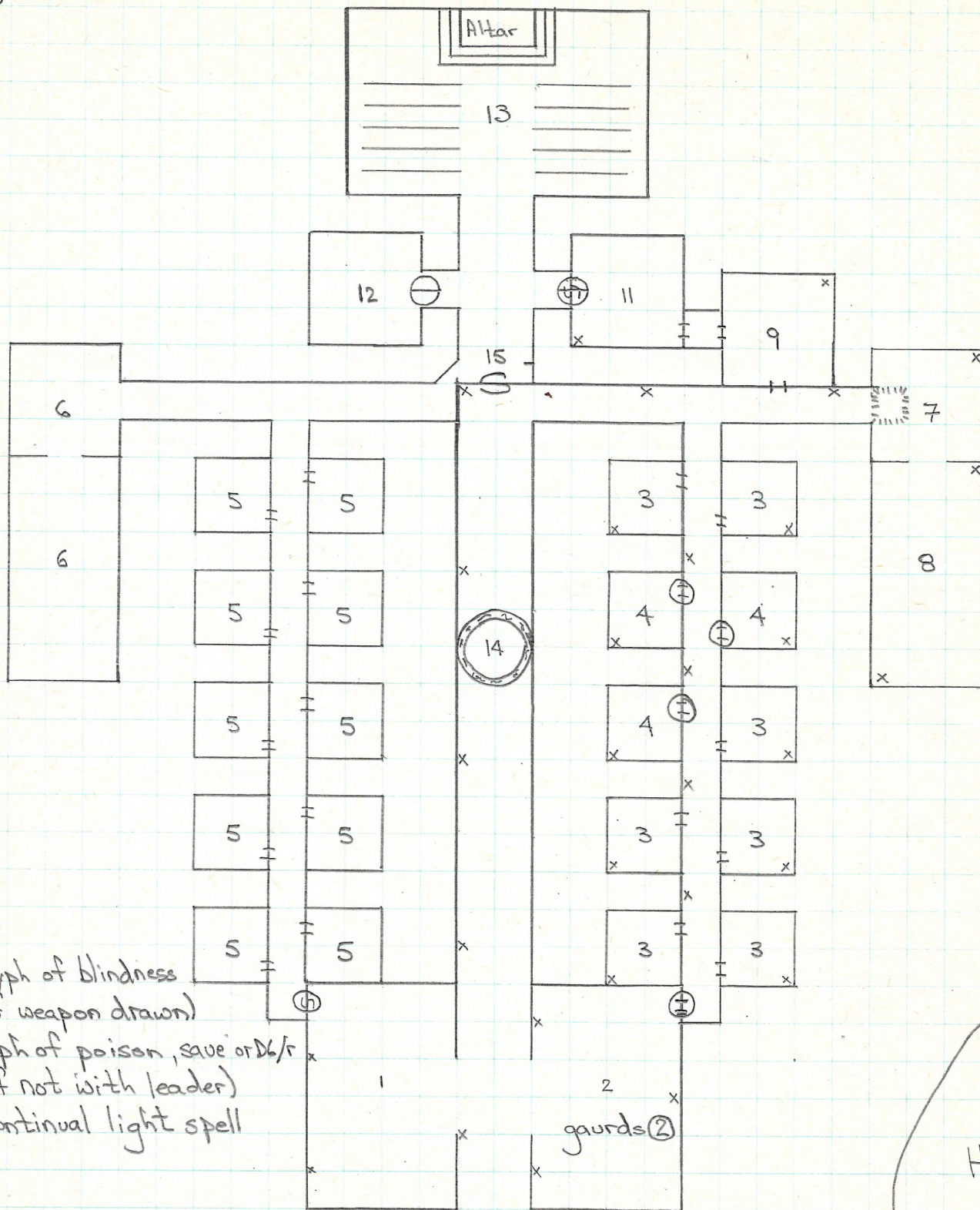
AC = 4, HD = 8+2, HTK = 46, 52, 54, 53, 47, 52, Move = 12", Hits AC(0) on 12

1 attack for 2-16, throw boulders for 2-16 (vs AC 10)

3 giants can be gotten in an area effect spell. If engaged the characters will also take damage.

