

Advanced Dungeons & Dragons®



MYSTARA

CAMPAIGN

Hail the Heroes

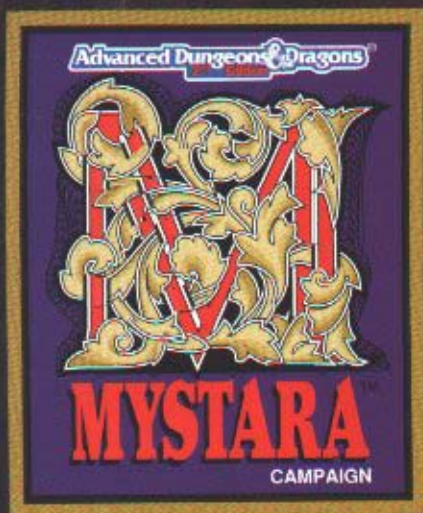
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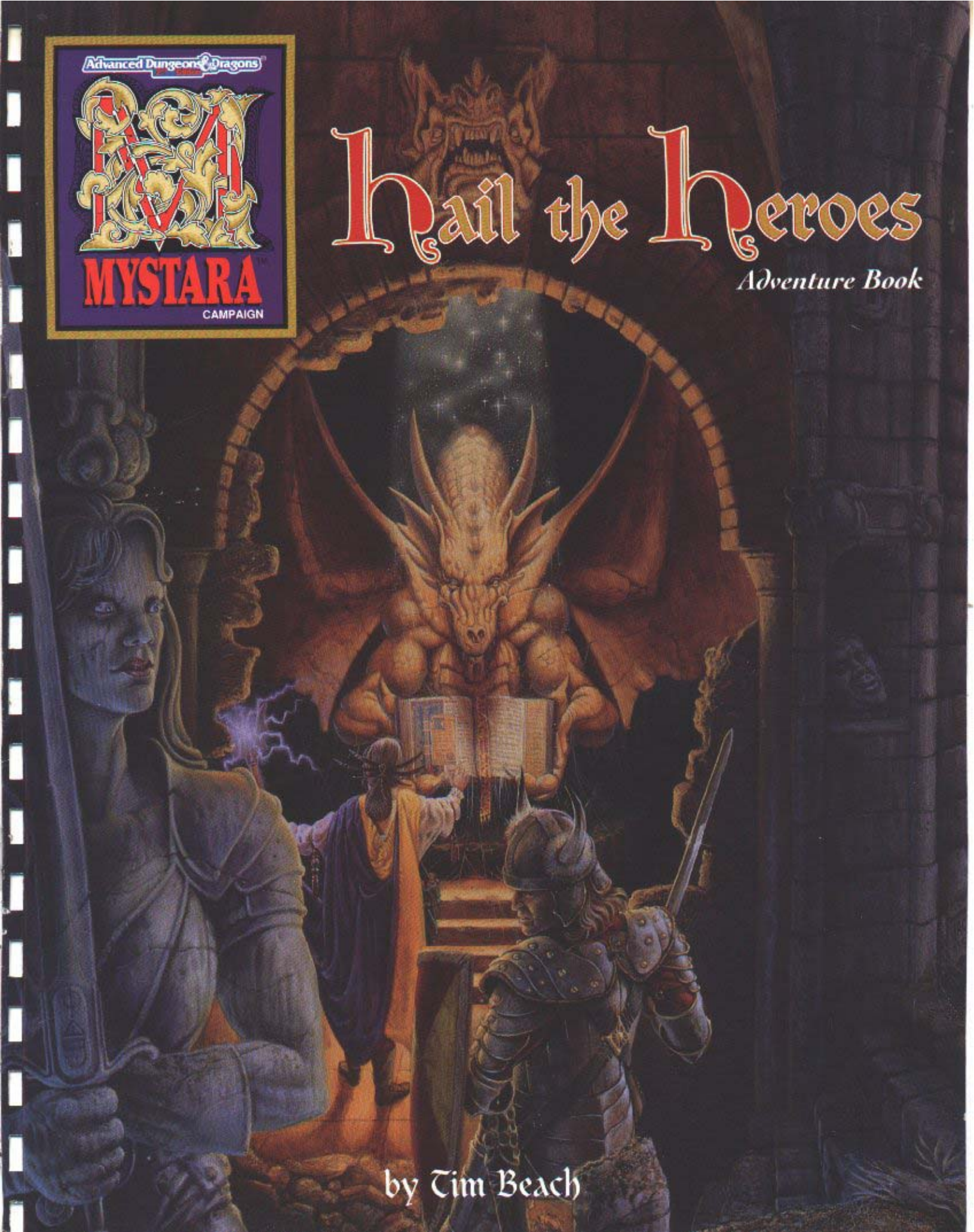
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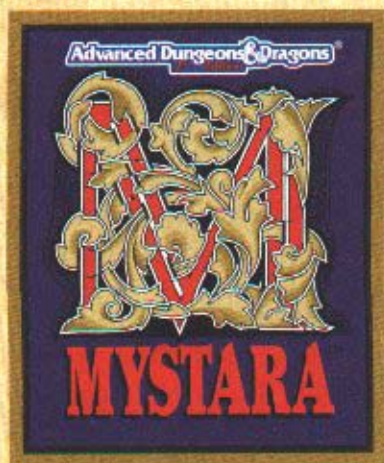


Hail the Heroes

Adventure Book



by Tim Beach



Hail the Heroes

Contents

Introduction	2	The Town of Threshold	18
Using the CD	3	A Needle in a Haystack	20
Background	4	Part III: The Lost Temple	22
Plot Synopsis	5	Traps and Puzzles	23
Part I: Setting Up	6	Encounters	23
The Order of the Griffon	6	Place Descriptions	25
The Cult of Halav	7	The Dragon and the Book	32
Personalities	8	The Shield	32
Part II: Getting There	12	After the Dungeon	32
Starting the Adventure	12	Sidebars:	
The Location of Zadareth	14	Monsters	3
Research and Clues	14	<i>The Shield of Halav</i>	5
Travel	17	Behind the Scenes	11

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Introduction

Welcome to *Hail the Heroes*. This adventure takes place in the MYSTARA™ campaign setting, in the Kingdom of Kara-meikos, but can readily be adapted to other settings. It is compatible with both the FIRST QUEST™ game rules and also the more complete rules for the AD&D® game found in the *Player's Handbook* and *DUNGEON MASTER® Guide*.

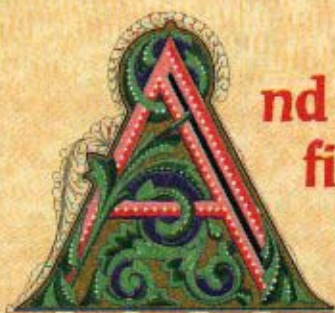
Hail the Heroes is designed for a group of three to six player characters (PCs) of 1st to 4th level. If there are fewer characters, or all are 1st-level, or if the players are new to the game, you as DM might want to reduce the number of monsters (or their hit points) in certain encounters. Since this scenario is constructed as a mystery, and it is often easier for a large group to generate ideas than it is for a small group, you may want to make some clues more obvious or expand the roles of helpful nonplayer characters (NPCs).

This adventure sends player characters searching for an ancient artifact whose very location is hidden and forgotten. The rest of this introduction offers tips for using the CD included with this scenario, explains the background of the adventure, and summarizes the plot.

Only you, the DM, should read further. You should read the entire adventure before play begins. Part I: "Setting Up" (pages 6 to 11) describes the personalities the player characters will meet. Part II: "Getting There" (pages 12 to 21) traces the heroes' steps as they attempt to locate the dungeon. Part III: "The Lost Temple" (pages 22 to 32) details the dungeon itself. Encounters are given in the sequence in which they are most

likely to occur. The adventure need not be run in a single gaming session; indeed, it probably works best if played over a period of several days. You should feel no obligation to use every encounter provided but instead may pick and chose, skipping some encounters and adding others as befits your group.

Thus, if your players would not enjoy the intrigue involved in Part II: "Getting There," provide this information to the PCs through their employers and move directly into the action of the later encounters. And, by the same token, focus on interaction with this adventure's many complex NPCs if your players love to role-play.



**nd in the
final battle
with the
beast-
men, mighty King
Halav did smite the
Beast-King.**

**—Excerpt from the
Song of Halav,
modern prose
translation by
Barris of Mirros**



Using the CD

This adventure includes an audio compact disc (CD). While the adventure can be played without the use of the CD, it is not recommended, as care has been taken to select sounds and music that enhance the enjoyment of the adventure. By using the CD and the art in this adventure, the DM can provide a complete audio-visual experience for the players.

The CD holds four types of tracks:

- ❖ **Encounter Tracks:** These interactive tracks make up the great majority of the tracks on the CD. Meant to be played at specific times during the adventure, they provide clues or descriptions. Generally, you describe the scene a bit (reading aloud any indented text*), show a picture if one is available, and then play the track to present the sounds heard in that encounter, whether these are voices or simply background noises. In some cases (noted in the text), you should start the CD track before describing the area.

When it is time to play an encounter track, the following symbol appears; play the track with the number shown inside the box:

TRACK
99

A summary of the track's contents appears in italics beside the box (like this), along with advice on how to handle the players' probable responses. You might want to pause some tracks partway through, to wait for player character reactions (for example, to give players a chance to respond to questions that have just been put to their characters). Once the players have finished speaking, you should usually continue playing the rest of the track, unless the PCs' actions (for example, killing the speaker) would prevent them from receiving the rest of its message.

- ❖ **Listening Tracks:** Most should be played whenever the PCs stop and listen in a hallway or at a door in the Lost Temple. Some hold audio clues and serve as transitions into Encounter Tracks. Notations in the text indicate which track is appropriate for each area of the Lost Temple; a complete list of all the listening tracks appears in the box on page 7.
- ❖ **Event Tracks:** These are keyed to specific events, such as when a character or monster dies or when a special trap is sprung. A complete list of all the event tracks appears in the box on page 7.
- ❖ **Background Track:** This track (Track 89) holds music that can be played in the background during this or any other adventure, when other CD tracks are not in use. You might wish to repeat this track during long searches or combat encounters.

- * **Indented text:** When text is indented and appears between symbols like those shown here, read it aloud. This text describes a particular scene for the players.

TRACK
1

Note: Track 1 contains a dramatic presentation of the battle of King Halav versus the beast-men. Play it to set the stage for the adventure, if you'd like.

Monsters

The adventure naturally contains monsters for the PCs to encounter. All monsters for *Hail the Heroes* can be found in the *MONSTROUS MANUAL™* and in the *FIRST QUEST* game, except for the Guardians of the Shield, who are described in the encounter in which they appear. When an encounter calls for a monster, information about the creature is presented in the format below. The saving throw entry has been included for those familiar with *FIRST QUEST*; DMs using the full AD&D rules should note that the listed saving throw (ST) is that used by the creature against spells, and standard saving throws should be used for other types of effects. The entry for morale is new to players of the *FIRST QUEST* game, who can ignore it.

Name of Monster (number encountered): INT (intelligence); AL (alignment); AC (Armor Class); MV (movement rate); HD (Hit Dice); hp (hit points); THAC0 (number required to hit Armor Class 0); #AT (number of attacks); Dmg (damage per attack); ST (saving throw vs. spell); SA (special attacks); SD (special defenses); Size; ML (morale); XP (experience reward for defeating the monster).

Background

Please note that some information in this background, as well as later in the adventure, comes from the novel *Dragonlord of Mystara*. While it is not necessary for you to have read the novel, doing so would lend extra color to the adventure.

The Kingdom of Karameikos is home to many Traladarans, a light-skinned and dark-haired peasant folk. Most Traladarans revere King Halav, an Immortal (a deific, once-mortal being who has ascended to a level of power and influence similar to that of the gods of other realms). Halav was a king and great hero of the region about 20 centuries ago. He and his companions Zirchev the Huntsman and Queen Petra stopped invading gnolls from conquering all the humans of the land. Halav's legend was passed orally from generation to generation in an epic ballad called the *Song of King Halav*.

Hundred of years after Halav, the neighboring Thyatian people came to the region, and their priests finally wrote down a version of the *Song of King Halav* some 600 years ago. Though the song had helped unite the Traladarans before that time, having it written down helped even more, and a regular church devoted to Halav began to grow in popularity.

Approximately a century after the *Song of King Halav* was first written down, a human nation came into conflict with dragons. This nation, known as the Highlands, was located far to the north and west of the Traladaran lands, in an area known in modern times as the Principalities of Glantri. During this war, a young hero named Thelvyn helped save the Highlands from destruction and became known as the Dragonlord.

Thelvyn was aided in his quest by several notable individuals. Two of them, Perrantin the mage and Solveig White-Gold (pronounced SOLE-vay; a warrior of no little skill), later traveled to the Traladaran lands. Solveig became a hero of the Traladaran people by finding a relic: a magical bronze shield supposedly used by Halav, appropriately known as the *Shield of Halav*.

Because of its religious significance, the shield helped bring the Church of Traladara to some prominence. The legend of the shield, and of Solveig's quest for it, became well-known. Though Solveig later returned to the Highlands and gained great fame there, the mage Perrantin stayed in the Traladaran lands.

There, he helped construct the Temple of the Shield to house the artifact. Perrantin also wrote a history of the dragon wars of the Highlands and placed a copy in the temple, so those who visited would know all about the heroism of Thelvyn and Solveig (and Perrantin and their other companions). The mage also created statues known as Guardians of the Shield, animated statues that looked

like Solveig White-Gold. In addition, Perrantin placed several permanent *magic mouth* spells in the temple to help spread bits of the *Song of King Halav*.

For many years, the Temple of the Shield was quite popular and aided in bringing people to the church. The small town of Zadreth even grew up around it. Eventually, however, a rumor grew that the shield had not really belonged to Halav, and the temple's popularity decreased dramatically. At about the same time, a plague wiped out most of the people of Zadreth; this was seen as a sign of Immortal displeasure and caused even more people to stop believing the legend of the *Shield of Halav*. The survivors of Zadreth moved away, one by one, as did the clergy of the Temple of the Shield. Eventually, only one cleric was left at the temple.

This man, whose name has been lost in the mists of time, maintained the temple for many years, while others began to forget its existence. Eventually, the old cleric felt his death approaching and decided to close the temple. He believed that faithful followers of Halav would one day return to the Temple of the Shield, and he wanted to protect all that it contained for those future generations of believers. He went about the temple setting traps that could be bypassed easily by the faithful but would be much more difficult for others. The old cleric closed all the doors, tidied up a bit, and lay down to die.

People ultimately forgot about the temple and the town of Zadreth; only a few obscure references remained in old books belonging to sages or shrines. Those who later learned about the temple referred to it as the Lost Temple, because no one remembered where it had been located.

The Church of Traladara survived and remains popular today, in modern Karameikos. However, the last several decades have seen the rise of a rival church, the Church of Karameikos. Though most popular with ruling-class Karameikans of Thyatian descent, the power of the Church of Karameikos has steadily grown. The church's beliefs have become popular, including the notion that purification is always possible after one has committed acts of evil.

Another recent development has been the emergence of the Cult of Halav. These extremists believe that Halav has been returned in mortal form as King Stefan Karameikos to lead the Traladarans to a period of renewed greatness.

The growing popularity of the Thyatian-dominated Church of Karameikos and of the radical Cult of Halav has caused a steady loss of membership for the old Church of Traladara. Seeking guidance through a study of history has led the elders of the Church of Traladara to believe that the *Shield of Halav* could serve to draw people back to their church, just as it served a similar purpose some 500 years ago. Unfortunately, despite a few scattered references, the elders had no idea where the Lost Temple was located.

This situation changed recently when a hand-drawn adventurer's map fell into the church elders' hands. This map and the accompanying notes and doodles scribbled in its margins seem to be of an ancient temple that the elders believe to be the Lost Temple, the Temple of the Shield. The notes were sold to the church by another adventurer, who said she found them in a market in Mirros and thought they might interest the church elders. The map, said to have been found on the banks of a river, shows signs of water-damage and other stains. Attempts to find out more about its discovery ended in failure: its point of origin is unknown, as is the fate of the map-maker.

Plot Synopsis

The heroes begin the adventure in Mirros, capital of Karamaikos. Answering a call for adventurers puts them in contact with Desmik and Barris, two clerics of the Church of Traladara, who ask the heroes for help in finding an ancient relic. Assuming the PCs agree, the clerics fill them in, telling them their mission: find the *Shield of Halav*, and ferret out all possible information about Solveig White-Gold and the Dragonlord. The PCs may be dismayed to learn that nobody knows exactly where the old temple is, but Desmik and Barris will gladly share any information they have (old legends and the like) and warn the characters against the Cult of Halav.

Once the PCs have definitely agreed to help the Church of Traladara in its efforts to recover the shield, Barris gives them the hand-drawn temple map and a copy of the *Song of King Halav*. Desmik then leads them first to a collection of books and scrolls from the church library likely to contain references that might help them locate the Lost Temple, then to another library in the city to search for further clues. The characters must conduct their own research, put together the clues, and discover the site of the Lost Temple. While the PCs engage in such scholarly pursuits, the opposing forces (described in Part I: "Setting Up") who want the *Shield of Halav* for their own purposes throw every possible obstacle in the heroes' way.

Once the site (in the ruins of Zadreth, either near or beneath the modern-day town of Threshold) has been determined, the PCs must journey there, confirm that the temple still exists, and find an entrance into it. The other interested parties follow them, waiting for an opportunity to strike. All these events are covered in Part II: "Getting There."

After the PCs find an entrance to the Lost Temple, a room-by-room search of the shrine follows as they try to find the shield. This part of the adventure is described in Part III: "The Lost Temple." To make the PCs' task harder, the temple is filled with traps designed to discourage looters. These traps are not meant to harm followers of the church, so clues on how to avoid them—clues based on the teachings of the Church of Traladara—are scattered throughout the dungeon.

After not one but two climactic discoveries in the Lost Temple, the PCs can depart with both the *Shield of Halav* and a history of the Dragonlord of Mystara. To complete their mission, the PCs must return these items to the clerics of the Church of Traladara; the agents of the other churches will each make one last attempt to stop them.

The Shield of Halav

A historical artifact of great age made from ancient bronze, this relic appears to be in good condition, if a little battered (even the two leather straps on the back have been magically preserved).

In game terms, the item is a *shield +1*, although its symbolic significance makes it worth much more to the Church of Traladara (and other religious factions) than its enchantment implies. Normally player characters will surrender the shield at the end of the adventure. You may, however, decide to let a PC who is a devout follower of the Church of Traladara keep the shield. Such a decision requires a personal interview with Aleksyev Nikelnevich, the patriarch of the church.

