

Level 0C: Zelkor's Ferry

Background

Rumors about the Rappan Athuk dungeons will not always point adventurers directly toward the Mausoleum (**Wilderness Area 9**), but toward a remote, semi-fortified inn known as Zelkor's Ferry. The wilderness around the Mausoleum is known to be extremely dangerous, and lower-level adventurers may very well choose to base themselves—at least in the early stages of the expedition—in an outpost of civilization, however small it might be. At the very least, Zelkor's Ferry offers a place to re-provision, to rest with some safety, and possibly even to hire some men-at-arms or baggage carriers. These benefits might be of little importance to a higher level party that has access to its own magic and healing, but for a lower-level party the resources of a “home base” could very easily mean the difference between life and death.

One reason why there are more rumors about Zelkor's Ferry than about the Mausoleum is quite simple; most adventurers who enter the Mausoleum never return to tell the tale. On the other hand, the cellars and dungeons beneath the Mouth of Doom are not quite as lethal as the central levels of Rappan Athuk where the catacombs beneath the Mouth eventually lead. The citizens of Zelkor's Ferry have seen, with their own eyes, adventurers who have returned alive from this part of Rappan Athuk with treasure and strange tales. These adventurers soon go to explore the dungeons further—and generally never return—but their shiny gold and mysterious tales remain behind, evidence of the dungeon's riches and actual existence.

The Ferry is a small cluster of buildings surrounded by an old stone wall that once served as a border fort. It is now an inn and a small trading post for occasional river traffic and infrequent overland travelers following the river trail to and from the Coast Road. The Ferry is the last convenient place for downriver traffic to make a safe landing, so although the settlement is small and the river traffic is infrequent, barges and keelboats do arrive here from time to time, offloading cargoes bound for the Coast Road. This last leg of the journey overland to the Coast Road is quite dangerous, and requires guards; escorting one of these small caravans is a possible side adventure for the player characters to undertake if they choose to do so.

The settlement itself is little more than the inn, a smithy, a merchant trader, and a ferryboat for those who desire to cross the river. Nevertheless, Zelkor's Ferry is a place of comfort and safety compared to the hungry wilderness that surrounds it on all sides. The area in and around Zelkor's Ferry is shown on **Maps “Environs of Zelkor's Ferry”** and **“Zelkor's Ferry.”**

Rumors in Zelkor's Ferry

Each member of the adventuring party automatically gains one rumor about the Mouth of Doom or the area surrounding the Ferry, in addition to the rumors listed in the Introduction.

- 1 Don't go down the well! (**True**; but that particular well is a long way from the Mouth of Doom's entrance to Rappan Athuk).
- 2 The Mouth of Doom, which leads into the dungeons of Rappan Athuk, can be found to the south of Zelkor's Ferry. (**True**)
- 3 They say that if you go adventuring in the Mouth of Doom, beware the hand. (**True**).
- 4 There are one or two places under the Mouth of Doom where the air is bad; don't sleep in those places if you want to wake up again. (**True**).
- 5 An adventurer went into the Mouth of Doom a year ago with a lucky gemstone sewn into the heel of his boot. He never came back. I guess the gem wasn't so lucky after all. (**True**).
- 6 A band of gnomes has been lurking around to the south of the Ferry for the last several weeks. If you're headed south, better watch out for them. (**True**).
- 7 Bristleback buys bearskins and panther skins for 50 gp, and wolf pelts for 20 each. If you bring back a whole bear, the meat's worth 10 gp to you as well. Wild boars aren't worth anything to you, though. (**True**).
- 8 A couple of levels underneath the Mouth of Doom there is a long passage—miles long—that connects up with the main levels of Rappan Athuk. (**True**).
- 9 Zelkor was a powerful wizard who led the army of Light into Rappan Athuk to attack the high priests of Orcus. They say that he didn't die, and one day he'll return. (**Partly True**).
- 10 The Mouth of Doom is cursed: anyone who enters it will become weaker and weaker over the course of ten days. (**False**).

Map Key

I. Zelkor's Ferry

This is a small trading post and fortified inn, surrounded by an ancient and crumbling stone curtain wall with wooden guard-towers that were clearly built in later years for added defense. The gates of the fort are closed and manned by two bowmen who scrutinize the adventurers closely, but since most visitors to Zelkor's Ferry are armed and dangerous-looking they are unlikely to bar the party from entering unless the characters do or say something extremely stupid. Ten kobold skulls have been nailed to the gate as a mild warning to would-be attackers.

