

BARD'S GATE AND ENVIRONS

Wandering Monsters: Check for wandering monsters at 6 am, 9 am, noon, 4 pm, 7 pm, 10 pm, midnight and 3 am. Use the following charts for frequency and results:

In Fields around Bard's Gate, South of the Hills:

An encounter occurs on a 1 on 1d6. -1 to the result if on the road, +2 if at night.

0. Villagers
1. Merchants/Caravan
2. Small company of Lyreguard on foot--6 F3, 1 Leader (F4).
3. 5 mounted Knights of Waymarch (F4) on patrol.
4. 6 Lyreguard light cavalry (F4) with 1 leader (F5).
5. Special--adventuring party, mercenaries, sighting of Imril and a few of his guard on hippogriffs, sighting of what might be a dragon.
6. 1d6 **Stirges** (2d8 if at night)
7. 2d4 **Gnolls** with 1 **Gnoll leader** (+2 hd)
8. 1d3 **Owlbears**

In the Valley North of Bard's Gate (Clear or Rolling Hills terrain only):

An encounter occurs on a 1 on 1d6 during the day and on 1 or 2 on 1d6 if at night. +2 to the result if north of the forest, +2 if at night.

1. Villagers
2. Large company of Lyreguard Footmen--16 F3, 2 Lieutenants (F4), 1 Leader (F5, magic weapon).
3. 5 Waymarch Knights (F4)
4. 6 Lyreguard Cavalry with 1 Leader (F5).
5. 2d8 **Orcs** with short bows and swords all **riding evil wolves** with 1 **Leader** (3hd) riding a **Warg**
6. Special--adventuring party, mercenaries, sighting of Imril and a few of his guard on hippogriffs, sighting of what might be a dragon, etc.
7. 2d6 **Stirges** (2d10 if at night)
8. 2d6 **Gnolls** with 1 **Leader** (+2hd) raiding a village
9. 1d3 **Owlbears** prowling from the forest
10. 1d6+4 **Skeletons** with 2 **evil Priests of Orcus** (L5) from the dungeon

In the Small Forest North of Bard's Gate:

An encounter occurs on a 1 or 2 on 1d6 during the day and on a 1, 2 or 3 on 1d6 at night. +2 to the result if at night.

1. 8 Lyreguard footmen (F3) with 1 Leader (F5, magic weapon)
2. 2d4 **Bugbears**
3. 2d6 lesser **Elves** or 1 **Dryad**
4. **Sloosh and Slosh's** pool (see below)

5. 1d4 **Owlbears**
6. 2d8 **Stirges**
7. 1d6 **Giant Spiders**
8. 1d4+1 **Trolls**

In the Hills and Small Mountains South of the Small River and to the East of the Stoneheart River:

An encounter occurs on a 1 on 1d6 during the day and a 1,2 or 3 at night. +2 to the result in small mountains, +2 if at night.

1. 2d8 **Stirges**
2. 2d8 **Orcs** or **Hobgoblins**
3. 2d6 **Gnolls** with 1 **Gnoll Leader** (+2hd)
4. 1d6+1 **Ogres**
5. 1d4+1 **Trolls**
6. Special-- adventuring party, mercenaries, sighting of Imril and a few of his guard on hippogriffs, sighting of what might be a dragon, etc.
7. 1d3 **Manticores**
8. 1d2 **Ettins**
9. 1d4 **Wyverns**
10. **Calthraxus the Black Dragon**, flying high above.

The Valley of the Shrine and the Forest and Mountains to the North:

An encounter occurs on a 1 or 2 on 1d6 during the day and a 1,2 or 3 at night. +1 to the result in the north hex of the valley, +1 in the hills, +2 in the low mountains, +3 in the mountains, +2 in the forest and +2 at night.

1. 1d6 +1 **Wargs**
2. 2d4 **Stirges** (2d8 at night)
3. **Brundle the One-Eyed Troll** 36hp (6+6hd) AC:4 THAC0:12 (c/c/b) dam:1d4+4x2/2d6 speed:6 regen 3/r starting 3r after injury move:12" save:13 mult:75/28.0xhp.
4. Party of 3 **evil Priests of Orcus** (2 C3, 1 C4), heading to or from the dungeon.
5. Special-- adventuring party, mercenaries, sighting of Imril and a few of his guard on hippogriffs, sighting of what might be a dragon, etc.
6. 4 **Ghouls**
7. 1d8+4 **Skeletons** with 2 **evil Priests of Orcus** (L5) from the dungeon
8. **Balcoth** or **Dark Natasha**, on an expedition.
9. 2d6 **Giant Spiders**
10. 1d3 **Manticores**
11. 1d2 **Ettins**
12. 1d4 **Wyverns**
13. 1 **Beholder** (only possible in the forested mountain hex at night)

