

Official **Advanced
Dungeons & Dragons®**

BATTLE SYSTEM™

Fantasy Game Adventure

BLOODSTONE PASS

Douglas Niles and Michael Dobson



TSR, Inc.

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Advanced Dungeons & Dragons®

BATTLE SYSTEM™ Fantasy Game Adventure

BLOODSTONE PASS

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ISBN 394-54856-6TSR1325

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INTRODUCTION

About this Adventure

This adventure is designed for use with the ADVANCED DUNGEONS & DRAGONS® BATTLESYSTEM™ Fantasy Combat Supplement. You need both the AD&D® books and the BATTLESYSTEM™ supplement in order to play.

The BLOODSTONE PASS adventure is designed for a party of 5-7 characters ranging from levels 13 to 17, of varying classes and abilities. The pre-generated player characters in the Roster Book are available if the characters in your campaign are not yet of the requisite level.

Unlike traditional dungeon or wilderness adventures, BLOODSTONE PASS is a battlefield adventure. In order to succeed, the characters must organize an army and defeat a numerically stronger enemy. The generalship of the players is at least as important as the power of their characters. Success depends on such factors as intelligence about the enemy, proper deployment of troops, use of defensive strategies, guerilla raids, and recruitment of allies.

You can modify this adventure to suit characters of lower or higher levels. The available troops on both sides should remain constant, but the levels of the leaders should go up or down at the same rate as the levels of the player characters. However, this adventure will not work as well if the player characters are lower than 5th level or higher than about 20th level.

Sometimes, a character in this adventure must make an Ability Check against one of his Character Abilities (Strength, Intelligence, Dexterity, etc.) The player rolls 1d20. If the result is equal to or less than the character's Ability score in that area, the Check succeeds. For example, a PC with a Dexterity of 15 makes a Dexterity Check. If the die result is 15 or less the Check succeeds; if the result is 16 or more, the Check fails. The DM, of course, may modify the Ability Check. For example, if the Dexterity Check is made at -3 on the die, a character with a Dexterity of 15 must roll 12 or less to succeed.

Abbreviations

The following standard abbreviations are used throughout this adventure:

AC = Armor	#AT = No. of Attacks
MV = Move	THACO = To Hit AC 0
HD = Hit Dice	Dmg = Damage
hp = hit points	SA = Special Attacks
F = Fighter	SD = Special Defenses

MU = Magic-User	St = Strength
I = Illusionist	Int = Intelligence
C = Cleric	Wi = Wisdom
D = Druid	Dex = Dexterity
T = Thief	Con = Constitution
R = Ranger	Ch = Charisma
P = Paladin	PC = Player Character
As = Assassin	NPC = Non-Player Character
Mo = Monk	DM = Dungeon Master
B = Bard	LVI = Level
CB = Charisma Bonus	UC = Unit
CR = Command	BC = Brigade Commander
ML = Morale	AC = Army Commander
DL = Discipline	DC = Deputy Commander
AR = Attack Roll	AL = Alignment
PH = Players Handbook	L = Lawful
DMG = Dungeon Masters Guide	N = Neutral
MM = Monster Manual	C = Chaotic
MM2 = Monster Manual II	G = Good
FF = FIEND FOLIO™ Tome	E = Evil
LL = Legends &	

Notes for the Dungeon Master

This module poses unusual challenges for the Dungeon Master. The players have a wide range of options, not only because of the power and level of their characters, but also because of the strategic battlefield options that present themselves. For example, most adventuring parties will think of *massmorphing* soldiers and hiding them in the forest, or of casting *mass invisibility* on troops and hiding them in the gully. The use of *fly* spells or other aerial resources will greatly change conventional medieval tactics.

Since there are so many options available to the players, they will almost certainly do something that is not discussed in this module. That's okay. If you don't know quite how to handle it, take a deep breath and think about it. There's usually a way to handle the situation that is fair, does not ruin the rest of the adventure, and that can be coped with using the rules. For example, the battles in this adventure are mostly described as taking place just outside the village of Bloodstone, or (in one case) at the camp of the enemy forces. However, the players may decide to set up an ambush out of town, or try to lure an enemy unit into an unwise attack somewhere else. If they try, let them. There's no reason all the battles have to

take place where they are set in this module. Remember, however, that the leaders of the enemy forces are tough and wily. They will not fall for an obvious trap, or behave in a particularly stupid manner. They can be fooled, though, if the players are clever enough.

If your battlefield changes, just check the large map of the valley, figure out the basic terrain of the battlefield, set it up on the tabletop, and have at it!

If the players try a particularly clever trap or trick, and if even a single member of the enemy force escapes, the enemy will be prepared for a repeat of the same trick. For example, if the players decide to place *massmorphed* archers in the woods to ambush the enemy, the enemy will retaliate in the next battle by sending swordsmen into the woods to hack at the trees. If a unit of infantry hides in the gully under an *invisibility* spell, the enemy may start by sending a volley of arrows into the gully.

It is a mistake to try to restrict the options of your players unfairly, but don't let them get away with murder, either! If they come up with a plan that is so obvious any enemy commander worth his salt would figure it out, let the enemy commander act intelligently.



Unlike most AD&D® Game adventures, which can be easily played around a card table, this BATTLESYSTEM™ module requires a lot of space. You need to arrange for at least a 4' x 8' tabletop or equivalent space. A ping pong table is ideal, if you can find one. Beware of playing on the dining room table-you usually have to clear off the table for dinner in the middle of a ferocious battle!

Combine the counters in this game with the counters in the BATTLESYSTEM™ game box to create the armies for this adventure. It's a good idea to use miniatures (if you have them) for the major PCs and NPCs. Fold up all the 3-D ADVENTURE FOLD-UP™ pieces before the adventure begins. You don't have to use them, but it makes the battlefield and the village much more exciting. After this adventure is over, you can reuse the fold-ups in many campaigns to come!

THE CIRCUS OF DOCTOR TRUNDLES

Summary of the Adventure

DM's Information Only

A party of high-level characters are recruited to save the small village of Bloodstone from an army of bandits. To achieve their mission, the characters must travel to Bloodstone, organize the peasants into an army, recruit allies, and fight a series of battles using the BATTLESYSTEM™ Fantasy Combat Supplement.

Background Information

For many years, the Kingdom of Damara (where the PCs live-substitute names from your own campaign if desired) has been at war with the Kingdom of Vaasa, its neighbor to the north. Vaasa, ruled by an evil wizard of incredible power, has been slowly crushing its southern neighbor. Recently, disaster befell the armies of King Virdin of Damara at the Battle of Goliad. The king was killed and his forces routed. Now, the once-great Kingdom of Damara is a vassal state to Vaasa.

The northern provinces of Damara are now completely under the sway of Vaasa. A steady stream of refugees has been moving south. Many were the people who had to abandon home, treasure and friends to flee a terrible fate at the hands of the invaders.

For now, the situation has stabilized. The Kingdom of Damara is no more, but some of the more powerful dukes and barons in the southern provinces have become effectively independent. As long as they pay tribute to Vaasa and acknowledge the power of their northern neighbor, they can maintain some shade of an independent existence.

The player characters in this adventure are all refugees from the north. If you use the pre-generated characters provided with this game, their backgrounds are provided. If you use characters from your existing campaign, you must arrange for them to lose everything except their three favorite magic items and a purse full of gold pieces (no more than 100 gp).

Most players will not object to this, since characters tend to accumulate a lot of minor magic items of limited use. If they do object, you may "sweeten the pot" by offering to give them a new, reasonably powerful magic item to replace what they have lost. To introduce the new item, have the character find it on his way south. You may even create a short scenario for it, if you like.

If you are using the pre-generated

characters, or if one or more of the characters in your campaign have not met, tell each of the players that their character has come to the small town of Valls in the Duchy of Arcata. If all the characters in your campaign already know each other, they can, of course, travel in a group.

The Circus Comes To Town

Read the following (and all boxed copy, when encountered) to the players:

The great wars with the Kingdom of Vaasa have finally ended-the border lands are now in the hands of the enemy, the king is dead, the dukes and barons have become independent, and a steady stream of refugees has been moving south to find an elusive safety.

You, too, are refugees. The wars have taken away your homes, your treasures, your families, and everything else you own-except your reputation and your skill. You managed to salvage a few special items and a handful of gold from the disaster, but the expenses of travel have depleted even that.

There is little wealth and little treasure in the backwater duchy of Arcata, where you have come. The town of Valls, capital of the duchy, is teeming with displaced people.

Homeless, seeking to restore your fortunes, you are looking for opportunity and adventure. Recently, you have had to resort to manual labor to earn your daily bread. If something doesn't turn up soon, you may have to start begging!

Show the players Map #1, Town of Valls. Let the players place their characters in the town. Valls is filled with refugees, and the inns are filled. If any character wishes to stay in the inn, the cost is 50 gp per night. Deduct one night's lodgings from that character's remaining money. Characters can choose to perform manual labor for room and board-but the room consists of a stack of hay in the stable, and the board of peasant stew. Some characters may choose to camp outside of town, especially if the characters already know each other. There is a 2 in 6 chance per night that their camp will be attacked either by a pack of wild animals (such as wolves, worgs, or tigers) or by a party of 6-10 bandits. You can also construct a special encounter for campers if you wish.

During the day, characters can perform

manual labor, wander around town, shop (if they have any remaining cash), barter, or otherwise interact with the town and townspeople. Give characters one day to deal with the town. On the second day, all the characters hear about a circus parade to be held on the main street. All characters should be motivated to attend the parade. When the parade begins...

It's another hot day in this dusty town. The streets teem with refugees, begging, arguing, pleading. Every day, it seems, the crowd grows. Once-powerful warriors, carrying longswords strapped across their backs, push through the crowds hoping to find work. The stores have all raised their prices, and soon will suck up every copper piece these poor refugees possess.

But today is different. Today, the circus is in town! Excitement and pleasure have been a rare commodity lately, but this should change things. Everybody's talking about it-the circus parade will be at noon, today!

See Map #1 for the route of the circus parade. If the characters all know each other, they can cluster as a group. Otherwise, they should be scattered along the parade route. The circus parade consists of seven wagons pulled by horses. Emblazoned on each wagon is the legend, "The Circus of Doctor Trundles." Each wagon is a cage containing a strange beast. Each wagon has a human driver (F0, hp 4) except for the lead wagon. The lead wagon is driven by Dr. Trundles, a tall, skinny human illusionist of indeterminate age, and his assistant Tanaroo, a little gnome fighter/illusionist with sparkling blue eyes.

Statistics for the monsters and NPCs can be found at the end of this chapter. Each monster is held within a *cage of imprisonment*. This cage looks like a normal circus wagon, but as long as the door remains closed and the cage intact, creatures within the cage cannot use any magical abilities. None of the creature's physical abilities are impaired, but spell, breath weapon, shape-changing, and all other magical abilities possessed by a creature are neutralized.

The circus monsters in each cage are: a bulette (Wagon 1), a chimera (Wagon 2), a blue dragon (Wagon 3), a lamia (Wagon 4), a foxwoman (Wagon 5), a xorn (Wagon 6), and a gibbering moulder (Wagon 7).

The colorful circus parade comes into view. Pushing against the mob of humanity lining the main street, you see seven wagons pulled by horses. Each wagon is emblazoned with the words "The Circus of Doctor Trundles". The sides of the wagons are made of bars and through the bars you see creatures of surpassing strangeness...

A tall, skinny man with a stovepipe hat stands atop the lead wagon. He has an absent-minded look about him, and he is gesticulating wildly. "This is the greatest...yes, the...ah...greatest show that has ever graced... ah... the world! I can't tell you how much trouble we went to for these strange beasts of myth and legend. Why, if I were to tell you how much trouble we went to...well, all I have to say is that we went to a great deal of trouble... yes, a great deal of trouble."

At this point the man's assistant, a little gnome with sparkling blue eyes, climbs up on top of the wagon and says, "Let me handle this, Trundles." The tall man looks startled, then looks down at his assistant and nods, vacantly. As he steps down onto the driver's seat of the wagon he stumbles, and nearly falls off. The gnome quickly grabs him and makes sure he is safely seated, then turns to the crowd.

"Hurry, hurry, hurry!" he shouts enthusiastically. "The greatest show on Oerth is playing here for three days only! That's right, three days only! Getcher ducats now by coming out to the circus grounds this afternoon! See strange creatures of night, captured and brought here for your delectation and delight!"

"In the first wagon, we have the incredible landshark—a strange beast that resulted from a mad wizard's experimental cross-breeding of a snapping turtle and an armadillo with a touch of demon's blood! It's the only one in captivity! And just behind that we have the strange chimera—the hindquarters of a goat, the foreparts of a lion, the wings of a dragon, and three heads! I always say that three heads are better than one, and now you can see for yourself! And in the third cage, a fine old specimen of a blue dragon! Look at that expression! That creature would eat me alive in a second, if given a chance. See it in safety at the Circus of Doctor

Statistics

DR. LL. McV. TRUNDLES, I7, AC 6, MV 12", hp 14, #AT 2, Dmg 1-4/1-3 (dagger), SA spells, AL CG, Size M, THACO 18

Spells (Lvl 1): *Audible Glamer, Detect Illusion, Hypnotism, Phantasmal Force*

Lvl2: *Magic Mouth, Misdirection, Ventriloquism*
Lvl3: *Dispel Illusion,*

Suggestion

Dr. Trundles wears a *Ring of Protection + 2* and carries a *Wand of Wonder*.

TANAROO QUINSON, F5/I5, AC 3, MV 9", hp 17, #AT 2, Dmg 3-6/3-5 (dagger), SA spells, AL CG, Size S, THACO 13

Spells (Lvl 1): *Change Self, Cobr Spray, Detect Invisibility, Wall of Fog*

Lvl2: *Blur, Improved Phantasmal Force*

Lvl3: *Non-detection*

Tanaroo wears chain mail armor and carries a *dagger + 2*

BULETTE, AC -2/4/6, MV 14"(3"), HD 9, hp 45, #AT 3, Dmg 4-48/3-18/3-18, SA 6" jump, AL N, Size L (9½' tall 12 + ' long), THACO 12

CHIMERA, AC 6/5/2, MV 9"/18", HD 9, hp 45, #AT 6, Dmg 1-3/1-3/1-4/1-4/2-8/3-12, SA breath weapon (5" range, dmg 3-24), AL CE, Size L (4' at the shoulder), THACO 12

BLUE DRAGON (huge, ancient), AC 2, MV 9"/24", HD 10, hp 80, #AT 3, Dmg 1-6/1-6/3-24, SA breath weapon (lightning bolt, ½" x 10", dmg 10-60), also spell use, AL LE, Size L (42' long), THACO 10

Spells (Lvl 1): *charm person, comprehend languages, protection from good*

Lvl 2: *darkness 15' radius, invisibility, levitate*

Lvl 3: *dispel magic, phantasmal force*

LAMIA, AC 3, MV 24', HD 9, hp 46, #AT 1, Dmg 14, SA cast *charm person, mirror image, suggestion and illusion* (as wand) once per day, AL CE, Size M, THACO 12

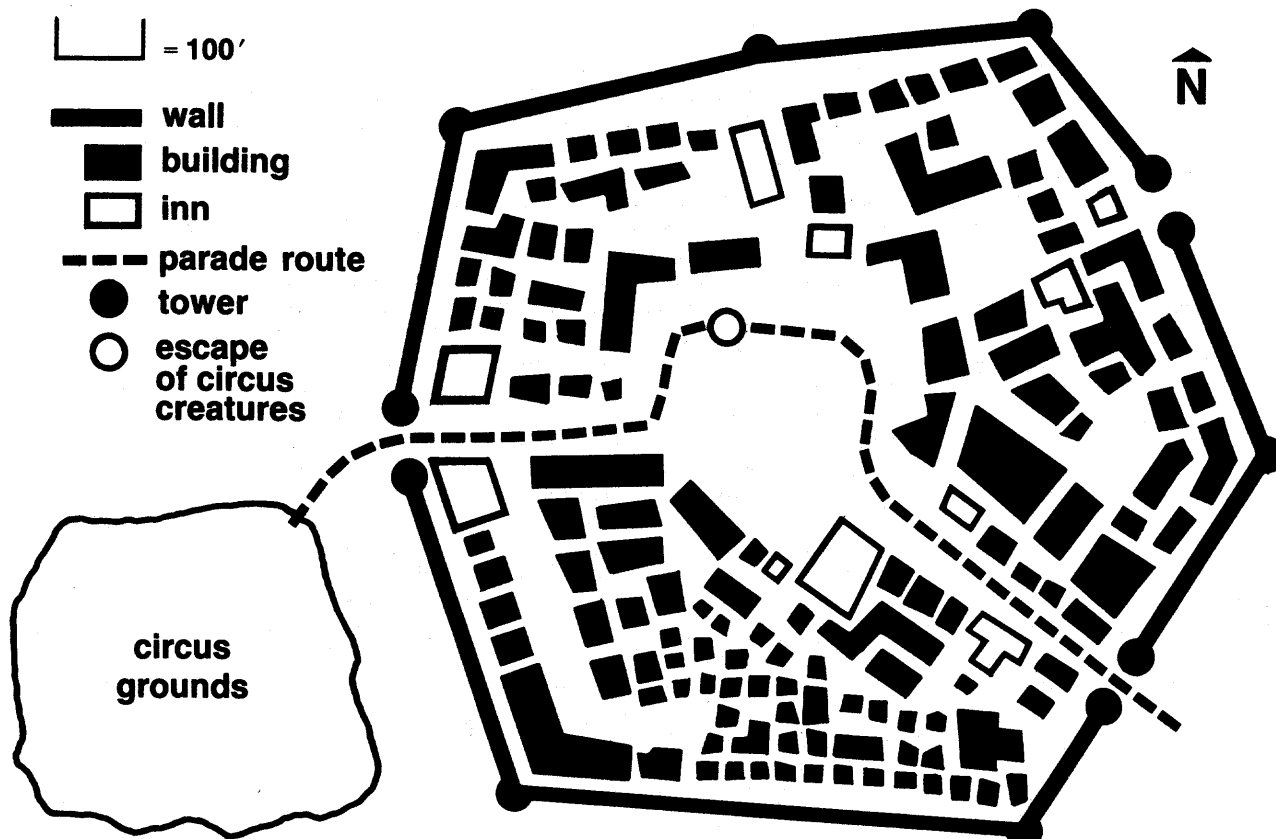
FOXWOMAN (Lycanthrope), AC 2/4/6, MV 24' or 18" or 12", HD 8 + 1, hp 49, #AT 1, Dmg 1-2 or 2-12 or by weapon, SA shape change, automatic *charm*, spells, SD hit only by silver weapons or by +1 or better magic weapons, MR as elf, AL CE, Size M, THACO 12

Spells (Lvl 1): *friends, protection from good, shield*
Lvl2: *ESP, forget*

XORN, AC -2, MV 9", HD 7 + 7, hp 35, #AT 4, Dmg 13 (x3)/624, SA surprise on I-5, SD not harmed by fire- or cold-based spells, electrical attacks do half damage, susceptible to earth spells, AL N, Size M, THACO 13

GIBBERING MOUTHER, AC 1, MV 3"/6", HD 4 + 3, hp 20, #AT 6+, Dmg 1(x6) +1/round, SA spit, babble (save vs. confusion), SD control ground density 5' radius, AL N, Size M, THACO 15





Map 1

Town of Valls

Trundles! Next is the strange and mysterious lamia, with the torso of a beautiful woman and the body of a beast. Beware of the lamia's embrace! She feasts on human blood and flesh!

"In the fifth wagon, the incredibly rare and beautiful foxwoman! Now in her vixen form, she seems to be a mixture of fox and elf. She has two other forms as well, a silver fox and an elven maid. We keep her in the vixen form because it's safest. When she becomes an elf, she is the most beautiful, the most compelling, the most incredibly attractive woman you have ever seen! Ladies, never let your husbands look on the elven form of a foxwoman—you'll never see them again!

"Next, we have a fine specimen of the race of xorn. Look at those jaws atop his head! They're made of stone, as is the rest of this powerful and fantastic creature! He can snap you in two with a single bite! It takes powerful magic spells to keep this creature penned up... for it can sink through solid earth and vanish before

you know it!

"And finally, the strangest, most fantastic beast known to mankind... the gibbering moulder! This strange beast is composed entirely of mouths and eyes! And beware the sounds it makes, for it can bring you under its spell before you know it!"

The funny little gnome pauses to take a deep breath. "See these fantastic creatures and much, much more in perfect safety at the world-reknowned Circus of Doctor Trundles—the greatest show on the world, and, in fact, in the whole prime material plane! Don't be afraid of these beasts, however dangerous, powerful and horrible they are. For the powerful sorcery of Doctor Trundles, wizard of wizards, mage of mages, enchanter of enchanters..." (Doctor Trundles looks up at the gnome and stage-whispers, "Speed it up, Tanaroo!")

"Anyway," the gnome continues, "see it all tonight at the one...the only Circus of Doctor Trundles!"

The gnome begins to prance and caper on the roof of the wagon, antagonizing the landshark within. The creature, enraged, begins crashing its considerable weight against the side of the cage... again... again... and again. Tanaroo the gnome, pleased at the crowd's reaction, starts his spiel over again. Then, suddenly, disaster!

At this point, and before any of the characters can react or perform an action, the landshark comes crashing out of its cage. (It seems the magical protections of Doctor Trundles could not withstand the brute force of a bulette forever!) The bulette wheels around, glaring at the crowd, then charges toward the rear of the circus parade, tearing the sides from all the circus wagons! This action takes one round.

The players are now entitled to an action. In order to get through the crowd without the use of magic, the characters must push their way through a panicked mob of people running away from the parade. The air is filled with screams as the terrified crowd runs for safety. It takes two full rounds for characters to

get in the clear. By this point, the creatures of the circus should all have escaped.

Seeing his menagerie freed by the charging landshark, Doctor Trundles begins to scream, 'My pets! My pets! Please capture my pets! Don't hurt them! Please don't hurt them! They don't mean any harm!'

Tanaroo, obviously the more practical of the two, shouts "A thousand gold pieces reward for each creature captured alive! These are valuable specimens! A thousand gold pieces reward! Capture them alive!"

The bulette, as is typical for that species, tries to charge, kill, and eat anyone within range, whatever the odds. The chimera, the blue dragon and the lamia, all evil and intelligent, work together to attack anyone who bothers them. Their primary goal is escape. The foxwoman changes to elven woman form (this takes two full rounds after her cage is opened). She uses her comeliness to charm any male that comes after her, with emphasis on fighters and fighter sub-classes. If she charms anyone, that character fights to defend her and aid in her escape. She uses her spells in her own defense, but does not act to help any of her fellow circus creatures.

The xorn leaves its cage (one round), adjusts its molecular structure (one round), then phases into the ground to escape (one round). The gibbering moulder oozes out of its cage (one round), changes the ground around it to quicksand (one round), and gibbers at anyone who comes within range. It spits at any character not confused by the gibbering.

Doctor Trundles faints and falls off the wagon as he sees his creatures escaping, and Tanaroo goes to his aid. Neither of them participates in the capture of the creatures.

True to his word, Tanaroo pays 1,000 gp to the characters for each creature captured, but nothing for creatures who were killed or who escaped. Unfortunately, this incident causes tonight's circus performance to be called off (they have to reconstruct the cells and re-enchanted them to keep the creatures inside), or else (Tanaroo adds) there would be free tickets for the heroes as well.

Once Doctor Trundles wakes up from his faint, he sees to the creatures who were captured, makes sure they are immobilized or unconscious (asking the characters for help as needed), then offers to buy a few rounds at the local tavern.

The streets, of course, are now deserted. Many refugees have fled town, and all the store owners have closed and barred their shops. But two young boys remain on the street where the battle took place, looking with awe at the brave adventurers who risked their lives to save the populace of Valls. They approach the party, hats in hand...

"Uh...sirs?" says the taller of the two boys. "Uh...excuse me, please, but can we talk to you for a minute? It's very important."

If the characters agree to talk to the boys, the boys introduce themselves as Garlen and Garvin of the town of Bloodstone. As you will see below, the two boys (who are actually cousins) continually interrupt each other as they talk.

"The way you took out those monsters was absolutely amazing!" says Garlen, the taller of the two.

"Yes, amazing!" echoes Garvin. "Uh... well... we've been looking for brave heroes like you..." he continues.

Garlen interrupts, saying "Uh...yes, but everybody we've tried to talk to has been too busy..."

Garvin interrupts again, saying "Too busy, right, and sometimes downright mean to us, and we're here..."

"Yes, we're here about our village and our people, and we need help," says Garlen, interrupting still again.

"You've got to keep us, we have money!"

"Right! We can pay five silver pieces a day to each of you!"

It takes a while for the characters to worm the boys' story out of them. Basically, the boys explain that they are from the town of Bloodstone, located in the Bloodstone Pass that cuts through the immense Galena Mountain range. Tell the players that their characters have heard of the Bloodstone Pass, which was once an important trade route. When the sea route around the Galena Mountain range was opened up (a dragon turtle that was menacing shipping was killed), the pass became less used and the town of Bloodstone, once a thriving community, fell on hard times.

This was bad enough, but worse was to come. As the war with the Kingdom of Vaasa continued, the Bloodstone Pass became more and more cut off from the rest of the Kingdom of Damara. Many areas of the Galena reverted to anarchy... and out of anarchy sprang a

new leader.

Little is known of the strange, powerful leader who has built a powerful army in the Galena Mountains. His name is never mentioned, but the tread of his army is feared throughout the region. The little town of Bloodstone, defenseless for many years, fell under his sway early, and the people of Bloodstone have been bled white-paying a terrible annual tribute in food, money... and slaves.

Some of the people in Bloodstone, fearing the consequences of rebellion, have counseled submission to external fate, feeling that the life of humankind is always hard. But a few, a brave few, feel the fate of the village can yet be altered.

And so Garlen and Garvin have come down from the mountains to seek heroes. Heroes to defend Bloodstone against aggression. Heroes to liberate the peasants from their oppressive yoke. Heroes like... the characters who just defeated seven very powerful monsters.

The pay is not great... five silver pieces a day, and room and board. But it is all the poor village can afford. The danger, on the other hand, is great, for the army of the mysterious leader probably numbers in excess of a thousand. Garlen and Garvin know that there are humans, orcs, goblins, giants, and other creatures associated with the army. The village population numbers a thousand, but fewer than that are capable of fighting. Most of the men in the village have long swords, and some have bows. There is little else.

If the PCs require additional motivation before accepting this mission, Garlen and Garvin tell them about the famous bloodstone mines from which the pass took its name. Once, the mines produced stones worth over 100,000 gp annually, but one day a nameless evil awoke deep beneath the earth... From that day since, no one who has ventured into the mines has returned to tell the tale. Yet it is prophesied that one day the mines will be freed of evil, and produce wealth beyond imagining...

Garlen and Garvin can also mention rumors that the bandits have accumulated a great store of treasure in their mountain hideaway. This is not true, but the young men don't know this.

Garlen and Garvin plead for the heroes to help their people, if the characters are still reluctant. If the characters look around for other adventuring opportunities before accepting the Bloodstone mission, they find nothing in the town of Valls. If the group refuses to

THE ROAD TO BLOODSTONE

help the town, the two young men leave, dejected, after providing the PCs with directions to Bloodstone in case they should change their minds. If the characters finally decide not to take the mission, this, of course, ends the adventure. Better luck next time.

Assuming the characters agree to aid the poor citizens of Bloodstone, Garlen and Garvin tell them that the tribute is normally collected within two weeks after the annual harvest, which is now one week away. It takes about two weeks to reach Bloodstone on foot, or one week on horseback. Garlen and Garvin have no horses.

The characters may purchase any normal supplies or equipment that they can afford. All items listed for sale in the Players Handbook are available in Valls for three times the normal price (refugees and inflation drive up prices). Intelligent players may decide to buy things relevant to a military expedition, such as 100 longswords, or spear heads for 500 spears, or casks of oil, etc. Allow them to make any reasonable (non-magical) purchase. Merchants may even be willing to negotiate special prices for large purchases (but in no case less than twice the Players Handbook price).

If players think of hiring mercenaries or additional troops, they can do so. Recruiting and organizing a unit takes one full week. A unit of 120 1st level fighters armed with longswords costs 3,000 gp. A unit of 120 1st level fighter light cavalry armed with lances costs 7,000 gp. Other unit mixes are possible; set the actual price within the above ranges. No troops higher than 3rd level are available under any circumstances, nor are any troops, henchmen, or hirelings with magical skills, equipment, or ability. Garlen and Garvin tell the characters that the village will house no more than 120 additional men under any circumstances. If a unit is hired, it serves until the campaign is over, then leaves unless a good deal of money is expended to keep it permanently.

If the characters attempt to recruit Dr. Trundles, Tanaroo, or the circus creatures, they get a polite, but firm, refusal. Also, the circus is not hiring at this time.

Once purchases are made, and the party organized, the characters can depart for Bloodstone.

The journey from the town of Valls to the beginning of the Bloodstone Pass is shown on Map #2, The Road to Bloodstone. The Bloodstone Pass region is shown on Map #3, Valley of Bloodstone. These maps are not designed to be shown to the players. In this chapter, the characters travel from Valls to Bloodstone, going from the dusty plains of the Duchy of Arcata to the foothills of the Galena Mountains, then up the narrow trail that leads into the Valley of Bloodstone. Along that route the characters may have several special encounters. You may use some, all, or none of the encounters in this chapter, depending on how much game time you wish to spend here. You must place each encounter you use on either Map #2 or Map #3. Sometimes, information in the encounter description tells you what sort of area in which the encounter should be placed; other times the decision is up to you. Some encounters need to take place in a specific order, others can be rearranged as you wish.

If the characters recruited soldiers in Valls, most of these encounters will not occur, since monsters with even a little intelligence will not attack such a large party. Although it is possible for characters to recruit soldiers either in Valls or on the road to Bloodstone, they don't have to do so. They can achieve their goals with the resources already available in the Pass. If the characters do recruit soldiers, however, their army will be that much stronger, and they should have an easier time of it.

The journey takes two weeks on foot and one week on horseback. The distance that a party can travel on foot each day is marked on the maps. A party on horseback can move twice that distance each day. Each night, the party must make camp and set a watch. There are no random encounters, but for the sake of atmosphere you can add some strange sounds and unexplained lights. You can roll the dice once each night to keep the party on its toes...

Encounters in the foothills and the valley take place whenever and wherever the Dungeon Master decides (within the limits of the encounter description, of course). Encounters along the road in the Duchy of Arcata take place randomly according to the following table.

Encounter Table 1
The Duchy of Arcata

Frequency of Encounters: 1 per 6 hours.
Chance of Encounter: 1 in 4

Die Roll (d6) Encounter

1-3	Encounter 1
4-5	Encounter 2
6	Encounter 3

Encounter 1: Refugees. Large parties of refugees, bedraggled peasants carrying their remaining worldly possessions in small wagons, are moving south. They ignore the party unless challenged. They don't know any details of the situation to the north, except that the invaders are occupying the northern provinces in force. They will not fight, even in self-defense, and will not accompany the party into the mountains, fearing the bandits there almost as much as the enemy to the north. They have no money.

Encounter 2: Bandits. This looks like just another band of refugees, but as soon as the characters get close enough, the bandits surround them and demand a ransom before allowing them to pass. There are 100 bandits, all 1st level fighters wearing leather armor and carrying short swords. They have a morale of 10. The bandits allow the party to pass unharmed if the characters pay a ransom of 100 gp per person. If the party chooses to fight, treat the bandits as a unit of regular troops in open formation using BATTLESYSTEM™ rules. Whenever the bandits fail a Morale Check, they rout and do not return. Each slain bandit is carrying 5 gp (50 gp per killed figure). The bandits will not threaten the party if the PCs are traveling with soldiers.

Encounter 3: Soldiers. The characters encounter a unit of 120 1st level fighters wearing chain mail and armed with longswords and short bows, refugees from the north. Make an Encounter Reaction Check for the soldiers using the table in the DMG, p. 63, using the charisma of whichever character first talks with the soldiers. If the adjusted die score is less than 26, the soldiers attack in open formation using BATTLESYSTEM™ rules, hoping to slay the party and take their weapons, money, and equipment. They attack whether or not the party is

accompanied by a unit of fighters. Treat them as a regular unit in open formation with a morale of 12. If they rout, they flee, never to return. Each slain soldier is carrying 10 gp (100 gp per killed figure). If the adjusted die score is greater than 75, the soldiers are friendly. If the characters have not already recruited a unit, the soldiers will, if asked, enter the service of the party for the duration of the adventure for a fee of 3,500 gp—in advance, please. On any other result, the soldiers are neutral (possibly with friendly or unfriendly overtones) and neither attack nor consent to ally.

Foothills of the Gaha Mountains

The road through the foothills passes through a variety of terrain as the characters climb into the Galena Mountains. Sometimes, the area is forested, sometimes rocky, with steep cliffs on either side. Use these encounters where you wish, placing each encounter in the most advantageous terrain type.

Encounter 4: Hill Giants. Ten hill giants (AC 4, MV 12", HD 8 + 1, hp 40 each, #AT 1, Dmg 2-16, SA hurl rocks, AL CE, Size L, THAC0 12) are encountered when the party is in a narrow gorge going up the mountainside. The giants are above the gorge with an unlimited supply of boulders, and start the attack by throwing boulders down at the party. They attack even if the party is accompanied by a unit of soldiers. If five or more of the giants are killed, the rest flee.

Encounter 5: Hill Dwarves. A party of 40 hill dwarves in a loose marching order are coming down the road, wary and disciplined. As soon as they see the PCs, they stop and draw up a battle line. It is immediately obvious that a number of them are hurt, mostly burned. Many of them wear bandages, some are using their swords to lean on. Toward the back are five litters bearing the worst of the dwarven wounded. The litters are carried by two dwarves each. These hill dwarves are a hunting party from the dwarven village near Bloodstone (encountered later in this adventure). They have been chewed up by a battle with red dragons (they accidentally wandered into the dragons' lair), and several of them are badly burned. If the party uses any healing magic, or otherwise befriends the dwarves, give the party a + 30% bonus to their Encounter Reaction roll if they

approach the dwarves for help later. If the party decides to fight the red dragons, the dwarves show them the cave where the dragons live (Encounter 6, below). The cave is located about half a mile off the road. The dwarves (who have suffered enough in their battle with the red dragons, thank you) are glad if the party wishes to fight the dragons, but are unwilling to help. They are skeptical about the party's ability to handle the dragons, and make disparaging remarks about "sheer suicide" and "crazy humans." If the party succeeds in killing the dragons, though, the dwarves are very impressed indeed! However, the dwarves will not join the party's quest at this time.

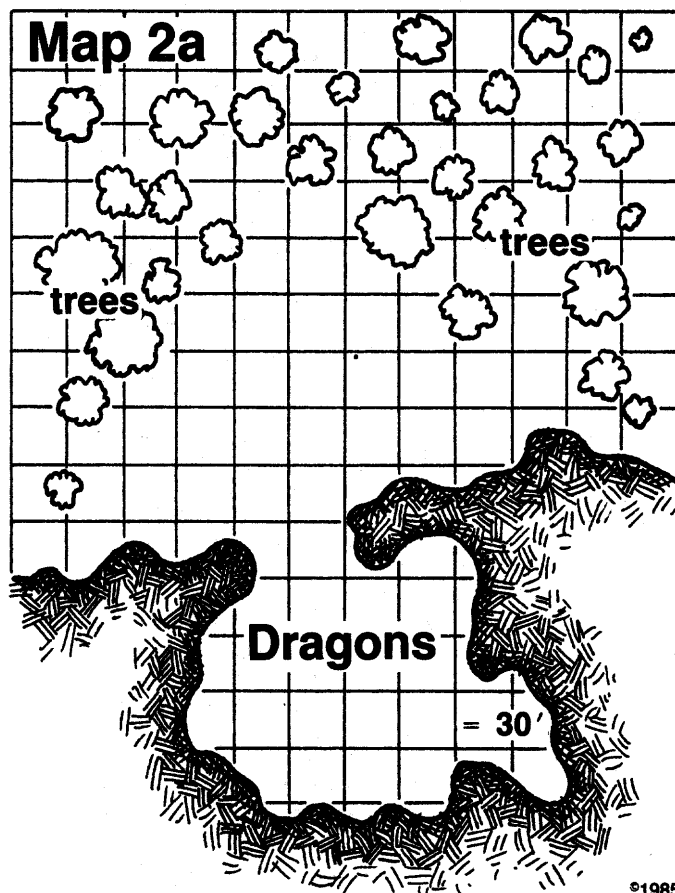
Encounter 6: Red Dragons. This is a family of red dragons living in their lair (Map #2a). The area in front of the lair forms a clearing in the woods. A steep cliff face has one large opening. The charred remains of two dwarves lie in the clearing. There is no way for characters to sneak into the cave.