# Altar of All Saints

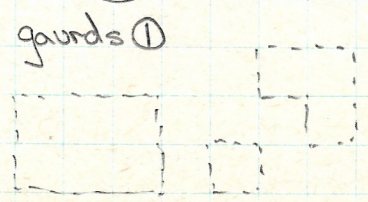
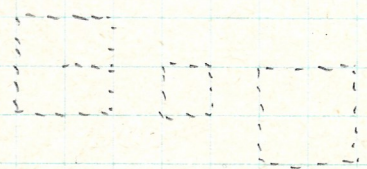
- 1) Storeroom - several month's worth of food, a great deal of misc. equipment
- 2) Kitchen - several long tables, cooking facilities
- 3) Squad sleeping rooms - 5 bunks, a table, some chairs, aleskins, 1-100gp
- 4) Leader Room - 1 bed, decent furnishings, couple books
- 5) empty room - abandoned for long time
- 6) old library - many books, extensive disrepair
- 7) old library - pit is filled with water, 1<sup>st</sup> rank of group will fall in + sink if in metal armor (takes 3 rounds to remove chain, 4 to remove banded). 1<sup>st</sup> round roll  $\leq$  CON, each following round is a +4 to roll (cumulative). 1<sup>st</sup> round you miss takes 1D6, then 2D6, .....
- 8) old library - books pushed out of the way, set up as briefing room maps, charts, etc.
- 9) antechamber - nothing here but a couple chairs + a rack.
- 10) " - empty
- 11) prison - at present holding a merchant + his daughter. For ransom, they want to get out of here but don't want to go to death lands.
- 12) Treasure Room - 5 skeletons who'll attack any who enter, also 16000 gp in coins, 6000 gp in gems, jewelry, silks, etc.
- 13) Altar - pews on either side with the Altar in the back, there is a platinum holy water dispenser on the Altar (12 vials). The gem must be placed on the altar and a bless cast on it. It will then start glowing
- 14) A 20' r symbol is chalked on the floor. It is non magical
- 15) A lever in the wall activates a large counterweight which opens the large secret door



○ glyph of blindness  
(if weapon drawn)

⊕ glyph of poison, save or D6/r  
(if not with leader)

x continual light spell



Horses



## Encounter (3A) Bandits

If the group takes any precautions at all they will notice that the area is inhabited without being spotted. Visible in a small fenced canyon are about 30 horses. There are 5 guards on watch (squad 1) at guards ①. 3 are sleeping + 2 Joes are playing dice. The group gets 1 free round of action if they wish. Around the entrance are several flattened ruined buildings.

The group can't enter without being spotted by squad 1. Squad 1 will always win initiative + will sound the alarm if not all downed in the surprise round.

Squad 2 is at guards ②. If squad 1 doesn't give off an alarm, the group gets 1 free round of combat here. Regardless of what happens an alarm will now sound.

The remainder of the bandits will set up ambushes in the temple complex. Each squad should stick together + have 1 leader with them. This part is supposed to be tough.

Room 11- In the prison are a merchant + his daughter in chains. The merchant will offer 10,000 gold to the group if they will escort him to civilization now. He won't enter the deadlands.

## Encounter 3A

Each squad has 1 sargeant + 4 joes, each armed with longsword, dagger, + shortbow.

Sargeant AC=3, HD=4, Dam = D8+1, Move=9", Hits AC(0) on 17  
 Joe AC=5, HD=2, Dam = D8, Move=9", Hits AC(0) on 19

Squad 1	32	13, 14, 15, 16
2	32	13, 14, 15, 16
3	32	13, 14, 15, 16
4	32	13, 14, 15, 16
5	32	13, 14, 15, 16

## Leaders

Level 6 Fighter

AC=0, HD=6, HTK=48, Move=9", Hits AC(0) on 13  
 1 attack for D10+4 (halberd)

Level 5 MU

AC=8, HD=5, HTK=19, Move=12", Hits AC(0) on 20  
 1 attack for D6 (staff)

Spells 1) MM, MM, MM, Shield  
 2) Mirror Image, Web  
 3) lightning

Level 5 Cleric

AC=2, HD=5, HTK=30, Move=6", AC(0) on 17  
 1 attack for D6+2 (mace)

Spells 1) Sanc, Fear, Fear, CLW, CLW  
 2) Hold Per, Hold Per, Res Fir, Res Fir  
 3) Disp Magic

## Encounter (3B) Trolls

As the group approaches the temple complex they will hear the sound of screaming horse. In a small canyon are about 20 horses trying to avoid troll 1. If the group attacks they get 1 free round of combat. If the group doesn't kill troll 1 it will attack them after they enter room 2.

At guards ① are the shredded bodies of 5 humans. If the ranger checks he'll think they are about 6 trolls in the area.

At guards ② are the shredded bodies of 5 more humans + 1 burnt troll carcass. Troll 1 will attack now if still alive.

At the T intersection near room 9 are Trolls 2+3 + another burnt troll carcass. In room 7 is squad 3 + the MU. The trap here is sprung. Squad 4 + 5, + the other leaders are in the alter half of the complex + will attack anyone entering.

Room 11 - Troll 4 is here munching on some bodies. limbs are chained to the wall.

## Encounter (3B)

Each squad has 1 sergeant + 4 joes, each armed with longsword, dagger + short bow.

