

DUNGEONS & DRAGONS®

Basic Game Adventure

Castle Caldwell and Beyond

Harry Nuckols



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MASTER ENCOUNTER TABLE

ADVENTURE #1—The Clearing of Castle Caldwell

Room	Monster	No.	Hit Roll	AC	HD	hp	MV	#AT	D	Save	ML	AL	SA/SD	XP	P
WM	Goblin	4	19	6	1-1	4,5,3,6	90'(30')	1	1-6 or 1-4	NM	7	C	No	5	31
2	Goblin	4	19	6	1-1	6,6,6,4	90'(30')	1	1-6	NM	7	C	No	5	31
3	Trader (F1)	1	19	6	1	6	120'(40')	1	1-6	F1	7	N	No	10	31
4	Trader (F1)	1	19	6	1	8	120'(40')	1	1-6 + 1 axe	F1	7	N	No	10	31
5	Trader (F1)	1	19	6	1	6	120'(40')	1	1	F1	7	N	No	10	31
10	Stirge	3	19	7	1	8,6,5	30'(10') or 180'(60') fly	1	1-3	F2	9	N	Yes	13	38
11	Acolyte (C1)	1	19	2	1	6	120'(40')	1	1-6	C1	8	C	No	10	31
14	Crab Spider	1	18	7	2	10	120'(40')	N	1-8 + poison	F1	7	N	Yes	25	38
15	Bandit (T1)	2	19	6	1	6,6	120'(40')	1	1-6	T1	8	C	No	10	31
15	Bandit Leader (T1)	1	19	6	1	7	120'(40')	1	1-6-1 sword	T1	8	C	No	10	31
16	Kobold	3	19	7	1/2	4,2,2	90'(30')	1	1-6 -1	NM	6	C	No	5	32
22	Giant Shrew	1	19	4	1	6	180'(60')	2	1-6/1-6	F1	10	N	Yes	13	36
23	Fire Beetle	2	18	4	1+2	6,8	120'(40')	1	2-8	F1	7	N	No	15	26
24	Spitting Cobra	1	19	7	1	6	90'(30')	1	1-3 + poison	F1	7	N	Yes	13	37
31	Wolf	2	17	7	2+2	11,12	180'(60')	1	1-6	F1	6	N	No	25	39

ADVENTURE #2—Dungeons of Terror

Room	Monster	No.	Hit Roll	AC	HD	hp	MV	#AT	D	Save	ML	AL	SA/SD	XP	P
1	Doppelganger	1	16	5	4	18	90'(30')	1	1-12	F8	8	C	Yes	125	28
2	Medium (M1)	2	19	8	1	3,3	120'(40')	1	1-4	M1	12	C	Yes	13	31
3	Robber Fly	4	18	6	2	7,10,11,8	90'(30') or 180'(60') fly	1	1-8	F1	8	N	No	20	36
7	Gelatinous Cube	1	16	8	4	20	60'(20')	1	2-8 + paralysis	F2	12	N	Yes	125	30
10	Berserker Leader	1	18	7	1+1	9	120'(40')	1	1-6 + 1 sword	F1	12	N	Yes	19	27
10	Berserker	3	18	7	1+1	9,6,6	120'(40')	1	1-6	F1	12	N	Yes	19	27
13	Thoul	3	17	6	3	9,14,15	120'(40')	1	1-3/1-3	F3	10	C	Yes	65	38
14	Wight	2	17	5	3	18,15	90'(30')	1	Energy drain	F3	12	C	Yes	50	39

ADVENTURE #3—The Abduction of Princess Sylvia

Room	Monster	No.	Hit Roll	AC	HD	hp	MV	#AT	D	Save	ML	AL	SA/SD	XP	P
1	Goblin	1	19	6	1-1	4	90'(30')	1	1-6	NM	7	C	No	5	31
1	Lizard Man	1	17	5	2+1	11	60'(20')	1	1-6 + 1	F2	12	N	No	25	33
2a	Yellow Mold	1	N/A	N/A	2	7	0	1	1-6 + special	F2	N/A	N	Yes	25	39
2a	Green Slime	1	18	N/A	2	9	3'(1')	1	Special	F1	7	L	Yes	30	31
3	Illusory Owl Bear	1	16	9	5	N/A	120'(40')	3	1-8/1-8/1-8	F3	12	N	No	0	35
5	Goblin King	1	17	4	3	15	90'(30')	1	1-6 + 2 sword	NM	9	C	No	35	31
5	Goblin Guard	2	18	5	2	8,9	90'(30')	1	1-6	NM	8	C	No	20	31
6	Goblin	5	19	6	1-1	5 each	90'(30')	1	1-6	NM	7	C	No	5	31
8	Lizard Man Leader	1	16	3	4	15	60'(20')	1	1-6 + 2 ST	F2	12	N	No	75	33
8	Lizard Man Guard	2	16	4	3+1	14,13	60'(20')	1	1-6 + 1	F2	12	N	No	50	33
9	Lizard Man	3	17	5	2+1	13,9,12	60'(20')	1	1-6 + 1	F2	12	N	No	25	33
11	Goblin	1	19	6	1-1	4	90'(30')	1	1-4	NM	5	C	No	5	31
12	Goblin	1	19	6	1-1	5	90'(30')	1	1-4	NM	5	C	No	5	31
13	Princess Sylvia	1	N/A	8	1	3	120'(40')	0	0	NM	9	L	No	5	31
13	Owl Bear	1	16	5	5	30	120'(40')	3	1-8/1-8/1-8	F3	9	C	No	175	35
13	Oliver of Hom (M4)	1	19	7	4	12	120'(40')	1	1-4 + 1 dagger	M4	9	C	Yes	175	31

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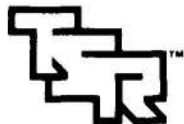
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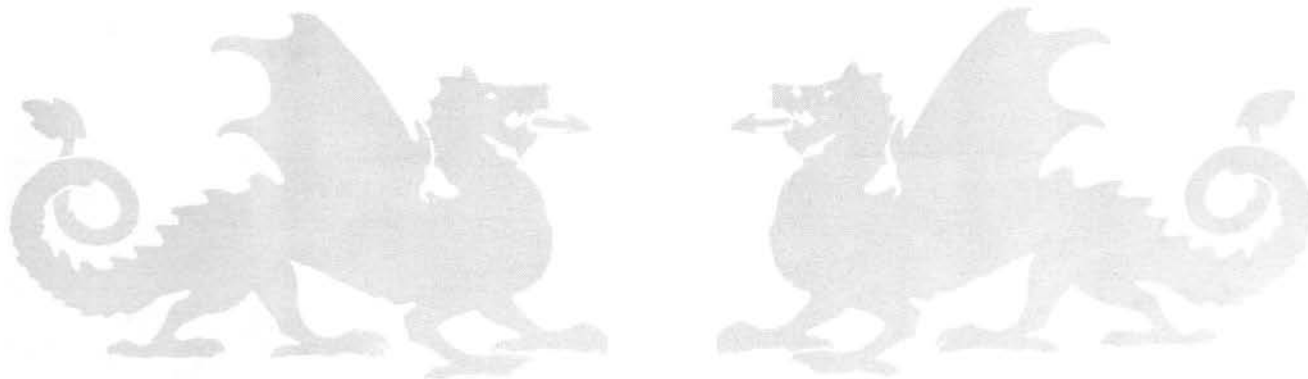
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Adventure for character levels 1-3

INTRODUCTION



The five adventures in this module are designed for a party of four to eight player characters of levels 1-3. The adventures are arranged in order of increasing difficulty. Each adventure is designed to be played in one session of three to four hours, not including the time needed to roll up new characters.

The first two adventures are connected, the other three are not. They can be used as a series of adventures for a single party, with all characters beginning at first level, or they can be used independently. It is not necessary to use the same Dungeon Master or the same group of player characters for all five adventures.

If a party of player characters completes all five adventures as a series, each character should reach at least third level (higher if you plan to move on to the D&D® Expert Set), and the players themselves should become quite familiar with the game, if they are not already. Of course, some of the players' first characters may not survive all five adventures, but this, too, can be a learning experience...

Your players can either use existing characters or roll up new ones, using the character generation procedures in the D&D® Basic Rules. Encourage the players to choose a wide variety of character classes. Many situations throughout these adventures assume that there is at least one cleric or magic-user able to read a scroll or use a magic item of some kind.

The adventures in this module assume that at least the DM (and preferably the players as well) is familiar with the entire D&D® Basic Set. To make the game run smoothly, the DM needs to know the rules thoroughly. If you don't know all the rules by heart yet, at least

know where to look things up quickly. Otherwise, the game can bog down while you are looking up some rule or spell.

It is quite useful (but not absolutely necessary) if you are also familiar with the D&D® Expert Set. Some of the monsters and treasures found here are described more fully in that game.

A good DM not only knows the rules, he or she knows when to break them. Don't be a slave to the dice if they get too far out of line with common sense. But don't let your game become a giveaway campaign, either! The best kind of D&D® game is challenging for the players, but not so difficult that the party is easily wiped out.

When you are confronted with some strange situation that is not exactly covered by the rules, you may have to improvise. Sometimes you may have to invent new or special rules to cover the unforeseen. There's nothing wrong with that, as long as you are consistent.

The monster encounters in this module are designed to be a challenge for four to eight low-level player characters. If your group is small and all are first level, you might reduce the number or strength of the monsters to give your party a fighting chance. If your group is large and has members of third or higher levels, you might make the monsters a bit tougher.

If you raise or lower the number or strength of the monsters, adjust the treasure in the same manner.

As DM, it is your responsibility to prepare yourself. First, read each adventure completely several times, making notes about the more difficult encounters. Think about how you might act if you were a player in this

adventure, and how you would deal with the challenges presented here. Second, make any changes necessary to bring this module in line with your existing campaign, if you have one, or adapt it to fit the style of your game. Finally, prepare any special aids that you think might enhance the game for the players, such as encounter maps in proper miniature scale.

Once you've done all that, you're ready to challenge your players and create an exciting D&D® game adventure!

Statistics for all monsters and creatures encountered in this adventure are provided on the Master Encounter Chart on the inside cover. The information is keyed to adventure and room, so all the information you need is in one single place.

The room descriptions are given in boxed format. When your party first approaches a room, read ahead to know what they will encounter. The copy inside the box is designed to be read aloud when the characters first enter the room. You may have to modify the information slightly if, for example, the party enters by a different door than the one assumed in the copy. Below the boxed copy is special information for the DM, including descriptions of monsters, traps, tricks, treasure, or other information about the room. You may end up revealing some, none, or all of this information, depending on the actions of the players.

Some, but not all, of these adventures have wandering monsters listed for them. A wandering monster table is given at the beginning of each adventure that uses them. Roll the dice as indicated to see when and if a wandering monster encounter occurs.

THE CLEARING OF CASTLE CALDWELL



Background

Clifton Caldwell, a local merchant, has recently purchased a small castle, located a few miles out of town. The castle had not been occupied for some time. Clifton had purchased the castle for a ridiculously high price, since he had always wanted to own one. But when he went to visit his new home, he found that it was overrun by monsters! He was lucky to escape with his life.

He has hired a party of adventurers (the player characters) to rid the castle of its monstrous inhabitants so that he can move in.

Notes for the Dungeon Master

If you wish, you can roleplay Clifton's negotiations with the player characters for clearing out the castle. Although Clifton is wealthy, he is a shrewd bargainer, and initially offers the characters 100 gold pieces apiece, in addition, of course, to all the treasure they find. If pressed, he grudgingly increases his offer, but in no case offers more than 250 gp apiece. If you don't want to roleplay the initial bargaining, just tell the players that their characters will receive 100 gp apiece. Half the money is given in advance; the remainder when the castle is cleared out.

The characters should be given ample

opportunity to purchase supplies and equipment with the money they have on hand.

Clifton takes the characters to the castle, and, if asked, furnishes them with a map of the outside of the castle (trace the outline of the castle on Map 1, and give it to the players.) You can place wandering monster encounters in the forest surrounding the castle if you wish.

All the rooms on the first level of the castle have windows, so the party will not need light. The windows are too high for monsters to look out, and too high and narrow for the party to climb through. The hallway is lit by skylights similar to those found in rooms 3, 5, 14, and 18. The walls, ceilings, and floors (except for room 31) are made of stone. The doors are all made of heavy oak, but are unlocked and open easily unless otherwise stated. The ceiling in all rooms are about 10 feet high, except for the four tower rooms at the corners (rooms 6, 12, 20, and 26), where they are about 25 feet high.

Except for those monsters that are living together, the monsters don't form a group. They happen to be using this otherwise-abandoned castle by chance. If one of the intelligent monsters should happen to discover the party without being detected, it will probably attempt to flee with its life and as much treasure as it can manage.

Wandering Monsters

There are four goblins wandering the hallways. They are armed with short bows and daggers. Roll 1d6 every turn that the party is in the hallway. On a roll of 1, the goblins appear coming around the nearest corner.

The goblins are cautious, but not necessarily hostile. Roleplay their actions based on the situation and the actions of the party. Use the Monster Reaction Chart on p. 22 of the *Dungeon Masters Rulebook* to determine how the goblins act.

The goblins live with the rest of their kind in room 2. They are carrying 6 ep, 7 ep, 10 ep, and 3 ep, respectively.

The adventure begins with the party standing outside the double doors leading into the castle. The doors are unlocked, and swing open easily...

1. ABANDONED DINING ROOM

This room appears to have once been used as a dining room. There are tables and benches scattered throughout the room, many turned on their sides or upside down. Everything is covered with cobwebs.

THE CLEARING OF CASTLE CALDWELL

The room is empty of monsters, but there is a large sack under one of the tables. The party will find it if they take a turn to search the room. The sack contains 500 sp and three gems, one worth 300 gp and two worth 50 gp each. The gems cannot be seen unless the contents of the sack are dumped out.

2. GUARDROOM

If the party listens at the door before opening it, they hear sounds of an argument in a strange language. If any characters understand the goblin tongue, they realize that there are goblins in the room arguing about splitting up their loot. When the party opens the door...

You see four small humanoids, each armed with a short sword. They are arguing with each other, evidently over two large piles of coins on the floor.

The room is inhabited by four goblins, each armed with a short sword. A treasure of 3,000 cp, 4,000 sp, and one gem worth 50 gp is sitting on the floor, sorted roughly into two piles. The goblins will fight ferociously to defend their treasure.

In addition to the treasure on the floor, the goblins carry 4 ep, 7 ep, 8 ep, and 7 ep, respectively, in their pockets.

3. BEDROOM

NOTE: The traders in rooms 3, 4, and 5 want to save their treasure and their lives. They prefer to deal with the party rather than fight. For example, they might be willing to trade information about the other monsters in the castle in return for being allowed to leave in peace. The traders are using the castle as a temporary residence far from their homes.

You see a man armed with a shortsword lying on a bed.

The room is lit by a skylight in the northeast corner of the room that lets in the light, but not the rain. The man lying on the bed is a human trader armed with a shortsword. He is allied with the traders in rooms 4 and 5. If he is in trouble, he pounds on the east wall with the butt of his sword to call the others. Similarly, he will respond to a signal from room 4 by first alerting the trader in room 5 and then going to his friend's aid. He has a large pouch with 8 gp and 20 sp in it.

4. BEDROOM

You see a man lying on a bed. He is armed with an axe. There is a door at the far end of the room. On either side of the door are windows high up on the wall.

See the note for room 3. The man lying on the bed is a human trader armed with an axe + 1. He is allied with the traders in rooms 3 and 5. If he is in trouble, he pounds on either the east or west wall to alert his fellows. Similarly, he will respond to a signal from either room 3 or 5 by first alerting the other trader and then going to his friend's aid. He has a small pouch with three gems (worth 60 gp, 40 gp, and 10 gp) in it.

5. BEDROOM

You see a man lying on a bed. He is armed with a short sword.

See the note for room 3. The man lying on the bed is a human trader armed with a shortsword. He is allied with the traders in rooms 4 and 5. If he is in trouble, he pounds on the east wall to alert his fellows. Similarly, he will respond to a signal from room 4 by first alerting the trader in room 3 and then going to his friend's aid. He has no treasure.

This room is lit by a skylight identical to the one in room 3.

6. TOWER ROOM

You see a circular room, about 40 feet in diameter, with eight openings spaced evenly about the outside wall. The windows extend from about waist height to about head height for a normal human. These are obviously ports through which arrows can be fired. The room appears to be empty.

The room is empty.

7. UTILITY ROOM

The east wall of this room has a ledge about seven feet from the floor, with two small windows above the ledge. The room appears to be empty except for a statue of a shepherd in the northeast corner.

The statue is made of stone. If there is a lawful character in the party when it enters the room, the statue says, "Greetings. May I help you?"

The statue is able to answer questions about the castle and its inhabitants. It will answer

truthfully any three questions put to it by lawful characters once per day. It will not respond at all to characters of other alignments, and after it has answered a total of three questions in any one day, it will not respond at all until 24 hours have passed. The statue has 100 hit points. If it is hit by an edged weapon, there is a 15% chance that the weapon will break (5% chance for magical weapons). A broken edged weapon is forever useless.

8. STOREROOM

The east wall of this room has a ledge about seven feet from the floor. There are two small windows above the ledge. Except for some trash on the floor, the room appears to be empty.

Except for the trash on the floor (which is worthless), the room is empty.

9. STOREROOM

The east wall of this room has a ledge about seven feet from the floor. There are two small windows above the ledge. Except for some trash on the floor, the room appears to be empty.

Except for the trash on the floor (which is worthless), the room is empty.

