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Attack Rolls Table (All Monsters)

Creature's Hit Dice	Armor Class Hit																			
	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Normal Man	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Up to 1	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
1+ to 2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
2+ to 3	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
3+ to 4	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
4+ to 5	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15
5+ to 6	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14
6+ to 7	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13
7+ to 8	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12
8+ to 9	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11
9+ to 11	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10
11+ to 13	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9
13+ to 15	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8
15+ to 17	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7
17+ to 19	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6
19+ to 21	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5
21+ to 23	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4
23+ to 25	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3
25+ to 27	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2
27+ to 29	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2
29+ to 31	*11	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2
31+ to 33	*12	*11	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2
33+ to 35	*13	*12	*11	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2
35+ and up	*14	*13	*12	*11	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1
	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Creature's Hit Dice	Armor Class Hit																			
	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Normal Man	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30	30	30	31	32
Up to 1	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30	30	30	31
1+ to 2	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30	30	30
2+ to 3	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30	30
3+ to 4	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30
4+ to 5	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30
5+ to 6	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30
6+ to 7	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29
7+ to 8	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28
8+ to 9	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27
9+ to 11	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26
11+ to 13	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25
13+ to 15	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24
15+ to 17	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23
17+ to 19	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22
19+ to 21	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21
21+ to 23	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
23+ to 25	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
25+ to 27	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
27+ to 29	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
29+ to 31	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
31+ to 33	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
33+ to 35	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
35+ and up	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20

Note:
 * Misses only on a natural 1. Add the numbers shown to the total damage done by the attack.

Attack Rolls Table (All Characters)

MU	Class & Level			DH***	Armor Class Hit																			
	C,T,D	F**			19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Normal Man					2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1-5	1-4	1-3			2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
6-10	5-8	4-6			2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
11-15	9-12	7-9		A	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15
				B	*1	*0	1	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15
16-20	13-16	10-12		C	*2	*1	*0	1	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14
				D	*3	*2	*1	*0	1	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13
21-25	17-20	13-15		E	*4	*3	*2	*1	*0	1	2	2	2	2	3	4	5	6	7	8	9	10	11	12
				F	*5	*4	*3	*2	*1	*0	1	2	2	2	2	3	4	5	6	7	8	9	10	11
26-30	21-24	16-18		G	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	3	4	5	6	7	8	9	10
				H	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	3	4	5	6	7	8	9
31-35	25-28	19-21		I	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	3	4	5	6	7	8
				J	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	3	4	5	6	7
36	29-32	22-24		K	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	3	4	5	6
				L	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	3	4	5
	33-35	25-27		M	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	3	4
	36	28-30			*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	3
		31-33			*12	*11	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	3
		34-36			*14	*13	*12	*11	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1

MU	Class & Level			DH***	Armor Class Hit																			
	C,T,D	F**			-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Normal Man					20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30	30	30	31	32
1-5	1-4	1-3			20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30	30	30	31
6-10	5-8	4-6			18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30	30
11-15	9-12	7-9		A	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30
				B	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30
16-20	13-16	10-12		C	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29
				D	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28
21-25	17-20	13-15		E	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27
				F	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26
26-30	21-24	16-18		G	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25
				H	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24
31-35	25-28	19-21		I	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	21	22	23	24
				J	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	21	22	23
36	29-32	22-24		K	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	21	22
				L	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	21
	33-35	25-27		M	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	21	22
	36	28-30			2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
		31-33			2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
		34-36			2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17

Notes

- * Misses only on a natural 1. Add the number shown to the total damage done by the attack.
- ** Also dwarves, elves, halflings up to their Name levels, and mystics up to 16th level.
- *** Demihuman attack ranks, for very experienced demihuman characters.

1. Although 20 is the maximum unadjusted roll, bonuses may result in a total of 21 or more.
2. Armor classes worse than 9 are possible due to Dexterity and magical penalties.

Turning Undead Table (Roll 2d6)

	Cleric's Level																
	1	2	3	4	5	6	7	8	9-10	11-12	13-14	15-16	17-20	21-24	25-28	29-32	33-36
Undead																	
Skeleton	7	T	T	D	D	D	D	D	D	D+	D+	D+	D+	D+	D#	D#	D#
Zombie	9	7	T	T	D	D	D	D	D	D+	D+	D+	D+	D+	D+	D#	D#
Ghoul	11	9	7	T	T	D	D	D	D	D	D+	D+	D+	D+	D+	D#	D#
Wight	—	11	9	7	T	T	D	D	D	D	D	D+	D+	D+	D+	D+	D+
Wraith	—	—	11	9	7	T	T	D	D	D	D	D	D+	D+	D+	D+	D+
Mummy	—	—	—	11	9	7	T	T	D	D	D	D	D	D+	D+	D+	D+
Spectre	—	—	—	—	11	9	7	T	T	D	D	D	D	D	D	D+	D+
Vampire	—	—	—	—	—	11	9	7	T	T	D	D	D	D	D	D	D+
Phantom	—	—	—	—	—	—	11	9	7	T	T	D	D	D	D	D	D
Haunt	—	—	—	—	—	—	—	11	9	7	T	T	D	D	D	D	D
Spirit	—	—	—	—	—	—	—	—	11	9	7	T	T	D	D	D	D
Nightshade	—	—	—	—	—	—	—	—	—	11	9	7	T	T	D	D	D
Lich	—	—	—	—	—	—	—	—	—	—	11	9	7	T	T	T	T
Special	—	—	—	—	—	—	—	—	—	—	—	11	9	7	T	T	T

11, 9, or 7 = number needed to turn successfully
 T = automatic turn, 2d6 Hit Dice of undead
 D = automatic Destroy, 2d6 Hit Dice of undead

D+ = automatic Destroy, 3d6 Hit Dice of undead
 D# = automatic Destroy, 4d6 Hit Dice of undead

Combat Sequence Table

- A. **Initiative:** Each side rolls 1d6 to determine initiative.
- B. **First Side Goes:** The side that won the initiative acts first.
1. **Morale (Optional):** Monsters and NPCs roll Morale Checks. Also, anyone who needs to make a saving throw vs. an ongoing effect does so now.
 2. **Movement:** Characters who choose to move do so now.
 3. **Missile Combat:** Characters using missile and thrown weapons make their attacks.
 - a. They choose their targets.
 - b. They make their attack rolls.
 - c. They roll damage for any successful hits.
 4. **Magic:** Characters using magic cast their spells.
 - a. They choose their targets.
 - b. Their targets roll saving throws if appropriate.
 - c. The DM applies the results.
 5. **Hand-to-Hand Combat:** Characters fighting hand-to-hand make their attacks.
 - a. They choose their targets.
 - b. They make their attack rolls.
 - c. They roll damage for any successful hits.
- C. **Second Side Goes:** The side that lost the initiative acts now, performing the same five steps.
- D. **Special Results:** The DM announces any special results.

Attack Roll Modifiers Table

Circumstance	Attack Roll Modifier
Attacking From Behind	+2 bonus *
Attacker Can't See Target	-4 penalty
Larger Than Man-Sized	
Monster Attacking Halfling	-1 penalty
Target Exhausted	+2 bonus
Attacker Exhausted	-2 penalty

* Ignore defender's shield

Weapons Table

Item	Damage	Range S/M/L	Cost (gp)	Enc (cn)	Notes
Ammunition: See Ammunition Table					
Axes:					
Axe, Battle	1d8		7	60	(r),2H,M
Axe, Hand	1d6	10/20/30	4	30	(t),S
Bows:					
Bow, Short	1d6	50/100/150	25	20	(a),(m),2H,M
Bow, Long	1d6	70/140/210	40	30	(a),(m),2H,L
Crossbow, Lt	1d6	60/120/180	30	50	(a),(m),(s),2H,M
Crossbow, Hvy	2d4	80/160/240	50	80	(a),(m),(s),2H,L
Bludgeons:					
Blackjack	1d2		5	5	(c),(r),(s),S
Club	1d4		3	50	(c),(r),M
Hammer, Throwing	1d4	10/20/30	4	25	(c),(t),M
Hammer, War	1d6		5	50	(c),(r),M
Mace	1d6		5	30	(c),(r),M
Staff	1d6		5	40	(c),(r),(w),2H,M
Torch	1d4		1/6	20	(c),(r),S
Daggers:					
Normal	1d4	10/20/30	3	10	(t),(w),S
Silver	1d4	10/20/30	30	10	(t),(w),S
Pole Weapons:					
Halberd	1d10		7	150	(s),2H,L
Javelin	1d6	30/60/90	1	20	(t),M
Lance	1d10		10	180	(s),(v),L
Pike	1d10		3	80	(s),(v),2H,L
Polearm	1d10		7	150	(s),2H,L
Poleaxe	1d10		5	120	(s),2H,L
Spear	1d6	20/40/60	3	30	(t),(v),L
Trident	1d6	10/20/30	5	25	(s),(t),M
Shield Weapons:					
Shield, Horned	1d2		15	20	(s),S
Shield, Knife	1d4 + 1		65	70	(s),S
Shield, Sword	1d4 + 2		200	185	(s),(v),M
Shield, Tusked	1d4 + 1		200	275	(s),2H,L
Swords:					
Short	1d6		7	30	(r),S
Normal	1d8		10	60	(r),M
Bastard					
One-Handed	1d6 + 1		15	80	(r),HH,L
Two-Handed	1d8 + 1		15	80	(r),2H,L
Two-Handed	1d10		15	100	2H,L
Other Weapons:					
Blowgun, up to 2'	Nil	10/20/30	3	6	(a),(m),(s),(w),S
Blowgun, 2' +	Nil	20/25/30	6	15	(a),(m),(s),(w),2H,M
Bola	1d2	20/40/60	5	5	(s),(r),M
Cestus	1d3		5	10	(s),S
Holy Water	1d8	10/30/50	25	1	(c),(s),(t),(w),S
Net	Nil	10/20/30	(n)	(n)	(s),(t),(w),M or L
Oil, Burning	1d8	10/30/50	2	10	(c),(s),(t),(w),S
Rock, Thrown	1d3	10/30/50	1/10	10	(c),(t),(w),S
Sling	1d4	40/80/160	2	20	(c),(m),(w),S
Whip	1d2		1/ft	10/ft	(s),(w),M



Weapons Table (Notes)

- (a) The weapon's normal load of ammunition is already included in the weapon's encumbrance (bow: 20 arrows; crossbow: 30 quarrels; sling: 30 stones; blowgun: 5 darts). If you want to vary the number of missiles you carry with the missile weapon, 2 arrows equal 1 cn in encumbrance, 3 quarrels equal 1 cn, 5 sling stones equal 1 cn, and 5 darts equal 1 cn. Therefore, a long bow without arrows has an encumbrance of 20 cn; a light crossbow without quarrels has an encumbrance of 40 cn.
- (c) Clerics may use this weapon. Druids may, too, if they can find a form of this weapon with no metal or stone parts.
- (m) Missile weapon; never used as a melee weapon.
- (n) A net's cost and encumbrance are based on its size. Nets cost 1 sp per square foot of surface area and have an encumbrance of 1 cn per square foot. A Medium net (6' x 6') would cost 36 sp (3.6 gp) and have an encumbrance of 36 cn.
- (t) This weapon can be thrown, but is only rarely used this way; only characters at the Expert or greater level of weapon mastery can throw this weapon in combat.
- (s) This weapon has special features; read the weapon description.
- (t) This is a hand weapon that may also be thrown.
- (v) This weapon may be set vs. a charge.
- (w) Magic-users may use this weapon at the DM's discretion.
- HH This weapon can be used either one-handed or two-handed. Used two-handed, it operates similarly to two-handed weapons (i.e., the wielder cannot use a shield when using the weapon this way). However, a character using this weapon, even in its two-handed style, does not automatically lose individual initiative. Halflings and other small races can use this weapon.
- 2H This weapon requires two hands for use. The wielder of the weapon may not use a shield and always loses individual initiative to characters not using a two-handed weapon. Halflings and small races *cannot* use this weapon.
- S Small weapon.
M Medium weapon.
L Large weapon.

Terrain Effects on Movement Table

Terrain	Movement
Trail/road*	1 1/2 normal
Clear/city/grassland	Normal
Forest/muddy ground/snow	2/3 normal
Hill/desert/broken terrain	2/3 normal
Mountain/swamp/jungle	1/2 normal
Ice/glacier	1/2 normal

* Roads allow travelers to ignore every terrain modifier *except* muddy ground/snow

Saving Throws Table: All Characters

Character Class	Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rod, Staff, or Spell
Cleric/Druid					
1-4	11	12	14	16	15
5-8	9	10	12	14	13
9-12	7	8	10	12	11
13-16	6	7	8	10	9
17-20	5	6	6	8	7
21-24	4	5	5	6	5
25-28	3	4	4	4	4
29-32	2	3	3	3	3
33-36	2	2	2	2	2
Fighter/Mystic					
Normal Man (0)					
1-3	14	15	16	17	17
4-6	12	13	14	15	16
7-9	10	11	12	13	14
10-12	8	9	10	11	12
13-15	6	7	8	9	10
16-18	6	6	7	8	9
19-21	5	6	6	7	8
22-24	5	5	6	6	7
25-27	4	5	5	5	6
28-30	4	4	5	4	5
31-33	3	4	4	3	4
34-36	3	3	3	2	3
Magic-user					
1-5	2	2	2	2	2
6-10	13	14	13	16	15
11-15	11	12	11	14	12
16-20	9	10	9	12	9
21-24	7	8	7	10	6
25-28	5	6	5	8	4
29-32	4	4	4	6	3
33-36	3	3	3	4	2
Thief					
1-4	2	2	2	2	2
5-8	13	14	13	16	15
9-12	11	12	11	14	13
13-16	9	10	9	12	11
17-20	7	8	7	10	9
21-24	5	6	5	8	7
25-28	4	5	4	6	5
29-32	3	4	3	4	4
33-36	2	3	2	3	3
Dwarf					
1-3	2	2	2	2	2
4-6	8	9	10	13	12
7-9	6	7	8	10	9
10-12	4	5	6	7	6
Elf					
1-3	2	2	2	2	2
4-6	12	13	13	15	15
7-9	8	10	10	11	11
10	4	7	7	7	7
Halfling					
1-3	2	2	2	2	2
4-6	8	9	10	13	12
7-8	5	6	7	9	8
Human					
1-3	2	2	2	2	2
4-6	8	9	10	13	12
7-8	5	6	7	9	8

Character Movement Rates and Encumbrance Table

Enc (cn)	Normal Speed (feet per turn)	Encounter Speed (feet per round)	Running Speed (feet per round)
0-400	120	40	120
401-800	90	30	90
801-1,200	60	20	60
1,201-1,600	30	10	30
1,601-2,400	15	5	15
2,401+	0	0	0

Challenger
Dungeons & Dragons
win

Official Game Adventure

Escape From Thunder Rift

by Teeuwynn



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Introduction

Escape from Thunder Rift is a two-part adventure designed to aid a beginning DUNGEON MASTER™ (DM™) and players in expanding a D&D® campaign to include the exciting new concepts and rules explained in the *D&D Rules Cyclopedia*.

The first part of this adventure uses concepts and materials from the D&D Game boxed set. The second part of this adventure sends the Player Characters (PCs) to The Grand Duchy of Karameikos, part of the D&D Known World outlined in the *Cyclopedia*. As you and your friends play this part of the adventure, new rules, monsters, spells, and concepts from the *Cyclopedia* will be introduced. By the time your group has finished this adventure, you should be ready to explore the exciting and exotic Known World!

This adventure is designed for four to six characters of 5th level. If there are more than six characters, or if the characters are higher than 5th level, the DM should make some of the encounters more difficult. This can be done by increasing the number of monsters encountered, by increasing a monster's hit dice, hit points, or the amounts of damage inflicted by its attacks; or by lowering a monster's armor class, which will make the monster harder to hit.

Conversely, if there are less than four characters, or the characters are lower than 5th level, the DM can decrease the difficulty of the encounters by simply reversing the process mentioned above—such as by decreasing the number of monsters in an encounter.

