

## THE THIEF OF RED CANYON.

"Wanted: Stout-hearted delvers to enter Red Canyon and retrieve a stolen item from the Thief of Red Canyon's lair and return the item to the Wizards' Guild of Easton. 30 pieces of gold per delver. See Aradan for more information."

### INTRODUCTION

The merchant Aradan has hired the delvers to retrieve an ancient statuette which was stolen from one of his caravans while crossing the Red Canyon. The statuette (a four-armed, humanoid monstrosity of sculpted stone one foot in height) was on its way to the Wizards' Guild of Easton when the caravan was attacked by the infamous thief Korgoth, also known as the Thief of Red Canyon, and his band of bandits.

Not wishing to fall out of favor with the Guild, Aradan charges the delvers with entering the canyon, locating the thief's hidden lair, securing the statuette, and returning it to the Guild in Easton which lies east of the canyon.

Aradan informs the delvers that traveling the canyon, which bisects the High-Cliff mountain range, will be no easy task. The orcs of High-Cliff occupy the western part of the canyon, and are known to waylay travelers. Also, many strange and dangerous creatures make their homes in the High-Cliffs. As for the eastern end of the canyon, it is home to brigands, bandits, and outlaws from Easton and beyond. Between the eastern half and the western half of the canyon, the delvers will have to contend with the Labyrinth. The Labyrinth is the name given to the point where the canyon path begins to split, bisect, and fork. It is said that the Labyrinth is made up of hundreds of paths cutting through the High-Cliffs but only one of those paths, known to but a few wagoners, leads from the western end of the canyon to the eastern end. Somewhere between the Labyrinth and the eastern end of the canyon is where Korgoth's lair is rumored to be.

As promised, Aradan agrees to pay each delver 30 pieces of gold, 15gp now, the rest once the statuette is delivered to the Wizards' Guild. To aid you through the Labyrinth, he has requested the aid of Mirin, a tracker who knows how to navigate the Labyrinth.

Furthermore, he offers the party two potions to aid them in their trek through the canyon and on to Korgoth's lair. One is a potion of Healing (heals D12 one time), the other is a potion of Invisibility (One time use. Duration is D6 hours or until attacking or attacked. Attacking a foe will grant an automatic hit but will end the invisibility spell.).

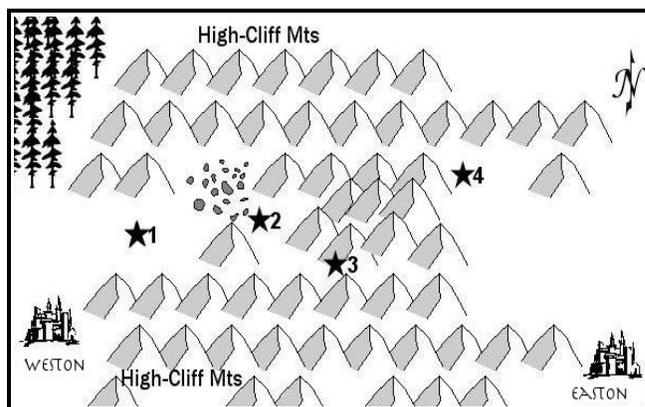
Once equipped, and with Mirin in tow, the delvers may begin.

### Mirin the Tracker

**Warrior:** D8 **Wizard:** D4 **Explorer:** D12  
**Stuff D6:** Leather Armor **Stuff D10:** Bow  
**Hit Points:** 15

### TREK THROUGH RED CANYON

Below is a map of Red Canyon which cuts through the High-Cliff mountain range. The starred and numbered locations marked on the map denote events and encounters (called *Adversities*) which the players must confront.



### ADVERSITIES



#### 1

You have trekked less than an hour through the dreary canyon pass when the faint sound of falling pebbles alert you that something is amiss. Although the walls formed by the High-Cliff Mountains to either side drape the canyon pass in shadows, you can make out two humanoid shapes perched 50 yards above within the mountainous walls which flank the path.

### 2 Orc Archers

Attack with a D8, 4 or better to hit.  
 Sword D6, Bow D6, 10 HP



2

Massive boulders and hindering rubble makes navigating this stretch of the canyon very difficult. Regardless, you make your way as best you can, circumventing the towering boulders to proceed along the path.

Have the players (including Mirin) make an Explorer/TN 4 roll. If any of the players succeed they'll discover an orcish ambush lying in wait among the fallen boulders. Should everyone fail the roll, the party will be stunned by the sudden ambush, unable to attack for the first round of combat.

**D6 Orc Warriors**

Attack with a D8, 4 or better to hit.  
Sword D6, Shield D6, 10 HP



3

At this point, the path begins to split, fork, and bisect in a haphazard manner. No longer a single path running west to east, you must now contend with rapidly multiplying options as more arteries appear branching from the main path. With each new road that appears, a new choice is presented to you, and it quickly becomes apparent that you must keep your wits about you lest you lose yourselves in this maze-like series of byways.