If the petitioner is deemed worthy (and only a character truly devoted to the Church of Traladara and its teachings will be) "Father Niki" can declare that character "the Champion of Halav" and allow him or her to keep the shield. A paladin is the most likely candidate for this, though clerics and fighters will be considered as well. If Aleksyev decides to release the shield, the Church of Traladara holds a special ceremony to recognize its new champion, invoking its blessing on both the character and the shield.

This ceremony activates the *Shield of Halav's* special powers, raising its magical bonus to equal with the character's level, to a maximum of +5 (for example, in the hands of a 3rd-level character it acts as a *shield +3*). When the character gains a level, the shield's bonus increases by +1, until the maximum is reached. The shield will never be anything other than a simple *shield +1* in the hands of a character who does not go through the ceremony, or one who ever betrays the teachings of the Church of Traladara.



Part I:

Setting Up



**he fol-
lowers
of Halav
are**

**simply interested in
helping Halav with
his glorious task, that
of leading the
Traladaran nation
back to greatness.**

**—Andros Levinik,
member of the
Cult of Halav**

**The Cult of Halav is a
dangerous collection
of lunatics.**

**—Sir Brefrick of
the Order of
the Griffin**



The Church of Traladara, the PCs' employer, is not the only group trying to locate the *Shield of Halav*. Aside from miscellaneous monsters and NPCs who have their own agendas, two organized factions will try to stop the PCs: the Order of the Griffin and the Cult of Halav.

The Order of the Griffin

A military branch of the Church of Karameikos, the Order of the Griffin is a prestigious society of warriors and priests. Its members are constantly adventuring, going on quests to help the Church of Karameikos, the kingdom, and the ordinary folk of the land. Though the Church of Karameikos is not openly hostile toward the Church of Traladara, their traditions are different. All members of the Order of the Griffin are strict adherents to the beliefs of the Church of Karameikos, and they think everyone else should be too.

Members of the Order of the Griffin recently found out about the Lost Temple, and the artifact it supposedly holds. The Order believes (correctly) that such an artifact could, because of the popularity of the legends of Halav, draw people away from the Church of Karameikos, back to the Church of Traladara. Hence the Order would like the shield to quietly disappear, as if it had never existed.

To this end, a few members of the Order of the Griffin are trying to find the Lost Temple before the PCs do. Their goal is to beat the PCs to the Lost Temple and spirit the shield away. Failing this, they will seek to persuade the player characters to give the shield to the Order.

None of the members of the Order encountered in this adventure are evil or chaotic. They want to prevent the recovery of the shield, but they are not bad people. They try to impede the PCs' progress in various ways—intimidation,

hiding clues, getting there first, and so forth. If the Order members fail, they accept their failure. Members of the Order

will not attack the PCs but will defend themselves if attacked. Since many of the Order members are good in alignment, they will not perform evil acts, and killing them could be considered an evil act on the part of the PCs. If the players ask, their characters know that members of the Order of the Griffon are upstanding, honorable followers of the Church of Karamaikos; they have never heard of an evil member of the Order (this may discourage PCs from attacking them).

While the Order of the Griffon is concerned that the PCs will recover the shield and give a boost to the Church of Traladara, they are even more worried by the Cult of Halav, whom the Order consider to be a group of lunatics. If put in a position where a choice is necessary, the Order would side with the PCs against Cult members to prevent the *Shield of Halav* from falling into the Cult's hands—even going as far as helping the PCs defend the shield on a journey back to the clerics of the Church of Traladara. However, on the way the members of the Order would continue trying to win the PCs over to their point of view and might even try to steal the shield (considering this a lesser crime than allowing it to fall into the wrong hands).

One member of the Order of the Griffon, Sir Brefrick, has CD tracks devoted to him (he speaks on Tracks 25, 26, and 27), as well as a picture and short description in the "Personalities" section of this chapter. The other members do not have CD tracks, so you must speak for them. For other members of the Order, use the following description and the picture on this page.

Typical Member of the Order of the Griffon: INT Average; AL LN; AC 5; MV 12; HD 5; hp 22; THACO 16; #AT 1; Dmg 1d8 (long sword); ST 14; SA none; SD none; Size M; ML 13; XP 270.

The Cult of Halav

The Cult of Halav is the more dangerous of the two competing forces. Many of its members are fine, upstanding citizens belonging to the Church of Traladara who happen to believe that Halav, the ancient king, has been brought back to life as King Stefan Karamaikos. However, a few members of the Cult of Halav are more radical, and more willing to act on their beliefs. It is these radical members of the Cult who give the entire group a reputation for being less than entirely sane.

When radical members of the Cult of Halav found out that the location of Halav's Shield might be uncovered, they were ecstatic. They quickly created "legends" about the shield, claiming it was a most notable part of Halav's equipment, endowed with great powers. These same radical members want to recover the shield for the Cult, so the Cult can "restore" it to King Stefan. They believe that once the shield is in his hands, nothing will prevent King Stefan from leading the kingdom to greatness.



Listening Tracks

- Track 71:** Busy urban area
- Track 72:** Quiet urban area
- Track 73:** Windy corridor
- Track 74:** Wind in the distance
- Track 75:** Sound of distant water
- Track 76:** Shuffling and skittering
- Track 77:** Eerie moaning

Event Tracks

- Track 78:** Darts shoot out from a hidden trap.
- Track 79:** A skeleton dies and falls apart.
- Track 80:** A huge block of stone falls from the ceiling.
- Track 81:** A razor-sharp pendulum swings by.
- Track 82:** A monster-attracting noise goes off.
- Track 83:** Blades spring out to decapitate the unwary.
- Track 84:** A wall of force blocks the corridor.
- Track 85:** A male character dies.
- Track 86:** A female character dies.
- Track 87:** A goblin dies.
- Track 88:** A wounded character moans in pain.

Background Track

- Track 89:** "Hail the Heroes" theme (instrumental)

These radical Cult members will stop at nothing to recover the shield. They have been researching the clues to the location of the Lost Temple. Once they discover the PCs trying to do the same, they hire thugs to attack the characters. After the location of the temple is discovered, they hurry there, harassing the PCs along the way if possible, and attempt to recover the shield first. If they fail, they wait until the PCs have the shield, then attack to get it back. The Cult members are fanatical, a little unbalanced, and quite willing to sacrifice their lives for "the cause."

Three members of the Cult of Halav—Jenna, Klas Jorga, and Andros Levinik—have CD tracks of their own (Tracks 8, 18, 28, and 29), as well as pictures and short descriptions in the "Personalities" section of this chapter. For other members of the Cult, use the following descriptions and the pictures on this page: the individual pictured on the left is a Cult member, while the other is a hired thug.

Typical Member of the Cult of Halav: INT Average; AL CN; AC 8; MV 12; HD 1; hp 5; THAC0 20; #AT 1; Dmg 1d6 (short sword or club); ST 19; SA none; SD none; Size M; ML 16; XP 15.

Typical Thug hired by the Cult of Halav: INT Average; AL CN or any evil; AC 6; MV 12; HD 2; hp 10; THAC0 19; #AT 1; Dmg 1d8 (long sword or battle axe); ST 17; SA none; SD none; Size M; ML 12; XP 35.



Personalities

This section details nonplayer characters important to the plot. Some belong to the Church of Traladara, the Order of the Griffon, or the Cult of Halav. Others are behind-the-scenes powers. A few are people who might simply make interesting encounters for the PCs.

The listings are similar to monster entries and use the same abbreviations. They also include ability scores: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha).

Players and Dungeon Masters of the FIRST QUEST game should note the entries for weapon and nonweapon proficiencies. These optional rules, explained in the AD&D *Player's Handbook*, tell what weapons the character can use and what other useful skills he or she has. Each nonweapon proficiency is followed by a number; for a character to use the skill successfully, his or her player must roll that number or above on 1d20.

Each entry includes a picture that can be shown to the PCs whenever they first encounter that character. Equipment listed includes only those items which the NPC commonly carries, not the total of his or her possessions.

Desmik of the Church of Traladara (3rd-level cleric): AL LG; AC 10; MV 12; hp 9; THAC0 20; #AT 1; Dmg 1d6 (knurdel); ST 15.

Str 10, Dex 12, Con 9, Int 16, Wis 15, Cha 14.

Weapon Proficiencies: staff

Nonweapon Proficiencies: reading/writing (17), religion—Traladaran church (15), local history (14), ancient history (15), languages, ancient—Old Church Traladaran (16).

Equipment: robes of office (blue), gnarled wooden staff (a *knurdel*, symbol of Traladaran clerics), ink bottle, blank scroll, pen, pouch of 12 sp (for alms).



This studious cleric had a short but uneventful adventuring career before his superiors recognized that his talents lay in organization and administration rather than combat. He now serves as Barris's most trusted assistant. As such, he is the PCs' first contact with the Church of Traladara. He assists them in their research to discover the Lost Temple and will be as helpful as possible, short of doing their job for them.

Desmik is a small, thin man of about 30, friendly but a bit of a stickler for details. He reports everything that happens to Barris, seeking his advice on all points, great or small. He appears both with and without Barris on several tracks on the CD (Tracks 3, 4, 5, 6, 7, 8, and 9).



Barris of the Church of Traladara (5th-level cleric): AL LG; AC 8; MV 12; hp 21; THAC0 18; #AT 1; Dmg 1d6+1 (footman's mace); ST 14.

Str 15, Dex 11, Con 10, Int 12, Wis 16, Cha 13.

Weapon Proficiencies: footman's mace, sling, quarterstaff.

Nonweapon Proficiencies: reading/writing (13), religion—Traladaran church (16), etiquette (13), singing (13), agriculture (12).

Equipment: leather armor, footman's mace, knee-length brown surcoat, gnarled wooden staff (knurdel), pouch with 22 sp.

This cleric is the Church of Traladara official responsible for overseeing the recovery of the *Shield of Halav*. Several encounters with Barris, with associated CD tracks (6, 7, and 9), appear in the text of this adventure; the PCs can also talk to Barris at other times, asking him questions or seeking his advice.

Barris is in his early 40s; he has lost some of his hair and is a little overweight but is still rather handsome because of his nice smile. He has a deep voice and is very well-spoken. He is polite and is deeply religious—in short, a fine, upstanding member of the community.

Like most people, Barris believes the Cult of Halav is somewhat dangerous. However, he respects the clerics of the Church of Karamaikos, even though he disagrees with that church's policies. He knows some members of the Order of the Griffon are reasonable, while others are perhaps a bit overzealous. Barris does not think to mention the rival church or the Order of the Griffon, as he does not believe they would have any interest in the *Shield of Halav*.

Jenna of the Church of Traladara (3rd-level cleric): AL NG; AC 4; MV 12; hp 18; THAC0 20; #AT 1; Dmg 1d6 (knurdel) or 1d4+1 (sling bullet); ST 15.

Str 11, Dex 15, Con 12, Int 16, Wis 15, Cha 14.

Weapon Proficiencies: knurdel, sling.

Nonweapon Proficiencies: ancient history (15), healing (13), herbalism (14).

Equipment: chain mail, gnarled wooden staff (knurdel), sling and 20 bullets, cloak, boots, prayerbook, pouch with 4 gp and 7 sp.

Jenna is a loyal member of the Church of Traladara and a friend of Desmik. She is also a loyal member of the Cult of Halav who spies on the church for the cult. She sees no contradiction in this, believing that the two groups' goals are really one, but under-



stands that not everybody agrees with her on this. After her initial encounter with the PCs in the church library (see page 14), she follows them at a distance and comes to their aid with healing if they need it.

Jenna is a pretty woman in her late 20s. She is very clever, and adroit at using her wits to talk her way out of sticky situations.

Jenna knows the heroes' mission. While she does not know the location of the Lost Temple, she does know three clues (your choice as to which ones, but at least two should be ones the PCs did not find on their own). She will bargain with the characters, offering to share her information with them if they take her along. If they agree, she will be a loyal member of their group, helping them in any way she can, all the while subtly trying to win them over to her point of view. If they refuse, she will continue to shadow them, reappearing whenever they need her most. She appears on Track 8.

Sir Brefrick of the Order of the Griffon (5th-level fighter): AL LG; AC 2; MV 6; hp 37; THAC0 16; #AT 1; Dmg 1d8 (long sword), 1d6 (arrow), or 1d8+1 (lance); ST 14.

Str 17, Dex 12, Con 14, Int 11, Wis 12, Cha 15.

Weapon Proficiencies: long sword, long bow, horseman's mace, spear, heavy lance.

Nonweapon Proficiencies: religion—Karamaikan church (12), tracking (12), set snares (11).

Equipment: plate mail, shield, heavy warhorse, long sword, long bow and 14 arrows, heavy lance, pouch with 16 gp.



Sir Brefrick is the leader of the members of the Order of the Griffon assigned to keep the *Shield of Halav* from being returned to the Church of Traladara. He is a tall, ruggedly handsome, very charismatic man in his late 20s. He is well-spoken and obviously of noble birth. While sure of himself and firm in his beliefs, Brefrick is neither arrogant nor rude.

Brefrick appears once during the "Getting There" section of the adventure but can reappear elsewhere as well. Each time, he is reasonable and polite; he can even help the PCs in a battle if they get into trouble, so that the PCs will feel they owe him a favor. If the PCs seem receptive to his approach, he can explain the motivations of the Order of the Griffon (play Track 26).

Brefrick is a skilled, brave, and honorable warrior. He defends himself as necessary but tries to avoid armed conflict with the PCs. He never attacks from ambush. If he and the Order decide they must steal the shield from the PCs, Brefrick leads a group of three or four other members, feeling that if he is to ask others to dishonor themselves, he should face the dishonor as well.

Klas Jorga of the Cult of Halav (5th-level cleric): AL N; AC 4; MV 9; hp 23; THAC0 18; #AT 1; Dmg 1d6+1 (flail) or 1d4+1 (sling bullet); ST 14.

Str 14, Dex 13, Con 16, Int 15, Wis 16, Cha 11.

Weapon Proficiencies: sling, footman's flail, war hammer

Nonweapon Proficiencies: reading/writing—Common (16), local history (11), land-based riding (19), swimming (14), rope use (13).

Equipment: chain mail, shield, footman's flail, sling and 25 bullets, 20 gp.



This cleric is the leader of the Cult members trying to retrieve the *Shield of Halav*. Klas is a radical member of the Cult, willing to go to almost any length to obtain the shield—including attacking the PCs, sending hired thugs to rob them, setting traps, and arranging ambushes. Klas is intelligent, cunning, and determined.

Klas is a slender man in his mid-20s; he always appears disheveled and has an odd look in his eyes, as if he were seeing something no one else can see. He appears once in the section "Getting There," while the PCs are conducting research. After that, he can reappear as needed. Klas is completely sure of his beliefs, tries to force his beliefs on others, and dislikes anybody who disagrees with him.

While Klas never actually says he belongs to the Cult of Halav, he can, and will, tell the PCs about the basic tenets of the Cult (that Halav has returned in the form of Stefan Karameikos; play Track 18). If the PCs accept this, or pretend to, Klas becomes very friendly with them and even offers to join them on their quest. If the PCs reject Klas's beliefs, Klas still pretends to be friendly, but they will be able to tell he is obviously faking friendship in order to get into their good graces. If the PCs recover the *Shield of Halav*, Klas might attempt a bribe, offering all his gold for the shield; if the bribe is rejected, Klas leaves but returns later with four thugs to take the shield and, if necessary, kill the PCs.

Klas hates the Order of the Griffon, and he attacks the PCs on sight if they seem to be friendly with Order members. If Desmik happens to be present when Klas approaches, Klas is rude to him but does not attempt to overtly harm him; Klas views followers of the Church of Traladara as potential members of the Cult of Halav but sees the church's clerics as objects of pity, because they have not yet "seen the truth."

Andros Levinik of the Cult of Halav (2nd-level cleric): AL NG; AC 8; MV 12; hp 12; THAC0 20; #AT 1; Dmg 1d6+1 (mace); ST 15.

Str 12, Dex 14, Con 16, Int 15, Wis 17, Cha 15.

Weapon Proficiencies: club, footman's mace.

Nonweapon Proficiencies: cooking (15), fishing (16), singing (15), healing (15).

Equipment: leather armor, footman's mace, bandages and herbs, plenty of good food, pouch with 14 sp and 12 cp.



This cleric is a slender, balding man in his early 30s. He has clear blue eyes and an open, friendly expression. Andros is a rational and intelligent member of the Cult of Halav. While he technically should follow the orders of Klas, Andros believes that attacking the PCs is a bad idea; instead, he attempts to win them over by presenting his beliefs in a calm and reasoned fashion. Since Andros does not approach the PCs until after they have talked to Klas, he might have problems getting them to listen to him.

The use of Andros is completely up to you; he could show up anytime during the first part of the adventure. His first speech to the PCs is on Track 28 of the CD.

Andros is very open about belonging to the Cult of Halav and, if given the chance, explains their beliefs (Track 29). He is friendly and outgoing, offering to heal wounds for the PCs or to cook them a meal. He enjoys discussing his hobbies and the hobbies of others, being genuinely interested in learning about other people.

Ozata (3rd-level bard): AL NG; AC 5; MV 12; hp 10; THAC0 19; #AT 1; Dmg 1d6 (arrow) or 1d8 (long sword); ST 15.

Str 13, Dex 17, Con 11, Int 15, Wis 12, Cha 15.

Bard Abilities: climb walls 75%; detect noise 25%; pick pockets 25%; read languages 15%.

Weapon Proficiencies: short bow, long sword.

Nonweapon Proficiencies: gaming (15), hunting (11), reading/writing—Common (16).

Equipment: leather armor, long sword, short bow and 16 arrows, long cloak, small harp, songbook, pouch with 4 sp and 12 cp.



This young traveling musician should first be encountered while the PCs are on the trail to Threshold. Friendly and open, she introduces herself as a weaver of tales and asks the PCs to tell her of their adventures. If they agree, Ozata will befriend them and travel with them for a day or two, although she will not accompany them all the way to Threshold (if the PCs are mounted, she will be on foot; if they are walking, she will be on a fine horse).

The PCs probably need information from the *Song of King Halav* to successfully complete their mission. Ozata knows the story and can perform it for them; play *Track 1* for her dramatic re-creation of a portion of Halav's tale. Ozata can also carry messages from the PCs to representatives of the Church of Traladara.

