

L1
FOR ADVANCED
D&D™ GAME

Dungeon Module L1

The Secret of Bone Hill

by Lenard Lakofka

AN ADVENTURE FOR CHARACTER LEVELS 2-4



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

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

If you enjoy this module look for other TSR products and watch for future releases from the Game Wizards.

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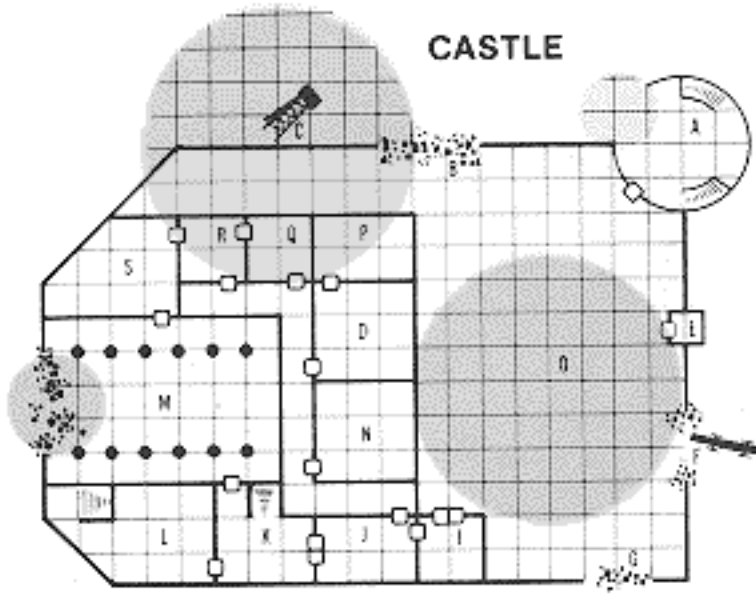
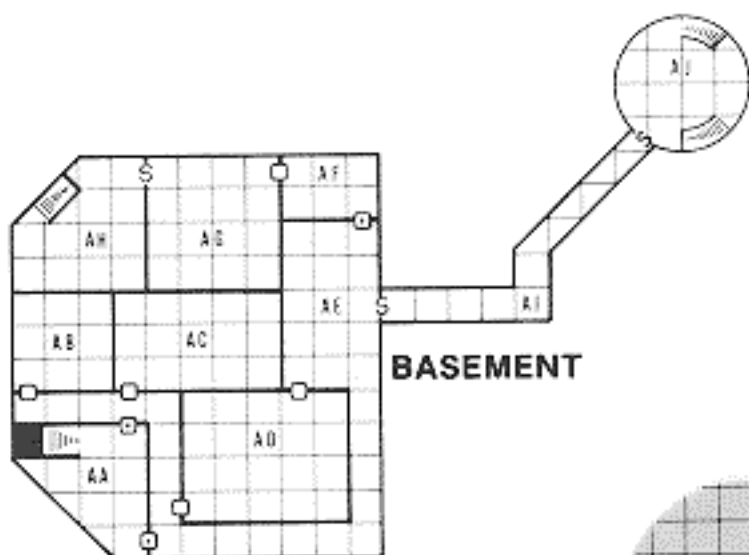


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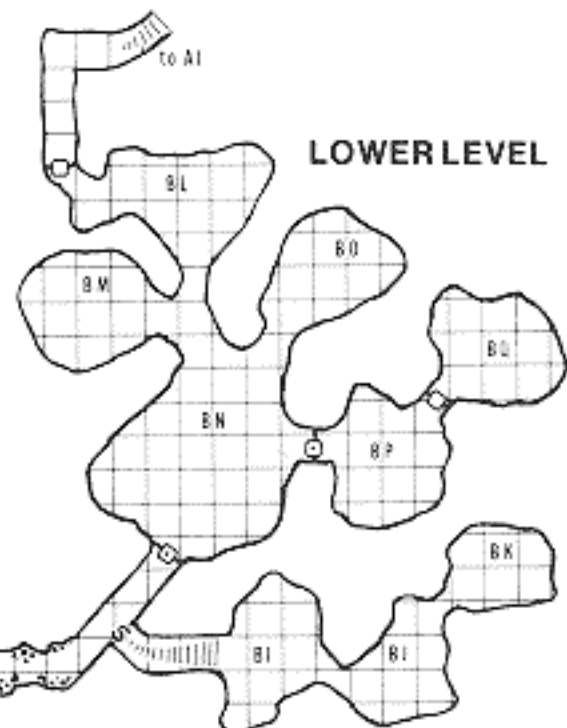
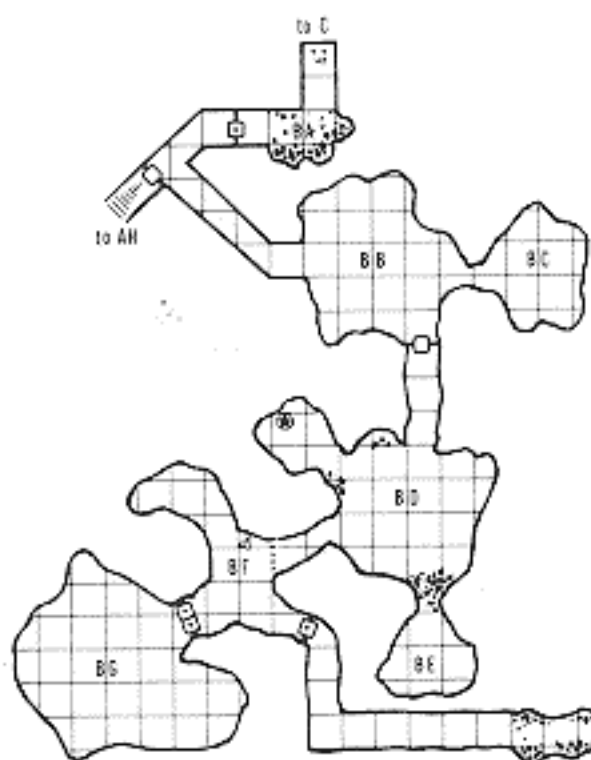
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BONE HILL—THE CASTLE RUINS

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



400 FEET H



Advanced Dungeons & Dragons®

Dungeon Module L1

The Secret of Bone Hill

BACKGROUND

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

Notes for the Dungeon Master

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

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

smaller hills. Some forests and many mountains have specific populations that will be described, in addition to any encounters.

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

Random Wilderness Encounter Chart

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

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



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

Chance of Knowing the Number of Rumors Given						
Char.	1	2	3	4	5	
Level	rumor	rumors	rumors	rumors	rumors	none
1.	1-40	41-50	51	-	-	52-00
2.	1-55	56-66	67-68	-	-	69-00
3.	1-70	71-82	83-85	-	-	86-00
4.	1-70	71-83	84-87	88	-	89-00
5.	1-70	71-84	85-89	90-91	-	92-00
6.	1-70	71-85	86-91	92-94	-	95-00
7.	1-80	61-76	77-85	86-91	92-94	95-00
8.	1-60	61-78	79-91	92-97	98-00	-
9.	1-50	51-70	71-86	87-94	95-00	-

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

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

Rumor list (roll d%):

Die	Rumor
01	The Baron of Restenford is really chaotic <i>evil</i> .
02	The Baroness is a lawful good cleric.
03	The Baronette is an <i>illusionist</i> who wants the throne of Restenford.
04	<i>One of the guards at the castle Restenford is a spy for an evil band of outlaws.</i>
05	The captain of the guard of the garrison in Restenford has a magic horn that can <i>cause walls to collapse</i> .
06	<i>The Baron of Restenford is land-poor and his family is nearly penniless.</i>
07	The Baron has it all hidden under his castle. There is an <i>unguarded</i> fortune down there somewhere.
08	That magic-user who calls himself a sorcerer is only an <i>enchanter</i> .
09	The Baron owns a statue that turns into a man (basically true).
10	The town has some evil people in it, no matter what the Baron says.
11	Falco's tavern is run by two <i>assassins</i> .
12	One or more of the clerics at the abbey is really an evil <i>devil worshipper</i> .

13	The sorcerer has a number of magic users working for him.
14	There is a mercenary in Restenford. I think he's one of the guards.
15	The warehouse guard dropped dead a few days ago during a scuffle in the inn with two half-orcs, but I saw him that very night and the half-orcs were found burned to death at the edge of town!
16	I once saw the bait-dealer tire a shower of sparks into someone's face and the guy fell over in the street!
17-24	A child was bitten by a giant rat a few days ago near the crossroad by the abbey!

- 25-28 I have seen things moving around by the old guard house down by the river. They looked like shadows!
- 29-30 I know you won't believe this, but some months ago I was down by that old guard house and I saw a skeleton walking! What's worse, he spoke out loud!
- 31-33 The cleric on the hill is an honorable man. Go to him for help.
- 34-45 Bone Hill is occupied by huge *orcs*! Beware!
- 46-51 They don't call it the DEAD forest for nothing!
- 52-60 The dead walk on Bone Hill!
- 61-64 I have heard that there is a *ghost* on Bone Hill!
- 65-68 There is a ruin on top of Bone Hill. It is *abandoned*. Perhaps there is lost treasure there!
- 69-70 One night I was coming through Kelman Pass when I saw a *woman on horseback ride by and cross into the Dead Forest. Her horse's hooves were on fire!*
- 71-73 *A band of evil gnomes lives in the Dweomer Forest.*
- 74-75 I have seen a high priest come to town from time to time though I have not met him. They say he has a church somewhere within a dozen or so miles of town.
- 76-81 *There is another druid, other than the one in Restenford, in one of the forests near Restenford.*
- 82-84 Our party was attacked by orcs as we crossed the bridge over the Resten River.
- 85-88 *Lark Hill is a haven for bandits.*
- 89 High-Top is a common camp ground for men of the wilderness.
- 90-95 There is a pack of wolves just outside of town to the south. They are the pets of some evil giant.
- 96-98 A tribe of *hill giants* lives somewhere in the Pebble Hills.
- 99 *I couldn't believe my eyes. There he was. A giant with two heads. I saw him drinking by the lake near Spring Glade.*
- 00 The Pebble Hills are a perfectly safe place to make a camp outside of Restenford.