The father is a huge, ancient red dragon (AC -1, MV 9"/24", HD 11, hp 88, #AT 3, Dmg 1-8/1-8/3-30, SA breath

weapon and spells, AL CE, Size L, THAC0 10, spells *charm person*, *protection from good*, *darkness* 15' radius, *detect invisibility*, *dispel magic*, *phantasmal force*, *confusion*, *minor globe of invulnerability*. The mother is an average old dragon (AC -1, MU 9"/24", HD 10, hp 60, #AT 3, Dmg 1-8/1-8/3-30, SA breath weapon and spells, AL CE, Size L, THAC0 10, spells *magic missile*, *shield*, *detect good*, *fools gold*, *hold person*, *lightning bolt*). The youngster is a small sub-adult dragon (AC -1, MV 9"/24", HD 9, hp 27, #AT 3, Dmg 1-8/1-8/3-30, SA breath weapon and spells, AL CE, Size L, THAC0 12, spells *charm person*, *magic missile*, *confusion*). All three dragons are awake, and all can speak the common tongue.

The dragons have a treasure horde consisting of 10,000 cp, 10,000 gp, gems and jewelry worth 20,000 gp, and the following magic items: potions of *extra healing*, *polymorph self*, and *undead control*, a scroll of *protection from magic*, a ring of *human influence*, a spell book containing all of the listed spells, and a *gem of seeing*.

Remember the special abilities of red dragons—automatic *detection of hidden*



or invisible creatures within 1" per age level, (the adults') ability to cause awe or fear in low-level creatures, resistance to air- and fire-based attacks (but extra vulnerability to earth- and water-based attacks), and the ferocity bonus (+2 to hit, +1/ +3 claw/bite damage if either of a mated pair or child are attacked).

If the party has hired soldiers, the soldiers will not participate in any attack against red dragons, "We signed up to fight an army—not get killed by winged serpents," one grizzled sergeant says. If any single character kills either of the adult dragons single-handedly, the soldiers are so impressed that the character gives the soldiers an additional +1 bonus to morale when he is commanding them.

The three dragons are awake and alert after their engagement with the dwarves so they cannot be surprised by the characters' approach.

As soon as the movement of the characters is detected, and before any parley or conflict can take place, the dragons cast their defensive spells. The oldest dragon casts *protection from good* and *minor globe of invulnerability* on himself. His wife casts *shield* on her child.

The dragon's wife has a *detect good* spell in operation. Whenever the oldest dragon becomes aware of the party's approach, he says, "Why do you bother us, little creatures? Have you no better way to spend your time? We have no desire to do you harm." If the characters parley with the dragons, the oldest dragon is as pleasant and unctious as his evil nature will allow. His goal is to lure the party out into the open and within range of his breath weapon. His wife and child are lurking in the darkness just behind him. If the party (or even most of it) comes within range, all three dragons breathe fire simultaneously. Go to the battle description below.

If the party parleys from a safe distance, the dragon continues to be pleasant. It offers a bribe of a chest of gold and jewelry if the characters will simply leave his family alone. "I could destroy you all easily," he says, "for my power is immense. But I have no desire to cause pain or suffering. All I want is to be left in peace." As "proof" of his intentions, he pushes a large chest, overflowing with gold, out into the clearing in front of the cave. "A gift to you if you will only leave us in peace," the dragon says. The chest is actually filled with 10,000 cp under a *fools gold*

spell. The chest requires a combined strength of 37 to carry. If the characters come out to pick it up, the dragons attack.

The characters can try to play on the innate weaknesses of dragons (cowardice, subject to flattery, greed and avarice) through conversation. Use the Encounter Reaction Table to see if the dragon falls for any ploy by the characters.

The dragons breathe fire simultaneously at as many of the characters as are in range in the first round of combat. They use their remaining breath weapon attacks whenever more than half of the party is within the range and area of effect of the breath weapons of at least two of the three dragons. In the second round of combat, the oldest dragon casts a *phantasmal force* spell to duplicate the appearance of a *conjure fire elemental* spell. The fire elemental appears to grow out of the remains of the earlier breath weapon attack. The dragon's wife casts *magic missile* at any magic-user in range. The child casts *confusion*.

If the characters try to close with the dragons, the dragons use their breath weapons as pass-through fire against the advancing characters. Once the characters close, the dragons use their claw/claw/bite attack routine. If the characters do not close, the dragons continue spell use. The oldest dragon uses his *dispel magic* against any enemy magic spells or devices, then casts *confusion* and *darkness 15' radius* to disorient the attackers. The wife casts *lightning bolt* and *hold person*. The child casts *magic missile* followed by *charm person*. The dragons, once enraged, fight to the death.

If the party subdues the dragons, Valls is the nearest town where a buyer might be available. Garlen and Garvin urge the characters to continue on to Bloodstone. If the characters decide to keep the subdued dragons as allies, they may do so. However, intelligent, spell-using dragons are unlikely to remain subdued for long without the use of a *charm monster* spell. If the dragons are successfully *charmed* or otherwise bound to the service of the characters, they will fight on the side of Bloodstone. Remember, however, that the aura of dragons has an effect on all low-level or low hit die creatures in range—even the forces fighting on the same side as the dragon! (See MM, p. 30.)

Encounter 7: Halfling Patrol. The path into the hills is narrow, lined on both sides with tall trees. A patrol of 150 halfling archers from the halfling shire in Bloodstone Pass are up in the trees, alerted by the sounds of the party moving up the trail. The halflings believe that the party is attached to the bandit army. They hope to capture and kill them in such a way that it appears to be accidental. They attack whether or not the characters are accompanied by soldiers. They have a number of large nets with them in the trees. They are effectively invisible in the trees, and surprise on a roll of 1-5 on 1d6 (1-4 if a ranger PC is present).

Run this engagement using BATTLESYSTEM™ rules. Treat the halflings as a regular unit, AC 7, armed with bow, sling, and short sword, with a morale of 11. They are commanded by a 3rd level halfling (AC 7, MV 9", HD 3, hp 10, #AT 1, Dmg 1-6, SA +3 with bow or sling, SD save at 4 levels higher, MR save at 4 levels higher, AL LG, Size S, THAC0 16).

When the party passes under the trees, the halflings drop the nets. One to four nets automatically hit each of the travelers. Each character (and each soldier figure, if appropriate) must make a saving throw vs. Paralyzation for each net that lands, or the arms and legs of the victim are tangled in the falling net. Characters whose arms are tangled cannot cut themselves free, use weapons, or use spells with either a somatic or material component. Characters whose arms are free can cut themselves out of the net in two melee rounds, but cannot use any spell with a somatic component until then.

The halflings then leap down from the trees and surround the netted party. "Don't move or you'll be smiling out of a second mouth in your neck," the leader says. "Tell me who you are and what you're doing here. And it had better be good!"

The halfling leader (whose name is Fredegast) gives the party a minute to start explaining. If the party members attack, the halflings start to fight back, but just then Garlen and Garvin speak up.

"Fredegast, it's me... Garlen!"

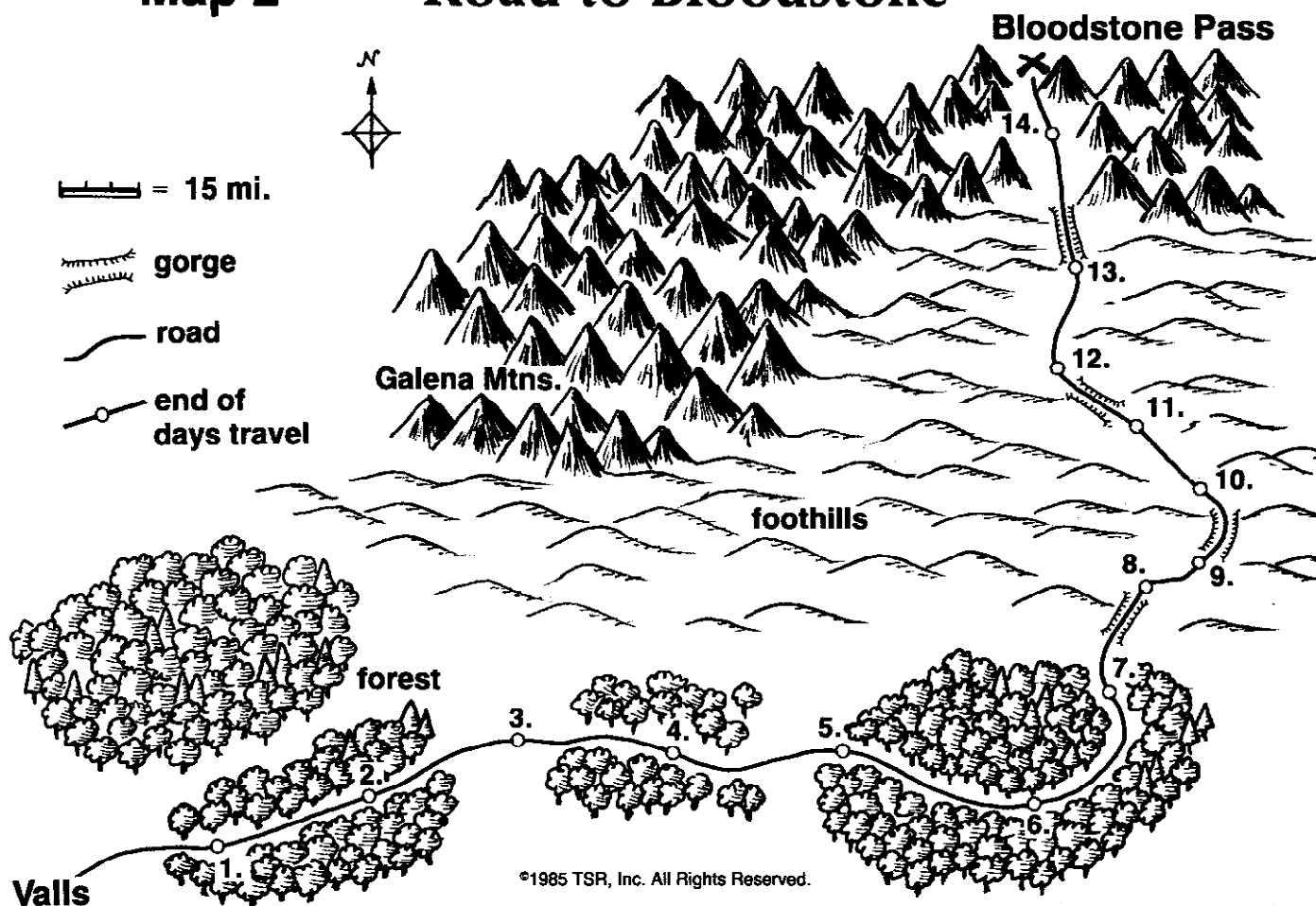
"And Garvin! It's okay! These are our friends..."

"Come to help free us from the awful..."

"Bandits! And they're great heroes, too! I saw them beat..."

Map 2

Road to Bloodstone



"A dragon and other monsters! Please, Fredegast..."

"Don't kill them. They're really..."

"On our side!"

Fredegast believes Garlen and Garvin, and orders his halflings to stop fighting. However, he doesn't release the party until he has gotten the story straight from them. He is frankly skeptical that the party can defeat the enemy, considering how easily his halflings trapped them.

If the characters ask Fredegast and his halflings to assist them in their mission, Fredegast explains, "I am deeply sympathetic, but I know these villains all too well. They will seek a terrible revenge, and they are powerful. If you should not win, they will destroy even the poor lives we live now. We fight back, but subtly, by arranging 'accidents' for occasional wandering parties. Even that may one day cause our village more pain than good, but we must do something. Show us that you can win this war, and then we will assist you openly. But learn to watch your back better."

If the party managed to foil the trap, detect the halflings, or escape the nets,

Fredegast is much more impressed with them. He is still unwilling to commit his halflings to the party's service, but promises to send forces when final victory is nigh. The halflings will see the party safely into the Pass itself, but will go no further.

The Bloodstone Pass

After much hard traveling, you finally climb the final, narrow, twisting path that leads into the Bloodstone Pass—the only passable route through the forbidding Galena Mountains. The path winds its way up, and then, one cold, crisp morning, you find yourself standing on a ridge looking over the valley. Bloodstone Pass is a narrow valley through the mountains. From this vantage, the valley is verdant and peaceful. A blue lake glistens in the distance, and a small town can be seen on its shore. This is your final destination—the Village of Bloodstone.

Garlen and Garvin have explained to you that the entire valley is technically part of the Barony of

Bloodstone, although the Baron has little power over his dominions. Once, small towns dotted the landscape and the winding road through the valley was filled with caravans. Now, the town of Bloodstone is only a shadow of its former glory.

There are three encounters in the valley before the characters reach the town of Bloodstone. Use Map #3 for all encounters in this section.

Encounter 8: Faerie Dragons. This encounter takes place the first night the characters camp in the Bloodstone Pass valley. It takes place whether or not the party is accompanied by soldiers.

Beside the road at the point the party makes camp is a grove of trees. Tempting, luscious fresh fruit hangs from the tree branches. All is pleasant and peaceful.

This grove is actually the home of three faerie dragons and 20 pixies. Garlen and Garvin do not know about it, since the faerie dragons did not bother them on their trek out of the valley. However,

seeing a much larger party coming into the valley, the dragons and pixies have decided to have some fun. None of the actions of either the pixies or the faerie dragons is ever intended to cause any permanent harm to the party. Rather, they hope to create confusion and chaos in a grand orgy of practical joking. If the party members kill any of the dragons or the pixies, however, the inhabitants of the grove will use their powers to repel the intruders at all costs.

The three faerie dragons form a family.

The male is an ancient purple faerie dragon named Clematis (AC 5/1, MV 6"/24", HD 4, hp 16, #AT 1, Dmg 1-2, SA breath weapon and spell use as MU 16, SD invisibility, MR 96%) AL CG, Size S, THAC0 15, spells *charm person*, *dancing lights*, *message*, *unseen servant*, *ventriloquism*, *audible glamer*, *darkness* 15' radius, *forget*, *magic mouth*, *pyrotechnics*, *blink*, *dispel magic*, *haste*, *phantasmal force*, *suggestion*, *charm monster*, *confusion*, *dig*, *hallucinatory terrain*, *polymorph self*, *distance distortion*, *telekinesis*, *transmute rock to mud*, *wall of force*, *guards atid wards*, *project image*, *repulsion*, *limited wish*, *power word stun*, *Otto's irresistible dance*).

The female is an old blue-green faerie dragon named Indanthrene (AC 5/1, MV 6"/24", HD 3, hp 12, #AT 1, Dmg 1-2, SA breath weapon and spell use as MU 10, SD invisibility, MR 72 %, AL CG, Size S, THAC0 16, spells *animal friendship*, *entangle*, *faerie fire*, *speak with animals*, *charm person or mammal*, *create water*, *feign death*, *obscurement*, *plant growth*, *snare*, *stone shape*, *control temperature* 10' radius, *hallucinatory forest*, *plant door*, *animal growth*, *control winds*).

The child is a young adult male yellow faerie dragon named Curcumin (AC 5/1, MV 6"/24", HD 2, hp 8, #AT 1, Dmg 1-2, SA breath weapon and spell use as MU 8, SD invisibility, MR 48%, AL CG, Size S, THAC0 16, spells *charm person*, *dancing lights*, *message*, *ventriloquism*, *audible glamer*, *forget*, *phantasmal force*, *dispel magic*, *haste*, *suggestion*, *charm monster*, *confusion*).

The 20 pixies (AC 5/1, MV 6"/12", HD 1, hp 3 each, #AT 1, Dmg 1-4/1-3 dagger or 2-5 bow, SA *polymorph*, *know alignment*; *create illusions*; *cause confusion*; *dispel magic*; ESP; *dancing lights*; +4 to hit (with arrows), SD *invisible*, can attack while *invisible*, MR 25%, AL N, Size S, THAC0 19/15) form a small tribe. They look up to the faerie dragons as their leaders, since the

dragons think up the best practical jokes of anyone.

The campsite and grove are shown on Map #3a. The faerie dragons and pixies want to create as much panic, confusion, and chaos as they can, and finally to lure as many people as possible to the center of the grove, where a *hallucinatory terrain* spell covers a huge mud pit created by use of a *dig* spell and a *transmute rock to mud* spell. Once most or all of the party is waist-deep in mud, the faerie dragons and pixies appear at the rim of the pit and laugh, and laugh, and laugh in a high-pitched, squeaky voice.



The faerie dragons and pixies first sneak up on the campsite once everyone is settled in for the night and most of the characters are asleep. They get surprise and automatic initiative in the first melee round unless the party has specifically placed *detect* spells or similar magic to detect their coming. If the party has a campfire going, Indanthrene casts *create water* above the fire. A huge splash of water puts out the fire and soaks anyone within 5 feet. Curcumin sends *dancing lights* that resemble four will-o-wisps into the camp, and then sends them toward the mud pit. Clematis casts *darkness* 15' radius at any remaining light sources. If the party is accompanied by soldiers, the pixies fire *sleep* arrows at them, initially affecting two figures (20 soldiers).

Throughout this attack, the characters hear the faint sounds of high-pitched laughter all around them. They cannot tell from which direction the sounds are coming.

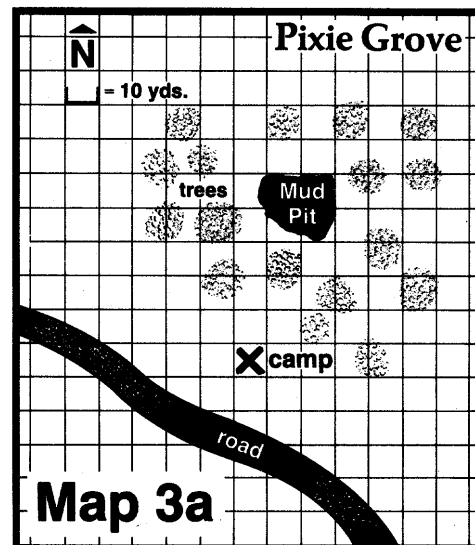
Each character who is asleep when the faerie dragons attack must make a saving throw vs. paralyzation each melee round

to wake up. Since characters do not normally sleep in armor, it takes 3-8 rounds for them to dress for battle. If they choose not to put on their armor, they suffer appropriate penalties to AC.

On the second round, the pixies continue to fire at soldiers. If the party is not accompanied by soldiers, the *invisible* pixies sneak into the camp to steal items—especially magic items, spell books, weapons, and other useful items. To increase confusion, the pixies use their *create illusion* powers to create 20 illusory dryads of incredible comeliness. The illusory dryads have both audial and visual presence, and last until dispelled. They do not have the dryad *charm* ability, but their comeliness of 21 has a powerful *charm* -like effect on all males in the party who do not successfully disbelieve the illusion. Males who fall under the comeliness effect cannot attack the dryads or do anything except follow the lovely creatures. The illusory dryads then head into the grove toward the mud pit. They will walk over the *hallucinatory terrain* covering the pit—but the characters will fall right through. The dryads disappear when the *hallucinatory terrain* spell is broken.

In the same round, Clematis casts *Otto's irresistible dance* at any spell caster in the party. Indanthrene casts *entangle* at one or more fighters. Curcumin casts *confusion* at the party.

Both Clematis and Curcumin cast their *dispel magic* spells against any magic the party tries to use. Indanthrene casts *hallucinatory forest* onto the road so that the characters no longer know which way to go. Note that there is no saving



Map 3



to Kingdom
of Vaasa

1 mi.

Dwarven
Clanhold

Army Camp

Lake
Midai

ford

Bloodstone
Village

forest

Beaumar's

road

Halfling
Shire

Valley
of
Bloodstone

bridge

Encounter
10

Centaur
Village

Encounter
9

Encounter
8

mountain

throw vs. the *hallucinatory forest* effect—even if it is disbelieved, characters who are not druids or woodland creatures cannot recognize the *forest* as an illusion.

Two of the pixies can cast *Otto's irresistible dance*, and do so as soon as they have dealt with the soldiers and conjured the illusory dryads. Each pixie tries to touch at least one of the characters, causing *confusion*. Any character who tries to use deadly force against one of the pixies or dragons becomes the target of 1-20 pixie memory-loss arrows, and must make a saving throw vs. magic for each arrow that hits, or lose all memory.

The pixies have the ability to *polymorph* themselves at will, and may suddenly appear as giants, pegasi, myconids, small dinosaurs, devas, nymphs, or anything else that is startling and inappropriate. They are likely to change form every two rounds. Pixies also have the ability to cast *dispel magic* once each per day, and use that against any party attempts to use magic.

The faerie dragons will use *suggestion*, *ventriloquism*, *charm person*, *forget*, and other mental spells to disorient the party as much as possible, and so lure them into the final mud drop.

This encounter should be played for fun. Use the powers of the dragons and pixies to keep the characters from killing anyone, and try to capture, confuse, trap, and muddy the entire party. Clematis will use his *limited wish* to cure anyone who gets badly hurt or whose memory is destroyed.

The characters may be either good sports or bad sports about this encounter. If they are bad sports, the dragons sulk at the ruin of the joke, help the characters out of the mud and send them on their way. The pixies boo anyone who is a bad sport. If the characters try to take revenge on the jokers, or use deadly magic, the dragons and pixies use their full powers to neutralize the attack. They try to cause *confusion* and memory loss in all the party, steal all their possessions, and then abandon them to their fate. If this should happen, it is up to the DM how (or whether) the party ever regains its memory and powers, or gets a chance to complete the mission.

If the characters are neither good nor bad sports and make no attempt to befriend or talk with the dragons and pixies, the dragons and pixies repair any damage caused by the joke and turn the

characters loose to continue on their journey.

If the characters are very good sports and laugh along with the dragons and pixies, the inhabitants of the grove befriend them. The pixies arrange a party, with wonderful food and drink, and the celebration lasts the rest of the night. If a chaotic good member of the party befriends Curcumin, the youngest dragon, and shows compatibility, Curcumin may decide to accompany the character, at the discretion of the DM. If this happens, Curcumin will not be a familiar, but rather a henchman. He does not automatically do what his companion tell him to do. In the manner of all faerie dragons, he will never use his powers to cause deliberate harm. In order to get Curcumin to do something, the character must first persuade the dragon that the outcome will be funny. If two or more chaotic good characters vie for Curcumin's attention, the character with the highest charisma wins.

The dragons and pixies will not help the characters directly. However, if the characters can convince the dragons and pixies that there is an opportunity for practical joking, the pixies may come to help—again, at the DM's sole discretion. Don't give the party either Curcumin or the help of the dragons and pixies unless the party is clever enough to create a good practical joke that would appeal to the inhabitants of the grove.

The characters can also choose to come back to the grove to ask for help later, if they think of a good joke.

Encounter 9: Centaur Youth. As the party continues along the road to Bloodstone, they hear a faint cry of help. If they follow the cry, they come upon a young male centaur with a broken leg. Trapped beneath a fallen tree, he is pinned firmly. The centaur has been lying there for two days, and is faint with hunger. He had almost given up hope of rescue.

The leg is badly broken. It requires a *heal* spell or more powerful magic to repair. If such magic is used, the centaur is instantly cured. Alternately, the party can splint and bandage the leg, and carry the centaur back to his village (indicated on Map #3).

If the party aids the centaur, the inhabitants of the centaur village are very pleased, even though they are not, as a rule, fond of humans. If the characters ask for assistance, give them a +30% bonus to their Encounter

Reaction score.

Encounter 10: Drunken Bullies. As the party gets closer to the village of Bloodstone, they pass outlying farms. One farm house is close to the road. As the party approaches, they hear the sound of shattering glass and a female scream coming from the house.

The situation is this: a group of ten orcs from the bandit army got drunk and came down into the valley to pillage and torment whatever they could find. They came upon this farmhouse, which is inhabited by an old farmer and his two young daughters. They have smashed up the furniture, beaten the old man (who is unconscious and bleeding, but not dead), and are about to assault the two daughters (hence the screaming).

The statistics of the orcs are: AC 6, MV 9", HD 1, hp 5 each, #AT 1, Dmg 1-8, AL LE, Size M, THAC0 20 (daylight).

The orcs are reasonably alert, even though drunk, and detect the party's approach unless they are using special methods to avoid detection. As soon as they see the threat, they grab the girls and hold them as hostages. It takes only one melee round for the orcs to kill the girls, so the party must be very careful. If the party parleys, the orcs insist on being paid 500 gp apiece to leave—they will take the girls with them and turn them loose later. "But if you follow us, *skkkkt*" growls the orc leader.

Of course, the orcs have no intention of releasing the girls—alive, at any rate. The party must defeat the orcs without allowing the girls to die.

If the party defeats the orcs and no harm comes to the girls, they receive a +10% bonus to all Encounter Reaction rolls in the village of Bloodstone. If the girls die and the party uses clerical magic to raise them, the party receives no bonus. If the girls die and are not raised, the party receives a -30% penalty to all Encounter Reaction rolls in the village.

If the orcs are captured, they will not willingly reveal any information. If *charmed* or otherwise persuaded to talk, they know the location of the army camp but little about the army's plans.

Along the final miles of the road to Bloodstone, no encounters take place. The farmers are working in the fields, filled with grain ready for harvest. Harvest time is nigh—and soon the collectors of tribute will come to rob the peasants of their work.

THE VILLAGE OF BLOODSTONE

The village of Bloodstone once knew better days. Situated on the shore of Lake Midai where the Beaumaris River runs into the mountains to the south, it was once a center of commerce and trade. There are signs of old mansions, now torn down, or burnt, in the fields where farmers labor.

The village is small. The stone defensive wall that once protected it is broken in many places. The road leads through the town gate—the wooden doors sag from their hinges, unable to close.

The citizens of Bloodstone gather silently to watch your arrival. These are poor people, fearful and distrustful of outsiders. You watch their sullen faces as you ride into town. There are about a thousand people here all told, according to Garlen and Garvin, but many are women, children, and the elderly. Although you have been assured that they will fight as hard as the men, the sight of these people does not fill you with confidence. Many of the men are armed, but they carry only the crudest of weapons—homemade spears and long swords of inferior make. A few woodsmen carry bows. All in all, not a promising lot from which to build an army.

Garlen and Garvin seem embarrassed as they watch you, brave adventurers, enter the town. They lead you through the narrow streets of the town, past the poor huts and small shops, to an inn. Whenever you pass, the peasants behind you begin to murmur in low voices.

The inn is as rude and poor as the rest of the town, but it obviously was once a fine place. A battered, weather-worn sign of a clown juggling bottles of wine hangs above the door, announcing this as the Inn of the Clowns.

Once, the fame of the Inn of the Clowns stretched throughout the kingdom of Damara—you have heard of it often. Once, it provided entertainment and hospitality to travelers and traders. It was rumored that the special entertainments and delectations of the Inn of the Clowns attracted even the nobility from far away... but it is clear that this run-down inn holds no special attractions this day.

As you approach, a heavyset man with a bushy blond beard comes out, wiping his hands on an apron. He greets you with a hearty, booming voice. "Welcome, I say, welcome! Welcome to the Inn of the Clowns! I am your humble host, Stephan."

Stephan the Innkeeper is the first villager you've met who seems genuinely glad to see you. He, at least, is not afraid of adventurers from the outside world.

"Please, enter my humble establishment," Stephan booms. "Our home is your home. Raquel! Carlotta! Make our guests comfortable! Ale for everyone... and bring out the good stuff!"

Two buxom barmaids, one blonde (Raquel) and one auburn-haired (Carlotta), appear in the doorway, smile flirtatiously, and scamper inside to fetch ale. See the CITIZENS OF BLOODSTONE section for more details about Stephan and his barmaids. Four boys offer to stable the party's horses and carry their supplies and equipment inside.

If the PCs arrive with a unit of soldiers, the soldiers will be asked to make camp anywhere near the village. They will be provided with provisions, but will not be encouraged to stay inside the village.

Garlen and Garvin tell the party members that they have been granted an audience with Baron Tranth, titular ruler of the entire Bloodstone Pass valley (but practically speaking, just the Mayor of the Village of Bloodstone) just after sunset. Until then, they are free to rest, wander the village, freshen up, or otherwise do as they please. 1

Information on the village and its citizens is provided below. The next section to be played is AUDIENCE WITH THE BARON, in Chapter 4. The information below is used throughout the rest of the adventure, as needed.

KEY TO THE VILLAGE OF BLOODSTONE

The village of Bloodstone and the area surrounding it are shown in detail on Map #4. The 3-D ADVENTURE FOLD-UP™ figures included with this adventure pack can be used to set up the entire village on the tabletop.

1. Inn of the Clowns

The interior of the Inn of the Clowns is shown on Map #4a. The Inn consists of two stories and a cellar.

There is a stable out back, with room for up to ten horses. Only two are stabled there permanently. An outhouse is between the inn and the stable.

A. COMMON ROOM

The common room of the inn is large and spacious. A long, wooden bar has a number of stools before it. One long table and several round tables fill the rest of the room. Two fireplaces, lit at night, give off a cheery glow. A stairway next to the bar leads to the upper story.

During business hours (approximately noon till just after midnight), 4-16 villagers will be in the room drinking and chatting. The bar is a friendly place. Conversations are cheerful, and occasionally rowdy or ribald, but Stephan does not tolerate outright vulgarity. The barmaids, Raquel and Carlotta, are always on duty. They flirt with all the customers, but dodge serious passes by villagers or characters.

Until the characters have proven themselves in the village and allayed the suspicions and fears of the peasants, whenever they enter the bar, conversation becomes subdued and all eyes are upon them. Whenever they leave, the tone and level of the conversation picks up again. Once the characters are accepted, they become part of the action.

A pint of beer costs 5 cp, good brandy costs 3 sp, and a good meal costs 2 sp. A room normally costs 5 sp to 1 gp per night, but the characters are not expected to pay for anything here. They can, however, buy drinks for the villagers if they like.

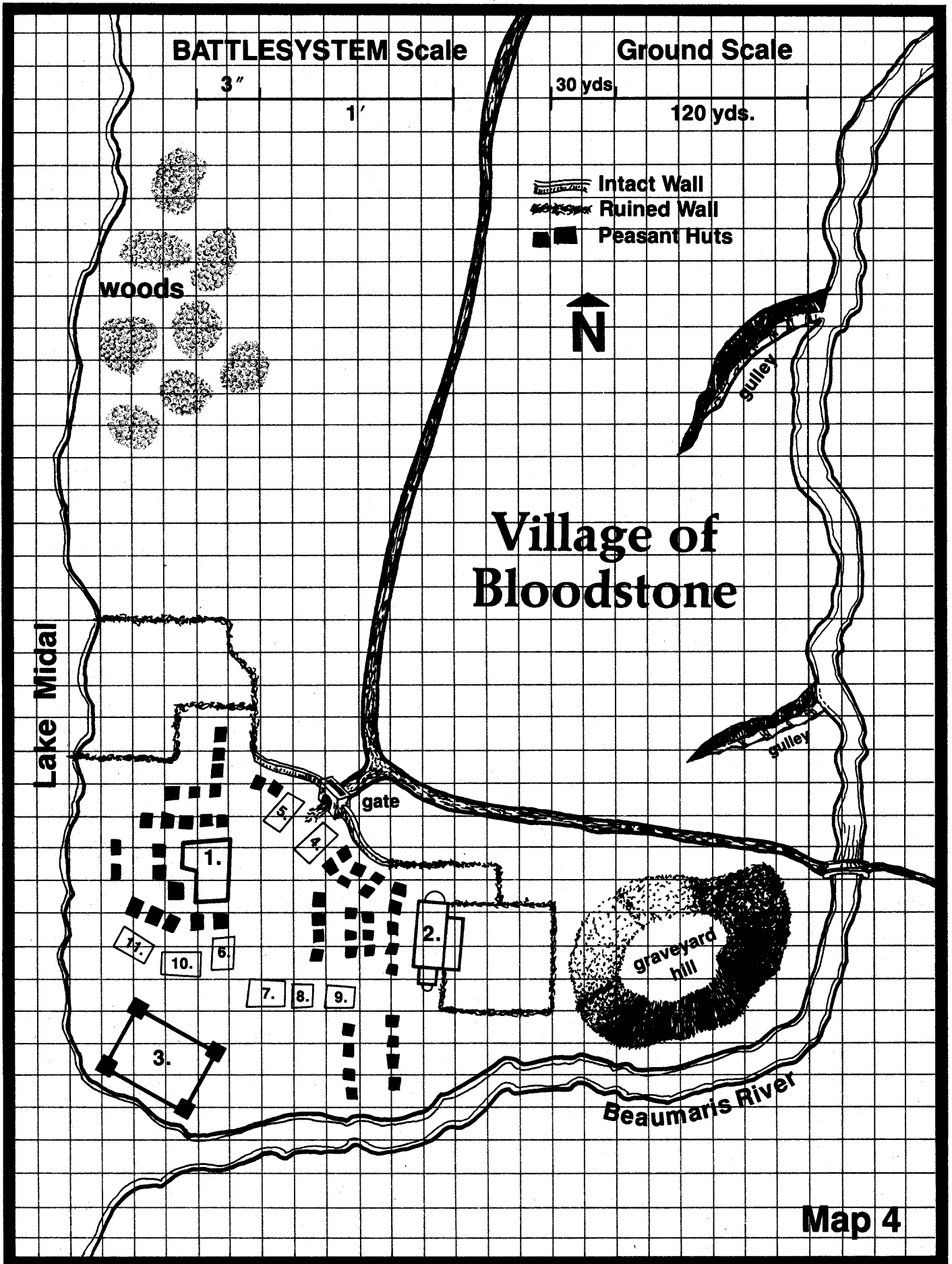
B. KITCHEN

The kitchen is neat and well-ordered. The cook is a sweet, fat lady named Winifred. She has a mean way with a frying pan, and is a good cook as long as she sticks to plain and hearty dishes.

A stairway in the kitchen leads to the cellar.

C. STEPHAN'S BEDROOM

Stephan's bedroom is very messy. The bed is never made and clothes litter the floor. A wardrobe contains mostly clothes, but there is a suit of *chain mail* +1 and a *longsword* +1 hanging



forgotten in a corner, memories from Stephan's days as a mercenary.

A very messy table is covered with miniature terrain pieces and little metal sculptures of fighters. He is trying to develop some sort of game he can play with them.

D. RAQUELS BEDROOM / E. CARLOTTAS BEDROOM

The two bedrooms are identical. Each contains a large four-poster bed with a soft feather mattress, a wardrobe filled with clothes, a makeup table and mirror, and a washbasin and pitcher. Each of the barmaids owns a few pieces of jewelry worth 20-30 gp each.

F./G./H./I./J./K./L./M. GUEST ROOMS

The guest rooms are spacious and comfortable. Each contains a bed with a firm mattress, a wardrobe, a chamberpot, and a washbasin with pitcher. Each guest room has a window with shutters that can be fastened from the inside. There is no glass in the windows.

Raquel and Carlotta daily make the beds, fill the pitchers, empty the chamberpots, and sweep the rooms. They politely refuse any requests for additional personal service.

N./O. LAVISH GUEST ROOMS

In addition to all the furnishings of the normal guest rooms, these larger rooms each have a luxurious featherbed, a closet, a desk, a table with chairs, and an empty trunk with a key in the lock.

P. MAIN CELLAR

This is a large, open room supported by two central columns. Between the columns are many crates containing supplies for the inn, such as platters, mugs, towels, cheap silverware, a saw, an axe, and several spare hinges. More crates along the north and west wall contain stores of food—mostly hidden from the tribute collectors at great risk. The outside cellar door is locked and barred when not in use.

Q. WINERY

This is Stephan's pride and joy. Fermenting here are some of the finest grapes grown in the valley, carefully hidden from the bandit forces. Red wine, white wine, strong beer, and good brandy are available in reasonable

quantity.

R. outhouse

This two-holer is simple, but clean.

2. Abbey

The Abbey of St. Sollars the Twice-Martyred is shown on Map #4b. Aldric, described more fully in the CITIZENS OF BLOODSTONE section, is the abbot.

A. ENTRANCE

The entrance to the abbey is through wooden double doors. The doors are always open during the day and closed at night. A small antechamber has coathooks and a table that contains information related to the worship of St. Sollars. All material relating to the saint is marked with a lone five-pointed star, holy symbol of the Twice-Martyred Saint.

