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## Ruins of The White Watch



By Andrew Hamilton



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# Ruins of The White Watch

## DM Synopsis

The Watches, or Watch Fortresses, were a series of small fortifications maintained by the Elven Courts along the boundaries of their lands prior to the nation breaking conflict known as "The Shattering". These fortresses acted as a defensive line between the Elven Courts and the dangers of the Wilderlands, dangers which included the humanoid armies of the Tainted Throne. During The Shattering, each of the dozens of Watches was assaulted many times, some stood resolute, others were destroyed or captured by the enemy, and other Watches changed hands many times.

So important were the watches to the security of the Elven Courts and the Seven Kingdoms that the Man-Kings of the Seven Kingdoms contributed soldiers, knights and silver to the garrisons of the Watches, part of the alliance between human and elf. The elven garrisons were famed during their time for the powerful mage-knights and magic-users numbered in their ranks. These magic-users provided a desperately needed advantage over the wild humanoids and other monsters that emerged from the Wilderlands.

The Watch known as The White Watch was located in the White Valley, in the lands of the Silverlight Court. This fortress straddled the White River and restricted passage of Wilderland denizens into the Elven Courts across the Grisk Hills. The White Watch was garrisoned by seasoned human and elven warriors, but was famous for the powerful elven battle mages that commanded the Watch.

The White Watch was assaulted many times, and was even temporarily in the hands of the forces of the Tainted Throne, before being retaken. Eventually however, the White Watch fell in the last days of The Shattering, in a battle between humanoid forces, commanded by a Dusk Elf and his demonic allies, and the Watch garrison.

Knowledge of the Watches has now been lost to time, and the ruins hidden by the advancing wilderness. The party will learn the location of one of The White Watch however the DM deems will fit into his campaign; perhaps from a patron with academic inclinations. Furthermore, the party will be led to believe that the ruins should contain unique

magical lore and perhaps magical arms and armor. The rumored treasure should be enough to motivate any party to undertake a wilderness journey to explore the ruins of The White Watch.

The White Watch is not abandoned, and adventurers will find that some of the original garrison and invading force are still present. Some of the garrison, corrupted in the fall of the Watch, still haunt the ruins as swordwraith. This militant band of undead aggressively patrols the vicinity of The White Watch, and will eagerly respond to any incursion. Another dangerous occupant is also present; a traitorous elf twisted into the form of a drider and cursed to remain in the ruins. The drider also seeks the magical lore safeguarded in the ruins, and it will contest with the adventuring party to gain access to it, hoping to reverse its condition.

## Module Conventions

*The Ruins of The White Watch* is an adventure designed for a party of 6 adventurers levels 5 to 8. It is intended for use with the 1st Edition *Advanced Dungeons & Dragons* rules, and utilizes material from the *Players Handbook*, *Dungeon Masters Guide*, *Unearthed Arcana*, *Monster Manual*, *Monster Manual II*, *Fiend Folio*, and the *Wilderness Survival Guide*.

One monster encountered in this adventure, the swordwraith, is described in the *Greyhawk Adventures* hardcover. This resource is not required to run the adventure, as information is provided about the swordwraith to allow the DM to run these encounters.

## Start

The party may become aware of the location of the White Watch ruins through a number of methods. A patron may inform them of it, they may stumble upon clues to its whereabouts in some treasure that they recover, or they could discover the ruins while making a cross country trek. As scripted, the adventure assumes that the party is contacted by a patron, the wizard-sage Astemon Bluecowl.

You have been contacted by a messenger bearing a message from the wizard-sage Astemon Bluecowl. The magic-user is well known to other mages, but keeps a low profile, preferring to remain in his library studying and researching. He has a reputation for developing unique and useful spells, but is not known for battle magics or the crafting of magical items.

You have found Astemon to be a pleasant host, and you are seated in a comfortable room in his tower. The wizard-sage seems to be in his fifties, fit and healthy, with short grey hair and mustache, lacking the beard so common among powerful magic-users. A servant has delivered a selection of fine cheeses, pastries, and cold cuts, along with a choice of wine or tea, while Astemon has engaged you in conversation about your past exploits. He seems more a teacher than a powerful mage.

“Enough pleasantries and small talk, you are no doubt wondering why I have asked for you to come and visit me. Not surprisingly, I have an offer to make you, as I have a task that requires skilled adventurers.

“Six centuries ago, the great conflict we now know as The Shattering tore apart the Western Lands. Since that dark time humanity and elf-kind have managed to free much of the Western Lands from the scourge of orc and goblin-kind, and the Hundred Kingdoms, Free Cities, and Elven Courts have risen to prominence. However, these communities, even the Elven Courts, pale compared to what existed prior to The Shattering.

“The Elven Courts in particular were strong and proud, with a population easily ten times that now found in the Courts, perhaps even twenty times. To protect their lands, the Elf-Lords had constructed a series of fortifications along the eastern and northern boundaries of their lands. These fortresses were known as “The Watch Fortresses”, or more commonly “The Watches”. Each Watch took the name of the region its garrison defended. Thus there was a Winter Watch, a High Watch, a Thorn Watch, and so on. I have managed to find records of over a score of Watches, although as it appears that occasionally the name of a Watch sometimes changed over time, some uncertainty

as to the true number exists.

"The mere historical existence of fortresses is interesting from an academic aspect, but hardly something that would excite an old sage or band of adventurers. However, the Watches were famed for the power of their garrisons, particularly the elven warrior-mages and wizards who saw it as part of their duty to the Elven Courts to spend several centuries of their lives defending the borders. In their time, these warrior-mages and wizards were respected for the magical power at their command, as well as the new spells and devices that they crafted. Unfortunately, much of the Elven Court's arcane legacy seems to have perished during The Shattering.

"Of specific interest to us are references that I found to one particular Watch. The High-Mage assigned to that Watch, at least at the end of the recorded history that I was able to uncover, was famous for the spells he developed, and the library that he kept. Being posted to his command was a privilege sought after by lesser mages, as the High-Mage was a willing tutor, as well as a guardian of much lore. Tales abound about the contents of his library and spellbooks.

"I have determined the location of this Watch, and I believe that magical lore may still reside there. I have few details about the High-Mage's sanctum, even his name seems to be lost to history. However, the sanctum was apparently well warded, with magical defenses. The stonework of the sanctum itself was even rumored to be reinforced with magical power. If, as I believe, there are unique spells or magical formulae to be found in the remains of this Watch, they could be sold for significant sums of gold. The spellcasters in your party can attest this fact."

The wizard looks at you "In exchange for providing you, and only you, the directions to White Watch, I expect something in return. I will have free and unfettered access to all lore, books and scrolls recovered from the ruins. Not ownership, just the ability to read and copy the materials."

Astenon will not reveal the location or name of the Watch until the party agrees (he is too intelligent and wise (Int 19 and Wis 18) to be easily fooled. While he is a calm, non-confrontational individual, he can defend himself if pushed (Magic-user level 18, Neutral Good). Astenon will trust the word of any lawful good adventurers, but if the party is predominantly chaotic or neutral, he will expect the party leader to submit to a *geas*, committing to the deal and presenting any recovered lore to Astenon. He will not negotiate or deal with an evil party.

Astenon will not offer any additional payment, nor will he accept anything less than complete, unfettered access to the lore and spells the adventuring party may recover. While he will not be exposed to any risk, he feels his knowledge makes the exploration possible, and knows he can always find another adventuring party willing to recover unique magical lore.

## Setting Out

The DM has the option of making the journey to The White Watch through the Bramble Run and Ash Woods as easy or difficult as they like. As the name implies, the Bramble Run is forest thick with thorny underbrush inhospitable and nearly impassable by travelers and wildlife alike. No large animals (deer, boar, bear or wolves) inhabit this forest, only small animals that can make their way through the thick underbrush (like squirrels, rabbits, and weasels) can be found. The forest is a haven for birds, and their nests are found in the hardwoods that rise above the brambles. Some of the legacy of The Shattering remains here, in the form of evil and dangerous plant life, particularly needlemen.

Travel through the Bramble Run is treated as if the terrain is "very rugged" (as per the WSG), and adventurers suffer fatigue at twice the normal rate, due to the need to use a machete or similar tool to clear a trail or force one's way through the underbrush using brute strength. Horses and other land based mounts are limited to a maximum movement rate of 9".

## d8 roll encounter

- 1 Whipweed (d2)
- 2 Snake, Giant Poisonous (1)
- 3 Centipede, Giant (1 or d6+3, 50% of either)
- 4 Animal (small, e.g. squirrel, rabbit, weasel)
- 5 Needleman (10+d10)
- 6 Birds (e.g. magpie, gray jays, songbirds)
- 7 Stirges (2d4)
- 8 Hangman Tree (1)

Ash Wood, which received its name from the conflagrations unleashed during The Shattering, is a beautiful and seemingly idyllic hardwood forest. It is dominated by aspen, alder and birch, although ash trees are everywhere (likely why the forest has retained its name after six centuries). Travel through this forest is easy, even mounted travel is possible. Large game is plentiful as well, although predators (natural and unnatural) are also common. Pockets of magic and evil remain scattered throughout Ash Wood, a dangerous reminder of the forest's history.

Travel through the Bramble Run is treated as "normal terrain" (as per the WSG), and horses or other mounts are not limited to a maximum movement rate.

## d8 roll encounter

- 1 Birds (e.g. pheasant, grouse, magpies, jays, songbirds)
- 2 Lycanthrope (roll d4 for type)
  - 1 Werebear (1)
  - 2 Wereboar (d4)
  - 3 - 4 Werewolves (2d4+2)
- 3 Trolls (d12) or Owlbear (d4)
- 4 Game Animal (stag, boar, moose)
- 5 Elfin Cat
- 6 Animal (small, e.g. squirrel, rabbit, weasel)
- 7 Predator (cougar, wolves, eagle, etc.)
- 8 Bear, Brown (50% 1 boar, or 50% d3 sow and cubs)

### Recommended Encounters While Traveling

No wilderness journey should be danger free, and four scripted events are detailed below to ensure that the adventurers remember their trip to the ruins of The White Watch.

### A) Ettercap Ambush

A trio of ettercap have prepared an ambush at this location, where a small stream widens into a pool and watering hole. The ettercap have a number of "ambush" spots, being intelligent enough to move their hunting grounds around so as not to drive away prey. They most commonly prey on deer, elk and other large game, but will not hesitate to attack humanoids. The ambush starts with the three ettercap throwing spider silk nets at the party and giant spiders leaping from concealed locations in the trees. Due to the care in preparing the ambush and their stealth, the ettercap and spiders have a 4 in 6 chance to surprise their prey.

The ettercap start by throwing nets at unarmored foes, hoping to take spellcasters out of the fight. The giant spiders will attack armored foes, attempting to keep fighter-types away from the ettercap. If the ettercap are successful in entangling any foe in a net (rolling to hit an AC adjusted by magic and Dexterity, but not armor, and treating the net as a web spell if the hit is successful), they will then leap on the captured adventurer and bite them repeatedly (hoping to poison them). If the ettercap and spiders are successful in poisoning two or more victims, they will retreat, hoping that the party abandons the bodies.