THE WILDERNESS

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

LOCATION NAME

Feature:

Inhabitants:

Lair of Major Inhabitants:

Encounter Chances:

Action:

Roster detail:

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

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

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

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

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

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

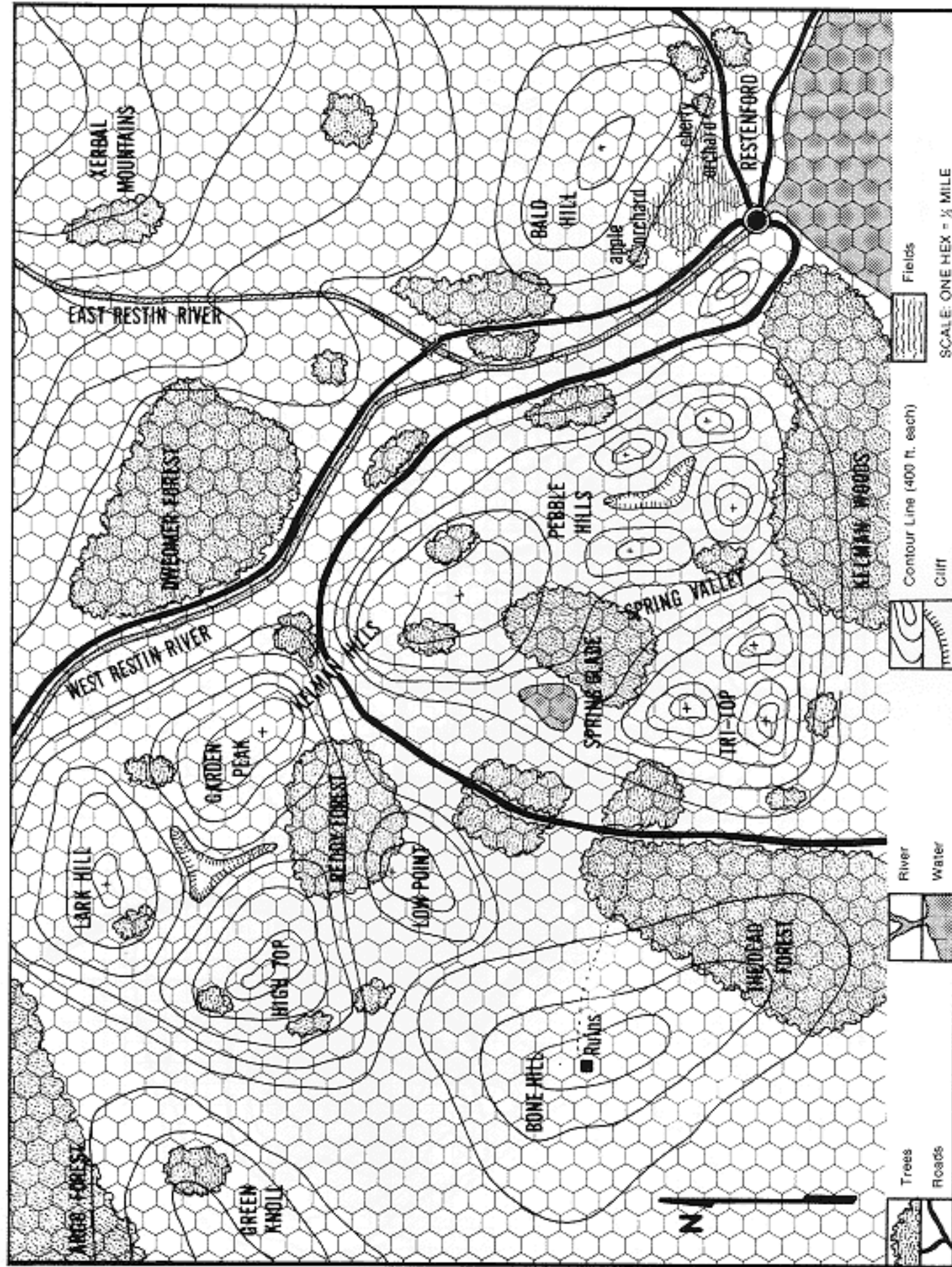
Roster detail provides information on armor class, hit points, damage potential, number of attacks, treasure, hit dice, level, spells, magic items, etc.

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

DWEOMER FOREST

Feature: The forest is typical; oak, beech, elm, and ash with a few laurel-leaf trees on the southern border. Herbaceous life is plentiful. Paths seem natural and not man-made. In the center of the forest, roughly a circle of one mile diameter, the trees

MAP OF THE WILDERNESS



change to walnut, maple, cherry, and apple. Flowers are also very abundant. A small knoll can be seen at the head of this clump of trees. This knoll is treeless but there are numerous bushes. In spring and fall, these bear a small, pale green flower; in summer and winter, a dark green berry. If the berries are eaten, the person will be violently sick for 2-7 days. If the forest is entered during the winter this circle and knoll will be found to always stay above 600 F. even if snow is falling elsewhere. The knoll is about 1000 feet in diameter and rises 60 feet above the forest floor. It is dome-shaped, and atop it can be seen another small dome that is the shape of an egg cut lengthwise about 40 feet tall and 60 feet in diameter.

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

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

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

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

Roster detail:

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

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

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

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

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

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

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

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

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

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

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

Fourth level: **sticks to snakes**, **detect lie**; **Fifth level:** **flame strike**.

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

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

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

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

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

Quail, Curate, cleric (AC: 4,4th level, hp 19, #AT 1, D 2-7, AL CN; S 15, I13, W 16, D 13, Ch 18). He wears **chain mail +1** and wields a mace. Spells:

First level: **cure light wounds (x2), bless, protection from good, sanctuary;**
Second level: **hold person (x2), know alignment, spiritual hammer.**

Myla, female Curate, cleric (AC: 4, 4th level, hp 28, #AT1, D 2-7, AL CN; S 17,I 16, W 13, D 14, C 14, Ch 18).She wears chain mail and shield and wields a flail. Spells:

First level: **bless, cure light wounds (x2), protection from evil;**
Second level: **find traps, silence 15' r.**

Vulia, Curate, cleric (AC 7, 4th level, hp 27, #AT 1, D 2-7, AL CN; 5 17, I 15, w 16, D 13, Ch 16). He wears studded leather armor and wields a mace. Spells:

First level: **bless, cure light wounds (x2), protection from evil, sanctuary;**
Second level: **know alignment, hold person (x2), spiritual hammer.**

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

First level; **bless, cure light wounds (x2), protection from evil;**
Second level: **find traps, silence 15' r.**

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

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

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

If not attacked, the clergy will invite the party to take seats at the tables and sit among the party after going to the High Priest at A the lectern and receiving from him a leather cup containing two ivory and jade "percentile" dice.

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

This temple is an important site for the party. The temple will help those who are not greedy and who do

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

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

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

BALD HILL

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

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

northern face of the hill in the direction of Xerbal mountains.

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

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

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

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

First level:	cure light wounds, curse, detect magic, protection from good;
Second level:	hold person (x2).

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

Gorharg, half-orc thief, (AC: 7, MV 9", 5th level thief, hp 24, #AT 1, D by weapon type, AL LE: 5 13, I 17, W 10, D 14, C 13,Ch11.He wears **leather armor +1**, and carries a sling, a **longsword +1**, and a **dagger +1**.

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

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

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

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

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

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

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

Tolvar, Conjurer, Magic-user (AC: 8, MV 12", 3rd level, hp 10, #AT 1, D 1-4, AL CN; S13, I 16, W 14, C 14, Ch8). He wears **bracers of defense** (AC 9), a **ring of protection +1**, a dagger, and his spell book. He has 110 ep in a purse. The spells in his book are:

First level: **sleep, charm person;**
Second level: **invisibility.**

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

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

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

Volcifar, Waghalter assassin (AC: 6, 3rd level, hp 16, #AT 1,0 by weapon, AL LE; S14, I 15, W 17, D 16, C 13, Ch 11). He wears leather armor and a **ring of protection +1**, and carries a broadsword, a **sling of seeking +2**, a **dagger of venom**, and a **ring of spell storing**, containing (and permanently set to hold) mask alignment (reversed **know alignment**) and **dispel magic**. The ring must be empty before it can be filled again. Volcifar is lawful evil but will pass himself off as lawful neutral. He will submit to **detect evil**, (masking the attempt) but not to **know alignment**. He will say that the particulars of his philosophy are his business, but that he is not evil. He is very unlikely to murder a party member, even for a quick gain, but if an animosity builds up between a player character and himself he might then try to do him or her in. If the party saves his life in a direct manner he will be loyal, as he is highly lawful. Remember that he has first level thieving abilities, though he will pass himself off as a second-level thief. If the party has too many characters of good alignment, especially chaotic good, he will likely drift away after an adventure, perhaps taking a good item with him. He carries 84 gp and 10 gp.

DM Note: It is recommended that whenever a henchman is added to the party that the Dungeon Master not simply rattle off the character's statistics, magic items, and other abilities. A henchman will tell his or her boss about himself/herself but will not lay out his or her life for a perfect stranger. Once a few adventures have occurred, he will be freer with information about himself/herself. Obviously this is even more true of a hireling. The OM must not let the

party know more than what is reasonable. If a player is given the character to portray, the DM must have the final veto over any action of the hireling or henchman. The OM should tell the player what he or she needs to know to portray the character but reserve the right to release data on that individual as necessary.

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

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

Features: The hills are quite rocky, and boulders are very common (naturally!). Grasses grow in clumps, as do bushes.

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

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

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

Encounter Probability: For small animals, the probability is 10%. There is also a chance of an encounter from the **Random encounter table**,

WILDERNESS ENCOUNTER TABLE

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

according to the party's location and using the table below. Consider the chance of encounter to be equal at day or nighttime, though the DM might wish to change the given percentage chances.

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

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

Roster detail: There are 20 gnolls here: six adults (AC: 5, MV 9", HD 2, hp 15, 15, 14, 14, 13, 13, #AT 1, D: halberds, 1-10) three female adults (AC: 8, MV 9", HD 2-12 hp, #AT 1, D: 1-4) and eleven children (AC: 8, MV 9", HD 1-6 hp, #AT 1, 0 1 point per hit).

The gnolls' leader is an ogre (AC: 5, MV 9", HO 4+1, hp 33, #AT 1, D club, +1 to hit, +2 to damage). The ogre wears a **brooch of shielding** that can absorb 35 points of **magic missile** damage. The wolf pack consists of three worg leaders (AC: 6, MV 18", HD 4 + 4, hp 28, 26, 24, #AT 1,02-8), nine dire wolves (AC: 6, MV 18" HD 3+3, hp 15, 15, 15, 15, 15, 12, 12, 12, #AT: 1,D 2-8), and twelve cubs (AC: 7, MV: 18", HD 8 hp each, #AT: 1,D 1-4). The ogre carries a large sack that holds his treasure. It contains 24 pp, 17Ogp, 3IOsp, and some gems: 4xSOOgp, 3xlOOgp, 2x250 gp. The six adult male gnolls carry the following treasure: #1, 42 pp, #2, 41 gp, #3, 11 gp, #4, 8 gp, #5, 39 gp, #6, 41 gp. The three female gnolls carry the following: #1 20 ep, 17 gp, #2, 30 ep, #3, 37 ep. The young gnolls have no treasure. There is additional treasure in the gnoll lair. The huts form a circle with the boss' hut in the center. The perimeter huts contain the following: #1, 31 gp, 48 ep, 27 sp #2, 138 ep; #3, 26 ep and a potion of **extra healing**: #4, 71 gp, 38 ep; #5, gems: 4 x 75 gp, 1 x 100 gp. All of this treasure is hidden and must be located as per a concealed door. In the ogre's cave is 27 pp, 280 gp, 1,340 sp, and gems: 10 x 50 gp, a **shield +1**, a **battleaxe +1**, two potions of **healing**, and a **wand of magic missiles** with seven charges left.

Within the wolf pack lair is no treasure, but there are the bodies of three victims within 1000 feet of the lair. The bodies are lying apart from one another. Body #1, elf; in its purse are 28gp, 47 sp, and a special **ring of invisibility** that functions for only one hour at a time once every 24 hours. Body #2, human; in its purse are 7 pp, 8 gp, a **potion of climbing**, and it wears **scale armor +1**. Body #3, dwarf; in its purse are 31 gp, 18 sp, and a set of lock picks that add +8% to a thief's percentage chance for successfully picking normal locks (no bonus for complex or magical locks).

BONE HILL AND THE DEAD FOREST

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

might note that the land has been cleared often and recently). The forest is typical of the area with respect to plant life. Bushes are abundant, and trails and natural passages are few. However, no animal life is seen (see below).



