

THE LITTLE BIGHORN

(1988 Win-games IX opening round)

By Michael Hopper

The Little Bighorn

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Player Introduction

* Distribute the character sheets, let the players choose their character from the 6 available.

* If more than 6 players are playing, also use Tiss and, if needed, Urukai Chang Kane.

*

* Read the Player Introduction (this section). Allow answers for some very high-level questions.

Gold was discovered in the Drow Hills several moons ago. Many profit seeking pioneers subsequently broke the treaties between the rulers in the east and some of the Indigenous tribes of the Drow Hills by trying to mine for gold on native lands. Initially the Indigenous tribes, including the Blackfoot, Crow, Lakota Sioux and Northern Cheyenne, retaliated with minor raids against the settlements of the gold seekers. The native tribes refused subsequent demands to stay on reservation land, citing that many tribes are migratory and did not sign any treaties thereby giving up their ancestral hunting lands. War parties then burned a couple of the smaller settlements as tensions escalated over incursions on their traditional hunting lands. The settlers were massacred.

The rulers in the east became belligerent, further violating their old treaties by sending an army of two thousand horse soldiers under the command of General George Armstrong into the Drow Hills. General Armstrong received orders to protect the settlers and defeat the numerous tribes that reside in the area, whether each tribe was responsible for raids against the settlers or not. Talk among the horse soldiers at headquarters is that war is inevitable. In fact your scouting party fears that the soldiers are clamouring for battle and opportunities to loot the native villages. Unfortunately for General Armstrong's horse soldiers though, any native camp encountered to date had been stripped bare and abandoned before General Armstrong's army reached it.

General Armstrong's army continued its advance along the south side of the Little Bighorn River, also known as the Greasy Grass River by some natives, toward its mouth. The army is shadowing the river closely in order to supply its soldiers and mounts with the necessary water for the punitive expedition. To distract the Plains People, waves of scouts advanced through the Drow Hills of General Armstrong's army, paralleling the army's advance. The general hoped that if one group of scouts overlooked anything during their reconnaissance, then the next wave of scouts would discover the movements of any Indigenous war parties.

The only other military allies in the area constitute two small cavalry forces under the commands of Major Keen-oh! And Captain Canteen. They crossed the river with one hundred men between them. The last you heard they rode off into some ravines to check out some heavily wooded terrain on General Armstrong's northern flank, north of your current position and that of General Armstrong's army.

For twenty-six days you have been attached to General Armstrong's headquarters and held in reserve. Rumours have reached General Armstrong that the natives were not only fomenting further hostilities, but they were also planning some momentous occult activity. Because of these rumours other skilled scouts among your peers have refused to ride for the pony soldiers. They have ridden away muttering fears that signs from the gods are unfavourable and General Armstrong's campaign is doomed.

The general was forced to employ a mixture of whatever poor scouts he could but has been unhappy with the campaign's progress, as well as the desertion rate among some scouts. Your party of scouts considers itself to be the best group of scouts the army has, so your frustration over being attached to headquarters has been simmering. The general has finally issued orders for your group to follow the other scouts into the Drow Hills and discover the whereabouts of the various tribes, as well as learn of any other activities. All scouts received orders to rendezvous with General Armstrong's column at the mouth of the river in approximately one day's time.

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During the past twenty-six days other scouts reported that they occasionally saw native hunting parties and managed to avoid discovery. You heard drums reverberating throughout the Drow Hills, signalling that the braves of each tribe had gathered to smoke the pipes and discuss whether to go on the warpath and face the horse soldiers in battle. Occasional smoke signals were also seen in the distance, more so near the Greasy Grass River. No smoke signals, enemy scouts, or encampments have been spotted for a couple of days now. The sound of drums has likewise been replaced with an ominous silence as if the Drow Hills had been abandoned to the ancestral spirits. Now that your party has been released for scouting activities, you are quickly adapting and learning to grumble about incessant flies and endless miles of unchanging terrain. Despite this boredom each of you experience an undercurrent of ominous foreboding, something that you find unsettling. Fortunately, the party estimates that by the end of the impending day you will rendezvous with the main army back near the river. The campaign will soon be over.

Just before the rising of the sun god in the east, your party eats a light breakfast of pemican and water. After breaking camp, your party sets out. Your overall objective is to scout out the tribal camps of the Plains People. If any terrain obstacles or wilderness lairs are found, they are to be recorded on your maps. Further, any military encampments are to be noted. You also know that several other groups of scouts entered the plains area ahead of you. All of these scouts are riding for the long knives as well. You are to keep your eyes open for them, exchange scouting reports and be prepared to report to General Armstrong on every scouting group's activities.

It is not clear whether your scouting party is allowed to engage the enemy or not. There were no standing orders from General Armstrong other than the guidelines for scouting for his army. General Armstrong's staff indicated you can use your discretion and better judgment as long as headquarters receives scouting reports at the end of the day. Your orders did stress the need to reconnaissance any possible dangers thoroughly though, before reporting back.

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Player Character Sheets

- * Eight character sheets were created for this module. Most of the time some characters are
- * more likely to succeed but allow players to choose their own character's based on preferences
- * or a team effort to establish a balanced party in terms of abilities.
- *
- * Tiss and Urukai Chang Kane are optional character sheets intended for groups larger than 6
- * players.
- *
- * Ideally the party will have 6 players and therefore 6 characters. The module was written with
- * teams of 6 players in mind but it can easily support 5, 7 or 8 players. If 4 players are all that is
- * available and the game is not competitive, allow each player to run 2 characters.

The Little Bighorn

Bug on the Wall – 5th Level Ranger/6th Level Thief

```
CLASS:RANGER-THIEF      LEVEL:5/6  NAME   :BUG ON THE WALL
STR  :17 +1             HITS  :44    RACE   :HALF-ELF - INDIAN SCOUT
INT  :14                AC    :4     D/P/POI:11
WIS  :15                ALIGN:C/G   PET/POL:11
DEX  :17                MOVE  :9"    R/S/W  : 9
CON  :16                THACO:15    BREATH :10
CHR  : 9                #/ATT:1    SPELL  :13 30% vs charm,sleep
```

speaks: thieves cant,common,elf,Cree

```
+2 arrows(12)           +1 leather armour
+1 arrows(48)           +2 tomahawk (1d6 +2)
+1 longbow              +1 dagger
saddle bags             gauntlets of climbing
horse - riding mount    four weeks rations
one canteen of water    thieves picks and tools
wampum                  normal sleeping blankets
2 normal spears
```

RANGER ABILITIES:

1. +5 damage against giant class monsters in melee combat
2. surprises opponents 50% of the time
3. only surprised 1/6 th of the time
4. tracking is as follows (keep in mind dungeon master modifications:

OUTDOORS:

1. base chance of 60%
2. for each creature above 1 in the party being tracked +02%
3. for every 12 hours of elapsed time between making the track and tracking -05%
4. for each hour of precipitation -25%

IN DOORS (underground):

1. within 30 minutes (3 turns)
2. going along normal passages 65%
3. passes through normal door or uses stairs 55%
4. going through a trap door 45%
5. going up or down a chimney or through a concealed door 35%
6. passes through a secret door 25%
7. dirt floor or dusty area +20%
8. stone floor -50%

light horse hd:2 htk:10 ac:7 size:large alignment:neutral
move:24"

```
THIEF ABILITIES: pick pockets :65%    hide in shadows:42%
                  open locks  :47%    hear noise     :20%
                  find/remove traps:45%  climb walls    :92%
                  move silently :47%    read languages :30%
```

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Chief Bran George MacBran – 6th Level Barbarian

| | | |
|---------------------|------------|----------------------------------|
| CLASS: BARBARIAN | LEVEL: 6 | NAME : CHIEF BRAN GEORGE MACBRAN |
| STR : 18 (91) +2/+5 | HITS : 102 | RACE : HUMAN - INDIAN SCOUT |
| INT : 8 | AC : 4/3 | D/P/POI: 8/8/7 |
| WIS : 7 | ALIGN: C/N | PET/POL: 9 |
| DEX : 17 | MOVE : 15" | R/S/W : 8 |
| CON : 18 | THAC0: 13 | BREATH : 8 |
| CHR : 15 | #/ATT: 3/2 | SPELL : 13 |

speaks: Cree, plains people sign language

| | |
|--------------------------|---|
| +1 spear (1d6 +1) | +1 longbow |
| +1 arrows (24) | 50 feet of rope |
| +2 dagger | rhinoceros - riding mount |
| four weeks rations | +3 bastard sword - free action, waterbreath |
| wooden shield (ac3) | one canteen of water |
| peace pipe | pipe tobacco |
| wampum | blanket for smoke signals |
| normal sleeping blankets | 10 iron spikes |
| wooden mallet | grappling hook |

SPECIAL ABILITIES:

1. SURPRISE OPPONENTS 3 IN 6 (4 IN 6)
2. HARD TO SURPRISE 10% ONLY
3. DETECT BACKSTAB 30%
4. HIDE IN SHADOWS AS 6/9 TH LEVEL THIEF 42%/61%
5. CLIMB AS 6TH LEVEL THIEF 92%
6. LEAPING AND SPRINGING
7. DETECT ILLUSION 30%
8. DETECT MAGIC 50%
9. TRACKING AS RANGER OF 6TH LEVEL
10. SOUND IMITATION
11. PLAINS HABITAT (TRIBE - MIC MACS)

woolly rhinoceros hd:5 htk:26 ac:5 thac0:15 size:large
alignment:neutral move:12" #/att:1 for 2d6

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Lame Wolf (McQuade) – 7th Level Fighter

| | | |
|--------------------|-----------|----------------------------|
| CLASS:FIGHTER | LEVEL:7 | NAME :LAME WOLF (McQUADE) |
| STR :18 (80) +2/+4 | HITS :81 | RACE :HUMAN - INDIAN SCOUT |
| INT :11 | AC :4/2 | D/P/POI:10 |
| WIS :8 | ALIGN:C/N | PET/POL:11 |
| DEX :14 | MOVE :9" | R/S/W :12 |
| CON :18 | THACO:12 | BREATH :13 |
| CHR :13 | #/ATT:3/2 | SPELL :13 |

speaks: plains people sign language, Cree

| | |
|---------------------------|-----------------------------------|
| +2 tomahawk (1d6 +2) | +1 chainmail armour |
| +1 wooden shield (ac2) | +4 two handed war spear (1d10 +4) |
| +2 dagger | +1 dagger |
| saddle bags | four weeks rations |
| horse - riding mount | +1 longbow |
| +1 arrows(24) | one canteen of water |
| peace pipe | wacky tobacky for pipe |
| blanket for smoke signals | wampum |
| normal sleeping blankets | |

light horse hd:2 htk:10 ac:7 size:large alignment:neutral
move:24"

The Little Bighorn

Leaping Lizard – 7th Level Medicine Man

| | | |
|---------------------|-------------|---------------------------------|
| CLASS: MEDICINE MAN | LEVEL: 7 | NAME : LEAPING LIZARD |
| STR : 7 | HITS : 49 | RACE : LIZARDMAN - INDIAN SCOUT |
| INT : 11 | AC : 5 | D/P/POI: 7 |
| WIS : 18 | ALIGN: L/E | PET/POL: 10 |
| DEX : 15 | MOVE : 6/12 | R/S/W : 10 |
| CON : 15 | THACO: 16 | BREATH : 12 |
| CHR : 17 (4) | #/ATT: 1 | SPELL : 12 |

speaks: plains people sign language, lizard man (forked tongue style)
Cree

| | |
|------------------------|---------------------------------|
| Bracers armour class 6 | +2 spear (1d6 +2) |
| +2 tomahawk (1d6 +2) | +1 dagger |
| +2 dagger | boots of striding and springing |
| saddle bags | +1 war club (1d8 +1) |
| horse - riding mount | four weeks rations |
| one canteen of water | drum |
| beads - prayer | beads - message |
| holy symbols | crow foot |
| rabbit foot | normal sleeping blankets |
| eagle feather | antlers |
| bear skin | 1 potion of neutralize poison |
| tinder box with flint | 1 flask of oil |
| 6 torches | |

light horse hd:2 htk:10 ac:7 size:large alignment:neutral
move:24"

SPELLS: 1st level - cure light wounds
cure light wounds
cure light wounds
sanctuary
precipitation