Double doors lead into the sanctuary. A small, narrow door to the right of the entrance is always locked. It leads to narrow stone stairway going up into the bell tower.

B. SANCTUARY

This large room has a stone floor and plain wooden benches. Arches buttress the ceiling. At the far end of the room is the holy sanctuary, located on a raised dais behind a wooden rail. A large altar with silver candlesticks, a single golden star, and a yellow rose in a vase, is the focal point of the holy sanctuary. The Book of St. Sollars, a religious tome with numbered verses, lies open on the altar. There is a secret compartment in the altar that holds the abbey's treasures: a *rod of resurrection* with thirteen charges, a ring of *shooting stars*, and a bag of 50 gems, each cut in the shape of a five-pointed star, worth an average of 100 gp each. The abbot will not reveal or use the abbey's treasure on behalf of the characters if he is not won over to their side.

Stained glass windows let light in behind the altar. The stained glass is of good quality, and would be worth 1,000 gp per window in a metropolitan area. Transporting them without breakage would be very difficult.

C. BELL TOWER

There are two doors leading to the bell tower, one inside the abbey and one outside. Doors to the tower are always

kept locked. Aldric has the only key. There are four floors to the tower. The lower floor is part of the entrance to the sanctuary. The two floors above that are used for general storage. There is nothing there of value. The fourth floor contains two large bells, roped and pulleyed so they can be rung together. A ladder leads to a trapdoor in the roof, through which the top of the bell tower can be reached. The bell tower is crenellated.

D. PARISH HOUSE

The parish, where the abbot lives, is attached to the sanctuary. It contains a small library of theological works (nothing of much interest), a copying room where scribes can copy manuscripts (empty and seldom used, but does have mapping supplies, paper, quills, and ink), and four plain cells where the abbot and his assistants live. Aldric has not had assistants for many years, and so only one of the cells is occupied. Aldric's cell has a simple wooden bed with a straw mattress. Beside the bed is a tiny altar with candles on it. A crude painting of a star and a yellow rose hangs above the altar.

3. Baronial Manor

The manor of the Baron is a small keep. Its walls form an inner bastion of defense in the event of attack. Most of the citizens of the town could hide here in an emergency. The rear of the keep faces the lake, so fresh water is always available. The details of the keep are shown on Map #4c.

The gate has two wooden doors and a portcullis that can be lowered behind it. It is normally left open during the day and closed at night. One guard is always on duty there. In the courtyard is a well, kept fresh with water from the lake. The stables are currently occupied by six horses; there is room for twelve. Two stableboys live in a small room above the stables. There is hay in the loft for two weeks' feed for the horses.

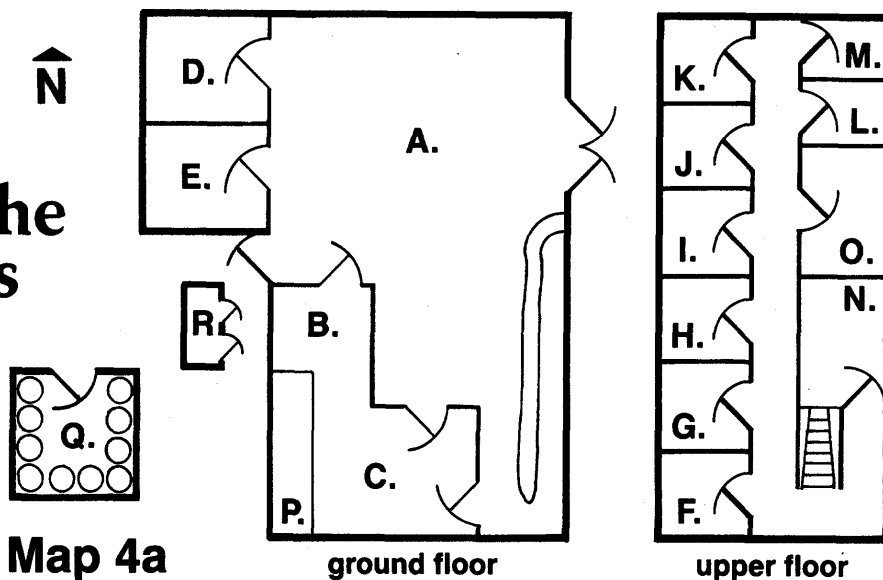
A. ANTECHAMBER

The door leading from the outside into the antechamber is normally closed and locked. One guard is always on duty there. There is a guest book on a table next to the door.

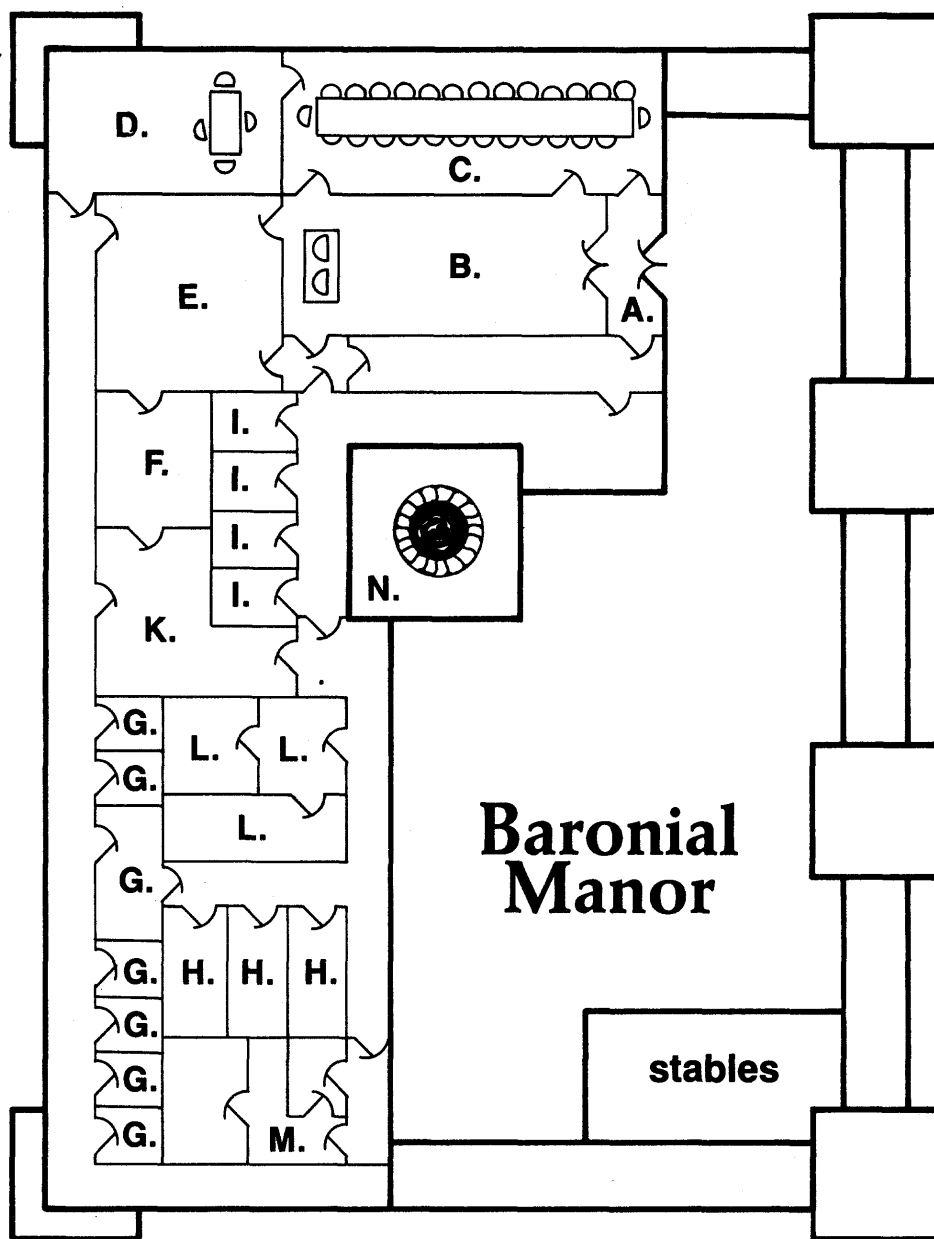
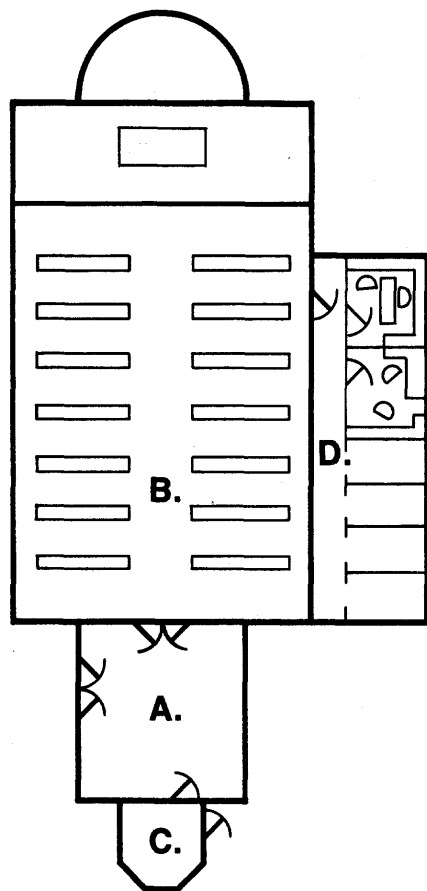
B. THE GREAT HALL

The Great Hall is the throne room and main audience chamber for the Baron.

Inn of the Clowns



Abbey of St. Sollars



Once, it was an extremely luxurious place, but the tapestries are dusty and old, and most of the furnishings have lost their luster. Suits of armor with the Baronial crest (a bent argent with three gems gules on a field azure) stand guard with halberds; they are rusty. There are two chairs on a raised dais at the far end of the hall; they are made of wood adorned with needlepoint, and look uncomfortable to sit on.

C. STATE DINING ROOM

The formal dining room has a long oaken table with forty chairs arrayed about it. The china is old, but of finest quality. A few pieces show cracks. Cabinets display the silver and china service of the Baron. Much is missing, stolen by the bandits.

D. KITCHEN

The kitchen has a huge fireplace with a spit in it, and many tables on which food can be prepared. A variety of cooking implements and sharp knives line the walls. A secret door (invisible from the outside of the castle, visible from inside the kitchen) leads to the lake behind the castle.

E. RED SITTING ROOM

This is one of the two private audience chambers of the Baron. The walls are paneled in mahogany. The furnishings are predominately red. The room is very tasteful, but fraying at the edge in the way of genteel poverty.

F. STUDY

This is the private study and library of the Baron. Like the other formal rooms, it shows signs of good taste and once-great wealth, long gone. The bookshelves contain works on history, natural history, and mythology. The sage Quillan is also the librarian, and is the only person besides the Baron who has free access to this room. The Baron does not normally invite outsiders here.

G. SERVANTS' QUARTERS

The Baronial manse now has only five servants, so only five of these rooms are occupied. As shown on the map, the servants can move through their own private corridors to any point in the castle. All doors from the main area leading into the servants' area are considered concealed doors. From the other direction, they are normal doors.

H. GUEST QUARTERS

There are three small suites for the use of honored guests located on the first floor. Each consists of a small sitting room with a table and two chairs, and a bedroom that is identical to a Lavish Guest Room at the Inn of the Clowns, although the furnishings and wall hangings are of much better quality. A bell cord in the sitting room will summon a servant or guard in 2-7 rounds.

I. CABINET OFFICES

These offices once housed such functionaries as the Minister of Trade, the Office of the Privy Purse, and the Baronial Exchequer. Now, the offices have empty desks and old records. They are dusty and filled with cobwebs.

J. CABINET ROOM

This conference room was once used by the Baron to meet with his ministers, but with the elimination of most government functions, this room, like the government offices, was closed up.

K. BLUE SITTING ROOM

This room is identical to the Red Sitting Room except for the predominant color.

L. BARONS PRIVATE QUARTERS

This three-room suite is the private residence of the Baron. The bedroom has a large bed, a chest of four drawers, a footlocker, a table and four chairs, a wardrobe, and a tapestry of a battle scene. On the wall are crossed swords over a shield containing the Baronial crest. The private study contains two large padded chairs, a writing desk, and a liquor cabinet containing six unopened bottles of red wine. The sitting room contains a small breakfast table with four chairs.

M. FAMILY PRIVATE QUARTERS

There are four three-room suites for the family members. One is occupied by Lady Christine, the Baron's daughter, the others are vacant. Lady Christine's room is beautifully appointed. It contains a small ivory statue of a woman picking flowers, two silver candlesticks, and a set of silver combs and brushes. The bed is canopied and covered in silk. She has a private study and sitting room like her father's.

N. TOWER

The tower is mostly occupied by a stone spiral staircase. There are three stories to the tower. There are quarters for two guards on the bottom level. The middle and upper levels are used for storing military supplies. A ladder on the upper story leads to the roof. There is an astrolabe on the roof that is used by Quillan to make astrological observations from time to time.

4. Blacksmith

Olaf, the town smithy, is a 3rd level fighter with 18(23) strength, but otherwise average abilities. His smithy is small, but well-run. In addition to shoeing horses, making plows, and other traditional applications of the blacksmith arts, he is competent to make and repair basic armor and weapons.

5. General Store

Geoff and his wife Katrine run the town general store. All non-weapon items listed in the PLAYERS HANDBOOK are available here at normal prices. Until (or unless) the villagers are won over to the characters, Geoff and Katrine insist on payment for anything they supply. The Baron can requisition supplies from them without payment, but they strongly protest any such action. If they end up supporting the characters, they open their store to the service of the cause, believing that the freedom of their village is more important than their personal wealth.

6. Bakery

Benjamin, the town baker, is assisted by his wife Anna and their six children. They bake delicious bread, and their pies are incredibly good.

7. Butcher

Harald, the butcher, is a temperamental man who drinks a lot. Whenever he is encountered, make a reaction roll without any modifiers whatsoever. Depending on the day, his mood can range from actively belligerent to enthusiastically friendly.

8. Fletcher

Jamison makes bows and arrows of good quality. He also raises hunting falcons in a shed in back of his house. He is secretly a 6th level assassin who reports happenings in the village to the bandit

army. His falcons have been druidically trained to carry messages to and from the bandit camp. See CITIZENS OF BLOODSTONE for more information about Jamison.

9. Tanner/Leatherworker

Baird, the tanner, is an immensely fat, bearded man with an incredible tolerance for drink, which never seems to affect him. Whenever he is not at work, he can be found at the Inn of the Clowns. He flirts outrageously with Raquel and Carlotta, who respond in kind, but there is nothing between them—Baird is a happily married man.

10. Carpenter

The town carpenter, Curtis, is a perfectionist, and does beautiful, detailed work. Although his work is usually timely, he cannot be hurried, feeling that anything that is worth doing at all is worth doing exactly right. He can build almost anything out of wood, given the time.

11. Tailor/Weaver

Felix is nearly blind from many hours working at his craft. His work is of good quality.

Peasant Huts

There are 52 peasant huts in the village of Bloodstone. Although they have individual differences, they are mostly one-room or two-room huts occupied by a single peasant family. Their furnishings are made of rough wood, and the floors are dirt. They have stone walls and thatched roofs.

Other Stores and Services

Many of the residents provide services not listed here. See CITIZENS OF BLOODSTONE for information on how to determine what services are available.

Graveyard

A low hill a hundred yards to the east of the abbey provides the last resting place for the deceased citizens of Bloodstone. Nearly a thousand graves, though many are unmarked, spread across the grassy knoll.

Farms and Other Out-of-Town Buildings

A number of buildings, including many homes, are out of town. Most of these are normal peasant huts. There is a water

wheel-powered mill along the river with a grain warehouse beside it. A secret trapdoor in the floor of the warehouse leads to an underground storage area, used by the villagers to hide food from the bandits.

CITIZENS OF BLOODSTONE

There are approximately 1,000 residents of the village of Bloodstone, including farmers who live outside the city walls. The characters will encounter only a small proportion of these people as individuals. The first part of this section describes the more important citizens in some detail. The second section gives a method for creating other citizens quickly, so that you can flesh out the town as you need it.

Baron Tranth of Bloodstone

AC 1 (plate and *shield* +1), MV 9", F7, hp 30, #AT 3/2, Dmg 1-8 +1 (*longsword* +1) or 2-5 (heavy crossbow), AL LG, St 15, Int 13, Wi 14, Dex 12, Con 14, Ch 15, CR 13", THAC0 14.

Speaks Common, LG, Halfling, Dwarf, Centaur.

PERSONAL: Age 60, grey hair. Was powerful in youth, now gone a little to fat (5' 11", 200 lbs). Hereditary Baron, 5th of his line, took over from his father 25 years ago. This was shortly after problems broke out with the Kingdom of Vaasa and trade routes were abandoned; the Barony went downhill through no fault of the Baron's. At present he is discouraged and worn down from years of fighting a hopeless battle.

Aldric, Abbot of St. Sollars

AC 5 (chain), MV 12", C6, hp 24, #AT 1, Dmg 2-7 (mace), AL LG, St 10, Int 9, Wi 14, Dex 12, Con 10, Ch 12, CR 6 1/2", THAC0 18.

SPELLS: 5 1st, 3 and, 2 3rd. Speaks Common, LG.

PERSONAL: Age 50; 5'7", 170 lbs. Tonsure and beard. Aldric is more lawful than good. He preaches submission to fate, and disapproves of "hopeless struggle." He was opposed to recruiting the heroes. If he is not won over, he works against the characters and might be thought a traitor. If won over, he becomes a strong supporter ("I was in favor of this all the time!").

Jamison the Fletcher

AC 6 (leather), MV 12", A6, hp 20, #AT 1, Dmg 2-5 + poison (*dagger of venom*), AL LE, St 12, Int 13, Wi 9, Dex 16, Con 12, Ch 15, CR 9", THAC0 18, PP 45%, OL 42%, F/RT 35%, MS 33%, HS 25%, HN 15%, CW 88%, RL 20%; *backstab* for triple damage.

Speaks Common, LE, Orc.

PERSONAL: 5'8", black hair and neatly-trimmed beard. A sharp dresser and quite charismatic, Jamison has quite a reputation with the ladies. He is a regular at the Inn of the Clowns, and, because of his profession, is well-connected with the woodsmen. Although he is very friendly and always buys drinks, there is something slightly oily about him.

Jamison is in league with the bandits, and is a sort of "sleeper agent" in the village. He gives irregular reports to the bandits about happenings in the village, using his specially-trained falcons as couriers. He informs his masters immediately about strangers in town. See the section on INTERACTION IN BLOODSTONE PASS for details about Jamison's activities and methods.

Haldan

AC 7 (leather), MV 12", T4, hp 14, #AT 1, Dmg 1-4 (dagger), AL CN, St 11, Int 9, Wi 9, Dex 15, Con 10, Ch 8, CR 7", THAC0 19, PP 45%, OL 37%, F/RT 35%, MS 33%, HS 25%, HN 15%, CW 88%.

Speaks Common, CN, Thieves' Cant.

PERSONAL: 5'4", 115 lbs., black hair, ferret face, dark eyes. Greedy, not evil, wants to be on the winning side. Convinced that the heroes cannot win, he wants to make a deal with the enemy for personal gain. He drinks too much and seldom has cash. He is currently unaware of Jamison's real identity, but can be easily seduced into betraying the characters for a small amount of money.

Garlen and Garvin

(ALL STATS IDENTICAL) AC 8 (leather), MV 12", F2, hp 11, #AT 1, Dmg 1-6 (short sword or short bow), AL LG, St 14, Int 11, Wi 10, Dex 13, Con 13, Ch 12, CR 10", THAC0 20.

Speak Common, LG, some Centaur.

PERSONAL: Garlen and Garvin are cousins, very similar in appearance (5'9", 145 lbs, brown hair & eyes, ag

19), but not exactly twins. They are young, brave, inexperienced, overly enthusiastic, and have a strong tendency toward unquestioning hero worship. They are eager to do anything to please the adventurers they have brought to save their people-but they can't do very much. They interrupt each other continually when speaking.

Quillan the Sage

AC 10, MV 9" (because of age), Sage, hp 8, #AT 1, Dmg 1-4 (dagger), AL N, St 11, Int 16, Wi 15, Dex 9, Con 9, Ch 8, THAC0 20.

Speaks Common, N, Elf, Dwarf, Centaur, Halfling, Orc.

SPELLS (as D4): 4 1st, 2 3rd, 2 3rd.

AREAS OF KNOWLEDGE: Legends and Folklore, History, and Flora of the region.

PERSONAL: Age 70, 6'1", 155 lbs., long white hair and beard. Quillan has outlived two Barons and may outlive his third. He trained the Baron's daughter as a druid. He was hired to be a historian, but his true love is the flora of the region. Whenever he is asked a question, he tries to work in something about the local plants. Although he appears to be doddering and a bit senile, he is very intelligent and more hardy than he looks.

Lady Christine of Bloodstone

AC 10/8 (when wearing leather armor), MV 12", D5, hp 18, #AT 1, Dmg 1-4 (dagger and sling), AL N with some Good tendencies, St 10, Int 12, Wi 13, Dex 14, Con 11, Ch 17, THAC0 18.

Speaks Common, Neutral, Druid, Elf, Centaur, Dryad, Halfling. SPELLS: 5 1st, 3 2nd, 2 3rd.

PERSONAL: 5'6", 120 lbs., blonde, blue-eyed. Christine is the daughter and heiress presumptive of the Barony. She was trained as a druid by Quillan, and loves the outdoors. Her mother died when she was young, and she aids her father in running the Barony. She is strong-willed, proud, and occasionally haughty. Strangers must prove themselves to her.

Stephan the Innkeeper

AC 8 (leather), MV 12", T3 (retired)/F5 hp 19, #AT 1, Dmg 1-6 (shortsword, club) +1 St adjustment, AL NG, St 17, Int 12, Wi 12, Dex 15, Con 14, Ch 12, THAC0 15, PP 40%, OL 33%, F/RT 30%, MS 27%, HS 20%, HN 15%, CW 87%.

Speaks Common, NG, Thieves' Cant.

PERSONAL: Stephan won the Inn of the Clowns in a gambling match twenty years ago, giving up a career as a mercenary and thief. He settled in Bloodstone Pass, and spent his days running the Inn, once the major stopping place for traders and travelers crossing the mountains. Although the inn is now mostly deserted, Stephan enjoys his semi-retirement. His barmaids, Racquel and Carlotta (both CHR 16), are both very efficient. They may flirt with customers, but nothing more serious. Stephan, Racquel, and Carlotta know virtually everything that goes on in the community, and once befriended, can be very useful.

VILLAGER GENERATION SYSTEM

As the players interact with the citizens of Bloodstone, their characters will naturally come into contact with people not described in the preceding pages. Some of the shopkeepers may require "fleshing out," and you may need to know quite a bit about a nameless peasant in a hurry.

The following Villager Generation System will help you create a reasonably-defined non-player character in a matter of seconds, whether it's someone who just wandered into the bar or a person with skills the characters need to implement their plans.

First, decide whether the villager is male or female, or flip a coin if it doesn't matter. Roll 1d20 and consult Table 1 to determine the character's name. Roll 1d8 and consult Table 2 to get a physical description and basic character statistics. Roll 1d12 and consult Table 3 to determine the basic personality of the character. Make a note of the results in case the character enters play more than once.

Table 4 is used to determine a villager's occupation and skills. If the villager is just someone the characters met on the street or in a bar, roll 1d100 and use the Encounter column on Table 4 to determine the villager's occupation, character class and level. If the result doesn't make sense, roll again until you get a result that fits the situation.

If the villager is someone who was using a skill or practicing a trade when encountered (a clerk in a store, or a farmer in the field), don't roll any dice. Instead, check the Class/Level column on Table 4 to see what character class and level range is appropriate for that profession, and decide what fits best.

The Villager Generation System is summarized on this checklist:

- 1 Determine Villager's Sex
- 2 Roll a d20 to determine Villager's name
- 3 Roll a d8 to determine Villager's basic character
- 4 Roll a d12 to determine Villager's personality
- 5 Determine Villager's profession, if necessary

If the characters seek out someone with specific skills ("We really need someone with lapidary skills."), use the column marked "%" next to the appropriate Skill/Profession to determine the percentage chance that someone with that skill is in the village. If the percentage is 100%, then use the "#" column to determine how many people have that skill. If the percentage is less than 100%, first use percentile dice to see if there is anyone in town with that skill, then roll to see how many people (if any) have it. The characters will then have to ask around to find these people. You must determine where they live and any other salient details.

If the characters decide to seek out someone with skills not listed on Table 4, you must determine the likelihood of those skills being available. Mountaineering and farming skills would be common; someone with mariner skills would be uncommon. Use your best judgement in determining % and # values. If you aren't sure, assume that there is a 50% chance of the skills being present.

The total number of people defined on Table 4 exceeds the total number of villagers because some people have more than one skill.

Table 1: Names (roll 1d20)

- 1 Colin/Chandelle
- 2 Olaf/Winifred
- 3 Arthur/Licia
- 4 Baird/Roberta
- 5 Fletcher/Deborah
- 6 Flint/Racquel
- 7 Ward/Carlotta
- 8 Jaime/Emma
- 9 Zeb/Helen
- 10 Geoff/Elisa
- 11 Stephan/Mary
- 12 Harold/Miallie
- 13 Bruce/Laura
- 14 Quinn/Katherine
- 15 Orrin/Mathilda
- 16 Evan/Elizabeth
- 17 Adair/Ruth
- 18 Owen/Gwynn
- 19 Liam/Lucinda
- 20 Finnegan/Anna

Table 2: Descriptions (roll 1d8)

1	MALE: 5'6", 135 lbs., black hair, beard, brown eyes. S 13 Int 10 W 12 Dex 9 Con 11 Ch 11 FEMALE: 5'3", 115 lbs., black hair, brown eyes. S 12 Int 11 W 12 Dex 10 Con 9 Ch 12
2	MALE: 5'7", 145 lbs., thinning brown hair, brown eyes. S 14 Int 9 W 9 Dex 12 Con 12 Ch 9 FEMALE: 5'5", 125 lbs., brown hair, brown eyes. S 11 Int 10 W 10 Dex 14 Con 9 Ch 14
3	MALE: 5'8", 145 lbs., brown hair, brown eyes, moustache. S 15 Int 8 W 10 Dex 12 Con 14 Ch 10 FEMALE: 5'5", 150 lbs., plump, brown hair, brown eyes. S 13 Int 12 W 12 Dex 10 Con 11 Ch 12
4	MALE: 5'9", 155 lbs., black hair, eyepatch over one eye. S 14 Int 12 W 9 Dex 13 Con 13 Ch 14 FEMALE: 5'4", 127 lbs., brown hair, brown eyes. S 12 Int 11 W 11 Dex 14 Con 10 Ch 14
5	MALE: 5'10", 160 lbs., blond hair, beard, blue eyes. S 14 Int 11 W 13 Dex 14 Con 15 Ch 16 FEMALE: 5'1", 105 lbs., blonde hair, blue eyes.
6	MALE: 5'11", 170 lbs., graying brown hair, brown eyes. S 16 Int 12 W 10 Dex 12 Con 14 Ch 10 FEMALE: 5'3", 170 lbs., fat, brown hair, brown eyes. S 13 Int 15 W 14 Dex 8 Con 10 Ch 11
7	MALE: 6'0", 190 lbs., light brown hair, gray eyes. S 14 Int 12 W 12 Dex 13 Con 13 Ch 11 FEMALE: 5'1", 90 lbs., light brown hair, gray eyes. S 9 Int 13 W 14 Dex 13 Con 9 Ch 14
8	MALE: 5'6", 200 lbs., fat, bald, beard, blue eyes. S 16 Int 14 W 10 Dex 9 Con 13 Ch 13 FEMALE: 5'6", 145 lbs., wart on nose, brown hair and eyes. S 11 Int 11 W 9 Dex 14 Con 12 Ch 8

Table 3: Personalities (roll 1d12)

1	Neutral good, peasant stock, clean but ragged clothes, helpful and friendly, tells dumb jokes, always willing to help but not very competent.
2	Lawful good, lower middle class, non-descript clothes, helpful and friendly, but wants to be paid for any unusual services.
3	Lawful good, lower middle class, non-descript clothes, suspicious of strangers, a bit moody, loses temper if things do not go well.
4	Neutral good, peasant stock, servile and cringing, always agrees to do whatever asked, but is lazy and careless.
5	Chaotic good, above-average wealth, a bit of a dandy, a practical joker, a liar, mischievous, and cowardly.
6	Chaotic good, altruistic, well-dressed but poor, cheerful,

7	iconoclastic, a bit of a spendthrift. Lawful neutral, non-descript peasant stock, moody and temperamental, taciturn, miserly.
8	Lawful neutral, imposing in appearance, very opinionated, egotistical, scrupulously honest, but greedy.
9	Lawful good, outgoing, friendly, middle-class, curious and inquisitive, fearless, energetic.
10	Neutral good, middle-class, studious, absent-minded, solitary, dreamy, not interested in anything but his pet subject.
11	Neutral, middle-class, selfish, amoral, foul-mouthed, rude, abrasive, but very competent at profession.
12	Neutral, insane (manic-depressive), very moody, changes from friendly and outgoing to temperamental and rude.

Table 4: Skills/Professions

Encounter	Skill/Profession	%	#	Class/ Level
1-3	Archer/ Bowman	100	100-400	F 1/4
4-6	Armorer	100	1-6	F 315
7-10	Blacksmith	100	1-10	F 315
11-12	Bowyer	100	1-6	F/R 3/5
13-14	Cleric	100	1-6	C 1/5
15-17	Clerk	100	1-20	F 0/3
18	Druid	100	1-6	D 1/4
19-24	Drunk	100	1-20	F 0/5
25-35	Farmer	100	100-800	F 0/4
36-40	Fighter	100	100-600	F 1/5
41	Fisherman	50	1-4	F 0/4
42	Gambler	20	1-3	F 3/5
43-45	Gentleman	100	10-30	F 3/5
46-56	Goodwife	100	100-500	F 0/3
57-60	Harlot	60	10-30	T 1/3
61-64	Hunter	100	100-600	F/R 3/5
65	Illusionist	20	1-3	I 1/3
	Jeweler/Lapidary	60	1-3	F/T 2/4
67-68	Leather worker/tanner	100	1-10	F 3/5
69	Magic-User	20	1-3	M 1/3
70-75	Mason/Carpenter	100	20-120	F 3/5
76	Miner	40	10-40	F 3/5
77-78	Ranger	80	20-80	R 1/5
79-84	Swordsman (short/long)	100	100-600	F 1/5
85-86	Tailor/Weaver	100	10-40	F 0/4
87-90	Thief	100	5-30	T 1/5
91-100	Tradesman	100	50-300	F 0/5

CHAPTER 4

PREPARATIONS FOR WAR

AUDIENCE WITH THE BARON

The audience with the Baron takes place the first night the characters arrive. Just after sunset, Garlen and Garvin, recently bathed and dressed in their finery, arrive at the Inn of the Clowns to escort the characters to the Baronial manor for dinner. The characters are expected to dress well-armor and weapons are not appropriate.

The dinner is held in the State Dining Room of the manor. Attending are Baron Tranth, his daughter Lady Christine, Quillan the Sage, and Abbot Aldric. When the adventurers enter, the Baron thanks Garlen and Garvin for their services, then dismisses them. They bow, and depart. The Baron then turns to the adventurers, and says, "Welcome to our poor realm. We are in desperate need of succor, and our gratitude for your presence knows no bounds." He introduces the other guests, then suggests that everyone be seated.

Dinner consists of several courses, all brought out in their turn by servants. The appetizer course consists of eels in aspic, fish sausage, and oxtail soup. For the main course, individual stuffed quails are served, followed by a suckling pig on a silver platter, wine pudding, bread pudding, and Yorkshire pudding, with roast vegetables on the side. A broth is served to clear the palate following the main course. Then comes a cheese board laden with fruit, a large tray of pastries, and various rich puddings. With the meal, servants bring out a variety of red and white wines, distilled liquors, and other spirits. During dinner, the Baron turns away any attempt at serious conversation, and instead asks the adventurers to tell stories of their greatest exploits. He listens attentively to any stories told. During dinner, the Baron extends an invitation to any and all PCs, inviting them to stay in his home while they are in the village. Following dessert, the servants escort the dinner guests into the Red Sitting Room, and serve brandy and individual pipes filled with fine tobaccos.

The Baron explains the situation to the adventurers, then invites questions. The Baron, the sage, or the abbot, as appropriate, answer any questions to the best of their ability. Be sure and review the character descriptions of the participants so that their responses are appropriate to their personalities. If the questioning runs into unexpected areas,

use your best judgement based on your knowledge of the character and situation. If the players are clever, they can learn a great deal from this session. If they are not, they may miss some critical information.

The raiders began operating in the mountains approximately twenty years ago, but were only a minor problem until about five years ago, when the Kingdom of Vaasa won its first major victories. Refugees swelled the ranks of the raiders, and within a matter of months the bandits had become an army. The Grandfather of Assassins and his henchmen entered into an unholy alliance with these bandits, and built them into a functioning army that already dominates the Bloodstone Pass, and soon could expand to dominate the Baronies and duchies throughout the south.

When it became clear that the bandit army could easily destroy the villagers, the Baron sued for peace, and agreed to pay an annual tribute. His people may go hungry during the long winter, but at least they are alive. He gave up hope of resistance, and settled for survival-until last year. Last year, the bandits took an additional tribute of slaves... young women and some of the stronger young men. It was then that the Baron resolved to seek aid from the outside world.

According to the Baron, the bandit army is well-trained and approximately 1,200 strong. Its members include humans, orcs, goblins, and similar scum. The Baron has also seen wyverns, giants, and other monsters. He knows that the enemy force has at least one high-level magic user and one high-level cleric, but he doesn't know any details. The army is commanded by the Grandfather of Assassins, and many of the sub-commanders are also assassins. The assassins have been known to spy on the village, and it is believed that there may be agents among the villagers, but there are no strong suspects.

The Baron does not know the location of the enemy camp, but believes it to be in the mountains to the east. If the characters captured the orcs in Chapter 2, those orcs can be forced to reveal the location of the camp. Similarly, the spy Jamison, if caught, can reveal the location. The Baron is uncomfortable with the idea of attacking the enemy camp, convinced that it would be simply suicide.

The Baron is technically the ruler of the entire valley, which includes

communities of dwarves, halflings, and centaurs. His relations with the demi-humans are cordial, but they are as intimidated by the bandits as he is. They cannot be counted upon as allies, but he suggests that they should be approached for aid.

The citizens of Bloodstone have been organized into a loose military structure. (Give the players the Army Roster Sheets in the *Roster Book* that describes the Bloodstone force.) The adventurers can modify the force structure if desired. The villagers can be trained, and they can also be used to build fortifications or weapons, if the adventurers so desire. The Baron is certain to mention that only half his force is of good quality. The other half is merely militia, and casualties among the militia will have a dangerous effect on the morale of the village. (See BUILDING THE ARMY for details on how to organize these units.) The Baron will place the entire village at the characters' beck and call. Morale is low, since these people fear for their lives, but the Baron is convinced that if the villagers once taste victory, they will become invincible!

In previous years, the bandits have sent a small force to collect tribute just following the harvest. That force is normally small, consisting of 100-200 humans or humanoids, a few more powerful monsters, such as giants, and horses and pack mules to cart away the harvest.

Their normal procedure is to halt their main body out of town, then their leaders ride in to meet with the Baron. The Baron and other leading citizens must meet the visitors on foot, and are sometimes degraded by the enemy. The villagers cart out the harvest under supervision, and load it on the pack animals. The enemy leaders normally keep their men disciplined, but once the tribute force rode into town and raised hell, burning huts, killing helpless people, and stealing anything of value they could find. But the leaders try not to allow this so that the villagers will continue to produce—"so they can be shorn each year, like proper sheep!" as one enemy commander put it.

The Baron cautions the adventurers that there is danger in attacking the tribute force—for if even a single man escapes to tell the enemy leader what happened, the bandits will spare no effort to ensure that the village is wiped out to the last man, woman, and child!

The audience lasts as long as the player

characters wish. When they have asked all the questions they desire, the Baron offers to meet with them at need, then wishes the party a pleasant good night.

