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Fantasy Adventure Module

The Assassin's Knot by Len Lakofka

The second module in the LENDORE ISLE Series



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The Secret of Bone Hill

by Lenard Lakofka

AN ADVENTURE FOR CHARACTER LEVELS 2-4



Danger lurks in the Lendore Isles. Bands of evil creatures prowl the hills overlooking the town of Restenford, seeking unwary victims. Now you have come to this sleepy little village looking for adventure and excitement. You seek to fathom the unexplored reaches of Bone Hill and unlock the mysteries of Restenford.

This module contains complete information on the town of Restenford and the lands surrounding it. Included herein are encounter tables, background information, and numerous maps of the town, the surrounding areas, a dungeon, and various points of interest. This module may be incorporated into an existing campaign or used in conjunction with THE WORLD OF GREYHAWK™ Fantasy World Setting.

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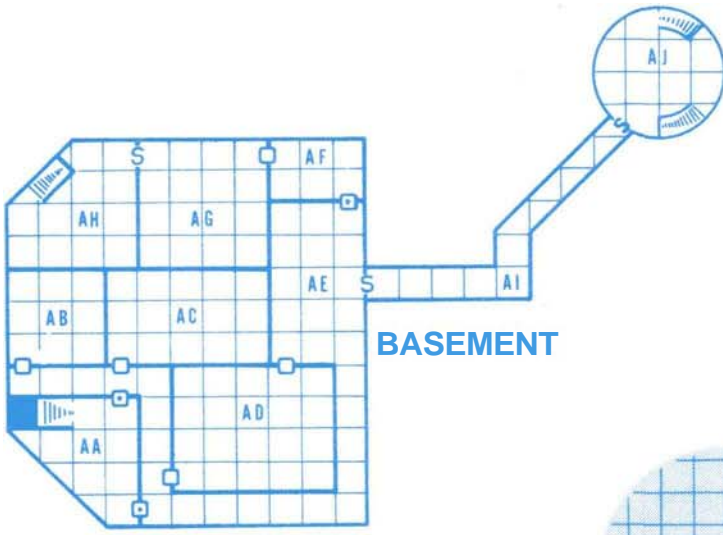


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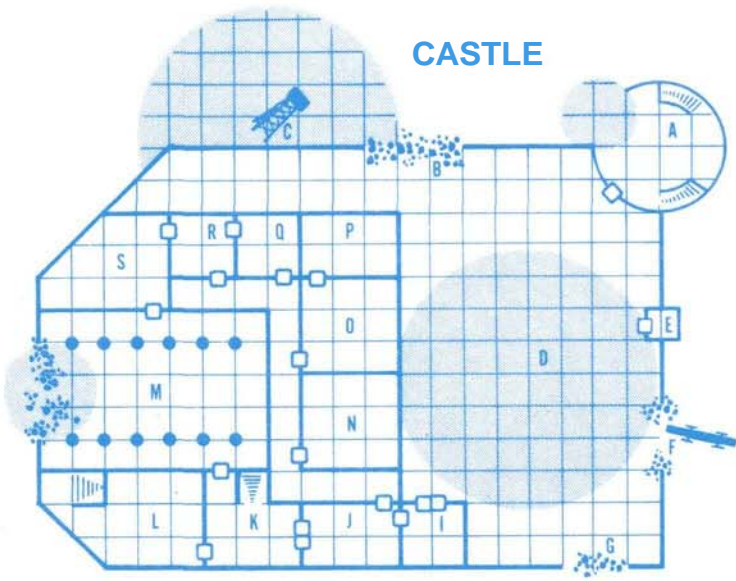
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BONE HILL—THE CASTLE RUINS

- | | | | |
|--|---------------------|--|---------------|
| | Statue | | Stairs |
| | Door | | Ladder |
| | Locked Door | | Barred Window |
| | Double Door | | Pillar |
| | Secret Door | | Rubble |
| | Trap Door in Floor | | Burned Area |
| | Trapdoor in Ceiling | | Portcullis |
| | Winch | | |

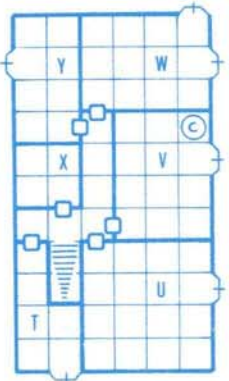


BASEMENT



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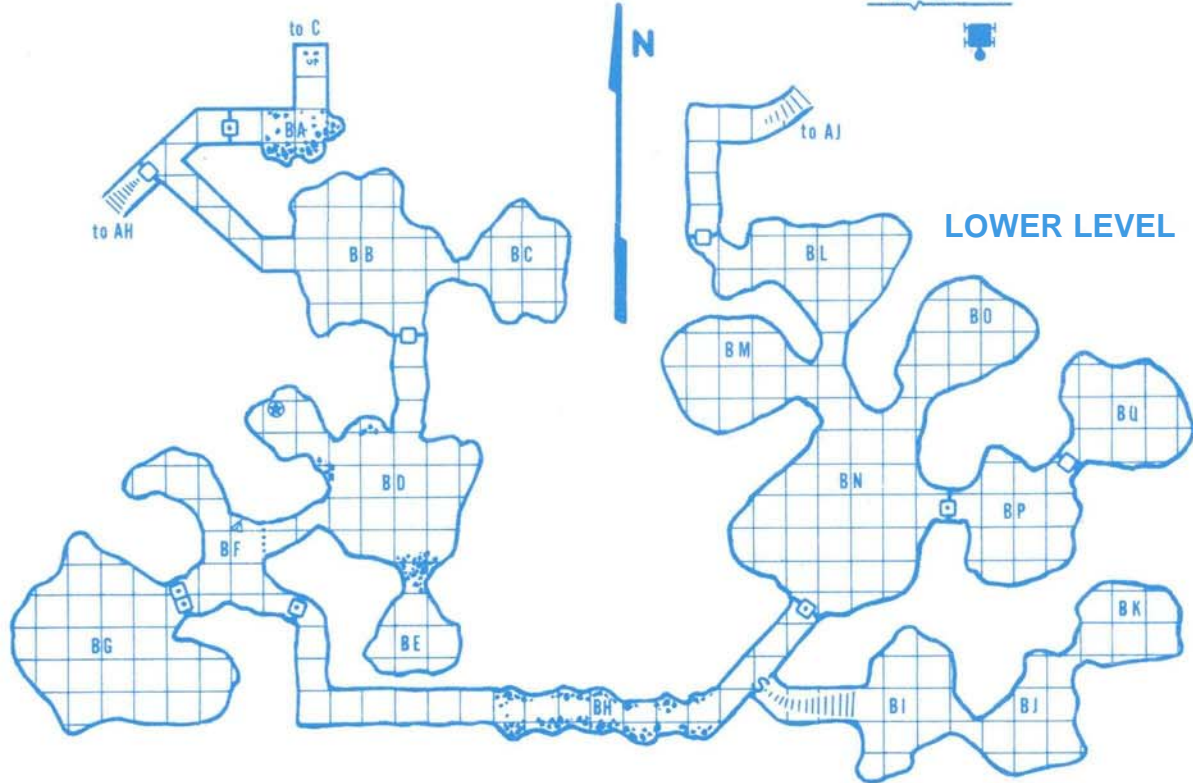
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LOWER LEVEL

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Advanced Dungeons & Dragons®

Dungeon Module #L1 The Secret of Bone Hill

BACKGROUND

The adventures in this module take place in or near the town of Restenford, a fishing port on the Isle of Lendore's southernmost peninsula. The entire island is not depicted in the maps in this module, but all pertinent features are detailed. Lendore Isle is covered with vegetation of all kinds and enjoys a mild climate, varying from semi-tropical warmth in the north (heated by the prevailing warm-water currents) to a more temperate and seasonal south. The island, as are all the Spindrift chain, is populated by scattered communities of humans, demi-humans, and humanoids.

Notes for the Dungeon Master

This module is designed for novice and intermediate level players. The number of player characters should be between two and eight. The recommended level of character experience is from second to fourth level. Magical items available to the party at the start of the adventure should likewise be restricted. Players may either bring in existing characters of the appropriate level, with the DM's approval, roll up new characters as suggested in appendix P of the **Dungeon Masters Guide**, or the DM may wish to use the party of pre-rolled characters included at the end of this module.

A random encounter chart is given below that can easily apply to any large sections of the Isle. All monsters encountered are considered passers-by and are not inhabitants of the specific area being investigated. This chart is applicable to most encounters on open grassland, in forests, or on smaller hills. Some forests and many mountains have specific populations that will be described, in addition to any encounters.

The chance for a random encounter is one out of six (i.e., a 1 on d6). A check should be made three times per day and once each night.

Random Wilderness Encounter Chart

Die Roll	Encounter
1-5	Stirge (2-12)
6-14	Wolves (2-8)
15-17	Worg (1-6)
18-20	Ant, giant, worker (3-18)
21-24	Axe Beak (1-4)
25-27	Anhkheg (1)
28-30	Ape, carnivorous (2-8)
31-35	Beetle, giant, bombardier (1-3)
36-40	Centipede, giant (2-7)
41-50	Rat, giant (2-12)
51-57	Snake, giant constrictor (1-6)
58-60	Snake, giant poisonous (1-3)
61-67	Spider, giant (2-7)
68-70	Halfling (2-6)
71-77	Elf (2-8)
78-81	Dwarf (2-8)
82-85	Gnome (2-8)
86-95	Bandit (3-8)
96-00	Brigand (2-12)

Human or demi-human bands of five or more individuals will be led by a leader of 2-5 level ability. An elvish leader will be a fighter/magic-user of matching levels.

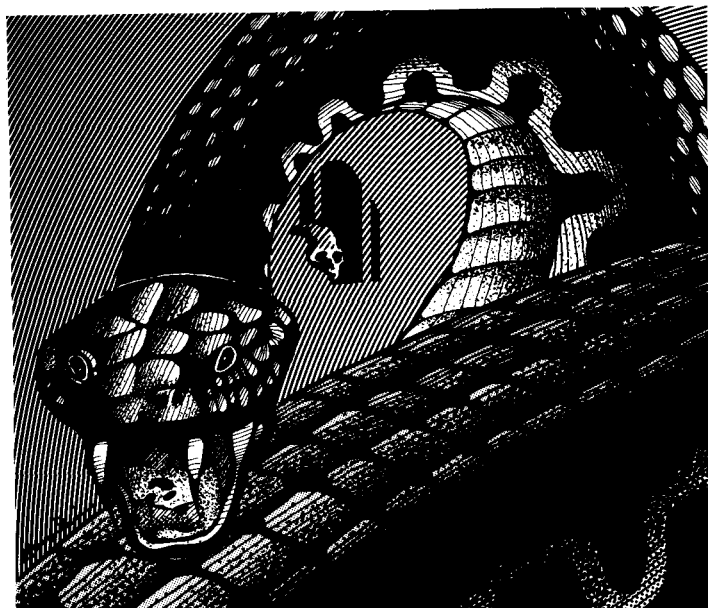
Rumors and facts: The following list is a compilation of various stories, rumors, and facts concerning Restenford and the surrounding area. Any resident of the area might know one or more of these tales. Some of them are absolutely true, some are partially true, and others are utterly false. Those that are partially true will have the false statement(s) italicized. Men-at-arms, peasants, and level 0 figures will not know any of these tales. Only individuals with one or more levels will know any of these stories. The DM also may select which rumors a particular individual might impart. Giving a rumor is not a blatant action. Someone will not just run up to the party in an inn, recite a rumor, and then walk back to his or her table. The party must interact with the person before a tale will be revealed. Individuals basically friendly to the party will not lie about a rumor (i.e., distort it even more). Those hostile to the party, and that does not necessarily mean only evil individuals, might distort a rumor or lie to mislead the party. Characters above 3rd level have a chance of correcting an incorrect or false tale. This chance is based on proximity to the tale's source and knowledge of the same. If the rumor concerns a person in the town, only another town resident will be able to make the correction. The base chance to make a correction is 10% per level of the character. The chance to know one or more rumors is as follows:

Chance of Knowing the Number of Rumors Given

Character Level	1 rumor	2 rumors	3 rumors	4 rumors	5 rumors	none
1.	1-40	41-50	51	—	—	52-00
2.	1-55	56-66	67-68	—	—	69-00
3.	1-70	71-82	83-85	—	—	86-00
4.	1-70	71-83	84-87	88	—	89-00
5.	1-70	71-84	85-89	90-91	—	92-00
6.	1-70	71-85	86-91	92-94	—	95-00
7.	1-60	61-76	77-85	86-91	92-94	95-00
8.	1-60	61-78	79-91	92-97	98-00	—
9.	1-50	51-70	71-86	87-94	95-00	—

Note: The Baron-Champion, the Druid, the Sorcerer, and the Canon in Restenford know one tale per level. The High Priest in the Church of the Big Gamble also knows one tale per level. The option to disclose a rumor is always up to the DM. A person might not tell everything he or she knows.

Once a rumor is told you may substitute others. The DM may create others as needed.



Rumor list (roll d%):

Die
Roll

Rumor

- 01 The Baron of Restenford is really chaotic *evil*.
 02 The Baroness is a lawful good cleric.
 03 The Baronette is an *illusionist* who *wants* the throne of Restenford.
 04 *One of the guards at the castle Restenford is a spy for an evil band of outlaws.*
 05 The captain of the guard of the garrison in Restenford has a magic horn that can cause *walls to collapse*.
 06 *The Baron of Restenford is land-poor and his family is nearly penniless.*
 07 The Baron has it all hidden away under his castle. There is an *unguarded* fortune down there somewhere.
 08 That magic-user who calls himself a sorcerer is only an *enchanter*.
 09 The Baron owns a statue that turns into a man (basically true).
 10 The town has some evil people in it, no matter what the Baron says.
 11 Falco's tavern is run by two *assassins*.
 12 One or more of the clerics at the abbey is really an evil *devil-worshipper*.
 13 The sorcerer has a number of magic users working for him.
 14 There is a mercenary in Restenford. I think he's one of the guards.
 15 The warehouse guard dropped dead a few days ago during a scuffle in the inn with two half-orcs, but I saw him that very night and the half-orcs were found burned to death at the edge of town!
 16 I once saw the bait-dealer fire a shower of sparks into someone's face and the guy fell over in the street!
- 17-24 A child was bitten by a giant rat a few days ago near the crossroad by the abbey!
- 25-28 I have seen things moving around by the old guard house down by the river. They looked like *shadows*!
- 29-30 I know you won't believe this, but some months ago I was down by that old guard house and I saw a skeleton walking! What's worse, he spoke out loud!
- 31-33 The cleric on the hill is an honorable man. Go to him for help
- 34-45 Bone Hill is occupied by huge *orcs*! Beware!
 46-51 They don't call it the DEAD forest for nothing!
 52-60 The dead walk on Bone Hill!
 61-64 I have heard that there is a *ghost* on Bone Hill!
 65-68 There is a ruin on top of Bone Hill. *It is abandoned.* Perhaps there is lost treasure there!
- 69-70 One night I was coming through Kelman Pass when I saw a *woman on horseback ride by and cross into the Dead Forest. Her horse's hooves were on fire!*
- 71-73 *A band of evil gnomes lives in the Dweomer Forest.*
- 74-75 I have seen a high priest come to town from time to time though I have not met him. They say he has a church somewhere within a dozen or so miles of town.
- 76-81 *There is another druid, other than the one in Restenford, in one of the forests near Restenford.*
- 82-84 Our party was attacked by orcs as we crossed the bridge over the Restin River.
- 85-88 *Lark Hill is a haven for bandits.*
- 89 High-Top is a common camp ground for men of the wilderness.
- 90-95 There is a pack of wolves just outside of town to the south. They are the pets of some *evil giant*.
- 96-98 A tribe of *hill giants* lives somewhere in the Pebble Hills.
- 99 *I couldn't believe my eyes. There he was. A giant with two heads. I saw him drinking by the lake near Spring Glade.*
- 00 The Pebble Hills are a *perfectly safe* place to make a camp outside of Restenford.

THE WILDERNESS

Each outdoor location is formatted to make finding necessary information easy and fast. The material is laid out as follows:

LOCATION NAME

Feature:
Inhabitants:
Lair of Major Inhabitants:
Encounter Chances:
Action:
Roster Detail:

Location Name will correspond to one or more named places on the map. A number/letter system is not used because it is easier to relate to a named location. This also adds more depth to play. There are just over 20 named places, and the DM will become familiar with them rapidly. A key is provided on the map.

Feature is a statement of the flora and topography of the hill, forest, valley, spring, river, etc.

Inhabitants is a statement of fauna, including humans, demi-humans, humanoids, monsters, normal animals, etc. A plant monster would be listed here.

Lair of Major Inhabitants refers to those inhabitants that can be helpful or harmful to the party. Thus the locations of bird's nests, squirrels' lairs, snake holes, etc. are not given and are not important. Ordinary innocuous animals are not given. However, a pack of foxes that might attack a party or a wounded adventurer would be located.

Encounter chances gives a percentage chance of meeting the fauna that lives in/on the feature. Various obvious formats are used. One format does not always apply well to all situations. In general, the time of day will play a part in encounter situations.

Action is a statement of what the principal inhabitant(s) will do if an encounter does occur. The DM always has the option to change the action section as he or she sees fit.

Roster detail provides information on armor class, hit points, damage potential, number of attacks, treasure, hit dice, level, spells, magic items, etc.

One or more of the above categories may be omitted in some cases.

DWEOMER FOREST

Feature: The forest is typical; oak, beech, elm, and ash with a few laurel-leaf trees on the southern border. Herbaceous life is plentiful. Paths seem natural and not man-made. In the center of the forest, roughly a circle of one mile diameter, the trees change to walnut, maple, cherry, and apple. Flowers are also very abundant. A small knoll can be seen at the head of this clump of trees. This knoll is treeless but there are numerous bushes. In spring and fall, these bear a small, pale green flower; in summer and winter, a dark green berry. If the berries are eaten, the person will be violently sick for 2-7 days. If the forest is entered during the winter this circle and knoll will be found to always stay above 60°F. even if snow is falling elsewhere. The knoll is about 1000 feet in diameter and rises 60 feet above the forest floor. It is dome-shaped, and atop it can be seen another small dome that is the shape of an egg cut lengthwise about 40 feet tall and 60 feet in diameter.

Inhabitants: At the forest edge numerous small animals can be seen; a lone falcon, small birds of many types (quail, thrushes, wrens, swallows, etc.), squirrels, hares, raccoons, and foxes.

In the inner circle, animal life is quite dense. Atop the knoll is the Church of the Big Gamble. Administering its services are a 10th level high priest, a 9th level high priestess, and five 4th level assistant clergy. These individuals are detailed below.

Encounter Probabilities: 100% to observe birds and animals. It is 40% likely that such an animal, including the foxes, falcon, or raccoons, will come to the party and beg for food. This chance increases to 90% if the party makes camp. On the hill itself it is 35% likely that a party member will see one of the clerics. If the church is entered, the probability of encounter increases to 100%.

Action: The animals will warn the high priestess as soon as someone enters the forest. There will not be a hostile reaction by the clergy if no harm is done to the animals on the hill itself. Picking flowers or taking berries (in moderation) is acceptable. The interaction of the clergy and the service of the church is explained hereafter.

Roster Detail:

Faldelac, High Priest, cleric (AC: 3, 10th level, hp 58, #AT 1, D by weapon, AL CN; S 11, I 14, W 18, D 17, C 15, Ch 13). He wears **bracers of defense** (AC: 3), a **ring of free action**, a **ring of spell turning**, an **amulet of inescapable location**, and carries a **staff of striking** (34 charges). His spells are:

First level: **bless, cure light wounds (x 2), light, remove fear;**

Second level: **chant, find traps, speak with animals, know alignment, hold person, silence 15' r., augury;**

Third level: **animate dead, continual light, cause blindness, bestow curse;**

Fourth level: **detect lie, protection from evil 10' r., cure serious wounds, neutralize poison;**

Fifth level: **commune, dispel evil.**

Faldelac is 45 years old, 5'8" tall, 100 lbs., brown hair and beard, brown eyes. Faldelac is very short-tempered and will not tolerate an insult or obnoxious behaviour. He will quickly act to remove undesirable adventurers from the forest, and will initiate such action at a time when the party is most unaware.

Auburn, High Priestess, cleric (AC: 3, 9th level, hp 43, #AT 1, D 2-7 + 3, AL CN; S 14, I 12, W 17, D 15, C 11, Ch 17). She wears **leather armor +1** and a **shield +3**, and carries a **mace +3**. She can use the following spells:

First level: **detect evil, detect magic, light, bless, cure light wounds, command;**

Second level: **chant, find traps, hold person, augury, speak with animals, know alignment;**

Third level: **cure blindness, cure disease, feign death, remove curse;**

Fourth level: **sticks to snakes, detect lie;**

Fifth level: **flame strike.**

Auburn is 38 years old, 5'3" tall, 110 lbs., with long brown hair and brown eyes.

The remaining five clerics are only briefly sketched below. One might be sent along to see that a **quest** or mission is faithfully discharged.

Posted, Curate, cleric (AC: 4, 4th level, hp 30, #AT 1, D 2-7, AL CN; S 12, I 9, W 14, D 13, C 15, Ch 15). He wears chain mail and shield and carries a mace. Spells:

First level: **cure light wounds (x3), bless, light;**

Second level: **augury, hold person.**

Quail, Curate, cleric (AC: 4, 4th level, hp 19, #AT 1, D 2-7, AL CN; S 15, I 13, W 16, D 13, Ch 18). He wears **chain mail +1** and wields a mace. Spells:

First level: **cure light wounds (x2), bless, protection from good, sanctuary;**

Second level: **hold person (x2), know alignment, spiritual hammer.**

Myla, female Curate, cleric (AC: 4, 4th level, hp 28, #AT 1, D 2-7, AL CN; S 17, I 16, W 13, D 14, C 14, Ch 18). She wears chain mail and shield and wields a flail. Spells:

First level: **bless, cure light wounds (x2), protection from evil;**

Second level: **find traps, silence 15' r.**

Yulla, Curate, cleric (AC 7, 4th level, hp 27, #AT 1, D 2-7, AL CN; S 17, I 15, W 16, D 13, Ch 16). He wears studded leather armor and wields a mace. Spells:

First level: **bless, cure light wounds (x2), protection from evil, sanctuary;**

Second level: **know alignment, hold person (x2), spiritual hammer.**

Telmar, Curate, cleric (AC 6, 4th level, hp 22, #AT 1, D 2-7, AL CN; S 10, I 9, W 13, D 15, C 13, Ch 18). He wears leather armor and a shield and carries a **quarter staff +1**. Spells:

First level; **bless, cure light wounds (x2), protection from evil;**

Second level: **find traps, silence 15' r.**

The egg-shaped building stands 40' X 60' X 18' high. It has six windows of one-way *glass-steel*. Its door is made of solid stone and when it closes it locks via a special enchantment which is not affected by **knock** spells; a **dispel magic** will destroy the enchantment, leaving the huge stone door in place, however. Inside are three rooms; a large outer service room taking up half the building and two smaller back rooms (private quarters) which have doors opening into the main room.

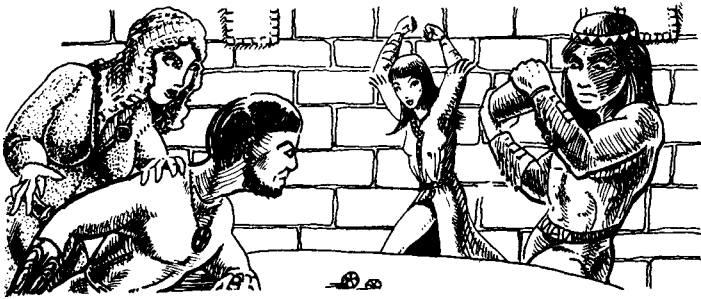
In the service room can be seen a square dais of seven steps, atop which is a lectern. Resting on the lectern is a closed book. The back of the lectern is covered by a drape. Neither the book nor the lectern can be reached without standing on the dais. There are four 3' square tables arranged in a square around the dais (a top view of the configuration is like the pips on a d6 when a "five" is rolled). Each table has four square stone benches around it.

Stepping on the dais automatically closes and locks the door. A bell will ring in the back rooms and the clergy will come in for a "service" after a pause of 2-8 rounds. Naturally they will fight if attacked, using their most powerful spells. If the book is taken off the dais a loud scream will be heard and the clergy will rush out, even if they are not fully armed or armored.

If not attacked, the clergy will invite the party to take seats at the tables and sit among the party after going to the High Priest at

the lectern and receiving from him a leather cup containing two ivory and jade "percentile" dice.

The party will be asked to split up so that at least one party member and one cleric can be at each table. The High Priest will call upon the High Priestess to aid him. He will then produce a pitcher of wine and will fill as many of the small wooden cups (there are 20 in all) as he needs for each person present, including himself and the High Priestess. The wine is produced from the bushes that have the green berries/flowers and produces a state of mild intoxication after imbibing just one small cupful. After each person has imbibed, the High Priest will read from the scripture: "Oh, Master of Lots, bring the Divine Intervention in my behalf this day; all praise to thee, who controls the Destiny of Wagerers!", or "Oh, God of Chance, may the dodecahedrons of fate come up naught-naught!", etc. (add prayers as you see fit along this line). The pitcher itself is worth 200 gp, the dice 100 gp per pair. While "the Word" is being read, the clerics will engage the party in gambling. A stake of 1 gp must be put into the pot. The limit on a bet is 5 gp. Three rounds of rolls will then occur. High roll wins, ties double the pot. Each winner at a table, if more than one exists, will roll off against the other winner(s) at his or her table until a single winner (one per table) will take all of his or her winnings to one of the tables. All must bet, and those who are short must make up the difference or drop out, giving half to the church. Each winner rolls once to see who wins it all and will then gamble against the High Priest.



This temple is an important site for the party. The temple will help those who are not greedy and who do not try to turn the temple into a hostel. The clerics are an excellent source of information about Bone Hill and they can warn a party about it. They believe some undead are there, but they do not know the types or numbers. They might lay a **quest** upon a party who offends them in some way (coming back to the church too often is 20% likely per return trip to upset the High Priest), possibly to destroy the monsters on the hill. They will expect the choice of the second best item gained by the party when the **quest** is fulfilled. The High Priest will use **detect lie** at the same time of questioning to be sure he is getting his choice from the spoils!

This temple has a storeroom for valuables beneath the High Priest's and Priestess' room. Only they know the words to deactivate the two **glyphs of warding** placed on the door. The glyphs will inflict 6-36 points of electrical damage to any meddler (save vs. Spells for half-damage). The temple treasure room contains 405 pp, 1,304 gp, 880 ep, 2,309 sp, and the following numbers and values of gems: 4 x 50 gp each, 6 x 75, 8 x 100, 9 x 250, 3 x 500, and 2 x 1000.

The church might buy a magic item at 20% below normal value (see **Dungeon Masters Guide**, pp. 121-125) if it is useful to someone in the temple. Once friendly contact has been made, the clergy might be willing to sell the bestowal of some spells. These spells, and the cost of each usage, are: **dispel magic**, 850 gp; **neutralize poison**, 2,300 gp; **cure light wounds**, 130 gp; **cure serious wounds**, 400 gp; **commune**, 3,500 gp; **cure disease**, 1,500 gp. Bargaining for a lower price will not be successful. This is the best the party can hope for in the way of aid on their adventures in this area. If they attack the place, the DM must be ruthless!

BALD HILL

Feature: The hill is covered by small plants of various types but trees are solitary and rare. The crest of the hill, nearly one-and-a-half miles by one mile, is dome-shaped and has virtually no vegetation. The land around the crest and down toward the roads and town of Restenford is quite rich. Crops of various types are planted at the base of Bald Hill up to the edge of the town. The most common crops are rice, soybeans, some wheat, and numerous small crops and spices.

Inhabitants: Only small animals dwell here. Brown rats and snakes are quite common, as well as many species of birds. Two small orchards of cherry and apple trees also contain small mammals. A small band of thieves **occasionally** occupies a cave on the northern face of the hill in the direction of Xerbal mountains.

Encounter Probability: In the fields during the day there is an 85% chance of encountering 3-12 persons of various ages tending to the crops in some way, but at night this chance is only 5%. Randomly select these individuals from Restenford homes L to Z (18 choices; roll 3d6), or the druid (#35), or the sellers of fresh foods (#29). Encounters in the fields will rarely be eventful. Remember that the farmers have little, if any, useful information. Small animals and birds are common in the fields; the chances are 40% for 2-5 at night, 60% for 2-7 during the day. The band of thieves is 50% likely to be present in their cave. If that percent is rolled then they will likely take up an ambush position near the bridge of the East Restin River (in the forests on either side of the road) or near the road leading northeast out of town. The chances for laying the ambush in the forest is 75%; along the northeast road, 25%. A band will consist of 2-5 thieves:

Lair of Principal Inhabitants: On Bald Hill, the cave is located roughly one mile due north from the summit of the hill. The thieves will be on the face of Xerbal Mountain, in the small forest east of the East Restin River, when not in their cave lair. When in the Xerbal Mountain retreat they will not attack parties on the road.

Roster Detail: The band of thieves are orcs, led by two half-orc leaders.

Krellus, half-orc fighter/cleric (AC 1, MV 9", 5th level fighter/4th level cleric, hp 32, #AT 1, D by weapon type AL CE: S 14, I 12, W 14, D 13, C 12, Ch 8). He wears **chain mail +2** and a **shield +1** and carries a **flail +2** and a **girdle of ogre strength** (+3 to strength, +2 to hit and +4 damage). He knows the following spells:

First level: cure light wounds, curse, detect magic, protection from good;

Second level: hold person (x2).

He carries 2-40 gp, 3-30 ep, and a 500 gp value gem.

Gorgharg, half-orc thief, (AC: 7, MV 9", 5th level thief, hp 24, #AT 1, D by weapon type, AL LE; S 13, I 17, W 10, D 14, C 13, Ch 11. He wears **leather armor +1**, and carries a sling, a **longsword +1**, and a **dagger +1**.

Orcs, (8; AC: 5, MV 9", HD 1, hp 7, 7, 7, 5, 5, 4, 4, 4, #AT 1, D by weapon type). They wear chain mail and carry longbows and flails, plus each has 2-40 gp.

In the Bald Hill lair is a small stash of 84 gp, 120 ep, 330 sp. It is hidden behind a loose rock in the cave (treat as a concealed door). They have a second lair in the Xerbal Mountains, a small stone building (20' X 30') with no windows but with two iron-reinforced doors. Some treasure is in the half-orcs' room in a chest trapped with a poison needle (save vs. Poison or die). Inside are 18 pp., 104 gp, 134 ep, 1,350 sp, and some gems: 4 x 100 gp, and 2 X 200 gp. There also is a **short sword +1**, a scroll of **dimension door**, and a potion of **gaseous form**.

GUARDIAN PEAK, LARK HILL, HIGH TOP, LOW POINT, REDDY FOREST.

General: These sites are often used as campgrounds by travelers, and for the purpose of this module they will be sites for special encounters. Four NPC's are given here and others may be added as the DM sees fit. Other hills and forests may also be added to this list if the DM desires. When each of these locations is entered/climbed, roll the percentile dice and use the **Random Encounter Table** given at the beginning of the module. However, if a 68-00 is rolled, ignore the given result and substitute one of the NPC encounters listed under **Roster Detail**.



Features: The hills and the depression among them all are grass-covered, with bushes and rock outcroppings every 50 to 300 feet. Small stands of trees are quite common. The larger copses are shown on the map. The Reddy Forest is typical of the area. Herbaceous plants are common and thick. A stand of walnut trees occupies most of the base of Low Point.

Inhabitants: As indicated by the **Random Encounter Table**. A d4 should be rolled, with 1 indicating that the table should be consulted. If the party makes a camp, they should make a check every six hours.

Roster Detail for Special Encounters (68-00 on the d% roll):

Tolvar, Conjurer, Magic-user (AC: 8, MV 12", 3rd level, hp 10, #AT 1, D 1-4, AL CN; S 13, I 16, W 14, D 14, C 10, Ch 8). He wears **bracers of defense** (AC 9), a **ring of protection +1**, a dagger, and his spell book. He has 110 ep in a purse. The spells in his book are:

First level: sleep, charm person;

Second level: invisibility.

Tolvar is an adventurer down on his luck. For a good offer he will become a henchman.

Locinda, half orc, female Cutpurse/Swordswoman, (AC 8, MV 12" 3rd level thief/fighter, hp 21, #AT 1, D 3-9, AL CN; S 17, I 14, W 8, D 14, C 13, Ch 8). She wears leather armor and carries a **broadsword +1** and has 32 gp. She can be hired for an expedition. She is an adventuress who recently arrived on the island.

Martin, Strider, ranger (AC: 4, MV 9", 2nd level, hp 27, #AT 1, D 3-9, AL NG; S 14, I 13, W 14, D 12, C 18, Ch 11). He wears chain mail and shield and wields a **broadsword +1**. Martin is also a potential henchman. He is on no special mission. However, he is easily offended and expects people to take him at his word. Those who insist on using **detect lie**, **know alignment**, **detect good/evil** spells, etc. will alienate him at once. He is quite poor, having only 1 pp and 13 ep.

Volcifar, Waghalter assassin (AC: 6, 3rd level, hp 16, #AT 1, D by weapon, AL LE; S 14, I 15, W 17, D 16, C 13, Ch 11). He wears leather armor and a **ring of protection+1**, and carries a broadsword, a **sling of seeking +2**, a **dagger of venom**, and a **ring of spell storing**, containing (and permanently set to hold) **mask alignment** (reversed **know alignment**) and **dispel magic**. The ring must be empty before it can be filled again. Volcifar is lawful evil but will pass himself off as lawful neutral. He will submit to **detect evil**, (masking the attempt) but not to **know alignment**. He will say that the particulars of his philosophy are his business, but that he is not evil. He is very unlikely to murder a party member, even for a quick gain, but if an animosity builds up between a player character and himself he might then try to do him or her in. If the party saves his life in a direct manner he will be loyal, as he is highly lawful. Remember that he has first level thieving abilities, though he will pass himself off as a second-level thief. If the party has too many characters of good alignment, especially chaotic good, he will likely drift away after an adventure, perhaps taking a good item with him. He carries 84 ep and 10 gp.

DM Note: It is recommended that whenever a henchman is added to the party that the Dungeon Master not simply rattle off the character's statistics, magic items, and other abilities. A henchman will tell his or her boss about himself/herself but will not lay out his or her life for a perfect stranger. Once a few adventures have occurred, he will be freer with information about himself/herself. Obviously this is even more true of a hireling. The DM must not let the party know more than what is reasonable. If a player is given the character to portray, the DM must have the final veto over any action of the hireling or henchman. The DM should tell the player what he or she needs to know to portray the character but reserve the right to release data on that individual as necessary.

PEBBLE HILLS, TRI-TOP, KELMAN WOODS, SPRING GLADE.

General: This part of the Kelman Hills is occupied by a band of gnolls and a pack of wolves. The gnolls have some small control over the wolves but often operate independently.

Features: The hills are quite rocky, and boulders are very common (naturally!). Grasses grow in clumps, as do bushes. Large sections of the hills are sandy or rocky with no plant growth whatsoever. The few small copses of trees are normal forests with abundant bushes. The Kelman Woods is atypical forest, but evergreens, oaks and laurels are thick along the coast and common up to a half-mile into the forest. Spring Glade is quite luxurious. It is partially watered by the large lake, which is fed by underground streams running from the hills. The trees are very large and old, some standing over 100 feet tall. Herbaceous growth is not as thick as in some of the forests of the southern peninsula, but mosses are very common and thick.

Principal Inhabitants: Random encounters with animals and other creatures are not common here. When using the **Random Encounter Table**, only a 1 rolled on a d10 will indicate an encounter. The gnoll band is made up of six adult males, three adult females, and eleven children. There is also a wolf pack of three worg leaders, nine dire wolves, and a dozen young cubs.

Lair of Principal Inhabitants: The gnolls have a lair in the valley among the peaks of Tri-Top. It is a small town of six stone huts. The wolf pack has a lair in the Kelman Woods at the very base of Tri-Top within 200 feet of the woods' edge.

Encounter Probability: For small animals, the probability is 10%. There is also a chance of an encounter from the Random Encounter Table, according to the party's location and using the table below. Consider the chance of encounter to be equal at day or night time, though the DM might wish to change the given percentage chances.

WILDERNESS ENCOUNTER TABLE

Location	Chance of Encounter	Encounter
Road near Kellman Woods	20%	2-5 wolves, 1 worg
Road from woods to Kelman Pass	40%	1-4 gnolls (at least 1 adult male), 1-4 wolves
Along road from Kelman Pass to Tri-Top	55%	2-7 gnolls (at least 1 adult male)
Pebble Hills	65%	1-4 gnolls (at least 1 adult male)
Tri-Top (except lair)	80%	3-8 gnolls (any type)
Tri-Top lair	100%	5-20 gnolls, 1 ogre
Near the lake	35%	1-4 gnolls, 1-4 wolves
Spring Glade	15%	1-2 gnolls or 1-2 wolves
Spring Valley	30%	1-3 gnolls, 1-3 wolves
Kelman Woods (within mile of wolf lair)	100%	3-12 wolves (including worgs), 7-12 cubs
Kelman Woods (remaining area)	40%	3-8 wolves, 1 worg

To determine each member of a gnoll band, roll a d20; a result of 1-6 indicates an adult male, 7-10 an adult female, and 11-20 a gnoll child. When "at least one adult male" gnoll is specified, include a male even if the second die roll produces no adult. For the wolf pack, a d12 is rolled, with 1-3 indicating a worg, 4-12 a dire wolf. Wolves, however, should always outnumber any worgs by a 2:1 margin in any pack.

Action: The wolves and gnolls are hungry for wealth and food. However, they only will attack from concealment and only if they have a numerical superiority or equality with the party. If the ogre is present they might attack if they are down by only one or two persons. If they are too weak to attack they will go for help. The wolves can contact the gnolls by howling and the gnolls can contact the wolves by blowing a horn. The fact that this alerts their prey does not alarm them since they will likely attack with a large numerical superiority once reinforcements arrive. They will not go into the Dead Forest, nor will they go into the northern portion of the Kelman Hills.

Roster Detail: There are 20 gnolls here: six adults (AC: 5, MV 9", HD 2, hp 15, 15, 14, 14, 13, 13, #AT 1, D: halberds, 1-10) three female adults (AC: 8, MV 9", HD 2-12 hp, #AT 1, D: 1-4) and eleven children (AC: 8, MV 9", HD 1-6 hp, #AT 1, D 1 point per hit). The gnolls' leader is an ogre (AC: 5, MV 9", HD 4 +1, hp 33, #AT 1, D club, +1 to hit, +2 to damage). The ogre wears a **brooch of shielding** that can absorb 35 points of **magic missile** damage. The wolf pack consists of three worg leaders (AC: 6, MV 18", HD 4 +4, hp 28, 26, 24, #AT 1, D 2-8), nine dire wolves (AC: 6, MV 18" HD 3+3, hp 15, 15, 15, 15, 15, 12, 12, 12, #AT: 1, D 2-8), and twelve cubs (AC: 7, MV: 18", HD 8 hp each, #AT: 1, D 1-4). The ogre carries a large sack that holds his treasure. It contains 24 gp, 170 gp, 310 sp, and some gems: 4x500 gp, 3x100 gp, 2x250 gp. The six adult male gnolls carry the following treasure: #1, 42 gp, #2, 41 gp, #3, 11 gp, #4, 8 gp, #5, 39 gp, #6, 41 gp. The three female gnolls carry the following: #1 20 ep, 17 gp, #2, 30 ep, #3, 37 ep. The young gnolls have no treasure. There is additional treasure in the gnoll lair. The huts form a circle with the boss' hut in the center. The perimeter huts contain the following: #1, 31 gp, 48 ep, 27 sp #2, 138 ep; #3, 26 ep and a potion of **extra healing**: #4, 71 gp, 38 ep; #5, gems: 4 x 75 gp, 1 x 100 gp. All of this treasure is hidden and must be located as per a concealed door. In the ogre's cave is 27 pp, 280 gp, 1,340 sp, and gems: 10 x 50 gp, a **shield +1**, a **battleaxe +1**, two potions of **healing**, and a **wand of magic missiles** with seven charges left.

Within the wolf pack lair is no treasure, but there are the bodies of three victims within 1000 feet of the lair. The bodies are lying apart from one another. Body#1, elf; in its purse are 28 gp, 47 sp, and a special **ring of invisibility** that functions for only one hour

at a time once every 24 hours. Body #2, human; in its purse are 7 gp, 8 gp, a potion of **climbing**, and it wears **scale armor +1**. Body #3, dwarf; in its purse are 31 gp, 18 sp, and a set of lock picks that add +8% to a thief's percentage chance for successfully picking normal locks (no bonus for complex or magical locks).

BONE HILL AND THE DEAD FOREST

Feature: The hill rises to a height of over 1400 feet. Atop it are the remains of a ruined castle which can be seen by those of keen eye. The hill itself is rocky, and boulders large enough to conceal a mounted knight occur frequently (every 800 to 1500 feet) with other large formations within 2500 feet of the ruin. The area around the ruin is level, with the large rocks and boulders deliberately removed. The hill has wild grasses and shrubs growing about its base, but near the 1200-foot mark and higher there is virtually no vegetation. This is unusual, as the hill should abound with plant life. Within 3000 feet of the ruin there are no large bushes and no plant cover (a ranger or druid might note that the land has been cleared often and recently). The forest is typical of the area with respect to plant life. Bushes are abundant, and trails and natural passages are few. However, no animal life is seen (see below).

Inhabitants: The hill/ruin is occupied by a symbiosis, though not all the partners are "alive". During the day the ruin's upper level is guarded by a band of bugbears (6 adult males, 5 adult females, and 9 young) supported by an evil magician. Two of the bugbears are shamans. At night the ruin is run by the undead — a wraith, a zombire, a skelter, 8 zombies, and 12 skeletons (the zombire and skelter are defined below). Other monsters exist in the lower ruin levels, but since they are not mobile and never venture outside, they will be discussed as they are encountered. In the forest normal small mammals and birds are not to be seen. Insect life, though, is very widespread, including such creatures as wasps, flies, bees, and locusts. There is a 15% chance of encountering 1-2 normal-sized poisonous vipers (see below). Finally, strange forms of undead may be encountered. There is a 1 in 6 chance per turn of an encounter from the following table (roll 1d6 for the exact result):

- 1-3 Normal skeletons (2-12)
- 4-5 Animal skeletons (2-8)
- 6 Ghoulstirges (2-8)

Lair of Major Inhabitants: The ruin, as shown on the map of above-ground levels, is home for the bugbears, magic-user, and undead. The forest has no actual lairs, but there is a strong likelihood of encountering wandering monsters (see below).

Encounter Probability: The hill — Below 1200 feet of elevation, (i.e. no closer than 2500 feet to the ruin,) there is a 1 in 6 chance of an encounter (check every half-mile traveled by the party). This encounter will be either a lone skeleton (60%) or zombie (40%) lurking behind a boulder. These encounters are not part of the ruin population.

Within 2500 feet of the ruin the chances of a dangerous encounter increases, as modified by the time of day. In daytime, there is a 1 in 10 chance (check each turn) of meeting a lone bugbear going to the ruin. He is not part of the ruin population but is seeking employment. He only knows that some of his fellows work here; he does not know how many are here, who runs the complex, or of the presence of the undead. At night there is a 1 in 4 chance of an encounter (check each turn). The following table should be used to determine the creature(s) encountered whenever an encounter is indicated:

- 1 Wasp, Giant (1)
- 2 Scorpion, Giant (1)
- 3 Centipede, Giant (1-3)
- 4 Viper, Poisonous (1-3)
- 5-6 Ghoulstirges (1-4)

Poisonous vipers (AC: 8, MV 12", HD 1+4, D bite for 1-4, plus save vs. Poison at +2 or die) have no treasure and will always attack.

Ghoulstirges (AC; 7, MV: 3"/8", HD: 1 + 6, #AT: 1, D 1-4 plus paralysis and blood drain). On the first successful hit the ghoulstirge does 1-4 points of damage and paralyzes the victim unless a save vs. Paralyzation is made. Every round thereafter, the ghoulstirge does 1-6 points of damage **automatically**, through blood drain. When the ghoulstirge has drained 12 points, it detaches from the victim and flies away to digest its meal. The ghoulstirges are 70% likely to guard a nearby treasure (on the body of a former victim). The treasure will contain 6-60 gp, 8-80 ep, and is 40% likely to also contain either a miscellaneous potion or scroll with 1-4 1st and 2nd level clerical spells.

Animal skeletons (AC: 9, MV: 12", HD: 1-4 hp, #AT: 1, D: 1-2 points per hit) will be of small mammals such as hares, squirrels, opossums, rats, foxes, etc. As with normal skeletons, these undead will attack until destroyed or turned. They have no treasure.

Action: Every creature in or under these ruins hates and fears living beings, and thus they will jealously guard their treasure troves and seek at every opportunity to destroy any intruders. The wraith was once a mighty, evil warlord who now acts in concert with the magic-user to further its own hate-filled purposes. Likewise, the skelter and zombire who roam this site (detailed below) are unique beings, once utterly evil henchman of the wraith in life but then physically destroyed and cursed with undead forms, sustained by the powerful evil of this ancient and diabolical spot.

Roster Detail: The Ruin. Telvar, human Magician, Magic-user (AC 8, 6th level, hp 18, #AT 1, D 1-4, AL CE). He wears a **cloak of protection +2**, and is armed with a dagger, and a **wand of fear** with 5 charges left. He knows the following spells:

- First level:** detect magic, magic missile, protection from good, sleep;
- Second level:** darkness 15' radius, invisibility;
- Third level:** fire ball, protection from normal missiles.

If possible, Telvar will activate both protection spells prior to an encounter. His spell book is kept in room **W** of the ruin.

Bugbear shamans: (2) (AC: 3, MV 9", HD 3d8 +3d4 +1, hp 27, 21, #AT 1, as 4 HD monster, D2-8. Each shaman wears **splint armor +1** and carries a morning star. Bugbear #1 has the following spells:

- First level:** cure light wounds (x2), cause fear (reversed remove fear);
- Second level:** augury, silence 15' r., (a special grant from the gods).

He also carries 125 gp. Bugbear #2 has the following spells:

- First level:** cause fear, cure light wounds, protection from good;
- Second level:** resist fire, silence 15' r.,

He also carries 32 gp and a gem worth 200 gp.