10. STOREROOM

The east wall of this room has a ledge about seven feet from the floor. There are two small windows above the ledge. Except for two long tables along the south wall, the room appears to be empty. As you enter the room, you hear the sound of small wings.

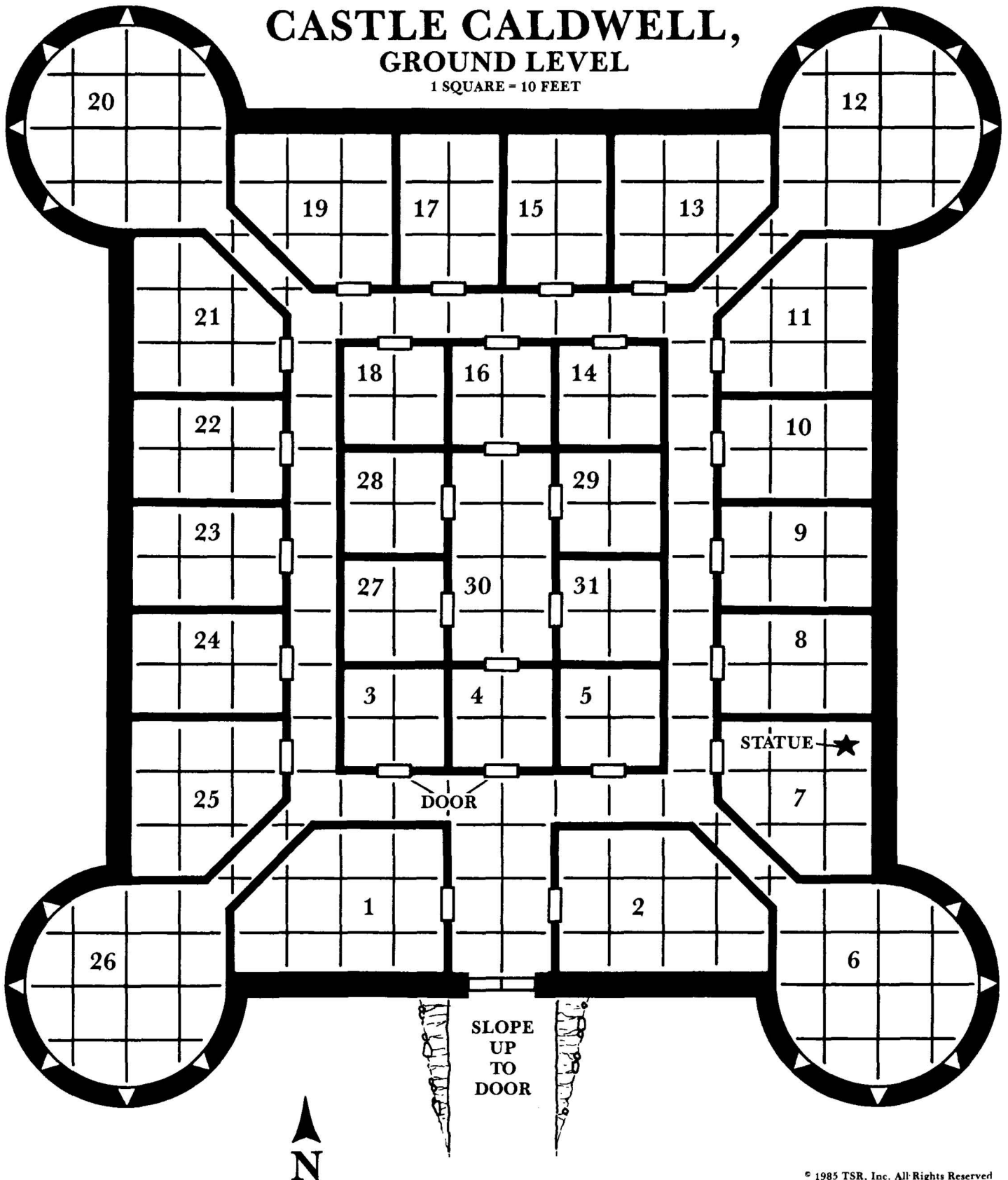
The ledge in this room is used as a nesting area by three stirges. The sound that the party hears is the sound of the stirges flying to attack. The party has a normal chance to be surprised by the stirges, but the stirges cannot be surprised.

A flying stirge gains a bonus of + 2 on its first hit roll against any opponent because of its speed in the air. Any successful hit by a stirge means that the stirge has attached itself to the victim. Each round after the first hit, the stirge automatically inflicts 1-3 points of damage (blood drain) until either it or its victim is dead. If the victim dies, the stirge will attack another opponent.

Stirges like shiny things. On their ledge are three gems worth 500 gp, 100 gp, and 50 gp,

CASTLE CALDWELL, GROUND LEVEL

1 SQUARE = 10 FEET



THE CLEARING OF CASTLE CALDWELL

respectively. The ledge can be easily reached if a character of normal human size stands on one of the tables.

11. CHAPEL

The east wall of this room has a ledge about seven feet from the floor, with two small windows above the ledge. There is a small altar on the diagonal northwest wall. There are several long benches in the room. Two of them have been pushed together in the southeast corner to form a rude bed. A woman wearing armor and carrying a mace kneels at the altar.

The woman is an acolyte (1st level cleric) of chaotic alignment. She is armed with a mace. She is wearing plate mail and receives an armor class bonus of +1 for high dexterity.

There are religious items on the altar, but no single item is worth more than a few silver pieces. There is a small cabinet under the altar that contains two vials, each a potion of healing.

If the characters do not immediately attack the acolyte, she offers to lead them in worship. She, like the traders in rooms 3, 4, and 5, is anxious to avoid fighting with a large party.

12. TOWER ROOM

You see a circular room, about 40 feet in diameter, with eight openings spaced evenly and from about waist height to about head height for a normal human. These are obviously ports through which arrows can be fired. The floor of the room is covered with rubbish.

The room is empty.

13. UTILITY ROOM

The north wall of this room has a ledge about seven feet from the floor, with two small windows above the ledge. The room appears to be empty.

The room is empty.

14. BEDROOM

Except for an unoccupied bed, this room appears to be empty.

This room is lit by a skylight in the southwest corner of the room that lets in the light, but not the rain. A crab spider is clinging to the ceiling when the party enters, and drops down on a

party member (choose at random), surprising on a roll of 1-4 on 1d6. If the crab spider makes a successful hit, it inflicts its normal damage and the victim must then make a saving throw vs. Poison (with a +2 bonus because the spider's poison is weak) or die.

15. STOREROOM

The north wall of this room has a ledge about seven feet from the floor, with two small windows above the ledge. Three men lie on pallets near the north wall. They are wearing leather armor and are armed with swords. A pack mule stands near the east wall. The room contains a lot of what seems to be personal gear and equipment.

The three men are bandits (1st level thieves) who are using this room as a temporary hide-out. All three men are armed with short swords. One bandit has a *cursed short sword* -1 that only inflicts 1-5 points of damage (d6-1, but never less than 1) and gives its user a penalty of -1 on hit rolls.

The bandits have obviously been successful at their trade. In addition to their personal gear (bedrolls, food, etc.), they have six large sacks, each containing 500 sp. They also have a small wooden box that holds six gems (worth a total of 520 gp) and two pearl necklaces worth 400 gp each.

The beast is a pack mule that the bandits keep in their room so that it will not be stolen. The mule fights only in its own defense, but is likely to get in the way of any combat in the room. If the party should win a fight with the bandits, they may, of course, use the mule for its own purposes.

The bandits, like the other intelligent monsters in this castle, will try to escape with their lives and treasure, in that order. If they escape and the party takes their treasure, they may return to take revenge, at the option of the DM.

16. BEDROOM

This room contains three small humanoids with scaly, rust-brown skin and no hair. They are armed with spears. There is a door at the far end of the room, flanked by small windows high up on the wall.

The door leads to the courtyard (room 31). The humanoids are kobolds. They have no treasure.

The kobolds do not speak the common tongue, and are very wary of a large party.

They know about the wolves in room 31. If the party attacks, they open the door to the courtyard. The wolves, however, are as likely to attack the kobolds as they are the PCs.

17. STOREROOM

The north wall of this room has a ledge about seven feet from the floor, with two small windows above the ledge. The room appears to be empty.

The room is empty.

18. BEDROOM

Except for an unoccupied bed, this room appears to be empty.

The room is lit by a skylight in the southeast corner that lets in the light, but not the rain. The room is empty.

19. GUARDROOM

The north wall of this room has a ledge about seven feet from the floor, with small windows above the ledge. The room looks as if it might have been a guard post. There are a few beds, some pegs on the walls for clothing, a rack to hold weapons, and a long table with a drawer that might once have served as a desk. There are moth-eaten clothes on the bed, but the room otherwise appears to be empty.

If the party searches the room, it will find under one of the beds a small sack that contains 100 sp and 20 gp.

20. TOWER ROOM

You see a circular room, about 40 feet in diameter, with eight openings spaced evenly about the outside wall. The windows extend from about waist height to about head height for a normal human. These are obviously ports through which arrows can be fired. The room appears to be empty except for the remains of a skeleton on the floor.

The skeleton has been there for many years. It was once a defender of this castle. The room is otherwise empty.

21. UTILITY ROOM

The door to this room is wizard locked, and cannot be opened by anyone in the party.

If the party asks the statue in room 7 about the door, it will say, "Much danger, strange magic, and great treasure lies behind the door, but it cannot be opened by any means such as you possess." See the second adventure in this module for more details about what lies behind this door. For the time being, make it an unsolvable mystery for the party to ponder.

22. STOREROOM

The west wall of this room has a ledge about seven feet from the floor, with two small windows above the ledge. Except for some trash on the floor, the room appears to be empty.

As soon as any character enters the room, a giant shrew attacks. The giant shrew "sees" by sound, and is not affected by light or the lack of it. The creature is very quick, and automatically gains initiative on the first attack. It receives a bonus of +1 on its initiative roll for all subsequent rounds of combat. Because of the ferocity of its attack, any victim of 3rd level or less must make a saving throw vs. Death Ray or run away in fear.

If the party searches the room after dealing with the shrew, they find a hole in the west wall that the shrew used to enter and leave the castle. The hole is not large enough for a man-sized creature to climb through.

There is no treasure here.

23. LIBRARY

The west wall of this room has a ledge about seven feet from the floor, with two small windows above the ledge. Bookshelves line the north and south walls; a few moth-eaten books remain on them. Two huge beetles sit on the dusty carpet in the middle of the room.

These are fire beetles. They have been eating the carpet, and would love a real meal.

There is no treasure here, but if the party kills the fire beetles, they can remove the glowing glands from the creatures to use as a light source. The glands give off light in a 10 foot radius, and glow for 1-6 days after they are removed.

24. PANTRY

The west wall of this room has a ledge about seven feet from the floor, with two small windows above the ledge. Cabinets

and shelves line the wall. In the middle of the floor lies the body of a goblin with a horribly swollen arm. Trash and old sacks are scattered about the floor.

If the characters examine the swollen arm they find the marks of a snakebite. One of the sacks in the southwest corner contains a spitting cobra. The cobra attacks only if its nest is disturbed. If the cobra is disturbed, it spits at the nearest party member, automatically gaining initiative on the first round of combat.

There is no treasure here.

25. KITCHEN

The west wall of this room has a ledge about seven feet from the floor, with two small windows above the ledge. The room seems to be a kitchen. It contains four tables, a pump, and an old stove. A large leather chest rests by the middle of the west wall.

The chest is closed and strapped with leather belts, but is not locked. The chest is trapped. If opened, a cloud of poison gas issues forth, catching the character who opens the chest and anyone else within five feet. Anyone caught by the cloud must make a saving throw vs. Poison for half damage or receive 3-12 points of damage.

The chest is empty, but is worth 50 gp if sold. It is large enough to hold 2,000 coins.

26. TOWER ROOM

You see a circular room, about 40 feet in diameter, with eight openings spaced evenly about the outside wall. The windows extend from about waist height to about head height for a normal human. A tree limb has grown through one of the windows. These are obviously ports through which arrows can be fired. The room appears to be empty.

The room is empty.

27. BEDROOM

This trash-filled room contains an empty bed. The bed clothes are rotten and decayed. The room appears to be otherwise empty. A door on the east wall is flanked by two small windows about seven feet from the floor.

There is a large sack under the bed clothes that contains 300 sp and 50 gp.

28. BEDROOM

This trash-filled room contains an empty bed. There is a chest next to the bed. Otherwise, the room appears to be empty. A door on the east wall is flanked by two small windows about seven feet from the floor.

The chest is empty. The room contains nothing of value.

29. BEDROOM

This trash-filled room contains an empty bed with all its slats removed. The room appears to be otherwise empty. A door on the east wall is flanked by two small windows about seven feet from the floor.

The room is empty.

30. BEDROOM

This trash-filled room contains an empty bed. There are scorch marks on the wall. The room appears to be otherwise empty. A door on the east wall is flanked by two small windows about seven feet from the floor.

The room is empty.

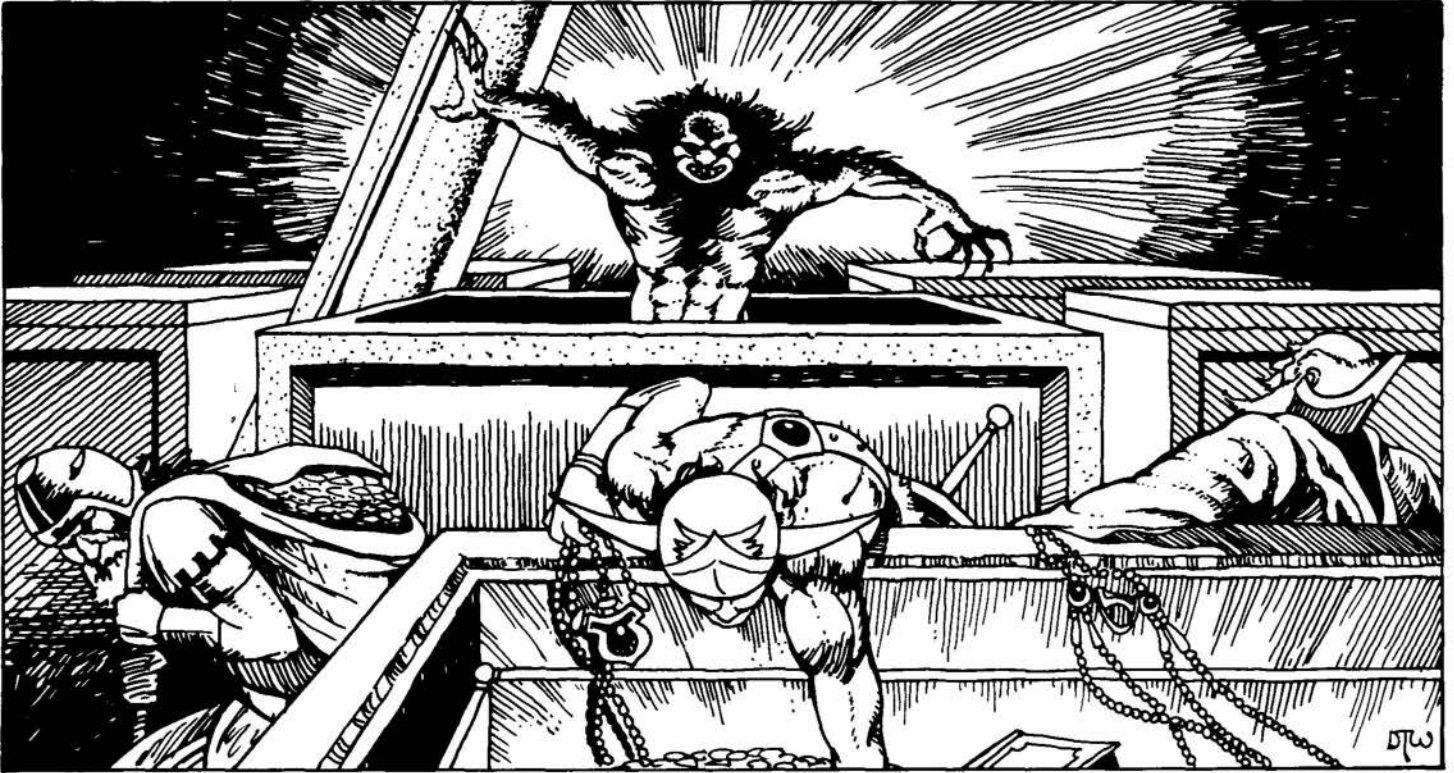
31. COURTYARD

NOTE: If the party encountered the wolves in room 16, you must change the following description to account for the earlier meeting. If the party has already found out about the wolves (for example, by looking through the windows into the courtyard, or by asking the statue in room 7), they cannot be surprised here. Otherwise, the wolves have the normal chance to surprise the party.

You see a grassy courtyard open to the sky. Six doors, including the one by which you entered, line the walls. There are two large wolves in the middle of the courtyard.

The wolves had been using room 4 to get into the castle, but the traders had barred the door when they arrived a few days ago. The wolves are very hungry.

DUNGEONS OF TERROR



Background

This is the second part of the adventure in Castle Caldwell. When the characters cleared out the first level of the castle, they found a mysterious locked room (room 21) that could not be opened by any means available to the party. Clifton Caldwell, concerned about the mysterious room, hired an Enchanter to unlock the door.

The room behind the door was totally empty, except for a trap door in the floor. The windows in the room had been bricked up.