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

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

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

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

Within 2500 feet of the ruin the chances of a dangerous encounter increases, as modified by the time of day. In daytime, there is a 1 in 10 chance (check each turn) of meeting a lone bugbear going to the ruin. He is not part of the ruin population but is



seeking employment. He only knows that some of his fellows work here; he does not know how many are here, who runs the complex, or of the presence of the undead. At night there is a 1 in 4 chance of an encounter (check each turn). The following table should be used to determine the creature(s) encountered whenever an encounter is indicated:

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

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

Ghoulstirges (AC: 7, MV: 3"/8", HD: 1 + 6, #AT: 1, D 1-4 plus paralysis and blood drain). On the first successful hit the ghoulstirge does 1-4 points of damage and paralyzes the victim unless a save vs. Paralyzation is made. Every round thereafter, the ghoulstirge does 1-6 points of damage **automatically**, through blood drain. When the ghoulstirge has drained 12 points, it detaches from the victim and flies away to digest its meal. The ghoulstirges are 70% likely to guard a nearby treasure (on the body of a former victim). The treasure will contain 6-60 gp, 8-80 ep, and is 400/o likely to also contain either a miscellaneous potion or scroll with 1-4 1st and 2nd level clerical spells.

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

Action: Every creature in or under these ruins hates and fears living beings, and thus they will jealously guard their treasure troves and seek at every opportunity to destroy any intruders. The wraith was once a mighty, evil warlord who now acts in concert

with the magic-user to further its own hate-filled purposes. Likewise, the skelter and zombire who roam this site (detailed below) are unique beings, once utterly evil henchman of the wraith in life but then physically destroyed and cursed with undead forms, sustained by the powerful evil of this ancient and diabolical spot.

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

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

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

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

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

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

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

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

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

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

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

Wraith: (AC: 4, MV 12"/24", HD 5+3, hp 30, #AT 1, D 1-8 plus one life-level energy drain; hit by silver or magic weapons only).

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

First level: magic missile, protection from good.

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

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

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

Zombies (8), MV 6", HD 2, hp, 16, 16, 15, 15, 14, 14, 13, 1 3, #ATI, D 1-8).

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

Ruin location	Day	Night
A	10%	60%
B	50%	40%

O	10%	20%
E	30%	55%
F	70%	45%
G	75%	50%
M	20%	20%
T	95%	75%
U	95%	75%
V	50%	50%
W	80%	50%
X	90%	80%
Z	80%	50%

ENCOUNTER KEY TO BONE HILL

A. THE TOWER.

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

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

The lowest level of the tower is always occupied by undead: 2-20 might be present. They sally forth only at night, but if a melee is in progress they will come out to aid the bugbears or the magic-user. The procedure for determining these undead is, first roll 2d10 for quantity, the 1d20 for type: 1-3 indicates animal skeletons, 4-8 normal zombies, 9-13 normal

skeletons and 14-20 a mixed force of skeletons and zombies as the DM sees fit. Subtract all undead losses from the provided roster. The living never enter the tower.

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

B. COLLAPSED WALL.

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

C. SIEGE TOWER.

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

D. COURTYARD.

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

E. GUARD TOWER.

The old guard tower is not used by the bugbears, but there is a 70% chance a skeleton, zombie, or ghoultirge might be here at night. Inside the tower is a special bronze **Horn of Valhalla** in the hand of a bugbear skeleton lying in the corner. The horn is aligned with chaotic evil and will summon only warriors of that alignment (2-8 Fighters: AC: 4, MV 12", HD: 2nd level, #AT: 1, by weapon type), armed with spears and long swords. These warriors will attack any but chaotic evil individuals when

summoned. (The bugbears and magician would love to find this treasure, naturally, since they could use it, but they don't come here because the undead occupy it at times.) The summoned warriors are immune to **charm** and **hold spells**.

F. GATEWAY.

Here are the remains of a battering ram and the old portcullis that fell on top of it. Six skeletons lie in the rubble, one of which is animated (AC: 7, MV 12", HD 1, hp6,#AT 1, D 1-6). During the day there is a 10% chance of encountering a bugbear here (AC: 5, HD 3+1, hp 20, #AT 1, D 2-8) not on the roster.

G. COLLAPSED WALL

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

H. THE CATAPULT.

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



I. CASTLE HALL.

This is the entrance hall. The castle itself has taken very little damage save the hole at location **M**. The walls and floors are intact and solid. The furniture in the entrance hall is damaged, though it once was apparently of very good quality. A large bar has been added to the outer double doors. The bar is always in place at night. It can be broken by strength at -7% from a character's bend bars percentage. During the

day a bugbear (any age) is 20% likely to be here. At night this location serves as a guard post and is occupied by 1-2 bugbears (60% chance to be adults, 40% to be children). Even young bugbears are attentive on duty since the magician has killed more than one who had been lax in his duty.

J. GUARD POST.

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

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

K. WAITING ROOM.

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

L. ARMORY.

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

M. THRONE ROOM.

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

N. BARRACKS.

This room is used as a barracks for the bugbears. Three females and four males live here. They own no treasure other than the gold carried on their persons.

If not on alert, there is an 85% chance of encountering 2-7 bugbears at night and a 55% chance for encountering 1-4 in the day.

O. SHAMAN'S QUARTERS.

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

P. SHAMAN'S QUARTERS.

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

Q. PANTRY.

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

R. KITCHEN.

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

S. DINING ROOM.

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

T. STORAGE ROOM.

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

U. CHILDREN'S QUARTERS.

This is the living quarters of the young bugbears. There is a 85% chance of encountering 2-9 in the day and a 95% chance of encountering 6-9 at night. An adult bugbear will be watching here 65% of the time during the day. The window shutters are closed at night.

V. MAGICIAN'S BEDROOM.

Telvar the magician sleeps and rests in this room. There is a secret door to room **W**, and a trap door leading up to room **Z**. They are both **wizard locked**. The windows are barred with steel (bend bars at -12%) and are shuttered closed at night. This bedroom has been repaired and refurbished. It contains a large bed, a padded chair, a footlocker, a wardrobe, a four-drawer chest, and a portrait of the magician on the wall over the bed. The locker contains traveling clothes, none of which are magical. The wardrobe holds four robes and three cloaks, which are also normal clothing. Behind the portrait is a small secret compartment containing a pouch with 47 pp and 10 gems: 7 x 20 gp, 3 x 50 gp.

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

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

W. WORKSHOP.

This room is the magician's workshop. The door to it (as well as the secret door to V) is **wizard locked**. It contains a large table with beakers, flasks, and general lab equipment. Telvar was an apprentice to an alchemist in his early youth and still enjoys experimenting with and mixing potions. On a series of shelves are forty bottles and flasks, and eight of them hold magical potions or mixed potions. These eight will radiate magic. The other bottles contain only common chemicals. Sixteen of them are harmless if imbibed but may leave an aftertaste for some hours. Mixing liquids in the stomach is never wise, and if someone is so foolish as to do so then a mild or toxic poison could result (roll d%; 1-60

produces no ill effect, 61-go mild poison (save vs. Poison or take 1-12 points of damage), 91-00 toxic poison (save vs. Poison or become extremely ill, taking 3-18 points of damage). The illness will totally incapacitate the character for 2-40 turns, or until a **neutralize poison** is applied). The remaining 16 bottles will produce poisoning effects upon drinking automatically. Twelve are mud poisons and four are toxic poisons.

The eight magic potions are:

1. A normal **extra healing** potion.
2. An **extra healing potion** mixed with a potion of **diminution**. A sample will produce noticeable curing but the shrinking effect is only 30% likely to be noticed by the drinker, 15% by another person of the party. If the full potion is imbibed the curing effect is complete but diminution will reduce the person to 50% of his or her normal size. Alas, his or her gear will not shrink at all. The shrinking will last for three turns.
3. A normal potion of **hill giant control**.
4. A potion of **polymorph self** crossed with a potion of **vampire control**. This one was a real discovery, but when tested it will give no indication of its nature other than a "good feeling", a "warm tingling", or "an unexplained desire". When fully imbibed, the figure will become nervous and excitable. He or she will want to do "something" but will not know what it is. Caution will not be exercised. The very next living thing the character mentions, however, is what he or she will become! Character classes like magic-user, fighter, etc. will not produce any change since profession is not a physical form. The effect will last for 2-12 days. Objects worn are allowed a save of 12 or better or they become part of the polymorph unless the altered form is one that wears similar gear under normal circumstances. The polymorphed form still has the same mind, but the abilities could be radically changed. If no form is named within 24 hours of game time no transformation will occur.
5. A normal potion of **growth**.
6. A normal potion of **sweet water**.
7. A potion of **gaseous form** crossed with a potion of **invisibility**. Testing this liquid will produce translucence in the entire figure. If the entire potion is consumed the figure will become gaseous and then vanish. His or her items will become gaseous as well.

Obviously, he or she cannot communicate at all in this state. Vision is likewise slightly obscured. Hearing is quite impossible. Only taste and smell are fully activated. A vague sense of touch, especially temperature sensitivity, does exist. The character has a move of 9" per round, slightly slower if penetrating a small hole, crack under a door, etc. After 20 rounds the invisibility wears off and the cloud is visible. This cloud remains gaseous for a further 8 turns. The cloud can be damaged by lightning and magical fire, and a whirlwind does double damage.

8. A Potion of **longevity** crossed with a potion of **speed**. A test sample will produce a craving for the rest unless a save vs. Poison is made. If the save is successful, the character will talk rapidly for a few minutes but will feel terribly robust and hardy. The full potion will cause the character to become 5 years younger while being able to move at a 50% bonus for 30 rounds. The character must also, however, suffer two system shock rolls. If either check fails the character takes a total of 2-20 points of immediate damage.

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

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

X. STOREROOM.

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

Y. STOREROOM

This room is currently empty.

Z. OBSERVATORY.

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

BASEMENT OF THE CASTLE

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

AA. THE GHOUL LAIR.

The doors to this room are locked so that the above-ground undead do not come in. The wraith (see below) does not enter this room. Its guardians are three ghouls and aghast. They will attack any who enter from the doors or stairs but they will not follow anyone out. Thus they can be bypassed through various means such as invisibility, turning undead successfully, etc. Ghouls (3) (AC: 6, MV 9', HD 2, hp 14, 11, 8, #AT 3, D1-3/1-3/1-6, plus paralyzation). A paralyzed individual is 40% likely to then be eaten by the attacking ghoul, inflicting 6 points of damage per round. Otherwise, the ghoul will enter a new melee. If no new melee opponents are available it will eat the victim on the spot. The ghouls have no individual treasure. Ghast (AC 4, MV 15", HD 4, hp 23, #AT 3, D 1-4/1-4/1-8 plus paralyzation and stench). The ghast will also eat its victims, but it is only 20% likely to do so if other opponents are still present. It carries a set of three **darts +1** but will not use these in battle.

The room itself has no furniture but the undead guard a pile of treasure taken from previous victims. This pile includes 107 gp, 83 ep, a Suit of plate armor

tailored to a dwarf, a normal shield, a **shield +1**, and a **potion of clairaudience**.

AB, AC, AD. THE CELLS

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

AE. STORAGE CHAMBER.

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

AF, AG. THE WRAITH LAIR.

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

AH. THE TEMPLE.

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

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

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

AI. PASSAGE.

This passageway is occasionally occupied by the wraith (1~0 chance) at night only. Undead might also pass through the corridor.

AJ. THE ROUND ROOM.