Guests and Arrivals

In addition to the inn's staff, there are some travelers staying at the inn.

LEVEL OC

Some of these are mercenaries hoping to pick up work as caravan guards when the next river boat comes in, some are travelers waiting for upstream passage when the next boat arrives, and some may even be adventurers who are in the area for the same reason as the player characters. Roll twice on the Travelers table below to see who is already staying at the inn.

Travelers

- 1 **Solitary fighter** (level 1d4)
- 2 **Solitary cleric** (level 1d4)
- 3 **Solitary magic-user** (level 1d4)
- 4 **Solitary thief** (level 1d4)
- 5 **Adventuring party** (1d4 NPC characters). Roll 1d4 on this table for each NPC to determine class and level.
- 6 **Merchants** (see below)
- 7 **1d4 fighters** (level 1d2)
- 8 **1d6 outlaws** (see below)
- 9 **Patrol** (see below)
- 10 **2d6 mercenaries** (see below)

New Arrivals in Zelkor's Ferry

In addition to the people who are already staying at Zelkor's Ferry, there is a chance each day that a new set of travelers arrive. Roll 1d100 each day to check for arrivals. It is not necessary to track these events closely unless they are of interest to a party waiting for possible hirelings or waiting for passage on a boat.

- | | |
|-------|---|
| 01–05 | A keelboat (see list below) arrives at the Ferry from the West |
| 06 | Wayfarers arrive on foot from the West, along the Old Path |
| 07–09 | Wayfarers arrive on foot from the East, along the Old Path |
| 10–00 | No new arrivals |

When there is an arrival at the Ferry, the Travelers table should be used to determine who or what has arrived, although this step should be skipped if new arrivals are not important to the party's current activities. New arrivals do not generally need to be detailed unless the party is trying to hire non-player characters or to find missions other than an expedition into Rappan Athuk. Roll on the Travelers Table to determine who arrives; if the arrival is one of the three keelboats that dock at the Ferry, the travelers rolled on the table are passengers on the riverboat. If you wish to keep some kind of running tally of the Ferry's transient population, assume that each group (or individual, if solitary) plans to stay at the ferry for 1d10 days. This lets you track the departures as well as the arrivals. Obviously, the actions of the characters might cause a group or an individual to delay departure for a while if they are waiting for employment—or planning to kill the characters and take their gold.

Merchants: Merchants arriving by road have 1d8 wagons or carts, with an appropriate number of accompanying pack animals per cart as well as **1d6 caravan guards** and **1 sergeant-guard** per cart or wagon. There are **1d3 merchants** per cart as well, and a 5% chance per wagon that a single **wizard** accompanies the group. Merchants arriving by boat bring wagons and draft animals along since they know none are likely to be for hire at the Ferry—only 1d2 wagons are loaded onto the riverboat. Whether arriving by boat or on foot, if the merchants do not have at least 3 footmen per wagon, they are seeking to hire more guards.

Caravan Guard, Fighter 2: HP 9; AC 5 [14]; Atk 1 spear (1d6) or short sword (1d6) or light crossbow (1d4+1); Move 12, Save 13; AL N; CL/XP 2/30; Special: None. Gear: Spear, short sword, light crossbow, 20 bolts, ring armor, shield, 1d12 gp,

2d12 sp, 3d12 cp.

Merchant: HD 1d4; AC 6 [13]; Atk 1 dagger (1d4) or light crossbow (1d4+1); Move 12, Save 18; AL N; XP A/5; Special: None. Gear: Dagger (25% of silver dagger), light crossbow, 10 bolts, leather armor, buckler, 10% chance of a minor potion, 2d10 gp and additional coffer of coins hidden in wagon, total value of approximately 10 x total HD of all NPCs in caravan.

Sergeant-Guard, Fighter 4: HP 18; AC 4 [15]; Atk 1 longsword (1d8); Move 12, Save 11; AL N; CL/XP 4/120; Special: None. Gear: Longsword, chainmail, shield, 2d10 gp, 40 + 2d10 sp.

Sorcerous Guard, Magic-User 3: HP 7; AC 9 [10]; Atk 1 dagger (1d4); Move 12, Save 13; AL N; CL/XP 3/60; Special: Spells (*charm person, sleep, mirror image*). Gear: Dagger, spellbook, 15% chance of a minor scroll, 2d10 gp, 40 + 2d10 sp.

Each wagon contains 1d4 x 200 gp worth of trade goods, of various types.