Adult male bugbears (4) (AC: 5, MV 9", HD 3 + 1, hp 22, 20, 18, 17; #AT 1, D 2-7). Each bugbear has a mace and carries 1-20 gp.

Adult female bugbears (5): (AC: 6, MV 9", HD 1 + 1, hp 8, 7, 7, 6, 6, #AT 1, D 1-4). Each carries from 1-12 gp.

Young bugbears (9): (AC: 7, MV 9", HD 1-4 hp, hp, 4, 4, 4, 4, 3, 3, 2, 2, 2, #AT 1, D 1 point per hit). Each carries from 2-8 ep.

Wraith: (AC: 4, MV 12"/24", HD 5 + 3, hp 30, #AT 1, D 1-6 plus one life-level energy drain; hit by silver or magic weapons only).

Zombire: (AC: 5, MV 12", HD 3 + 3, hp 18, #AT 1, D 2-12). The zombire is not slow like a zombie but might pretend to be so in order to deceive the party while approaching. A zombire is immune to **hold, charm, sleep**, and cold based spells, in addition to poison. It can be turned as per wraiths. In addition, the zombire, the animated corpse of a low-level magic-user, can cast the following spells:

First level: magic missile, protection from good.

It carries 20 pp and a potion of **fire resistance**.

Skelter: (AC: 6, MV 12", HD 2 + 2, hp 16, #AT 1, D 1-10). The skelter, like the zombire, is the animated remains of a once very evil low-level magic-user. It is immune to the same attack forms as listed for the zombire and can cast the following first level spells: **shield, sleep**. It can be turned as per wights and has 42 gp.

Skeletons (12): (AC 7, MV 12", HD 1, hp 8, 8, 8, 8, 6, 6, 6, 6, 5, 5, 5, #AT 1, D 1-6).

Zombies (8), MV 6", HD 2, hp 16, 16, 15, 15, 14, 14, 13, 13, #AT 1, D 1-8).



Observation from the ruin: Whenever a party approaches the ruin, there is a chance they will be spotted by a watchful guard. The table below gives the percentage chance of a party being spotted if it approaches within 2500 feet of any given location, as modified by day or night conditions. If the party is spotted, the alarm will be raised in the ruin within 2-8 turns, after which time surprising its inhabitants will be impossible. Note: if the party takes precautionary evasive action as it proceeds (darting from concealment to concealment, hiding behind cover as it advances, etc.) then the chances of being observed are modified by 20% in the party's favor. At night, using bright lights such as torches guarantees being observed.

Ruin location	Day	Night
A	10%	60%
B	50%	40%
D	10%	20%
E	30%	55%
F	70%	45%
G	75%	50%
M	20%	20%
T	95%	75%
U	95%	75%
V	80%	50%
W	80%	50%
X	90%	80%
Z	80%	50%

A. THE TOWER.

This tower has three levels and a roof. A huge 10' x 12' hole is at ground level on the northwest face. The outer walls are quite secure structurally; only a very severe blow would cause any further opening in the breach. There is virtually no chance the tower would collapse. The inside structure, however, including the roof, is very old and rotted. The staircases are made of stone and built into the wall, and will not collapse unless the wall caves in. Each 10' x 10' section of floor and roof can support 100 lbs. of weight safely. Each three pounds of additional weight means a 1% chance of causing the flooring/roof to collapse, taking along any floors below as it falls. A falling character will take 2d6 points of damage per level fallen, with a 70% chance of the character being hit by 1-4 large stones for 1-6 additional points of damage each. Once collapse begins, a character can attempt to jump to a staircase. This jump has a 6% chance per point of dexterity over 9 of succeeding. Those characters on a staircase when a floor above falls in have a 60% chance of being hit by 1-4 stones. Items carried that are not in packs or belt pouches must make a saving throw versus normal blow for every 7 points of damage taken by the owning player.

In the floor of the second level is a secret compartment which can be found by inspection from above, unless this floor collapses, in which case from 3-30 gp will rain down amid the rubble. Investigation will reveal the balance of 250 gp still in the intact floor sections along with a pouch containing a **ring of feather falling**.

The lowest level of the tower is always occupied by undead: 2-20 might be present. They sally forth only at night, but if a melee is in progress they will come out to aid the bugbears or the magic-user. The procedure for determining these undead is, first roll 2d10 for quantity, the 1d20 for type: 1-3 indicates animal skeletons, 4-8 normal zombies, 9-13 normal skeletons and 14-20 a mixed force of skeletons and zombies as the DM sees fit. Subtract all undead losses from the provided roster. The living never enter the tower.

A stairway leads down from the first level to room **AJ**.

B. COLLAPSED WALL.

This is a section of collapsed wall. Among the rubble are a number of nearly spherical rocks of roughly one-foot diameter, with some split into fragments. A catapult once hurled these at the wall. A lone bugbear will be on guard here 70% of the time. In the rubble is a skeleton, not part of the roster (AC: 8, MV 12", HD 1, hp 7, #AT 1, D 1-6). It will attack anything that crosses the rubble, except a bugbear. The skeleton is the remains of one of four bodies here, none of which has any treasure. The skeleton is on guard both day and night. It can be noted that the animated skeleton is a bugbear, while the other bones are of elves.

C. SIEGE TOWER.

This is the remains of a siege tower, fallen and rotting, with many sections burnt away. The tower is at the center of a 80' diameter circle of scorched ground (marking the use of a **fire ball**) and some darkening can be seen on the wall. The charred bones of three bugbears can be seen amid the ruin. If the siege tower is partially moved a secret trap door might be revealed (normal chance to spot) leading to location **BA**, below.

D. COURTYARD.

This is the heart of the courtyard. A 80' diameter circle of burnt remains (left from a **fire ball**) can be seen. Within this circle are seven skeletons; 4 humans and 3 bugbears. None of them are animated. From 1-4 undead might be on patrol here at night (they will be mixed types from the roster).

E. GUARD TOWER.

The old guard tower is not used by the bugbears, but there is a 70% chance a skeleton, zombie, or ghoulistirge might be here at night. Inside the tower is a special bronze **horn of valhalla** in the hand of a bugbear skeleton lying in the corner. The horn is aligned with chaotic evil and will summon only warriors of that alignment (2-8 Fighters: AC: 4, MV 12", HD: 2nd level, #AT: 1, D: by weapon type), armed with spears and longswords. These warriors will attack any but chaotic evil individuals when summoned. (The bugbears and magician would love to find this treasure, naturally, since they could use it, but they don't come here because the undead occupy it at times.) The summoned warriors are immune to **charm** and **hold** spells.

F. GATEWAY.

Here are the remains of a battering ram and the old portcullis that fell on top of it. Six skeletons lie in the rubble, one of which is animated (AC: 7, MV 12", HD 1, hp 6, #AT 1, D 1-6). During the day there is a 10% chance of encountering a bugbear here (AC: 5, HD 3+1, hp 20, #AT 1, D 2-8) not on the roster.

G. COLLAPSED WALL.

This portion of broken wall has been smashed by repeated hits from a catapult. Two elven skeletons lie in the rubble. If they are dug up, one will be found to be wearing a pair of **boots of elvenkind**. There is a 15% chance of encountering a bugbear (AC: 5, HD 3+1, hp 22, #AT 1, D 2-8) here during the day (not on the roster). Inside of the wall is an animated skeleton (AC: 7, MV 12", HD 1, hp 7, #AT 1, D 1-6). It will not attack bugbears.

H. THE CATAPULT.

These are the remains of a catapult, rotting with age. Amid the rubble is an animated hill giant skeleton (AC 8, MV 12", HD 4, hp 18, #AT 1, D 1-6+4). It can be turned like a normal skeleton. It carries 72 ep and a pouch of gems, 6 x 20 gp in value.

I. CASTLE HALL.

This is the entrance hall. The castle itself has taken very little damage save the hole at location **M**. The walls and floors are intact and solid. The furniture in the entrance hall is damaged, though it once was apparently of very good quality. A large bar has been added to the outer double doors. The bar is always in place at night. It can be broken by strength at -7% from a character's *bend bars* percentage. During the day a bugbear (any age) is 20% likely to be here. At night this location serves as a guard post and is occupied by 1-2 bugbears (60% chance to be adults, 40% to be children). Even young bugbears are attentive on duty since the magician has killed more than one who had been lax in his duty.

J. GUARD POST.

This room used to be a guard post. Furniture has been removed, and each turn there is a 7% chance of a bugbear (AC: 5, MV 9", HD 3+1, hp 20, #AT 1, D 2-8) wandering in.

DM note: This wandering monster percentage is for normal situations. If an alert has been sounded the bugbears will take defensive positions in rooms **J** or **K**. The magician will be in room **V**, **W**, **U**, or **Z**, where he can cast a spell or use a wand at those in the courtyard or approaching the ruin.

K. WAITING ROOM.

This is a waiting room with six chairs. Many of the chairs are damaged from improper care. A bugbear (AC: 5, MV 9", HD 3+1, hp 21, #AT 1, D 2-8) might wander in 12% of the time, the magician, 4%.

L. ARMORY.

This room's door is reinforced with metal bands and has also been **wizard locked** by the magician. The room was once a barracks and weapons room. The remains of six beds are here, and six footlockers. There is a weapon rack with 12 spears and 8 short bows on a wall (all the weapons are rotted and useless). The lockers have been opened and items have been strewn about.

M. THRONE ROOM.

This room was once the throne room. Its back wall was disintegrated along with the throne long ago. The bugbear children often play here during the day, watched over by one of the females. The room was decorated by frescoes of men and elves fighting together against bugbears. These paintings have been defaced and partially destroyed. The room's door is barred from the other side (the side in room **K**) and is always in place at night.

N. BARRACKS.

This room is used as a barracks for the bugbears. Three females and four males live here. They own no treasure other than the gold carried on their persons. If not on alert, there is an 85% chance of encountering 2-7 bugbears at night and a 55% chance for encountering 1-4 in the day.

O. SHAMAN'S QUARTERS.

This room is the quarters for the first bugbear shaman and his wife (the other shaman and his wife live in room **P**). This shaman possesses two blocks of **incense of meditation** mixed with, but distinguishable from, eight ordinary blocks of incense. This treasure is in an iron chest along with seven gems worth 10 gp each. The chance of encountering the bugbears living here is 40% in the day for 1-2, and 80% at night for both.

P. SHAMAN'S QUARTERS.

This room is lived in by the second bugbear shaman and his wife. He possesses a scroll of four spells: **spiritual hammer**, **prayer**, **detect lie**, and **tongues**. There is a chest in the room containing his treasure, 240 gp. It is guarded by a **glyph of warding** placed there long ago by a friendly companion shaman. It will explode for 10 points of explosive damage affecting everyone in the room (save for half damage).

Q. PANTRY.

Most of the good food once here has long ago been eaten. What remains is mostly iron rations made for bugbear tastes. There are few fresh foods.

R. KITCHEN.

Any items of value once here have long ago been taken away.

S. DINING ROOM.

The large table in this room has been marred and is partially rotted. The chairs likewise are badly marked and damaged. There is a 20% chance of encountering a wandering bugbear here. The door leading from this room to room **M** is nailed shut, and can be opened as per bend bars at -3%.

T. STORAGE ROOM.

This was formerly a storage room but is now a lookout post during the day. There is a 70% chance of encountering a bugbear here. The window is closed at night.

U. CHILDREN'S QUARTERS.

This is the living quarters of the young bugbears. There is a 65% chance of encountering 2-9 in the day and a 95% chance of encountering 6-9 at night. An adult bugbear will be watching here 65% of the time during the day. The window shutters are closed at night.

V. MAGICIAN'S BEDROOM.

Telvar the magician sleeps and rests in this room. There is a secret door to room **W**, and a trap door leading up to room **Z**. They are both **wizard locked**. The windows are barred with steel (bend bars at -12%) and are shuttered closed at night. This bedroom has been repaired and refurbished. It contains a large bed, a padded chair, a foot locker, a wardrobe, a four-drawer chest, and a portrait of the magician on the wall over the bed. The locker contains traveling clothes, none of which are magical. The wardrobe holds four robes and three cloaks, which are also normal clothing. Behind the portrait is a small secret compartment containing a pouch with 47 pp and 10 gems: 7x20 gp, 3x50 gp.

Telvar may be found in any of the three rooms (**V**, **W**, **Z**) of the second and third floors, or he may be in a different part of the ruins altogether. The table below should be consulted to determine his exact location as soon as the party begins exploring this area (rolling d%).

Location	Night	Day
Room V	1-49	1-29
Room W	50-69	30-65
Room Z	70-94	66-85
Elsewhere in the ruins	95-00	86-00

W. WORKSHOP.

This room is the magician's workshop. The door to it (as well as the secret door to **V**) is **wizard locked**. It contains a large table with beakers, flasks, and general lab equipment. Telvar was an apprentice to an alchemist in his early youth and still enjoys experimenting with and mixing potions. On a series of shelves are forty bottles and flasks, and eight of them hold magical potions or mixed potions. These eight will radiate magic. The other bottles contain only common chemicals. Sixteen of them are harmless if imbibed but may leave an aftertaste for some hours. Mixing liquids in the stomach is never wise, and if someone is so foolish as to do so then a mild or toxic poison could result (roll d%; 1-60 produces no ill effect, 61-90 mild poison (save vs. Poison or take 1-12 points of damage), 91-00 toxic poison (save vs. Poison or become extremely ill, taking 3-18 points of damage). The illness will totally incapacitate the character for 2-40 turns, or until a **neutralize poison** is applied). The remaining 16 bottles will produce poisoning effects upon drinking automatically. Twelve are *mild* poisons and four are *toxic* poisons.

The eight magic potions are:

1. A normal **extra healing** potion.
2. An **extra healing** potion mixed with a potion of **diminution**. A sample will produce noticeable curing but the shrinking effect is only 30% likely to be noticed by the drinker, 15% by another person of the party. If the full potion is imbibed the curing effect is complete but diminution will reduce the person to 50% of his or her normal size. Alas, his or her gear will not shrink at all. The shrinking will last for three turns.

3. A normal potion of **hill giant control**.
4. A potion of **polymorph self** crossed with a potion of **vampire control**. This one was a real discovery, but when tested it will give no indication of its nature other than a "good feeling", a "warm tingling", or "an unexplained desire". When fully imbibed, the figure will become nervous and excitable. He or she will want to do "something" but will not know what it is. Caution will not be exercised. The very next living thing the character mentions, however, is what he or she will become! Character classes like magic-user, fighter, etc. will not produce any change since profession is not a physical form. The effect will last for 2-12 days. Objects worn are allowed a save of 12 or better or they become part of the polymorph unless the altered form is one that wears similar gear under normal circumstances. The polymorphed form still has the same mind, but the abilities could be radically changed. If no form is named within 24 hours of game time no transformation will occur.
5. A normal potion of **growth**.
6. A normal potion of **sweet water**.
7. A potion of **gaseous form** crossed with a potion of **invisibility**. Testing this liquid will produce translucence in the entire figure. If the entire potion is consumed the figure will become gaseous and then vanish. His or her items will become gaseous as well. Obviously, he or she cannot communicate at all in this state. Vision is likewise slightly obscured. Hearing is quite impossible. Only taste and smell are fully activated. A vague sense of touch, especially temperature sensitivity, does exist. The character has a move of 9" per round, slightly slower if penetrating a small hole, crack under a door, etc. After 20 rounds the invisibility wears off and the cloud is visible. This cloud remains gaseous for a further 8 turns. The cloud can be damaged by lightning and magical fire, and a whirlwind does double damage.
8. A Potion of **longevity** crossed with a potion of **speed**. A test sample will produce a craving for the rest unless a save vs. Poison is made. If the save is successful, the character will talk rapidly for a few minutes but will feel terribly robust and hardy. The full potion will cause the character to become 5 years younger while being able to move at a 50% bonus for 30 rounds. The character must also, however, suffer two system shock rolls. If either check fails the character takes a total of 2-20 points of immediate damage.

Also hidden in this room, in a false back of the writing desk (normal writing equipment, blank scrolls, ink, brushes, etc. will be found in the drawers) is the magician's spell book. The false back has a **magic mouth** that screams "Thief! Thief! Thief!" twenty times when the back is opened by anyone save Telvar. The book contains the following spells:

- First level:** charm person, detect magic, jump, magic missile, protection from good, (reversed protection from evil), read magic, identify, sleep, shocking grasp
- Second level:** darkness 15' r, ESP, invisibility, levitate, detect invisibility, magic mouth, ray of enfeeblement, wizard lock.
- Third level:** dispel magic, fire ball, gust of wind, fly, protection from normal missiles, feign death, monster summoning I, Leomund's tiny hut.
- Fourth level:** Rary's mnemonic enhancer, wizard eye.

X. STOREROOM.

This room contains books, boxes of magic supplies and papers, spare furniture, and other objects not frequently used or consulted by Telvar.

Y. STOREROOM

This room is currently empty.

Z. OBSERVATORY.

This room is used by Telvar for astrological observation. It has a ladder to the roof. The trap door at the top is locked and barred. It is reinforced with steel bands and will give way to strength at a *bend bars* percentage minus 8%. Inside the room is a crude but effective telescope. There is a large drawing table and some maps of the heavens dated on a month by month basis. Some curious "carvings" are on the roof (sighting lines and measurement points for celestial observations). On one wall of the room is a dart board and 4 darts. The darts can be used as weapons. The magician is trained with them.



BASEMENT OF THE CASTLE

If any of the skeletons, zombies, or the skelter and zombire still exist they will be in this area. They know of the secret doors connecting **AI** to **AJ** and **AE**. They will occupy rooms **AB**, **AC**, **AD**, **AE**, **AI**, or **AJ**. First roll to see how many, if any, are in room **A** on ground level. If any remain, disperse them randomly among the six named locations with no more than six in one room.

AA. THE GHOUL LAIR.

The doors to this room are locked so that the above-ground undead do not come in. The wraith (see below) does not enter this room. Its guardians are three ghouls and a ghost. They will attack any who enter from the doors or stairs but they will not follow anyone out. Thus they can be bypassed through various means such as invisibility, turning undead successfully, etc. Ghouls (3) (AC: 6, MV 9", HD 2, hp 14, 11, 8#AT 3, D 1-3/1-3/1-6, plus paralyzation). A paralyzed individual is 40% likely to then be eaten by the attacking ghoul, inflicting 6 points of damage per round. Otherwise, the ghoul will enter a new melee. If no new melee opponents are available it will eat the victim on the spot. The ghouls have no individual treasure. Ghost (AC 4, MV 15", HD 4, hp 23, #AT 3, D: 1-4/1-4/1-8 plus paralyzation and stench). The ghost will also eat its victims, but it is only 20% likely to do so if other opponents are still present. It carries a set of three **darts +1** but will not use these in battle.

The room itself has no furniture but the undead guard a pile of treasure taken from previous victims. This pile includes 107 gp, 83 ep, a suit of plate armor tailored to a dwarf, a normal shield, a **shield +1**, and a potion of **clairaudience**.

AB, AC, AD. THE CELLS

These are old cells (**AB** and **AC**) and a guardroom (**AD**). There is nothing of value in any of them, just old and rotting furniture. The doors are unlocked and are 50% likely to be ajar.

AE. STORAGE CHAMBER.

This area was used for storage of furniture. A number of pieces are still piled up and some are valuable if repaired and cleaned. Once refurbished, they might fetch up to 300 gp in a town market.

AF, AG. THE WRAITH LAIR.

These rooms are used by the wraith (see above-ground ruin for stats). It is here during the day 100% of the time. It might attack a group of up to four individuals immediately, but will wait for an opportunity to surprise a group of 5 or more. Room **AF** is a small den. It contains a desk, a book case with 40 books, a chair, and a brazier. None of these are very valuable. Room **AG** is a bedroom. It once had excellent furnishings but they have long since rotted away. A heavy dampness hangs over the room. The wraith likes to hide under the bed to surprise people. If reduced to 10 or fewer hit points it will flee this area.

AH. THE TEMPLE.

The wraith knows of this room but does not enter it. It is the remains of an old temple. The altar is in the center of the south wall. Any who come within 10 feet of the huge stone statue on the altar (8 feet tall, carved to resemble a fire giant) will cause the statue to animate. The animation is actually an illusion of the giant throwing his hammer at a party member. If the illusion is believed, the target will always be hit for 3-18 points of damage and the hammer will return to the statue. It will be thrown over and over again. Blunt weapons can break the statue and the illusion if 18 points of damage are inflicted on the statue. All other forms of attack are useless except those that guard the mind, including psionic defenses. Those who attempt to disbelieve the illusion gain a save vs. Spells. If they make it, the illusion is dispelled in their minds. If they fail, they are subject to attack with a normal 'to hit' roll vs. their armor class (treat the hammer as if thrown by a 4 HD monster).

Beneath the statue is a chalice that will turn **created water** into *holy water* once a day. The process requires an hour of game time. Enough holy water will be created to fill one vial. If not sealed in a vial or other airtight container the holy water will evaporate in 4 hours.

There is a flight of stairs to the dungeon below (detailed below).

AI. PASSAGE.

This passageway is occasionally occupied by the wraith (10% chance) at night only. Undead might also pass through the corridor.

AJ. THE ROUND ROOM.

This round room has no furnishings of any type. Undead might pass through, but not actually occupy it. There is a flight of stairs to the dungeon (detailed below).



KEY TO THE DUNGEON LEVEL

The basement dungeon has some characteristics common to its various rooms. Almost every room is damp and clammy (these four are not: **BQ, BI, BJ, BK**, and will be explained separately), the walls glisten and are moist to the touch. The air is stagnant and foul. Noises are very common (check each turn on a d6, with a 1 or 2 indicating some noise). Use a d10 to determine the source.

- 1-2 Scurrying or scuttling noise, usually very faint (cause: 1-4 brown rats. They have 1 hp and have no effective attack. Rat holes are very common in the complex except in the four rooms previously noted).
- 3-4 Whistling, very low (cause: air movement).
- 5-7 Moaning, followed by insane laughter and jingling, lasting two rounds (cause: a permanent illusion has been cast in rooms **BN** and **BD** where the noises are loudest. **Dispel magic** vs. 13th level magic can remove the noise).
- 8-9 Squeaking (cause: 1-4 brown rats as above, but one rat is 40% likely to be a giant rat (AC 7, MV 15", HD 1-4 hp, hp: 4, #AT 1, D 1-3 plus 5% chance of disease, save vs. Poison allowed). If a giant rat is present there is a 60% chance for 2-8 more brown rats that will all scurry to the attack. The brown rats are harmless but will mask the giant rat, which is also brown).
- 10 Loud whistle followed immediately by a very strong gust of wind. Unprotected flames are 90% likely to be blown out. (Cause: part of the aforementioned permanent illusion in 5-7, above. If dispelled, therefore, both of these effects are no longer possible).

It should be noted that this area is plagued by drafts. It is basically airtight, so when doors are opened, changing the air pressure, other open doors (if any) are 90% likely to slam shut. Spiked doors are 40% likely to have their spikes shaken loose by the door movement and then slam shut. Every door opened will cause an air current to come up and thus "opening doors a crack" is difficult for those whose strength is 12-16 and impossible for those less strong.

BA. TUNNEL.

This location can be entered from the locked, iron-bound door. It has a padlock holding a bar in place on the inside, thus there is no lock to pick from the ladder side. The ladder to/from location **C** above is also a possible entrance. This ladder is 40 feet long. Its rungs are old and rotting. For each 10 feet climbed, there is a 10% cumulative chance per person of the rungs giving way and toppling that individual to the floor. Any person on the ladder below the falling individual will also be knocked off unless a save is made (rolling one's dexterity or less on a d20). Damage taken will be 1-6 points per each 10 feet of distance fallen. Any fall doing 8 points or more of damage to a character necessitates all items carried making a save vs. Crushing Blow.

Note that the corner of this tunnel has begun to collapse. It is safe for the moment, however. When the door is opened begin rolling for "noises", as given above.

BB. CAVERN.

This natural cavern has virtually no ornamentation. The glistening walls reflect light so that any light source is doubled in intensity. The entrance to **BC** is only a two and a half-foot crawly. Room **BB** is about 12 feet in height.

BC. GREY OOZE CAVE.

The entranceway is eight feet long but only two and a half feet high. Only gnomes or halflings can scuttle through by merely bending low; other character types must go on all fours. Just over the doorway is a large grey ooze (AC 8, MV 1", HD 3+3, hp: 20, #AT 1, D 2-16 acid; immune to spells, heat, and cold;

corrodes metal). It will drop on the first individual to enter the room. This ooze is psionically aware, with a psionic strength of 80 points. If a psionic-like power is used in room **BB** the ooze will be ready for anyone who crawls through. It will always seek to use its psychic crush in such a situation and will not drop that round. On the glistening wall the ooze is virtually invisible unless it attacks. The chance to see it in good light is 4% per level over 2nd and 3% per point of intelligence over 8.

On the far side of the room, visible from the tunnel entranceway, is a staff leaning against the wall. It can be noted that the top is carved and the bottom shod, but at that distance details of the carving cannot be seen.

Close inspection of the staff will show a finely-carved dragon head. It is the head of a blue dragon, but since all paint is eaten away the color is not obvious and the players, unless they have previously encountered blue dragons, will not be able to recognize the exact species. The staff has 11 charges and can be commanded by the proper spell word(s) to perform the following functions:

1. **Dancing lights**, 2-5 in number, 60' range from staff along line-of-sight. Duration: concentration, but any act will break concentration, even speaking. Casting time: 1 segment. Cost: 1 charge.
2. **Light**, as per the spell. The staff is the center of the 20' radius globe (remember it will be very bright in these moist caves). Duration: 3 turns per charge used, and concentration is not a factor. The light will wink out at the end of 3 turns but it will fade in the last round so it can be commanded to light again if that is desired. The holder can extinguish it by a simple command. The light cannot be thrown elsewhere. Casting time: 1 segment. Cost: 1 charge.
3. **Spark**, a 30' long straight discharge can be fired. It does 2-20 points of damage without a save to those wearing metal, 2-8 points to those making their save. The size of the metal item worn/carried must be that of a helm, shield, broadsword, etc. Rings and bracers are not large enough. Casting time: 1 segment. Cost: 1 charge.
4. **Lightning bolt**, a bolt 80' long up to a range of 80' (thus a full-length bolt could reach to a point 160 feet away). It will inflict 4-48 points of damage (save vs. Staff for half-damage). Those wearing metal armor always receive a base 3 points per die of damage even with a successful save. The bolt cannot be forked. It is 5 feet wide and thus will often hit only one opponent. Casting time: 3 segments. Cost: 2 charges.

The nature of the staff must be discovered by use or the spell **Identify**. Once any **identify** is attempted no further information from spells can be obtained, including a charges-left approximation.

BD. THE STATUE ROOM.

The room is occupied by a **stone guardian** (see the New Creatures section at the end of this module). It will activate and attack anyone entering from either passage. Stone guardian: (AC: 2, MV: 10", HD: 4 + 4, hp: 30, #AT: 2, D: 2-9/2-9; immune to normal missiles, poison, **hold**, **charm**, **paralyzation**, **fear**, **death** spells; half-damage from cold, fire, electricity; quarter damage from edged weapons). The south exit (to room **BE**) is very small, only two feet high and about three feet wide due to large amounts of fallen rock that block the opening. The mechanism working the closed portcullis (blocking the west exit) is in room **BF**. The portcullis can be lifted only at the *lift Gates* percentage -3%.

In the northwest alcove behind the guardian is a statue of a woman. She has large wings and holds a two-handed sword ready to strike. On her head is a simple brass helmet adorned by a large red ruby (value: 3000 gp).

The statue was once a part of a ransacked Good temple and was defiled by the captors in unholy service. The good energy it still

possesses is augmented by the positive energy radiated by the servants of good. A Good cleric, a paladin, or a ranger can go to the statue and remove the helm without reprisal. Furthermore, that individual can pray before the statue and gain a three question **contact higher plane** spell (5th plane). Answers will be in the form of short sentences (up to 12 words). Any other character must suffer a swing from the sword. It always hits for 2-40 points of damage. The alcove is protected by an **anti-magic shell** so that no spell can harm the statue (the dungeon's occupants regard it as a valuable trophy and this is designed to foil intruders). The statue is considered to have an armor class of -2 and will take 60 h.p. of damage before shattering into useless fragments.

If the statue is attacked and destroyed (only blunt weapons can harm it) the helm will fall to the ground as a pile of brass filings, though the gem will still be intact.

The helm will grant to a cleric of good alignment, a paladin, or a ranger the ability of **true seeing** three times a day for up to 3 rounds per use. However, the character is then -3 on all saves versus attacks on the mind. Removing the helm negates its power for one full week. Non-paladins/rangers/good clerics wearing the helm will often see hallucinations, especially unexplicable colored auras around living figures (check once per hour per a normal save vs. Spells). The visions are never harmful, but can trick or mislead a wearer.

BE. THE MIRROR ROOM

The doorway to this small room is so blocked by fallen rubble and dirt that some digging is required for humans or human-sized characters. Smaller races can squeeze through, but only at crawl rate. On the opposite wall is a unique **mirror of opposition**. (Note that to be affected the person must glance into the mirror and light must be available.) A character will be drawn into the mirror upon seeing his or her reflection. This person will then materialize on a flat plane with an endless horizon in all directions. Opposite the character, at a distance of 40 to 240 feet (4d6 x 10), is an exact duplicate of him/herself. The duplicate is complete in every way including magic items, spells (only those currently memorized or granted and still unused), weapons, armor, etc. Its hit points are equal to the character's current hit points. The DM must play the duplicate and melee will begin at once. Note that the DM cannot use items unknown to the player. Any fair random method of trying to use an unknown item is allowed. The real player will find that **wish**, **limited wish**, **alter reality**, or **teleport** will not release him or her but the spell will be used up. Other party members are powerless to help unless they, too, go into the mirror, but then this process will form duplicates of them as well. If multiple characters go into the mirror either the duplicates or the originals may gang up on the survivors. Once all characters or duplicates are destroyed the magic ends. A dead character is lost forever unless someone goes into the particular mirror, defeats his or her own double, and brings back the body for a **raise dead** spell or other resurrection-type magic. The recovery must be done within one day or the real body and all items are lost. The items must save vs. Spells or be destroyed. If they successfully save they are teleported elsewhere in the Prime Material Plane for others to find. Artifacts and Relics are always teleported, as are swords with a *purpose*. Breaking the mirror while the melee is in progress kills all characters inside forever even if they had won.

The mirror is attached to the wall with "Wizard Glue" (the text of the spell is not available to the party) but a **dispel magic** can unglue it if the spell is successful vs. 15th level magic. Physically removing the mirror always breaks it. **Wishes** can remove it. The mirror is two feet wide and five feet high and is very fragile. If someone does not hold it when **dispel magic** is cast it will fall and break. Furthermore, it cannot be put in a **bag of holding** or other transport device without shattering. Undead creatures are not drawn into the mirror.

This variant of a **mirror of opposition** is worth 5,000 g.p. and 1,000 x.p. to any survivor. Don't forget to give the character experience points for defeating him or herself!

BF. THE WINCH ROOM

The portcullis wheel gives a mechanical advantage of 6:1, so a character's *bend bars* percentage is multiplied by 6 attempting to lift the portcullis gateway. Two persons can cooperate on a wheel, but no more. The large alcove to the north looks "hazy" if good light is available. The doors out of the room are both ironshod and require the *bend bars* percentage for breaking open by physical strength. The double door can be hit by two characters at once, the other by a single character only. All doors are locked.

The "haziness" is a gelatinous cube, though bright light (a **light** spell, or its equivalent) will show a surface across the mouth of the alcove. The gelatinous cube (AC: 8, MV 6", HD 4, h.p. 28, #AT 1, D 2-8, plus paralyzation) is 10 feet square and takes up a large part of the room. It is immune to **fear**, **hold**, **paralyzation**, **polymorph**, **lightning**, and **sleep** spells; cold does not harm it but will slow it by 50% if it fails a save. It can be hit by normal weapons and by fire. If it touches a character, he or she must save vs. Paralyzation or be paralyzed for 5-20 rounds.

Inside the cube are two gems (value: 450 gp and 650 gp) plus a special **crystal ball of hypnosis** and a **shield +2**. The **crystal ball**, if stared into, will contact the wraith (room **AG** or **BI**) if it is still in the area. If the contact is established, the wraith can place a **suggestion** spell with no saving throw applicable. No further contact will occur.

BG. THE SPECTATORS' ROOM.

This room is guarded by relatives of the eye tyrant (beholder), the **spectators**. (See the full description at the end of this module.) Three of the hovering orbs with central eyes an four eye stalks appear in the room. Two of the spectators are 4' in diameter and one is only the size of a baseball. The two adults (AC body, 4, central eye, 7, MV 10", HD 4 + 4, hp 28, 20 #AT 1, D 2-5, plus magic rays) have full powers, while the infant (hp 1) has no abilities, and will **teleport** to Nirvana if its parents are killed. The central eye of the spectator can reflect spells if a saving throw vs. Spells is made. A reflected spell hits only the spell caster who, if he or she makes a successful save, takes no damage. Only one spell can be reflected per round and only from a spell caster in a 60° arc in front of a spectator. The spectator has a 5% magic resistance vs. unreflected spells, but if the magic resistance does not negate the spell at that point the monster gets no further saving throw and the full spell effect occurs. The spectator has two attack eyes casting **cause serious wounds** (up to 60' vs. one opponent) or **paralyzation** for 5-20 rounds (up to 90' vs. one opponent). The spectator can also communicate via telepathy when it stares at an individual with its third eye. It will try to implant a suggestion to "leave in peace" if the character is hostile. No other suggestion will be attempted. Its fourth small eye can **create food and water** and is used only for preservation. If blinded totally it will **teleport** away. If its particular magic treasure is stolen or destroyed it will also teleport away.

The spectators are guarding a **libram of gainful conjuration**. However, they have other treasure not a part of their charge. These additional things can be taken by any amiable party which doesn't attack first and ask questions later. These items are as follows: 11 pp, 22 gp, 17 ep, 44 sp, and a **longsword +1** that **detects magic** 1 round per turn. It is aligned for lawfulness with an ego of 2 and intelligence of 12 and has empathic abilities. There is also a scroll of two spells: **commune** (12 questions) and **cure critical wounds**.

BH. THE CORRIDOR.

Both doors into this corridor are locked and iron-reinforced (as per room **BF**). A large section of the corridor has begun to crumble. This is not dangerous. Note the secret door to the complex of rooms below. The door is very well made, so that casual observation cannot find it. The standard chances to locate secret doors apply if a search is conducted.

BI, BJ, BK. THE WRAITH LAIR.

These rooms form the inner sanctum of the wraith. All three rooms have a very minor Negative Plane existence due to his strong ties to this plane. In life, he was a strong and dreaded warlord, a man of cruel cunning and great evil, who mocked the paths of goodness and light, preferring instead the wicked and the dark. At the height of his powers he struck a bargain with a powerful devil, who granted him after death a continued existence in wraith form in exchange for service in life. There are special properties built into these chambers, bestowed as a mark of Infernal Favor:

While in these rooms the wraith regenerates 1 hp per round. Thus, if confronted earlier in the adventure he will return here to be healed.

Protection from evil, bless, chant, prayer, and curse will not function in these rooms.

As an individual descends the stairs he or she will feel a tingling all over the body, regardless of alignment. Those wearing metal of any type will see a mild blue glow appear. Invisible creatures are affected by the metal coloring, though the item and person remain invisible. The area virtually exudes evil and any detection for it will be very strong. The rooms themselves are not exceptional in any way. If the wraith is here (80% chance if he has not yet been encountered, 100% chance if he already has) he will be in **BI** 30% of the time, **BJ** 20%, and **BK** 50%. If he is not present at all, he will be summoned when the first living creature enters room **BK**. He will then appear on the stairs.

The wraith can also summon any surviving skeletons, zombies, and the skelter and zombire that remain in the ruin to come to his aid. They will mass at the door from **BN**. As they will come at their normal movement speed they might not arrive for several rounds. Naturally, if these creatures have all been destroyed none will come. The wraith must open the door, or it must be unlocked/opened/broken for them to come and help. If the door is closed they will be massed for the attack at the door to **BN**. The zombire will try to hold the door open if it can (the skelter, while strong, cannot grasp items).

Rooms **BI** and **BJ** are empty of any items. Room **BK** contains the wraith's treasure. This consists of the following:

74 pp, 235 gp, 402 ep, 1340 sp, 17,440 cp

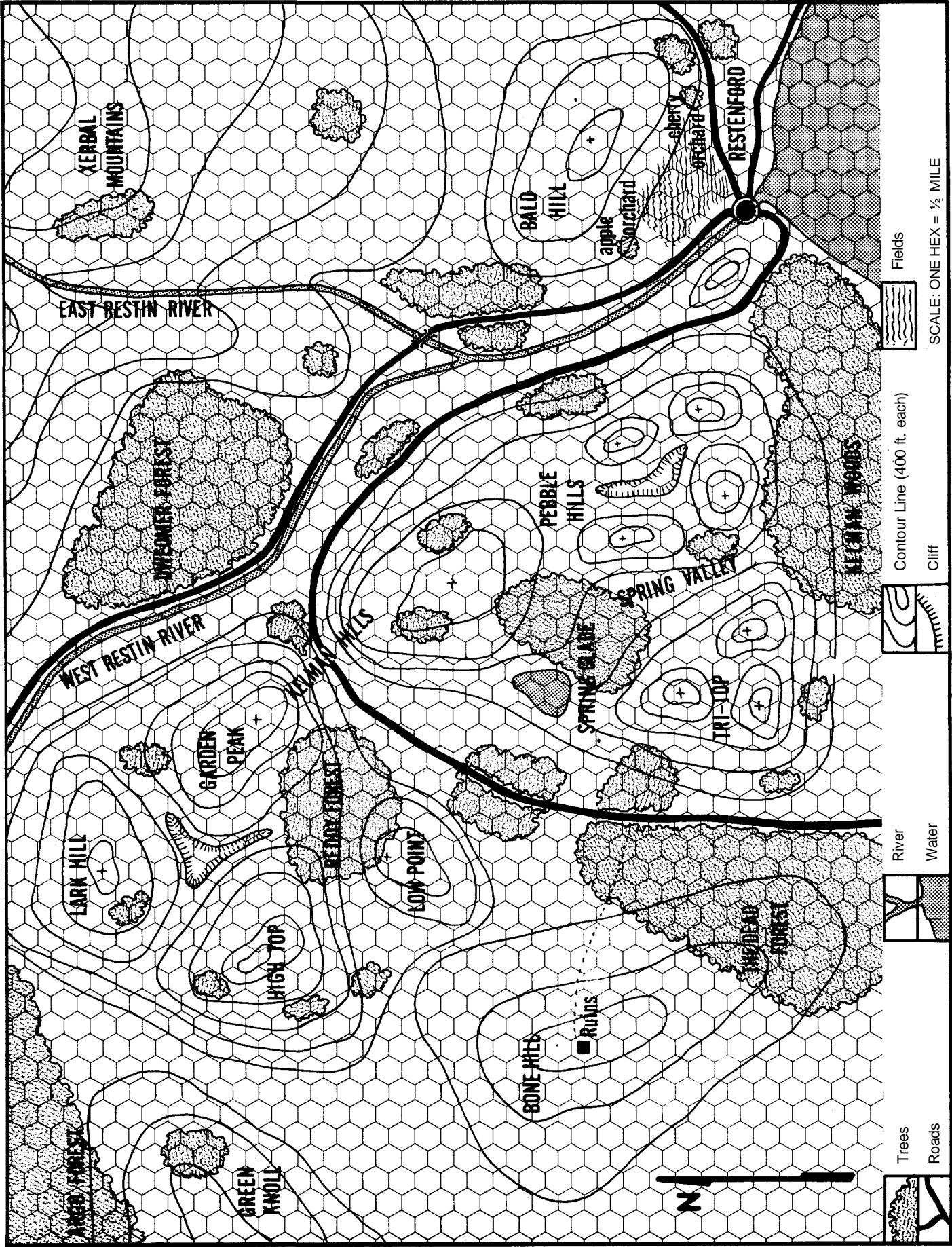
A necklace of black pearls worth 4000 gp

A **battleaxe +2**

A **shield +3**

A ring of elemental command — Air. To be activated, a 7 HD monster from the Elemental Plane of Air must be killed by the wearer. An 8 HD monster that breathes Fire, Lightning, or can turn to stone will also activate it. If others help in the killing the ring will only activate if the wearer did at least half of the damage to the monster. Until activated, the ring will seem to be a normal **ring of invisibility**.