Sargeant AC=3, HD=4, Dam=D8+1, Move=9", Hits AC(0) on 17  
 Joe AC=5, HD=2, Dam=D8, Move=9", Hits AC(0) on 19

Squad	3	32 <sup>-4</sup>	13 <sup>-2</sup> , 14, 15, 16 <sup>-6</sup>
	4	32 <sup>-5</sup>	13, 14 <sup>-5</sup> , 15, 16 <sup>-5</sup>
	5	32 <sup>-6</sup>	13, 14, 15 <sup>-4</sup> , 16 <sup>-4</sup>

## Leaders

Level 6 Fighter

AC=0, HD=6, HTK=48<sup>-13</sup>, Move=9", Hits AC(0) on 13  
 1 attack for D10+4 (halberd)

Level 5 MU

AC=8, HD=5, HTK=19, Move=12", Hits AC(0) on 20  
 1 attack for D6 (staff)

Spells 1) MM, MM, Shield  
 2) Mir Image, Web

Level 5 Cleric

AC=2, HD=5, HTK=30, Move=6", AC(0) on 17  
 1 attack for D6+2 (mace)

Spells 1) Sanc, Fear, Fear  
 2) Hold Per, Hold Per, Res Fir, Res Fir  
 3) Disp Magic

Trolls AC=4, HD=6+6, 3 Attacks 2\*D4+4, 2D6, Move=12", Hits AC(0) on 13  
 HTK 1=48 3=50  
 2=43 4=43

## Encounter ③ Vampire

If the group takes any precautions at all they will notice that the area is inhabited without being spotted. Visible in a small fenced canyon are about 30 horses. There are 5 guards on watch (squad 1) at guards ①. 3 are sleeping + 2 Joes are playing dice. The group gets 1 free round of action if they wish. Around the entrance are several flattened ruined buildings.

The group can't enter without being spotted by squad 1. Squad 1 will always win initiative + will sound the alarm if not all downed in the surprise round.

Squad 2 is at guards ②. If squad 1 doesn't give off an alarm, the group gets 1 free round of combat here. Regardless of what happens an alarm will now sound.

The remainder of the bandits will set up ambushes in the temple complex. Each squad should stick together + have 1 leader with them. This part is supposed to be tough.

Room 11 - Two dead, pale bodies are chained to the wall. An old male + a young female.

## Encounter 30 Vampire

Note that all bandits are 1 level lower than in other scenarios. All the bandits look a bit pale.

The vampire will show up when the group is in the altar room. The 1<sup>st</sup> thing he does will open the door at 15. The group will now notice him. If conversation is initiated he will offer to let the group go if they leave 2 members (asking price, settle for 1) behind. Visible are a number of large wolves (10), + some bats + rats. The vampire can't enter the altar room unless invited, but may charm anyone in it. Go for the hosky fighters first. If 2 players are charmed pull back with your victims to 6.

If hostilities are initiated send in the bats, rats, + wolves. No one being attacked by bats may be charmed, bats can ignore 1 individual to allow charm attempt. If the vampire is seriously injured he'll retreat + regenerate. Note that all bandits are charmed by the vampire.

## Encounter (30)

Each squad has 1 sargeant + 4 joes, each armed with longsword, dagger + short bow.

Sargeant AC=3, HD=3, Dam=D&H, Move=9", Hits AC(0) on 18  
 Joe AC=5, HD=1, Dam=D&B, Move=9", Hits AC(0) on 20

Squad	1	24	7, 8, 9, 10
	2	24	7, 8, 9, 10
	3	24	7, 8, 9, 10
	4	24	7, 8, 9, 10
	5	24	7, 8, 9, 10

## Leaders

Level 6 Fighter

AC=0, HD=5, HTK=40, Move=9", Hits AC(0) on 14

1 attack for D10+4 (+1 halberd)

Level 4 MU

AC=8, HD=4, HTK=15, Move=12", Hits AC(0) on 20

1 attack for D6 (staff)

Spells 1) MM, MM, Shield

2) Mirror Im, Web

Level 5 Cleric

AC=2, HD=4, HTK=24, Move=6", AC(0) on 18

1 attack for D6+2 (mace)

Spells 1) Fear, Fear, CLW, CLW, Sanc

2) Hold, Hold, Res Fire

## Encounter (3C)

## Vampire

AC=1, HD=8+3, HTK=51, Move=12"/18", Hits AC(0) on 12

1 attack for D6+4, drain 2 levels, magic to hit, charm at -2 to save

## Wolves

AC=7, HD=2+2, HTK=11, 12, 13, 14, 15, 16, 15, 14, 13, 18, Move=18", AC(0) on 16

1 attack for D4+1

Rats Hit AC(0) on 20 for D3 once/round/person

Bats obscure vision, characters swing at -3

Any player caught in an area effect spell will no longer be bothered by rats & bats



## Encounter ④

As the group approaches the tomb a horn will sound & over a rise will come 6 warg riders. After 1 flight of arrows they will close to melee. They will flee if riders are ever out numbered 2 to 1.

## Riders

AC=5, HD=2, HTK=11,12,13,14,15,16, Move=9", Hit AC(0) 16  
2 attacks with bow for D6, spear for D8 (\*2 on charge)

## Wargs

AC=6, HD=3+3, HTK=18,19,20,21,20,19, Move=18", Hit AC(0) on 15  
1 attack for 2D4

# Points for Round 1

arrive at tomb on or before sundown	5
lost gem	-5
each character who survived	1
time runs out, but you figured they'd finish in time	3
gem is blessed	8
1 pt/60 hit points left in group (266)	up to 4
1 pt/30 spell points " " " (95)	up to 3
roleplaying & misc.	up to 3
if majority of bandits are killed	2
2 bandits' leaders are killed	1
for each thing that they lose (swords, armor, or similar)	-