

Lost and Found

Experience Levels: 1-3 (2-6 Levels total)

Party Composition: Recommended one thief

Location: Mountains of North Thyatis, a mile north of Fort Nicos. Or another small town neighboring a town or fort as well as a hilly area.

Set up Options

Over all this adventure is geared toward unifying a falling apart group of PCs.

- ❖ PCs can be walking by a small cave opening. Only a thief or elf will notice it. Out of the cave a Patricia a young girl screams that she just saw a dragon and her brother is still in the cave.
- ❖ PCs could be enlisted to find the mayor's missing daughter and son. They were lost in the near by hills. The mayor is scared to send troops because of a potential Alphatian attack.
- ❖ The players could be hired out to survey the hills and find the cave. They find the little girl (Patricia) injured she tells them of her brother still in there.

Background

The kids, against their father's will snuck out early in the morning and went to an old magic user's lab. Which was an old cave in the hills. The kids went a few yards in and Alex (Patricia's brother) fell through a wall and was gone.

Patricia escaped to run into a Fire Drake. She ran and was lucky to escape. Lucky for her the Fire Drake had just eaten a deer, which its remains lay a few hundred yards away from the cave. The Fire Drake's family was killed a few weeks ago when the Thyatian's were on patrol looking for the Alphatian scouts.

Gotta Work Fast

The heroes must work fast if they are to save Alex (Patricia's brother). They did see a small farm a few hundred yards east. They could drop off the little girl there. The players can tell (if they stop to check) that there are droppings of something large in here. What ever it is, it must be carnivorous. By the looks of that deer carcass over there, it is probably still around. They should come to the realization that they had better work fast.

Should a player stay and wait outside with the little girl. He or she will find a Alphatian with his back turned walking around. He is reasonable. But once he finds the rest of his scouting party they will attack finding the cave a good place to set up a base of operation.

Cortain, a 1st level human mage: THAC0 20, #AT 1; Dmg d4 (dagger); AC 10; hp 3; MV 6 (encumbered with a tents and other supplies); ML Scared (2); AL NG.
Str:9 Int: 11 Wis:11 Dex: 8 Con: 9 Cha: 13
15 XP

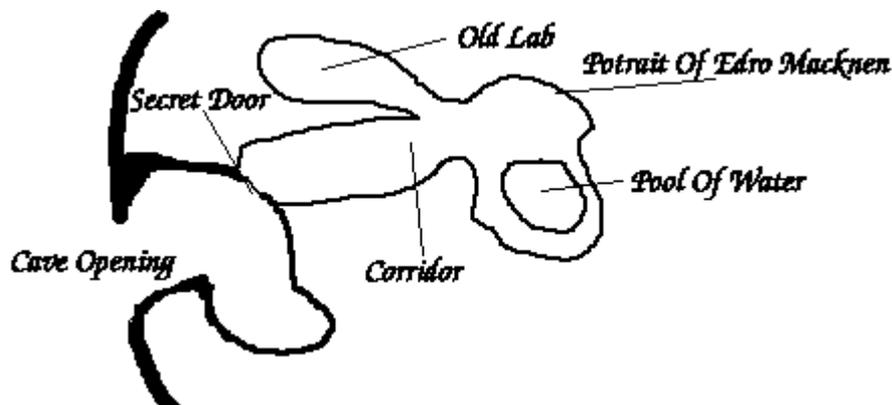
Favored Spells:

1st level - *Shocking Grasp*

Equipment: 2tents, 2bottles, potion of healing, basic maps of this area, pictures of family, letter to his wife telling her that he want to desert to army in order to help her through her pregnancy. Spell book.

PCs entering the cave will find a sleeping Fire Drake. He is in the dead center of the room. You can see and obvious trail of where the child was in the dry dirt. The drake lies right in the path.

Firedrake: THAC0 17, #AT1; Dmg 2d4 (bite); AC 6; hp 15; MV 6, Fl 18, ML Average (9); Al N; 400 XP



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Most elves should be able to find the secret door. But if not a thief should stumble across it. It's real obvious. There is a bonus of 1 to all checks. Along the wall there is writing. The wall is a scroll of secret door detection. If read aloud by a magic user the door will glow. If all else fails they can kick (or the like) the wall there and it will open.

The players will enter this corridor. Here they will find a shrieker. A shrieker is a fungus which when exposed to light or movement emit a horrible squeak. This squeak draws monsters and other people's attention (if they are around).

Shrieker: THAC0 17; #AT 0; Dmg 0; AC 7; hp 12; MV 1; ML Steady (12); AL N; 100 XP

This would be a major problem, but it won't. Considering there is no other monsters in the cave. Unless the players somehow got past the drake without killing it. To the players' left they will find an old lab. This lab has only the bare minimum of what a magic users need for a library/lab. The players also find a body whom apparently killed themselves accidentally. It could be very useful to a magic user just getting started. Other PCs could opt to sell the find for a few hundred gold if they can find the right people (charisma check allowed once per week).

Dead ahead in from the corridor you will find a picture of Edro Macknen. Below his name you will find a short passage that reads as . . .

Rejected from the great school, but I will ascend and become the greatest of mages. I Edro Macknen.

Should players go to the right, they will find a pool. The pool has the child sitting by it. Crying of course. Staying and searching the pool will yield a canteen of ever running. This very powerful and rare item is a canteen of never ending water. It has a very small and minute whole to the plain of water. This whole is so small that only 20 gallons can be pored a day. It can be found on it side. Slowly leaking out more water. It doesn't pour unless it receives less resistance than air. So there fore being submerged in water causes it to stop draining water from the plains. The canteen holds a maximum of 1/2 gallon of water. There is a 1 in 100 chance that the water will come out poisoned for 24 hours. (a 00 on 2d10).

Leaving the cave should be easy enough. Roll a d12, if the result is a 12 and no player has killed the Alphatian mentioned above they will meet him now in the same situation mentioned above. With the exception that another mage will arrive in 2d4 rounds. This other mage is a bit tougher but is also a push over as well.

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Other wizard, 1st level human mage: THAC0 20; #AT 1; Dmg 1point (fist temp damage); AC10; hp3; MV 12; ML Champion (16); AI CE; Str:9 Int:12 Wis:12 Dex:12 Con:12 Cha:8

He is a aspiring commander in the Alphatian army. He will fight to the death and if he is capture will find a way to kill himself. The other mage is more than willing to turn his back on his party and alert the Thyatian of their position.

Wrapping Up

If the players who bring in one of the kids alive they will receive 50gp each given to them by the mayor's secretary. Should they bring both in alive they will receive 125gp given to them with many thanks from the mayor himself as well as an invitation to a party, which he is holding. Should the players bring in an Alphatian too they will receive an additional 150gp from the Thyatian government's local treasury. Players contesting this will be thrown out on their asses (which they will be given if they do not already have transportation).

Should the players attend the party they will meet several military men and women which are in the area. There is nothing to special about it. You should roll play the players meeting a few people. Here are a few NPC ideas.

Andrea: She is a level one warrior serving at Fort Nicos. She is a lose women so any player who is able to roll play it well enough could leave early. (Don't worry she is sterile)

Lasiet: She is a Elven archers who handle the training of the falcons at the fort. She is nice but no too talkative.

Khag: A Gnomish worker, he's really nice and will help players find a place to stay in town as well as show them around.

Roc: Roc is a magic user who oversees the building of catapults and balistae. He is a stern man and is unwilling to share spells unless the player is willing to give him 4 spells for one.

1st level: Magic Missile, Affect normal Fires

2nd: None

3rd: Web