

LA 5

FOR ADVANCED
D&D GAME

Adventure Module

EMBASSY TO THE PALE

BY LENARD LAKOFKA

AN ADVENTURE FOR CHARACTER LEVELS 4-6



Embassy to the Pale sends the heroes on a desperate, covert journey from Marner to Hintershiven to secure the Theocracy of the Pale's support before a looming barbarian-Ratik assault on the Bone March ignites a wider war. With Tenh courting the Supreme Prelate for a rival campaign and every road watched, speed and secrecy are the party's only hope of changing the fate of the north. Embassy to the Pale is an adventure written for AD&D 1E rules for ten characters of 3rd to 5th level. It is set in the World of Greyhawk in the country of Ratik in the Common Year 576. This module was designed to run over a couple hours. Len wrote this in 1981 and submitted it to the RPGA for their gift catalog.

The Rakers

Random Encounter Tables for the World of Greyhawk® plus Embassy to the Pale: An Adventure for Characters Levels 3-5 Based On These Encounters

by Lenard Lakofka



Len Lakofka
archive



CONTENTS

Embassy to the Pale3
 Weather5
 Daily Weather 6
 Encounters.....6
 Monstrous Encounters 8
 Animal Encounters 9
 Encounter Specifications 9

Population limits of groups 1-14..... 13
 Embassy to the Pale 19
 Determining “Mixed Coins” 21
 Embassy to the Pale Encounters 21
 Characters.....26
 Len Lakofka27
 Map of Rakers28

Credits

Designer: Len Lakofka, The Lakofka Archive
Interior Illustrators: Del Tiegeler
Editor: Paul “Artharn the Cleric” Jurdeczka
Special Thanks: The Lakofka Archive, Allan Grohe, Anna B. Meyer, Josh Popp, Jay L. Scott, and Troy “Cannibaal” Alleman.

Art Director: William Henry Dvorak
Cartography: Andy Duvall SketchyvanRPG
Graphic Designer: Lee Schaidle
Cover Illustrator: Del Tiegeler
Colorist: Ozzy <Fiverr>

Special Considerations:

On the Front Cover



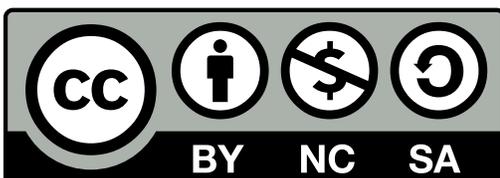
On the Back Cover



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnic and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards of the Coast. Portions of the materials used are property of Wizards of the Coast, Wizards of the Coast LLC. No challenge to this copyright is implied or intended.

<https://creativecommons.org/licenses/by-nc-sa/4.0/>



All other original material in this work is copyright 2026 by **LAKOFKA ARCHIVE**.

Advanced Dungeons & Dragons

Module Embassy to the Pale

EMBASSY TO THE PALE

EDITOR'S NOTE:

The Rakers Random Encounter Tables for the World of Greyhawk© TSR HOBBIES INC. plus, a pre-diced adventure Embassy to the Pale based on these encounters ©1981, Lenard W. Lakofka

Submitted to the RPGA for their gift catalogue.

(All location names given herein are from WoG and are protected by the Copyright laws of the United States of America. The following is an adventure for use with ADVANCED DUNGEONS & DRAGONS (TM) AND MAY NOT BE REPRODUCED IN ANY FORM without the written permission of TSR HOBBIES INC. and the author, Lenard Lakofka.

The following listing provides a means of determining an encounter while traveling in the lands bordering the Rakers. The list is not all inclusive and does not take into account specific ruins, strongholds, castles, fortifications, underground complexes, etc. that might exist in the Rakers. Further this effort makes no attempt to map the towns, villages and hamlets of Ratik, or the Theocracy of the Pale. The listing INCLUDES some monsters from the FIEND FOLIO (C) TSR HOBBIES INC. 1981. You may choose to add or to detract from the listing as you see fit. Column headings

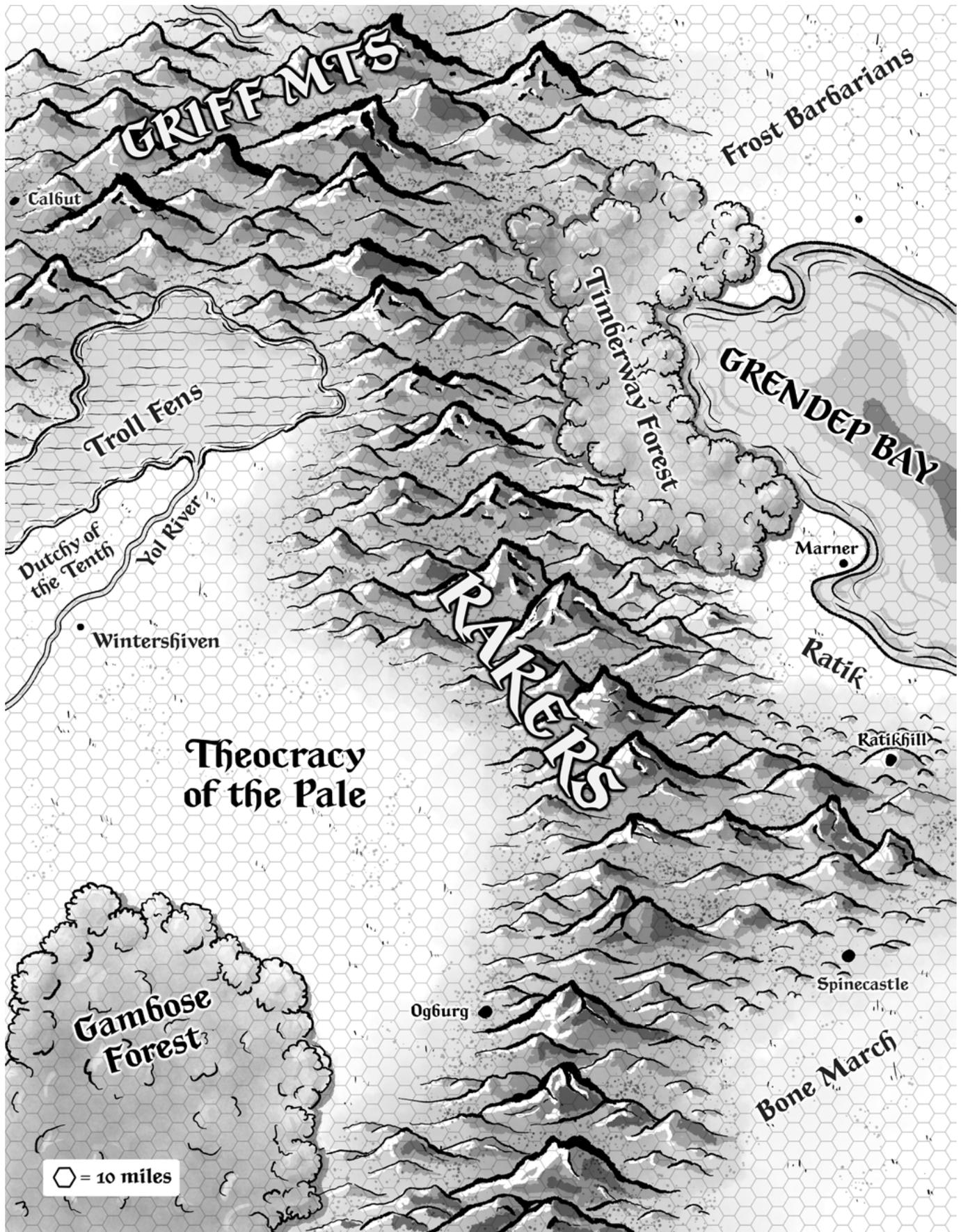
The position of the adventurer (party/caravan) within/near the Rakers partially will determine encounter type and probability. Therefore, the Rakers and its foothills have been subdivided according to major proximity of other features.

1. The Central Rakers (shown on the map as the mountains whose tops are darkened in) encounters can occur on the mountain itself or in any valley around it.
2. The Western Rakers and their foothills near the Troll Fens
3. The Western Rakers and their foothills running from Ogburg to 30 miles south of the Troll Fens.
4. The Eastern Rakers and their foothills adjacent to The Timberway
5. The Eastern Rakers and their foothills adjacent to Ratik including Ratik hill.
6. The Southern Rakers and their foothills including the hills near Spinecastle.

7. The plain of Ratik at least 10 miles from Marner
8. The plain of the Pale
9. The Troll Fens
10. The northern plane of the Pale touching the Yol River north of Wintershiven, along the Troll Fens and the foothills of the Rakers 30 miles south of the Fens.
11. The small edge of the Dutchy of Tenh shown.