After this session is concluded, determine where each PC intends to set up sleeping and living quarters. The primary options are the Inn of the Clowns, and the Baronial mansion. Also, determine any special routine precautions that the PCs intend to take on a nightly basis. Make notes about the PCs actions, since you will need this information later during the MIDNIGHT ATTACK Scenario.

ENCOUNTER REACTIONS

The characters must make successful Encounter Reaction Checks to win over the villagers, win over Abbot Aldric, and win over the various potential allies to their cause. How to make an Encounter Reaction Check is explained in the DMG, p. 63. Certain special Encounter Modifiers are listed in this adventure. Use the Charisma Reaction Adjustment of either the speaker or the party member with the highest Charisma, as appropriate. The instructions also say to adjust the percentile dice result by applicable loyalty results as if the creature were a henchman of the character speaking. Use the following modifiers only (see DMG, pp. 36-37): Length of Association, Training or Status Level, Pay or Treasure Shared (only if gifts or bribes are offered, otherwise omit), General Treatment by Liege (start with Just and Invariable and modify by circumstances), Racial Preferences, Alignment Factors, Alignment of Liege (alignment of character speaking), and Special Considerations. At the DM's discretion, add or subtract any other modifiers that would reasonably affect the reaction.

Characters can make a new Encounter Reaction Check every time something happens that significantly changes the modifier. Once the Adjusted Die Score is 76 or greater, that person, tribe, or village has been won over. If the PCs lose a battle or behave badly, you can, at your discretion, require a new Encounter Reaction Check at a lower modifier.

ROLE-PLAYING IN BLOODSTONE

As the characters interact with the citizens of Bloodstone and pursue preparations for war, certain sub-plots may develop. Feel free to use some, all,

or none of the following, depending on the actions of the characters. You may also create your own sub-plots, again depending on the characters.

1. Lady Christine

Lady Christine, normally a proud and somewhat cool woman, falls in love with the fighter or fighter sub-class character with the highest charisma. If there is a tie, the character with the alignment closest to Neutral Good is chosen. Lady Christine shows her affection by seeking out the object of her love when he is training or supervising villagers and watching him. She has her servants bring him delicious lunches, whenever he is near the village. She asks him to meet her for an important secret meeting, and it turns out that she has laid out a sumptuous picnic by the lake. She invites him to a private candlelight dinner, and praises his prowess as a warrior. If the player character makes improper, rude, or lewd advances to her, she is completely turned off and chooses another love. If the player character returns her affection in a proper and gentlemanly fashion, and if the player characters succeed in their mission, the Baron suggests that he would approve of a marriage between the two. Lady Christine will gladly accept such a marriage proposal, and the fighter who marries her will be knighted and automatically be the heir to the entire Barony.

2. Abbot Aldric of St. Sollars

It becomes apparant at the dinner that Abbot Aldric is actively opposed to the presence of the adventurers. He believes that suffering is natural, and that one should welcome it in the tradition of the holy Twice-Martyred One. Resistance, he believes, is futile, and will only bring on terrible retribution. Hoping that he can stir up opposition to the heroes, and thus force them to leave, he is seen in private (and suspicious-looking) conversation with leading citizens. He goes on nighttime walks outside the village (actually, he is only meditating). Allow the players to suspect that Aldric is a spy. Actually, Aldric is quite loyal, and can be won over. At first, he has a -40% penalty to an Encounter Reaction roll. Each time the characters win a battle or make a positive attempt to win the Abbot over, make a new Encounter Reaction roll for the Abbot with a cumulative 20% bonus per attempt. No

more than one Encounter Reaction check per five days can be made. If the Abbot is won over, he will use his *Rod of Resurrection* to resurrect any PC who is killed; otherwise, he will not even admit that he has that power.

3. Haldan the Thief

Haldan is a very sleazy character who tries to ingratiate himself with any characters who frequent the tavern. He runs errands, provides gossip (frequently inaccurate, and he always says what he thinks the listener wants to hear), and tries excessively hard to convince the heroes of his loyalty. He is actually a traitor. He does not know that Jamison is an assassin, but he has passed information to the enemy when they have sent their tribute collectors, hoping to ingratiate himself with the most powerful people around. He believes that the heroes must lose, and always wants to be on the winning side. He will sneak out of town to try to warn any attacking force, and may even try to sabotage a key element of the town's defenses. Play Haldan carefully, and give the heroes a reasonable chance to discover him if they are actively searching for potential traitors. If caught, he makes up excuses, passes blame, accuses innocent people, whines and whimpers, and pleads for mercy. If sufficiently threatened, bribed, or persuaded, he can be turned to betray his former masters.

4. Jamison the Spy

Jamison the Fletcher makes it his business to know about any strange happenings. He frequently used Haldan as a source of rumors, though realizes that Haldan is too sleazy to be reliable. He learns almost immediately that Garlen and Garvin succeeded in their missions, and that they have brought back much more powerful adventurers than he thought was possible. He is sitting at the bar at the Inn of the Clowns when the characters arrive. He asks personal questions about background, powers, levels, and alignment, and asks spell-casters to demonstrate their powers. He always buys drinks.

Once he gets basic information, he leaves the village at midnight carrying a hooded falcon. Tied to the leg of the falcon is a report of the adventurers. The falcon, if released, flies directly to the enemy camp. Jamison sends a message every three nights following the arrival of the villagers.

At dawn the morning after Jamison sent the first message, a falcon flies into his house with a message from the Grandfather, saying "Neutralize visitors immediately-extreme prejudice. Report soonest." Jamison then sets up traps to try to kill the adventurers. First, a loose stone from the town gate falls on top of any character who passes underneath (hit as 10 HD monster, dmg 4-40). Inspection shows that there is a line of thin rope leading into the village-someone must have rigged it to fall. The second attempt is that a meal in the Inn is poisoned (save or die in 2-7 rounds). Interrogation of the staff reveals that they all left the kitchen for a minute because of a commotion outside. When they went outside, nothing was there. Make up additional murder attempts as needed.

Jamison has a hollow tooth filled with a very caustic, very poisonous acid. He resists capture by committing suicide. If somehow captured alive, he cannot be persuaded or forced to talk except by magical means, such as *ESP* or a *charm person* spell. The acid does such severe damage to his tongue that, if Jamison commits suicide and a *speak with dead* spell is cast upon him, he will not be able to articulate understandable speech.

5. Four Young Boys

Four young boys (names and personalities at random) attach themselves to the strongest character in the group. They follow him around constantly, offering to carry his weapons and run his errands, and hero-worshipping him in the most ostentatious way possible. They ask him incessant questions about his past, how many monsters he has killed, etc. They sometimes get underfoot, and may even rush out to his defense in battle-possibly getting hurt themselves in the process. The boys are all 0 level humans, hp 1-3.

6. Racquel and Carlotta

Racquel and Carlotta, the two barmaids at the Inn of the Clowns, are flirtatious but politely refuse any pass or improper advance. However, they have one weakness-music. If any male character (such as a bard) plays a musical instrument or sings, both girls are instantly smitten, and immediately play up to that character. The girls are not jealous of each other; a character can have a relationship with both of them at the same time.

7. Stephan the Innkeeper

Stephan is friendly, but keeps his own counsel. If he is not actively won over, he is still supportive, friendly, and helpful. If he is actively won over, he places his great wisdom and knowledge fully in the service of the PCs. He would make a fine unit commander or aide-de-camp. Because he has traveled far and has been a professional mercenary (as well as a thief), he can give useful advice (DM's discretion) about a wide range of matters.

To win Stephan over, a character must beat him at a drinking contest. Stephan, a man with a mighty thirst for ale, frequently brags about his prowess as a drinker. If a character claims to be a good drinker, Stephan immediately challenges him to a drinking contest.

To calculate each character's performance in the drinking contest, take the base Con score, add 3 if the character has been known as a heavy drinker and 2 more if the character is fat.

A character can drink up to 1/3 of this modified Con score (rounded up) in shots of whisky (or equivalent) with no effect. With the next shot of whisky, the character becomes Slightly intoxicated (see DMG, p. 82/83).

As soon as this happens, the character must make a modified Con Check by rolling 1d20 for each additional drink he takes (a result of 20 is always a failure). If the check fails, the character's state of intoxication worsens by one-from Slight to Moderate to Great to Comatose. Whenever a check is failed, the character's current modified Con score decreases by 4. The first character who becomes Comatose loses the contest.

Resolve this contest with dice, hot roleplaying!

8. Gabrielle

Gabrielle is the oldest daughter of Benjamin and Anna, the town bakers. She has Int 16 and Ch 17, and has a burning desire to become a magic-user. She is fond of older men, and would gladly apprentice herself as a servant to a magic-user if he would only train her in the magical arts. She is romantic, but basically chaste and shy. If treated well and encouraged, she could become a fine wife.

9. The Lake Midai Monster

The villagers never venture out onto Lake Midai, although they fish in it and

use its fresh, pure water. A dragon turtle (AC 0, MV 3"/9", HD 14, hp 60, #AT 3, Dmg 2-12/2-12/4-32, SA breath weapon, AL N, Size L) lives in the depths of the lake. The dragon turtle considers the lake to be its private preserve, and tries to capsize any ship that ventures out onto the lake. It never bothers anyone on land. The dragon turtle has the incidental benefit of preventing the enemy from crossing the lake and invading the town from the rear. If the dragon turtle is defeated, the villager Encounter Reaction adjustment increases by +20%. Abbot Aldric is also impressed, and his reaction adjustment increases as described above.

The dragon turtle has a nest on the bottom of the lake in its very center. It has a treasure (gleaned from ships and men that ventured out into the lake) of 10,000 gp, 20,000 sp, 40,000 cp, 500 gems averaging 100 gp each in value, and the following magical items: potions of *delusion*, *green dragon control*, and *fire resistance*, an *amulet of proof against detection and location*, a pair of *bracers of defense* AC 2, and a *gem of seeing*.

BUILDING THE ARMY

The Bloodstone War consists of a series of engagements that take place over a period of weeks. Use the following timetable to determine when the various events in this campaign take place:

Timetable of Events

- DAY 0—Harvest completed in Bloodstone Valley; Stone Giant envoy announces tribute due in 2 weeks.
- DAY 1—PCs arrive in Bloodstone if traveling by horseback.
- DAY 7—PCs arrive in Bloodstone if traveling on foot.
- DAY 14—Tribute collecting force arrives at Bloodstone.
- DAY 21—Punitive expedition attacks village.
- DAY 28—Midnight attack from graveyard.
- DAY 29—Last Battle of Bloodstone.

Army Rosters

The various Army Rosters, Hero and Commander Rosters, and descriptions of pre-generated PCs and enemy leaders, are all contained in the Roster Book.

The bandit army is organized into three brigades, each of which contains four units. Not all enemy units are used in each attack; refer to the battle description to determine what units are

used in what attack. If an enemy unit is defeated in an earlier battle, but some figures escape, add those units to the enemy force in the Last Battle of Bloodstone.

When the CR of a unit commander is listed on the Unit Commander/Deputy line on the Army Roster Sheet, there is no separate Heroes and Commanders Roster Sheet for that commander. Such commanders are always fighting with their units, and cannot fight as Heroes. Use a miniature figure or 1/2" counter to represent the position of the commander in the unit.

The basic units of the Army of Bloodstone are presented on three Army Roster sheets in the Roster Book. The players have a great deal of freedom in deciding exactly how they will organize their army.

The four roster blocks (1 page) of the Bloodstone Regular Brigade can be used to describe 1-4 units, depending on how the players choose to divide the 48 figures (480 men) in the brigade. For example, they can be divided into 2 units of 24 each, 4 units of 12 each, or 2 units of 12 and 1 of 24. The players must fill in the "# FIG" space on the Army Roster Sheet depending on their choice.

At the start of the war, 240 men (24 figures) of the Regular Brigade are proficient with spears, and the others with longswords.

The Bloodstone Militia Brigade consists of 48 figures (480 people) that represent teenagers, women, and older men who can no longer keep up with the Regular Brigade. The villagers suffer serious morale penalties if the Militia takes casualties.

The players can organize the Militia Brigade into different-size unit, as with the Regulars. At the beginning of the war, the Militia is considered to be a Mob and its members have no weapon proficiencies.

Listed on the same Army Roster Sheet as the Militia is the Huntsman Skirmish Unit. The Huntsmen are skilled archers who live in the woods and mountains of Bloodstone Valley. They are proficient in dagger and longbow, and gain a benefit of 3 to their AR with the longbow because of their superior skill.

Once figures are divided into units, those units are permanent for the duration of the war. Players should write on the Army Roster Sheets with pencils, since casualties and training will change the numbers on the form. The morale of all Bloodstone units changes during the

war, based on the outcome of the various battles. The figure listed under "ML" on the form is the initial value only—be sure to change it during the course of the war.

The players should assign commanders to the individual units. Any PC, Baron Tranth, Lady Christine, and Stephan are all eligible to command. Lady Christine can only command Militia. The Baron and any fighter or fighter sub-class PC can serve as Brigade or Army Commanders. The Baron will agree to any decisions about command. No other NPCs can be assigned commands, however — the villagers must follow someone they know or respect.

The characters may have recruited soldiers in the valley. An Army Roster Sheet gives statistics for the recruited unit of regulars. Use that block only if appropriate. The characters can also try to make allies of the various demi-human races that live in the Bloodstone Valley.

Depending on the success of the PCs' attempts to recruit allies, they may have dwarves, centaurs, and halflings on their side in the final battle. If they are extremely lucky, they may also have pixies. The first three allied units are described on an Army Roster Sheet; if the pixies are successfully recruited, they can be considered a skirmish unit. The players must put together an Army Roster Sheet for them. All allied units arrive with unit commanders who fight with the unit and cannot act as heroes. They will accept any fighter or fighter sub-class character as a Brigade Commander, and will follow the directions of an Army Commander.

Preparing for War

The citizens of Bloodstone will pitch in to prepare the village for war. The same people that make up the units above can perform one of two types of functions in between battles: training and fortifying. The players must make all decisions about training and fortification, although they can seek advice if they wish.

Characters will readily see that the village lies in a defensible position. The Beaumaris River cannot be forded by anything smaller than a giant, except where a ford is marked on the map of Bloodstone Valley. The clumps of trees nearby are dense and tangled, providing good cover. The gulleys are deep and wide enough to provide concealment for as many figures as can physically be placed there.

TRAINING

An entire unit training for one full week, with the unit commander present at all times, and no major interruptions (such as battles) can achieve any one of the following:

- Improve its AC by 1 (maximum of AC 6)
- Gain a new weapons proficiency (up to maximum class/level limits)
- Become a Regular Unit (Militia only)
- Improve its AR by 1 (maximum of once per unit)

FORTIFYING

To build fortifications, a crew of 240 people (24 figures) with a full-time supervisor that has no major interruptions (such as battles) can achieve any one of the tasks listed below in one full week. If any part of a military unit is used to build fortifications, that unit cannot benefit from training during that week.

- Dig 210' of ditch, 10' wide by 10' deep
- Erect 360' of 3' high stone wall (each foot added to the height halves the length that can be built)
- Modify the buildings for defense (see NEW BATTLESYSTEM RULES)
- Construct 210' of rampart for 10' high wall (wall built separately)

New Rules for the BATTLESYSTEM™ Game

The following case is an official addition to the AD&D® BATTLESYSTEM™ Fantasy Combat Supplement, and can be added to any game using the BATTLESYSTEM™ rules at the DM's or referee's discretion.

[11.10] NON-PERMANENT FORTIFICATIONS

Fortifications can be built either by normal or magical means in a village, city, or castle. Such fortifications have the following game effects:

MODIFY BUILDINGS FOR DEFENSE:

Buildings with wooden walls can be modified to create special strong points during battle. Modifications include placing arrow slits in the walls and fortifying the walls, doors, and windows so that they cannot easily be destroyed.

GAME EFFECTS: Archer figures can be placed inside the building and can

freely fire out in the direction they face. They cannot see anything to either side or behind them. They can fire missiles into figures adjacent to the outside of the walls. Figures outside the walls can make melee attacks on the figures in the building, but those inside receive a -3 AC benefit. The buildings can only be destroyed by giants or similarly powerful attacks, such as catapults.

CONSTRUCT HIGH WALLS: Walls at least 8' high present problems to an attacker, whether created by human labor or such magic as a *wall of stone* spell. Melee and missile attacks by any creature shorter than the height of the wall is prohibited, unless those creatures are on a rampart behind the wall or similar structure. Such creatures can attack with missiles and be attacked similarly (with the hard cover bonus of -4 to AC when they are attacked.)

Walls can be climbed with ladders in a single Game Round. Creatures climbing the ladders cannot attack, and suffer a +2 penalty to AC when on the ladder. All figures on a ladder in a given Game Round that are not killed can get over the wall and can fight normally on the following Game Round. If the defenders cause more HD of damage on an attack than the figures on the ladder possess, the extra HD of damage destroy the ladder. Creatures climbing a ladder must be in open formation.

A single figure can build a 10' ladder in one hour, if there is wood available.

Walls can be breached by catapults or other heavy missile fire, such as rocks thrown by giants. A heavy catapult or stone giant can breach 1" of wall per hit. A wall is considered to be AC 10 for this purpose). Hill giants and light catapults are only half as effective, and breach 1" of wall per 2 hits. Magical spells, such as *transmute rock to mud*, work according to spell description or BATTLESYSTEM™ game case [14.0] MAGIC, as appropriate.

When walls are breached, creatures standing behind the wall suffer full damage from the attack. Creatures on a rampart behind the walls take double damage from the attack.

DITCHES AND MOATS: Whether these obstacles are created by physical labor or *dig* spells, they restrict movement on the battlefield. A ditch or moat (a ditch filled with water) provides an obstacle to all creatures that are not at least 75% as tall as the ditch is wide, and whose

Movement Rate does not equal at least 150% (in inches) the ditch's width (in feet).

EXAMPLE: A 10' wide ditch does not impede ogres (9' tall) or worgs (MV 18"), but does impede creatures that are less than 7½' tall or have MV less than 15". A creature only needs to meet one of the two conditions (size or MV) to avoid being affected. Of course, creatures that do not travel on the ground are not affected by the ditch.

A creature that is affected by a ditch or moat is affected according to [11.B] and [11.9] in movement and combat.

A creature that would otherwise not be affected by a ditch or moat is affected if the immediate other side of the ditch is occupied by an enemy unit in closed formation.

Non-aquatic creatures will not enter a moat. A moat can be bridged with simple wooden platforms. If wood is available, four figures can make one bridge up to 12' long in one hour. Each additional 6' of bridge doubles the time requirement. One figure can cross such a bridge at a time. Two figures are needed to carry the bridge to the moat and lay it across. It takes one full game round to cross it.

Recruiting Allies

There are four demi-human communities in the Bloodstone Pass valley: centaurs, dwarves, halflings, and pixies. All except the pixies suffer under the tyranny of the bandit army. The pixies don't care what's going on, but just might come to aid the adventurers if they are convinced it's a good joke. See Chapter 2, Encounter 8, to determine under what conditions the pixies might aid the village. Unless the players were exceptionally good sports in that encounter, the pixies will not join in the war under any circumstances.

The centaurs, dwarves, and halflings have been bullied into paying tribute, and hate the bandits passionately. However, their relationships with the humans have always been a little cool. Although the current Baron has been friendly, some of his predecessors have been heavy-handed in their dealings. The demi-human communities also believe that the bandit army is far too strong to fight. As a result, they are generally skeptical and unwilling to join the war effort.

If the adventurers met the demi-humans when traveling to Bloodstone, and aided them as described in the encounters in Chapter 2, the demi-human communities welcome their

arrival. Otherwise, they are carefully neutral in their reactions. Have the characters present their case, then make an Encounter Reaction Check to see how the demi-humans respond. Increase or decrease the modifier by 10% depending on whether the players presented their case effectively or not. If the Check result is less than 76, the demi-humans are not interested in joining the war effort. If the Check result is 76 or greater, the demi-humans agree to join. They say that it will take them two weeks to prepare a fighting unit to send to the defense of Bloodstone.

Regardless of timing, if the demi-humans are persuaded to send allies, those allies arrive no later than the morning of the Last Battle.



If the Adjusted Die Score is 25% or less, the demi-humans order the humans out of their community and tell them never to return. On any score between 26 and 75, the demi-humans say they will reconsider if the characters win some battles on their own.

This adventure does not detail the demi-human communities, nor provide much information about their leaders. It is not strictly necessary for this adventure to have that detail, but you can develop these communities on your own so that they will be part of your campaign world.

Note that rosters for the demihuman forces are included in the Roster Book.

THE BLOODSTONE WAR

The preparations have been made, and now the evil forces of the bandit army gather to impose their will on the poor citizens of Bloodstone. This chapter describes the engagements of the Bloodstone War. Use the TIMETABLE OF EVENTS in Chapter 4 to determine when these battles take place. The following battle descriptions list which enemy forces are involved, their strategic and tactical objectives, and the effects of each battle on the morale of the Bloodstone units. The various attacks by the bandit army happen regardless of circumstances. The PCs may choose to make a counterattack on the enemy camp. This chapter also contains a description of that camp and the defenses that will be employed against spies or invaders.

The actions of the PCs may alter the TIMETABLE OF EVENTS, especially should they attack the bandit camp. Use common sense in dealing with these changes, always remembering that the mysterious Grandfather, the evil force behind it all, is a man of incredible genius. He should always behave in the most intelligent way possible, and is almost never fooled.

As mentioned earlier, the PCs have a vast range of options in this war. Using common sense and assuming that the enemy leaders are intelligent, modify the enemy tactics to cope with the situation in the best way possible.

THE ENEMY ATTACKS!

Approach of the Enemy Force

Map #5a shows the main route that the enemy force takes from their camp to the village of Bloodstone. It is automatically used on the first attack, and may be used on subsequent attacks unless the PCs place serious obstacles that prevent its use, such as major terrain modification or disguise, or magical defenses that actively restrict access to the village.

If $\frac{1}{2}$ or more of the approach to the village is blocked, the enemy army divides itself and makes the approach shown on Map #5b.

If the enemy army uses the alternate approach, any giants that are with the force make a flanking attack across the stream. If there are no giants, half the force is diverted to the alternate approach. The enemy Army Commander delays the attack long enough that a non-giant force can build wooden bridges to ford the stream if the main bridge is blocked or destroyed.

Each battle scenario describes the tactics of the enemy army as it approaches the village. This procedure may be interrupted at any time by PC actions or decisions. If the characters elect to fight a battle at some distance from the village, you must set up the battlefield using the features shown on Map #3. If the battle is fought just outside the village, use the features shown on Map #4, including the village itself.

Battle 1: The Tribute Collectors

The Bloody Sword unit of the Fleet Brigade, commanded by Felix, a 10th level assassin, and accompanied by six stone giants acting as Heroes, is assigned the job of collecting the fall harvest tribute from the village of Bloodstone. If Jamison was able to report, Felix is aware that there are adventurers in the village, and is suspicious and prepared for trouble. He is confident, however, that the stone giants will take care of any opposition. If Jamison did not report, Felix is not prepared for resistance.

The collecting force is also escorting a train of 50 pack mules, which will be

used to cart the tribute away.

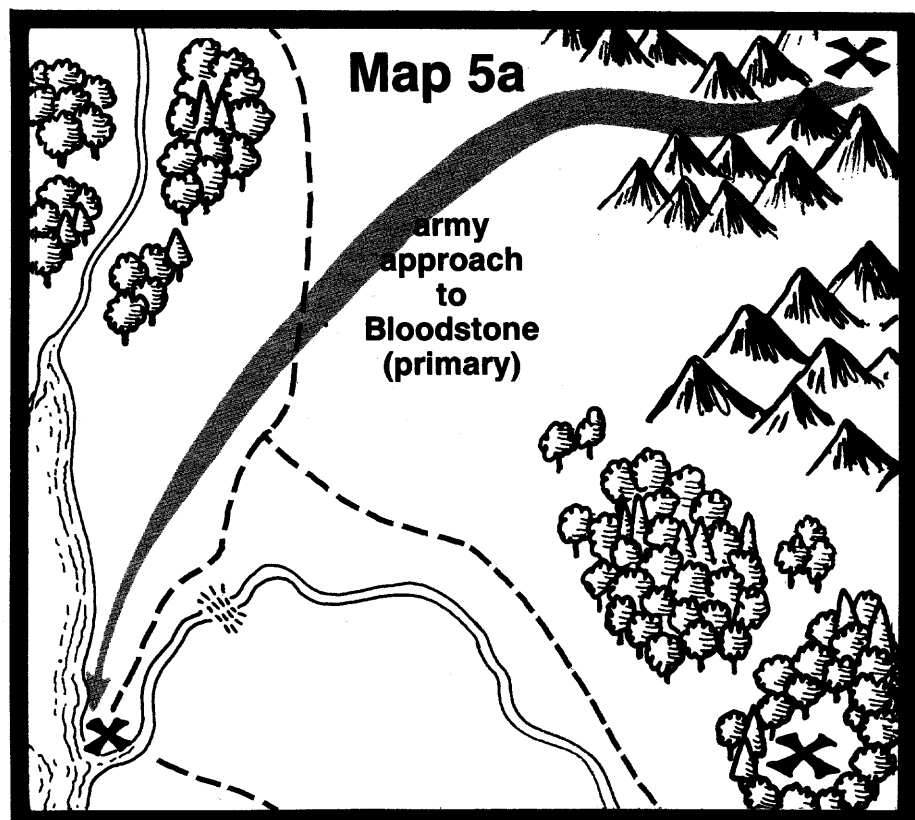
The force approaches by the route on Map #5a, and deploys in a straight line in open formation when it gets within 200 feet (20") of the village gate. Two stone giants flank either end of the line. Felix and the other two giants swagger into the village to order the villagers to cart out the tribute.

At the first sign of trouble, Felix and the stone giants order the Bloody Swords to charge, and then try to get to positions of safety, fighting anyone who stands in their way. The Bloody Swords charge, confident that they can overcome any opposition. Once it becomes clear that the Bloodstone forces are too powerful for them, the Bloody Swords break and run for home.

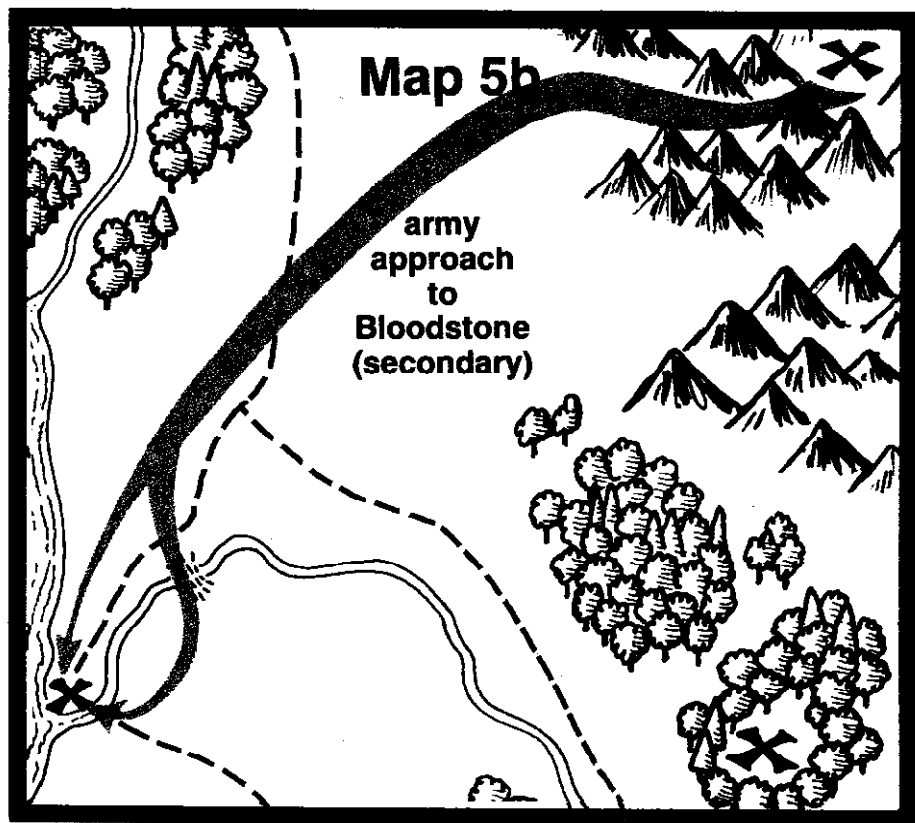
BLOODSTONE MORALE EFFECTS

Modify the morale of each Bloodstone unit following the battle, using the list that follows. All morale modifiers in this and subsequent battles are cumulative.

Tell the players after the battle which morale modifiers were applied, and the reasons for them.



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- +1 The enemy force was driven from the field or annihilated.
- +1 None of the enemy force escaped.
- +1 No Bloodstone figures were removed as casualties (includes figures recovered later under case [16.1] or by healing spells.)
- 1 Four or more Bloodstone figures were removed as casualties (as above).
- 2 ANY militia figure was removed as a casualty (as above).

Battle 2: The Punitive Expedition

The loss of the Tribute Collection force does not pass unnoticed. One week later, a much larger enemy force descends from the enemy fortress. The actions and makeup of the force depends on how much information the Grandfather obtained about the new allies of Bloodstone...

IF ANY MEMBERS OF THE TRIBUTE COLLECTORS ESCAPED OR IF JAMISON SENT A REPORT FOLLOWING THE BATTLE, the Punitive Expedition consists of the entire

Fleet Brigade (minus casualties from the Bloody Sword unit) and the Goblin Brigade. The Fleet Brigade Commander is Felix (if he is alive) or Welcar (identical stats to Felix; use same Roster Block description). The Goblin Brigade Commander has his own Roster Block. The Army Commander is the fighter Timoshenko. The magic-user Zarrick and six stone giants accompany the force as Heroes.

IF NO INFORMATION ABOUT THE FATE OF THE TRIBUTE COLLECTORS REACHES THE GRANDFATHER, the force consists of the Fleet Brigade (minus the Bloody Sword unit) commanded by Welcar, the Black Arrow unit of the Goblin Brigade, the six stone giants, Zarrick, and the Army Commander Timoshenko.

The objective of the Punitive Expedition is to discover the fate of the Tribute Collectors (if not already known) and to punish those responsible for the attack. They also will try to collect the tribute that the first expedition failed to gather. They will first try to crush any opposition and then will burn several

dozen homes and kill a few hundred peasants. They will try to capture the ringleaders of the opposition and bring them back to the Grandfather in chains. Failing that, they will try to kill the ringleaders.

Depending on their prior knowledge, they will use either the #5a or #5b route, as appropriate.

BLOODSTONE MORALE EFFECTS

- +2 The attackers were driven from the field.
- +4 No enemy figure escaped.
- +2 No Bloodstone figures were removed as casualties (as in Battle 1).
- +1 Only 1-5 Bloodstone figures were removed as casualties (as above).
- 1 More than 6 Bloodstone figures were removed as casualties (as above).
- 3 An entire Bloodstone unit was removed as casualties (as above).
- 2 Any militia figure was removed as a casualty (as above).

Any unit of the Grandfather's army that escapes with at least $\frac{1}{3}$ of its original figures will be reinforced to full strength before the next battle. Units reduced to less than $\frac{1}{3}$ of their original strength remain at their reduced size for the remainder of the campaign.

Battle 3: Midnight Attack!

The next assault on the village occurs in the middle of the night, and is intended to terrorize and intimidate the villagers before the Grandfather's army descends upon them the following day and wreaks complete destruction.

The attack contains three parts: an assassination attempt on each PC coupled with an attempt to kidnap Lady Christine, an unholy rising from the graveyard of the buried relatives and ancestors of the village residents, summoned by the monstrous cleric Banak, and a quick raid by the Warhoves unit of the Fleet Brigade, intended to burn as many buildings as possible.

A. ASSASSIN ATTACK

Each assassin is invisible at the start of this encounter. They will sneak into the village undetected, and make attacks as described below.

The assassins all have the following identical attributes:

Assassins, AC 4, MV 12", LVL 9, hp 33 each, #AT 1, Dmg 1-6 oned swords,

save vs. poison or die, backstab for quadruple damage, assassination attack, SD *invisible* at start of encounter, AL LE, Size M, S 12, Int 12, W 15, Dex 17, Con 14, Ch 13, PP 65%, OL 62%, F/RT 50%, MS 60%, HS 45%, HN 25%, CW 94%, RL 35%

The assassin force consists of one assassin for each PC, plus two assassins to kidnap Lady Christine, plus one assassin to open the town gate for the Warhoooves.

The assassins automatically get into the village unless there are specific defenses that prevent it. You should already have standard schedules for the routine precautions the PCs have taken. Role-play the individual assassin attacks. If the assassins can reach a PC undetected, they make an assassination attempt using the Assassin's Table for Assassinations, DMG, p. 75. Modify the chance to assassinate based on the precautions taken by the PC. If the assassin does not surprise the PC, he must make a normal attack; he cannot make an assassination attempt.

Two assassins attempt to kidnap Lady Christine and carry her from the village. If they succeed, they take her to the enemy camp and hold her as a hostage, demanding that Baron Tranth surrender the PCs to them. If the PCs surrender, see Chapter 6. If the PCs attempt a rescue, see the KEY TO THE ENEMY CAMP section in this chapter.

The last assassin remains just inside the village gate, and opens it just before the third prong of the attack (the Warhoooves) arrives on the scene.

B. GRAVEYARD NIGHTMARE

The evil cleric Banak, a devoted minion of the Demon Lord Orcus, casts *silence 15' radius* on himself and moves to the top of the graveyard at midnight. At the exact time the assassins strike, he calls upon his master's control of the undead to summon forth an undead army from the graves of the villagers.

Standing in the center of the graveyard at the top of the hill, Banak first dispels the *silence 15' radius spell* and begins a deep chant. One round after he begins to chant, a huge column of flame erupts from the ground surrounding him, shooting orange, purple and green flames hundreds of feet into the sky. A loud roar is emitted by the flames, and the booming chant of the cleric is amplified so that it drowns out all other sounds on the hill.

Four demons arrive on the next round to protect the cleric from attack.

Four Type III Demons, AC -4, MV 9", HD 10, hp 45 each, #AT 5, Dmg 2-12/2-12/ 1-3/1-3/2-5, SA *darkness, fear teleport, infravision, levitate, cause pyrotechnics, polymorph self, telekinesis, gate*, MR 60%, AL CE, Size L (9½' tall), THAC0 10

The demons can use all their special abilities except *gate*, since Orcus has sent what he feels to be a sufficient number of demons already.

Each Game Round following the eruption of the flame, a number of undead figures rise out of the grave and head toward the village, attacking anyone they encounter. In the first round, 160 skeletons (16 figures emerge. In the second round, 120 zombies (12 figures) emerge. In the third round, 80 ghouls (8 figures) emerge, and in the fourth round, 20 wights (4 figures) emerge. In the fifth and subsequent Game Rounds, the pattern is repeated until Banak is stopped.

The BATTLESYSTEM™ game information for all undead figures is given in the Army Roster Book.

When the flame surrounds Banak, he is completely invulnerable to all attacks, magical, mental, and physical. The only way to defeat him is to remove the glowing skull-shaped amulet of Orcus that he wears on his chest. Any character who makes a physical attack on Banak or who tries to grab the amulet takes 2-12 points of fire damage (save vs. Breath Weapon for half damage).

To remove the amulet, a character must make a successful "to hit" roll as if the amulet were AC -3, and then make a Strength Check to break the chain and pull the amulet free. When this happens, the flames instantly stop and no more undead rise. Those undead that have already risen turn away from their attacks and shuffle peacefully back to their graves, ignoring any attacks against them.

C. WARHOOVES RIDE

This attack occurs four Game Rounds after Banak begins to summon the undead, whether or not Banak has been stopped.

The assassin concealed near the gate opens the gate, assassinating any guards on duty, and the Warhoooves unit rides into town. Each orc waves a burning torch, and tosses it into or on top of a hut or store in the town, causing it to

catch on fire.

One to six buildings catch on fire for every Game Round the Warhoooves remain in the village. Once on fire, a building automatically burns to the ground, but the fire does not spread to neighboring buildings. All inhabitants of a burning building automatically run out into the street; none die in this manner. The Warhoooves ride through the streets and ride down any villagers they encounter. They retreat if they suffer more than 25% casualties, or after 10 Game Rounds in any case.

D. VILLAGER REACTIONS

As soon as any kind of alarm is raised, the villagers pour forth from their homes and mill about in the streets, panicked. Place counters or figures on the table at random to represent the Bloodstone militia and Regular unit members. Figures that were already on guard duty are not affected.