Ozata is skilled at playing the harp and mimicking other peoples' voices; she also has a fine, somewhat low singing voice. She enjoys the company of other people and takes any opportunity to entertain with her harp, songs, and stories. If the PCs treat her well, Ozata can return in other adventures, bringing word of lost treasures and other challenges to the PCs. If the PCs are rude to her, she will make up unflattering songs about them, and only a few weeks go by before several very funny and very insulting songs of "cowardly adventurers"—mentioning the PCs by name—are heard in taverns and inns throughout the land.

Cryss (werewolf): INT Average (10); AL CG or CE; AC 5; MV 15; HD 4+3; hp 27; THAC0 15; #AT 1; Dmg 2d4; ST 16; SA surprise; SD can be hit only by silver or magical weapons when in wolf form; Size M; ML 12; XP 420.

This NPC adventurer recently became infected with lycanthropy through an unlucky encounter with a werewolf. She is listed in this section because she should meet the PCs only while she is in human form. Although the disease has affected her mind, making her quite reckless, Cryss does not yet know that she is a werewolf; so far she has only turned into monster form a few times during the heat of battle or under the full moon and has no memory of those episodes. When in human form she acts for the most part as if her alignment were still chaotic good; in wolf form she is chaotic evil.

When she first meets the PCs, Cryss introduces herself as a warrior looking for adventure who lost her companions in a fight with some goblin wolf-riders while exploring a small dungeon. If asked how she survived, she says that she was simply tougher or luckier than her friends. Unless the PCs have silver or magical weapons, Cryss should not transform into her wolf form while with them. If you feel they could handle a werewolf, then the transformation takes place the next night of the full moon (you decide when this would be). There is also a 50% chance of the change occurring during any combat in which Cryss loses 9 or more hit points.



Behind the Scenes

King Stefan

Stefan Karamaikos rules the kingdom that bears his name. While the PCs do not meet King Stefan in person during this adventure, his presence is felt throughout the land. The Cult of Halav wants to give the *Shield of Halav* to King Stefan, and both the other churches support his rule. He will remember the part the PCs played in the recovery of the *Shield of Halav* and do them a good turn at some future date.

Olliver Jowett

The leader of the Order of the Griffon, Lord Jowett gave Sir Brefrick his orders to keep the shield away from the Church of Traladara and especially the Cult of Halav. If the PCs end up helping the Order, he may become an ally; if they thwart the Order's plans, he might later plot against them.

Aleksyev Nikelnevich

If the PCs recover the shield, they will get to meet the patriarch of the Church of Traladara, who wants to thank them personally for their aid. Aleksyev will be inclined to offer future jobs to successful PCs.

If the PCs fail, Aleksyev is disappointed but bears them no ill will. Because he is a friend of Olliver Jowett, if the Order of the Griffon took the shield and Aleksyev learns of it, he eventually persuades Olliver to give him the *Shield of Halav*.

Sergyev

Sergyev, leader of the Cult of Halav, does not know of Klas Jorga's activities ahead of time but would approve of them if he did. He is upset if Klas is killed and considers the killers enemies of the Cult, launching subtle plots against them from time to time for the rest of their adventuring careers.

Part II:

Getting There

This section introduces the player characters to the adventure, provides clues they need to find the Lost Temple, and describes encounters that occur while the PCs conduct their research and travel to the dungeon area.

The use of the CD begins in this section. In general, you should establish the scene with a short description of where the characters are and what is around them, then play the CD track called for by the text. Many encounters include indented text to be read to, or paraphrased for, the players. The text alongside each box first summarizes the track, then it tells you something about the speaker—usually his or her most likely response to encountering the PCs. Each important encounter is given a title in **bold** lettering. Transitions between encounters are left to you to describe.

Most CD tracks used in this chapter contain the voices of NPCs encountered by the heroes. Many of these NPCs have their own illustrations in the preceding pages; show these to the players when their characters first meet the speaker.

Since the PCs are expected to conduct some research to uncover the location of the Lost Temple, some of the CD tracks keyed to this chapter relate information found in books and scrolls. Think of these as similar to scenes in movies and on TV when a character looks at a letter and then hears the words of the letter in the voice of the letter's author. In these instances, inform the PCs they have found what seems to be an important source of information, then play the appropriate track.

Starting the Adventure

This adventure begins in Mirros, capital of Karamaikos. If the player characters are not in that city already, you as DM should find some way to get them there (such as explaining that cities are good places to get hired for adventures). Tracks 71 ("Busy urban area") and 72 ("Quiet urban area") should work well as background noise for this scene. Sometime when the PCs are in a public place, such as near an inn or in a market square, they hear a town crier. The time is mid-morning. *Play Track 2.*



Hmph!
**No, I don't
know
where the
Lost Temple is. If I did,
it wouldn't be lost,
would it?**

**—Frinius,
"receptionist" at the
Mirros
Magicians'
Guild library**



The Town Crier

TRACK 2

The Town Crier announces that adventurers are needed by the Church of Traladara. While the Church of Traladara wishes to maintain a level of secrecy about the Shield of Halav, it is not unusual for the church to seek adventurers for various tasks, and a town crier is still one of the better ways to advertise for adventurers. Anyone who responds to the crier (by reporting to the Traladaran temple in Westron Alley) is interviewed for suitability before being given information about the Shield of Halav.

If the PCs don't know their way around Mirros, they can ask a bypasser how to find the temple in question; if they just stand around looking lost, a helpful old man volunteers the information (you should mimic an appropriate voice for the NPC). Note that the *players* need not be familiar with the city, so long as their *characters* are; in such a case it is sufficient for the players to tell you, the DM, that their characters go to the temple mentioned by the town crier from wherever they currently are.

The Temple: Interview with a Cleric

The temple is a small, two-story building constructed of wood. While nothing like the Great Church of Traladara you have heard about, the temple seems dignified and well-kept. The door is open.

When the PCs enter, they are met by Desmik, a cleric of the church, who welcomes them and immediately begins their interview. *Show them the picture of Desmik on page 8, then play Track 3.*

TRACK 3

Desmik introduces himself and asks the PCs' names and church affiliation. He then asks them to take a vow to serve the Church of Traladara for the duration of this mission. If the PCs agree, Desmik takes them to see Barris.

Desmik conducts the interview in a very professional manner. If the pace is too fast for the players, you may want to pause the CD track after each question to give the PCs more time to respond.

As soon as the player characters enter the temple, the cleric (Desmik) greets them and motions for them to follow him into a small office with a table and a few chairs. Seating himself behind the table, he asks for the PCs for their names, looking at each character in turn and writing down their answers. He then asks what faith they belong to. If a PC belongs to the Church of Traladara, Desmik smiles and nods. If a PC professes affiliation with the Church of Karamaikos, or with a religion not common in Karamaikos, Desmik looks somewhat concerned. PCs who express a desire to join the Order of the Griffon cause Desmik to frown and jot down a note on a piece of paper; those who belong to the Cult of Halav will not be accepted unless their fellow party members vouch for them.

Before telling them their mission, Desmik must make sure the PCs are willing to support the Church of Traladara for the duration of this task; hence the vow. If the PCs express their agreement, Desmik looks pleased and more than a little relieved. He then escorts them down the aisle through the main temple to a small door behind and to the left of the altar. Desmik knocks on the door and waits for Barris's response from within before opening the door and ushering the PCs into the office; go to the next encounter.

If the PCs get off track, play Track 4 of the CD.

TRACK 4

Desmik insists that the PCs answer his questions. If they do, return to the beginning of Track 3 (Desmik is something of a bureaucrat who feels the need to do everything in its proper order). If the PCs object to repeating parts of the interview, you should improvise. If they refuse to answer Desmik, play Track 5.

If the PCs do not take the vow or refuse to answer Desmik's questions, play Track 5.

TRACK 5

Desmik dismisses the PCs and sends them on their way. This regrettable turn of events can bring the adventure to a sudden halt. The PCs can try to change Desmik's mind or apply again, but they must convince him of their sincerity.

Barris and the Assignment

Scrolls and books clutter this small office. An older man sits behind a paper-covered desk, and he waves for you to enter. There are no extra chairs, and the stacks of books look precarious. You'll need to be careful not to upset any.

Show the players the picture of Barris on page 9. Wait for them to enter the room, then play Track 6.

TRACK 6

Barris tells the PCs their mission: to find the Shield of Halav. He and Desmik tell them of the importance of the shield and the significance of Solveig White-Gold, the Lost Temple, Zadareth, and the "Song of King Halav." Finally, the clerics warn them to beware the Cult of Halav.

During their briefing, Barris hands the PCs a map; at this point, give the players the poster map included with this adventure. Later, Barris mentions the *Song of King Halav* and Desmik offers the PCs a copy; when this occurs, give the players **Handout A**, the *Song of King Halav*.

Barris and Desmik both answer questions to the best of their ability. If the players think to ask about monetary rewards, Barris offers them 20 gp per character for the return of the *Shield of Halav*; this can be increased to as high as 30 gp per character if the PCs haggle. After terms are settled and questions are answered, Barris continues; play Track 7.

Barris asks the PCs to keep an eye out for any information about Solveig White-Gold or the Dragonlord.

Once their meeting with Barris is over, Desmik guides the PCs to the church's small library, where he has carefully gathered a number of sources during the past week. Desmik is happy to help the PCs research, if they ask, and can also give directions to the main library of Mirros, at the Magicians' Guild Hall.

The Location of Zadreth

This adventure has been written as if the ruins of Zadreth (the location of the Temple of the Shield) were a few miles outside the town of Threshold. However, if you desire, the ruins of Zadreth can be directly beneath Threshold, and the Lost Temple can be an extension of the dungeon area found in Adventure One: "Trouble in Threshold" in the *KARAMEIKOS™* campaign setting. In this case, simply add the entry tunnel shown on the *Hail the Heroes* map to one of the areas on the Threshold adventure map in *KARAMEIKOS: Kingdom of Adventure*.

If the PCs played in the Threshold adventure, they know how to get into the dungeon—once they determine that Zadreth is located beneath Threshold. Finding the entrance to the Lost Temple should take a few minutes; it might have been a collapsed passage when the PCs were in the area before, uncovered again by a recent shifting of earth.

If placing the ruins beneath Threshold, you should adjust the following clues and research notes accordingly.

Research and Clues

The PCs must perform some research to find the location of the Lost Temple. This requires them to look around the church library and the Magicians' Guild library in Mirros, searching through dusty old tomes and ancient scrolls for clues about the location of Zadreth and the Temple of the Shield. Illiteracy is fairly common among adventurers; if you are using the *FIRST QUEST* rules, assume that any PC with an Intelligence of 11 or more can read and write in the Common language.

If the PCs spend more than a day researching, or if they let Desmik do all the work instead of helping (which takes the slow-but-thorough Desmik three days), the competitors can get a head start. The Church of Traladara has taken some precautions to keep others from finding out about the *Shield of Halav*, such as hiring the PCs instead of known Church agents and conducting the operation from the small and otherwise relatively unimportant temple on Westron Alley. However, both the Order of the Griffon and the Cult of Halav have found out about the *Shield of Halav* from informants within the Church of Traladara and are busily

conducting research on their own. The Order is doing its research at the Magicians' Guild library, while members of the Cult are working at both libraries.

The PCs need not visit the libraries in any particular order, and they can split up to look in both at the same time. However, if they delay too long before visiting the Magicians' Guild library, some clues will be missing by the time they get there, stolen by their rivals.

Below are descriptions of the two libraries and the clues they contain that may help lead the PCs to their destination. Some of the clues could also help in the Lost Temple itself. While it is not necessary for the PCs to find every clue on the lists, the more they find, the more it should help them (except in the case of the false leads).

The Church Library

The temple on Westron Alley has a small library, previously the personal quarters of a priest but recently converted to hold the numerous scrolls and books collected by Desmik. The room is fairly small, about 10 feet long and 15 feet wide, and holds three small tables and six chairs. The tables are heavily laden with old books and scrolls.

When the PCs first enter the library, they find one of Desmik's fellow clerics, Jenna, reading one of the texts. Desmik recognizes and greets her. *Show the players her picture on page 9, and play Track 8.*

TRACK 8

Desmik and the PCs catch a spy in the act; she makes an excuse for being where she shouldn't be, flirts with Desmik a bit, and leaves. If the PCs try to stop her,

Jenna sticks to her story and appeals to Desmik for support. Since he knows her as a fellow cleric of the Church of Traladara, Desmik speaks in her defense if necessary. What he does not know is that she also belongs to the Cult of Halav. Klas Jorga asked her to find out anything she could about the *Shield of Halav* and the Lost Temple. Jenna had heard that Desmik was collecting books and decided to visit him to see what she could learn. When she discovered the books, she began researching and has found some clues to Zadreth's location.

Jenna tries to use her intelligence and natural charm to allay the PCs suspicions. She continues to stress her need to leave, because she "let time slip away from her" while waiting for Desmik to return, making her late for a meeting with members of her congregation who wanted guidance in personal matters. Eventually she should make good her escape. If the PCs continue to voice their suspicions, the ever-scrupulous Desmik will report the incident to Barris; *play Track 9.*

TRACK 9

Barris tells the PCs that Jenna may be a spy for the Cult of Halav; he and Desmik warn the characters again to beware the Cult.

Research

Each PC who can read, plus Desmik, can do research. Roll 1d6 for each researcher per hour spent poring over the old texts; a roll of 1 indicates that researcher has found a clue. Do not tell the players the result of the roll or let them see the die; simply inform them when they find a clue. Continue to roll checks even after all clues have been found, until the players decide to give up. Clues should be found in the following order. If a player states that his or her character is taking notes, you can replay those clues later to remind the PCs of what they read. You should keep a record so you will remember which clues they found.

The Clues

Clue 1. The Temple. *Play Track 10.*

**TRACK
10**

Description of the entrance to the Temple of the Shield, and its direction from Zadreth; from As I Journey: the Tale of a Rural Preacher, by Blynos Kivinivich. This is a thick tome, penned two centuries ago, full of religious parables.

Clue 2. The View from Zadreth. *Play Track 11.*

**TRACK
11**

Description of the countryside near Zadreth; from The Life of the Black Peaks, by Katarine Mulopolus. This scroll is obviously the journal of a naturalist and includes many sketches of animal and plant life.

Clue 3. The Pool. *Play Track 12.*

**TRACK
12**

Description of the pool-room in the Temple of the Shield; from As I Journey: the Tale of a Rural Preacher, by Blynos Kivinivich. This passage appears in the same book as Clue 1, but later in the text.

Clue 4. The Room of the Dragon. *Play Track 13.*

**TRACK
13**

Description of the Room of the Dragon in the Temple of the Shield, with reference to the Room of the Guardians and the archway between the two; from Reminiscences from a Life Well-Spent, by Blynos Kivinivich. This huge book was written by the same author that wrote As I Journey but was penned 25 years after the other work.

Clue 5. The Unfinished Pathway. *Play Track 14.*

**TRACK
14**

Description of the pathway leading from Zadreth to the Lost Temple; from Mysteries of The Grand Duchy, by Zarno Morescu. This slender volume discusses the presence of a race that supposedly inhabited the lands before the coming of humans, dwarves, or even elves. It includes diagrams and a listing of coincidental occurrences that make a convincing case for a nonhumanoid presence. Most of the data is faulty, and the facts are distorted for sensationalism, but this particular passage gives a little helpful information.

Clue 6. The Duke's Road. *Play Track 15.*

**TRACK
15**

Description of the road leading to Zadreth; from an untitled scroll by an unknown author. Careful examination of this scroll reveals sketches and phrases that make it obvious this scroll was penned by the naturalist, Katarine Mulopolus, and is probably part of same journal that holds Clue 2.

The Mirros Library

The main library in Mirros is attached to the Magicians' Guild Hall in the South End neighborhood, just off the southern extension of Westron Alley. Desmik, Barris, or almost anyone else can give directions to it.

This library is not a public one but private; hence the PCs might have a little trouble getting in. Once inside, they encounter Klas Jorga, who is also searching for the Lost Temple.

The directions you received lead you to the Magicians' Guild Hall with little problem. The "hall" consists of a tower with an attached barn-sized building, both decorated plainly. According to what Desmik told you, the library is in the large building but you must first present yourselves at the tower.

The tower holds quarters (mostly empty) for visiting mages, as well as a small reception area; it can be entered through a large door at the top of a short flight of stairs. A pair of entrances also lead into the large building, which serves as school, research library, and laboratory. If the PCs try to enter the school building directly, they discover a handful of mages just inside the door; these men and women are taking a break between classes. They are conscientious and ask to see any interloper's entry pass (each student carries such a pass). Visitors without a pass are told to report to the tower; anyone caught trying to sneak in is escorted out the door and taken to the tower for disciplinary action. If a fight ensues, each mage is 1st to 3rd level, with an average number of hit points and a selection of spells that can stop the PCs without harming them (such as *sleep*, *charm person*, and *web*).

The door to the tower has a large knocker in the shape of a dragon. Whether the PCs knock or simply enter, they are met by an elderly woman who sits at a table just inside. Listen to this track carefully before playing it; you may want to pause it at different points to allow the characters to respond to her questions. Alternatively, you may let her tirade continue uninterrupted; assume that she is using a medallion of ESP to pluck answers from the PCs' minds (she is a mage, after all). *Play Track 16.*

TRACK 16

*The library receptionist rudely questions the PCs before issuing them passes. The old woman, a mage named Frinius, acts rude to frighten away frivolous visitors; this is easy for her, because she really is rude. If the PCs refuse to pay, or do not agree to be responsible for damages, they are not allowed into the library. Frinius is a 5th-level mage with a suitable selection of spells to stop obnoxious PCs from entering (like *reduce*, *sleep*, and *hold person*, but not spells that might damage the library, like *fireball*)—especially when several other mages come to her aid. Warriors and thieves are watched closely during their visit to the library. Any problems are assumed to be their fault, and if anything happens, they are escorted quickly from the guild hall and not allowed to return.*

In the Library

The library itself is a large room, perhaps 30 feet square, with numerous shelves, plus a number of small tables with chairs. A librarian, a middle-aged mage named Kedris, sits at a desk just inside the door. He looks up when the PCs come through the door; *play Track 17.*

TRACK 17

The librarian checks the PCs' passes and asks them not to make noise while in the library. Kedris is friendly and helpful because he would rather have happy library users who know where they are going than unhappy (and noisy!) wanderers. Kedris never speaks above a whisper, even when he is outside the library.

While the PCs are in the library, they should be quiet. *Once they are deep into their research, fellow researcher (and cult member) Klas Jorga strikes up a conversation and tries to befriend them in his rather creepy way. Show them his picture on page 10 and play Track 18.*

TRACK 18

Klas shares the Cult of Halav's perspective with the PCs and offers to put them in touch with the Cult. If the PCs are rude to Klas, he hires a group of thugs to lurk outside the library and attempt to kill the PCs when they leave.