It is beyond the scope of this listing to divide the encounters as they might occur at night, by season or by time of year (i.e., festivals, and man-made dates). Monsters (i.e. Classic monsters) tend to be out in both day and nighttime hours. Use your judgement in deciding the size of band and the size (level/hit dice) of the figures in the band. Since the area is in a temperate climate the animals, "monsters" and humans (humanoids/demihumans) are here year-round. The winter months would make travel through the mountains far more difficult and perhaps even impossible. A brief statement of weather is provided to aid you in determining weather on a day-by-day march over this area of country.





Theocracy
of the Pale

⬡ = 10 miles

WEATHER

Season Temp Range (average) Precipitation Probability Chance of a Storm (hail, blizzard, etc.)

SPRING

Rakers Valley	20° to 60°	10%	5% (melting, snowslide, mud)
Foothills	30° to 70°	5%	4%
Pale	30° to 75°	5%	4%
Ratik & T.	20° to 65°	7%	6%
Fens	15° to 45°	5%	4%

SUMMER

Rakers	40° to 75°	8%	4%
Foothills	50° to 85°	4%	3%
Pale	55° to 90°	3%	3%
Ratik & T.	50° to 80°	4%	5%
Fens	25° to 50°	4%	3%

FALL

Rakers	30° to 70°	9%	4%
Foothills	40° to 75°	5%	4%
Pale	40° to 80°	4%	4%
Ratik & T.	40° to 75°	4%	5%
Fens	20° to 45°	5%	4%

WINTER

Rakers*	-25° to 40°	17%	10%
Foothills**	-10° to 50°	10%	7%
Pale***	-10° to 55°	8%	6%
Ratik & T.****	-10° to 40°	8%	7%
Fens*****	-40° to 20°	6%	6%

*The temperate range given is for travel in the valleys of the Rakers. Obviously if one climbs a mountain from 10,000 to 20,000 feet temperate will drop.

** The western foothills will tend to be warmer than the eastern ones.

*** Since the Pale extends over 400 miles north to south there will be some differential in temperature if the DM wishes to consider this.

**** Ratik is a bit colder than the Timberway since the forest is made up of evergreen trees.

***** Some of the cold of the Fens is due to magic of an evil and unknown nature.

*, **, ***, ****, ***** Temperatures may go above or below the range given 10% of the time due to freakish weather conditions. Any major storm could make a pass impassable during winter. After each major storm roll to see if the snow is so deep in a pass (valley) that travel is virtually impossible (probability 35%).

Daily Weather

Roll to see if the day will have precipitation. If yes the day must be cloudy.

If no then use the following chart. Roll twice a day. (use d10)

Roll d10 Result

1-3	Clear or just a few clouds
4-7	Partly cloudy (about 50%)
8-9	Cloudy
10	Very cloudy so that daytime sky is dark (reroll for precipitation) The condition will remain for 3-18 hours (3d6) then it might change. (d10)

Weather Changes

Roll d10 Result

1-7	No change
8-10	Change, roll on above table.

ENCOUNTERS

Roll twice each day, once each night (suggestion only)

Encounter probability (does not imply contact, just the chance for contact)

	Rakers	W. Rak. & T.F.	W. Rak.	E. Rak Tim	E. Rak. Ratik	S. Rak.	Ratik	Pale	Troll Fens	N. Plain	Dutchy
Summer											
Day	5%	4%	6%	6%	5%	5%	7%	7%	15%	6%	3%
Night	4%	7%	5%	5%	5%	7%	5%	4%	20%	9%	2%
Fall											
Day	5%	4%	6%	6%	5%	5%	7%	7%	20%	8%	2%
Night	4%	7%	4%	4%	4%	6%	4%	3%	25%	10%	1%
Winter											
Day	2%	4%	3%	3%	3%	4%	6%	6%	25%	10%	1%
Night	2%	4%	3%	3%	3%	3%	3%	2%	30%	12%	1%
Spring											
Day	5%	4%	3%	3%	3%	4%	6%	7%	20%	7%	2%
Night	3%	4%	4%	4%	4%	6%	4%	3%	25%	9%	2%

When a positive result occurs you must determine who sees whom. A moving party is more likely to be spotted, in general, than a denizen of the area. Warparties/patrols are moving. Parties that are making camp are immobile and the use of a campfire can alter spotting.

Party is:						
	Moving	Immobile	Hidden	Moving	Immobile	Immobile
Encounter is:	Daytime	Daytime	Daytime	Nighttime	Nighttime	Nighttime
Moving	20/20/60	10/40/50	05/50/45	15/15/70	60/10/30	05/80/15
Immobile	60/30/10	40/40/20	10/70/20	60/25/15	90/05/05	10/70/20
Hidden	80/05/15	50/30/20	30/30/40	95/03/03	95/01/04	30/30/40

Given are three numbers in the form 20/50/30. The first is the percent chance of the party being seen, the second is the percent chance of the encounter being seen by the party and the third is the chance of seeing each other. Alter percents by conditions, especially lights used at night.



Monstrous Encounters

	Type of Encounter	Rakers	W. Rakers n T.F.	W. Rakers	E. Rakers Tim.	E. Rakers Ratik	S. Rakers	7 Ratik	Pale	Troll Fens	N. Plain	Dutchy
1	Patrol	01	01-02	01-03	01-08	01-11	01-07	01-09	01-05	01-02	01-02	01-09
2	Warparty	02	03-04	04	09-11	12-18	08-20	10-12	06-09	03-18	03-16	10-15
3	Caravan	03	-	05	12-15	19-24	21	13-25	10-20	19	17	18-19
4	Mountain dwarves	04-08	05	06	16-17	25-26	22	26-27	21-22	-	-	-
5	Dwarves	09-10	06-09	07-10	18-19	27-38	23	28-34	23-25	-	-	-
6	Brown bear	11-13	10-12	11-13	20-27	39-40	24-25	35	26	-	-	-
7	Giant ant	-	17-18	21	41-47	45	35-36	-	28	20-23	21-22	24-25
8	Blink Dog	-	-	22	48	46-47	-	37-39	29-30	-	-	-
9	Wild boar	-	19	23	49-50	49-51	37-39	40-42	31-35	-	23	26
10	Bugbear	21-24	20-23	24-27	-	52	40-44	-	36-38	24-27	24-26	27-29
11	Death dog	25	24-25	28-35	-	53	45-47	-	39-40	28-32	27-28	30-32
12	Wild dog	-	-	36	51-54	54-57	-	43-48	41-46	33	29-30	33-34
13	Chimera	26-27	26-27	37	-	58	48	-	47	-	-	-
14	Red dragon	28-29	28	38	-	59-60	49-52	-	48	-	-	-
15	Green dragon	30	29	-	55-56	-	-	-	-	34-45	31-37	35-38
16	Brass dragon	31	30	39-41	57	-	-	49-50	49	-	-	-
17	Firedrake	32	31-33	42	58	61-63	53-55	-	50-53	46-49	38-40	39
18	Gargoyle	33-35	34-35	43-47	-	64-65	56-58	-	54-55	50	41	40
19	Ettin	36	36	48	59	66	59-60	-	-	-	42	41
20	Hill giant	37-40	37-44	49-51	60-65	67-70	61-65	-	-	-	43-44	42-43
21	Mountain giant	41-42	45	-	66	71	66-67	-	-	-	-	-
22	Troll	43-44	46-53	52	67	72-73	68-69	-	56	51-72	45-58	44-48
23	Giant troll	-	54	-	-	-	70	-	-	73-78	59-61	49-50
24	Two headed troll	-	55	-	-	-	71	-	-	79-82	62-63	51-55
25	Gnoll	45-55	56-60	53-55	68-70	74	72-77	51-52	57-59	-	64	56
25	Gnoll & Flind	56-60	60-61	56-57	71	75	78-82	53	60	-	65	57
26	Orc	61-68	62-66	58-60	72	76-80	83-85	54	61-62	-	66	58
26	Orc & orgillons	69-72	67-70	61-62	73	81-84	86	55	63-64	-	67	59
27	Ogre	73-80	71-78	63-70	74-75	85-87	87-88	56-57	65-70	-	68-70	60
27	Ogre & orgillons	81-84	79-82	71-85	76-80	88-89	89	58	71-72	-	71	61
28	Xvart	85-90	83-84	86	81-95	90-92	90-91	59-70	73	-	72	62
29	Mountain lion	91	85-90	87-90	96-99	93-95	92-94	71-77	74-77	-	73-75	63-65
30	Quaggoth	92-97	91-94	91	-	96-97	95-98	-	-	83-88	-	-
31	Werewolf	98-00	95-96	92-96	00	98	99-00	78-80	78-81	-	76-77	66-69
32	Snake	-	97-00	97-00	-	99-00	-	81-83	82-85	89-00	78-83	70-73
33	Population Center	-	-	-	-	-	-	84-00	86-00	-	84-00	74-00