The trap door in the floor opened easily, but the area below was totally dark. When the magic-user cast a *light* spell through the trap door, she saw an empty room with an opening leading to a corridor. She was not willing to explore further, either on her own or in the company of a larger party. So, Clifton has once again contacted the adventurers who cleared out the castle to tackle the dungeons down below...

Notes for the Dungeon Master

This adventure is designed as a follow-up to the previous adventure, but you may decide to have a different party explore the dungeons (especially if the first party did not survive!). In that case, Clifton must tell the

new adventurers what took place in the previous adventure.

You can, if you wish, roleplay Clifton's negotiations with the party for this new mission. Claiming that the adventurers took so much treasure in the previous mission, and that there must surely be more treasure down below, he offers 100 gp apiece. If pressed for more money, he asks for a percentage of any treasure found in the dungeon.

If you don't want to roleplay the negotiations, tell the players that the fee for this mission is 100 gp plus treasure found in the dungeon. Half of the fee is paid in advance, the rest when the mission succeeds.

The characters should be given ample opportunity to purchase supplies and equipment with the money they have on hand.

The characters can travel to the castle and enter room 21 without incident, unless you choose to add wandering monster encounters. There are no wandering monsters on the dungeon level.

Except as noted in the text, none of the rooms on the dungeon level have light sources, so the party will need light. The hallways are also dark.

The walls and floors of the dungeon level have been cut from the rock. Some of the rooms (including 2, 3, and 9-13) are obvi-

ously uncompleted. All doors are made of heavy oak. Except as noted in the text, all doors are unlocked and open easily. The ceilings are about 10 feet high throughout, but the ceilings in the unfinished areas are irregular in height.

Except for those monsters that are living together, the monsters on this level do not work together against the party. All the intelligent monsters know how to get out of this level, but none are willing to tell the party how to leave, even if threatened.

Ideally, the party should first clear all the rooms in this dungeon except for rooms 5 and 14, and then find the key that opens room 5. If possible, avoid letting the party into that room until all the other areas of the dungeon have been explored.

If the party should take heavy damage and seem in danger of not surviving this level, you should place several potions of *healing* in one of the rooms. Do this no more than once.

Before the game begins, prepare copies of the treasure map and riddle on page 12 to hand out to the players when their characters discover those items in the adventure. Use a separate sheet of paper for each one.

1. DUNGEON ENTRANCE

NOTE: The monster that is about to appear is a doppelganger. It chooses as its first victim the weakest member of the party (probably a magic-user). Choose the doppelganger's victim first, then fill in the blanks when you read aloud the copy below.

The room appears to be empty. As the last party member comes through the trap door, the door slams shut above you. At the same moment a _____ (man/woman) enters the room from the corridor to the north. _____ (He/She) is dressed in _____ (robes/armor/leather) and looks quite a bit like _____ (intended victim). _____ (He/She) says, "Oh, don't worry about that old trap door. There's an exit at the end of this corridor. What are you down here for?"

Play the part of the doppelganger carefully. It appears to only want to help the party, and may actually fight alongside them against other dungeon monsters. Its objective is to find an opportunity to "talk" to its intended victim alone. It might tell its "friend" that it knows of a special treasure that they can steal together—but it will be ruined if the other party members find out about it.

If it can get its victim alone, the doppelganger attacks. If it kills its victim, it changes its shape to that of its victim and rejoins the party, making up the best excuse it can for what happened to the "other" person. It might even say, speaking as the person it is now impersonating, that it killed a doppelganger that tried to impersonate it. Use your best judgement and skill in handling this should it occur. The doppelganger then tries to get each member of the party alone in turn, and attacks them when they are alone.

If the doppelganger should impersonate one of the party members, talk to that character's player privately. The player should play the part of the doppelganger without letting any other player know what is going on.

The doppelganger has no treasure with it, but it knows that a treasure of 500 gp is concealed in the west wall of this room, near the northwest corner. It is covered up and looks so much like the rest of the wall that it is nearly impossible to find without the help of the doppelganger or the treasure map that the characters may discover later. Even with knowledge of where the treasure is, the characters must spend at least two turns digging into the wall to reveal the treasure.

The trap door above is a magical one-way

door. Once the final party member is inside, the door slams shut, and then disappears! It does this even if special means were used to prop the door open. *Knock* spells, thief abilities, other magic, or other skills cannot open the trap door from the inside. The party must find the secret exit from the dungeon or else remain forever stuck.

The doppelganger's "escape route" does not exist. It knows of the secret exit, but will not reveal it to the party under any circumstances.

2. MAGIC-USER LAIR

This room contains a sleeping area with two pallets, a couple of chairs, and various other pieces of furniture in the southwest corner. There is a crude laboratory along the north wall. It has a work bench with a few basic tools for doing experiments and an assortment of common chemicals. There is a faint odor of marsh gas in the air. A few candles provide light. Two men, dressed in ragged robes, sit at the bench.

The men are mediums (1st level magic users). They have high dexterity, which gives them a +1 bonus to armor class. Each is armed with a dagger. The first has a *magic missile* spell, the other has a *sleep* spell.

These magic users are insane. They speak softly and appear to be gentle, but they have murder on their minds. They approach the party with seeming friendliness, but if they get close enough, they try to bury their daggers in someone's ribs. They use spells only after melee has begun. Their morale is 12 because of their insanity, so they fight to the death.

Each of the mediums carries a gem worth 20 gp. The laboratory equipment is worth 50 gp to a magic user.

3. UNFINISHED ROOM

NOTE: If any party member listens at this door, a low humming sound is heard.

This room is 80 feet wide, but only about 10 feet deep. The north wall is unfinished and honeycombed with natural-looking holes and indentations. The floor has several coins scattered about. You hear a faint humming sound.

The holes and indentations in the north wall are the nests of four robber flies. There are two exit passages that lead to the outside, but they are much too small for any party member to use.

The flies are hiding in their nests when the party enters. They surprise the party on a roll of 1-4 on 1d6 unless someone in the party has heard the noise.

There are 10 gp, 50 sp, and 100 cp scattered on the floor.

4. EMPTY ROOM

This room appears to be empty.

The room is empty.

5. TELEPORTATION CHAMBER

NOTE: The key to this room is located in either room 9, 10, 11, 12, or 13—whichever the characters search last—even if the room is otherwise empty. Any attempt to pick the lock fails, regardless of dice roll (make the roll secretly and tell the player the attempt failed). The door is imbued with a special *dispel magic* spell that will foil any *knock* spell cast on it.

The door to this room is securely locked. There is an ornate keyhole in the door.

Characters can see nothing if they look through the keyhole.

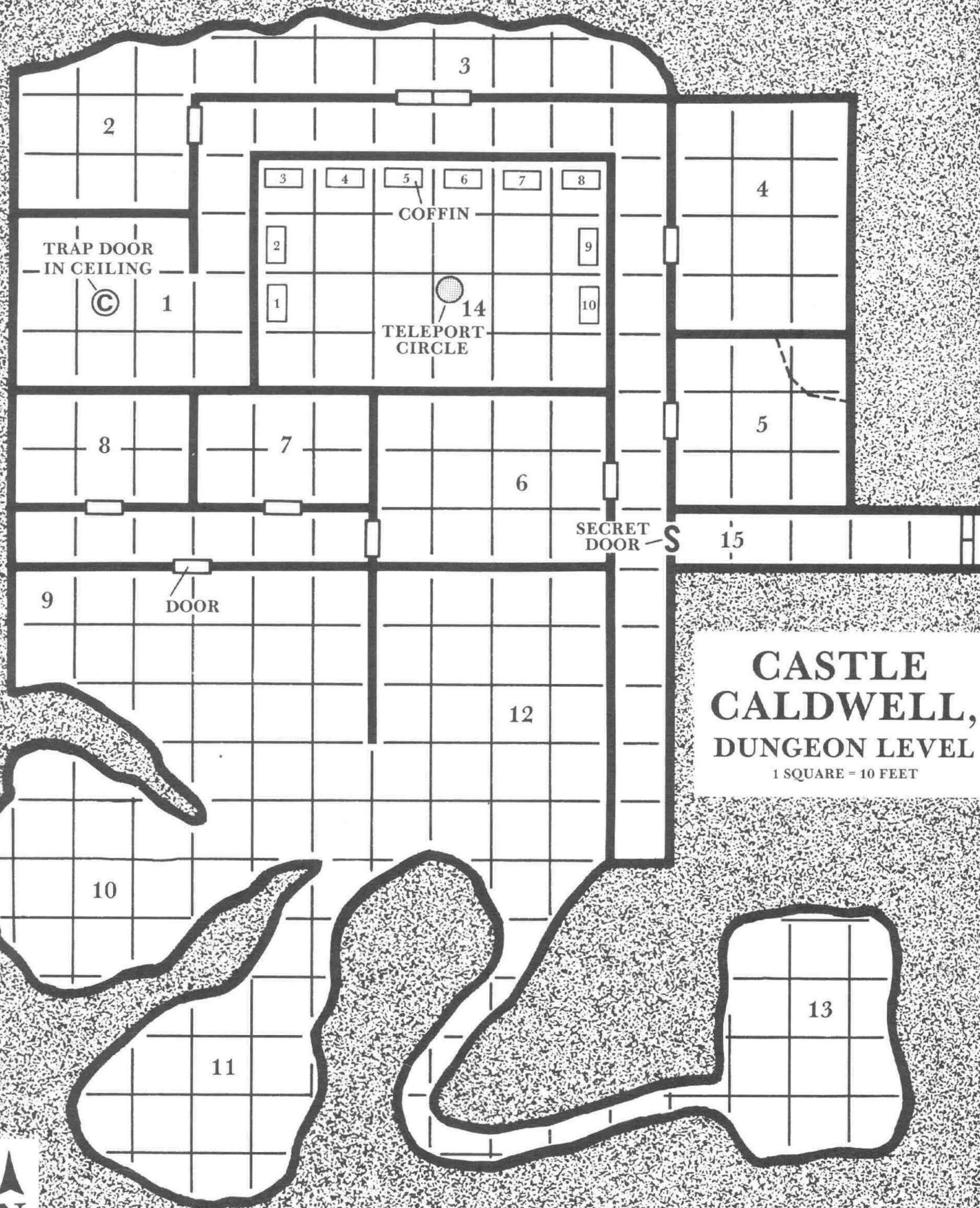
When the characters finally manage to enter the room, they see the following:

The room appears to be empty except for an open corner cabinet in the southeast corner. The shelves of the cabinet are heaped high with treasure—brilliant gems and elaborate pieces of jewelry. Three large sacks on the bottom shelf are overflowing with shiny coins. The cabinet and the area around it seems to be bathed in a pale green glow.

The cabinet is an illusion. Any character who approaches within 10 feet of the cabinet is instantly *teleported* to room 14. Other characters in the room see the character vanish in a burst of green light.

There is an invisible barrier that extends 10 feet from the northeast corner of the room as long as the cabinet appears to be in the southeast corner. If the invisible barrier is struck, it yields slightly and then returns to its original position.

Rooms 5 and 14 are connected by a special teleportation device. The two "terminals" of the teleporter are the illusory cabinet in room 5 and a coffin (called the "switching coffin") in room 14. The direction of the teleporter (from room 5 to 14 or the reverse) is dependent on the location of the cabinet and the



**CASTLE CALDWELL,
DUNGEON LEVEL**
1 SQUARE = 10 FEET



switching coffin.

When the illusory cabinet is in the southeast corner of room 5 and the switching coffin is shut, the teleporter operates from room 5 to room 14. The invisible barrier in the northeast corner of the room is operating.

If the switching coffin in room 14 is opened, the teleporter switches directions and operates from room 14 back to room 5. The illusory cabinet in room 5 instantly moves from the southeast to the northeast corner and the invisible barrier stops operating. Any character who steps into the glowing green circle in room 14 (see the description of that room) is instantly teleported back to room 5, and appears to walk out of the illusory cabinet.

Whenever any characters are teleported away from the rest of the party, separate those players from the others. Tell the rest of the group only that the teleported characters have mysteriously vanished. The rest of the group should not know what happened to the vanished characters, or whether they are alive or dead. Keep the players separated until they all end up again in the same room.

See the description of room 14 for more detail.

6. ANTECHAMBER

This room appears to be empty. There is trash on the floor, and a door on the far wall.

The room is empty.

7. STOREROOM

This room appears to be empty.

In fact, the room contains a gelatinous cube that surprises the party on a roll of 1-4 on 1d6. Inside the cube are 72 sp and a *dagger +1*.

8. STOREROOM

This room appears to be empty except for trash on the floor.

The room is empty.

9. EXCAVATION

The ground in this area is covered with rubble from excavation work. Quite a few shiny coins are visible throughout the rubble.

If the party spends one turn gathering coins, they find 400 sp and 100 gp. If the party spends two or more turns, they find 600 sp and 150 gp.

There is a 1 in 6 chance the first turn, a 2 in 6 chance the second turn, a 3 in 6 chance the third turn, and so on, as long as the party is searching the room, that the berserkers from room 10 discover the party and attack.

10. CAVERN

NOTE: The following description is what the characters see from room 9.

There seems to be a feeble light coming from the easternmost of the three openings in the south wall.

This is the lair of four berserkers. Three are armed with shortswords. One, the leader, is armed with a *sword +1, +2 vs. undead*.

This area is dimly lit by a single torch stuck into the west wall. There are 7,000 cp scattered on the floor here.

11. CAVERN

The floor here is covered with rubble. Except for a large, poorly defined shape near the south wall, the area appears to be empty.

The shape near the south wall is a chest, latched but not locked. It is trapped with three spring darts that fire at anyone who opens it unless the trap is successfully deactivated or other precautions are taken. The darts (D 1-4 each) hit as if they were fired by a 4 HD monster. Roll separately for each dart. The chest contains 700 sp and 100 gp.

12. CONSTRUCTION

This area appears to be empty.

The area is empty.

13. CAVERN

A long, narrow passageway opens up into a rough-hewn chamber in the rock. Three ugly humanoid figures with pale, earthy skin are near the far wall.

The humanoids look exactly like hobgoblins, but are actually thouls.

The northeast corner of this chamber holds two large sacks. One sack contains 500 ep. The second contains 500 ep and four gems

worth 100 gp (x2) and 50 gp (x2), respectively.

14. TOMB

This rectangular chamber contains ten stone sarcophagi with ornately carved lids. Each is about seven feet long and four feet wide. There are no doors, windows, or visible exits from the room. A decorated circle is inscribed on the floor.

The coffins themselves are far too heavy to be moved. The stone lids can be slid aside only by a group of characters whose strength scores total 29 or higher. A character attempting to slide a stone lid must use both hands, and so must put down weapons and shields.

The contents of the coffins are as follows:

Coffin 1 or 10 (whichever of the two the party opens first): This coffin is the switching coffin that changes the direction of the teleporter (see description for room 5). When the lid is removed, there is a flash of light and the floor within the inscribed circle (see map) glows a pale green for about 30 seconds, then fades. Back in room 5, the illusory cabinet moves from the southeast corner of the room to the northeast corner. The coffin is empty.

Coffin 1 or 10 (whichever of the two the party opens last): The coffin contains 1,000 sp.

Coffin 2: The coffin contains 1,200 sp.

Coffin 3: The coffin contains a wight, which attacks immediately. It surprises on a roll of 1-3 on 1d6. The coffin also contains 200 pp.

Coffin 4: The coffin contains 1,000 sp.

Coffin 5: This coffin is trapped with a special spray that affects metal as if a rust monster. All non-magical weapons and armor are affected the player makes a saving throw vs. Death Ray. Magical armor and weapons and precious metals (silver, gold, or platinum) are not affected. The spray affects all metal in a 5 ft. radius. The coffin also contains 300 gp.

Coffin 6: The coffin contains 1,000 ep.

Coffin 7: The coffin contains a treasure map showing the location of the treasure in room 1, a scroll of *floating disc*, and the piece of paper (see below) with the instructions for escaping the dungeon level. The *floating disc* spell can carry most of the coins found in this room. It will go through the teleporter circle with its owner.

Coffin 8: The coffin contains a wight, which attacks immediately. It surprises on a roll of 1-3 on d6. The coffin also contains two bracelets worth 300 gp and 500 gp, respectively, and 5 gems worth 100gp (x3) and 50 gp (x2), respectively.

THE ABDUCTION OF PRINCESS SYLVIA



Background

The country in which the player characters live is ruled by a good king. His daughter, Princess Sylvia, is very beautiful and is loved by all her countrymen. This coming Saturday, she is to marry Prince Frederick, the crown prince of a neighboring kingdom. The marriage will cement relations between the two kingdoms for years to come.

But last week, while taking a ride in the country, the princess and her guard detail were overwhelmed by a large party of humanoid creatures. The guards were all killed, and the princess was kidnapped.

Fortunately, Gerard, a peasant boy of about fourteen, was hunting in the forest nearby when the incident occurred. When he heard the commotion, he went to see what was happening. He was smart enough not to attempt a rescue, and instead followed the creatures back to their hideout without showing himself.

The king has chosen the player characters from among dozens of volunteers to try to rescue the princess. He will pay a reward of 500 gp to each rescuer if Princess Sylvia is returned unharmed.

Notes for the Dungeon Master

The princess has been abducted by a group of creatures who are led by Oliver of Hom, an evil magic-user. He has taken her to his gang's hideout, which has been carved out of a hill in a distant corner of the kingdom. Oliver's gang consists primarily of lizard men and goblins. Gerard can describe the creatures who attacked, but cannot identify them specifically. Only if the party members are quite familiar with the monsters in question would they be able to identify them from the boy's description.