2nd level - augury
augury
chant
hold person
silence 50' radius

3rd level - dispel magic
speak with dead
remove curse

4th level - speak with plants
tongues

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Running Man – 7th Level Ranger

| | | |
|--------------|-----------|----------------------------|
| CLASS:RANGER | LEVEL:7 | NAME :RUNNING MAN |
| STR :17 (+1) | HITS :72 | RACE :HUMAN - INDIAN SCOUT |
| INT :13 | AC :3 | D/P/POI:10 |
| WIS :14 | ALIGN:C/G | PET/POL:11 |
| DEX :17 | MOVE :9" | R/S/W : 9 |
| CON :17 | THACO:13 | BREATH : 9 |
| CHR :15 | #/ATT:1 | SPELL :13 |

speaks: common, plains people sign language, Cree

| | |
|--------------------------|----------------------|
| +2 leather armour | +2 long bow |
| +2 arrows(12) | +2 tomahawk (1d6 +2) |
| +1 arrows(36) | +3 dagger |
| +1 dagger | boots of speed |
| saddle bags | horse - riding mount |
| four weeks rations | one canteen of water |
| normal sleeping blankets | 2 normal spears |

RANGER ABILITIES:

1. +7 damage against giant class monsters in melee combat
2. surprises opponents 50% of the time
3. only surprised 1/6 th of the time
4. tracking is as follows (keep in mind dungeon master modifications)

OUTDOORS:

1. base chance of 80%
2. for each creature above 1 in the party being tracked +02%
3. for every 12 hours of elapsed time between making the track and tracking -05%
4. for each hour of precipitation -25%

IN DOORS(underground):

1. within 30 minutes (3 turns)
2. going along normal passage 65%
3. passes through normal door or uses stairs 55%
4. going through a trap door 45%
5. going up or down a chimney or through a concealed door 35%
6. passes through a secret door 25%
7. dirt floor or dusty area +20%
8. stone floor -50%

light horse hd:2 htk:10 ac:7 size:large alignment:neutral
move:24"

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Tiss – 6th Level Cleric (optional player character)

| | | |
|--------------|----------|------------------------------|
| CLASS:CLERIC | LEVEL:6 | NAME :TISS |
| STR :11 | HTK :48 | RACE :HUMAN - ORIENTAL SCOUT |
| INT :13 | AC :1/0 | D/P/POI: 8 |
| WIS :18 | ALIGN:N | PET/POL:11 |
| DEX :18 | MOVE :9" | R/S/W : 8 |
| CON :16 | THACO:17 | BREATH :10 |
| CHR : 6 | #/ATT:1 | SPELL :13 |

speaks :Chinese,Cree

| | |
|---------------------------|--------------------------------------|
| +2 spear - 1d6 +2 | normal chainmail armour |
| +2 scythe tomahawk 1d6 +2 | +1 dagger - 1d4 +1 |
| holy symbol - wooden | large sack |
| holy symbol - silver | prayer beads |
| incense sticks | tinder box |
| flint and hot coals | four weeks rations |
| water skin with water | large wooden shield makes him AC:0 , |
| augury bones | war helm |
| light riding horse | wooden mallet |
| 10 stakes - normal | 2 stakes - blessed |
| normal sleeping blankets | 2 torches |

light horse hd:2 htk:10 ac:7 size:large alignment:neutral
move:24"

SPELLS: 1st level - bless
cure light wound
cure light wound
cure light wound
purify food and drink

2nd level - augury
hold person
silence 15' radius
slow poison
speak with animals

3rd level - animate dead
prayer
speak with dead

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Tomahawk Kid – 5th Level Ranger/5th Level Medicine Man

```
CLASS:RANGER-MEDICINE MAN LEVEL:5/5 NAME :TOMAHAWK KID
STR :17 +1 HITS :44 RACE :HUMAN - INDIAN SCOUT
INT :13 AC :4 D/P/POI: 9
WIS :15 ALIGN:C/G PET/POL:12
DEX :11 MOVE :9" R/S/W :13
CON :16 THACO:15 BREATH :13
CHR : 8 #/ATT:1 SPELL :14
```

speaks: common, plains people sign language, Cree

```
+2 arrows(6) +3 tomahawk (1d6 +3)
+1 arrows(48) +2 tomahawk (1d6 +2)
+1 longbow +1 dagger
saddle bags bracers armour class 4
horse - riding mount four weeks rations
one canteen of water holy symbols
beads - prayer beads for messages
a drum normal sleeping blankets
2 normal spears
```

RANGER ABILITIES:

1. +5 damage against giant class monsters in melee combat
2. surprises opponents 50% of the time
3. only surprised 1/6 th of the time
4. tracking is as follows (keep in mind dungeon master modifications)

OUTDOORS:

1. base chance of 60%
2. for each creature above 1 in the party being tracked +02%
3. for every 12 hours of elapsed time between making the track and tracking -05%
4. for each hour of precipitation -25%

IN DOORS (underground):

1. within 30 minutes (3 turns)
2. going along normal passages 65%
3. passes through normal door or uses stairs 55%
4. going through a trap door 45%
5. going up or down a chimney or through a concealed door 35%
6. passes through a secret door 25%
7. dirt floor or dusty area +20%
8. stone floor -50%

light horse hd:2 htk:10 ac:7 size:large alignment:neutral
move:24"

The Little Bighorn

Urukai Chang Kane – 7th Level Monk (optional player character)

| | | |
|------------|-----------|------------------------------|
| CLASS:MONK | LEVEL:7 | NAME :URUKAI CHANG KANE |
| STR :18 | HITS :40 | RACE :HUMAN - ORIENTAL SCOUT |
| INT :13 | AC :4 | D/P/POI:11 |
| WIS :15 | ALIGN:L/N | PET/POL:10 |
| DEX :15 | MOVE :21" | R/S/W : 9 |
| CON :16 | THACO:16 | BREATH :13 |
| CHR :11 | #/ATT:3/2 | SPELL :11 |

| | |
|--|----------------------|
| +4 wooden quarterstaff (iron bound ends) | elvin boots |
| +1 crossbow | 6 iron spikes,mallet |
| +2 quarrels (20 of them) | +1 tomahawk |
| +1 ring of protection | large leather sack |
| four weeks of standard rations | +2 dagger |
| normal sleeping blankets | 2 normal spears |
| horse - riding mount | saddle bags |
| one canteen of water | |

MONK ABILITIES:

1. can fall 35 feet within three feet of the wall
2. speak with animals
3. mind mask, esp only works 24%
4. not affected by haste or slow
5. immune to diseases
6. can fake death for fourteen turns
7. can heal self 1d4 +1 points, once per day
8. surprise 22% of the time
9. hit by 5 or more to stun/kill - stun is 1d6 rounds
10. kill percentage is (ac +2)% after stunning
11. open hand damage is 2d4 +1 (2d6)
12. weapon damage is +3
13. save vs petrification to dodge all normal missiles for each hit
14. speaks orc,lizardman,plains people sign language,Chinese,Cree

SKILLS:

| | |
|-------------------|-----|
| open locks | 52% |
| remove/find traps | 50% |
| move silently | 55% |
| hide in shadows | 43% |
| hear noise | 25% |
| climb walls | 94% |

NOTE: URUKAI was raised by orcs (hence his name). He occasionally reacts in an evil way because of his youth. He is not fond of elves and halflings at all. He tolerates humans because he is one. He likes the lizardman.

light horse hd:2 htk:10 ac:7 size:large alignment:neutral
move:24"

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Area Maps and other Habitat Details

Scale

- Each map hex is between $\frac{1}{4}$ and $\frac{1}{2}$ a mile in diameter.

Time

- The party is riding, starting with the dawn of their 27th day of scouting for General George Armstrong's army of horse soldiers.
- While it is not known to the party, the module is in its 28th and last day before the natives release a doom upon the land through their ritual sacrifices. This doom is to occur 2 days after the other scouting party is killed, i.e., the scouting party that the players are tracking and will eventually find.
- While it is not known to the party initially, the bead message found near the 4 dead scouts has a message that a 28-day period occurs which, upon completion, the medicine men sacrifice themselves as part of the ritual. This 'faces of God' timing will determine the month end of the supposed release of the apocalyptic doom. This information is only shared with the party once they find the bead message.

Natural Habitat

- Ponderosa pines are a dominant tree type. Aspen, birch, oak and spruce also grow in the forests of the Drow Hills.
- Small songbirds and members of the woodpecker family find shelter in the standing dead trees in the forests. Pygmy nuthatches, northern flickers, brown creepers, and hairy woodpeckers will carve out cavities in standing dead trees for nesting sites. The living trees provide a food source for these species and others.
- Red squirrels, mice, wood rats and chipmunks also depend on the trees for food. Rabbits, porcupines and beaver are common. The natives hunt white-tail and mule deer, elk and bison, each game being hunted in the appropriate season.

Random Encounters

Some parties may decide to wander around the map. This is okay as long as they are fulfilling the purpose of tracking. Some parties may scout out villages and water holes as per instructions. If a party does so, then the Dungeon Master would allow them to sight the main encounter scenes from a distance. This means showing them where the burial grounds are (relatively), the wheel of death and the dead scouts with the buzzards overhead. (See encounters 'D', 'G', and 'H'). Technically, for convenience and to keep a party moving, these three encounters (burial grounds, wheel of death and the dead scouts) can be placed almost anywhere in the main area of the map. Keep in mind that if the Dungeon Master is forced to guide the party, then the tracks will change.

Situation 1

If a party avoids the given encounters with the shambling mound, harpies and the dead scouts, then the party will run into 4 owlbears, inside a circle of covered wagons. If possible, the Dungeon Master can move encounters 'D', 'G' and 'H' to be in the party's path afterward. Keep in mind that the standard encounters are to measure one group against the next, as well as to space out the role playing and combats during a 4-hour period.

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As the party rides over a slightly rolling hill they see a circle of covered wagons in front of them. The glint of gold in the sun shines from one of the wagons. All of the wagons are burnt and tattered from the weather and from combat. Many settlers lie dead in varying forms of decay. While the party is looking through the wagons, they are attacked by 4 owlbears. HD:5+2 HTK: 27 AC:5 Move:12 Size: Large (8') Alignment: Neutral Attacks: 3 = 1-6, 1-6, 2-12 plus hug for 2-16 (Monster Manual I). The hug is automatic for every round including the round that an owlbear does a hit with an 18 or better with one paw. THAC0: 14.

Once the battle with the owlbears is over, any surviving members will be able to search through the covered wagons. The party will find a few old cooking pots and some piles of cloth. The wagons have been thoroughly looted. On closer inspection, the party notices that some bodies have been almost entirely devoured by the owlbears. The gold the party noticed earlier is a gold statue of a bear. This bear hangs on a pendant chain of gold. The bear is 3-4 inches in length and 2 inches wide. There is nothing else of importance here. A few broken arrows will be found. These arrows will be identified as belonging to the Northern Cheyenne and Sioux tribes.

NOTE: The random encounter with owlbears is meant to provide skill assessment to the Dungeon Master. This encounter should only come into effect when the party is avoiding all of the normal set of encounters and clues. Also, repeated message – the module is 4 hours long, so avoidance of scouting and avoidance of encounters defies the purpose of the mission and orders from General Armstrong. This will result in a lower score for players who avoid doing a lot of the obvious.