One of the party members should be chosen as a guide while trekking through the multiple paths of the Labyrinth. Every hour, have the "acting" guide make an Explorer/TN 6 roll. Three successful Explorer rolls (non-consecutive) allow the party to successfully navigate the maze-like Labyrinth, arriving at the Labyrinth's end. (If Mirin is chosen to guide the party, the Target Number is reduced to 4).

Each failure on the Explorer roll results in a roll on the Random Encounter Table below.

**RANDOM ENCOUNTER TABLE (D6)**

| Roll | Encounter  | Stats   |
|------|------------|---|
| 1    | D6 Goblins | Attack with a D6, 2 or better to hit.<br>Sword D6, 8 HP |

|   |              |   |
|---|--------------|---|
| 2 | D4 Orcs      | Attack with a D8, 4 or better to hit.<br>Sword D6, Shield D6, 10 HP                 |
| 3 | D6 Bandits   | Attack with a D8, 4 or better to hit.<br>Sword D6, Bow D6, 10 HP                    |
| 4 | D4 Harpies   | Attack with a D8, 4 or better to hit.<br>Claw D6, Dazzle (harpys call) D6, 10 HP    |
| 5 | Giant Spider | Attack with a D8, 4 or better to hit.<br>Bite D4, poison D4/turn for 4 turns, 12 HP |
| 6 | Giant        | Attack with a D10, 6 or better to hit.<br>Club D10, 20 HP                           |



4

Leaving the Labyrinth behind you travel ever eastwards along the canyon's path. As the path begins to widen, you are suddenly confronted by a group of men. One of the men moves to the front of the pack and addresses you, sword in hand.

"Well now, it would appear the reports were true! Old Aradan has indeed sent a band to retrieve his precious statue. I, as you might have guessed, am Korgoth, sometimes called the Thief of Red Canyon. Unfortunately, my adventurous friends, I cannot allow you to take the four-armed monstrosity. The stone idol has proven to be quite useful to my men and I, and we intend to keep it, without a doubt."

With that said, Korgoth and his men rush your band, swords in hand.

**Korgoth's Bandits (D6 )**

Attack with a D8, 4 or better to hit.  
Sword D6, 10 HP

**Korgoth the Thief of Red Canyon**

**Warrior:** D10 **Wizard:** D6 **Explorer:** D12  
**Stuff D6:** Leather Armor **Stuff D10:** Sword  
**Hit Points:** 18

**Other Possessions:** Scroll of Lightning (D8. Does its die in damage divided as Korgoth chooses among the targets). Healing potion (Heals D12 one time). Cloak of Hiding (+1 die size). Gem worth 40 gp.

When Korgoth and his band begin sustaining considerable loses, the Thief of Red Canyon will forgo attacking and instead reach into his satchel to produce

the stone idol.

“Very well, my friends!” says the bandit lord, producing from his satchel the four-armed idol you've quested for. He slides the gruesome statuette in your direction saying “You've more than earned it!”

A faint chuckle escapes Korgoth as you witness the odd behavior of the four-armed idol. Before your eyes the statuette begins to shift, expand, and grow! In seconds, the once inert statue becomes a dreadful 9' animated stone monstrosity.

Korgoth looks upon the fully grown stone idol with satisfaction, saying “Like I said, my friends, the stone idol has proven to be quite useful to my men and I.”

### Four-Armed Stone Idol

Attack with a D8, 6 or better to hit.

Fists D8, natural armor D8, edged and piercing weapons do 1/2 damage, 12 HP

The stone idol will attack the adventurers until it is either destroyed or Korgoth (who controls the idol) is slain. Slaying the Thief of Red Canyon will see the animated statue revert back to its inert, smaller self.

Unfortunately, if the heroes destroy the stone idol they will be unable to claim the rest of their reward in Easton.



### CONCLUSION

The heroes may wish to search the area for Korgoth's lair. If so, have a designated party "guide" make an Explorer/TN 6 (TN 4, if Mirin is chosen as guide) every

half hour. A success will mean the group has discovered the thieves' lair hidden somewhere north of the canyon. Every failed roll results in an encounter with D6 thieves of Korgoth's band (see *Korgoth's Bandits* above).

The lair itself is nothing more than a vast cave set deep within the High-Cliff range. GMs wishing to further challenge the PCs may set some of Korgoth's men to guard the cave.

To determine the exact treasure found within the bandits' lair, roll a D6 to find the amount of rolls to be made on the Treasure Table, then roll D10 to determine the exact treasure found.

### TREASURE TABLE

| Roll | Treasure                                |
|------|---|
| 1    | 10 gp in gems and gold                  |
| 2    | Potion of Healing (heals D12 one time)  |
| 3    | 20 gp in gems and gold                  |
| 4    | D6 Weapon                               |
| 5    | 50 gp in gems and gold                  |
| 6    | Poison (+1 die size to dam. for 3 rnds) |
| 7    | Magic gloves for climbing (+1 die size) |
| 8    | D6 Armor                                |
| 9    | 100 gp in gems and gold                 |
| 10   | Magic Weapon (+1 die size)              |

If the party managed to acquire the stone idol from Korgoth and if the idol wasn't destroyed in the battle, they may proceed to Easton to claim the remainder of their gold (15 gp) from the Wizards' Guild.