Outlaws: Outlaws are simply peasants who are on the run from the law. They are tolerated at the Ferry as long as they do not appear dangerous, and if a patrol appears while outlaws are present, the citizens of the Ferry hide the outlaws until the patrol has left. Outlaws can be hired, although they are less reliable than mercenaries.

Outlaw: HD 0 (1d4 hp); AC 9 [10]; Atk 1 club (1d4) or sling (1d4); Move 12, Save 18; AL N; CL/XP A/5; Special: None. Gear: Club, sling, 10 stones.

Patrol: Patrols consist of **8 footmen** and a **knight**. The knight rides a warhorse, and the footmen walk.

Footman, Fighter 2: HP 9; AC 5 [14]; Atk 1 spear (1d6) or longsword (1d8) or light crossbow (1d4+1); Move 12, Save 13; AL N; CL/XP 2/30; Special: None. Gear: Spear, longsword, light crossbow, 20 bolts, ring armor, shield, 2d12 gp.

Knight, Fighter 4: HP 18; AC 4 [15]; Atk 1 lance (2d4+1) or longsword (1d8); Move 12, Save 11; AL N; CL/XP 4/120; Special: None. Gear: Lance, longsword, chainmail, shield, 2d10 gp, 40 + 2d10 sp.

Warhorse: HD 3; AC 7 [12]; Atk 1 bite (1d2), 2 hooves (1d3); Move 18; Save 15; AL N; CL/XP 3/60; Special: None.

Mercenaries: Mercenaries are wandering soldiers looking for work. They fight as footmen (see above).

Keelboats

There are three keelboats that carry almost all of the trade upriver to and from Zelkor's Ferry: the *Yellow Dagger*, the *Lucky Oak*, and the *Brawler*.

The Yellow Dagger

The *Yellow Dagger* is a fast riverboat that usually traffics in furs, ale, and wool. The captain is **Riko Jaskin**, who travels with a crew of **3 sailors** and his guard, **Orik**. Riko also has a lynx named **Ramakin**, who attacks anyone threatening Riko. Cargoes on the *Yellow Dagger* generally run approximately 1d4 x 200 gp worth of trade goods, of various types.

Riko Jaskin, Fighter 3: HP 11; AC 5 [14]; Atk 1 longsword (1d8) or longbow (1d6); Move 12, Save 12; AL N; CL/XP 3/60; Special: None. Gear: Chainmail, longsword, longbow, 20 arrows.

LEVEL OC

Orik, Thief 3: HP 6; AC 7 [12]; Atk 1 sword (1d6) or light crossbow (1d4+1); Move 12, Save 13; AL C; CL/XP 2/30; Special: Backstab (x2 damage), CW 87%, DT 25%, HS 4 in 6, HS 20%, MS 30%, OL 20%, read languages. Gear: Leather armor, light crossbow, 20 bolts, short sword.

Sailor: HD 1; AC 6 [13]; Atk 1 scimitar (1d6) or dagger (1d4) or longbow (1d6); Move 12, Save 17; AL N; CL/XP 1/15; Special: None. Gear: Ring armor, 2 daggers, longbow, 20 arrows, scimitar.

Ramakin, Lynx: HD 2; AC 6 [13]; Atk 2 claws (1d3) and bite (1d4); Move 18/12 (climb), Save 16; AL N; CL/XP 2/30; Special: None.

The Lucky Oak

The *Lucky Oak* is a keelboat captained by **Petrus Kolvio**. It is manned by **4 sailors** and **1 guard**. The boat also keeps **2 guard dogs**. Cargoes on the *Lucky Oak* generally run approximately 1d4 x 200 gp worth of trade goods, of various types.

Petrus Kolvio, Fighter 4: HP 16; AC 5 [14]; Atk 1 cutlass (1d6) or shortbow (1d6); Move 12, Save 11; AL N; CL/XP 4/120; Special: None. Gear: Chainmail, cutlass, shortbow, 20 arrows, 3d6 gp.

Sailor: HD 1; AC 6 [13]; Atk 1 scimitar (1d6) or dagger (1d4) or longbow (1d6); Move 12, Save 17; AL N; CL/XP 1/15; Special: None. Gear: Ring armor, 2 daggers, longbow, 20 arrows, scimitar.

Guard, Fighter 2: HP 9; AC 5 [14]; Atk 1 spear (1d6) or short sword (1d6) or light crossbow (1d4+1); Move 12, Save 13; AL N; CL/XP 2/30; Special: None. Gear: Spear, short sword, light crossbow, 20 bolts, ring armor, shield, 1d4 gp, 2d4 sp, 3d8 cp.