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

KEY TO THE DUNGEON LEVEL

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

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

10 Loud whistle followed immediately by a very strong gust of wind. Unprotected flames are 90% likely to be blown out. (Cause: part of the aforementioned permanent illusion in 5-7, above. If dispelled, therefore, both of these effects are no longer possible).

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

BA. TUNNEL.

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

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

BB. CAVERN.

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

BC. GREY OOZE CAVE.

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



metal). It will drop on the first individual to enter the room. This ooze is psionically aware, with a psionic strength of 80 points. If a psionic-like power is used in room BB the ooze will be ready for anyone who crawls through. It will always seek to use its psychic crush in such a situation and will not drop that round. On the glistening wall the ooze is virtually invisible unless it attacks. The chance to see it in good light is 40% per level over 2nd and 3% per point of intelligence over 8.

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

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

1. **Dancing lights**, 2-5 in number, 60' range from staff along line-of-sight. Duration: concentration, but any act will break concentration, even speaking. Casting time: 1 segment. Cost: 1 charge.
2. **Light**, as per the spell. The staff is the center of the 20' radius globe (remember it will be very bright in these moist caves). Duration: 3 turns per charge used, and concentration is not a factor. The light will wink out at the end of 3 turns but it will fade in the last round so it can be commanded to light again if that is desired. The holder can extinguish it by a simple command. The light cannot be thrown elsewhere. Casting time: 1 segment. Cost: 1 charge.
3. **Spark**, a 30' long straight discharge can be fired. It does 2-20 points of damage without

a save to those wearing metal, 2-8 points to those making their save. The size of the metal item worn/carried must be that of a helm, shield, broadsword, etc. Rings and bracers are not large enough. Casting time: 1 segment. Cost: 1 charge.

4. **Lightning bolt**, a bolt 80' long up to a range of 80' (thus a full-length bolt could reach to a point 160 feet away). It will inflict 4-48 points of damage (save vs. Staff for half-damage). Those wearing metal armor always receive a base 3 points per die of damage even with a successful save. The bolt cannot be forked. It is 5 feet wide and thus will often hit only one opponent. Casting time: 3 segments. Cost: 2 charges.

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

BD. THE STATUE ROOM.

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

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

The statue was once a part of a ransacked Good temple and was defiled by the captors in unholy service. The good energy it still possesses is augmented by the positive energy radiated by the servants of good. A Good cleric, a paladin, or a ranger can go to the statue and remove the helm without reprisal. Furthermore, that individual can pray before the statue and gain a three question contact higher plane spell (5th plane). Answers will be in the form of short sentences (up to 12 words). Any other character must suffer a swing from the

sword. It always hits for 2-40 points of damage. The alcove is protected by an anti-magic shell so that no spell can harm the statue (the dungeon's occupants regard it as a valuable trophy and this is designed to foil intruders). The statue is considered to have an armor class of -2 and will take 60 hp. of damage before shattering into useless fragments.

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

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

BE. THE MIRROR ROOM

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

particular mirror, defeats his or her own double, and brings back the body for a raise dead spell or other resurrection-type magic. The recovery must be done within one day or the real body and all items are lost. The items must save vs. Spells or be destroyed. If they successfully save they are teleported elsewhere in the Prime Material Plane for others to find. Artifacts and Relics are always teleported, as are swords with a purpose. Breaking the mirror while the melee is in progress kills all characters inside forever even if they had won.

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

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

BF. THE WINCH ROOM

The portcullis wheel gives a mechanical advantage of 6:1,50 a character's bend bars percentage is multiplied by 6 attempting to lift the portcullis gateway. Two persons can cooperate on a wheel, but no more. The large alcove to the north looks "hazy" if good light is available. The doors out of the room are both ironshod and require the bend bars percentage for breaking open by physical strength. The double door can be hit by two characters at once, the other by a single character only. All doors are locked.

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

Inside the cube are two gems (value: 450 gp and 650 gp) plus a special **crystal ball of hypnosis** and a

shield +2. The crystal ball, if stared into, will contact the wraith (room AG or BE) if it is still in the area. If the contact is established, the wraith can place a suggestion spell with no saving throw applicable. No further contact will occur.

BG. THE SPECTATORS' ROOM.

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

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

BH. THE CORRIDOR.

Both doors into this corridor are locked and iron-reinforced (as per room BF). A large section of the

corridor has begun to crumble. This is not dangerous. Note the secret door to the complex of rooms below. The door is very well made. so that casual observation cannot find it. The standard chances to locate secret doors apply if a search is conducted.

BI, BJ, BK. THE WRAITH LAIR.

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

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

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

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

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

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

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

A necklace of black pearls worth 4000 gp

A **battleaxe +2**

A **shield +3**

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

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

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

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



BP. THE MYSTERY LIGHT.

When this door is unlocked, opened by **knock** or broken, there will be no rush of air between the

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

BO. THE STUDY.

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

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

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

day, the platter once, and the mug 6 times. Each must be clean and empty to function. The xp value for each is 200, the gp value, 2500 for each piece. A charmed character will not allow the others to remove any items from the room. The books are of no value and contain no useful information.

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

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



RESTENFORD

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

	<u>Construction</u>	<u>Type of Location</u>	<u>Occupants</u>
1*	Solid Stone	Garrison/Castle	16 males,4 females 3 children. Mixed alignments. Baron-Champion of Restenford, 7th level, et al.
2*	Frame/Stone Store	Fletcher	1 male elf, chaotic good, 2nd level fighter
3*	Frame/Store	Fine Food and Drink	1 male, 1 female, 2 children, chaotic good; Conjurer and Evoker.
4*	Frame/Stone Store	Mason	1 male, 1 female, 3 children. chaotic good. 0 level
5	Frame/Store	Leather Goods	1 male, 1 female, chaotic good, 0 level.
6	Frame cottage	Wine and Ale	1 male, chaotic neutral 1st level cleric.
7*	Stone/Frame Workshop	Distillery	1 man, neutral. 1 st level druid.
8*	Frame/Store	Armorer	1 male, chaotic neutral, 1st level fighter.
9*	Frame/Shop	Cobbler	1 male hall-elf, chaotic good, 1st level cleric.
10*	Stone/Work- shop	Smith	1 male, chaotic neutral, 2nd level thief.
11	Frame/Store	Clothier	1 male, 1 female, lawful neutral, 0 level.
12*	Frame/Shop	Bowyer	Male elf, chaotic neutral, 2nd level fighter.
13	Frame/Shop	Carpenter	Male and 2 children, chaotic neutral 0 level.
14*	Stone/Frame	Tavern	2 male dwarves, chaotic neutral, 1st level fighter and 0 level.
15	Frame/Stone	Mill	1 male, 1 female, chaotic neutral, 0 level.
16*	Stone	Abbey	13 males, 6th level cleric, et al.
17*	Stone	Rectory	As per 16, above.
18*	Stone	Guardpost	3 males, mixed alignments, 2nd level fighters.
19*	Stone/Frame	Inn	2 males, 2 females, chaotic neutral, 0 level
20*	Stone/Frame	Tavern	2 males, lawful neutral 2nd level magic-user, 1 st level magic-user.
21*	Stone	Home	4 males, mixed alignments, 9th level magic-user, etc..
22*	Stone	Home	1 male, chaotic neutral 4th level fighter.
23*	Stone	Warehouse	No occupant, but 1 male guard, 4th level fighter, lawful neutral.

24*	Stone	Warehouse	As per 23, above.
25*	Stone	Warehouse	As per 23, above.
26*	Stone	Home	1 male, warehouse guard as per 23, above.
27	Frame/Stall	Fish Dealer	1 male, 1 female, 3 children, chaotic neutral, 0 level.
28	Frame	Home	1 female, widow, lawful neutral, 0 level.
29	Frame/Shop	Fresh Food	1 female and 3 daughters, chaotic neutral, 0 level.
30*	Frame/Shop	Bait	1 male, neutral evil, 3 rd level illusionist.
31*	Frame	Home	1 male, lawful good, 3 rd level cleric.
32*	Frame (Burnt)	Former Guard post	Giant rats, minor undead.
33	Frame/Shop	Preserved Foods	1 male, chaotic good, 0 level.
34	Frame/Shop	Baker	1 male, 1 female, 2 children, chaotic good, 0 level.
35*	Stone	Home	1 male, 1 female elf, 1 half-elf son; neutral, 7th level druid.
36	Stone	Lighthouse	1 male gnome, lawful neutral, 2nd level illusionist.
37	Stone	Guardpost	2 males, chaotic neutral, 2nd level fighters.
38	Stone	Guardpost	3 males, mixed alignments, two 1st level fighters, one 1st level fighter/cleric
39	Stone	Guardpost	See 18, above.
40	Stone	Guardpost	1 female, chaotic good, 2nd level fighter.

Fishermen's Huts

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

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

Farmer's Cottages

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

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

Notes for the DM:

Altogether, there are 315 occupants of the town, most of which are human. Virtually every able-bodied adult male or boy over 13 is enrolled in the militia. People not in the militia, including young children, have poor morale (-3) and will seldom fight even if backed into a corner. Any such individual, if he or she does overcome initial fright, will grab any weapon at hand. Damage caused by these hand weapons is as follows: pitchfork (farmers only) 1-6, knife 1-3, bottle 1-3 (armored or helmeted persons take Only 1 point), broken bottle 1-4(35% likely to harm wielder if breaking and can be used against non-metal armor or the face if not protected), small hammer 1-3, chair 1-6 (only adults can wield this to any effect and armor can reduce damage by half), and all blunt instruments 1-3.

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

The garrison is provided to maintain some degree of order through the town, as you will note the town is mostly chaotic neutral in nature. Chaotic neutral does not equate with brawling, meleeing, spells in the

streets, and open mayhem. Be sure you are clear on the meaning of this alignment and that your players understand it as well. In many of the locations in town there will be a chance to pick up information, thus you will have to know what the non-player characters know about the town itself. Any character that has information leading to a likely adventure will be outlined hereafter. Minor peasants, farmers, shopkeepers, fishermen, and children will almost never have any information of real value. They will know who lives next to them, of course, but they will never know about magic items, level, or even true alignment.

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

ENCOUNTER KEY - TOWN OF RESTENFORD

1. The Garrison/Castle

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

THE BARON AND HIS FAMILY

Grellus, male, fighter (AC: 1, MV 12, 7th level, hp49, #AT3/2, D by weapon, AL CG; ST 18 (53) + 1+3, I 13, W 13, D 15, C 16, Ch 12). He is 44 years old, 6'2", 210lbs, with brown hair and beard and blue eyes. He wears **chain mail +2** and a **shield +1**, a **sword +1, flame tongue** and a **ring of shocking grasp**. He carries 2-8 pp and 2-20 ep.