Oliver is very sure of his abilities, and believes that he and his gang can withstand anything short of a full-scale war. He is not aware that the kidnapping was witnessed.

Oliver has been hired by the prime minister of Prince Frederick's country, who does not want the alliance to take place. However, Oliver has decided to play his own game, and plans to ransom the princess to the highest bidder.

On request, Gerard will lead the party to the place where the kidnapers went underground, but is not willing to assist the party in their rescue attempt.

The walls, floors, and ceiling of Oliver's hideout are made of packed earth. Unless

otherwise noted, the rooms are not lit, so the characters must carry their own light sources. Remember that a -4 penalty applies to the hit rolls of human characters fighting in the dark. If the characters cannot see and the enemy can, the enemy receives a +4 bonus to its hit rolls.

There are no wandering monsters in this adventure.

1. ENTRANCEWAY

The entrance tunnel is about 20 feet wide and slopes gradually down into the hill. About 30 feet from the entrance, there is a passageway to the right. At the point where the passageway begins, there is a small humanoid with chalky tan skin, sitting in a crude chair. The chair is tilted back against the far wall. The humanoid appears to be asleep.

The humanoid is a goblin armed with a short sword and a spear. He carries a small pouch containing 20 ep and 10 sp. He is supposed to be on guard, but he has fallen asleep. When the party has dealt with the goblin, the following occurs:

THE ABDUCTION OF PRINCESS SYLVIA

A large humanoid with scaly skin and a tail enters from the east passageway. It is carrying a spear, and a large club hangs from its belt. It readies its spear, and says in a low hissing voice, "Hey, what are you guys doing here? You are not with usss! What have you monsstersss done with Thorn?"

The humanoid is a lizard man carrying a spear. It attacks the party as soon as it finishes talking. If the party has not killed Thorn (the goblin), the goblin wakes up, grabs its spear, and helps the lizard man.

2. GUARD POST

The room contains a desk along the north wall with a chair behind it, two other chairs, a rack on the west wall near the desk with several spears in it, and two crude pallets on the floor in the south part of the room.

The desk has three drawers. The top drawer contains a scroll with a *cure disease* spell on it. *Cure disease* is a spell from the D&D® Expert set. It will cure any disease once. Only clerics can use the scroll. It is there in case someone fails to avoid the green slime in room 2a. All the gang members know about the scroll.

The secret door leading to room 2a is activated by stepping on a special spot in the extreme northeast corner of the room. If this spot is stepped on, there is an audible "click," and the secret door slides open.

2a. SECRET TUNNEL

If the tunnel is entered from room 2, read the following:

You see a tunnel with earthen walls. It curves to the left after 10 or 15 feet. The walls and ceiling are streaked with color. The right-hand wall is yellow, and other parts of the wall have red, orange, and brown streaks.

The yellow on the south wall near room 2 is yellow mold. All the monsters know about the mold and avoid it when passing through the tunnel.

From the inside, the doors to rooms 2 and 5 are obviously doors. The monsters use the tunnel to escape from these rooms if they are trapped. In fact, a second goblin has just gone from the guard post through the tunnel to tell Oliver about the intruders. It will be

impossible to surprise Oliver when he is encountered.

If the tunnel is entered from room 5, read the following:

You see a tunnel with earthen walls. It curves to the right after 10 or 15 feet. The walls and ceiling are streaked with color. The ceiling has a greenish tinge, and the walls have red, orange, and brown streaks.

The ceiling near the door has a green slime on it. The slime drops on the first character passing beneath, surprising on a roll of 1-4 on 1d6.

3. TRAINING ROOM

This huge room is about 60 feet wide and over 100 feet long. It is dimly lit by a few torches in brackets along the walls. Bales of hay at the far end of the room have crude targets painted on them. Dummies and padded posts, obviously used for weapons practice, line the east wall. The west wall is lined with shackles. Also along the west wall, seated in a chair, is a young woman, bound and gagged. Standing over her is a huge creature that looks like a bear with the head of a bird.

As noted earlier, Oliver has been notified of the party's arrival. He has gone into room 4, from which he can see most of room 3. When the party entered, he cast a *phantasmal force* spell, and created an illusion of Princess Sylvia being guarded by an owl bear. The illusory owl bear appears to attack, and if the attack hits, it will appear as if damage has been done. However, the illusory damage disappears when the illusion ceases.

Both illusory beings vanish instantly if they are hit in combat or touched.

Whenever the illusion ceases, the party hears a loud, sinister laugh coming from the east. If they inspect the east wall, they find a peephole, but there is no way to enter room 4 from this side. Oliver immediately leaves room 4 and heads for his laboratory (room 13). He will arrive there before the party can locate him or find the entrance to room 4.

4. OBSERVATION ROOM

NOTE: Anyone who examines the wall around the secret door closely discovers a thin line around the door. The door can be opened by pressing a spot near the left (south) edge about two feet from the floor. The door

swings out on its own, and a handle inside allows it to be pulled shut. Once the door is opened, read the following to the players:

There is a high stool at the far end of the room. Otherwise, the room appears to be empty.

The room is empty except for the stool. Anyone sitting on the stool sees the peephole into room 3.

5. GOBLIN LEADER'S QUARTERS

There are two beds in the northeast corner of this room. A rack between them has two swords, two bows, and two quivers hanging on it. Sitting on each bed is an ugly humanoid with chalky tan skin. There is a table in the northwest corner, and an opening in the south wall.

The humanoids are goblins. It takes one melee round for them to grab their short swords or short bows and quivers.

The goblins are guarding the goblin leader who lives in the south half of this room. The goblin leader is armed with a *short sword +1* and has high strength, for a +1 bonus to damage. If the party fights the goblins, the goblin leader comes to aid his men.

Each of the goblin guards carries a small pouch with three gems totalling 100 gp. A locked chest under one of the beds in the guards' quarters contains 720 sp. The leader wears a belt with a silver buckle worth 100 gp. The wardrobe in the leader's room has a false bottom; inside are 90 gp and 900 sp.

The secret door in the leader's room is similar to the one in room 2. It is opened by stepping on a section of the floor in the extreme southwest corner of the room. If the section is stepped on, the party hears an loud "click" and the secret door opens slightly. The party can then open the door into the tunnel.

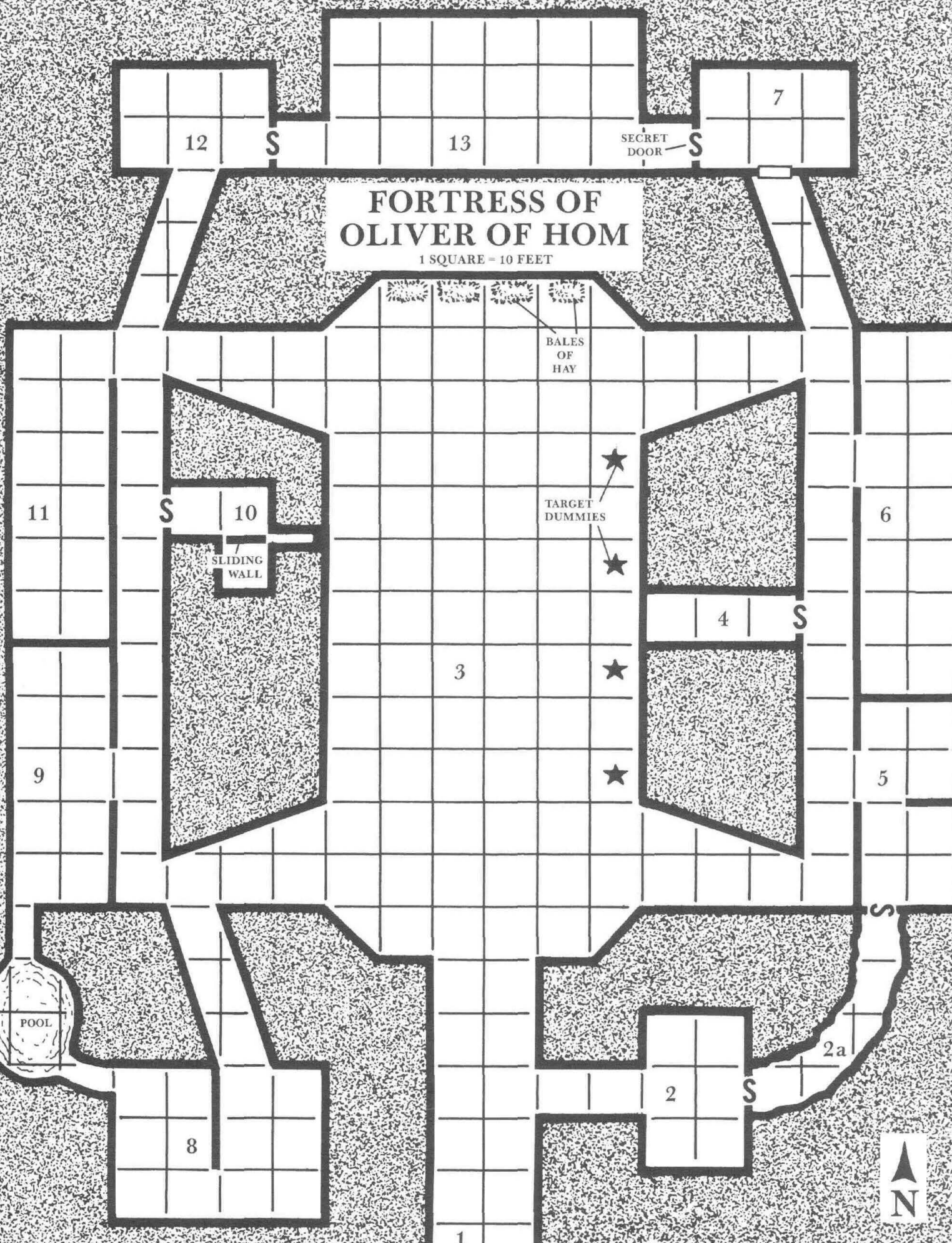
6. GOBLIN QUARTERS

This long, narrow room has several pallets on the floor close to the door. Five small, ugly humanoids are standing around talking. Each carries a spear and has a sword hanging from his belt.

The humanoids are goblins armed with spears and short swords. Each carries a small pouch containing 20 ep and 9 sp.

FORTRESS OF OLIVER OF HOM

1 SQUARE = 10 FEET



THE ABDUCTION OF PRINCESS SYLVIA

7. OLIVER'S BEDROOM

NOTE: The door to this room has an ordinary-looking doorknob on the left. It is a dummy, and is trapped with a poison needle. A thief has a normal chance to detect and remove the needle. Any character who grabs the trapped dummy doorknob must make a saving throw vs. Poison or suffer 3-18 points of damage. The door is actually opened by pulling on a rope that hangs in the corner to the right of the door. The rope is dirty and blends in with the walls, so that it is hard to detect. When the characters open the door, read the following aloud:

This room contains a bed, two chairs, and a few small rugs on the floor. It is dimly lit by a single candle on a table by the bed. There is a large open closet in the southwest corner with clothing hanging on racks.

There is nothing of value here. There is a secret door in the west wall of the closet that leads to room 13.

8. LIZARD MAN LEADER'S QUARTERS

NOTE: The following description assumes the party has entered this room from the corridor. If they enter from the pool, you must make the appropriate changes in the description.

Sitting on each of the two beds in the southeast corner is a humanoid with scaly skin and a tail. A rack on the wall between the beds contains many spears. There is a table in the southwest corner. The west wall has an opening in it.

The humanoids are lizard men. Each is armed with a spear and a large club. They are guards for the lizard man leader who lives in the west half of this room. The lizard man leader has unusual strength, and so inflicts one point more damage than other lizard men. The lizard man leader comes to aid the guards if there is a fight.

Each of the three lizard men has a potion of healing.

The leader's quarters in the western part of the room are unremarkable, except that the floor in the northwest corner is damp. The narrow corridor to the northwest leads to a small spring-fed pool that is about eight feet deep. The ceiling of the tunnel slopes downward so that at the entrance to the pool, the corridor is only about 4 feet tall. If a character kneels down to look through the entrance (if light is available), he sees that the ceiling

above the pool forms a shallow dome. There is a space of about six feet between the surface of the water and the highest part of the ceiling. The corridor on the other side of the pool leads to room 9.

The water in the pool is cold but not harmful. The lizard men keep most of their treasure at the bottom of this pool—a total of 1,500 gp and 5,000 sp. Because of the reflective qualities of the water and the poor lighting conditions here, the coins can only be discovered if a character actually dives down to the bottom and feels around. Casting some sort of magical light into the area above the surface of the water also allows the treasure to be seen.

Characters who dive into the pool wearing metal armor cannot stay afloat. A character can stay submerged for as many melee rounds as the character has points of constitution. It will take at least two hours of diving to completely clear the pool of treasure. If Oliver and any of his men are still alive, of course, they will use this opportunity to strike back...

9. LIZARD MEN QUARTERS

NOTE: The following description assumes the party enters this room from the hallway. If they enter from the pool, you must modify the description accordingly.

Three humanoids with scaly skin and tails sit on pallets on the floor of this long, narrow room. Each is holding a spear and has a large club hanging from its belt.

The humanoids are lizard men. They have no treasure. Their quarters are unremarkable, except that the floor in the southwest corner is damp. The tunnel leading to the pool is similar to the one leading from room 8 to the pool.

10. TREASURE ROOM

NOTE: Characters searching this wall find a line around the edge of the door to this room that is just barely visible. The secret door can be opened by pressing a spot near the left (north) edge of the door about two feet from the floor. The door swings out on its own, and a handle inside allows it to be pulled shut. If the party opens the door, read the following aloud:

The far half of the right-hand wall of this room seems to be made of metal. There are a number of sacks piled in the far left corner of the room.

There is also a handle sticking out slightly from the north wall near the door. It is now pointing upward. It can be turned easily in any direction. Before any of the party moves into the east half of the room, the handle must be turned so that it is horizontal and points to the west. If this is not done, any character who steps into the east half of the room triggers a trap that moves the metal wall. Behind the wall are three zombies who attack immediately if the wall is moved.

Oliver's treasure trove is impressive. One sack holds 100 gems worth 5 gp each. Another small sack holds 50 gems, worth 20 gp each. A small leather pouch holds 4 gems worth 50 gp each, 2 gems worth 100 gp each, and 1 gem worth 300 gp. A small, intricately worked, leather-bound box (worth 60 gp itself) is filled with jewelry: 5 bracelets worth 200 gp each, a pair of earrings worth 400 gp, a ruby pendant worth 700 gp, and a diamond necklace worth 1,100 gp. Twelve large sacks hold 400 pp, 500 pp, and 500 sp (x10), respectively.

11. DINING ROOM

NOTE: If the party is quiet, they hear a low voice coming from this room before they enter. Any character who speaks goblin recognizes the language.

This is apparently a dining room. The remains of a meal are being cleaned off the tables by a single small humanoid with pale, earthy skin. The small humanoid has its back to the door and is mumbling to itself.

The humanoid is a goblin armed with a dagger. It is complaining to itself in the goblin tongue about how unfair it is that it always gets stuck with KP duty. Its morale is low and there is a 50% chance that it will cooperate with the party after a little persuasion. It can tell the party exactly how many people are in the gang (goblin leader, 9 goblins, lizard man leader, 6 lizard men, and Oliver), but not where they all are. It knows that Oliver is a powerful magic user, but does not know Oliver's level or which spells he knows.

The goblin knows that there is a secret door in room 12, but doesn't know where it leads or what lies beyond. It knows about the secret doors in rooms 2 and 5 and about the tunnel connecting them. It does not know about the secret door in Oliver's bedroom (room 7), nor about the secret doors to rooms 4 or 10.

12. KITCHEN

NOTE: If the party is quiet, they hear a low voice coming from this room, recognizable as the goblin tongue to anyone who speaks that language.

This room is obviously a kitchen. It contains a large basin with a pump in the center, and cabinets on the walls. A small, ugly humanoid with livid gray skin is standing at a large table in the middle of the room, facing the door. It has a dagger in its belt, and it is using a kitchen knife to slice into a haunch of meat on the table. It is mumbling angrily to itself.

The humanoid is a goblin. It is complaining under its breath about the ingratitude of the people it cooks for (evidently they didn't like their last meal).

It is unhappy and its morale is low. There is a 50% chance it will cooperate with the party with appropriate persuasion. It knows the same information as the goblin in room 11.

An open cabinet on the east wall contains dishes. A latch on the right side of the cabinet allows the entire cabinet to be swung out from the wall, revealing a door to room 13.

There is nothing of value in the kitchen.

13. LABORATORY

This room is well lit by candles on the five rows of work benches that run north-south. The entire north wall is covered

with bookshelves. In the northeast corner of the room is a woman, bound and gagged, tied to a chair. A large bear-like creature with a bird's beak stands guard over her. A small man wearing robes stands at one of the benches. As you enter, he looks up. He has a disappointed look on his face. He says, "Oh, well, it seems as if my soldiers have failed to eliminate this nuisance. But as I always say, if you want something done properly, do it yourself."

The woman is the real Princess Sylvia. She is being guarded by an owl bear which has been *charmed* by Oliver to protect him. (Oliver found the *charm monster* spell on a scroll.)

The small man is Oliver of Hom. Oliver is armed with a *dagger + 1*. His normal spells are:

- 1st Level: *shield, sleep*
- 2nd Level: *phantasmal force, web*

Oliver's *phantasmal force* spell has already been used up. He has also cast *shield* on himself. Oliver is wearing a ring of *protection + 1* and carrying potions of *healing* and *invisibility*.