Guard Dog: HD 2; AC 7 [12]; Atk 1 bite (1d6); Move 14; Save 16; AL N; CL/XP 2/30; Special: None.

The Brawler

The *Brawler* is a very large keelboat that transports heavy cargo such as ale, sheep, and even cows. It has a large crew of **10 sailors**, and is captained by the owner, **Beoric the Whale**. Cargoes on the *Brawler* generally run approximately 1d6 x 200 gp worth of trade goods, of various types.

Beoric the Whale, Fighter 5: HP 19; AC 6 [13]; Atk 1 battleaxe (1d8+1) or +1 longbow (1d6+1); Move 12, Save 10; AL N; CL/XP 5/240; Special: None. Gear: +1 leather armor, battleaxe, +1 longbow, 15 arrows, spyglass, 3d12 gp.

Sailor: HD 1; AC 6 [13]; Atk 1 scimitar (1d6) or dagger (1d4) or longbow (1d6); Move 12, Save 17; AL N; CL/XP 1/15; Special: None. Gear: Ring armor, 2 daggers, longbow, 20 arrows, scimitar.

Locations in Zelkor's Ferry

A. Bristleback's Inn

Bristleback's Inn is the sort of place one would expect to find in a remote settlement. A cracked and peeling wooden sign creaks from its iron bracket by the door, showing a picture of a wild boar in badly-faded paint. It is an old building, small for an inn, and is not in the best of repair. Room and board costs 1 gp per night, with an extra silver piece charged for stabling a horse or mule. **Odo Bristleback**, the innkeeper, owns and operates the entire settlement of Zelkor's Ferry, a business that has been in his family for generations. He hires the guards for the fort, and collects rent from the smith, the merchants, and the necromancer. Other members

of the inn's staff include Odo's wife **Amelia**, two serving wenches named **Ysbel** and **Tallie**, and **Gumbel the Cook**. With the exception of Odo, all the inn's staff are normal humans (0 HD; 2 hp).

Odo himself is the main reason why this small settlement is capable of surviving in the middle of the howling wilderness. For many generations his family bloodline has been stained with lycanthropy of the wereboar, inherited from some long-forgotten ancestor. Most of the full-time inhabitants of Zelkor's Ferry are aware of this, but it is not discussed with outsiders. Unless the party attacks the settlement they are unlikely to learn Odo's secret, although if they like bacon for breakfast they may be irritated by the fact that the inn *never* seems to serve any pork. Needless to say, once the various bandits and humanoids in the area realized that they would need silver weapons to attack Odo's inn, they decided to find easier prey elsewhere.

Odo Bristleback, Wereboar: HD 5+2 (28 hp); AC 4 [15]; Atk 1 bite (2d6); Move 12; Save 12; AL N; CL/XP 6/400; Special: Lycanthropy, hit only by magic or silver weapons.

B. The Stable

The stable is a part of the inn; anyone wishing to keep horses here can do so by talking to Odo Bristleback, the innkeeper. The daily charge for keeping a horse or mule in the stable is 1 sp. From time to time Odo may also have a horse or a mule for sale, although these are far from thoroughbred quality. Odo almost always has a mule for sale, has a 65% chance to actually have two mules rather than just one, and has a 50% chance to have 1d3 riding horses available for the right price. Obviously, replacement animals do not just appear magically in Odo's stable; if the party buys his stock and needs more, it takes at least a week before any more would be traded here. The stablehands are called Igor and Vort (0 HD, 2 hp each, chaotic).

Guard Dog: HD 2; AC 7 [12]; Atk 1 bite (1d6); Move 14; Save 16; AL N; CL/XP 2/30; Special: None.

C. Blacksmith

Big Morgan (0 HD, 3 hp, chaotic) is a blacksmith who rents this building from Odo and makes his living by repairing wagons, shoeing horses, and producing simple iron tools for the wayfarers who stop at the inn. Morgan's wife **Deslena** (0 HD; hp 3) makes the sturdy pottery dishes used in the area as well as bottles and jugs in various sizes that she sells at the Trading Post. Her kiln is built into the other side of the forge.

D. Barracks

This building is the residence for Odo's **guards**, whom he has hand-picked over several years from traveling mercenaries and adventurers who stopped here and were willing to stay. They are a loyal and experienced group of veterans.