Note that boxed text should be read aloud to the players. Explanatory text is for the DM's eyes only; the DM should read this material silently before deciding which information to reveal to the players.

If you plan on playing a character in this adventure, you should read no further. The rest of this information is for the DM only.

What's Needed To Play?

Escape From Thunder Rift is a self-contained product (other than the needed rule books). Though it would be helpful for the DM to have access to the *Rules Cyclopedia* and the mini-campaign setting *Thunder Rift*, these are certainly not necessary. The only things needed to play this adventure are the D&D Game, a few friends, some paper and pencils, and a thirst for adventure!

Adventure Overview

In the first part of the module, an emissary from the dwarven community of Hearth-Home approaches the PCs. He beseeches the PCs to come with him and aid the dwarves in finding a powerful mage who might bring disaster upon not only their mountain fortress, but all of Thunder Rift!

The mage, a power-hungry renegade named Chambrin, has already killed several dwarves to gain entrance into an old wizard's mountain stronghold that the dwarves are pledged to guard. The dwarves believe that a magical exit, leading from Thunder Rift to other worlds, lies hidden within the mountain. The dwarves now fear that Chambrin will succeed in his search for the gateway, and will use it to bring an army—or worse—back into Thunder Rift to wreak havoc on all the peoples of the Rift.

If the PCs survive the dangers of the old wizard's lair, they will pursue the renegade mage through a magical pool that transports them to the Known World, just south of the small village of Bywater. As the second part of this adventure begins, the PCs will need to hunt down Chambrin before he can recruit the forces he needs to take over all of Thunder Rift. Without the PCs, Thunder Rift is surely doomed!

If the PCs already come from the Known World, the DM will need to make some minor adjustments to the adventure. Instead of starting the adventure in Thunder Rift, the DM can use an alternate beginning in which a representative from a nearby elven community contacts the party. The elf, named Ezra, tells the PCs that his leader has discovered Chambrin's plans to destroy a place near and dear to them, such as their hometown.

Unfortunately for the party, however, Chambrin suspected the elves would attempt to interfere in his plans and secretly followed Ezra to his meeting with the PCs. After the elf gives his information to the party, but before he departs, the DM should run a brief encounter in which Chambrin attacks the PCs, intent on halting their interference before it begins.

During the first round of combat, however, the elf will read a special scroll he carries in case of an emergency—only instead of magically ensnaring Chambrin, the scroll malfunctions! Reacting unexpectedly with magic that Chambrin himself was casting at that moment, the scroll accidentally creates a rift that sends both the PCs and Chambrin into the first room of the dungeon in the first part of the adventure (Ezra will be unaffected).

The effects of the scroll will knock everyone unconscious, but Chambrin will awaken first and be gone by the time the PCs come to. In this version of the adventure, the double doors leading into this first room will be both hidden and unopenable, so the party's only recourse will be to find Chambrin, as well as a way home, in time to stop the evil mage!

Monsters

Throughout the course of this adventure, the characters will confront dangerous monsters. When such encounters occur, the adventure will present information about each monster in the following format:

Name of Monster (number encountered): AC (armor class); HD (hit dice); hp (hit points); MV (movement rate); #AT (number of attacks); THAC0 (see below); Dmg (damage inflicted per attack); Save as (what the monster's saving throw is based on); ML (morale rating); AL (alignment); XP (experience rewarded for defeating the monster); Treasure (how much treasure the monster has).

One of the entries, THAC0, may be new to beginning players. It stands for "To Hit Armor Class 0." To determine the number required to hit a certain character, simply subtract the character's AC from the monster's THAC0 score. The result will give you the number the monster needs to roll to hit that character with an attack. Thus, if a monster's THAC0 is 19 and its target's AC is 3, the monster needs to roll a 16 or better to hit the PC ($19 - 3 = 16$). Many DMs use the THAC0 method because they find it easier than consulting a complex chart during combat.

Wandering Monsters

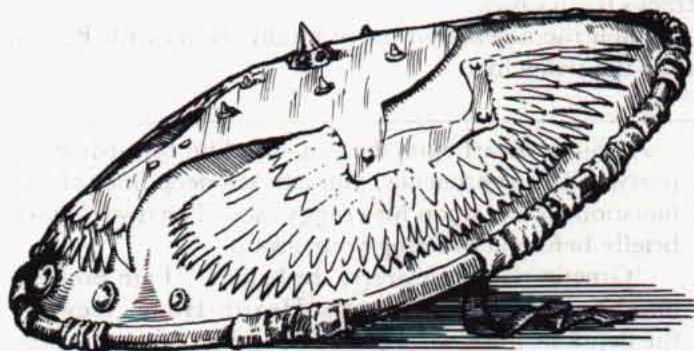
From time to time, the DM™ may wish to introduce a wandering monster into the game. No strict rule exists about when such encounters should occur, though the module makes recommendations. A good rule of thumb, however, is to use a wandering monster encounter if the game slows down or the PCs need something to move them along when they are spending too much time in an area unimportant to the adventure. DMs can also use these encounters when the party is a bit too strong for the adventure and needs more challenges to overcome.

Some DMs also like to use empty rooms as possible encounter areas for wandering monsters. To do this, the DM rolls a d10 when the party enters a room that does not already have a monster in it. On a roll of 1, the PCs will have stumbled across a wandering monster. This is a good method to keep a more powerful party on its toes.

Whenever a wandering monster encounter occurs during the first part of this adventure, the DM should roll on the table below. A different wandering monster table will be used in the second part of this adventure.

Roll 1d8	Monster	No. Appearing
1-2	Fire Beetles	1d8
3-4	Giant Centipedes	2d4
5	Carrion Crawlers	1d4
6	Gelatinous Cube	1
7	Giant Scorpion	1
8	Crab Spiders	1d4

Statistics for these monsters are described in the *Rule Book* found in the D&D® Game boxed set.



PART I: The Escape

Begin the adventure with the dwarven emissary, Borren, contacting the characters. By this point in their careers the PCs have developed a reputation for heroism in Thunder Rift, and the dwarves have decided these adventurers are the most likely to succeed in stopping the escaped mage.

When the players are ready to begin, read the following aloud.

A loud pounding on your door awakens you from a sound sleep. It is not yet dawn. Even as you wake, a gruff voice is calling to you. "I have traveled far, and it is urgent I speak to you and your companions," the voice shouts. "Meet me outside the inn at dawn, and I will explain all. Many lives may be at stake!"

If a PC opens the door before Borren moves on, he reiterates his information but is utterly exhausted and answers no questions at the present time. If pressed, he adds that a large reward may be involved, but then moves on.

Borren repeats this scene with all PCs who need to be informed. If the PCs do not meet Borren, he searches them out again, meeting with the party wherever he tracks them down.

When the assembled party finally meets with Borren, read the following:

A young dwarf exits the inn, heading towards your party. As he approaches, you can see deep lines of exhaustion etched upon his craggy face. The dwarf bows briefly before addressing your group.

"Greetings, adventurers," he begins. "I am Borren, and I speak for the dwarves of Hearth-Home. News of the depth of your courage and the might of your weapons has reached us. After the proper amount of deliberation, we have chosen you to avenge the deaths of several of our own people, and perhaps save Thunder Rift itself.

"Mighty heroes, will you accompany me back to Hearth-Home? Even as I speak, the danger increases! Our leader, Otaras Stoneson, will explain all to you, but we must hurry. The fate of the Rift may hang in the balance!"

If the PCs ask Borren about the mission, he says that he is forbidden to say more.

If the PCs refuse the mission, Borren pleads with them to reconsider, emphasizing the magnitude of the crisis. He continues in his impassioned efforts until he has exhausted all possible avenues of appeal. If the party still refuses, he leaves dejectedly to go in search of another group of adventurers. This ends the adventure here, unless the PCs change their minds, decide to catch up with Borren, and aid the dwarves after all.

Once the party has agreed to aid the dwarves, read the text below to the players.

Borren already has fresh horses waiting. He mounts his steed—a sturdy pony—and motions for you to do the same. Then, without preamble, the grim-faced dwarf turns northwest, and leads you toward adventure!

Several days pass in a blur. Borren insists on a rapid pace, pushing the horses to their limits because of the importance of beginning the mission as soon as possible.

He also tells you that the Farolas Hills, through which you now travel, are infested with savage orcs. Though he would love to do battle with them, he says, time is of the essence.

With a rumble of hooves, Borren finally leads you through the imposing black gates of Hearth-Home. The gates are carved into the very cliff walls of Thunder Rift! Hearth-Home itself exists within the cliffs, making it nearly impervious to outside attack.

Borren leads you to a small chamber and tells you his leader will be with you shortly.

The chamber in which the PCs wait has a simple, rough elegance. Several benches curve out of the dark granite walls, carved from the very rock, and a large stone table rests in front of a small hearth. Heavy wooden chairs surround the table, eight in all.

After only a few minutes, a large dwarf with flame-red hair and deep brown eyes enters the room. Fatigue lines his craggy face, topped by bushy brows pulled together in deep concern. This is the dwarven leader, Otaras Stoneson. He slowly circles the party once, studying them intently as he "harumphs" to himself. When he has satisfied himself, Otaras sits at the head of the table and addresses the party.

“Adventurers, I am Otaras Stoneson, leader of Hearth-Home, and Keeper of the Gate,” the dwarf intones. “I believe your aid may best be gained by telling you a brief story from the founding of Hearth-Home.

“A hero of our people, Farolas, for whom these very hills are named, founded Hearth-Home. Farolas built the keep within the cliff walls themselves to protect the dwarves from the many dangers of the Rift, yes...but he also built the keep to protect the Rift from outside threat.

“Not far from where we now sit are a set of doors. Built by no dwarven hand, these doors existed long before Hearth-Home dug its way through the solid rock.

The first recorded time these doors opened came many years ago when Farolas, troubled by what lay behind them, ordered them unsealed and passed through the doorway to the area beyond.

“Soon thereafter, however, Farolas stumbled back through the doors and, hovering near death, ordering them resealed, before he finally collapsed. When he recovered from his many injuries, Farolas made but one statement to his people: That the dwarves of Hearth-Home would guard the doors from that day on, permitting no entry, nor exit, by anyone. We have guarded the doors, day and night, year-round, ever since.

“When Farolas made his statement, a young and rash dwarf named Barr asked the great hero why there would be any worry about anyone coming out of the doors, when no one was to be let within. With a solemn look crossing his face, Farolas simply shook his massive beard and told the lad that the greatest danger lay within.

“Only twice since have the doors been opened. The first time came when Farolas himself disappeared through them again, intent on ending the unspoken danger. Only this time, he never returned. As he left, one of the guards heard him mutter something about ‘through the gate,’ but that was all.

“The second time the doors reopened was through foul treachery. Four days ago, we succeeded in capturing the evil mage, Chambrin. He has long worked with our enemies, the orcs, and has trapped several dwarven parties with his powerful magics.

“But while the Tribunal debated Chambrin’s fate, the villain escaped. Instead of fleeing the keep, however, he made his way to the guarded doors. He

slaughtered the guards on duty, unsealed the portal, and entered.

“We now believe Chambrin must have allowed himself to be captured so that he could gain access to the doors. Chambrin must be stopped! We must stay in the keep as is our duty. You, however, can enter the doors and seek out Chambrin. We have little to offer in return, save glory, but we will give you what we can. Will you accept this task and save Thunder Rift?”

Otaras offers each party member two gems worth 1,000 gold pieces each: one now, and one when Chambrin is stopped. Otaras will also provide the party with one *Potion of Healing*. If the PCs ask for more, Otaras tells them the dwarves can offer nothing else, but that the party is free to take whatever they find within the mountain. If the party wishes, Otaras will leave them alone to discuss his offer.

If the party refuses the dwarven leader’s offer, he once again pleads the cause of Thunder Rift. He also tells the PCs he must have been mistaken about them, for “great heroes” would not bicker over a reward when so many lives might be in the balance. If they still refuse, the adventure ends here.

If the PCs accept the offer, Otaras clasps each of them on the shoulder and grants them the first of their gems. He also gives a description of Chambrin—tall, with long blond hair, and a flowing red cloak. When the party is ready, Otaras leads them to the double doors. Read the following.

Massive double doors confront you, flanked by two dour dwarves armed with chain mail and spears. The doors stand open just enough to allow your entry, and in the flickering torchlight you can barely make out the edges of the room beyond. Glancing at your companions, you steel your nerves and enter the chamber. As soon as you are through, the doors shut behind you. Your quest for Chambrin has begun.

Look at map #1 on page 7. The PCs are currently in the room marked #1. The following text describes the room as the party sees it.

Room 1: Entrance

You have entered a chamber that seems to have been a reception area. Several chairs sit clustered around a small table in one corner, while a tasteful couch rests against the north wall. Ahead, a wide corridor leads out of the room, and tattered remnants of curtain reveal other exits to the north and south.

The most notable feature of this room, however, is the skeleton sprawled on the floor. It is human-sized and clutches a rusty broadsword. Several ribs are splintered; apparently this fellow suffered a violent death.

Asticles, a mage, built this place. Farolas had killed this guard while searching for Asticles.

There are no obvious signs of Chambrin's passage here, nor is there anything of importance to the PCs in this room. The furniture and curtains are decayed and useless.

Room 2: Cloak Room

Cloak hooks line the walls of this sparse room. Several tattered cloaks still hang on the wall, though all look in poor shape. Double doors stand closed on the southern wall, and tears in ragged curtains expose glimpses of the northern hallway. The remnants of several smashed chests lie scattered about the room.

If the PCs examine the wreckage, they find three iron horseshoes (from Room #3 to the south), and 15 gold pieces. Two of the horseshoes are twisted, but the third shoe remains in surprisingly good shape. This is a new magic item, a *Horseshoe of Luck*. It radiates a faint magical aura if a PC uses a *detect magic* spell on it. The bearer of one of these special shoes gains a +1 to all saving throws. (For more information, see the section on New Magic.)



Room 3: The Stable

This large area still smells faintly of horses and hay. There are three stalls here. Large double doors lead out of the room to the north, while a smaller door remains closed to the east. Across from this door is an opening, but from where you stand it is impossible to tell where it leads.

As soon as a PC approaches within five feet of the stall doors, the monsters lurking inside attack. Tell one of the players to roll a d6 for the party to determine if the sudden attack catches the PCs by surprise. A 1 or a 2 means the creatures surprise the party, and will have a free round of attacks against the party before the PCs can respond. Any other result means the DM runs the first round of combat normally.

In either event, read the following.

Three skeletal horses suddenly burst through the stall doors in front of you! Slashing at you with their razor-sharp hooves, the terrible beasts attack!