Situation 2

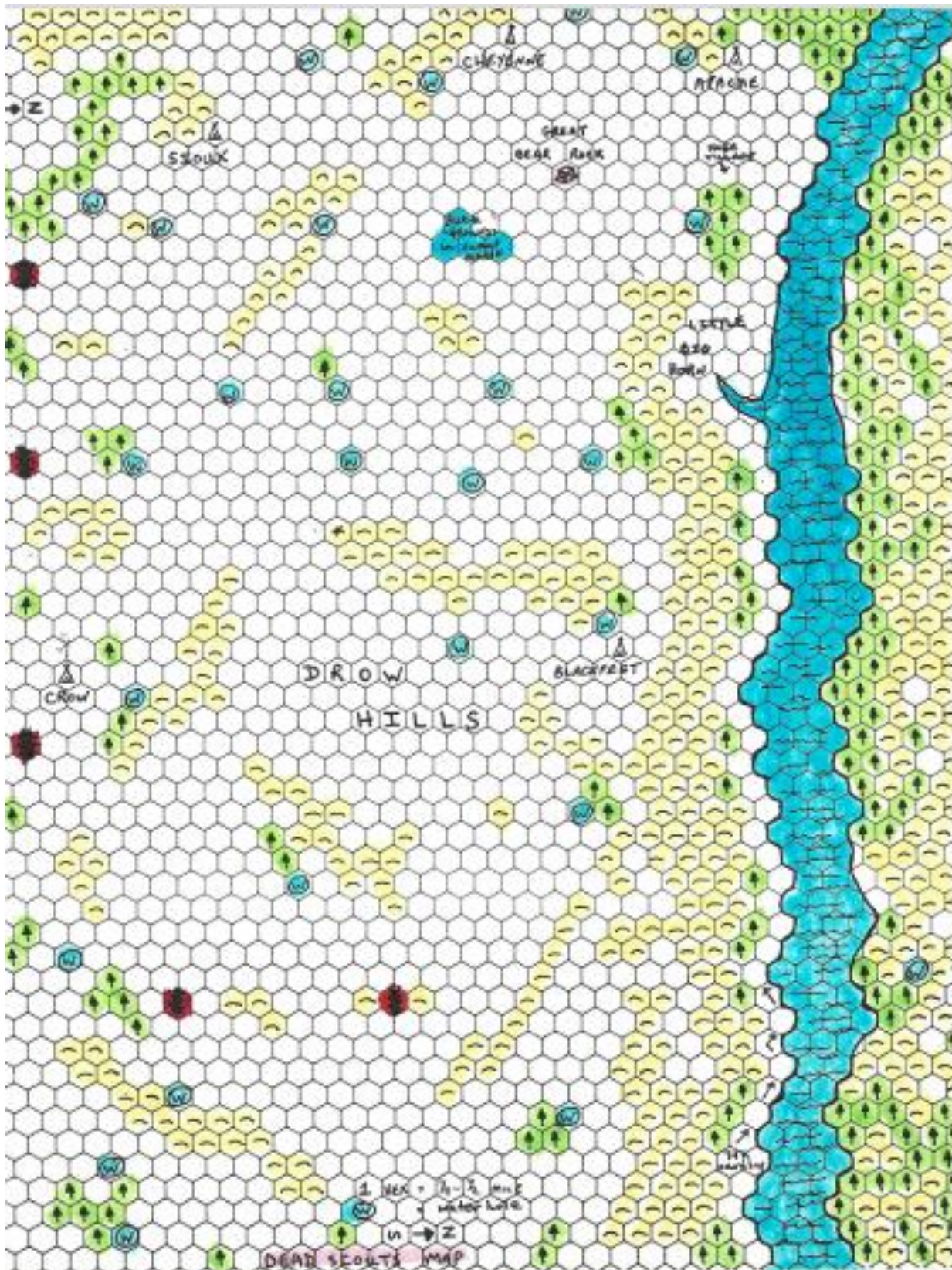
A random encounter with a stampeding herd of bison is meant to guide the party back toward the main path of tracking, listed in 'A1', 'A2', 'A3', 'D', 'G' and 'H'. The Dungeon Master should be able to have some fun with this encounter (more than once to make it obvious without blatantly telling the party where to go?!) without killing everyone.

A couple of Hairyfoot Indians are hiding in the high grass. They start a grass fire, which quickly stampedes a herd of up to fifteen thousand (15,000) bison towards the party. This encounter is meant to drive the party towards the encounters 'D', 'G' and 'H'. The Dungeon Master should only use this encounter if necessary for groups who wander without any focus.

The bison are HD:5 AC:7 Move: 15" The bison are non-hostile but panicked. (See Monster Manual I).