Animal Encounters

Roll once each day, once each night any roll of a 1 on d4 will mean an animal(s) is seen. (you may ignore these encounters if you do not want to be bothered)

Location

Animal	Rakers and Foothills	Plains of Ratik, Pale, Tenh	Troll Fens and northern plain of the Pale near Troll Fens
Hare (1-4)	1-12	1-18	1-4
Deer (1-2)	13-14	19-35	5-7
Antelope (1-6)	15-16	36-44	8-9
Squirrel (1)	17-22	45-48	10-13
Small Bird (1-20)	23-25	49-60	14-20
Small Snake (1-2)	26-27	61-62	21-55
Flies (2-20)	28	63-68	56-75
Ants (2-40)	29	69-72	76-90
Beetles (1-6)	30-34	73-78	91-95
Goats (1-8)	35-60	79	-
Cattle (3-30)	61-62	80-94	96
Horse (1-4)	63	95-98	97
Geese (2-20)	64-65	99	-
Pick Something	66-00	00	98-00

Encounter Specifications

1. Patrols

Patrols are organized groups of guards from Ratik, The Theocracy of the Pale, the Bone March, the Dutchy of Tenh, the Troll Fens and other outposts that might exist in the Rakers. They, more than likely have a set route to cover. The figures in the patrol will be mainly human if they are from the Dutchy, Ratik and the Pale. Those from the Rakers might be dwarves or humanoids. Those from the Troll Fens will usually be trolls. Those from the Bone March will be mixed groups of humanoids.

Patrols consist of 30 to 50 levels (hit dice) with a leader(s) of at least 5th level (5HD). Quantities vary but a dozen figures would be a common patrol size. The leader will be a fighter and his/her second in command will usually be a cleric (shaman/witchdoctor) of at least 3rd level. Magic Users usually do not go on patrol but there is a chance for one (15%) in a patrol from Ratik, the Pale or the Dutchy. Thieves do not patrol. Patrols from Ratik always contain a ranger of at least 3rd level and he/she might be the commander. The Pale might have a ranger in the group 30% of the time.

Typical patrol from:

6

Ranger 5th level, Cleric 4th level, 4 swordsmen, 10 veterans

Broadsword, long bow, and lance are common arms, Leaders on heavy war horses. Swordsmen might be horsed. Veterans are foot troops (bowmen).

Dutchy of Tenh (#11)

Fighter 6th level, Cleric 5th level, 2 Heroes, 20 men-at-arms

Men-at-arms are armed with shortbow and pole arms. Leaders are on heavy horse and are randomly armed.

Note: (All leaders will have magic armor and/or weapon(s). Potions are common in all patrols.)

Dwarves patrol in the Rakers (#1), the Western Rakers near the Troll Fens (#2), the Western Rakers (#3), the Eastern Rakers including the Timberway (#4), the Eastern Rakers near Ratik (#5) and within 30 miles of the foothills in Ratik and the Pale. These last two patrols are with the consent and authority of the Duke/Baron.

Dwarven patrols always contain a 5th level fighter and 5th level cleric (or above). The number in the party will be $6+d6$ 2nd and 1st level fighters. All dwarves are hammer or ax armed and all are on foot.



Patrols from the Troll Fens (including the Northern Plain #10 and the Western Rakers (#2)(9) contain 2+d4 trolls. There is a chance of a Giant Troll as leader (80%).

Patrols in the Rakers, Southern Rakers (#6 and 1) are usually from the Bone Mach and might consist of bugbears (4+d8), Gnoll (6+d6 with a 60% chance of d4 Flind), orcs (8+d8 and 30% for orgillons (d4)), and ogres (4_d4 and 40% for 1-2 orgillons).

None of the other humanoid tribes send out patrols in any organized manner. The Xvart will have guards near their encampments especially in the eastern Rakers near Ratik. Such Xvart patrols will be of 20+d20 Xvart.

2. Warparties

These armed bands are set upon attack and will be in the process of going (65%) or coming from (35%) a raid. Those coming from a raid are 60% likely to have considerable treasure though their ranks might be reduced by 10 to 80%! For an approximation multiply the patrol size by from 2-5!11111 Leaders will be at least two levels higher in human/dwarf patrols as will second in command figures.

3. Caravans

Take in a number of types of bands.

Roll 1d8 Result

- | | |
|-----|---|
| 1 | A party of adventurers of mixed alignments and classes numbering 5-8 and consisting of levels 2 through 5. Such a band might have considerable treasure (15%) or be dead broke (45%) |
| 2-5 | Actual wagons of goods (or moving empty) between places. In the mountains such groups might have goods on mules and not be using horses. They are 100% likely to have a patrol sized guard but magic-users are now 70% likely and thieves 50% likely. |
| 6 | Pilgrims of 4+d12 members usually clerics, monks, and druids of from 1st to 3rd level with a leader of up to 7th level. |
| 7-8 | People moving from place to place. Perhaps in wagons or carriages. Troop movement and official dispatches might be in this category as well. At least one figure in such a group will be 5th level (only 3rd level maximum within Ratik or the Pale. |

4. Mountain Dwarves or Dwarves.

Band size can greatly vary as well as the purpose of moving group. From 2 to 40 could be in the party (2d20) of mixed

classes (double classed fighter/clerics or fighter/thieves are 50% likely). Figures will have a leader of at least 3rd level up to about 6th level.

5. Brown Bear(s)

The bears are 40% likely to be looking for food and thus they might be hostile. Only a voracious bear (20% of food searchers) will attack any sized party. Hungry bears are 90% likely to attack a party of 2-5 members. Bears are ill tempered and even satiated ones might attack (25%). The number of bears will be 1-4. If 4 present, two will be cubs with their mother and father. Brown bears have lairs within 1-10 miles but there is only a 10% chance for 1-100 coins near the lair and a 5% chance for a +1 weapon or piece of armor.

6. Wolves

Roll 1d10	Result	Quantity
1	2-7 wolves	d6+1
2	4-16 wolves	4d4
3-6	3-12 wolves	3d4
7	2-5 worgs	1d4+1
8	2-5 dire wolves	1d4+1
9	mixed band 2-9 wolves & 1-4 worgs	
10	mixed band 2-11 wolves & 1-4 dire wolves	

There is a 4% chance per wolf, 7% per dire wolf and 10% per worg of a treasure. The lair will be within 1-12 miles. Treasure: 80% for 2-200 mixed coins, 40% for 1-8 gems base value 50gp, 30% 1 potion, 20% +1 weapon or armor, 10% miscellaneous magic item valued at under 5,500 gp. Wolves, dire wolves and/or worgs might travel with gnolls and/or ogres. Dire wolves and worgs might be found with death dogs.

7. Giant Ants

3d4 workers and 2d4 warriors (warriors always fewer than workers)

Lair 1-4 miles. 40% for treasure (no queen in any lair).

100% for 2-24 gems base value 10 gp, 50% for 2-200 mixed coins, 10% for magic ring, weapon or armor valued at less than 5,100 gp.

8. Blink Dogs

2-7 in pack. Lair in 1-8 miles. Treasure 80% likely.

30% for 1-10 gems 50gp base value, 70% for a scroll or 1-4 1st to 3rd level curative/informational magic-user/



clerical spells.

9. Wild Boars

2-5 in number. Lair 1-8 miles. Treasure 30% likely.

70% for 3-300 mixed coins, 10% for 1-4 gems base value 10gp, 5% for any magic valued at under 4,100 gp.

10. Bugbears

50% for 2+d6, 50% for 4+2d4

40% for a shaman of 3rd to 5th level

100% for a leader of 4+1HD armed with a magic weapon or magic armor up to +2 enchantment. The shaman, if present, will have a magic item: potion, ring or wand valued at under 5,100 gp. Lair: 2-24 miles. Treasure probability 95%. 100% for 10-1000 mixed coins, 20% for 1-20 gems of base value 10gp (80%) or 50gp (20%), 1-2 scrolls of 1-4 first to 3rd level spells (any class) 20%, 10% a +1 weapon or armor.

11. Death Dogs

Roll	Result
1-3	2-5 death dogs
4-5	3-8 death dogs
6	1-6 death dogs with 2-12 worgs or dire wolves

Lair: 1-20 miles. Treasure likelihood 9% death dog +6% per worg + 3% dire wolf.

Treasure: 90% 2-20 gems of 50gp value, 30% 1-2 potions, 10% 1 ring of under 10,000 gp

Death Dogs can cause disease (see Fiend Folio page 23) via their bite but once a victim saves successfully he/she need not save again even if bitten again during the same melee.