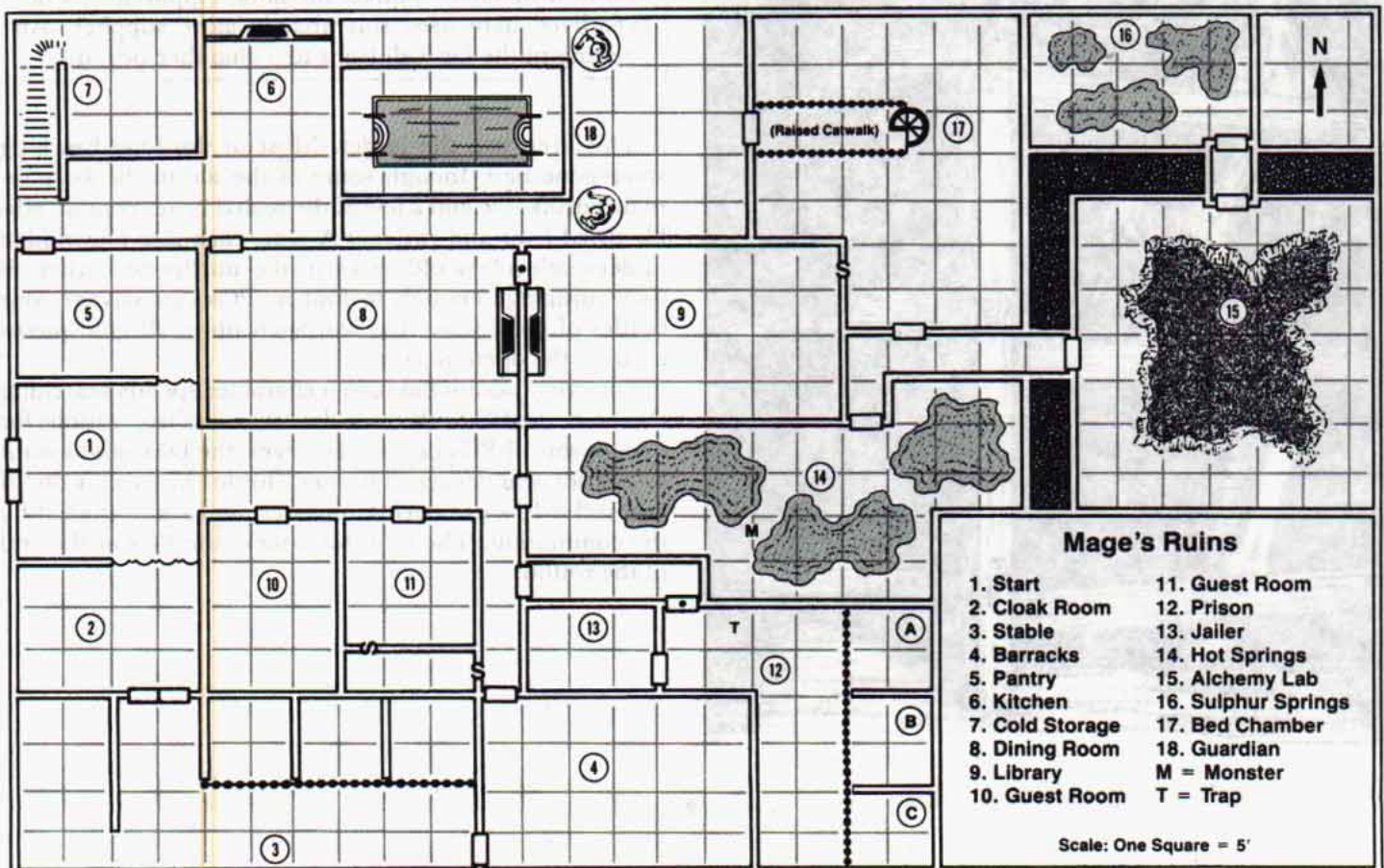
Asticles animated these steeds soon after their deaths. These undead creatures, called Lesser Nightmares (described in full under "New Monsters"), fight until destroyed. Clerics can turn them as wights. The creatures take only $\frac{1}{2}$ damage from edged weapons.

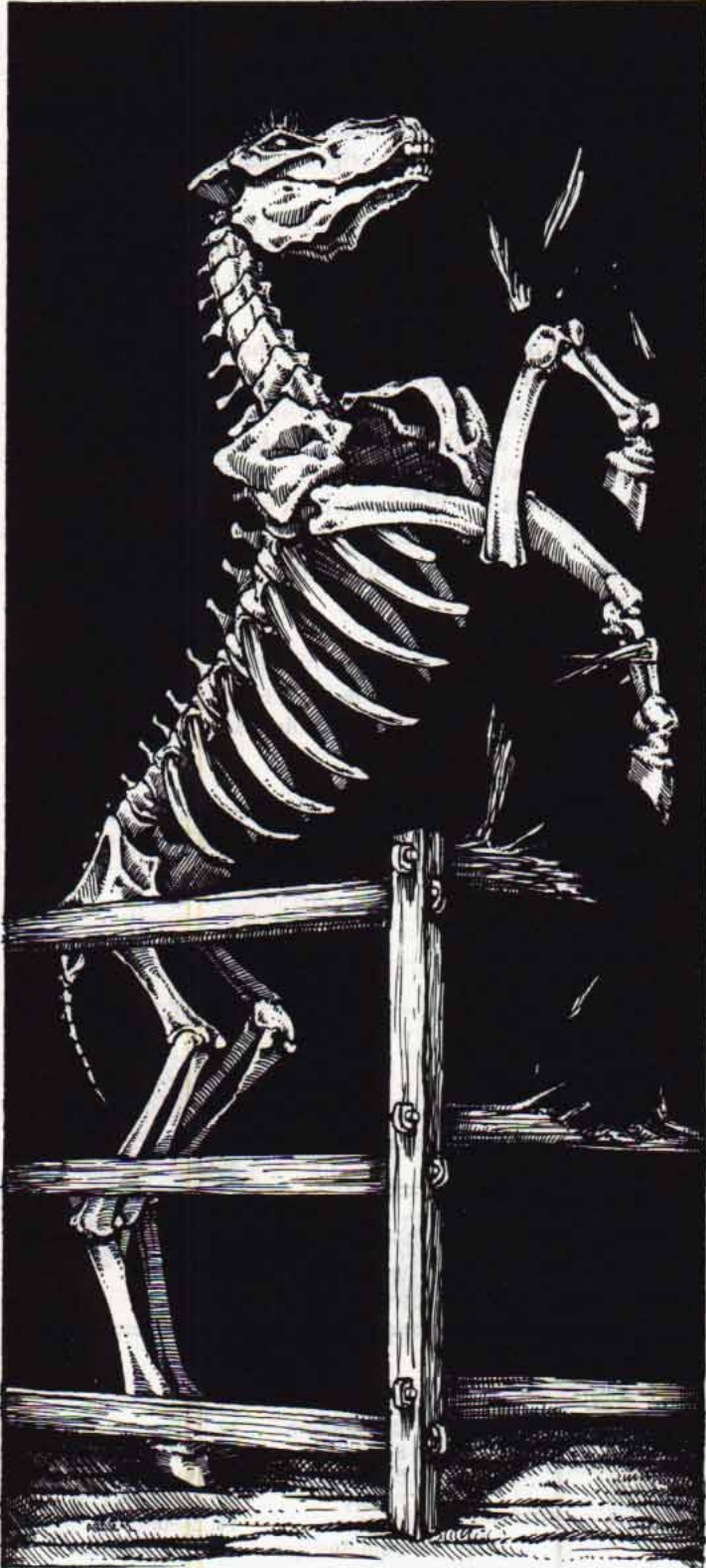
Lesser Nightmares (3): AC 7; HD 3 + 1*; hp 15, 15, 12; MV 180'(60'); #AT 2; THAC0 17; Dmg 1d6/1d6; Save as F2; ML 12; AL N; XP 75; Treasure nil.

The opening to the west leads to the stable's tack room. In this area sit four rotting sets of tack (saddles and bridles), as well as some old feed in a bin, which has long since gone bad and smells strongly of decay. The grain also conceals a growth of Yellow Mold, which releases its cloud of deadly spores if a PC disturbs it by touching the grain.

Any PC who examines the bin closely before disturbing it notices a sickly yellow fungus (the mold) clinging to the bin's side.

Yellow Mold (1): AC always hit; HD 2*; hp 9; MV 0; #AT spores; THAC0 area effect; Dmg 1d6 + special; Save as F2; ML not applicable; AL N; XP 25; Treasure nil.





Room 4: The Barracks

This large chamber contains six pallets. Shields and long swords hang above two of the pallets, and a small footlocker lies at the base of each pallet. The remains of a table and some chairs occupy the center of the room.

Asticles housed his personal guard in this chamber. The room holds little of interest for the PCs, though the long swords and shields are still serviceable. Each of the footlockers contains a few personal odds and ends, such as a set of dice, a few coppers, a small knife, etc. The DM should make up whatever small, non-valuable items might be appropriate. None of the small chests are locked.

Room 5: The Pantry

A variety of kegs, chests, barrels, boxes, and sacks cover the walls of this small chamber. Most of the sacks have rotted, spilling their contents on the floor. As a consequence, dried beans, corn, flour, and grain, most of it now inedible, blanket the floor. Apparently, whoever lived here used this area to store supplies. An opening in the far wall leads to a chamber beyond.

This area was the larder. Most of the food has long since gone bad, though some of the ale in the kegs remains drinkable and a few of the sealed boxes contain edible dried fruit and rations. A wine rack also lies hidden underneath a few old sacks in the northwest corner; if they rummage enough to find it, PCs can salvage four bottles of good wine that will fetch up to 20 gold pieces each on the open market.

For every additional turn a character spends searching this area, the PC finds three days worth of iron rations for one person. If PCs do this, however, the DM might want to roll for wandering monsters. To do this, roll a d6. If you roll a 1, a wandering monster appears, attracted by the commotion. The monster attacks the PCs at the end of the round.

Room 6: The Kitchen

This L-shaped room was definitely a kitchen. The ceiling beams sport pots and pans hanging from a variety of hooks. At the far wall stands a huge fireplace, easily 12 feet wide. Two iron pots swing from hooks set into the stone hearth. A long table laden with cutlery and bowls stands near the fireplace, and stairs to the west lead downward into darkness.

Two extremely hungry rhagodessas lurk above the pots and pans. The starving creatures recently climbed down the fireplace's huge chimney and gorged themselves on some of the goods kept in the cold storage area (Room #7, below). They have once again grown hungry, and view the party as the perfect opportunity for a meal.

If the PCs have been exceptionally quiet thus far, both the rhagodessas and the PCs should roll for surprise. If not, only the PCs roll for surprise; the monsters have heard them approaching and now lie in wait on the ceiling, ready to attack. In any event, read the following when the first rhagodessa attacks.

Suddenly, amidst a hail of pots and pans, a spider-like creature the size of a pony lands near your group. Huge yellow mandibles snap together eagerly, as the multi-legged horror attempts to ensnare you with two long tentacles!

Rhagodessae (2): AC 5; HD 4+2; hp 21, 19; MV 150'(50'); #AT 1 leg/1 bite; THAC0 15; Dmg 0 + suckers/2d8; Save as F2; ML 9; AL N; XP 125; Treasure see below.

The second rhagodessa attacks one round after the first. If possible, it will have moved to a position where it can drop down behind the party.

Players searching the area after the combat will find the kitchen implements in reasonably good shape, but of little immediate use. The fireplace itself, however, holds at least one item of interest: a loose flagstone in the hearth that contains a small cache, secreted here long ago by an enterprising cook/thief. If the PCs examine the fireplace, secretly roll a Detect Secret Doors check. If successful, the PCs discover the flagstone. A thief making a successful Find Traps roll will also discover the hiding spot.

The scraped-out hollow holds a small pouch with three pearls, worth 250 gold pieces each, a gold ring worth 200 gold pieces, and a magical *Dagger +1*.

Room 7: Cold Storage Chamber

Stairs descend into this chilly area. Shelves line every wall, and large hooks hang from the ceiling. Crockery lies in ruins upon the floor, as if some person or creature had smashed through it.

If any of the PCs examine the crockery, they realize the jars have been smashed only recently, since the liquids they held (wine, ale, water) have not yet evaporated. The PCs might (correctly) deduce that the rhagodessas in Room #6 above smashed the crockery in their search for food.

If the party digs through the room, the DM™ should secretly make a Detect Secret Doors check for every PC making the search. Roll a d6 for each PC. On a roll of 1 (or 1-2 if the PC is an elf) the character discovers a something special: One of the large jars holds a long sword, sealed within it. The weapon is beautifully crafted, with the word "Mageblight" etched upon it.

The sword is actually a magical *Sword +1, +2 vs. Spell Users*. Asticles had planned on destroying the sword, but Farolas killed the mage before Asticles had the opportunity.

Room 8: Dining Room

A huge oaken table, easily 20' in length, dominates this large chamber. Chairs line each side of the table, and a long sideboard rests against the western wall. Near an impressive stone fireplace, an especially large oaken chair, almost a throne, sits at the head of the table.

Faded tapestries cover the walls, and above the mantelpiece, carved into the very stone of the wall, stands a large coat of arms: A wand crossing over a broken sword.

Asticles entertained his few guests in this hall. The sideboard contains silver goblets and cutlery worth 2,000 gold pieces and weighing 250 coins. The tapestries, faded beyond value, no longer contain designs that can be discerned.

PART I: The Escape

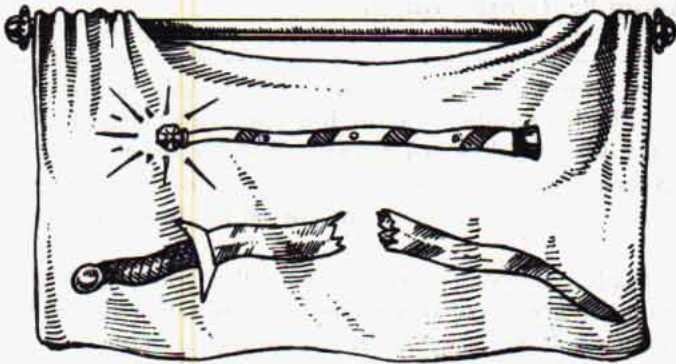
If the PCs examine the chair at the head of the table, they find a thin weather-beaten book entitled "*The Art of Privacy*" resting inconspicuously on its cushion. If the adventurers look through the volume it appears relatively boring. Unknown to the PCs, it serves as the key to opening the secret door in the library (Room #9 below).

The coat of arms carved above the fireplace belongs to the mage Asticles. If any of the PCs examine the fireplace closely (by looking for secret panels, for example), the investigating PC disturbs the stirges that nest in the chimney. If provoked (for instance, if the party pokes something up the darkened chimney, or if the PCs take hostile action when the creatures flap out), the stirges immediately attack.

Stirges (8): AC 7; HD 1; hp 7,6,6,5,5,5,4,4; MV 30'(10'), 180'(60') flying; #AT 1; THAC0 19; Dmg 1d4; Save as F2; ML 9; AL N; XP 13; Treasure nil.

Room 9: The Library

Bookshelves line this large room floor to ceiling. Every shelf appears crammed with books without a single bit of space left unused. A fireplace lies against the same wall as the doorway in which you now stand. A small oaken table and several overstuffed chairs complete the rest of this chamber's furnishings.



The books in this library address a variety of topics, most of them esoteric. If the PCs spend a full turn examining the books, they notice a significant section on dimensional travel. One of these books contains a piece of parchment with the word "Karameikos" scrawled upon it and underlined several times. Beneath this word is a map, depicting the Grand Duchy of Karameikos, identical to the map of Karameikos found in the *Rules Cyclopedia*. If the DM does not have the *Cyclopedia*, the PCs do not find this map.

If a PC successfully examines the bookshelves for secret doors, or if the party searches the library for another full turn, the party discovers a space on the crammed shelves for one slim volume. (The party will find this at the spot where the secret door appears on the map.) If the PCs slide the book "*The Art of Privacy*" from Room #8 into this slot, a five-foot section of bookshelf rotates and reveals the bed chamber beyond.

The books to either side of this spot are false, and do not budge. Asticles placed these books to permanently mark the correct spot for his "key."

Room 10: Guest Chamber

A wardrobe stands against the far wall of this chamber, with a bed flush against the wall to your left. Draperies surround the bed, making it impossible to see, from where you stand, if anyone lies upon it. The air smells faintly of lavender and roses, reminding you of expensive perfume.

Painted scenes of some wooded land coat the walls of this room. In the mural, a pool of water stands in a glade at the top of a hill, while a small trail meanders away. The trail begins next to an unusual rock formation resembling a sleeping child. In the distance, the artist has rendered the rooftops of a small town. Although difficult to discern, it looks as if the trail might lead to the village.

Asticles placed his most favored guests in this room. The bed is very comfortable, piled with down comforters and feather pillows. The pleasant scent in this room comes from the bed, which has rose petals and lavender flowers mixed in with the flocking.

The mural depicts a glade in the Grand Duchy of Karameikos (see **Part II** of this adventure). The PCs start the second part of this module at the pool shown here in the painting. PCs who look carefully notice several varieties of trees they have never seen before.

Room 11: Guest Chamber

A wardrobe stands against the far wall of this chamber, and a plush canopied bed rests against the wall to your left. The once-whitewashed walls are now faded and stained with soot.

Asticles accommodated his less favored (and less trusted) guests in this room. PCs who have examined the bed in Room #10 above notice this bed appears not nearly as comfortable.