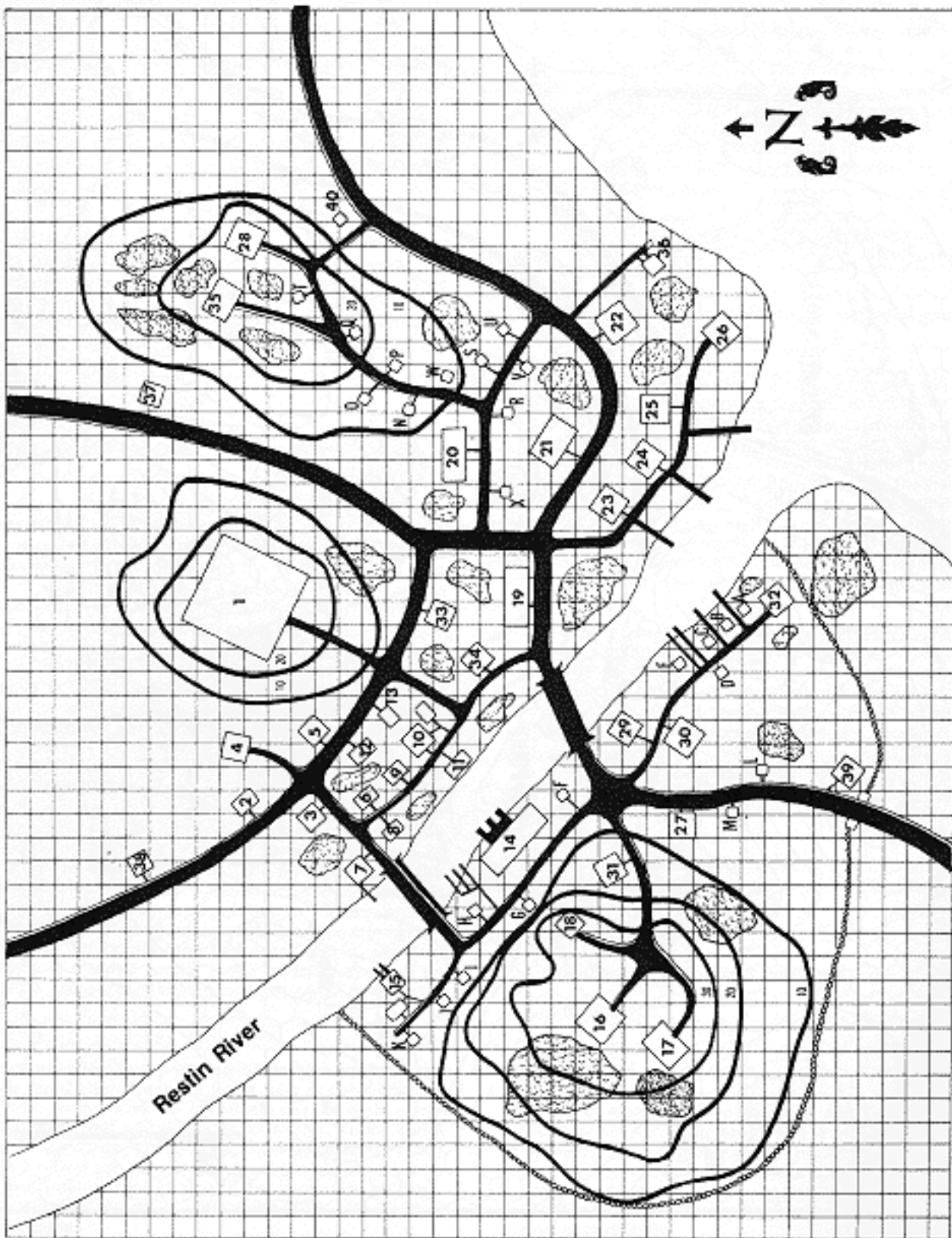
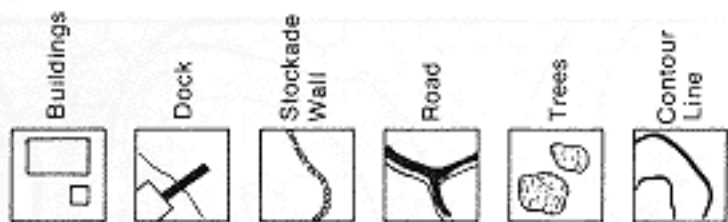
Fairwind, female, cleric (AC 8, MV 12", 3rd level, hp 15, AL LG). She is 42, 5' 8", 110 lbs, with long brown hair and brown eyes. She wears a **ring of protection +2**, and carries a **wand of magic missiles** (12 charges), and 2-8 pp and 0-9 gp. She can use the following spells:

First level: detect evil, detect magic;
Second level: chant.

She is the wife of Grellus.

RESTENFORD

1 square = 30 feet



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

Fairwind and/or Andrella usually go into town with at least two guards or in the company of the Baron. Both are a bit haughty and an encounter with them is unlikely. They will not go to a tavern or an inn.

THE GUARDS

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

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

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

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

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

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

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

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

31 sp and is + 1 on to hit and damage rolls due to strength.

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

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

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

THE SERVANTS

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

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

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

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

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

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

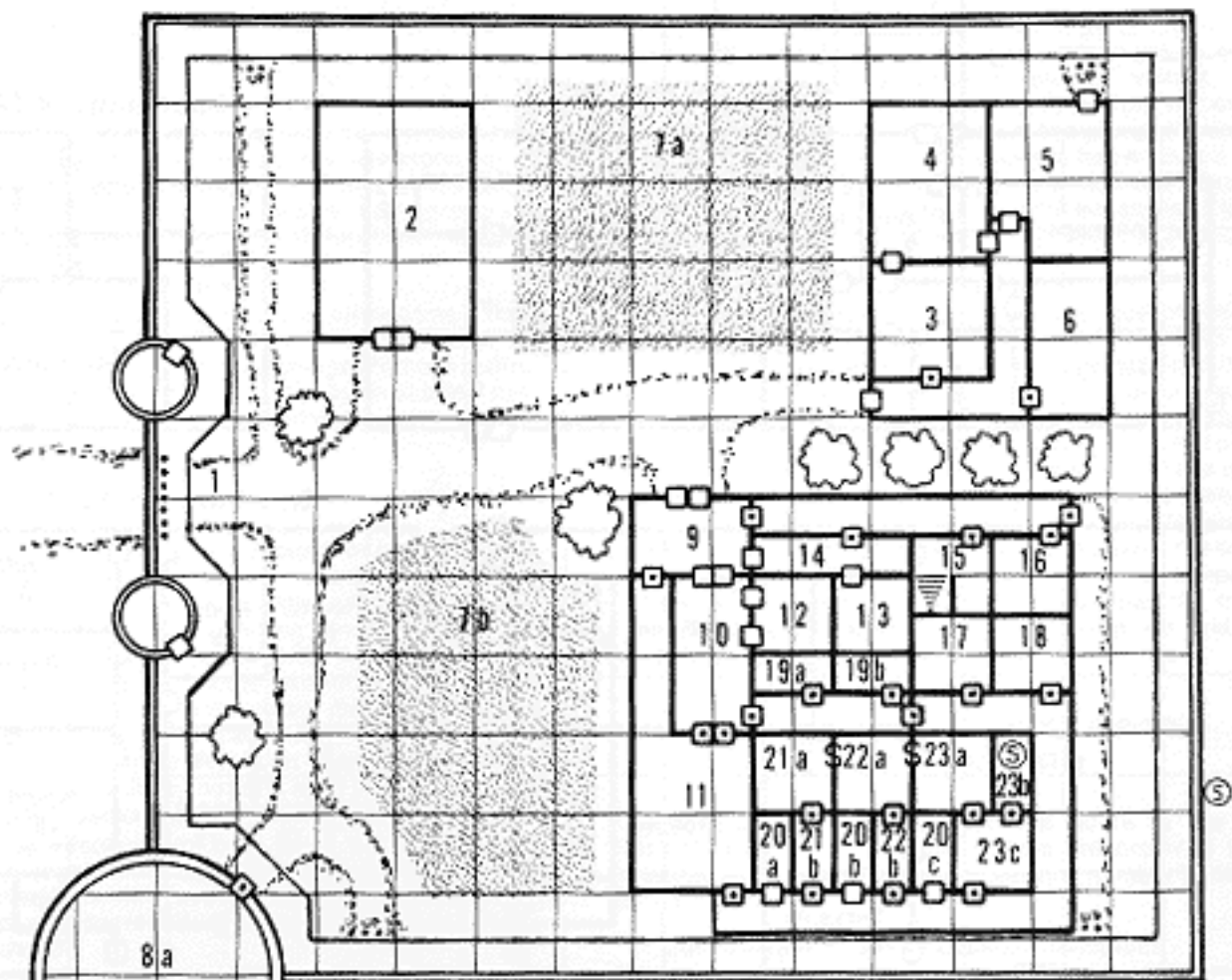
Bret, male (AC 10, 0 level, hp 4, #AT 1, D 1-3, AL CN). He carries a knife but has no treasure. He is a stablehand.

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

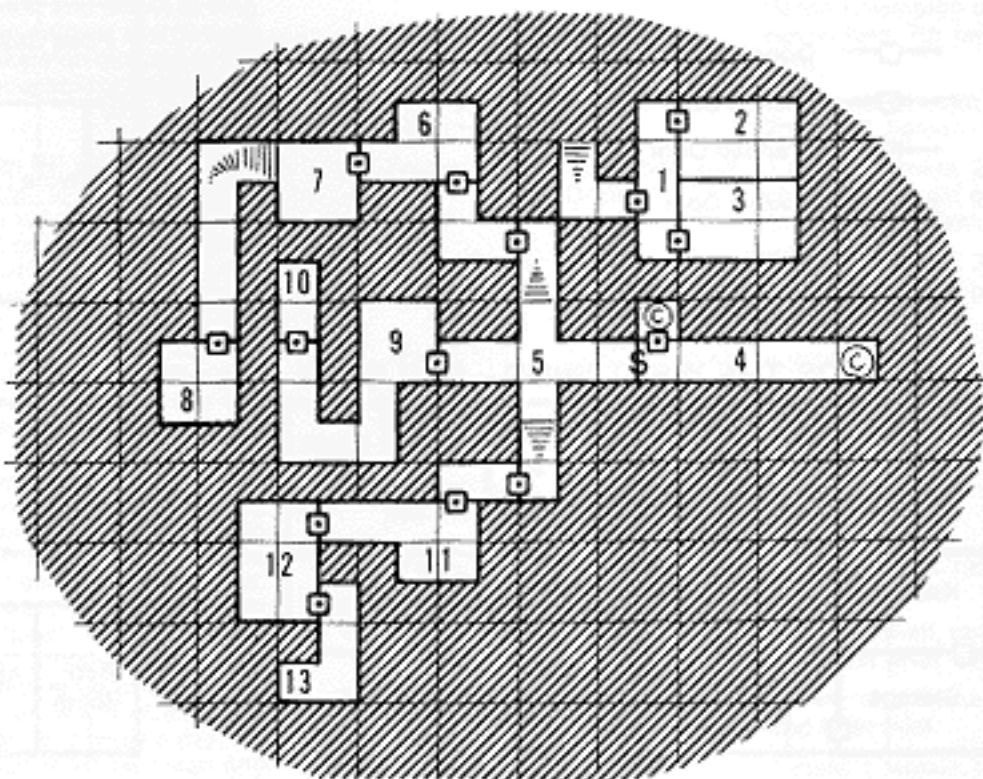
Gloria, female (AC 10, 0 level, hp 4, AL: NG). She carries no weapons or treasure. She works in the stables.











RESTENFORD CASTLE—GROUND LEVEL

Scale: One square = 10 feet



UNDER RESTENFORD CASTLE



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

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

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

Key to the Castle

DM Note: Play is not likely to be conducted in the castle during this module but is very likely if module 12 is also used. Naturally, you might **wish** to use this castle for some other adventure and not as part of this series.

Garrison Location Chart

Each room number or name is given below. At each time of the day listed the percentage chances for the given persons being in that spot are provided.