Odo's Guards: HD 1; AC 7 [12]; Atk 1 Atk 1 spear (1d6) or long knife (1d4) or short bow (1d6) (1d8); Move 12; Save 17; AL N; CL/XP 1/15; Special: None. Gear: Spear, leather armor, short bow, 20 arrows, long knife.

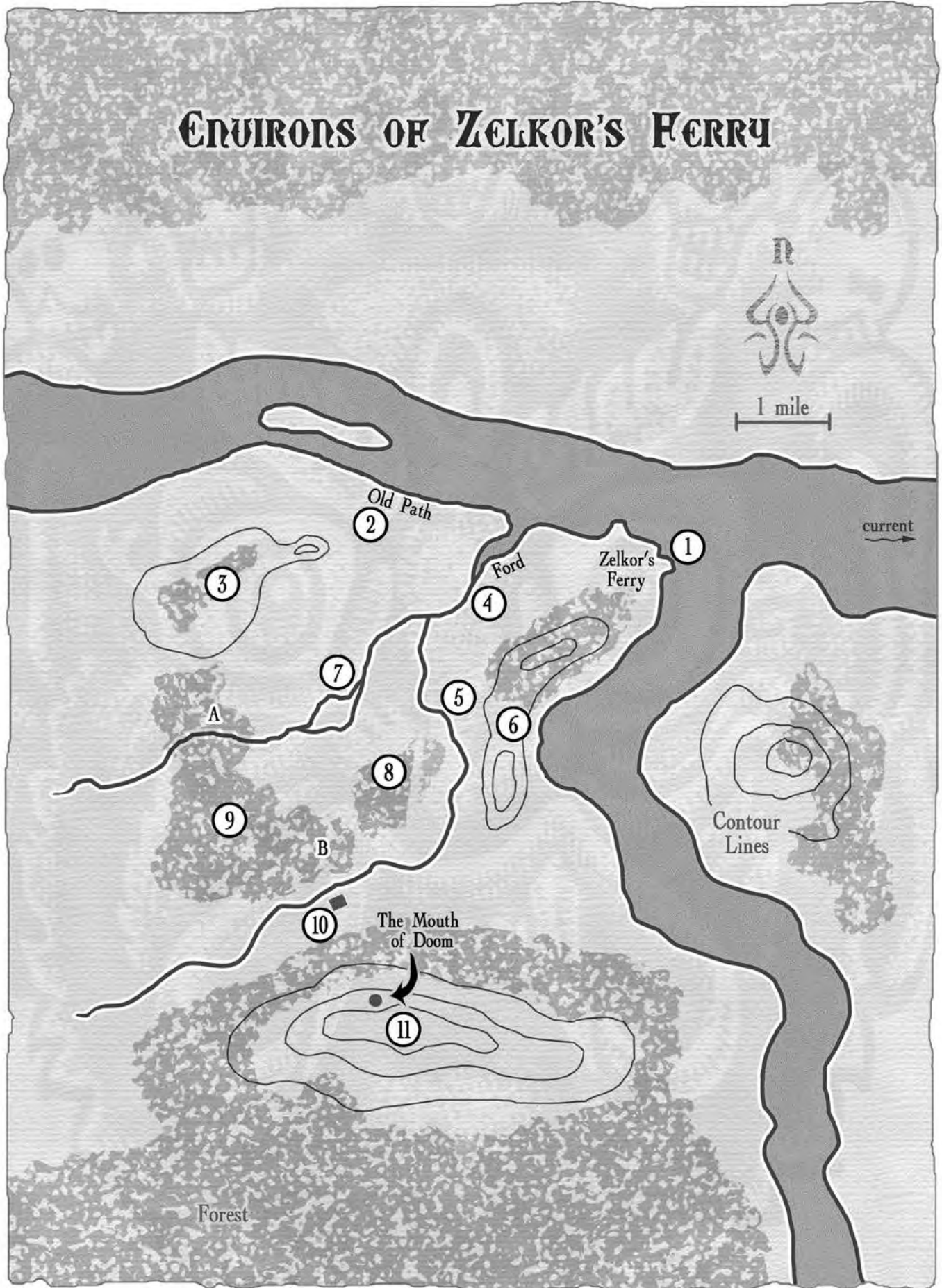
Captain Skorma: HD 4 (14 hp); AC 7 [12]; Atk 1 Atk 1 spear (1d6) or short sword (1d6); Move 12; Save 13; AL N; CL/XP 4/120; Special: None. Gear: Spear, leather armor, short sword.