Oliver is an intelligent, skilled magic-user, and uses his resources to the best of his ability. Since he knows that the party is on its way, he has already cast *shield* on himself. After making his speech, above, he casts *sleep* at the party. If the party decides to concentrate on the owl bear, Oliver attacks with his *dagger + 1*. If the melee goes against Oliver, he flees through one of the secret doors hoping to lure

the party after him. If the party follows Oliver down one of the 10 feet wide corridors, the evil magic user casts his *web* spell and tries to capture as many of the party members as possible, allowing him to kill them easily.

If Oliver takes a lot of damage, he drinks his potion of *healing*. If all else fails, he drinks his potion of *invisibility* and flees with his life.

If the party successfully defeats Oliver and the owl bear, they can search the room. There are cabinets under the work benches. One of them contains 8 vials of potions, all different in appearance. There are 2 potions of *healing*, 2 potions of *invisibility*, 1 potion of *diminution*, 1 potion of *gaseous form*, 1 potion of *growth*, and 1 potion of *poison*. None of the vials is labeled. The party can sample each vial to see what is contained therein. A small sip will tell what kind of potion is there. Determine randomly which vial is being sampled. If the vial contains poison, the drinker must make a saving throw vs. Poison or die. Oliver's spell book is also hidden under one of the work benches. It contains all the spells listed above, plus *read magic, read languages, and invisibility*.

Princess Sylvia is very grateful to be rescued, but will snub any party member who approaches her romantically. She is pledged to Prince Frederick and does not care for commoners.

If the party captures Oliver alive, and returns him to the king, the king gives each party member an additional 500 gp reward. If Oliver should escape, he harbors deep resentment against the party, and may come back to exact revenge...

THE GREAT ESCAPE



Background

The country in which the player characters live is at war with a neighboring kingdom (not the kingdom of Prince Frederick and his new bride, Princess Sylvia).

For the purposes of this adventure, assume that the party enlisted in the service of the king and traveled behind enemy lines to gain intelligence about enemy troop movements, supplies, and outposts. Unfortunately, the party was surprised by a large enemy patrol, and captured. The party members were blindfolded and taken to a large enemy outpost near where they were captured, and placed in a cell.

Notes for the Dungeon Master

If you like, you can design the intelligence mission and the capture of the player characters, and run it as part of your campaign. If you do this, be careful, because intelligent and crafty players have a way of making the most cleverly-designed scenario go awry!

If the players complain that it is unfair for them to start the adventure already captured, tell them that the enemy force greatly outnumbered them—and that their only realistic choice was to surrender or die. They will have ample opportunity to escape and

recover their equipment, if they play well.

The party members start this adventure with no armor or weapons. The spell books of any magic users have been taken away. However, all spell casters in the party have memorized spells (their choice), and can cast them normally. All obvious magic items have been removed from all characters. There is a 20% chance that small magic items (such as rings) may have been missed when the enemy soldiers searched their prisoners.

Once the characters have escaped their cell, they can search for their equipment or leave the fortress immediately. If they leave without recovering their equipment, and make it back to their home kingdom, the king will equip the party with non-magical weapons and armor (and possibly a few scroll spells for magic users, since they will not have their spell books) so they can go back and clear out the enemy outpost. They can then recover their equipment. If this occurs, replace all the men and monsters that the party killed during their escape. The entire outpost will be on alert when the party returns, and surprise will be impossible.

Rooms that are empty or in which someone is sleeping are considered dark unless the room has windows or the text specifically states the room is lit. Rooms that are occu-

ped by people who are awake always have light, either through a window or by a candle or lantern. Doors are not locked unless the text specifically says otherwise, and open easily.

The occupants of the outpost are intelligent soldiers. They work together, and once the alarm is raised or the escaping prisoners are sighted, they pursue the party in the most efficient way possible.

Remember, the players cannot map the outpost until (or unless) their characters find mapping implements and supplies.

The corridors and hallways of the outpost will be empty for exactly 10 turns after the party escapes from room 1. After that, the men and women currently eating a meal in room 2 leave the dining room by ones and twos, with one group leaving every other turn. There is a 1 in 6 chance each turn that the party will have a random encounter with 1 or 2 veterans. The veterans will attempt to sound the alarm if they get initiative and are not surprised. If the alarm is raised, the chance for an encounter increases to 3 in 6 each turn. If the party is already engaged in combat, there is a 1 in 6 chance each melee round that 1 additional veteran arrives to join the fight.

1. PRISON CELL

The flickering torchlight barely illuminates the prison cell that you have occupied for the past two days. Talking quietly amongst yourselves, you have pooled a pitifully scant amount of information about your plight. You were captured by an enemy patrol, blindfolded, and brought to this outpost. You were herded through corridors and finally shackled in leg irons in this narrow cell.

It is clear that you did not travel far from where you are captured, but that is about all you know. Are you above ground? Underground? In a cave? In a town? You cannot tell.

Once you were securely shackled, your blindfolds were removed, and you could see your surroundings. Your prison cell is about 20 feet wide and 80 feet long. Iron double doors, securely locked, are along one of the long walls. The leg irons are attached to each other with a sturdy chain, about five feet long. The chain passes through a ring that is securely embedded in the floor of the cell. The torches that light the room are in brackets high on the wall—too high for you to reach.

You have heard human voices from time to time, but until this morning, the only creature you have seen is a large humanoid who bears a strong resemblance to a hyena. It has brought you food and water three times each day. It is armed with a dagger and a mace, and carries a large key ring with several keys on it. It has muttered and complained in the common tongue because the commander has not let it torture you.

This morning, the human commander of the outpost and a visitor, a female officer from another outfit, came into your cell and bragged about having captured you. He told the visitor that you are about to be transferred to a prisoner-of-war camp in the capital city of the enemy kingdom, far from the front. There, you will have no hope of escape.

If you are ever to see your home again, you must act soon. Soon, it will be time for your noon meal...

Give the players up to 10 minutes of real time to create a plan. If they decide on a plan in less than 10 minutes, the jailer arrives as soon as the plan is set. If the players have not finished their planning when their time is up, the jailer arrives anyway. When the jailer is about to enter the room, read the following:

You hear heavy footsteps approach, and the sound of a key turning in the door. It is your jailer, coming with your noon meal. It enters alone, grumbling about something under its breath. It appears distracted.

The jailer is a gnoll armed with a dagger and a mace. It carries a key ring with six keys. Only two are used in this adventure: one unlocks all the leg irons, and the other opens the prison door.

The gnoll is not particularly bright, and will go along with any reasonably subtle trick, such as feigned illness on the part of a party member. If captured and threatened, it will cooperate with the party, but will look for the first opportunity to doublecross them. It knows the party's equipment is in room 13, but does not have a key to that room. It does know that all the warriors (2nd level fighters) have keys.

In order to give the party a fighting chance, the first magic spell that any party member casts in this adventure automatically succeeds, even if the victim is entitled to a saving throw. This benefit only happens once for the entire party.

If the party's plan does not succeed, the jailer leaves, taking the noon meal. It does not report the escape attempt because it doesn't want to look bad. It returns with the evening meal, this time very alert.

Give the party members several chances to arrange an escape, both during feeding times and when they are alone.

If the party does not escape within two days (six meals), a party of armed human guards escorts them out of their cell, and they are taken (in leg irons) to the prisoner-of-war camp. Any further escape attempts are at the discretion of the DM (remember that magic-users cannot re-learn spells without a spell book). It is possible that the characters will have to sit out the rest of the war, or never return. This effectively ends the adventure.

If the party escapes the room, read the following aloud:

As you carefully peer out the door of your cell, you see a corridor stretching to the left and right. You hear the sounds of conversation and laughter coming from the left. In both directions you see branching corridors and several doors.

2. KITCHEN AND COMMON DINING ROOM

NOTE: There are two openings (no doors)

leading into the dining room, and one door (closed) leading into the kitchen. If the party peers through either door into the dining room, read the following:

You see a large room with many tables and benches. About 20 people are sitting at the tables; they are laughing, talking, and eating. Both women and men are present; all are dressed in leather armor and seem to be soldiers. There is an open kitchen in one section of the room; a door leads out of the kitchen.

If the party opens the door into the kitchen, read the following:

An open kitchen reveals a dining room beyond, filled with people. Two women are preparing and serving a meal. A delicious aroma of cooking meat comes from the kitchen.

The two women in the kitchen and ten of the people seated at the table are non-combatant servants. The rest are fighters wearing leather armor and armed with daggers.

There are 6 male servants, 6 female servants, 8 veterans (1st level fighters), and 2 warriors (2nd level fighters). Two of the veterans are women. Each of the warriors has a key to the armory (room 13).

3. MEN'S COMMON QUARTERS

This room contains a number of beds and wardrobes, a few chairs, and a couple of tables. It otherwise appears to be empty. There is an open doorway on the far side of the room.

This room provides quarters for the male servants. There is no one here at the moment. Under one mattress is 12 sp and 14 cp. Under a second mattress is 6 sp and 15 cp. A third mattress conceals 8 sp and 6 cp. A fourth holds 3 sp and 19 cp.

4. MEN'S BATH

This long, narrow room has an open doorway at the far end. There are several wooden tubs on the floor, and what looks like a stove in the middle of the room. The floor is wet, and there is a soap smell. The room appears to be empty.

This room is a bath. The stove is used to heat water for the tubs. The room is currently

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empty. The floor is very slippery; if a character searches here, the player must roll the character's Dexterity or less, using 3d6, or the character slips on the floor and twists an ankle. A twisted ankle cuts a character's movement rate by half for 1d6 turns.

5. MEN'S DRESSING ROOM

NOTE: The following description assumes the party enters this room from the east. If they enter from room 6, you must make the appropriate adjustments. The small entranceway to the east of this room is currently empty. Both doors are swinging doors, and can easily be pushed open.

The left wall of this long, narrow room seems to be a curtain. The right wall is lined with pegs. One of the pegs has some clothing on it. There is a basket near the far end of the room that has some cloth things on it. Otherwise, the room appears to be empty.

This area is used by the men to change clothes before using the bath or the exercise room (room 6). The curtain has several gaps through which one can enter room 6. The clothing belongs to the man in room 6, and includes leather armor and a belt with a dagger. The basket is filled with wet towels.

6. MEN'S EXERCISE ROOM

NOTE: The following description assumes the party enters this room from the south. If they come from room 5, make the appropriate adjustments.

This looks like a work-out room. There are mats on the floor, weights, and other equipment. A man dressed only in short pants is doing push-ups near a rack in the near left corner of the room.

This man is a veteran (1st level fighter) with better-than-normal armor class resulting from good dexterity. When he sees the party, he grabs a weight from the rack and uses it like a mace (D 2-7, due to strength). He is too far from the dining room to call to the others, but he fights as best he can. He runs to alert the others if he can.

There is nothing of value in this room. If party members choose, they can use the weights as maces, but a -1 penalty to hit rolls and to damage applies when using them.

7. WOMEN'S COMMON QUARTERS

This room contains a number of beds and wardrobes, a few chairs, and a couple of tables. It otherwise appears to be empty. There is an open doorway on the far side of the room.

This room provides quarters for the female servants. There is no one here at the moment. Under one mattress can be found 7 sp and 5 cp. Under a second mattress can be found 8 sp and 20 cp.

8. WOMEN'S BATH

This long, narrow room has an open doorway at the far end. There are several wooden tubs on the floor, and a stove in the middle of the room. The floor is wet, and there is a soap smell. The room appears to be empty.

This room is a bath. The stove is used to heat water for the tubs. The room is currently empty. The floor is very slippery; if a character searches here, the player must roll the character's Dexterity or less, using 3d6, or the character slips on the floor and twists an ankle. A twisted ankle cuts a character's movement rate by half for 1d6 turns.

9. WOMEN'S DRESSING ROOM

NOTE: The following description assumes the party enters this room from the east. If they enter from room 10, you must make the appropriate adjustments. The small entranceway to the east of this room is currently empty. Both doors are swinging doors, and can easily be pushed open.

The left wall of this long, narrow room seems to be a curtain. The right wall is lined with pegs. There is a basket near the far end of the room that has some cloth things on it. Otherwise, the room appears to be empty.

This area is used by the women to change clothes before using the bath or the exercise room (room 10). The curtain has several gaps through which one can enter room 10. The basket is filled with wet towels.

10. WOMEN'S EXERCISE ROOM

NOTE: The following description assumes the party enters this room from the north. If they come from room 5, make the appropriate adjustments.

This looks like a work-out room. There are mats on the floor, weights, and other equipment. The room otherwise seems to be empty.

There is nothing of value in this room. If party members choose, they can use the weights as maces, but receive a -1 penalty to both hit and damage rolls when using them.

11. PANTRY

This room is lined with shelves, and two additional rows of shelves are in the middle of the room. Sacks and barrels are stacked along the left wall.

The sacks contain flour, potatoes, beans, and other food. The barrels hold pickles, dried fish, dried meat, and other preserved food. The shelves are not very well stocked, but there are wooden boxes filled with vegetables and bottles. On one shelf, together with bottles of vinegar, oil, and other common liquids, are five vials. Three contain potions of healing, one contains a potion of invisibility, and one contains a potion of poison.

12. TRAINING ROOM

At the far end of this room is a window, and three more windows line the long wall to the left. All are barred. The floor is covered with straw, bales of hay, and padded posts.

This room is used for combat practice. The party cannot escape through the windows. Two battered shields have been tossed into the northeast corner of the room. The shields can be used.

13. ARMORY

Both doors to this room are locked. The commander and all the warriors (2nd level fighters) have keys.

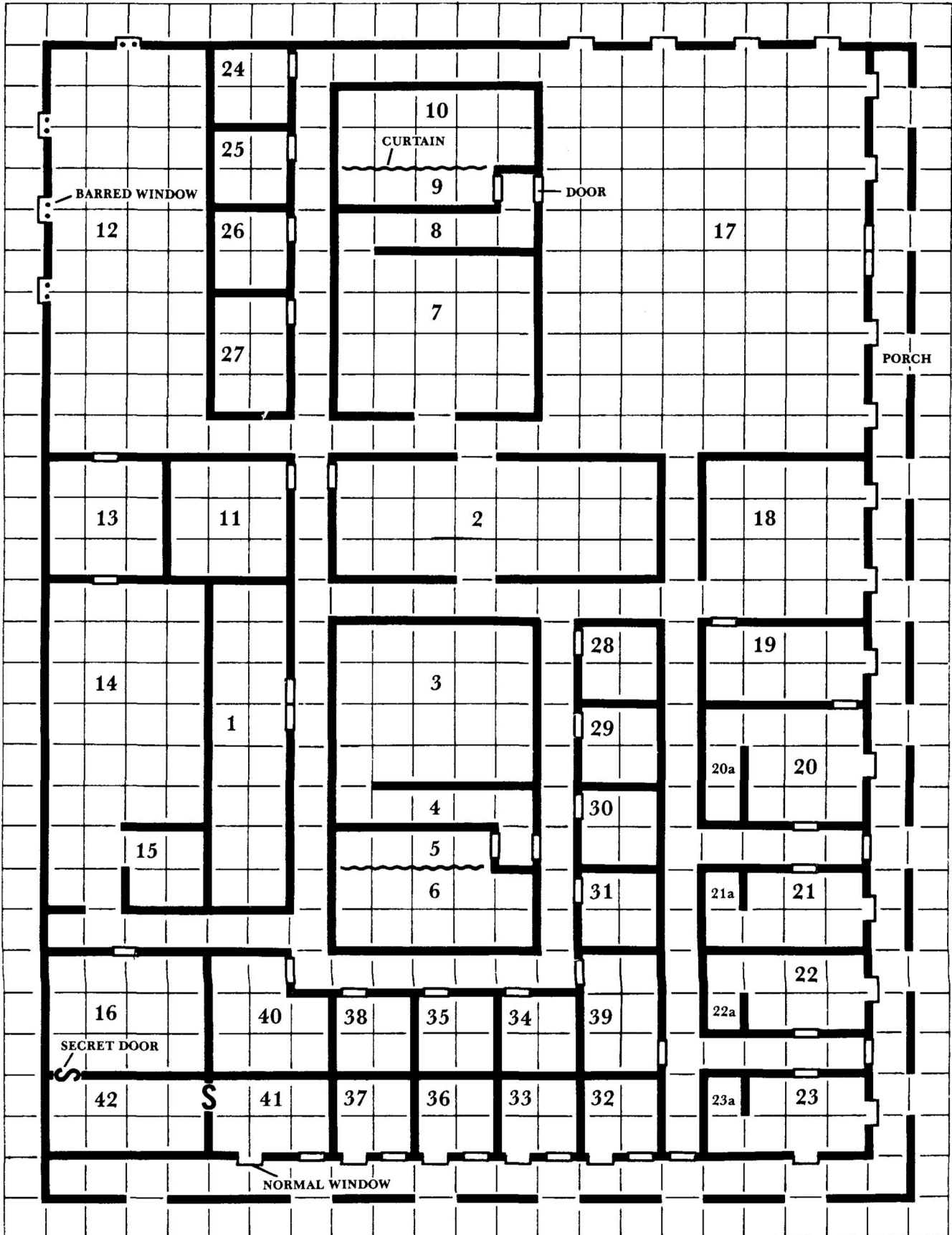
This room is full of racks on which hang a large assortment of armor and weapons.

This room contains leather and chain mail armor in all human sizes, and a large number of short bows and arrows, short swords, spears, and shields (more than enough of each for all party members).

All the party's equipment, including magic items and spell books, are stored here.