Astute PCs also notice this room is 5' shorter than the other guest chamber. They can find the secret door leading to the small hall just south of this chamber by searching in the empty wardrobe. If a PC examines the wardrobe, explain that it appears normal, if poorly constructed—several knotholes dot the doors of the wardrobe, as well as the closet's back. The knotholes all appear at approximately eye level for a human. Asticles and his hired assassin used them as peepholes for spying on suspicious guests.

The knotholes allow PCs to make their Detect Secret Doors checks at a +1 bonus for the purposes of finding the hidden doorway into the secret hallway. Thus, a human would need a 1 or a 2 on a d6, while an elf would find the secret door on a roll of 1, 2 or 3. Once the secret door is found, the back panel of the wardrobe slides upwards. The wardrobe itself, however, cannot be moved. When the PCs find this hall, read the following.

Dust rolls toward you as you slide the secret panel upwards. A narrow hallway, running parallel to the bed chamber, lies beyond. Upon one wall hangs a wickedly-curved dagger and a large pouch.

The pouch contains a pair of doeskin gloves, a small vial of liquid, and a scroll. The scroll contains the second-level magic-user spell *invisibility*. The gloves, of high quality, could fetch perhaps 5 gold pieces. The dagger is silver, but non-magical. The liquid is poison. Anyone who drinks this must Save vs. Poison or die.

When placed on a weapon, however, the poison adds +4 hit points of damage to the first successful attack with the coated weapon. After the first successful attack, the poison has wiped off and will need to be reapplied. There is enough poison for six coatings.

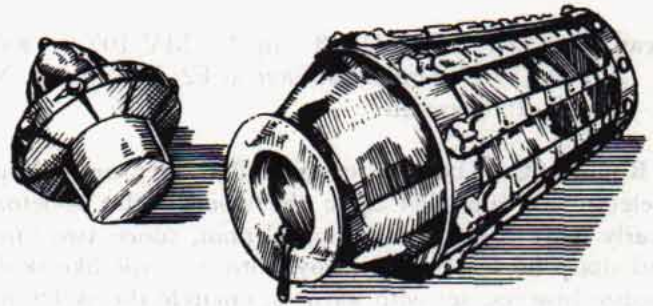
Asticles' jailor would occasionally murder "guests" whom Asticles believed dangerous, or merely inconvenient, to him. The jailor used the items here as tools in his foul trade.

Room 12: The Prison

The door to this area is locked, but not trapped. Once the PCs open the door, read the following.

The odor of moldering straw, general decay, and death greets you as the door swings open. Three barred cells make up the left-hand wall of this area, while a door stands closed to your right. A rusty ring of keys hangs just to the left of the doorway where you now stand.

The ring contains four keys. These keys, however, are really only a trap for unwary jailbreakers. PCs can find the actual ring of keys in Room #13 below. If a thief successfully detects for traps on the ring, the PC notices that the hook will slide up should someone remove the key ring. The thief can also check for traps on the floor to notice the outline of the trap door that falls open when the hook slides up. (see map #1).



PART I: The Escape

When this occurs, the PC who removed the ring of keys tumbles into a 10'-deep pit filled with sharpened spikes. The PC takes 1d6 hit points of damage from the fall and an additional 1d4 hit points of damage from the spikes. If another PC stood next to the PC when the hook slid up, this character must make a Save vs. Paralysis or fall into the pit as well. Characters may climb out of the pit normally.

Each cell of the jail resembles the next, all 10' × 10' chambers with locked doors and rough stone walls. The doors consist of close-set iron bars welded together, allowing characters to look into cells without opening doors. Moldering straw decorates each cell, but nothing else.

Room 12A: The left-hand (northern) wall of this cell is warm and very damp. Condensation drips down the wall, collecting in a small puddle on the floor. The straw here is particularly moldy.

The hot springs just to the north of this cell cause the dampness and warmth.

Room 12B: The left-hand (northern) wall of this cell also looks damp, but the straw on the floor of this cell appears dry.

This phenomenon occurs because the wall is not actually wet at all; it is covered by a grey ooze, which attacks any PC that comes within five feet.

Gray Ooze (1): AC 8; HD 3*; hp 15; MV 10'(3'); #AT 1; THAC0 17; Dmg 2d8; Save as F2; ML 12; AL N; XP 50; Treasure nil.

Room 12C: The walls of this cell are dry, and a large skeleton lies sprawled upon the stones. The skeleton, nearly twice the size of a normal man, sports two thick and sharp horns curving away from its cattle-like skull. Bronze bracers, set with garnets, encircle the skeleton's wrists.

Additionally, the bars of this cell have been bent so far apart that an elf or small human could squeeze through them, but not so much that the creature could have done so while it was alive.

Asticles captured this former minotaur for one of his magical experiments and held it prisoner here but died under the hammer of Farolas before he had the chance. The minotaur eventually starved to death, not quite able to break the bars of his cell in his weakened condition. The bracers will fit a very large human and could command up to 250 gold pieces each on the open market.

The skeleton does not animate, but the PCs will probably assume otherwise. If a PC enters the cell to take the bracers, tell the player that one skeletal hand suddenly moves. Moments later the party sees a rat scurry away from underneath the hand—where it had been sleeping until scared away by the PC's entry—but for a moment it should give the party a good scare.

Room 13: A Vengeful Spirit

This dirty room contains a small cot, brazier, and chest. Additionally, a rickety table and chair stand against the far wall, while a ring of four keys rests upon the table. A skeleton lies collapsed against the right hand wall, with a broken sword, clutched in death, beside it. Dark brown stains cover the lower part of the wall and much of the floor underneath the skeleton.

The brown stains are actually dried blood, the last of the life that leaked out of the evil jailor, Nazzird, when Farolas struck him a death blow.

But much like the bloodstains, traces of the jailor's wickedness remain. One round after the PCs enter this chamber, mist rises out of the skeleton and rapidly coalesces, taking on the form of a brutish human male. This is Nazzird, held here by his evil and now transformed into a wraith. He attacks the party immediately.

Wraith* (1): AC 3; HD 4**; hp 19; MV 120' (40'); 240' (80') flying; #AT 1; THAC0 16; Dmg 1d6 + energy drain; Save as F4; ML 11; AL C; XP 175; Treasure see below.

The wraith represents a dangerous foe, harmed only by silver or magical weapons—and silver weapons do but 1/2 damage. The PCs should already have magical and/or silver weapons, but if they do not, the DM™ should change the broken sword to a usable silver one and allow one of the characters the chance to grab it before the wraith attacks.

The keys on the ring fit the three cell doors and the single outer door to the jail. The chest is locked, but not trapped. If a PC examines the sword, secretly roll a check to see if the PC has successfully detected secret doors. If so, the PC has discovered a fifth key hidden in the sword's hilt. This is the key that opens the chest.

Inside, the PCs find the treasure that the jailor secretly collected from the “guests” he murdered for Asticles: some worn clothing, a pouch holding 300 gold pieces, a ruby worth 500 gold pieces, and a valuable-looking gold ring—actually a *Ring of Protection*, +1.

Room 14: Hot Springs

The doors to this chamber, made of iron rather than wood, feel warm to the touch. The party can see a faint condensation on the doors and the surrounding stone walls, and Asticles used iron doors here because he feared wood would swell from the moisture and stick the doors shut. Both doors are unlocked. When the PCs open the western door, read the following.

As you pull the heavy door open, a warm, moist air greets you. A slight luminescence clings to the walls of the long, cave-like area in front of you. Several large pools of steaming water stand before you, and it looks as though a path winds through the center of the chamber. It looks as though something might be blocking the path about 30' away from you, but the steam makes it difficult to tell what it might be.

Along the left wall, just visible through the steam, stands another iron door. It appears that some brightly-colored object might be caught in the door, but it is difficult to tell from where you stand.

Asticles and his guests used this area as a bathing chamber. Natural vents in the 30' high ceiling draw the steam upward from the hot spring pools natural to these mountains. The springs in this room are not actually all that hot, and happen to be at a very comfortable temperature for relaxed bathing.

Chambrin passed through here during his getaway. PCs entering the room will soon find the recently-killed carcass of a giant leech that lived in these pools, which made the mistake of trying to have Chambrin for lunch as the mage made his escape. This is the form the that PCs can just barely make out, blocking the path.

Also here, however, drawn by the meat of the dead leech, is a carrion crawler. It attacks the party as soon as any PCs attempts to cross past the carcass.

Carrion Crawler (1): AC 7; HD 3+1*; hp 16; MV 120'(40'); #AT 8; THAC0 17; Dmg paralysis or 1 hit point; Save as F2; ML 9; AL N; XP 75; Treasure nil.

The damp, slick floor surface considerably complicates the battle for the PCs. Every time a tentacle from the carrion crawler strikes a PC, the character must Save vs. Paralysis or fall into a pool. If this occurs, roll a d6: on a roll of 1-3, the PC falls into the southern pool; on a roll of 4-6, the PC falls into the northern pool.

Due to its low center of gravity and many legs, the carrion crawler needs no such saving throws; it will not slip.

One additional giant leech resides in the northern pool (its companion in the southern pool already killed by Chambrin). If a PC falls into the northern pool, that leech attacks. The pools are only three feet deep, so PCs may attack normally, except for dwarves and halflings, who attack at -2 because of their short stature. Roll surprise normally for both sides of the fight.

Leech, Giant (1): AC 7; HD 6; hp 26; MV 90'(30'); #AT 1; THAC0 14; Dmg 1d6; Save as F3; ML 10; AL N; XP 275; Treasure nil.

If the PCs win past these monsters, they can approach the far door. The object caught in the door is a piece of red cloth, torn from Chambrin's cloak as the mage fled from here in haste before another creature attacked. Alert players might remember that the dwarven leader spoke of Chambrin wearing a red cloak.

This door opens easily for the PCs.

Room 15: Alchemy Lab

Asticles and Farolas fought their final, epic battle here. When the PCs reach the outer door to this chamber, read the following.

Planks of wood lie shattered on the floor in the open doorway in front of you, though you notice that its hinges still remain nailed into the wall. It appears as if blows of incredible force burst the door inward. Five feet further on a second door still stands, though that too seems forced open—this time, however, from the other direction. Black scoring marks appear on the inner wood of this door, and there seems to have been some sort of battle in the room beyond.

When the PCs enter the lab, read the following.

This huge room must have once served as a lab or experimentation chamber of some sort. Tables lie smashed and burned upon the floor, and broken glass crunches beneath your feet wherever you walk. Several empty iron cages, large enough to hold a human, stand against the far wall, and strewn pieces of burnt parchment and vellum add to the ransacked chaos.

A large black stain covers the majority of the floor, as if some sort of explosion or fire occurred here. In the very center of this blackened area lie the charred remains of a soot-darkened skeleton.

During the final moments of their battle, when Asticles knew Farolas would triumph, the mage loosed one final, destructive spell—a *fireball*. He had hoped to take Farolas with him into death, but the dwarven hero, shielded by his magical armor and aided by his unearthly endurance, just barely survived the tremendous, fiery blast. If Asticles had not fortified the walls and ceiling of the lab to protect the rest of his home from any experiments gone awry, the entire chamber might have collapsed, burying Farolas forever.

Though the explosion destroyed almost everything of interest here, a full turn's search by a PC unearths a *Potion of Healing* in a metal vial and a large diamond worth 500 gold pieces.

Room 16: Sulphur Springs

When the PCs open the outer door to this chamber, read the following.

When you open this flame-scarred door, a second, unmarked door confronts you. An acrid odor hangs in the air here, though you cannot quite identify it.

If the PCs open the second door, read the following.

As you open the second door, a cloud of sulphurous vapors billows forth and surrounds you. Your eyes begin to water, but you can still see to the chamber beyond, where small bubbling pools lie. The fumes apparently emanate from these pools. Beside one of the pools rest three corked ceramic vials, approximately 10' away from you on the floor.

Each vial contains 50 gold pieces worth of sulphur, which has many uses, including as a spell component. The fumes in the room are dangerous, however; if any PC stands in the doorway for more than one round, or if a PC attempts to retrieve the vials, the character must Save vs. Poison each round he is exposed to the gas or faint away. This can be deadly, as unconscious characters breathing the fumes take 1d4 hit points of poison damage each round until companions come to their rescue. Rescuers, however, must also Save vs. Poison or similarly succumb, meeting the same fate as their comrades. Holding cloth or the like over the mouth and nose gives a +2 modifier to the saving throw.

It takes one full round to retrieve the vials. If a PC fails the saving throw during that round, the PC collapses just as he or she reaches the vials, but does not recover them.

Room 17: Asticles' Bed Chamber

If the PCs enter this room through the southern door, the PCs notice it bears a complex locking mechanism, though upon further examination they see it is unlocked. It had been properly bolted before Chambrin arrived, but the mage used a *knock* spell to pass through the doorway during his emergency escape. For details on the secret door to the west, see Room #9 above.

When the PCs enter the chamber, read the following.

This once-opulent bed chamber has been ransacked. A huge bed still stands against the far wall, but the satins and furs once covering it now lie torn and strewn on the floor. A thin carpet of soft feathers from the slashed pillows coats the floor, bits of down and cotton mixed in with large splinters from a large, shattered desk and several smashed nightstands. The stuffing of the plush chairs has been ripped from their cushions as well.

Dominating this chaos is a large, wrought-iron spiral staircase, easily 60' in height. Far above, at the very top of the tall chamber, it ends in a short catwalk leading to a plain wooden door.

If the PCs search the room, they find three furs amid the disarray—all sable, and each worth 300 gold pieces. They are quite bulky, however, with an encumbrance value of 200 coins each.

Chambrin ransacked this chamber hoping to find Asticles' spell book and the key to the door above. He never

found the book, since it was destroyed during the mage's battle with Farolas, but the renegade mage did locate the key and escaped through the exit above.

If the PCs carefully examine the wreckage, they notice that no dust has yet settled upon the disturbed items, though a thin coating of grime covers much of the floor beneath them.

The adventurers will also notice a set of footprints leading from the wreckage to the base of the staircase, and a second set of prints leading from a large spot of smudged dust nearby to an empty point directly underneath the catwalk. Both sets of footprints are Chambrin's, who first fell victim to the trap on the spiral staircase and then, growing frustrated, used a *levitation* spell to lift himself up to the catwalk.

The spiral staircase appears very sturdy, though it lacks a safety railing and the steps are but two feet wide. The staircase is trapped: When the first PC climbs to a height of 30', the staircase suddenly lurches, spinning rapidly around the center pole. Any PC triggering this trap must Save vs. Paralysis or find himself hurled across the room, taking 3d6 points of falling damage. (This is what happened to Chambrin, who landed on the spot where the large smudge of dust is.)

All other PCs on the staircase must also save, though they take only 2d6 or 1d6 hit points of damage if they fail, depending on how high they had climbed on the staircase (a PC suffers 1d6 points of damage for every 10' off the ground).

The staircase spins for three rounds, and PCs must save each round to hang on before it stops.

The device that spins the staircase triggers every time somebody steps upon the 45th stair (at the height of 30'). If several PCs climbed the staircase at the same time, the party might have trouble determining exactly which footstep triggered the trap, and might require further (potentially hazardous) experimentation before determining how to surpass it.

A *detect traps* spell reveals the hazard, as will a successful attempt by a thief to find traps on the stairs.

The PCs can circumvent this trap several ways. Aside from painful trial and error, a magic-user can do as Chambrin did and simply *levitate* to the catwalk. From there, the spellcaster can simply lower a rope for the rest of the party. Another method is to hurl one end of a rope over the catwalk, though this is a difficult effort: the DM™ should treat the catwalk as AC -2, and might decide to roll for wandering monsters after numerous failed attempts. Additionally, the PCs could analyze the mechan-

ics of the whirling stairs and lodge something sturdy (perhaps a desk leg) under the bottom step, jamming the staircase in one spot.

Of course, players are notoriously resourceful, and the DM should permit any clever method that seems as if it should probably work.

Once the PCs reach the catwalk, they may open the exit door easily, since Chambrin, in his haste, neglected to retrieve the key from the lock.