At the library the PCs also meet a bard, Hovig Torescu, who is conducting research into ancient musical instruments. Jovial and curious, Hovig asks the PCs what they are researching. If the PCs tell the bard of their quest, he relates a tale he heard recently: Threshold is built above another ancient town. Recently, a merchant was captured and taken by the kidnappers into tunnels beneath Threshold. A party of brave adventurers went into the tunnels and rescued the merchant; they also saw an ancient Traladaran temple down there. Hovig also thinks he heard something relating Threshold to Zadreth.

If the PCs happen to be the brave adventurers who went beneath Threshold to rescue the merchant (in "Adventure One: Trouble in Threshold" in the *KARAMEIKOS: Kingdom of Adventure* box), they know the temple found was not Traladaran. If they tell Hovig they were the ones who went

beneath Threshold, Hovig questions them closely to learn the actual details of their adventure, hoping to turn their story into a song later.

If the PCs know nothing about Threshold, they can go to Kedris the librarian, who confirms the name of the town beneath Threshold. *The DM must now make a choice: if you want the ruins of Zadreth to be outside of Threshold, Kedris tells the PCs that the town beneath the modern city was named Lugsid; otherwise he tells them that the old city beneath Threshold was named Zadreth.*

Unlike Desmik's carefully gathered sources at the church, a few of the references here are faulty; they are labeled as such in the clue listing below. *As before, roll 1d6 for each researcher per hour of research, with a roll of 1 indicating that a clue has been found. The clues are found in the order listed. For ease of reference, they are numbered as a continuation of the previous set of clues. If more than eight hours pass between the PCs' meeting with Barris and their first visit to this library, the Order of the Griffon has been here and removed Clues 10 and 12.*

The Clues

Clue 7. Threshold a Small Town. *Play Track 19.*

TRACK 19

Description of the village of Threshold; from The Dragon's Tomb, by Johauna Menhir. This small volume, written by an adventurer, tells the tale of a magical sword and an epic battle. While the information given in this passage is not necessarily false, it is misleading, for it depicts Threshold as a very small village, when it is really a town with about 5,000 residents. Since the date of the manuscript is not given, it is difficult to tell whether the author was writing entertaining fiction without a real basis in fact or if the adventure simply took place before Threshold grew to its present size.

Clue 8. Zadreth beneath Threshold. *Play Track 20.*

TRACK 20

Account of the founding of Threshold over the ruins of Zadreth; from In Defense of My Theories, by Zamo Morescu. A small tract penned by the sensationalist author of Mysteries of the Grand Duchy. Again, while his theories are questionable, there may be valuable information hidden among them. It is left to you, as DM, to determine whether or not his information that Zadreth and Threshold occupy the same location is true.

Clue 9. Lugsid beneath Threshold. *Play Track 21.*

TRACK 21

Sarcastic account of an evening in Threshold, stating that the town was built over the ruins of Lugsid; from Return to the Black Peaks, by Katarine Mulopolus. This clue, from another of the naturalist's journal scrolls, directly contradicts the information from Clue 8. Again, it is left to you to determine if this clue is true or not.

Clue 10. From Zadreth to the Temple. This clue is one of those removed by the Order of the Griffon if the PCs have delayed too long. *Play Track 22.*

TRACK 22

Description of the pathway leading to the Temple of the Shield; from Ramblings of an Old Cleric, by Blynos Kivinivich. Yet another thick tome by the verbose cleric. This one, written after As I Journey (from Clues 1 and 3) and before Reminiscences (from Clue 4), deals with another aspect of his journeys. As usual, the information is correct, but buried in prose.

Clue 11. From Zadreth to Lugsid. *Play Track 23.*

TRACK 23

Description of a journey from Zadreth to Lugsid; from an untitled adventurer's journal by Hansig Kavor, adventuring mage. Found in a thin diary, this clue confirms that Zadreth and Lugsid are two different places, making it apparent that Clue 8 and Clue 9 cannot both be correct.

Clue 12. The Room of the Dragon, Again. *Play Track 24.*

TRACK 24

Claim that the Lost Temple holds a petrified dragon; from Still More Mysterious Happenings, by Zarno Morescu. Another collection of weird theories by their master, this small book describes more strange places and events. While the information given in this passage is based on fact, it is mostly fiction—but it might generate some interesting reactions from the PCs when they reach the Room of the Dragon in the Temple of the Shield.

Leaving the Magicians' Guild Hall

Remember to have a small group of hired thugs attack the PCs if they offended Klas Jorga. The thugs do not know who hired them; they were paid 10 silver pieces each to attack the PCs and kill or seriously injure them. There should be about five thugs; base the exact number on the strength of the PC party.

Travel

Once the PCs have gathered a few clues, they should realize their need to travel to Threshold and begin searching there for the location of the Lost Temple. The PCs can get almost any piece of normal equipment they desire in Mirros, but if they delay their departure by more than one day Desmik and Barris become testy and remind the PCs of the importance of their mission. After all, the longer the PCs wait, the better chance the competition has of reaching the Lost Temple first.

It would be a good idea for the player characters to obtain horses before continuing their journey. Costs are standard, as given in the FIRST QUEST rules and the *Player's Handbook*. If the PCs cannot afford horses, Barris can give them a personal loan (against future wages) for one horse.

The church can afford more but will not buy them, since church elders believe (correctly) that buying horses for the entire PC group would draw unwanted attention, which they consider a greater risk than allowing the PCs to be delayed. It takes the PCs about 3 days to reach Threshold on foot (2 days if they ride horses or travel light).

The Journey to Threshold

The terrain between Mirros and Threshold is unremarkable, mostly farmland and light forests. The PCs pass through the new town of Krakatos (home of the new School of Magecraft), the elven town of Riflian, and the village of Verge. Then at last they enter the hills and mountains that make up the terrain of the final few miles of their journey. Aside from one day of steady rain, the weather is generally good during the trip—a few brief showers, never a torrential downpour.

However, there is more than weather to contend with along the trail, including monsters and the PCs' organized competitors. The Order of the Griffon and the Cult of Halav have already been active, mostly behind the scenes. They finish their researches at roughly the same time as the PCs. Both have enough information to lead them to Threshold.

Roll 1d6 three times for each day of the journey; if the result is 1, the PCs have one of the following encounters (either choose one or roll randomly on 1d10).

1. Ordinary Citizen

This encounter will be with a farmer taking crops to market, a traveling merchant, or the like. Like most nonadventuring folk, he or she will be friendly but mainly concerned with his or her own business.

2. Sir Brefrick

When the PCs meet him, Sir Brefrick is wearing his armor and riding a large warhorse. *Show the PCs his picture on page 9 and play Track 25.*

TRACK 25

Sir Brefrick greets the PCs, introduces himself, and asks their names and mission. If the PCs are friendly, Brefrick dismounts. If they are hostile, he asks them to please not start a fight. If they ask him about the Order of the Griffon, he is happy to tell them all about it; play Track 26.

TRACK 26

Sir Brefrick describes the Order of the Griffon. After this, Brefrick engages the PCs in casual chat for a few moments (discussing the weather and so forth). If they are rude, he rides off; otherwise he continues fishing for information; play Track 27.

TRACK 27

Sir Brefrick asks the PCs the goal of their quest. If the PCs inquire what Sir Brefrick is doing, he replies with a smile that he is on a mission for the Order of the Griffon.

3. Thugs

These are Cult-employed thugs (see page 8). The thugs are looking for a group matching the PCs' description and ask for one of the PCs by name. If the PCs deny any knowledge of the person for whom the thugs are looking, the thugs hesitate and talk among themselves, then attack anyway. These thugs know they were hired by the Cult of Halav to stop the PCs by any means; if captured and questioned, the thugs relate this information without hesitation.

4. Andros Levinik

Andros shows up at an opportune time of your choosing, preferably after the characters have been in a fight and need healing. If he meets the PCs on the trail, show them his picture on page 10 and play Track 28.

**TRACK
28**

Andros introduces himself, reveals his ties to the Cult of Halav, and asks to join the characters. Review the notes on Andros' personality in Part I. If the PCs ask about the Cult of Halav, Andros is happy to explain; play Track 29.

**TRACK
29**

Andros explains the beliefs of the "Followers" (Cult) of Halav. Andros does not seem curious about the PCs' mission; he already knows. If the PCs are curious about Andros' quest, he openly explains that he wants the *Shield of Halav* to return to the Cult, who would then present it to the king. He casually mentions that he knows of the PCs' mission and was trying to meet them. If the PCs met up with the thugs from Encounter 3 and have found out they were sent by the Cult, Andros is very apologetic and expresses sincere regrets about the activities of his fellows.

5. Ozata the Bard

This is the bard described in the "Personalities" section of Part I. As with Andros, use this character as you see fit. Her picture appears on page 10.

6. Jenna

After the encounter in the church library, this cleric shadows the PCs and does not make herself known to them until they need her help, whereupon she tries to join the party. Jenna works with them to recover the shield, all the while trying to convert the PCs to her point of view; see her picture and character description on page 9.

7. Cryss

This friendly but cursed fighter will join the party on a whim if asked, so long as their quest sounds like fun. Reckless and easily bored, she will probably strike out on her own once they reach Threshold. She should not transform into a werewolf unless the party has sufficient experience and equipment to handle such a threat (see page 11).

8. Goblins (7): INT Low (5); AL LE; AC 6; MV 6; HD 1-1; hp 5 each; THAC0 20; #AT 1; Dmg 1d6 (short sword); ST 19; SA none; SD none; Size S (4'); ML 10; XP 15 each. *Play Track 30.*

**TRACK
30**

Goblins attack. These goblins are simple bandits who have been waiting for someone to pass by. Their intent is simple: attack and rob the PCs. If three or more of the goblins are killed, the rest run away (if they can). The goblins carry 1d4 sp each.

9. Wolves (4): INT Low (6); AL N; AC 7; MV 18; HD 2+2; hp 15 each; THAC0 19; #AT 1; Dmg 1d4+1 (bite); ST 17; SA none; SD none; Size S (3'); ML 10; XP 65 each.

Play Track 31. Play the track very quietly. A moment later, play the track again at an increased volume; play it once or twice more, gradually increasing the volume each time to indicate that the wolves are getting closer.

**TRACK
31**

Wolves howl. These wolves are hungry because of recent poor hunting in the area. They do not really want to attack the PCs, and so attack horses first if the PCs have any. The wolves break off if they meet strong resistance or if the PCs throw them any meat. Note: the wolves will not attack a party accompanied by Cryss, the werewolf described in the "Personalities" section, but will howl and slink away instead.

10. Ogre (1): INT Low (7); AL CE; AC 5; MV 9; HD 4+1; hp 28; THAC0 17; #AT 1; Dmg 1d10 (big club); ST 16; SA none; SD none; Size L (9'); ML 11; XP 270. *Play Track 32.*

**TRACK
32**

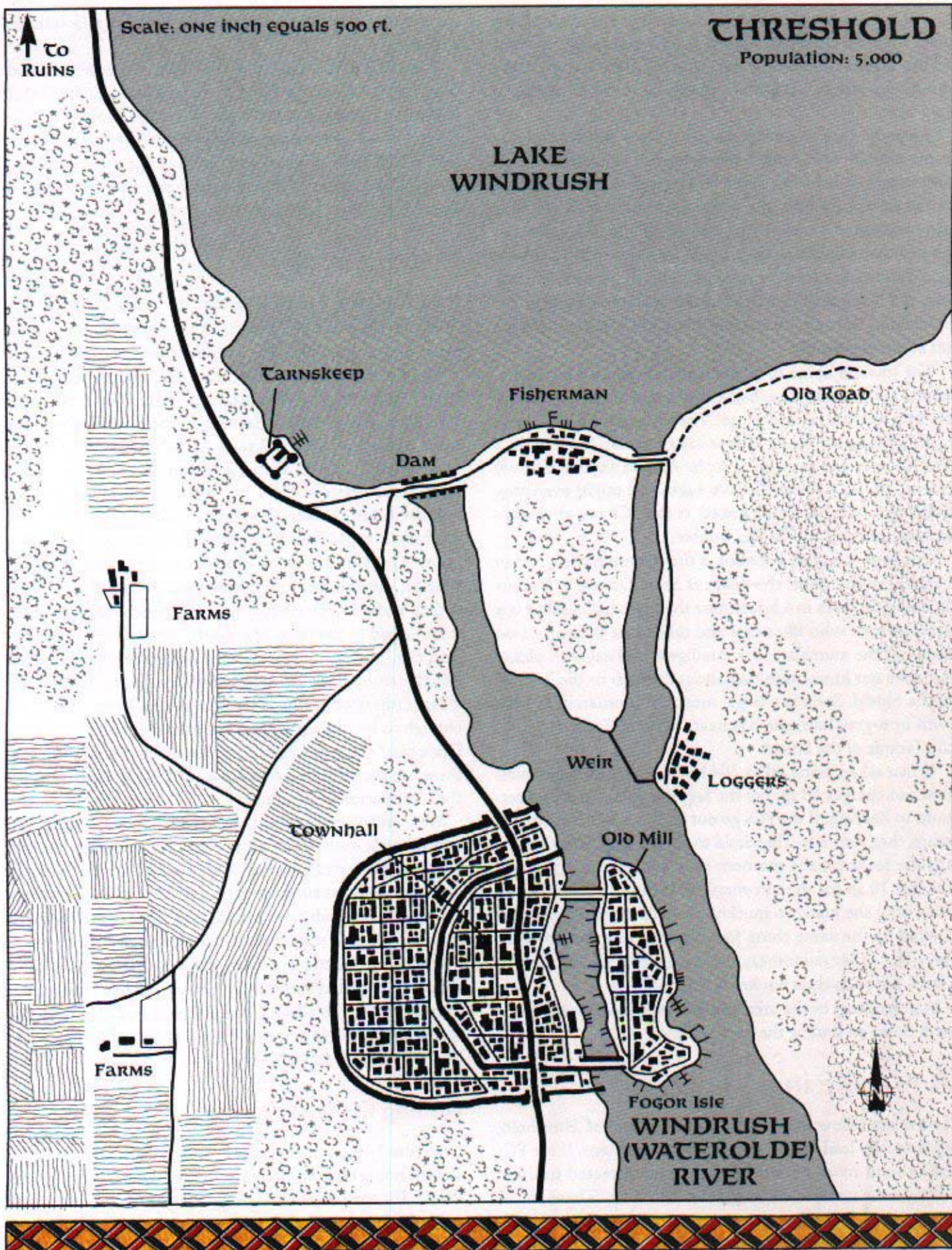
Thog the Ogre attacks. Like the wolves, the ogre is hungry; unlike the wolves, the ogre enjoys combat and fights to the death. The ogre carries 2 gp, 14 cp, and a fox fur worth 5 gp if cleaned.

The Town of Threshold

Threshold is described in some detail in the KARAMEIKOS campaign set. A map and some important facts are repeated here for convenient reference during play.

Threshold has a population of about 5,000 people. It is a clean and pleasant place with strict law enforcement. For example, wizard magic is forbidden inside the town. Weapons other than daggers, swords, and quarterstaves are confiscated by guards at the edge of town; the owner receives a receipt, and the weapons are taken to the town hall, where they stay until reclaimed by owners leaving town. In addition to the safety laws, the town's ruler (Baron Halaran) forbids people to build houses within 50 feet of one another. The village therefore covers a larger area than its population might indicate.

The Cult of Halav keeps a very low profile here, but the knights of the Order of the Griffon are everywhere to be seen. This is because the town's ruler, Baron Halaran, is



one of the senior officials of the Church of Karameikos; his niece and heir, Aleena Halaran, is a high-ranking member of the Order of the Griffon. Hence, player characters would be wise to keep their mission a secret during their stay here.

The people are generally pleasant. They see adventurers come through rather often and so are not surprised by their appearance or behavior. If the PCs recently helped the town in the adventure from the KARAMEIKOS campaign set, they are welcomed as returning heroes. If the PCs have not played that adventure, they might be able to do so now; if you decided to place the ruins of Zadreth beneath Threshold, the PCs could even undertake both the quest for the shield and the adventure from the KARAMEIKOS campaign set at the same time.

The town is home to all the services required by adventurers: taverns and inns, blacksmiths and armorers, suppliers and outfitters, and more. There are also a couple of qualified sages in town whose expertise can help the PCs find Zadreth and the Lost Temple. Almost anyone in town can tell the PCs about the two sages and might even suggest them without being asked, if the PCs are obviously looking for ruins and having trouble.

One sage is Grilius Karaolos, a tiny old man who lives in a shack by the river; the other is Seria Dovescu, a stout woman who lives in a house near the town hall. Grilius is a nervous man who likes cats and takes care of nearly two dozen of the animals. He is intelligent and eager to please but does not know anything about Zadreth or the Temple of the Shield. Seria is a large, muscular woman in her 50s with iron-gray hair; she has heard both of Zadreth and of the Temple of the Shield.

When asked, Seria takes 2d4 hours to research the question and charges 10 sp. For the fee, she gives the PCs directions to Zadreth. If the PCs go out on their own for a day or more, then return to Threshold to ask for help, Seria has the answer for them the moment they ask, although she still charges 10 sp for the information. If the PCs think to ask Seria why she knew so quickly, she tells them that she just looked up the same thing for someone else the previous day. The other customers were members of the Cult of Halav, but Seria does not know this.

A description of the area around the town follows, along with notes on finding the Lost Temple.

A Needle in a Haystack

If travelers follow Windrush Road north out of Threshold, it eventually leads them to a set of ancient ruins. If the PCs ask around town about ruins, they are directed to these ruins on the western shore of Lake Windrush. These are *not* the ruins of Zadreth, however. Most townspeople do not recognize the name "Zadreth" and have no way of know-

ing whether or not the northern ruins are the ruins of Zadreth.

If the PCs paid attention to the clues, especially Clue 6, they know Windrush Road once had another extension (anyone in town can tell them that this branch of "the Duke's Road" was renamed "Windrush Road" a few years back). Hundreds of years ago, it led to the east, across the river and a few miles into the mountains to the village of Zadreth (or Lugsid, if Zadreth is beneath Threshold).

Finding Zadreth

If the PCs are led to believe that the ruins on Lake Windrush are the ruins of Zadreth, let them explore those ruins for as long as they like. The area matches none of the clues.

There are five clues that indicate the location of Zadreth. Clue 2 describes the view from Zadreth; Clue 6 describes the Duke's Road; Clue 8 claims Threshold was built on the ruins of Zadreth; Clue 9 says Threshold was built over Lugsid; and Clue 11 states Zadreth was within a day's travel from Lugsid.