The ettercap have no permanent lair, and have accumulated no treasure.

**Ettercap** (x 3) (AC 6, MV 9", HD 5, hp 24 each, #AT 3, dmg d3/d3/d8 + poison)

**Giant Spiders** (x 5) (AC 4, MV 3"/12", HD 4+4, hp 23 each, #AT 1, dmg 2d4 + poison, save vs. poison or die)

### B) Ticks

Not every wilderness danger is a giant monster; sometimes something natural can cause problems. The party passes through a region of forest that is unnaturally thick with seed ticks. Every party member, including horses and familiars, will become host to several ticks unless protected by magic, fully encased in metal armor, or they garb themselves in a manner intended to keep parasites and vermin out (e.g. they wear gaiters to keep vermin out of boot tops, wear a hood or shroud the neck, etc.).

Characters with woodcraft or wilderness expertise

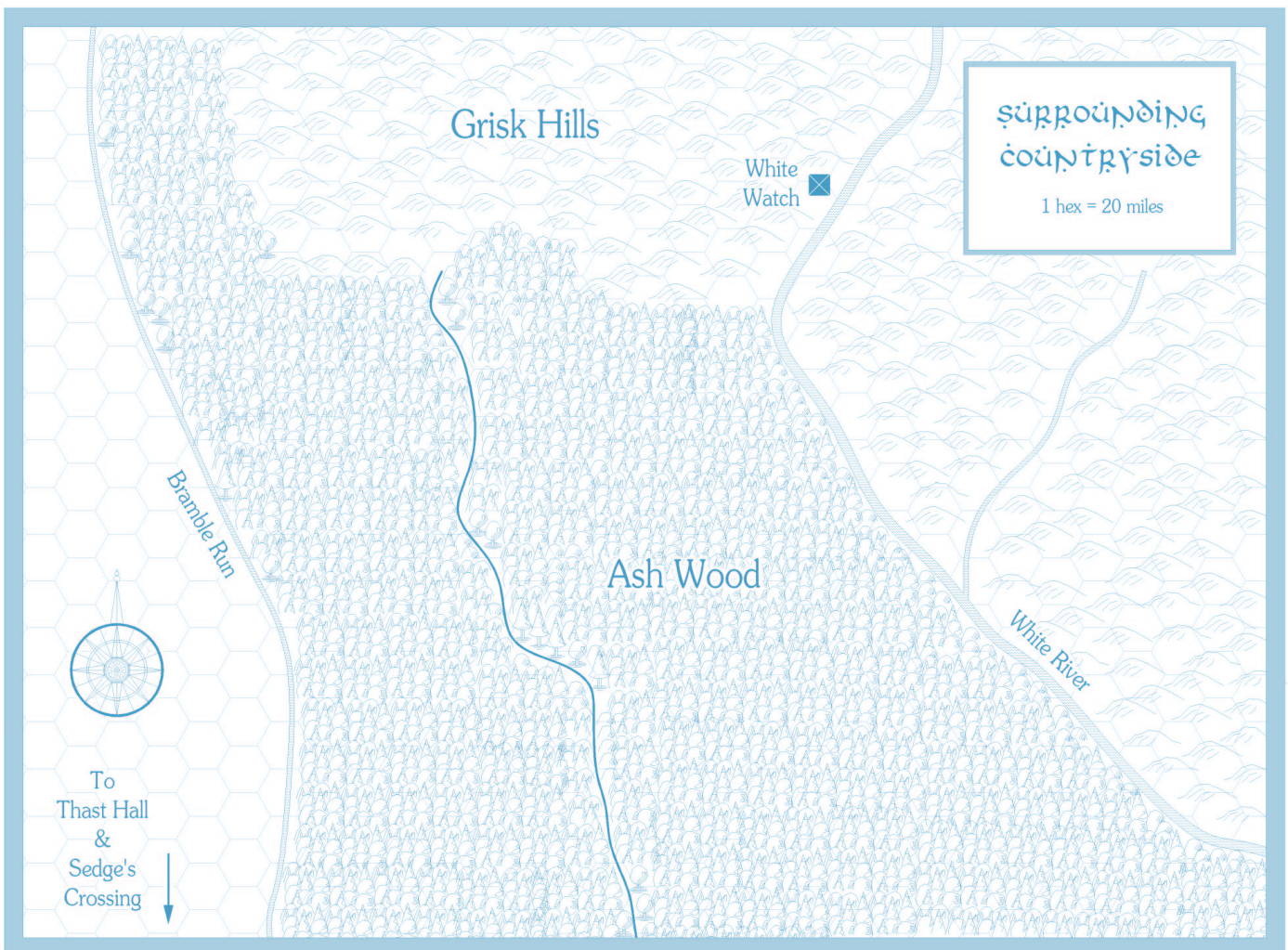


(e.g. druids and rangers) will know to check for ticks, and will discover them no later than when they break for dinner and set up camp. In this case, it is easy to remove the ticks before the character gets ill. Less knowledgeable characters may be in trouble.

Characters and animals with a tick infestation (d6+6 seed ticks) will begin to feel anemic, will no longer heal overnight, and if the infestation isn't dealt with by the third day, the host must save vs. poison to avoid the onset of a paralytic illness.

### C) Wolf Pack

The adventurers travel through the hunting grounds of a pack of werewolves. While aggressive and violent, the werewolves are not mindless. They will attack the adventurers, but will do so in wolf shape, and use the hit and run tactics that make a wolf pack so dangerous. The werewolves are primarily interested in prey (food), and slaughter second. As such they will focus their initial attacks on horses and pack animals. The werewolves believe that this attack is the most likely to provide fresh meat, and



has the benefit of hampering a party's movement. If there are no mounts or pack animals, the were-wolves will instead focus on a scout or rear-guard, rather than attacking the entire party. If the party mounts a strong defense, and is able to kill more than 4 were-wolves, the remainder will break off, possibly to regroup and attack later (depending on how one-sided the conflict has been).

**Were-wolves** (x 13) (AC 5, MV 15", HD 4+3, hp 22 each, #AT 1, dmg 2d4, SA surprise 3 in 6, bite causes lycanthropy, SD hit only by silver or magical weapons)

**Alpha were-wolf** (x 1) (AC 3, MV 15", HD 4+3, hp 35 each, #AT 1, dmg 2d4+2, SA +1 bonus to hit, surprise 3 in 6, bite causes lycanthropy, SD hit only by silver or magical weapons) (wears a Ring of Protection +2)

The were-wolves do maintain a den (actually a number of burrows and dens in a small meadow), where they raise their cubs and keep their treasures (collected over a few generations). If the were-wolves flee, they may retreat to their den, and will try and hide their tracks (using watercourses, etc. to do so). A ranger could track them, but at a -30% penalty. In their den, there are 3 cubs (treat at HD 1+3, hps 8 each, dmg d4) and rooting through all of the dens will uncover 1,264 cp, 871 sp, 304 gp, a bracelet worth 350 gp, a quiver with 6 arrows +2, a dagger +1, and a *hat of difference*. This is mixed in with heaps of clothing, bones, damaged armor and weapons, and trash of all types.

#### D) Thunderstorm

This encounter should take place 2 or 3 days prior to the adventurers arriving at The White Watch ruins, which will assist in creating the muddy conditions present outside the fortress.

This scripted, but non-violent, encounter is intended to underscore the dangers and difficulties of a wilderness journey. Hopefully the adventurers have dry tents, or some other shelter, because they find themselves caught in an evening thunderstorm, which develops into 48 hours of rain. They will be wet, cold and miserable. They have the choice of finding shelter and hunkering down, or continuing to travel. Unless the adventurers are traveling in late fall or winter, they should face very little real danger from the storm. The DM should make the players

roll several d20s however, and ask questions like "what kind of clothing do you have?", "how many rations did you have left?", or "remind me of your Constitution score again?" If the adventurers are traveling in late fall, then hypothermia becomes a possibility (refer to page 27 in the WSG). If this is winter, then they should be subject to a blizzard with temperatures dropping to -40 degrees (refer to page 27 in the WSG).

## The Ruins - Getting In

The various defenders of The White Watch were careful to maintain a clear field around the fortress denying enemies the cover of trees. Additionally, many of the final battles fought here unleashed fire magics or other destructive forces. As a result the clearing is now permanent, with nothing other than a few scraggly weeds and a lot of mud.

There are two approaches to The White Watch, one obvious, the other hidden. The obvious approach is across the mud flats to the front gates and ruined walls of the fortress. The hidden approach is maintained by the current garrison of sword wraiths, and a concealed portal on the north side of the keep leads to a well camouflaged pathway that avoids the dangers of the mud flats.

### #1) The Mud Flats

The White River has been choked by debris; toppled fortifications, deadfall and even "Move Earth" magics used during the final siege as a makeshift defense as well as other materials washed down the White River. As a result, the river has overflowed its banks, and created large mud flats between the edge of the forest and the fortress walls. Unfortunately for adventurers, the remains of many soldiers and champions lie in the mud, and many who lie here fell with magical weapons or armor. In the intervening centuries, the mud has corroded the arms and armor, but in the process a faint trace of enchantment has leached into the mud, possibly enhanced by the echoes of the battle magics used here. Now the mud is animate in the form of mud men, and these creatures rise up and attack anyone entering the mud flats.

Exiting the forest, you find yourself at the edge of a large, barren and muddy clearing, with the White River flowing through the centre of the flats. About 500 yards in front of you across the mud flats sits the ruins of a fortress, with the main fortification on the west bank of the river and a tower on the east bank. A bridge once spanned the river and connected the fortress and the outlying tower, but the bridge is long collapsed and its remains now lie in the river. That and other debris choke the river, which has caused the waters to rise and overflow the banks, creating an area of mud flats.

Small hummocks, no more than waist height and 2 or 3 yards in diameter are scattered about the mud flats. These hummocks host the only vegetation, scraggly thistle, salt grass and weeds apparently struggling to survive.

The tower on the east bank is mostly intact, rising about 60', although part of the roof is damaged. From this vantage point you can not see an entrance into the tower at the ground level. The connecting bridge or wall may lead to an entrance, 45 feet above the ground. Murder holes are prevalent throughout the structure.

The main fortress, or at least the outer wall, has suffered more damage. The main gate and gatehouse is intact, but the wall to the east, between the gates and the river, has been breached. The top of a partially collapsed tower can be seen at the west end of the main keep, and the part of the keep that is visible shows signs of fire and siege engine damage, although the building is still standing.