Room 18: Guardian of the Pool

An amazing sight greets your dazzled eyes. Sun streams in from the glass roof set high above your heads, and sparkles on the water of the large reflecting pool in front of you. To either side of the pool rears a magnificent statue of a huge amber lion. A piece of red wool lies by the side of the pool.

Suddenly, the lion to your left stretches and leaps from its platform. Eyes glowing, it lumbers menacingly toward your party, tail twitching in apparent anticipation of the kill.

This creature is an amber golem, set by Asticles to guard the *Dimensional Pool*, (see section on New Magic). The other lion is simply a statue. Chambrin eluded the fearsome guardian by casting a *mirror image* spell on himself and then quickly diving into the pool. The pool flung him across the dimensions and into the Grand Duchy of Karameikos.

The golem immediately attacks the PCs. It fights until destroyed or no opponents remain.

Amber Golem* (1): AC 6; HD 10*; hp 47; MV 180'(60'); #AT 2 claw/1 bite; THAC0 10; Dmg 2d6/2d6/2d10; Save as F5; ML 12; AL N; XP 1,750; Treasure see below.

If the PCs destroy this formidable creature, it bursts apart in a kaleidoscopic spray of shattered amber. Altogether, the pieces of amber are worth 6,000 gold pieces and weigh 600 coins.

The piece of cloth beside the pool has several rips in it from the golem's claws. Again, this is a piece of Chambrin's cloak, and matches the cloth found in the hot springs area in Room #14 above.

If the PCs gaze into the *Dimensional Pool*, read the following.

PART I: The Escape

Instead of seeing your own battered image, a small glade shimmers in the reflection! Some of the trees seem unusual to you, and a strange rock formation rests beside the pool. A red cloak lies by the water's edge.

The cloak belongs to Chambrin, who finally cast it aside after it sustained too much damage during his escape. The PCs can see that the two pieces of cloth they have discovered thus far come from this cloak.

A *detect magic* spell will also reveal strong enchantments emanating from the water. Indeed, this pool is a powerful device capable of far-reaching dimensional transport, and can be used to bring creatures both to and from Thunder Rift.

This is the device that so troubled Farolas and prompted him to order the construction of Hearth-Home as a means to guard it. Farolas feared that Asticles or another evil mage would transport some hideous creature or army into the Rift. Unable to destroy the pool, he set the dwarves to guard the entrance to it.

For the PCs to follow Chambrin, they must immerse themselves in the pool. The waters are four feet deep, and for the magic of the transport to work the character must be completely submerged.

When this occurs, the character undergoes a dizzying shift of perception, as if all five of the PC's senses were swirled around in his brain. As the character regains his orientation, he finds himself slowly floating up to the surface of the small pond depicted in the *Dimensional Pool's* reflection. This occurs before the PC is in any danger of needing air, and the magic involved makes it unnecessary for the PC to know how to swim.

Anyone watching this occur sees the PC shimmer slightly under the surface of the *Dimensional Pool*, as if distorted by the wavering water. When the shimmering stops, the PC appears as part of the scene displayed on the surface of the pool. For more information on the *Dimensional Pool*, see the section on New Magic.

Part I of this adventure ends when the PCs enter the *Dimensional Pool*. The DM™ might want to take advantage of this break to determine how much experience the PCs have gained. In addition to normal experience points, the DM might decide to award PCs a bonus of 500 experience points to each character for discovering (and going through) the *Dimensional Pool*. The PCs earn this experi-

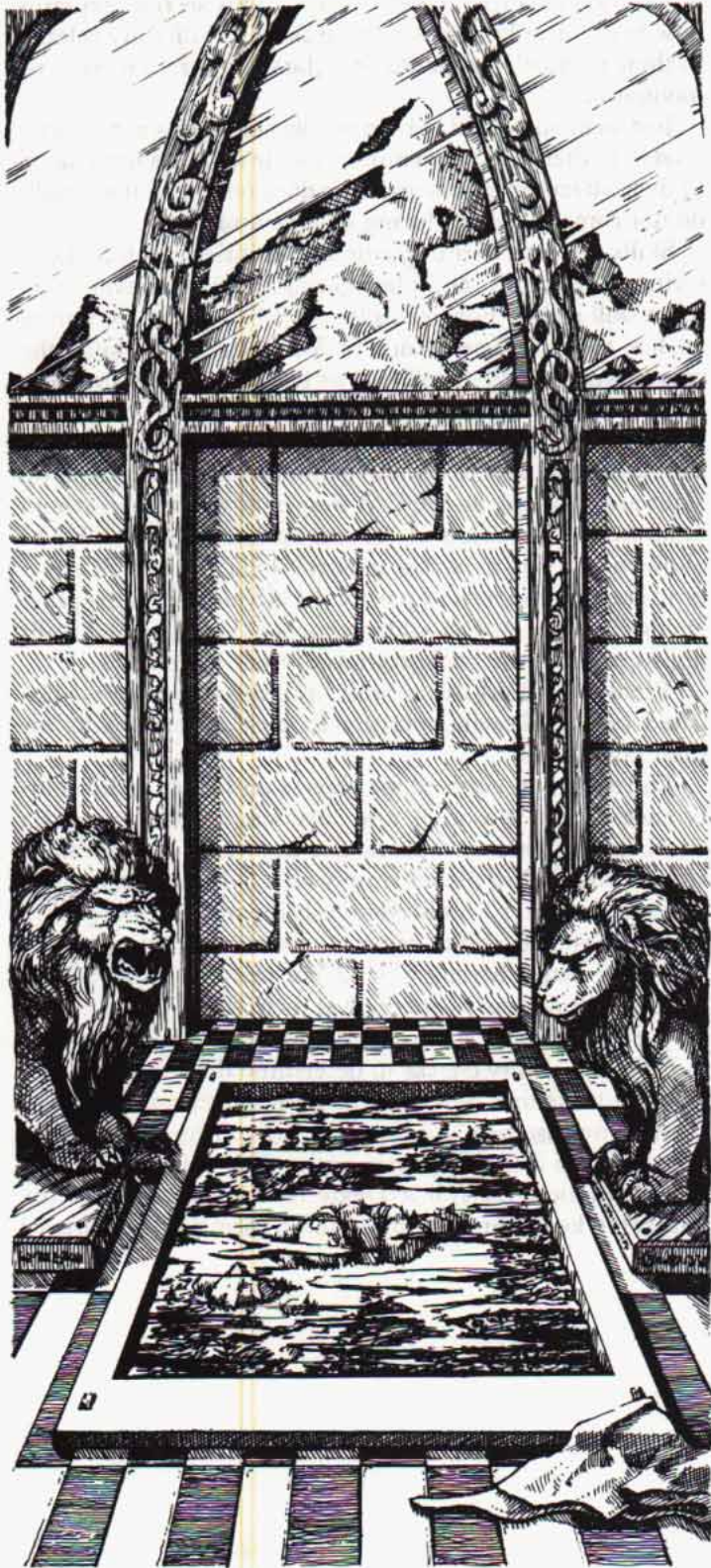
ence by achieving one of the goals of the adventure, though it remains up to the discretion of the DM whether to award it or not.

Finally, a DM may also give a character experience points for exceptional roleplaying. This is also discretionary, but a good rule of thumb is to limit the bonus to 5% of what the PC needs to gain a new level. An example of exceptional roleplaying would be a Lawful character who risked his own life to save an imperiled friend in an act of great heroism.

It is possible that, after granting experience points, one or more of the PCs might be able to go up in level. Start these characters off with their new levels when you begin the second part of this module. Remember, though, that a PC can gain no more than one experience level per adventure, so if a character has earned enough experience points in Part I to rise two levels, the PC loses the excess experience points and starts **Part II** of this module one point shy of the new level. Since **Part II** is considered a separate "adventure" from **Part I**, the character may gain another level upon completion of that section.

This marks the end of **Part I** of this adventure: The Escape. In **Part II**, the PCs track Chambrin into the wilderness of the Grand Duchy of Karameikos, thus beginning their adventuring careers in the D&D® game Known World!





PART II: The Chase

The second part of this module uses the rules and concepts from the D&D® *Rules Cyclopeda*. The module also provides examples to help clarify the new rules for the DM™. If the DM does not have the *Cyclopeda*, simply continue to use the D&D game rules normally.

There are three new concepts from the *Cyclopeda* the DM may want to learn before starting the second part of this module: **Weapon Mastery**, **General Skills**, and **Ability Checks**.

Turn to Chapter 5 of the *Cyclopeda*. At the beginning of this chapter the DM will find the heading “*Weapon Mastery*.” Weapon Mastery gives human PCs the option of using new weapon slots to gain further expertise in a weapon that is already part of the character’s repertoire, rather than using the slot to learn a totally new weapon. Normally, the PC must first train with someone who has already mastered the weapon before the PC can achieve any mastery of his own. If the DM wishes, the characters may search out a weapons master after completing this adventure.

The DM, however, has a second option. Turn to the section of Chapter 5 entitled “*Retroactive Weapon Mastery*.” The DM may decide a PC should already be a weapon master due to the PC’s almost exclusive use of a particular weapon.

For full details of the different abilities gained by weapons masters, the DM should carefully read through the entire section on weapon mastery.

Keep in mind, however, that weapon mastery is a powerful skill, and gives characters a large advantage in combat. Weapon mastery also creates more numbers and modifiers for the DM and players to keep track of during combat, so the DM may well decide to slowly introduce weapon mastery by making the PCs first search out a weapons master before learning these skills.

At the same time, however, weapon mastery adds an exciting new element to the game and the DM might want to incorporate it into the campaign as soon as possible. If the DM decides to give a PC weapon mastery right away, the DM should not grant the character more than the *Skilled* level, as the PCs are still fairly low level and this is a powerful ability.

Immediately following the section on weapons mastery is a section entitled “*General Skills*.” This section explains how beginning PCs may choose skills not directly related to their particular adventuring class, such as dancing, or navigation.

Just as in our world, where people learn skills not directly related to their jobs, adventurers can learn skills not related to their adventuring classes. This does not mean these skills do not come in handy during an adventure!

Skills are attached to particular abilities (such as Dexterity or Wisdom), and players roll a d20 whenever making a skill check. For example, if a PC with a Strength of 14 has the skill Endurance (a Strength-based skill), the player would need to roll a 14 or less on a d20 to succeed. The *Cyclopeda* explains general skills in full.

Before starting this part of the module, the DM™ should decide how to handle general skills. First, general skills are optional, so the DM may choose not to use them at all in the campaign. A second option is for the DM to allow the players to choose general skills for their PCs prior to starting the second part of the adventure. If the players do this, the DM should encourage them to select skills appropriate to the backgrounds of their characters.

Finally, the DM can wait until this adventure is finished before allowing players to pick general skills for their characters.

The third new concept for players and DMs is the ability check. This is a quick and easy way to determine if a character succeeds at a particular task. Like general skills checks, the DM or player simply rolls a d20 and compares it to the character’s ability score. If the number is equal to or less than the ability score, the character succeeds. A character with a Strength of 12, for instance, would need to roll a 12 or less to succeed at a Strength Check. In a way, every general skills check is an ability check.

DMs use ability checks to determine if a character succeeds at tasks that otherwise don’t have scores applied to them. For instance, a player might roll an Intelligence Check to see if the character remembers an elusive piece of information, or roll a Dexterity Check to see if the character keeps his footing while fighting on a slippery ledge.

If it is a particular difficult or unlikely task, the DM™ is free to impose penalties to reduce the chance of success. For instance, a character might be given a normal Strength Check to pull up a comrade on a rope, but might get a -2 or -4 penalty if that comrade wore plate mail armor and carried heavy treasure. Penalties can run as high as the DM wishes, or the DM may simply declare a task is just too difficult and not allow a check at all.

Conversely, characters might receive bonuses for particularly easy tasks, such as a +2 bonus on a Charisma Check when trying to persuade a particularly stupid person that a believable lie is true.

It is sometimes tempting for players to use these checks to determine how a character might react to a certain situation—for instance, by rolling a Wisdom Check to see if a character loses his temper—but the DM should discourage this. It is much more enjoyable to roleplay out a character rather than simply to roll dice.

The D&D® Game Known World

Turn to *Appendix 1: The D&D Game World* in the back of the *Cyclopedia*. This appendix describes the “Known World,” the D&D campaign setting the PCs entered when the party followed the mage, Chambrin, through the *Dimensional Pool*. This exciting setting is far larger than Thunder Rift — it is a whole world for the PCs to explore! In addition, this world also contains the mysterious Hollow World.

In this adventure, the PCs will explore a small part of the Grand Duchy of Karamaikos, a heavily-forested, and largely unexplored, “nation.” The DM should read the section on the Grand Duchy in Appendix 1 before running this part of the adventure. The Duchy can provide many hours of intrigue and excitement, but don’t forget there are many other interesting cultures and societies to be found on (and even in) the Known World.

Adventure Overview

Chambrin traveled to the village of Bywater to acquire a pouch of magical *Abelaat’s Crystals* (see the section on New Magic) from the town’s mage, Zarrian. When he arrived, however, Chambrin discovered the village in ruins. Not particularly daunted by the destruction around him, Chambrin simply went to Zarrian’s ruined cottage, rifled through the home, and located the magical crystals.

Once in hand, Chambrin set off with the crystals for another mage’s ruined tower north of Bywater. There,

Chambrin plans on summoning an old ally, as well as and parlaying with some potential new ones (by use of the crystals), and use them to rally an army that can conquer Thunder Rift.

If the PCs originate from the Known World, rather than Thunder Rift, the DM should devise a plan in which Chambrin intends on assaulting someplace near and dear to the PCs. Refer back to the introduction in **Part I** for more ideas on adapting this module to PCs from the Known World.

Wandering Monsters

The DM might want to make wandering monster encounters while the PCs journey through the wilderness. A good system for this is to check four times a day: once at dawn, once at sunset, and twice during the course of the night. When checking, roll a d6. On a roll of 1, a wandering monster crosses the party’s path.

Use the following table for generating wandering monster encounters.

Roll 1d8	Monster	No. Appearing
1-2	Wolves	1d6
3-4	Rats, Giant	3d6
5	Bees, Giant	2d6
6	Boar	1d4
7	Black Bear	1
8	Weasel, Giant	1

Statistics for these monsters can be found in the *Cyclopedia*.

The Search

Look at map #2 on page 20. The PCs begin **Part II** at the spot labeled ‘1’ on the map. When everyone is ready, read the following to the players.

After a few seconds, the dizziness fades away. Looking around, you find yourself and your fellow adventurers lying beside a small pool of water. A soaked red cloak also lies by the pond. A strange rock formation that reminds you of a sleeping child rests beside a faint trail. The trail leads into the woods surrounding the glade.

You find yourselves in a small sunlit glen at the top of a hill. A variety of trees surround the glade, some of which seem very unfamiliar to you. A soft breeze blows through the trees, and from the pleasantly cool temperature and budding flowers you would guess it is spring.

The PCs have entered the Grand Duchy of Karameikos in the D&D® game *Known World*. If a player asks about the glade resembling the one depicted on the wall of the guest chamber (Room #10 in **Part I**), say that it appears nearly identical. Next, ask the player to roll an Intelligence check. If successful, the PC remembers a few rooftops painted in a position past the trees a few miles away in the direction of the path.

The pond next to the PCs is the one through which the group arrived. This pool, however, is not magical, and the PCs may not use it to return to Thunder Rift.

The rock formation is not magical, and just happens to resemble a sleeping child.