Placed Encounters:

1. **Entrance to the Stoneheart Mountain Dungeon.** Come on in...
2. **Desecrated Temples to Thyr and Muir.** Standing near a once crystal clear lake, the two Romanesque temples to Thyr and Muir were blackened and desecrated some 20 years ago when the temple of Orcus was established in the Stoneheart Mountain Dungeon. The priests have long since abandoned the temples and now reside in Bard's Gate. The statutes of Thyr and Muir have been broken. However, the evil minions of Orcus were unable to access the secret room beneath the temple of Thyr. It is accessible only by a cleric of Thyr casting a bless spell on the statue of Thyr. Once done, the statute base shifts giving access to stairs down to several sanctified chambers. There is a central study chamber, which is empty. From that chamber are several doors. These doors are locked and may only be opened by a cleric of Thyr while he is chanting, thus limiting these rooms to clerics of third level or higher. In these chambers are a number of **holy texts**. Additionally, there are a number of **scrolls**, each containing one spell--10x bless, 10x cure light wounds, 8x protection from evil, 3x augury, 4x cure serious wounds, divination, blade barrier, heal. These items had to be left behind by the clerics during the onslaught of the evil forces when they raided the temple.
3. **Entrance to the Mines--the Lair of Calthraxus.** These caves, once the mines worked by miners from Bard's Gate is now the home of **Calthraxus the Black Dragon**. There are three upper levels, each laid out in a general crossing grid pattern with several random direction passages where the miners followed a vein. The fourth and lowest level has a large central chamber with numerous radiating arms where the miners pursued gems. It is in this central chamber that Calthraxus has made his home. He has burrowed an exit directly from the side of this central chamber to another side entrance high up an inaccessible cliff face. Calthraxus' hoard is small, as he has eaten most of the gems. The mine, however, is still a rich one. Unbeknownst to anyone, one of the arms of one of the lowest level's mining passages is near a rich mithril vein. Calthraxus is beginning to call to his lair other evil creatures to reside there with him. He has allowed several **Trolls** and a group of 45 **Black Orcs** (3hd) to take up residence in the upper levels.
4. **Entrance to the Underdark.** This dark cave leads steadily downward. It has no major side chambers or other passages. Hundreds and hundreds of feet below it joins up with a major passage of the Underdark. Along the route, there are several **Piercers** as well as a **Lurker Above**. Also, there is a group of **Wererat** spies, keeping tabs on who comes and goes for their **Mind Flayer** masters, who will watch the actions of any descending into the Underdark. There is a chance of encountering a **Drow Advanced Scout Party**, who are coming to the surface to scout the area for possible conquest. The only significant feature of the downward path occurs when the passage intersects an underground river. The passage then opens into a larger cavern. The river plummets 100' below from an opening in the wall of the cavern. A stone stair, slippery from the water and residue, parallels the waterfall and

descends to the cave floor below where the downward passage continues. The cave also has several side passages and chambers. A significant monster has his lair here.

5. **Orc Caves.** Each of these locations marks a set of caverns that are home to an orc tribe. Each tribe numbers between 200 to 400 **Orc** males, with females and young, as well as 10 **Orc Lieutenants** (3hd), 2 **Orc Leaders** (4hd) and an **Orc Chieftain** (6hd). These forces will one day be brought to bear on Bard's Gate. They are often led by **evil Priests of Orcus**.

6. **Dwarven Caverns--The Halls of the Silverhelm.** Built behind the waterfall, the halls were once accessible by a dwarven road to the valley below. The dwarves have since shut the great stone portals to their city and have ceased commerce with the outside world. The dwarves number 400 males and are led by **Bolg Silverhelm** (NG dm F12, mithril armor and helm, magic axe). The silverhelm is a magical item which is symbolic of the ruler of the clan of dwarves. It has been passed from ruler to ruler. In addition to being +2 to AC and saves, it renders the wearer impervious to dragon breath and dragon magic, including their charm and fear powers.

7. **The Village of Taverlan.** This village is now a burnt shell, having recently been burnt by a marauding band of **Gnolls**, who currently inhabited the village. There are 45 **Gnolls**, 2 **Lieutenants** (+2hd) and a **Leader** (+3hd). Some of the houses are mostly intact, though blackened by fire.