Characters who cross directly to The White Watch will find that the mud is slippery, sucks at the feet and slows down travelers, but the mud is not deep, no deeper than 12" with a firm gravel base. The hummocks are solid (and represent locations where deadfall or bodies have been covered with mud and debris during spring floods), but spaced far enough apart that one can not "hummock hop" across the mud. They are a solid base which adventurers can take up a defensive position upon, however. This might prove to be quite important as the inhabitants of the mud flats, a group of mud men, will not rise up to attack until at least one creature reaches

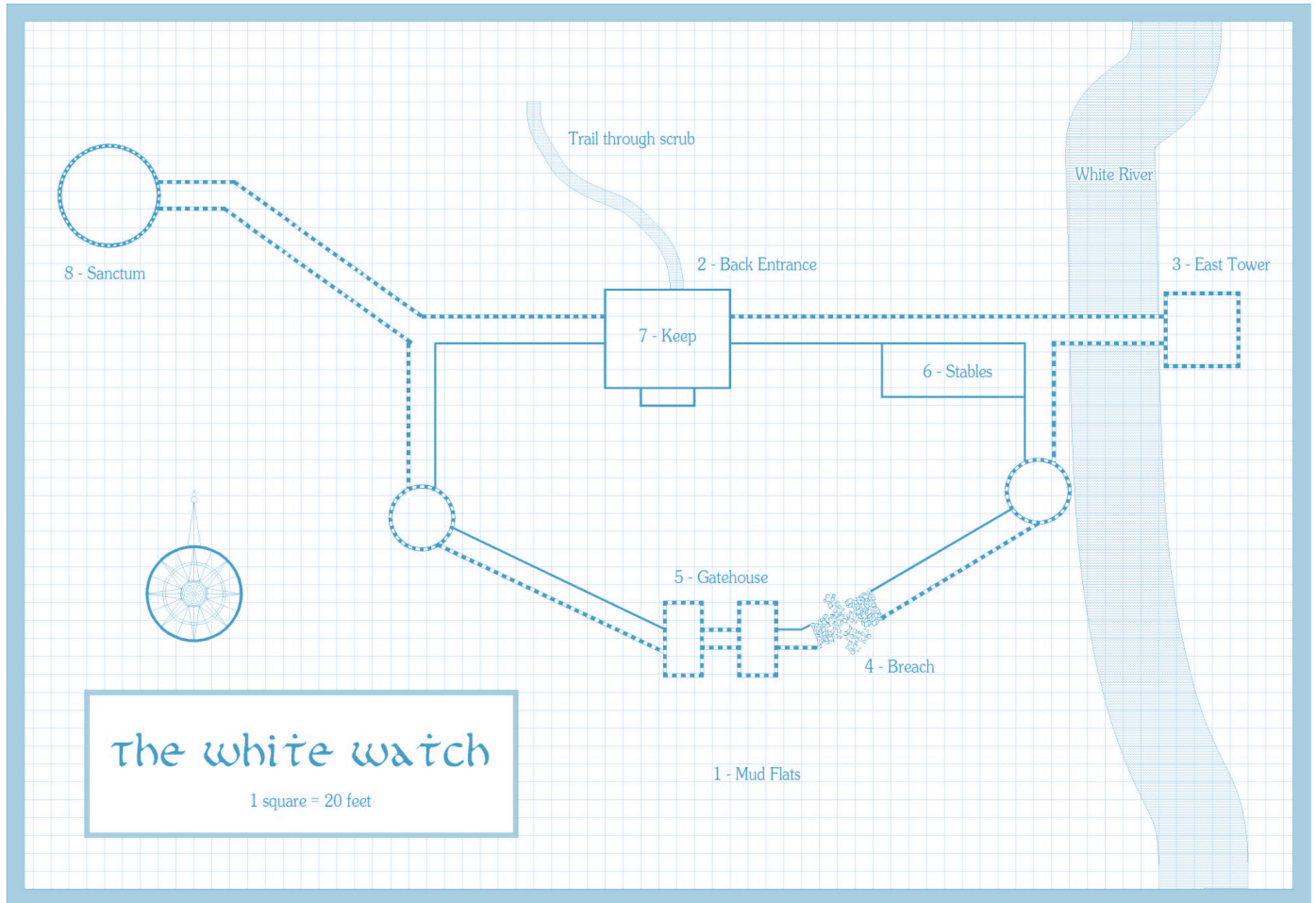
the centre of the mud flats. The mud men will not use sophisticated tactics, instead swarming the intruders. They will spread out amongst the intruders in equal numbers, meaning that a lone individual (like a scout) will be attacked by all 22 mud men!

Combat in the mud is hampered by the conditions. Characters' movement rates are reduced by 50%, and they lose all Dexterity bonuses to Armor Class. Furthermore, in melee combat characters in the mud suffer a -1 penalty to hit.

**Mud men** (x 22) (AC 10, MV 3", HD 2, hps 13 each, #AT 1, dmg 0, SA throw mud, slows target by 1"/strike, engulf target, target suffocates at MV 0", SD hit only by magical weapons, select spell immunity)

The gargoyles who roost in the East Tower (location #3, below) will hear any combat and investigate. They engage any intruders from the air, initially dropping stones and other bombs on adventurers, then making swooping attacks if the adventurers seem to be weakened. The gargoyles will be careful to stay out of the mud men's range however.





The White River is swift and shallow, no more than 4' at its deepest, with a solid limestone bottom. The river can be crossed with care, but under duress (such as fleeing mud men or under attack by gargoyles) the crossing is difficult. Anyone who falls will be swept away, and into the debris dam between the fortress and the East Tower. To successfully cross under duress, a character must make two Strength checks and one Dexterity check. Failure of any check indicates that the character has been swept off their feet, swept downstream, and is entangled in the debris pile. On a successful Swimming non-weapon proficiency check, the character will end up on the debris pile. A failed swimming non-weapon proficiency check indicates that the character has been swept under a pile of strainers, and is now drowning (as per page 43 in the WSG).

**#2) The Back Entrance**

The swordwraith enter and leave White Watch through a concealed entrance and use a concealed path. If adventurers actively scout the north side of the fortress, they may notice the path or the concealed entrance on 1 in 6 (elves and rangers will notice it 2 in 6). A casual scouting will not find either concealed feature.

The swordwraith are intelligent, experienced soldiers and understand the importance of strong defenses. A guard is posted 24 hours, and they are always vigilant. If they see intruders, they activate the door-deadfall trap, and retreat to summon reinforcement (which arrive in 3 rounds), relying on the trip wire spear traps and the dead-fall to delay the intruders.

The spear traps consist of 5 spear traps scattered along the trail, each triggered by a trip wire covered by dust and loose dirt. Each spear trap strikes as a 7th level fighter, and causes  $d8+3$  hps of damage.

The entrance itself is trapped as a dead-fall, and if the door is breached without deactivating the trap, the door and several tons of stone will collapse outward toward the party. The person opening the door will suffer  $3d10$  hps of damage, and save vs. paralyzation or be immobilized, buried under the rubble (and suffocating). Other persons within 10' of the door will suffer  $3d6$  hps of damage, and save vs. paralyzation or be trapped in rubble (but not suffocating).

Characters who are buried under the rubble are unable to free themselves. Assistance must be rendered by others, and it will take  $d4+1$  rounds to get free of the rubble. A buried character is unable to fight, and may be attacked at  $-4$  to strike (they have some protection from the covering rubble), but losing all Dexterity and shield bonuses.

Characters merely trapped by the rubble will have legs entangled, be knocked down, etc. They can free themselves in  $d4$  rounds without assistance. With assistance, they can be freed in 1 round. A trapped character loses any Dexterity and shield bonuses to Armor Class, and strikes back at a  $-2$  penalty.

The swordwraith will launch an attack immediately following the triggering of the dead-fall trap, taking advantage of the confusion and reduced number of combatants to press an advantage.

## The Ruins - Interior

### #3) East Tower

The East Tower was a defensive structure, allowing the garrison of The White Watch to control river traffic, as well as to provide an archery and spell casting platform across the river to deny enemy forces safe haven in a siege. As part of its defenses, the tower does not have a ground floor, instead being solid stone and mortar (making it resistant to siege engine or other attack). The only entrances are from the roof, or through doors on the third floor which once accessed the bridge spanning the White River.

The roof has been partially torn away by the occupants, along with some of the upper walls. These "renovations" provide the gargoyles with free access to the sky should they feel the need to take flight. They are able to escape the elements on the second and third floors, where they nest.

**Gargoyles** (x 13) (AC 5, MV 9"/15", HD 4+4, #AT 4, dmg  $d3/d3/d6/d4$ , SD hit by +1 or better weapons)

The gargoyles are intelligent, and have learned a few tactical lessons at the hands of the swordwraith (necessary to survive, and now the two groups have an unofficial "cease fire"). As a result, the gargoyles use their flight capabilities to their advantage, and seek to avoid melee combat. Instead they engage targets with dropped rocks, or thrown weapons. The gargoyles will drop rocks weighing 10 to 20 lbs on ground-based targets, swooping in, like a dive bomber. They suffer no attack penalties for doing so, and on a successful strike the victim suffers  $2d6$  hps of damage. The dive bombing gargoyle will then travel away from the target, seeking to rearm (they have a stockpile on the upper floors of the Tower) before returning. This means that a gargoyle can only drop a bomb on a target every 4th round.



Should adventurers attempt to scale the tower to gain access, the gargoyles will be able to drop stones or throw weapons (they have a collection of seven axes and over 2 score spears, scavenged from various victims) each round. Some of the gargoyles may even get airborne and try to knock or pull climbers off of the tower walls. The gargoyles will not fight to the death, and they will retreat, regroup, and may attack again if they sense an opportunity for revenge.

The tower was very smooth when initially constructed (part of its defensive features), but the intervening years have pitted the stone surfacing to the point where there are no penalties for climbing the walls.

The gargoyles have hunted the surrounding forest for several decades, and have accumulated some treasure over that time. It is mixed in with their nests, and will require a concerted effort (over an hour of searching) to find it all. The treasure consists of 2,037 cp, 87 sp, 14 ep, 109 gp, a platinum torc with jade inlay (worth 4,500 gp), a *potion of sweetwater* (along with nine broken potion bottles!), a *footman's mace +1*, and a ring which radiates magic but is merely a gold ring worth 45 gp.

#### #4) The Breach

The fortress walls have toppled inward at this location. The breach is 30' in width, and the debris field extends about 20' into the courtyard. The footing is uncertain, due to the rough terrain, but the debris is stable. Bleached bones and corroded armor can be seen mixed in with the stone and dirt, and scattered about the courtyard.

When The White Watch fell for the final time, the humanoid armies gained access to the fortress through this breach. Fierce fighting took place here, as the human and elven defenders strove to repel the ogre and troll shock troops that came through the wall. Observant characters will realize the bleached bones are an anomaly, after six centuries the bones should be long decomposed. Such astute characters will not be surprised when the dead rise up to attack. Everyone else must roll for surprise.