Treat all figures as Routed when they first reach the street. They must be rallied by a PC before they will be able to do anything useful.

If the undead reach the village before any villagers have been rallied, any unrouted villagers beginning a Movement Phase within 12" of an undead creature run at the Routed movement rate in the opposite direction.

BLOODSTONE MORALE EFFECTS

- 1 If any undead figure is eliminated by Bloodstone figures.
- 1 If 1-9 buildings are burned by the Warhoooves.
- 2 If 10 or more buildings are burned by the Warhoooves.
- 1 If 1-3 Bloodstone figures are eliminated by the undead.
- 2 If 4 or more Bloodstone figures are eliminated by the undead.
- 1 If Lady Christine is successfully kidnapped.
- 1 For each PC slain by an assassin, even if restored to life later.

Battle 4: The Last Battle

The Grandfather cannot have his plans thwarted, and so must now try to destroy the resistance and crush the spirit of the citizens of Bloodstone. If he fails, his plans to project his power throughout the remnants of the Kingdom of Valls will also fail. Therefore, he has decided to commit his entire army to the task—victory or death!

The Midnight Attack of the previous

night was designed to “soften up” the village, and make them fear the might of the oncoming army. And now it is time to make the threat come true.

All surviving forces of the army, including heroes and wizards, join together for the last grand offensive. Prior to the battle, the wizard Knellict casts *haste* spells on all Heroes and the entire Wrencher unit of the Heavy Brigade (hill giants). In addition, Knellict casts *globe of invulnerability* on himself before moving into battle.

The enemy approach uses either #5a or #5b, as appropriate. The wyverns, under the effects of *charm monster* and *haste*, fly onto the battlefield to touch any strange items that the Grandfather or Knellict suspect may be illusory. If they survive, they are then ordered to seek out and attack enemy spell users to try and disrupt their casting.

The Grandfather fears enemy spell casters above all else, and has told Knellict that his first priority is to neutralize enemy magic. If possible, Knellict uses *teleport* and *power word stun* to take out the most powerful magic user on the Bloodstone side.

This is a battle to the death. The Grandfather calls upon Baron Tranth to surrender at the start of the battle, and does so again if the tide turns strongly against Bloodstone. If the players elect to surrender, go to Chapter 6. The Grandfather will not surrender under any circumstances. However, if the Grandfather is killed or forced to use his *Ring of Returning* and the army has suffered over 50% total casualties, or if the Grandfather is still on the field and the army has suffered over 75% total casualties, the enemy army’s morale breaks and it routs from the field.

Because of the size of this engagement, you may wish to recruit a few friends to help you run the Grandfather’s Army. Because of the powerful magic-users on both sides, this will aid considerably in speeding up the scenario. One more note: the PCs have had a chance to practice tactics on some easier battles up to now, so pull out all the stops on this one!

THE CAMP OF THE BANDIT ARMY

This section describes how to find the enemy camp, the nature of its defenses, a description of the camp, and its likely reaction to attack.

Location

Nestled in a box canyon high above Bloodstone Valley is the muddy and crowded camp of the enemy army. Not by chance, the box canyon also contains the entrances to the long-abandoned Bloodstone mines.

The only character in the village who knows where the camp is located is Jamison, the spy. Captured enemy troops, of course, also know this information, as do the orcs in Chapter 2. The best information that the Baron has available indicates that the camp lies to the east and north of the village.

A ranger can attempt to follow the trail left by the army after any of the expeditions listed on the timetable. The number of creatures in the raiding parties makes this attempt almost certainly successful.

If the PCs elect to seek the camp by searching the surrounding mountains, they will almost certainly fail to find it if they search on foot. If a flying PC searches the correct region of the mountains, allow a 1/3 chance of discovering the camp per day spent searching.

The only way to approach the camp on foot is through the narrow entrance shown on the map, unless characters wish to spend several days scaling cliffs and negotiating icy ridges in order to approach the camp from the mountains. A small party of characters, accompanied by a skillful thief, can possibly make such an approach; but a unit of troops would find it impossible.

Of course, airborne characters may approach the camp from whatever direction they choose.

Defenses of the Camp

The camp is thoroughly guarded 24 hours a day, with the following precautions always in effect:

GUARDPOSTS: Each guardpost marked on the map of the camp is garrisoned by 2 stone giants at all times.

Stone Giants: AC 0, MV 12”, HD 9 + 3, hp 44 each; #AT 1; Dmg 3-18 or throw rocks for 3-30 dmg, range 10’/20’/30’, AL N, Size L (12’ tall), THAC0 12

The stone giants bombard any intruders with boulders, whether or not the army members in the camp are also within the line of fire.

SENTINEL: A 12th level assassin is constantly posted on a *broom of flying*

circling over the camp, covered by an *invisibility* spell.

Assassin, AC 4, MV 12”, LVL 12, hp 39, #AT 1, Dmg 3-10 (*longsword* +2), SA backstab for quadruple damage, assassination attack, SD *invisible* at start of encounter, AL LE, Size M, S 12, Int 12, W 15, Dex 17, Con 14, Ch 13, PP 75%, OL 72%, F/RT 60%, MS 75%, HS 71%, HN 30%, CW 98%, RL 45%

The duty of the sentinel is not to attack intruders, but rather to alert the Grandfather and his chief lieutenants, so that they may take appropriate action.

Note that the same assassin is not always on duty. There are six who alternate this task. The other five are located in the Grandfather’s command tent.

Key to the Army Camp

The camp is organized into several separate settlements. The open areas between these settlements are muddy, and always occupied by 100-400 orcs, goblins, ogres and hill giants. The descriptions for each area reflect the usual occupants of a single structure in that area.

The cliff walls surrounding the canyon reach 100-150 feet above the floor of the canyon. To determine the height at a given spot, add 1d6 × 10 feet to 90 feet. The top of the cliff provides a somewhat level ledge, before climbing again the massive mountain heights that tower as much as 5,000 feet above the camp.

Unless specifically listed, the only treasure to be found will be the standard personal treasure for creature types as listed in the MONSTER MANUAL.

1. Entrance: The mouth of the valley is a narrow gorge enclosed by 150 foot tall escarpments. The walls are rocky and the floor is muddy. The gorge slopes steeply uphill toward the camp (one elevation change every 6” for BATTLESYSTEM™ game purposes).

2. Orc Tents: Each tent contains 1-12 orcs, fully armed, and their tattered sleeping gear. The stench is overpowering.

3. Goblin Tents: These tents, even dirtier and more ragged than the orcs’ tents, are the quarters of the goblin brigade. Each is likely to be occupied by 3-18 goblins.

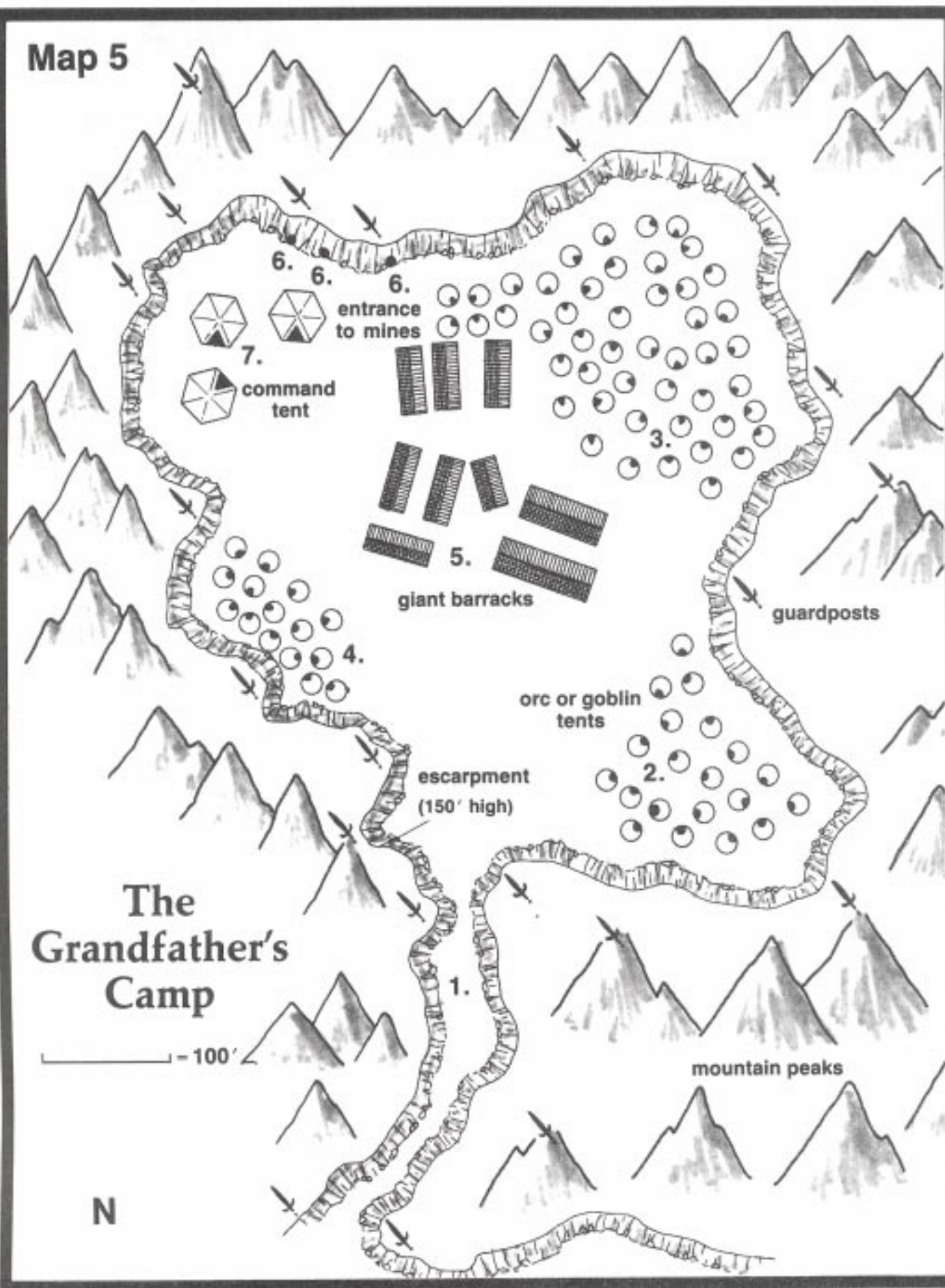
4. Human Tents: These are the quarters

Map 5

**The
Grandfather's
Camp**

— 100' —

N



THE WAR ENDS

of the Shadowfoot unit of the Fleet Brigade, as well as a number of low-level assassins apprenticing under the Grandfather. Each tent will contain 2-12 level 1 fighters (80%) or 2-12 level 3 assassins (20%).

5. Giants' Barracks: These huge wooden structures house the hill giants of the Wrencher unit, the ogres of the Bladebreaker unit (Heavy Brigade), and the stone giants that serve as camp guards and Heroes. A single barrack will contain (50%) 2-12 hill giants or (50%) 1-20 stone giants.

6. Mine Entrances: These tunnel mouths are supported with rotted timbers and sagging support beams. Each leads into a network of old mine shafts and corridors. Spiders and bats abound in here, and a vague sense of menace is apparent to any character passing a Wisdom Check. A *detect evil* spell reveals a faint, but positive response.

These mines actually lead to an ancient and very evil shrine, far below the surface of the ground. This shrine, when approached with the proper phrasing, becomes a *gate* to one of the Lower Planes. This provides Banak with his link to Orcus. PCs poking around in here may, at your option, stir up some of Orcus' minions.

7. Command Tents: These three tents are the quarters of the Grandfather, Banak, and Knellict, respectively. Each is plush and well-appointed, with fine rugs, crystal, draperies, etc. The five assassins mentioned under SENTINEL, above, will also occupy the Grandfather's tent, while Zarrick shares the tent with Knellict. If Lady Christine is successfully kidnapped, she will be held in the Grandfather's tent, guarded by the five assassins.

Each tent contains 10,000 gp in coins, gems, and jewelry as well as the magic items listed for each NPC in the Roster Book.

Response to Attack

At the first indication of attack, the Grandfather and his lieutenants will gather in the Grandfather's tent to strike back. Knellict places a *globe of invulnerability* around the group, while Banak *gates* in a Type VI demon. The demon immediately attacks the intruders, while the NPCs deploy to combat the threat with whatever spells and attacks seem most effective.

If an army approaches the camp (which must be through the bottleneck entrance) the hill giants will quickly group into closed formation and charge into the pass.

IF THE FORCES OF EVIL WIN THE WAR

If the war goes against Bloodstone, the enemy leaders call upon Baron Tranth to surrender and deliver up the heroes. The decision whether or not to surrender is always made by the players. If the players do not surrender, the enemy continues to attack. If they win, they do their best to destroy the village and its inhabitants utterly, and capture or kill the PCs as well. This is an extremely unlikely outcome if the players are playing at all well.

If the players decide to surrender (say, because Lady Christine has been captured), the Grandfather calls off the attack. He orders the Baron to chain the PCs and deliver them to him. He sends a unit into the village to burn a few buildings and kill some peasants as an "object lesson," and has Baron Tranth killed. He forces Lady Christine to marry him and assumes the title of Baron personally. His men take all weapons and magic items away from the PCs and take them, in chains, to the camp. There, the Grandfather meets with them, and says, "You should be more careful who you work for. These peasants are not worth your time and trouble. I have no hard feelings, but I can't have you bothering me. I will keep your possessions, but I will give you your lives if you swear never to oppose me again."

If the PCs agree, he turns them loose and watches them leave the valley. If they choose to return, they find the village under heavy guard and the villagers enslaved. It will be a hard task to free them now, but perhaps it can be done...

IF BLOODSTONE WINS THE WAR

If the forces of Bloodstone win the war (the likely outcome), there is great jubilation. The Baron heaps honors upon the PCs, and tells them that he would like them to stay here forever. If they agree, he uses the resources of the village to build them fine houses, and gives them all knighthoods. If Lady Christine has fallen in love with one of the PCs, and if the PC acted properly, the Baron gives his active consent to a marriage, and then abdicates in favor of that PC, making him the new Baron of Bloodstone.

You can add Bloodstone Valley to your campaign. If a PC becomes Baron of Bloodstone, we recommend that you study the section on running a dominion in the D&D® Companion Set as well as the relevant sections of the DMG. Of course, the material for the D&D® game will have to be modified slightly to work within the AD&D® system. The political situation in the south is in turmoil, and it is possible for players in a BATTLESYSTEM™ campaign to add to their dominions and build quite an empire!

There is also the matter of the lost bloodstone mines. They cannot be presently worked because of the *gate* to the Lower Planes. You can design quite an adventure to have the PCs clear out the mines, and bring fortune back to Bloodstone. Alternately, you can adapt an existing AD&D® module to place dungeon horrors deep in the Bloodstone Mines.

For even greater challenges, watch for future BATTLESYSTEM™ game releases from TSR, Inc.!

Playtesting by Fred BAXTER, Hedi BAXTER, Deborah DOBSON,
Tracy HICKMAN, Harold JOHNSON, Christine NILES
and Ed SOLLERS

**Advanced
Dungeons & Dragons®
BATTLE
SYSTEM™
Fantasy Game Adventure**

BLOODSTONE PASS

Designed and Edited by Michael Dobson and Douglas Niles

Roster Book

This booklet contains the rosters and character information for all the key players in the Bloodstone War. It is perforated so that the pages can be easily removed. Some of the pages in this booklet are solely for the use of the Dungeon Master or referee; others will be given to the PCs playing on the Bloodstone side.

If your players do not already have characters of appropriately high level to play this adventure, they can use the pre-generated player characters in this booklet. Those characters have been especially designed for this adventure, and are well suited for it. Pull out those pages of the book and cut along the lines to make individual character cards.

The last section of this booklet contains instructions for building the 3-D ADVENTURE FOLD-UP™ figures. Using those figures, as well as the figures that come in the BATTLESYSTEM™ game box, you can build the entire village of Bloodstone Pass on the tabletop. If you combine the counters that come with this adventure and the counters in the BATTLESYSTEM™ game box, you can build complete armies for both sides. Of course, miniature figures make a battlefield scene much more realistic. Remember,

you can mix counters and miniatures at will in building the armies. Use the metal miniatures that came with the BATTLESYSTEM™ game to represent the Army Commanders. If you have other miniatures, use them for PCs and Hero/Commanders first, then for troops.

On the roster sheets that come in this game, certain adjustments that remain constant (such as ML and AR adjustments for a leader fighting with his unit) have not been entered. Refer to the Player Aid Cards during play.

Whenever a unit commander is listed on the unit roster block together with his CR (e.g., Bairn Stonewall—CR 10"), that means that there is not a separate Heroes and Commanders Roster block for that commander. The commander is assumed to be always fighting with his unit. The AR bonus for the commander fighting with his unit is not included in the AR listed on the sheet, however. A unit commander listed only on his unit roster block is considered to be the same level, race, class, and alignment as the other members of the unit, and to have the same AC, weapons, MR, etc., as the other unit members.

THE BANDIT ARMY

The Grandfather of Assassins

NAME THE GRANDFATHER OF ASSASSINS						CLASS/LEVEL A 15		
COMMAND RANK Army Cdr.		s 14	i 11	w 16	d 17	Co 10	Ch 15	MR% 0
AC 0	CB +1	RACE Human		PPD 10	P/P 9	RSW 8	BW 13	Sp 9
HD 15	CR 15"	WEAPON/DAMAGE/# AT <u>Bastard</u> <u>Sword</u> <u>+2</u> <u>Dagger</u> <u>of</u> <u>Venom</u>						
hp 51	MV 12"							
THAC0 14	AR 29	THAC0/AR Modifiers						
SPECIAL ABILITIES and LIMITATIONS								
AL LE								
All Assassin SA from PH								
Backstab for Quintuple Damage								

SPECIAL ABILITIES

Thief Skills

PP OL F/RT MS HS HN CW RL
110% 92% 80% 104% 90% 40% 99.3% 65%

POSSESSIONS AND EQUIPMENT

Ring of Spell Storing containing a special *word of recall* triggered automatically in case of his death or capture. The *word of recall* returns him to his secret mountain palace, rather than to the bandit army camp.

Also wears *leather armor* +3 and carries a *shield* +1.

HISTORY

The mysterious Grandfather, head of the Assassin's Guild, is reputed to be immortal. His true face is always concealed by a mask. In actuality, on the death of the old Grandfather, a new one is chosen to take his place. The superstition that the Grandfather never dies is one of the Guild's many terror weapons. It is common for parents to threaten misbehaving children by telling them that the Grandfather will come take them away if they don't behave. All the PCs know the legends of the Grandfather.

From his secret, opulent mountain palace hidden in the Galena Mountains, the Grandfather and the Assassins' Guild exert a baneful influence in the activities of evil creatures throughout the region.

With the disintegration of the Kingdom of Damara, the Grandfather sees an opportunity for gaining direct political power, as opposed to the behind-the-scenes power he currently exercises. Recruiting an army from the legions of deserters, refugees, bullies, and other scum, he has started his plans for conquest by subjugating the valley of Bloodstone.

With Bloodstone under his control, the Grandfather is planning to unleash his forces on the Duchy of Arcata, once the winter is over. This plan makes it absolutely critical for Bloodstone Valley to remain completely under his domination. If it does not, the old man will be forced to return to his mountain palace and settle for once again working behind the scenes, rather than directly holding the reins of power.

The Grandfather is a cold, calculating man with little room for personal feelings. He can be charming and pleasant, if he has something to gain by being so, but normally appears aloof and cruel. The suffering of others, including those under his command, means nothing to him. His primary motivation is to achieve as much power as possible.

THE BANDIT ARMY

Banak, High Priest of Orcus

NAME BANAK, HIGH PRIEST OF ORCUS						CLASS/LEVEL C 23		
COMMAND RANK Brigade Cdr.		S 12	I 13	W 18	D 11	Co 14	Ch 9	MR% 0
AC 0	CB 0	RACE Human		PPD 2	P/P 5	RSW 6	BW 8	Sp 7
HD 23	CR 16	WEAPON/DAMAGE/# AT Staff of the Adder (adder AC 5, hp 20, SA poison)						
hp 68	MV 12"							
THACO 7	AR 22	THACO/AR Modifiers						
SPECIAL ABILITIES and LIMITATIONS AL CE Commander, Undead Brigade								

SPECIAL ABILITIES

Clerical Spell Use
(following spells memorized)

1st level: *bleed* (x2), *cause light wounds*, *command*, *detect good*, *detect magic* (x3), *protection from good*, *cause fear*, *darkness*

2nd level: *hold* (x2), *silence 15' radius* (x2), *augury*, *find traps* (x2), *detect charm*, *spiritual hammer*, *snake charm*, *speak with animals*

3rd level: *animate dead*, *continual darkness*, *cause blindness*, *cause disease*, *dispel magic* (x3), *pray*, *curse*, *speak with dead*

4th level: *cure serious wounds* (x3), *divination*, *neutralize poison*, *protection from good 10' radius*, *sticks to snakes*, *poison*, *tongues*, *tongues* (reversed)

5th level: *dispel good*, *cure critical wounds*, *commune*, *flame strike* (x2), *true seeing*, *insect plague*, *raise dead*, *plane shift*

6th level: *aerial servant*, *harm*, *blade barrier* (x2), *word of recall*, *animate object*, *part water*

7th level: *unholy word*, *earthquake*, *gate*

POSSESSIONS AND EQUIPMENT

Amulet of Orcus

This amulet gives a cleric of Orcus great and wicked powers when used in a graveyard at midnight. Undead will emerge from graves, a magical screen of protection flames around the cleric, and 1-6 demons (possible Types I-VI) will be sent by Orcus as bodyguards to the cleric.

The undead always emerge in the pattern detailed in Chapter 5 as part of the Midnight Attack scenario. The effect lasts until the amulet is destroyed or all bodies within 360' (36") of the cleric have risen.

While the screen of protection lasts, the cleric is completely invulnerable to all types of attack. The screen lasts for the duration of the ritual, or until the amulet is removed from the cleric's neck. Attempts to grab the amulet must be rolled as attacks against AC -3.

Any character reaching for the amulet or making a melee attack against the cleric while the screen flames takes 2d6 points of damage (saving throw vs. breath weapon for half damage.)

PERSONALITY

An obsessive and evil man, Banak frightens all with whom he comes into contact. Even the Grandfather treats the High Priest with respect.

Banak's sudden and violent outbursts of temper are legendary, and his cruelty knows no bounds. This explains the strong bonds linking the cleric to his foul demon lord, Orcus.

THE BANDIT ARMY

Zarrick the Sorcerer

NAME						CLASS/LEVEL		
ZARRICK THE SORCERER						M-U 9		
COMMAND RANK		S	I	W	D	Co	Ch	MR%
Hero		8	16	12	11	9	14	0
AC	CB	RACE		PPD	P/P	RSW	BW	Sp
5	0	Human		13	11	9	15	12
HD	CR	WEAPON/DAMAGE/# AT						
9	11½"	Dagger +2, #AT 2						
hp	MV							
20	12"							
THACO	AR	THACO/AR Modifiers						
19	34							
SPECIAL ABILITIES and LIMITATIONS								
AL CE								

POSSESSIONS AND EQUIPMENT

Bracers of Defense AC5
Potions of gaseous form and speed
Ring of Fire Resistance
Wand of Lightning (five charges)

HISTORY

Zarrick served the Kingdom of Vaasa during the long war with the southern Kingdom of Damara. After the successful conclusion of the war, the mage traveled about, seeking employment and excitement, until he was recruited by the Grandfather.

Zarrick always serves the Grandfather as a Hero, as opposed to a unit commander, since his powers are more efficiently used thus. He specializes in battlefield magic, and his use of spells has been significant in deciding the outcome of many battles.

Zarrick is boisterous and outgoing. He makes friends with strangers very quickly, although these friendships tend to be shallow and short-lived. At heart, Zarrick is exceptionally greedy and selfish, despite his pleasant manners, and people who spend time with him get tired of the magic-user very quickly.

SPECIAL ABILITIES:

Spell use as Magic-User
(following spells memorized)

1st level: *magic missile, protection from good, shield, sleep*

2nd level: *darkness 15' radius, detect invisibility, mirror image*

3rd level: *fly, haste, fireball*

4th level: *ice storm, wall of fire*

5th level: *cone of cold*

THE BANDIT ARMY

The Arch-Mage Knellict

NAME						CLASS/LEVEL		
THE ARCHMAGE KNELLECT						M-U 18		
COMMAND RANK		S	I	W	D	C o	C h	MR%
Hero		10	18	13	17	10	16	0
AC	CB	RACE		PPD	P/P	RSW	BW	Sp
1	+1	Human		10	7	5	9	6
HD	CR	WEAPON/DAMAGE/# AT						
18	17"	<u>Wand of Fear</u> , 20 chg.						
hp	MV	<u>Wand of Fire</u> , 30 chg.						
32	12"							
THACO	AR	THACO/AR Modifiers						
13	28							
SPECIAL ABILITIES and LIMITATIONS								
AL NE								

SPECIAL ABILITIES

Spell use as Magic-User
(following spells memorized)

- 1st level: *charm person, jump, magic missile (x2), protection from good*
 2nd level: *continual darkness, locate object, ray of enfeeblement, web, invisibility*
 3rd level: *dispel magic (x3), haste (x2)*
 4th level: *fire shield, ice storm, wizard eye, hallucinatory terrain, minor globe of invulnerability*
 5th level: *monster summoning III, wall of force, transmute rock to mud, wall of stone, cone of cold*
 6th level: *anti-magic shell, globe of invulnerability, flesh to stone*
 7th level: *power word stun, statue, limited wish*
 8th level: *mass charm, incendiary cloud*
 9th level: *meteor swarm*

HISTORY

Knellict is a magic-user of great, but unknown, age. Most who know of him feel that he is well into his second or third century, but the wizard's past remains shrouded in mystery.

For several decades before the great war, Knellict was a powerful adviser to the King of Vaasa. During that horrible conflagration, the archmage served as an ambassador-at-large for his King, and performed major combat roles in several key battles.

In fact, Knellict's services were so significant that the King began to worry about the magic-user usurping power that justly belonged to the throne. Consequently, an abortive assassination attempt was made on Knellict's life.

The assassins still live (as very ill-tempered cockroaches), but the wizard decided to move on. His services have been appreciated by the Grandfather, and the army he serves with now is one that Knellict readily appreciates, for it is devoted to the service of evil.

Knellict is a quiet, brooding man who makes little impression upon those first meeting him. The practice of his dark arts has resulted in the mage forfeiting much of his humanity, and thus he seems withdrawn and quiet toward others. Even when enraged, Knellict displays little emotion, preferring to achieve revenge through deeds rather than words.

Heroes and Commanders Roster Sheet

ARMY NAME

BANDIT ARMY

PLAYER NAME

NAME Felix (or Welcar)								CLASS/LEVEL A10			NAME Grubash								CLASS/LEVEL A10		
COMMAND RANK Commander**		S 15	I 14	W 11	D 13	Co 12	Ch 16	MR% --	COMMAND RANK Commander**		S 12	I 12	W 15	D 17	Co 14	Ch 17	MR% --				
AC 3	CB +1	RACE Human		PPD 12	P/P 11	RSW 12	BW 15	Sp 13	AC 2	CB +2	RACE Human		PPD 11	P/P 10	RSW 10	BW 14	Sp 11				
HD 10	CR 12"	WEAPON/DAMAGE/# AT Longsword +2 (d8/d12) (poisoned)							HD 10	CR 14"	WEAPON/DAMAGE/# AT Longsword +3 (d8/d12)										
hp 36	MV 12"								hp 37	MV 9"											
THACO 18	AR 33	THACO/AR Modifiers -2, sword							THACO 16	AR 31	THACO/AR Modifiers -3, sword										
SPECIAL ABILITIES and LIMITATIONS Brigade Commander, Fleet Brigade Unit Commander, Bloody Swords All Assassin SA AL LE									SPECIAL ABILITIES and LIMITATIONS Brigade Commander, Goblin Brigade All Assassin SA AL LE												

NAME Timoshenko								CLASS/LEVEL F16			NAME Grummand								CLASS/LEVEL All		
COMMAND RANK Dep. A.C.**		S 18/90	I 7	W 9	D 11	Co 18	Ch 3	MR% -	COMMAND RANK Commander**		S 16	I 11	W 13	D 15	Co 10	Ch 13	MR% -				
AC -2	CB -2	RACE Human		PPD 4	P/P 5	RSW 6	BW 4	Sp 7	AC 0	CB 0	RACE Human		PPD 11	P/P 10	RSW 10	BW 14	Sp 11				
HD 9+21	CR 9½"	WEAPON/DAMAGE/# AT 2-handed sword +5 (d10/3d6 + 9) #AT 2							HD 11	CR 12"	WEAPON/DAMAGE/# AT Spear +2, poisoned (d6/d8 +3), save vs. poison or die										
hp 101	MV 9"								hp 39	MV 9"											
THACO 4	AR 19	THACO/AR Modifiers -5, sword							THACO 16	AR 31	THACO/AR Modifiers -2, spear										
SPECIAL ABILITIES and LIMITATIONS #AT 16 vs. 0 level and 1-1 HD creatures AL LE Deputy Army Commander, also Army Commander, Punitive Expedition									SPECIAL ABILITIES and LIMITATIONS All Assassin SA AL LE Brigade Commander, Heavy Brigade												

Heroes and Commanders

Roster Sheet

ARMY NAME
BANDIT ARMY

PLAYER NAME

NAME Rocknose					CLASS/LEVEL n/a			NAME Greyarm					CLASS/LEVEL n/a				
COMMAND RANK Hero		S ---	I ---	W ---	D ---	Co ---	Ch ---	MR% ---	COMMAND RANK Hero		S ---	I ---	W ---	D ---	Co ---	Ch ---	MR% ---
AC 0	CB n/a	RACE Stone giant	PPD 8	P/P 9	RSW 10	BW 9	Sp 11	AC 0		CB n/a	RACE Stone giant	PPD 8	P/P 9	RSW 10	BW 9	Sp 11	
HD 9+2	CR n/a	WEAPON/DAMAGE/# AT #AT 1 Melee (fist) 3d6 Hurl rocks 3d10 Range 10"/20"/30"						HD 9+2		CR n/a	WEAPON/DAMAGE/# AT #AT 1 Melee (fist) 3d6 Hurl rocks 3d10 Range 10"/20"/30"						
hp 52	MV 12"							hp 50		MV 12"							
THACO 12	AR 27	THACO/AR Modifiers						THACO 12		AR 27	THACO/AR Modifiers						
SPECIAL ABILITIES and LIMITATIONS Size L. AL N. 90% likely to catch rocks hurled at them.								SPECIAL ABILITIES and LIMITATIONS Size L. AL N. 90% likely to catch rocks hurled at them.									

NAME Wyvern 1					CLASS/LEVEL n/a			NAME Wyvern 2					CLASS/LEVEL n/a				
COMMAND RANK Hero		S ---	I ---	W ---	D ---	Co ---	Ch ---	MR% ---	COMMAND RANK Hero		S ---	I ---	W ---	D ---	Co ---	Ch ---	MR% ---
AC 3	CB n/a	RACE Wyvern	PPD 10	P/P 11	RSW 12	BW 12	Sp 13	AC 3		CB n/a	RACE Wyvern	PPD 10	P/P 11	RSW 12	BW 12	Sp 13	
HD 7+7	CR n/a	WEAPON/DAMAGE/# AT #AT 2 Bite 2d8 Tail d6 + poison (save or die)						HD 7+7		CR n/a	WEAPON/DAMAGE/# AT #AT 2 Bite 2d8 Tail d6 + poison (save or die)						
hp 44	MV **							hp 40		MV **							
THACO 12	AR 27	THACO/AR Modifiers						THACO 12		AR 27	THACO/AR Modifiers						
SPECIAL ABILITIES and LIMITATIONS AL N(E). MV 6"/24"								SPECIAL ABILITIES and LIMITATIONS AL N(E). MV 6"/24"									

Heroes and Commanders Roster Sheet

ARMY NAME

BANDIT ARMY

PLAYER NAME

NAME Grimfist				CLASS/LEVEL n/a				NAME Boulderhead				CLASS/LEVEL n/a					
COMMAND RANK Hero		S ---	I ---	W ---	D ---	Co ---	Ch ---	MR% ---	COMMAND RANK Hero		S ---	I ---	W ---	D ---	Co ---	Ch ---	MR% ---
AC 0	CB n/a	RACE Stone giant		PPD 8	P/P 9	RSW 10	BW 9	Sp 11	AC 0	CB n/a	RACE Stone giant		PPD 8	P/P 9	RSW 10	BW 9	Sp 11
HD 9+2	CR n/a	WEAPON/DAMAGE/# AT #AT 1 Melee (fist) 3d6 Hurl rocks 3d10 Range 10"/20"/30"							HD 9+2	CR n/a	WEAPON/DAMAGE/# AT #AT 1 Melee (fist) 3d6 Hurl rocks 3d10 Range 10"/20"/30"						
hp 45	MV 12"								hp 47	MV 12"							
THACO 12	AR 27	THACO/AR Modifiers							THACO 12	AR 27	THACO/AR Modifiers						
SPECIAL ABILITIES and LIMITATIONS Size L. AL N. 90% likely to catch rocks hurled at them.									SPECIAL ABILITIES and LIMITATIONS Size L. AL N. 90% likely to catch rocks hurled at them.								

NAME Bearcrusher				CLASS/LEVEL n / a				NAME Rocktooth				CLASS/LEVEL n/a					
COMMAND RANK Hero		S ---	I ---	W ---	D ---	Co ---	Ch ---	MR% ---	COMMAND RANK Hero		S ---	I ---	W ---	D ---	Co ---	Ch ---	MR% ---
AC 0	CB n/a	RACE Stone giant		PPD 8	P/P 9	RSW 10	BW 9	Sp 11	AC 0	CB n/a	RACE Stone giant		PPD 8	P/P 9	RSW 10	BW 9	Sp 11
HD 9+2	CR n/a	WEAPON/DAMAGE/# AT #AT 1 Melee (fist) 3d6 Hurl rocks 3d10 Range 10"/20"/30"							HD 9+2	CR n/a	WEAPON/DAMAGE/# AT #AT 1 Melee (fist) 3d6 Hurl rocks 3d10 Range 10"/20"/30"						
hp 48	MV 12"								hp 42	MV 12"							
THACO 12	AR 27	THACO/AR Modifiers							THACO 12	AR 27	THACO/AR Modifiers						
SPECIAL ABILITIES and LIMITATIONS Size L. AL N. 90% likely to catch rocks hurled at them.									SPECIAL ABILITIES and LIMITATIONS Size L. AL N. 90% likely to catch rocks hurled at them.								

Army Roster Sheet

PLAYER NAME

ARMY BANDIT ARMY
BRIGADE FLEET BRIGADE

UNIT NAME Warhoooves			UNIT TYPE Regular Cavalry					UNIT NAME Bloody Swords			UNIT TYPE Regular Infantry				
AC 6	#FIG 8	UNIT COMMANDER/DEPUTY Dogart - CR 8"						AC 6	#FIG 20	UNIT COMMANDER/DEPUTY Snoutz - CR 6"					
HD/fig 40	RATIO 10:1	LEVEL/RACE/CLASS Orcs/Warboars						HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS Orcs					
MV 12"	SIZE M(L)	MR%	PPD	P/P	RSW	BW	SP	MV 9"	SIZE M	MR%	PPD	P/P	RSW	BW	SP
AR 19	AR Modifiers +1 in daylight							AR 19	AR Modifiers +1 in daylight						
ML 13	ML Modifiers							ML 13	ML Modifiers						
DL 11	Wpn/Dmg Orc (d8) + boar (3d6)							DL 11	Wpn/Dmg Longsword (d8)						
SPECIAL ABILITIES AND LIMITATIONS Hate elves Warboars are Giant Boars (MM,p.11) AL LE. Use Heavy Cavalry counters								SPECIAL ABILITIES AND LIMITATIONS Hate elves. AL LE.							