If the ruins of Zadreth are placed on the old east road, reaching it should not be a problem. With Clue 9, the PCs know Threshold was built on the ruins of Lugsid; with Clue 11, they know Zadreth was close to Lugsid; with Clue 6, they know Windrush Road, or the Duke's Road, once led from Lugsid to the ruins of a nearby town. If they can confirm the location of the ancient extension of the road—which can be done by asking either sage, or any elderly villager (there are perhaps a dozen people in the village old enough to be of help)—they can find the path to Zadreth. Once they reach the ruins, the characters can confirm that these are the ruins of Zadreth by checking the view against the information from Clue 2.

Without any clues other than "Zadreth is near Threshold," and without seeking Seria's expert advice, it takes the PCs 3d4 days of searching to find Zadreth. Each of the five clues mentioned above subtracts one day from the search time; asking the sage subtracts another day. The search takes at least one full day, regardless of clues and sage advice.

If you decided to place Zadreth beneath Threshold, clues should be adjusted accordingly: the view from Threshold is that described in Clue 2; the ruins of Lugsid are in the mountains to the east, down the old Duke's Road extension from Threshold; and so forth.

Finding the Lost Temple

Once the PCs have confirmed the location of Zadreth, it should not take them long to find the Lost Temple of the Shield. For each day the PCs search, roll 1d6; a roll of 1 indicates the PCs have found the entrance to the Temple of the Shield.

There are also clues that can help the PCs locate the temple entrance. Clue 5 describes an unfinished pathway leading from Zadreth in the direction of the temple; this sets the PCs off in the right direction. Clue 10 describes much of the scenery between Zadreth and the temple entrance, leading the PCs toward the right place. Clue 1 describes the exterior of the temple entrance, confirming the location. Each clue increases the PCs' chance of finding the temple entrance: if they have one of the clues, a roll of 1 or 2 on 1d6 indicates they find the entrance; if they have two clues, a roll of 1, 2, or 3 indicates success; and if the PCs have all three clues, they find the temple on any roll except a 6.

If you located Zadreth beneath Threshold, most of the clues are the same; the appropriate landmarks are assumed to have sunk beneath the ground as well. If the PCs have been beneath Threshold before, entering the catacombs poses no problem, but they must still search for the temple entrance. If the PCs have never been beneath Threshold, an additional 1d4 days are required for them to find an entrance into the ruins beneath Threshold.

Encounters

For each day the PCs spend searching for Zadreth or the temple entrance, make an encounter check. Roll 1d6 per day spent in the search; a roll of 1 indicates an encounter. Choose one of the following encounters, or roll randomly on 1d6. Each encounter can be repeated as often as desired.

1. Members of the Order of the Griffon

This is an encounter with two or three members of the Order of the Griffon. They try to persuade the heroes to give up the quest, using either logical arguments or intimidation.

2. Members of the Cult of Halav

The PCs encounter as many as six Cult members. These fanatics want to stop the PCs, preferably by capturing or distracting them. The Cult members do not fight to the death but run away or beg for mercy if the encounter goes against them. They do not attack if Jenna or Andros is with the PCs.

3. Thugs Hired by the Cult of Halav

A group of thugs attack the PCs, intending to kill or seriously injure them. These thugs have been paid a gold piece each and fight to the death. They know who hired them but if captured claim they were hired by the Order of the Griffon. Magical means (such as a *charm person* spell), an offer of 10 gp, or the threat of death can make a thug reveal the true culprits.

4. A Personality

The PCs encounter one of the characters from the "Personalities" section of Part I (you should choose which one). If this character has encountered the PCs before, adjust his or her reactions accordingly.

5. Goblins (7): INT Low (7); AL LE; AC 6; MV 6; HD 1-1; hp 5 each; THAC0 20; #AT 1; Dmg 1d6 (short sword); ST 19; SA none; SD none; Size S (4'); ML 10; XP 15 each. *Play Track 33.*

TRACK 33

The goblins try to avoid a fight. These goblins belong to a hunting party; they seem startled to see the PCs and would prefer not to fight right now. If the PCs attack anyway, the goblins defend themselves, fighting to the death if need be (play Track 30). Each goblin carries 1d6 cp.

6. Giant Worker Ants (4): INT Animal; AL N; AC 3; MV 18; HD 2; hp 7 each; THAC0 17; #AT 1; Dmg 1d6 (bite); ST 17; SA none; SD none; Size T (2' long); ML 9; XP 35 each. *Play Track 34.*

TRACK 34

The giant ants attack. This is a group of 2-foot-long ants out looking for food to take back to their queen. They attack the PCs but break off if the characters throw any kind of food to them. The ants have no treasure.



Part III:

The Lost Temple

This section describes the Lost Temple, or the Temple of the Shield, in some detail. Many of the areas of the temple have associated CD tracks, and there are a number of illustrations and maps as well. This section of the adventure is demanding for the DM: you must coordinate sights, sounds, and descriptions, in addition to interacting with the players.

The maps and illustrations are numbered according to the area they show; these are meant to be used in play, in concert with the CD tracks and the room descriptions. If a room description is indented, you should read it out loud to the players once their characters enter that area, then show any map or illustration to the players and play any CD track for that area. When showing a map or picture, be careful not to let players read the accompanying text or see any other map or illustration on the same page. One way to avoid this is for you to cut a piece of paper to cover the rest of a page while exposing a single picture or map. Another way is to cut apart those pages which have maps or illustrations, or photocopy them and then cut the photocopies apart; then you can show players the maps and pictures one by one. To make this adventure run more smoothly, TSR, Inc. grants permission to photocopy maps or illustrations from *Hail the Heroes* for personal use only.

Please note that the temple map on page 24 is somewhat different from the large map given the PCs by Barris. The map the PCs have was drawn by an adventurer, the explorer Odrinn Sacnisen, and is not entirely accurate—as the PCs should eventually realize, to their chagrin.

The Lost Temple is where most of the Listening Tracks come into play. Many encounter areas have notes regarding Listening Tracks; if an area does not have such a note, it is relatively quiet or has a special, individualized track. Play these tracks if a PC stands still and listens, or to introduce an area, or if specifically called for in the text. If someone listens at a door, play the Listening Track for the room behind the door, but at a low volume.



**will hide
the shield.
I will set
traps to
destroy the non-
believer. I will defend
the Temple of the
Shield even from
beyond the grave.**

**—The last high priest
of the
Temple of
the Shield**



Traps and Puzzles

The Lost Temple houses a fair number of traps, because of the activities of the last priest to live there (see the "Background" section in the Introduction). Most of these are magical in nature and are linked to special constructs that use the *magic mouth* spell. These constructs, the Speakers, are noted in the text and marked on the temple map with a special symbol wherever they occur. The illustration on this page shows what they look like; show it to the players whenever one is encountered. A Speaker speaks whenever someone comes within 5 feet of it (except when they are separated by a wall). It does not matter if the person is invisible or otherwise hidden from view; the Speaker detects such beings without problem. A Speaker does not respond to unintelligent creatures of smaller than human size.

When a Speaker asks a question or suggests a course of action, everyone nearby must respond in the correct manner within 10 seconds or suffer the consequences. Speaker-activated traps cannot be disarmed by a thief.

Encounters

As the PCs travel through the temple, they are sure to meet some of the subterranean wildlife that lives there. Many areas call for encounter rolls; in these instances, select one of the following encounters or roll 1d4 to determine which to use. Some of the temple areas call for specific encounters from the following list. Feel free to vary the number of creatures encountered. None of these monsters has any treasure. Each has a CD track for use when the creatures attack.

In addition to these encounters, it is possible for the PCs to encounter members of the Order of the Griffon or the Cult of Halav. If the PCs have been delayed, members of the Cult might even get to the shield first and take it away. It is unlikely that members of the Order could reach the shield first, because getting to it requires detailed knowledge of Traladaran church lore that they lack. If the Cult or Order has been here, add descriptions of fresh corpses here and there about the temple where a few of their unluckier members ran into traps, monsters, or each other.

1. Giant Worker Ants (3): INT Animal; AL N; AC 3; MV 18; HD 2; hp 7 each; THAC0 17; #AT 1; Dmg 1d6 (bite); ST 17; SA none; SD none; Size T (2' long); ML 9; XP 35 each. *Play Track 34.*

**TRACK
34**

Giant ants attack. This is a group of 2-foot-long ants out looking for food to take back to their queen. They attack the PCs, fighting to the death.

2. Giant Fire Beetles (4): INT Non- (0); AL N; AC 4; MV 12; HD 1+2; hp 6 each; THAC0 19; #AT 1; Dmg 2d4 (bite);



ST 17; SA none; SD none; Size S (2½' long); ML 12; XP 35 each. *Play Track 35.*

**TRACK
35**

Fire beetles attack. Like the giant ants, these fire beetles are looking for food. They startle easily and attack when the PCs approach. While giant fire beetles have wings, they cannot fly; instead they beat their wings to make a sound to frighten predators.

3. Giant Rats (7): INT Semi- (4); AL NE; AC 7; MV 12, Sw 6; HD ½; hp 2 each; THAC0 20; #AT 1; Dmg 1d3 (bite); ST 19; SA disease; SD none; Size T (2' long); ML 7; XP 15 each. *Play Track 36.*

**TRACK
36**

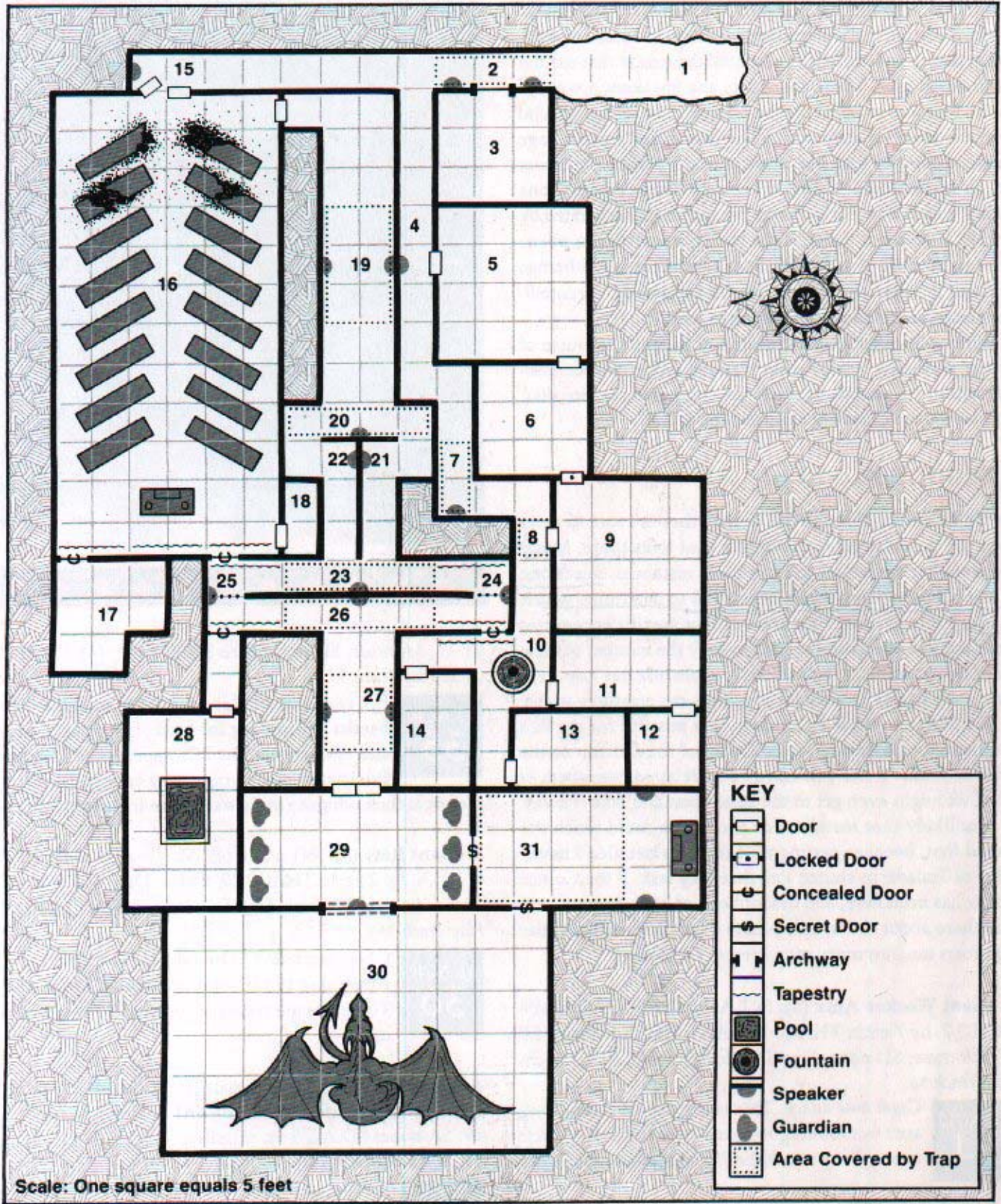
Giant rats attack. The rats are also looking for something to eat and think the PCs look tasty. These rats are territorial and attack if the PCs get close.

4. Giant Bats (6): INT Animal (1); AL N; AC 8; MV 3, Fl 18; HD ½; hp 3 each; THAC0 20; #AT 1; Dmg 1d2 (bite); ST 19; SA none; SD AC 5 vs. missiles; Size M (5' wingspan); ML 5; XP 35 each. *Play Track 37.*

**TRACK
37**

Giant bats attack. The bats are, quite literally, hanging around, trying to sleep. The approach of PCs disturbs them and causes them to attack, but they do not pursue characters who retreat.

The Lost Temple



Place Descriptions

Descriptions of the areas of the Temple of the Shield follow. Refer to the map on page 24 for locations. When reading indented text out loud, do *not* read aloud the bracketed information in italics.

1. The Entrance Tunnel

Roll for an encounter here.

Play Listening Track 73.

The tunnel you are in is natural, with rough walls. Water seeps from the walls in places. *[Ask if the PCs continue down the hall; go on when they do.]* Eventually, the corridor shows signs of stonework, and it soon turns into a finished hallway that continues on ahead. It looks like you have reached the Temple of the Shield.

2. Greetings

Play Listening Track 73.

An opening lies ahead on the left side of the corridor. A stone face adorns the wall on either side of an archway. *[Ask the PCs what they are doing; when they approach within 5 feet of the opening, continue.]* As you get closer, the faces animate and begin to speak.

Show the players the Speaker illustration on page 23 and play Track 38.

TRACK 38 The Speakers greet the visitors and ask them to kneel and knock. Ask the PCs what they do and where they are. All the PCs within 5 feet of the archway must kneel, and at least one must knock as if the opening held a door. If they knock, play Track 39.

TRACK 39 Three ghostly knocks. If the heroes fail to knock, the floor disappears in the area marked by a dotted line on the DM's map. Anyone in that area falls 10 feet and suffers 1d6 points of damage.

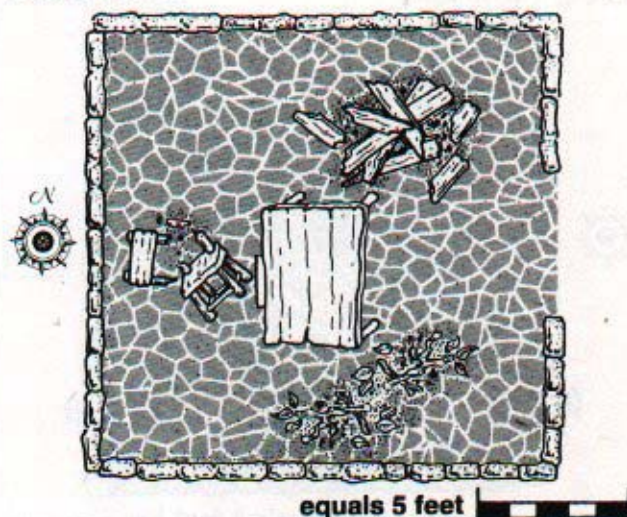
The skeletons of three previous travelers are in the pit, dressed in rotting armor and carrying rusted weapons; they have a total of 12 gp, 27 sp, and 19 cp. One also has a *dagger* +1. The floor reappears after five minutes and can be made to disappear again by approaching the doorway and failing to knock.

3. Office

Roll for an encounter here. Play Listening Track 74.

This appears to have been a reception area. As you enter, dust rises into the air, and a musty smell tickles your nostrils.

Area 3: Office



A map for this area appears on this page. A careful search of the room uncovers a bronze footman's mace, pitted with age. Though no longer useful as a weapon, it might come in handy once the PCs reach Area 19.

4. Classroom Entrance

Roll for an encounter here. Play Listening Track 73.

There is a Speaker on the wall. It begins talking when the PCs approach; play Track 40.

TRACK 40 The Speaker invites visitors to enter. The PCs do not really have to do anything here; there is no trap associated with this Speaker. The door to the classroom is closed but not locked.

5. Classroom

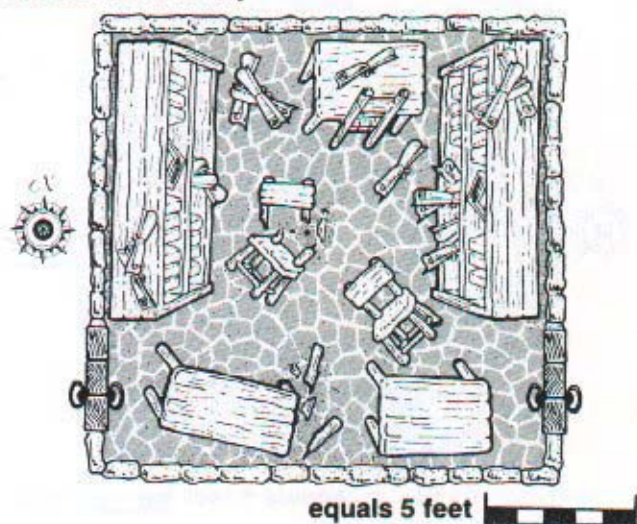
Play Listening Track 74.

Unless the PCs have had a battle recently, or they are weak from wounds, select an encounter for them here. Once their characters open the door and look in, give the players the map of this area that appears on **Handout B**.

A thick layer of dust covers most of this room, which must have once been used to instruct students.

There is little of interest in this room, except a few sticks of chalk and some small slates for writing on. A careful search uncovers a copy of the *Song of King Halav* on a scroll. If the PCs do not already have it, give them **Handout A**, the "Song of King Halav," now.