MAP OF THE WILDERNESS









Fields
 Contour Line (400 ft. each)
 Cliff
 SCALE: ONE HEX = 1/2 MILE

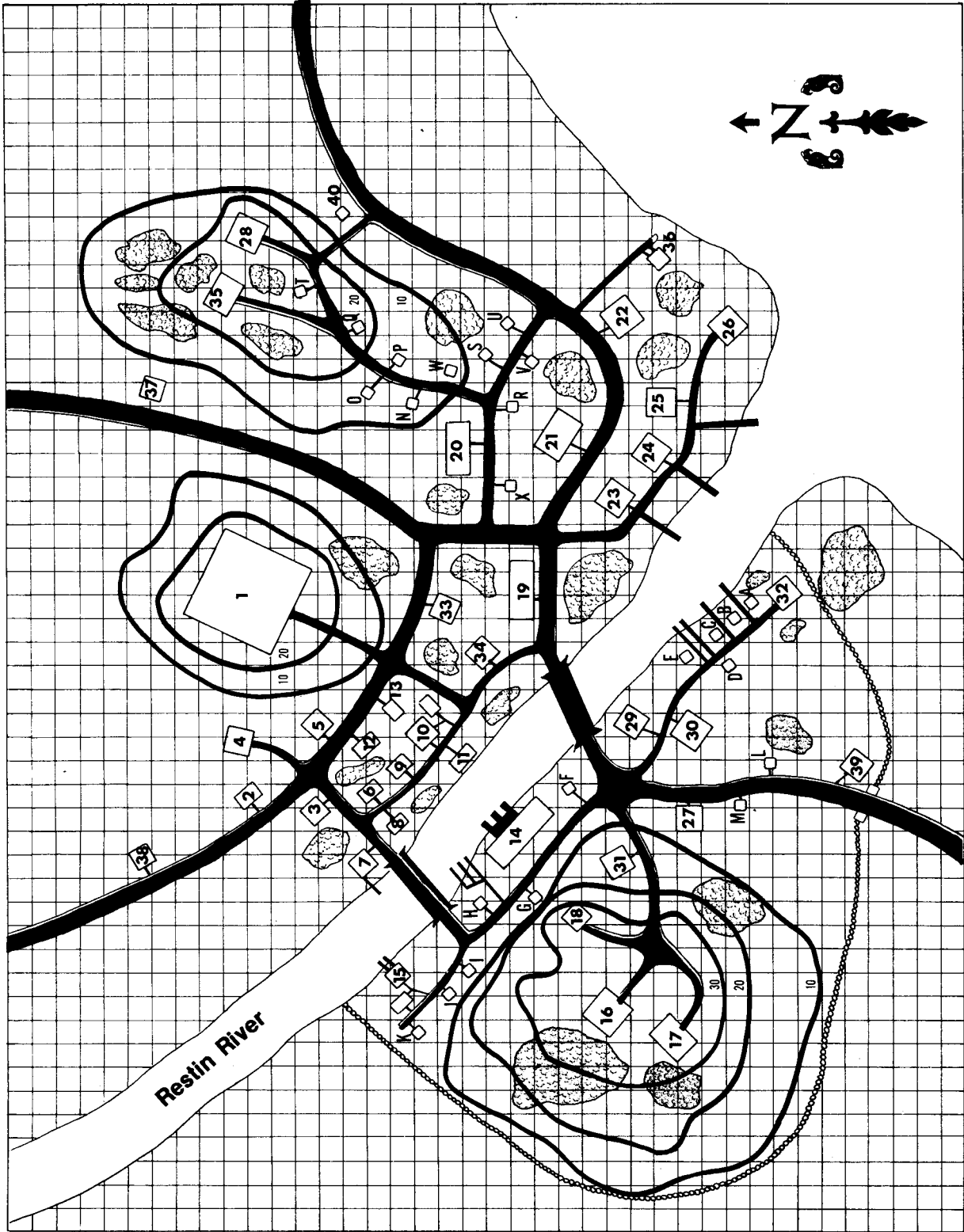
River
 Water

Trees
 Roads

RESTENFORD

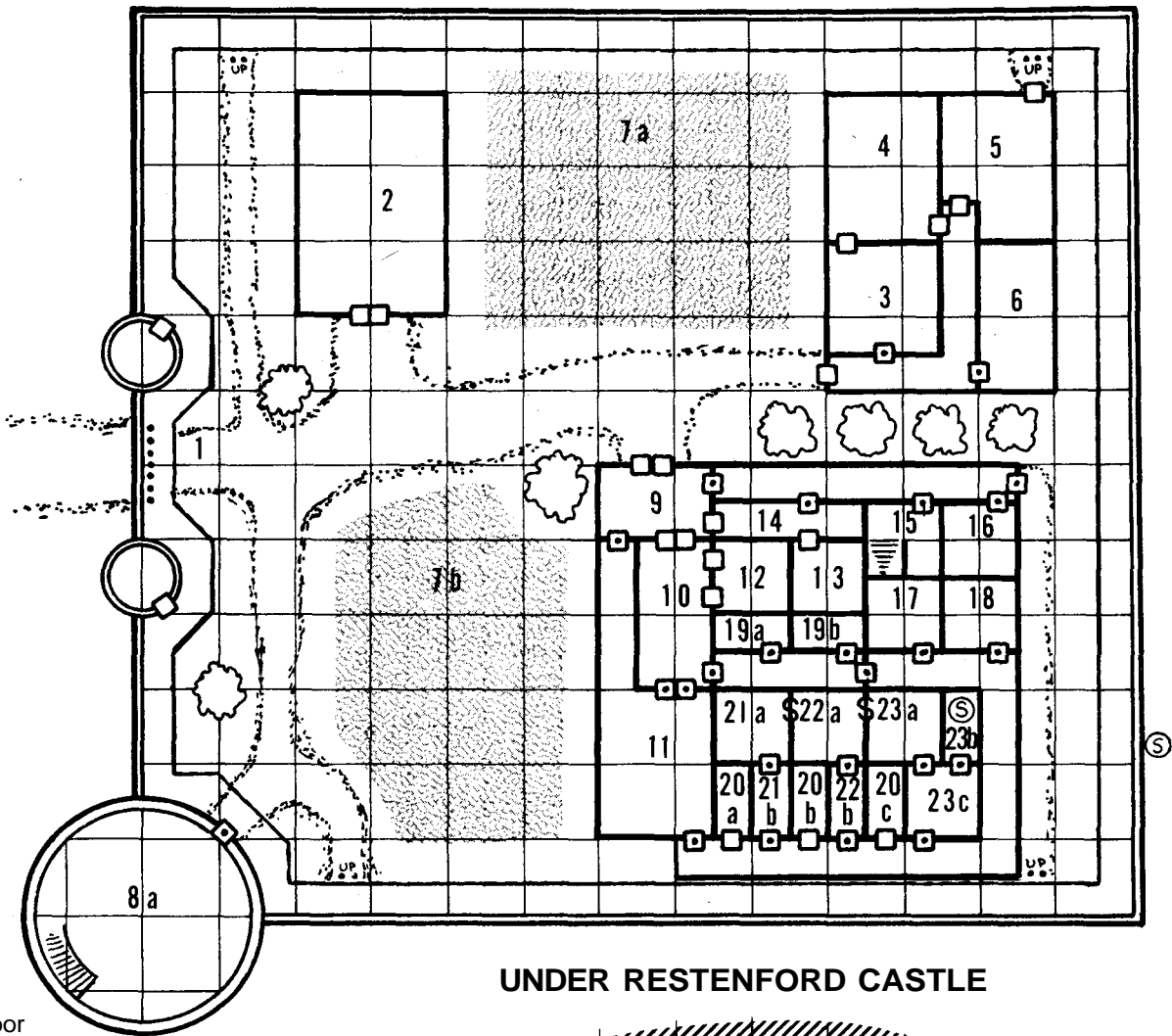
1 square = 30 feet

	Buildings
	Dock
	Stockade Wall
	Road
	Trees
	Contour Line













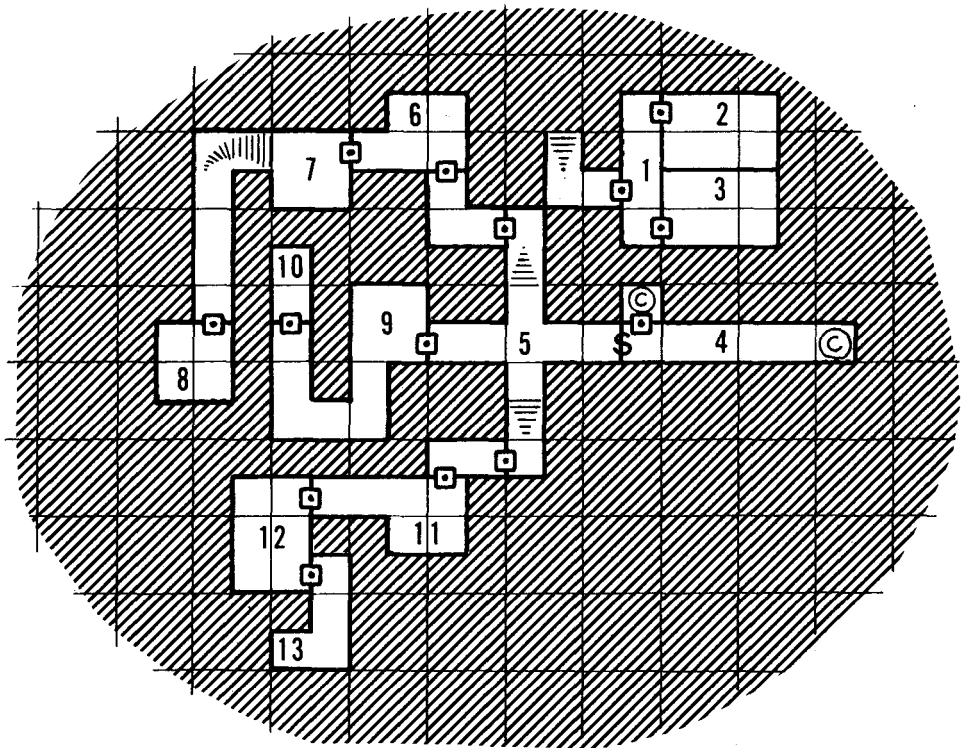
RESTENFORD CASTLE—GROUND LEVEL

Scale: One square = 10 feet

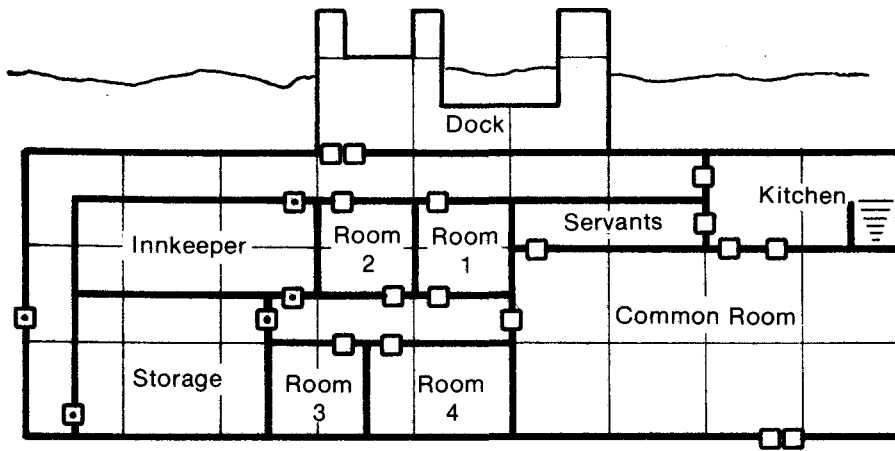


UNDER RESTENFORD CASTLE

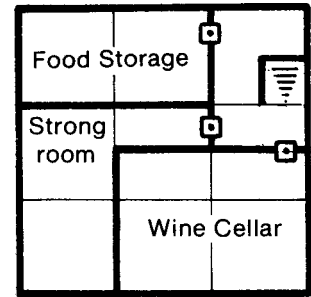
-  Door
-  Locked Door
-  Double Door
-  Secret Door
-  Secret Trap Door
-  Trap Door in Ceiling
-  Stairs
-  Ladder
-  Garden
-  Trees



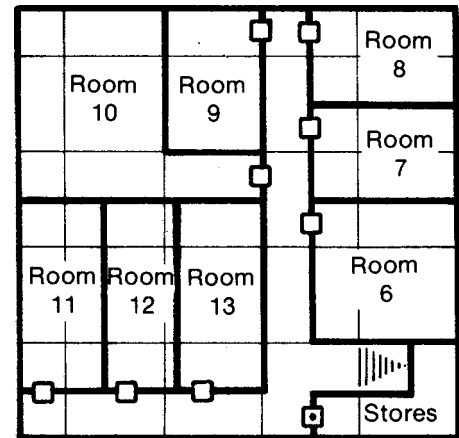
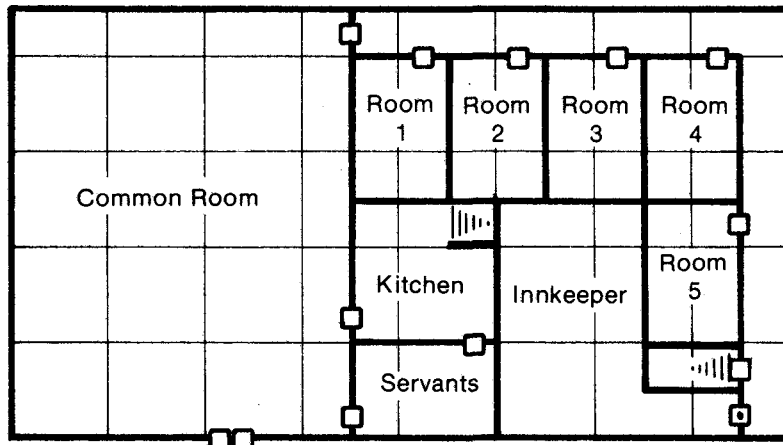
FALCO'S TAVERN—BUILDING # 14



Basement, # 14

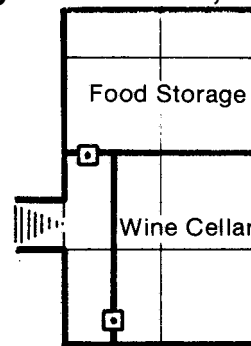


2nd Floor, # 19



INN OF THE DYING MINOTAUR—BUILDING # 19

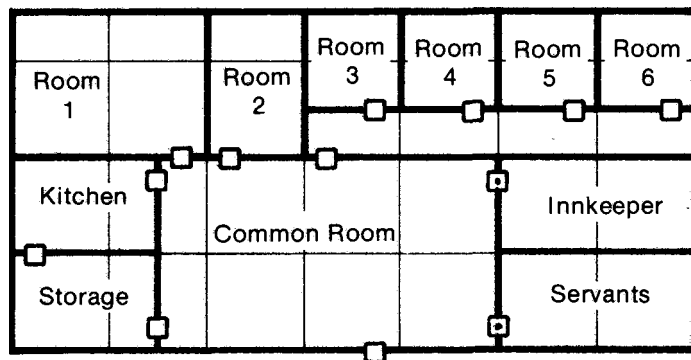
Basement, # 19



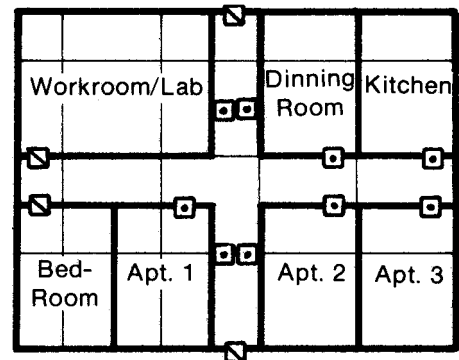
- Door
- ◻— Locked Door
- ◻— Trapped Door
- Double Door
- ||||| Stairs
- ↑_{Up} ↓_{Down}

Scale: One square = 10 feet

TAVERN OF THE WEST WIND—BUILDING # 20



PELLTAR'S HOME—BUILDING # 21



BL, BM, BN, and BO. THE LAIR OF UNDEAD.

A small band of zombies, skeletons, the skelter and zombire exist here (the zombies and skeletons are separate from the roster given previously). The statistics for the skelter and zombire have already been given. Those for the skeletons and zombies are as follows: Skeletons (8): (AC: 7, MV: 12", HD: 1, hp 8, 8, 7, 7, 6, 6, 6, 6, #AT 1, D 1-6); zombies (6): (AC: 8, MV 6", HD 2, hp 14, 13, #AT 1, D 1-8). The location of these monsters is: **BL**: two skeletons and one zombie; **BM**: three skeletons, one zombie, and the skelter; **BN**: one skeleton and two zombies; **BO**: two skeletons, two zombies, and the zombire. Each group of creatures will rush to the attack. They will reinforce each other if separated within 1-3 rounds.

The rooms themselves contain no treasure or other items. They are very cold, however (-15°F) and reduce the effectiveness of fire-based spells by one point per die of damage. Persons in this area for more than 5 minutes can be harmed by frost bite if not protected. The door to the corridor leading to room **AJ** is unlocked.

BP. THE MYSTERY LIGHT.

When this door is unlocked, opened by **knock** or broken, there will be no rush of air between the rooms. Instead, a soft light will grow in intensity until it equals full daylight radiance. Undead will not enter the room. Upon crossing the threshold the temperature will increase dramatically to 65° F. and the air will be fresh and slightly scented of orange blossoms. Immediately characters must make a saving throw versus magic at -3 from a powerful **charm person** spell. The characters who fail their saving throw will go to the door to **BQ**, open it, and walk right in. The charmed characters will say nothing at all performing only that action. Room **BP** itself contains no items at all. The walls are dry. The charming effect occurs only when the threshold is crossed. Those who are uncharmed will shiver as the spell rebounds from them, but will have no recollection of what has just occurred. Nor will they recall where the charmed characters have gone.

BQ. THE STUDY.

This room contains four items of interest. There is a large roll-top desk with six drawers, ten pigeon-holes, and ample writing equipment and ink; a large bed with down pillows; a large easy chair next to a rack of 100 books; and a skeleton chained to the back wall. The skeleton is animated but incapable of breaking its bonds.

A charmed character entering from room **BP** will either begin writing, lie down and go to sleep, or sit down and begin reading. He or she will show no desire whatsoever to leave the room and will fight to stay there. **Dispel magic** might break the charm (treat as vs. 15th level magic) if thrown from within the room. It will have no effect if thrown into the room from **BP**. In fact, no spell whatsoever can cross between the two rooms, as there is a special anti-magic screen in the doorway. Passing through the screen will not negate the charm, nor will any cursed or magic item be negated. A spell caster standing in the doorway will temporarily be prevented from casting spells but cursed items can not be removed!

In the bottom drawer of the desk is a silver pitcher, platter, and mug. These items are manipulated by unseen servants kept in this room by the anti-magic screen. They have been made powerless to approach within five feet of the chained skeleton. Upon command, the pitcher will fill with water (ice cold), herbal tea (piping hot), or wine (excellent vintage). The platter will produce a complete meal of beef, lamb, turkey, or pheasant, along with all the trimmings, for four people upon command. The mug will produce mead, beer, or ale (each of excellent quality) upon command. The pitcher can fill 3 times a day, the platter once, and the mug 6 times. Each must be clean and empty to function. The xp value for each is 200, the gp value,

2500 for each piece. A charmed character will not allow the others to remove any items from the room. The books are of no value and contain no useful information.

The skeleton is the remains of a lawful good 15th level magic-user who once came to this ruin to do battle with the evil creatures within. His attempt, though valiant, was not successful, and he is now kept here, imprisoned, not wholly alive yet not wholly dead, and this torture has gnawed at his spirit for centuries. Like the skelter, his skeleton has a tongue and eyes. He also shares the immunities of the skelter but a **detect evil or know alignment** will show that he is not evil and is, in fact, lawful good. If he is destroyed he will simply reform in 24 hours, even if his bones are powdered.

He cannot initiate speech but can answer questions if a **speak with dead** spell is employed. He will only roll his eyes and move his head to normal speech. He will volunteer no information and his answers will always be very brief. To a proper question he can say that he "wants release", "freedom", "peace", etc., that is, he wants to cease his undying state and have eternal peace. This can be done via **remove curse** or an **exorcism**. If this is done the person casting the spell will receive a **limited wish** from the magic-user's deity at once. The person granted the wish may not consult with anyone, for the statement to name the wish will be placed directly in the recipient's head via telepathy. The character must respond at once. Note that the magic-user knows nothing of the current ruin conditions and therefore questions along that line are doomed to failure.

RESTENFORD

The following is a quick reference guide to the town of Restenford and its buildings. Details are provided for those buildings and occupants whose Location number is followed by an (*).

	Construction	Type of Location	Occupants
1*	Solid Stone	Garrison/Castle	16 males, 4 females 3 children. Mixed alignments. Baron-Champion of Restenford, 7th level, et al.
2*	Frame/Stone Store	Fletcher	1 male elf, chaotic good, 2nd level fighter
3*	Frame/Store	Fine Food and Drink	1 male, 1 female, 2 children, chaotic good; Conjuror and Evoker.
4	Frame/Stone Store	Mason	1 male, 1 female, 3 children, chaotic good. 0 level
5	Frame/Store	Leather Goods	1 male, 1 female, chaotic good, 0 level.
6*	Frame cottage	Wine and Ale	1 male, chaotic neutral 1st level cleric.
7*	Stone/Frame Workshop	Distillery	1 man, neutral, 1st level druid.
8*	Frame/Store	Armorer	1 male, chaotic neutral, 1st level fighter.
9*	Frame/Shop	Cobbler	1 male half-elf, chaotic good, 1st level cleric.
10*	Stone/Workshop	Smith	1 male, chaotic neutral, 2nd level thief.
11	Frame/Store	Clothier	1 male, 1 female, lawful neutral, 0 level.

12*	Frame/Shop	Bowyer	Male elf, chaotic neutral, 2nd level fighter.
13	Frame/Shop	Carpenter	Male and 2 children, chaotic neutral 0 level.
14*	Stone/Frame	Tavern	2 male dwarves, chaotic neutral, 1st level fighter and 0 level.
15	Frame/Stone	Mill	1 male, 1 female, chaotic neutral, 0 level.
16*	Stone	Abbey	13 males, 6th level cleric, et al.
17*	Stone	Rectory	As per 16, above.
18*	Stone	Guardpost	3 males, mixed alignments, 2nd level fighters.
19*	Stone/Frame	Inn	2 males, 2 females, chaotic neutral, 0 level
20*	Stone/Frame	Tavern	2 males, lawful neutral 2nd level magic-user, 1st level magic-user.
21*	Stone	Home	4 males, mixed alignments, 9th level magic-user, etc..
22*	Stone	Home	1 male, chaotic neutral 4th level fighter.
23*	Stone	Warehouse	No occupant, but 1 male guard, 4th level fighter, lawful neutral.
24*	Stone	Warehouse	As per 23, above.
25*	Stone	Warehouse	As per 23, above.
26*	Stone	Home	1 male, warehouse guard as per 23, above.
27	Frame/Stall	Fish Dealer	1 male, 1 female, 3 children, chaotic neutral, 0 level.
28	Frame	Home	1 female, widow, lawful neutral, 0 level.
29	Frame/Shop	Fresh Food	1 female and 3 daughters, chaotic neutral, 0 level.
30*	Frame/Shop	Bait	1 male, neutral evil, 3rd level illusionist.
31*	Frame	Home	1 male, lawful good, 3rd level cleric.
32*	Frame (Burnt)	Former Guard post	Giant rats, minor undead.
33	Frame/Shop	Preserved Foods	1 male, chaotic good, 0 level.
34	Frame/Shop	Baker	1 male, 1 female, 2 children, chaotic good, 0 level.
35*	Stone	Home	1 male, 1 female elf, 1 half-elf son; neutral, 7th level druid.
36	Stone	Lighthouse	1 male gnome, lawful neutral, 2nd level illusionist.

37	Stone	Guardpost	2 males, chaotic neutral, 2nd level fighters.
38	Stone	Guardpost	3 males, mixed alignments, two 1st level fighters, one 1st level fighter/cleric
39	Stone	Guardpost	See 18, above.
40	Stone	Guardpost	1 female, chaotic good, 2nd level fighter.

Fishermen's Huts

All fishermen below are chaotic neutral or true neutral unless otherwise noted. Fishermen's cottages are frame buildings, though the condition is variable. Adult males are always in the militia.

Hut	Condition	Male Adults	Female Adults	Children
A	Fair	2	1	5
B	Poor	1	1	4
C	Poor	1	2	3
D	good	2	2	8
E	Excellent	1	1	4
F	Fair	2	2	6
G	Fair	1	1	2
H	Fair	1	1	5
I	Good	3	2	6
J	Fair	2	2	4
K	Good	4	2	7

Farmer's Cottages

All farmers below are lawful or true neutral. Their farm buildings are in varying states of repair and upkeep. All adult males serve in the militia.

Cottage	Condition	Adult Males	Adult Females	Children
L	Fair	3	2	6
M	Fair	2	2	3
N	Good	3	2	5
O	Good	2	3	8
P	Good	1	1	5
Q	Good	1	1	3
R	Fair	1	2	1
S	Shack	1	1	2
T	Fair	2	2	4
U	Shack	1	1	3
V	Fair	2	1	4
W	Good	3	2	9
X	Fair	2	2	7

Notes for the DM:

Altogether, there are 315 occupants of the town, most of which are human. Virtually every able-bodied adult male or boy over 13 is enrolled in the militia. People not in the militia, including young children, have poor morale (-3) and will seldom fight even if backed into a corner. Any such individual, if he or she does overcome initial fright, will grab any weapon at hand. Damage caused by these hand weapons is as follows: pitchfork (farmers only) 1-6, knife 1-3, bottle 1-3 (armored or helmeted persons

take only 1 point), broken bottle 1-4 (35% likely to harm wielder if breaking and can be used against non-metal armor or the face if not protected), small hammer 1-3, chair 1-6 (only adults can wield this to any effect and armor can reduce damage by half), and all blunt instruments 1-3.

Restenford is meant to be a safe harbor and/or base of operations for a party. This does not mean that adventure there is impossible; far from it. However, as DM you should try to make this purpose clear without having to blurt it out in as many words. The details of the castle and abbey are given but the exact information therein, and the map of the castle, are not likely to be necessary until **AD&D™ Module L2**.

The garrison is provided to maintain some degree of order through the town, as you will note the town is mostly chaotic neutral in nature. Chaotic neutral does not equate with brawling, meleeing, spells in the streets, and open mayhem. Be sure you are clear on the meaning of this alignment and that your players understand it as well. In many of the locations in town there will be a chance to pick up information, thus you will have to know what the non-player characters know about the town itself. Any character that has information leading to a likely adventure will be outlined hereafter. Minor peasants, farmers, shopkeepers, fishermen, and children will almost never have any information of real value. They will know who lives next to them, of course, but they will never know about magic items, level, or even true alignment.

When a piece of information is given it must be obtained by conversation, bribing, etc. The NPC will not just offer information to strangers! A party can, at any time, just wander out into the countryside. This can be disastrous if they are under-equipped, undermanned, or if they are too low in level.

ENCOUNTER KEY — TOWN OF RESTENFORD

1. The Garrison/Castle

The following is a roster of all persons who live in the castle. The placement and actions will be given hereafter. Those who often go on patrols in the town are marked with an asterisk(*).

THE BARON AND HIS FAMILY

Grellus, male, fighter (AC: 1, MV 12", 7th level, hp 49, #AT 3/2, D by weapon, AL CG; ST 18 (53) + 1 +3, I 13, W 13, D 15, C 16, Ch 12). He is 44 years old, 6'2", 210 lbs, with brown hair and beard and blue eyes. He wears **chain mail +2** and a **shield +1**, a **sword +1**, **flame tongue** and a **ring of shocking grasp**. He carries 2-8 pp and 2-20 ep.

Fairwind, female, cleric (AC 8, MV 12", 3rd level, hp 15, AL LG). She is 42, 5' 8", 110 lbs, with long brown hair and brown eyes. She wears a **ring of protection +2**, and carries a **wand of magic missiles** (12 charges), and 2-8 pp and 0-9 gp. She can use the following spells:

First level: detect evil, detect magic;

Second level: chant.

She is the wife of Grellus.

Andrella, female, magic-user (AC 10, MV 12", 2nd level, hp 8, #AT 1, D 1-4, AL LN). She is 18, 5' 8", 100 lbs, with long brown hair and brown eyes. She carries a dagger, plus 2-40 gp and 2-40 ep. In her book are the spells **enlarge**, **light**, **protection from evil**, **read magic**, **mend**, **shield**, **shocking grasp**, and **sleep**. She is the daughter of Grellus and Fairwind.

Fairwind and/or Andrella usually go into town with at least two guards or in the company of the Baron. Both are a bit haughty

and an encounter with them is unlikely. They will not go to a tavern or an inn.

THE GUARDS

***Gelpas**, male, fighter (AC: 3, MV 12", 5th level, hp 38, #AT 1, D 1-8+1, AL NG; S 15, I 12, W 13, D 11, C 11 Ch 11). He is 42, 6', 170 lbs. with brown hair and eyes. He wears **chain mail +2**, a **long sword +1**, and carries 13 gp, 20 sp, and 18 cp. He is a loyal retainer and the captain of the guard both in the castle and in the town.

***Relkin**, male, fighter (AC: 4, MV 9" 3rd level, hp 24, #AT 1, D 1-8 + 2, AL: CG). He is 31, 5' 10", 150 lbs with reddish-brown hair. He wears chain mail and shield, and is armed with a **long sword +1**, lt. crossbow, and carries 14 gp and 11 ep. He does +1 damage due to his strength.

Ashfor, male, fighter (AC: 5, MV 9", 2nd level, hp 12, #AT 1, D by weapon, AL: NG). He wears chainmail, and is armed with a broadsword and a longbow. He has 14 gp.

Marcus, male, half-elf fighter (AC: 5, 2nd level, hp: 21, #AT 1, D 2-7, AL: CG). He wears chain mail, is armed with a trident, and has 11 gp and 14 sp.

Brilman, male, fighter (AC: 4, MV 12" 2nd level, hp 17, #AT 1, D by weapon, AL NG). He wears **chain mail +1**, and is armed with a broadsword and a lt. crossbow. He has 28 gp.

***Mark**, male, fighter (AC: 5, MV 9", 1st level, hp 6, #AT 1, D by weapon, AL NG.). He wears chain mail, and is armed with a broadsword, and a lt. crossbow. He has 28 gp.

***Amos**, male, fighter (AC: 5, MV 9", 1st level, hp 7, #AT 1, D 2-8, AL 1-NG). He wears chainmail, is armed with a broadsword, and has 98 sp.

***Carlton**, male, fighter (AC: 5, 1st level, hp 10, #AT 1, D by weapon, AL: CG). He wears chain mail, and is armed with a broadsword and **longbow +1**. He has 31 sp and is + 1 on to hit and damage rolls due to strength.

***Weber**, male, fighter (AC: 5, MV 9", 1st level, hp 10, #AT 1, D by weapon, AL CG). He wears chain mail, and is armed with a broadsword, longbow, and two **arrows +1**. He has 11 gp.

***Fraunk**, male, fighter (AC: 5, MV 9", 1st level, hp 8, #AT 1, D by weapon, AL: CN). He wears chain mail, and carries longsword, longbow, and 11 sp. He does + 1 to damage due to his strength.

***Villie**, male elf, fighter/magic-user (AC: 7, 1st level each, hp 8, #AT 1, D by weapon, AL LN). He wears **leather armor +1**, a long sword, and longbow. He has 51 gp. His spell book is at the guardhouse, 18, and has the spells **read magic** and **sleep** in it. He memorizes the **sleep** spell as a matter of course.

THE SERVANTS

Kelso, male (AC 10, 0 level, hp 4, AL LN). He carries no weapons or treasure. He works in the scullery.

George, male (AC 10, 0 level, hp 5, AL LN). He carries no weapons or treasure. He works in the scullery.

Bettie, female (AC 10, 0 level; hp 3, AL LN). She carries no weapons or treasure. She works in the scullery.

Marie, female (AC 10, 0 level, hp 5, AL: N). She carries no weapons or treasure. She works in the scullery.

Gevies, male (AC 10, 0 level, hp 5, AL NG). He carries no weapons, but has 12 ep. He is a butler.

Relmar, male (AC 10, 0 Level, hp 4, AL LN). He carries no weapons, but has 8 sp. He is a butler.

Bret, male (AC 10,0 level, hp 4, #AT1, D 1-3, AL CN). He carries a knife but has no treasure. He is a stablehand.

Will, male, (AC 8, 0 level, hp 5, #AT1, D 1-4, AL LN). He wears leather work clothes and carries a dagger. He is a stablehand.

Gloria, female (AC 10, 0 level, hp 4, AL: NG). She carries no weapons or treasure. She works in the stables.

Bret and **Will** are the sons of **Gelpas**, the Captain of the Guard. **Marie** is his wife. **Gloria**, the groom, is the daughter of **Amos** the guardsman — his wife is **Bettie**.

The servants are skilled in their jobs. They have personal characteristics between 7 and 14 (d8+6) in all categories. The guards also use a d8 + 6 for their characteristics should these need to be determined (those with exceptional strength have already been noted in the text). **Andrella** and **Fairwind's** statistics will be given in module **L2**.

Key to the Castle

DM Note: Play is not likely to be conducted in the castle during this module but is very likely if module **L2** is also used. Naturally, you might wish to use this castle for some other adventure and not as part of this series.

Garrison Location Chart

Each room number or name is given below. At each time of the day listed the percentage chances for the given persons being in that spot are provided. Obviously circumstances can alter the locations. These positions are given as a guide for a typical day. The DM can make whatever changes are desired.

Abbreviations used: B=Baron, F=Fairwind, A=Andrella, G=Gelpas, R=Relkin, V=1st level fighter, W=2nd level fighter (if a number follows, more than one may be present), S=any servant, B=either butler, Sh=any stablehand, P=Peltar the Sorcerer (see building **21** and accompanying text).

The percentage before the abbreviation indicates the chance of that particular person(s) occupying that particular room at that time. If no percentage is given, the chance is 100%.

Room	Day	Night
1	W, V, 30%G	W,V,30% G, 60% R
2	Sh,3	Sh,1-3
3	W,1-3,V,1-6	80% V, 1-3,40% W,1-3
4	V,1-3	V,1-6
5	75%, W,1-3	85%,W
6	5% V	5%V
7a	40% F or A	40% S
7b	40% F or A	30%S
8a-d	3% B, 50% P	1%B, 45% P
9	5% any	5% any
10	70% any	20% any
11	70% any	15% any
12, 13	S,1-4	60% S,1-4
14	V, 70% R	W,25% R, 45% G
15	60% G	90% G
16	65% R	95% R
17, 18	S,1-4	S,1-4
19a,b	S,1-4	S,1-4
20a,b	S,1-4	S,1-4
20c	S,1-2	B,1-2
21a,b	90% A	98% A
22a,b	75% F, 40% B	95% F, 90% B
23a,b,c	95% B, 30% F	98% B, 60% F, 20% A
Walkway	V, W, 35% R, 40% G	V,W, 60% R, 40% G
Lower Level	25% B, 3% F	6% B, 1% F

1. GATEWAY

This gate has a drawbridge and a portcullis. The machinery to operate these are in the two gate houses; one operates the drawbridge and the other the portcullis. Note the walkway around the entire stone wall. The wall is 20 feet high and is embrasured. The walkway is wooden and narrow, and is 16 feet above the ground. The walkway can be reached from either a gate tower, **Peltar's tower (8)**, or the four ladders shown from the courtyard. There is a ladder in each gate tower, leading to the walkway and also to the top of the tower. The doors into the tower, both at ground level and at the walkway, are neither barred nor locked.

2. THE BARN

The barn stables 13 horses, while the stablehands live in a small back room. These horses are all light warhorses (AC: 7 or 5 with barding, MV 24", HD 2, hp 16, 15, 14, 14, 13, 13, 11, 10, 10, 9, 9, 9, #AT 2, D 1-4/1-4). Each has a suit of leather barding in the back room. The Baron-Champion's horse is also stabled here. It is a heavy war horse (AC: 7, 4 with barding, MV 15", HD 3+3, hp 22, #AT 3, D 1-8/1-8/1-3) with a suit of chain mail barding kept in the castle. The gear belonging to this horse includes a medallion and harness that fits around the horse's forehead. This medallion gives the horse an 85% resistance to **sleep** spells when worn. The medallion will not grant this resistance to an intelligent creature. Its value is 2800 gp.

3-6. GUARDHOUSE

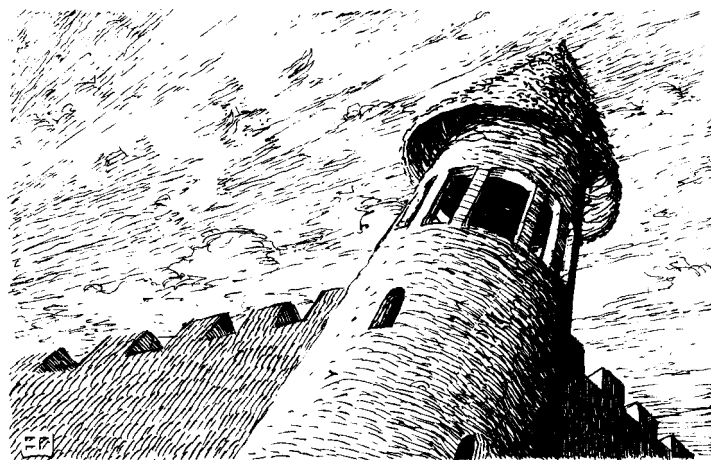
These rooms comprise the guardhouse complex. Room **3** is a combination dining room/kitchen. Room **4** is a barracks for the veterans. Room **5** is a barracks for the warriors. Room **6** is a cell for temporary detention (see cells in the lower level of the castle). The scullions, butlers, and chief guards (**Gelpas** and **Relkin**) stay in the castle.

7a, 7b. GARDENS

These are the two gardens maintained by the Baron's wife and the scullions. Garden **7a** produces foodstuffs and spices while **7b** is for flowers. The trees along the guardhouse are cherry trees.

8. PELLTAR'S TOWER

This is the tower of **Peltar the Sorcerer** (see building **21**). **Peltar's** statistics, items, spells, etc. are described under the location **21** listing. **Peltar** has a deed to the tower and an agreement of entry even if the Baron were to die. The doors (at the top of the tower, walkway level, and ground level) are all **wizard locked** (as by a 9th level magic-user) and have complex locks that reduce a thief's lockpicking ability by 35%. The trap door from the top of the tower has **explosive runes** on it. The ground level of the tower is **8a**, the walkway level **8b**, and the top of the tower, **8c**.



8a: Just inside the doorway is a **magic mouth** that will yell if anyone but a tall bearded man enters. The door is also **fire trapped**. The room's guardians are four skeletons (AC: 7, MV 12", HD 1, hp: 8, 8, 7, 5, #AT 1, D 1-6) animated by Pelltar to guard the room. They will not attack anyone in the company of Pelltar. The room contains some minor stores of food and water (enough for one person for about one week). There is a stone staircase to the next level.

8b: The walkway door is fire **trapped** and another **magic mouth** is in place as in **8a**. This room is Pelltar's make-shift bedroom. He rarely sleeps here. There is a stone staircase to the next level.

8c: The trapdoor from above is iron reinforced and barred 50% of the time. The trapdoor down to level **b** is made of iron and is **wizard locked**. If it is opened for more than 10 seconds it will cause a trap to activate. One person moving rapidly can easily get through before the trap is sprung. A second person must roll Dexterity or lower on a d20 with -2 on the roll, a third save vs. Dexterity with no penalties or modifiers, a fourth save vs. Dexterity at +3, on the roll, and a fifth person will not succeed at all. On the 10th second the trapdoor is open a slab of iron will fall down over the doorway, inflicting 3-30 points of damage to anyone caught in the trap. In addition, a weak character will be unable to move the slab to gain entry. Inside the room is Pelltar's lab. It contains a duplicate magic-user's book (see location **21** for spells) hidden in a secret panel of the ceiling (he **levitates** with his boots to get it). Note that an elf cannot see the secret door in mere torchlight or its equivalent. A **light** spell, or actually being on the ceiling, is required to spot it. Also here is a **crystal ball of clairaudience** resting on a small pedestal. The ball is trapped so that if it is removed a packet of **dust of sneezing and choking** (save vs. Poison or die) will explode in a 10-foot radius. A thief might detect the trap and attempt to remove it in the normal manner. Beneath the packet, under a secret compartment, are four large rubies valued at 800, 900, 1200, and 1500 gp.

9. OUTER HALL

The outer hall has two chairs, a table, and a mirror, all of which are perfectly ordinary.

10. DINING ROOM

The dining table in this room is large enough to accommodate 12 people. The silverware is kept here in a **wizard locked** cabinet lined with iron. An attempt to break into it by physical force must be made at a character's bend bars percentage -5%. The **wizard lock** is cast at the 13th level of magic-use. However, the simple command word "release" will cause it to open. A silver service is inside, valued at 1,300 gp and weighing 1450 gp.

11. THRONE ROOM

The throne room is dominated by a broad dais of three short steps. On the top are two carved chairs for the Baron and Baroness. On the next step are two more chairs, the one on the right for the Baronette and the left chair for the Sorcerer. On the lowest step are two more chairs, the right for the Canon from location 35 and the left for the Canon from location 16. Anyone on the dais can order a **shield** spell to spring up between the dais and the rest of the room for as long as one or more individuals are seated on the dais. There are benches along both walls for members of the court.

12. THE KITCHEN

This is an ordinary kitchen and is not unusual in any way.

13. PANTRY

This is a large pantry, and includes fresh and preserved foods, spices, beer, wine, ale, and mead. The stores in this room have a value of over 200 gp.

14. GUARD POST

This is a small guard station containing a table and four chairs. There is a weapon rack containing two longbows, two spears, a trident, and two halberds. Two baskets of arrows, 20 in each, are in the corner near the bows. A heavy crossbow with a pouch of 5 bolts hangs on the wall

15. GELPAS' ROOM

This is the private quarters of Gelpas, Captain of the Guard. The furnishings are of good quality. He has seven brass statues of armored figures in various places around the room. These one-foot tall statues have an art value of 30 gp each. They weigh 15 pounds each. A chest, an upright wardrobe, a large bed, table, and three chairs completes the room. Gelpas' wife also lives here and most of the clothing is hers.

16. RELKIN'S ROOM

This is Relkin's private quarters. The room is sparsely furnished but the bed, chest, wardrobe, and table with chair are of good quality. A suit of leather armor is hidden in the false top of his chest. The armor is AC 7 vs. normal missiles and AC 8 vs. hand to hand attacks. Its gp value is 1800. In the pillow of the bed is a single gem worth 150 gp.

17, 18. GUEST ROOMS

These rooms are for visitors and guests. They each contain the following: a large double bed, a table, and four chairs, a four-drawer chest, a footlocker type chest (under the bed), a mirror on the wall (2'x3'), and a large flambeau for three candles, made of silver and valued at 85 gp.

19a, 19b. SCULLIONS' ROOMS

These are the quarters for the scullery servants. The sleeping arrangements are: room **a** is for Kelso and George, and room **b** is for Bettie and her husband Amos (the guard). Marie is married to Gelpas and stays in his room. The furnishings in each are a large double bed, two two-drawer dressers, a table, and two chairs. Kelso and George have 4 gp and 27 sp, respectively, in their dressers. Bettie has saved 31 gp from her and Amos' wages.

20a,b,c. SERVANTS' ROOMS

These are the private quarters of the family servants. Neither Andrella nor Fairwind have any ladies-in-waiting. If they did, these servants would live in **20a**, and **20b**. Andrella would like to have a personal maid or two, but her mother will not hear of it. Room **20a** and **20b** houses the two butlers. There are two single beds, two chests of drawers (three drawers each), and a table with two chairs. Hidden in the room are 47 gp and 31 ep.

21a. ANDRELLA'S BEDROOM

This is the private quarters of Andrella. It is quite lavishly appointed and decorated. It has a small ivory statue of a woman picking flowers, valued at 150 gp, a silver candlestick valued at 100 gp, a painting of a woodland scene valued at 120 gp, a set of silver combs and brushes valued at 250 gp. The bed is covered in silk. Additional silk bed clothes, valued at 120 gp, are in the bottom drawer of a six-drawer dresser. Her wardrobe has many gowns of value (there are 20, each worth 3-18 gp, total value 170 gp). In a false bottom of the top drawer is a silver and jade necklace valued at 800 gp with matching earrings valued at 100 gp. Lesser items of jewelry, valued at 100 gp total can be found in the third drawer. Her spell book (see area **1. The Baron & his Family**, for spell list) is in a small secret chamber in the floor beneath a wall-to-wall rug.

21b. SITTING ROOM

This is Andrella's sitting room. Furnishings in this room are two large divans, a padded loveseat, and a large padded chair. A very large mirror with an elaborate frame (value: 300gp) is hung on the wall. Its size is 3 ½ x 4 ½.

22a. FAIRWIND'S BEDROOM

This is the private quarters of Fairwind. The furnishings are expensive and tasteful. They include a large padded chair, a silk covered bed, a carved dressing table and chair with mirror, and an upright wardrobe and four-drawer chest. The silk coverings are worth 200 gp, her wardrobe 400 gp, and her minor jewelry a total of 300 gp. She has a scroll of **cure disease** in the bottom of the chest.

22b. WAITING ROOM

This is Fairwind's waiting room. Two divans, two padded chairs, and a large table are in this chamber. On a wall is a mural of the castle.

23. BARONS' PRIVATE QUARTERS

This three room complex is the quarters of Baron Grellus. Note the secret doors between **21a** and **22a**, and between **22a** and **23**. The entire family knows about them.

23a. BEDROOM

This is the Baron's bedroom. It has a large bed, a chest of four drawers, a footlocker, a table and four chairs, a wardrobe, and a portrait of a battle scene. These items are of good quality but not very expensive. On the wall is a light crossbow and a quiver of six bolts, plus a pair of crossed daggers (balanced for throwing). The Baron is fully trained in both weapons.

23b. STUDY

This is the Baron's private study. His wife and he know of the secret door to the chambers below but Andrella does not. The secret door is covered by a carpet.

The room contains two large padded chairs, a writing desk, a table and two chairs, a liquor cabinet (contains 6 opened bottles and 6 unopened bottles; the unopened bottles are worth 16 gp, 14 gp, 12 gp, 8 gp, 7 gp, and 4 gp), and a book shelf containing 500 books. The books contain no magic or important information. However, many are valuable because of their high quality craftsmanship. The collection is valued at 1200 gp, with 1000 gp of that total belonging to 40 of the books.

23c. SITTING ROOM

This is a waiting room. Six chairs are standing around a hexagonal table covered with red felt. Two padded chairs are also present, plus a side cabinet holding four bottles of opened liquors and three decks of ordinary playing cards.

THE LOWER LEVEL—BARON'S CASTLE

DM Note: Only the Baron knows the exact location of the family treasure, and how it is guarded.

1. THE NORTH CORRIDOR

The doors in this corridor are all steel and can only be broken down at -13% to a character's *bend bars* percentage, i.e. one must have strength of 18+ to have even a chance at all (only one try per door allowed). The doors are small so that two figures cannot combine their strengths. In front of each cell is a large iron box used to house the prisoner's goods. Magic items and weapons of any type are kept in Gelpas' room upstairs. The door to the corridor is trapped to ring a small bell in Gelpas' room every time it is opened.

2, 3. THE PRISON CELLS

These are jails. Nothing in either room could be used as an effective battering ram. There are two cots, two chairs, a table, and a large bucket in each cell. The Baron never mistreats prisoners but he will use shackles if necessary, plus binding and gagging.

4. THE EAST CORRIDOR

This passageway leads to the outside. The trap door outside the castle cannot be opened by anything except a **knock** spell or by physical strength. The lock is on the inside and cannot be reached from the outside. The handle on the outside, hidden in soft dirt, is weak and will break before the lock and bar holding the trap door shut break. An axe, hammer, or crowbar (all very noisy devices) must be used if physical strength (at the *bend bars* percentage) is used to force the trap door open from the outside. Remember that a single **knock** will not release both the lock and the bar. From outside, treat the trap door as a concealed door.

The secret door to the rest of the complex is reinforced by steel rods. There is also a strong spring keeping it firmly closed that can be overcome by pulling the door away at a character's *bend bars* percentage + 20%. The spring can be bypassed for 15 seconds only if the trip mechanism is depressed. It is behind a secret door in a compartment behind the ladder two feet high. The ladder is anchored to the wall of the chimney from the Baron's room. This means of bypassing the spring will only work once in a 24 hour period, so it must be depressed and the persons wishing to enter the rest of the complex must rush in without delay. In the time allowed, 3-6 prepared characters can run in. The last must make a saving throw based on his or her dexterity — there is a 6% chance per point of dexterity over 10 that the character can jump clear. If caught in the closing door, a character will suffer 6-60 points of damage. A figure caught and losing more than 20 points of damage, regardless of total hit points and even if killed by the trap, will lose a limb to the door. The chances are 60% for an arm, and 40% for a leg.

Unprepared person may miss the trip mechanism altogether. Only one try per person to open the door is allowed, but once accomplished the figure may always do so again when he or she is fully healed. A damaged character must make a second attempt. The Baron has passed the opening test, though Fairwind has not.

5. THE SECRET CORRIDOR

Hidden below the floor, behind a secret door at the intersection of the corridors, is a **ring of protection from stone guardians**. The ring protects the wearer and all persons within a 10' radius. This ring only affects stone guardians in this complex and no others (see the text concerning this new monster). The ring is worth 5,000 g.p. The **Magic Mouth** has long since worn off and now the stone guardians attack anyone, including the Baron, not wearing this ring.

6. THE GUARDIAN'S ROOM

Just beyond the door from corridor **5** is a stone guardian (AC: 2, MV 10", HD 4+4, hp 21, #AT 2, D 2-9/2-9). It will animate and attack anyone not wearing the ring or who is within 10 feet of the person wearing the ring. If the ring is being worn while the door is opened, i.e. the owner is wearing it as he or she enters this area, the guardian will not even animate and will appear to be nothing more than a statue (though a **detect magic** will reveal its magical nature). If the ring is not being worn, it will move toward the party until the ring is put on. The guardian might also attack a party or character from the rear if the ringbearer passes out into room 7.

The protection of the ring is negated forever if the ringwearer, or anyone in the protective aura of the ring, physically attacks the stone guardian (whether it is animated or not!)

The room itself contains nothing but the guardian.

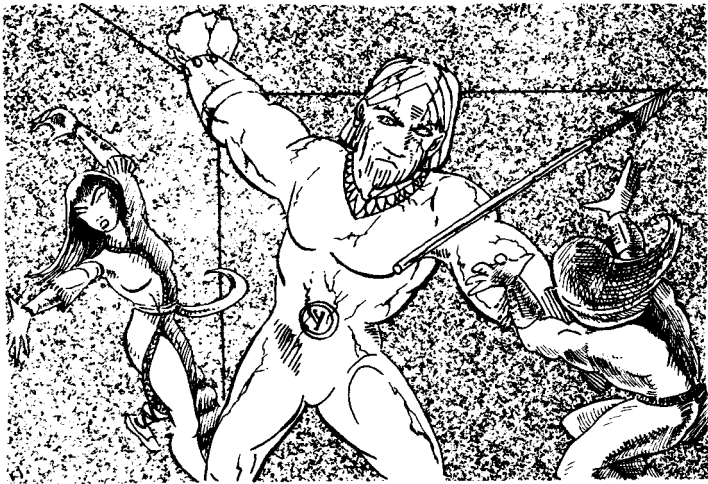
7. THE TRAP STAIRS

This room is empty, but the second stair of the staircase leading out is a pressure-activated trap that turns the staircase into a slide. Any figure slammed into the stone wall below takes 2-7 points of damage. One may try to jump free, if not surprised, with a saving throw of 8% chance per point of dexterity over 10. Naturally, stepping over the trigger step avoids springing the trap.

8. THE TREASURE ROOM

The ceiling in this room is an illusion. The ceiling is really 20 feet high but an illusionary ceiling is at the 10 foot mark. Eleven feet up is a loft containing the Baron's treasure: 1,200 gp, 27,300 sp, and 20 gems: 12x50 gp, 3x100 gp, 3x250 gp, 500 gp, and 2000 gp.