E. Rasmus Pye's Trading Post

The trading post is run by **Rasmus Pye**, who buys, sells, and barter anything that comes his way down the river, up the trail, or out of the dungeon. The only thing he doesn't sell is horses, since his landlord owns the stables. Rasmus is a wizard of minor abilities, and his ability to cast *sleep* spells was a nasty surprise for the last group of kobolds that attempted to storm the walls.

Most normal supplies, even including armor, can be purchased here at normal prices.

ENVIRONS OF ZELKOR'S FERRY



River

ZELKOR'S FERRY

Gate

Ferry Dock

River

- A. Bristleback's Inn
- B. Stable
- C. Big Morgan's Smithy
- D. Barracks
- E. Rasmus Pye's Trading Post
- F. Necromancer
- G. Ferry
- H. Kalgor the Gemcutter



LEVEL OC

Pye is ably assisted by his wife **Meregan** (0 HD; hp 3) who also sews and does some light leatherwork. Common clothing items available at the trading post may have been made by her, and she will make custom items at 20% above the usual cost. The Pyes have a twelve-year-old son, **Verestin** (0 HD; hp 2).

Rasmus Pye, Magic-User 2: HP 4; AC 9 [10]; Atk 1 dagger (1d4); Move 12, Save 14; AL N; CL/XP 2/30; Special: Spells (*charm person, sleep*). Gear: Dagger, spellbook.

F. The Necromancer

Ulman Dark is a necromancer with certain strange abilities derived from his studies in black magic, astrology, and necromancy. Having been exiled from a number of civilized communities, he has chosen to live in the remote settlement of Zelkor's Ferry, where his studies are tolerated—within limits—since he has significant abilities as a healer, no matter how questionable the source of these abilities might be.

Ulman is able to remove the effects of poison, and even has a certain chance to bring the dead back to life if the stars are right and the expensive materials are available. He can brew weak healing draughts, and has a chance to cure diseases. These skills are based upon combinations of alchemy and dark knowledge that have no connection to the rules applicable to player characters; he should simply be treated as an NPC with unusual abilities. His ability to succeed at one of these tasks is not guaranteed, and he expects payment up front whether his attempt is successful or not.

Removing Poison: A character that has been poisoned within the last 24 hours may be purged of the poison. The procedure involves replacing the patient's blood, using a quantity of goat's blood as well as drawing 10 hit points worth of blood from humans to include in the transfusion. Ulman requires payment of

800 gp to make the attempt, and there is a 20% chance of failure.

Curing Diseases: Ulman uses a combination of purging, leeching, and medicinal concoctions to cure diseases, charging 500 gp for the attempt. His physic has a 20% chance to fail, and a 1% chance to kill the patient outright.

Brewing Potions: Ulman can brew healing concoctions that restore 1d4 hit points. The potion must not be taken more than once in a 24 hour period, for the second draught is a deadly overdose (saving throw negates). He charges 250 gp for one of these draughts.

Raising the Dead: Ulman charges 3,000 gp to attempt this difficult task, and has a 20% chance to fail in some way (see below). If he fails, he weakens and is unable to do anything but lie abed for a period of one month thereafter. If three gems worth 250 gp or more each are used in the procedure, the chance of failure drops to 10%. Failure results are listed on the table below:

- 1 Character remains dead
- 2 Character returns from the dead but with 1d2 lost Constitution points and must rest for 2 weeks
- 3 Character's body turns into a grey ooze (not the monster, just disgusting putrescence)
- 4 Character returns from the dead, but grows to ogre size, gaining 4 extra hit points but losing 1d4 points of Intelligence
- 5 Character's body remains dead, character's soul returns as a **wraith** and attacks
- 6 Character remains dead

Wraith: HD 4; AC 3 [16]; Atk 1 touch (1d6+ level drain); Move 9; Save 13; AL C; CL/XP 6/400; Special: drain 1 level with hit.



LEVEL OC

Ulman Dark: HD 2 (6 hp); AC 9 [10]; Atk weapon; Move 12, Save 16; AL C; CL/XP 2/30; Special: None. Gear: None.

Ulman is sometimes joined here by his wife. **Kanndra Dark** is a successful bounty hunter and spends most of her time away from home, which is one reason the pair get along as well as they do. She also picks up various exotic herbs and ingredients on her travels, which Ulman can then try in his potions and nostrums.