**Monster (Ogre) Skeletons** (x 8) (AC 7, MV 12", HD 4, hps 18 each, #AT 1, dmg 2d6, SD ½ damage from edged weapons, and only 1 point from piercing weapons, immune to sleep and charm magic,

turned as a wight)

**Monster (Troll) Skeletons** (x 9) (AC 7, MV 12", HD 6, hps 27 each, #AT 1, dmg 2d6, SD ½ damage from edged weapons, and only 1 point from piercing weapons, immune to sleep and charm magic, turned as a wraith)

These skeletons were animated as they fell by demons supporting the forces of the Tainted Throne. As a result of the demonic magics used to animate the dead, and the amount of bloodshed that occurred here, any turning attempts suffer both a -4 penalty to the die roll, and a 50% reduction in the number of affected creatures.

The sentry posted by the swordwraith (in area #7 a, below) will see any combat here, notify his fellows, and make careful observations as to the tactics used by the party and their capabilities. They will not engage the party at this time. There is no treasure or salvageable equipment to be found here. These undead do not respond to the presence of the swordwraith, as the swordwraith are undead also.

#### #5) The Gatehouse

The gatehouse still stands intact, with the gates secure. Battle damage and the elements have left their mark, and some of the stone is pitted, but the gatehouse stands in silent testament to the skill of those who built it centuries ago. Many of the once shuttered windows now hang open, or are missing shutters altogether, but the stonework is intact.

The gatehouse was eventually breached through the courtyard entry, and its defenders made a series of death stands as they were over-run. The interior is now devoid of life and contents, except for a few cobwebs, scuttling bugs and some bats. While there is no danger posed by monsters, the structure itself is a threat to explorers.

The second and third floors of the gatehouse are not stable, and prone to collapse. A dwarf, gnome, or PC with stone working secondary skills or non-weapon proficiencies may notice this instability on a successful skill check. For every minute a person weighing 150 lbs or greater is moving around on one of those floors, there is a 1 in 10 chance that the floor will collapse underneath them. A fall maybe avoided with a successful Dexterity check (rolling

under Dexterity on a d20), but diving out of the way results in a 1 in 4 chance that a collapse will occur. Failure results in 2d6+2 hps of damage to the PC(s) from the fall and debris raining down on the victim. If the floor collapses under a person, each adjacent individual (within 5') must immediately make a check on a d6, a "1" indicates that a chain reaction has been set off and the floor collapses under that individual as well.

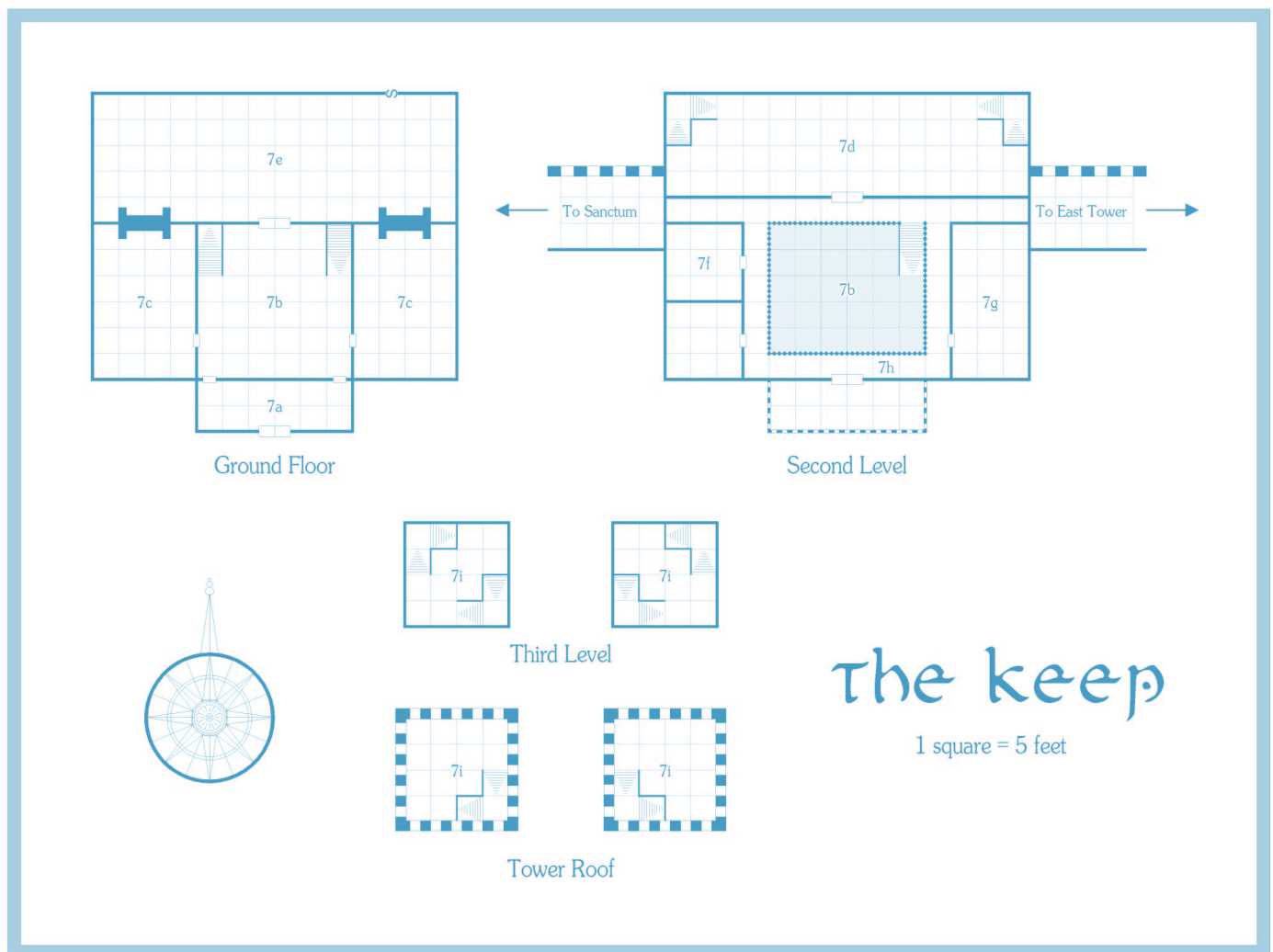
Should someone fall through the third floor, such a fall has a 1 in 4 chance of carrying through the second floor to the ground floor. No Dexterity check may be made to avoid this "fall through". Falling through 2 floors will result in 6d6+6 hps of damage.

**#6) The Stables**

This building has not fared well, the wooden structure having been burned during the final assault. Subsequently, the elements have led the stone half-wall and foundation to begin collapsing. A determined search aided by a "detect magic" will uncover a treasure, "Horseshoes of a Zephyr" buried in the dirt and debris. These were once on a paladin's warhorse, but the creature was cornered and slaughtered here, making a desperate stand with its master and several soldiers.

**#7) The Keep**

The main fortification of The White Watch is not large or intimidating, not surprising when one remembers



the Watches were watch posts, intended to identify incursions, and notify the main forces of the Elven Courts.

### Swordwraith Tactics

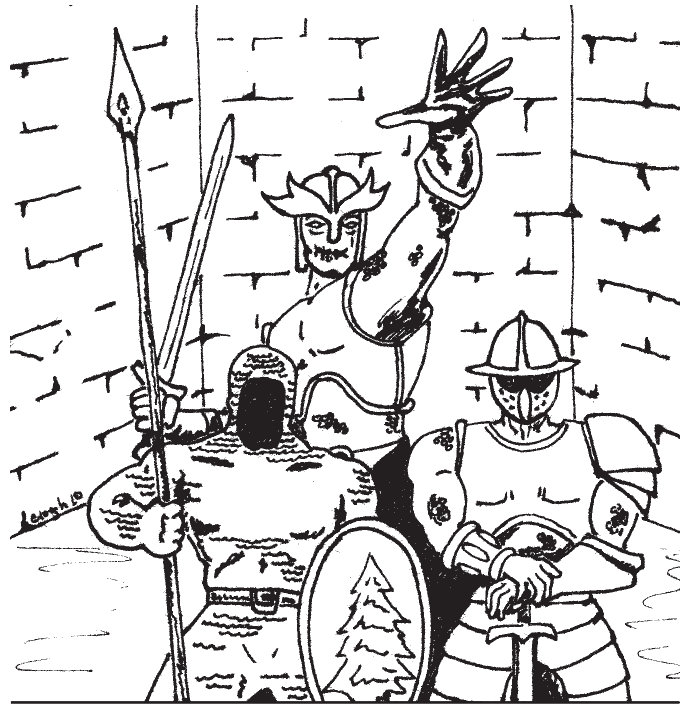
If the adventurers enter through the entry hall (area #7a) the swordwraith will launch their attack there, four (4) of the swordwraith will begin combat with missile weapons (short bows), from the doorways into area #7b, before withdrawing into area #7b where six (6) sword wraiths and the lieutenant will engage in melee. The archers withdraw upstairs (to #7h) and take a defensive position (two rounds to withdraw), while the commander and a guard will direct combat from the balconies (area #7h) and snipe at any spell casters. The two remaining swordwraith are each in a barrack (area #7c) and they attempt to exit and catch the party from the rear.

If melee seems to be going against them, the swordwraith will withdraw up the stairs, under cover of missile fire, and rally at the top of the stairs, ultimately retreating into the counsel room (area #7d), and up into a tower (the western #7i), where a few will hold the stairs and the rest climb down (using ropes) to stage another ambush. If melee seems to be going in their favor, the commander and his guard will descend and enter melee.

If the adventurers enter from the rear (through the trapped entrance described in area #2 and #7e) then six (6) swordwraith will be waiting to rush the adventurers when the trap is set. The swordwraith attack the party with spears (preferring the reach over that offered by a sword, despite losing the strength drain). If circumstances allow, three or four swordwraith will hold back the party, so that the remaining swordwraith can dispatch any adventurers trapped in the rubble. The swordwraith then fall back through the mess hall into the staging area where the remainder of the swordwraith force will attack.

#### #7a) Entry Hall

This hall is now empty, the swordwraith having removed the battle debris and maintained it in decent condition. The entry serves as a bottleneck, where an invading force can be slowed down, but had to be designed in a manner that allowed the garrison to egress quickly to respond to an alarm or



incursion.

All of the doors can be barred, but they are normally left open by the swordwraith. If the party is able to scout this room invisibly or magically prior to disturbing the gargoyles, monster skeletons, or mud men, they will find a swordwraith on watch, as well as signs of activity.

#### #7b) Staging Area

This room was used as a staging area, where troops would muster and prepare for battle or other duties. It was also intended for use as a fall back location, where archers could fire upon attackers from a height, and spell casters could use area effect spells from a safe distance. It is a large open area, with the ceiling 40' above, and the balconies 20' above the floor. Like all of the rooms within the keep, the staging area has been cleared of debris, and is maintained in good condition by the swordwraith.