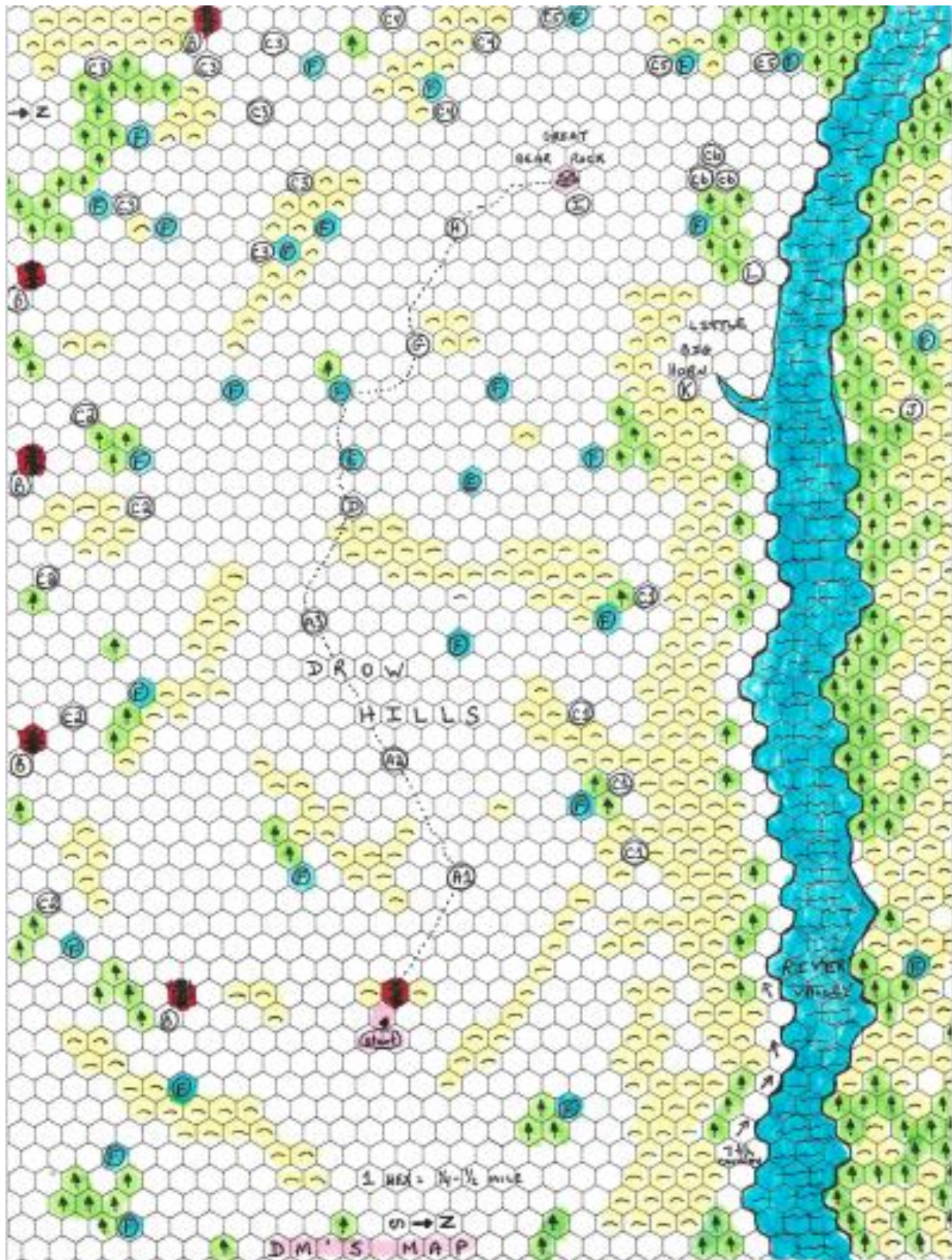
The Little Bighorn

Dead Scout's Map



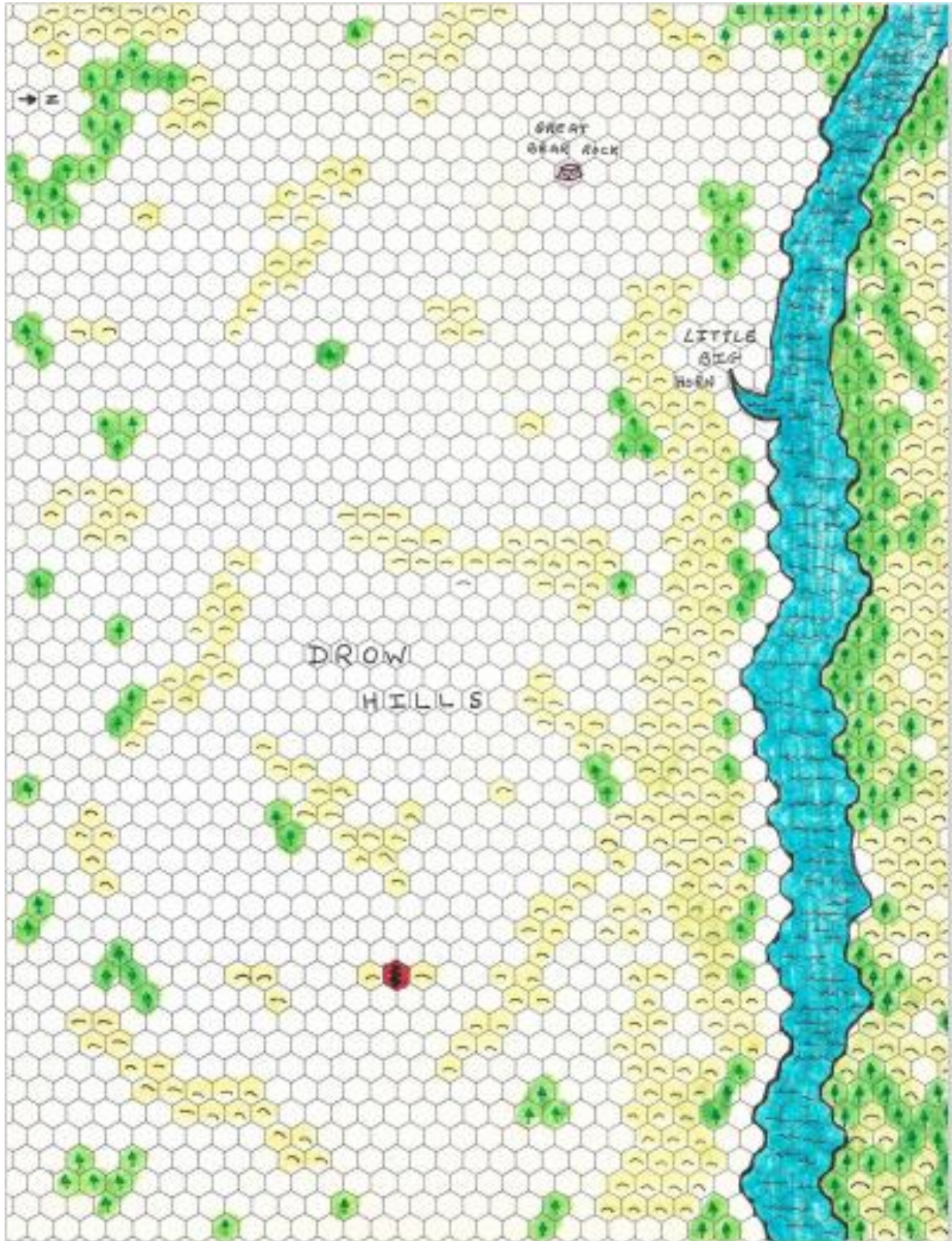
The Little Bighorn

Dungeon Master's Map



The Little Bighorn

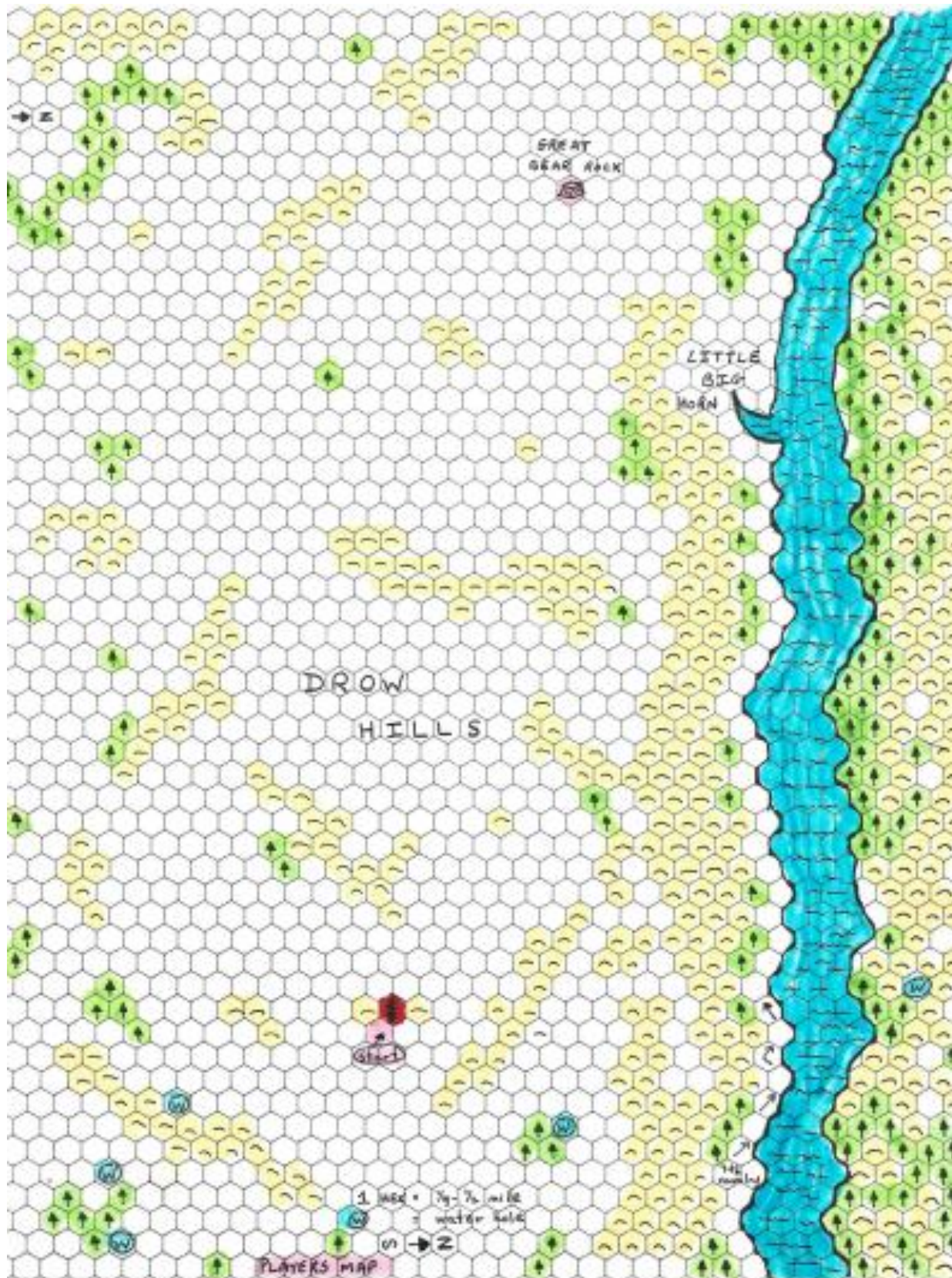
Generic Map



NOTE: The generic map is in case the DM wants to create a variant of the module.

The Little Bighorn

Player's Map



The Little Bighorn

The Little Bighorn

Starting Position

* The DM should ask players to refer to the Start position on the Player's Map and then read
* the following.

As your party breaks its camp, the Sun God rises. The sky is spotted with occasional clouds on this extremely hot sunny day. The rolling hills in the distance blend, one into another, covered in knee-high prairie grasses. A slight breeze causes the grass to weave and ripple back and forth. The rustle of the 3-foot-high grass makes you nervous. The thickness and height of the grass makes tracking from the backs of your mounts challenging. You will periodically have to stop so at least one tracker dismounts to verify any tracks in the area. This will slow you down. The rustling also masks minor noises on the otherwise quiet plains. You note it would be quite easy for you to hide, suggesting it would be equally easy for others. The grass is so thick in places it can obscure tracks in their entirety. As well, the tall prairie grass could conceal the Indigenous people. The general consensus of the party is that your scouting tasks are going to be challenging and the risk of an ambush is disconcerting.

Your party starts the morning dawn riding steadily west into the Drow Hills. In the middle of a valley almost straight west from your position, is a totem pole in plain sight for all to see. This totem pole rises majestically 29 feet into the air. The pole's ornately carved ornamentation speaks of spirits, gods and demons unknown to you. The totem pole seems totally out of place here, in the middle of an empty valley with no signs of human habitation. You pull up on your mounts and ponder how many eons this valley has stood like this, its sole occupant a static arboreal effigy or scarecrow. Thoughts go through your mind as to what type of people placed this monolithic timber icon here. These same fears and thoughts are interrupted by grunts from [Chief Bran MacBran, Leaping Lizard or Tiss], who mutters oaths that the dead gods who left their mark have no power over the living.

With more grunts and oaths, the whole party comes out of their reverie and decide to ride closer to the totem pole to investigate, thereby fulfilling General Armstrong's orders.

(See Diagram – Totem Pole.)

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Diagram - Totem Pole



1/2

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Totem Pole Notes

Depending on how close the scouts approach the Totem Pole, they can ask questions and obtain clues. Each bullet point below is a separate answer to part or all of a question from the party members, depending on what the party states they are doing or asking.

1. Tracks existing going past (to the west). The party estimates 5 or 6 horsemen rode west. The tracks are a couple of days old.
2. The tracks are from shod horses, suggesting other scouts.
3. Another set of fresher tracks also head west, parallel to the other scout's horses but obviously following them. These tracks are the moccasins of a few (4 but the party does not know for sure) of the Plains People. The moccasin tracks are only a day old.
4. The totem pole appears to be made of a thick pine tree common to the region. It is ornately carved and painted in base colours of red, brown, yellow and green.
5. If the barbarian is present and approaches the pole, the dungeon master should fake a set of rolls for magic detection. The barbarian will detect magic around the totem pole.
6. When the party passes to the west side of the pole, the following vision (phantasmal force spell) occurs. A cloud in the sky changes shape into a raven. The raven cloud's colour changes to a dark black. The raven cloud then flies off to the west. As it flies, it fades until there is no vision any more.
7. The totem pole can be destroyed if the party wants to spend time doing so. The emphasis is that the party has orders to conduct reconnaissance and investigate anomalies but is still expected to rendezvous with General Armstrong's army west of the Little Bighorn at the mouth of the Greasy Grass River.
8. The party can determine (or guess) that the pole is a boundary marker. (Later the party will either find the dead scout's map with more boundary markers noted on his map, or the party will veer from the main paths and come across another totem pole by themselves.)

Tracking other Scouting Parties or the Indigenous Plains People

If the party follows the tracks of the previous scouting party, then proceed to 'A1', 'A2' and 'A3' as required. If the party decides to veer and head somewhere else, refer to the two random encounters.

A1 – Following a previous scouting party's tracks – checkpoint 1

If the party follows the tracks of the Plains People and scouts, they find they can follow the two sets of tracks with ease. One of the rangers must get down off of his mount periodically and confirm the tracks are still heading west.

At one of the intervals, the ranger will notice that one of the moccasin tracks separates from the others and heads in the direction of the closest 'C1'. The moccasin tracks are a day old. If the party follow the moccasin tracks, they lead to 'C1', otherwise the scout tracks lead to 'A2'.

A2 – Following a previous scouting party's tracks – checkpoint 2

If the party follows the tracks from 'A1', they eventually arrive at a point where another set of moccasin tracks separates and heads toward 'C2'. 'A2' is an hours ride from 'A1', 'A3', 'C1' and 'C2'. The tracks still appear to be about a day old.

If the party chooses to head to 'C2', they will arrive there without any encounters. Otherwise, if the party follows the previous scouting party proceed to 'A3'.

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A3 – Following a previous scouting party's tracks – checkpoint 3

If the party follows the tracks from 'A2', they eventually arrive at a point where another set of moccasin tracks separates and heads toward 'C3'. 'A3' is an hours ride from any other significant point. The tracks still appear to be about a day old. At this point the party's scouts are certain that only one set of moccasin tracks follows the previous scouting party. This is "The Last of the Moccasins".

Any effort to retrace steps will confirm that there are no natives following the current party of player characters.

If the party chooses to head to 'C3', they will arrive there without any encounters. Otherwise, if the party follows the previous scouting party proceed to 'D'.

B – Terra Incognita

If the party goes back the way they came from, then they leave the Drow Hills. The party loses the module for avoiding its scouting purpose. The same thing occurs if the party wanders off the dungeon master's map into terrain unknown (terra incognita).

C – The Villages

If the party heads off in a direction other than the path of the scouting party and Plains People they have been following ('A1'-'A2'-'A3'), the party must indicate on their map which direction they intend to head. Eventually the party will come across one of the following 'C' encounters.

- * The Dungeon Master must provide the necessary clues from the encounter, and hopefully
- * lead the part back onto the main path. If the party intends in continuing its non-intended
- * direction, then it will leave the Drow Hills in another direction 'B' and lose the game. The
- * Dungeon Master should inform them of such. The Dungeon Master should also have the
- * party spot another totem pole (boundary marker for the Drow Hills) as the party leaves.
- * Any other totem poles encountered after the first one (refer to 'B') will not have any
- * phantasmal force vision. If the party ignores the clue(s) of additional boundary markers, end
- * the game as too much time is lost going in the wrong direction(s).

*

- * Alternatively, the Dungeon Master can try to steer the party back by using a stampede of
- * bison. The bison are panicked by Hairyfoot Indians hiding in the tall grasses, setting grass
- * fires so as to try and crush the party using wild game.

Upon arrival near any village 'C1'-'C2'-'C3'-'C4'-'C5', the party will discover that the camp(s) has been abandoned. Most supplies, pots, food and weapons are missing. The tipis, wikiups, and wigwams are still standing. Occasionally a stray dog might be present but otherwise there is no living animals or natives from the village(s) present.

If players inquire, the Dungeon Master will inform the scouts that a giant bird can be seen flying high in the sky, outside of archery range. The bird can be looked for and spotted at every abandoned village that the party finds and explores. The bird, if anyone asks, is a giant raven. The party will not know, but the raven is in fact a familiar. It is in spell range. The familiar will not follow the party of its own volition or by any attempt to command the raven. It will only hover over the village area that the scouting party is currently investigating. (Monster Manual II) AC:6 HTK:7 Move: 1" / 27". The raven is semi-intelligent, alignment: neutral, 4-6-foot wingspan with a damage per attack of 1-2 points. THAC0: 20. The magic-user who is controlling the familiar (raven) is watching over the villages. The party's progress is noted, but not interfered with at this time.

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C1 – The Blackfoot Villages

The 'C1' area on the map consists of various small tribes of the Blackfoot people. Any party member can determine that the smaller tribal villages that constitute the Blackfoot nation in the region have all moved in a westerly direction.

If the party follows the tribal evacuation path they will eventually head north and northwest and come to Great Bear Rock. Along the way, the smaller tribal paths merge into each other's path to form a large swatch of Plains People migrating away from their villages. The scouts will easily spot tracks for men, women, children, horses and dogs. All tracks are at least one day old.

C2 – The Crow Villages

The 'C2' area on the map consists of various small tribes of the Crow people. Any party member can determine that the smaller tribal villages that constitute the Crow nation in the region have all moved in a westerly direction.

If the party follows the tribal evacuation path they will eventually head north and northwest and come to Great Bear Rock. Along the way, the smaller tribal paths merge into each other's path to form a large swatch of Plains People migrating away from their villages. The scouts will easily spot tracks for men, women, children, horses and dogs. All tracks are at least one day old.

- * It is important for the Dungeon Master to remember that the scouting party may not have
- * explored any other village so reference to other migration paths must be avoided in case
- * the scouting party is unaware of them.

C3 – The Lakota Sioux Villages

The 'C3' area on the map consists of various small tribes of the Sioux people. Any party member can determine that the smaller tribal villages that constitute the Sioux nation in the region have all moved in a north direction.

If the party follows the tribal evacuation path they will eventually head north, then northeast, and come to Great Bear Rock. Along the way, the smaller tribal paths merge into each other's path to form a large swatch of Plains People migrating away from their villages. The scouts will easily spot tracks for men, women, children, horses and dogs. All tracks are at least one day old.

- * It is important for the Dungeon Master to remember that the scouting party may not have
- * explored any other village so reference to other migration paths must be avoided in case
- * the scouting party is unaware of them.

C4 – The Northern Cheyenne Villages

The 'C4' area on the map consists of various small tribes of the Cheyenne people. Any party member can determine that the smaller tribal villages that constitute the Cheyenne nation in the region have all moved in an easterly direction.

If the party follows the tribal evacuation path they will eventually head east and come to Great Bear Rock. Along the way, the smaller tribal paths merge into each other's path to form a large swatch of Plains People migrating away from their villages. The scouts will easily spot tracks for men, women, children, horses and dogs. All tracks are at least one day old.

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- * It is important for the Dungeon Master to remember that the scouting party may not have
- * explored any other village so reference to other migration paths must be avoided in case
- * the scouting party is unaware of them.

