

EVERY
YOUNG HERO
NEEDS
SOMEWHERE
TO

START

KICKSTARTER



THE HIDDEN HALLS OF
Hazakor

AN ADVENTURE FOR BEGINNING GAMEMASTERS
AND 1ST-LEVEL CHARACTERS



WRITTEN BY SCOTT FITZGERALD GRAY
ILLUSTRATED BY JACKIE MUSTO

THE HIDDEN HALLS OF Hazakor

The Hidden Halls of Hazakor is a fully illustrated, 64+ page starter adventure for fifth edition Dungeons & Dragons — and written with a special focus on young, beginning Dungeon Masters.

Created by designer and editor **Scott Fitzgerald Gray**, *The Hidden Halls of Hazakor* is a perfect introduction to classic dungeon-crawl adventuring for young DMs of ages 12 and up. In a friendly and straightforward fashion, it demonstrates some of the ways a good fantasy RPG adventure can be put together, and talks about some of the tricks and knowledge that all good DMs learn through the experience of running games — but which aren't always instinctive for a young player sitting in the DM's chair for the first time.

This adventure builds on the rules and information presented in the D&D core rulebooks and the *D&D Starter Set*, and on the first-time DM's experience of having previously been a player in the game. A beginning DM running the adventure will learn to think about the ways in which the story can go in different directions based on what the characters do — and how to not be scared when it does. They'll practice bringing NPCs to life by way of interesting quirks, to help the players engage with and remember them. They'll get tips on running fun combat sessions, building from an initial slate of simple, single-foe encounters to more complex fights. And they'll learn to use humor as a tool to make the game interesting and memorable, especially for other younger players.

The adventure's approach to humor fits perfectly with the work of artist and comic creator **Jackie Musto**, whose full-color illustrations will bring *The Hidden Halls of Hazakor* to life. (And for those who'd like the young gamer in their life immortalized as their very own RPG hero, Jackie will be doing a limited number of original illustrations as part of the Kickstarter campaign's "Eternal Hero!" reward tier.)

In the vein of many classic starter scenarios, the adventure features a fully detailed local keep, where the characters meet and learn of the legendary lost ruins in the nearby wilderness. Those ruins then present a classic dungeon crawl in nine parts, featuring fifty different areas to explore, fun physical puzzles and daunting traps, a host of classic monstrous foes — including not one but two dragons — and other challenges that will bring the characters to 5th level... assuming they survive the threats of Hazakor's lost halls.

This isn't a stripped down or simplified adventure scenario, and there's no reason why experienced players and veteran DMs won't also have a good time running it. But *The Hidden Halls of Hazakor* has been designed and written with young DMs firmly in mind — helping them break down the processes of running an effective RPG session, creating a fun and dynamic world in the dungeon, and sharing that world and its stories as only roleplaying games can.

THE CREATIVES

Scott Fitzgerald Gray is a full-time freelance writer, editor, story editor, and RPG designer, whose gaming work covers three editions of the Dungeons & Dragons RPG — including working as an editor on all three core rulebooks and the *Starter Set* for D&D fifth edition.

He's written and edited upwards of fifty RPG adventures for Wizards of the Coast, *Dungeon* magazine, Schwalb Entertainment's *Shadow of the Demon Lord*, Sly Flourish, Gamehole Publishing, Green Ronin, Frog God Games, and others, as well as producing adventures and gaming supplements on [Dungeon Masters Guild](#) under the [Insane Angel Studios](#) imprint.

Jackie Musto is a comic creator, illustrator, and educator. She's been working for nearly a decade creating fantastical worlds, daring adventurers, and monstrous beasts, and spent her childhood lost in roleplaying worlds and games.

While playing tabletop games as a teenager, her career path was decided — she wanted to be the person who drew the amazing illustrations that brought those games to life! Now it's her pleasure to fulfill her dream and help other young folks get entranced and creative with their own ideas and stories.

Her webcomics *Kay and P* (the story of a girl whose best friend is a skeleton) and *The Adventures of Lady Skylark* (a sky pirate adventure) are found online at: www.kayandp.com and www.ladyskylark.com.

MORE INFORMATION

Check out the [project Kickstarter](#), or contact Scott on any of the following:

- Email: insaneangel@insaneangel.com
- Facebook: [sfgrey](#)
- Twitter: [@scottfgray](#)



make a wholesome snack
craves on whole wheat toast
fried in a hafling sauce
meal I love the most!"

ogre, currently taking a bath in area 12
in his ears, so that he cannot hear anyone
if they roll low on a Dexterity (Stealth)

and trash heaped up in this chamber
sit when Narvik meets with them,
searching through the garbage finds

carefully, the characters can look
rough either of its two entrances.

up beyond the archways,
feet wide to the east, then
from north to south.

out in half is filled with water in
the room. A massive, ten-foot-
ing in this strange bathtub,
staff while he washes his back
rub-brush.

burns brightly, with a huge
on top of it to heat water. The
fire and the steam of the
to disappear through cracks

OM
number of Narvik the ogre
this, and he spends most of
a result, he is quite clean
he is just as evil as others of

— NARVIK THE

is the leader of the orcs
size, but he is a bully and
also easily embarrassed.
the characters, Narvik shrieks
of bearskin around himself as

check. With a successful check, the character has grabbed the
bearskin, leaving Narvik in his bare skin.
If the players don't think of this, you can help them out. Every
time a character makes an attack against Narvik, describe him
clutching the bearskin tighter as he howls in anger.
If the bearskin is grabbed away, or if Narvik is taken to 10 hit
points or fewer, he shrieks, drops his scrub brush, and flees
through whichever archway most of the characters are farthest



The Hidden Halls of Hazakor • Orc Territory