Area 6: The Library



6. Library

Roll for an encounter here. Show the players the map of this room that appears on this page.

Although it has obviously been abandoned for years, this library seems to have suffered little. The room is very dry, and the smell of ancient parchment and paper is thick in the air.

If the PCs talk in normal voices, or otherwise create noise, a disembodied voice speaks to them; play Track 41.

TRACK 41

The voice asks the PCs to be quiet. If the PCs continue to be noisy, repeat the CD track as needed, slightly louder each time. The voice does not punish the PCs in any way if they are loud.

There are more than 300 books and 400 scrolls in the room. A cursory examination reveals that only about 50 books and 30 scrolls are still in good condition. The Church of Traladara would be interested in obtaining these writings; if the PCs bring them back, the church offers a reward of 1 gp per scroll and 5 gp per book. This is the best offer the PCs would get, though sages in various places might be interested in purchasing some of the books and scrolls for lower prices.

The door leading from Area 6 to Area 9 is locked.

7. Corridor to Priest Quarters

Play Listening Track 75. A Speaker on the wall at this turn in the corridor speaks as the PCs approach; play Track 42.

TRACK 42

The Speaker warns that this is the priests' private area; to enter the visitors must present the Ancient King's relic. If the PCs raise a shield, as if to show it to the Speaker, they can pass safely. If not, darts fly from tiny holes in the wall beneath the Speaker (play Event Track 78). Anyone standing in front of the wall suffers 2d4 points of damage; a successful saving throw vs. paralyzation means the character manages to dodge or block some darts and halves the damage. The darts can travel as far as 10 feet down the hall but cannot hit anyone hidden behind another PC.

8. The High Priest's Door

Play Listening Track 75 (at a slightly higher volume than in Area 7).

Before you is an intricately carved oaken door. It seems very sturdy.

The door is not locked, but it does have a trap. If anyone attempts to open the door without first disarming the trap, darts shoot out from the wall across from the door (play Track 78); anyone standing in the area marked by the dotted line on the DM's map takes 2d4 points of damage from the darts but can halve the damage by making a successful saving throw vs. paralyzation.

Note that the door from Area 6 to Area 9, while locked, does not have a trap.

9. Quarters of the High Priest

Play Listening Track 75.

Show the players the map of this area on **Handout B** when their characters open the door.

The smell of decay is heavy in this room, and you detect a slight odor of something that reminds you of death. [If the PCs enter the room, continue.] As you enter the room, the body resting on the bed begins to move. It appears to be an undead being of some power.

Play Track 43.

TRACK 43

The undead priest asks who disturbs his rest, and why! This being is the high priest of the temple, the one who stayed after the others left, the one who set all the traps, the one who is now a wight (see statistics following). While he is now an undead monster, he is not entirely a bad fellow. For example, he currently wears metal gauntlets that keep his life-draining power from working if he strikes someone. He wants to protect the church from interlopers, to insure that only worthy individuals approach the *Shield of Halav*. If the PCs prove worthy, he allows them to go in peace and returns to his long rest. If not, he attacks.

If the PCs answer the wight in a civil tone and mention

anything about a quest for knowledge, service to the Church of Traladara, or a quest for the *Shield of Halav*, play Track 44.

TRACK 44

The wight-priest asks why they seek the *Shield of Halav*. Again, if the PCs answer in a respectful manner, the wight is somewhat appeased. To remain on peaceful terms with the creature, the PCs must mention the shield, or somehow indicate they are "servants" of Halav, or that they are on a holy quest. Simply saying they are trying to help the Church of Traladara is not enough. If necessary, the DM can repeat all or part of Track 44. If the PCs answer adequately, play Track 45.

TRACK 45

The undead priest directs the PCs on the route they must follow to reach the shield and warns them that deadly traps line the way. He bids them go and disturb him no more. The wight's instructions, while cryptic, are accurate; it is up to the PCs to figure out how they apply. They must now leave this room quickly or face the wrath of the creature.

If at any time the PCs lie, show disrespect, or act in a hostile manner, the wight attacks; play Track 46 for the first round of combat.

TRACK 46

The undead priest warns the PCs to break off the attack and leave while they can. If they take his advice, the wight allows them to go; otherwise play Track 47.

TRACK 47

The undead priest tells the heroes, "You have proven unworthy. Now perish you must!" He removes his metal gauntlets and tosses them to the floor, then attacks. He now drains one level of life energy with each successful blow.

If the PCs destroy the wight and search the room, they discover a chest at the foot of the bed. The chest is locked but contains 300 gp, two *potions of healing*, and a journal entry. If the characters read the journal, play Track 48.

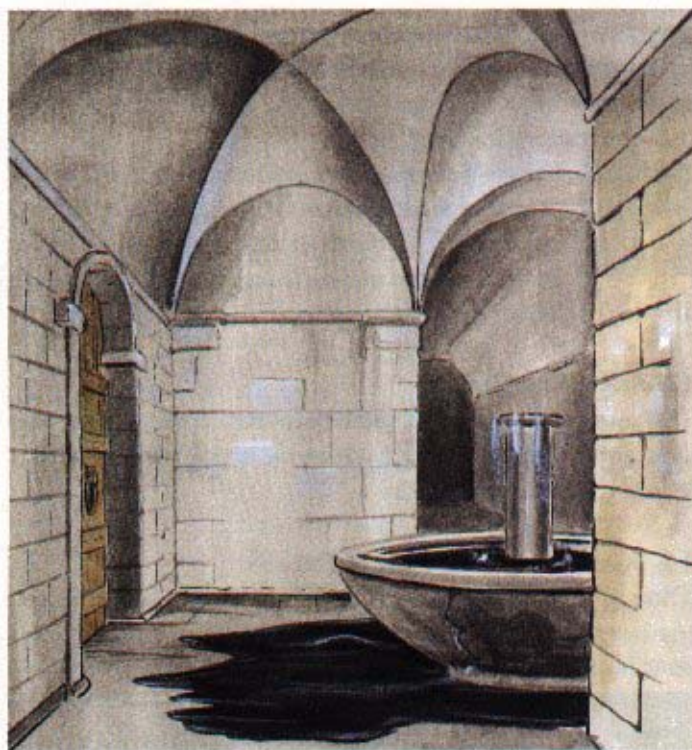
TRACK 48

The high priest describes sealing the Hall of the Dragonlord and entrusting the Guardians to protect the secret entrance to the *Shield Room*. Incidentally, if the PCs try to take the chest—or anything else—from the room before the wight has been destroyed, the wight pursues the thieves relentlessly, until he is destroyed or the items returned. In addition to the items in the chest, the undead priest wears an ornate necklace of gold, worth about 200 gp if polished up.

Wight (1): INT Average (10); AL LE; AC 5; MV 12; HD 4+3; hp 32; THAC0 15; #AT 1; Dmg 1d4; ST 16; SA energy drain; SD hurt only by spells or by silver or magical weapons, immune to some spells; Size M; ML 14; XP 1,400.

10. The Fountain

Play Track 49 when the PCs get close to this area, and show them the illustration on this page.



TRACK 49

Water trickles from the old fountain. Allow the players to examine the illustration as closely as they want, for as long as they want. If they do not notice anything unusual, the gray ooze in the puddle gets in one free attack on the first person entering the room. There is a tarnished silver dagger in the fountain, but it cannot be reached, nor can the fountain be approached, without dealing with the gray ooze. The tapestry on the east wall by the fountain, depicting ethereal figures of Halav, Petra, and Zirchev looking down on a small town (Zadareth), conceals a door to Area 24.

Gray ooze (1): INT Animal (1); AL N; AC 8; MV 1; HD 3+3; hp 18; THAC0 17; #AT 1; Dmg 2d8; ST 16; SA eats metal; SD immune to spells, fire, and cold; Size M (7'); ML 10; XP 270.

11. The Kitchen

Play Listening Track 76 and show the map of this area on **Handout B** to players whose characters look into the room.

There is nothing remarkable here: just a few rusty pans, knives, and other kitchen implements. A slight odor of decay hangs in the air; all remnants of food have either rotted away or been eaten by scavengers. Roll for an encounter here, unless the PCs are in bad shape, in which case the PCs see some normal rats that quickly scurry off.

12. The Pantry

Show the players the map of this area on **Handout B**. Though this room once held quite a lot of food, most of it has rotted

away or gone bad. The shelves hold a few jars and remnants of boxes and crocks, and there is a thriving colony of mold covering a large portion of the room. If the PCs disturb the mold, *play Track 50*.

TRACK 50

The mold shoots spores into the air. Each PC in the pantry or the kitchen must make a successful saving throw vs. poison or suffer a coughing fit for 2d4 rounds and nausea (causing a penalty of -1 to all attack rolls) for the next hour.

13. Priest Quarters

This room once served as quarters for two of the priests who lived at the temple. *Show the players the map of this area on page 29 and roll for an encounter.*

14. Priest Quarters, with Skeletons

Though anyone listening to this room's door before entering hears nothing, *show the players the map on page 29 and play Track 51* when the PCs open the door.

TRACK 51

Skeletons emerge from hiding and attack. When the rattling on the track increases (increase the volume if you'd like), read the following to the players.

As you watch, the source of the eerie sounds become obvious, as two animated skeletons crawl from beneath the beds. They move toward you as if to attack.

The skeletons were created by the high priest and set here as a surprise for intruders. The skeletons fight until destroyed. *Play track 79 when a skeleton is destroyed.*

Under one of the beds in this room is a silver and gold medallion worth 5 gp, taken from a previous visitor.

Skeletons (2): INT Non- (0); AL N; AC 7; MV 12; HD 1; hp 6 each; THAC0 19; #AT 1; Dmg 1d6; ST 17; SA none; SD immune to fire, cold, and some spells, takes half damage from edged or piercing weapons; Size M; ML 20; XP 65 each.

15. Entrance to the Church

Play Listening Track 73 and roll for an encounter here.

Play Track 52 when the PCs approach the Speaker on the wall near the door.

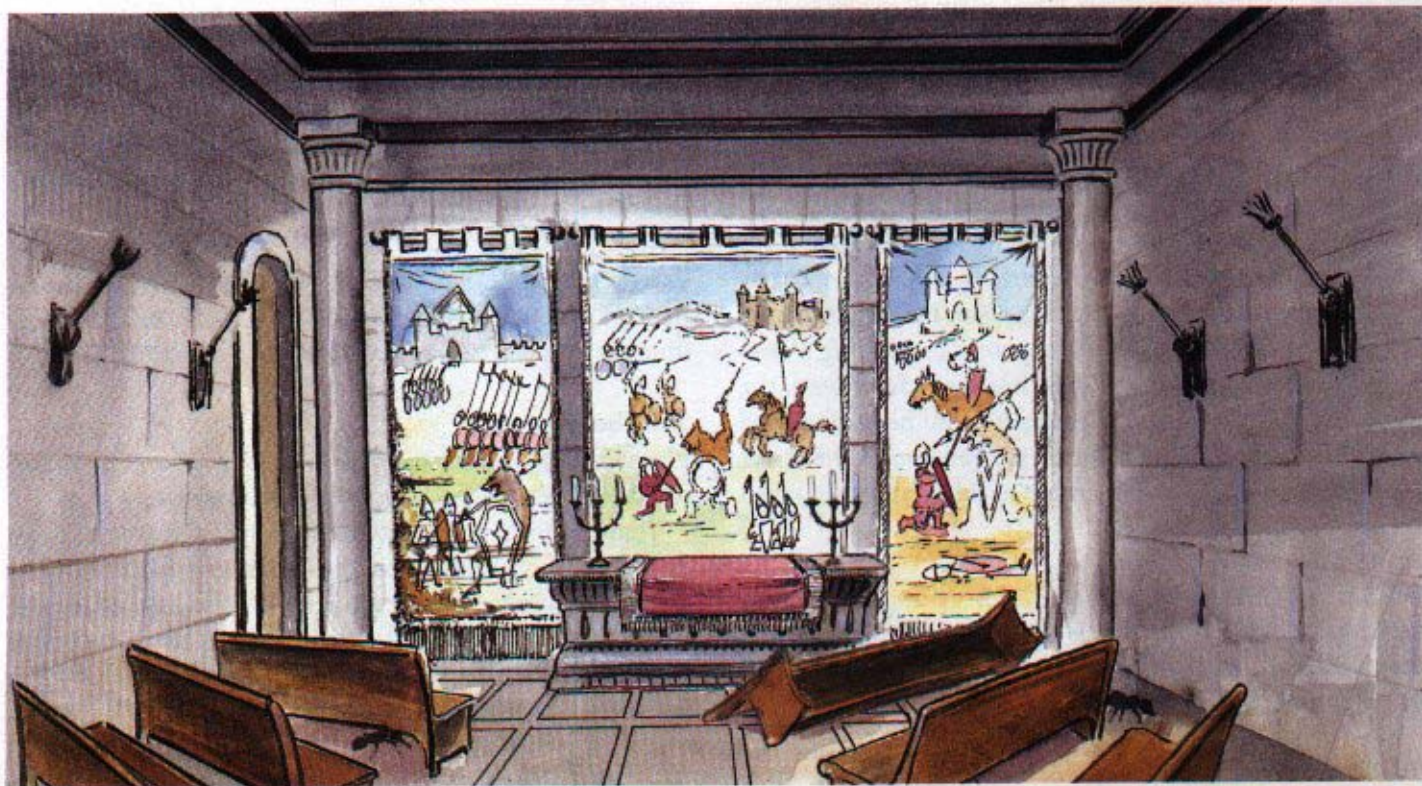
TRACK 52

The Speaker gives a cryptic welcome. This Speaker does not activate a trap. The church doors have been broken—one lies on the floor, while the other dangles loosely from its hinges.

16. The Church

Play Listening Track 76 and show the players the illustration below.

Allow the players to examine the illustration for as long as they desire before entering the room. If they notice the giant ants in the drawing, their characters are not surprised when the ants attack; *play Track 34*. If the players do not notice the ants, the characters are surprised, and the ants have one free round of attacks before initiative is rolled.



This area has been thoroughly ransacked by other adventurers, long ago. However, there are 16 cp strewn about near the north wall. Tapestries on the west wall depict scenes of Halav, Petra, and Zirchev fighting beast-men near a river. Each tapestry, like those found in other places in the temple, is worth 2 gp to a collector, or increases the church's reward for the PCs by 5 gp (total, not per PC). There is a note on the players' map that identifies the river as the Volaga; they will need this information in Area 29.

17. The Vestry

Show the players the map of this area on this page and play *Listening Track 76*. If the PCs need some excitement, use an encounter with giant fire beetles here. Otherwise, any sounds heard in the room were due to a couple of normal rats that ran away as the PCs entered the room.

A couple of robes hang from pegs set into the south wall; the rotted remains of others lie in piles beneath them. The shelves to the west bear candle-holders, bowls, and other items once used in ceremonies at the temple. In one corner, you see something that looks like old bronze.

In the corner are two tiny replicas of the *Shield of Halav*, each about six inches tall. They are composed of bronze, now stained with bluish corrosion but still nice representations of the shield. The Church of Traladara would increase the PCs' reward by 5 gp per person if these were returned to their clerics.

18. Closet

This is a tiny closet that holds a pair of brooms and dustpans, as well as some ancient pots that once held varnish to repair the pews. There is nothing of interest here. You can roll for an encounter if you like; if the die roll indicates an encounter, the closet holds some giant bats.

Note: Areas 19-27 all use the same *Listening Track*, *Track 77*. Each numbered area has a *Speaker* that activates a trap or obstacle. Play the tracks listed with each area when PCs approach the *Speakers*. None have specific illustrations or maps, so you must describe the areas as needed.

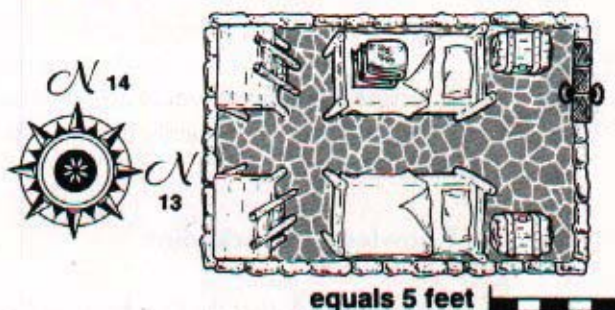
19. Corridor of Knowledge: The Gauntlet Begins

Play *Track 53*.

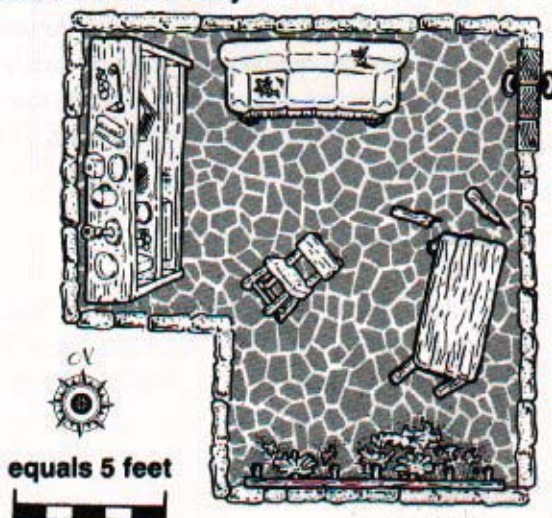
TRACK 53

The *Speakers* ask to see what the Immortals taught Halav. If the PCs display any piece of worked bronze, the trap does not go off; otherwise, play *Track 80*. All characters within the area marked by dotted lines on the DM's map suffer 3d6 points of damage from a huge block of stone that falls from above; damage is reduced by half for characters who make a successful saving throw vs. paralysis.

Areas 13 and 14: Priest Quarters



Area 17: The Vestry



20. Corridor of Knowledge: The Second Stage

Play *Track 54*.

TRACK 54

The *Speaker* demands: "Imagine going out from Lavv / And slay the foes of King Halav." After hearing this track, the PCs must pretend to attack beast-men (thrust with sword, swing a mace, etc.). Otherwise, the trap goes off: play *Track 81* as a giant pendulum, with a great blade attached, plunges from the ceiling and swings through the corridor for 10 minutes. The pendulum attacks with a THAC0 of 15 against anyone in the area marked on the DM's map during that time, causing 2d8 points of damage on a successful attack.

21. Corridor of Knowledge: Left Path

Play *Track 55*.

TRACK 55

The *Speaker* asks to see something made with Petra's skill. The PCs must hold up pottery, medicine (including potions of healing or medicinal herbs), or woven cloth. If they do not, play *Track 82*; this noise attracts a random monster within 1d4 rounds.

22. Corridor of Knowledge: Right Path

Play Track 56.