#### #7c) Barracks

Each of these barracks is capable of housing forty soldiers. They now house the swordwraith (with 5 in the western barracks and 8 in the eastern barracks). The barracks each have 20 bunks (2 beds per bunk) in them, a small sitting area (table and benches), and forty footlockers. The swordwraith store their



personal possessions in their footlockers, and an exhaustive search of the footlockers (all are locked, but none are trapped) will find some treasure. The footlockers in the West Barracks have a total of 175 gp, 280 sp, 4 50 gp gems, and 3 100 gp gems. The footlockers in the East Barracks have a total of 278 gp, 448 sp, and 6 100 gp gems.

#### #7d) The Counsel Room

This was used as a meeting and strategy room, and is still used for that purpose. In addition, the swordwraith display their collection of trophies in this room. A large, heavy oak table (4' wide and 12' long, with a table top 4" thick) occupies the centre of the room with 12 chairs around it. Various other chairs are placed around the wall, allowing all of the swordwraith to be present for meetings. Trophies hang on the walls, reminders of past battles fought by the swordwraith.

The swordwraith, if they retreat here, will drag the table to the western stairs and flip it on its side to act as cover (66% cover, although the table will degrade to 50% cover after it suffers 20 hps of physical damage, and 25% cover after 35 hps, and 0% cover after 50 hps). Archers defended by spear wielding swordwraith will attack the party to cover a retreat up the stairs.

Trophies hanging on the walls include nine shields (all non-magical), three helmets (one is a *helmet +1*, which provides a +1 bonus to AC, and a +3 save vs. any gaze attack), two suits of plate mail, a suit of elven chain mail, nine swords (one plain looking *longsword +2*, and one sword in a silver scabbard worth 700 gp), a jeweled dagger (worth 1,500 gp), a mace, two spears, a club (large enough to be from a hill giant), an axe, several troll and ogre skulls, 4 human skulls, three elven skulls, a wolf skull that comes from a wolf the size of a horse, a green dragon head, and a unicorn horn. Three winter wolf pelts (worth 500 gp each due to the substandard butchering job) also hang on the wall.

#### #7e) Mess Hall and Kitchen

The mess hall is kept neat and tidy, even though the swordwraith have no use for it. There is a fortified and trapped secret door at the rear of the mess hall that the swordwraith use to come and go from the keep (described in Area #2, above), and there is always one swordwraith on duty guarding the door. The

tables and benches can be used as obstacles or cover during any combat here.

#### #7f) Lieutenant's Quarters

The swordwraith lieutenant resides here. He has dragged an overstuffed chair in, and has an extensive collection of swords and weapons, scavenged and claimed from various foes and battle fields over the centuries. He has amassed personal treasure, which lies loose in his footlocker, 35 pp, 267 gp, 98 ep, and 268 sp. Mixed in are a gold bracelet (400 gp), three gold rings with gemstones (1,000 gp, 800 gp and the third ring is a *ring of feather falling*), and he has a scroll (druidic, of *shillelagh*, *barkskin*, *fire seed*, and *reincarnation*). Of the nearly two score weapons, one is a *two handed sword +2*, another is a *short sword of quickness*, and one is a sword of pure platinum with inlaid gems (worth 7,500 gp, but useless in combat). One of the scabbards is made of white dragon hide and banded in silver (worth 1,000 gp).

#### #7g) Commander's Quarters

The swordwraith commander resides here. The room is spartan, although the commander keeps a journal on a writing table. Most of the entries are incomprehensible, and they have irregular dates, it may be many months between entries. Characters who take the time to read the entire journal (using comprehend languages) will determine that the swordwraith betrayed their compatriots during the final assault on The White Watch, and were cursed to this existence, and that the swordwraith fought a "spider" in the dungeons that killed about half of his troops. The rest of the entries describe the various foes, mostly humanoids and some monsters like manticores and owlbears, which the swordwraith encountered and fought in the surrounding forest.

The Commander has amassed some treasure over the centuries, even though it is of no real use to him, and he keeps it in a small chest under his bed. The treasure includes a leather purse with 85 pp, a oilskin pouch of 150 gp, a golden ring with emerald chips (worth 1,200 gp), a mithral bracer with jade inlays in the shape of a dragon (3,500 gp), and a small platinum box (worth 750 gp) containing 12 1000 gp gems. There is also a scroll (clerical) of *cure serious wounds*, *flame strike*, and *blade barrier*, a scroll of *protection from fire*, and a set of *cloak and boots of elvenkind*. Under the pillow on the bed is a *dagger +3*.

**#7h) Balconies**

The 5' high railing around the balconies is made of worked stone, and is designed to provide an archer with cover while allowing them to actively fire down into the staging area. Archers receive a cover bonus of (equivalent to 90% cover) but suffer no penalty to attack.

**#7i) The Towers**

These fortifications acted as watch towers, as well as elevated archery platforms for the Watch garrison. They rise another 30' above the roof of the main keep, and include an enclosed floor with arrowslits and a roof with battlements. Both towers have additional arms and armor for the sword wraith, including a dozen spears, six short bows, six large shields, and four large boulders to roll down the stairs (each boulder striking as a swordwraith at +2, and causing 2d6 hps of damage, and requiring a Dexterity and Strength check to successfully remain on the stairs. A fall down the stairs inflicts another d6 hps of damage.

The west tower has 3 strong, knotted, climbing ropes anchored to the roof (and kept under cover). Retreating swordwraith split their forces, with half holding the tower, while the other half climb to the roof, descend on ropes, and attempt to catch the adventurers from behind in another ambush.

**Swordwraith** (x 13) (AC 3 or 2 with shield, MV 9", HD 7, 42 hps each, #AT 3/2, dmg d10 + strength drain of 1 point, death occurs at 0 Str, recover 1 point of Str/night, SD hit only by +2 or better weapons, immune to sleep and charm magics, turned as vampires) (note that when the swordwraith use missile weapons, they cause weapon damage, not their base supernatural damage, and the victim is not subject to strength loss)

**Swordwraith Lieutenant** (x 1) (AC 3 or 2 with shield, MV 9", HD 7, 49 hps each, #AT 2, dmg d10 + 3 base plus strength drain and wounding, SD hit only by +2 or better weapons, immune to sleep and charm magics, turned as vampires) (wields a *longsword of wounding*, specialized with the longsword)

**Swordwraith Commander** (x 1) (AC 0, MV 9", HD 7, 56 hps each, #AT 2, dmg d10 + 6 base plus strength drain, SD hit only by +2 or better weapons, immune to sleep and charm magics, turned as vampires)

(wears *plate mail +1*, *shield +1*, a *ring of twilight*, and is double specialized with his *longsword +3*)

The swordwraith will fight fearlessly, and to their own destruction. They do not value their undead existence, and if forced to flee as a result of turning, they will regroup and return.

**#8) The Sanctum**

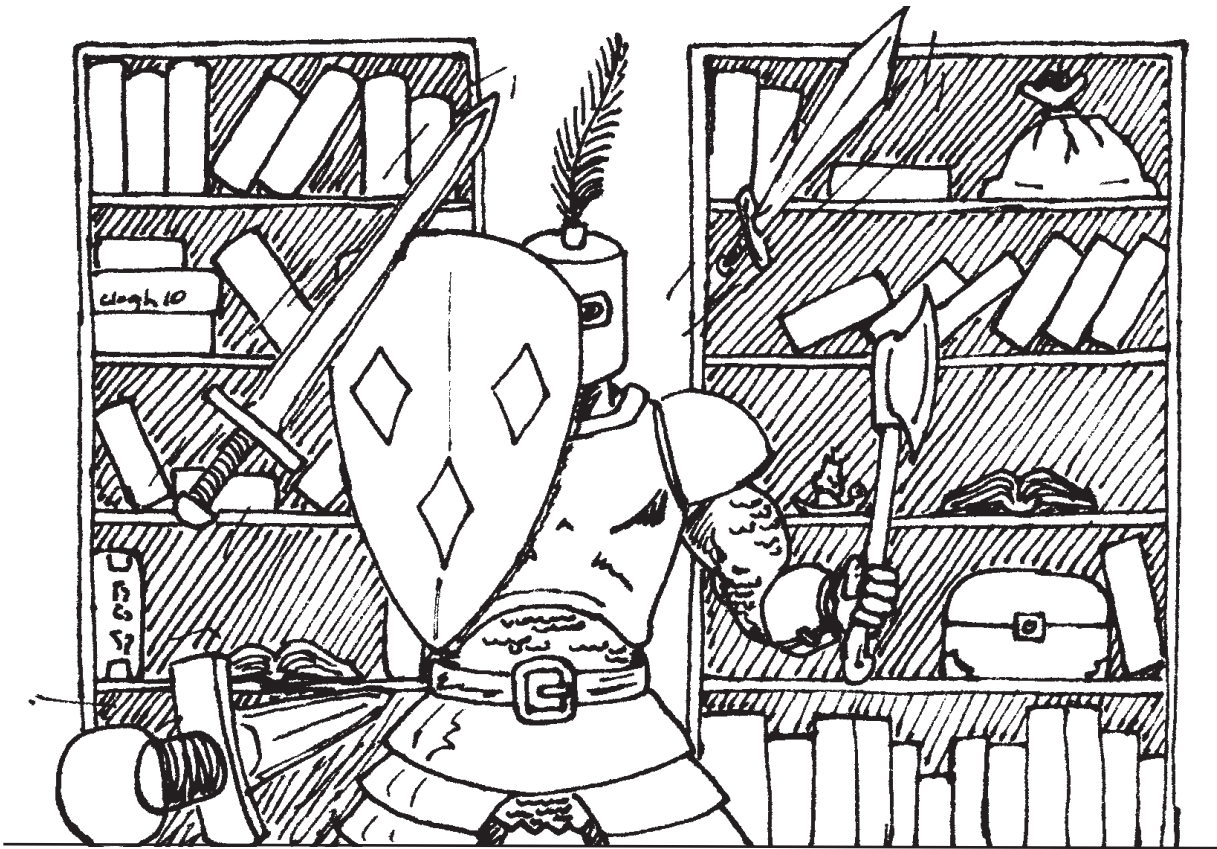
This fortified tower was the home of the magic-users and warrior-mages assigned to the garrison. There are scorch marks and fire damage outside the main entrance (a series of *fire traps* and *explosive runes* were set here, and all have long since been detonated). All of the entrances are *wizard locked* (at 12th level) and the entire building is protected by a *protection from evil* effect (which can not be dispelled). These defenses prevented the demon-led army from successfully breaching the Sanctum, and have kept intruders at bay over the intervening centuries (much to the dismay of the drider). Many of the magical defenses remain in place (each magic-user had a token, all of which are lost, that allowed them to bypass these traps). The magical defenses were intended to make the Sanctum a secure fallback which any intruders would pay dearly in blood to penetrate.