C5 – The Hairyfoot Villages

The 'C5' area on the map consists of various small tribes of the Hairyfoot people. All of the camps have been abandoned. The tribal evacuation path for the Hairyfoot heads eastward, and then southeastwards, toward Great Bear Rock. The same general description applies, as for 'C1', 'C2', 'C3' and 'C4'. There is one unique exception here. The Hairyfoot tribe consist of Indigenous native halflings, so equipment, tipis and most other remains are sized for halflings and not humans or Elves.

- * It is important for the Dungeon Master to remember that the scouting party may not have
- * explored any other village so reference to other migration paths must be avoided in case
- * the scouting party is unaware of them.

- * NOTE: If the party has the "Dead Scout's map", they might notice that the Dead Scout has
- * indicated that the 'C5' village area belong to the Apache. This is an error by the Dead Scout
- * who does not know of the Hairyfoot and also did not know that the Apache live far to the south
- * of the Drow Hills.
- *

- * The key point to note here is that players may anticipate a repeat of history, with General
- * George Armstrong Custer's 7th Cavalry being massacred, primarily by the Sioux and the
- * Cheyenne. The Dungeon Master should be discreet and not provide too many clues of the
- * existence of the Hairyfoot tribe(s) unless they have been encountered at Great Bear Rock or
- * its vicinity. The Hairyfoot rely heavily on ambushes.

C6 – The Village of the People

A vast metropolis of tents, tipis and other makeshift structures lies in the distant shadow of Great Bear Rock, approximately an hour's ride north of Great Bear Rock. The village is obviously a temporary one. A lot of belongings have not been organized. They lie in piles beside the tipis and makeshift lean-tos. This village would be classified as a city if it was a permanent fixture. Tens of thousands of natives move about with the bustle of excitement signalling the occupants were preparing for a momentous occasion. The tents and fireplaces extend to the horizon. More than 20,000 natives are encamped here.

The party watches for a while, unobserved. One thing they notice is that there are almost no warriors present in the encampment. The 20,000 people are mostly women and children. There are a few warriors lounging about. Most of these seem to be old men or young boys. The village people (VILLAGE PEOPLE = YMCA) are made up of all of the tribes in the area, even the Hairyfoot tribe.

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D - Dead Scout Site

Regardless of which way the party heads, as long as it is generally to the west, the following page applies. This event or scene follows sequentially after the scouting party encounters the totem pole and tracks another scouting party heading to the west.

You notice several buzzards circling an area on the other side of a low hill off in the distance. The grass in the plains continues to average about three (3) feet in height. Whatever is on the other side of the hill would have gone unnoticed by your party except for the buzzards. The vulture carrion eaters take wing and fly up and off as you approach.

If the party advances, they will notice nothing unusual in the way of traps or hidden watchers. As the party rides to the crest of the hill, the smell of death rushes up from the slope below. Down on the slope of the hill are the bodies of four scouts. The bodies are riddled with at least a dozen arrows a piece. The party can advance without any problems, as your veteran sell swords are used to the stench. Dismounting near the corpses you swat at huge swarms of flies that hover on and about the bodies of what you now know are dead companions.

Running Man recognizes one of the corpses as 'Hopper'. He exclaims, "I knew these men. They came from Fort Brag-a-lot. What the hell are they doing here?"

The vultures, or buzzards, are actually harpies. Hit Dice: 3 (Monster Manual I), HTK 15 There are 5 of them, AC:7 Move: 6"/15", size: medium, alignment: Chaotic-Evil, Attacks include singing and charm. The damage per attack: 1-3, 1-3, 1-6. THACO: 16. They will attack with claws, singing, and charm, and fight over the food carcasses (dive bombing with attempted surprise)

When the party gets an opportunity to examine the bodies closely, without interruption from the harpies, they will notice the following:

1. The arrows are an unusual type, slightly smaller than the arrows the party is used to seeing and using. (NOTE: These arrows are from the Hairyfoot Tribe of halfling Indians).
2. The arrows are non-magical if anyone attempts to detect such.
3. There is no poison on the arrows.
4. The bodies appear to have been dead for about 2 days.
5. The bodies are all half breed Cree from the markings. General Armstrong used a lot of them as scouts. Except for Running Man, the other party members did not know any of the dead scouts.
6. The bodies do not appear mutilated other than being chewed upon by buzzards and harpies.
7. Three of the bodies contain a map case like those used by the party. The fourth scout's map case is missing.
8. The three map cases are open and empty. Somebody has thoroughly searched the bodies else.
9. There is no sign of enemy bodies or riding beasts. There are tracks for both in the area.
10. If the party searches around, they will find evidence of small child size footprints in some dirt. It seems an ambush had been set up in the grass. Tracks led to this place from the south. The tracks of riders and men will be lost in the south grass. With effort the party can pick them up. Tracks lead off to the west in the direction the party was/is heading.
11. No moccasin footprints leave the ambush site.
12. A couple of horses have deeper prints. This may indicate a heavier load (if anyone asks). All of the tracks are eventually heading west toward Great Bear Rock.
13. The party, on closer examination, can determine that the dead scouts were riding west. The shoed horses appear to have gone west from the ambush site and returned to the ambush site. With successful checks, the rangers will determine that the shoed horse tracks are fresher heading east to the ambush site.

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14. Further examination will determine that the dead scouting party was riding hard in this direction, based on the distance between the horse shoed imprints in the dirt. Several dozen riders were in pursuit.
15. The party will discover, regardless of how much searching they do, a fourth map case. This map case contains a set of beads, and an arrow with a parchment wrapped around it. The parchment is a map of a section of the Drow Hills. Much of the hills marked on the map lies ahead of the party and their current position. The case has the insignia of the 7th Cavalry marked upon it. (see the list of items below)
16. The dead scout party has been stripped of all weapons and equipment with the belief that they are defenseless entering the next world. The party considers this a 'grave' insult.

A cleric or medicine man with the appropriate spell can use a 'Speak with Dead' spell on one of the four dead scouts. Regardless of which dead scout is chosen and asked, the following information may be learned if the party asks the right questions.

1. The dead scouts were ambushed by archery fire. The archery fire was so intensive that none of the four were able to defend themselves.
2. Both missing companions from their scouting party were captured or killed while fleeing Sioux patrols.
3. One of their two missing companions was overcome near burial grounds that their scouting party crossed through. The other missing companion was overcome a couple of hours ride to the west.
4. All of the tribes have gathered their people to the north of Great Bear Rock.
5. Great Bear Rock is being used as some sort of focal point for an arcane doom being conjured by tribal shamans. This doom is to be directed at General Armstrong's army and all of his scouts.
6. Great Bear Rock is hollow, containing arcane knowledge that will allow the plains warriors to defeat the long knives in battle.
7. The ambushing party that killed them numbered a little over thirty Indians.
8. The ambushing party consisted of Sioux warriors pursuing on horseback and members of the Hairyfoot tribe who were hiding in the tall grass. The Hairyfoot are briefly described as halfling Indians.
9. Virtually all of the other scouting parties and scouts have been killed or captured. It is possible that a couple are still alive but the dead scout you speak with did not have time to determine any casualty count before the six of them tried to flee. Also, they never knew how many scouts General Armstrong had anyway.
10. Upwards of twenty thousand Indians have gathered in one great village to the north of Great Bear Rock. Very few warriors were in the village when the dead scout surveyed the big village.
11. The dead scouts knew they were watched constantly on their entry into the Drow Hills because one of them was translating smoke signals just before he fled to this spot and died.
12. The dead scout(s) does not know how long he has been dead.

Following are notes on the three items found in the tall grass, apparently overlooked by the warriors who ambushed the other scouts. These notes are to be read only after the party examines each item in the appropriate manner (using skills and spells).

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Item 1 - The Message Beads

The first item is a set of beads. These beads spell out a message. The beads are carved into the shape of little Indians, bears, and other figurines. Also, there are colour variations and sequence patterns. The party must figure out that the beads are a message. When the party figures this out, they will have to use read language skills or spells to read the message (the thief). The message is as follows:

“There is a place called Great Bear Rock. The People will always be safe there. Legend says two little boys went out of the village one day, playing stickball. They then shot a couple of arrows from their bows and kept going to see who could shoot farther. Then, one of the boys heard a noise by a stream. They followed the stream to see where it led. Soon the boys became lost. A giant bear came hunting. The boys were only a small snack, but the bear did not care. The boys ran as fast as they could. They wished they had never left the protection of the village. They prayed to Raven God to protect them. The Raven God heard their prayer and raised them p to the sky by thrusting a large rock straight upward. Well, the bear was as big as a mountain. It clawed at the rock, leaving big scratch marks on all sides. Much as it tried, the bear could not climb up the sheer rocks. The giant bear went away terribly angry. It could have eaten a couple thousand of the People and still felt hungry.

There is no mention of how the boys got down. Be assured, the Raven God did not leave them up there to die. Perhaps a great eagle brought them back to the village.”

A second group of breads on the necklace of beads has the following message. The beads used for this are newer.

“There will be times when great evil enters the land of the People. When these times come the People will be safe near the Great Bear Rock. The place borders on the Spirit Lands. Both good and evil come from Great Bear Rock. I am the first and least of the People. I offer myself as food to the Spirit in the Sky. When the Moon God has shown us all her faces, then the Great Spirits will release the doom upon the lands of the People.

The People will be safe in the Great village. Each time the sleep comes, another medicine man will join me in the Sacred Bundle we call Raven God’s belly. When the Moon God has looked upon us in all ways, then it is time. We will be protected at the very place where all shall be consumed and perish inside the Evil Ones. Scared Crow”

Item 2 – Arrow of Direction

This item is an arrow of direction. It is not labelled.

Item 3 – Dead Scout’s Map

The dead scout’s map of the area is found in the missing map case. The map details several villages, water holes, rock wall canyons and totem poles. (See the map labelled as “Dead Scout’s Map”.

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E – Poisoned Water Hole(s)

It is not immediately obvious to a blind man, but this water hole will be poisonous to man and beast. The horses and the rhino will not be smart enough to avoid drinking from the water hole. The Dungeon Master should indicate to the party that the riding beasts will meander over to the hole, if given their own lead. The rangers may (any party member) notice a couple of animal skulls lying beside the rancid pool of water. The water is very salty and bitter. A party member may try a small sip and spit test. The result will leave the character feeling queasy. If anyone foolishly drinks from this pool, give them a save versus poison or die. A riding beast will keel over automatically without a save. Party members are permitted a save as most players will not jump in at first sight.

Tracks for the dead scouts, 6 in total, go past this hole and continue to the west without any evidence that they came close to the hole or stopped. The dead scouts' tracks are about 2 days old.

If the party looks around at all they will find there are tracks for the dead scouts heading west, and other tracks coming back eastward. The tracks heading east seemed to have been spaced as if the 4 riders were in a hurry. The original tracks of the 6 scouts heading west seem to bypass the watering hole completely.

Tracks for the ambushing party also go past this water hole without stopping. The number seems to be several dozen still.

F – Safe Water Holes

These water holes are safe. It is possible to surprise a rabbit or other small game in this area. Some small animals will be found at the water holes. For purposes of balance in this tournament module, any animals found will be harmless. This means rabbits, squirrels and other non-carnivorous animals are found, not a hostile lynx.

At least one of these water holes will have tracks for a six-man scouting party. It appears that the previous scouting party stopped for water and a rest at some of the safe watering holes.

All of the good watering holes have had a large amount of traffic. Old tracks head off in every direction. Only one party of natives has left recent tracks in the area. This party's tracks seem to match the relative number of ambushers' tracks present at the site of your four dead scout acquaintances. The set of tracks of the ambushers is only a day old. The tracks head to the west.

G – The Wheel of Death

The party sees a horrible sight when it reaches this point. A huge instrument of torture rests on the top of a hill. This instrument takes the form of a large wheel supported on two stands. The wheel turns slowly over top of a burnt-out fire. Only a slight breeze is present now. The wheel hardly moves at all. The remains of a human body are strapped to the wheel. Every part of its body is burned beyond recognition. By examining the wheel, the party can determine that the body was slowly turned on the wheel. This is so that only a portion of him burned at any one time. It must have taken several hours for the body to burn sufficiently to die. If the party examines the body, small bits of burnt cloth is found seared to the body underneath. The clothing has a small marking identifying it as a scout for the 7th Cavalry.

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A speak with dead spell gives the following, assuming the party spell caster asks the right questions.