Kanndra Dark: HD 3 (11 hp); AC 7 [12]; Atk 1 short sword (1d6); Move 12; Save 13; AL C; CL/XP 3/60; Special: None. Gear: Leather armor, 2 short swords, manacles.

Treasure: Ulman owns various alchemical devices worth a total of 1,000 gp, chemicals worth a total of 500 gp, and has 300 gp hidden in a chest under one of the flagstones of his floor, protected with a **poison needle trap** (save or die).

G. The Ferry

The Ferry itself is no more than a wooden dock jutting out over the water, with a stone building where **Gutmark the Ferryman** (0 HD, 2 hp) makes his home. It costs 2 gp per person (and 1 gp per animal) to be ferried across the water on Gutmark's boat. Travelers are so infrequent that ferrying passengers is only an occasional task for Gutmark; he makes his living by fishing in the river (usually within sight of the dock).

His wife **Adebrin** (0 HD; hp 2) smokes the fish and makes other smoked meats and salted foods.

H. Gemcutter

Kalgor (1 HD, 4 hp) is a retired wanderer, a dwarf who happens to prefer living on the surface rather than underground. This may be related to the fact that his vision is not as acute as it is for most dwarves; he uses spectacles even in daylight, and can see no further than 10 ft. in the dark. Kalgor does not under any circumstances agree to join an adventuring party. His income mainly comes from occasional work as a gemcutter; rough gemstones found in the area usually make their way to his worktable eventually before they are sold upriver. Kalgor appraises a gem for payment of 10% of its value (he is honest and accurate with his appraisals). He buys gems for 90% of value (the appraisal still costs 10%, though), and sells a gem for 110% of its value. At any given time, Kalgor has 1d4+6 gems available for sale. Roll 1d10 for each gem to determine their value:

1–5	20 gp gem (sells for 22 gp)
6–7	50 gp gem (sells for 55 gp)
8–9	100 gp gem (sells for 110 gp)
10	250 gp gem (sells for 275 gp)

If Kalgor is hired to re-cut a gem so as to increase its value, he charges 10% of the gem's initial value to make the attempt, and tells the characters up front that they run the risk of the gem being ruined. If they still want him to re-cut the gem, roll 1d10 on the table below to determine the result:

1	Gem is ruined and is now worthless.
2–4	The gem is not ruined, but its value declines by 20%
5	The gem is not ruined, but its value declines by 10%
6–7	The gem's value increases by 10%
8	The gem's value increases by 20%
9	The gem's value increases by 50%
10	The gem's value increases by 100%

2. Old Path and the Milestone

The Old Path runs along the southern bank of the river, eventually joining the Coast Road on the far side of the river's tributary, after one

crosses at Zelkor's Ferry. At this point along the trail there is an ancient stone marker with the number "50" carved into it, although the marks of the chisel are almost faded away by time and weather. The stone is a marker—approximately—of the fifty miles of distance remaining from here to the Coast Road.

3. Cave of the Stirges

When the characters approach this cave entrance, they immediately notice the nasty smell wafting out from it. The cave entrance itself is too narrow for more than one person to enter at a time. The area within is small, and is the lair of **5 stirges**.

Stirges (5): HD 1+1; AC 7 [12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

Treasure: A total of 2,000 cp, 125 sp, and 300 gp can be found scattered amongst the various bones and rubbish in the stirge lair, in addition to 3 gems worth 50 gp each.

4. Demon Statue

A statue overlooks the river here; it is worn and weathered, but its demonic shape, with bat wings and ram's horns, can still be discerned. The statue's outstretched arm points to the southwest. There is nothing magical or unusual about the statue.

5. Ford

The river can be forded safely here, but the gnolls at **Area 6** keep a lookout watching the ford, and the adventurers are likely to be spotted (see **Area 6**).

6. Gnoll Outpost

Gnolls from the Mouth of Doom have established a small camp on this hill, which serves as a lookout point. At any given time there are 5 gnolls here.

The gnolls notice anyone fording the river in **Area 5**, and track them quietly until they have a chance to attack with surprise.

Gnolls (5): HD 2; AC 5 [14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; AL C; CL/XP 2/30; Special: None.

Treasure: Each of the gnolls carries a belt pouch containing 1d100 sp.

7. Small Lake

Although the lake itself is not the lair of any unusual monsters, various animals come here to drink. Any time the characters come into this area, roll on the table below to find out what might be in the vicinity:

1–7	1d4 deer
8	1 black bear
9	1 panther
10	1d6 wolves
11–20	No animals present

Deer: HD 1; AC 7 [12]; Atk 1 gore (1d4); Move 18; Save 17; AL N; CL/XP 1/15; Special: None.