12. Wild Dogs

Pack of 4-16. Lair 1-12 miles. Treasure only 10% likely: 100% for 2-200 mixed coins, 5% for +1 weapon or armor, 10% for miscellaneous weapon.

13. Chimera

15% chance for mated pair otherwise individual. Lair 4-40 miles away.

Treasure 95% likely: 80% 6-600 mixed coins, 40% 1-12 gems base value 100gp, 20% any ring, 20% any wand under 10 charges, 15% any sword of +1 or +2 enchantment, 10% any piece of armor.

14. Red Dragon(s)

Roll 1d12 Result

1-3 1-3 dragons of the first through third age level. 9, 10 or 11HD

The sum of all hit points equals the chance of treasure!

That same percentage chance for 10-1,000 mixed coins.

100% for 1-20 gems (60% base value 10gp, 30% base value 50gp, 10% base value 100gp). 10% for a +1 weapon, piece of armor AND +1 miscellaneous weapon.

4-7 Lone dragon of 4th to 6th age level with 9, 10, or 11HD.

Product of age and hit dice equal the chance of treasure plus 20%.

Lair 3-36 miles. Treasure contents: 100% for 15-1500 mixed coins.

100% for 4-16 gems (60% base value 50gp, 30% base value 100gp, 10% base value 500gp).

20% for a +1 weapon with a detection ability. 25% for a piece of armor +1 or +2. 10% for any miscellaneous magic weapon.

5% for any miscellaneous magic item under 15,000 gp.

8-10 Mated pair of dragons of 4th to 6th age level with 9, 10, or 11HD.

As above for treasure and lair but add 5% to all categories.

11 Family group of 2-5 dragons. Adults will be 6th or 7th age level.

Youngsters will be 3rd to 5th age level.

Treasure is 100% certain, lair 4-40 miles.

100% for 1000+d12 (50) mixed coins

100% for 4-40 gems (70% base value 50gp, 20% 100gp, 5% 500gp, 5% 1000gp)

40% for any sword up to +4 including a word with a purpose.

20% for any miscellaneous weapon whatsoever

20% for magic ring under 20,100 gp value.

20% for a wand, staff or rod of less than 12 charges.

12 Ancient dragon and mate (8th age level and 7th age level respectively)

Treasure and lair as above but add 15% to all % rolls.

Population limits of groups 1-14

1. Unlimited for game purposes. The number of patrols out during any one week is probably 5 for any one source.
2. Unlimited for game purposes. The number of warparties out during any one month is 1-3 from any one source.
3. Unlimited for game purposes. The number of caravans within a populated country is unlimited. In other locations three per week from any source.
4. Dwarf bands are unlimited in their numbers for game purposes. Nearly 10,000 mountain dwarves and 20,000 other dwarves (at least) live in the game area.
5. The brown bear population in any one hex is likely 1 family/individual.
6. The wolf population is likely no more than one pack per cluster of three hexes.
7. The giant ant population is likely only 1 ant hill per hex. One hill in 9 might have a queen.
8. Blink dog populations are limited to 1 family/pack per seven hex cluster.
9. Wild boars have one tribe per two hexes at a maximum.

10. Bugbears might have one tribe per three hex cluster though large towns might exist in the Rakers as well as a bugbear city somewhere on the game area.

11. Wild dogs have one pack per four hex cluster.

12. Death dogs/worgs/dire wolves have one pack per four hex cluster on the average.

13. The Rakers and surrounding area likely supports from 5-8 chimera total.

14. The number of young red dragons (1-3rd age) is somewhere near 30.

Those of 4th to 6th age level might number up to 15.

Those of 7th age level might number up to 10.

There are likely no more than three or four ancient 8th age red dragons in the Rakers area.

15. Green dragons

Number present will be 1-4.

Age level roll d20 for each dragon

Result	Age Level	Population
1-7	age level 1	limiting population about 50
8-12	age level 2	limiting population 30



13-14	age level 3	limiting population 20
15	age level 4	limiting population 10
16-17	age level 5	limiting population 5
18	age level 6	limiting population 3
19	age level 7	limiting population 2
20	age level 8	limiting population 1

Chance of treasure is the sum of the products of age times hit dice but all 6, 7, and 8th age levels have treasure. If there is treasure:

Age level times 10-1000 mixed coins

Age level times 1-4 gems of 10gp value

30% for 1-4 gems of 100gp value

20% for 1 weapon +1

2% times age level for a weapon or piece of armor +2 or +3

2% times age level for a miscellaneous of magic valued at under 20,100gp.

16. Brass Dragons

Number encountered 1 or 2.

Age levels 2nd to 6th age classification



Roll d12 Age Level Population

1-6	age 2	limiting population about 20
7-9	age 3	limiting population about 10
10	age 4	limiting population about 7
11	age 5	limiting population about 4
12	age 6	limiting population about 3

The chance of treasure is 7% per age level plus 10% for age 4, plus 20% for age 5 and +35% for age 6.

Treasure contents: 10-1000 mixed coins

40% for 1-20 gems of base value 100gp (80%) or 50gp (20%).

20% for +1 weapon or armor

10% for magic ring valued at under 10,100gp.

5% for magic item valued at under 10,100gp (ring, wand or staff included)

17. Firedrakes, Lair 1-8 miles

population limit of fire drakes is about 120 grand total

Roll d6 Result

1-2	3HD
3-5	4HD
6	5HD

Treasure is the product of hit dice and quantity times 3%.

Treasure is 8-800 mixed coins.

30% 1-12 gems base value 10gp

10% for a potion

10% for any item valued at under 3,600gp.

18. Gargoyles

Band size 3-12

35% chance for 1 5HD leader

30% chance for a shaman of 1st or 2nd level clerical ability.

Population limit is unknown but could exceed 1000 individuals!

Lair within 2-20 miles

Chance of treasure is 75%.

In the lair will be 2-12 more gargoyles with the same chances for a leader/shaman.

In the treasure will be 6-60pp, 10-100gp, 20-400ep, 1-20 gems (50gp value)

One magic item might be present of under 5,100gp value

20% of the time.

If a cleric or leader is present he/she is 70% likely to have a magic item valued at under 5,100gp employable in combat versus the party.

19. Ettin

population limit 10 or so

Always solitary but might have 2-7 ogres (15%) or 1-4 hill giants (20%) as companions. It is rumored that one Ettin has a large tribe of followers including a 'pet' gorgon or two!

Lair will be 2-40 miles away. There will always be treasure of some type. For every ogre in the band add 1% and for each hill giant add 2% to the chances given below. If ogres or hill giants are present another 1-2 or will be guarding the campsite (cave) in all cases.

100% for 8-800 mixed coins.

20% for 2-20 gems of base value 10gp (40%), 50gp (30%), or 100gp (30%)

15% for any sword of +3 or less enchantment

15% for any miscellaneous weapon or piece of armor under +2 enchantment

10% for a magic ring valued at less than 15,100gp.

20. Hill Giant

population limit upwards of 100

Bands of hill giants number from 3-12 with some youngsters (at least ogre size) in any group of 6 or more. A band of 8 or more is 50% likely to have 2-12 dire wolves as pets.

Hill Giants always have treasure:

Number of adult giants times 4-400 mixed coins

70% for 2-40 gems of 50gp base value

30% for a sword up to +3 enchantment

20% for a miscellaneous weapon up to +2 enchantment

15% for a miscellaneous magic item valued at under 10,100gp.

The lair will be a cave, group of caves, or series of stone huts. The lair, within 4-40 miles of the encounter, will have at least one adult hill giant as a guard and he/she might have 1-4 dire wolves with him/her.

21. Mountain Giant

population limit somewhere around 8

Lair 6-60 miles away. From 1-2 might be encountered.

The giant will have 1-4 hill giants or 2-8 ogres (50/50 chance) as guards.

Its treasure will consist of:

4 times 6-600 mixed coins

3 times 1-12 gems of base value 100gp

25% for 1-4 potions, 10% for any magic ring, 35% for any miscellaneous weapon, 10% for any sword up to +4 enchantment, and 15% for 1-2 miscellaneous magic items valued at under 20,100gp.

22. Trolls

population limit in Troll Fens in the thousands!

Lair will be within 1-10 miles.

1-6 might be encountered.

Treasure per troll:

40% for 3-300 mixed coins

20% for 1-6 gems of base value 50gp

10% for a sword, miscellaneous weapon or piece of armor of +1 or +2 enchantment

10% for a potion

5% for a scroll of 1-6, first to fourth level spells of any class or type

23. Giant Troll

population limit in the hundreds in the Troll Fens

Lair will be within 2-16 miles.