UNIT NAME Shadowfeet			UNIT TYPE Regular Infantry					UNIT NAME Warpaws			UNIT TYPE Regular Cavalry				
AC 7	#FIG 18	UNIT COMMANDER/DEPUTY Shada - CR 11"						AC 6	#FIG 12	UNIT COMMANDER/DEPUTY Gorbas - CR 12"					
HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS 1st lvl. human ftr.						HD/fig 30	RATIO 10:1	LEVEL/RACE/CLASS Goblins/worg wolves					
MV 12"	SIZE M	MR%	PPD	P/P	RSW	BW	SP	MV 18"	SIZE M(L)	MR%	PPD	P/P	RSW	BW	SP
AR 20	AR Modifiers							AR 20	AR Modifiers +1 in daylight						
ML 12	ML Modifiers							ML 13	ML Modifiers						
DL 11	Wp/Dmg Longswords (d8)							DL 11	Wpn/Dmg Goblin (d6) + worg (2d4)						
SPECIAL ABILITIES AND LIMITATIONS AL LE. Carry large shields to enter Shield Wall formation.								SPECIAL ABILITIES AND LIMITATIONS AL LE. Hate gnomes and dwarves.							

Army Roster Sheet

PLAYER NAME

ARMY

BANDIT ARMY

BRIGADE

HEAVY BRIGADE

UNIT NAME Wrenchers			UNIT TYPE Regular					UNIT NAME Bladebreakers			UNIT TYPE Regular				
AC 4	#FIG 8	UNIT COMMANDER/DEPUTY Grugart - CR 8"							AC 5	#FIG 12	UNIT COMMANDER/DEPUTY Aghule - CR 6"				
HD/fig 40	RATIO 5:1	LEVEL/RACE/CLASS Hill Giants							HD/fig 20	RATIO 5:1	LEVEL/RACE/CLASS Ogres				
MV 12"	SIZE L	MR% n/a	PPD 10	P/P 11	RSW 12	BW 12	SP 13	MV 9"	SIZE L	MR% n/a	PPD 11	P/P 12	RSW 13	BW 13	SP 14
AR 17	AR Modifiers							AR 20	AR Modifiers						
ML 13	ML Modifiers							ML 13	ML Modifiers						
DL 11	Wpn/Dmg Fist (2d8) or Hurl Rocks (2d8)							DL 11	Wpn/Dmg Fist (dl0)						
SPECIAL ABILITIES AND LIMITATIONS AL CE Range for rocks 7"/14"/20"								SPECIAL ABILITIES AND LIMITATIONS AL CE							

UNIT NAME Screamers			UNIT TYPE Regular Infantry					UNIT NAME Howlers			UNIT TYPE Regular Infantry				
AC 6	#FIG 15	UNIT COMMANDER/DEPUTY Quarral - CR 6"							AC 6	#FIG 15	UNIT COMMANDER/DEPUTY Thartz - CR 6"				
HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS Orcs							HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS Orcs				
MV 9"	SIZE M	MR% n/a	PPD 14	P/P 15	RSW 16	BW 17	SP 17	MV 9"	SIZE M	MR% n/a	PPD 14	P/P 15	RSW 16	BW 17	SP 17
AR 19	AR Modifiers +1 in daylight							AR 19	AR Modifiers +1 in daylight						
ML 12	ML Modifiers							ML 12	ML Modifiers						
DL 11	Wpn/Dmg Spear (d6)							DL 11	Wpn/Dmg Longsword (d8)						
SPECIAL ABILITIES AND LIMITATIONS AL LE. Hate elves.								SPECIAL ABILITIES AND LIMITATIONS AL LE. Hate elves.							

Army Roster Sheet

PLAYER NAME

ARMY

BANDIT ARMY

BRIGADE

UNDEAD BRIGADE

UNIT NAME Skeleton			UNIT TYPE Regular					UNIT NAME Zombie			UNIT TYPE Regular						
AC 7	#FIG 16	UNIT COMMANDER/DEPUTY Special (see scenario)							AC 8	#FIG 12	UNIT COMMANDER/DEPUTY Special (see scenario)						
HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS Skeletons							HD/fig 20	RATIO 10:1	LEVEL/RACE/CLASS Zombies						
MV 12"	SIZE M	MR% **	PPD 14	P/P 15	RSW 16	BW 17	SP 17	MV 6"	SIZE M	MR% **	PPD 14	P/P 15	RSW 16	BW 17	SP 17		
AR 19	AR Modifiers							AR 16	AR Modifiers								
ML 12	ML Modifiers							ML 12	ML Modifiers								
DL n/a	Wpn/Dmg d6							DL n/a	Wpn/Dmg d6								
SPECIAL ABILITIES AND LIMITATIONS Take 1/2 dmg. from edged weapons Immune to <u>sleep</u> , <u>charm</u> , <u>hold</u> , and <u>cold</u> - based spells.								SPECIAL ABILITIES AND LIMITATIONS Always strike last. Remove their melee losses before their attack. Immune to <u>sleep</u> , <u>charm</u> , <u>hold</u> , and <u>cold</u> - based spells.									
UNIT NAME Ghoul			UNIT TYPE Regular					UNIT NAME Wight			UNIT TYPE Regular						
AC 6	#FIG 8	UNIT COMMANDER/DEPUTY Special (see scenario)							AC 5	#FIG 4	UNIT COMMANDER/DEPUTY Special (see scenario)						
HD/fig 20	RATIO 10:1	LEVEL/RACE/CLASS Ghouls							HD/fig 25	RATIO 5:1	LEVEL/RACE/CLASS Wights						
MV 9"	SIZE M	MR% **	PPD 14	P/P 15	RSW 16	BW 17	SP 17	MV 12"	SIZE M	MR% **	PPD 11	P/P 12	RSW 13	BW 13	SP 14		
AR 16	AR Modifiers							AR 20	AR Modifiers								
ML 12	ML Modifiers							ML 14	ML Modifiers								
DL n/a	Wpn/Dmg 2d3 + 1d6 + paralysis							DL n/a	Wpn/Dmg d4 + energy drain								
SPECIAL ABILITIES AND LIMITATIONS Paralyze with touch Immune to <u>sleep</u> and <u>charm</u> spells.								SPECIAL ABILITIES AND LIMITATIONS Energy drain with touch Immune to <u>sleep</u> , <u>charm</u> , <u>hold</u> , and <u>cold</u> - based spells. Only hit by silver/magic weapons.									

Army Roster Sheet

ARMY BANDIT ARMY
BRIGADE GOBLIN BRIGADE

PLAYER NAME

UNIT NAME			UNIT TYPE						UNIT NAME			UNIT TYPE					
Yellowtooth			Regular Infantry						Blacktooth			Regular Infantry					
AC 6	#FIG 12	UNIT COMMANDER/DEPUTY Forgath - CR 4"						AC 6	#FIG 12	UNIT COMMANDER/DEPUTY Mogat - CR 4"							
HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS Goblins						HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS Goblins							
MV 6"	SIZE S	MR%	PPD	P/P	RSW	BW	SP	MV 6"	SIZE S	MR%	PPD	P/P	RSW	BW	SP		
		n/a	14	15	16	17	17			n/a	14	15	16	17	17		
AR 20	AR Modifiers +1 in daylight						AR 20	AR Modifiers +1 in daylight									
ML 11	ML Modifiers						ML 11	ML Modifiers									
DL 10	Wpn/Dmg Short sword (d6)						DL 10	Wpn/Dmg Short sword (d6)									
SPECIAL ABILITIES AND LIMITATIONS AL LE. Hate gnomes and dwarves.							SPECIAL ABILITIES AND LIMITATIONS AL LE. Hate gnomes and dwarves.										

UNIT NAME			UNIT TYPE						UNIT NAME			UNIT TYPE					
Longpoles			Regular Spearmen						Black Arrows			Regular Archers					
AC 6	#FIG 20	UNIT COMMANDER/DEPUTY Rankhas - CR 4"						AC 6	#FIG 12	UNIT COMMANDER/DEPUTY Horroc - CR 4"							
HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS Goblins						HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS Goblins							
MV 6"	SIZE S	MR%	PPD	P/P	RSW	BW	SP	MV 6"	SIZE S	MR%	PPD	P/P	RSW	BW	SP		
		n/a	14	15	16	17	17			n/a	14	15	16	17	17		
AR 20	AR Modifiers +1 in daylight						AR 20	AR Modifiers +1 in daylight									
ML 11	ML Modifiers						ML 11	ML Modifiers									
DL 10	Wpn/Dmg Spear (carry 3 each) (d6)						DL 10	Wpn/Dmg Short bow (d6)									
SPECIAL ABILITIES AND LIMITATIONS AL LE. Hate gnomes and dwarves. Spear range 1"/2"/3"							SPECIAL ABILITIES AND LIMITATIONS AL LE. Hate gnomes and dwarves. Bow range 5"/10"/15"										

Heroes and Commanders Roster Sheet

ARMY NAME

PRE-GENERATED PLAYER CHARACTERS

PLAYER NAME

NAME								CLASS/LEVEL			NAME								CLASS/LEVEL		
GARETH DRAGONSBANE								P 15			OLWYN FOREST-FRIEND								R 15		
COMMAND RANK		S	I	W	D	Co	Ch	MR%	COMMAND RANK		S	I	W	D	Co	Ch	MR%				
		16	13	15	12	15	17	50*			18 24	13	14	17	15	10	-				
AC	CB	RACE		PPD	P/P	RSW	BW	Sp	AC	CB	RACE		PPD	P/P	RSW	BW	Sp				
0	+1	Human		2	3	4	2	5	2/0*	0	Human		4	5	6	4	7				
HD	CR	WEAPON/DAMAGE/# AT #AT 2 Two-Handed Sword +5, Holy Avenger, NSA						HD	CR	WEAPON/DAMAGE/# AT Longsword +1 Longbow of the Forest (+1, gives Strength bonus to user)											
hp	MV							15	15½												
78	12"							69	24"*												
THACO	AR	THACO/AR Modifiers						THACO	AR	THACO/AR Modifiers											
6	21	-5 sword						6	21	-1 STR, -2 DEX											
SPECIAL ABILITIES and LIMITATIONS AL LG Sword gives 50% MR, <u>Dispel Magic</u> 5'/rad., Dmg +10 vs. CE. All Paladin SA from PH. Turn Undead as 13th lvl. Cleric. SPELLS: 5 1st, 3 2nd, 1 3rd, 1 1 4th level Cleric spells. <u>Plate Mail +3</u> , <u>Horn of Valhalla (S)</u>									SPECIAL ABILITIES and LIMITATIONS AL LG *Boots of Speed. All Ranger SA from PH. Has <u>Cloak of Elvenkind</u> . Carries 12 <u>arrows +1</u> and 1 <u>arrow</u> of slaying vs. giants. SPELLS: Druid 4 1st, 2 2nd level. Magic- User 2 1st, 2 2nd level.												

NAME								CLASS/LEVEL			NAME								CLASS/LEVEL		
FRIAR DUGALD								C 15			RIORDAN PARNELL								B 16		
COMMAND RANK		S	I	W	D	Co	Ch	MR%	COMMAND RANK		S	I	W	D	Co	Ch	MR%				
		15	10	18	9	14	14	--			15	14	15	16	12	16	--				
AC	CB	RACE		PPD	P/P	RSW	BW	Sp	AC	CB	RACE		PPD	P/P	RSW	BW	Sp				
-3	0	Human		5	8	9	11	10	3	+1	½ E		4	7	8	10	9				
HD	CR	WEAPON/DAMAGE/# AT <u>Mace of Disruption</u>						HD	CR	WEAPON/DAMAGE/# AT <u>Longsword +1</u>											
hp	MV							15	14½												
60	9"							73	12"												
THACO	AR	THACO/AR Modifiers						THACO	AR	THACO/AR Modifiers											
12	27	-1 mace						14	29	-1 sword, -1 DEX											
SPECIAL ABILITIES and LIMITATIONS AL LG <u>Chain Mail +2</u> , <u>Shield +5</u> . SPELLS: 9 1st, 9 2nd, 8 3rd, 6 4th, 4 5th, 2 6th.									SPECIAL ABILITIES and LIMITATIONS AL NG All Bard SA from PH. Has <u>Cli</u> <u>Lyre</u> , <u>Ring of Protection +3</u> . SPELLS: 6 1st, 4 2nd, 3 3rd, 3 4th, 3 5th level Druid spells. THIEF SKILLS: PP 75%, OL 62%, F/RT 55%, MS 62%, HS 54%, HN 25% CW 96%, RL 40%.												

SPECIAL WEAPON: *Longbow of the Forest* +1, requires 18(01) or greater strength to use. User adds Strength bonuses to hit and damage; bow has double normal range.

LANGUAGES: Common, LG, Elf, Treant

Can manufacture one *arrow* +1 per day, and one *arrow of slaying* per month.

SPELL BOOK:

1st level: *affect normal fires, detect magic, jump, magic missile, read magic, spider climb*

2nd level: *darkness 15' radius, invisibility, levitate, strength*

POSSESSIONS AND EQUIPMENT: *Arrow of Slaying vs. Giants, 12 Arrows +1, Cloak of Elvenkind.*

HISTORY

Olwyn has spent most of his life in the great Forest of Arlen as a protector of the great woodlands. He became fast friends with the treants and other magical forest creatures, and once saved the treants from destruction at the hands of a powerful wizard. Olwyn's henchmen perished in that mission. The treants of the great forest rewarded the ranger by creating a special longbow for him. They also taught him the secret of making +1 *arrows* and *arrows of slaying*.

As the lands of the north fell to the invaders from Vaasa, Olwyn moved south, after making sure that the treants of the forest were protected. Carrying only a few possessions and no money, Olwyn has come to the village of Valls, looking for new adventures.

LANGUAGES: Common, Neutral Good, Elf, Gnome, Halfling, Goblin, Hobgoblin, Orcish, Gnoll, Kobold, Thieves' Cant, Ogrish, Hill Giant, Drow Elf, Centaur, Druid, Harpy, Treantish

HISTORY

Handsome, youthful, and with a ready smile, Riordan Parnell is a bard as willing to steal a kiss or a song as he is the Duke's jewels. Riordan normally travels with his cousin Celedon, sometimes stealing (but only from evil rich men), sometimes aiding the poor and oppressed, but always adventuring and seeking danger. Riordan has been rich several times. .but poor just as often. Riordan is 70 years old, but looks 28. He is 5'8" tall and weighs 130 lbs.

LANGUAGES: Common, LG, Elf, Dwarf, Halfling

WARHORSE: Glendan, intelligent heavy warhorse (AC 5, HD 5 + 5, hp 25, #AT 3, Dmg 1-8/1-8/1-3, MV 18")

HISTORY

Gareth has devoted his life to the service of lawful good. As a Knight of the Order of the Golden Cup, he has been on many adventures. In spite of tithing 50% of all his treasure, he became a wealthy man and settled down on a large estate. He was a Brigade Commander in the wars with the Kingdom of Vaasa. He won his objectives even though his side lost the war. His home in the north destroyed, his soldiers dead or dispersed, and most of his wealth captured, he made his way south with his warhorse, armor, sword, and silver horn.

Gareth is charismatic and brave, and a military leader of great ability.

SPECIAL ABILITIES

LANGUAGES: Common, LG, Elf

POSSESSIONS AND EQUIPMENT

Draft Horse, AC 7, MV 12", HD 3, hp 12, #AT 1, Dmg 1-3

HISTORY

Friar Dugald is an immensely fat man who wears monks robes and has a shaved pate, in the ancient tradition. He is jolly, and loves to drink, eat, and drink. Coming from a lower-class background, Friar Dugald has common tastes. His fellow clerics consider him a little too rough, and look down on his continual barroom brawling and general drunkenness.

Friar Dugald has never had much interest in settling down and tending a parish, so he has not risen in the church hierarchy as much as a normal cleric of his level would. He prefers to avoid the administrative burden of being a leader in the church, and likes the life of a wandering friar. He is quite devout and sincere in his religious beliefs, supports his gods actively, and fights for good.

The good friar always wears an old brown robe with a hood, and never has many possessions. Underneath the robe, he wears chain mail, and carries his mace tucked into a rope belt. Many a powerful fighter has been fooled by his deceptive appearance.

Heroes and Commanders Roster Sheet

ARMY NAME
PLAYER NAME

NAME CELEDON KEARNEY								CLASS/LEVEL MU8/T19			NAME EMLYN THE GRAY								CLASS/LEVEL MU 15		
COMMAND RANK		S 11	I 18	W 12	D 18	Co 12	Ch 16	MR% --	COMMAND RANK		S 9	I 18	W 12	D 16	Co 10	Ch 12	MR% --				
AC 1	CB +1	RACE ½E		PPD 9	P/P 8	RSW 6	BW 11	Sp 7	AC 0	CB 0	RACE Human		PPD 11	P/P 9	RSW 7	BW 11	Sp 8				
HD 15	CR 15½	WEAPON/DAMAGE/# AT Longsword +1, Luck Blade (2 wishes) Backstab quint. dmg.							HD 15	CR 13	WEAPON/DAMAGE/# AT Dagger +1 Staff of the Magi (20 charges)										
hp 40	MV 12"								hp 26	MV 12"											
THACO 12	AR 27	THACO/AR Modifiers -3 DEX, -1 sword							THACO 16	AR 31	THACO/AR Modifiers -1 dagger, -1 DEX										
SPECIAL ABILITIES and LIMITATIONS AL CG All Thief and Half-Elf SA from PH. Wears Ring of Protection +3. THIEF SKILLS: PP 155%, OL 99%, F/RT 99%, MS 99%, HS 99%, HN 50%, CW 99.9%, RL 80%. SPELLS: 4 1st, 3 2nd, 3 3rd, 2 4th level.									SPECIAL ABILITIES and LIMITATIONS AL LG Wears Bracers of Defense AC 2 and carries Figurine of Wondrous Power (Serpentine Owl). SPELLS: 5 1st, 5 2nd, 5 3rd, 5 4th, 5 5th, 2 6th, 1 7th level.												

NAME KANE								CLASS/LEVEL Monk 16			NAME								CLASS/LEVEL		
COMMAND RANK		S 15	I 15	W 15	D 17	Co 14	Ch 8	MR% --	COMMAND RANK		S	I	W	D	Co	Ch	MR%				
AC -2	CB 0	RACE Human		PPD 10	P/P 9	RSW 8	BW 13	Sp 9	AC	CB	RACE		PPD	P/P	RSW	BW	Sp				
HD 16	CR 12	WEAPON/DAMAGE/# AT Open Hand, #AT 4, Dmg 5d6. Jo Stick							HD	CR	WEAPON/DAMAGE/# AT										
hp 40	MV 30								hp	MV											
THACO 10	AR 25	THACO/AR Modifiers -2 missile							THACO	AR	THACO/AR Modifiers										
SPECIAL ABILITIES and LIMITATIONS AL LG All Monk SA (A-K) from PH. 4% chance of being surprised. Has Carpet of Flying (smallest size). THIEF SKILLS: OL 99%, F/RT 95%, MS 99%, HS 99%, HN 50%, CW 99.6%.									SPECIAL ABILITIES and LIMITATIONS												

SPELL BOOK:

1st level: *charm person, comprehend languages, detect magic, feather fall, friends, identify, magic missile, message, protection from evil, push, read magic, shield, shocking grasp, sleep, unseen servant*

2nd level: *audible glamer, continual light, darkness 15' radius, ESP, forget, invisibility, knock, levitate, magic mouth, mirror image, pyrotechnics, ray of enfeeblement, scare, stinking cloud, strength*

3rd level: *blink, clairsentience, clairvoyance, dispel magic, fireball, fly, haste, lightning bolt, monster summoning I, phantasmal force, slow, suggestion*

4th level: *charm monster, dig, fear, fire trap, hallucinatory terrain, massmorph, monster summoning II, polymorph other, wall of ice, wizard eye*

5th level: *Bigby's interposing hand, cloudkill, conjure elemental, hold monster, magic jar, monster summoning III, transmute rock to mud, wall of stone*

6th level: *Bigby's forceful hand, control weather, death spell, guards and wards, invisible stalker, monster summoning IV*

7th level: *mass invisibility, power word stun, reverse gravity*

LANGUAGES: Common, Lawful Good, Elf, Dwarf, Half-ling, Gold Dragon, Centaur, Ki-rin

HISTORY:

Emlyn the Gray is 60 years old, gaunt, with white hair and long white beard, and quite feeble in appearance. An adventurer for many years, Emlyn was obsessed with adding spells to his spell books. As he grew older, he retired from adventuring, and for many years taught magic in a centaur academy while studying to be a sage. He learned the languages of the gold dragon and the ki-rin to add to his store of magical lore. But the war with Vaasa destroyed his school, and he was forced to flee south. Now he is again a wandering adventurer, but he is tired and wants to settle down. He does not look like a survivor, but he is actually very tough. He tends toward absent-mindedness and is often pedantic.

LANGUAGES: Common, Neutral Good, Elf, Gnome, Half-ling, Goblin, Hobgoblin, Orcish, Gnoll, Thieves' Cant

SPELL BOOK:

1st level: *charm person, dancing lights, feather fall, friends, jump, light, magic missile, read magic, spider climb*

2nd level: *audible glamer, darkness 15' radius, fools gold, knock, levitate, mirror image, rope trick, wizard lock*

3rd level: *clairsentience, clairvoyance, dispel magic, feign death, fly, haste, phantasmal force*

4th level: *confusion, dimension door, fire charm, polymorph self, Rary's mnemonic enhancer, wizard eye*

HISTORY:

Young and good-looking, Celedon is a master thief and magician of great skill. He uses his skills for adventure and romance, and often pulls a caper for the sheer pleasure of it. He normally steals only from evil men, and often gives away all he has if touched by the right story. Celedon is 65 years old, but appears 27. He is 5'9" tall and weighs 140 lbs.

LANGUAGES: Common, Lawful Good, Elf, Centaur, Orc

HISTORY:

As Master of Spring, Kane was the second-highest ranking monk in his order. Although he had long since acquired the experience needed to challenge the Grand Master of Blowers and take over leadership of the order, he refrained from doing so out of respect for his venerated master. Instead, Kane resigned from the leadership, and another Master of Spring was appointed to take his place. Kane took a vow of poverty and set out into the world.

Kane meditates at least four hours each day and practices his skills for another four. When he needs food or other items, he takes the most menial jobs he can find, preferably involving hard physical labor. This preserves his sense of connection with the world.

Kane is 60 years old, but looks 20 years younger. He is wiry, muscular, and very thin. He looks very ascetic, and dresses in rags.

Heroes and Commanders Roster Sheet

ARMY NAME

BLOODSTONE

PLAYER NAME

NAME BARON TRANTH								CLASS/LEVEL F7			NAME LADY CHRISTINE								CLASS/LEVEL D5		
COMMAND RANK		S	I	W	D	Co	Ch	MR%	COMMAND RANK		S	I	W	D	Co	Ch	MR%				
		15	13	14	12	14	15	--			10	12	13	14	11	17	--				
AC	CB	RACE		PPD	P/P	RSW	BW	SP	AC	CB	RACE		PPD	P/P	RSW	BW	Sp				
1	0	Human		10	11	12	12	13	8	+2	Human		9	12	13	15	14				
HD	CR	WEAPON/DAMAGE/# AT						HD	CR	WEAPON/DAMAGE/# AT											
7	11"	Longsword +1 (d8/d12) Heavy Crossbow (d6) #AT 3/2						5	11"	Dagger (d4) Sling (d4)											
hp	MV							hp	MV												
30	12"							18	12"												
THACO	AR	THACO/AR Modifiers						THACO	AR	THACO/AR Modifiers											
14	29	-1, sword						18	31												
SPECIAL ABILITIES and LIMITATIONS									SPECIAL ABILITIES and LIMITATIONS												
									Druid spells, 4 1st, 3 2nd, 2 3rd.												

NAME STEPHAN THE INNKEEPER								CLASS/LEVEL T3/F5			NAME								CLASS/LEVEL		
COMMAND RANK		S	I	W	D	Co	Ch	MR%	COMMAND RANK		S	I	W	D	Co	Ch	MR%				
		15	12	12	14	14	12	--													
AC	CB	RACE		PPD	P/P	RSW	BW	Sp	AC	CB	RACE		PPD	P/P	RSW	BW	Sp				
8	0	Human		11	12	13	12	13													
HD	CR	WEAPON/DAMAGE/# AT						HD	CR	WEAPON/DAMAGE/# AT											
5	8½"	Short sword (d6) Club (d6)																			
hp	MV							hp	MV												
19	12"																				
THACO	AR	THACO/AR Modifiers						THACO	AR	THACO/AR Modifiers											
16	31																				
SPECIAL ABILITIES and LIMITATIONS									SPECIAL ABILITIES and LIMITATIONS												

SPECIAL NOTE: The players may, at their option, divide the 36 figures in the Regular Brigade into up to 4 units. Fill in #FIG and CDR

Army Roster Sheet

ARMY BLOODSTONE

BRIGADE

Regular Brigade

PLAYER NAME

UNIT NAME 1st Bloodstone			UNIT TYPE Regular Infantry						UNIT NAME 2nd Bloodstone			UNIT TYPE Regular Infantry					
AC 7	#FIG	UNIT COMMANDER/DEPUTY							AC 7	#FIG	UNIT COMMANDER/DEPUTY						
HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS 1st lvl. human ftr.							HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS 1st lvl. human ftr.						
MV 12"	SIZE M	MR% n/a	PPD 14	P/P 15	RSW 16	BW 17	SP 17	MV 12"	SIZE M	MR% n/a	PPD 14	P/P 15	RSW 16	BW 17	SP 17		
AR 20	AR Modifiers							AR 20	AR Modifiers								
ML 12	ML Modifiers							ML 12	ML Modifiers								
DL 13	Wpn/Dmg ** Longsword (d8) or Spear (d6)							DL 13	Wpn/Dmg ** Longsword (d8) or Spear (d6)								
SPECIAL ABILITIES AND LIMITATIONS AL LG Each unit starts with only 1 weapons proficiency - sword or spear, players' choice.								SPECIAL ABILITIES AND LIMITATIONS AL LG Each unit starts with only 1 weapons proficiency - sword or spear, players' choice.									
UNIT NAME 3rd Bloodstone			UNIT TYPE Regular Infantry						UNIT NAME 4th Bloodstone			UNIT TYPE Regular Infantry					
AC 7	#FIG	UNIT COMMANDER/DEPUTY							AC 7	#FIG	UNIT COMMANDER/DEPUTY						
HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS 1st lvl. human ftr.							HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS 1st lvl. human ftr.						
MV 12"	SIZE M	MR% n/a	PPD 14	P/P 15	RSW 16	BW 17	SP 17	MV 12"	SIZE M	MR% n/a	PPD 14	P/P 15	RSW 16	BW 17	SP 17		
AR 20	AR Modifiers							AR 20	AR Modifiers								
ML 12	ML Modifiers							ML 12	ML Modifiers								
DL 13	Wpn/Dmg ** Longsword (d8) or Spear (d6)							DL 13	Wpn/Dmg ** Longsword (d8) or Spear (d6)								
SPECIAL ABILITIES AND LIMITATIONS AL LG Each unit starts with only 1 weapons proficiency - sword or spear, players' choice.								SPECIAL ABILITIES AND LIMITATIONS AL LG Each unit starts with only 1 weapons proficiency - sword or spear, players' choice.									

SPECIAL NOTE: The players may, at their option, divide the 48 figures in the Militia into up to 3 units. Fill in #FIG and CDR for each unit activated.

Army Roster Sheet

PLAYER NAME

ARMY BLOODSTONE
BRIGADE MILITIA BRIGADE

UNIT NAME Huntsmen			UNIT TYPE Skirmish						UNIT NAME 1st Militia			UNIT TYPE Mob (Regular)																			
AC 9	#FIG 16	UNIT COMMANDER/DEPUTY										AC 8	#FIG	UNIT COMMANDER/DEPUTY																	
HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS 1st lvl. human ftrs.										HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS 0 level humans																	
MV 12"	SIZE M	MR% n/a	PPD 14	P/P 15	RSW 16	BW 17	SP 17	MV 12"	SIZE M	MR% n/a	PPD 16	P/P 17	RSW 18	BW 20	SP 19																
AR 20	AR Modifiers -3 with bow										AR 21	AR Modifiers																			
ML 11	ML Modifiers										ML 10	ML Modifiers																			
DL 10	Wpn/Dmg Longbow (d6) or dagger (2d4)										DL 10	Wpn/Dmg Spear (d6)																			
SPECIAL ABILITIES AND LIMITATIONS AL LG Longbow range 7"/14"/21" Dagger throwing range 1"/2"/3"																SPECIAL ABILITIES AND LIMITATIONS AL LG. Unit starts as Mob, can be trained to become regular. AR, ML, DL, and weapons prof. can be improved.															
UNIT NAME 2nd Militia			UNIT TYPE Mob (Regular)						UNIT NAME 3rd Militia			UNIT TYPE Mob (Regular)																			
AC 8	#FIG	UNIT COMMANDER/DEPUTY										AC 8	#FIG	UNIT COMMANDER/DEPUTY																	
HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS 0 level humans										HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS 0 level humans																	
MV 12"	SIZE M	MR% n/a	PPD 16	P/P 17	RSW 18	BW 20	SP 19	MV 12"	SIZE M	MR% n/a	PPD 16	P/P 17	RSW 18	BW 20	SP 19																
AR 21	AR Modifiers										AR 21	AR Modifiers																			
ML 10	ML Modifiers										ML 10	ML Modifiers																			
DL 10	Wpn/Dmg Spear (d6)										DL 10	Wpn/Dmg Spear (d6)																			
SPECIAL ABILITIES AND LIMITATIONS As 1st Militia																SPECIAL ABILITIES AND LIMITATIONS As 1st Militia															

Army Roster Sheet

ARMY
BLOODSTONE

BRIGADE
ALLIED BRIGADE

PLAYER NAME

UNIT NAME Centaur Legion			UNIT TYPE Regular Cavalry						UNIT NAME Dwarven Axe Foot			UNIT TYPE Regular Infantry					
AC 5	#FIG 16	UNIT COMMANDER/DEPUTY Charvon - CR 12"							AC 4	#FIG 12	UNIT COMMANDER/DEPUTY Everest - CR 12"						
HD/fig 40	RATIO 10:1	LEVEL/RACE/CLASS Centaur							HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS 1st lvl. Dwarf fighter						
MV 18"	SIZE L	MR% n/a	PPD 13	P/P 14	RSW 15	BW 16	SP 16	MV 6"	SIZE S (M)*	MR% n/a	PPD 13	P/P 14	RSW 15	BW 16	SP 16		
AR 15	AR Modifiers							AR 20	AR Modifiers -1 vs. goblins, orcs, hobg.								
ML 13	ML Modifiers							ML 14	ML Modifiers								
DL 12	Wpn/Dmg Clubs (d8/d6) or hooves (2d6)							DL 15	Wpn/Dmg Battle axe (d8)								
SPECIAL ABILITIES AND LIMITATIONS AL CG Can carry halflings into combat with no MV penalty.								SPECIAL ABILITIES AND LIMITATIONS -4 to AC vs. ogres, trolls, giants AL LG *Eff. size M (see 2.3) Hate orcs, half-orcs, goblins, hobgoblins.									
UNIT NAME Halfling Bowmen			UNIT TYPE Regular Archers						UNIT NAME 1st Mercenaries			UNIT TYPE Regular Human					
AC 7	#FIG 12	UNIT COMMANDER/DEPUTY Fredegast - CR 9"							AC 7	#FIG 12*	UNIT COMMANDER/DEPUTY (Any PC)						
HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS 1st lvl. Halfling ftrs							HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS 1st lvl. Human fighter						
MV 9"	SIZE S	MR% n/a	PPD 13	P/P 14	RSW 15	BW 16	SP 16	MV 12'	SIZE M	MR% n/a	PPD 14	P/P 15	RSW 16	BW 17	SP 17		
AR 20	AR Modifiers -3 with bow							AR 20	AR Modifiers								
ML 13	ML Modifiers							ML 12	ML Modifiers								
DL 14	Wpn/Dmg Short bow or short sword (d6)							DL 12	Wpn/Dmg Longsword (d8)								
SPECIAL ABILITIES AND LIMITATIONS AL LG. Bow range 5"/10"/15" Can ride in centaurs Can hide in vegetation at least 3" high, effectively invisible.								SPECIAL ABILITIES AND LIMITATIONS AL LN. These mercenaries appear only if recruited earlier by the PCs. Up to 12 figures can be recruited; adjust figure if lower									

How to Assemble 3-D ADVENTURE FOLD-UP™ Figures

TSR's ADVENTURE FOLD-UP™ figures are easy to assemble because they all use the same basic shapes. Once you know how to assemble these shapes, you can put together most figures without a lot of trouble. All you have to do is cut them apart, fold on the dotted lines, and glue them together.

Take your time and check each step carefully before proceeding with the next! Before actually using glue on any figure, fold it together to see if it works. If you've made a mistake, you'll have time to correct it. Otherwise, the piece will be ruined. When you glue pieces together, use the glue sparingly, or else you can gunk up a figure beyond repair.

tools you need

Old ball point pen	Ruler
White glue	Scissors
Paper clips	Modeling knife
Transparent tape	Clean worktable

score folds first

To make it easier to make straight folds along the dotted lines, you should use the following method.

Before cutting the figures apart, "score" all folds at the dotted lines. "Scoring" means to create a crease in

the paper. Use the old ball point pen (either one that no longer writes or one that uses black ink) and a ruler to make the crease.

Place the ruler along the edge of the fold, and then draw along the line with the old pen, pressing down hard to leave a crease in the paper.

Score folds before cutting the figures apart.

cut figures apart

Use a pair of sharp, small scissors for cutting. If you're experienced at model building, you can use a modeling knife—but be sure you know what you're doing! Only cut apart the pieces of one figure at a time so you won't lose any of them.

The pieces and the diagrams below are numbered for your convenience.

Be sure to only cut along the solid black outlines. The dotted lines are for folding.

fold the figures

The figures fold one of two ways: forward or backward. Backward folds are noted by a dashed line. Forward folds are noted by a dash and dotted line. Study the figure carefully before folding...some pieces fold both ways.

assemble the pieces

Each figure should be assembled in the order of the numbered pieces as noted in the diagrams below. Assemble piece #1 first, and then #2, and so forth.

glue the figures

Places on the figure that are to be glued are printed in a gray screen and lettered. Exceptions are noted where they occur.

To glue, apply the paste thinly and evenly all the way to the edges of the space to prevent loose corners. Paper clips are useful for holding a figure together until the paste dries. If corners do become unglued, a small piece of transparent tape can be used to hold them down.

Glue one side at a time and let it dry before gluing the other sides. This gives a more even shape.

symbols

Symbols are printed on the color sheets.

Cut	Fold Down
Fold Up	Glue Here

A. shops

There are four Shops in this set.

- 1, 4, 7, 10. Frame.**
- 2, 5, 8, 11. Roof.**
- 3, 6, 9, 12. Chimney.**
- 13. Water Trough.**

(This can be placed in front of any shop.)

- 14. Stone Fence.**
- 15. Wooden Fences.**

(These can be folded and added to the Shops, the Inn, or other buildings as desired. Or use them as square pens, self-supporting, if desired. See photographs.)