In the real ceiling is a secret door. Behind the door is a small ledge containing a **ring of djinni summoning**. The compartment is lead lined so that **detect magic** will not reveal the ring. The servant of the ring is Balooshi the Djinni (AC: 4, MV 9"/24" HD 7+3, hp 40, #AT 1, D: 2-16 or variable). Balooshi is a good friend of the Baron and the Baron never abuses the djinni's powers. He rarely calls upon him to do more than reestablish the permanent illusion of the ceiling in this room. The ring can be used as long as the djinni is alive (to be healed the djinni must go to the Elemental Plane of Air for one day per point of healing required — cures from mortal clerics will not help a djinni). However, if the ring is used too often the djinni might automatically be released. This chance is 25% if the ring is used twice in one week, 50% if used three times in one week, 75% if used four times in one week, and 100% (he will not come) if it is used a fifth time. Balooshi will not reveal this property of the ring to a new master unless the master clearly saves the djinni from destruction on the Prime Material Plane.



9. THE CORRIDOR SENTRY

Inside this room is a stone guardian (AC: 2, MV 10", HD 4+4, hp 24, #AT 2, D 2-9/2-9). His actions will be as per the stone guardian in room 6. There is nothing else in the room. Note that it is very likely that the guardian will animate once the ring-bearer goes down the passage to room 10 if someone is outside the 10 foot protective circle of the ring.

10. THE DESERTED CHAMBER

This room is completely empty.

11. THE STONE GUARDIAN

Inside this room waits another stone guardian (AC 2, MV 10", HD 4+4, hp: 26, #AT 2, D 2-9/2-9). It will react exactly like those in rooms 9 and 6. There is no other item in the room.

12. THE EMPTY ROOM

This is an empty room, but on the south wall, 8 feet off the floor, is a pressure-sensitive block that can be depressed (locate this as per a secret door). Pressing it down will negate the 24 hour restriction of the spring-locked secret door between rooms 4 and 5 for twenty minutes.

13. THE OBELISK ROOM

At the end of the corridor is a small obelisk, standing 4 feet high. On the east side is a small secret door. Beyond this secret door is a small compartment containing a special **deck of many things**. The deck is enchanted so that it will **charm** any who see it. The saving throw vs. this charm is at -5 and racial, spell, or equipment bonuses do not come into play. The charm causes the character to shuffle the deck and pick a card at once. Once a single card is selected the charm is broken but if the deck is then put away it will vanish in 10 minutes. Trying to split up the cards will not stop the disappearance.

RESTENFORD

The buildings especially noted on the reference guide given previously are detailed below.

2. FLETCHER

Pelo the elf is the town fletcher (AC: 7, MV 9", F2, hp 13, #AT 1, D by weapon, AL CG, S 17, I 12, W 11, D 13, C 12, Ch 4). He is a trusted member of the town militia. He sells arrows at 2 g.p. per dozen. Pelo might be considered as a hireling for a specific mission if the party agrees to try to resurrect him from the dead if that becomes necessary. He wears studded leather armor and carries a **Longbow +1**, seven **arrows +1**, (not for sale), and a longsword.

3. STORE

Pheldman the half-elf runs this small store devoted to the sale of fine food and drink (AC: 10, MV 12", M3, hp 10, #AT 1, D1-4, AL CG, S 10, I 17, W 12, D 12, C 11, Ch 14). He is armed with a dagger. He has items imported from the continent on a regular basis. Wines sell from 10 sp to as much as 25 g.p. a bottle (the wine in his cellar is valued at 1,350 g.p. total). He also has hard-to-get items like elegant cookies, pastries, peaches, grapes, various types of nuts, pickles, dried fruit, etc. The total value of his food is 950 g.p. The storage room is locked and protected with a **magic mouth**, Pheldman is 187 years old and is not very spry. As a younger half-elf he briefly studied magic and still has his book of spells. His youngest grandson has shown an interest in magic and Pheldman is showing him the basics. The grandson also receives **instruction** from Pelltar (see location 21). This grandson's name is Yelda, aged 16 years (AC: 10, MV 12", M2, hp 7, AL CG; S 13, I 16, W 14, D 15, C 13, Ch 12). Pheldman's spell book contains the following spells:

First Level: affect normal fires, charm person, erase, dancing lights, push, Tenser's, floating disc, message, write, feather fall, read magic;

Second Level: forget, knock, rope trick, magic mouth, mirror image.

Pheldman normally memorizes charm **person, sleep, and forget**. Yelda memorizes **sleep** and **Tenser's floating disc**.

6-7. DISTILLERY AND SHOP

Two brothers, Felcar and Reswald, own the town distillery and sell their wares in their own wine and ale shop. Felcar (AC: 8, MV 12", C 1, hp 10, AL CN; S 14, I 12, W 13, W 14, D 11, C 13, Ch 15) and Reswald (AC: 8, MV 12", D 1, hp 10, AL N; S 13, I 13, W 14, D 11, C 13, Ch 15) wear leather armor and serve in the militia. Felcar can use **create food and water** and Reswald can use **purify water** and **shillelagh**. Neither wish to become adventurers.

In the shop, wine can be bought by the case (6 bottles), beer, ale, or mead by the barrel. Wine sells for 9 g.p. for 6 bottles. Beer is 1 g.p. a barrel (30 gallons), ale is 45 s.p. (30 gallons), and mead 12 g.p. (30 gallons). They only make one type of drink at a time, each type made in sufficient quantities to last for 3 months. Their stock is 48 bottles of wine, 6 barrels of beer, 8 barrels of ale, and 12 barrels of mead. It is worth a total of 225 g.p. The shop's cash box contains 34 g.p., 45 e.p., and 88 s.p.

8. ARMORER

Alton the armorer is very strong, and excessively brave, a true berserker (AC: 3, MV 6", F 1 hp: 13, #AT 1, D 1-10, AL CN; S 18, (79), I 7, W 5, D 14, C 17, Ch 6). He wears plate mail in battle and swings a two-handed sword. His shop has a good cross-section of armor types at a 10% mark-up over the prices listed in the **Players Handbook**. He can make a set of metal armor to fit.

9. COBBLER

Tello the half-elf is an Acolyte (AC: 8, 1st level cleric, hp: 7, #AT 1, D 2-7, AL: CH; S 12, I 13, D 14, C 14, Ch 14). He wears leather armor, a mace, and can use the spells **cure light wounds** and **darkness**. He will not become a henchman or hireling. His leather goods include vestes, pouches, belts, caps, quivers, whips, etc. but no boots or armor. His mark-up rate is 15%.

10. SMITH

Smyth the town smith is not what he appears to be. He poses as a fighter but is really AC: 5, MV 12", T2 hp: 11, AL: CN; S 15, I 11, W 13, D 16, C 14, Ch 12. He wears leather armor and a **ring of protection +1**. He has an AC bonus of -2 due to Dexterity. He uses a longsword. He never robs townspeople.

Smyth's chief possession is a special **beaker of multiple potions** valued at 10,000 g.p.! It will produce one each of the following potions once each week until a total of 18 potions, have been produced (Smyth does not know the number of "charges" on the beaker): **longevity**, **polymorph self**, and **speed**. The beaker is in a locked chest guarded by a set of three spring-activated poison needles in the bottom of the chest. The needles will be fired if the beaker is lifted out before the arming mechanisms are neutralized. They are well hidden and must be located individually. Disarming them is done as per **remove traps** (failure means the thief is struck by one or more needles) or by one or **more picking/unlocking** three locks in a row, in the proper order. The locks must be picked/locked in order 2-1-3. The wooden box containing the beaker also contains seven small vials of giant scorpion venom. The vials are necessary since the amount used to coat the needles will deteriorate in two weeks and the needles must be coated again. A drop of poison on the tongue still allows for a save vs. Poison, but with a -4 on the roll, and no racial or magical item modifiers will be effective. Smyth is loyal to the town and serves in the militia, but if the going gets tough he will take a potion of **polymorph self** and flee (he always carries one such potion). Smyth cannot be hired.

12. BOWYER

Perk the elf is the town bowyer (AC: 8, 2nd level fighter, hp: 18, AL: CN; S 14, I 14, W 13, D 12, C 11, Ch 13). His bows are of excellent quality and sell for 85 g.p. a long bow and 30 g.p. a short bow. The quality is such that 25% of his bows are +1 'to hit'. This is entirely due to bow quality and is not a magical bonus. Perk cannot be hired.

14. FALCO'S TAVERN

The tavern is operated by two dwarves, a fighter and his assistant. Falco, the owner (AC: 6, MV 9", F1, hp 8, #AT 1, D 1-6+1, S 14, I 14, W 13, D 16, C 15, Ch 12) wears leather armor, a **ring of protection +2**, a **short sword +1**. He carries 2-12 g.p. and 3-30 s.p. Gap, his assistant (AC: 7, 0 level, hp 4, #AT 1, D by weapon, CN; S 13, I 11, W 11, D 17, C 12, Ch 13) has a bonus of -3 on AC due to Dexterity. He carries a dagger and four darts, plus 1-10 g.p. and 4-40 s.p.

Falco has four rooms to rent at 11 s.p. a night. He sells light lunches, beer, ale, mead, and hard liquors. His wine cellar contains poor vintages. Gap is very skilled with his darts. He may challenge patrons to a dart game. A dart game consists of three throws of three darts each. A d20 is rolled for each dart thrown: 1-2 = miss target, 3-10 = 1 point, 11-16 = 2 points, 17-19 = 3 points, 20 = 5 points (bullseye). The person with the highest score wins. Roll Gap's dice in secret and add +2 to the result. The tavern bank is 108 g.p. and 220 e.p. Behind the bar can be found 4-16g.p., 2-20 e.p., 50+1-100 s.p., and 100+1-100 c.p. Gap does not cheat in any way. Neither of these dwarves is hireable since they make a good living at the tavern.



16., 17. ABBEY OF PHAULKON

The abbey contains a church and two back rooms. Under the altar (which swings aside) is a trapdoor to the treasure below. There is also a secret passage exiting at a clump of bushes behind the abbey. From the outside this exit can only be opened by a **knock** spell. Beyond these bushes, at the stockade wall, is a secret passage under that wall. The passage begins and ends a full 40 feet from the wall.

The abbey treasure is 2,200 gp, 3,450 sp, and gems — 8 x 100 gp, 6 x 200 gp, 4 x 300 gp, and 4 x 500 gp. There is a **glyph of warding** for 12 points of electrical damage on the trap door and the exit to the outside. Only the abbot knows where the treasure room and secret passages are located.

The rectory has six rooms: one for the abbot, one for the curate, one for the 3 secondary clergy, and one for the 8 acolytes. The remaining rooms are a kitchen/common room and a copy/study room.

The clergy of the abbey are listed below, with the abbot at the end of the roster.

Almon, the Curate (AC: 5, MV 9", C4 hp: 17, #AT 1, D 2-7 AL: NG, S 13, I 14, W 13, D 11, C 10, Ch 8). He wears chain mail, wields a mace, and carries 48 gp. He can use the following spells:

First level: **bless**, **purify food and water**, **detect evil**, **cure light wounds**;

Second level: **hold person**, **silence**.

He cannot be hired.

Holrag, the Priest (AC: 5, MV 9", hp 12, #AT 1, D 2-7, AL NG). He wears chain mail and carries a mace, and 21 sp. He has the following spells:

First level: cure light wounds, command;

Second level: spiritual hammer.

He cannot be hired.

Selmo, the Adept (AC: 5, MV 9" C2, hp 10, AL NG). He wears chainmail and carries a mace, and 17 gp. He has the following spells:

First level: bless, cure light wounds.

He cannot be hired.

Krelar, Fighter/Adept (AC: 5, MV 9": 2nd level fighter/cleric, hp 16, AL NG; S 16, I 12, W 17, D 14, C 12, Ch 11). He wears chainmail and carries a flail or mace, plus 80 gp. He has the following spells: **First level: command, detect magic.** Krelar began his career as a fighter but was converted to a cleric. He can fight as a 2nd level fighter. He knows the use of longbow and long sword but has renounced their use. Krelar can be hired (but he must be released by the abbot) at a cost of 150 gp/level, i.e. 300 gp.

Acolytes (8): (AC: 7, MV 9", C1, hp: 8, 8, 7, 6, 6, 5, 5, 5, AL NG). All are armed with studded leather armor and maces and will carry 3-30 ep and 5-50 sp. If their characteristics and spells are required, these should be rolled up by the DM as needed. The acolytes can be hired for a mission concerning the town or the cause of Good. The abbot will have to be paid 10% of all treasure gained per acolyte he sends. He will expect the party to make an effort to keep them safe and to raise them from the dead if that is possible.

The abbey will sell the bestowal of its spells. *Everyone* must pay, including the town nobility! **Cure light wounds** costs 100 gp, **detect magic** 175 gp, **augury** 350 gp.

Qualton, the abbot (AC: 3, MV 12", C 6, hp 40, #AT 1, AL: NG/NE; S 13, I 13, W 17, D 13, C 12, Ch 10). He wears chain mail+2 and carries a **mace of disruption**, plus 1-100 gp and a 300 gp gem. He can use the following spells:

First level: curse, cause light wounds, detect good, darkness, resist cold;

Second level: augury, chant, hold person, resist fire, silence;

Third level: cause blindness, glyph of warding.

Qualton was neutral good but lately has begun to shift toward neutral evil. This is due to an ill-fated bout with a psionic blast that caused a form of *schizophrenia* (see the **Dungeon Master's Guide**) in which he is perfectly normal at one moment and a megalomaniac at other times. In his megalomaniac state he desires to gain the throne by marrying Andrella (though she knows nothing of his plan or desires). Qualton's true feelings are far more likely to surface with time (see module **L2**). A **detect evil** will not show anything if he is in a normal state, and he does not have control over his transformations, or, at least he currently does not. He secretly prays to an evil deity for his third level spells. He is hesitant about leading services to Phaulkon but is still capable of doing so.

DM Note: If you plan to use this module with others from the Londore Isle series do not allow Qualton's schizophrenia to surface.

18. GUARDPOST

This is a small guardpost. Guards based here patrol this side of the river and during times of alert man guardpost **39**. None of these guards seek adventure. They are:

Colemack, fighter (AC: 2, MV 12", F2, hp 17, #AT 1 or 2 with crossbows, D by weapon, AL NG; S 17, I 12, W 13, D 16, C 15, Ch 9). He wears **plate + 1**, a **shortsword + 1**, and a **crossbow of speed**. He has 47 gp and 89 sp.

Prellis, half-elf fighter (AC: 4, MV 9", F2, hp 15, #AT 1, D 1-8, AL LN; S 12, I 13, W 14, D 16, C 12, Ch 13). He wears chain mail, a **ring of protection + 1**, and uses a long sword, plus 37 gp and 45 ep.

Halco, fighter (AC: 7, MV 12", F2, hp 14, #AT 1, D 1-6, AL NG; S 15, I 13, W 14, D 14, C 14, Ch 12). He wears leather armor and shield, and carries a short sword and 23 gp.

All three guards are loyal to the Baron and his family. They cannot be bribed, but they all are clever enough to pretend that they can be bribed.

19. INN OF THE DYING MINOTAUR.

Gellcuff, the innkeeper (AC: 10, 0 level, hp 5, #AT 1, D 1-4, AL CN) has a minotaur's head stuffed and hung up on the wall above the bar. He often claims to have killed it himself. His inn has 18 rooms that rent for 13 to 24 sp a night. The meals are of very good quality and sell for 6 to 15 sp each. He has a good wine cellar and the beer and ale are also good. He has two waitresses/cooks and a stable boy working for him. They are 0 level and have no information of value. Gellcuff cannot be hired and carries a dagger for self defense. The inn bank contains 112 gp, 88 ep, 135 sp, and 130 cp.

20. THE TAVERN OF THE WEST WIND

This establishment is operated by two magic-users, both of whom have families. The tavern sells beer and hard liquor only. Its six rooms rent for 12 sp a night. The owners will use knock-out drops on a rowdy patron (save vs. Poison at -4, or pass out for 4-80 turns — subsequent drinks are at a cumulative -2 to the saving throw per drink until the person finally succumbs). The drops are virtually tasteless; the chance for detecting them is 7% per experience level. If a save is made, double this chance and roll again.

The owners:

Zelmar, magic-user (AC: 4, MV 12", M2, hp 7 (+3), #AT 1, D 1-4, AL LN). He wears **bracers of defense** (AC: 4), and has a dagger and a **wand of magic missiles** with 7 charges remaining. His familiar is Blackie the crow (AC: 7, HD 1-4 hp, hp 3); it has no attacks. Zelmar has memorized the following spells:

First level: charm person, sleep.

In his spell book are these two spells plus **read magic, find familiar**, and **detect magic**. He carries 2-20 gp.

Haki, magic-user (AC: 10, MV 12", M1, hp 4 (+2), #AT 1, D 1-4, AL LN). He is armed with a dagger. His familiar is Soot the black cat (AC: 7, HD 1-4 hp, hp 2); one attack (a bite) for 1 point of damage. Harkie has memorized the spell **sleep**. In his spellbook are also **read magic, find familiar**. He carries 2-20 gp.

Any threat to either animal will be dealt with immediately and they will take anything that the party has to pay for this offense. Remember that if a familiar dies, its master loses double the familiar's hit points!

21. PELLTAR'S HOME.

This is the home of Pelltar the sorcerer. All doors have complex locks and all four doors to the inside are **wizard locked**. The inner hall doors (front and back) have an **explosive rune** on them.

Three magic-users are living with him and being trained in spellcasting. Each is in the process of copying spells and thus has his own book.

Pelltar, magic-user (AC: 2, MV 12", M9, hp 37, #AT 1, D by weapon, AL LN; S 12, I 17, W 13, D 15, C 15, Ch 13). He wears **bracers of defense** (AC: 4) plus a **cloak of protection +2**. He also carries a **dagger +1 (+3 vs. humanoids)**, a **wand of lightning** with 11 charges, **boots of levitation**, and 2-40 pp and 3 100 gp gems. He has memorized the following spells:

First Level: charm person, erase, identify, sleep;

Second Level: ESP, shatter, web;

Third Level: dispel magic, lightning bolt, suggestion;

Fourth Level: polymorph other, wall of fire;

Fifth Level: conjure elemental.

Pelltar is very imperious and highly independent. **If charmed** he will not give up his wand nor will he give up his book of spells. Such a request will break a **charm** immediately. A request for a different item will allow him a save at once. He will be furious if an attempt is made to charm him. He keeps a book here as well as an exact duplicate in the tower of the castle. They contain the spells he has memorized plus the following:

First level: read magic, magic missile, burning hands, write, dancing lights, enlarge, friends, spider climb, hold portal

Second level: levitate, invisibility, wizard lock, locate object, knock

Third level: explosive runes, fly, blink, protection from normal missiles,

Fourth level: dig, dimension door, fire shield, ice storm, charm monster

Fifth level: animate dead, teleport, cone of cold, wall of iron, stone to flesh,

Sixth level: anti-magic shell

With the book are 10 gems worth 250 g.p. each.

Pelltar might sell the bestowal of a spell he is capable of casting. The chances are 60% for a 1st level spell, 50% for a 2nd level spell, 40% for a 3rd level spell, etc. He sells these spells for 300g.p./level of the spell. The three magic-users who stay with Pelltar are loyal to him. Each wears a ring that will negate the wizard lock for three full seconds before the door slams shut again. A ring might work on other wizard **locked** doors at the **dispel magic** formula vs. 12th level magic. Pelltar might release one of these magic-users from service for 1,000 g.p. per level of experience.

Abacus, Conjurer (AC: 7, MV 12", M 3, hp 9, #AT 1, D 1-4; S 15, I 16 W 13, D 15, C 14, Ch 8). He wears **bracers of defense** (AC 8) and carries a dagger. He has 18 g.p. and 22 s.p. He has memorized the following spells:

First level: charm person, sleep;

Second level: invisibility.

In his spellbook are the above spells plus **spider climb**, **enlarge**, **read magic**, and **web**.

Fliban, Conjurer (AC: 6, MV 12", M 3, hp 16, #AT 1, D 1-4, AL LN; S 10, I 15, W 15, D 16, C 16, Ch 12). He wears a **ring of protection +2** and carries a dagger, plus 37 g.p. and a 150 g.p. gem. He knows the following spells:

First level: magic missile, sleep;

Second level: web.

Gristla, Theurgist (AC: 7, MV 12", M 4, hp 13, #A 1, D 1-4, N; S 11, I 16, W 13, D 13, C 14, Ch 13). He wears bracers of defense and is armed with a dagger. He carries 18 g.p. and a scroll of **fire ball** (8 HD). He knows the following spells:

First level: charm person, enlarge, magic missile;

Second level: ESP, invisibility.

In his spellbook are the above spells plus **sleep**, **write**, **read magic**, **stinking cloud**, and **levitate**.

22. FELIX'S HOME

This is the home of Felix the mercenary (AC: 4, MV 12", F 4, hp 29, #AT 1, D 1-8+2, AL CN; S 16, I 13, W 12, D 11, C 15, Ch 9). He wears **chainmail +1** and a **longsword +1**. He carries 57 g.p. and 81 s.p. He sells his services for 300 g.p. or a reasonable share of treasure. He cannot be hired by a character below third level. He may be a henchman or hireling but never a player character. He lives with a young lady of 0 level who has a charisma of 18.

23, 24, 25. WAREHOUSES

The guard who patrols these three warehouses lives at location 26 and is detailed there. The warehouses are as follows:

23: This is a storage building for grain and preserved foods. The value of the foodstuffs is 480 g.p.

24: The fishermen store their boats in this building. Construction and repair of boats also goes on inside. The Baron lets the fishermen use it for free.

25: This warehouse belongs to Pelltar, who also pays the guard's wages. Inside is fine food (value: 700 g.p.), aging wines (value: 900 g.p.), hard whiskey (value: 800 g.p.), iron rations (value: 250 g.p.), fine clothing (value: 800 g.p.), four sets of plate mail (value: 300 g.p. each), copper mugs, jugs, and cups (value: 340 g.p.), three tapestries (value: 400, 500 and 700 g.p.), and a suite of padded leather furniture worth 1,200g.p. There is a set of triple locks to this warehouse. Each is also **Wizard Locked**, and each also has an **Explosive Rune** and a **Fire Trap** on it.

26. GUARD'S HOME

The "old man" who poses as a mere caretaker is really a grizzled but tough fighter named Welcar (AC: 5, MV 12", F 4, hp 34, #AT 1, D 2-8 +2, S 16, I 14, W 13, D 14, C 15, Ch 12). He wears studded **leather armor +2**, a **ring of free action**, and has a **broadsword +1** and a **net of entrapment**.

When standing guard duty he always has with him two war dogs (AC 6, MV 12" HD: 2 + 2, hp 12, 11, #AT 1, D 2-8). Each wears a collar with an enchantment on it that nullifies **sleep** spells for mammals of semi-intelligence or less. More intelligent mammals gain a 20% resistance and the duration of a successfully cast **sleep** spell is reduced to one round per level of the caster. This reduction will have effect even if the collar is removed from the sleeping animal. The collars are valued at 3,500 g.p. each since they can provide its protection to other mammals of value.

The war dogs are highly-trained, alert, and vicious. They obey Welcar or Pelltar but they will not take food from anyone else. Welcar has a small private treasure of 320 e.p. and a gem valued at 700 g.p. His magical net and ring were given to him by Pelltar as part of his equipment.



30. BAIT SHOP

Zahrdahl poses as a bait dealer, poor and dirty, but is really an illusionist spy for the Duke of Kroten to the northwest. Zahrdahl the Trickster: (AC: 3, MV 12", 3rd level, hp 12, #AT 1, D 1-4, AL NE; S 12, I 15, W 13, D 16, C 16, Ch 10). He wears **bracers of defense** (AC 5), and is armed with a dagger. He has 1-20 sp. He has memorized the following spells:

First level: color spray, phantasmal force;

Second level: invisibility.

His spellbook is hidden and has an **explosive rune** (placed by a friendly 11th level wizard) on its cover. In the book are written the above spells plus **detect invisibility, wall of fog, misdirection,** and **hypnotic pattern.** Beneath the book are 340 gp, 73 ep, and a gem worth 200 gp.

31. PRIEST'S HOME

This house is the home of **Yalta** the Priest (AC: 3, MV 9", C3, hp 18, #AT 1, D 2-7+1, AL LG; S 15, I 14, W 14, D 13, C 15, Ch 17). He wears chain mail and a **shield +1**, and carries a **staff of striking** with 11 charges, a **mace +1**, plus 48 gp. He is the spiritual advisor of the Baroness and can use the following spells: **First level: bless, cure light wounds, command, detect evil; Second level: hold person.** He can be hired, but the party leader must be lawful and at least 4th level.

32. BURNT GUARD STATION

This is the shell of a burned-out guard station. Since the building is mainly stone the outward damage is not easily visible from a distance. The lower secret chambers shelter various undead, and there is also a giant rat nest consisting of several burrowed-out chambers. The giant rats occasionally forage in the town as far up the road as the fresh food stand of **29**. A town visitor might be told that a large rat bit the child of a fisherman. This story is most likely to be heard at **14** or **19** but is also known at **31** and the buildings on the hill (**16, 17, 18**). The townspeople are concerned but there is no one to track down the rats and some feel the incident was an isolated one. If the people along this small road are questioned they will have much more to say.

The chance of a giant rat being in town is 25% (only at night when there is little or no street traffic). A large party will almost surely be detected by a rat unless they are quite spread out.

THE GUARD HOUSE:

1. THE COMMON ROOM.

This was the site of the major fire so all refuse is burnt. Tracks of

a giant rat can be found coming in and out. The tracks are over 72 hours old.

2. THE BARRACKS

The fire did some damage to this section. The roof is burned away over the hole in the walls. All six cots were burned. There is no item of value.

3. THE ARMORY

Some wooden items are here but those that are not burnt are warped and useless. These include two bows, three spears, four axes, two pole axes, and eighty arrows.

4. THE EMPTY CELL.

This was a temporary cell. The door was broken down but the fire did not get in here. Someone/something else did the breaking (actually, to free the prisoner during the fire).

5. THE BEDROOM

This room was not burned and items of value have long ago been removed. A bed, table, chairs, and a four-drawer chest are still here. A poison needle trap is still here but the poison is useless. There is a secret door to 6 under the remains of a rotting carpet.

THE LOWER-LEVELS (SECRET COMPLEX).

This complex was built almost a century before and the secret door to it was forgotten long ago. The undead have been here, undisturbed, for that entire period. The complex was designed by a thief as a private lair where he could defend himself against a small party. There are a series of secret doors in Location **11** and **12**. They open by hidden mechanisms from both sides. The mechanisms are positioned differently on each door. Thus, their position must be located and memorized. The undead do not know that these passages exist. The secret doors will automatically close and relock in one minute. They are operated by counter-weights heavy enough to dislodge or break an iron spike (85% chance).

6. THE LIVING CHAMBER.

When the party enters the room, they are immediately attacked by two skeletons (AC 7, MV 12", HD 1, hp 7, 6; #AT 1, D 1-6) and a ghoul (AC 6, MV 9", HD 2, hp 14, #AT 3, D 1-3/1-3/1-6).

The remains of a large hexagonal table and six hexagonal benches remain, though they are quite rotten and will collapse if sat upon. There is a hexagonal bed, also rotten, which will explode into dust if someone jumps on it or tries to tear it apart. An iron bound chest is in one of the alcoves. The chest has a trap on the lock. If it is not found and disarmed it will pour a vial of liquid into the chest as the lock is turned. Tipping the air-tight chest will also pour out the liquid. The liquid is a special mixture of a potion of **gaseous form**. It will cause the entire chest and its contents to become gaseous for two turns. The gas will float around harmlessly until the time limit is up. The cloud will resist being broken up by wind; even a **gust of wind** spell will have no effect. When the time has elapsed the chest will reform and crash to the floor. This is 70% likely to break the potion of **gaseous form** therein and the entire chest will then go gaseous again for two full hours. Inside the chest, among the bits of clothing of no real value, is a dagger with a belt and elaborate buckle and wooden box 4" square. The dagger is ornate but non-magical. The buckle is valued at 10 gp but if it is unbuckled in the normal way it is 85% likely to stick the wearer, or the person removing it, with a pin. The person jabbed must save vs. Poison at -3 or be paralyzed for 5-50 rounds. The pin has enough material on it for three injections. The box contains a medallion that grants its wearer a save vs. **sleep** as a magic-user of the same level. The medallion can be worn by any character as well as by a mount, such as a horse. It is of no value to creatures over

4 HD/levels, or those immune to **sleep**. Its gp value is 2500, xp value 200.

7. THE BEDROOM

In here are a four-drawer chest, a footlocker, and a padded chair. The chair and bed are so old they will disintegrate if someone sits on them. A stash of 70 gp, 80 ep, and 80 sp is inside the false bottom of the footlocker.

8. KITCHEN AND PANTRY

This room is guarded by two ghouls (AC 6, MV 9", HD 2, hp 15, 14, #AT 3, D 1-3/1-3/1-6) and two zombies (AC 8, MV 6", HD 2, hp 13, 12, #AT 1, D 1-8). They attack immediately when the party enters. This room has many storage shelves with food containers on them. The food is all rotten. A table and two chairs are in this long, curved chamber plus a small hearth (long since closed to the outside), a weapon rack with 6 rotting spears, and a cabinet with pots, pans, utensils, etc.

9. THE GAME ROOM

A skeleton (AC 7, MV 12", HD 1, hp 6, #AT 1, D 1-6) and a ghoul (AC 6, MV 9", HD 2, hp 14, #AT 3, D 1-3/1-3/1-6) are inside this room. The ghoul will usually be in the recessed area. They attack immediately when the party enters.

A large, hexagonal table is in the center of the room surrounded by six chairs. A throwing dagger is hidden under the table at each chair location. The remains of a deck of cards are present — it will crumble to dust if picked up — as well as six piles of copper pieces, numbering 40, 65, 23, 88, 99, and 31 respectively.

Note the opening into room 13, below.

10. THE PRACTICE RANGE

This room contains a knife rack with 8 rusted throwing knives. There is a table and a single chair. Four practice targets are on the east wall. Otherwise it is empty. The door to 10a is still locked but will break if a character with a strength of 16 or higher tries to force it open.

10a is a tunnel passage that exits at a well-hidden location in a clump of bushes near the river.

11. THE HIDDEN ROOM

This secret room has a small chest in the eastern niche. Inside the chest are the following: 77 gp, 38 ep, 210 sp, and a bag of 5 gems; 3 x 50 gp, 150 gp, and 200 gp. There is also a pair of **boots of elvenkind**.

12. SECRET ROOM COMPLEX

In the room bordering room 8 is a small box containing a potion of **extra healing**. The other room appears empty, but when its

doors are opened it will be flooded with poison gas. Over the years the gas has become very weak (save vs. Poison at +5 or die).

The Giant Rat Nest.

13. The rats opened a hole here into room 9 but do not dare venture in. A decaying body of a giant rat lies near the opening. If there is a noise in room 9 2-5 rats will scurry into 13 to investigate. Otherwise, this room will be empty.

14. This is the major rat den. There are seven rats here (AC 7, MV: 1276, HD 1-4 hp, hp 4, 4, 4, 3, 3, 2, 2, #AT 1, D 1-3 plus disease). In the nest bedding are 7 gp, 11 ep, and a gem worth 50 gp.

15. This is a breeding cave. There are 20 small rats here, effectively harmless due to their size. They have no attacks, are AC 10, and have 1 hp each. Unless they are killed they will grow large enough to forage in 10 days, and in 30 days they will have matured fully.

16. There are 5 rats here (AC 7, MV 12"/16", HD 1-4 hp, hp 4, 4, 4, 3, 3, #AT 1, D 1-3, plus disease). More might come if noise is made. Note the rat-sized tunnel at 16a, which exits in a well-hidden hole in a clump of bushes in the town.

17. There are seven rats here (AC: 7, MV 12"/16", HD 1-4 hp, hp 4, 4, 4, 3, 3, #AT 1, D 1-3 plus disease). In their nest is a **ring of feather falling**.

18. There are nine rats here (AC: 7, MV 12716", HD 1-4 hp, hp 4, 4, 4, 4, 3, 3, 2, 2, #AT: 1, D: 1-3 plus disease) in this major nest. In the bedding can be found 31 gp, 18 sp, and a **brooch of shielding** that can absorb 17 points of **magic missile** damage. The tunnel 19a emerges in a well-hidden exit in a clump of bushes just beyond the town palisade. There is a 60% chance one giant rat will be in these bushes outside the hole, day or night.

35. DRUID'S HOME

This is the home of Almax the druid, his son **Amos**, and his wife **Felwin**. **Almax**, druid (AC: 7, MV 12", HD 7th level, hp 47, #AT 1, D 2-5+2 AL: N; S 15, I 15 W 16, D 17, C 14, Ch 15). He also carries a **hammer +2**, and a **ring of Serten's spell immunity** (usable only by a person of true neutral alignment). He can assume animal form three times a day and can use the following spells:

First Level: animal friendship, detect magic, entangle, faerie fire, shillelagh, speak with animals;

Second Level: charm person or mammal, create water, cure light wound, heat metal, fire trap, produce flame;

Third Level: call lightning, neutralize poison, pyrotechnics;

Fourth Level: dispel magic.



Amos, half-elf, druid (AC: 5, MV 9", 3rd level, hp 17, #AT 1, D -8, AL: N; S 10, I 14, W 18, D 16, C 12, Ch 17). He wears studded leather armor, and is armed with a scimitar and a sling. He carries 80 gp. He can use the following spells:

First Level: animal friendship, detect magic, faerie fire, locate animals, speak with animals;

Second Level: barkskin, cure light wounds, heat metal, obscurement;

Third Level: call lightning, cure disease.

His father will be willing to send Amos on a mission concerning the town.

Felwin, female elf, magic-user (AC: 6, MV 12", M2, #AT 1, D 1-4, hp 8, AL CN; S 10, I 14, W 13, D 16, C 15, Ch 16). She wears a **cloak of protection + 2**, and carries a dagger and 45 gp. She has learned the following spells: **First level: charm person, sleep.** These spells, plus read magic and write are in her spell book. She will not adventure.

Almax is second only to Pelltar in authority, after the Baron. He owns a Fountain of Good Health which bubbles up in the grove behind his home. It is protected by three **snares** at each end of the two entrances. Worshippers are instructed never to enter this clump of trees behind his home. The Fountain has three powers:

- Upon command it will produce food and water for up to 12 persons for one week, once per day.
- Upon command it can view other druid places of worship. Those known to Almax can be specifically called forth. Upon seeing the location the Fountain can teleport up to six persons as they step into the waters. Each such figure must be touched by the druid who calls forth the image in the pool. This teleportation can be two-way if a druid at the other end has any type of pool or fountain and is gazing into it when contact is established. Thus the Fountain can be used as a means of gaining and giving information over long distances. Almax frequently looks into the Fountain at high noon. He usually charges 75 gp per level for each person being transported.
- Upon command the Fountain can bestow a **cure light wounds** on those who bathe in the waters for not less than one hour. Up to 12 cures can be made per day in this way. Almax will charge 100 gp per person using the pool in this way.

If the Fountain is ever defiled, the offending party must be killed and thrown into the Fountain before it will function again. The fountain may be defiled by **curse**, unholy water, garbage, or excreted waste. The DM can turn such an event into an interesting adventure!

Amos and Felwin know of the Fountain but neither will approach it unless Almax has been hurt or killed. Amos can use it. Hidden under stones near the pool are 8 gems valued as follows: 3 x 200 g.p., 4 x 300 g.p., and 1,000 g.p. Each is buried apart from the others.

CREDITS

DESIGN: Lenard Lakofka

ART: David S. LaForce, Erol Otus, Harry Quinn, Jim Roslof, Stephen D. Sullivan, Bill Willingham

SPECTATOR

FREQUENCY: Very Rare

NO. APPEARING: 1-2

ARMOR CLASS: body, AC 4, eyes AC 7

MOVE: 10"

HIT DICE: 4 + 4

% IN LAIR: 100%

TREASURE TYPE: See below

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1

SPECIAL ATTACKS: See Below

SPECIAL DEFENSES: See Below

MAGIC RESISTANCE: 5%

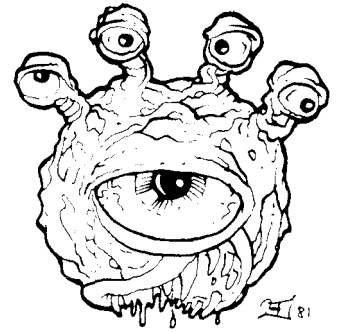
INTELLIGENCE: Very/Highly

ALIGNMENT: Lawful Neutral

SIZE: L (4' diameter)

PSIONIC ABILITY: Special

Attack/Defense Modes: Nil



The spectator is a guardian of places and treasures. Once it is given a task it will guard for up to 101 years and will let no one use, borrow, or examine an item or treasure. The treasure being guarded is 90% likely to be a magic item or at least a value of 15,000 g.p. Incidental treasure gained while performing its duty has no hold on its conscience and may be taken freely. Incidental treasure can amount to the following sums: 40% for 3-300 coins of mixed types, (1-20 platinum, 2-40 gold, 4-80 electrum, and the balance, if any, will be silver), 30% for 1-6 gems of base value 50 g.p., 20% for 1-4 potions, 15% for a +1 piece of armor, 15% for a +1 weapon, and 5% for a miscellaneous magic item valued under 10,000 g.p.

Spectators are summoned from Nirvana by **Monster Summoning V** and the sacrifice of three small eyes (or more) from a beholder. The spectator can only be commanded to guard some treasure. It will perform no other duty, and if commanded in some other way it will return to Nirvana immediately. If its guarded item(s) is ever destroyed or successfully stolen the spectator is released from service and may return to Nirvana as well. The summoner, of course, may take the item himself and thus release the spectator.

The spectator has a large central eye and four smaller eye stalks protruding from the top of its spherical body. The body surface is covered in tough hide and thus is armor class 4. Any general blow is 70% likely to hit the body. The body contains all of the beast's hit points. Hits on the eye stalks (AC: 7) or the central eye (also AC: 7) will occur 30% of the time (divided up as 20% for the eye stalks, 10% for the central eye). Any such hit destroys the eye. A blinded spectator cannot defend its treasure and will teleport to Nirvana. This is the only condition under which it will leave its post. Its eyes regenerate in one day and then it will return. If the treasure is gone it will return to Nirvana.

The beast has a general magic resistance of 5% to all magic. However, when the central eye is undamaged, it can reflect one spell per round fired at it and turn the spell back to the caster. This does not apply to touch spells of any kind. The reflection only occurs if the spectator makes a saving throw vs. spell (regardless of the spell cast at it). Because of this power and its magic resistance a spectator gains no other saving throws vs. magic. **Example:** a magic-user casts a **lightning bolt** at a spectator, the spectator rolls a saving throw to see if the spell is reflected, and if it is not then its magic resistance percentage is rolled for. If this also fails the **lightning bolt** does full damage. The spell caster is allowed a normal saving throw vs. the reflected spell in all cases and only he or she must suffer any damage. Thus, in the above example, if the **lightning bolt** were reflected only the magic-user could be hit by it, even if a familiar, for example, were sitting on the magic-user's shoulder. If the magic-user makes the saving throw he or she takes no damage

whatsoever! Reflection is possible only if the spell caster is in a 60° arc of the central eye. Range is not a factor, since getting the spell to the spectator is the only consideration. The central eye can only reflect one spell per round, even if two spells arrive in the same segment. The other eyes have magical powers as follows:

- #1: (Create Food and Water, obviously this is not an attack)
- #2: **Cause serious wounds**, inflicting 2 d8 + 3 damage versus a single figure at a range of 60 feet. A saving throw vs. Spells is allowed and if successful only half-damage is sustained.
- #3: Paralyzation Ray, range of 90 feet, one target only, duration 5-20 rounds. The spectator **never** attacks a paralyzed character or uses him or her for food. A paralyzed character might be allowed to go its own way if it is willing to leave in peace.
- #4: Telepathy, range 120 feet, 1 target only. Communication is possible in this way. The beast can also implant a **suggestion** if the target fails to make a saving throw. This **suggestion** is always to leave in peace.

These small eyes act by glance and are thus very fast. Initiative for the spectator is made rolling a d8 instead of a d6 in all cases. All three "attack eyes" can be brought into play. Causing wounds or paralyzation only takes one segment, as does the suggestion to leave in peace. Communication takes 2 segments. Creating an amount of food and water for a large meal (up to six persons) takes one full round.

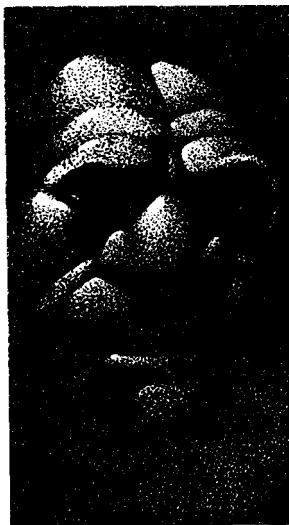
The spectator can sense psionic disciplines, powers, and spell-like effects at a range of 240 feet, even through wood though not metal or stone. Thus the spectator is difficult to surprise (only on a 1 on a d12). The spectator, being basically passive, will attempt to communicate and implant its suggestion as its first act unless it is immediately attacked. In close combat the spectator can bite for 2-5 points of damage.

If properly confronted, the spectator can be quite friendly. It will tell a party exactly what it is guarding early in any conversation so that there will be no argument! If its charge is not threatened it can be quite amiable and even talkative (via telepathy).

Spectators move by a very rapid levitation in any direction. They will drift aimlessly when asleep, (20% likely when encountered), never touching the ground. Their xp value is 350 + 9/hp.

STONE GUARDIAN

FREQUENCY: Very Rare
NO. APPEARING: 1-4
ARMOR CLASS: 2
MOVE: 10"
HIT DICE: 4 + 4
% IN LAIR: 100%
TREASURE TYPE: See Below
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-9/2-9
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: See Below
MAGIC RESISTANCE: See Below
INTELLIGENCE: None
ALIGNMENT: Neutral
SIZE: 75% M, 25% L
PSIONIC ABILITY: Nil
Attack/Defense Modes: None
XP VALUE: 550 + 8/hp



The stone guardian is a special type of golem-like figure. It is manufactured somewhat like a golem or a figurine of wondrous power using **enchant item**, **transmute mud to rock**, **magic mouth**, **detect invisibility**, and **limited wish** or **wish**. (Note: **detect invisibility** is optional but no other detection spell may be

substituted for it.) A figure of a man or a creature up to ogre size (smaller or larger will not work) is made of mud and given a heart of stone. The heart must have **enchant an item** cast on it. The mud is transmuted to rock and the **wish** is cast. **Magic mouth** is required so that it can be activated under precise circumstances. However, there is a 20% chance per activation that the precise instructions will be disregarded and then the stone guardian will attack anything! A special **ring of protection from stone guardians** can be crafted at the same time a stone guardian is manufactured. This ring will keep the wearer and all others within a 10' radius immune to a guardian's attack. The ring will only work for the stone guardian(s) made at the time the ring was magicked and will be useless against other stone guardians.

The stone guardian takes only ¼ damage from edged weapons, and normal missiles cannot harm it at all. It takes ½ damage from cold, fire, and electrical based spells. It cannot be poisoned, held, charmed, paralyzed, or affected by fear since it has no mind whatsoever and no living body. It will attack until destroyed. **Stone to flesh**, **transmute rock to mud**, **stone shape**, or **dig** spells will kill it instantly with no saving throw. A stone guardian can see and hear due to the power of the wish, but can detect invisibility only if that spell is used in its creation.

SAMPLE PLAYER CHARACTERS

These characters may be used in L1 for players who do not have characters of appropriate level to use or for those who do not have time to create characters of their own.

Fighter, human male, 4th level, hp 21, AL LN, S 17, I 13, W 15, D13, C 13, Ch 8, chain mail and shield, **Long sword +1** potion of **extra healing**.

Thief, female elf, 4th level, hp 14, AL CN, S 13, I 14, W 13, D 17, C 14, Ch 10, Leather armor, **dagger + 1/+ 3 vs. larger than man-sized creatures**.

Ranger, male half-elf, 3rd level, hp 27, AL NG, S 15, I 14, W 14, D16, C 15, Ch 11, **Chain mail +1, shield + 1**, longsword, longbow.

Cleric, human male, 3rd level, hp 16, ALLG, S 15, I 13, W 17, D 13, C 14, Ch 13, chain mail and shield, mace, 4 1st level spells, 3 2nd level spells, two vials of holy water.

Fighter, male dwarf, 3rd level, hp 23, AL LN, S 16, I 12, W 10, D 15, C 15, Ch 7, **chain mail + 1** and shield, flail, **wand of enemy detection** with 5 charges.

Druid, female human, 3rd level, hp 22, AL N& S 13, I 12, W 16, D14, C 17, Ch 17, leather armor **quarter-staff +1**, potion of **invisibility**, 5 1st level spells, 4 2nd level spells, 1 3rd level spell.

Magic-User, female elf, 2nd level, hp: 7, ALLN, S 10, I 17, W 13, D14, C 14, Ch 12, **bracers of defense** (AC 7), dagger, spellbook of six 1st level and two 2nd level spells (but can only memorize two 1st levels spells at one time, due to her current level of experience).