1-2 might be encountered and 75% likely for 1-4 ordinary trolls in their company.

Ordinary trolls have treasure as #22 above.

Giant trolls have the same treasure as ordinary trolls but add 10% to all probabilities per troll.

24. Giant two headed troll

population limit might be in excess of 100.

Lair within 4-40 miles

A giant two-headed troll does not travel alone. It will have a giant troll (30%) or 2-5 ordinary trolls (70%) with it. Its lair will always contain an additional giant troll (30%) or 1-2 ordinary trolls (70%). Some vast troll cities exist in the Troll Fens and a town or two is likely to exist in the Rakers. Such places would contain hundreds of the three types of trolls given.

Two headed trolls will have double the treasure of a Giant Troll at double its percentage chance for each type of treasure plus:

10% for a miscellaneous magic item valued at under 25,100gp.



25. Gnolls or Gnolls with Flind

population limit is the thousands.

Bands will consist of 4-40 gnolls but groups encountered outside of the lair will be half that size. If Flind are present, there will be 2-8 of them. Individual gnolls carry 2-20ep, individual Flind carry 3-60ep and a 5% chance for a magic weapon of +1 enchantment, or a piece of armor of +1 enchantment. In a band of 24 or more individuals (mixed or not) there is a 50% chance for 1-2 shaman or 1 witchdoctor both might be up to 5th level as clerics. Flind shaman have been known to reach 7th level as clerics.

The lair will contain 8-800ep, 1-100gp and 2-20pp plus:

40% for 1-8 gems of 10gp value (30%), 50gp value (60%) or 500gp value (10%)

20% for 1-4 potions

5% for a weapon of +1 or +2 enchantment

5% for a usable miscellaneous magic item valued at under 20,100gp.

26. Orc and orgillions

population limit well over 20,000

Lair will be 3-36 miles away.

Bands will contain 6-36 orcs, and, if present, 2-8 orgillions

Orcs and orgillions have 2-24gp personally.

The lair containing at least 2-20 more orcs and 1-4 more orgillions will have:

80% for 10-1000 mixed coins

30% for 2-20 gems of base value 50gp

20% for 1-4 potions

10% for a magic ring or any type

27. Ogres and Orgillions

population limit over 5,000

Lair will be 4-48 miles away.

Band will consist of 3-18 ogres and, if present, 4-16 orgillions

Ogres carry 3-36gp, orgillions 2-24gp.

In the lair which will contain 2-20 more orgillions and 2-8 more ogres will be:

90% for 3 times 10-1000 mixed coins

20% for 3-30 gems of base value 50gp

10% for a magic ring

10% for an employable wand of 4-16 charges

15% for a miscellaneous magic item of under 10,100gp value

28. Xvart

population limit over 10,000

Lair will be within 20 miles.

A band will consist of 20+4d10 Xvart.

A Xvart town(s) exists somewhere inside western Ratik or in the foothills of the Eastern Rakers. Such a town could have over a 1,000 Xvart! In each band there is a 5% chance for 1-3 witchdoctors of 1st or 2nd level proficiency. A shaman will exist in the campsite of 1st to 3rd level. Individual Xvart have 1-20ep, leaders 2-40ep, spell casters 4-40ep. Their lair will have the following:

8-800 mixed coin

20% 1-12 gems of 10gp base value

30% for a miscellaneous magic item usable ONLY by clerics

10% for a magic weapon usable by the small Xvart leader(s)

Rumor has it that the Prince of the Xvart bears a Sword that is +5 Vorpal!

29. Mountain Lions

population limit over 100 mated pairs

Lair will be within 8 miles.

1-2 lions will be encountered but a 10% chance for 1-3 cubs as well.

Lions have 'incidental' treasure only, near their lair.

Such treasure will be a purse of 2-40 mixed coins, 30% for 1-2 gems of 50gp base value.

5% for a magic item of any type valued at under 5,100gp.

30. Quaggoth

population limit over 2,000

Lair will be within 12 miles.

Band size 6 + 2d6. Any group of 11 or more will have a 3HD leader. Carried treasure is only 40% likely it will then consist of 3-30gp.

Leaders are 20% likely to bear a +1 2-handed sword or a +1 battle ax.

Their lair might contain:

50% 1-8 gems of base value 50gp

6% for 10-40 mixed coins

5% for any piece of magic valued at under 5,100gp.

31. Werewolves

population limit 100 and growing

Lair will be within 20 miles.

From 1-8 will be encountered, if 5 or more some will be sub adults in a family group. Often encountered in human form.

Carried treasure 3-30gp.

Lair will have 40% for 4-80 mixed coins.

20% for 1-10 gems valued at 50gp base.

5% for a magic weapon or piece of armor of +1 or +2 enchantment

5% for any potion

32. Snakes

population limit unknown but tens of thousands likely.

60% for 1 snake and 40% for 2-5

Lair, none.

Snakes are 40% likely to be poisonous, 50% to be harmless and 10% to be spitting.

In the Troll Fens, these proportions change to 60%/20%/20%

Such snakes have 1-4HD and inflict poison that is +3, +2, +1 or 0 on the s.t. respectively. Failed saving throws will result in 2d4 damage per hit die.

Spitting snakes are 2-5 HD and inflict poison that is +2, +1, 0 and -1 respectively from the saving throw. Failed saving throw will result in d6+2 points of damage per hit.

33. Population centers

These are given only for travel in the four 'civilize' countries of Ratik, the Pale and the Dutchy of Tenh. Obviously, the DM can place inns, hamlets, castles, villages, towns, etc. to suit himself and not rely on die rolls. Surely there will be no more than one such 'population center' in a complex of seven hexagons.

Some suggested types are as follows (d%).

	Castle	Church et. al.	Fortified Inn	Hamlet	Village	Town
Ratik	12	6	16	10	7	3
Pale	16	16	12	16	9	4
N. Pale	7	2	1	--	--	1
Dutchy	3	--	2	--	2	--

Roll 1d100 Result

1-12	Castle Inhabited 70% of the time, otherwise abandoned or in ruins. Ruins might be inhabited by 'monsters.' The number of humans inside will be 10+d20 on the average. At least one figure inside will be 5th or higher level and could be of any class.
13-15	Church, Abbey, Monastery or Shrine. Occupied 80%. The leader figure will usually be a cleric or monk of 6th or higher level (lone churches with a 9th or higher-level rector are very rare) Some 4+d20 other figures will support the structure.
16-25	Fortified inn with 0-9 associated buildings of various types. The total population of such a complex might number up to 80 adults but 21-40 would be most likely. At least one figure will be of 4th level, and he/she is likely to be a fighter.
26-70	Farming hamlet, fishing hamlet of from 6+2d8 building and 20+6d20 adults. A tavern/inn and some type of church are 95% likely. Someone in town will be 4th level or above.
71-85	Farming town, fishing town, small port, trading post, etc. 10+8d8 buildings and 50+8d20 adults. Depending on the village purpose there will be a fort, church, etc. Someone in the village will be 5th level or above.
86-00	Small town of 20+10d20 buildings and 140+8d10 adults. Someone in town might be 7th or higher level.

EMBASSY TO THE PALE

The Barbarian peoples (Frost, Snow, and Ice) have formed a weak alliance with Ratik to attack the Bone March sometime during the summer of 6092S.D. Ratik is certain that the allies of the Bone March in the Troll Fens and the Rakers will attack once the Bone March is attacked. Therefore he, His Valorous Prominence, the Lord Baron of Ratik, seeks the aid of the Theocracy of the Pale, and His Worshipful Mercy, The Theocrat, Supreme Prelate of the Pale. Therefore, he has assembled a band of adventurers to carry his embassy from Marner to Wintershiven. He feels that a small band might have a better chance to move through the lands and over the Rakers into the Pale and not be noticed.

The embassy has become more urgent since the Baron has found out that the Dutchy of Tenh is also courting the Theocrat for a proposed campaign into the Bandit Kingdoms. Obviously, the Pale cannot enter two separate campaigns and thus speed is essential.

Movement in the plains of the Pale or Ratik can be at roughly 60 miles a day on horse, but horses cannot enter the foothills of the Rakers and the ability to purchase horses in the Pale is not certain. The foothills can be climbed and moved through at 20 miles per day, but the mountains themselves will slow movement to 10 miles a day (all movement assumes a 'light' burden). For the mission to have a good chance of success the trip should take no more than 30 days. The party will leave on the first day of Planting and it will arrive, it is hoped, by the second of Flocktime (30 days). This corresponds to "low summer" where daytime temperatures in the Pale are between 40' and 60'.