**#8a) The Study**

This room, known as the study, is well furnished and was used as a resting and reading area, as well as the area where the magic-users would meet and entertain guests. A *fire trap* (level 12, d4+12 hps in a 5' radius, save for ½ damage) is placed just inside the door, and a *magic mouth* will also be activated by the opening of the door (screaming, "Intruder" in elvish repeatedly for 1 turn). Before adventurers can get a good look around, they will be attacked by half a dozen animated swords (activated by the magic mouth).

**Animated Swords** (x 6) (AC 4, MV 12", HD 3, 24 hps each, #AT 3/2, d8+1 dmg, attack as a 7th level fighter, immune to sleep, charm and other magics requiring a living target)

Time has not been kind to the furnishings, and dust coats everything. Once the adventurers have dealt with the detonation of *fire traps* and onslaught of animated swords, they may search the room. They will not find any treasure, although they will find 4



books. The ink, stitching, glue and paper have deteriorated over the centuries and the books will fall apart if handled, and no writing can be made out. If magical means are used to assess these books, one will learn that three were elven poetry, and the fourth a book about different types of stone.

All stair cases in this tower are fire trapped (level 12,  $d4+12$  hps in a 5' radius, save for  $\frac{1}{2}$  damage) at the top and base of each stair case.

### #8b) Apprentices' Chambers

Each of these four rooms housed two apprentices, a magic-user or fighter/magic-user who was less than 6th level. The rooms are spartanly furnished, each containing 2 beds, a small desk, reading chair, two footlockers and two wardrobes.

Each room searched will contain:

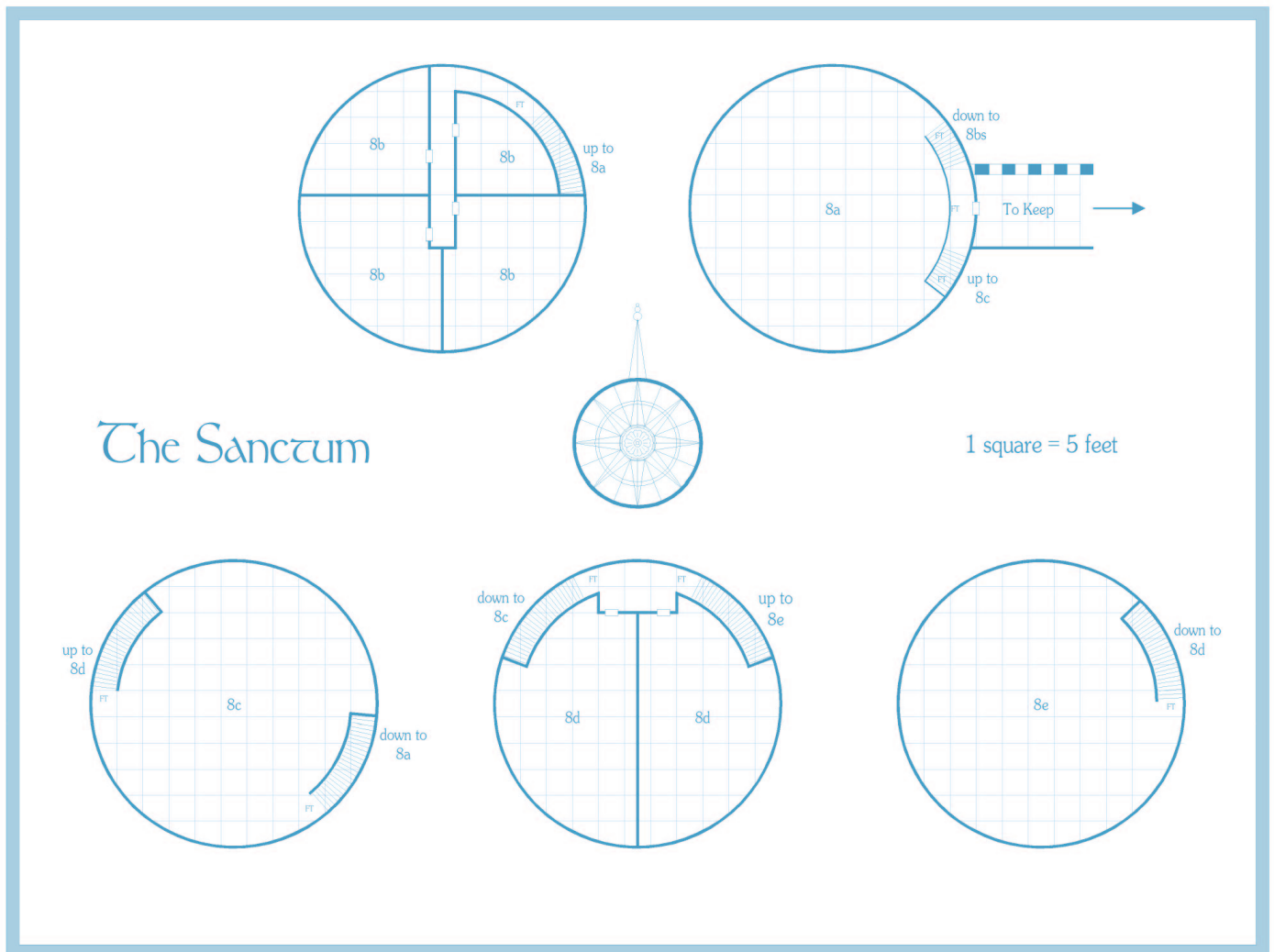
- 2 spell books (caster level  $d4+1$ , containing " $d4 + \text{level}$ " 1st level spells, " $\text{level} - 1$ " 2nd

level spells, and (if the original owner's level warrants it) "d2" 3rd level spells. Given the roles that these magic-users played, as military members, defensive and offensive spells are prevalent, although the contents should be tailored to fit the DM's needs.

- 100+d% gp
- 150+3d% sp
- d2 pieces of jewelry worth  $3d6 \times 100$  gp each

### #8c) The Library

This room was a library, a laboratory, and a classroom. The last of the Elven High-Mages took his responsibility to the Senior Mages and the Apprentices seriously, and regular classes were held to help all of the magic-users grow in power and knowledge. He also supported spell research, and as a result the library here is well stocked. A total of 84 books remain on the shelves, and all are in excellent condition. The shelves radiate faint enchantment (if detected for) and have a preservation enchantment that protects



books from the ravages of time, repels vermin, and provides any books on the shelf a +3 bonus to any saving throws vs. damage (fire, water, acid, etc.). There are four shelving units, each 8' high, 3' wide, and 1.5' deep, weighing 65 lbs a piece. They can be removed and the enchantment will be unaffected. Each shelf could probably be sold for 5,000 gp or more to a sage, magic-user or other wealthy book lover.

Each of the 84 books is worth 2d20x100 gp (200 to 4,000 gp), and is written in elvish. The least expensive books are books about politics, history and culture, including poetry. Books in the mid-range include detailed histories and geographies, travelogues and journals. The most expensive (2,000 gp+) books deal

with arcane or divine matter. There are no spellbooks or spells in the library however. Should any magic-user have access to all of the books on arcane lore and theory, and have catalogued them, the researcher will receive a +5% bonus to successfully researching new spells or magical item formulae.

In order to ensure that the books arrive safely after a long overland journey, they must be carefully packed, or they will suffer damage (and the DM can decide how much of the book's value is lost). The same is true of the shelves. It should be noted that there are not adequate packing materials at hand in the ruins. There could be well over 200,000 gp worth of books here, if the adventurers clean the whole place out, so the DM should make them work

hard for it.

### #8d) The Senior Quarters

Each of these two rooms housed a senior magic-user or fighter/magic-users, each of whom was 6th level or higher. The rooms are comfortably furnished, each containing a bed, a small desk, reading chair, a table, two footlockers and a wardrobes.

Each room searched will contain:

- A set of spell books (caster level d4+5, containing "2 x level" 1st level spells, "level +d4" 2nd level spells, "level" 3rd level spell, "level -d4" 4th level spells, and (if the original owner's level warrants it) "d2+1" 5th level spells. Given the roles that these magic-users played, as military members, defensive and offensive spells are prevalent, although the contents should be tailored to fit the DM's needs.
- 50+d% pp
- 150+3d% gp
- d3 pieces of jewelry worth 4d6x100 gp each
- d2 potions (random)
- d2 scrolls (d3 spells per scroll, level d4 spells)

### #8e) The High Mage's Quarters

This room was the quarters of the High Mage. The entry is trapped with the ever-present *fire trap* (level 12), and magically animated weapons.

**Animated Swords** (x 6) (AC 4, MV 12", HD 3, 24 hps each, #AT 3/2, d8+1 dmg, attack as a 7th level fighter, immune to sleep, charm and other magics requiring a living target)

The High Mage's spell books lie within a wizard locked cabinet, and each is protected by a *Sepia Snake Sigil* (strikes as 12 HD, and holds struck individuals immobile until dispelled). There are also three "dummy" spell books which start with a real spell (*detect magic*), but then have *explosive runes* (6d4+6 hps, 1" radius, no save to reader, but save for ½ damage for others within the radius) on the second pages as a trap for the unwary.

Level One: *Affect Normal Fires, Burning Hands, Comprehend Languages, Detect Magic, Identify, Magic Missile, Mending, Read Magic, Shield, Sleep* (+6 spells of the DM's choice)

Level Two: *Invisibility, Knock, Levitate, Magic Mouth,*

*Quickening\*, Web, Wizard Lock* (+4 spells of the DM's choice)

Level Three: *Archer's Wind\*, Cat Nap\*, Dispel Magic, Explosive Runes, Lightning Bolt, Mage Blade\*, Sepia Snake Sigil*, (+3 spells of the DM's choice)

Level Four: *Dig, Fire Trap, Ice Storm, Quarry\*, Stoneskin*, (+2 spells of the DM's choice)

Level Five: *Cone of Cold*, (+3 spells of the DM's choice)

Level Six: *Chain Lightning, Disintegrate, Legend Lore*

\* a unique spell described in the Appendices

Other treasure which may be found in the room include the High-Mage's journals (a series of 11 books, which start with his time at White Watch, he was a prolific writer), note books that discuss some spell research (and may assist in duplicating the High Mage's efforts, DM's decision), and a few maps of adjacent Watches. The locations described include The West Watch (in a winding valley, facing west), Eagle's Watch (in some mountains, apparently carved into the mountainside) and The Storm Watch (also in mountains). The map is not consistent with current geography (some rivers have changed course, earthquakes have changed some mountains and hills, forests have grown, etc.) but a general sense of the locations can be deduced.