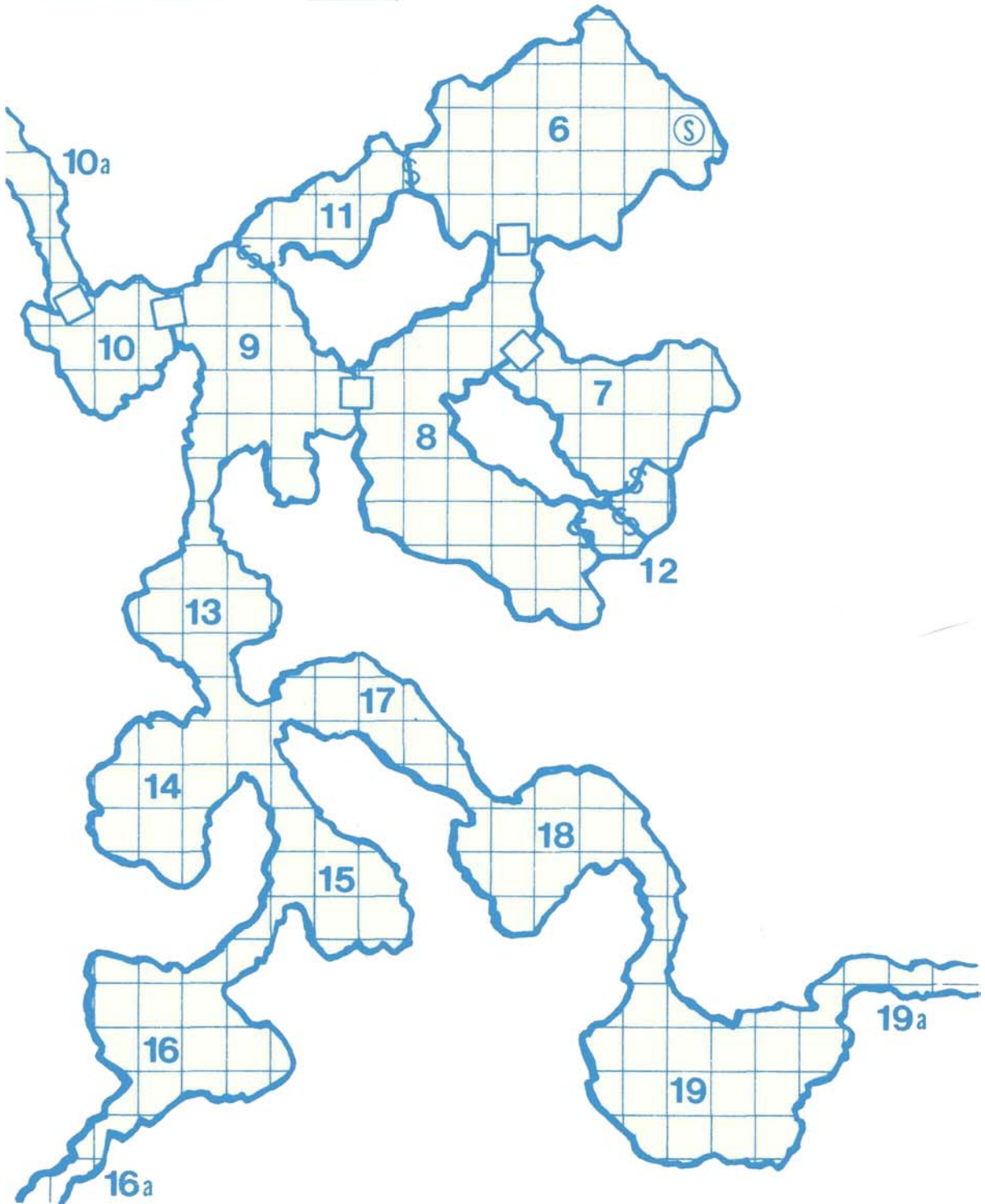
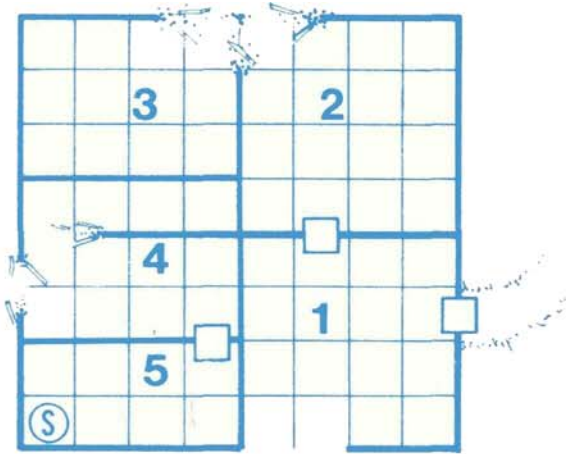
Thief, male gnome, 2nd level, hp 14, AL LN, S 12, I 13, W 13, D 16, C 15, Ch 13, leather armor, **short sword + 1** (detects magic one round per turn).

Fighter, human male, 2nd level, hp 16, AL CG, S 18 (61), I 10, W 11, D 13, C 14, Ch 10, chain mail and shield, longsword, longbow, **potion of heroism**.

Cleric, human male, 2nd level, hp 11, AL CG, S 16, I 12, W 15, D15, C 12, Ch 17, chain mail and shield, mace, 4 1st level spells.

**GUARD STATION, BUILDING #32
RAT NEST, SECRET COMPLEX**

Scale: 1 square = 10 feet





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Advanced Dungeons & Dragons[®]

Fantasy Adventure Module

The Assassin's Knot by Len Lakofka

The second module in the LENDORE ISLE Series

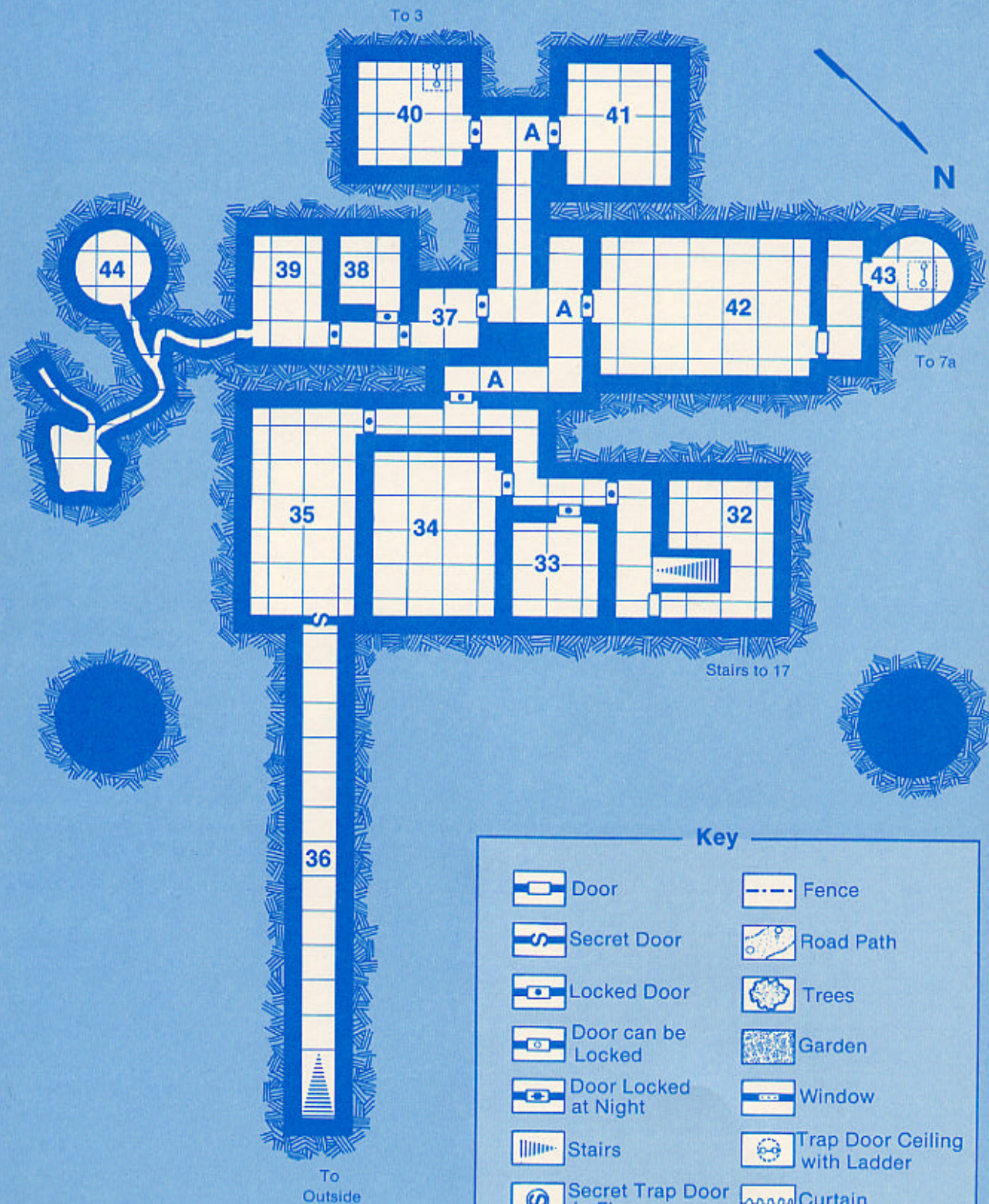


Murder most foul! A small ruby, a leather button, and a golden lute string are your only leads. Can you follow them to the heart of THE ASSASSIN'S KNOT?



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Castle Lower Level

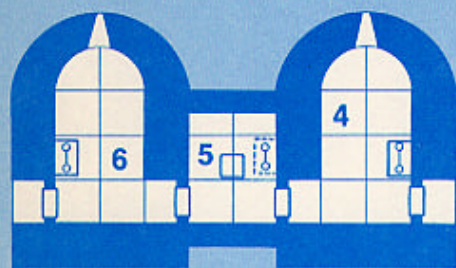


Key

- | | | | |
|--|---------------------------|--|-------------------------------|
| | Door | | Fence |
| | Secret Door | | Road Path |
| | Locked Door | | Trees |
| | Door can be Locked | | Garden |
| | Door Locked at Night | | Window |
| | Stairs | | Trap Door Ceiling with Ladder |
| | Secret Trap Door in Floor | | Curtain |
| | Statue | | |

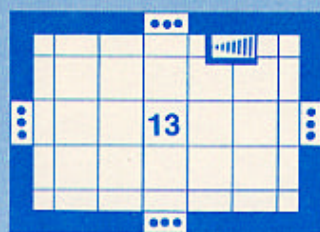
1 square = 5'

EN CASTLE

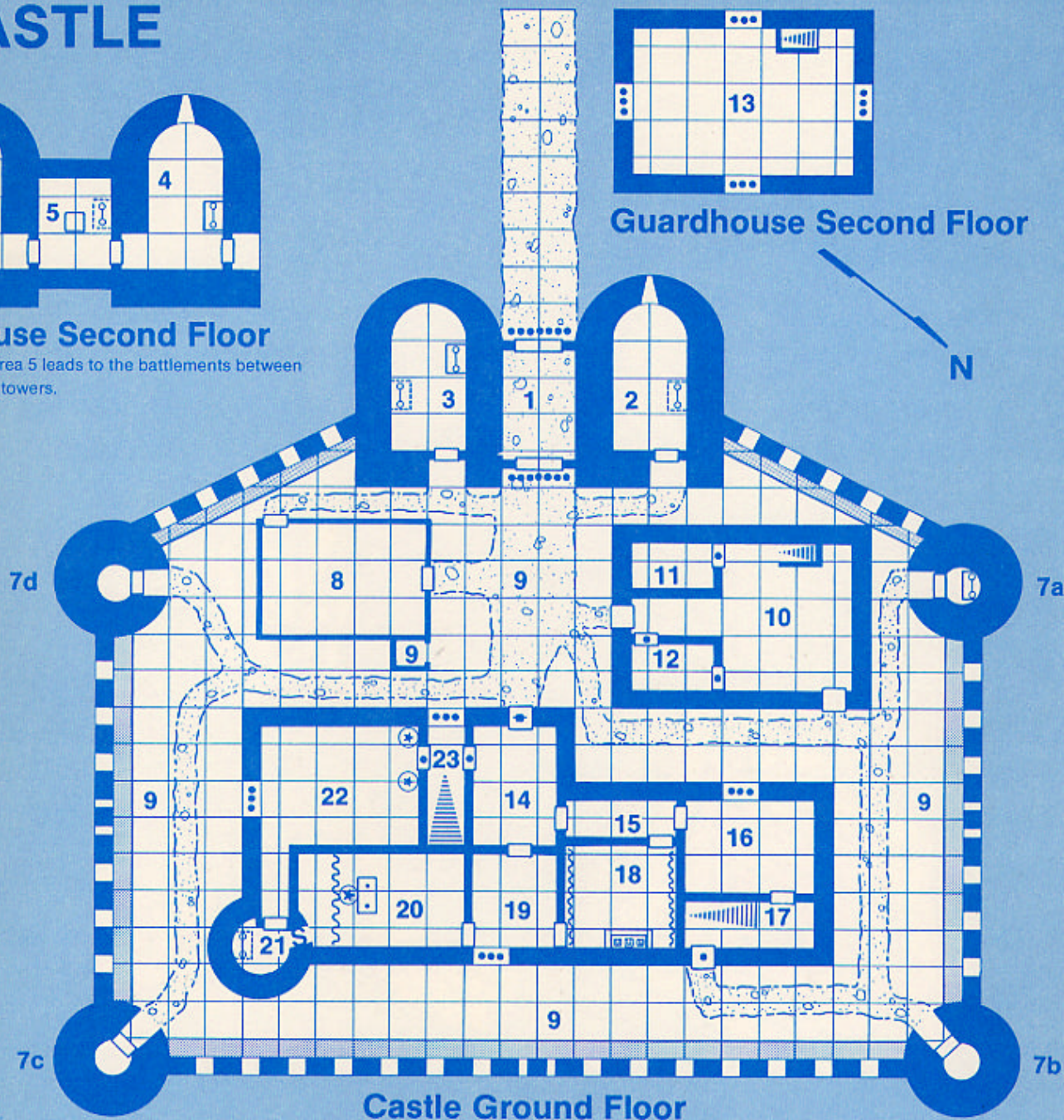


Gatehouse Second Floor

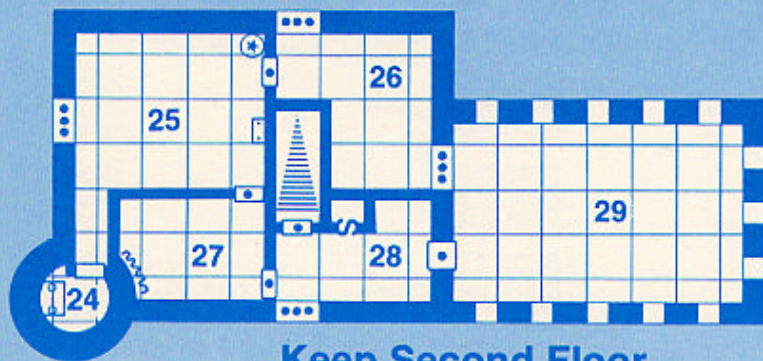
The ladder in area 5 leads to the battlements between the gatehouse towers.



Guardhouse Second Floor



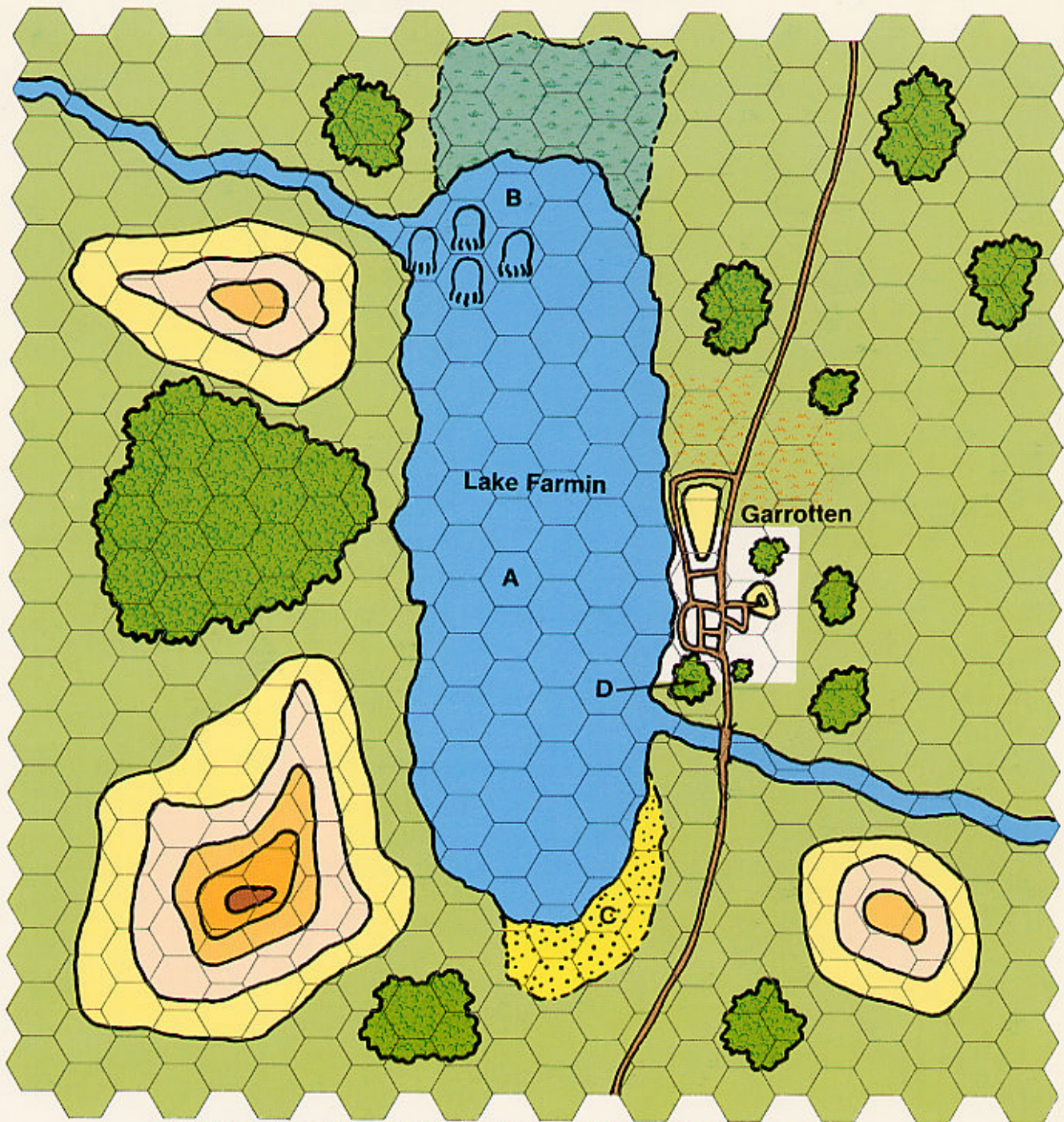
Castle Ground Floor



Keep Second Floor

Tower rises two more floors

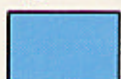
ENLARGED AREA MAP



Key [includes Enlarged Area Map and Town Map]



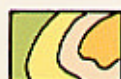
Road



Water



Trees



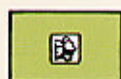
Hills



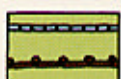
Swamp



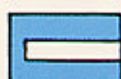
Building



Statue



Fences



Docks



Octopus



Beach

1 HEX = 1/4 Mile



The Assassin's Knot

by Len Lakofka

AN ADVENTURE MODULE FOR CHARACTER LEVELS 2-5

This module can be played alone or as the second part of the LENDORE ISLE Series.



Baron Grellus of Resternford is dead. All clues point to the small town of Garrotten, a day's journey to the south. The sorcerer Pelltar of Restenford has asked you to undertake a secret investigation of the crime. Can you succeed before the murderer strikes again?

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POB 756
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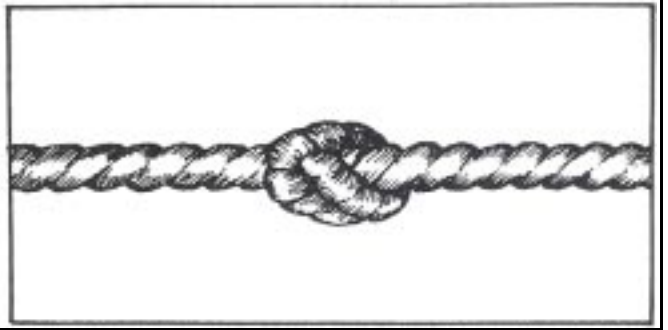
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ISBN 0-935696-70-9
394-51835-7TSR600

9057

Dungeon Module L2

The Assassin's Knot

This module is a sequel to module L1 **Secret of Bone Hill**. Although that module is not necessary to play this one, they can be used together as parts of a continuing adventure. If you plan to participate in this module as a player, please stop reading here. Knowing the details of this module will make it less fun to play for all concerned.



INTRODUCTION

This module is different from most other modules—it is a murder MYSTERY. The players will have to assemble the clues you give to discover the murderer and prevent him from carrying out his plans. Because so much of the action depends on what the player characters do, you must pace the events of this module to be both challenging and entertaining. Remember, **ACTIONS LEAD TO REACTIONS**, there is a strong emphasis on character interaction, and the investigation has a definite deadline. Parties who rely only on force should not expect to do well in this adventure.

This module is designed for play by 6-10 characters of levels 2-5, totaling at least 20 levels. Parties with more than 35 levels, or any 6th level characters, may find the going too easy. The adventure begins in a large inn where assassins and a thief live. The action moves to a church run by a crazy old coot high priest who can be both a help and a hindrance; a theater where the party might find help from a bard; and a town with many interesting occupants. The party may even raid the castle of an evil magic user!

Read the module carefully before running it for the players. Give special attention to the non-player characters (NPCs) and the ways the clues may lead to the mysterious assassin in this adventure. Carefully comparing the text to the maps while studying the module will give you good ideas on how to fit the encounters into an ongoing adventure.

The following abbreviations are used to summarize the information given about monsters and NPCs:

AC = Armor Class; **MV** = Movement; **HD** = Hit Dice; **hp** = hit points; **AT** = Number of Attacks; **D** = Damage; **SA** = special attack; **SD** = special defenses; **S** = Strength, **I** = Intelligence; **W** = Wisdom; **D** = Dexterity; **C** = Constitution; **CH** = Charisma.

DM's Background

Baron Grellus of Restenford is dead. All clues point to Garrotten (Gar RO ten), a small town about 18 miles to the south of Restenford. The party has been secretly contacted in Restenford by the sorcerer Pelltar to find out who murdered the Baron and to bring the murderer to justice. Pelltar really wants to continue his researches in peace, but the death of the Baron threatens the stability of the whole region.

The Baron was found strangled at 8 AM Monday morning. His bedroom was locked from the inside. No furniture or other objects were overturned or broken; however, three clues to the murderer were found in the room. First, a small red ruby (value 50 gp) was located near the body. Second, a golden lute string was found under the bed. Third, a red leather button was found in the Baron's hand. Restenford castle has been sealed to outsiders until the Baron's wife and daughter recover from the shock. The effort to **speak with dead** gave no clues, and all attempts to **raise** the Baron met with failure. However, Pelltar has acquired the following information:

An old man with long white hair, wearing a blue robe with the symbol of three barracuda on it, ate at the Restenford inn. This symbol is known to represent one of the major sea deities worshipped on Lendore Isle: Osprem, Goddess of the Seas and Water Travel. A temple to this deity is located in Garrotten. The old man displayed a beautiful golden holy symbol, a small whale. The eyes of the whale were red rubies.

A man in traveling clothes appeared at a local tavern where he had a few drinks and played the lute for the people in the tavern. He stayed a few hours and then left. The lute had unusual golden strings.

A man came into town to buy a few barrels of beer and have them shipped to his inn in Garrotten. He wore a distinctive red vest with ornate red buttons. When shown the button found in the Baron's room, the wine merchant identified it as resembling the ones on the innkeeper's vest.

The guard at the south gate of Restenford (whose road leads to Garrotten) remembered each of the three men. They arrived one after the other, about an hour apart, between 7 PM and 9 PM Sunday night. None of these men were seen to leave Restenford, but a later search of the town did not find them. Pelltar the sorcerer thinks he knows them. The first is **Harper**, the high priest of the Church of Osprem in Garrotten. The second is **Balmorrow**, a theater owner in Garrotten. The third seems to be **Abraham**, the town's innkeeper.

The party knows that Garrotten does not enjoy a good reputation. Dark rumors suggest that Garrotten is the headquarters for assassins who operate right under the nose of the town's mayor. There is no proof that such a guild exists, but a common phrase in much of this area is, "If you want someone killed, go to Garrotten." It is up the party to find out who killed the Baron and why, and to bring the guilty party to Restenford if possible.

The Murder—DM ONLY

All three suspects are innocent. The Baron of Restenford was murdered by Tellish, head of the Assassins' Guild in Garrotten. Tellish accomplished the murder by using a **cloak of ethereality** and his abilities to climb walls and pick locks. At 7 PM he entered town dressed as the high priest of the temple of Osprem. He then sneaked out of town, removed the high priest disguise, and re-entered as the theater owner at 8 PM. Once that role was played, he again left by the wall and entered town at 9 PM disguised as the innkeeper. Tellish then removed the last disguise and went to perform the assassination at 1 AM. He then climbed the town wall a third time and returned to Garrotten.

Tellish selected Sunday night to perform the assassination because none of the men he framed are usually in public view then. The high priest always retires very early on Sunday and does not reappear until 9 AM Monday morning. The theater owner does not have performances on Saturday or Sunday and is usually setting up new backdrops or rehearsing alone for next week's show. The innkeeper has Sunday night off and usually retires to his room for a quiet evening. Thus none of the three has a good alibi.

The Plot

The assassin was hired by Qualton, the canon of the Church of Phaulkon in Restenford. Qualton suffers from a form of schizophrenia that produces occasional fits of megalomania. It is his goal to become Baron of Restenford himself, but to do so he must murder the current Baron and Baroness, then marry the Baron's daughter. In his twisted mind this all seems quite logical and possible.

Qualton's desire to kill the Baron and Baroness fits right into the plans of Arness, the mayor of Garrotten. She would like to see the Baron's entire line die out (including the daughter, Andrella). Arness, as the strongest surviving political leader in this part of Lendore Isle, could then claim the town of Restenford in addition to her town of Garrotten. The Duke of Kroten is too busy with non-human raids on his borders to intervene—and would probably support a strong local ruler anyway... Thus, Qualton paying Tellish to kill the Baron has played right into Arness' hands!

On the following Sunday Tellish will again travel to Restenford. He will assume no guises this time, however. He will just sneak into the castle and murder the Baroness. If nothing stops him, one week later he will kill Andrella and Qualton as well! The death of the Baroness should be a strong hint to the party that they are under time pressure, if they have not yet guessed.

The Assassins' Guild

Tellish poses as a clerical advisor to Arness. He is a cleric who became an assassin, and now enjoys the benefits of both professions as a dual-classed character. His guild has two other members in the castle garrison, three at the inn, and one posing as a caretaker at the church. Associate members of the guild are the mayor of the town herself (Arness, a 6th level magic-user) and brigands from the nearby woods, who occasionally provide "muscle" for the Guild. The Assassins' Guild is well concealed in the town, and only Tellish knows everyone else. It is essential that you read through the module carefully prior to play to understand how the Assassins' Guild is linked at locations **1** (the castle), **2** (the inn) and **3** (the church).

Assassins' Guild Roster

Character	Rank	Usual Hangout	Cover
Tellish	C5/A6	Castle	C3
Sangster	A4* (spy)	Castle/Town patrol	F2
Gellius	A3	Castle/Town	F2
Rogan	A1	Castle/Town	clean-up boy
Thomas	A1	Castle/Town	student
Philmar	A3	Inn	hunter
Oscar	A3	Inn	local
Basmar	A4*	Inn	smuggler
Lothar	A5*	Temple	groundskeeper
Gilmi (Dw)	F4 (spy)	Smithy	smith
Arness	M6*	Castle	mayor
Holga	M1 (spy)	Castle	student
Glami	M3 (spy)	Inn	barkeeper

* Knows Tellish is the head of the guild.

Note that there are few assassins. One mass melee could easily destroy the entire guild. Thus, the guild will avoid a direct confrontation at all costs, and try to minimize their losses at all times. They can expect little help from the castle guards unless the party does something overt. Most of the guards are not involved in the guild, and it would be politically unwise of Arness to order the guards to attack the party without cause.

CHRONOLOGY OF EVENTS

Although play will vary a good deal depending on party actions, the general plotline follows this schedule:

SUNDAY:	Tellish murders Baron Grellus and plants his false clues.
MONDAY:	The player characters are assembled in Restenford by the wizard Peltar. Investigations point to Garrotten.
TUESDAY:	The characters travel to Garrotten, arriving about 8 PM. They will probably stay at the House of Abraham, the only inn in town. They will be very tired after their trip.
SUNDAY:	If the players have not solved the mystery (most won't), Tellish assassinates the Baroness.
MONDAY:	Word of the assassination reaches Garrotten.
SATURDAY:	Events of this week depend on player actions. Probably the mystery will be solved and the characters will raid the mayor's castle. If the DM wants a confrontation with Qualton (using L1), the characters will hear a rumor that Qualton has proposed to Andrella.
SUNDAY:	If Tellish isn't stopped, he will assassinate both Andrella and Qualton.
MONDAY:	Word reaches Garrotten. Within a few days, Arness and Tellish begin their political takeover. Peltar retires from the scene. The characters must adapt to the new order or flee.

Some events may happen at anytime, if certain conditions are fulfilled. The following are typical, though the DM may wish to make up others depending on the flow of play.

The Arrest of Abraham. If the party goes to Arrness (or she hears of their investigation) she will hold an audience that will delay the party investigation half a day. Arrness will forbid the characters to continue, saying that she can keep order in her own town. The next day, Abraham will be arrested and convicted; the trial will cost the characters half a day if they go. Abraham will be executed morning of the second day following, unless rescued. (The inn's stableboy, Falpir, will give his clue to the party if Abraham is condemned.) To make matters worse, if the innkeeper is executed, the mayor will tell the party that the innkeeper was hired by the sorcerer Pelltar of Restenford! (As Pelltar is one of the most powerful NPCs in Restenford, Arrness would like to see him eliminated!)

The Visit. While the party members are out, their rooms at the inn are ransacked by assassins. This event is most likely after the party has drawn attention to itself. An alternative is to have Wilfong, a common thief, caught (or nearly caught) in the act of robbery.

The Octopus. Basmar at the inn spins a tale of a monstrous devilfish that attacks boats going upriver at the north end of the lake. His purpose is to distract the party from the investigation. Even if no one is killed, the hunt will take a full day.

The Contact. The DM introduces a special NPC who supposedly has vital information. The main purpose of this encounter is to kill the NPC to demonstrate to the players how dangerous the investigation is. The exact details are up to the DM—the effect on the players is the most important result.

The Ambush. The party is lured out late one night by the promise of information. They are jumped by a gang of brigands brought in from out of town. The purpose here is a brisk fight to break the pattern of cautious investigation—captured brigands will know little of value. The guild will need a few days to set this up properly, and they are not likely to try this more than once. Remember to set up an alibi for the NPC who lures them out (“I guess they weren't after ME, they just knocked me out.”)

The Crab Hunt. Harper, the high priest, invites the party on a crab hunt (do this only if the players have made a diplomatic blunder or aren't concentrating on their mission). The offer should be VERY hard to refuse. It will waste a day of investigation time.

The Town Guard. Player characters skulking around at night are picked up by the town guard. Make it obvious the guards are just doing their job. Depending on how the players handle this encounter, they could get anything from a free drink and a friendly warning to a day or so in the castle dungeon for disorderly conduct, resisting arrest, and so on. Of course, the Penalty for killing a town guard is death, so a player mistake here could drive the investigation underground.

Special Note. It is possible to make reports and get advice from Pelltar, but it takes a day for a message to be delivered and a day to get a reply.

THE OUTSKIRTS OF GARROTTEN

This area is shown on the large area map. This map also fits together with the area map in L1. Random encounters outside the town limits are at the discretion of the DM. The recommended maximum encounter strength is 12 HD of creatures, with individual creatures less than 5 HD each.

A. The Lake

During the day it is 90% likely (if the weather is fair) that 2-7 fishing boats from the town will row out together at dawn to fish in the lake, returning at sunset. At night, all boats are in the dock (4). On Tuesday all boats are removed from the water and left on the beach the full day (this is Osprems' holy day and all fishermen observe it).

The fishermen know of all of the lake's dangers. They do not like others fishing on the lake, but they would like to see the octopus killed. Non-evil fishermen are 40% likely to tell of the lake's dangers in casual conversation, 95% if a character specifically mentions going out on the lake. An evil fisherman will only tell the character to stay off the lake.

Fishing in the lake is reasonably good. Each character who goes net-fishing has a 20% chance per 6 hours to gain 1-8 fish worth 1-4 cp each. Line fishing yields 1-2 fish. A secondary skill in fishing adds 10% (all town fishermen have this, of course).

B. Octopus Lair

At the mouth of the lake where the Farmin River empties into Lake Farmin, a huge octopus occupies the few marked hexes. The creature is 30% likely to attack craft entering these hexes. It is no danger elsewhere in the lake, but does prevent the fishermen from going upriver. A special octopus hunt takes a full day, but guarantees an encounter with the octopus.

Huge octopus (AC 7; MV 3"/12"; HD 6; hp 28; #AT 7; D 1-3(x6)/1-10; SA constriction: SD ink cloud).

C. Beach

This sandy beach with numerous rocky outcroppings is occupied by the giant crabs that populate the southern portion of the lake. Anyone walking the beach is 35% likely to encounter 1 or 2 crabs.

Giant crabs (AC 3; MV 9"; HD 3; hp roll 3d8; #AT 2; D 2-8/2-8; SA surprise on 1-4). A giant crab can be sold in town for 1 sp per hit point of the dead crab. However, characters will not be able to sell more than two crabs a week.

The Church of Osprems protects the crabs from overhunting and will take action if it finds out that characters are slaughtering the crabs, especially if the characters use magic. Penalties are up to the DM, but fines or even a curse are possible, depending on the circumstances. The crabs in the lake are no threat to characters on the surface.

D. Forest

This area is where the assassins meet outsiders. Any such meetings will be arranged by the DM as needed. See the notes on character intrigue at the inn (2).

THE TOWN OF GARROTEN

The town of Garrotten, formerly named Lake Farmin, is not a good town by any standard. The majority of its people are Lawful Neutral and a number are Lawful Evil. Most of the people here worship the Seul (SOOL) Gods, especially the sea gods Osprem and Xerbo, and the war god Kord. Each town building is listed in the **Town Table**.

All buildings followed by an asterisk (*) have additional encounter information in the **KEY TO GARROTEN**.

All shops are fully stocked with common goods. Prices are 20% over **Players Handbook** prices, but some owners might go down to 10% over normal. Shopkeepers are not wealthy and few, if any, could afford to buy even the most minor of magics from a character.

The DM may add additional description to the shopkeepers and peasants (fisherman, farmers, wives, and children) as needed. In general, these characters remain insignificant. They know no information of real value and will not be helpful to a party. They never know the alignment or level of other town occupants, to say nothing of someone else's treasure.

Peasants and shopkeepers carry purses of from 1-20 coins (DM choice, but never gold or platinum). Children might (40%) have 1-2 cp. Homes of fishermen or farmers might (40%) contain a stash of 1-10 gp. Shopkeepers always have a stash of 1-100 gp at home and additional money at the shop (8-80 cp, 4-40 sp; 50% chance of 2-20 ep and 1-10 gp).

Brief descriptions (but not maps) are provided for the more important homes and businesses in the town. The DM should let the players look at the town map during play.

The Town Patrol

The town is patrolled regularly by a small troop of guards to insure the peace and to observe anyone new in town. Patrols do not march and their route is often erratic. They will normally leave the castle at noon and 8 PM, and the entire patrol takes 21 to 40 minutes. The guards always check in at the inn.

Patrol Composition

1-60	2-5 guards , select at random using d20.
61-80	2-5 guards led by Sangster (posing as a fighter). It is 40% likely Sangster will leave the patrol and talk with one or more of the assassins in the inn.
81-95	2-5 guards , plus (roll d12): 1 Armax 2 Falbore 3-12 Armax and Falbore
96-00	3-7 guards , select at random using d20.

KEY TO GARROTEN

Buildings 1-4 are special encounter areas, described in detail after the town key. These are: the castle **(1)** the House of Abraham Inn **(2)** the Church of Osprem **(3)** and the Theater of the Mystic Celebration **(4)**.

5. MARTIN'S HOME

This small 30' x 30' one-floor home has a new coat of white-wash. The house is in excellent repair and tall, healthy flowers fill the flower boxes at each window.

The cobblestone paths around the house are well tended. A beautiful apple tree stands before the front door. Another apple tree shades the rear door. North of the house lies a small, ordered plot of radishes and onions. Martin is known to be an excellent farmer; neighbors often take his advice. His wife and children usually work around the house.

Martin, druid (AC 4; D3; MV 12"; hp 24; #AT 1; D by weapon; AL N; S 13, I 12, W 14, D 17, C 16, Ch 15). He is a large man, 6'3" and 195 lbs. He has short brown hair, a full beard, and wears brown and green robes at all times. Beneath his clothing he wears leather armor and a **ring of protection +1**. He carries a shillelagh of fine oak at all times and is seldom seen without his dog, Wolf. His purse contains 1-20 gp and 3-30 sp. Martin's usual spells are:

- First level:** animal friendship, entangle, predict weather, shillelagh, speak with animals
Second level: charm person or mammal, cure light wounds
Third level: plant growth

Wolf, war dog (AC 7; MV 18"; HD 1+2; hp 10; #AT 1; D 2-5)

Martin is the druidic friend of Balmorrow the bard and trusts him completely (see the **Theater** section).

13. LYDIA'S GENERAL STORE

This is a 20' x 20' building, with a slightly smaller frame house behind it. The one-room house has two barred windows and only one iron reinforced door. The store has four barred windows along the street side of the building. The main door is iron reinforced and has a lock. The store is open from 9 AM to 6 PM, and is run by Lydia and her husband Gelmark. Only one of them will be here at any time.

Lydia, fighter (AC 4; MV 24"; F5; hp 30; #AT 1; D by weapon; AL LN; S 13, I 13, W 14, D 11, C 16, Ch 18). She wears **bracers of defense AC 4** (not obvious under the long sleeved dress she wears) and **boots of striding and springing**. She carries two throwing daggers tucked inside her boots. Inside the cubicle, she keeps a **broadsword +2 (I 15; E 5; AL LN; empathy, detect good, detect evil)**.

Gelmark, fighter (AC 8; MV 12"; F2; hp 12; #AT 1; D by weapon; AL LN; S 15, I 15, W 9, D 13, C 13, Ch 17). He carries a broadsword and dagger.

Gelmark and his wife Lydia are part of an adventuring party that settled down here—perhaps permanently. The other party members are located at **26**, **29**, **32**, and **39**. Thus Lydia and Gelmark have people they trust and vice versa, in times of need. It is not common knowledge that they were an adventuring party and this remains their secret. They do not know any useful information about the Assassins Guild. If Lydia or Gelmark are harmed or killed the rest of their party will seek to capture the characters responsible.

Inside, the goods of the store are scattered about on pegs, tables, shelves and floor. Before the back door is a 5' x 5' barred cubicle around a counter. The cubicle has a small door into the store that can be locked. The store bank and records are kept here.

The store has a wide selection of goods that sell for a 25% more than the prices listed in the **Players Handbook** (Lydia can be bartered or haggled down to 5% more, but no lower). She has four suits of leather armor, four shields, two sets of studded leather, one set of chain, eight daggers for hand-to-hand combat, three throwing daggers, one throwing hand axe, thirty darts, one hammer, four broadswords, one short sword, sixteen pairs of boots, seven cloaks, fourteen tunics, sixty flasks of oil, a thief's kit, ten tinder boxes, eighty standard rations, a hooded lantern, one hundred and fifty candles, and two hundred spikes. Inside the cage is the store's bank of 10 + d20 gp, 30 + d10 ep, 20 + 2d20 sp and 30 + 3d10 cp.

The door to their home is usually locked. Inside the home, under a loose floorboard (treat as a secret door) is a pouch of 8 pp and 204 gp.

18. WINERY

This is a small town winery. Above the door is the symbol of three barracuda (this symbol appears on any bottle of wine sold). The front of the shop is very small, only 5' x 7'. When the front door opens a small bell over the door rings. In the small front room are forty bottles of wine labeled with the barracuda symbol and the year. Thirty bottles sell for 7 sp, five for 12 sp and five for 20 sp. A drape conceals the back room, where winemaking is in progress.

The small winery is run by the Church of Osprem (3) and the three barracuda are a symbol of that deity. The winery employs



two clerics who sleep upstairs in a single room and four lay brothers who sleep in the cellar. The vines grow on the hill behind Martin's house, and during the day 2-5 of these characters will be on the hill tending the vines.

Eless, cleric (AC 10; MV 12"; C2; hp 10; #AT 1; D by weapon; AL LN; 2 10, I 12, W 15, D 13, C 14, Ch 8). Eless wears no armor and carries no weapon when he works. He does have a mace and shield in the back, and a set of chainmail in his room. His usual spells are:

First level: purify food and drink, create water, bless (x2)

Grecko, cleric (AC 7; MV 12"; C1; hp 7; #AT 1; D by weapon; AL LN; S 16, I 8, W 13, D 17, C 12, Ch 11). Grecko carries a hammer at all times but does not wear armor. He has a shield and suit of leather armor in the back room. His spells are:

First level: create water (x2)

4 lay brothers (AC 10; MV 12"; NM; hp 3, 4, 5, 6; #AT 1; D as club; AL LN; no spells). These are characters learning to be first level clerics. None own armor but all have clubs and staves at hand if attacked.

The back room contains the wine press and other equipment needed to make and bottle wine. The characters here know nothing of the Assassins' Guild. Naturally, they do know the staff of the Church, and will defend their good names if necessary. Once a week, **Basil**, the curate at the Church, takes a supply of wine to the castle. This has nothing whatever to do with guild activities, of course.

19. ARMORER'S SHOP

This small 15' x 25' stone building is the workshop of **Krak** the armorer. A small iron-shuttered window is next to the door, which is also made of iron. No other windows can be seen.

Inside, a hearth lies along the back wall near a large anvil and a complete set of tools. Two work tables contain bits of scrap leather, numerous studs and spikes, and large quantities of heavy leather cord. Krak makes both leather and studded leather armor.

Krak, armorer, half-orc (AC -1; MV 12"; F5; hp 42; #AT 1; D by weapon; AL NE; S 18/22, I 9, W 8, D 17, C 15, Ch 7). Krak is a massive half orc who stands over 6' 4" and weighs 250 lbs. He wears **chain armor +3**. He uses a **longsword +2, damage +6 vs. lawful good (I 15, E 19, NE; slay lawful good characters; detects lawful good, sloping passages, and elevator rooms; levitation; speaks common)**.

The blade has a mind of its own, and is 25% likely to scan for lawful good characters within 10 feet if it is not performing some other function. If it detects any, it will takeover Krak, who does not have the intelligence, charisma, and level to oppose it. The sword only picks fights that it thinks it can win. The sword is worth 8000 gp if turned over to the Church of Osprem.

Krak enjoys brawling and being rowdy. He will gladly melee at the drop of a hat. The armor he makes is of good quality and sells for a 25% markup over normal prices. Krak does not bargain about the price: take it or leave it. He carries all of his money on his parson (2-200 gp).

20. TAILOR'S SHOP

This 20' x 20' frame shop is divided into a front and back half by a wall with a single curtained doorway in its center. In the front of the shop, illuminated by two large windows, is an assort-

ment of clothing: eight caps, ten hats, fourteen cloaks, eight robes, four girdles, forty tunics, eight dresses and a wide variety of undergarments for men and women. Everything is hung on pegs and racks for the customer to look at. A small bell above the door rings when a customer enters.

Ollie, magic-user, elf (AC 8; MV 12"; MI; hp 5; #AT 1; D 1-3; AL CN; S 8, I 16, W 10, D 16, C 15, Ch 4). Ollie the elf is missing three fingers from his left hand and has a nasty gash along the left side of his face. He moves with a pronounced limp. He studied magic and went on an adventure that turned out very badly for him. He has had to revert to this profession. If Ollie considers someone "unsavory," and this applies to most people in town, he will try to **charm** the customer into buying something for an inflated price (300% markup), then tell others what a bargain it was! He will never try this if a group is present or if the target seems to him to be an adventurer (the DM decides this). Otherwise, Ollie's goods sell for plus or minus 50% of the normal price (this reflects the extensive quality range of his goods—50% of normal would be low quality, normally worn only by a peasant, while plus 50% would be better than average and suitable for all but the most formal occasions).

In his small living quarters he has hidden his treasure of 135 gp as well as his book of magic spells. These are hidden beneath the floor in a tiny cellar. The trapdoor is under a small rug and is treated as a concealed door. In the book are the spells: **charm person, mending, identify, jump, read magic.**

25. BOATHOUSE

The boathouse next to the lake is a 35' x 25' wooden structure that is 20' tall. It has a small door opening to the street and a larger one opening to the small dry dock. Across from the boathouse is another wooden structure that has four windows and a normal front and back door. This 18' x 24' structure appears to be a normal home.

Beshkar, magic-user (AC 10; MV 12"; M3; hp 9; #AT 1; D by weapon; AL; LN; S 10, I 18, W 12, D 13, C 11, Ch 12). She carries a dagger and her spells are:

First level: sleep, magic missile
Second level: web

Beshkar normally likes to do small magical researches. She is the watchwoman of the boathouse across the street, but the duty is light and offers ample free time. If cargo is left in the boathouse, a ship's crew may provide additional guards. However, if they do not, Beshkar's vigil becomes more regular. She will **wizard lock** the street door and put a **magic mouth** on the lakeside door. Otherwise only the **wizard lock** will be in place. Cargo might be sent to Garrotten on occasion but this only a monthly event at best—Garrotten is not a seaport.

In her home, where Beshkar has **wizard locked** both doors, is her book which contains the following spells: **detect magic, magic missile, read magic, shield, sleep; magic mouth, web, wizard lock.** The book lies open on a table and is not protected.

Beshkar is a good friend of the jeweler Ohlatta (29) and will go to her aid if she hears a commotion from that home.

Beshkar's treasure amounts to a few pieces of jewelry valued at 190 gp; 30 gp for earrings, 20 gp for a silver ring, 40 gp for a talisman, and 100 gp for a string of pearls. These are kept in a simple box in her bedroom.

26. CLERIC OF XERBO

This freshly painted wooden home (18' x 20') has six windows and two normal doors. It has a small flower garden nearby.

Bess, cleric (AC 10; MV 12"; C1; hp 7; #AT 1; D by weapon; AL CN; S 10, I 11, W 14, D 13, C 14, Ch 11). Her husband is a fisherman. Her normal spells are:

First level: cure light wounds (x2), light

She worships Xerbo, God of Life in the Seas. She is often found at the church, or (5% likely) seen cleaning and polishing the statue of Xerbo (51) across from her home. She sells **cures** to the town fishermen for 65 gp, but will never withhold a cure needed to save someone's life (i.e. a character below 1 hit point).

She often goes to the beach (**C**) with giant crab hunters to administer cures if necessary. Bess wears no armor but owns a hammer that she wields if necessary. At one time she was part of the adventuring party (see 13) and will be loyal if trouble arises that affects anyone in that group.

29. JEWELER AND MONEYCHANGER

The 30' x 30' stone structure has no windows and has two iron doors. Next to the front door is the sign of "Ohlatta, Jeweler and Money Changer."