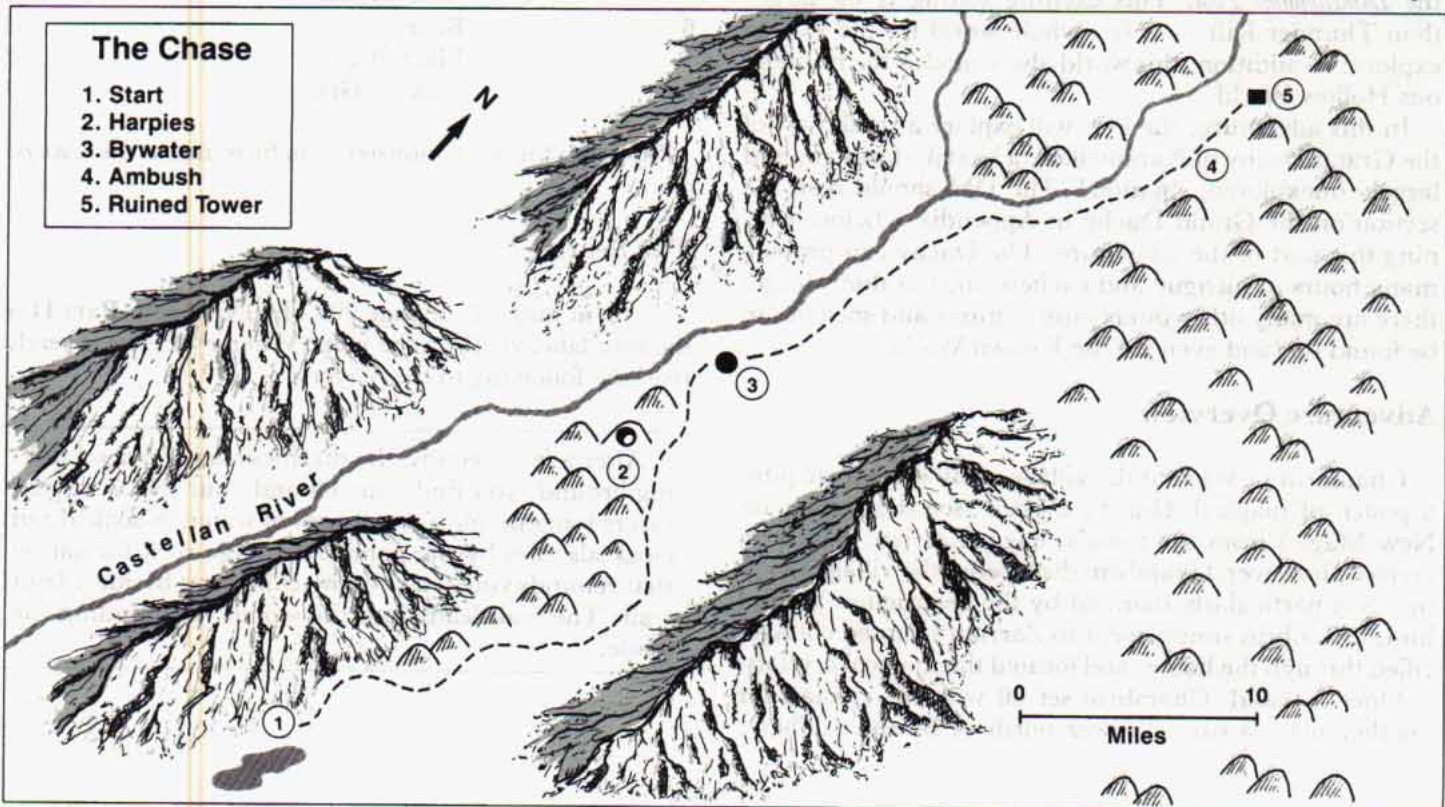
If the PCs have the map of Karameikos found in the library (from Room #9 in **Part I**), it does not yet aid them. The PCs have no way of knowing where they are in the Duchy, or even if the group is in Karameikos at all.

The PCs will likely decide to follow the path in pursuit of Chambrin. If any PC attempts to search for tracks, the PC must either make a Tracking check (if the campaign now uses general skills) or an Intelligence check. If successful, the PC notices human-sized boot prints in the dirt trail. Chambrin did head down this path early this morning. The path leads to the ruined town of Bywater.

If the PCs go directly into the surrounding forest, the brush, made up of prickly bushes and undergrowth, slows their movement rates to $\frac{1}{4}$ and the noise of passing through the brush attracts a wandering monster after only 20 yards. If PCs persist, the DM™ should drop hints to them that Chambrin did not travel this way, such as by saying “it seems as if no one could pass through this type of undergrowth without leaving a large trail,” or other comments to that effect.

2. Ah, Wilderness!

Once the PCs pick up Chambrin’s trail, the party will be embarking on a whole new form of adventuring—outdoor exploration! Exciting encounters can happen everywhere, not just in dark dungeons. The wilderness, and even towns and cities, provide their own unique



brands of excitement and challenge.

In this section the PCs get a taste of wilderness adventuring. The following section will bring the party to the ruined village of Bywater, where PCs can experiment in town exploration.

Once the party has traveled approximately one half-mile down the trail, read the following.

As the trail winds down yet another hillside, you notice the trees in the area have thinned somewhat. There is even a small meadow to your left. Beyond the meadow rises a rugged hill – almost a cliff – perhaps 30' in height. There appears to be an opening in the cliff side, perhaps a cave mouth.

Give the PCs a short while to decide if they want to explore the cliff. If the party decides to do so, a patch of grab grass (see *Cyclopedia*) hidden on part of the meadow lashes onto the characters. Then a group of harpies living in the cave soar out and attack on the following round. If the PCs ignore the cave and stay on the trail, the harpies attempt to lure the PCs into the grab grass with their mesmerizing voices. If this still fails, the harpies simply emerge and attack.

A PC caught by the grass suffers a -2 on attack rolls and receives no Dexterity adjustment to armor class. Characters may attempt to free themselves from the grab grass, but this will use up the PC's action for that round. The chance of success is only 5% if the character has a Strength of 12 or less; for every point over 12, add another 5% to the chance (for instance, a character with an 18 Strength has a 35% chance). Characters who fail to free themselves can try again the next round.

The DM™ should look at this battle as an example of how two different monsters can work together. By cooperating, the monsters gain better chances of winning fights and this makes them more formidable opponents. Running this type of battle can present more of a challenge to the DM, however, because it requires keeping track of two different kinds of monsters. The DM must remain especially careful to follow the order of combat so that every monster (and PC) acts in turn.

Grab Grass (20' square): AC 9; HD 4 (1 per 5' square); hp 36 (8 per 5' square); MV nil; #AT 1; THAC0 nil; Dmg hold; Save as NM; ML 12; AL N; XP 75; Treasure nil.

Harpies (5): AC 7; HD 3; hp 15 each; MV 60' (20'); flying 150'(50'); #AT 2 claws + special; THAC0 17; Dmg 1d4; Save as F6; ML 7; AL C; XP 50; Treasure see below.

The cave opens at 20' up the cliff. Rocky projections cover the cliff face, so any character, not just thieves, may attempt to climb the stones. Most characters will need to make a Dexterity Check to succeed; thieves and those with the general skill Climbing may do so automatically without needing to roll to see if they succeed. Characters who fail their Dexterity Checks fall for 1d6 points of damage.

PCs may also walk around to the rounded slope on the opposite side of the hill, and then safely lower their comrades by rope down to the cave mouth. This process requires 15 extra minutes.

When the PCs enter the cave, read the following.

This cave must be no more than five feet in height. It stretches back 15 feet into the cliff before opening into a wider “nest” area. The odor here is virtually overwhelming, and you blink back tears brought on by the awful fumes. This place is a mess! Offal mixes with straw, tarnished coins and several fouled cloaks. It looks as though there there might be some treasure here, but it will mean picking through the mess to retrieve it.

The lair contains 750 silver pieces, 280 gold pieces, a variety of jewelry worth 1,200 gold pieces total (weighing 50 coins), and a wooden box containing a cotton swab and two doses of *Ointment of Healing*. Each dose cures 2d6 + 2 points of damage, and feels cool and soothing to the touch.

The party recovers all of the treasure if it spends two full turns sorting through the detritus of the lair. One turn of searching turns up only half the treasure, and no ointment. After searching, the PCs will also be covered in filth which takes another full turn to remove.

The village of Bywater lies another four miles down the path.

3. Bywater

After those four miles, the PCs reach the top of the final hill leading into the ruined village of Bywater. When the PCs reach this point, read the following.



Below you sprawls a scene of horrible devastation. What was once a village lies before you, but nearly the entire town appears torched, ransacked, or destroyed. Clearly, a fire of incredible intensity raged through part of this area, leaving little standing in its wake. On the western half of town, only a scant handful of buildings remain, and the eastern half appears to have fared only slightly better, with buildings smashed instead of burned. Everywhere, splintered wood, shattered glass and random debris lie strewn on the ground.

As you peer closer, you can make out skeletons and bodies heaped in several places along the street. Something unimaginably fearsome must have occurred here, though it looks as if several months have since passed. New crops can be seen growing wild in the surrounding fields, and some grass has even taken root on the main street. Amid the carnage, no living creature appears to stir below.

The PCs can enter Bywater easily, though little is left of the unfortunate village. A dragon laid waste to town this past winter, and most of the survivors died or fled when orcs moved in and raided the village shortly afterward. (To find out more about this tragedy, read the TSR novel *The Tainted Sword* by D.J. Heinrich.)

Exploring this village will give the PCs a taste of town adventuring, and will help the party realize that all of life is an adventure. Excitement and danger are not just limited to musty dungeons!

Look at map #3 on page 24. This map depicts the village of Bywater. The module details all buildings marked with a letter. The other buildings hold nothing of interest to the PCs, and most have been destroyed by fire and/or orcish raiders. The places are simply ruined homes and shops. If the party explores any of these buildings, tell the PCs they can barely move inside because of the fallen debris, collapsed walls, and so forth. If the PCs insist on exploring every structure, let them, but perhaps give them a wandering monster encounter or two during the process for the time it will take and the noise it will make. After all, this village is in the process of being reclaimed by the wilds!

When the PCs first enter the town, the party should be coming from the south, and the path turns into the village's main street. Once here, they will find that one of the town's former occupants remains—at least in person, if not in sanity!

A. The Inn of the Wyvern

When the PCs near the remains of this building, read the following.

A wavering voice calls out, "Hey, you! Want a room for the night? Special fire sale rates! Just 10 gold pieces per person. You get the whole kit 'n caboodle!"

To your left stands an older human, his gray hair trailing down his back. The man leans his small frame upon a cane, and you see him walk with a limp as he takes a step or two toward you. His worn clothing lies in near-tatters underneath a heavy leather apron, and everything about the man appears weathered and beaten—except, that is, for his eyes, which gleam with intensity.

The man stands near the remains of what was once an inn. Someone has dragged a large plank over to the side of the inn, propping it up with some stones. "Inn of the Wyvern" is written in crude Common upon the plank.

"Well?" he says. "Speak up, now! Don't be running off like that other young fellow."

This man is Crelp Woodshaver, former keeper of the Inn of the Wyvern. Crelp's entire family died in the disaster, and he has lived in isolation here for months. So far as Crelp knows, no other villagers remain.

Crelp's losses and solitude have combined to drive him a bit mad. Still, he is mostly harmless, and can provide the PCs with valuable information of what occurred in town if the party does not treat him too rudely. They will have to sort the pieces together from Crelp's fractured memory, but combined with their own observations they should be able to get the whole picture.

The information Crelp knows is listed below. He insists on a 10-gold-piece payment for each answer even though there's no place to spend it, since he's not entirely in touch with reality.

The DM™ should avoid simply reading the following passages to the players. This kind of encounter works best by playing out the character, and letting the party members roleplay their way into getting the information.

Here is what Crelp knows:

- Early this morning a tall young man with blond hair (Chambrin, though Crelp never learned his name) came to the village. The man refused to give Crelp any

gold, but asked him many questions about the village. Crelp remembers several of the questions, but not all of them. He does remember the fellow asked where the mercantile store was located, and where the mage, Zarrian, used to live. Crelp also remembers the young man asked for Zarrian by name, but would not tell Crelp if the two were friends, relatives, or what.

- Just as the man turned to go, he asked Crelp if the innkeep knew whether the old ruined tower on the Highreach River still stood. Crelp told the stranger he knew nothing of the tower, but that wasn't true: Crelp knows that the tower still stands, but he refused to properly answer questions for a person so rude that he wouldn't even give away some gold. So long as the PCs remain polite to Crelp, the innkeep will tell the party how to get to the tower.
- Crelp tells the PCs the man entered several buildings (he does not recall which ones), and then departed. He went north, along the riverbank. Crelp will also remark on the stranger's luck at not being accosted, since the residents on the west side of town are "a touch rowdy." If players press him on these residents, Crelp just smiles slightly and begins whistling or talking about the weather, as if the question hadn't even been asked.

The "residents" are actually monsters who have taken up residence in the all-but-abandoned town. Details on them can be found below.

- Crelp knows the town hall contains maps of the area. He also knows the mercantile store offered many interesting goods for sale.

If attacked, Crelp will defend himself, but shouts out phrases like "you'll never take me alive, lizard!" as he does so. This is in reference to the dragon that laid waste to the village.

Crelp Woodshaver: AC 8 (leather apron); HD 1 – 1; hp 4; MV 60'(20'); #AT 1; THAC0 20; Dmg 1d4 (with cane); Save as NM; ML 12; AL L; XP 5; Treasure nil.

B. Garamond's Pottery

A small sign hangs at an angle above this storefront. The sign depicts a cluster of pottery jugs held by a robust, smiling man. The building has lost both its door and windows, as well as part of the second story.

PART II: The Chase

This was Garamond's Pottery Shop. If the PCs enter the building, the party finds several destroyed counters amidst a jumble of smashed pottery. The stairs to the second floor remain intact, and any PC entering the store notices a lovely clay pot balanced precariously at the top of the stairs.

Raiding orcs set this pot here as a crude trap for anyone wandering back to the village. Whenever 100 pounds or more is placed on the uppermost step, the entire staircase collapses. Any PC at least halfway up the stairs will take 1d6 hit points of falling damage. In addition, any PC standing near the steps must make a Dexterity Check or take 1d4 points of damage from falling debris.

PCs may detect this trap in the normal manner. To avoid it, PCs should state that they are specifically avoiding the top step; otherwise, presume that they take the normal action of stepping on the top stair to reach the pottery.

When the staircase collapses, the pot tumbles off the edge and shatters in the crash. If PCs avoid the trap and successfully retrieve the pot, it will fetch only 10 gold pieces on the open market (cheaply made despite its nice colors, which is why the orcs left it behind) and weighs 20 coins. A character carrying the pot will need to take extra precautions to make sure it does not break in transit (such as from combat).

C. Baidon's Mercantile

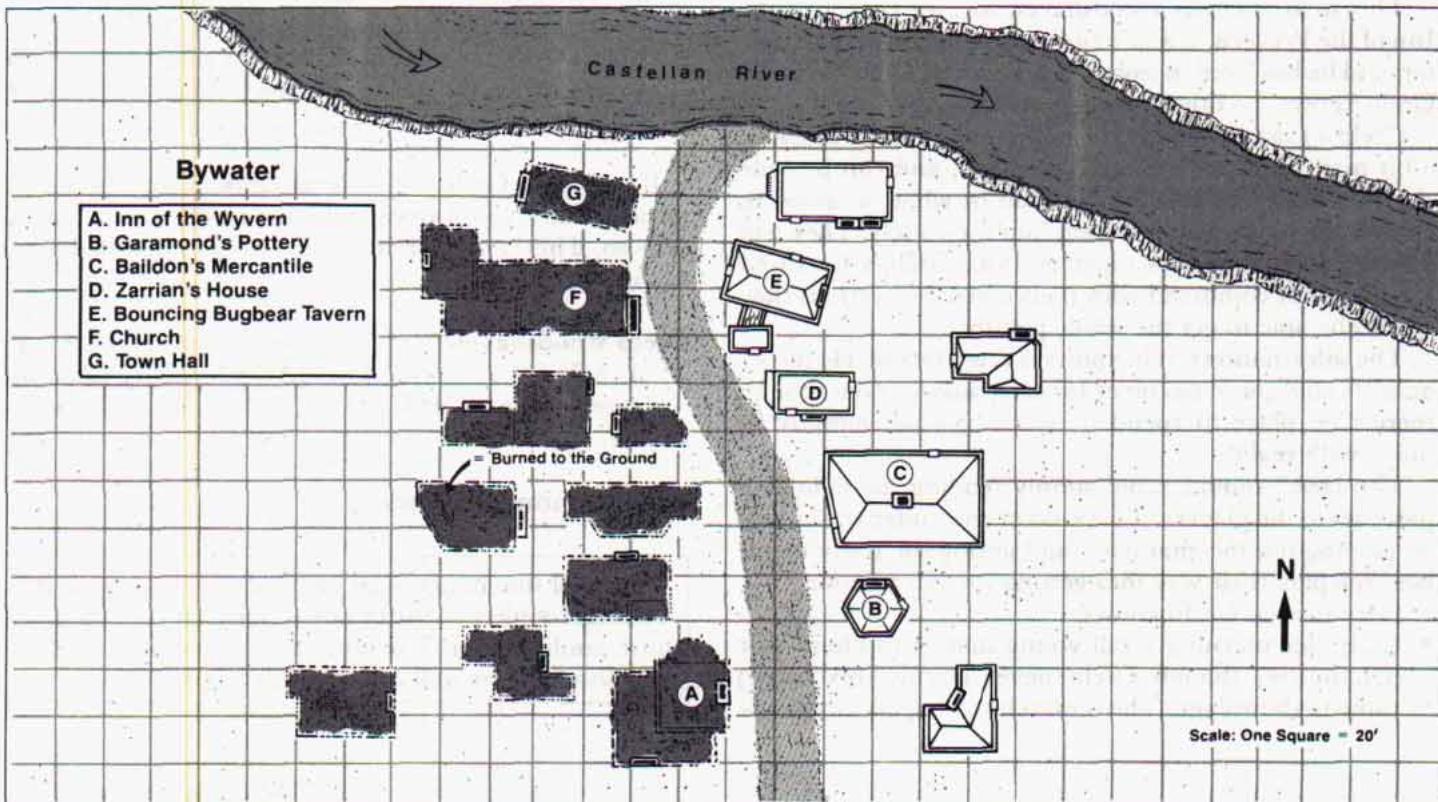
This large building housed the general store. Double doors once covered the large doorway. Now, shreds of burlap flap at the windows and doorway, doing little to block anyone—or anything—from entering.