Room	Day	Night
1	W,V,30%G	W,V,30%,60%R
2		
2	Sh,3	Sh,1-3
3	W,1-3,V,1-6	80% V,1-3,40%W,1-3
4	V,1-3	V,1-6
5	75%, W,1-3	85%,W
6	5%V	5%V
7a	40%F or A	40%S
7b	40%F or A	30%S
8a-d	3%B,50%P	1%B,45%P
9	5% any	5% any
10	70% any	20% any
11	70% any	15% any
12,13	S,1-4	60% S,1-4
14	V,70%R	W,25%R,45%G
15	60%G	90%G
16	65% R	95% R
17,18	S,1-4	S,1-4
19a,b	S,1-4	S,1-4
20a,b	S,1-4	S,1-4
20c	S,1-2	B,1-2
21a,b	90% A	98% A
22a,b	75% F, 40% B	95% F, 90% B
23a,b,c	95% B, 30% F	98% B, 60% F, 200k A
Walkway	V, W, 35%R, 40%G	V,W, 60%R, 40%G
Lower Level	25% B, 3% F	6%B, 1%F

Obviously circumstances can alter the locations. These positions are given as a guide for a typical day. The DM can make whatever changes are desired.

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

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

1. GATEWAY

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

2. THE BARN

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



3.-6. GUARDHOUSE

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

7a, 7b. GARDENS

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

8. PELITAR'S TOWER

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

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

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

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

9. OUTER HALL

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

10. DINING ROOM

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

11. THRONE ROOM

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

12. THE KITCHEN

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

13. PANTRY

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

14. GUARD POST

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

15. GELPAS' ROOM

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

16. RELKIN'S ROOM

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

17, 18. GUEST ROOMS

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

19a, 19b. SCULLIONS' ROOMS

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

20a,b,c. SERVANTS' ROOMS

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

21a. ANDRELLA'S BEDROOM

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

21b. SITTING ROOM

This is Andrella's sitting room. Furnishings in this room are two large divans, a padded loveseat, and a large padded chair. A very large mirror with an elaborate frame (value: 300 gp) is hung on the wall. Its size is 3 1/2' X 4 1/2'.

22a. FAIRWIND'S BEDROOM

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

22b. WAITING ROOM

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

23. BARONS' PRIVATE QUARTERS

This three room complex is the quarters of Baron Grellus. Note the secret doors between 21a and 22a, and between 228 and 23. The entire family knows about them.

23a. BEDROOM

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

23b. STUDY

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

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

23c. SITTING ROOM

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

THE LOWER LEVEL-BARON'S CASTLE

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

1. THE NORTH CORRIDOR

The doors in this corridor are all steel and can only be broken down at -13% to a character's bend bars percentage, i.e. one must have strength of 18+ to have even a chance at all (only one try per door allowed). The doors are small so that two figures cannot

combine their strengths. In front of each cell is a large iron box used to house the prisoner's goods. Magic items and weapons of any type are kept in Gelpas' room upstairs. The door to the corridor is trapped to ring a small bell in Gelpas' room every time it is opened.

2, 3. THE PRISON CELLS

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

4. THE EAST CORRIDOR

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

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

Unprepared person may miss the trip mechanism altogether. Only one try per person to open the door is

allowed, but once accomplished the figure may always do so again when he or she is fully healed. A damaged character must make a second attempt. The Baron has passed the opening test, though Fairwind has not.

5 THE SECRET CORRIDOR

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

6. THE GUARDIAN'S ROOM

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

The room itself contains nothing but the guardian.

7. THE TRAP STAIRS

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

8. THE TREASURE ROOM

The ceiling in this room is an illusion. The ceiling is really 20 feet high but an illusionary ceiling is at the 10 foot mark. Eleven feet up is a loft containing the

Baron's treasure: 1,200 gp, 27,300 sp, and 20 gems: 12x50gp, 3x100gp, 3x250gp, 500gp, and 2000gp.

In the real ceiling is a secret door. Behind the door is a small ledge containing a **ring of djinni summoning**. The compartment is lead lined so that **detect magic** will not reveal the ring. The servant of the ring is Balooshi the Djinni (AC: 4, MV 9"/24" HD 7+ 3, hp 40, #AT 1, D: 2-16 or variable). Balooshi is a good friend of the Baron and the Baron never abuses the djinni's powers. He rarely calls upon him to do more than reestablish the permanent illusion of the ceiling in this room. The ring can be used as long as the djinni is alive (to be healed the djinni must go to the Elemental Plane of Air for one day per point of healing required - cures from mortal clerics will not help a djinni). However, if the ring is used too often the djinni might automatically be released. This chance is 25% if the ring is used twice in one week, 50% if used three times in one week, 75% if used four times in one week, and 1 00Db (he will not come) if it is used a fifth time. Balooshi will not reveal this property of the ring to a new master unless the master clearly saves the djinni from destruction on the Prime Material Plane.

9. THE CORRIDOR SENTRY

Inside this room 5 a stone guardian (AC 2 MV 10", HD 4+4, hp 24, #AT 2, D 2-9/2-9). His actions will be as per the stone guardian in room 6. There is nothing else in the room. Note that it is very likely that the guardian will animate once the ring-bearer goes down the passage to room 10 if someone is outside the 10 foot protective circle of the ring.

10. THE DESERTED CHAMBER

This room is completely empty.

11. THE STONE GUARDIAN

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

12. THE EMPTY ROOM

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

13. THE OBELISK ROOM

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

RESTENFORD

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

2. FLETCHER

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

3. STORE

Pheldman the half-elf runs this small store devoted to the sale of fine food and drink (AC: 10, MV 12", M3, hp 10, #AT 1, D1-4, AL CG, S 10, I 17, W 12, D 12, C 11, Ch 14). He is armed with a dagger. He has items imported from the continent on a regular basis. Wines sell from 10 sp to as much as 25g.p. a bottle (the wine in his cellar is valued at 1,350 g.p. total). He also has hard-to-get items like elegant cookies, pastries, peaches, grapes, various types of nuts, pickles, dried fruit, etc. The total value of his food is 950 g.p. The storage room is locked and protected with a magic mouth. Pheldman is 187 years old and is not very spry. As a younger half-elf he briefly studied magic and still has his book of spells. His youngest grandson has shown an interest in magic and Pheldman is showing him the basics. The grandson also receives instruction from Pelltar (see location 21). This grandson's name is Yelda, aged 16 years (AC: 10, MV 12", M2, hp 7, AL CG; S 13, 116, W 14, D 15, C 13, Ch 12). Pheldman's spell book contains the following spells:

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

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

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

6-7. DISTILLERY AND SHOP

Two brothers, Felcar and Reswald, own the town distillery and sell their wares in their own wine and ale shop. Felcar (AC: 8, MV 12", C1, hp 10, AL CN; S14, I 12, W 13, W 14, D 11, C 13, Ch 15) and Reswald (AC: 8, MV 12", D1, hp 10, AL N; S 13, I 13, W 14, D 11, C 13, Ch 15) wear leather armor and serve in the militia. Felcar can use create food and water and Reswald can use purify water and shillelagh. Neither wish to become adventurers.

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

8. ARMORER

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

9. COBBLER

Tello the half-elf is an Acolyte (AC: 8, 1st level cleric, hp: 7, #AT 1, D 2-7, AL: CH; S 12, 113, D 14, C 14, Ch 14). He wears leather armor, a mace, and can use the spells **cure light wounds** and **darkness**. He will not become a henchman or hireling. His leather goods include vests, pouches, belts, caps, quivers, whips, etc. but no boots or armor. His mark-up rate is 15%.



10. SMYTH

Smyth the town smith is not what he appears to be. He poses as a fighter but is really AC: 5, MV12", T 2 hp: 11,AL:CN; S 15, I 11, W 13, D 16, C 14, Ch 12. He wears leather armor and a **ring of protection +1**. He has an AC bonus of -2 due to Dexterity. He uses a longsword. He never robs townspeople.

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

12. BOWYER

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

14. FALCO'S TAVERN

The tavern is operated by two dwarves, a fighter and his assistant. Falco, the owner (AC: 6, MV 9", F 1, hp 8, #AT 1, D 1-6+1, S 14, I 14, W 13, D 16, C 15, Ch 12) wears leather armor, a **ring of protection +2**, a **short sword +1**. He carries 2-12 g.p. and 3-30 s.p. Gap, his assistant (AC: 7, 0 level, hp 4, #AT 1, D by weapon, CN;513,111,W11,D17,C12,Ch13)hasabonusof-3onAC due to Dexterity. He carries a dagger and four darts, plus 1-10 g.p. and 4-40 s.p.

Falco has four rooms to rent at 11 s.p. a night. He sells light lunches, beer, ale, mead, and hard liquors. His wine cellar contains poor vintages. Gap is very skilled with his darts. He may challenge patrons to a dart game. A dart game consists of three throws of three darts each. A d20 is rolled for each dart thrown: 12 miss target, 3-10 1 point, 11-16 2 points, 17-19 = 3 points, 20 5 points (bullseye). The person with the highest score wins. Roll Gap's dice in secret and add +2 to the result. The tavern bank is 108 g.p. and 220 e.p. Behind the bar can be found 4-16g.p, 2-20 e.p., 50+1-100 s.p., and 100 + 1-100c.p. Gap does not cheat in any way. Neither of these dwarves is hireable since they make a good living at the tavern.

16., 17. ABBEY OF PHAULKON

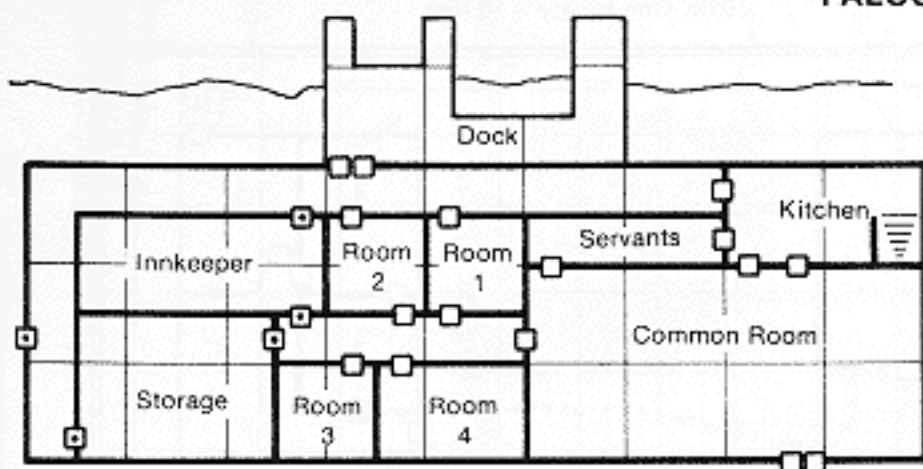
The abbey contains a church and two back rooms. Under the altar (which swings aside) is a trapdoor to the treasure below. There is also a secret passage exiting at a clump of bushes behind the abbey. From the outside this exit can only be opened by a **knock** spell. Beyond these bushes, at the stockade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

The abbey treasure is 2,200 gp, 3,450 sp, and gems -8 x 100 gp, 6 x 200 gp, 4 x 300 gp, and 4x500gp. There is a glyph of warding for 12 points of electrical damage on the trap door and the exit to the outside. Only the abbot knows where the treasure room and secret passages are located.