Ohlatta, illusionist (AC 5; MV 12"; I 4; hp 11; #AT 1; D by weapon; AL LN; S 13, I 18, W 13, D 17, C 13, Ch 13). She wears **bracers of defense AC 8** and carries a **dagger +1/+3 vs. larger than man-sized opponents** and a **wand of fear** with seven charges. She is cautious to the point of paranoia. Her spells are:

First level: color spray, hypnotize, phantasmal force
Second level: blindness, improved phantasmal force

She is psionic with a psionic attack/defense strength of 62/62. Her attack mode is **id insinuation (D)**, and her defense modes are **mind blank (F)** and **mental barrier (H)**. Her abilities are:

precognition (at 4th level mastery)
clairvoyance (at 2nd level mastery)

Her front door is locked and barred from inside. The door opens into a 5' x 5' passage to another iron door that is also locked and barred. Thus, characters bypassing the first door will find themselves still locked in a 5' x 5' chamber. Ohlatta opens the first lock through a small (locked) access hole from her cubicle inside the shop. She closes and locks the access hole before unbaring the first door. Ohlatta admits only one or two customers at a time, and has a small peek hole into the 5' x 5' room so she can see how many people are present. If more than two enter the first chamber she will not open the second door. She asks that all weapons be left in the 5' x 5' chamber. Those who refuse are asked to leave. Ohlatta always bars the first door before unbaring the second.

Inside the main room, directly in front of the door, is a large stone statue, 8' tall, with six arms and 2 heads. The eyes of the statue are blue gems valued at 500 gp each. This golem-like creation is Ohlatta's major treasure. It is word-activated, but it also beset to guard at night when the shop closes and Ohlatta goes upstairs to sleep.

Statue (AC 0; MV 12"; HD 6+6; hp 42; #AT 6; D 3-8; (d6+2); SD immune to **charm, hold**, and normal weapons: XP value 1,750).

In the main shop, Ohlatta conducts business from behind a locked iron grillwork. She will open the second entrance door then move into the "cage" to do business. She will exchange coins at a charge of 1%. She will estimate a gem's value at a cost of one half of one percent of its value. She will buy gems at 10% below value and sell them at 10% above. She does not barter—her price is either taken or left. She has the following supply of coins and gems: 134 pp, 2,460 gp, 2,350 ep, 4,750 sp, 3,550 cp; 80 gems: 40 x 10 gp, 20 x 25 gp, 10 x 50 gp, 5 x 100 gp, 1 each of 200 gp, 350 gp, 500 gp, 1000 gp and 2000 gp.

Ohlatta was a former adventurer (see **13**) and has friends she can call upon if there is trouble. Her book of spells (unreadable by a magic-user) contains: **color spray, phantasmal force, hypnotize, light, wall of fog, blindness, improved phantasmal force, magic mouth, misdirection.**

Her living quarters upstairs contain a simple bedroom and kitchen. The stairs are behind the iron grate, of course. The back entrance has the same precautions as the front, including the grillwork and 5' x 5' antechamber.

31. WEAVERS' SHOP

The 25' x 18' single story frame structure houses a weaving business that specializes in making and repairing nets. Garrotten nets are prized all over Lendore Isle and it is for them that many a trip and voyage is made. The shop is divided in two, with the mending and weaving area in front. Coils of heavy hemp and thinner thread and other materials are all over the small work room. Needles and a large loom are also present.

Rollo and **Tess**, magic-users (AC 10; MV 12"; MI each: hp 4 each; #AT 1, D by weapon; AL LN). Both Rollo and Tess have no armor and bear only a dagger for defense. Each carries only 1-20 sp. Both have decided not to adventure but instead to use the magic craft to immediate profit. Thus their knowledge is just basic and their spell inventory small. Their spell book contains: **read magic, unseen servant, mend, identify, light, jump.**

Rollo memorizes **mending** and Tess takes **unseen servant** daily. They do not know much about town politics nor do they want adventure.

32. CAPTAIN QUENEX'S HOUSE

This 15' x 18' home of wood houses the captain of the local fishing squadron. His home is in good repair and boasts a large anchor before the door and etchings of leaping dolphins on the brightly painted shutters. The door knocker is a brass sea horse and a small opening in the door is shaped like a crab.

Quenex was a member of the adventuring party (see **13**). He has settled down in this town for awhile but may adventure again. He is very loyal to his old party. Everyone in the fishing fleet knows him to be a cleric.

Quenex, cleric (AC 4; MV 12"; C3; hp 19; #AT 1; D by weapon, AL CN; S 15, I 14, W 15, D 13, C 16, Ch 10). Quenex wears **chainmail +1** and bears either a mace or hammer (50/50). He carries a purse of 2-40 ep and has 45 gp hidden in his home. His usual spells are:

First level: cure light wounds (x2), bless, light
Second level: spiritual hammer, silence 15' r.

His deity is Xerbo, God of Life in the Seas. Upon his tunic is that deity's symbol—a dragon turtle. Quenex does not seek active adventure with strangers. Quenex and Bess (see **26**) are allowed to use the church for services to Xerbo each Friday night at 8 PM.

39. ABANDONED BUILDING

This 30' x 25' frame building is in poor repair. Some boards have fallen off and others have warped. A few of the shutters have fallen off or are hanging by a single leather hinge. In this building lives the town beggar and fool, **Priska**.

Priska, thief (AC 5; MV 12"; T4; hp 18; #AT 1; D by weapon; AL LN; S 10, I 13, W 13, D 17, C 11, Ch 6). Under tattered gloves he wears a **ring of protection +2** and carries two throwing daggers in his boot.

Priska was a member of the adventuring party (see **13**) and remains loyal to them. He is acknowledged by few in the town as anything but a nuisance, though his former party certainly knows his real profession. Priska's job for that party is to seek out new adventuring "prospects" (for his party only—none of these characters will join another party).

Priska is aware of the Assassins' Guild and knows that one of the residents of the inn is an assassin, but he does not know which one. Priska may beg outside of the inn. If he sees a lone drunken character who does not live in town, he may try to pickpocket (ability at 50%). Priska acts the part of an idiot, though it might be noted that he seems cleaner than a town idiot would normally be. In his home he has hidden a **broad-sword +1** and a purse of 250 gp (treat as secret door for chances of finding).

46. WEAPONSMITH

The 30' x 25' stone and frame building has an open hearth and an anvil at the northwest corner, facing the road. A dwarf works there during the day, crafting blunt weapons of various types.

Gilmi, weaponsmith, dwarf, (AC 2; MV 9"; F4; hp 30; #AT 1; D by weapon; AL LE; S 18/18, I 14, W 8, D 10, C 15, Ch 8). Gilmi wears **plate armor +1** and has a **hammer +2** at his side. He carries a purse of 1-12 pp and 3-30 gp.

Gilmi makes the following weapons: flails, hammers, morning stars, iron-tipped quarterstaves and sling bullets. He has four of each weapon type in stock as well as 100 sling bullets. His prices are at a 20% markup over normal. He does not bargain.

Gilmi is an active spy for the Assassins' Guild. The midget assassin Oscar at the inn is his contact; he does not know anyone else. He will report interesting strangers to Oscar when he has a chance to do so. He will greet any dwarf or gnome he meets and act as friendly as possible without revealing his true alignment.

48. ALCHEMIST SHOP

This 35' x 30' stone building has six small barred windows six feet off the ground. The door is made of heavy wood with iron borders and hinges. The door is carved in the shape of a dragon with an open mouth (note: the dragon is not like any particular known type of dragon, nor is the door colored). Next to the door is a sign saying, "Hestal the Alchemist, by appointment only!"

Hestal's wife answers the door and sets up appointments for him. She might also be on duty in the shop or helping him in the back room. The appointment fee is 1 gp and will always be for the next day. For 3 gp or more, Hestal will suddenly find time to leave what he is doing. If he is making another potion at the time (35% likely) he must try to finish it before he can do anything major for the party!

Relba, Hestal's wife (AC 10; MV 12"; NM; hp 4; #AT 1; D 1-4; AL LN). She has no armor but carries a dagger. In her pocket is a small vial with a label that says: "If you find this woman dying give her this potion of healing at once." The vial will do 1-4 points of curing but the character must also save vs. poison or sleep for 2-5 days!

Hestal, alchemist (AC 10; MV 12"; AI; hp 17; #AT 1; D by weapon; AL LN; S 8, I 17, W 12, D 14, C 13, Ch 11). He wears no armor but carries a dagger. His purse has 1-20 gp. his cloaks are all bright colors and decorated at the cuffs and hem with embroidery in geometric patterns. These cloaks are each worth 100 gp (he owns six of them).

Hestal does business in the front of the shop in a small 5' X 7' room. The back room contains all of his gear, raw materials, etc. He employs four apprentices who make pottery and glassware for him. Each is a boy between 12 and 15 years of age (AC 10; MV 12"; NM; hp 3; #AT nil). None of them are being taught alchemy.

Hestal can identify potions by testing them. Any test is 80% accurate and costs 75 gp. Those tests that fail have a 40% chance to produce an explosion that will do 1-12 hit points of damage to Hestal and anyone within 5 feet. He can create potions as a 7th level magic-user (see the **DMG**), if the proper materials are made available. Hestal has NO potions for sale. However, he carries a potion of **polymorph self** on his person at all times.

A staircase leads to his living quarters below. In his bedroom is a cache of 440 gp hidden in a secret panel. His book of recipes cannot be understood by a non-alchemist.

Hestal and Relba are withdrawn, unfriendly people. They care about their business and nothing else. Hestal will deny any knowledge of poisons or of the Assassins' Guild.

50. GUARD HOUSE

This 20' x 25' foot stone building is a guard house. Its five windows are all barred. The front and rear doors are both heavy oak and iron reinforced. The rear window of the guard house has a direct line of sight to the stone bridge crossing the south branch of the Farmin river. The bridge is just over 800 feet away.

Golfig, fighter (AC 3; MV 12"; F3; hp 20; #AT 1; D by weapon, AL CN; S 15, I 8, W 9, D 15, C 14, Ch 8). He wears chain and shield, and carries a longbow and a longsword. Golfig has 1-20 gp.

Tesh, fighter (AC 4; MV 12"; F2; hp 11; #AT 1; D by weapon; AL CN; S 13, I 10, W 11, D 13, C 10, Ch 7). Tesh wears chain and shield, and carries a longsword and a longbow. He has 1-12gp.

Hestor, cleric (AC 4; MV 12"; C2; hp 12; #AT 1; D by weapon, AL CN; S 10, I 11, W 15, D 13, C 11, Ch 11). He wears chain and shield, and carries a flail. He has 1-12 gp and the following spells:

First level: **cause fear, cure light wounds, command, light**

Hestor is a cleric of Kord (the same god of war worshipped by the garrison). As such, his formal duty is lighter so he has a few hours for devotion and prayer to his deity.

The three guards have the daytime duty of patrolling the southern section of town. They will stroll up and down the streets about every hour, perhaps (5% chance) stopping in any shop along their route. It is not their job to question or stop travelers, but they are nosy.

At night they watch the bridge which is the center of a globe of **continual light**. The stone bridge is built very high to allow small coastal vessels (barges and small galleys) to pass underneath. The 15 foot clearance does not allow sailing boats of any type to pass under unless the mast can be removed.

It is common knowledge that the town is occasionally raided from the south by orcs from a base somewhere in the Farmin mountains. Thus, watching the bridge at night is very important. The guards, however, tend to imbibe a bit too much. There is a 15% chance that they will be drunk or passed out as the night wears on.

The guards are loyal to the town even more than they are loyal to the mayor. As such they can be bribed for a few gold pieces (2-5) if and only if they can be convinced that the action is for the benefit of the town. They are not in favor of the Assassins' Guild because it harms the town's reputation!

51. STATUE OF XERBO

A statue of Xerbo, god of the seas. Beneath his statue is the phrase "Go forth to the sea in ships to claim its bounty by fair means. Feed its monsters or rid the seas of them. This is the fortune of the high seas!"

This translates to: "It's okay to catch fish, if the fish have a chance to catch you!"

52. STATUE OF OSPREM

A statue of Osprey, Goddess of the Seas and Water Travel. Anyone who stops and faces the statue will hear a magical voice say "Pause and pray in my temple! The deities of the seas would have your praise and your generosity." Those who do not heed the voice suffer no consequences.

There is a 10% chance that 1-2 acolytes or adepts might come out to cajole the characters into the temple. The poor box will be pointed out to anyone who is enticed inside.

53. STATUE OF KORD

This is a statue of Kord, the God of War. Upon the base of the statue are etched the words, "Bring not might of arms to the door of the fortress lest I strike you down." This threat is not idle. Characters passing within 20 feet of this statue on the way to the castle with drawn weapons (not including pole arms, quarterstaves, and the like that are normally carried un-sheathed) have a 35% chance to invoke a **watcher**.

The watcher will partially materialize as a nine foot tall fighter clad in chainmail and a long red cape, holding a giant broadsword. If all weapons are sheathed, the watcher will vanish. If not, the watcher will follow the characters up to the castle. If the weapons are still not put away, the watcher will call down a small flame strike at a point within 30 feet of the offenders.

If the weapons are kept drawn, the next bolt of fire will hit one of the offenders for 4-48 (4d12) points of damage, half if a saving throw vs. spells is made. Only one damaging bolt will be called down regardless of the number of weapons drawn. The watcher will then vanish. It is apparently impervious to all attacks upon it. It can be avoided by not approaching the statue or by keeping all weapons sheathed.

54. DOCK

The small dock area can harbor ten small row boats. During the day, most of these will be out on the lake (area **A**). There are three docks for larger boats; barges or small galleys. Such boats travel up and down the coasts, but are not large enough to cross a major body of water without extreme peril. Such a vessel might arrive on any day (10% chance); it will leave again in 2-5 days if it can secure a cargo, on the 6th day for certain if it has not. There are no large vessels in town at the start of the investigation but the DM may have one arrive during the adventure if desired.

INN: THE HOUSE OF ABRAHAM (Building 2)

The main inn building is a single story structure with wooden upperworks and a stone foundation. In front of the building is a large bright green shingle that reads, "House of Abraham: Food, Lodging and Ale." In the center of the shingle is a picture of a smiling man holding out a large tankard of ale.

The grounds around the inn contain an old red barn, a corral for horses, a small tool shed, and a vegetable garden. A number of trees and bushes grow in the area—especially a large apple tree covering a small privy behind the inn.

The House of Abraham will probably become the characters' base as they begin their investigations. The inn is a source of information as well as a place to stay. It is a site of small intrigues; a place to meet townfolk, passing travelers, and the town's "underground." The descriptions of the NPC staff and residents are followed by a complete description of the secrets and intrigues at the inn.

Inn Staff

Abraham d'Farmin, innkeeper (AC 5; MV 12"; F4; hp 25; #AT 1; D 1-8+2; SA/SD psionics; AL LN; S 16, I 14, W 18, D 14, C 14, Ch 15). Abraham is 42 years old, 5'8," 160 lbs. He has greying brown hair, a large waxed moustache, and wears a decorated red leather vest over an apron and trousers. On his wrists are two plain iron bands (actually **bracers of defense AC 5**). He wears a pair of throwing daggers and keeps a **longsword +1** in reach. His pockets contain 1-4 gp, 2-20 ep, 3-30 sp and 4-40 cp.

Abraham is psionic with a strength of 111/111, which means he can use his **psionic blast** on non-psionics only once. His attack modes are **psionic blast (A)**, **ego whip(C)**, and **id insinuation (D)**. His defense modes are **mind blank (F)** and **mental barrier (H)**. His psionic disciplines are:

clairaudience (at 4th level of proficiency)

detect good/evil (at 2nd level of proficiency: 40% accurate for a creature, 5% for exact alignment; 10% for an object)

His personality and goals are explained in the **Intrigue** section. Read them before playing the inn encounters.

Glami, barkeeper (AC 7; MV 12"; M3; hp 14; #AT 1; D 1-4 or spells; AL LE; S 12, I 16, W 17, D 16, C 15, Ch 13). Glami is 35 years old, 5'9," 145 lbs. He has long stringy black hair and a full beard. His right arm is partially paralyzed and he has a long ugly scar on the inside of his forearm. He wears a small silver ring on his left hand (**ring of protection +1**) and carries a dagger. His purse has 1-12 gp. Spells:

First level: **shocking grasp, charm person**

Second level: **web**

James, serving boy (AC 10; MV 12"; NM; hp 2; #AT 1; D 1-3; AL CN). James is 14 years old, 5' 5", 105 lbs., and has long blond hair. He is unarmored and carries a knife. He is one of the boys who clean up the inn. Glami is teaching him how to tend bar and James occasionally waits on tables.

Balmar, serving boy (AC 7; MV 12"; NM; hp 4; #AT 1; D 1-3; AL LN). Balmar is 12 years old, 5' tall, 85 lbs., and has long black hair. While unarmored, he is very agile (dexterity 17) and carries a knife. He cleans up the inn. Balmar hangs around **Balmorrow** the bard (the **Theater**) a great deal.

Falpir, stableboy (AC 10; MV 12"; NM; hp 5; #AT 1; D 1-4; AL LN). Falpir is 13 years old, 4' 10", 95 lbs. He has short brown hair and carries a dagger. He tends to get into trouble.

Rillis, barmaid/cook (AC 10; MV 12"; NM; hp 4; #AT 1; D nil, AL LN). Rillis is 17 years old, 5' 3", 110 lbs. She has long blond hair, is very attractive (charisma 17), and is a bit of a flirt. Rillis is a cook and waitress.

Residents

Wilfong, thief (AC 7; MV 12"; T3; hp 14; #AT 1; D by weapon; AL LN; S 13, I 15, W 15, D 16, C 15, Ch 10). Wilfong is 5' 3" tall, 110 lbs. He has a small moustache, a trim beard, and medium length black hair. Wilfong wears a **ring of protection +1** and a **medallion of ESP, 30'**. He has a broadsword and dagger (plus a throwing dagger in each boot). He carries d20+10 gp and d20 +20 sp. In his boot heel is a gem valued at 100 gp. He is a professional gambler.

Philmar, assassin (AC 6; MV 12"; A3; hp 11; #AT 1; D by weapon; AL LE; S 13, I 15, W 13, D 16, C 14, Ch 6). Philmar is 5' 5", 115 lbs. He is about 30 years old and has trimmed black hair. He wears leather armor and carries a broadsword and six darts. His purse contains 3-30 gp. His cover profession is a hunter and dog trainer, though he will refuse offers of employment.

Oscar, midget assassin (AC 7; MV 6"; A3; hp 9; #AT 1; D by weapon; AL NE; S 10, I 14, W 13, D 15, C 15, Ch 7). Oscar is 3' 4", 70 lbs., with a full beard and long brown hair. He wears leather armor and uses a short sword or sling. He carries 2-40 gp. His cover profession is working "at the castle," doing "odd jobs."

"**Captain**" **Basmar**, assassin (AC 4; MV 12"; A4; hp 21; #AT 1; D by weapon; AL LE; S 13, I 15, W 17, D 16, C 16, Ch 5). Basmar is 6' tall, 170 lbs., 30 years old, and has long black hair. He carries a broadsword and a **dagger +1/+3 vs. good clerics**. He wears leather armor and a **cape of protection +2** (like a **cloak of protection**). Around his neck, but beneath his tunic, he wears a **necklace of missiles** with three gems on it (a 5-dice and two 3-dice). His purse holds 12 pp and 4-40 gp. His cover profession is smuggling goods on the lake and river.

The Intrigues at the Inn

Abraham is honest and hard working. He is interested in his inn, his friends, the town's prosperity, and the rumored Assassins' Guild; in that order.

His Inn. Abraham is likely to test a party with his psionic powers. He likes to know the alignment of people in the inn, but does not want to be obvious about it. Anyone who acts suspiciously in front of the innkeeper may also be subject to his **clairaudience**. Anything that might cause a brawl or mayhem in the inn will not be allowed. A character who tries to break down doors, fight in the common room, or engage in other such foolishness will find the innkeeper on the side of the disturbed customers. Abraham may send for the guard or may join a brawl himself if needed. In a fight, he will use his single **psionic blast** at once if his current psionic strength is at least 100.



His friends. Abraham has three important friends: the high priest Harper from the church (3) the theater owner Balmorrow (a bard, 4) and Martin (a druid, 5). Abraham will be quick to speak in their defense if necessary. If properly approached, he will tell party that these people can be trusted. Balmorrow and Martin will be especially singled out as characters interested in getting rid of the assassins in town.

The town. Abraham realizes that the town is currently enjoying moderate growth. This is due to occasional ships that dock here, but more to the money that flows into town from unknown sources. That money likely comes from assassinations. Garrotten itself has not been the site of many killings—these have occurred elsewhere on the island.

The Assassins' Guild. Abraham suspects Philmar and Oscar of being assassins, since his psionic powers have detected that they are evil. He has used **clairaudience** to listen in below their room (see room 15). However, he failed to detect evil on the assassin Basmar. Abraham does not suspect him, nor has he listened in at Basmar's room. Abraham is, in one way, playing a dangerous game. He knows his barkeeper Glami is a spy for the mayor. Thus, Abraham will always appear to support the mayor openly when Glami is present. (He does NOT know the mayor is part of the Assassins' Guild!)

Glami is no longer an adventurer due to partial paralysis in his arm. He still dabbles in the art and his teacher is the mayor herself. His book was lost in the adventure that maimed him, thus he is dependent upon her for spells. She does not charge him anything for reading her book as long as he keeps her informed about new people in town. He is clever and will try to trick a party into telling him their business without revealing that he is really a spy for the mayor. He does not know the mayor is part of the guild nor that three assassins stay in the inn. If the inn is attacked or if the innkeeper enters melee, Glami will support the innkeeper. He does not know of Abraham's psionic powers nor that Philmar, Oscar, and Basmar are assassins.

James, Balmar, Falpir, and Rillis are all loyal to Abraham. They know nothing whatsoever about town intrigues or even about the residents in the inn. All of them know most customers by name and perhaps by business, if this is obvious (they know the people from the temple, the jeweler, the town beggar, etc.).

Falpir was duped by the gnome **Rogan** (see the **Castle**) into stealing one of the buttons from Abraham's vest. The button

was left at the murder scene to implicate the innkeeper. If Falpir is cleverly questioned by a player character, or if Abraham is arrested, this information may be introduced by the DM. Or, perhaps, the assassin may remember this loose end, and try to silence Falpir for good. In any event, the party cannot get this information by bullying or threatening the boy.

Wilfong appears nightly in the inn and often sits at the circular table in corner. He has a deck of cards (78 in number) that he uses for gambling games. Since Wilfong has a **medallion of ESP**, he is a superior gambler. Any characters who play with Wilfong will probably lose in the long run.

Wilfong might attempt his pickpocket ability outside the inn on a single character who is (or appears) drunk. He knows better than to rob someone in the inn. He is not an assassin but he suspects the other three may be. He might sell his suspicions for 25 gp or more—he has seen the bandana signal Oscar and Philmar use (described later). He has observed that "Captain" Basmar doesn't own a boat.

Three of the inn's permanent residents belong to the Assassins' Guild (Oscar, Philmar, and Basmar). While they do not know who murdered the Baron of Restenford, they do know that someone from their guild did the job.

Philmar and **Oscar** share room 6. They drink sparingly and are willing to talk with virtually anyone about anything (except the guild!). They do not know who heads the guild, nor do they know that the mayor is associated with it. They might (20% chance) try to rob someone staying alone in the inn, even though this is against guild rules. Remember that **Gilmi** the dwarven weaponsmith is a spy who reports to Oscar.

Basmar is their guild contact, though they do not openly associate with him. When Basmar wants to see them, he ties a bandana to their doorknob. He will meet them just outside town at the bridge that crosses the river near area **D**. When Oscar and Philmar want to contact him, they slip a copper piece under his door.

Oscar and Philmar are the first contacts for a character who wants to hire an assassin. If they are approached with an offer they will contact Basmar. Basmar will meet them at the bridge to get the details. If the client looks good, Basmar will meet the character—alone and at the bridge (Oscar and Philmar will be in forest **(D)** in case of trouble).



Basmar's only contact at the castle is **Sangster**. Basmar does not know the boss nor does he know the mayor is connected with the guild. He does not even know that Glami is the major's spy in the inn. If the party begins to ask too many questions. Basmar may arrange for one of them (or a contact) to be assassinated. Chances of success are GOOD if the party does not post guards or set traps, or fails to find the secret doors in their rooms. Alternately, the assassins could import some ruffians from another area to ambush the party during their investigations. The number, plan, and capabilities of such a group is up to the DM. Information gained from such an encounter should be minimal.

Priska, the fool (building 39) may often be encountered near the inn. He is not allowed inside, and only his friends in town know that he is not what he seems.

KEY TO THE INN

An individual room rents for 12 sp per night for the first character, and an additional 6 sp for each additional character, thus four people in a room would cost 30 sp (3 ep) a night. Weekly rates give a flat 20% discount. Further information is posted in the main room (8).

Note: All guest rooms are identical, except as noted in the room descriptions. Window bars may be bent at the normal chances, and the shutters have a simple latch that can be lifted from outside with a thin dagger. Each room has a secret trap door under the rug.

1. GUEST ROOM

This room has two double beds along the wall farthest from the wall. A table with two iron candlesticks and four chairs occupies the center of the room. Near the door is a dresser with an iron candlestick and four drawers. The single window is barred and has shutters on the inside. A large carpet covers the floor, leaving only three inches of floor exposed on each side of the room. Under each bed, concealed by the ruffled bedding, is a chest for storing personal belongings.

2. WILFONG'S ROOM (here 45% asleep 50%)

One of the beds has been moved to the southeast corner of the room. (Wilfong has found the trap door under the rug and has moved the bed to block it). Both chests are under Wilfong's bed, hidden by the bedspread. Both are locked, but neither is trapped. They contain clothing, but nothing extraordinary. One chest contains a spare card deck. The dresser also contains clothing. The second drawer holds sealing wax, tinder and flint, and a spare throwing dagger. On the back of the third drawer (these items can be found only if the drawer is removed) are 8 individual platinum pieces and a gem valued at 50 gp. They are stuck in place with sealing wax. The shutters have been fitted with a bolt. The window bars lift up and out of their sockets easily, and dense bushes lie just below the window (Wilfong's escape route, if needed).

3. GUEST ROOM

Unoccupied. Furnished as room 1.

4. GUEST ROOM

Unoccupied. Furnished as room 1.

5. BASMAR'S ROOM (here 30%, asleep 45%)

Basmar keeps his door trapped with a hair-trigger crossbow aimed at a height of three feet. It will fire when the door is opened more than 60° (thus it can easily be bypassed if the door is opened just enough to let someone in).

The trap receives a "to hit" roll (as Basmar, 4th level assassin). The bolt does 2-7 points of damage, and the victim must save vs. poison at a +2 bonus or take d4 points of damage per round for d6+4 rounds. The victim will turn pale and feel sick as soon as the saving throw is failed. Note that the crossbow fires down the hall, so a miss might hit a character standing behind the first target instead.

The room has normal furnishings. Nothing unusual will stand out to casual inspection except the aimed crossbow. This is wired to a chair about four feet from the door.

The chests beneath the beds are empty. The shutter is both barred and trapped. A candlestick wired to the bar will be knocked over if the bar is moved. If the characters look for concealed doors, they will notice a slight bulge under the carpet. Basmar has found the secret trap door and rigged a lock on this side of it. The door is also barred from below.

Basmar's dresser contains many types of clothing. The bottom drawer contains a disguise kit. In the kit are numerous pieces of hair, spirit gum, and six jars of makeup. One of the jars contains two applications of **Keoghtom's ointment**. Another contains three applications of the poison used on the crossbow bolt. Attached to the underside of the table is a leather tube (2" x 18") with a leather cap. Inside are 30 pp and six gems each valued at 25 gp.

6. OSCAR AND PHILMAR'S ROOM (here 20%, asleep 50%)

The door is trapped with a bucket of whitewash hanging above the door. If the door is opened about three inches, the thread attached to the balancing bucket can be released so that the bucket will not topple on the character walking through. This will cause no injury but will mark the victim very clearly.

The chest of drawers is empty. The chests beneath the beds contain clothing and two small makeup cases. One of them contains beards and makeup in dwarven style and color. This chest contains a battle axe as well.

Concealed under the rug is the trap door. Oscar and Philmar have rigged a lock that causes a slight bulge in the rug. Along the edges of the rug have been sewn two pockets. One contains 45 gp and the other contains 20 gp and two gems worth 50 gp each.

7. GUEST ROOM

Unoccupied. Furnished as room 1.

8. COMMON ROOM

The 25-foot square main room is lit by four large candle chandeliers hanging in the center of the room. Candles also burn in the four booths and by the round table in the southwest corner. Near the center of the room are four tables with four chairs each. Beyond the tables stands a bar with six stools.

The south wall holds four booths with tall partitions that go to the ceiling. Each booth can hold four characters comfortably. In the southwest corner is a large round table with eight chairs around it. There is a door behind the bar, a door next to the last booth and a pair of swinging doors on the north wall. Next to the swinging door is a board painted with the following:

HOUSE OF ABRAHAM			
Ale	17 cp	Meals: noon to 2	2-20 sp
Beer	8 cp	7 PM to 10 PM	2-20 sp
Mead	8 sp		
Wine	9-16 sp		
Rooms: 12 sp + 6 sp per extra guest			
Closed Midnight to Sunrise.			

The door behind the bar is always locked while the other doors are always open.

Special circumstances in town, determined by the play of the module, may cause NPCs to enter or leave the inn. Random visits by NPC groups can be determined by die roll.

1. Roll d6+1 for the number of NPC groups if it is noon, d8+2 if it is evening, d4 at all other times except if the inn is closed (closed midnight to sunrise). One group will always be 2-5 soldiers from the castle.
2. Roll d% once for each remaining group, dividing the roll by 2 and rounding up. This gives the number of the building the customers are from. If everyone at a building is here, out of town, etc., ignore the roll. From 1-4 characters will be present from a building (except children, who are not allowed in).
3. Each hour, 1d20 is rolled for each NPC group present. A group with a roll under 12 will leave. Those that make it stay one more hour. Roll 1d6. If it comes up 1-3 another group arrives. (The DM may pre-roll random groups to save time during play—do not let this interfere with the flow of play.)

9. KITCHEN (Rillis, 10-3 PM, 5-11 PM)

The east wall is dominated by a large hearth, cooking pots and tools and a large stack of firewood. Next to the door is a table covered with jars of spices, sacks of ingredients (flour, sugar, salt, etc.), a number of knives and cleavers, and tools of wood for mixing and stirring. In the center of the room is a large work table which is kept clean when meals are not being served. A heavy wooden chest is on the west wall. The barred window has shutters but these are open. A candelabra of six candles hangs above the work table.

Rillis is here from 10 AM to 2 PM and from 5 PM to 11 PM. James and Balmar will be in and out during these times. Otherwise the room is unoccupied. In the large chest can found a number of dead animals, skinned and cleaned.

10. STORAGE ROOM (Rillis, around 10 AM and 5 PM)

The room is lined with numerous shelves. The shelves contain sacks, jars, kegs, bottles and other containers. The room is lit by a single torch in a sconce by the door or by a candle also near the entrance on one of the shelves. Just beyond the door is a staircase down.

The containers hold various foodstuffs, spices, raw materials, candles, oil, etc. The room is unoccupied except at 10 AM and 5 PM when Rillis comes in for supplies.

11. GLAMI'S ROOM (*day 5%, awake; night 100%, asleep 85%*)

The room contains a bed on the north wall, a four drawer chest, a table and chair topped with a pair of candles. A small mirror hangs on the east wall. Below it is a Small table with a single drawer. Upon the table is a pitcher inside a washbowl. The door to the cellar is not only mechanically locked, it is **wizard locked** (at 3rd level magic use) as well.

The cabinet contains clothing of the usual sort, but in the bottom drawer is a black cloak of the sort worn by magic-user (it has numerous all pockets for material components). The mirror is ordinary but radiates magic since there is a **magic mouth** on the back of the mirror. If turned around the mouth will scream "Thief, Thief!" ten times. Behind the mirror is a secret compartment (a loose board) that holds a small sack of 35 gp, 45 ep and two gems (50 gp and 100 gp). In the back of the drawer, a scroll may be found. it contains the spells **jump**, **mirror image**, and **web** (at 7th level magic use).

12. ABRAHAM'S ROOM (*night 90%, asleep 90%*)

The large bedroom has a huge double bed in the northeast corner. A painting of a tiger hangs next to the bed. Below the painting is a chest. in the center of the room there is a padded leather chair. The east wall has a shelf containing 20 books. On the west wall, a desk sits under the window, whose shutters are closed and barred.

Before entering the locked room, Abraham always uses **clair-audience** for a round to hear if someone is there. The painting of the tiger is magical and operates automatically if anyone comes within ten feet of the chest. The tiger will roar loudly five times and animate. It cannot leave the painting. The locked chest contains an array of clothing and concealed below this is an iron box. It is a puzzle box—any thief who attempts it (one chance only) must roll his or her *open locks* percent to find the solution. The attempt takes d8+4 minutes even if successful. inside are 280 gp, 375 ep, and 575 sp. The box cannot be broken easily, but hitting it hard enough will break the locking puzzle. A non-thief is only allowed a single try to open it at 1% per point of intelligence. The books on the shelf are ordinary and contain no useful information.

Note that the bed must be moved and the rug pulled back before the secret door down to **14** can be found. The trap door is locked, the lock is below the floorboards and must be located and then picked.

13. WINE CELLAR

The stairs come down to an L-shaped corridor that has two doors in it. The corridor is dark, but a torch sconce is located at the foot of the stairs next to first door. Inside the small room are four large kegs. Along the north wall are shelves holding 100 wine bottles. The casks hold beer, mead and ale. The bottles hold wine, mostly poor quality, but some good wines are also present.

14. STOREROOM

The room has a large number of crates piled up in the center. The walls are bare. In the northeast corner is a ladder going up.

The crates are marked with the names of ports along the coasts of the Great Kingdom and the Iron League. All are also marked for this inn. Candles, oil, plates, mugs, blankets, leather, wine, etc.—all boxes are accurate and none of the contents are exceptional or magical. The ladder leads to a trap door to Abraham's room (**12**). It is locked from above. The secret door must be sought, of course. That doorway is three feet high and three feet wide.

15. SECRET CRAWLWAY

The secret door leads to a long crawlway three feet high and three feet wide. Three ladders can be seen going up. Next to each ladder is a number: "1," "2," "3." The L-shaped corridor leads to ladders 4 through 7. At the top of each ladder is a bolted trapdoor to guest rooms **1-7**. Doors 2, 5, and 6 are locked or held in some way from above.

The crawlway has seven ladders leading to seven secret trap doors into the guest rooms. They are obvious trap doors if seen from below, and each is latched. The assassins and Wilfong have found their secret doors. The assassins have locked their trapdoors from their side so that the doors can no longer be opened. Wilfong has moved his bed so that a leg of it is squarely on top of the trapdoor, but has not locked it.

Only the innkeeper might (5%) be found in this crawlway. Abraham is not a thief so he will not enter a room. If he tells his friend Balmorrow the bard of something suspicious, however, the bard would investigate directly. Balmorrow has entered rooms of the inn this way before with the permission and blessing of the innkeeper.

16. BARN (*Falpir, day 70%*)

The barn is made of wood and has a pair of large front doors. The roof is slanted. There is no other entrance.

The main area has eight stalls for horses. Next to the main doors is a stall-sized area holding three saddles, harness, tack and saddlebags. At the rear of the barn is a stall-sized area with a grain bin filled with hay. The only horse in the barn at this time belongs to Abraham. It is a medium war horse (HD 2+2; AC 7; MV 18"; hp 15; #AT 3; D 1-6/1-6/1-3). There is nothing unusual about the stalls, tack or grain.

Beyond the stalls is a small room for James, Balmar, and Falpir. It contains beds, a table and chairs, and three small chests. The boys are here between 12 PM and 8 AM, and are 95% likely to be asleep. Their chests contain only clothing, and Falpir has a small knife under his pillow. Whatever coins the boys have, they carry. There is nothing more of interest here.

17. RILLIS' HUT (*here 90%, 2-4 PM or 11-8 AM: asleep 80%*)

This small 15' x 15' building is made of wood and has two doors, a small barred window on the east wall, and a gabled roof. To enter quietly, the lock on either door can be picked. On the north wall are a number of digging tools and two large bags of seed. In the southwest corner, there is a bed. A small table and chair are beside the bed. Another small table is in front of the window which has shutters.

THE CHURCH OF OSPREM (Building 3)

The Church of Osprem is the home of the second suspect, Harper, the high priest. This area is not detailed because the primary action here is the verbal interaction between the player characters and the church staff. Briefly:

Harper is old and senile (which is one reason the Guild doesn't regard him as a threat). He is essentially harmless and highly eccentric. Harper will cast a spell at the drop of a hat, though he will never actually harm anyone. He may **glyph** a piece of cheese he wants for lunch, send someone on a **quest** for a bar of soap, or **plane shift** away on some caprice. These actions are far from lawful but Osprem moves in mysterious ways, and a potion of **longevity** would do much to reverse Harper's condition, if one could be found.

Harmin, the canon, really decides church policy. He sees the primary responsibility of the church as protecting the waters, and looking after the worshippers of the goddess. He will not allow the church to be drawn into intrigues unless it is directly threatened. His concern with greater issues and the welfare of the clerical staff may make him seem cold and bureaucratic to outsiders.

Basil, the curate, takes care of the actual administration of the church grounds. He also spends much of his time looking out for Harper and apologizing for Harmin's brusque manner. He has much more to do with the smooth operation of the church than is obvious at first glance.

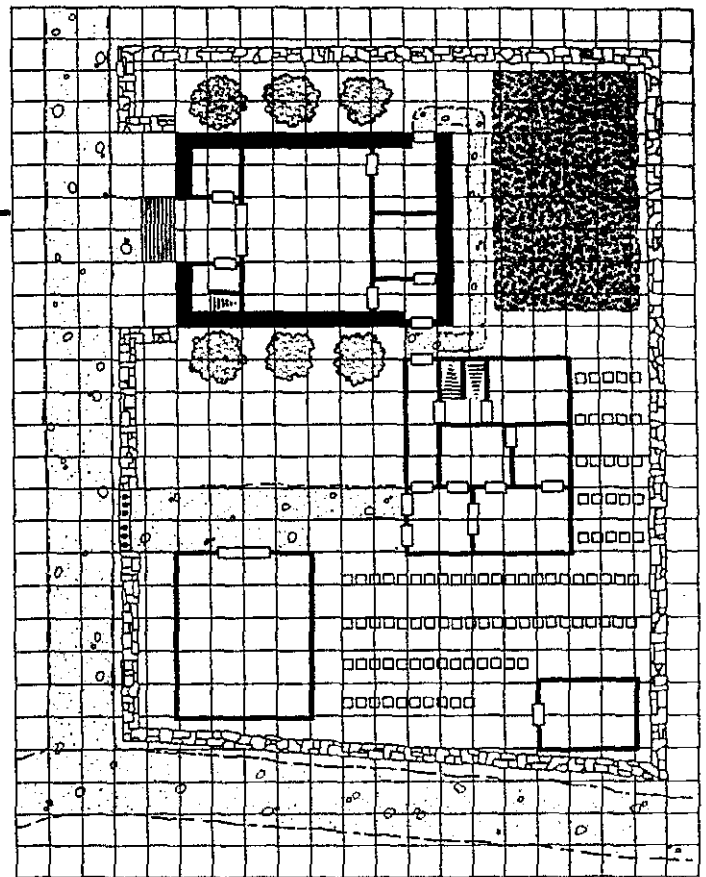
Lothar is the Assassin Guild spy here, posing as the crippled groundskeeper. He prefers to stay out of the public eye, since his wounds caused the loss of his left ear, his left eye, and left him a horrid scar where the left side of his face was mangled by a flail. He is high in the Guild hierarchy, and a dangerous adversary. He stole the high priest's holy symbol for Tellish, and may engineer additional problems for the party. No one knows his real purpose, and he will not risk suspicion unless the situation is critical.

Character Details

Harper, high priest (AC 2; MV 12"; C9; hp 31; #AT 1; D by weapon; AL LN; S 9, I 14, W 16, D 10, C 11, Ch 17). Harper is 71 years old, 5' 10", and 175 lbs. He has long white hair and a full flowing beard. His clerical vestments and robes are blue with one of the symbols of his deity Osprem, Goddess of Water Voyages: three barracuda, a whale, a ship, one or more dolphins. He wears **bracers of defense AC 2**. His weapons are either a **quarterstaff +1** or a **hammer +2**. Upon each hand he wears a ring (**water walking** and **spell turning**). His usual spells are:

- First level: **bless, cure light wounds, light, purify food and water, resist cold, create water**
- Second level: **augury, find traps, hold person, resist fire, silence, speak with animals**
- Third level: **dispel magic, locate object, (a)**
- Fourth level: **(b) , (c)**
- Fifth level: **(d)**

Harper will pray for the missing spells randomly (roll d8 for each random spell prayed for). If a specific request or payment has been made roll d12 instead. If d12 comes up the desired spell or 9-12, Harper will pray for the correct spell. Otherwise the characters have to wait until the next day!



Third level spells he might pray for:

1. continual light, 2. continual darkness, 3. cure blindness,
4. cure disease, 5. prayer, 6. glyph of warding (paralysis),
7. remove curse, 8. speak with dead.

Fourth level spell he might pray for:

1. cure serious wounds, 2. divination, 3. exorcise, 4. mask lie (instead of *detect lie*), 5. lower water, 6. neutralize poison,
7. speak with plants, 8. tongues.

Fifth level spell he might pray for:

1. atonement, 2. commune, 3. flame strike, 4. insect plague,
5. plane shift, 6. quest, 7. raise dead, 8. true seeing.

Note: A **commune** should not be allowed to spoil the mystery. Harper may misquote questions, fumble answers, and be a lot of fun to run in the process. Harper does not harm others, and this includes members of the Assassins' Guild. Also remember that Osprem is a sea goddess and doesn't care much about what happens on land.

Harmin, canon (AC -4; MV 12"; C6; hp 43; #AT 1; D by weapon; AL LN; S 17, I 12, W 16, D 18, C 16, Ch 15). Harmin wears bright golden **plate +1** and carries a **shield +1**. These have a scrolled filigree design that incorporates images of ships, dolphins and barracuda. Harmin carries a throwing hammer and a **flail +2**. He wears a **ring of protection +2** and a **ring of free action**. Harmin is 41 years old, 5' 10" tall, and 165 lbs. He has short, brown hair, a trim beard but no moustache, and brown eyes. Harmin carries a purse of 20 +/- 2-20 gp at all times. His usual spells are:

- First level: **cure light wounds, light, darkness, command, sanctuary**
- Second level: **hold person (x2), resist fire, spiritual hammer, augury**
- Third level: **dispel magic, prayer**

Basil, curate (AC 2; MV 12"; C4; hp 21; #AT 1; D by weapon; AL LN; S 14, I 13, W 15, D 12, C 14, Ch 13). Basil carries a **mace +1** and wears **chain +2** with a normal shield (though it is bronzed and filigreed like the canon's). His purse contains 1-20 gp. His usual spells are:

First level: **bless, cause fear, cure light wounds, light, protection from evil**
Second level: **hold person, find traps, slow poison**

Lothar, groundskeeper (assassin) (AC 4; MV 12"; A5; hp 24; #AT 1; D by weapon; AL LE; S 17, I 13, W 12, D 16, C 15, Ch 5). Lothar poses as a fighter who has been maimed in the wars and seeks now only a more quiet life. As such he has hired on at the church some 15 months ago as a handy man and grounds keeper. Lothar wears only leather armor but has a **ring of protection +2**. He carries a **broadsword +1** and a **throwing axe +1** (as well as a throwing dagger in each boot). He has an **amulet of proof against detection and location**. He has told everyone he is lawful neutral and the amulet has prevented the detection of any evil aura on him. Only Arnness and Tellish know that Lothar is in the Guild.

All of the following nine clerics have #AT 1; D by weapon; AL LN. Strength, dexterity, and constitution for all are 7-14. Intelligence and charisma are 9-16. Wisdom can be deduced from their spell lists. Each carries 3-18 gp.

Second level adepts:

Name	armor	AC	hp	weapons
Thyme	ch&sh	4	15	hammer, mace cause fear, cure light wounds
Samster	ch	5	14	hammer, flail command (x2), detect magic
Wilcox	ch&sh	4	13	flail, mace darkness, light, purify water
Pingbo	ch	5	12	mace, q.staff cure light wounds (x3)
Bratt	ch&sh	4	11	mace +1, hammer cure light wounds, detect evil, prot/evil, sanctuary

First level acolytes:

Name	armor	AC	hp	weapons
Frunk	sl&sh	6	8	mace, hammer cure light wounds (x2)
Alister	sl&sh	6	7	flail, q.staff bless, detect magic
Warmen	ch&sh	4	7	q.staff, mace darkness, detect evil, light
Latool	l&sh	5	5	mace, hammer bless, detect good, light

The Church and Rectory

See 52, the statue of Osprey, if anyone approaches the church building from the front.

The church is a 20 foot structure with a sharply slanted roof. A small bell tower is located at the southeast corner. The stone walls of the church join directly to the wall around the church grounds. To each side of the main building stand three poplar trees, while the church building itself is unadorned except for its windows and doors. Along each side of the building, six feet above ground level, is a series of eight-foot high, two-foot wide

stained glass windows. There are three such windows on each side, but none in the front or rear of the church building. The front doors are made of wood and carved with ships, whales, barracuda, and ocean waves.

In front of the church building there is a sign that denotes Tuesday as the night of services to Osprey. Goddess of Water Travel (services to Xerbo, God of Life in the Seas, are held Friday). The services begin promptly at 8 PM. The sign further states that the church is locked from dusk to dawn and all day on Saturday and Sunday. During non-church hours persons are directed to the side gate.

The church and rectory grounds are surrounded by a seven foot high stone fence. The grounds can be entered through the church building itself or through the side entrance. This entrance is through an iron grillwork gate south of the main building. The gate is locked at midnight and opened at dawn. These hours are posted on a small sign nearby. A simple pull cord leading to a bell is mounted next to the gate.

A few grave markers can be seen from the gate. If the church yard is entered, other graves can be seen. The graveyard extends around and behind the rectory building. The rectory itself is a two story structure of stone. It is about sixteen feet tall and has a flat roof. Its windows are barred. This is where the clerics live and take their meals.

A small wooden barn stands in the southeast corner of the yard. Its a slanted roof rises about nine feet above the ground. In the southwest corner of the church grounds is a stone mausoleum, about eight feet high. These have no importance in this adventure.

During church hours, the main sanctuary might be occupied by Harper (15%), Bess (cleric of Xerbo from building 26, 25%), 1-4 clerics either praying or working (40%), 1-2 townspeople (25%), or Lothar sweeping, cleaning, or dusting (45%). Roll for each. Either Harmin or Basil will always be in the church office (50% chance for either). When off duty, the clerical staff will usually be found at the rectory. All will beat the rectory during meal hours.