ENEMY OUTPOST

1 SQUARE = 10 FEET



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14. INTERROGATION CHAMBER

The straw on the floor of this room is discolored. A number of strange devices line the west wall. In the middle of the wall is a shallow pit.

This is an interrogation chamber. The stains on the floor are blood. The pit is a fire pit with the ashes of an earlier fire in it. The room contains various interrogation devices and two wicked-looking whips (D 1-2).

15. JAILER'S QUARTERS

This messy bedroom contains a bed, a table, a chair, and a lot of ragged clothing.

The gnoll jailer lives in this room. He has a large chest hidden under the floorboards beneath his bed. It is trapped with a poison needle. Anyone who opens the chest without first finding and removing the poison needle must make a saving throw vs. Poison or die. The chest contains 300 gp.

16. WINE STORAGE ROOM

This room contains barrels and kegs of various sizes. Several racks around the room are filled with bottles lying on their sides.

This room is used to store liquor. The barrels are filled with ale, and the kegs and bottles are filled with wine. A wine rack in the south-west corner doubles as a secret door to the treasury (room 42). To operate the door, one must pull on the second wine bottle from the left on the bottom shelf.

17. COMMON LIVING ROOM

NOTE: The following description assumes the party enters this room from the west along the north wall. If they enter from another direction, adjust the description accordingly.

This is an enormous room with many tables and comfortable chairs. The wall to your left and the far wall each have four windows. There is a door in the middle of the far wall that seems to lead outside. Two men dressed in leather are seated at a table in the far left corner, rolling dice.

The two men are veterans (1st level fighters) armed with daggers. They are completely absorbed in their game, and are surprised on

a roll of 1-5 on 1d6. The gambling stakes on the table consist of 24 gp and 52 sp.

If the fighters are attacked but not killed or silenced immediately, they yell for help. Make an immediate check to see if any of the wandering fighters come to help. Wandering fighters arrive in 1-3 rounds.

18. COMMANDER'S DINING ROOM

This appears to be a dining room. There is a large oval table in the middle of the room surrounded by straight chairs. The floor is carpeted. A closed cabinet is in the near left corner. Two large windows are on the far wall, and there is a door in the right wall, near the entrance.

This room is used by the commander when entertaining visitors. Inside the cabinet is a set of silverware (worth 600 gp) and fine china (worth 200 gp). There is nobody here now.

19. COMMANDER'S DINING ROOM

This seems to be a living room. There are some tables and a number of comfortable chairs around the room. The floor is carpeted. There is a window along the left wall and a door in the far wall directly opposite the entrance. There are three people seated in chairs around a table across from the door through which you entered. You recognize two of them as the commander and the visiting officer. They are wearing leather armor. The third person is a woman dressed in ordinary clothes. Each holds a glass of wine.

The three people are the commander, his wife, and the visiting officer. Both the commander and the visiting officer are armed with daggers. Their AC and damage reflect bonuses from dexterity and strength. The commander's wife does not fight.

If the alarm has been raised, the commander is armed with a *short sword +1* and is wearing plate mail and a *shield +1*. Both these items are located in room 20 when not worn. The visitor carries a short sword. They cannot be surprised once the alarm has been given.

The commander carries two keys: one unlocks room 1, the other room 13. He wears a pair of gem earrings worth 100 gp, two gold bracelets worth 300 gp each, and a gold and diamond necklace worth 750 gp. The visiting officer is wearing a ring worth 100 gp.

20. COMMANDER'S BEDROOM

This is obviously a bedroom. There are two large beds, two wardrobes, a desk, a table, and several chairs. There are ornate rugs on the floor. There is a large window in the outside wall, a door directly across from the door by which you entered, and an open doorway in the wall opposite the window.

If the commander was not alerted, a *short sword +1*, plate mail armor, and a *shield +1* are hanging on the wall.

If the party goes through the open doorway into room 20a, read the following:

This area appears to be a bath. There is a small stove at the far end and a large metal tub nearby. Closer to the door is a dressing table with a mirror.

A drawer in the dressing table has a false bottom that conceals 94 gp, 17 gp, and a *curse dagger -1*.

21. VISITOR'S QUARTERS

This is obviously a bedroom, with a large bed, a wardrobe, a desk, a table, and several chairs. There are a few small rugs on the floor. There is a large window in the left wall, and an open doorway to your right. Otherwise, the room appears to be empty.

The room is empty. If the party goes through the open doorway into room 21a, read the following:

This area appears to be a bath. There is a small stove at the far end and a large metal tub nearby. Closer to the door is a dressing table with a mirror.

This room is empty.

22. VISITOR'S QUARTERS

This is obviously a bedroom, with a large bed, a wardrobe, a desk, a table, and several chairs. There are a few small rugs on the floor. There is a large window in the left wall, and an open doorway to your right. Otherwise the room appears to be empty.

The room is empty. If the party goes through the open doorway into room 22a, read the following:

This area appears to be a bath. There is a small stove at the far end and a large metal tub nearby. Closer to the door is a dressing table with a mirror.

This room is empty.

23. VISITOR'S QUARTERS

This is obviously a bedroom, with a large bed, a wardrobe, a desk, a table, and several chairs. There are a few small rugs on the floor. There is a large window in the left wall, another across the room from the door, and an open doorway to your right. Otherwise, the room appears to be empty.

The visiting officer is quartered here. Her things are in the wardrobe. In addition to clothing, there is plate mail armor, a shield, and a long sword. There is also a *bag of holding* that contains 2,000 gp and 6,000 sp.

If the party goes through the open doorway into room 23a, read the following:

This area appears to be a bath. There is a small stove at the far end and a large metal tub nearby. Closer to the door is a dressing table with a mirror.

This room is empty.

24-41. OFFICERS' QUARTERS

All the officers at this outpost have private quarters. The rooms in this section are all identical. They contain a single bed, a wardrobe, a table with a chair pulled up to it, a low table near the bed, and a chair near the low table.

24. FEMALE VETERAN'S QUARTERS

There is a sword on the low table and chain mail armor draped over the chair. A woman in leather armor is asleep on the bed.

The woman is a veteran (1st level fighter). The sword is a short sword. She has hidden 4 gp, 4 sp, and 4 cp under her mattress.

25. FEMALE VETERAN'S QUARTERS

The woman who lives in this room is currently in the lunchroom. There is chain mail armor and a short sword in the wardrobe. There is a false bottom in the table drawer that conceals 7 gp, 5 sp, and 10 cp.

26. FEMALE VETERAN'S QUARTERS

The woman who lives in this room is currently in the lunchroom. There is chain mail armor in the wardrobe.

27. FEMALE WARRIOR'S QUARTERS

This room is slightly different from the others. Set apart from the rest of the room in the near left corner is a low table surrounded by four comfortable chairs. There is a desk in the far left corner, and a sword hangs on the wall beside it. Seated at the desk is a woman dressed in leather, writing a letter.

This woman is a warrior (2nd level fighter). In easy reach of her is a *short sword +1*. Because of her strength, she does 1 extra point of damage per attack. She carries a large pouch on her belt containing 10 gp, 21 sp, and 20 cp. She has a key ring with two keys: one to her room and one to the armory (room 13).

28. MALE VETERAN'S QUARTERS

There is a sword hanging on a rack on the wall.

The man who lives in this room is currently in the lunchroom. The sword is a short sword. There is chain mail armor in the wardrobe.

29. MALE VETERAN'S QUARTERS

There is a sword hanging on a rack on the wall.

The man who lives in this room is currently in the lunchroom. The sword is a short sword. There is chain mail armor in the wardrobe. The drawer in the table contains 1 gp and 3 sp.

30. MALE VETERAN'S QUARTERS

There is a sword hanging on a rack on the wall.

The man who lives in this room is currently in the lunchroom. The sword is a short sword. There is chain mail armor in the wardrobe.

31. MALE VETERAN'S QUARTERS

There is a sword hanging on a rack on the wall.

The man who lives in this room is currently in the lunchroom. The sword is a short sword. There is chain mail armor in the wardrobe. There are 4 gp and 7 sp hidden under the mattress.

32. MALE VETERAN'S QUARTERS

There is a sword on the low table and chain mail armor draped over the chair. A man wearing leather armor is asleep on the bed.

The man is a veteran (1st level fighter). The sword is a short sword. The drawer in the table contains 6 gp, 8 sp, and 2 cp.

33. QUARTERS

This is identical to the other bedrooms, but it appears to be unused.

This room is empty.

35. MALE VETERAN'S QUARTERS

There is a sword hanging on a rack on the wall.

The occupant of this room is working out in the exercise room (room 6). The sword is a short sword. There is chain mail armor in the wardrobe.

36. MALE VETERAN'S QUARTERS

There is a sword on the low table and chain mail armor draped over the chair. A man wearing leather armor is asleep on the bed.

The man is a veteran (1st level fighter). The sword is a short sword. A pouch attached to his belt contains 3 gp, 4 sp, and 2 cp.

37. MALE VETERAN'S QUARTERS

There is a sword hanging on a rack on the wall.

The man who lives in this room is currently in the lunchroom. The sword is a short sword. There is chain mail armor in the wardrobe. The wardrobe also holds a small pouch containing 6 gp and 2 sp.

38. MALE VETERAN'S QUARTERS

There is a sword hanging on a rack on the wall.

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The man who lives in this room is currently in the lunchroom. The sword is a short sword. There is chain mail armor in the wardrobe.

39. MALE WARRIOR'S QUARTERS

This room is different from the other bedrooms. Set apart from the rest of the room in the left corner is a low table surrounded by four comfortable chairs. There is a desk in the far left corner, and a sword and a shield hang on the wall beside it.

The man who lives in this room is currently in the lunchroom. The sword is a short sword; and the shield is of normal make. There is a set of *chain mail + 1* in the wardrobe. A small purse hidden in a chair contains 7 gp and 12 sp.

40. MALE WARRIOR'S QUARTERS

This room is different from the other bedrooms. Set apart from the rest of the room in the left corner is a low table surrounded by four comfortable chairs. There is a desk in the far left corner, and a sword and a shield hang on the wall beside it.

The man who lives in this room is currently in the lunchroom. The sword is a normal short sword; the shield is a *shield + 1*. There is a set of chain mail armor in the wardrobe. A secret compartment in the bottom of the wardrobe conceals 8 gp and 20 sp.

41. MALE WARRIOR'S QUARTERS

This room is different from the other bedrooms. Set apart from the rest of the room in the left corner is a low table surrounded by four comfortable chairs. There is a desk in the far left corner, and a sword and a shield hang on the wall beside it. A man dressed in leather is asleep on the bed.

This man is a warrior (2nd level fighter). His superior strength gives him + 1 to damage in any attack. He is wearing leather armor and has a dagger in his belt. The short sword and shield are of normal make. There is plate mail armor in the wardrobe. A key on bedside table unlocks the armory (room 13). A locked metal box in the bottom of the wardrobe contains 19 gp and 20 sp.

The west wall of this room is paneled with wood. If the panel nearest the north wall is pressed just above eye level for a normal human, the secret door to the treasury will open. One of the chairs surrounding the table in this corner is backed up into this corner, so the chair must be moved in order to open the door.

42. TREASURY

This room is empty except for a number of sacks along the far wall.

This room contains most of the valuables of the outpost. Two small sacks contain 200 pp each. Six large sacks contain 500 gp each. Three large sacks contain 500 sp each. Among the sacks is a medium-sized iron box that is securely locked. It weighs 100 cn, and cannot be opened by force. A thief can pick the lock, or a *knock* spell will open it, but the box cannot be forced open. The box contains three vials, each containing a potion of *growth*, as well as a *ring of fire resistance* and a *rod of cancellation*.

THE SANCTUARY OF ELWYN THE ARDENT



Background

The following legend is very well known. All the player characters should be quite familiar with it. The information of this section can be freely given to the players.

The Church of the Holy Sanctuary is one of the largest and most popular religions of the country in which the player characters live. The religion is an offshoot from the polytheistic faith practiced throughout most of the surrounding lands. It grew out of an incident that happened more than 300 years ago. At that time, there were many places dedicated to the worship of the gods. A small sanctuary in the capital city of the kingdom was one of those sites.

One day, a woman who was very sick went to this sanctuary to pray to the gods to make her well again. While she was praying alone in the sanctuary, a being called Namyats appeared to the woman. He told the woman that the religion of her people was false, and that he was the only true god. To prove this, he laid his hands on the woman and cured her of her illness. He also left behind on the altar a wonderful magical bell.

The bell, of ordinary size and shape, was made of purest platinum. What made it remarkable was that it had no clapper.

Instead, it rang magically whenever it was picked up.

The story of the miracle in the Holy Sanctuary has spread far and wide. Each year, on the anniversary of the miracle, thousands of people flock to the small building, hoping to be cured by Namyats. They crowd into the sanctuary, a hundred or so at a time, and pray as the clergy sings the sacred words and lifts the magical bell. Most are disappointed, but so many have had their prayers answered that the religion has flourished ever since.

All that changed about five years ago. At that time, there was a cleric of the Church of the Holy Sanctuary whose name was Elwyn. Elwyn was very dedicated to the Church, and had been well rewarded by the Patriarchs and Matriarchs of the Church. But that, apparently, was not enough. There were rumors that Elwyn had begun practicing with edged weapons and researching the spells of the magic users, trying to learn the abilities of the other classes. This was a serious charge, indeed. But before anyone could prove the charges, Elwyn vanished without a trace. And to the horror of the people, the sacred bell of Namyats that was kept in the Holy Sanctuary was gone, too!

The Church of the Holy Sanctuary has been in a state of crisis ever since. The faith-

ful still come to the Sanctuary on the holy day, but there have been no miraculous cures since the bell vanished. The numbers of the faithful have decreased in recent years.

About two years ago, rumors of a powerful force began to spring up. It was said that someone had built a large, monstrous fortress in a distant section of the country, and that those who attempted to investigate it had not returned. Recently, rumors have been circulating that Elwyn might be behind this mystery.

Because of the party's growing reputation, they have been asked by the King to investigate the fortress, determine if Elwyn is involved, recover the sacred bell if it can be found, and bring Elwyn to justice if possible.

The party is promised 500 gp apiece to investigate the fortress, 1,000 gp apiece to recover the bell, and an additional 1,000 gp apiece if they are able to bring Elwyn to justice. If the party so requests, they are given an advance payment of 50% with which they can buy non-magical equipment and supplies.

A local guide is provided to take the party through the wilderness to the mysterious fortress. He will not, under any circumstances, accompany the party into the fortress.

The party arrives on the anniversary of the miracle.

THE SANCTUARY OF ELWYN THE ARDENT

Notes for the Dungeon Master

Elwyn is a woman, but the information above has been written in such a way so the party will assume Elwyn is male. Allow the party to believe this so that they will not realize immediately that the woman's voice they hear when exploring the fortress is actually the voice of Elwyn.

Note that the fortress is built as a double spiral. There is a secret corridor that runs alongside of the rooms and corridors through which the party will travel. This corridor is used by Elwyn to observe the party along the way. She occasionally provides hints to the party when they get bogged down (always, of course, in a derogatory voice accompanied by a diabolical laugh), feeling secure in her power and ability to defeat the party anytime she chooses.

Unless otherwise stated, the rooms are not lit. The party must provide their own light. The only doors in the fortress (except for the entrance and the iron door between rooms 1 and 2) are secret. Once detected, they open easily.

The DM should copy the two treasure maps ahead of time and be prepared to hand them out to the players. The treasure maps need not be drawn to scale.

There are no wandering monsters in Elwyn's fortress. If desired, you can add wandering monster encounters in the wilderness through which the party travels to reach the fortress, but it is important not to have the party seriously weakened before the adventure begins!

OUTSIDE THE FORTRESS

You have traveled far into the wilderness, and finally you have arrived at your destination—the mysterious fortress that you suspect may harbor Elwyn and the mystic bell of Namyats. Your guide has turned back after pointing out the final direction you must travel.

You follow a path that leads out of the forest and into a clearing. There, before you, is an enormous building. It is nearly black, and looks as if it might be made of iron.

Suddenly, there is a horrid smell as four ugly humanoids suddenly emerge from the forest to your left!

The humanoids are troglodytes. Because they have the ability to blend in with their surroundings, they surprise on a 1-4 on d6. Their smell is nauseating, giving their opponents a -2 penalty to their hit rolls unless the

opponents make a saving throw vs. poison.

The lair of the troglodytes can be found in the forest a short distance from the path. It consists of a hollow in a small clearing with an opening that leads to an underground lair. The troglodytes' treasure consists of five large sacks, two vials, and a piece of parchment with some faded writing on it. Two of the sacks contain 500 sp each, two contain 500 gp each, and one contains 500 pp. The two vials each contain potions of healing. The parchment is Treasure Map #1 (give a copy of the map to the players at this time), showing the location of the treasure in room 5.

The party must defeat the troglodytes before they can enter the fortress. It is important that they find the lair and locate the potions and the treasure map. Give the players hints, or even a little advice, to get them to look for the lair.

1. ENTRANCE

As you emerge once again from the forest, you finally get a good look at the fortress. The walls are fully 30 feet high, and the jagged shape of the outside looks like a black dragon's teeth when it opens its mouth to breathe. The walls are indeed made of iron. There is a door visible in the southwest corner.

The only entrances to the building are the visible entrance and the secret door near it. (The secret door between rooms 2 and 3 on the map leads to the lower level, not to the outside.) It is recommended that you not allow the party to find the secret entrance at this time—if they do, they avoid all the traps, tricks, and encounters, and find Elwyn at room 16a.

The visible entrance opens easily. The corridor behind the door is dark.