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

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

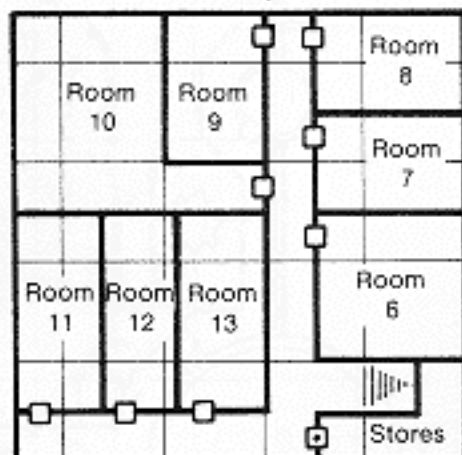
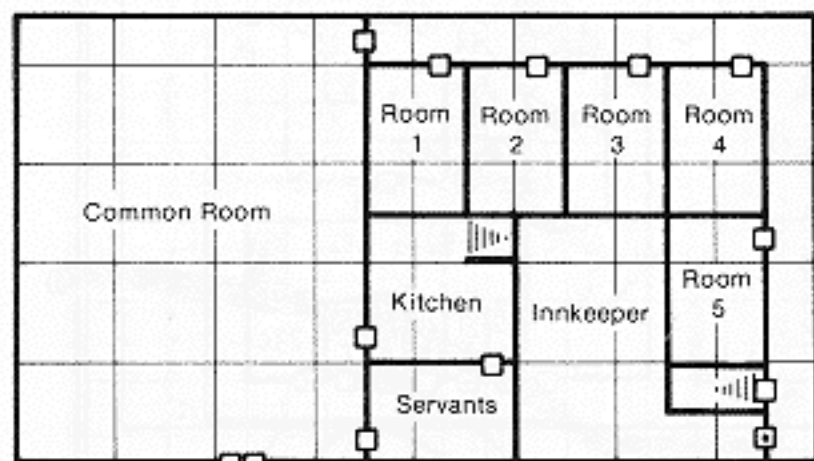
Almon, the Curate (AC: 5, MV 9", C4 hp: 17,#AT 1, D 2-7 AL: NG, S 13, I 14, W 13, D 11, C 10, Ch 8).



Basement, # 14

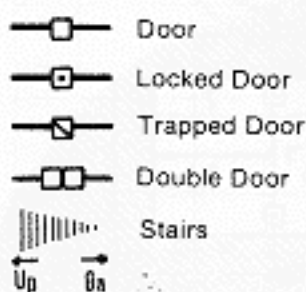


2nd Floor, # 19



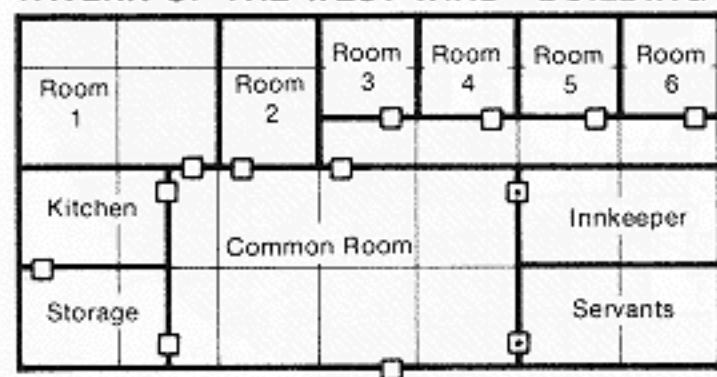
INN OF THE DYING MINOTAUR—BUILDING # 19

Basement, # 19

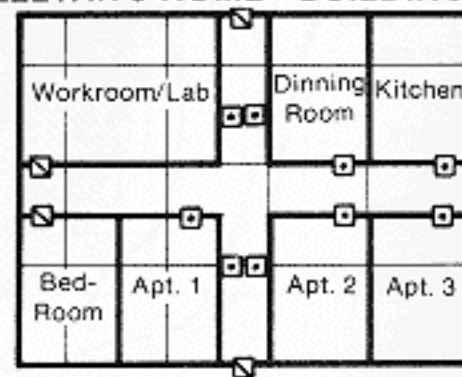


Scale: One square = 10 feet

TAVERN OF THE WEST WIND—BUILDING # 20



PELLTAR'S HOME—BUILDING # 21



He wears chain mail, wields a mace, and carries 48 gp. He can use the following spells:

First level: **bles, purify food and water, detect evil, cure light wounds;**
Second level: **hold person, silence.**

He cannot be hired.

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

First level: **cure light wounds, command;**
Second level: **spiritual hammer.**

He cannot be hired.

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

First level: **bles, cure light wounds.**

He cannot be hired.

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

Acolytes (8): (AC: 7, MV 9", CI, hp: 8, 8, 7, 6, 6, 5, 5, 5, AL NG). All are armed with studded leather armor and maces and will carry 3-30 ep and 5-50 sp. If their characteristics and spells are required, these should be rolled up by the DM as needed. The acolytes can be hired for a mission concerning the town or the cause of Good. The abbot will have to be paid 100% of all treasure gained per acolyte he sends. He will expect the party to make an effort to keep them safe and to raise them from the dead if that is possible.

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

Oualton, the abbot (AC: 3, MV 12", C 6, hp 40, #AT 1, AL: NG/NE'. S 13, I 13, W 17, D 13, C 12, Ch 10).

He wears **chain mall +2** and carries a **mace of disruption**, plus 1-100gp and a 300gp gem. He can use the following spells:

First level: **curse, cause light wounds, detect good, darkness, resist cold;**
Second level: **augury, chant, hold person, resist fire, silence;**
Third level: **cause blindness, glyph of warding.**

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

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

18. GUARDPOST

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

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

Prellis, half-elf fighter (AC: 4, MV 9", F2, hp 15, #AT 1, D 1-8, AL LN; S 12, 113, W 14, D 16, C 12, Ch 13). He wears chain mail, a **ring of protection** + 1, and uses a long sword, plus 37 gp and 45 ep.

Halco, fighter (AC: 7, MV 12", F2, hp 14, #AT 1, D 1-6, AL NG; S 15, 113, W 14, D 14, C 14, Ch 12). He wears leather armor and shield, and carries a short sword and 23 gp.

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

19. INN OF THE DYING MINOTAUR.

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

20. THE TAVERN OF THE WEST WIND

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

The owners:

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

First level: charm person, sleep.

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

Haki, magic-user (AC:10, MV12", M1, hp4 (+2), #AT 1, D 1-4, AL LN). He is armed with a dagger. His familiar is Soot the black cat (AC: 7, HD 1-4 hp, hp 2); one attack (a bite) for 1 point of damage. Harkie has memorized the spell sleep. In his spellbook are also read magic, find familiar. He carries 2-20 gp.

Any threat to either animal will be dealt with immediately and they will take anything that the party

has to pay for this offense. Remember that if a familiar dies, its master loses double the familiar's hit points!

21. PELITAR'S HOME.

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

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

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

First Level: charm person, erase, identify, sleep;
Second Level: ESP, shatter, web;
Third Level: dispel magic, lightning bolt, suggestion;
Fourth Level: polymorph other, wall of fire;
Fifth Level: conjure elemental.

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

First level: read magic, magic missile, burning hands, write, dancing lights, enlarge, friends, spider climb, hold portal
Second level: levitate, invisibility, wizard lock, locate object, knock
Third level: explosive runes, fly, blink, protection from normal missiles,

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

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

Sixth level: **anti-magic shell**

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

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

Abracus, Conjurer (AC: 7, MV12", M3, hp9, #AT1, D1-4; S 15, I 16, W 13, D 15, C 14, Ch 8). He wears bracers of defense (AC 8) and carries a dagger. He has 18 g.p. and 22s.p. He has memorized the following spells:

First level: **charm person, sleep;**
Second level: **invisibility.**

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

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

First level: **magic missile, sleep;**
Second level: **web.**

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

First level: **charm person, enlarge, magic missile;**
Second level: **ESP, invisibility.**

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

22. **FELIX'S HOME**

This is the home of Felix the mercenary (AC: 4, MV 12", F 4, hp 29, #AT1,D 1-8+2,ALCN;S16,113,W12,D11,C1S,Ch9).He wears **chainmail +1** and a **longsword +1**. He carries 57 g.p. and 81 s.p. He sells his services for 300 g.p. or a reasonable share of treasure He cannot be hired by a character below third level. He may be a henchman or hireling but never a player character. He lives with a young lady of 0 level who has a charisma of 18.

23, 24, 25. **WAREHOUSES**

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

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

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

25: This warehouse belongs to Pelitar, who also pays the guard's wages. Inside is fine food (value: 700 g.p.), aging wines (value: 900 g.p.), hard whiskey (value: 800 g.p.), iron rations (value: 250 g.p.), fine clothing (value: 800 g.p.), four sets of plate mail (value: 300 g.p. each), copper mugs, jugs, and cups (value: 340 g.p.), three tapestries (value: 400.500 and 700 g.p.), and a suite of padded leather furniture worth 1,200 g.p. There is a set of triple locks to this warehouse. Each is also **Wizard Locked**, and each also has an Explosive Rune and a Fire Trap on it.

26. **GUARD'S HOME**

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

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

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

30. BAIT SHOP

Zahrdahl poses as a bait dealer poor and dirty, but is really an illusionist spy for the Duke of Kroten to the northwest. Zahrdahl the Trickster (AC 3 MV 12" 3rd level hp 12, #AT 1, D 1-4, AL NE S 12 115 W 13 D 16 C 16 Ch 10) He wears bracers of defense (AC 5) and is armed with a dagger He has 1-20 sp. He has memorized the following spells:

First level: color spray, phantasmal force;
Second level: invisibility.

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

31. PRIEST'S HOME

This house is the home of Yalta the Priest (AC: 3, MV 9", C3, hp 18,#AT1,D2-7+1,ALLG;S15,114,W14,D13,C15,Ch17). He wears chain mail and a **shield +1**, and carries a staff of striking with 11 charges, a **mace +1**, plus 48gp. He is the spiritual advisor of the Baroness and can use the following spells: **First level: bless, cure light wounds, command, detect evil: Second level: hold person.** He can be hired, but the party leader must be lawful and at least 4th level.

32. BURNT GUARD STATION

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

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

THE GUARD HOUSE:

1. THE COMMON ROOM.

This was the site of the major fire so all refuse is burnt. Tracks of a giant rat can be found coming in and out. The tracks are over 72 hours old.

2. THE BARRACKS

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

3. THE ARMORY

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

4. THE EMPTY CELL.

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

5. THE BEDROOM

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

THE LOWER-LEVELS (SECRET COMPLEX).

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

6. THE LIVING CHAMBER.

When the party enters the room, they are immediately attacked by two skeletons (AC7,MV12",HD1,hp7,6;#AT1,D1~6) and a ghoul (AC 6, MV 9", HD 2, hp 14, #AT 3, D 1-3/1-3/1-6).

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

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

7. THE BEDROOM

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

8. KITCHEN AND PANTRY

This room is guarded by two ghouls (AC 6, MV 9", HO 2, hp 15, 14,#AT3, 01-3/1-3/1-6) and two zombies (AC 8, MV 6", HO 2, hp 13, 12, #AT 1, D 1-8). They attack immediately when the party enters. This room has many storage shelves with food containers on them. The food is all rotten. A table and two chairs are in this long, curved chamber plus a small hearth (long since closed to the outside), a weapon rack with 6 rotting spears, and a cabinet with pots, pans, utensils, etc.

9. THE GAME ROOM

A skeleton (AC 7, MV 12", HO 1, hp6,#AT 1,0 1-6) and a ghoul (AC 6, MV 9", HD 2, hp 14, #AT 3, D 1-3/1-3/1-6) are inside this room. The ghoul will usually be in the recessed area. They attack immediately when the party enters.