The other Seul Gods associated with the sea are acknowledged and occasionally worshipped here as well. For example, Xerbo, God of Life in the Seas (symbol: dragon turtle) is worshipped on Friday evenings.

Running the Church

During business hours Harmin or Basil will handle church business in an office in the church building. Harmin will charge the standard prices for all spells and services. He will not give any discounts. He will never admit anyone to see the high priest, but will say Harper is "too busy," "in prayer," "performing a ceremony," "resting," etc. Harmin cannot be bribed or bullied to let anyone meet the high priest.



The curate Basil, on the other hand, will be more reasonable, and might arrange an interview. He will try to shelter Harper, but under reasonable prodding he will see if the old man can be disturbed. If a price for services is agreed on, the payment must be made immediately.

Lothar has secret spy holes into Harper's office and the main sanctuary. He will always try to get an ear or eye full and report interesting information to the guild. If present, he will quietly go to his room soon after a stranger meets the high priest. He will wait for a period of at least an hour before going to the castle. He will never go the castle during daylight hours. He always asks for Tellish when he goes to report.

Harper is a bit senile and eccentric. He has become very forgetful and somewhat impetuous in his daily actions. Yet he is the only high priest for miles around. No one wants him dead, since without him slain characters cannot be raised. When officiating at a service he makes numerous small, insignificant errors that make Harmin and Basil wince.

Harper only prays for spells in the morning. He often forgets exactly what he has agreed to pray for, but if he prays for the proper spell he will remember why it is needed. He always forgets to pray for spells not on the above lists (see **Harper**).

Instead of the normal fees, Harper has four big wheels mounted on the wall of his office. Each wheel is numbered 0 through 9. Harper will spin the wheels to fix the price of the spell: four wheels for fourth and fifth level spells (0000-9999 gp), three wheels for second or third level spells (000-999 gp), and only two wheels for a first level spell (00-99). The wheels set the price for the day—it will not change—until tomorrow. (Balancing the books for the church can be very difficult for Harmin, who has to make ends meet! In fact, if arrangements are made through Harmin, he will charge the standard rate.) All payments are in advance, of course.

Harper will first go to breakfast with his clergy and will then cast any requested spell after that meal. Also, each day, he will probably (80%) cast his 5th level spell before going to sleep though he usually keeps other spells. This effect can often be very dramatic if the 5th level spell is **flame strike** or **insect plague!** He would never use the spell to harm anyone, thus he does not bring an insect plague on the crops or flame strike some poor soul walking past the church.

Bodies waiting for a raise dead spelt will be put in a side room in the church building. Characters who need curing must come back at an appointed time. Sick people may not sit around the church and wait for cures!

Lothar's Room (*night 70%; asleep 75%*)

The door is trapped with a crossbow that can be disarmed if the door is only opened a few inches. Otherwise it fires at anyone in the doorway (attacks as a 3 HD monster, D 1d6+4).

This small bedroom in the rectory has a cot along the south wall. Under it is a flat chest. Two small battered "target" shields hang on the south and east walls. No other furniture is in the room except a single chair. Behind each shield is a small hole that Lothar drilled to listen to the conversations of the adepts an acolytes in the next rooms. In his chest of worn clothing is a pouch of 175 gp and a throwing dagger in a large sheath.

THE THEATER OF THE MYSTIC CELEBRATION (Building 4)

In the theater, the player characters may find an ally against the Assassins' Guild. As with the Church of Osprey, the emphasis here is on character interaction. **Balmorrow** the owner, a bard, has been trying to uncover the guild. Balmorrow does not want Garrotten to retain its reputation as a village of assassins, but he has not been able to break the hierarchy of the Guild and determine who is leader is. He has made little progress, and does not realize he has attracted the guild's attention.

Balmorrow is very popular with the people of the town. He provides, with the inn, one of the few entertainments in the small village. For this reason, coupled with Balmorrow's considerable ability to defend himself, the Assassins' Guild has made few direct moves to oust him. However, Tellish, the chief assassin, is trying to discredit Balmorrow by making it appear that he might be an assassin—hoping that some avenging character will eliminate him without getting the guild involved.

Balmorrow's chief friends are the druid Martin and Abraham, the innkeeper. Balmorrow is also friendly with Harper, the high priest at the church, but doesn't trust the priest's eccentric habits. His staff includes **Willis** and **Phyllis**, an illusionist/magic-user team; Phyllis' familiar, a crow named **Black Beauty**; and three stagehands/thieves named **Marvin**, **Wilbur**, and **Arthur**. They are all loyal to him and vice versa.

Unknown to Balmorrow, Wilbur has fallen in love with **Holga**, the mayor's apprentice and spy (see **Castle Residents**). She convinced him to get one of Balmorrow's golden lute strings, which the mayor passed on to Tellish for the assassination. Holga doesn't know this, nor does she know about the mayor's association with the guild. Wilbur is a complete (if not too bright) innocent. He thinks Holga still has this token of his affection and considers himself fiercely loyal to Balmorrow.

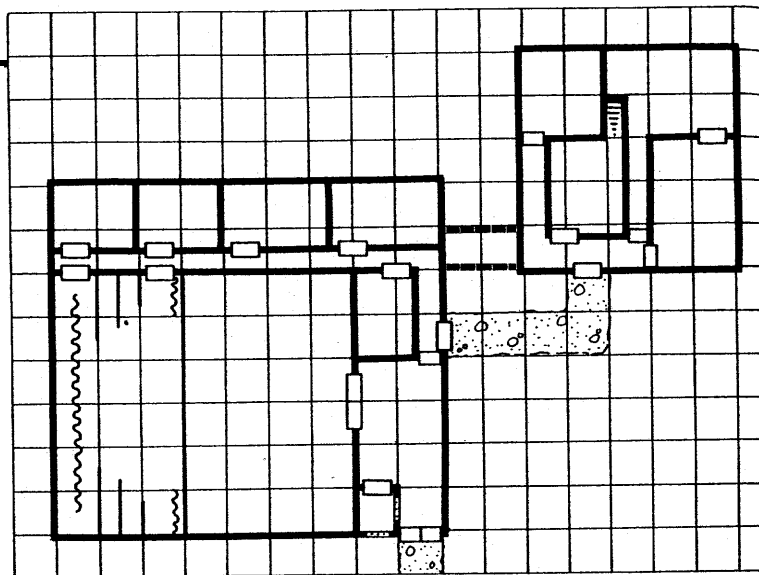
Character Details

Balmorrow, bard (AC 0; MV 24"; F7/T5/B5; hp 66; #AT 3/2; D by weapon; SA Charm 30%, Legend Lore 13%; AL CN; S 15, I 16, W 16, D 17, C 15, Ch 15). He is 40 years old, 5' 10", 175 lbs. and has closely cropped brown hair. Balmorrow wears **chain +2**, a **ring of protection from charming** (6 charges, see **NEW MAGIC**), and **boots of speed**. His **longsword +2** is a **guardian blade** (see **NEW MAGIC**). His purse contains 4-40 gp. His usual spells are:

First level: entangle, detect magic, faerie fire
Second level: charm person or mammal, heat metal

Winky, blink dog (AC 5; MV 12"; HD 4; hp 30; #AT 1; D 1-6; SA from rear 75%; SD teleporting; AL LG). This is Balmorrow's pet blink dog. It is totally loyal to him and will not attack him or his crew. It will attack anyone alone or unprotected by one of the theater crew. It spends most of its time in the house, the theater basement, and the secret passage between them. Balmorrow sometimes takes it out late at night for walks upon the hills outside town. Few people even suspect that Balmorrow has a dog and they surely do not know of the dog's magical powers! The dog will, if wounded to below 12 hit points, "blink" away to sound the alarm. It will bark during melee to rouse others.

Willis, illusionist (AC 6; MV 12"; I 3; hp 8; #AT 1; D by weapon; AL LN; S 10, I 17, W 13, D 18, C 13, Ch 15). He is 45 years old, 6'



1" tall, 165 lbs. and has thinning black hair. He carries a dagger. His purse will have 1-12 gp. His spells are:

First level: change self, color spray
Second level: ventriloquism

Phyllis, magic-user (AC 8; MV 12"; M 3; hp 9 or 13*; #AT 1; D by weapon; AL LN; S 9, I 17, W 14, D 13, C 13, Ch 16). She is 42 years old, 5' 5" tall, 110 lbs. and has long black hair. She wears a **bracers of defense AC 8** and carries a dagger. Her purse has 2-20 gp. Her usual spells are:

First level: enlarge, unseen servant
Second level: rope trick

*Phyllis has a familiar which adds to her hit points (bringing them up to 13) when within 12" of her.

Black Beauty, crow (AC 7; MV 3"/15"; HD 1/2; hp 4, #AT nil). The crow has been trained to stand guard above their bed. when they sleep and thus to warn them if anyone enters their room. It also occasionally performs in the show.

Marvin, **Wilbur** and **Arthur**, stagehands/thieves (AC 10/10/8; MV 12"; T 1; hp 4, 3, 6; #AT 1; D by weapon; AL CN). Each carries 2-40 ep. These three young men (aged 15, 16 and 17 respectively) work as stagehands and helpers in the theater. They occasionally appear on stage in bit parts and might even "work" a crowd that Balmorrow is singing to (with their thieving abilities)—though Balmorrow does not approve of this. Arthur has a dexterity of 16, the rest of the boys have average or slightly below average characteristics.

The Theater

The theater building itself is of good stone construction. The windows are heavily barred (-8% to bend bars chance) and can be shuttered. Near the door is a sign that gives the theater hours (7-10 PM Weekdays, Closed Saturdays and Sundays, Shows at 8 PM, No Admittance after the Show Begins). To the side of the theater is a house where the troupe lives. It is also of stone construction and has barred windows.

Inside the theater is a lobby that contains a "cage" booth where tickets are sold, a few benches, and doors to the auditorium and a door to Balmorrow's office and the backstage area. The



auditorium has two rows of five benches, each seating four, for a maximum seating capacity of 40. The stage is slightly elevated above the floor (1') and has a large curtain that can be drawn between acts.

The office and backstage area includes two small dressing rooms, a prop room, and a wardrobe room. All are unremarkable. Most of these areas, and the stage, have secret trap doors to the theater's basement, which is an additional storage area. A secret passage connects the theater basement and the house. The house is also unremarkable, except that this is where Willis and Phyllis keep their spell books (well hidden!) and that Balmorrow's room is heavily protected.

Running the Theater

The entire troupe will beat the theater during the performance times. They will all be in the house for meals, which are served at 7 AM, noon, and 6 PM. Most weekdays and Saturdays are spent in rehearsal or set construction. Balmorrow usually spends Sundays alone.

For shows, the theater opens at 7 PM. One of the boys will sell tickets from the locked booth, which contains a strongbox holding 1-4 gp and 2d20 + 20 sp. The doors are closed at 8 PM and no one is admitted after that. The shows are very entertaining.

Business is conducted in Balmorrow's office. The bard will meet a party of up to three, and no more, in his office. His lute with the golden strings hangs on the wall here. Balmorrow does not know of the attempt to frame him for the killing in Restenford. If he finds this out in a direct way he may try to sell the names of two assassins to the party seeking the killers of the Baron of Restenford. For the sum of 750 gp per name he will tell of Oscar and Philmar at the inn!

As long as Balmorrow thinks the guild might leave him alone, he will refuse to be directly involved. He will not risk the lives of his friends or his theater and home if he can avoid it. If he does take an active part, he will stay behind the scenes as much as possible, though he might agree to be lookout or rear guard for a specific mission.

If attacked, the bard will seek escape to muster his friends for a full counterattack. In a fight, Balmorrow will offer no quarter and will slay a character who is down unless the fight is forced in another direction. The DM should use the bard's boots, the trapdoors, and various props for effect; Balmorrow is a swash-buckler in a fight.

Although the party might connect the use of costumes and makeup in the theater with the use of disguises in the assassination, a close search of the dressing room and wardrobe room will reveal that no specific individual in town can be exactly duplicated with the materials here.

If asked whether any of his lute strings were recently replaced or removed, Balmorrow will recall that Wilbur accidentally broke one about a week ago. (Actually, Wilbur stole it for Holga.) Following this clue may lead the characters to Tellish through Arnness.

If the players stumble on this, remember that Holga is clever. Once she realizes that the lute string was used in an assassination, she must decide whether to abandon Wilbur or try to convince him to flee Garrotten with her (she really likes him!). If the latter, he will have to decide whether his fear of assassination and love for her is stronger than his loyalty to Balmorrow. The DM should introduce and use this material as desired; it can add interest to the story.

Running the House

The troupe lives in the small building behind the theater. Like the theater, the house is made of good stone construction and its windows are heavily barred (-8% from *bend bars* chances) and can be shuttered. No characters will be allowed in here unless fully trusted by the bard.

Willis' and Phyllis' spell books are concealed here: (Willis) **change self, color spray, dancing lights, hypnotism, phantasmal force, invisibility, magic mouth, ventriloquism;** (Phyllis) **enlarge, find familiar, read magic, unseen servant, ventriloquism, ESP, rope trick.**

Balmorrow's room is well protected. The door has a complex lock (-8% from open lock abilities). Further, the door is **fire-trapped** (10 points). Just inside the door is an electrical **glyph of warding** (18 points), placed by Harper, the high priest. A secret door out of the room is one way only. Inside some chests are a fine array of clothing, worth about 1200 gp; tunics, cloaks, capes, shoes, hats and cloaks.

Under the dressing table is an extensive make up kit containing jars of grease paint whose colors correspond to the flesh tones of elves, dwarves, gnomes, goblins, hobgoblins, orcs, and men. There are also wigs and bits of hair. The kit also has pencils, sticks, bits of wax and other materials to create elaborate disguises. Once again, the identities of specific town individuals can not be created with the materials here.

THE CASTLE (Building 1)

The following roster includes all characters who live in the castle. Their placement and actions will be given in the **KEY TO THE CASTLE**. Characters who often go on patrols in the town are marked with an asterisk (*). The DM should be familiar with the castle routine and responses to an alert before trying to run an adventure in this area. Also note that the presence of an NPC is often decided by a percentile roll. These results may be changed or ignored, depending on the outcomes of previous encounters. Reasonable story development is more important than random rolls!

Castle Residents

The Lord Mayor, Protector of the Lake, and Her Henchmen

Arness, female magic-user (AC 3; MV 12"; M6; hp 25; #AT 1; D by weapon; AL special; S 14, I 17, W 13, D 12, C 16, Ch 12). She is 45 years old, 5' 4", 120 lbs., with long brown hair and blue eyes. Arness wears **bracers of defense AC 7** and a **cloak of protection +2**. She wears a crown with three large gems on it (their value is 3,500 gp). The gems confer to the wearer the powers of **read magic**, **comprehend languages**, and **mask alignment** (the **mask alignment** power works constantly). She carries a normal dagger and six darts. Her usual spells are as follows (see her book in room 28 for alternate spells):

- First level: charm person, magic missile, sleep, reduce
- Second level: invisibility, ray of enfeeblement
- Third level: hold person, slow

Tellish, male dual-class cleric/assassin (AC 0; MV 12" (3") with cloak; C/A 5/6; hp 40, #AT 1 or 2; D by weapon; AL LE; S 14, I 16, W 15, D 17, C 16, Ch 9). He is 38 years old, 5' 10", 155 lbs., short brown hair and brown eyes. He wears **bracers of defense AC 3**, and a **cloak of etherealness** with 7 charges (see **NEW MAGIC**). He is generally known only as a cleric, and carries a **flail +2** in public. When on a job or in his private quarters, he prefers a two-weapon attack using his **longsword +2 (I 14, E 5; detect invisible, locate objects; speaks common)** and his **throwing axe +1**.

- First level: cause fear, cure light wounds, command, darkness, detect magic
- Second level: hold person, silence 15' rad., find traps, augury
- Third level: dispel magic

Tellish poses as an advisor priest (3rd level). His is actually the head of the Assassins' Guild and co-equal with Arness. Only the assassins in the guild of 4th or higher level know his profession and his identity. The following five know that he is a 5th level cleric.

Ascue, male cleric/fighter, half orc (AC 1; MV 12"; C/F 4/5; hp 32; #AT 1; D by weapon; AL LE; S 17, I 13, W 14, D 12, C 11, Ch 7). He is 48, 6' 2", 210 lbs., long black hair and full beard, black eyes. He carries a **battle axe +1** and wears **chain +1** and **shield +2**. His usual spells are:

- First level: cure light wounds (x2), command, bless, protection from good
- Second level: resist fire, know alignment

Ascue is Captain of the Guard. Tellish appears to be answerable to him but Tellish is allowed to do as he wills in emergency situations.



Chief Hirelings of the Lord Mayor

Each bears the title Sergeant of the Guard and is co-equal among the troops and hirelings of the castle.

***Armax**, female magic-user (AC 6; MV 12"; M4; hp 14; #AT 1; D 1-4; AL LN; S 10, I 17, W 16, D 10, C 11, Ch 14). She is 5' 3", 120 lbs., 34 years old, brown hair and eyes. She carries a normal dagger, **bracers of defense AC 6**, and a **wand of paralysis** with six charges. She carries 2-20 gp and 3-16 sp. Her usual spells are:

- First level: charm person, magic missile, shield
- Second level: invisibility, levitate

She often goes to town and frequently has patrol duty with other guards. She is married to Falbore.

***Falbore**, male cleric (AC 2; MV 9"; C 4; hp 16; #AT 1; D by weapon; AL LE; S 14, I 13, W 14, D 13, C 11, Ch 14). He is 38 years old, 5' 9", 160 lbs., black hair, full beard, black eyes. He

has chain, a **shield +2**, and uses either a normal flail or a mace. His purse contains 2-40 gp, 3-30 ep, and 4-40 sp. His usual spells are:

- First level:** cure light wounds (x2), light, darkness, curse
Second level: hold person, resist fire

Falbore is married to Armax. He is also often on patrol.

***Sangster**, male assassin (poses as fighter) (AC 5; MV 12"; A 4; hp 20; #AT 1; D by weapon; AL LE; S 14, I 16, W 14, D 15, C 16, Ch 12). Sangster is 5' 8", 145 lbs., 40 years old, brown hair, clean shaven, brown eyes. He wears leather and carries a **shield +1**. His weapons are a broadsword and throwing daggers (four carried). His purse contains 2-20 ep and 3-30 sp. Sangster poses as a fighter in town. He knows who Tellish is.

Gellius, male assassin (poses as fighter) (AC 6; MV 12"; A 3; hp 14; #AT 1; D by weapon; AL NE; S 17, I 13, W 15, D 15, C 14, Ch 8). Gellius is 38 years old, 6' 1", 200 lbs., black hair, moustache, black eyes. He wears leather armor and a **ring of protection +1**. His weapons are a **short sword +1** and normal darts (he carries a dozen of them). His purse contains 3-30 ep and 4-40 sp. Gellius poses as a fighter in town.

The balance of the roster are guards, students, and servants. Their ability scores are not given, for the most part, but should be considered between 8 and 14 if necessary. Any exceptional characteristic, like high strength or dexterity, will be noted.

Students

Clerical Students—teacher, Ascue

Relmak, male cleric, half-orc (AC 4; MV 9"; C 1; hp 7; #AT 1; D by weapon: AL LE). He carries a mace and is armored in chain and shield. Purse: 2-12 gp, 3-30 sp. Relmak's usual spells are:

- First level:** cure light wounds, command, light

Geltuck, male cleric (AC 4; MV 9"; C 1; hp 7; #AT 1; D by weapon: AL LE). He carries a flail and is armored in chain and shield. Purse: 3-18 ep. Geltuck's usual spells are:

- First level:** cure light wounds, command, darkness

Trell, male cleric (AC 5; MV 9"; C 1; hp 6; #AT 1; D by weapon: AL LE). He wears chain armor and carries a flail. Purse: 3-18 ep. Trell can only carry one spell, usually:

- First level:** cause fear

Assassin Students—teacher, Sangster

Rogan, male assassin, gnome (AC 5; MV 9"; A 1; hp 7; #AT 1; D by weapon: AL LE). He wears leather armor, but has high dexterity. He can throw a dagger (carries four) or use a short sword. In town he passes as a clean-up boy. With his hair dyed and shorn, he can pass as a grubby human boy of about 10 years or so at a distance of 20' or more. He tricked Falpir into getting a button from Abraham. Purse: 2-20 ep.

Thomas, male assassin (AC 7; MV 12"; AI; hp 4; #AT 1; D by weapon: AL CE). He wears leather armor. Thomas can throw darts (carries six) or use a broadsword. Purse: 3-30 ep.

Magic-user Student—teacher, Arness

Holga, female magic-user (AC 10; MV 12"; M1; hp 3; #AT 1; D 1-4; AL LE; S 9, I 16, W 15, D 13, C 12, Ch 17). She is 19 years old, 5' 2", 105 lbs., blond hair and blue eyes. She wears no armor and carries a set of six darts. Her purse has 4-40 gp. Holga's usual spell is:

- First level:** sleep

She goes into town. unescorted, as a spy for the mayor. She reports all new characters to Arness directly, who might reward her with an extra gold piece or two for excellent information. Her relation with **Wilbur** is explained in the **Theater** section.

Servants

Name	occupation/	weapon	AC	hp
1. <i>Yelda</i>	cook	knife	10	3
2. <i>Gorg</i>	maid	dagger	10	4
(half orc)				
3. <i>Torrel</i>	stable boy	dagger	8	4
4. <i>Pobo</i>	clean-up	nil	10	3

The four servants are normal peasants. They have no armor and carry 2-40 sp.

Zero level NPCs and orcs are not literate in any way. They cannot read nor write and they cannot draw very well, if at all. If questioned, charmed, etc. they will have little useful information and what they will tell will be inaccurate, incomplete, or an outright lie.

The Castle Guards

Name	Race	Class/ Level	AL	Weapon	Combat Bonus	Armor	AC	hp
1. Thull	H	F2	LE	longsword longbow	-/+1	ch&s	4	18
2. <i>Nelb</i>	E	F2	LN	longsword longbow	+1/- +1/-	ch&s	1	16
3. Gorsk	1/2-0	F2	NE	longsword javelin	+1/+3 +1/+3	ch&s	4	13
4. Tesp	D	F1	NE	shortsword lt crossbow	-/- -/-	ch&s	4	7
5. Golmar	H	F1	NE	shortsword longbow	-/- -/-	ch&s	4	8
6. Paulis	H	F1	NE	longsword	-/-	ch&s	2	11
7. Garm	H	NM	LN	longsword longbow	—	c	5	4
8. Fargo	H	NM	LN	halberd shortsword	—	c	5	5
9. Torp	H	NM	LN	spear dagger	—	c	5	6
10. <i>Harth</i>	H	NM	LN	longsword dagger	—	c	5	5
11. Harp	H	NM	LN	longsword lt crossbow	—	sl&s	6	6
12. <i>Trell</i>	H	NM	LN	broadsword lt crossbow	—	sl&s	6	4
13. Gorg	orc	LE		broadsword spear	—	c	5	7
14. Gulk	orc	LE		club spear	—	c	5	5
15. Frag	orc	LE		club spear	—	c	5	8
16. Kusk	orc	LE		club spear	—	sl&s	6	5
17. Borp	orce	LE		club spear	—	sl&s	6	5
18. Yuck	orc	LE		club spear	—	sl&s	6	8
19. Tresk	orc	LE		broadsword spear	—	ch&s	4	8
20. Glup	1/2-0	F1	LE	broadsword +1, spear	+1/+1	ch&s	4	8

Notes on the guards. Armor types: c = chain, ch&s = chain shield, sl = studded leather. The first column of the Combat Bonus is the "to hit" bonus, the second is the damage bonus. Female characters are in italic.

Castle Guard Duty Table

Castle Location	% chance on duty	No. of Guards	Area Watched	Type of party approach:	
				Open	Concealed
2	100%	1-2	Road	100%	56%
4,5,6	30%*	1-4*	Road	60%	30%
7a	25%	1	West & North	80%	30%
7b	25%	1	North & East	80%	30%
7c	25%	1	East & South	80%	30%
7d	25%	1	South & West	80%	30%
28 (top)	15%	Commander	All	65%	20%

* At night there is a 10% chance of 1-2 guards. These guards are in addition to the wall guard.

Guard Commander Table

1-4	Ascue
5	Armax
6	Falbore
7	Armax and Falbore
8	Sangster
9-10	Gellius

The castle guard and lookouts

Guards are positioned at various lookout locations. These are specified here so that approaches to the castle can be adjudicated.

None of the windows of the keep or guardhouse gives a view over the wall. No guards are posted on the roofs of the keep or guardhouse.

A guard's tour of duty is one circuit of the wall (21 to 40 minutes). This starts in tower **7a** with the return of the old guard. The new guard walks to tower **7b**, climbs the ladder to the top of the tower, and looks around. After 1-4 minutes, the guard climbs back down to the catwalk and goes to tower **7c**. The process is repeated for towers **7c** and **7d**. At **7d** the guard backtracks to the small towers, repeating the routine. This routine is repeated in rain or snow, sun or darkness. The officers of the guard check up on the guards at random intervals (at least twice a day).

KEY TO THE CASTLE

All castle walls and towers are made of a rough, gray stone. The outer curtain wall is twenty feet high and conceals the main building. The wall towers are fifteen feet in diameter and thirty feet high. The large interior tower is forty-five feet tall.

The gatehouse is thirty feet high. It has three forward-facing arrow slits. The portcullis is down, and the two huge iron-reinforced doors behind it are closed.

If the party observes the castle for awhile, they will see the guard walking the curtain wall. He enters each small tower and climbs to the top, where he pauses for a few minutes to survey the countryside. He then moves to the next tower.

A party as close as the Statue of Kord at **53** is 40% likely to see a guard or two on the roof above the gate complex between the gatehouse towers.

A. GATEHOUSE (Areas 1-6)

1. Entryway

To enter the castle this way, the outer portcullis must be raised and the outer doors opened (the bar holding the outer doors and the outer portcullis mechanism are in **2**). The inner doors are not barred, but are butted against the inner portcullis (the inner portcullis mechanism is in **6**). If the inner portcullis is up, the inner doors can simply be pushed open. There are no windows into the gate passage but there is a "murder hole" above it that can be opened from **5**.

2. North Winch Room

A guard is always present and alert. From outside the arrow slit is six feet off the ground and is far too narrow for even a thin kobold to squeeze through.

In the south corner of the room are a table and a chair. On the table is a large brass bell, a mug and an iron candlestick with a partially burned candle. (At night, the candle will be lit.) A large wheel that looks like the wheel of a ship is on the south wall. It is attached to a large chain and a ratchet mechanism. A handle on the south wall connects to a thick beam of wood. The arrow slit has a firing step in front of it and a wooden shutter to close it from the inside. On the north wall, a wooden ladder goes up to a trap door in the ceiling.

The guard will go to the window every 2-5 minutes to look down the road. The brass bell is normally tapped once for each character approaching the front gate. If rung rapidly and continuously, it signals an alarm. The winch opens the outer portcullis, while the beam is used to bar the outer doors at **1**.

During an alarm, the guard will bar all entrances and defend this room.

3. Weapons Room

On the south wall is a ladder going up to a trapdoor, in the floor near the north wall is an obvious trap door (to **40**). Also on the north wall is a rack holding a dozen spears. On a table near the west door is a large basket holding a dozen arrows and a dozen light crossbow bolts. In the front curve of the room are four shields, four hammers, a shortbow and a light crossbow. All this material looks normal.

During an alarm, all doors to this room can be barred if necessary. In addition, guards might come here for weapons (40% chance for 1-2 guards).

4. Guardroom

Areas **4**, **5**, and **6** might be occupied (30% chance, one roll for all). If occupied, 1-4 guards are dispersed in these rooms as the DM desires. All doors and trap doors are normally closed, but can be barred from the inside as well.

On the north wall is a narrow door leading to the north catwalk. Next to it, a trap door leads to **2** below. In the west curve is an arrow slit and beside the slit stand a table and a chair. On the table rest a deck of cards, a dagger, and a candlestick. In the south wall is a door to **5**.

During an alarm, one or more guards will go to **5** or **6** after barring the door to the catwalk and the trap door leading to **2**.

5. Murder Hole Room

This room has a trap door in the center of the room. It opens into a 2' x 2' hole, 16' above the entryway. The room holds six large rocks and six spears. A character throwing rocks or spears down into the entryway below gains a -4 bonus to his or her AC due to good cover. The rocks do 2-12 points of damage. The DM may give rock targets a defensive bonus if not directly under the hole.

6. South Winch Room

This room is identical to the other winch room (**2**).

During an alarm, a guard present here will lock himself in and await the "all clear" signal (two knocks on the door, repeated three times).

6. OUTER WALL (Area 7)

The wall is twenty feet high and made of sturdy stone. A guard's head can be seen just over the tops of the merlons as he walks along. The towers are 30' high and have no arrow slits or windows.

7. Catwalk and Towers

The catwalk has merlons and a four-foot high parapet. Each tower is hollow, with an inside diameter of just over six feet. At catwalk level, there are narrow doors to the catwalk, a wooden ladder to a trap door at the top of the tower, and a trap door in the floor. All doors and trap doors can be barred from inside. All ladders are anchored to the tower walls. The lower trapdoor and ladder lead to the tower's base. At the base of each tower is an arrow door to the inner castle grounds. They are not locked, but can be barred from inside.

Tower **7a** has a trap door to the old cellar of the Guardhouse (**43**). This is now used as quarters for the students. Tower **7d** has an opening to the castle cesspool. A character might come to **7d** at any hour of the day or night (7% chance for any single turn). Roll d% to see who is taking advantage of the facility:

1-50	Any guard (of 20; roll at random)
51-65	Any student (of 6)
66-80	Any servant (of 4)
81-83	Arness
84-86	Tellish
87-89	Ascue
90-92	Armax
93-95	Falbore
96-97	Sangster
99-00	Gellius

The character must arrive from his or her quarters so the DM should allow for travel through the courtyard. The door is barred from inside if in use. Anyone who enters will knock first, just as someone coming in from the trapdoor above would knock before entering.

C. BARN AND KENNEL (Areas 8-9)

8. Barn

The main barn is made of wood and stands 12' high. Its roof is slanted slightly. It has obvious front and side doors but no windows. A small shed can be seen near the front of the barn.

In the barn are six light war horses and their tack, harness, saddles and leather barding (AC 6). It takes 1-4 rounds to saddle a horse and 2-8 more rounds to put on the barding. Light war horses (AC 7 or 6; MV 24"; HD 2; hp 9, 10, 12, 13, 15, 16; #AT 2; D 1-4/1-4).

The stableboy and clean-up boy (day 40%, night 85%) live in the back of the barn. The side door directly enters their small 7' x 7' room.

9. Kennel

The 3' x 5' x 4' lean-to has a permanently open front door 3' high.

Two war dogs live here. They have the run of the courtyard and are seldom here (day 10%, night 30%; roll for each dog). If present, they will be asleep. Otherwise, roll d4 for each dog to find its location:

1. Along north wall behind the guardhouse or keep.
2. Along east wall behind keep
3. Along south wall behind barn or keep
4. In central courtyard

War dogs (AC 6; MV 12"; HD 2+2; hp 17, 9; #AT 1; D 2-8; SD keen smell and hearing). The dogs cannot smell someone on the catwalk. If a dog is near the entrance to the cesspool (**7d**) it will always investigate a character going in or coming out. If a dog finds an intruder it will attack at once, barking loudly throughout the attack.

When hired, each guard and servant is brought to the dogs so the dogs will know not to attack them. Anyone escorted by a guard or servant will not be attacked. The dogs are slightly underfed and vicious.

D. GUARDHOUSE (Rooms 10-12)

The guardhouse is a two-story structure made of gray stone. It has no first floor windows but on each side of the second story are barred windows. The roof is flat. The front and side doors are iron and are always closed.

The iron doors are not usually locked, but can be barred from inside by iron bars. The windows have inside shutters and each is usually open (80% likely). The bars can be bent in the usual manner. There is no entrance from above. The basement of the guardhouse cannot be entered from inside (that former staircase has been sealed—it can be entered from tower **7a**, however).

10. Barracks Room

The room is occupied 90% of the time by 1-6 guards (95% by 3-6 guards at night). At night the guards will be asleep.

In the barracks room there are six beds along the walls of the room, and a table and eight chairs in the center. On the

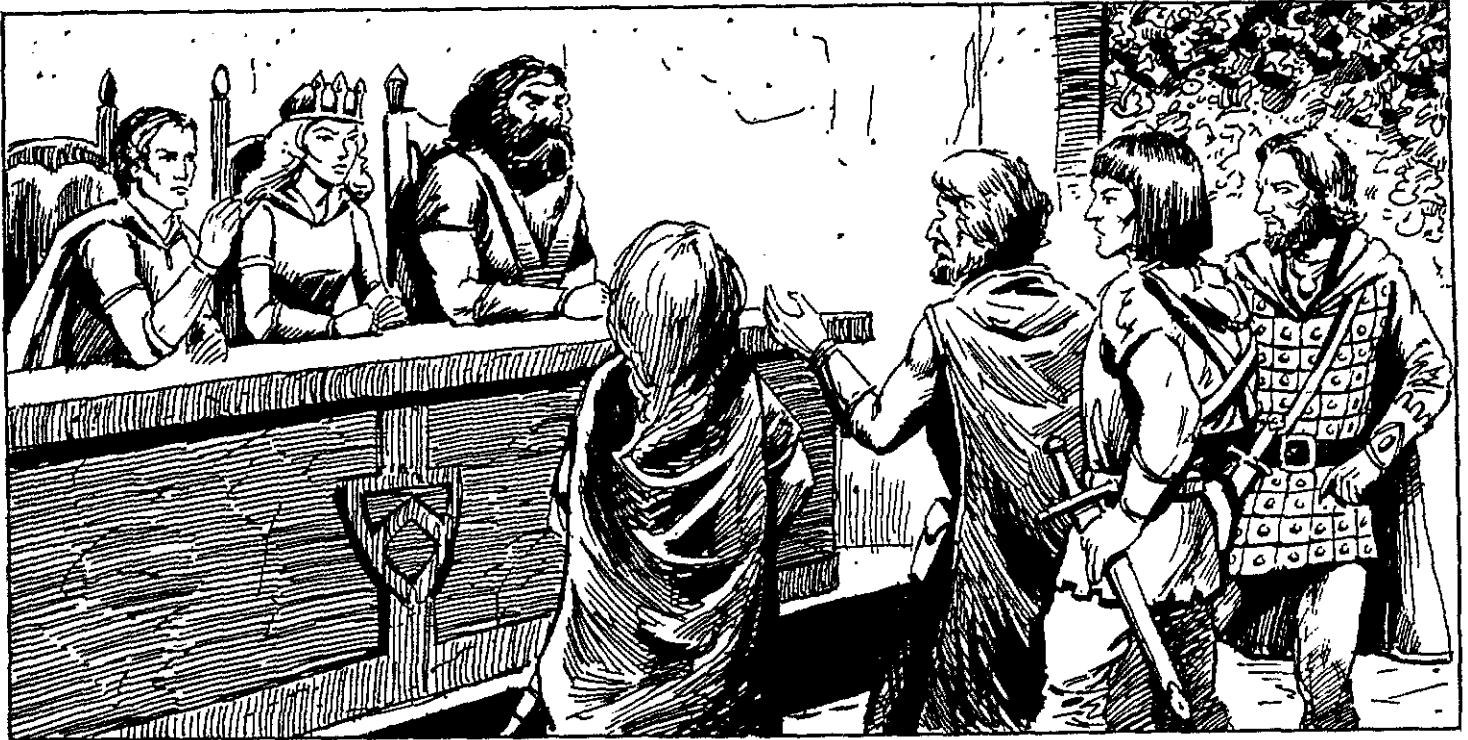


table are two candlesticks, eight mugs, and eight tin plates. In front of each bed is a small, padlocked chest. On the north wall is a small hearth along with fireplace tools and some iron pots. A set of shelves next to the fireplace hold small kegs and sacks, and a few bottles. There is an obvious staircase going up to the second floor.

The iron doors to the outside can be barred from inside, though they are normally unbarred. The doors to rooms 11 and 12 are locked. The back of the stairs is bricked shut (this was a stairway down). Each of the six beds is for one of the warriors or veterans of the guard. The chests contain clothing and the following treasure (the number matches the number of the guard on the garrison roster): 1) 20 gp, 2) 84 ep, 3) 18 gp, 4) 28 ep, 5) three gems worth 10 gp each, 6) 20 gp and one gem. This gem is paste but looks real (500 gp). A thief or assassin would know it is worthless. The materials on the shelves are food-stuffs: flour, salt, honey, salted meat, bread, vinegar, and a small keg of poor wine.

During an alarm, one of the guards will bang on an iron pot to summon the rest. This banging will be heard in the cellar (40) as well.

11. Gellius' Room (day 75%, asleep 45%; night 100%, asleep 30%)

This small bedroom contains a bed, table and chair, chest and shelf of ten books. There is a torch sconce on the wall by the door and a candle on the table. A figure is seated in the chair with his back to the door.

The figure is a dummy filled with a mixture of flour and pepper. If it is struck a serious blow (hit vs. AC 10), it will burst, flooding the area for five feet with flour and pepper. The striking character must save vs. poison or sneeze for 3-18 segments.

Gellius' chest has a poison needle trap (save vs. poison or take 3-18 points of damage from the weak poison on the needle). Inside is a **dagger +1** and three normal throwing daggers. The balance of the chest contains an array of clothing including tunics, breeches, boots, clogs, slippers, a dress, a cleric's robe and a cape. There is a woman's wig and a makeup kit as well. In the false top of the chest is a gem valued at 100 gp. The ten

books are of poems and have no significance. In the binding of book 7 is an unlabeled floor plan of the main floor of the castle. (You may draw the floor plan and give it to the players.)

12. Sangster's Room (here 30%, asleep 30%)

Both doors are usually locked. The doors have complex locks that reduce the chance to pick by 8%. The door that leads to the hallway is trapped from inside—a spring-fired dagger above the door shoots straight down two segments after the door is opened more than a few inches, the dagger blade is coated with poison. A character who moves into the room upon opening the door is attacked as if by a 4th level fighter. The dagger does 1-4 damage and the victim must save vs. poison at -1 or take 4-24 points of poison damage as well. The trap is easily seen from inside the room.

The room contains a bed, a table and chair and a chest. On the table is an open book and a silver candlestick with three candles. The wall is covered by a hand-drawn map of Garrotten and a hand-drawn map of the inn. Neither map has any labels or markings.

In Sangster's chest is an assortment of clothing, two wigs, a make up case, some shoes, and a girdle that is heavily padded to make the wearer look about 20 pounds heavier. Beneath the chest is a secret compartment. A loose floor brick can be removed to find a bag containing 220 gp and a 50 gp gem. The bag covers a hole that hides a giant centipede (AC 9; MV 15"; HD 1/4; hp 1; MV 15"; #AT 1; D poison only, save at +4) -80% chance of surprise unless the character is taking precautions. The centipede is fed daily by a careful Sangster. The open book discusses methods of ambush. It is not magical.

13. Orc Barracks

Orcs may be here—day 50% for 1-8, night 70% for 5-8; asleep 60% if present.

This large single room contains eight pallets spread around randomly. There are four unshuttered windows, one per wall. The pallets contain some oddments and bits of clothing but nothing of value as they do not trust one another.

E. KEEP (Areas 14-31)

The keep is made of gray stone. It is 25' high, but the second floor windows are not high enough to overlook the curtain wall. The roof is flat and featureless. The balcony is 13' from the ground and merlonated.

If a character observes the keep from various sides before entering, additional facts can be learned. The front and rear doors are carved with the relief head of a lion that holds an ornate door knocker in its mouth. A leap from the east catwalk to the balcony might be possible—the distance is 9' and the balcony is below the catwalk level.

All nine windows of the keep are four feet wide and five feet high. The iron bars across them are firmly anchored (-8% from the bend bars chances). The keep tower has a exit to the second floor roof that is 2'x2', barred and padlocked from the inside (see 29). The roof is flat and made of stone.

First Floor of the Keep

14. Entry Hall

The front door is made of wood reinforced with iron. Carved in relief on the door is the face of a lion holding the door knocker in its mouth. There is a **magic mouth** on the lion that operates at the approach of a dwarf, an elf, or a halfling. It will cry out: "What are you doing here? Guard! Guard!..." 18 more times!

At night the door is locked, and during any emergency it is barred as well. The chance of breaking the lock is 7% less than the bend bars chance; breaking both the lock and the bar is 18% less than the bend bars chance.

Inside, the hall has three doors beside the main entrance. A guard is also here (day only). In the southeast corner of the room is a suit of plate mail armor and halberd. Along the north wall are three chairs. On the south wall, between the armor and the door, a 2'x3' mirror hangs above a small table. On the table are two candlesticks and a brass bell.

The door to the south room (15) is always locked. The other doors are just closed. The suit of armor is badly rusted and useless. The halberd is partially cut through and will break if a blow is struck with it. The mirror is normal. The candle sticks are silver and worth 20 gp total. The bell is rung to announce guests (if rung rapidly it raises an alarm).

Visitors arrive in the company of a guard from the gatehouse, who rings the bell to summon the captain of the guard (1 ring) or one of the sergeants (2 rings) for normal business.

15. Corridor

This hallway is quite dark. The walls are featureless except for a torch sconce next to the south door on the west wall. Normally all doors in the corridor are unlocked. The south door can be barred from this side in an emergency.

18. Kitchen

The cook will usually (80% chance) be here during the day. A maid and clean-up boy will always be present during the meal periods (noon and 6 PM).

On the north wall is a hearth, complete with fireplace tools, large pots, and kettles. The north and east walls hold shelves of supplies. By the west wall, under the window, is a large working table. It is littered with utensils and numerous jars (spices, about 20). Next to the table is a large knife rack holding various blades, including a meat cleaver. None of this is very valuable or useful to the players.

17. Back Entryway

The back door is carved with the face of a lion that holds a door knocker in its mouth. If a dwarf, gnome, elf or halfling stands in front of the door it belches a 10' lightning bolt for 3d4 damage (no save). This trap only works once per hour. The door is locked and barred at all times.

The room contains a staircase going down along the west wall and two large barrels with spigots in the northeast corner.

This entryway leads to the kitchen. The barrels contain water. The door to the kitchen is not locked and this area is normally empty with the only usual traffic being servants. However, Arrness, Tellish, Armax, or Falbore may use it to go the rooms below. The stairs have an fire **glyph of warding** (10 points). All servants and those named know of the glyph and its name so they can bypass it.

18. Reception Room

On the east wall is a stone dais of three steps. Atop the highest step is a large, highly decorated wooden chair. Two smaller chairs sit on the next step down from the large chair. The dais itself is six feet wide and five feet deep, with the chairs standing along the back wall. The north and south walls are hung with tapestries of woodland scenes.

The chairs are for Arrness (Lord Mayor—center chair), Tellish ("Priest/advisor"—right chair), and Ascue (Captain of the Guard—left chair). At least one of the three will be present if an audience is being given. Roll d%:

1-40	All three
41-60	Arrness only
61-90	Ascue only
91-00	Tellish only

Circumstance or a particular request for an audience may alter this.

The dais is magical. Upon the command "**FIRE**" from someone in one of the chairs, everyone on the dais becomes immune to fire as long as they remain on the dais. The dais itself will begin to flame instantly. Anyone moving onto the dais after this will take 3d4 damage per round from the flames, no saving throw; and items exposed to the three foot flames must save vs. magical fire. The dais will flame for seven rounds, but cannot be activated again for a full day.

There is nothing special about the tapestries though they have a value of 85 gp. Both tapestries conceal maps. Neither map is labeled in any way. Behind the north tapestry is a map of the town of Restenford. Behind the south tapestry is a map of the ground floor of Restenford Castle. (Characters familiar with the castle, such as those who played in module L1, will recognize them if they find the maps here.)

19. Dining Room

If a meal is in progress, roll for those present: Arrness (90%), Tellish (85%), Ascue (65%), Falbore and Armax (70%—together only), Sangster (50%), Gellius (45%), students (80%, for 1-6). Otherwise the room is unoccupied.

This room has a large wooden table with eight chairs around it. On the table are two large candelabras holding four candles each. In the northeast corner stands a large upright cabinet. In the southwest corner is a suit of armor with a spear. Between the armor and the south door is a 3'x5' mirror. Six extra chairs line the west wall.

The mirror is hung so that anyone sitting at the head of the table (north) can observe the north door. The candelabras are worth 150 gp each. The cabinet is magical and trapped. Its door is protected by a fire **glyph of warding** (10 points). Within are silver serving pieces valued at 550 gp. Magic can be detected from the armor due to the scroll (**shocking grasp, web**; 8th level magic use) stored inside the breastplate. The armor and spear are otherwise normal. The doors to the room can be barred from inside. Meals are served at noon and 6 PM for the high level characters and their students. About an hour before and after these times servants will be in and out of the room.

20. Chapel

The chapel may be occupied by Ascue (40%), Tellish (40%) or lower clergy (30%, 1-3 present).

All five clerics know of the secret door to the tower. The door to this room is usually unlocked but it can be barred from inside.

The chapel is dominated by a statue of Kord the God of War of the Seul Peoples. Kord is a massive character dressed in heavy gauntlets, a wide girdle, and large boots. He bears a red (painted) sword. Kord is worshipped among by the Seul Peoples by fighters of all types, but more by chaotics. Upon the altar there are two candlesticks valued at 200 gp each as well as a large dagger encrusted with gems. The altar is backed by a full length curtain of bright red that goes from wall to wall and floor to ceiling. In the center of the room and in front of the altar, a two-inch diameter crystal of many facets lies upon a three-inch diameter pedestal. The crystal radiates many colors around the room as light from the pedestal comes up through it. There are no chairs or other ornamentation in the room.

A **detect magic** spell will reveal emanations from the altar and the pedestal. The dagger is magical and evil. The crystal is not magic (however, it is worth 300 gp). The light comes from a small magical gem below the crystal that sheds light. The light shining through the crystal creates the colors. The dagger is a ceremonial **dagger +2, triple damage vs. lawful good clerics (I 16, E 12; aligned LE)**. Any character who is not lawful evil who picks it up takes 12 points of damage, no save; and clerics who are lawful good take 24 points (gp value: 3500 if turned in to a good or neutral church). The candlesticks may be taken without reprisal.

The full length curtain hides the curve of the tower wall and any use of the secret door to area 17.

21. Tower Base

This small circular room is the lowest level of the keep tower. It has a two-by-four to bar the door, ladder going up to 29, and a spear.