If the PCs enter this establishment, read the following.

When this place was in business, its inventory must have been immense! The main room must be 60' long. Shelves still line every wall, and smashed display cases stand everywhere. It looks as though raiders have thoroughly looted the place.

This store once contained an amazing array of goods, but virtually all are gone thanks to the orcish looting. Still, if the PCs spend two turns searching, or a PC successfully detects for secret doors on the back wall, the party discovers what little treasure is left here.

A small section of the back wall in the main room slides back to reveal a hidden niche. In this niche, the merchant Baidon kept personal monies and items waiting to be



picked up by special customers. The niche contains 500 gold pieces, a diamond ring (worth 350 gold pieces), a gaudy red-and-black checked cloak (worth 10 gold pieces), and a *Potion of Treasure Finding* (see *Cyclopedia* for information on this new magic item). If the *Cyclopedia* is not available, the DM™ should substitute a potion from the D&D® Game.

D. Zarrian's Cottage

This small home is damaged as much as the others, but it appears as if someone has been inside this house more recently. Clear footprints in the dust lead both in and out around the cottage.

Bywater's only mage, Zarrian, made his home here, and died while defending the town. The footprints discovered by the characters belong to Chambrin.

As with the rest of the buildings, little remains inside the cottage. Two small iron doors, however, each 2' × 2' square, stand in the stone wall farthest from the door. Zarrian wizard locked both these "safes" (and thus the orkish raiders could not open them), but Chambrin simply used a *knock* spell to spring one of them open. Inside, he found the magical *Abelaat Crystals* that he sought, so he did not waste effort toying around with the second safe.

The first safe, on the left, opens easily, as it is not locked, though it contains only dust. The second safe, openable by a thief or a magic-user with a *knock* spell, contains Zarrian's spell book. It holds the following spells:

First Level: *Detect Magic, Hold Portal, Read Magic.*

Second Level: *Detect Evil, Locate Object, Wizard Lock.*

Third Level: *Dispel Magic, Lightning Bolt.*

The safe also contains a pouch of diamond dust (worth 100 gold pieces), and a *Pouch of Security* (see *Cyclopedia*; if the *Cyclopedia* is not available, substitute a pouch-sized *Bag of Holding* that can contain up to 1,000 coins in weight but weigh only 60 coins when full).

E. Bouncing Bugbear Tavern

This tavern amazingly escaped serious damage, and is probably the building in town left most intact. Dangling on one chain is the tavern's sign, a carving of a drunken bugbear sitting on his head.

When the PCs pass or approach this large one-story building, they hear several deep, gravelly voices in heated argument. The voices belong to two ogres who unearthed a hidden cache of ale kegs. If any PC speaks ogrish, the PC hears the two ogres arguing over how the three kegs of ale should be divided. Otherwise it just sounds like some incoherent shouting and growls.

If the PCs make any significant noise (yelling, fighting, etc.) the ogres investigate. Upon spotting the party, the brutish creatures attack, hoping for more treasure.

Ogres (2): AC 5; HD 4 + 1; hp 35, 31; MV 90' (30'); #AT 1; THAC0 16; Dmg 1d4 + 2; Save as F4; ML 10; AL C; XP 125; Treasure see below.

The ogres carry 230 silver pieces and 25 gold pieces between them. Each keg of ale weighs 200 coins and might bring 20 gold pieces on the open market. The ale inside is of poor quality.

G. The Village Church

This church was once the pride of the village. It is now a ruined hulk, burned beyond recognition. Only the large, soot-stained bell lying near the road hints at the building's previous function.

One small section of the church, however, almost miraculously holds strong. Once a stone alcove, a curved section of wall, perhaps 8' high and 5' across, still stands. The PCs spot this wall from the main road if the party stops to examine the burned churchyard.

If the PCs approach this section of wall, read the following.

As you pick your way around the large pieces of debris, you can now see a font nestled inside the section of curved wall. The font has two levels. The upper section forms a scalloped shell, while the lower tier forms a large, sculpted rose. The beauty of the font stands in sharp contrast to the devastation surrounding it.

When the party reaches the font, the PCs sees both tiers filled with water. The upper tier only contains collected rain, but the lower tier contains a specially *blessed* water. Anyone of Neutral alignment who touches this water takes 1d4 hit points of damage, while anyone of Chaotic alignment takes 2d4 hit points of damage. If a Lawful

PC touches the water, it feels (and tastes) refreshing.

If a PC examines the font closely, tell the player to make an Intelligence check at a -4 penalty. A successful check means the PC notices one of the stone rose's "petals" is loose. Pulling on the petal reveals a secret compartment. The compartment may also be found by successfully detecting for traps.

To actually remove the petal and reach the compartment, a PC must reach inside the fountain, putting a hand into the *blessed* water.

The compartment holds a vellum scroll rolled inside a watertight ivory case. The scroll contains three clerical spells: *Bless*, *Silence 15' Radius*, and *Neutralize Poison*. The third spell is a new, fourth-level clerical spell. Look in Chapter 3 of the *Cyclopedia* for information on this spell (or substitute another spell if the *Cyclopedia* is not available).

G. Town Hall.

The remains of this building sit just beside the Castellan River. Currently, several giant crayfish (identical to the "giant crab" entry in the *Cyclopedia*) are dragging debris from the town hall into the river to fortify their underwater nests. One of the crayfish pulls a small chest toward the water. When the PCs approach, roll surprise for the crayfish and tell the players to do the same. Then read the following.

By the near shore of the small river lie the burned ruins of a large building. Moving around the debris are huge orange crayfish, easily 8' long! The crayfish are currently dragging large chunks of debris towards the river, including a small wooden chest.

The crayfish, unable to find food in the Town Hall's wreckage, attack the party immediately. They flee toward the river as soon as two of their number are killed, dropping everything in their grasp, including the chest.

Giant Crayfish (4): AC 2; HD 3; hp 16,15, 15,12; MV 60'(20'); #AT 2 pincers; THAC0 17; Dmg 2d6; Save as F2; ML 7; AL N; XP 35; Treasure see below.

The chest contains numerous town records and several maps. One of the maps displays the Grand Duchy of Karameikos, and closely resembles the color map of Karameikos in Appendix 1 of the *Cyclopedia* (the one found by the players does not have hex lines on it).

A second map shows the area around the village of Bywater. Sketch a rough copy of map #2 in this module and give it to the PCs. Be sure to omit the numbered encounters and map key!

If the DM™ wishes, other maps may be found in this chest. These maps could show other areas of the Known World. The DM might even throw in a mysterious treasure map to inspire another adventure in the Known World after the PCs have completed this mission.

4. Waylaid!

The tower is located two full days of travel north of Bywater. The PCs must spend at least one night in the wilderness.

If you are using wandering monsters in this module, remember to check for encounters during any night the PCs spend in the wilderness. If the party does not post at least one PC on watch at all times during the night, wandering monsters will automatically surprise the PCs and get one free round of attack before normal initiative. If the PCs do post a guard, the PC on guard must roll for surprise normally. PCs asleep at the start of a battle must take one full round to awaken and grab weapons.

Also remember that only the PC on guard will have the benefit of armor; most armor, except for maybe leather, is much too uncomfortable to wear while sleeping!

When the PCs are approximately two miles from the ruined tower, read the following.

The wide earthen path beside the Highreach River you have followed for several miles begins winding through foothills. Greenery surrounds your party, and spring flowers are just beginning to bloom.

Suddenly, a cloaked figure pushes out of the bushes. The figure limps and wears a cloak spotted with brownish-red stains. He looks down the path in your direction and then waves frantically at your group. It looks as though he is beseeching your aid.

This is actually a clever ambush set up by a group of orcs. The orcs wait in hiding until the PCs are almost on top of the "wounded" individual and then descend on the party when the bait orc gives the signal (a cough). Three orcs line each side of the trail, while the orcish leader attacks from the party's rear.

When all this occurs, make a roll to see if the party is surprised. If not, the orcs spring the trap an instant too soon and party members have the moment of warning they needed to ready themselves. (The orcs still might win the initiative roll, of course.) The orcs do not need to roll for surprise.

Party members might be tipped off to the ambush if they ask about the wounded individual's features; if they do, tell them the figure's head is completely hidden under his hooded cloak and nothing can be made out. If the party gives any indication that they've discovered the ambush, or simply attacks the hooded figure, the ambushing orcs attack immediately. Only roll normal initiative in this case, not surprise.

The orcish raiders have one additional trick up their sleeves: they travel with an orcish shaman, a monster spellcaster similar to a cleric. Chapter 14 of the *Cyclopedia* explains monster spellcasters in full. Monster spellcasters can help make certain types of monsters unexpectedly dangerous to higher level parties and add new spice to campaigns.

The shaman has already cast the spell *bleed* on the orcs. This means the raiders gain +1 to their attack rolls and saving throws for the duration of the battle.

As the raiders attack, the shaman steps out of the woods about 20' in front of the party and begins shrieking in a wild jumping dance. This commotion is typical of shaman spellcasting, and might not be recognized immediately by the PCs if they have never seen a shaman cast a spell. The shaman first casts *hold person* and then moves in to use curing spells on his comrades as they get injured. He will eventually fight with his dagger when he runs out of spells.

This encounter occurs near the end of the module and the party may have suffered extensive injuries by now. If this is the case, the DM™ might want to give the PCs a break and allow the *hold person* spell to catch an orc or two by accident in addition to affecting the party.

Orcs (7): AC 6; HD 1; hp 7,6,6,5,5,5,4; MV 120'(40'); #AT 1 short sword; THAC0 19; Dmg 1d6; Save as F1; ML 8; AL C; XP 10; Treasure nil.

Orc Shaman: AC 6; HD 1; hp 9; MV 120'(40'); #AT 1 bone dagger; THAC0 19; Dmg 1d4; Save as F1; ML 9; AL C; XP 25; Treasure 25 gp, scroll with *cure light wounds* (this might be used during the combat).

Current Spells: *Cure Light Wounds, Hold Person.*

Orc Leader, "Gnosh": AC 6; HD 1; hp 8; MV 120'(40'); #AT 1 short sword; THAC0 19; Dmg 1d6; Save as F1; ML 10; AL C; XP 32; Treasure 35 gold pieces, silver short sword.

If the PCs slay Gnosh, the morale of the other orcs falls to 6.

Once the PCs defeat the orcs, nothing further stands between them and their final confrontation with Chambrin. The DM should not roll for wandering monsters from here on out.

5. The Ruined Tower.

As you crest one last hill, your weary party finally looks down upon the ruined tower. Made of red granite, and once perhaps three or four stories tall, not much remains. Heaps of moss-covered rubble haphazardly dot the land around the ruin. Some of the stones appear to have been flung hundreds of yards from the tower.

From where you stand, perhaps a quarter of a mile from the ruin, it is obvious only the rudiments of a second story remain intact. A luxurious carpet of moss blankets the second floor, entirely open to the sky.

The bottom floor of the tower appears in better shape. From your vantage point it looks as if most of the walls still stand.

There is no sign of the renegade mage Chambrin.

The tower is 50' in diameter. Except for a 15'-wide section of the southern wall, the walls still protect the first story. The southern section has collapsed completely.

Chambrin is currently on the first floor. Before journeying to Thunder Rift, Chambrin made arrangements with an ally, a female wyvern named Malice, to use this place as a meeting spot. Chambrin used a powerful *charm* spell on the wyvern many years ago to gain her trust, but since then has treated the drakeling kindly, and now the wyvern is Chambrin's true friend. A short while ago,

Chambrin used the first of the *Abelaat Crystals* to summon the wyvern to the ruined tower.

When the party arrives, Chambrin is busy attempting to contact the leaders of two nearby orc tribes. Chambrin intends to buy the orcs' services through promises of wealth and power. He will then lead the orcs and the wyvern into Thunder Rift to conquer it and take it for his own private domain. If the PCs do not stop Chambrin now, he will likely succeed.

Once Chambrin has made arrangements with the orc leaders, he has but to retrieve the magical talisman that enables him to work the *Dimensional Pool*, and his plan will be done. Chambrin knows where he can find the talisman, and plans to head there next.

As long as the PCs take precautions to keep quiet, Chambrin does not notice their approach. Chambrin, however, is an alert individual, and he acts without hesitation as soon as he notices the PCs.

The PCs may enter the tower through either the open doorway or the large hole in the southern wall.

When the PCs reach one of these openings, read the following.

The years have not been kind to this tower. The walls are crumbling, and chances are this place will not be standing a few years from now. You even notice a few saplings pushing their way up through the cracked floor stones.

You have only a moment to notice these things before your attention rivets on a figure in the center of the room. It is a slender man with long blond hair, crouched over a low fire, and clutching something between the fingers of one heavily-gauntleted hand. He holds the item, apparently an amber-colored crystal of some sort, at the center of the flames, ignoring the intense heat.

Suddenly, the crystal shatters. The man utters an oath as he leaps back. When he looks up, he stares directly at you.

When the crystal shatters it lets loose a loud, startling crack, so both Chambrin and the party will need to make surprise checks before the battle begins. Unknown to the

party, a gargoyle lurks in the shadows past the fire. The original mage who lived here bound the creature to serve the master of the tower which, by default, now happens to be Chambrin. The original mage also instructed the beast to never attack spellcasters as a safeguard against the creature turning on him.

This now benefits Chambrin, of course, but it also benefits any spellcaster (magic-user, cleric or elf) in the party, and alert players might notice the creature will be unable to defend itself against these types of opponents. It leaps into battle on the first round of combat and attacks all non-spellcasting PCs relentlessly.

Chambrin, for his part, and will keep the gargoyle between himself and the party while he casts his spells to his best advantage. He is a cunning and seasoned opponent who has survived many battles.

If the PCs decide to wait outside the tower rather than approach, a large black form circles in for a landing after about 15 minutes. This is the wyvern, Malice. Unless PCs have hidden themselves, Malice spots the party and immediately shrieks a warning to Chambrin as she dives to attack the PCs.

If the PCs head inside and attack Chambrin immediately, Malice arrives and enters the fray during the second round of combat.