**TRACK
56**

The Speaker demands to see one of "Zirchev's pets." The PCs must either show the Speaker a horse or a dog (a picture or statuette would do), or imitate one. If they do not, a trap exactly like the one in Area 21 goes off; play Track 82.

23. Corridor of Knowledge: Checkpoint

Play Track 57.

**TRACK
57**

The Speaker demands that the PCs kneel and sing. After hearing this track, the PCs should all kneel. Whether they do or not, play Track 83 as a series of long blades leap out of the wall at a height of five feet, and whip back and forth for a full minute. Anyone in the area who is five feet tall or taller and remains standing automatically suffers 2d8 points of damage (no saving throw or attack roll needed). If this damage kills a character, he or she has been decapitated.

24. Corridor of Knowledge: Tapestries, Left

Tapestries line this branch of the corridor, bracketing the Speaker on the south wall. The tapestries depict scenes of Zirchev training horses and dogs, hunting, fighting beast-men, and swimming.

When the PCs approach, a magical wall of force blocks off the corridor in a direct line from the Speaker to the opposite wall; play Track 84 for the wall of force and Track 58 for the Speaker.

**TRACK
58**

The Speaker's advice: "Move like Zirchev past his foe." PCs must move silently or pretend to swim or ride a horse to bypass the wall. Note that the tapestry on the west wall conceals a door to Area 10.

25. Corridor of Knowledge: Tapestries, Right

Tapestries line this branch of the corridor, bracketing the Speaker on the north wall. The tapestries show Queen Petra engaged in various activities, such as making a clay bowl on a potter's wheel, shooting a bow, and using a loom to make cloth.

A wall of force blocks off the corridor when the PCs approach, as in Area 24; play Track 84 for the sound when the Speaker is not speaking. Play Track 59.

**TRACK
59**

The Speaker asks: "Where was lovely Petra Queen?" The PCs must answer "Krakatos" to pass through the wall of force. This clue appears on the large map given to them by Barris. The tapestries here conceal doors to Area 16 and to a short corridor leading to Area 28.

26. Corridor of Knowledge: Last Checkpoint

The skeletal remains of an adventurer lie here. The skull lies several feet away. She clutches a shiny sword in one hand, but her armor is rusted and her clothing has mostly rotted away.

Play Track 60.

**TRACK
60**

The Speaker says: get on your knees to search for tracks of enemies. The trap here is exactly the same as that in Area 23 (play Track 83). If the PCs do not get close to the floor, they suffer the fate described in Area 23.

The remains of the adventurer, felled because she failed to react appropriately to the voice of the Speaker, include a long sword +1 (the shiny sword in the skeleton's hand).

27. Corridor of Knowledge: Final Stage

Play Track 61.

**TRACK
61**

The Speakers ask: "What city stands where once was Lavv!" The characters must answer "Kelvin," or they suffer the effects of a block of falling stone as in Area 19, except that the area covered by the deadfall is smaller. Play Track 80 if the PCs fail to answer in time.

The answer to this question appears on the PCs' large map; it was the last thing written by the adventurer, who died soon after in Area 28.

28. The Pool

When the PCs open the door to this room, begin playing Track 62.

**TRACK
62**

Water trickles. Repeat this track as often as necessary while reading the room description out loud to the players. Show them the map of this area on Handout C; allow them to look at it while the track plays.

Water drips from the ceiling of this room into a large pool of water. At the far end of the room is a human-sized toad, apparently carved from the same stone that makes up the room's floor. Just inside the door lies the mangled body of a dwarven adventurer, his hands stretched toward the pool.

The dead adventurer should give the PCs the idea that something is not right here. In addition, if they received Clue 3, it gave a description of this room that did not include the giant toad "statue."

If the PCs do not express suspicion or move cautiously into the room, they are surprised when the "statue" reveals itself to be alive by attacking the first person into the room. If the PCs are surprised, the toad can make one attack before initiative is rolled.

Giant toad (1): INT Animal (1); AL N; AC 6; MV 6; Hop 6; HD 2+4; hp 20; THAC0 17; #AT 1; Dmg 2d4 (bite); ST 16; SA leap, surprise; SD none; Size M (5'); ML 7; XP 120.

The dead dwarf has 27 gp in his pockets; near him lie several pens and scattered sheets in the same handwriting as the notes on the PCs' map. This is the adventurer who let the outside world know the Temple of the Shield still existed. The toad surprised him while he was working on the map, which fell into the pool and was carried through a drain to finally wash up on the shores of a river miles away. One of his papers is signed with his name, Odrinn Sacnisen.

29. Room of the Guardians

This is one of the more complicated areas in the dungeon, involving one map and three illustrations. The illustration on this page shows the blocked archway on the west side of the room. A map of this room appears on **Handout C**. **Handout D** shows two illustrations of the statues against the room's northern and southern walls; fold this sheet in half, so that only one illustration shows at a time. Be careful when handling the illustrations, so the room's secret—that the statues are animated—is not given away too soon. When the PCs open the doors to this room, play Track 63.

TRACK 63

Statues move. Repeat the track as necessary. Show players the map of Area 29, the illustration of the archway, and the top illustration of the statues. Then put the illustrations away for a moment and read the following description to the accompaniment of the CD track.

This room looks clean and dry, and the smell of dust to which you have become accustomed is absent here. The archway across from you seems to have been blocked off after the rest of the temple was finished, indicating that something might be hidden behind it. [Show the players the archway illustration again.] Three statues stand at each end of the room. [Now show the players the bottom illustration of the statues on the handout.]

If the noises on the CD track have not alerted the PCs to danger, the change in the statues' positions should. If the PCs do not notice, they are quickly surrounded by statues before they can do anything. If the PCs do notice, they can take action before the statues surround them. If the PCs leave the room, everything returns to the way it was before. When the statues are close to the PCs, play Track 64.

TRACK 64

The Guardians demand in no uncertain terms that the intruders identify themselves. In response, the PCs must show something sacred to the Church of Traladara. Such items include a Traladaran holy symbol (which any cleric of the church is assumed to have), the manuscript of the Song of King Halav, one of the robes from Area 17 (or from the high priest in Area 9), any of the tapes-



tries from the temple, or one of the miniature shields from Area 17.

If the PCs do not identify themselves, the statues attempt to escort the PCs from the room but do not attack unless attacked first. The statues' statistics are the same as for the jade living statues in the MYSTARA™ MONSTROUS COMPENDIUM® Appendix. In combat, the statues attack with swords and crumble to dust if destroyed.

Guardian statues (6): INT Low (7); AL N; AC 4; MV 6; HD 3+1; hp 25 each; THAC0 17; #AT 2; Dmg 1d6/1d6; ST 11; SA none; SD struck only by magical weapons, bonuses from magical weapons do not apply against the statues, immune to sleep, charm, and hold spells, and to poison, disease, and suffocation; Size M; ML 20; XP 420 each.

After the PCs have dealt with the statues, they can move about freely. A secret door to the Shield Room is hidden in the south wall; if the PCs received Clue 4, it should help them here. If the PCs touch the archway, the Speaker above it delivers its message; play Track 65.

TRACK 65

The Speaker asks: where did Halav defeat the beastment? The large map possessed by the PCs holds the answer in its reference to the tapestries in Area 16. If the PCs respond "the Volaga," play Track 66.

TRACK 66

The stones blocking the archway come tumbling down, raising quite a lot of dust. When this clears, show the players the cover of Hail the Heroes.

The Dragon and the Book

30. Hall of the Dragonlord

Two clues the PCs might have received refer to this room: Clue 4 and Clue 12. Clue 4 is a simple, vague description of the room. Clue 12 is by the sensationalist, Zarno, and indicates that the dragon would come to life. The dragon does in fact speak when anyone enters the room. *Play Track 67.*

TRACK 67

The dragon invites the PCs to gaze upon the accomplishments of the Dragonlord. While the dragon looks life-like, it is just a statue. The PCs can approach it, touch it, or even read or remove the book, without harm.

The book is open to a certain passage. If the PCs read it, *play Track 68.*

TRACK 68

*The book begins the tale of the Dragonlord. If the PCs want to take the book, the Church of Traladara is most grateful for its return and gives the PCs an additional 10 gp each for it. This book, penned by Perrantin the mage, tells the same story as the novel *Dragonlord of Mystara*. If you have a copy, it would be a nice touch for you to hand this novel to your players when their characters take the book.*

The book tells the story of Thelvyn, a young man raised in a place called the Highlands. When dragons attacked his adopted homeland, he went on a quest with friends, including an old knight, Sir George Kirbey; a warrior, Solveig White-Gold, the woman upon whom the guardian statues are based; Perrantin, a mage; and a dwarven warrior, Korinn Bear-Slayer. These companions helped Thelvyn discover his destiny, to become the Dragonlord, and recover the armor of

the Dragonlord. With the magic of the armor, Thelvyn was able to keep the dragons from destroying the Highlands.

The Shield

31. The Shield Room

This final room of the temple holds the object of the PCs' quest. As soon as the characters enter this area, show the players the map of the room on **Handout C** and the illustration of the room on this page, then *play Track 69.*

TRACK 69

*The Speakers ask that the PCs show they are Halav's friends by commemorating "the manner of his final end." Halav was cremated; hence, the PCs must present a fire of some kind. Otherwise, the floor disappears in the area marked by dotted lines on the DM's temple map; *play Track 70.**

TRACK 70

The Speakers reward failure with death. Any PCs in the area of the trap drop 20 feet and take 2d6 points of damage. The floor reappears one minute later and can be removed again only by re-entering the room and setting off the trap a second time.

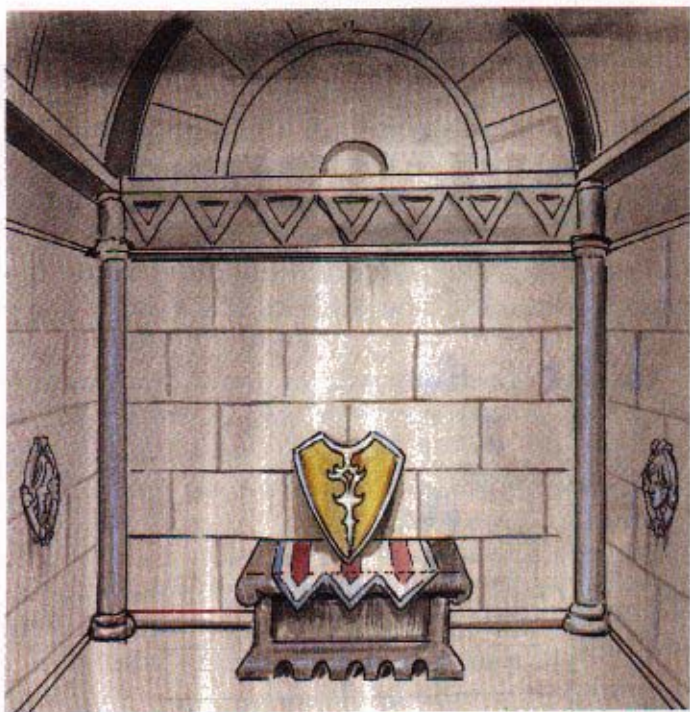
If the PCs approach within five feet of the shield, a magical light fills that end of the room, illuminating the shield. The bronze *Shield of Halav* sits at the end of the room on a small altar. In a drawer in the altar is a short manuscript by Perrantin the mage, which tells the tale of Solveig's quest to find the shield and her battle against giants to retrieve it and of the building of the temple by Perrantin and Traladaran clerics.

After the Dungeon

Once the PCs recover the *Shield of Halav*, the adventure is basically over. However, they must still get the shield back to the Church of Traladara in Mirros. Dodging the Order and the Cult is not easy, but the PCs can manage it if they avoid the main roads and stay away from towns along the way.

Once the shield is safely in the hands of the Church of Traladara, it's time to give the PCs their due. After giving them their monetary rewards, Barris will introduce the characters to the patriarch of the Church, Aleksyev Nikelnevich, who wishes to offer them his personal congratulations for a job well done. In addition, success in their quest gains long-term enemies and allies; see the sidebar on page 11 for details.

A number of future adventures can grow out of this one. The Church of Traladara would be glad to have the PCs undertake more missions, such as recovering more relics, tracking down evil mages or undead, and the like. As recognized heroes, the PCs will find that people start coming to them with problems (lost cats, attacks by lizard man raiders, that kind of thing). The PCs may even hear of a werewolf on the loose, only to learn that their friend Cryss is the source of the problem. What with one thing and another, the PCs should have full and exciting lives ahead of them.





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The Song of King Halav

At the start of it all, the Immortals created the world from a roiling, chaotic mass, then created animals and man, and for many years let man live in ignorance and bliss.

In ancient times, this land was the forest home of the Traldar, men and women favored by the Immortals and allowed to live amid such beauty.

The Immortals let the Traldar live happy, simple lives. The Traldar fished and hunted; the men spent most of their time sporting with one another and offering praise to the Immortals.

But the Immortals knew that the happiness of the Traldar was to end. From the land where the sun has perished (the west) a race of evil beast-men prepared to march through the easterly lands in search of booty, prisoners, and more hospitable homelands.

These beast-men had their own Immortal sponsors equal in might to the early patrons of the Traldar, so only a great battle between man and beast-man would determine the fate of the two races.

The Immortals descended to Lavn, a Traldar village, to find clever youths and give them secrets they could use to defeat the beast-men.

They visited Halav Red-Hair, a maker of stone knives, and taught him to forge weapons and armor of bronze. They also taught him the arts of the sword and the strategy of warfare.

They visited Petra, a maker of pottery, and taught her the art of the bow, the craft of medicine, the use of the potter's wheel, the spinning of flax, and the use of the loom.

They visited Zircher, a huntsman, and taught him how to tame and ride and fight from horses, how to train dogs to fight for their masters, how to walk silent as the cat, swim as the fish, see as the hawk.

Halav, Petra, and Zircher went to the people of Lavn and told them what the beast-men intended. The king of Lavn laughed and tried to drive the trio away. Halav, using the bronze sword given to him by the Immortals, slew the king and assumed his crown.

In the years that followed, King Halan, Queen Petra, and the Huntsman Zircher taught their secrets to the people of Lann and brought all the other villages in Traldar lands under their sway. Villages grew into mighty cities, and Halan was renowned for his fairness and wisdom.

Eventually, the beast-men attacked in endless waves from the west. The Traldar in their glittering bronze armor stood against them. The irresistible force of the beast-men crashed into the unmovable wall of the Traldar, and the war went on, seemingly, forever. Both sides lost great numbers of warriors; each Traldar fighter slew dozens of bestial enemies before being slain.

Finally, King Halan managed to find the King of the Beast-Men alone on a hilltop. The beast-king was twice the height of a man, with the head of a wolf and a hairy body that was foul beyond compare. It brought its great axe against the sword given Halan by the Immortals.

This was the final battle of man and beast-man. It raged on from dawn until noon, both kings growing so tired that each could barely wield his weapon. Each was resolute and unconquerable, and sure the other would fall.

Both proved right: King Halan and the King of the Beast-Men perished upon one another's weapons. Their armies looked upon one another, the beast-men now fearful because their king had perished, and the Traldar resolutely raising their weapons and barring the beast-men from advancing.

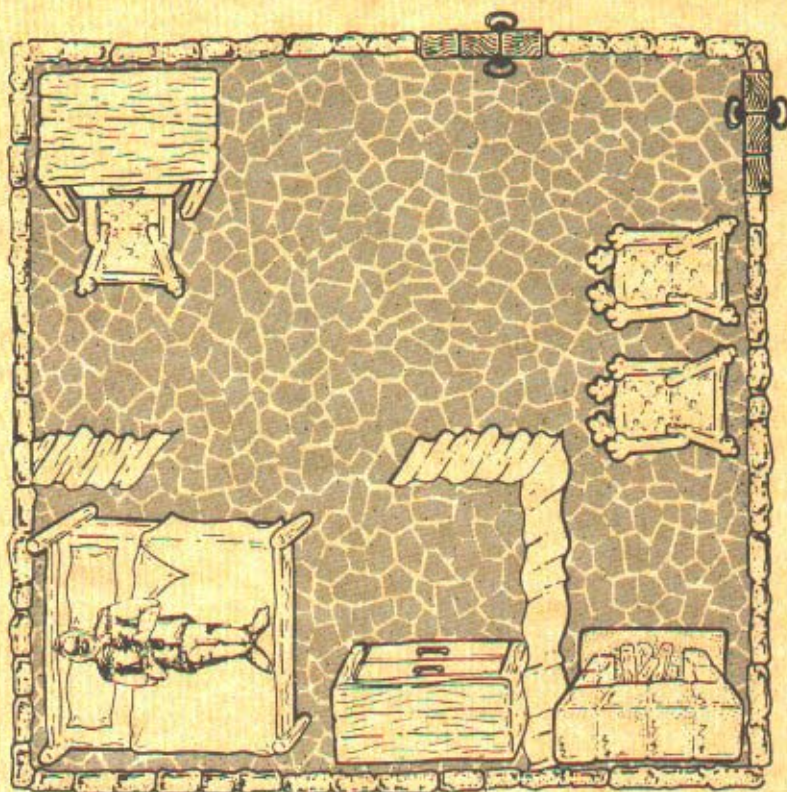
The beast-men departed Traldar lands. Queen Petra and Zircher took up Halan's body and returned home. Great was the lamentation in Lann when they arrived, but, during the ritual burning of Halan's body that night, the Immortals visited, spiriting Halan, Petra, and Zircher away.