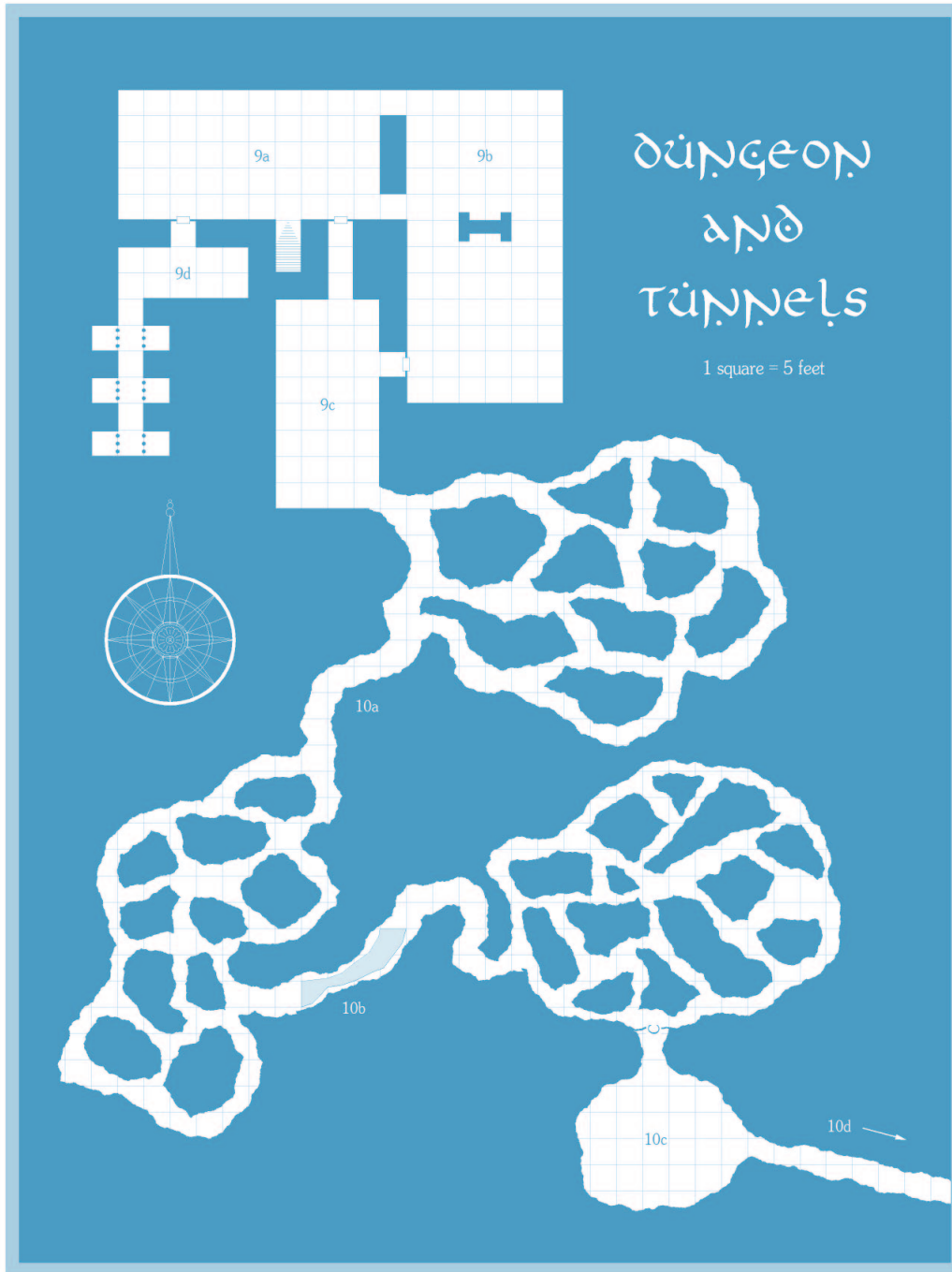
A coffer (made of silver with moonstone inlay, worth 1,100 gp) containing 150 gp, 150 sp, a bag of eight 500 gp gemstones, and a silver ring (*ring of protection* +2) lies under the bed, next to a coffer of black walnut, inlaid with electrum (in the High Mage's personal sigil, a crescent moon over a stylized oak tree, worth 500 gp) which contains 3 *potions of extra-healing*, a *potion of longevity*, and a *potion of red dragon control*. Most of the High Mage's magical items were on his person when he clashed with, and was killed by, the demon-led army that defeated the White Watch garrison.

### #9) The Dungeon Levels

The dungeon levels were intended primarily for storage, or in the worst case as a fall back position. They are well constructed, but unremarkable.

#### #9a) Staging Area

This large open area was both a temporary storage area, and an area intended to be used as a fallback location to muster troops. It is now empty.



### #9b) Armory and Smithy

The armory and smithy was an important feature of the White Watch, and they remain in good condition. All of the weapons and armor were carefully maintained, oiled, wrapped, and stored on racks or in lockers. Much of the gear has been taken by the

swordwraith over the centuries to replace gear that they have lost or damaged, but some does remain. Characters could piece together 2 sets of plate mail, and there are still a half dozen shields, a score of long swords, and a similar number of spears. There are only a dozen arrows left. In one locker however,

there are three suits of elven chain (carefully stored and replaced in the lockers by the swordwraith after the fall and looting of The White Watch), gear the swordwraith respect but will not use.

### #9c) Storage

The contents of the storage rooms has long since rotted or decayed to the point where they are unrecognizable and of no value.

### #9d) Cells

In the aftermath of their victory, the demonic leaders engaged in an orgy of torture. One result of that effort remains in the cells, creatures created by the forced polymorphing and co-mingling of human and elven captives. Three gibbering mouthers have managed to survive on rats, bats, and insects. When the party comes within range they will immediately be attacked.

**Gibbering Moulder** (x 3) (AC 1, MV 3"/6", HD 4+3, hps 27 each, #AT 6+, dmg 1 + drain, SA gibbering (confusion), spit, control ground)

When the party arrives at the corner, and before they see the monsters, all three mouthers will begin gibbering (forcing 3 saves). Then two mouthers will emerge (on softened, sticky ground, negating character's Dexterity bonuses, reducing movement by 3", and providing a -1 to hit penalty) and spit. The third moulder will continue to gibber from behind bars (keeping it safe from melee attack and providing 25% cover). When a character is suitably confused or prone, a moulder will engulf that individual in order to deliver 12 bites per round. If all characters end up confused, the third gibbering moulder will emerge (squeezing through the bars) and engage in melee.

### #10) The Tunnels

These tunnels have been dug by a drider, one of the Dusk Elves (traitors to the Elven Courts) who participated in the final siege and fall of The White Watch. The Dusk Elf, Gadrinest, was cursed by the Elven High Mage defending White Watch, and turned into a drider unable to leave the sight distance of White Watch. The drider has attempted to breach the Wizard's Sanctum many times, has researched spells to free himself from the curse, and reached a state of uneasy peace with the swordwraith over the centuries. Retaining the long life span of the elves,

the drider has centuries of his cursed existence to look forward too, and he will seize any opportunity to escape his curse. He will assume (hope) that the adventurers have breached the Sanctum, and try to seize any lore that they have recovered.

### #10a) Ambush Point

Five giant trap door spiders lie in wait in various concealed dens along this tunnel, an advance guard posted by the drider to protect himself from the swordwraith.

**Giant Spiders** (x 5) (AC 4, MV 3"/12", HD 4+4, hps 24 each, #AT 1, dmg 2d4+poison, save vs. poison or die)

### #10b) Trap

This pit trap has been carefully placed with the intent to kill intruders, or at the very least hinder their approach. The drider and spiders are able to avoid the trap by traveling on the walls and ceiling, but any weight greater than 250 lbs (2 persons) will cause the pit cover to fail.

The pit is 30' in depth (3d6 falling damage), with sharpened spikes packed densely on the floor (struck by 1d4 spikes of stakes for 2d6 hps damage per spike, plus poison, save at +3 or die). Worse, the spikes lie beneath a mat of giant spider webbing, and anyone who falls into the pit will be caught as if in a web spell, making them easy prey for the denizens of the pit, three giant spiders.

When the trap is activated, or if a light person passes over the centre point without activating the trap, a magic mouth spell will be set off. The drider will respond immediately (invisibly). He will use his scroll of monster summoning II (once) to summon reinforcements, but hold them in reserve, then fireball everyone in the pit once the giant spiders look to be nearly defeated. He will then send in the summoned monsters, retreat and read the scroll twice more, also sending those summoned monsters into the fight, resume invisibility, and watch, responding to opportunities accordingly.

If it looks like the adventurers are struggling, the drider will use his *Wand of Conjuraton (monster summoning V)* to summon even more allies (margoyles, which Gadrinest may haste) and then enter combat himself. Otherwise he will retreat, and prepared to

defend his lair, or retreat.

**Troglodytes** (1d6/*Monster Summoning II*) (AC 5, MV 12", HD 2, hps 10 each, #AT 3 or 1, dmg d3/d3/d4+1 or javelin 2d4, SA stench, +3 to hit with javelin, surprise/chameleon effect) Each troglodyte carries 2 javelins.

**Margoyles** (1d2/*Monster Summoning V*) (AC 2, MV 6"/12" (MC: C), HD 6, hp 29 each, #AT 4, dmg d6/d6/2d4/2d4, SA camouflage, SD struck by +1 or better weapon)

**Giant Spiders** (x 3) (AC 4, MV 3"/12", HD 4+4, hps 24 each, #AT 1, dmg 2d4+poison, save vs. poison or die)

### #10c) Drider Lair

The entry to the drider's lair is a concealed door, locked with a wizard lock (8th level). There is also a magic mouth which will scream an alarm. The drider will fall back, and likely retreat if he feels out-matched, but his desperation to seize magic will lead him to return and try to seize any magic that the adventurers have.

**Gadrinest, Drider** (x 1) (AC 1, MV 12", HD 6+6, hps 41, #AT 1, dmg d8+1 (longsword +1) or d4+poison (light crossbow) or d4 + poison (bite), SA spells (as magic-user 8), poison (save at -2 v poison or paralyzed), MR 15%) (*Scroll of Monster Summoning II* (x 3), *Ring of Invisibility*, *Ring of Protection* +2, *Wand of Conjuration* (15 charges), *Longsword* +1, *Light Crossbow* (poisoned quarrels x 6))

Magic-User Spells (level 8) (spells in parentheses represent spells in the drider's spellbooks, which are sealed in a silk bag, hanging near the escape tunnel, #10d, below)

Level One: *Magic Missile* (x 3), *Charm Person*, (*Comprehend Languages*, *Detect Magic*, *Identify*, *Read Magic*, *Sleep*)

Level Two: *Blur*, *Mel's Acid Arrow*, *Web* (*Continual Darkness*, *Knock*, *Magic Mouth*, *Wizard Lock*)

Level Three: *Dispel Magic*, *Fireball*, *Haste* (*Explosive Runes*, *Monster Summoning I*, *Twilight*\*)

Level Four: *Dimension Door*, *Ice Storm* (*Charm Monster*, *Dig*, *Fire Trap*, *Monster Summoning II*)

Innate spells which can be cast 1/day include *dancing lights*, *darkness*, *detect magic*, *faerie fire*, *know alignment*, *levitate*.