Black Bear: HD 4+1; AC 7[12]; Atk 2 claws (1d3), 1 bite (1d6); Move 9; Save 13; AL N; CL/XP 4/120; Special: Hug.

LEVEL OC

Panther: HD 3; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d6); Move 16; Save 14; AL N; CL/XP 3/60; Special: None.

Wolf: HD 2+2; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; AL N; CL/XP 2/30; Special: None.

Treasure: Bearskins and panther skins can be sold at Zelkor's Ferry for 50 gp; wolfskins can be sold for 20 gp each. The complete carcass of a bear is worth an additional 10 gp for the meat.

8. Weird Woods of Yorgala the Ogress

Toward the middle of these woods, the trees begin to get darker and stranger, some of them having octopus-like suckers on their trunks and branches, others almost seem to have malevolent faces in the pattern of their bark. Moving through this area becomes more and more difficult—the trees and the underbrush almost seem to be getting in the way of the characters' passage deliberately. Moreover, and perhaps most disturbing, the forest becomes darker than it ought to be. By the time the characters reach the center, if they go so far, they need to be carrying light sources in order to see.

At the center of the woods there is a stone cottage with a garden fenced around with human bones and skulls. This is the abode of the female ogre **Yorgala**. She is a normal ogre, but thinner and a bit less feral than most male ogres. If she succeeds in capturing any humans with the *sleep* spell, she cooks one of them for dinner (determine randomly) and sells the rest to the gnolls (**Area 6**) as slaves, after tattooing a mystical marking on the palms of their hands. The tattoos *detect* as magical, and their effect is to weaken a person inside the ogress's grove. Anyone entering the grove with one of these tattoos makes all attacks and damage rolls at -1 due to a strange weakness. The gnolls most likely sell the captured party members to the people in Zelkor's Ferry at a price of 100 gp each. After the characters are ransomed in this way, the people at the Ferry definitely expect to be reimbursed for their expense.

Yorgala the Ogress: HD 4+1 (19 hp); AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 13; AL C; CL/XP 5/240; Special: Cast *sleep* once per day.

Treasure: Inside Yorgala's hut there is a large cauldron, a selection of knives, a wooden table, an ogre-sized bed, and a large and elaborate silver mirror (1,000 gp total).

9. Large Forest

9A. Den of the Red Bear

The **bear** that lives in this location has bright scarlet hair, and is considerably larger than most forest-dwelling bears. It is quite fearless, and stalks and attacks anyone who is following the river through the woods, even if the group is quite large.

The Red Bear: HD 7 (33 hp); AC 6 [13]; Atk 2 claws (1d6+1), 1 bite (1d10+1); Move 12; Save 9; AL N; CL/XP 7/600; Special: Hug.

Treasure: The red bear's den is in the hollow of a massive tree, which is almost 20 ft. in diameter—although the tree itself is quite squat, being only fifty feet in height. Over the course of time, the bear has dragged several of its victims into this lair to eat them at leisure. Although most of this equipment is clearly that of wandering humans, ruined and with no particular value, some of the items are worth something. There are two suits of plate mail that have been broken open to get at the tasty meat inside, but the pieces have not been damaged and can be reassembled. Additionally, there is a crushed skeletal hand tossed in with the other bones and scraps in the tree hollow, and there is a *ring of protection +1* remaining on one of the fingers.

9B. Ruined Hut

Deep in the trees there is a small hut in a state of disrepair and neglect. The wooden walls are rotting, and the thatched roof is green with moss. The hut is the lair of the lone **worg** who killed the original inhabitants.

Worg: HD 4 (16 hp); AC 6 [13]; Atk 1 bite (1d6+1); Move 18; Save 13; AL C; CL/XP 4/120; Special: None.

Treasure: The worg does not keep treasure, but among the bones inside the hut there is a belt pouch containing 5 gems worth 100 gp each.

10. Ruined Cottage

This is a stone cottage that has been abandoned and fallen into disrepair. The thatched roof is gone, and grass grows from the dirt floor of the building.

11. The Mouth of Doom

The **Mouth of Doom** is a huge, stone demon face (the visage is that of Orcus) carved into the side of the hill. Its open mouth is ten feet tall; within the gaping stone maw, stairs of black stone lead downward into the darkness. Descending the stairs will lead the party to **Level 1C**, the Mouth of Doom, in **Area 1C-1**.