1. The dead scout was one of the 6 whose tracks the party was/is following.
2. The dead scout was captured by means of a spell while attempting to ride out of the Drow Hills and tortured to death.
3. The warriors that captured him numbered about 30 braves.
4. The warriors that captured him were Sioux and Hairyfoot.
5. From the reconnaissance done by the dead scout's party, the dead scout knew that all of the tribes are gathering to the north of Great Bear Rock.
6. The tribe's medicine men had started to prepare two traps for General Armstrong near or around Great Bear Rock.
7. One trap consists of a large force of Indian braves, who plan to trap and surprise the 7th Cavalry using spell means. The spell being used is carved into Great Bear Rock.
8. The second trap is magical in nature. Through some arcane means, the tribal medicine men are using Great Bear Rock as a focal point. The purpose is to bring back the demonic spirit bear to devour the entire 7th Cavalry.
9. The Indians that killed him were planning to return to Great Bear Rock right away. All of the Plains warriors were stressing some sort of urgency.
10. The dead scout knew that one other scout was captured before him. He does not know what happened to any of the other 5 scouts in his party.
11. The dead scout has seen signs of other scouting parties. He estimates that all scouts were killed near the Indian burial grounds to the northwest.
12. The dead scout is convinced a great spirit summoning will take place about 2 days after he died. However, the dead scout does not know how long he personally has been dead.
13. None of the ambushing natives moved to or away from the site on foot.

H – Burial Grounds

The shadowy silhouette of Great Bear Rock can be seen in the distance. It is only a couple hours ride to the north. The party has been riding hard for some time when it also sees the burial grounds of the Plains People before them. Everyone pulls up and examines Great Bear Rock on the horizon, then examines the burial grounds.

- * NOTE: If the party has read the message beads found with the dead scout's map, then the DM
- * can show them a picture of Great Bear Rock with a mythical giant bear standing before it.
- * Otherwise skip the imagery of legend. (See Diagram – Great Bear Rock).

The burial place was supposedly only used for great warriors or chiefs that were being prepared for entry to the spirit world. The party will not know this but will observe that the burial place is small in size.

All of the bodies are wrapped in weathered tattered cloth, now mummified and brittle. The bodies are raised up on stilts and wooden racks. This is to protect the flesh from being eaten by gremlins in the ground.

The party of scouts will know that the Plains People believe that the gremlins will take the flesh to the Indian hells where they would suffer eternal torment. When the flesh was raised on wooden supports above ground, the soul would be safe. The flesh would deteriorate slowly and free the soul. When the flesh was entirely gone, the soul would float upwards to the spirit world.

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The burial ground area is situated in a large area of marsh. The water is scummy but drinkable in small amounts.

The players note that all of the dead natives have full sets of equipment and weapons with them. This is for their entry to the spirit world. None of the burial weapons and equipment is magical in nature.

Disturbing the dead will bring about great curses and damn the sacrilegious defilers.

In the middle of the burial ground, in plain sight for all to see, are the bodies of the rest of the advance scout parties who preceded your party into the Drow Hills. Several dozen scouts lie dead in a cluster. None of the dead scouts have any equipment or weapons with them. Their bodies appear to have been dead for more than a day, possibly two. All of the bodies are feathered in arrows. Many of them lie gashed to pieces from melee. In the middle of this pile of corpses is a raised mound. Staked out on top of this mound is a fresh body. The body is not moving. The party speculate that this fresh body is dead, and likely is one of the two missing scouts who were with the party of four whose corpses you came across earlier.

What draws your attention is that the fresh body has a necklace around his neck made of pure gold. Attached to this necklace is a sizeable pendant in the shape of a golden bear. The bear-shaped pendant is four inches in height and about three inches wide. The bear is poised, with its jaws wide open showing fangs. Both arms are extended with the claws out.

The perimeter of the burial ground is marked with poles bearing carved heads of animals (wolf, bear, raven, coyote, lynx, horse, eagle, owl).

The burial grounds have a distinctive perimeter. This boundary is noticeable by the miniature totem poles with sculpted facades of evil god faces. The perimeter matches the borderline of the marsh. The party is only given totem pole details if they ask, or comment on observing the totems in great detail.

If the party crosses the plain and enters the burial grounds, they will come under a curse. The party automatically blow any saving throws. This is a consistency across multiple parties. If this module is not used for multiple groups in a tournament setting, then it is up to the dungeon master as to how it would be done.

* NOTE: The Dungeon Master should not mention the word curse to the party.

If the party figures out that they are under a curse, the use of the remove curse spell will remove it on all party members. This curse removal occurs regardless of where the individual party members are located when the spell is cast.

If the party does not know and remove the curse, the Dungeon Master should not inform the party of such. The curse will not be evident right away.

One of the totems has a magic mouth on it, which will moan in an attempt to scare everything away. The party will notice the mouth. The magic mouth is not what casts the curse (remember, do not mention to the party that they are cursed).

The curse makes all party members +4 to be hit for the rest of the module or until the curse is removed. The Dungeon Master can work this curse into the module in a couple of different ways. One method is to tell the players that the attacks by a "monster" or native in melee is done with flair, style and ease. Another concept is that the party member feels they are letting their guard (shield or weapon) down when attacked. Regardless, after a while the players will wonder why they are getting hit so often anyway. This method will have them wondering if the opponents they face have been "beefed up".

Another method is to actually ask each person what their armour class is and then tell them whether they were hit or not.

The Little Bighorn

Near the mound with the recently killed scout is a hole in the ground. The hole appears to be quite deep and bends out of sight. The party notices a handful of normal sized ants carrying bits of food into the hole.

The mound that the dead scout is lying on is, in fact, a partially buried shambling mound. 11 HD, HTK: 50 AC:0 Move: 6" Attacks:2-16, 2-16. If it hits with both arms in the same round, it automatically entangles the victim and suffocates them to death in 2-8 rounds. Fire causes no damage. Lightning adds a die. Cold does no damage or half damage. Weapons do half damage. THACO:0 (Monster Manual 1), Alignment: Neutral.

In fact the hole only goes down about 9 feet. The shambling mound has enough smarts to use the hole to hide in occasionally. The hole is its favourite decoy. It will not leave the marsh burial ground area because of the moisture factor. A lot of animals and birds come to drink at the watering hole. Any party members in the burial ground area will find their normal movement reduced to 6" a turn. Special leaping abilities can be reduced by the Dungeon Master if deemed necessary. This is because of a lack of traction in the marsh. There is nothing preventing the party from standing outside the marsh perimeter and killing the shambling mound with archery fire.

If the party does a speak with dead spell on the collective dead scouts, the following will possibly be learned:

1. All of the dead scouts were wiped out by waves of Plains People cavalry.
2. All of the dead scouts saw huge tribal migrations heading toward the place called Great Bear Rock.
3. None of the scouts was killed at the burial grounds with the exception of the scout lying on the mound. All other scouts were killed during reconnaissance of the villages, or reconnaissance of the area around Great Bear Rock.
4. The dead scout on the mound is one of the two missing scouts from the party of 4 corpses found at 'D'.
5. The dead scout on the mound does not know the mound is a shambling mound.
6. The dead scout on the mound does not know what happened to his five companions.
7. The dead scout on the mound knows that Great Bear Rock is hollow.
8. The dead scout on the mound knows that some sort of arcane doom is being prepared for General Armstrong's army and all of the scouts in the Drow Hills.
9. The dead scout on the mound knows the tribes are gathering north of Great Bear Rock.
10. The dead scout on the mound does not know how long he has been dead.
11. The dead scouts know that a military trap is being prepared for General Armstrong's army.
12. The dead scout on the mound does not know about the gold bear figurine put on his chest.

The bear figurine was placed on his chest after he died.

The golden bear figurine has no magical properties. The bear was placed there to mark the doom that this scout invoked by being caught near a sacred burial place. The scout was not placed on the mound. The mound was resting/hiding in its hole when the Plains People dumped the bodies on the earth to be eaten by any gremlins that haunt the burial ground. The shambling mound is a cunning one. It grabbed the dead body and placed it over itself, to lure live food nearer. Also, the body provided a nice blanket.

The Little Bighorn

I – Great Bear Rock - outside

As the party approaches Great Bear Rock, they see a horrifying sight. In front of them is a two hundred (200) foot high bear. (See Diagram – Great Bear Rock) If the party looks closely, they can see a man standing atop Great Bear Rock. The man is gesturing in the direction of the giant bear. The bear reaches almost half of the way up Great Bear Rock. Great Bear Rock seems totally out of place in the plains. A giant rock butte sticks almost 500 feet in the air. The sides are fairly sheer but could be climbed by an expert climber with the right equipment. Large gashes, like claw marks, streak down the sides of the rock.

From the distance the party is viewing the scene, they cannot see if there are any caves. The party continues to observe the rock formation for a short while. They notice that the bear is partially corporeal as the party can see the terrain behind it. Most of the bear appears to be a vision. At one time or another, the various parts of the bear solidify for a moment. As one part starts to solidify, another part will fade from being solid to a holographic image. Also, if the party looks specifically, they will notice a giant raven flying overhead. This raven is the same raven described in 'C1', 'C2', 'C3', 'C4', 'C5'. It is the magician's familiar. The raven is currently out of bow range.

If the party rides up to Great Bear Rock, they will notice a couple of things right away.

1. The party notices that the giant bear is still not entirely solid. More parts appear to be solid at one time, but not all of them. The bear is to the east side of Great Bear Rock. (See – Diagram – Great Bear Rock)
2. The second thing the party notices is a cave entrance at the bottom of the rock butte. 57 horses (or more) are tethered to some posts outside the cave entrance.
3. They may be able to see the distant outline of the great village an hour's ride to the north of Great Bear Rock (see 'C6').

The cave entrance goes in about 3 feet before stopping at a huge stone door. The area in front of the door is packed hard from the well-worn passage of many feet.

While the party is trying to figure out its options on how, and whether, to enter the stone door, they will notice several things.

1. It is possible for skilled men to climb the outside of the rock butte to reach the top of Great Bear Rock. The ascent would take a couple of hours.
2. There is a chanting coming from within the cave entrance. This chanting is muffled by the stone door and depth within the rock. The actual sounds are not discernable, merely a solid humming.
3. The party feels a slight tremor in the ground. The party cannot determine what the cause of this tremor is. They can only conjecture that it might have something to do with the bear phasing in.

The Little Bighorn

Diagram - Great Bear Rock



The Little Bighorn

Diagram – Hairyfoot Tribesmen

The party notices sling bullets whizzing at them from the 3-foot-high grass. No enemy is seen. If the party posted proper guards, then they will see members of the Hairyfoot tribe popping head and arm up to throw stones. There are 50 members (or more) of the Hairyfoot tribe spread out in the grass. They are as follows: HD:1 HTK:8 AC:8 THAC0:17 (because they are +3 with a bow or sling) Move:9", Size: Small (3-foot +). They all have slings and bows, 10 arrows each and 30 sling bullets each. They are armed with tomahawks which do 1d6. Their strategy will be to use the high grass as cover and get as many free shots as possible from a distance and by surprise. The Dungeon Master has a choice of how long (s)he wants to squeeze the party in a firefight.



The Little Bighorn

I – Great Bear Rock – cave

The stone door is not easy to open. It has a lock in the middle. The stone door also has a hidden lock. The regular lock in the door clicks but does not actually do anything. This may distract the thief for a while. The hidden lock is controlled by a lever under a small rock at the cave entrance opening. Pulling this lever will pull a set of bolts in the door and release its locking mechanism. Further to that, there is a set of hinges on this side of the door. These hinges are fake in regard to the door swinging open. They were used ages ago for imprisoning beings inside Great Bear Rock. The hinge bolts will pull out of their sockets if any attempt is made. If the hidden lock has been released and the hinge bolts removed, then the door will open.

When the door is open, the party can see into a cave tunnel. Standing about 10 feet into the tunnel is a yellowish ivory monolith. It stands about 4 feet in height. It appears to be carved in runes. It is about 2 feet wide. There is dried blood on the floor everywhere. This section of the tunnel does not appear to be used for blood sacrifice rituals. There are prints of boots, 7th Cavalry or 7th Cavalry scouts, in the dried blood.

The ivory appears to be dried bones packed together and worn smooth over the ages. The runes on the icon describe a massmorph spell. The party does not have time to learn such a spell for this module. (Also, it is a magic user spell).

The walls are decorated with paintings describing the use of the massmorph spell to ambush enemy war parties by surprise.

The rest of the cave complex is empty for the most part. A couple niches in the caves have fires that have been stamped out. Some old bear poop is found in the corner of one of the caves. Traces of smoke are in the air. Small ventilation shafts rise up through the ceiling. The smoke is gradually dispersing up through the inch wide porous rock vents.

NOTE: The muffled chant seems to be coming from the ventilation shafts in the ceiling.