The corridor proceeds north from the door. After about ten feet, it opens up into a wide area to your left about 30 feet north-south by 20 feet east-west. The area appears to be empty.

The area is empty. When the party has assembled in this room, read the following:

A musical, low-pitched female voice fills the air, saying, "Who dares to enter the Shrine of Elwyn unbidden? Turn back! TURN BACK NOW, for ahead lies certain death!" The voice then breaks into a diabolical laugh.

This is the voice of Elwyn, speaking from her secret observation corridor. The party is free to take her advice and leave—but this ends the adventure. If the party continues, wait until the entire party has crossed the area on the map indicated by a dotted line (between rooms 1 and 2), then read the following:

Suddenly, you hear a resounding "BOOM!" behind you. When you turn around, you see that a solid iron door has descended into the corridor, blocking your avenue of escape. You also notice that a small panel in the east wall has opened.

The open panel reveals an obvious keyhole. When the proper key is inserted into the hole and turned, the door will rise. Elwyn has the only key. The lock and the door cannot be opened by a thief's *open locks* skill, or with a *knock* spell.

2. DAIS

To your left you see an open area about 30 feet north-south by about 20 feet east-west. The area seems to be empty except for a raised area occupying the middle of the west wall. The raised area is about half a foot above the floor and looks like polished stone. There is a pedestal in the middle of the raised area. It is about three feet high and two feet square, and appears to be made of wood. On top of the pedestal is a black bell.

The altar is made of marble, too heavy to be moved. The pedestal is a solid block of mahogany; it can be moved, although it is extremely heavy. At least four party members are needed to move it. It would be worth 500 gp on the open market. The bell is a normal bell made of wrought iron, and is worth about 1 gp.

The secret door between rooms 2 and 3 leads to a stairway that is more fully described under room 5. It is better if the party does not discover it at this time.

3. ALTAR

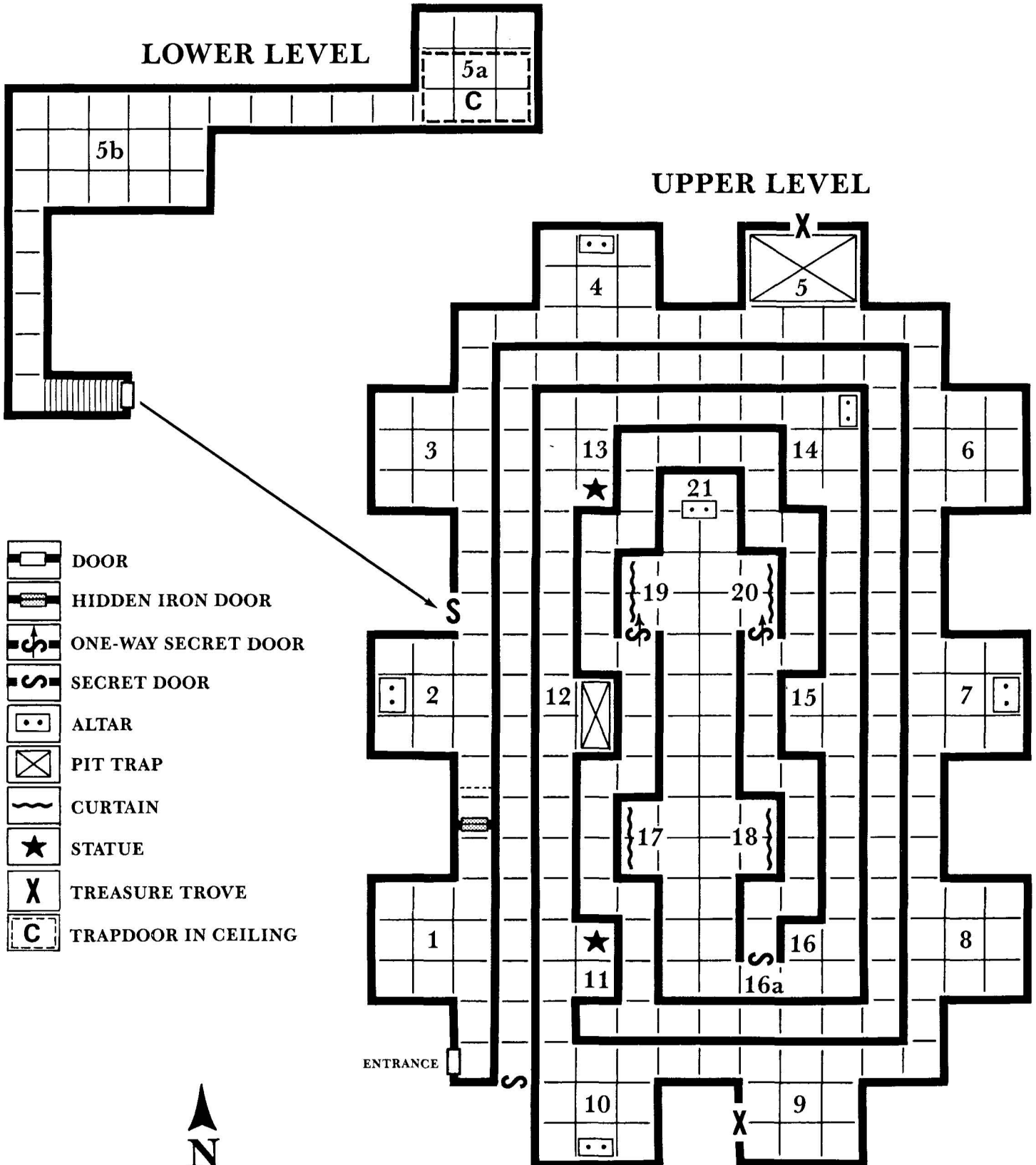
If the party has been quiet as they proceed north through the corridor, read the following:

You hear a low murmur of voices coming from the north.

As the party enters the room:

FORTRESS OF ELWYN THE ARDENT

1 SQUARE = 10 FEET



-  DOOR
-  HIDDEN IRON DOOR
-  ONE-WAY SECRET DOOR
-  SECRET DOOR
-  ALTAR
-  PIT TRAP
-  CURTAIN
-  STATUE
-  TREASURE TROVE
-  TRAPDOOR IN CEILING

THE SANCTUARY OF ELWYN THE ARDENT

To your left you see an open area about 30 feet east-west by about 20 feet north-south. The entire length of the west wall is occupied by an altar. The room is dimly lit by a few candles on the altar. Kneeling at the altar are six human figures wearing plate mail armor; they are making a low, chanting sound.

These are six acolytes (1st level clerics) armed with maces. They are followers of Elwyn. If the door trap was triggered or the party was noisy coming down the corridor, the acolytes are aware of their coming; otherwise the party can surprise the acolytes. If the party tries to sneak past this room without alerting the acolytes, there is a 25% chance they can do so. If the acolytes notice the party, they attack.

There is nothing of value in this room, and the acolytes are not carrying any wealth.

4. DAIS

To your left you see an open area about 30 feet east-west by about 20 feet north-south. The area seems to be empty except for an altar similar to the one you saw earlier. There is a pedestal in the middle of the altar. On top of the pedestal is a bell that appears to be made of a reddish metal.

The altar is made of marble, too heavy to be moved. The pedestal is a solid block of mahogany; it can be moved, although it is extremely heavy. At least four party members are needed to move it. It would be worth 500 gp on the open market. The bell is a normal bell made of copper, and is worth about 5 gp.

5. TREASURE OF THE TROGLODYTES

To your left you see an open area about 30 feet east-west by about 20 feet north-south. The area seems to be empty.

This is the room indicated on the treasure map found in the lair of the troglodytes. The room is empty except for the secret treasure located at the spot on the map marked with an "X." The floor in the room is hinged along the south wall. When the entire party has entered this room, Elwyn, who is observing from her corridor, triggers a mechanism that causes the floor to open up under the party...

Suddenly, you feel the floor begin to move beneath your feet. As the floor swings down from a hinge near the south wall,

you fall into the darkness, landing on the floor below. The floor swings back into position above you, creating a strong gust of air that extinguishes all torches and lanterns.

5a. TRAP ROOM

No one in the party takes any damage from the slide. Party members with infravision can see. When light is restored, the remaining party members also see the following:

You are in a room about 30 feet square. It appears to be empty. A corridor leads off in one direction.

The room is empty. The party is now on the lower level of the fortress. The corridor leads to room 5b, and then to a series of steps that will return the party to the upper level, as shown on the map of the lower level.

5b. ORC LAIR

You see a large room, perhaps 50 feet long and 30 feet wide. There are a number of pallets about the room. Standing among the pallets are six small, ugly humanoids that look like a combination of animal and man. They are armed with short swords.

These are five orcs armed with short swords, and an orc leader armed with a *short sword + 1*. The orcs attack the party as soon as they spot them.

If the party is using light, the orcs cannot be surprised. If there is no light, the orcs can be surprised, but all humans without infravision receive a -4 penalty to hit rolls, and opponents who can see them receive a +4 bonus to hit rolls.

The room contains six small sacks. One contains 200 gp, the others contain 200 sp each. The orc leader carries a small pouch containing 7 gems (worth 200 gp, 100 gp (x5), and 50 gp, respectively). The floor is littered with an assortment of bones, mostly human and humanoid. These are the remains of previous adventurers.

The corridor leads to a stairway. The stairway ends in a door that opens easily. This is the secret door between rooms 2 and 3. Do not tell the party where they are; let them discover it. As the party passes through rooms 3 and 4, read the descriptions of the rooms, modified by whatever has happened in the meantime. For example, if the party killed the acolytes in room 3, they find corpses. If they did not, the acolytes are still there, praying.

When the party returns to room 5, they find that there is a visible border around the collapsing floor that is about three feet wide. If they wish, they can easily and safely move in single file to the spot marked with an "X" on the map.

At the spot marked "X," there is a loose stone about three feet from the floor. When the stone is removed, a cavity behind the stone is found containing the following: a clerical scroll with three *cure light wounds* spells, a potion of *polymorph self* (labeled), a potion of *growth* (also labeled), a *war hammer + 1*, and another treasure map (this one leading to the treasure in room 9, Treasure Map #2).

The potion of *polymorph self* is from the D&D® Expert Set. It allows the user to change shape into that of any living creature with hit dice or level equal to or less than his or her own. The transformation does not change the user's hit points, hit rolls, or saving throws. The user gains the physical abilities of the new shape, but none of the special abilities (spell use, breath weapon, paralyzation attacks, etc.) The effect of the potion lasts for 7-12 (1d6 + 6) turns. If the user is a spell caster, he cannot use his own spells while *polymorphed*.

6. EMPTY ROOM

To your left you see an open area about 30 feet north-south by about 20 feet east-west. The area seems to be empty.

This room is empty.

7. DAIS

To your left you see an open area about 30 feet north-south by about 20 feet east-west. The area seems to be empty except for an altar similar to the one you saw earlier. There is a pedestal in the middle of the altar. On top of the pedestal is a bell that appears to be made of a shiny metal.

The altar is made of marble, too heavy to be moved. The pedestal is a solid block of mahogany; it can be moved, although it is extremely heavy. At least four party members are needed to move it. It would be worth 500 gp on the open market. The bell is a normal bell made of brass, and is worth about 10 gp.

8. GOLEM CHAMBER

You see an area to your left about 30 feet north-south by about 20 feet east-west.

The room contains a strange, humanoid creature, about three feet tall and apparently made of wood. It is moving stiffly toward you.

The creature is a wood golem. A golem is a monster created by a high-level magic user or cleric. Golems can be hit only by magical weapons. Magical attacks will work, but the golem is immune to *sleep*, *charm*, and *hold* spells, and to all gases. Because it is clumsy, it has a penalty of -1 on its initiative roll, and because it is made of wood, it has a penalty of -2 on its saving throws vs. fire-based attacks. If it is hit by fire, it also takes an extra point of damage per die.

The room is otherwise empty.

9. TREASURE ROOM

To your left you see an open area about 30 feet east-west by about 20 feet north-south. The area seems to be empty.

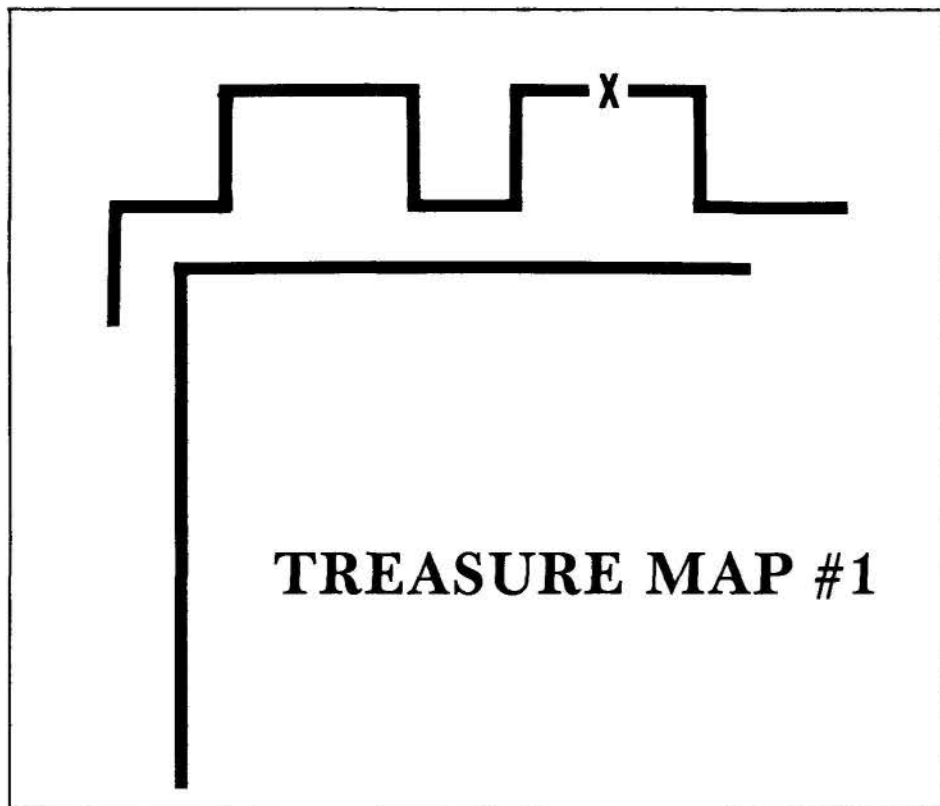
The room is empty, except for the secret treasure located behind the wall in the spot marked with an "X" on the map. The treasure map (Treasure Map #2) found in room 5 will reveal its location to the party. As in room 5, the treasure is hidden behind a block of loose stone at waist height. Behind the stone is the following treasure:

A smooth stick about 18 inches long. This is actually a wand of *paralyzation* (3 charges)—any elf or magic-user recognizes it for what it is, and only an elf or magic-user can wield it. The command word is written on the wand.

A sword. This is actually a normal *sword* + 1.

A piece of rolled-up parchment. This is actually a clerical scroll containing a *cure light wounds* spell and a *silence 15' radius* spell. The *silence 15' radius* spell is described in the D&D® Expert Set. It will make an area 30 feet in diameter totally silent for 12 turns. Conversation and spell use in the area of the *silence* spell are prevented. If cast on a person, the victim must make a saving throw vs. Spells, or the spell effect will move with the victim. If the saving throw is successful, the spell still works, but it stays in one place. The victim can then leave the area and speak normally.

A ring. This is actually a *ring of spell storing*. Its operation is fully described in the D&D® Expert Set. Once the ring is put on, the wearer knows what spells are in the ring and how to cast them from it. After a spell is used, the ring may be recharged by a spell



caster, who must cast the replacement spell directly at the ring. The ring will not absorb spells cast at the wearer. The spells in the ring have the duration, range, and effect equal to the lowest level of magic use needed in order to cast them. This ring has two *magic missile* spells, a *web* spell, and a *lightning bolt* spell. The *lightning bolt* spell creates a 5 foot wide, 60 foot long bolt of lightning anywhere within its range (180 feet). Any creature in the area of effect takes 5d6 points of damage. If the victim makes a saving throw vs. Spells, damage is halved. If the *lightning bolt* strikes a solid surface before reaching its 60 foot length, it rebounds back toward its caster until it reaches full length. If it hits its caster, the caster takes full damage (or half damage if the caster makes a saving throw vs. Spells).

10. DAIS

To your left you see an open area about 30 feet east-west by about 20 feet north-south. The area seems to be empty except for an altar similar to the ones you have seen throughout this strange sanctuary. There is a pedestal in the middle of the altar. On top of the pedestal is a bell that appears to be made of a silvery metal.

The altar is made of marble, too heavy to be moved. The pedestal is a solid block of mahogany; it can be moved, although it is extremely heavy. At least four party members are needed to move it. It would be worth 500 gp on the open market. The bell is a normal bell made of silver, and is worth about 50 gp.

11. STATUE

To your right you see an open area about 10 feet east-west by about 20 feet north-south. The area appears to be empty except for a large stone statue in the northeast corner. The statue is an image of Namyats.

The statue is a living rock statue. It attacks by squirting magma from its fingertips as soon as any party member enters the space. A woman's diabolical laughter (Elwyn, again) is heard as the creature attacks. There is no treasure here.

12. EMPTY ROOM

To your right you see an open area about 10 feet east-west by about 20 feet north-south. The area appears to be empty.

THE SANCTUARY OF ELWYN THE ARDENT

When the first character enters the room, a pit trap covering the entire 10x20 area opens up. The pit is 10 feet deep, and the victim takes 1-6 points of damage from the fall. The room is otherwise empty.