If defeat appears certain, Chambrin vaults onto the wyvern's back and attempts to flee. It takes one round for him to reach the wyvern's back and one round for the beast to become airborne. If PCs have already slain the wyvern (a sure sign that Chambrin will retreat) the mage attempts to cast spells such as *Cloudkill* and *Growth of Plants* to buy himself the moments he needs to escape.

Gargoyle* (1): AC 5; HD 4**; hp 20; MV 90' (30'), flying 150'(50'); #AT 4; THAC0 16; Dmg 1d3/1d3/1d6/1d4; Save as F8; ML 11; AL C; XP 175; Treasure nil.

Wyvern (1): AC 3; HD 7*; hp 38; MV 90' (30'), flying 240'(80'); #AT 1 bite/1 sting; THAC0 13; Dmg 2d8/1d6 + poison; Save as F4; ML 9; AL C; XP 850; Treasure nil.

Chambrin, male 9th level mage

Alignment: Chaotic

STR 10 Saving Throws:
 INT 17 Death Ray/Poison: 11
 WIS 9 Magic Wands: 12
 DEX 17 Paralysis: 11
 CON 12 Breath Attack: 14
 CHR 14 Rod/Staff/Spell: 12
 AC 4
 hp 32
 XP: 5,100 THAC0: 17

Equipment: *Staff of Striking* (2d6/30 charges), backpack, 1 week's iron rations, water flask, dagger (1d4).

Treasure: 5 fire opals (worth 125 gold pieces each), 1 ruby (worth 500 gold pieces), a *Potion of Fire Resistance*, a *Ring of Protection*, +2, a *Wand of Protection from Elementals*, and a spell book.

Spells Memorized:**First Level:** *Analyze, Magic Missile, Shield***Second Level:** *Knock, Levitate, Mirror Image***Third Level:** *Dispel Magic, Lightning Bolt, Protection From Normal Missiles***Fourth Level:** *Charm Monster, Growth of Plants.***Fifth Level:** *Cloudkill*

In addition to these spells, Chambrin's spell book contains: *Read Magic, Wizard Lock, and Create Air.*

Many of these spells, and some of Chambrin's equipment, come from the *Cyclopedia*. Chambrin himself is an example of a much more powerful spellcaster than those found in the introductory D&D® Game boxed set. Chambrin should be an example to the PCs of how dangerous a spellcaster can become.

Before running this part of the adventure the DM™ should be sure to read over the effects of the new spells and items. This will make it much easier to run the encounter successfully. DMs who do not have access to the *Cyclopedia* should take some time and redesign Cham-

brin according to the rules in the boxed set. When redesigning Chambrin, the DM should take into account the strength of the party as a gauge of how powerful to make Chambrin so that he will present a suitable challenge.

If the PCs defeat Chambrin, they have cause to celebrate! Not only have they saved Thunder Rift and gained valuable experience, but Chambrin has a nice assortment of treasure the party can take as a reward.

If the party successfully defeats or captures Chambrin, the PCs should receive an additional 5,000 experience points, in addition to all else, as a bonus for achieving the adventure's main goal.

Players might find this final encounter particularly difficult. If the party is weak, or has been having trouble, the DM might consider removing the gargoyle from the encounter, or holding off on the wyvern's arrival until the fourth or fifth round.

If it looks as though Chambrin is about to slaughter the party, the DM might want to simply have Chambrin mount the wyvern in victory and fly off. After all, there's no sense wasting his energy on such inferior opponents and he is not interested in being needlessly delayed in his current task. PCs in serious trouble can also "play dead," since Chambrin's arrogance is considerable and he would not doubt that he slew the character handily. Of course, allow the party to flee if it finds itself in too much trouble, since Chambrin will be satisfied to have driven them off and be able to return to his power-mad plans.

If Chambrin does escape, allow the players to pick up Chambrin's trail by questioning travelers on the road who had sighted the flying wyvern. This will give the PCs a second chance to save their homes, and will allow them to adventure through a strange new land in the process, though it will require a bit of extra work on the DM's part to suitably extend the adventure.

With the party members given the chance to collect themselves and form a better strategy for their next attack, they should fare better than in their first clash with the mage. Allow their second confrontation to occur before Chambrin summons his forces, but in this case, award each PC a bonus of only 2,500 experience points if the party defeats the mage.

new DIRECTIONS

If the PCs originally hailed from the Known World, the party will have successfully returned back home. The information that follows is mainly intended for PCs from Thunder Rift. The ideas on using the *Dimensional Pool* to expand a campaign, however, can be used by all DMs.

Even if the PCs defeated Chambrin, the party still faces a big problem: they have no way to get back to Thunder Rift! If the PCs go back to the pond where they first entered Karameikos, they find that the only thing the pond gets them is wet! To return, the PCs will need to discover another *Dimensional Pool*, or a talisman for the *Dimensional Pool* that opens up in Thunder Rift.

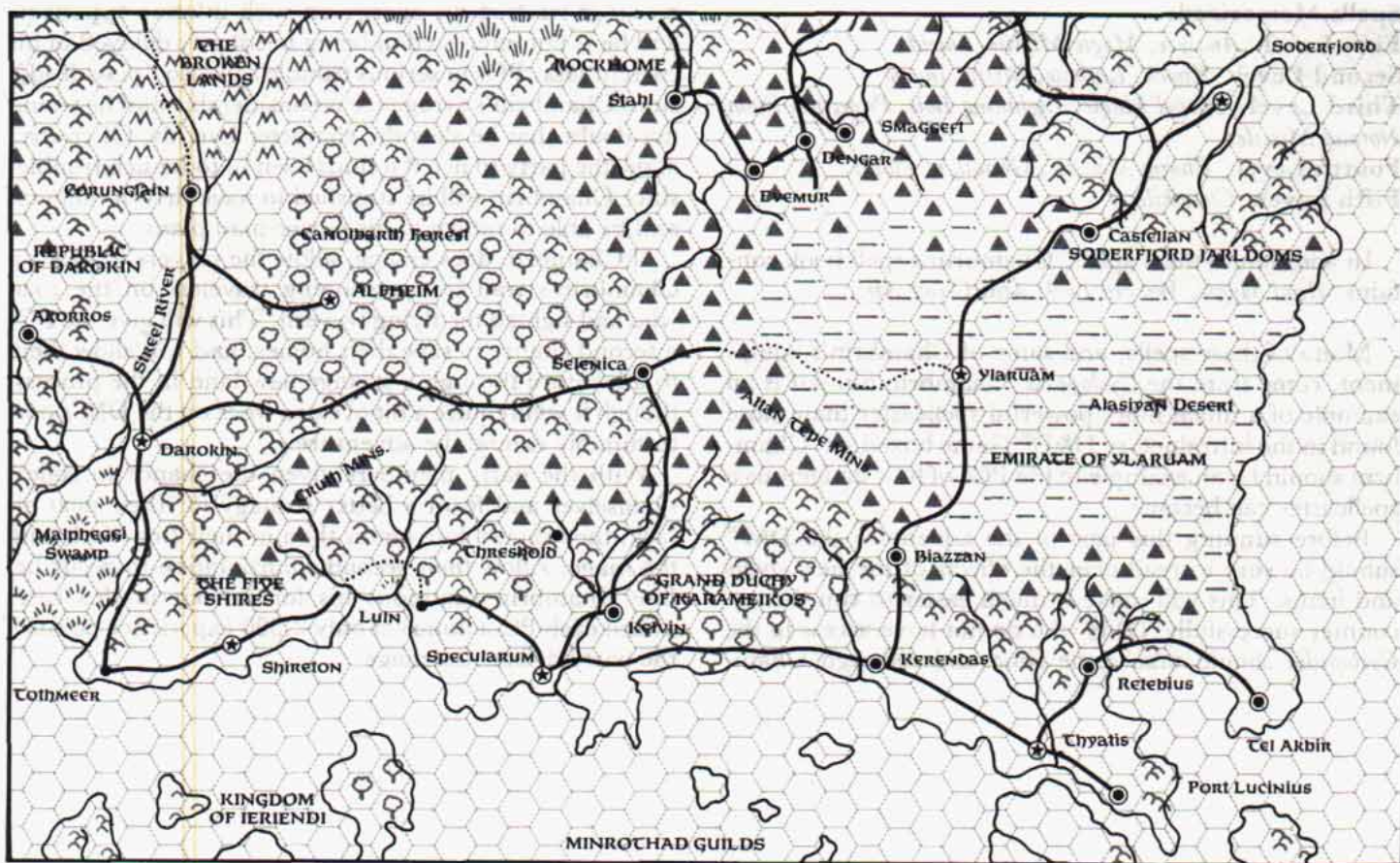
If the DM™ intends for the PCs to return to Thunder Rift immediately, allow the them to find such a talisman on Chambrin.

The DM, however, may find it more exciting to leave the PCs in the Known World, since it contains nearly endless possibilities for exploration. The PCs have sur-

vived their “apprenticeships” in Thunder Rift, and are ready to explore a more formidable world! Once they have explored the Known World for a while, the DM might want to allow the party members to return as heroes to Thunder Rift. (After all, Otaras still owes each one of them a gem!)

For a start in the Known World, the DM might want to steer the party toward the port of Specularum (in Karameikos). This busy city is located to the southwest, and is a good place to find information and adventure; allow a friendly NPC tell the PCs that Specularum is a good place to learn of anything, from the mundane to the mystical. The DM might also tell the players that the city of Specularum is starred and circled on one of the maps found during the adventure.

This module can be used to start the PCs on a fresh campaign that focuses on their search for a way home. Remember, life itself should be an adventure for the PCs!



Lesser Nightmare

Armor Class:	7
Hit Dice:	3 + 1*(L)
Move:	180'(60')
Attacks:	2 hooves
Damage:	1d6/1d6
No. Appearing:	1d6(2d6)
Save as:	F2
Morale:	12
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	100

Monster Type: Undead, Enchanted (Rare).

These frightening, red-eyed steeds are skeletal horses summoned by powerful clerics or wizards. When in combat, the horses strike at opponents with their two front hooves. Like common skeletons, these undead horses fight relentlessly.

Edged weapons do only half normal damage to these equine horrors. If a cleric attempts to turn a skeletal horse, the steeds will turn as wights.

Only the creator, and those the creator allows, may ride a skeletal horse. A few Chaotic wizards and clerics have been known to ride these steeds into combat.

Terrain: Ruins.

Load: 4,000 cn at normal rates, or 8,000 cn at half normal.

Barding Multiplier: *1.

Horseshoe of Luck

This iron shoe appears identical to any other well-made horseshoe. A *Horseshoe of Luck*, however, will never rust, always appearing in excellent condition. It faintly radiates magic if a spellcaster uses a *detect magic* spell upon it.

Anyone bearing this horseshoe gains a +1 to all saving throws. A horse shod with one of these items will never go lame.

Abelaat's Crystals:

These amber crystals form when the rust-colored, poisonous saliva of a monster known as an abelaat comes in to contact with blood. The abelaat is a large, bony humanoid with very dangerous claws and hollow fangs that hold the burning poison. Crystals are worth approximately 100 gold pieces each on the open market.

When warmed by flame, a crystals allows the holder to view any person or place that the holder concentrates upon, and communicate with any person in that scene. Ten percent of these crystals also allow the user to communicate with a dead person or view a scene in the past, but to do so the user must immerse the crystal in ice-cold water rather than flame.

Crystals last 1d6 rounds before shattering.

Dimensional Pool:

A *Dimensional Pool* can appear as a small pond, an ornate reflecting pool, or anything in between. The pool's form is decided by the wizard who creates it.

These pools can be used to travel from one dimension to another. The pool will reflect some far-off scene in a shimmering image on its surface, and any creature submerging itself in the pool will find itself transported to that scene (immersion must be complete for the magic to work).

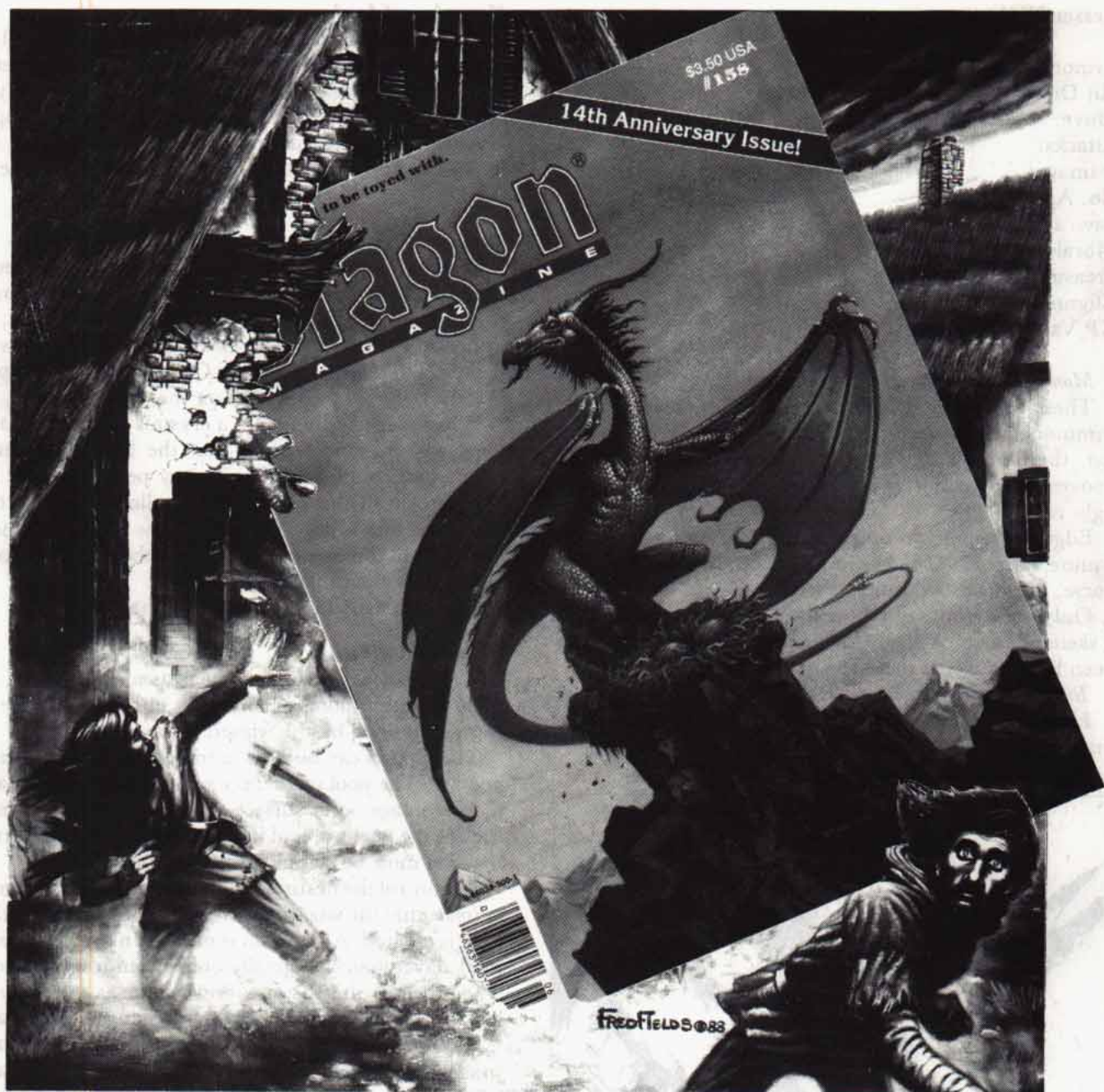
To control the destination of the pool requires a magical *talisman* that the wizard enchants at the same time that the pool is created. A *talisman* is made of nixie, merman, and nuckalavee hairs magically encased in a large diamond. The process ruins the diamond's value as a precious stone but creates a powerful tool for traveling the dimensions.

To change the pool's destination, the bearer of the *talisman* simply stares at the water and concentrates, and the pool's image shifts to the place or dimension the user has in mind. The pool remains fixed on that location, and may transport anyone submerged in its waters, until the *talisman* holder changes the destination again.

Unless an individual holds the *talisman*, however, the journey is one-way; the *talisman*-bearer may return to the pool (with up to six comrades) by simply concentrating upon it while immersed in a normal body of water.



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