The rear door to the temple is secret from both sides. The spear is normal. The wooden ladder upward is anchored to the wall.

22. Ascue's Room

This is the room of the half-orc captain of the guard, Ascue (day 30%, night 45%; lightly asleep 60%). His battle axe, chainmail and shield are near his bed when he sleeps (though he may grab the broadswords there as well!).

Flanking the north door (to 15) are ebony statues of two leopards sitting upon their haunches. This ample room also contains a large bed along the east wall, with a pair of crossed broadswords above the headboard. Next to the bed is a table decked with a candle, flint and steel, a flask, and a mug. On the west wall is a large upright cabinet and an iron-bound, pad-

locked chest. In front of a barred window in the south wall is a table and a single chair. The window can be shuttered from inside.

The leopard statues are magical and evil. If a good character passes between them, or if they hear the word "KILL," they will animate, attacking a good character if possible or a neutral one otherwise. They will not attack an evil character even if commanded to do so.

Leopard statues (AC 3; MV 15"; HD 5; hp 30 each; #AT 3; D 1-3/1-3/1-6; SA Rear claws for 1-4/1-4; SD immune to **hold, charm**, and poison). In a melee, Ascue will animate the leopards and try to escape into the tower (17) and get reinforcements.

The broadswords are trapped so that if one is removed, the other will fall. The character removing one would have avoided being surprised, then score a missile hit against AC 5 to catch the falling sword. This trap can be detected and removed normally.

The flask of liquid is brandy. The cabinet contains clothing and a spare set of normal chain armor. Two throwing daggers are on the inside of the door. The chest holds a sack of 35 gp and 88 ep. Concealed under the seat of the chair are four gems (150 gp each) that have been stuck into place with candle wax.

23. Stairwell

This area is illuminated by a large candle burning on a small table just in front of the window.

All doors to and from this area are kept locked. The candle burns for 12 hours and is a signal. If it is unlit at night, it is the signal to raise a quiet alarm. Guards will quietly go to both outside doors while someone climbs to the balcony to awaken Tellish or Arness by rapping lightly on doors or windows. The candle is replaced each night.

24. Tower Room

A ladder bolted to the south wall rises to a trap door above. This level contains a spear rack holding 8 spears and four throwing daggers. The trap door from below can be barred.

The door to room 25 is trapped (see 25).

Second Floor of the Keep

25. Tellish's Bedroom

Tellish is seldom here (day 2%, night 45%; alone and asleep if present).

The lock of the north door is trapped with a poisoned needle. Failure to bypass this means the victim must save vs. poison or take 2-7 points of damage. Also, the victim's dexterity decreases at two points per round until the character collapses at 0. Such a collapse will last for 2-8 turns unless the poison is **neutralized**. The doorway itself is protected by a fire **glyph of warding** (10 points) and the dragon statuette on the north wall.

The southeast door to the tower (29) is also trapped. A thief cannot find the trap from the tower side until the door is opened a few inches. If an inspection is then made the trap may be found. A large spiked iron ball is suspended from the ceiling. The ball will be released and will swing into the open doorway as the door is opened. It does 4-16 hit points of damage and the victim must save vs. poison or take 2-7 points of additional damage and lose 2 points of dexterity each round until a collapse occurs at 0. The collapse lasts 2-8 turns. From inside the room, the trap can easily be seen and disarmed.

The east door (to Arness' room) is **wizard locked**. Tellish can only go through if she lets him in or if he uses his **cloak of etherealness**.

On the west wall is a large bed. Along the south wall, a desk and chair stand before a window with iron shutters (these are closed at night). On the east wall, two large padded chairs face a small hearth. Between them is a small table with a bottle of liquid on it. By the north door is a statue of a hobgoblin in full scale armor with shield and spear. Also, a small altar on the north wall holds two brass candlesticks, a statue of a red dragon (about 1 foot tall) and a golden chalice. The room has a large red carpet on the floor that extends from wall to wall.

The bed is normal. Beneath it are a pair of throwing daggers and a broadsword. The hobgoblin statue is normal, though the spear is real and can be used. The desk contains tax records of the town, plus quills, ink, vellum, sealing wax, and a brass seal of the town of Garrotten.

Beneath the right chair by the hearth is a purse of 45 gp and 75 ep. The bottle of liquid on the table is laced with a strong sleeping aid. Drinking any of it will require a saving throw vs. poison each round for three rounds. Failing any roll puts the victim into a deep sleep for 2-7 hours. A character who has at least two hit points left can be awakened by slapping, etc., that will inflict one point of damage.

The items on the altar do not radiate evil. The dragon statue does radiate magic. If a good character comes within 10' of it, the statue will animate, turn its head as necessary, and breathe a 20' x 5' cone of flame. The two northern doors are within 10' of the statue.

Dragon Statue (AC 2; hp 18; #AT 1 breath; D 3-18, half if save vs. breath). If the save is failed, exposed items must save vs. magical fire. The dragon can breath three times, then takes

one full day to rekindle its internal flames. Someone against the south wall cannot be hit by the breath. The symbol above the altar is worth 200 gp. The golden chalice is and gem encrusted (250 gp).

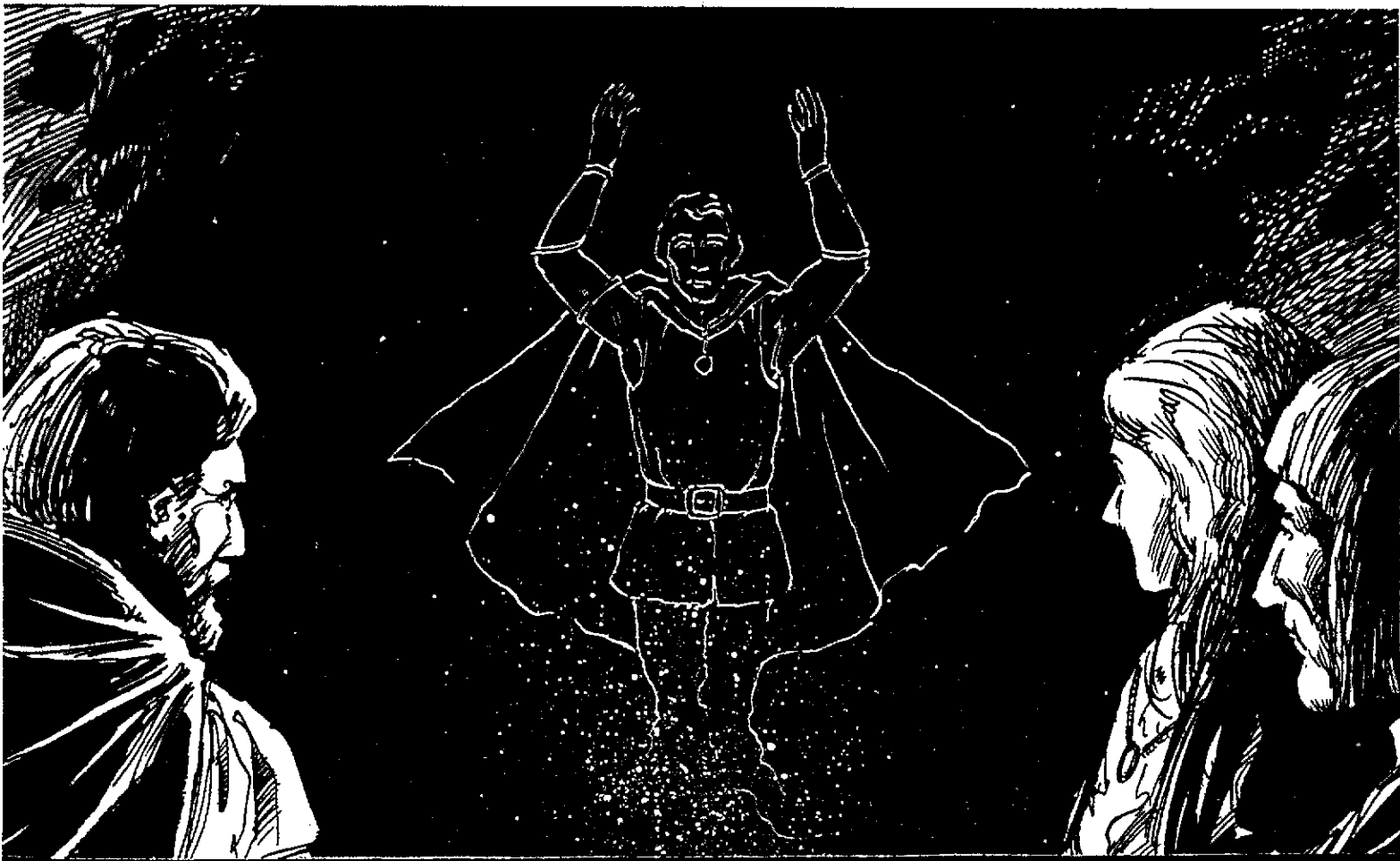
Note: Tellish enters the room from **29** (the tower). He opens the door a few inches, disarms the trap, then enters. In emergencies he may enter using his cloak.

26. Tellish's Inner Sanctum (here 10%)

Both windows in this room have iron shutters and bars. In front of the north window are a large table and a chair. Next to the table is a large upright cabinet, and beside the cabinet is a large chest. On the west wall is a series of eight roughly carved heads. Each wears a wig, and some also have beards or moustaches. One wig is very long and rests upon a female head.

The windows are closed at night, barred and locked in place. The door is trapped. The table in front of the window has a single drawer. Inside is a very complete disguise kit: tweezers, pencils, waxes, unguents, dyes, powders, etc.

In the upright cabinet is a wide selection of clothing, including a peasant woman's dress. Three outfits are of special note. A vest of decorated red leather is identical to one worn by the innkeeper. An outfit consisting of tunic, trousers, belt, and sword look like clothes often worn by Balmorrow at the theater. Finally, there is a blue robe with three barracuda on it like the one worn by the high priest Harper at the temple. Three of the wigs and appropriate facial hair also match those of the innkeeper, the bard, and the high priest. The chest, which is unlocked, contains a suit of battered scale armor, a shield, some weapons (dagger, broadsword, light crossbow, hand axe, battle axe and mace) and a worn set of studded leather armor. None are magical and all are old but serviceable. Under the studs of the leather armor, 85 studs in all, can be found



some gems. The gems include: 45 x 10 gp, 20 x 25 gp, 10 x 50 gp, 5 x 100 gp and 5 x 200 gp for a total of 2950 in gp! The studs are set firmly and each gem is padded so it will not rattle.

Under the table by the window can be found Tellish's sword and hand axe (his flail if he is not playing his clerical role). The weapons are stored inside a locked, lead-lined secret compartment.

27. Arness' Bedroom

Both doors into this bedroom are **wizard locked** at the 6th level of magic use. Arness may be here (day 5%, night 70%; asleep 55% at night, otherwise Tellish will be present).

In the southwest corner is a large ornate canopied bed, while a tapestry hangs across the southeast curve. Against the east wall stands an upright wardrobe cabinet of fine wood. On the west wall, at the foot of the bed near the door, stands a covered table and a chair. On the north wall hangs a large mirror flanked by golden candle sconces that hold three candles each. A raven sits on a perch near the center of the room.

The raven is not a familiar, but a trained bird (AC 7; hp 3; #AT nil). It can speak and will say "welcome" to anyone coming into the room. The only other phrases it knows are "not yet" and "almost dear." The bird is not chained and can fly around the room.

The bed is covered with fine silk. The pillows and mattress are of down. Hidden beneath the bed is a cage in which Arness keeps a large spider (AC 8; MV 15"; HD 1+1; #AT 1; D 1 + poison, save at +2). The cage door is held by a thread attached to the bed ruffle, which hangs to the floor. Thus lifting the ruffle without looking for traps will open the cage and release the spider. Arness wears a scent that the spider finds repulsive so it will never attack her.

The cabinet contains some fine dresses and expensive clothing (250 gp total, but resale is unlikely). The bottom of the cabinet contains boots, shoes, sandals and clogs. On top of the cabinet is a dagger. This can be reached by anyone at least 5' tall and can be seen by someone 6'3" or taller by just looking.

The tapestry on the wall depicts a hillside covered with scampering nymphs and satyrs (250 gp value). The mirror, candle sconces, and candles are normal.

The covered table has three drawers. The chair is ordinary. In the top drawer is a batch of jewelry: four lengths of pearls, a tiara, four pairs of earrings, six silver rings, four pendants, and five brooches (100 gp total). There is also a small bottle of perfume that repels large spiders (50 gp value to those who don't know its special use). The second drawer is trapped with a packet of **dust of sneezing and choking**. Those caught in the 20 foot diameter of the exploding packet must save vs. poison or die. Those who save will be disabled for 5-20 rounds. In the drawer is a wax lemon. In the bottom drawer are a number of silk handkerchiefs and a few pairs of gloves.

28. Antechamber

The stairway door is always locked and **wizard locked**. The door to the balcony is also locked. The window is barred and shuttered if no one is present. The room contains two large padded chairs, a large table and a wooden chair. On the east wall is a tapestry of a castle landscape (worth 200 gp).

The door from the balcony has a **magic mouth** on the outside that operates if anyone but Tellish or Arness comes within five feet of the door. (Actually, it operates unless a keyword is given, but only Tellish and Arness know it.) The mouth will

scream: "Attack! We are being invaded! Everyone to his post! Kill them! Here, on the balcony! Help me!"

Note the small secret closet next to the door to the stairs. Arness **firetrapped** this door (using a scroll) so she can pass through it without harm. Anyone else will take 1-4+8 points of damage. Inside the closet is a coffer containing 140 gp, 430 ep, and 800 sp. Her real jewelry is also here: three strands of pearls (100 gp, 150 gp, 200 gp), two pendants (150 gp, 200 gp) and four jeweled gold rings (100 gp, 150 gp, 175 gp, 250 gp). Arness also has her spell book concealed here. It contains: **detect magic, charm person, enlarge, magic missile, read magic, shield, shocking grasp, sleep; invisibility, magic mouth, ray of enfeeblement, web, wizard lock; dispel magic, fly, hold person, slow.**

Beneath one of the padded chairs is a scroll of **sleep, shield, and shocking grasp** at 7th level magic use.

29. Balcony

The balcony is empty except for two huge, covered clay jars standing in the northeast and northwest corners of the balcony. Each is four feet in height and two feet in diameter.

Inside each jar are four dozen arrows. Guarding the balcony are two invisible zombies created by Tellish and Arness. Their attack upon intruders is very likely to come by surprise!

Zombies (AC 8; MV 6"; HD 2; hp 9, 14; #AT 1, D 1-8, SD immune to **sleep, charm, hold**, and cold-based spells).

Upper Floors of the Keep

The keep's tower rises two stories above the second floor. These will be referred to by floor.

30. Third Floor

The ladder is bolted to the wall. The trapdoor down can be barred from here. Inside this room are a table, two chairs, and a candle holder. An open box of two dozen candles lies on the floor. On the table are a mug and a plate.

An invisible zombie guards this room (AC 8; MV 6"; HD 2; hp 15; #AT 1; D 1-8; SD immune to **sleep, charm, hold**, and cold-based spells). It will not attack Tellish, Arness, or any guard commander.

31. Fourth Floor

The ladder is bolted to the wall. The trap door to the third floor can be barred. The trap door to the roof is bolted and locked. Inside the room are a table and chair, ink, parchment, quills, strange instruments, and odd-looking charts.

These are Arness' researches on the movements of stars. They are useless to characters, though some NPCs, like Pel-tar, will pay up to 200 gp for the lot. Hidden in the wall behind the ladder at a height of 10' is a secret compartment. A small box inside contains a **ring of feather falling** and a **necklace of missiles** with three gemstones remaining (a 3-dice, a 5-dice, and a 7-dice missile).

Arness does not wear the necklace since she knows that if the necklace fails its saving throw vs. any magical fire all three missiles would detonate at once. If there is trouble, she or Tellish might risk this and go to the roof where they could throw the missiles down upon attackers. Neither Arness nor Tellish would think twice about blowing up a guard or student with an intruder. They might (50%) withhold a missile if a major henchman is involved. They would never risk each other in this manner. If being followed up the tower, either might throw a

missile down an open trap door (and close the door fast to avoid the blast!).

F. THE LOWER LEVEL (Areas 32-46)

32. Maid and Cook's Quarters

The maid and cook are here (95% chance) except an hour before to an hour after meals.

The room contains two beds and two chests. In the chests are clothes of simple manufacture. Most are worn and patched, though all are clean. There is nothing of value here.

33. Main Treasure Room

The door is made of iron and cannot be opened by force. It has a pair of locks, each of which is complex (minus 9% from a thief's chance to pick). Just inside the door on the floor is a fire **glyph of warding** (20 points of damage—placed by an appropriate level high priest).

The room is lit by a dull yellow glow. Each of the four large chests in this room has a large padlock, and a built-in lock as well. All four chests are bound in iron and are 5' x 4' x 3' in size. In the center of the room is a large table and a book. The book contains some strange marks and notes which are not part of any recognizable language.

The table is ordinary. The book notes contents of the chests, but in a complex code that would take a minimum of four days to crack.

Chest 1. Neither lock is trapped. Inside are 108 pp and 1,330 gp. Mixed into the loose coins is a silver **ring of weakness**.

Chest 2. Neither lock is trapped but both are complex (-4% from a thief's chance to pick a lock). Inside are 3,440 ep.

Chest 3. The padlock is trapped with a poison needle, save vs. poison or die at once. The lock on the chest is not trapped. Inside are 4,550 sp. The false top of the chest holds twenty gems: 8 x 50 gp, 8 x 100 gp and 4 x 250 gp.

Chest 4. Neither lock is special. The chest holds **chainmail +2**, a **flail +1**, a **mace +1**, six **light crossbow bolts +2**, and four potions (**extra-healing**, **growth**, **flying**, and **invisibility**).

34. Falbore's and Armax's Room

This is the bedroom of Falbore the cleric and his wife Armax the magic-user (day 30%, 30% that only one will be present; night 80% both present, 70% asleep).

This room contains a large double bed covered by a large black fur. On either side of the bed is a small table. The one to the right has a candle, a cup, and a bottle on it. The left table has a spherical-shaped clay pot with four spouts and metal lid. On either wall is a large wardrobe cabinet. On the north wall is a 2' x 3' mirror. The ceiling of the room has been painted an off-white color. There is a small fur rug in the shape of a leopard in front of the door. A table of fine polished wood and two well-made chairs finish the room.

Two floor stones have been removed under the leopard skin rug, so someone stepping on the rug will fall or trip. The hole is three feet deep, it is not trapped in any way. The bed is filled with feathers. There is nothing under it. The fur is made up of the skins of four black bears but is only worth 75 gp. The bottle of liquid beside the bed is a potion of **gaseous form**. The four-spout pot is used for incense. A drawer in the table contains twelve blocks of incense.

The right wardrobe contains women's clothing of various types and styles. None of the garments are of exceptional quality but none are cheap either. There is a box on the top shelf that holds two strands of pearls (45 gp and 80 gp), two pairs of earrings (30 gp and 80 gp) and two brooches (50 gp and 120 gp). The back of the cabinet is false and inside its secret compartment hangs a blue cloak. Behind the cloak hangs a belt and a **dagger +1, +3 vs. demi-humans**.

The cabinet on the left wall contains men's clothing and two vestments that show the symbol of Kord, God of War. On the top shelf of the cabinet is a coffer holding 11 pp, 92 gp and 140 ep. In the back of the cabinet is a normal mace. Beneath the table, held somewhat loosely by candle wax, is a **wand of paralysis** with 4 charges. Near the other end of the table is a scroll case that holds a scroll of **cure serious wounds**.

35. Laboratory

The door to the room is locked at all times. Arness and Tellish have keys.

This large room has numerous shelves all along the south wall upon which there are 500 bottles of liquid and 500 containers. The containers hold alchemical supplies. All bottles have labels and are tightly stoppered and sealed with wax. Two large work tables in the center of the room contain a scale, alembics, jars, beakers, hot plates, candles, tweezers, vials, etc. On the north wall is a hearth with fireplace tools.

None of the bottles or jars are magical, though six contain acids that will do 2-5 points of damage if poured on exposed flesh. The bottles are so thick, however, that they will not break upon impact unless they fail a saving throw of 11. They are heavy enough to do 1-3 points of damage to an unarmored character. The jars will prove to be dusty and unused—Arness has little time for research these days. The secret door leads to a long passage that goes to the outside.

36. Secret Passage

A dark corridor just over sixty feet long can be seen with a torch or other light source. The corridor is four feet wide and seven feet high. The west end has an obvious door mechanism. The east end has a staircase going up that ends in a large, barred trapdoor.

The large trapdoor is invisible from outside. The passage is guarded at each end by a zombie (AC 8; MV 6"; HD 2; hp 9, 14; #AT 1; D 1-8; SD immune to **sleep**, **charm**, **hold**, and cold-based spells). The zombies will allow Arness or Tellish to pass.

A. Hallway

This corridor is unlighted. It is four feet wide and seven feet high.

The ogre, **Gress** (room 37) patrols this corridor (15% likely). If he hears anyone at the doors he will be quiet and wait. The students in rooms 40 and 41 know his name and will call it out before going into the corridor so that he will not attack them by mistake.

37. Ogre's Room (here 85%, asleep 40%)

This small room contains a rough table and chair of large proportions. A candle, a huge mug, and a plate sit upon the table. A pallet lies in the northeast corner.

This room is usually occupied by an ogre guard, **Gress** (AC 6; MV 12"; HD 4+1; hp 29; #AT 1; D 1-10 or weapon +2). In his pouch are 104 ep, a gem worth 20 gp and a **ring of contrariness**. The ring is too small to fit his large finger but he likes to look at it. It has a blue gem and is worth 300 gp. In his pallet can be found the remains of a human bone he has been gnawing upon.

38. Empty Cell

This small cell contains a rough cot, an upside down pail, and a three-legged stool. Under the pail is a dead large spider. There is nothing of interest here.

39. Large Cell

This room contains three rough cots, an empty pail and three two-legged stools.

The room is 85% likely to contain 1-4 giant rats who have a hole in the south wall. The odor of the room is rather strong, as the rats' tunnels lead to the cesspool (44). Giant rats (AC 7; MV 12"; HD 1/2; hp 1-4 each #AT 1; D 1+3; SA 5% chance of disease per bite).

40. Clerical Students' Room (60% for 1-3; asleep 50%)

Three small beds line the south wall. On the east wall stands an upright cabinet and next to it is a ladder going up to a trapdoor. On the west wall there is a large chest. In the center of the room is a table with three chairs. On the north wall behind the door is a holy symbol of Kord, the God of War.

This is the basement of the **Guardhouse**. The upright cabinet contains vestments and clothing of various types and of three distinct sizes. The large chest's key is hidden on the back of the holy symbol. The holy symbol is guarded by a fire **glyph of warding** (10 points). The large chest holds three sacks. They contain 31 gp, 44 sp; 18 ep, 24 sp; and 7 gp, 84 sp respectively. In the chest are three sets of leather armor, three clubs and three maces. None are magic. In the false bottom of the chest is a scroll of **bless, cure light wounds** (x2), and **cause fear** at 7th level magic use. All three students know it is there. The trap door to 3 is usually open, but it can be barred and padlocked in place from below.

41. Students' Room

The student assassin and magic-user share this room (here 55%, asleep 45%; roll for each).

The room contains two small beds. On the south wall area pair of chests, one on either side of the door. The north wall contains two beds and an upright cabinet between them. A small lectern with an open book upon it and a regular table with two chairs complete the room's furnishings.

A crossbow trap is set just inside the door alcove so that anyone who opens the door beyond 60° or hits the thin wire about two inches above the floor will trigger the crossbow at pointblank range. It attacks as a 7 HD monster for d6+4 points of damage. (The students only open the door part-way, then carefully step over the tripwire.) The chest contains clothing of two different sizes and of a wide variety of styles. There are two throwing daggers attached to the inside the door to the cabinet. The open book is Holga's book of spells: **sleep, shield, detect magic, read magic**. Beneath her pillow are three normal darts. Both students carry their personal wealth.

42. Barracks

This is the room for the men-at-arms (95% chance for 1d8+4; 35% all asleep if present; 50% chance of a noisy gambling game if awake).

This large room has 16 cots arranged along the east and west walls. At the foot of each cot is a small chest. A large barrel and a pail can be seen along the north wall.

The four southern beds are not occupied. The chests are unlocked and contain only clothing—no treasure of any kind. The southern door is locked (the guards do not have the key). The barrel contains water.

43. Empty Guardroom

This circular room contains a ladder to the trap door to tower 7a. The men-at-arms pass through here to go on duty above. It has a spear rack that holds 8 spears, and a large barrel with a spigot and a dozen tin cups. The barrel contains watered-down ale. The trap door can be barred from below.

44. Cesspool (below tower 7d). Nothing unusual.

ENDING THE ADVENTURE

The climax of the module will probably be a raid on the castle to disrupt the guild and destroy Tellish's plans, and to capture or kill him. If the players are close to the answer, but aren't strong enough or devious enough to get into the castle, the DM may allow them a chance to stop Tellish on the way to Restenford. Failing this, if the party can get a message to Pelltar before Andrella can be assassinated, they may be able to prevent the assassination. The DM should stage an exciting and challenging conclusion to the adventure if the party has been reasonably successful.

If the DM has a copy of **L1, The Secret of Bone Hill**, a final confrontation with the canon Qualton may be arranged. Such a conclusion would certainly use the details of the major

characters provided in **L1**, as well as the map of Restenford Castle.

As a general rule, the rewards the characters earn from this adventure should be geared to their success. A maximum of a one level advance is recommended, though some characters may be close to a second.

Finally, the DM should give some thought to the effect of this adventure on the town of Garrotten. If the party succeeds, some other NPC will have to take over as mayor. If they fail, Arrness will probably move to Restenford with Tellish, and someone else will have to take over in Garrotten. The DM should use the outcome of this module to set up future adventures.

Cloak of Etherealness

This apparently ordinary cloak will allow the user to fade briefly into the Ethereal Plane up to three times a week. It is activated by one segment of concentration. No verbal command is necessary—the character just begins to fade. The process takes five full segments, during which time the user cannot move but may defend against attacks. While fading into the ether the character can be struck by any weapon or spell. At the end of the five segments the character is wholly in the ether and thus invisible on the prime material and immune to most attacks. While ethereal, the user can move at the rate of 15 feet per segment in any direction, even up or down, and can bypass walls, ceilings, magical traps, doors, etc. At the end of three segments, the user will fade back in to the prime material plane. The cloak cannot be activated again for one full turn, and may be activated only three times in any one week. While in the ether there is a 1% chance of an ethereal encounter which may follow the user at the DM's discretion. A user who would rematerialize inside a material object is trapped on the ethereal plane! The cloak can be used but twelve times, after which the item becomes non-magical.

XP value: 2600

gp value: 15,500

Ring of Protection vs. Charming

This is a special limited charge ring based on the 8th level spell **Serten's spell immunity** (+9 vs. **beguiling, charm, suggestion**; +7 vs. **command, domination, fear, hold, scare**; +5 vs. **geas, quest**). It operates automatically to ward its wearer, and the protection from each charge lasts a full 16 turns. It protects only the wearer, and cannot be recharged. It may have a maximum of 12 charges.

XP value: 3,600

gp value: 18,000

Guardian Blade

This blade does not normally glow. Its chief function is lie upon or beside the sleeping character and warn of approaching danger. It can detect enemies like a **wand of enemy detection** within a 2" sphere. Upon detecting an enemy, the guardian will flash a single burst of light, telepathically alert its owner, and go out. This power can be used but once per day, and will operate continuously for a period of up to six hours. It may be used while the character is awake and moving, but once used, it will not function again for twenty-four hours.

XP value: 1600

gp value: 8,000

Pre-rolled Characters

The use of these characters is optional. This group of characters is identical to the party in module **L1**. However, some have gained magical items or a level of experience or two since that module. They are now ready to solve the murder mystery of the **Assassin's Knot**. From the following group, six to ten characters may be selected. Normal items and alternate weapons are not included—the DM may assign these or let the characters buy them.

Fighter, human male (AC 4; MV 9"; F5; hp 28; #AT 1; D by weapon; AL LN; S 17, I 13, W 15, D 13, C 13, Ch 8). He wears chainmail and shield, and has a **longsword +1** and a potion of **heroism**.

Thief, female elf (AC 4; MV 12"; T4; hp 14; #AT 1; D by weapon; AL CN; S 13, I 14, W 13, D 17, C 14, Ch 10). She wears **leather armor +1** and carries a **dagger +1, +3 vs. larger than man-sized creatures**.

Ranger, male half-elf (AC 0; MV 12"; R3; hp 27; #AT 1, D by weapon; AL NG; S 15, I 14, W 13, D 16, C 15, Ch 11). He has **chainmail +2**, a normal shield, and a **longsword +1**.

Cleric, human male (AC 3; MV 12"; C4; hp 22; #AT 1; D by weapon; AL LG; S 15, I 13, W 17, D 13, C 14, Ch 13). He wears **chainmail +1**, carries a normal shield, and has a **mace +1**.

Fighter, male dwarf (AC 2; MV 9"; F4; hp 30; #AT 1; D by weapon; AL LN; S 16, I 12, W 10, D 15, C 15, Ch 7). He has **chainmail +1**, a shield, a **flail +2**, and a potion of **extra-healing**.

Druid, female human (AC 7; MV 12"; Dr4; hp 27; #AT 1; D by weapon; AL N; S 13, I 12, W 16, D 14, C 17, Ch 17). She has leather armor, a wooden shield, a quarterstaff, and a scroll of **wall of thorns** 11th level magic use (35% chance of error when using).

Magic-user, female elf (AC 7; MV 12"; M4; hp 13; #AT 1, D by weapon; AL LN; S 10, I 17, W 13, D 14, C 14, Ch 12). She wears **bracers of defense AC 7**. In her book of spells are 6 first level spells and 3 second level spells.

Thief, male gnome (AC 6; MV 9"; T3; hp 18; #AT 1; D by weapon; AL N; S 12, I 13, W 13, D 16, C 15, Ch 13). He wears leather armor. His **short sword +1 (I 12, E 2; detects magic within 1"; semi-empathic)**. The detection may be used once each turn.

Fighter, human male (AC 4; MV 9"; F2; hp 15; #AT 1; D by weapon; AL CG; S 18(61), I 10, W 11, D 13, C 14, Ch 10). His chainmail and shield are normal. He bears a **flame tongue sword +1**.

Cleric, human male (AC 0; MV 9"; C4; hp 22; #AT 1; D by weapon; AL CG; S 16, I 12, W 15, D 15, C 12, Ch 17). He wears normal chainmail and has a **shield +3**.

CREDITS

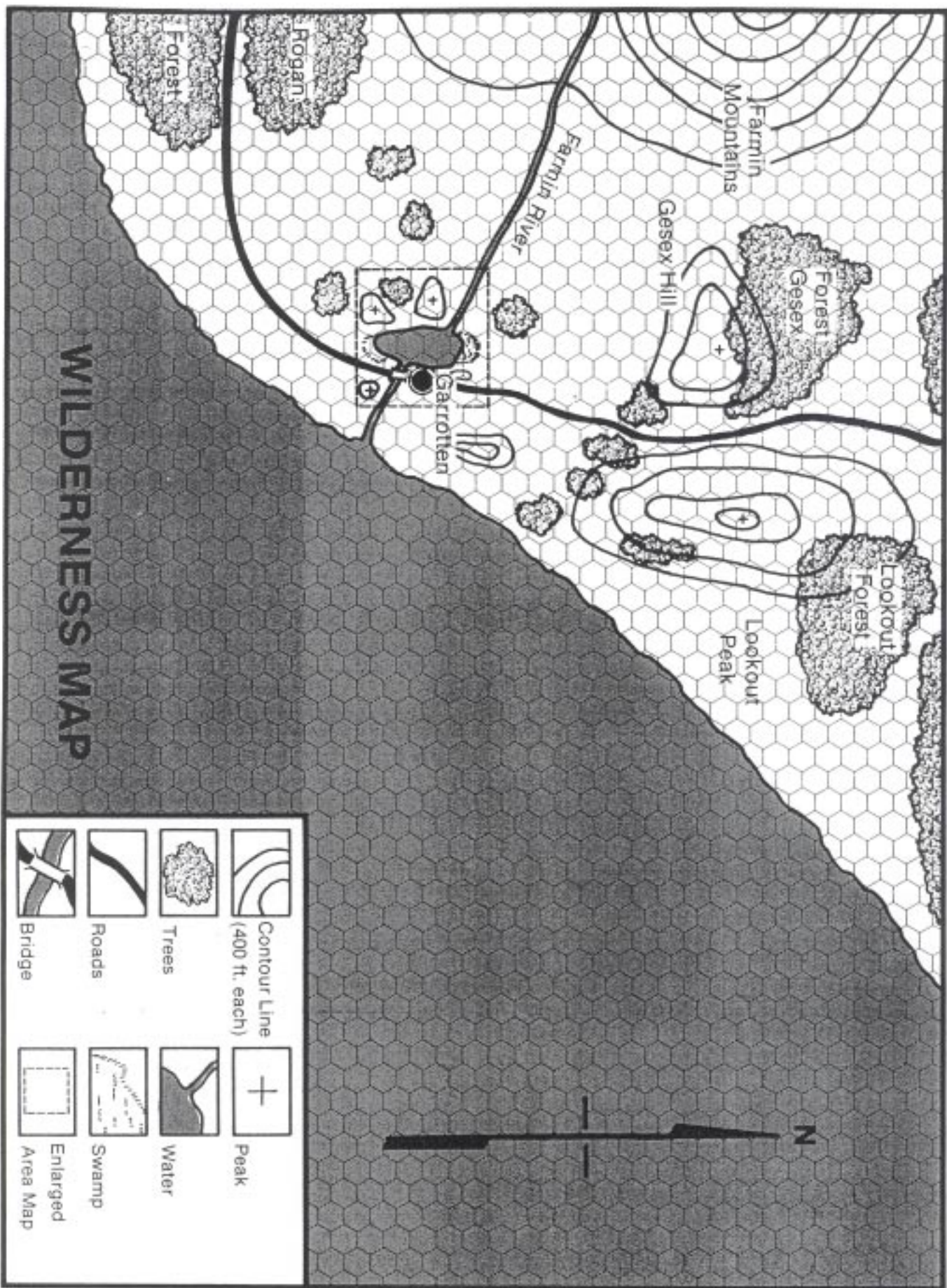
Design: Len Lakofka

Development/Editing: Jon Pickens

Cartography: Stephen D. Sullivan

Special Thanks to: Allen Hammack, Harold Johnson, Frank Mentzer

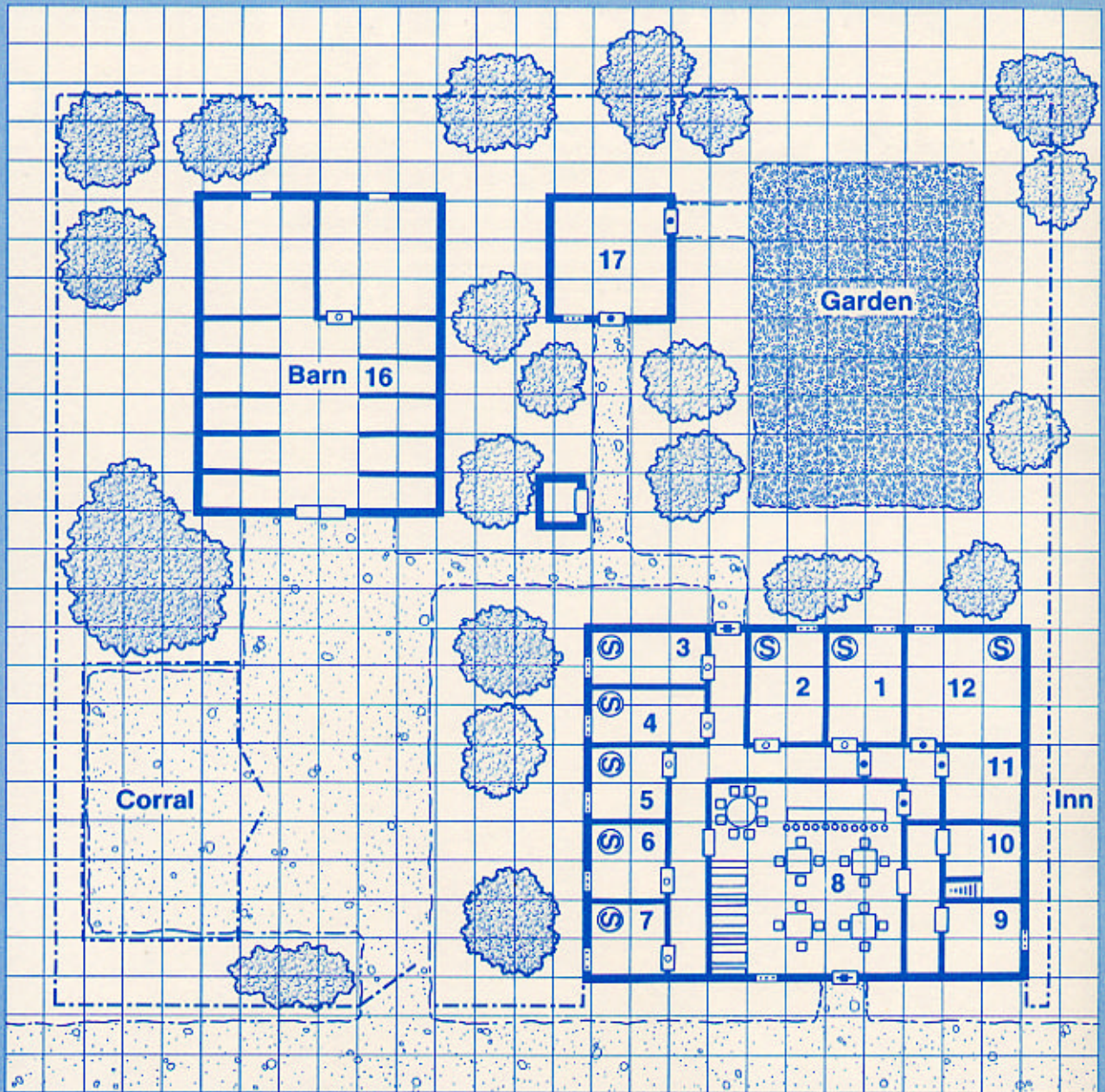
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TOWN MAP OF GARROTTEN



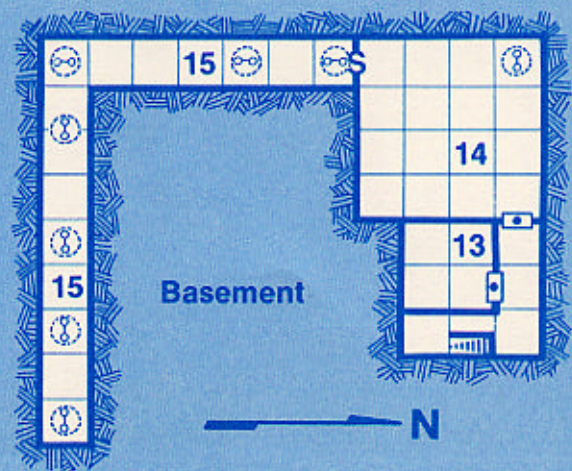
THE HOUSE OF ABRAHAM (INN)



Key

	Door		Fence
	Secret Door		Road Path
	Locked Door		Trees
	Door can be Locked		Garden
	Door Locked at Night		Window
	Stairs		Trap Door Ceiling with Ladder
	Secret Trap Door in Floor		

1 square = 5'



The **Town Table** lists total town occupants so the number of men, women, and children under 12 can be told at a glance. The entry 3,2, 4 would be five adults: three men, two women, and four children under 12 years of age. The table gives the number, profession, sex, and level of the major NPCs living in each building. The following abbreviations are used:

C = Cleric, **D** = Druid, **F** = Fighter, **R** = Ranger, **M** = Magic-user, **I** = Illusionist, **A** = Assassin, **T** = Thief, **MaA** = Man-at-arms,

NM or **P** = a zero hit die peasant or shopkeeper, **B** = Bard, **F/C** = Fighter/Cleric, **C/A** = Cleric/Assassin. After the abbreviation is a statement of level for all characters who are first level or higher: M6 would be a 6th level magic-user; F4, 4, 2x3 would be four fighters—two 4th level (one a woman), and two 3rd level. Men-at-arms and peasants are all zero hit dice (MaA 12 is twelve men-at-arms).

THE TOWN TABLE

Building/Type	Occupants	Characters/notes	Building/Type	Occupants	Characters/notes
1* Castle , stone	31, 6, 2	M 6,4,1, C 4 3x1, C/A 5/6, A 4,3 2x1, C/F 4/5, F 2, 2x2, 4x1, MaA 6, Orc 7, P 2, 2	26* Cottage , wood, Fisherman	1,2,1	C 1, P 1, 1
2* Inn , stone foundation wooden upper structure	9,7	F 4, M 3, P 3, 1 T 3, A 4, 2x3	27 Cottage , wood, Fisherman	1,1,7	P 1,1, N
3* Church , stone	13	C 9,6,4,5x2, 4x1, A 4	28 Cottage , wood, Fisherman	1,1,2	P 1,1, N
4* Theater , stone foundation, wooden upper structure	5,7	B 7/5/5, I 3, M 3 T 3x1	29* Jeweler/Moneychanger , stone	-1	I 4
5* Cottage , stucco, Farmer	1,1,2	D3, P 1	30 Cottage , wood, Fisherman	1,1,	MaA 1, P 1, N; AC 7, hp 5, broadsword
6 Cottage , frame, Farmer	1,1,2	P 1,1, LN	31* Netmaker , wood	1,1,2	M 1,1
7 Cottage , frame, Farmer	1,1, 4	P 1,1, LN	32* Cottage , wood, Fisherman	1,1,2	C 3, P 1
8 Cottage , shack, Farmer	1,1,2	P1,1,N	33 Cottage , wood, Fisherman	1,1,3	P 1,1, N
9 Cottage , frame, Farmer	1,1,2	MaA 1, P 1, LN; AC 7, hp 5, broadsword	34 Cottage , wood, Fisherman	1,1,1	P 1,1, N
10 Cottage , frame, Farmer	1,1,7	MaA 1, 1, LN; AC 7, hp 4,3 roadswords	35 Cottage , shack, Fisherman	1,1,4	P 1,1, NE
11 Cottage , frame, Farmer	1,1,4	MaA 1, P 1, N; AC 7, hp 6, long- sword & longbow	36 Fish Dealer , stall	2,0,3	MaA 2, LN; AC 7, hp 4,3, longsword
12 Blacksmith , stone	1	F2, LN; AC5, hp 14, two-handed sword, trength +1/+3	37 Sanilmaker , wood	1,1	P 1,1, N
13* General Store , stone	1,1	F5,2	38 Tackle maker , wood	1,1	MaA 1,1, N; AC 7 hp 4,3, longsword
14 Baker , frame	1,1,3	F 1, P 1, LN; AC 4, hp 11, battle axe	39* Cottage , shack	1	T 4
15 Tackle, Harness, & Leather Goods , frame	1,1	MaA 1, P 1, N; AC 7, hp 4, flail & longbow	40 Wheelwright , stone & wood	1	F 1, LN; AC 4, hp 9, war hammer
16 Home , frame & stone foundation, Farmer	1,1,8	P 1,1, LN	41 Horse trader , wood	1	F 2, N; AC 5, hp 10, longsword & longbow
17 Cottage , frame	1,1,3	MaA 1, P 1, LN; AC 7, hp 4, q. staff & longbow	42 Ropemaker , wood	1,1,3	T 2, P 1, N; AC 6, hp 7, short sword
18* Winery , stone & wood	6	C 2,1, P 4	43 Bowyer , wood & stone	1,1,1	F 4, C 1; LN; AC 7, hp 24,6, longsword & longbow, mace
19* Armorer , stone	1,1	F 5 P 1	44 Cottage , shack, Fisherman	1,1,1	P 1, 1, NE
20* Tailor , frame	1	M 1	45 Boatbuilder , frame & stone	1	F 2, LN; AC 3, hp 13, longsword & chainmail +1
21 Cottage , Fisherman	1,1,1	F 3, P 1, LN; AC 6, hp 18, longsword	46* Weaponsmith , stone	1,1	F 4, P 1
22 Food Shop , frame	1,1,3	P 1,1, N	47 Bait Shop , frame	1,1,2	P 1, 1, LN
23 Fresh Food , wooden stall	-1,1	P 2, N	48* Herb & Spice Shop , wood	1,1,4	Alchemist, P 1
24 Cottage , Fisherman	3	MaA 3, LN; AC 7, hp 6,5,3, longswords & longbows	49 Cottage , wood, Fisherman	1,1	MaA 1,1, LN; AC 7, hp 5,4 longswords
25* Boathouse , stone & wood	+ 1	M 3	50* Guard House , stone	3	F 3,2, C 2
			51* Statue, Xerbo	—	—
			52* Statue, Osprem	—	—
			53* Statue, Kord	—	—

Note: Those on the town militia (MaA) are usually armor class 7, studded leather armor. Female characters are in italic.

Total occupants: Men — 110, Women — 56, Children — 80, Men-at-arms (including garrison) — 29, Fighters (including garrison) — 22, Clerics/Druids — 25, Magic Users/Illusionists — 12, Thieves/Assassins — 15 (Guild — 9)

Advanced Dungeons & Dragons®

Fantasy Adventure Module

The Assassin's Knot

by Len Lakofka

"If you want someone murdered, go to Garrotten." It is a common saying in Restenford. The small, peaceful town of Garrotten is rumored to be the headquarters of a deadly band of assassins. Perhaps there is nothing to this talk. Perhaps it is true. There has never been any reason to find out. Until now...

The Baron of Restenford is dead.

The first day following his death, Restenford was a hornet's nest of activity. No one was allowed to enter or leave. The castle itself was sealed to outsiders as soon as the murder was discovered. Wild rumors hinted that the body was left in a condition that made magical restoration impossible. That evening came an urgent summons from the reclusive sorcerer, Pelltar, whose council continued late into the night.

By midmorning of the next day, you were well on your way to Garrotten. Three slender clues are all that remain — three possible chances to unravel the tangled web of intrigue that doomed the Baron of Restenford. The sun is warm, and the land around you is full of life. By nightfall, you will arrive.

This module can be played alone or as the second part of the LENDORE ISLE Series.

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TSR Hobbies, Inc.
POB 756
Lake Geneva,
WI 53147

TSR Hobbies (UK) Ltd.
The Mill, Rathmore Road
Cambridge CB14AD
United Kingdom

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