B. well

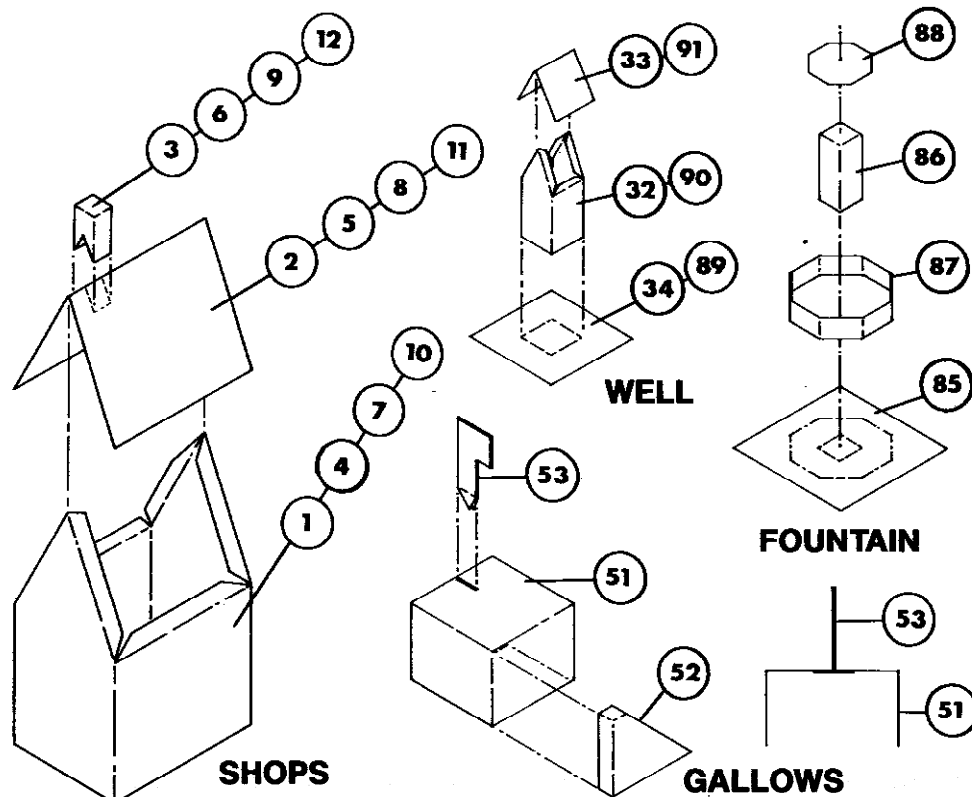
- 89. Well**
- 90. Well Roof**
- 91. Well Base**

C. gallows

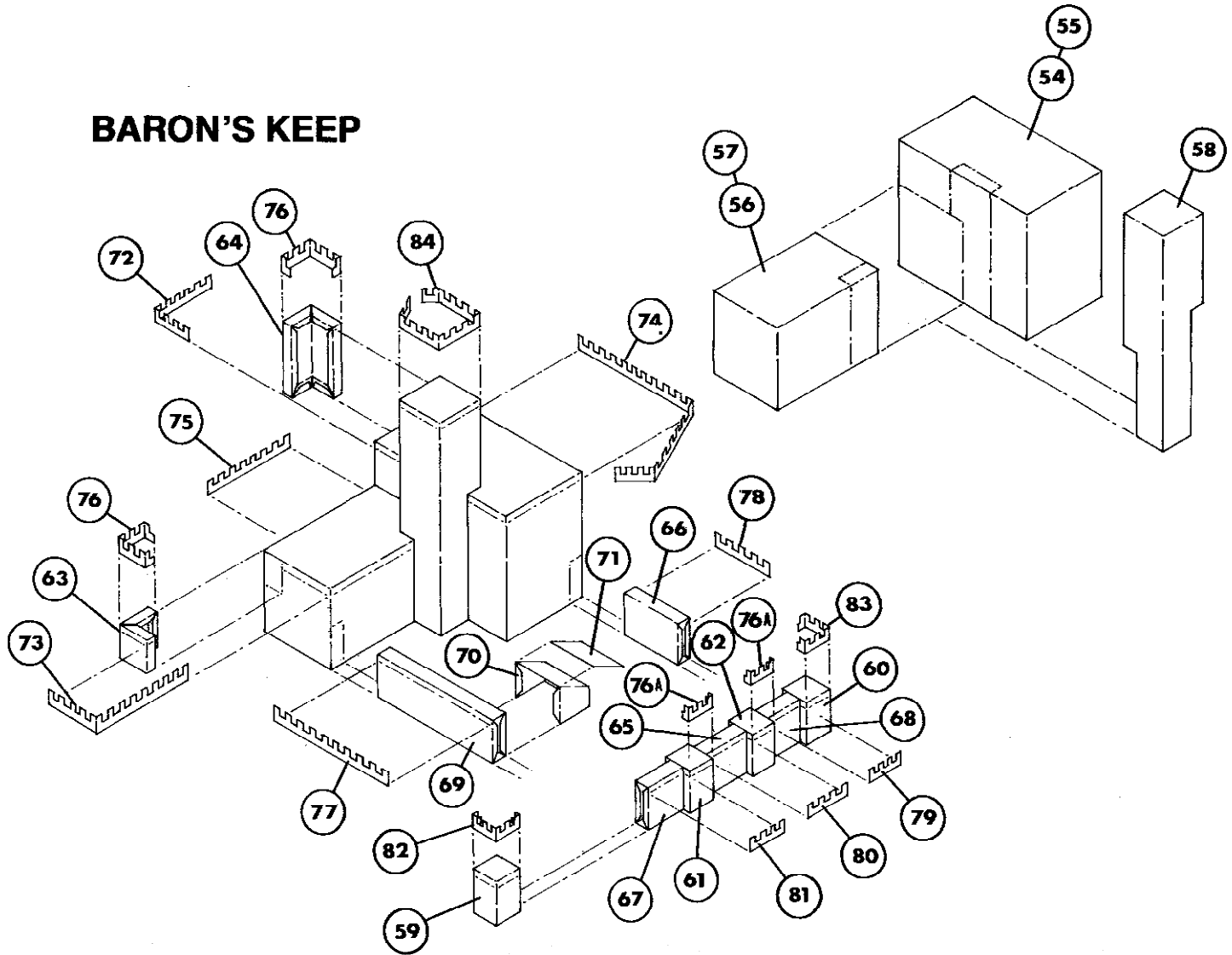
- 51. Base.**
- 52. Stairs.**
- 53. Gallows.**

D. fountain

- 85. Fountain Base.**
- 86. Fountain Pedestal.**
- 87. Fountain Wall.**
- 88. Fountain Basin.**



BARON'S KEEP



E. Baron's Keep

- 54, 55. Main Building.
- 56, 57. Family Residence.
- 58. Main Keep Tower.
- 59, 60. Corner Wall Towers.
- 61, 62. Central Wall Towers.
- 63, 64. Main Building Corner Towers.
- 65. Main Gate.
- 66. Wall Section A.
- 67. Wall Section B.
- 68. Wall Section C.
- 69. Wall Section D.

(These Wall Sections are not interchangeable.)

70. Stable.

71. Stable Roof.

(These are similar to Pieces 20 and 21.)

72. Main Building Crenelation A.

73. Family Residence Crenelation A.

74. Main Building Crenelation B.

75. Family Residence Crenelation B.

76. Main Building Corner Tower Crenelation. (2 identical pieces)

76A. Central Wall Tower Crenelation. (2 identical pieces)

77. Wall Section D Crenelation.

78. Wall Section A Crenelation.

79. Wall Section C Crenelation.

80. Main Gate Wall Crenelation.

81. Wall Section B Crenelation.

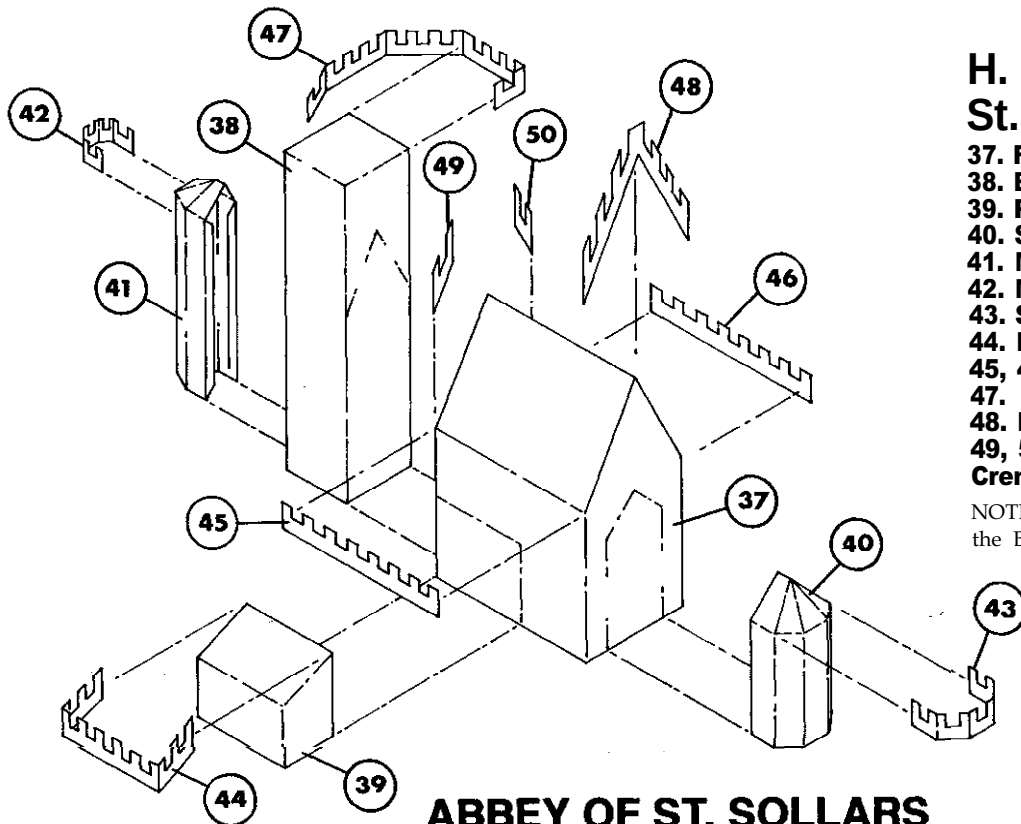
82, 83. Corner Wall Tower Crenelation.

84. Main Keep Tower Crenelation.

(The crenelations are not interchangeable except as noted. Apply the glue to the screened area on each assembled wall or tower section, then carefully fasten on the crenelation. For best effect, use a magic marker to color the backs of the crenelations so they blend in with the rest of the keep.)

F. peasant houses

The Peasant Houses are actually just fronts, like in a movie set. Cut them out along the heavy dark lines and fold them along the dotted lines. They can be paper-clipped or taped together to form rows, or they can stand alone. Score the folds one way to form houses, or score the other way to use the drawings on the other side: burned-out houses, trees, or stone. The burned-out houses can be used in case the village is burned in an attack, or can be used to simulate ruins. The trees can be used to add to a forest or to represent massmorphed troops. The stone walls can represent *walls of stone*, small bridges (turn the edges up to form railings and lay them with the house side down), or anything else your imagination can suggest.



H. Abbey of St. Sollars

- 37. First Story.
- 38. Bell Tower.
- 39. Parsonage.
- 40. Sanctuary.
- 41. Main Entrance.
- 42. Main Entrance Crenelation.
- 43. Sanctuary Crenelation.
- 44. Parsonage Crenelation.
- 45, 46. First Story Side Crenelation.
- 47. Bell Tower Crenelation.
- 48. Main Entrance Rear Crenelation.
- 49, 50. Main Entrance Front Crenelation.

NOTE: Pieces 61, 62, and 76A are part of the Baron's Keep.

ABBHEY OF ST. SOLLARS

G. Inn of the Clowns

16. Main Building.

NOTE: The area between Flaps B and C folds inward.

17. Middle Building.

18. End Building.

NOTE: The area between Flaps B and C folds inward, as in Piece 16.

19. Main Entrance.

20. Stable.

21. Stable Roof.

22. Main Building Roof.

23. End Building Roof.

24. Middle Building Roof.

25. Main Entrance Roof.

26, 27. Main Building Gable (Window).

28, 29. Main Building Gable Roof.

30. End Building Chimney.

31. Water Trough.

(See Piece 13.)

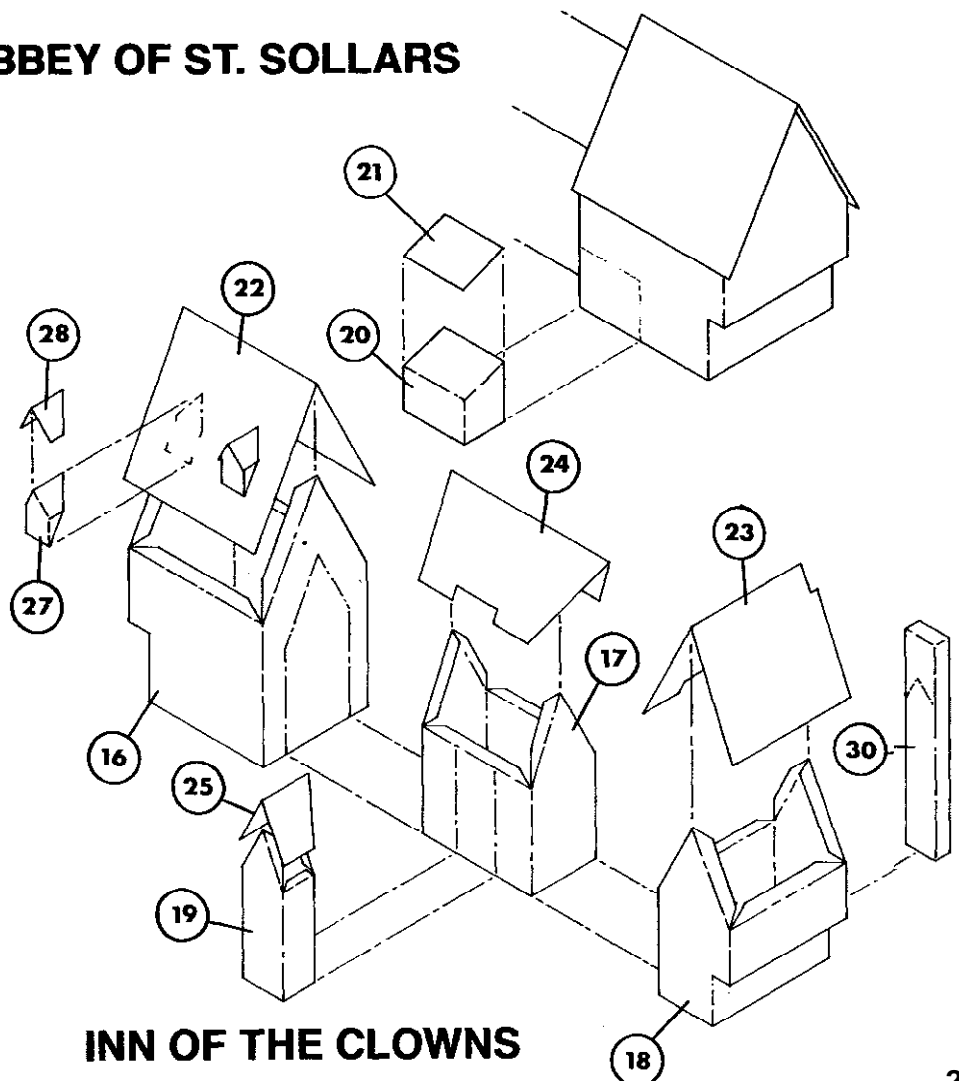
32. Well.

33. Well Roof.

34. Well Base.

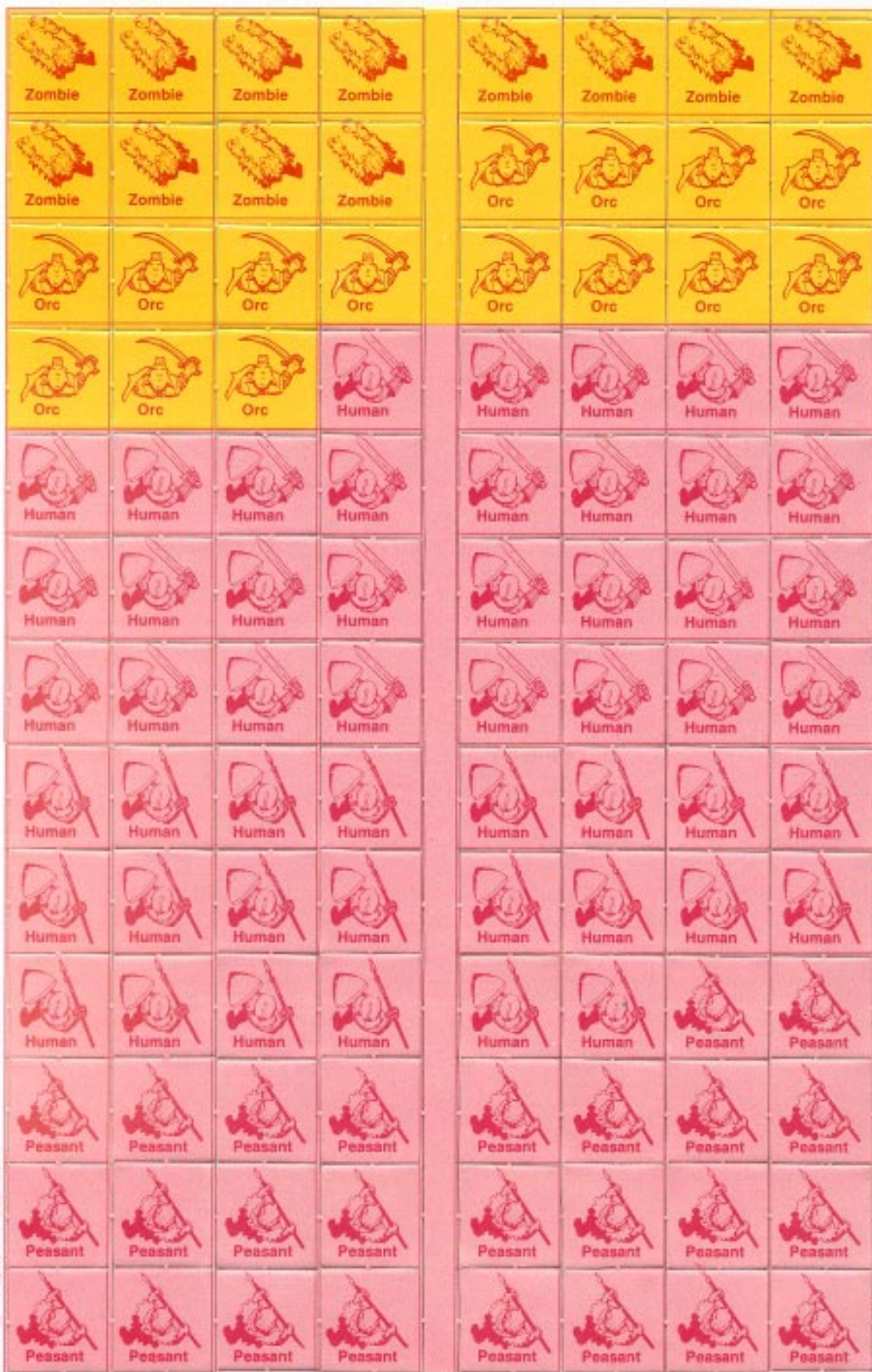
35. Town Gate.

36. Town Gate Crenelations.



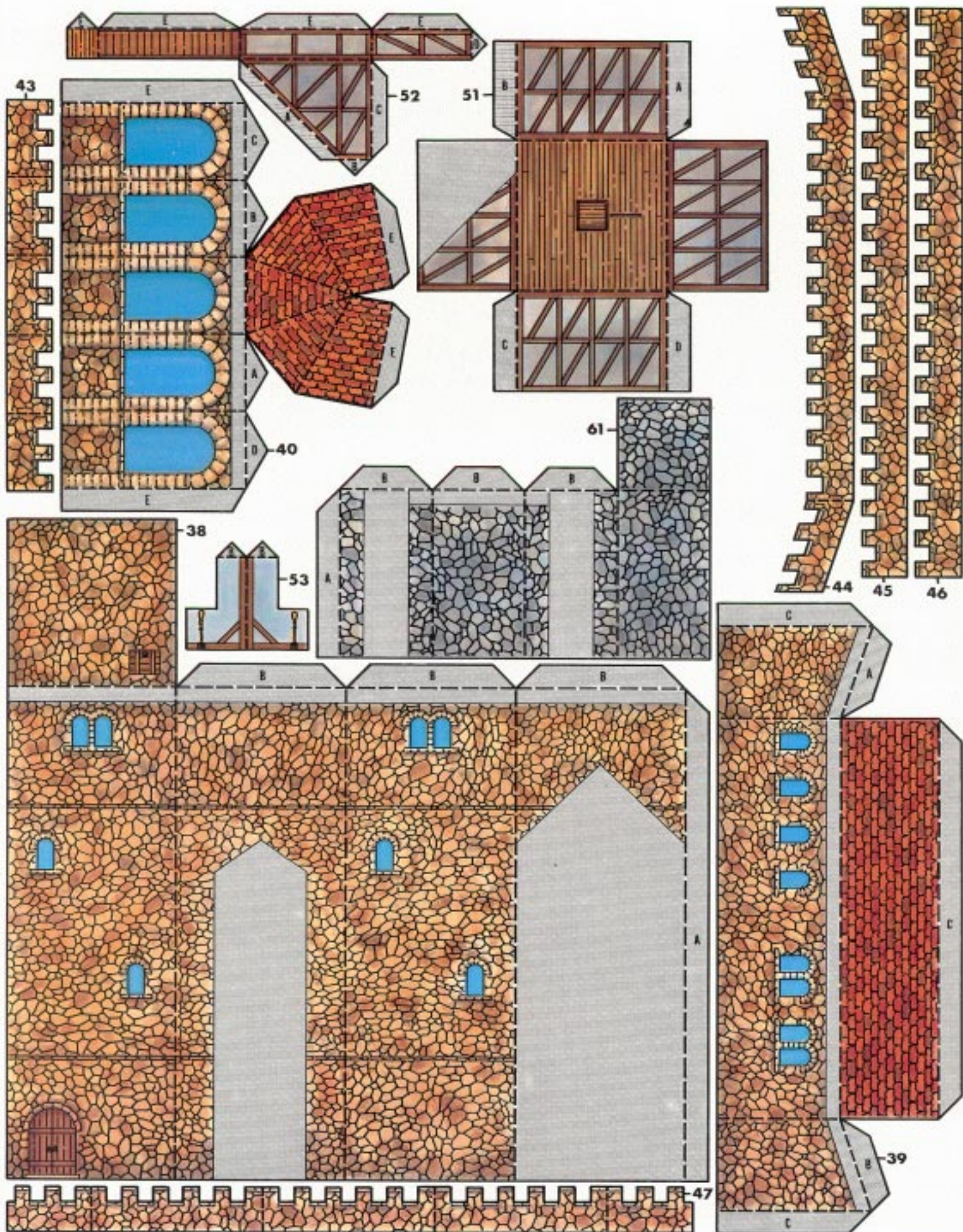
INN OF THE CLOWNS

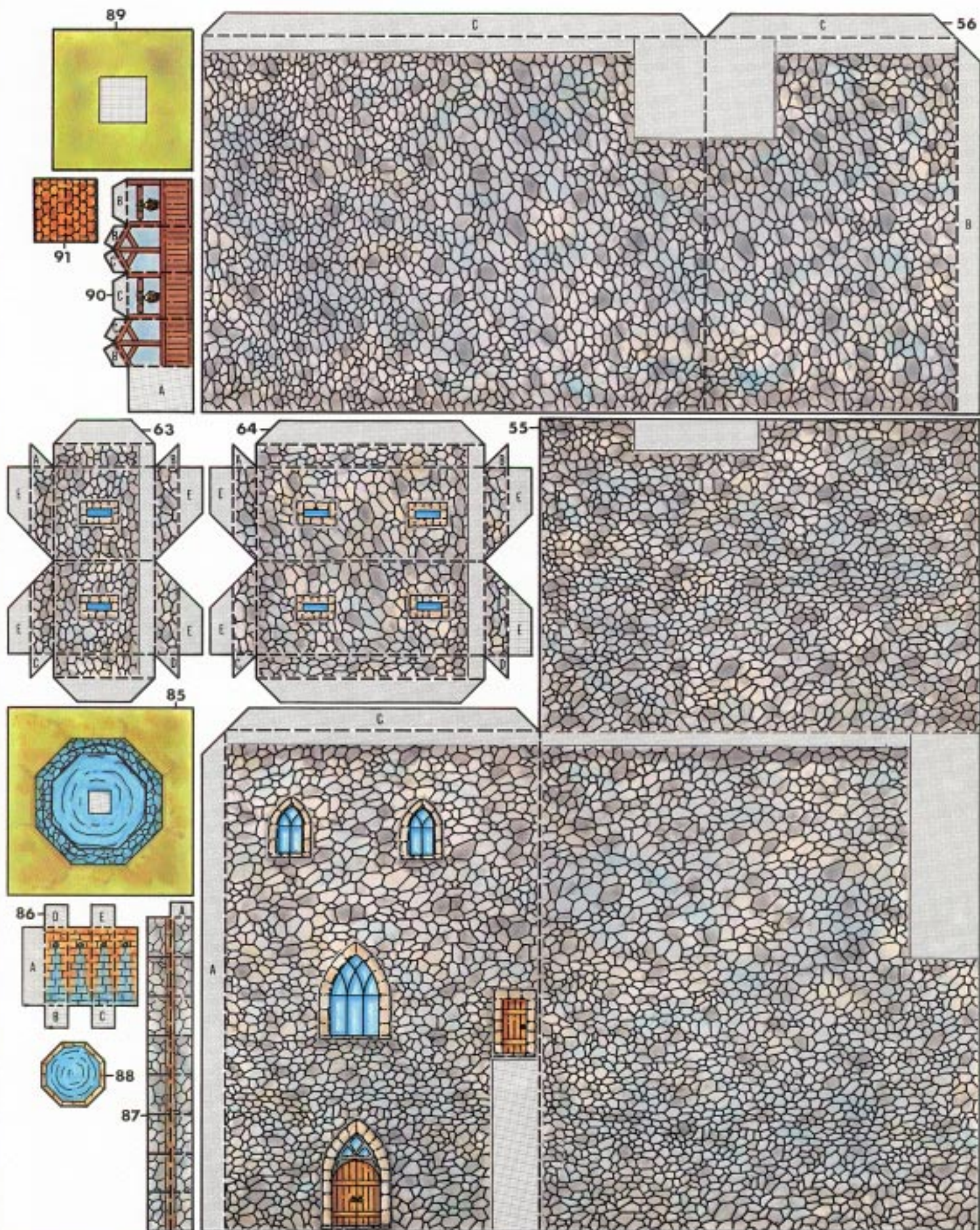
NOTE: Extra shutters are provided on the sheet for additional decoration for stores and houses.

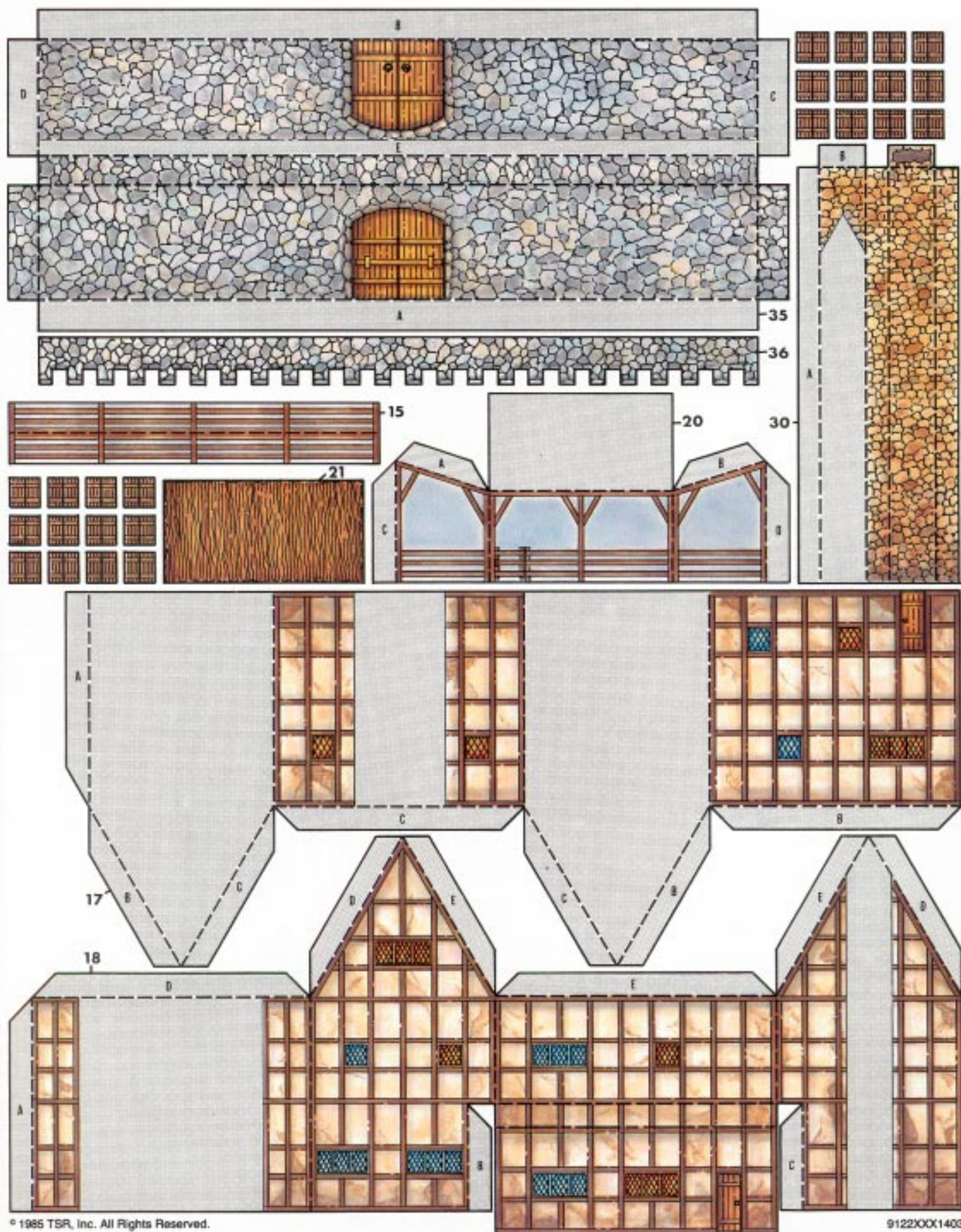


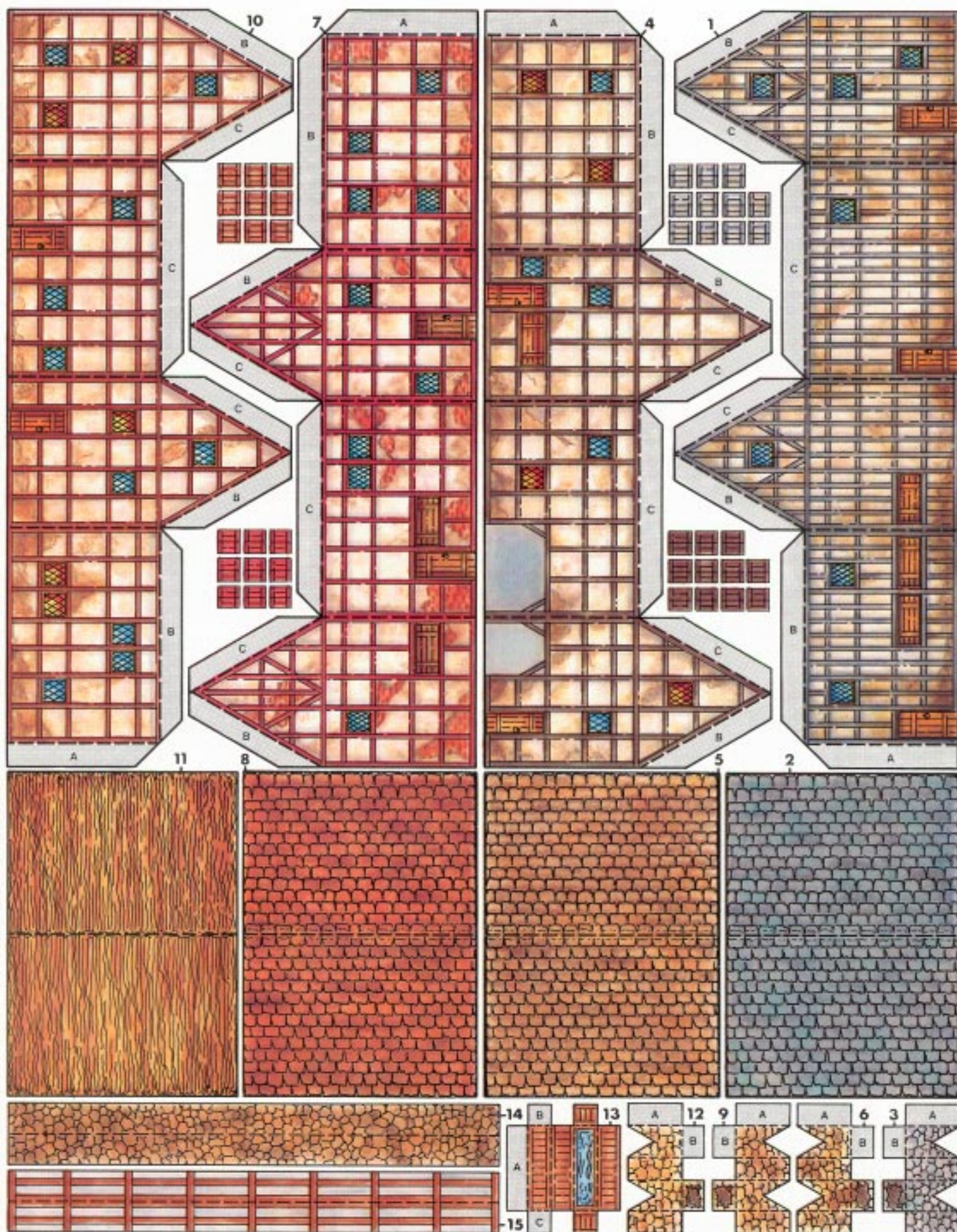
								
Wounded	Wounded	Wounded	Wounded		Wounded	Wounded	Wounded	Wounded
								

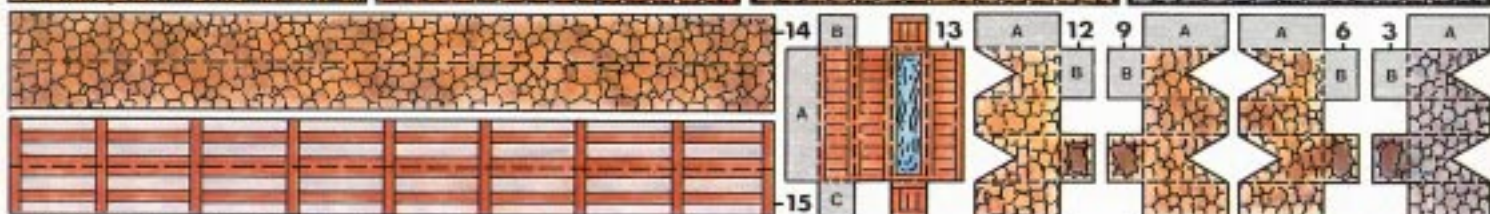
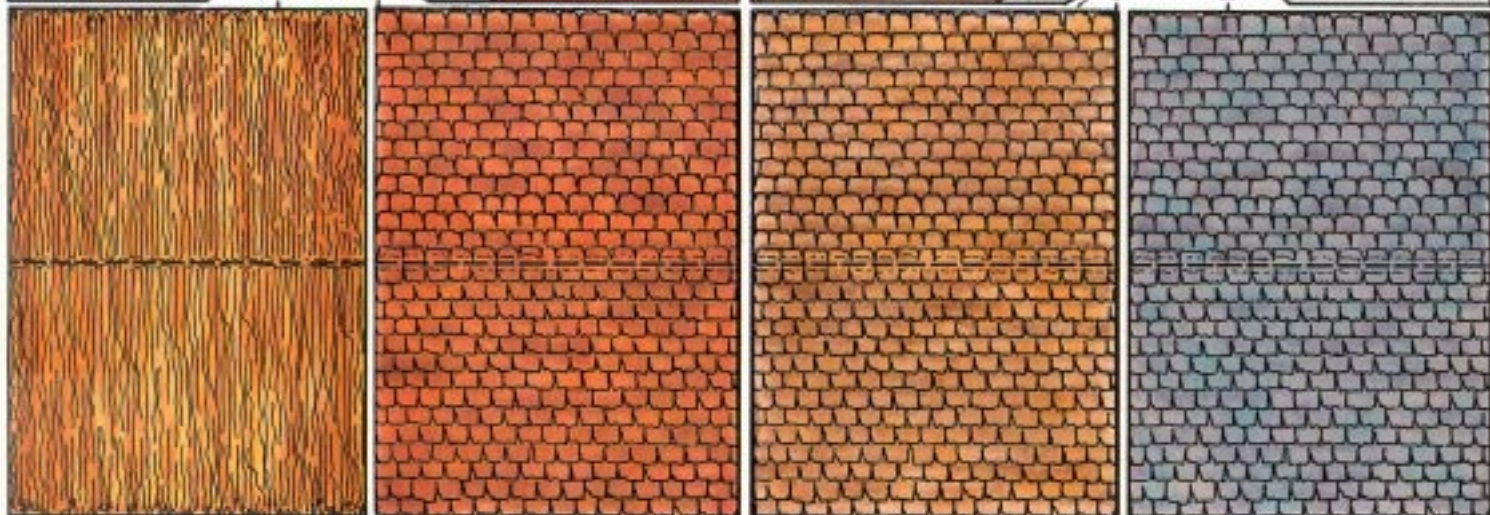
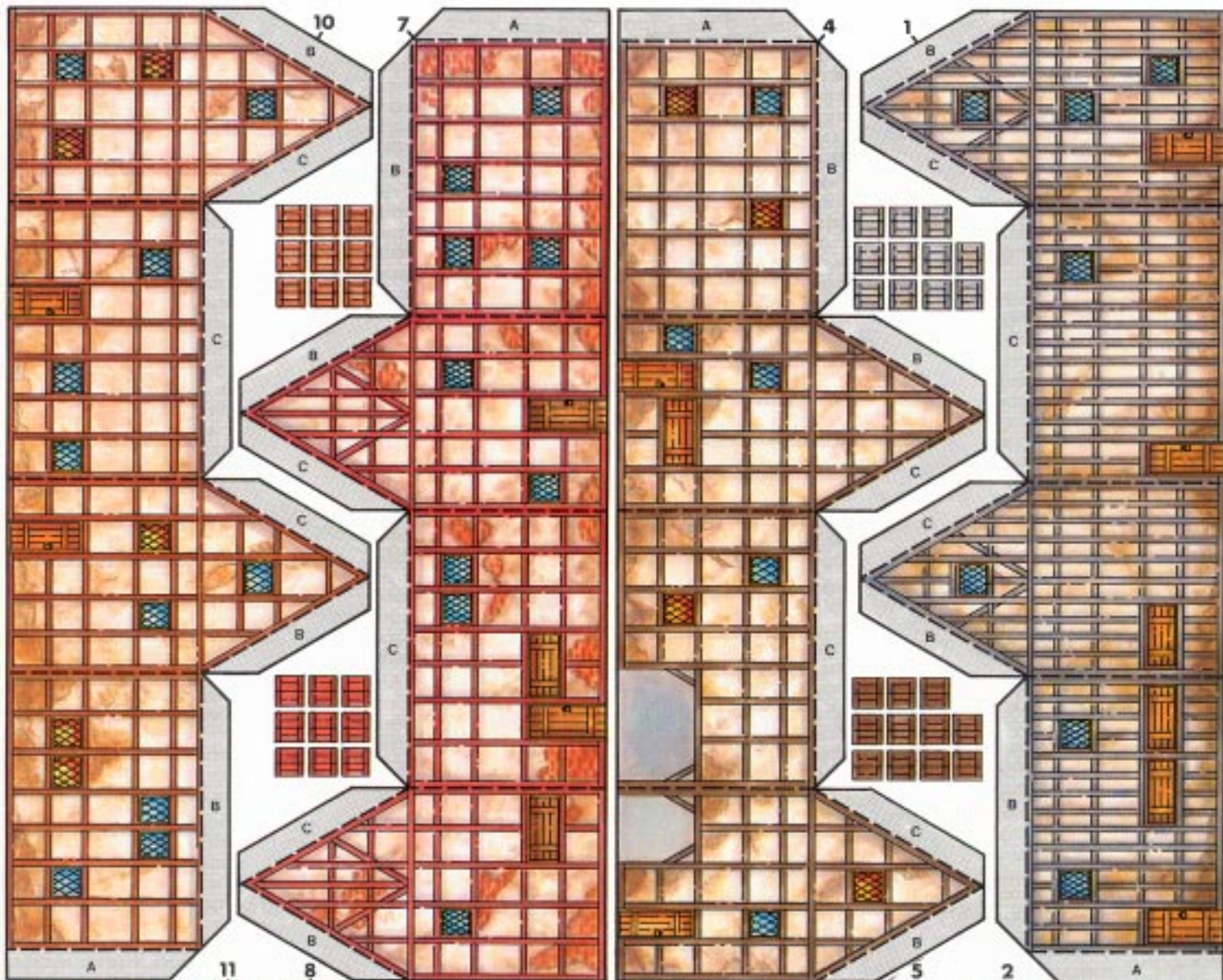