NOTE: Whoever stamped the fires out has not left the cave complex. The embers are warm.

The following comments can be given out if the party starts to piece together the evidence of the boot prints and asks or discusses among themselves.

1. This is the farthest point that the previous scouting party reached before being discovered.
2. The other scouting party fought their way out of the tunnel, then rode off with many of the Plains People in pursuit.

Mine shaft

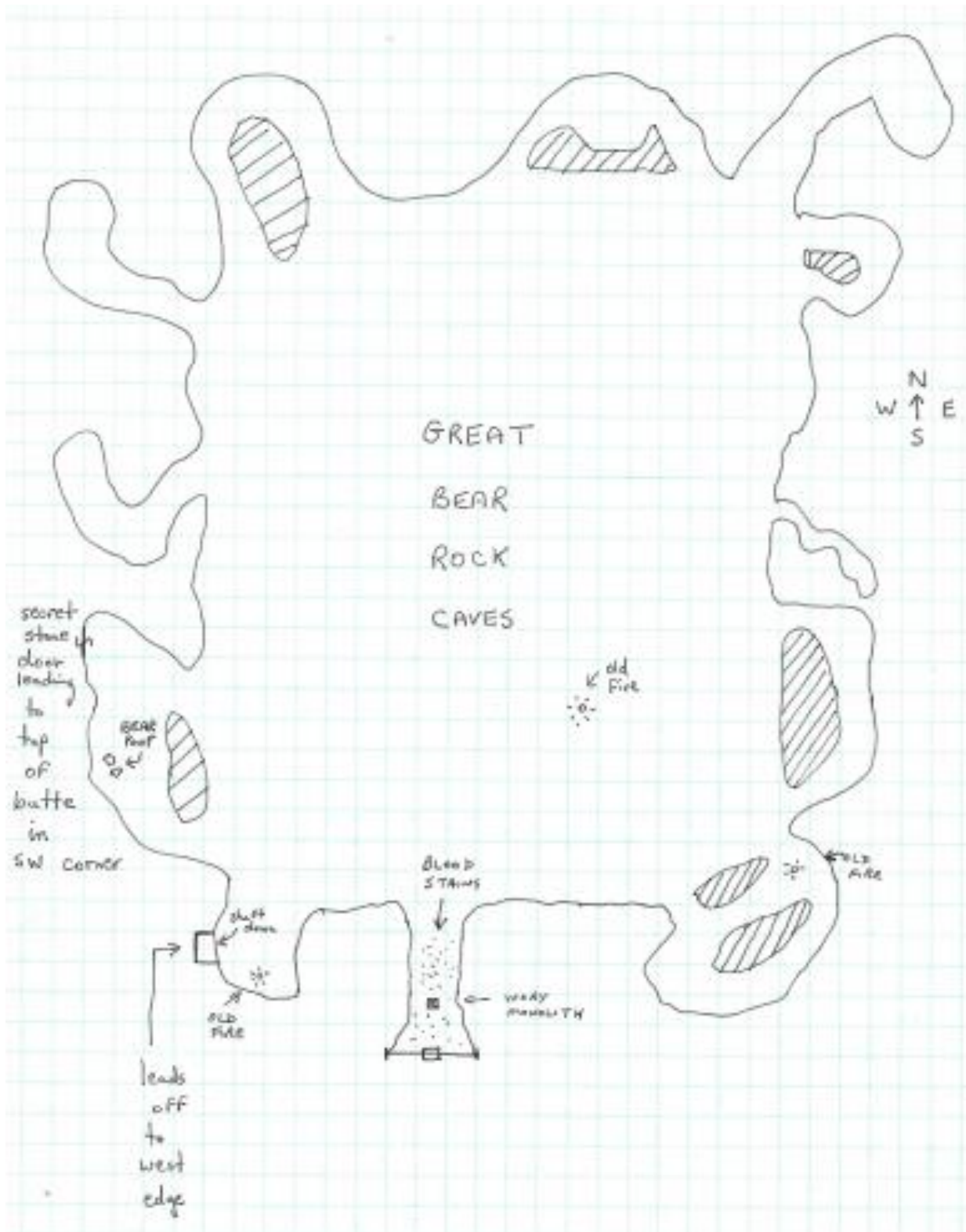
The only other unique feature about the empty caves is a mine shaft. It goes down about 7 feet into murky water. There is a slight ripple in the water if the party looks down. Keep in mind, it is very dark in the caves because of a lack of sunlight. The party will need torches to proceed through the caves. If the party looks at the water, they will notice bits of meat floating on the surface. If a party member retrieves the meat and checks it out, the party will know the meat is freshly cooked and still warm.

This mine shaft goes down about 7 feet under the waterline. At this point, it turns horizontal and heads west for 8 feet. When traversing the underwater corridor, it is possible that the party will come across the remains of a hock of beef and miscellaneous other garbage that had been thrown into the garbage chute. At the end of the 8 feet underwater corridor, the shaft turns vertical and heads up. The shaft rises 400 feet to the surface of a cave.

The waterline is only 7 feet from the bottom of a second (main) shaft. Its overall purpose is not evident if the party studies the shaft. There are several rungs or steps in the walls of the 400-foot shaft. Most of the ladder rungs are not safe. With minor difficulty, the party can rise up the mine shaft to the bottom of a gorge 50 feet below the top of the west side of the butte. They can see shaded sunlight from the bottom of the 400-foot shaft.

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Map – Great Bear Rock Cave



The Little Bighorn

Secret tunnel to top of Butte.

A secret door in the main cave reveals a passage that goes from the cave to a different spot than the mine shaft. This secret passage rises 450 feet approximately to the southwest corner of the top of Great Bear Rock. The party will only notice this if they actively search for a secret door. In other words, if a party member declares that (s)he is searching for a secret door, the party will automatically find it. The secret passage is 10 feet by 10 feet. It is a smooth stone construction. It rises at a steep incline to the top of the Butte.

I – Reaching the Surface Top of Great Bear Rock

The party can reach the surface area, the top of Great Bear Rock, from 3 directions.

Climbing the Outside of the Rock Butte to the Top

The party may attempt to use equipment and natural climbing skills to go up the outside of Great Bear Rock to reach the top of the butte. The Dungeon Master can suggest that there are risks, and that even if one or more members of the party were to succeed, the time needed to reach the top might take too long. The possible exceptions to this would be the thief and/or the barbarian. The Dungeon Master can also suggest that if there are defenders at the top of the butte it would be easy for them to push any climber off of the butte if they were noticed.

If party members climb to the top, they will see the 9 medicine men practising their pagan rituals (from your point of view). They will also see the trees, the totem poles and the chained bear.

The West Entrance to the Top

If the party takes the mine shaft, they will rise over 400 feet into the air. They will reach an open sky cave/niche on the west side of Great Bear Rock. From this point of view the party can climb the gorge near the top of Great Bear Rock, rising out of the gorge another 50 feet. This leads to the actual surface top of Great Bear Rock.

When the party reaches the top of the gorge, they are approximately 450 feet in the air, on the surface of Great Bear Rock. If party members climb to the top, they will see the 9 medicine men practising their pagan rituals (from your point of view). They will also see the trees, the totem poles and the chained bear.

The Southwest Tunnel to the Top

If the party finds and takes the secret tunnel to the surface top of the butte, following the passage used regularly by the natives, they climb a steep incline of 450 feet to reach an opening in the top of the rock butte. Along the way the party will pass a spot on the wall where there is a magic mouth spell. The magic mouth spell will give off a battle cry of a bear and then the magic mouth will disappear. The magic mouth scream will echo up the passage to the surface as a warning to the natives on the top of the butte. When the party reaches the top of the secret tunnel they will see the gorge entrance on the west side, the trees along the north edge, the totem poles and medicine men on the east side and the chained bear on the south side. The party will see an almost solid 200-foot-high bear if they look down as the bear is moving about the base of Great Bear Rock while being summoned into being.

The Little Bighorn

I – Surface Top of Great Bear Rock

The northern edge of Great Bear Rock contains a clump of trees.

The south edge is barren of cover. The south edge has a bear chained heavily to the rock surface by 8 feet of chain. The bear is, for the most part, defenceless and immobile. NOTE: The bear is a dancing bear that is often charmed when in use, a cameo appearance of the bear that was in the module "Lair of the Black Titan". The bear is currently not charmed or sedated. If someone were to get within reach of the bear's arms, it might attack. It is not necessary to tell the party what the bear might or might not do at this point in time. This bear will recognize any druid or medicine man as a friend.

The eastern edge of Great Bear Rock has 3 (or more) totem poles in a triangular shaped formation. A Sioux medicine man stand between the totem poles and gesture down at a giant bear, the 200-foot bear that the party witnessed earlier. It is not entirely corporeal yet but has solidified more so than when the party arrived at the bottom of Great Bear Rock. 6 other Sioux medicine men stand near the other one doing the summoning spell.

There are two openings on the surface of Great Bear Rock on the west and southwest side.

1. The western opening leads down into a gorge that descends approximately 50 feet before reaching the top of a tunnel which slopes into the Great Bear Rock at a steep incline and descends through 400 feet of mine shaft. The bottom 7 feet of the mine shaft are underwater.
2. The southwest opening leads down into a 450-foot-long secret tunnel, with a steep incline, to the secret door on the southwest side of the cave at the bottom of Great Bear Rock. This is the normal passage taken by the native warriors and medicine men.

When the party reaches the surface top of the rock butte, they can and will be attacked from several sources.

1. The trees situated on the north edge is a trap. It is in fact a massmorph spell. The trees along the north edge are in fact 30 (or more if required for play balance for a player team larger than 6 players) Sioux warriors. HD:2 HTK: 14 AC:8 THAC0:19 Move: 12" Alignment: Neutral. They all have tomahawks or spears that do 1d6 each.
2. The 6 medicine men supporting the main enchanter are Sioux clerics. HD:3 HTK:15 AC:8 THAC0:19 Move:12" Alignment: Neutral They do 1d6 each with tomahawks. Spells are 2 cure light wounds and 1 hold person spell each.
3. The third set of defenders/attackers will not leave their formation until the party is close to them or to the main spell caster. They are wood golems. They appear as 3 (or more) totem poles (some can be fake). HD:8 HTK:50 AC:7 THAC0:12 Move:7" Alignment: Neutral, Attacks:1 attack for 3d10 (3-30). In some ways they are similar to clay golems (Monster Manual I). They do not have the clay golem's spell capabilities on offence or defence. Fire based attacks will do +4 to hit and double damage against them. Size: Large (8 feet tall). Warp wood spells will kill them (save applicable). They are limited in intelligence and therefore will spend a lot of their time either defending the main cleric or fighting somebody in melee.
4. The fourth defender of the main medicine man is the familiar. The familiar is a giant raven. Size: Huge AC:6 HTK: 7 Move: 1"/27" in the air, Semi-intelligent, Alignment: Neutral. It has a wingspan of 4-6 feet and will do 1-2 damage from a claw attack. THAC0:20. The raven will dive bomb from its place in the sky. If a spell is being cast by a party member and the medicine man notices it, the raven will attack the spell caster in the party. The raven will also target anyone who is in melee against the main medicine man.

The Little Bighorn

5. The fifth defender is the bear itself. It cannot break free of its chains without help from either the party or the Sioux. Since it is not charmed, it would attack anyone at random (if it were free to do so). If a huge melee were going on against it, it would run for the southwest cave entrance. Keep in mind the bear will fight at negative hit points if driven into a rage. The brown bear is HD:5+5 HTK:29 AC:6 Move:12 Alignment: Neutral THAC0:13 Size: Large (9 feet tall). The bear continues to fight up to -8 (Monster Manual I). It has 3 attacks for 1d6, 1d6 and 1d8 for the bite. It does another 2d6 for a hug if both claws hit in the same round. It is semi-intelligent. It has been bound long enough to just want to get free.

The main medicine man is a Sioux magic-user. He is HD:7 HTK:21 AC:9 THAC0:19 He has 1 dagger attack for 1d4 or can use spells. Move: 12" Alignment: Neutral. The Sioux magic-user has cast several spells just before the party arrives on top of the butte. Approaching the butte the party notices the giant bear. This bear was cast from a phantasmal force spell. This spell came from a scroll. The scroll has no other spells. When the party is in the butte, the shaman will stop the illusion and cast mirror image and fly. The shaman will cast his own phantasm spell and resume the imagery of the bear.