Other treasures that the drider has collected include 108 pp, 56 gp, a pouch of 16 gems (worth 50 gp each), and a gold ring with opal (worth 1,100 gp).

### #10d) Secret Tunnel

This tunnel contains two more pit traps, and the drider will lead pursuing adventurers down this path in an effort to hamper and harm them. These pits, like the pit described at #10b (above) are avoided by the drider by traveling on the walls and ceiling, but any weight greater than 400 lbs will cause the pit cover to open. Both pits are 30' in depth (3d6 falling damage), with sharpened spikes packed densely on the floor (struck by 1d4 spikes of stakes for 2d6 hps damage per spike, plus poison. The webbing mat is also present, but there are no giant spiders in the pits.



## Ending the Adventure

After successfully overcoming the occupants of The White Watch ruins, the adventurers will still be faced with a wilderness journey to return home. The DM has the option of making this journey as easy or as difficult as desired. If the adventurers are hauling home a large number of very valuable books, then the DM should make the journey difficult. The Ash Wood is home to some dangerous predators, some of whom may decide to claim the newly vacant White Watch as their own, whether the PCs have vacated it or not.

The party may also have obligations to Astenon Bluecowl (or some other patron) that they have to discharge. The party may choose not to honor their agreement with Astenon, and he is not the type of magic-user who will send summoned monsters, hired mercenaries, etc. after them. Instead he will

begin to systematically destroy their reputation through letters he sends to other arch-mages, high priests, sages, wizard's guilds, etc. Astenon is well respected, and losing his favor will result in many doors being closed to the adventurers in the future. Returning to share the recovered lore with him may result in Astenon sharing additional research with the adventurers, such as the location of other ruins and suspected treasures.

Finally, the party may have recovered information about the locations of some of the other Watches. The condition and contents of these Watches is left to the DM's imagination. Depending on how the Watches fell, they may be nothing more than a pile of rubble, or they may now be the lair of monsters and a veritable treasure trove.

## Appendix - New Spells

### Mage Blade

Level: 3  
 Range: touch  
 Duration: see below  
 Area of Effect: one weapon  
 Components: V, S, M  
 Casting Time: 3  
 Saving Throw: by transmitted spell

A spell crafted by elven fighter/magic-users to increase their deadliness in battle, this spell allows touch spells of the 3rd level or less to be transmitted by a sword or other weapon. The spell does affect magical weapons. This allows the sword damage and the spell damage to be delivered simultaneously. The *mage blade* and the touch spell are cast simultaneously, and the casting times added together. For example, a 5th level magic-user with a Strength 16 casts a *mage blade* and a *shocking grasp*, the casting time is 4, and the total damage is (d8 long sword, d8+5 shocking grasp, +1 Str bonus) 2d8+6.

### Quarry

Level: 4  
 Range: see description  
 Duration: 2 turn per level  
 Area of Effect: one creature  
 Components: V, S, M  
 Casting Time: 3  
 Saving Throw: to negate

The *quarry* spell allows a caster to track a quarry unerringly, regardless of weather, light conditions, and efforts to conceal tracks. Even flying or levitating creatures can be successfully tracked. The spellcaster must either have see the target of the *quarry* spell, or physically something to act as a starting point for the tracking (such as a footprint, damage caused by the quarry, or even an empty glass on a table). The spell does not reveal the current location of the quarry, just lets the caster follow the quarry's trail. The caster is able to travel at normal speed, or even running, as they do not need to look for trail sign, they just know where their quarry passed. The target of the spell is entitled to a saving throw vs. spells, at -4, to avoid being located.

### Cat Nap (level 3)

Level: 3  
 Range: touch  
 Duration: see description  
 Area of Effect: 1 person  
 Components: V, S, M  
 Casting Time: 3  
 Saving Throw: none

This spell allows the recipient to gain a full night's rest after a 1 hour nap. All benefits of a full night's sleep are gained, including healing, elimination of fatigue,

recovery of temporary ability loss, and the ability to study or pray for spells. There are no negative consequences of using the spell for a single night or nap.

The spell may be used for multiple nights, but for each consecutive night, there is a 10% chance that all of the past avoided sleep will "catch up" to the cat napper. For example, if a recipient uses this spell 3 nights in a row, there is a 30% chance that they will end up sleeping for 21 hours, or suffer from fatigue. On the sixth consecutive use, there is a 60% chance that the recipient will sleep for 42 hours, or suffer from fatigue if woken early. Obviously, the spell is most useful if used only one night, or on every second night, as multiple uses may have dire consequences. The material component of this spell is a tuft of cat hair.

### Quickening (level 2)

Level: 2  
 Range: touch  
 Duration: 1 round/level  
 Area of Effect: 1 person  
 Components: V, S, M  
 Casting Time: 2  
 Saving Throw: no

The *quickening* spell is a weaker version of the *haste* spell, without any negative side effects. The *quickening* spell provides the recipient with a bonus to initiative (+3 bonus) and movement (+3") for the duration of the spell. Additional attacks or actions are not gained by the recipient.

### Archer's Wind

Level: 3  
 Range: touch  
 Duration: 1 round/2 levels  
 Area of Effect: one person  
 Components: V, S, M  
 Casting Time: 3  
 Saving Throw: no

This spell creates a link between the elemental plane of air and a bow. The result is that any arrow fired from that bow will have a tail wind of nearly hurricane force behind it, propelling the arrow faster, farther and harder than normal. This provides a bonus of +1 to hit and +2 damage, and increases range by +25%.

## Appendix - Magical Items

### Twilight

Level: 3  
 Range: 6"  
 Duration: 1 turn/level  
 Area of Effect: 6" radius

Components: V, S, M  
 Casting Time: 3  
 Saving Throw: n/a

This spell has the same range and effect as *continual light*, but creates a late evening lighting condition, enough to read by, fight by, etc. but not light enough to affect dark dwellers like orcs, drow, etc. Vampires would be protected from the harmful effects of sunlight within the area and duration of effect. The spell may be centered on a person (save vs. spells negates the effect if involuntary), an object, or a point in space.

Within the spell's area of effect, hiding in shadows is easier, and those attempting to do so have a +10% bonus to their attempts. While *twilight* has a duration (unlike *continual light* or *continual darkness*), it is in some ways more powerful than those related spells, temporarily negating them within the area of effect, regardless of whether the light/darkness effect was cast prior to or after the casting of the *twilight*. *Continual light* or *continual darkness* effects will resume when the duration of the *twilight* spell ends (or the centre of the effect moves away from the *continual light* or *continual darkness* effect).

The material component for this spell is a glass bead that has been left outside during a sunset.

### Twilight Ring

This ring was initially designed by the Dusk Elves (drow) to allow them to operate on the surface world without hindrance and support them in raids against their light-loving cousins. The ring is also useful for undead and any entities that have an aversion to light. Anyone wearing the ring is immune to the effects of sunlight and light, including blindness and sunstroke. The wearer also has the ability to create "Twilight" (as the spell) 2 times per day (as a 12th level caster), the effect is centered on the ring, and will move with the ring.

Experience point value = 1,500

## Appendix – Monsters

### Swordwraith (Stark Mounds Undead Spirit)

Climate/Terrain: any/old battlefields  
 Frequency: rare  
 Organization: military unit  
 Active Times: night  
 Diet: nil  
 Intelligence: average (8 to 10)  
 Alignment: Lawful Evil  
 Reaction Modifier: +3  
 Number Appearing: 2d4  
 Armor Class: 3  
 Movement: 9"  
 Hit Dice: 7  
 THACO: 10  
 Number of Attacks: 3/2 (as F7)  
 Damage per Attack: d10  
 Special Attacks: Strength Drain  
 Special Defenses: +2 or better weapons to hit  
 Magic Resistance: nil  
 Size: M (6' tall)  
 Morale: Fanatical (20)  
 Experience Value: 1000 + 5xp/hp (NOTE: it is calculated for this adventure as 875 xp + 8 xp/hp, +125 xp if they use missiles, +175 xp if weapon specialization is allowed.)

Swordwraith are the spirits of warriors cut down at the height of battle and kept from the dissolution of death by their own indomitable will.

Seen only at night or underground where the sun never shines, swordwraith appear as warriors garbed in armor and armed with weapons of war. Although the armor and weapons are unremarkable, the flesh within appears insubstantial, more like sword "wights", being fully corporeal. Under certain lighting conditions all that can be seen are two glowing eyes within the shadow of the helmet. Swordwraith reek of mold and decay, but this scent is carried by their armor and weapons, not the creatures themselves. They are surrounded by an aura of intense cold - uncomfortable but not enough to cause damage.

Swordwraith, when they were alive, were hardened warriors, and even as undead they retain their knowledge of strategy and tactics. They fight small-unit engagements with textbook precision, knowing exactly when to attack, give ground, and counterattack. They are intelligent, and speak the common tongue of humanity, and therefore accept parley, though only if asked by someone they consider their military equal. (This trait is downplayed in this adventure.)

Swordwraith attack as normal warriors would, with their varied weapons (and in some cases some are allowed to have weapon specialization). No matter what weapon is used, the damage is the same: 1-10 hit points. Each hit also drains 1 Strength point from the victim (no save). If a victim's Strength reaches zero, death occurs. Strength lost to a swordwraith attack can only be regained by complete rest (1 point regained per day of total inactivity), or through a *wish*, *limited wish* or equally potent magic.

Swordwraith are only harmed by +2 or better weapons. They are totally immune to sleep, charm, and other mind affecting magics. They are turned as vampires.

Habitat/Society: Swordwraith were once professional soldiers: officers and mercenaries or others for whom

fighting was everything. Though slain on the field of battle, their will was such that they were unable to leave behind the trade of violence. In many cases, their stubbornness is such that they won't admit - even to themselves - that they are in fact dead. Swordwraith are totally free willed, and feel no kinship towards other undead (and in fact hate the mindless lack of discipline that characterizes other undead).

The creatures are active only at night or underground where the sunlight can not reach. Their bodies were typically interred in barrows or burial mounds. During daylight hours, intruders into such barrows may meet swordwraith preparing for their nocturnal activities.

Swordwraith congregate in small units and councils of war, planning and executing midnight raids on settlements near their battleground resting places. They are also likely to attack any traveling party unwise enough to spend the night within their territory (the lawful part of their alignment refers to loyalty within their group, to other swordwraith and no one else). Swordwraith gather no loot and occupy no captured territory as a result of these raids. They fight because fighting is all they know.

If swordwraith have a credo they live by it would be: "Mercenaries don't die; they just go to Hades to regroup." They speak the common tongue of humankind.

Swordwraith are common in the Stark Mounds region - probably as a result of ancient territorial wars between Geoff and Sterich, or their forbears - but they can be found in any other parts of the world that boast old battlefields and war graves.

Niche: Swordwraith consume and produce nothing. Their only victims are travelers who wander into their territory, and the occupants of nearby settlements.

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