8. **The Old Stone Bridge.** Currently, **Garon the Fighter** guards the bridge. He is a LG fighter who has been cursed by Balcoth to guard the bridge and to challenge all who wish to cross to mortal combat. He knows of his fate and is cursed to be evasive about both his alignment and the nature of his curse. He has slain several others who have wanted to pass and this weighs heavily on his LG soul. Unless the party agrees to help Garon, they will have to fight him. The bridge is ensorcelled to allow only one person to pass at a time. Balcoth came down from the dungeon and placed that rune on the underside of the bridge. The rune is invisible.

He does know of a possible solution to his condition though he must be evasive about it. There is a magical pool in the forest nearby, he will tell the party, that has waters which when drank will dispel this fell magic. The pool is rumored to be guarded.

Garon the Ensorcelled Fighter 34h/28f (LG hm F4) AC:-3/0/0 (platemail, dex17) THAC0:15 (2h sword) dam:1d10+3 speed:8 save:16 move:12" str:18 int:11 dex:17 con:17 mult:see below.

When the characters find the pool (which they must do by random encounter, though they automatically find it on the third encounter in the forest if not yet found) they will see a small pond about 25' in diameter within a clearing about 50' in diameter. The water is crystal clear

and very cold. There is a faint aura of magic. Also, there is a glitter of gems and coins from the bottom of the pool, some 40' below.

The pool is in fact magic and will, when a drought is taken, act as a dispel magic spell at 8th level of casting. The magics of this water will last only 7 days when taken from the pond, and only then if taken in a crystal container. There is no limit, aside from practical considerations, on how much water can be removed.

One such “practical consideration” is that the pond is inhabited by **Sloosh and Slosh, two rather nasty Water Weirds**. They form when the party approaches and will not hesitate to attack anyone trying to take water from the pool. They will drag armored characters into the pond and let them drown. Unarmored characters will be pulled underwater and strangled until the character drowns.

Sloosh and Slosh, the Water Weirds 24h and 22h respectively (3+3hd) AC:4 THAC0:14 dam:save v. paralysis or dragged into pool, speed:1 S weapons do 1 hit, P weapons do 0, B weapons do full damage, cold slows, fire does half or none, doing full damage dissipated creature which reforms in 2r, purify water slays, move:12" save:16 mult:100/975 per creature overcome.

At the bottom of the pond, aside from several skeletons, is: 6 base 100gp gems, 3 pieces of jewelry, 3,401sp, 2,924gp, 497ep and a **limited gem of seeing** which may be used 1/day and has a total of 12 charges (though the PCs won't know this).

If the characters manage to recover any of the water, they can attempt to dispel the curse on Garon. Since the curse is at 5th level and the water is 8th level, there is a 65% chance per drought of curing him. If this is done, Garon will thank the party, unhook a **+1 longsword** from his belt and give it to them. He will then depart.

Experience for encountering Garon is as follows: attacking or killing Garon is -100/-200exp respectively (-500/-1000 for LG), talking to him is 50exp per person, attempting to find the pond is 100exp per person, overcoming Sloosh and Slosh is per their value, curing Garon is 100exp each.

9. **Owlbear cave**. There are always at least 7 **Owlbears** here, plus females and young.

10. **Citadel of the Raven**. This is the fortress that protects Bard's Gate from the evil creatures now inhabiting the northern valley. It is the home of **Imril**, Captain of the Lyreguard. It houses 80 **Lyreguard Footmen**, 25 **Lyreguard Cavalry** and 10 **Knights of Waymarch**. Also, it houses Imril's 8 **hippogrif-riding Lyreguard Knights** (F6). The citadel is a tower enclosed by a wall. There are levels beneath the tower as well.

11. **Lair of Brundle the One-Eyed Troll.** In a cave near the dungeon lies Brundle's lair. In it are the hides of several bears and deer and a number of human and elven skulls. In a chest in the far end of the lair is a medium chest that is neither locked nor trapped. It contains 583gp, 1,248sp, 4 base 250gp gems a golden chalice, which was once a holy artifact from the temple of Thyr that Brundle got from killing an evil Priest of Orcus, a **potion of extra healing**, a **necklace of missiles** and a **+2 dagger**.

12. **Dryad's Tree.** This tree is the home of **Osynirria the Dryad**. She may assist a good party and if favorably inclined toward them may give them information such as directions to Sloosh and Slosh's pool. She is, however, very fickle and may decide to charm the party rather than help them.

13. **Gnoll Village.** Each of these locations marks an above-ground village of **Gnolls**. Each village has from 100-200 male Gnolls, in addition to females and young. There are additionally 5 **Lieutenant Gnolls** (+2hd) and 1 **Chieftain Gnoll** (+4hd) per village. These forces, also, will one day be brought to bear against Bard's Gate.