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

Note: the opening into room 13, below.

10. THE PRACTICE RANGE

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

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

11. THE HIDDEN ROOM

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

12. SECRET ROOM COMPLEX

In the room bordering room 8 is a small box containing a potion of extra **healing**. The other room appears empty, but when its doors are opened it will be flooded with poison gas. Over the years the gas has become very weak (save vs. Poison at +5 or die).

The Giant Rat Nest.

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

14. This is the major rat den. There are seven rats here (AC 7, MV: 12"/16", HD 1-4 hp, hp 4, 4, 4, 3, 3, 2, 2, #AT 1, D 1-3 plus disease). In the nest bedding are 7 gp, 11 ep, and a gem worth 50 gp.

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

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

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

18. There are nine rats here (AC: 7, MV 12"/16", HO 1-4 hp, hp 4, 4, 4, 4, 4, 3, 3, 2, 2, #AT: 1, D 1-3 plus disease) in this major nest. In the bedding can be found 31 gp, 18 sp, and a **brooch of shielding** that can absorb 17 points of **magic missile** damage. The tunnel 19a emerges in a well-hidden exit in a clump of bushes just beyond the town palisade. There is a 60% chance one giant rat will be in these bushes outside the hole, day or night.

35. DRUID'S HOME

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

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

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

Third Level: call lightning, neutralize poison, pyrotechnics;

Fourth Level: dispel magic.

Amos, half-elf, druid (AC: 5, MV 9", 3rd level, hp 17, #AT 1, D 1-8,

AL: N; S 10, I 14, W 18, D 16, C 12, Ch 17). He wears studded leather armor, and is armed with a scimitar and a sling. He carries 80 gp. He can use the following spells:

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

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

Third Level: call lightning, cure disease.

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

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

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

this clump of trees behind his home. The Fountain has three powers:

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

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

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

CREDITS

DESIGN: Lenard Lakofka

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

NEW CREATURES

SPECTATOR

FREQUENCY: Very Rare

NO. APPEARING: 1-2
ARMOR CLASS: body, AC 4, eyes AC 7
MOVE: 10"
HIT DICE: 4 + 4
%INLAIR: 100%
TREASURE TYPE: See below
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1
SPECIAL ATTACKS: See Below
SPECIAL DEFENSES: See Below
MAGIC RESISTANCE: 5%
INTELLIGENCE: Very/Highly
ALIGNMENT: Lawful Neutral
SIZE: L (4' diameter)
PSIONIC ABILITY: Special
Attack/Defense Modes: Nil

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

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

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

will leave its post. Its eyes regenerate in one day and then it will return. If the treasure is gone it will return to Nirvana.

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

whatsoever! Reflection is possible only if the spell caster is in a 600 arc of the central eye. Range is not a factor, since getting the spell to the spectator is the only consideration. The central eye can only reflect one spell per round, even if two spells arrive in the same segment. The other eyes have magical powers as follows:

#1: (Create Food and Water, obviously this is not an attack)

#2: Cause serious wounds, inflicting 2 d8 + 3 damage versus a single figure at a range of 60 feet. A saving throw vs. Spells is allowed and if successful only half-damage is sustained.

#3: Paralyzation Ray, range of 90 feet, one target only, duration 5-20 rounds. The spectator never attacks a paralyzed character or uses him or her for food. A paralyzed character might be allowed to go its own way if it is willing to leave in peace.

#4: Telepathy, range 120 feet, 1 target only. Communication is possible in this way. The beast can also implant a suggestion if the target fails to make a saving throw. This suggestion is always to leave in peace.

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

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

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

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

STONE GUARDIAN

FREQUENCY: Very Rare

NO. APPEARING: 1-4

ARMOR CLASS: 2

MOVE: 10"

HIT DICE: 4 + 4

% IN LAIR: 100%

TREASURE TYPE: See Below

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-9/2-9

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: See Below

MAGIC RESISTANCE: See Below

INTELLIGENCE: None

ALIGNMENT: Neutral

SIZE: 75% M, 25% L

PSIONIC ABILITY: Nil

Attack/Defense Modes: None XP VALUE: 550 + 8/hp

The stone guardian is a special type of golem-like figure. It is manufactured somewhat like a golem or a figurine of wondrous power using enchant item, transmute mud to rock, magic mouth, detect **invisibility**, and **limited wish** or **wish**. (Note: detect

invisibility is optional but no other detection spell may be substituted for it.) A figure of a man or a creature up to ogre size (smaller or larger will not work) is made of mud and given a heart of stone. The heart must have an enchantment cast on it. The mud is transmuted to rock and the **wish** is cast. Magic mouth is required so that it can be activated under precise circumstances. However, there is a 20% chance per activation that the precise instructions will be disregarded and then the stone guardian will attack anything! A special **ring of protection** from stone guardians can be crafted at the same time a stone guardian is manufactured. This ring will keep the wearer and all others within a 10' radius immune to a guardian's attack. The ring will only work for the stone guardian(s) made at the time the ring was magicked and will be useless against other stone guardians.

The stone guardian takes only 1/4 damage from edged weapons, and normal missiles cannot harm it at all. It takes 1/2 damage from cold, fire, and electrical based spells. It cannot be poisoned, held, charmed, paralyzed, or affected by fear since it has no mind whatsoever and no living body. It will attack until destroyed. Stone to flesh, transmute rock to mud, stone shape, or dig spells will kill it instantly with no saving throw. A stone guardian can see and hear due to the power of the **wish**, but can detect **invisibility** only if that spell is used in its creation.

SAMPLE PLAYER CHARACTERS

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

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

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

Ranger, male half-elf, 3rd level, hp 27, AL NG, S 15, I 14, W 14, D 16, C 15, Ch 11, **Chain mail +1**, shield + 1, longsword, longbow.

Cleric, human male, 3rd level, hp 16, AL LG, S 15, I 13, W 17, D 13, C 14, Ch 13, chain mail and shield, mace, 41st level spells, 3 2nd level spells, two vials of holy water.

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

Druid, female human, 3rd level, hp 22, AL N& S 13, I 12, W 16, D 14, C 17, Ch 17, leather armor **quarterstaff +1**, potion of **Invisibility**, 5 1st level spells, 4 2nd level spells, 1 3rd level spell.

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

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

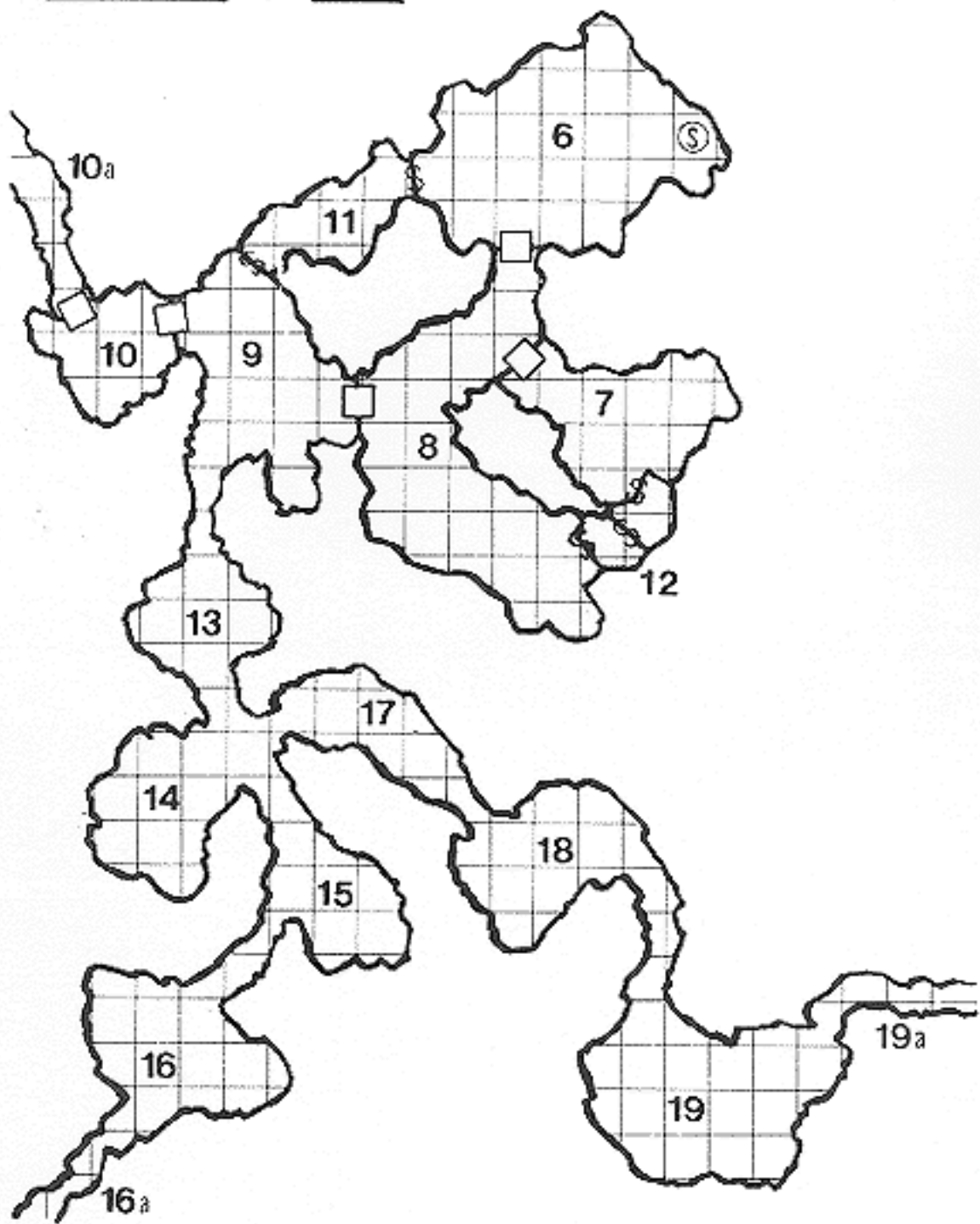
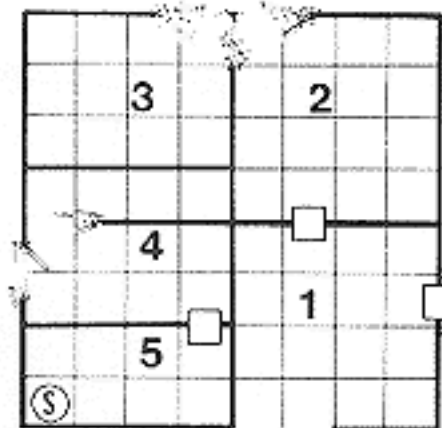
Fighter, human male, 2nd level, hp 16, AL CG, S 18(61), I 10, W 11, D 13, C 14, Ch 10, chain mail and shield, longsword, longbow, potion of heroism.

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



GUARD STATION, BUILDING # 32
RAT NEST, SECRET COMPLEX

Scale: 1 square = 10 feet





This item is only one of the many popular playing aids for **ADVANCED DUNGEONS & DRAGONS®** Fantasy Adventure Game produced by TSR Hobbies, Inc. Other playing aids for the AD&D™ game system currently include:

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AD&D Dungeon Masters Screen (combat tables, saving throws, palonics, and many other valuable reference tables for DMs and players)

AD&D Dungeon Masters Adventure Log (contains many tables not found on the DM Screen, as well as illustrations of many armors and weapons, and pages on which to record all information needed about a party of adventurers)

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