Encounter #	Probable Site	What is encountered?	(Lair, treasure)
1	Foothills entering	Patrol from Ratik	None Carried Items
2	Eastern Rakers	Death Dogs (8)	18 miles due south, none!
3	Central Rakers	Gnolls (17) Flind (4)	11 miles southeast, yes! Lair: Gnolls (17), Flind (4), coins, gems
4	Central Rakers	Fire Drakes (4)	16 miles due west, yes! Coins, potion
5	Western Rakers exiting mountains	Wolves (4), worgs (2)	10 miles due east, yes! Coins, potion.
6	Western Rakers exiting mountains	Quaggoth (11) & leader	10 miles southwest, yes! Gems, misc. magic item
7	Western Foothills	Werewolves (4)	1 mile south, yes! gems
8	Plain of Pale	Wild Dogs (9)	12 miles due east, no.
9	Plain of Pale	Fortified Inn with 4 other buildings (21)	No lair, yes!
10	Plain of Pale	Ogres (11)	36 miles northeast, yes! Coins, gem, ring
11	Plain of Pale	Warparty of the Pale (24)	Wintershiven 15 miles away.

	Day	Weather Day Temp.	Sky	Night Temp	Sky	Travel Notes*	Encounter Day	Day	Night
	1	55	Clear	40	P. Cloudy	50 miles Light horse	no	no	no
	2	58	P. Cloudy	30	Clear	25 miles foot	no	no	Yes(1)
	3	60	P. Cloudy	25	Cloudy	20 miles foot	no	no	
	4	55	P. Cloudy	30	Cloudy	15 miles foot	no	no	no
New moon	5	45	P. Cloudy	35	Cloudy	10 miles foot	no	no	no
	6	50	P. Cloudy	40	P. Cloudy	10 miles foot	no	Yes(2)	no
	7	65	Clear	40	Cloudy	10 miles foot	no	no	no
	8	70	Clear	45	P. Cloudy	10 miles foot	no	no	no
	9	70	Clear	45	P. Cloudy	10 miles foot	no	no	no
	10	65	Clear	40	P. Cloudy	10 miles foot	no	no	no
	11	55	P. Cloudy	35	P. Cloudy	10 miles foot	no	no	Yes(3)
First quarter	12	55	P. Cloudy	30	Sleet	10 miles foot	no	Yes(4)	no
	13	35	Cloudy	25	Cloudy	5 miles foot	no	no	no
	14	35	F. Rain	20	Cloudy	3 miles foot	no	no	no
	15	45	P. Cloudy	25	P. Cloudy	8 miles foot	no	no	no
	16	50	Rain	35	P. Cloudy	12 miles foot	no	Yes(5)	Yes(6)
	17	50	Rain	40	Clear	91 miles foot	no	no	Yes(7)
	18	55	P. Cloudy	40	P. Cloudy	8 miles foot	no	no	no
Full moon	19	55	P. Cloudy	40	P. Cloudy	25 miles foot	no	no	no
	20	45	P. Cloudy	35	Cloudy	25 miles foot	no	no	no
	21	50	Cloudy	40	Cloudy	25 miles foot	no	no	no
	22	65	Clear	45	Clear	25 miles foot	no	no	no
	23	70	Clear	50	Cloudy	25 miles foot	no	no	no
	24	70	Clear	50	Cloudy	25 miles foot	no	Yes(8)	no
	25	75	Clear	55	Cloudy	25 miles foot	no	Yes(9)	no
Last quarter	26	55	Rain	45	Rain	25 miles foot	no	no	Yes(10)
	27	60	Clear	40	Clear	25 miles foot	no	no	no
	28	55	Clear	35	Clear	25 miles foot	no	no	Yes(11)
	29	40	Rain	40	Clear	15 miles foot	Arrive Wintershiven		
	30	65	Clear	45	Clear	Total 480 miles			

*Travel notes assume a route just south of the Timberway (not entering the forest) and then more or less straight over the Rakers and reasonable straight to Wintershiven. Single underlined movement is in foothills, double underlined is in the mountains. Burdens, wounds, encounters, searches for lairs, etc. are NOT figured into this series of travel notes!

Determining "Mixed Coins"

Roll for total number of coins.

PP = 1-10% of total rounded up

GP = 1-20% of total rounded up

EP = 2-20% of total rounded up

SP = 3-30% of total rounded up

CP = balance of coins

E.g.: 4-400 mixed coins.

Roll d% four times and sum up; 35+48+63+20 = 166

PP roll d10 = 5	166x5% = 8.3 or	9pp
GP roll d20 = 17	166x17% = 28.22	29gp
EP roll 2d10 = 11	166x11% = 18.26	19ep
SP roll 3d10 = 24	166x24% = 39.84	40sp
CP 166 - (9+29+19+40) = 69cp		

Embassy to the Pale Eccounters

Note: The route given is one supplied by the Baron of Ratik's chief guard. The party, once on the trail, has every right to make their own plan. Dice for new encounters as you then see fit. Do not dice for encounters on the way to or from a lair if the route taken is a direct one. If the party begins to blaze a new trail then an additional roll for an encounter is reasonable.

#1. The Patrol from Ratik

Action: The patrol moves about Ratik and the foothills to protect Ratik from invasion. Since they are nearly the same size as the party they will approach and challenge the party asking where they are going and why. The mission to the Pale is a secret. Further relations with the Pale have not always been smooth and border fights have occurred especially during the Years of the Escalating Tariffs (a period of seven years that ended just three years ago). Thus, the party had best come up with a lie. They should not say openly that they are going to Wintershiven and especially not that they are on the Baron's Embassy to that place. One of the guards is a spy for the Dutchy of Tenh and he will get news back to Tenh in time for them to send out a band of brigands to try to catch the party. They will come from Tenh and seek to attack the party before it reaches Wintershiven. This danger begins on day #24 while the party is on the plains of the Pale. The brigands are 35% likely per day to find the party. Search will continue until the party is within 20 miles of Wintershiven then the brigands will break off the search and return to Tenh. The Brigand band will be made up of 16 figures (7th level Champion, 5th level Magic-User, 5th level cleric and 13

warriors. Details can be rolled by the D if necessary.)

The Patrol

Commander on Heavy War Horse

Ranger (Guide) 6th level, *chain +1 & shield+1* for AC: 2, HP: 50, Long Sword +2, Long Bow with 7 arrows +1, +1 to hit and damage due to strength.

Carries 36gp, 85ep, gem: 350gp.

Warhorse, 3+3HD, AC: 4 (barded), HP: 21, 3 attacks for 1-8/1-8/1-3

Lieutenant

Prefect, 5th level, *Chain +2* for AC: 3, HP: 31

Morning Star +1, Carries 27gp.

Cure light wounds x2, **bless**, **command** x2.

Hold person x 2, silence 15' radius.

Place curse

Warhorse, 3+3HD, AC: 4 (barded), HP: 20, 3 attacks for 1-8/1-8/1-3

10 warriors

10 Warriors, 2nd level, *chain* for AC: 5, HP: 9,9,10,10,11,12,14,15,17,21.

Javelins (3 each) and short swords, 1-20gp each

Light War Horses, AC: 7, HP: 9,9,9,11,11,13,13,14,14,15,16

Two attacks for 1-4/1-4 damage

#2. Death Dogs

Action: A pack of two headed dogs will attack the party from two sides. Death Dog: 2+1HD, AC: 7, HP: 10, 11, 11, 13, 15, 16, 17, 18

2 attacks for 1-10/1-10 bites. Further save from poison or infected with disease that is fatal in 4-24 days. Figure will begin to feel weak the next day and lose 1-4 hit points semi-permanently per day. Coma 4-16 hours prior to death regardless of hit point total. Cure disease will work and will allow normal healing and curing spells to function again.

Further any natural hit of 19 or 20 will knock a figure down (those of exceptional strength are allowed a saving throw bonus equal to their damage bonus on d8. I.e. a figure with a strength of 17 is +1 to damage. If he/she can roll a one on d8 he/she will not be felled.). Those on the ground can get up next round unless a 19-20 is again rolled. While on the ground they are -4 to hit and spell casting is virtually impossible since somatic moves are hampered.

The death dog lair has no treasure, but two pups can be found there. They are 70% likely to be trainable when a period of 1-4 months can be invested in the task. Since they

are basically evil in nature they must be given a saving throw once every other month or they will seek to run off. Chained dogs obtain a saving throw DAILY and they are 95% likely to attack their master/ mistress when released!

#3. Small Gnoll Band

Action: They will attack from three sides (if possible) at a range of from 100-600 feet per side. If the Flind are all killed (magically held, slept does not count) the balance will break off and flee.