13. STATUE

The corridor widens here to form a room about 30 feet north-south by about 20 feet east-west. The corridor continues off to the east. The room appears to be empty except for a statue of a small horse in the southeast corner. The statue is made of a yellowish metal.

The statue is made of solid bronze, and cannot be moved. It is immune to any damage. If it is struck by a hand-held metal weapon, the wielder of the weapon suffers 2-5 points of damage from electrical shock (no saving throw). There is nothing else in the room.

14. DAIS

The corridor widens here to form a room about 30 feet north-south by about 20 feet east-west. The corridor continues off to the east. This area contains an altar, identical to the ones you have seen before. The bell on the altar is made of a golden metal.

The altar is made of marble, too heavy to be moved. The pedestal is a solid block of mahogany; it can be moved, although it is extremely heavy. At least four party members are needed to move it. It would be worth 500 gp on the open market. The bell is a normal bell made of gold, and is worth about 500 gp.

15. CELL

To your right you see an open area about 10 feet east-west by about 20 feet north-south. The area appears to be empty.

The area is empty. If the entire party enters the room, an iron grate suddenly descends (triggered by Elwyn, who is watching, as usual), trapping the party in the room. Elwyn laughs diabolically. A panel opens up in the east wall of the corridor, across from the cell. Behind the panel is a keyhole with a key stuck in it. "Just turn the key, and freedom is yours," she says mockingly. The key, when turned, causes the portcullis to raise.

There are several solutions available to the party. A *knock* spell cast on the keyhole causes the key to turn magically. If the party has the *polymorph self* potion, one member

can drink it, change into a creature small enough to slip through the bars, exit the cell, wait for the potion to wear off (or change to a larger or normal form), then turn the key. A character can attempt to lasso the key and turn it in the lock by twisting the rope. This requires a successful hit roll with a -3 penalty, but unlimited attempts are allowed. Characters with a combined strength of 36 or more can bend the bars of the cell enough to allow passage; however, each character helping to bend the bars must make a saving throw vs. Paralysis or strain a muscle. The effect of a strained muscle is to give a character a -2 penalty to hit rolls for the rest of the adventure.

Creative players may come up with other unusual methods to escape this trap. Reward clever and creative thinking by allowing any reasonably good suggestion to succeed. Give a special award of 100 experience points to the player who comes up with a workable and creative solution to the trap.

16. BLACK DRAGON

The corridor widens here to form a room about 20 feet square. The corridor continues off to the west. A huge, black lizard-like creature with wings is asleep and snoring in the corner. It has an iron collar around its neck and it is chained to the wall. There are several large sacks in the northwest corner.

The creature is a young black dragon, asleep. The party gets one round of free attacks, with a +2 bonus on all hit rolls. The chain on the dragon allows it to move up to 30 feet in any direction. If the party tries to sneak past the dragon, it automatically wakes up.

The area on the map marked 16a is a secret door leading to the corridor from which Elwyn has been spying on the party. It is better if the party does not find the door at this time. If they do, proceed to the final encounter with Elwyn. Otherwise, the party will meet Elwyn here after they have been to area 21. The final encounter with Elwyn takes place here when the party tries to leave.

17-21. THE INNERMOST SANCTUARY

Read the following to the players as they enter the corridor that leads to area 21.

You see a large open area, about 20 feet wide and more than 100 feet long. It is dimly lit by a few candles in sconces along the walls. There are four niches that

extend out from the center aisle: two about 30 feet from this end of the hall and two more almost at the end. The far ends seem to fade away into darkness. The walls that you can see are painted with abstract designs in soft colors.

This is the innermost sanctuary of Elwyn's fortress. The party will presumably explore the area as they approach area 21. Note that the woman portrayed in the murals located behind the curtains is the same in each mural. If the party does not realize this, tell them after they have seen the third mural.

17. ALCOVE

The west wall of this area is covered by a black curtain.

If the party looks behind the curtain, they see:

You see a mural depicting a woman in a bright yellow robe with a drawn sword in her hand. She is surrounded by human victims.

18. ALCOVE

The east wall of this area is covered by a black curtain.

If the party looks behind the curtain, they see:

You see a mural depicting a woman in a lavender robe kneeling at an altar. She is flanked by six men wearing black robes and armed with maces. They are standing at attention. The glint of metal armor can be seen under their robes.

19. ALCOVE

The west wall of this area is covered by a black curtain.

If the party looks behind the curtain, they see:

You see a mural depicting a woman in a white robe. She is about to shoot an arrow from a longbow at a being who is beginning to disappear into the sky. You recognize the being as *Namyats*.

20. **ALCOVE**

The east wall of this area is covered by a black curtain.

If the party looks behind the curtain, they see:

You see a mural depicting a woman in a black robe about to descend into a great chasm. Leading her into the chasm is an enormous male humanoid figure covered with short, dark fur. Only his hands and feet are uncovered. He wears no clothing.

The party member with the highest intelligence recognizes this being as Leptar, a chaotic creature who was long ago defeated by Namyats.

21. **ALTAR**

Until the party has examined all four murals, this area is shrouded in darkness, caused by the clerical spell *darkness*, cast by Elwyn. (*Darkness* is the reverse of *light*, and creates a 30 foot circle of darkness.) As soon as the party has examined the last of the four murals, the following occurs:

As you turn away from the mural, the darkness in the area to the north dissolves, revealing an area about 20 feet square. The entire area is raised about half a foot above the floor and looks like polished stone. There is a pedestal in the middle of the raised area. It is about three feet high, five feet deep, and ten feet wide, and appears to be made of wood. On top of the pedestal is a bell that appears to be made of a silver metal.

The altar is made of marble, too heavy to be moved. The pedestal is a solid block of mahogany; it can be moved, although it is extremely heavy. At least four party members are needed to move it. It would be worth 500 gp on the open market. The bell is, of course, the sacred platinum bell for which the party has been seeking. If someone picks it up, the following occurs:

As you pick up the sacred bell, it begins to ring. At almost the same time, four creatures appear and swoop down upon you, as if called by the sound of the bell. Two of the creatures are ugly things with horns and long fangs. The other two are hard to make out. Their outlines seem to shimmer, and you can almost see through them.

The horned creatures are flying gargoyles; the other two creatures are shadows. They have emerged through the one-way secret doors in areas 19 and 20, and immediately attack the party.

Gargoyles can only be hit with magic or magical weapons. They are not affected by *sleep* and *charm* spells. Shadows can only be hit by magical weapons. When a shadow scores a hit on an opponent, it drains one point of Strength from its victim in addition to causing normal damage. The loss of Strength lasts for eight turns, but any creature whose Strength is reduced to zero becomes a shadow. Shadows, like gargoyles, are unaffected by *sleep* and *charm* spells.

16a. **ELWYN THE ARDENT**

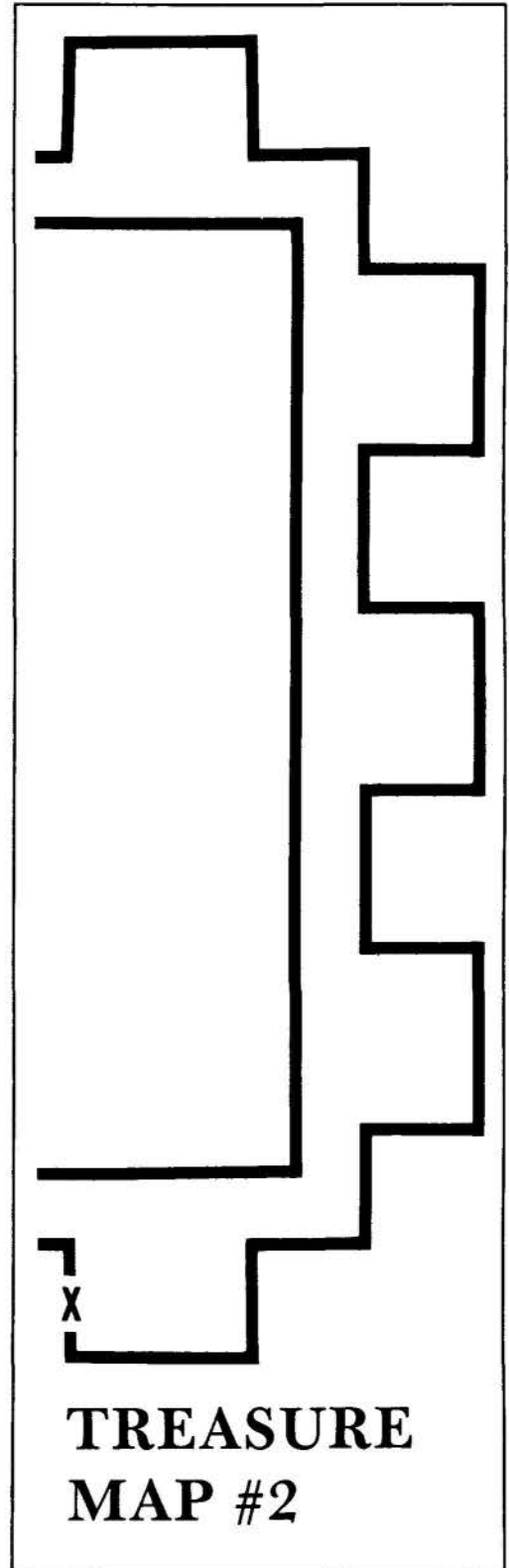
If the party defeats the monsters and recovers the sacred bell, they can then leave the fortress. However, as they leave, Elwyn the Ardent leaves her secret corridor and is waiting for the party in area 16a.

You see a woman standing in the corridor to the east. She is wearing a striped robe of bright yellow, lavender, white, and black, and she carries a glowing shield. She is clearly the woman depicted in the murals. There is a glint of metal armor beneath her robe, and on her belt is a key ring and a mace. As she begins to speak, you recognize the voice that has taunted you throughout this expedition:

"In the name of Leptar, welcome to MY holy sanctuary. You have done very well; much better than all the other miserable wretches that have tried to assault my fortress. I presume you found their bones after you defeated my orcs. Oh, well, orcs are easy to find, and they like working for Elwyn the Ardent. The new ones will enjoy feasting on YOUR bones when I get through with you!"

Elwyn is wearing plate mail armor and carries a *shield +1*. The key ring on her belt opens the iron door between rooms 1 and 2. She is armed with a *mace of draining +1*. In addition to normal damage, this mace will, on command, drain one experience level from the character it hit, as a wight. It can only absorb a total of three levels. After those levels are used up, it becomes a normal *mace +1*.

Note that Elwyn has superior strength, which gives her an additional +1 to damage on any attack.



THE SANCTUARY OF ELWYN THE ARDENT

Elwyn's spells are as follows:

1st level: *cause fear*, *darkness* (used)

2nd level: *blight*, *hold person*

3rd level: *curse*

Most of these spells are contained in the D&D® Expert Set.

Cause fear is the reverse of *remove fear*. It will make any one creature flee for two turns. The victim may make a saving throw vs. Spells to avoid the effect. This reversed spell has a range of 120 feet.

Darkness is the reverse of *light*. It creates a circle of darkness 30 feet in diameter. Elwyn has already used this spell on the altar.

Blight is the reverse of *bless*. It places a -1 penalty on enemies' morale, hit rolls, and damage rolls. Each victim may make a saving throw vs. Spells to avoid the penalties. It affects all creatures within a 20 foot square area, and lasts for six turns. Elwyn casts this spell on the party when they first leave the altar. The DM should make a secret saving throw for each party member before they reach Elwyn.

Hold person affects humans or human-like beings. Each victim must make a saving throw vs. Spells or be paralyzed for 9 turns. The spell may be cast at a single person or at a group. If cast at a single person, a -2 penalty applies to the saving throw. If cast at a group, it will affect up to 4 persons (at the cleric's choice), but with no penalty to their rolls. The paralysis may be only removed by the reverse spell or by a *dispel magic* spell.

Curse is the reverse of *remove curse*. It causes a misfortune or penalty to affect the victim. Curses are limited only by the caster's imagination, but if an attempted curse is too powerful, it may return to the caster! Elwyn is considering a curse to make one of the party's shoes turn to glue and stick to the floor. The DM, of course, may think of a more ingenious curse. The victim is entitled to a saving throw vs. Spells against the curse.

Elwyn's strategy is to cast *blight* before the party arrives. She will then cast *hold person* followed by *curse*. Then, she will cast *cause fear*. Afterward, she will pull out her *mace + 1*, *drains life energy*, and attack the party.

If the black dragon is still alive, she frees it from its chain and it also attacks the party.

Unaware that the party has acquired a *web* spell, she is standing in the narrow corridor, and can be quickly imprisoned if the party is clever. If the party uses the *lightning bolt*, they should be careful, because the rebound can cause a great deal of damage to their own side.

Elwyn should be a tough opponent, but not impossible to defeat. She will never surrender. Once she is defeated, the party automatically sees the slightly-open secret door behind her. Just inside the secret door is Elwyn's treasure: a small wooden chest containing 11 gems (worth a total of 1650 gp), and 2 pairs of matching bracelets (one worth 1,000 gp each and the other worth 1,100 gp each). Beside the chest is a *staff of healing*.

The party can use the key on Elwyn's belt to open the iron door between rooms 1 and 2, and exit through the front door, or they can follow Elwyn's secret corridor to the secret door that leads to the outside.

ADVENTURE #4—The Great Escape

Room	Monster	No.	Hit Roll	AC	HD	hp	MV	#AT	D	Save	ML	AL	SA/SD	XP	P
WM	Veteran (F1)	1 or 2	19	7	1	7 each	120'(40')	1	1-4	F1	8	N	No	10	31
1	Gnoll	1	18	5	2	8	90'(30')	1	1-4 or 1-6 +1	F2	8	C	No	20	30
2	Male Servant	6	19	9	1	3 each	120'(40')	0	0	NM	6	N	No	5	31
2	Female Servant	6	19	9	1	2 each	120'(40')	0	0	NM	6	N	No	5	31
6	Veteran (F1)	1	19	8	1	7	120'(40')	1	1-6 +1 ST	F1	9	N	No	10	31
17	Veteran (F1)	2	19	7	1	6,5	120'(40')	1	1-4	F1	9	N	No	10	31
19	Commander (F4)	1	16	6	4	24	120'(40')	1	1-4 +2 ST/DX	F4	10	L	No	75	31
19	Wife (NM)	1	19	9	1	3	120'(40')	0	0	NM	8	L	No	5	31
19	Visiting Officer (F3)	1	17	6	3	16	120'(40')	1	1-4 +1 ST	F3	9	N	No	35	31
24	Veteran (F1)	1	19	7	1	6	120'(40')	1	1-6	F1	8	N	No	10	31
27	Warrior (F2)	1	19	6	2	8	120'(40')	1	1-6 +2 ST	F2	9	N	No	20	31
32	Veteran (F1)	1	19	7	1	6	120'(40')	1	1-6	F1	8	N	No	10	31
36	Veteran (F1)	1	19	7	1	6	120'(40')	1	1-6	F1	8	N	No	10	31
41	Warrior (F2)	1	19	6	2	8	120'(40')	1	1-6	F2	9	N	No	20	31

Adventure #5—The Sanctuary of Elwyn the Ardent

Room	Monster	No.	Hit Roll	AC	HD	hp	MV	#AT	D	Save	ML	AL	SA/SD	XP	P
—	Troglodyte	4	18	5	2	12,14,10,10	120'(40')	3	1-4/1-4/1-4	F2	9	C	Yes	30	38
3	Acolyte (C1)	6	19	2	1	6 each	120'(40')	1	1-6	C1	7	C	No	10	31
5b	Orc Leader	1	18	5	2	9	120'(40')	1	1-6 +1 sword	F1	9	C	No	20	35
5b	Orcs	5	19	5	1	6 each	120'(40')	1	1-6	F1	8	C	No	10	35
8	Wood Golem	1	17	7	2+2	14	120'(40')	1	1-8	F1	12	N	Yes	35	E50
11	Rock Living Statue	1	16	4	5	23	60'(20')	2	2-12/2-12	F5	11	C	Yes	300	32
16	Black Dragon	1	16	2	7	28	90'(30') or 240'(80') fly	3	2-5/2-5/2-20	F7	8	C	Yes	1250	28
21	Gargoyle	2	16	5	4	18,15	90'(30') or 150'(50') fly	4	1-3/1-3/1-6/1-4	F8	11	C	Yes	125	30
21	Shadow	2	17	7	2+2	9,12	90'(30')	1	1-4 + special	F2	12	C	Yes	35	36
16	Elwyn (C6)	1	17	1	6	24	120'(40')	1	1-6 +2 special	C6	12	C	Yes	500	31

ABBREVIATIONS

No. = Number Appearing
 Hit Roll = Hit Roll needed to hit AC 0
 (subtract AC of victim to get actual hit roll needed)
 AC = Armor Class
 HD = Hit Dice
 hp = hit points
 MV = Movement Rate
 #AT = Number of Attacks
 D = Damage
 Save = Save as:
 ML = Morale

AL = Alignment
 SA/SD = Special Attacks/Special Defenses
 XP = Experience Points
 P = Page Number (in D&D® Basic Set Dungeon Masters Rulebook, or, if the number begins with "E," in the D&D® Expert Set Rulebook)
 WM = Wandering Monster
 F = Fighter
 C = Cleric
 M = Magic User
 L = Lawful

N = Neutral
 C = Chaotic
 NM = Normal Man
 ST = Strength
 DX = Dexterity
 cp = copper piece
 sp = silver piece
 ep = electrum piece
 gp = gold piece
 pp = platinum piece
 cn = coin (a measure of weight)



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