Area 5: The Classroom



Area 11: The Kitchen



Area 9: Quarters of the High Priest



Area 12: The Pantry

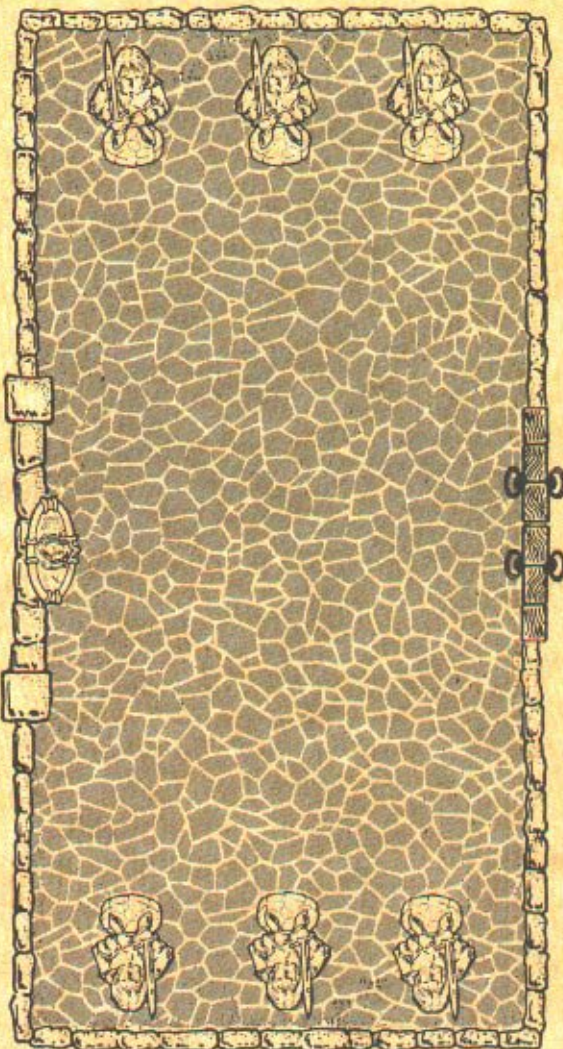
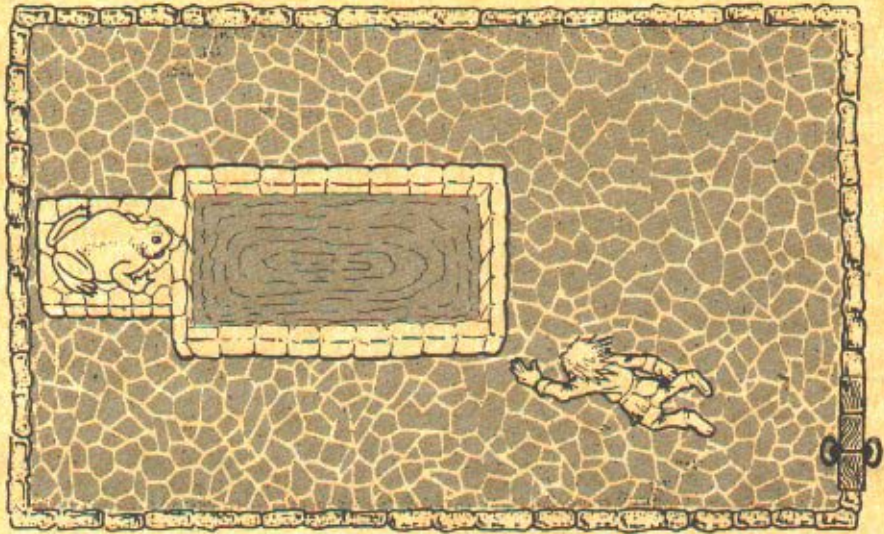


equals 5 feet

Area 28: The Pool



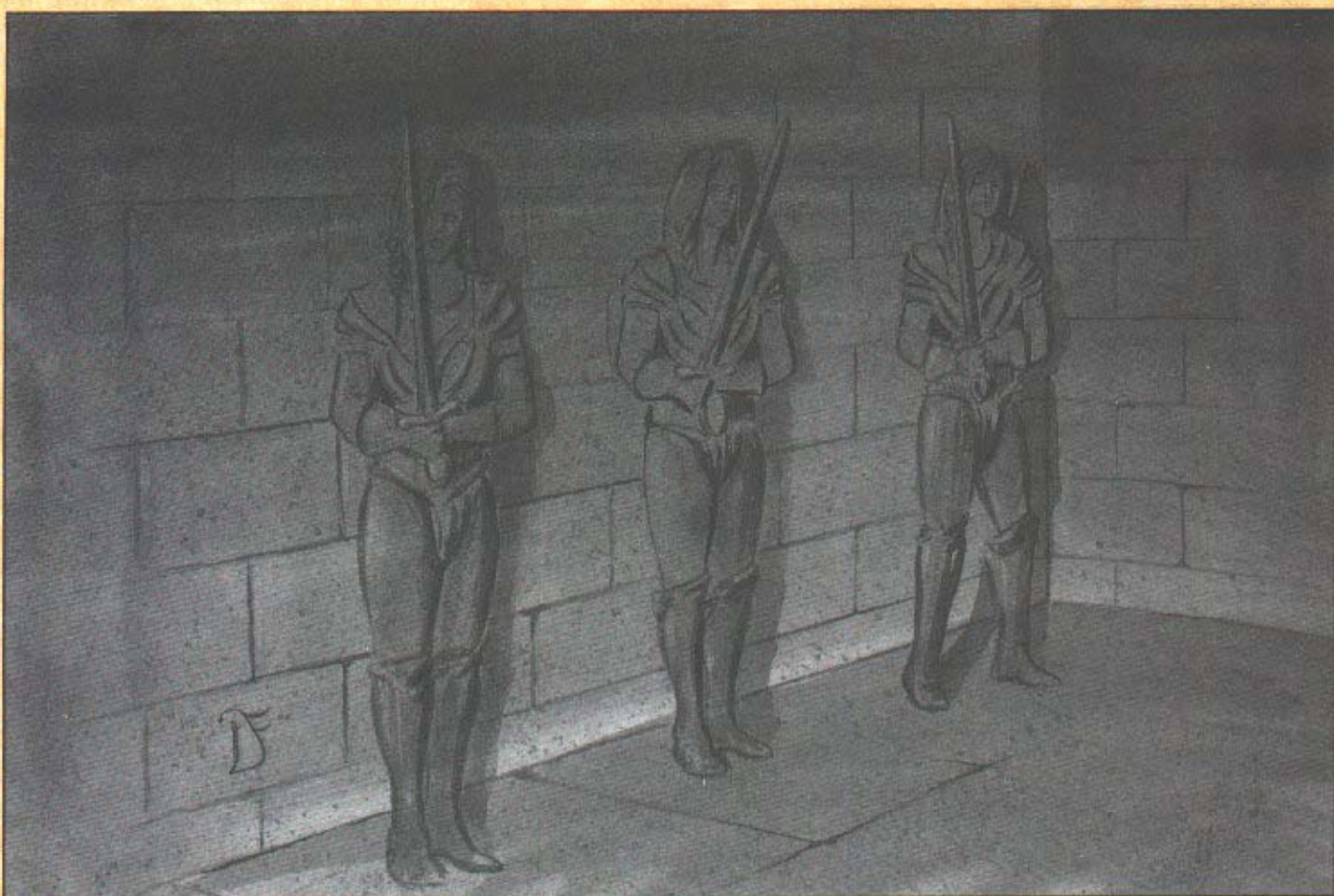
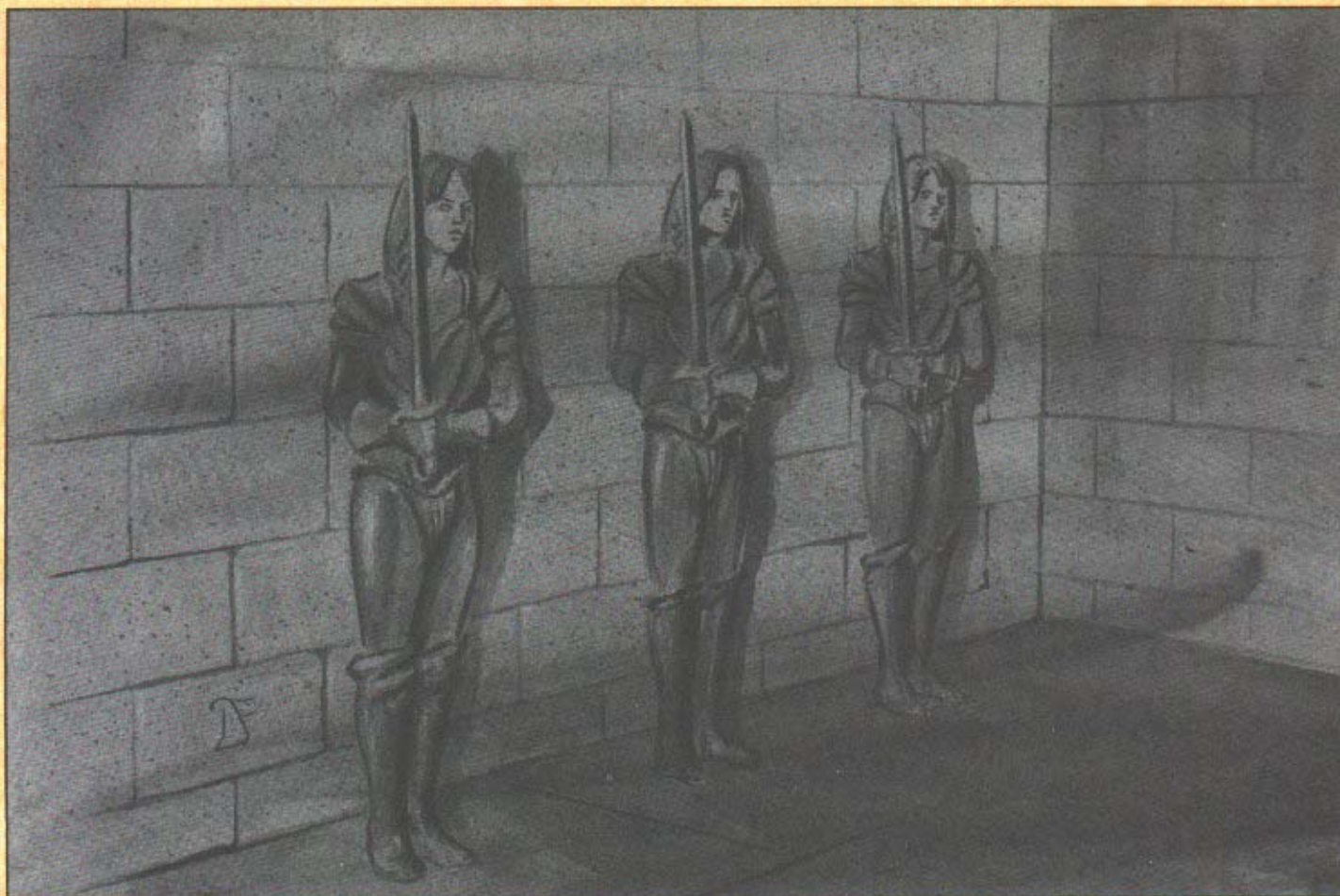
equals 5 feet



Area 29: Room of the Guardians



Area 31: The Shield Room

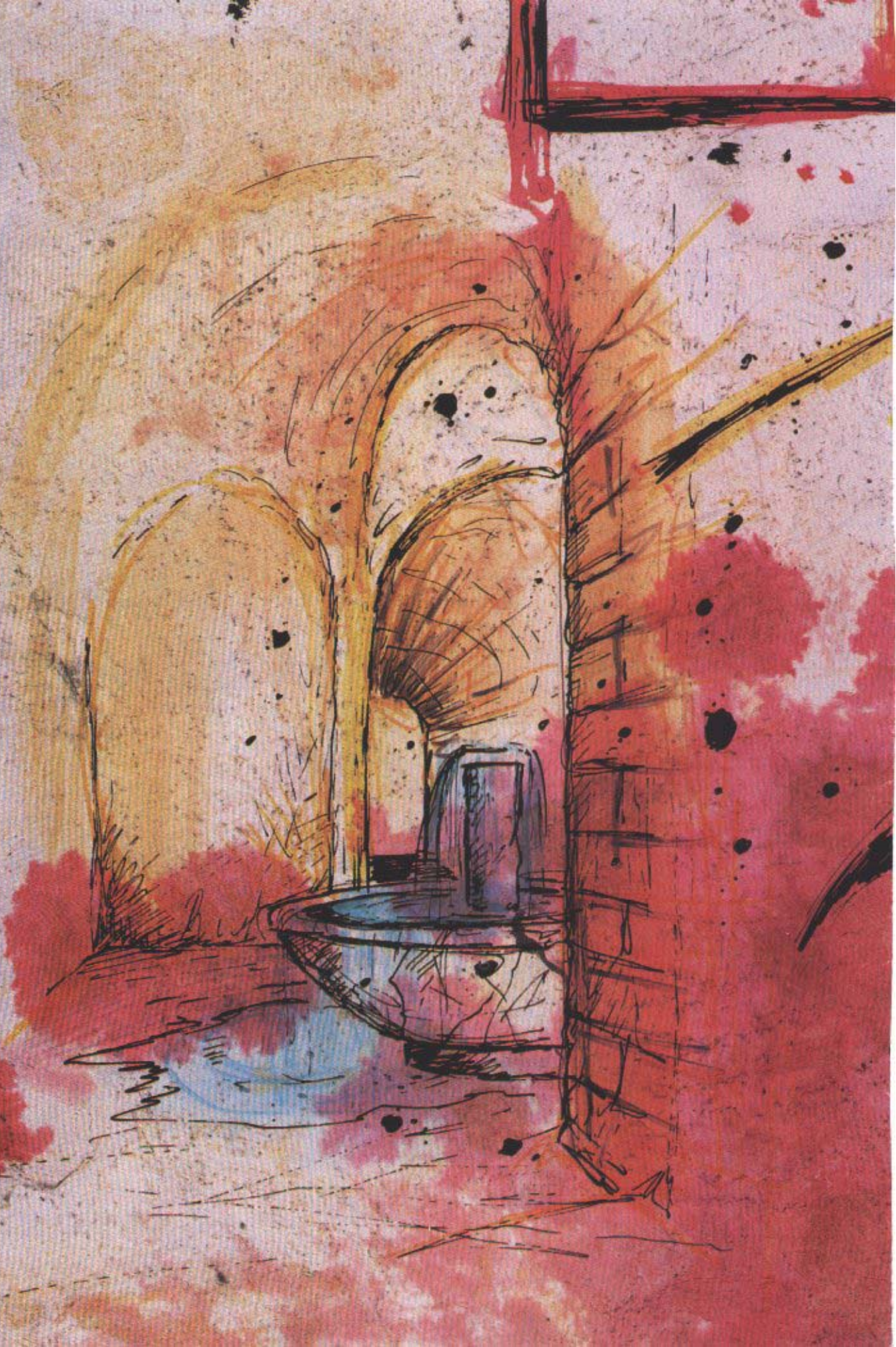


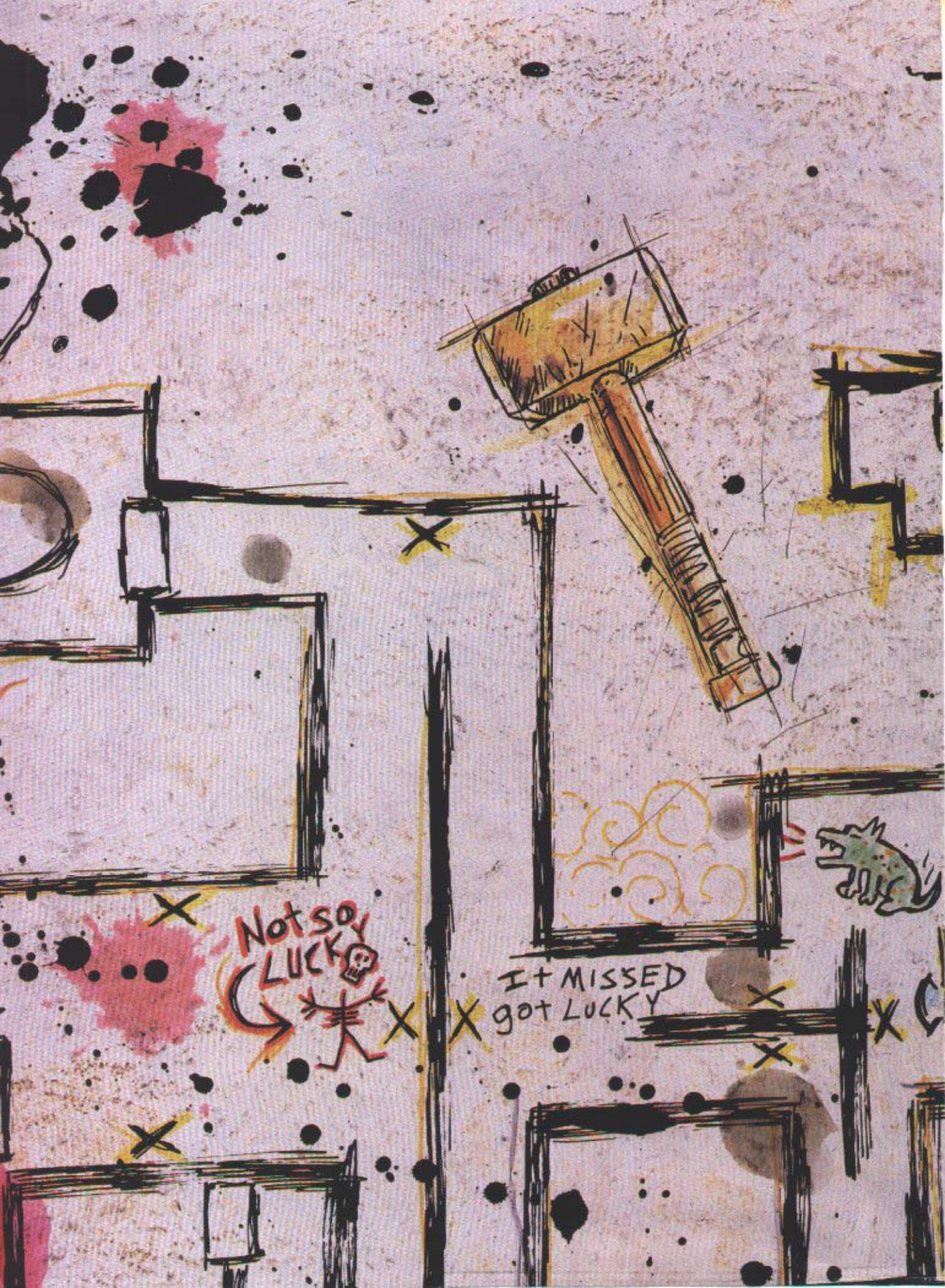


GUARDIANS
OF THE
SHIELD



HERE?





Not so
LUCKY

IT MISSED
GOT LUCKY



QUEEN
OF
KRAKATOS

LAW => KELVIN?

BATTLE AT
VOLAGA RIVER



? ← SOUNDS
BAD →



LAVV, PENDROS, Irthu
HAIV- GENERAL + KING
KING of LAVV
DIED ON hilltop

KNOW YOUR SONG.

ZADRETH
↓



ODRINN SACNISEN



MYSTARA™

CAMPAIGN

Hail the Heroes

Audio CD Adventure

By Tim Beach

Long ago, a great king fell in battle and became an immortal hero. The king's devoted followers built a temple to house his magical shield. Time and dust buried the temple, and the relic was forgotten—until now.

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