Gnolls, 2HD, AC: 6, HP: 8, 8, 8, 9, 9, 9, 10, 10, 10, 10, 12,13,13,14,14,15,15

1 attack with ranseur for 2-8 damage. Any natural 20 will disarm an opponent but those of strength 16 or higher obtain a saving throw. Carry 2-20EP each.

Flind, 2+3HJ AC: 5, HP: 13, 15, 15, 18

2 attacks per round with a 'flindbar' for 1-4 damage @ +1 to hit.

Each hit might disarm a figure unless he/she saves versus wands (those of exceptional strength may add their damage bonus to the saving throw). Carry: 41, 48, 52 & 60EP, respectively. Lair: 17 more gnolls: HP: 6, 6, 7, 8, 9, 10,10,10,11,11, 12, 14, 14, 14, 14, 15, 16

4 more Flind: EP: 10, 14, 15, 18

treasure: 10PP, 87GP, 58EP, 77SP, 25CP 2 gems: 50GP, 500GP

#4. Fire Drake Attack!

Action: The drakes will attack near dusk by flying at the back of the moving party. Their chance for surprise is 90% unless a party member(s) specifically has mentioned that he/she/they are watching the rear. Even then surprise is 50% likely.

Fire Drakes: 4HD, AC: 5, HP: 15, 17, 20, 30.

1 attack bite for 2-8 damage or breath 60' long 10' come at base for 2-16 damage. (5 times per day) Note: they can be slept! Encounter distance will be 60-600 feet.

Lair: One Drake guard of 5HD (cannot be slept), HP: 35

13PP, 23GP, 44EP, 104SP, 385CP *Potion of Levitation*, *Longbow +1*

#5. Wolf and worg attack

Action: They will appear on the party's flank at an encounter distance of 100feet. If the worgs can be immobilized (killed) the wolves will break off.

Wolves, 2+2HD, AC: 7, HP: 12, 13, 14, 16

1 attack (bite) for 2-5 damage

Worgs, 4+4HD, AC: 6, HP: 28, 33

1 attack (bite) for 2-8 damage

Lair: Two more wolves, HP: 17 & 18, one more worg, HP: 27
treasure: 27PP, 48GP, 104EP, 88SP, 222CP, *Potion of Invisibility*

#6. Quaggoth Attack

Action: They will attack until killed, encounter distance 40-160 feet.

Quaggoth, 1+2HD, AC: 6, HP: 5, 5, 5, 6, 7, 8, 8, 9, 10, 10, 10

1 attack with battle ax for 2-7 damage but if 0 to -5 hit points +2 to hit and damage (berserk) until -6 is reached.

Leader, 3HD, AC: 4, HP: 22, 1 attack with +1 two-handed sword for- 1-10 +1 damage

Also +2 hit and damage when wounded to 0 through -5.

Lair: 7 more Quaggoth, unarmed, 2 attacks 1-4/1-4 HP: 3,3,4,7,8,9,10

If berserk +2 to hit but only +1 to damage

treasure: 7 gems: 6x50GP, 1x100GP

Sword +1/+3 versus shape changers and lycanthropes, detects same 1 round/turn.

at a range of 25' (the detection can be masked by magic of the creature).

#7. Werewolves.

Action: The party will encounter a group of humans (4 males) in dirty ragged clothing having no weapons but crude knives. They will be gathering around a small campfire to have their meal of a recently captured rabbit. If encountered on friendly terms the 'men' will not be hostile. If the party offers food and drink one of the men will give them a gem valued at 25GP. Further such kindness will mean the party will not be attacked that night! If the party ignores them or is mean to them, they will follow at a safe distance and attack that night (2 nights prior to the full moon).

Werewolves, 4+3 HD, AC: 5 (hit only by magic weapons), HP: 17, 18, 22, 31.

1 attack (bite) for 2-8 damage but if take 50% damage lycanthropy.

Note: Cure disease applied DAILY will prevent lycanthropy until a high priest of appropriate level in Wintershiven can apply a permanent cure. Onset of disease will be in 6+d4 days unless precaution is taken. Since it will not be a full moon the disease is only 40% likely to manifest itself during stress (melee, for example).

Lair: no guard, 8 gems: 6@50GP, 1@ 100GP and 1@ 200GP





#8. Wild Dogs

Action: The dogs will attack lone figures or groups up to 5 individuals.

Larger groups will be ignored but stalked for 1-4 turns. The dogs will break off if 3 are killed, or incapacitated.

Wild Dog, 1 +1HD, AC: 7, HP: 7, 7, 8, 9, 9

1 attack for 1-4 damage

#9. Fortified Inn with four other buildings.

Inn and associated barn are within a 15' high 30x40 stockade fence that has two gates. Just outside of the stockade are four wooden buildings housing a blacksmith, a horse trader, wagon builder (carpenter), and miller.

The inn is made of stone, bi-level, and is 20x20. On the second floor are four rooms with two twin beds each but a cot can be added to each room.

Cost: 7SP a night per person. Mead: 1EP, Beer: 7CP, Wine: 3-8SP/glass, Meal: 4-16SP.

The inn employs the innkeeper, his wife and four children. Just two servants (cook and bartender). Three people are now

staying there (elves). The blacksmith is alone. The horse trader has a wife and two children. The wagon builder has a wife. The Miller has two adult sons helping him.

Action(s):

Inn: The innkeeper is a swashbuckler, 5th level, S 18(40), *Studded Leather +1* and *shield +2* for AC: 3/1, HP: 47, 1 attack with a *long sword +2*.

His wife is a first level magic-user, unarmored, HP:3 dagger, **sleep**.

Her book contains: **sleep**, **read magic**, **shocking grasp**, **detect magic**, and **shield**. His four sons are 0 level but rate as men-at-arms, leather armor (50%) for AC: 10 or 8, HP: 5, 6, 7, 7 Carry long swords and daggers. All five fighters know how to throw a javelin and there is an ample supply of them in the inn. The family is Lawful Neutral.

The servants are 0 hit dice and do not fight.

The three elves are 2nd level assassins (rutterkins), leather armor for AC: 8/7, 8/6 and 8/6, HP: 8, 9 & 11, broad swords, and slings. Lawful Evil. They pose as first level fighter-elves. They might try an assassination if a person who, to them, looks rich. Though they would try mere robbery first.

The leader (11hp) has a *ring of Spell Storing* with: sleep and **invisibility** in it. Thus, he might try to sleep a room of people and steal their goods. (The ring can only be refilled when both spells have been cast. Further one full day must go by after the last spell is used before the two spells can be put back. The ring will not release a single spell until both have been put back in.)

The blacksmith, waggoner and miller are all men-at-arms using hammers and armored in studded leather for AC: 7. Each has 6 hit points.

The horse trader is a 3rd level cleric who gave up fighting when he reached 3rd level and thus he fights on the fighter table as 3rd level.

He wears *chain +1* for AC: 4, HP: 21, *morning star +2*. **cure light wounds** x2, **command**.

hold person.

He is Lawful good. He has 6 ordinary horses for sale at 35gp each.

Ordinary horses are 1+1HD, AC: 7, HP: 4,5,7,8,9,9 bite for 1-2 damage, they are easily frightened.

Tack, harness and saddles add up to 12GP/horse. Speed base only 15". The elves will have bought all six horses if they plan a robbery making it harder for the party to follow and regain the lost item(s).

#10. Ogres

Action: The ogres will appear as a warparty and will move to the attack. Since the party is in camp, they might surprise the group. Some will take on the guards and others will rush into camp. Once attack has begun, they are not quiet. Encounter distance is a function of the campsite and surrounding cover.

Ogres: 4+1HO, AC: 5, HP: 17, 18, 18, 20, 21, 22, 23, 23,

1 attack with throwing spear for 2d4 +2 damage (due to weapon size) or with hammer for 1-10 damage +2 for strength to damage. Carry: 4-40GP each, no magic.

Lair: Two more ogre guards, HP: 23 & 31

17PP, 22GP, 11EP, 47SP, 304CP Gems: 4 @ 50GP

Ring of 2 limited wishes!

Note: Teleport one figure without error

For each additional figure, the chance of high or low is 11% each way! The wish can cure up to 120 hit points.

The wish cannot bring back a figure from death, but it can cure disease (specifically lycanthropy) in one or two figures. The wish cannot reverse time, but such a wish will not consume the wish.

either -- nothing at all will happen.

ENTER MARAUDING OGRES ART HERE

#11. The Warparty of the Pale

Action: These 24 men will appear in the livery of the Pale. They are on their way back from a fight with trolls who have come out of the Troll Fens. (originally they were 36 in number -- 10 bodies are being carried in litters)

They have no cleric and need healing. They will FIGHT to get cured if such cures are not freely offered (though they will promise gold to pay for the curing upon reaching Wintershiven).