First Level Spells

- Find familiar (used to obtain the raven earlier in the day)
- Magic mouth (used in the cave tunnel)
- Magic missile for 4d4+4
- Magic missile for 4d4+4

Second Level Spells

- Mirror Image (used to create an image by the totem poles)
- Stinking Cloud
- Stinking Cloud

NOTE: a slight breeze moves from east to west across the top surface of the butte. If a Stinking Cloud spell is used, the cloud will move.

Third Level Spells

- Phantasmal Force (used to create the giant bear he is concentrating on)
- Fly (used to fly above the butte but he cannot concentrate well on the phantasmal force and engage in any aerial or ground combat). The fly spell has a limited duration so he will have to land in 6 rounds.

Fourth Level Spells

- Massmorph (used on the 30 Sioux warriors)

The Little Bighorn

J – Major Keen-Oh!

This ravine is a dead-end gully. Major Keen-oh! and Captain Canteen are imprisoned in this ravine with approximately one hundred men. When the Plains People launched their surprise attack against General Armstrong's main column, they sent approximately two hundred warriors to keep Major Keen-oh occupied. Assessing the situation quickly, the Major ordered his men to withdraw into the ravine to use the protective cover of the terrain. Unfortunately, they chose a dead-end gully by mistake. Once they got caught in there, it was difficult to get more than a few men into the gully opening at once. This created a stand off. The major could not get out and the Plains People could not get in.

The Plains People left a force of 50 braves with their horses to pin the cavalry down. The rest of the natives rode off to get revenge on General Armstrong's main army. The 50 warriors are HD:2 HTK: 10 AC:8 Move:12" THAC0:19 Alignment: Neutral Damage: 1d6 with a tomahawk, spear or bow. The warriors can get multiple attacks with the bow. The warriors are Lakota Sioux.

The hundred horse soldiers under Major Keen-oh! are HD:3 AC:7 HTK:15 Move: 9" THAC0:18 Alignment: Neutral, Neutral-Good or Lawful-Neutral. The soldiers have limited amounts of food and water after the destruction of the baggage train that was with General Armstrong. Some still have horses that have not been killed by archery fire or by the horse soldiers to use for defensive cover. The horse soldiers are armed with long swords (long knives). Damage: 1d8

Major Keen-oh! is HD:5 HTK: 25

Captain Canteen is HD:5 HTK:19

K – The Massacre at Little Bighorn

As the party moves (rides hopefully) towards the mouth of the river, they can see a massive battleground and the aftermath of what appears to be a mostly one-sided massacre. The casualties lie strewn across the field as far as the eye can see. The remains of the 7th cavalry lie at the spot named Little Bighorn. It is named so because of the river's shape. 2,000 horse soldiers lie dead. The remains of any Plains People have been removed from the battle site.

Your party arrives too late. The battle seems to have taken place several hours before while you were scouting to the south. Out in the middle of the slaughter stands the banner of the 7th Cavalry. Underneath it lies the body of an officer, possibly Yellow Hair himself. The cavalry officer is sitting in a propped-up position with his arms tied to part of a wagon. The figure is not moving. You assume whomever it was, is dead. From this distance it is too hard to tell anything else.

If the party, or part of it, enters the massacre area, nothing will happen at first. As the party approaches the wagon, they notice the officer has a piece of leather stretched taut across his throat. The officer appears to be dead from strangulation from the leather drying out. When the party members come within 10 feet of the 7th Cavalry banner, all 2,000 cavalry will rise up in the form of zombies and attack the party. Zombies are HD:2 HTK: 9 AC:8 Move: 6" Damage: 1d8 THAC0:16 Size: Medium Alignment: Neutral Sleep, charm, hold and cold attacks have no effect on them (Monster Manual I)

If the party can do a speak with dead on any horse soldier before or after they rise as zombies, they will learn that massmorph spells were used in large numbers. Roughly 10,000 warriors were used in the total destruction of the 7th Cavalry. Over 1,500 braves were placed on the flanks under massmorph spells. This tactic allowed the Plains People to penetrate the ranks of the 7th Cavalry. The 7th Cavalry was caught totally by surprise and wiped out in a couple hour long slugfest.

The Little Bighorn

L - The Return of the Red Riders of the Blood Red Plains

The party will see between 9,500 and 10,000 braves running or riding on horseback heading back towards the great village. The triumphant war cries can be heard from far away. Many chiefs, sub-chiefs and medicine men are riding along with their warriors.

The regular warriors are HD:2 HTK:10 AC:8 THAC0:19 Move: 9" Many (guess one third) have horses. The chiefs, sub-chiefs and medicine men vary from HD:2 to HD:9 If the party really wants to attack all of this, then make sure the party is separated from their own mounts early in the fight, so the Dungeon Master can kill the party members for their stupidity.

Designer Notes

This module was designed with a few points in mind.

- Rangers are given an opportunity to be played and tested with role playing in mind to demonstrate skills through reconnaissance.
- Clerics, thieves and barbarians have natural skills they can use in a scouting capacity.
- Players need to think, not just act like murder hobos and kill things. Effective use of resources, both equipment, character class skills, and spells, can facilitate risk mitigation and reduction in damage in confrontation situations.
- The clues provided may or may not seem obvious to players based on their personal intuitions. The clues are intended to fit together like a puzzle. The more investigatory work that is done by players, the hope is that players will realise what real-life rangers have to deal with when scouting.
- In several spots the players have the opportunity and choice to use speak with dead spells. The limited number of spells cannot get all of the answers. A lot of the information available through the speak with dead spells can also be deducted through other scouting efforts.
- An attempt was made, without any intent of racism toward Aboriginal Peoples, to combine historical narratives with modern perceptions of the 19th century old west, and layer this with elements of Hollywood for humour. Without any denigration of race, religion, creed or the contributions and actions of historical persona, the primary purpose of the module is escapism and fun for all.
- If the map is looked at carefully, party members can calculate that they can easily ride from one end of the hills to the other in a short time span. This is true. However, the time delays that are abstracted take into consideration that the tall grasses reduce visibility and tracking, dismounting and close examination of the ground will consume time, as will periodically resting and watering of horses/other mounts. Party members who wish to hurry can be handcuffed by the speed of the rhinoceros, as well as the need to eat and take defensive measures during any advance through the Drow Hills.
- Unlike a race track, scouts are moving through mostly unknown and often hostile territory. For these reasons scouts will not be racing like they are competing in the Kentucky Derby and will proceed with caution.
- Clues can be doled out as players zig-zag back and forth across the Drow Hills (the region bordered by totem poles). If players are focused on a final confrontation, they can proceed without caution toward Great Bear Rock or the Little Bighorn and engage in murderous melees. Players have opportunities to explore their characters within a finite timeframe, role play, demonstrate skills, and obtain clues to make future outcomes more favourable.

The Little Bighorn

What to do with extra players

Tiss and Urukai Chang Kane were added as additional characters for options and in case the tournament had extra players that were insufficient in numbers to form their own playing group. I.e. with 6 groups of 6 players each slotted for Friday night, and an additional 18 groups of 6 players each scheduled to play on Saturday morning, afternoon and evening (6 groups in each time slot), the tournament allowed for 144 players. If a few extra players register they can be added to create groups of 7 or 8 players each using Tiss (number 7) and Urukai Chang Kane (number 8) as the additional players.

- Tiss – as a scout he is pretty useless; as a cleric he is quite valuable with extra spells. His spells were chosen as a compliment to the already existing spells, with an advantage to obtaining information from different encounters. Also, the additional healing spells increase the opportunity for a party to fight their way through the module.
- Urukai Chang Kane was added for humour and variation.

If the 7th character is utilized along with the regular 6 characters, then the last encounters should be beefed up a little as follows:

- Add 10 Hairyfoot warriors and horses to the ambush encounter at the foot of Great Bear Rock.
- Add 10 Sioux warriors to the massmorph trap at the top of the butte.
- NOTE: Both sets of warriors have the same statistics as the rest of their respective group.

If the Dungeon Master wants variations between the different parties and time slots, then one of the following may be appropriate. These variations are given based on 6, 7 or 8 players in a group.

1. Round 1 (Friday night) = leave the module as is.
2. Round 2 (Saturday morning) = In the final encounter place all the Sioux warriors in an ambush situation in the caves inside Great Bear Rock. Put all of the Hairyfoot warriors outside the cave entrance in a massmorph spell. Put some normal trees in the middle of the top of Great Bear Rock. Add one extra wooden golem (totem pole).
3. Round 3 (Saturday afternoon) = Leave the module as is described for round 1 except for the following.
 - a. The bear is no longer chained to the rock. There are chains going to the bear. It will appear as if the bear is chained, but it is not. The bear will attack the party when it gets near. Further, the Sioux warriors will only have half their number in a massmorph spell. The rest will be blocking the two cave entrances and firing archery fire into the caves. This means providing them with bows and arrows (1d6 for each arrow, at two arrows fired per round).
4. Round 4 (Saturday evening) = Provide six extra totem poles as fakes on top of Great Bear Rock. Put in a couple of hunting dogs. They do not fight, but they might distract the party. Everything else will be the same as Round 1. (roll some boulders in the caves)

The Little Bighorn

What to do with players who are captured or surrender

Any characters that are captured will be allowed to win their freedom. The natives will allow them 2 choices, the first option being slavery for the rest of their lives. Alternatively...

Players can choose "the run of the arrow". One prisoner plays at a time. The character is disarmed and goes barefoot. A native fires an arrow as far as they can. The character is given 5 minutes to reach the spot where the arrow lands. If the character has not reached the arrow they are killed. If they reach the arrow they can flee, pursued by 12 warriors on foot armed with bow and arrow and tomahawk. If the character outruns the natives they survive, alternatively they can kill all 12 warriors in hand-to-hand combat though more natives may decide to pursue. The natives are HD:3 HTK:15 AC:8 THAC0:18 Move: 12" Alignment: Neutral

Player Scoring

There are 15 points, maximum, for each player's scoring as follows:

- 1 point for surviving the module.
- 1 point for figuring out the party is cursed at the burial grounds.
- 2 points (maximum) for general role playing and style. Emphasize the scouting aspect when judging individual performances.
- 1 point for recognizing the shambling mound trap before it is too late.
- 1 point for recognizing that the Great Bear is an illusion.
- 1 point for recognizing that the totems on top of Great Bear Rock are wood golems before it is obvious (a melee).
- 1 point for recognizing that the buzzards are something other than buzzards before it is obvious.
- 1 point for risking a character's life to save another scout in the party.
- 1 point for recognizing the dead George Armstrong situation is a trap.
- 2 points (maximum) for retrieving the banner of the 7th Cavalry from the dead George Armstrong trap. Each character involved in the attempt to save the flag will receive these points.
 - a. 1 point is received for attempting to retrieve the flag.
 - b. 1 point is received for successfully retrieving the flag.
- 1 point for recognizing the raven is a familiar.
- 1 point for keeping an eye out (declared to the DM) for the raven when the fight atop Great Bear Rock occurs.
- 1 point for recognizing the poison water trap by asking the right questions before the obvious clues.
- -1 point for killing the spirit bear imprisoned atop Great Bear Rock.

The Little Bighorn

Team Scoring

There are 26 points, maximum, per team score as follows:

- 1 point for each character that survives the module. This is 6 points maximum, regardless of whether a team utilizes 6, 7 or 8 players. If a team uses less than 6 players, then it receives 6 points if all players survive.
- 1 point for killing the shaman
- 1 point for killing the golems
- 1 point for going to the rescue of Major Keen-oh!
- 1 point for recognizing the burial mounds curse characters
- 1 point for recognizing in advance what the buzzards are
- 1 point for killing the shambling mound
- 1 point for recognizing the shambling mound before hand
- 1 point for killing all of the Hairyfoot tribesmen in ambush in or around Great Bear Rock
- -1 point for killing the spirit bear imprisoned atop Great Bear Rock
- 1 point for recognizing the raven is a familiar
- 1 point for recognizing that the Great Bear is an illusion
- 1 point for recognizing the poison water trap by asking the right questions before the obvious clues
- 1 point for killing the harpies
- 1 point for recognizing the dead George Armstrong situation is a trap
- 2 points (maximum) for retrieving the banner of the 7th Cavalry from the dead George Armstrong trap. Each character involved in the attempt to save the flag will receive these points.
 - a. 1 point is received for attempting to retrieve the flag.
 - b. 1 point is received for successfully retrieving the flag.
- 2 points (maximum) for general role playing and style. Emphasize the scouting aspect when judging individual performances.
- 3 points (maximum) for scouting the villages, and surrounding terrain