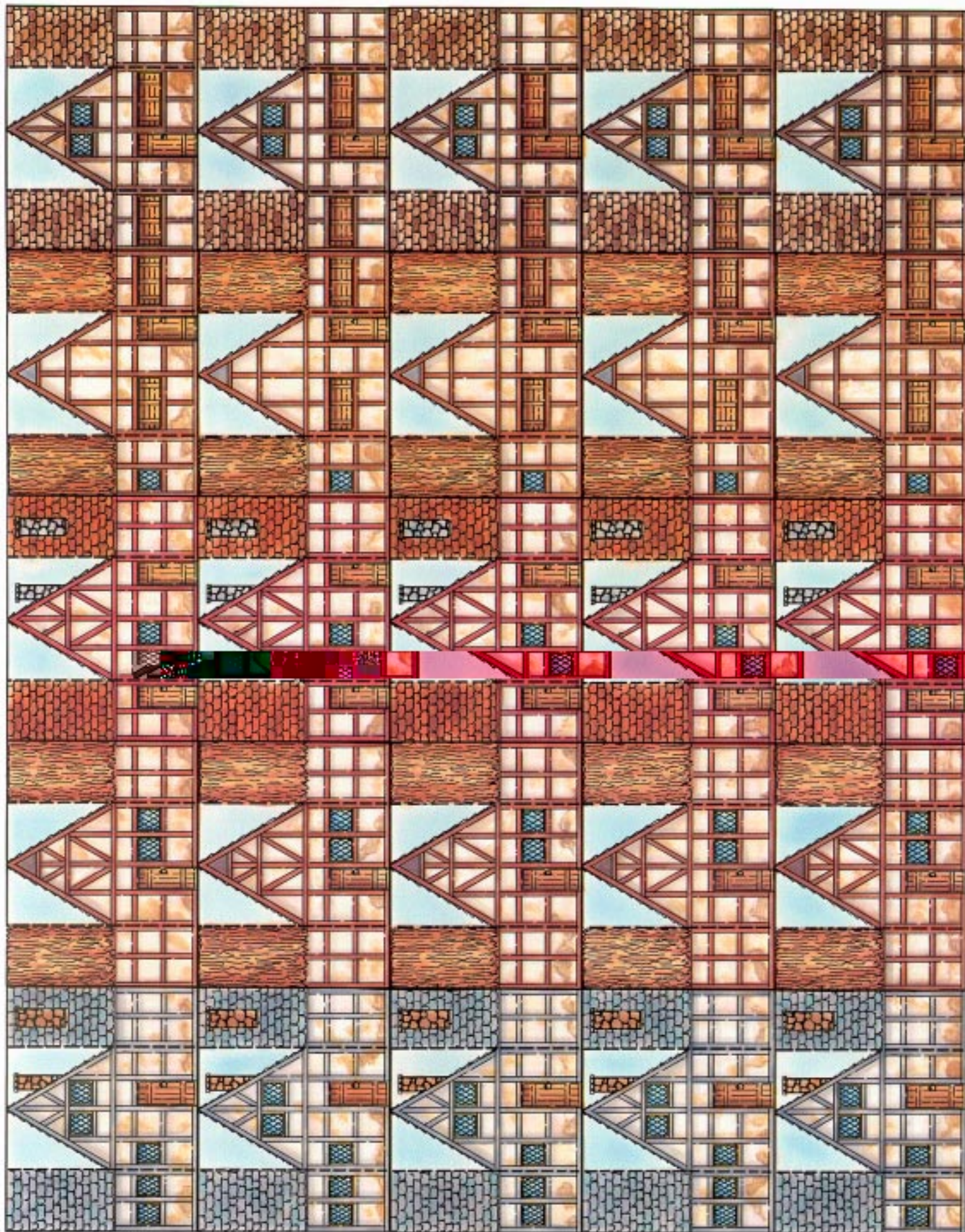


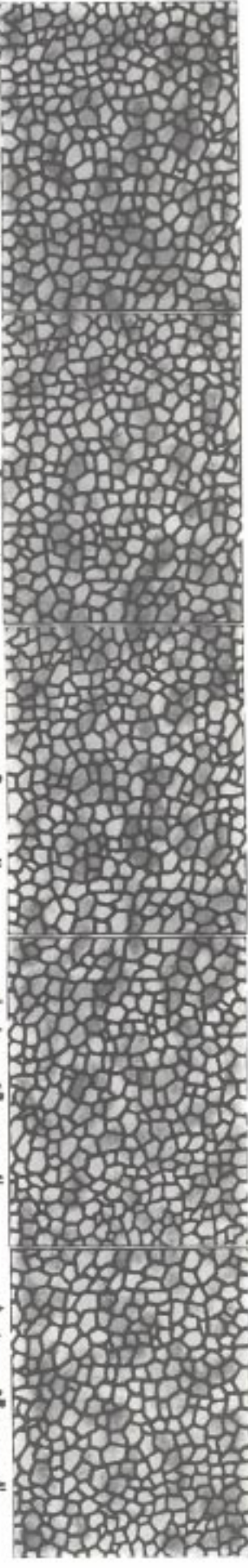


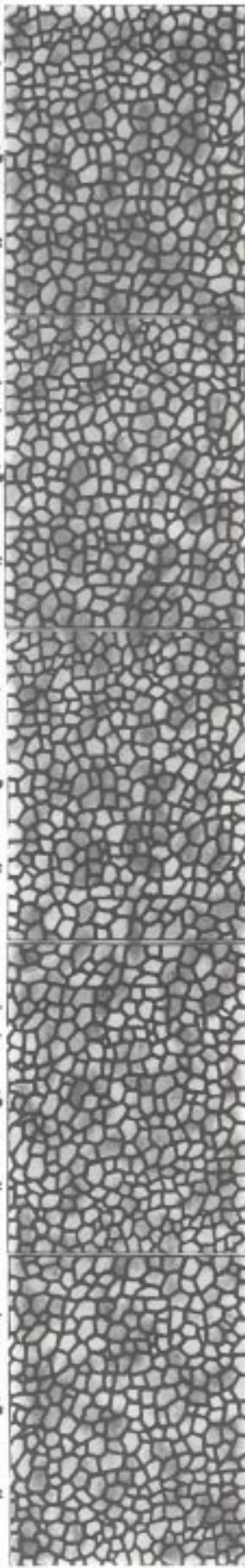
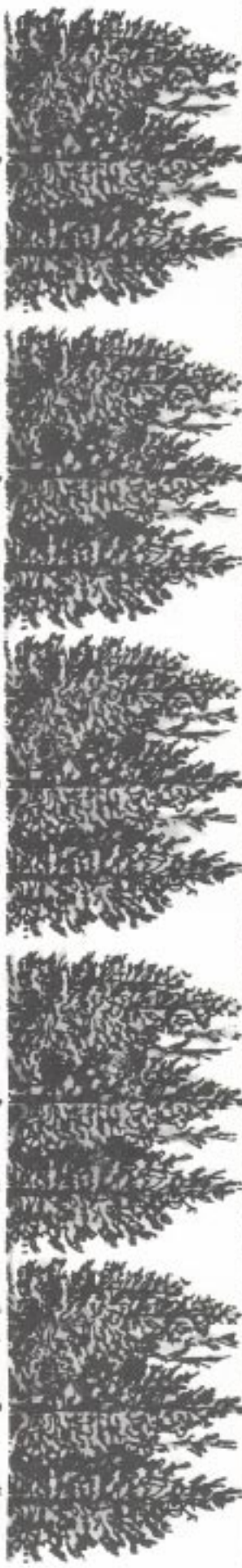
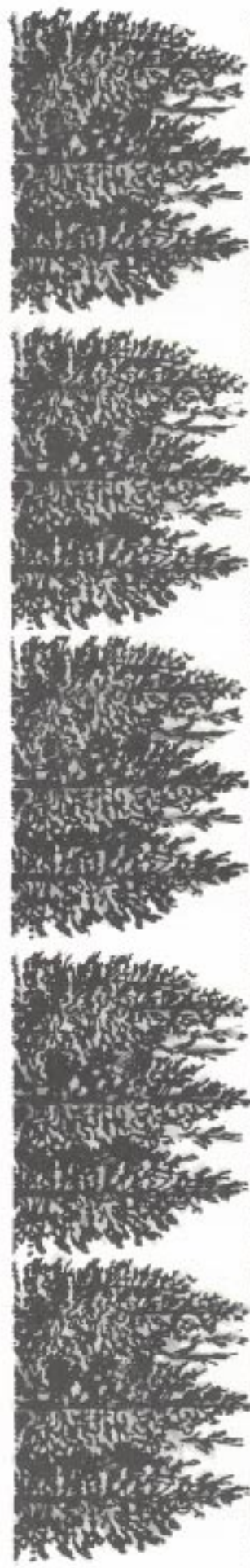


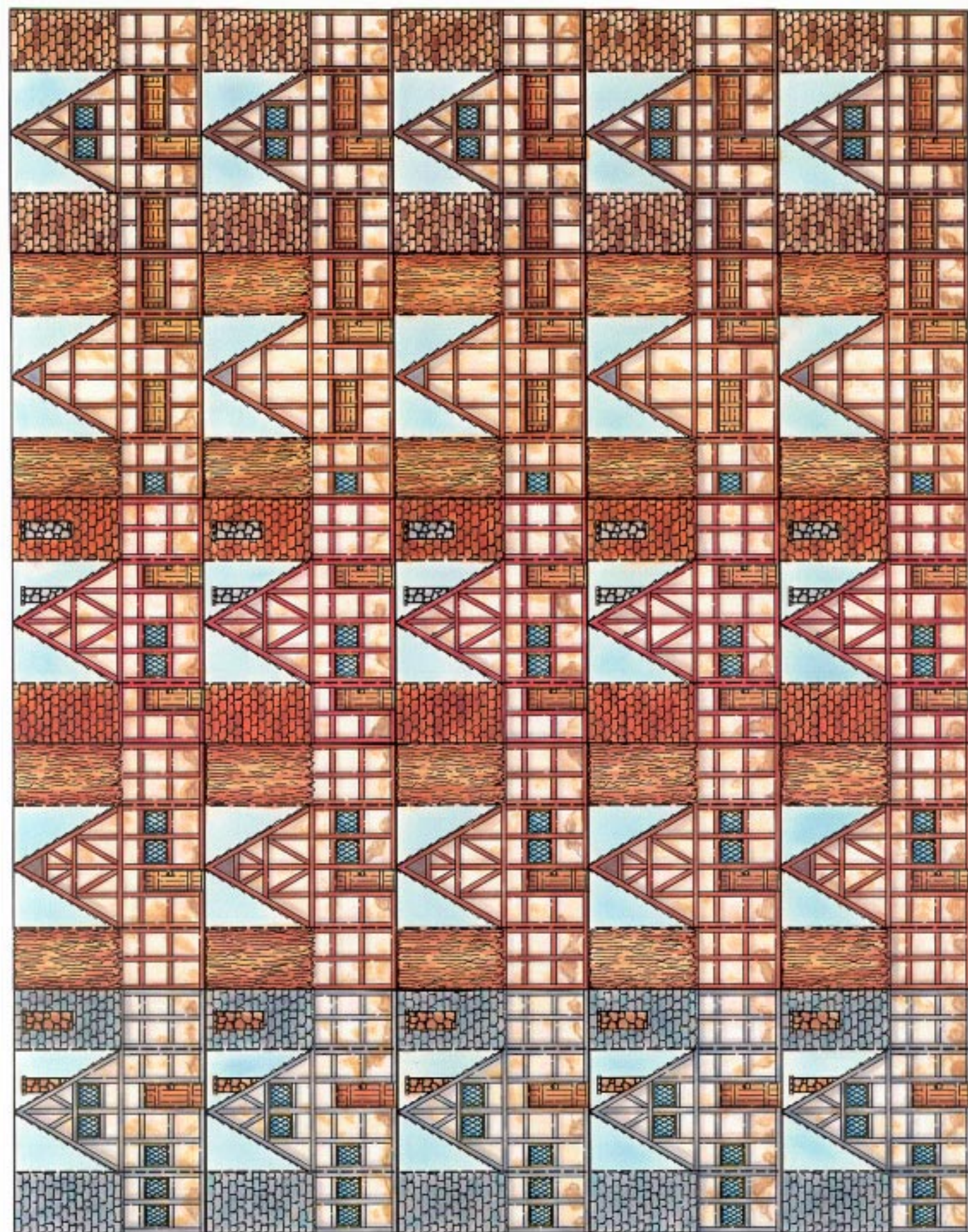










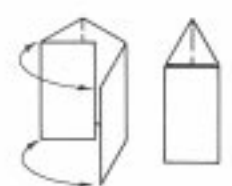






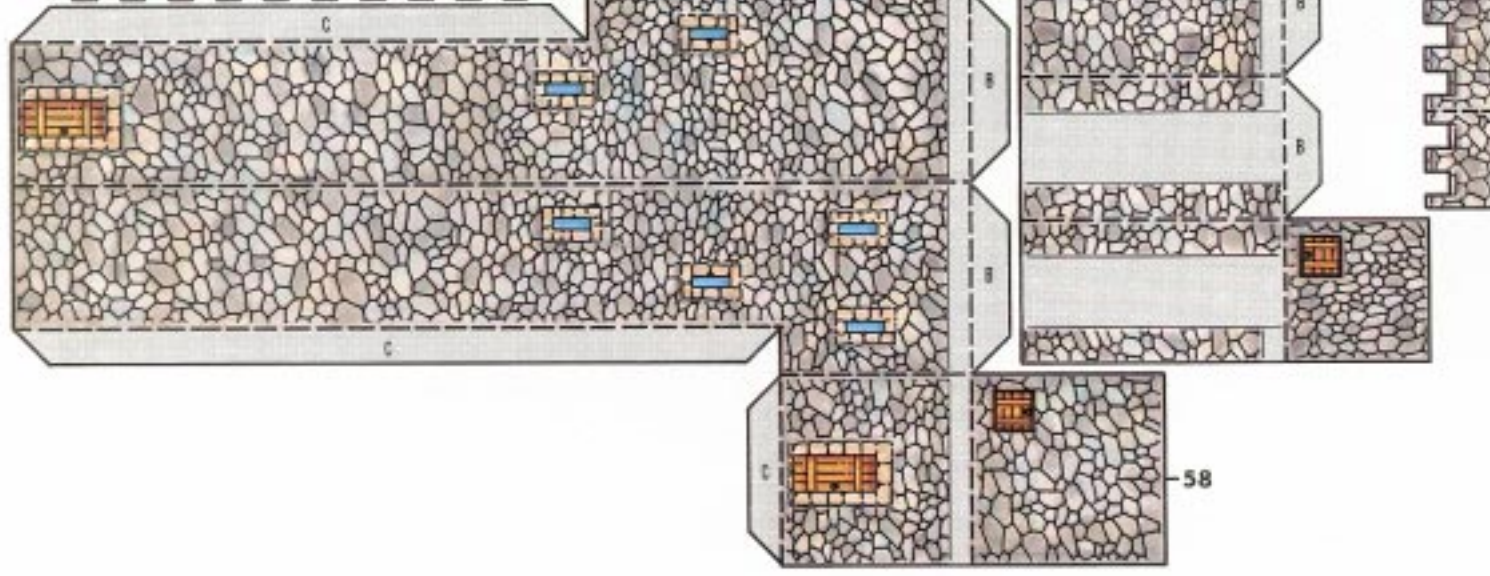
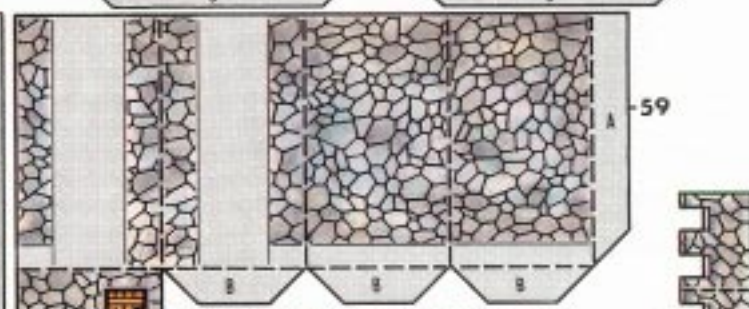
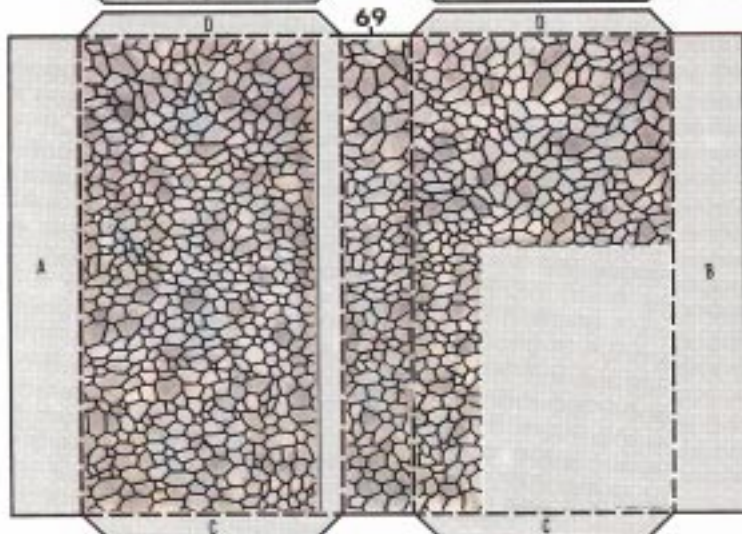
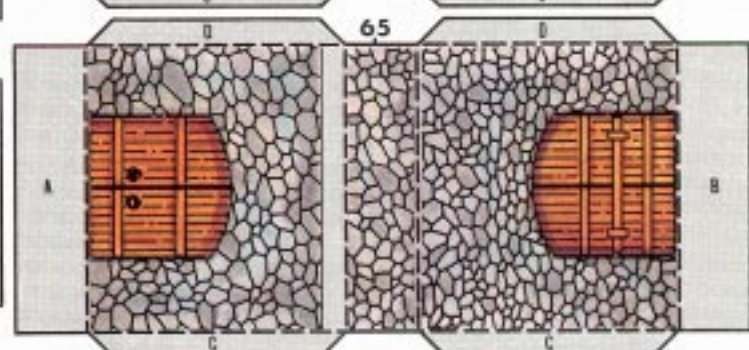
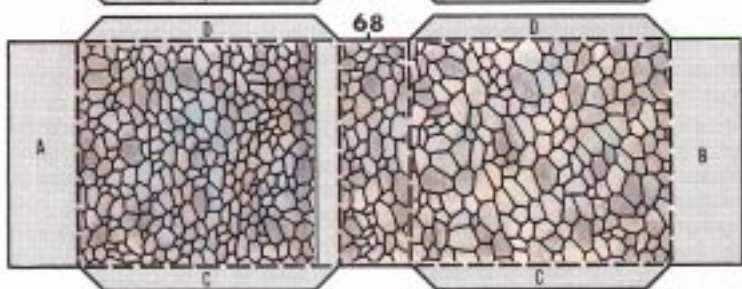
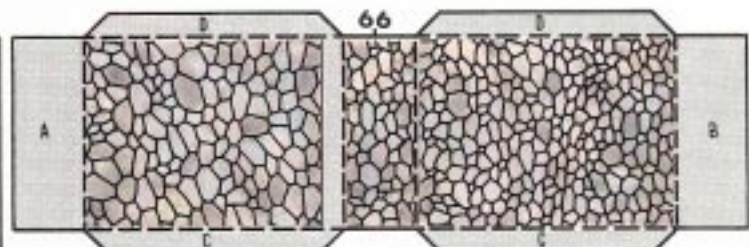
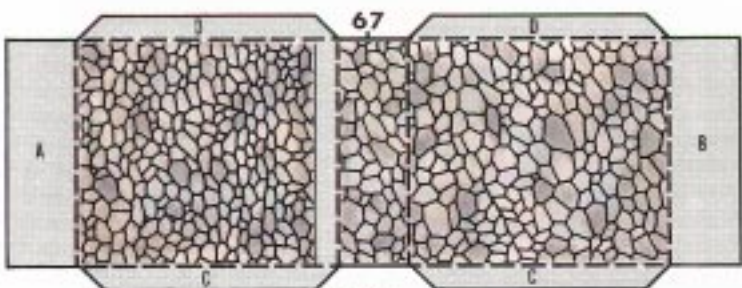
Peasant Girl
Apply glue to this panel.

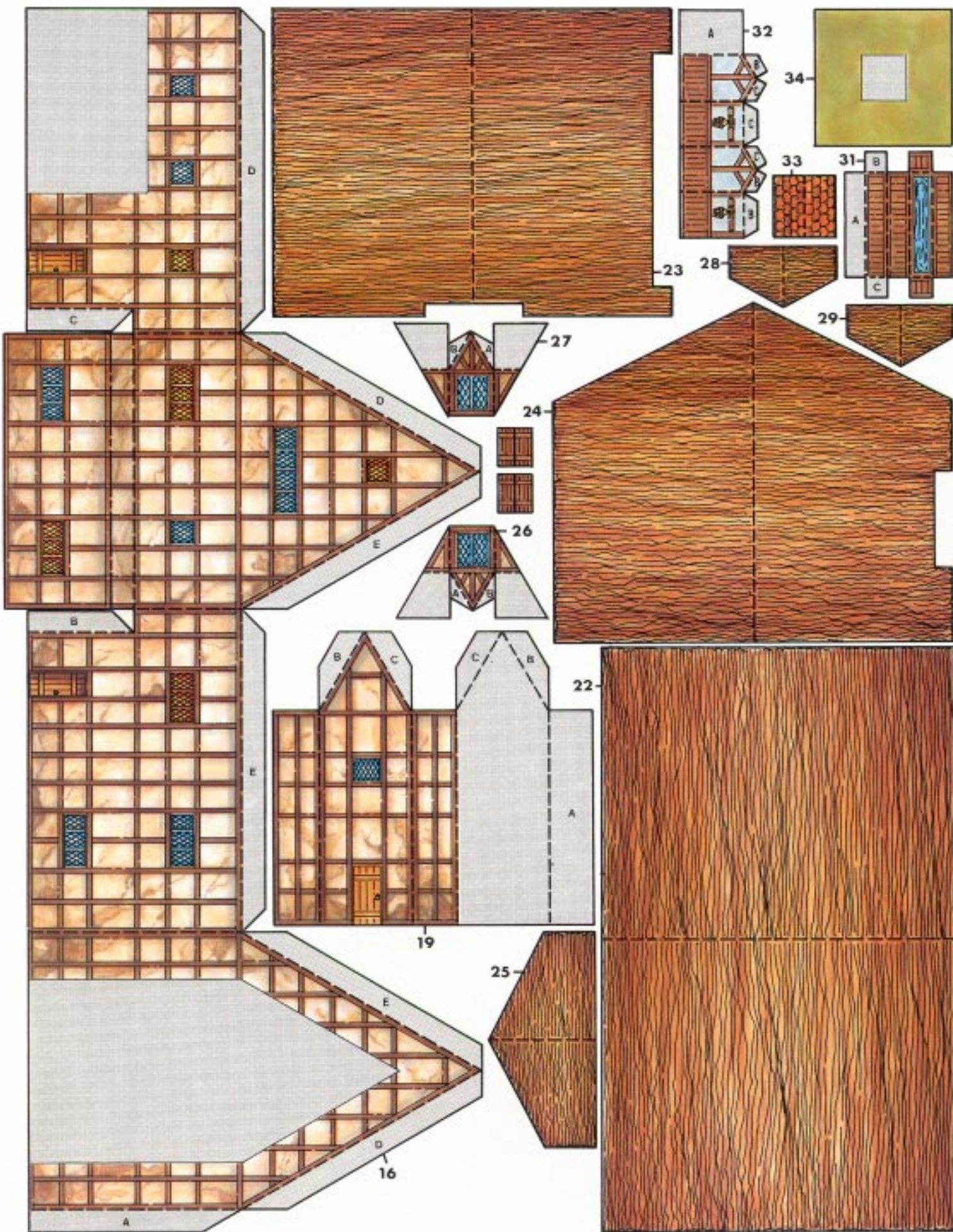
Forest-Friend
Apply glue to this panel.

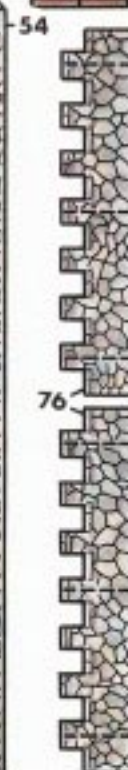
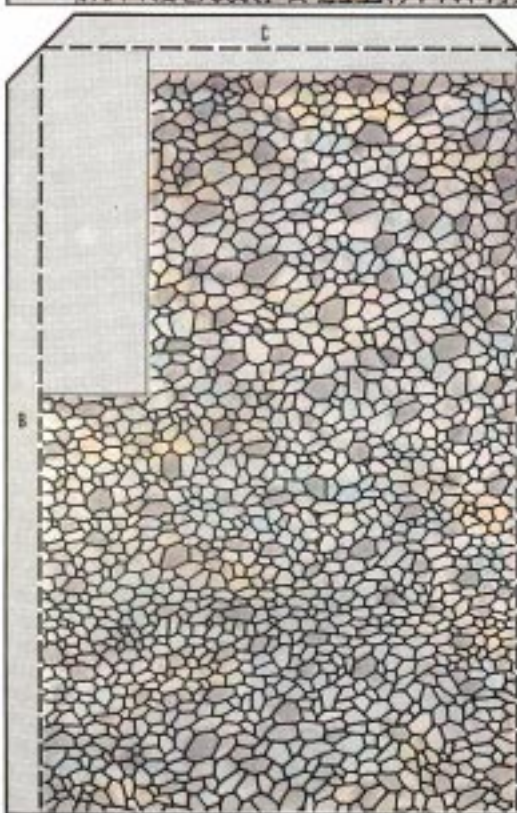
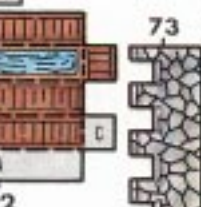
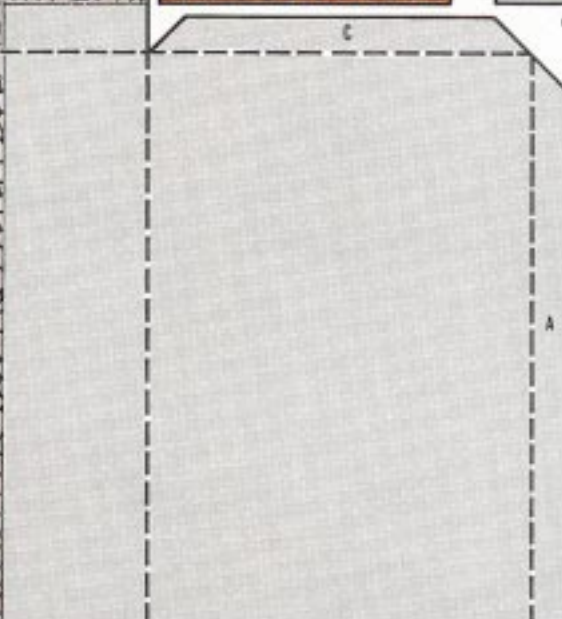
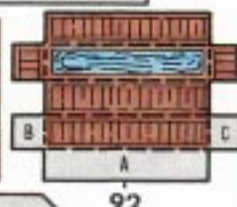
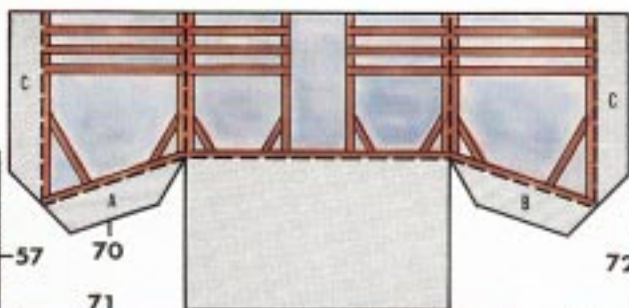


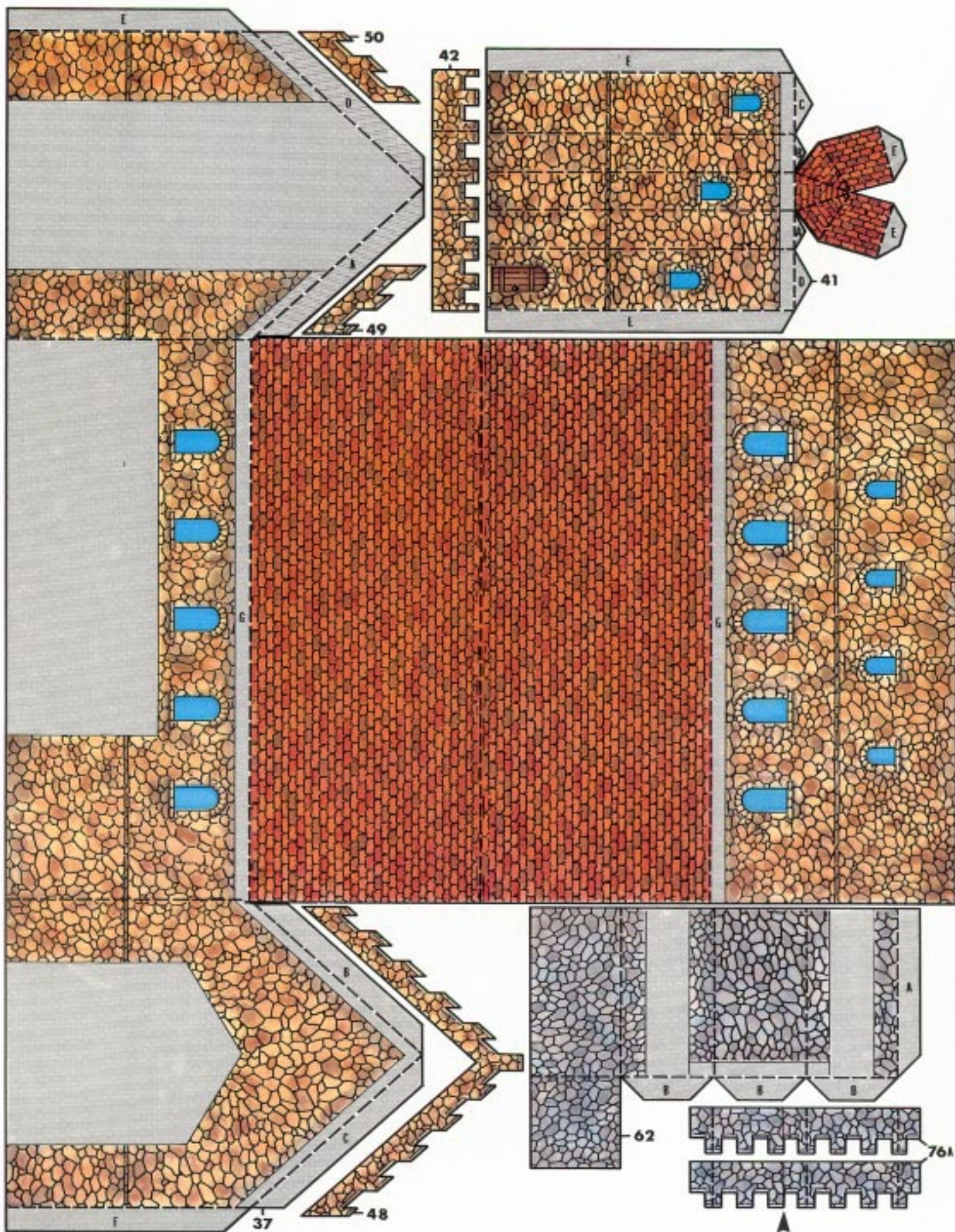
Cut out and fold along lines.

Assassin Apply glue to this panel.	Assassin Apply glue to this panel.	Assassin Apply glue to this panel.	Assassin Apply glue to this panel.	Emlyn the Gray Apply glue to this panel.	Baron Tranth Apply glue to this panel.
					
					
					
Gareth Dragonsbane Apply glue to this panel.	Riordan Parnell Apply glue to this panel.	Friar Dugald Apply glue to this panel.	Celedon Kearney Apply glue to this panel.	Villager Apply glue to this panel.	Villager Apply glue to this panel.
					
					
					
Lady Christine Apply glue to this panel.	Grandfather of Assassins Apply glue to this panel.	Archmage Knellict Apply glue to this panel.	Banak Apply glue to this panel.	Zarrick Apply glue to this panel.	Kane Apply glue to this panel.
					
					
					









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46363 09122
09122XXX9402
394-54856-6TSR1325
ISBN 0-88038-122-1

Stock No. 09122