Commander, Superhero, 8th level, chain +4 and shield +2 for AC: -2/-4, HP: 67(34)

(current hit points are in parenthesis), Long Sword + 3, 3 attacks every two rounds. Once provoked he will show NO QUARTER!

Lieutenant, Enchanter, 7th level, bracers of defense armor class five, HP: 23(14)

dagger +1, wand of paralyzation with 6 charges

detect magic, shocking, grasp.

web, invisibility

fire ball

wall of fire (either spells used up in combat versus trolls)

22 long bowmen, 1st level, studded leather for AC: 7,

full HP: 5, 5, 5, 5, 5, 6, 7, 7, 7, 7, 7, 8, 8, 9, 10, 10, 11, 11, 11

current: 3, 3, 2, 1 ' 4, 6, 6, 7, 7, 7, 3, 3, 5, 4, 10, 10, 11, 7, 4,

full HP: 12, 13

current: 8, 7

Each is armed with a long bow and a short sword.

If the cures are provided the war party will escort the party into Wintershiven.

It is not necessary to FULLY CURE the group. But the superhero has a very short fuse since he cares about his men and needs help! Refusal to provide cures will mean melee to the DEATH!

Albert	Cleric	human Level ____	Neutral Good	Armor ____ & ____ for AC: ____
		HP: ____	S 13, I 11, W 16, D 12, C 14, Ch 11	
		5'8", 145#	spell capacity: __, __, __	
		Items of interest: _____		
Bentley	Druid	human Level ____	Neutral	Armor ____ & ____ for AC: ____
		HP: ____	S 11, I 13, W 15, D 14, C 15, Ch 16	
		5'10", 160#	spell capacity: __, __, __	
		Items of interest: _____		
Charles	Cleric	human Level ____	Neutral Good	Armor ____ & ____ for AC: ____
		HP: ____	S 13, I 10, W 17, D 12, C 15, Ch 10	
		6', 175#	spell capacity: __, __, __	
		Items of interest: _____		
David	MU	human Level ____	Lawful Neutral	Armor ____ & ____ for AC: ____
		HP: ____	S 8, I 17, W 15, D 13, C 14, Ch 11	
		5'8", 140#	spell capacity: __, __, __	
		Items of interest: _____		
Edmund	Thief	Elf Level ____	Neutral	
		HP: ____	S 10, I 14, W 13, D 17, C 15, Ch 12	
		5'3", 110#		
		Items of interest: _____		
Fred	MU	elf Level ____	Lawful Neutral	Armor ____ & ____ for AC: ____
		HP: ____	S 9, I 16, W 13, D 14, C 13, Ch 9	
		5'1", 105#	spell capacity: __, __, __	
		Items of interest: _____		
George	Thief halfling	Level ____	Lawful Neutral	Armor ____ & ____ for AC: ____
		HP: ____	S 10, I 13, W 12, D 16, C 16, Ch 13	
		3'2", 60#		
		Items of interest: _____		
Henry	Fighter	Dwarf Level ____	Lawful Neutral	Armor ____ & ____ for AC: ____
		HP: ____	S 17, I 12, W 15, D 15, C 15, Ch 10	
		4'7", 175#		
		Items of interest: _____		
Isabelle	Ranger	human Level ____	Neutral Good	Armor ____ & ____ for AC: ____
		HP: ____	S 17, I 11, W 13, D 14, C 16, Ch 14	
		5'4", 130#		
		Items of interest: _____		
Jane	Fighter	human Level ____	Chaotic Good	Armor ____ & ____ for AC: ____
		HP: ____	S 16, I 13, W 11, D 15, C 17, Ch 10	
		5'4", 125#		
		Items of interest: _____		



LENARD LAKOFKA

IN DEDICATION AND LOVING MEMORY OF

JANUARY 10, 1944 – OCTOBER 23, 2020

Dragon Magazine, Leomund's Tiny Hut

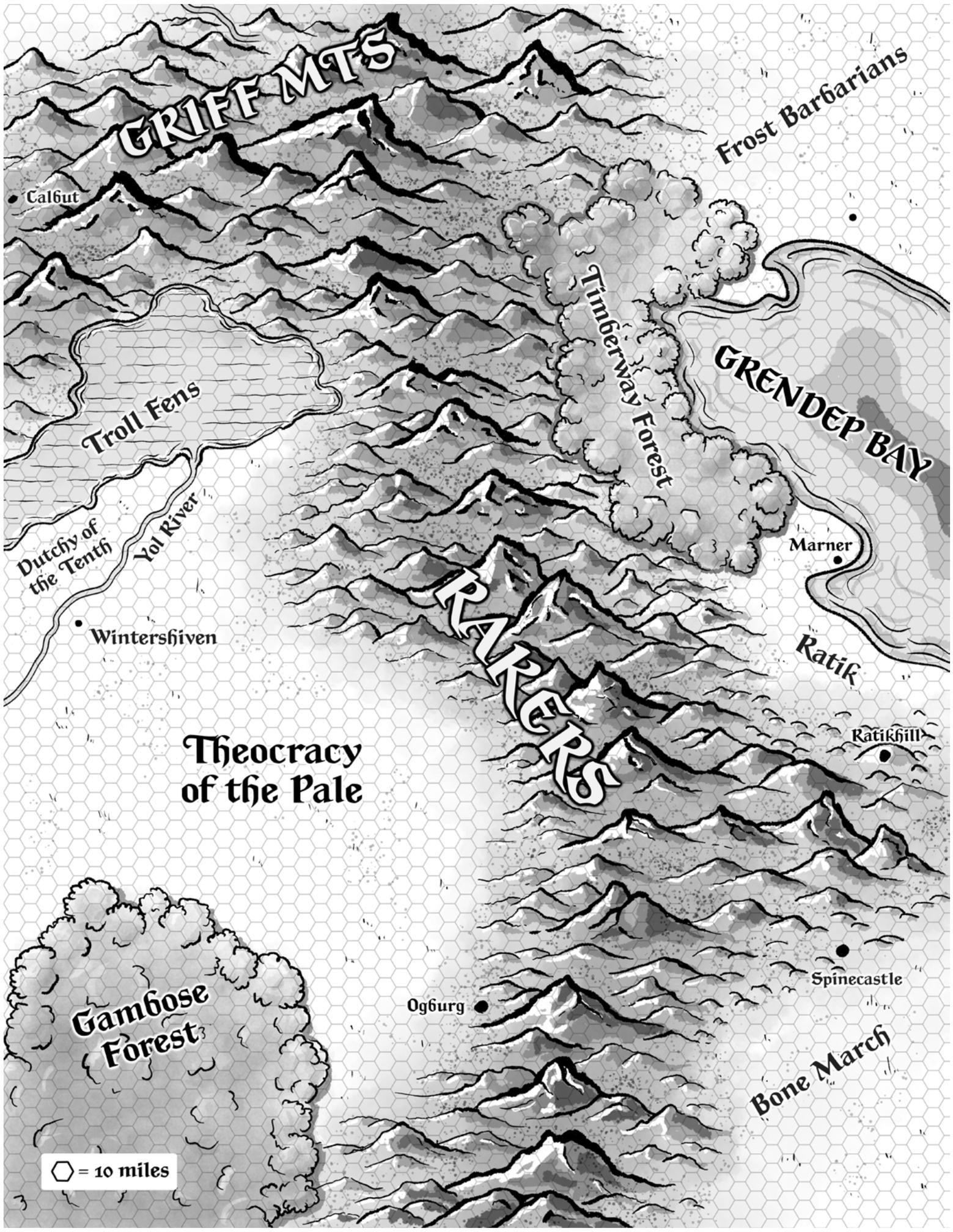
L1 The Secret of Bone Hill (TSR, 1981)

L2 The Assassin's Knot (TSR, 1983)

L3 Deep Dwarven Delve (TSR, 1999)

L4 Devilspawn (Released on Dragonsfoot for free)

L5 The Kroten Campaign (Released on Dragonsfoot for free)



GRIFF MTS

Frost Barbarians

Calbut

Troll Fens

Timberway Forest

GRENDER BAY

Dutchy of the Tenth

Yol River

Marner

Wintershiven

RAKERS

Ratik

Theocracy of the Pale

Ratikhill

Gambouse Forest

Ogburg

Spinecastle

Bone March

⬡ = 10 miles



This item is only one of the many popular releases of playing aids for the AD&D fantasy adventure game from the Lakofka Archive. Other playing aids for the AD&D game system currently include:

LA 1 The Lighthouse

LA 2 Devil's Dung

LA 3 A Minor Threat

LA 4 Threat from Nowhere (The Gift)

RL 1 Ravages of the Mind

Other releases of additional content related to the AD&D game system from the Lakofka Archive are planned for the future.

