

Advanced Dungeons & Dragons®

Official Game Adventure

THE SENTINEL

by Graeme Morris



Murder one night...mercy the next...strange writings in blood on the walls. The attentions of a skulk are a curse to any village, but the thought of one which has gone mad is more than Kusnir can endure! The Sentinel is an adventure for characters of level 2-5.



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ADVANCED DUNGEONS & DRAGONS®

Fantasy Adventure Module

THE SENTINEL

by Graeme Morris

AN ADVENTURE MODULE FOR CHARACTERS LEVEL 2-5

This module can be played alone or as the first adventure of the two part ADLERWEG series.



The roots of Berghof are old as the mountains, deep as the waters of the lake, unchanging as the heroic destinies once forged there. Now once-proud men crave the help of strangers. Will you aid them?

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INTRODUCTION

This module is for use with the **ADVANCED DUNGEONS & DRAGONS®** adventure role-playing game rules. It is designed for 6-10 characters of levels 2-5 of whom at least some must be of lawful good, neutral good, chaotic good, lawful neutral, or true neutral alignment.

STOP!

If you intend to be a player in this module, do not read any further. The information in this booklet is for the Dungeon Master only. Any knowledge of the module will spoil your enjoyment of the adventure and that of the other players.

CONTENTS

	Page
INTRODUCTION	2
Contents 2; Abbreviations 2; Background for the Dungeon Master 3	
KUSNIR	5
Rumours 5	
RANDOM ENCOUNTERS	6
THE OLD XVART LAIR (see map B)	7
Introduction 7; Recent Events 7; The Lair (X1 - 16) 8; Encounter with Lavinia and Her Other Sons 12; Details of Lavinia and Her Sons 13	
THE MERCHANT	14
Introduction 14; Disposition of the Caravan 14; The Encounter 14; Dealing with the Theft 14; The Retinue 15; Contents of the Wagons 15	
THE OLD MAN (see map C)	16
Introduction 16; Meeting with Urquant 16; Quern's Hermitage (H1 - 3) 16; Details of Urquant 17	
THE LAKE-SIDE VILLA (see map D)	18
Introduction 18; Above Ground (V1 - 13) 19; Basement (V14 - 16) 23, The New Tunnels (V17 - 26) 24	
CONTINUING THIS ADVENTURE	28
PRESENCE (and WHISPS)	29
THE SENTINEL	30
Powers 30; Destruction of the Sentinel and the Gauntlet 30	
LAVINIA'S MAP (tear-out)	31-32
MESSAGE FROM THE SENTINEL (tear-out)	31-32
MONSTER ROSTER	inside module folder
DUNGEON MASTER'S MAPS A-D	inside module folder
PLAYERS' MAP	outside module folder
SUGGESTED CHARACTER ROSTER	outside module folder

ABBREVIATIONS

In this module, the statistics of monsters and non-player characters have been standardised. The information is given in brackets after the monster's/NPC's name, in the following order:

AC = Armour Class; **MV** = Movement Rate; **HD** = Hit Dice (monsters) or Class/Level (NPCs - see below); **hp** = current hit points (figures in brackets indicate maximum hit points of wounded creatures), **#AT** = Number of Attacks; **D** = Damage Caused by Attacks; **SA** = Special Attacks; **SD** = Special Defences; **MR** = Magic Resistance; **Int** = Intelligence (monsters only); **AL** = Alignment; Ability Scores (NPCs only - see below); **Size** (monsters only); **xp** = Experience Points awarded for overcoming; **THACO** (see below); Source of further information.

The following additional abbreviations are used: **C** = Cleric, **D** = Druid, **F** = Fighter, **P** = Paladin, **R** = Ranger, **M** = Magic User, **I** = Illusionist, **T** = Thief, **A** = Assassin, **Mk** = Monk, **S** = Strength, **I** = Intelligence, **W** = Wisdom, **D** = Dexterity, **C** = Constitution, **Ch** = Charisma, **MM** = **AD&D™ Monster Manual**, **FF** = **FIEND FOLIO™ Tome**, **PH** = **AD&D Players Handbook**, **DMG** = **AD&D Dungeon Masters Guide**.

THACO = To Hit Armour Class Zero. This is the roll on a d20 needed by the creature to hit an opponent with AC 0 (see **DMG** p196-215, for examples). In most cases, the roll needed to hit other armour classes = THACO - AC.



BACKGROUND FOR THE DUNGEON MASTER

This adventure takes place in the region known as Berghof, which lies around a lake at the head of the Hool River in an isolated corner of the Hold of the Sea Princes. The area shown on **map A** on the inside of the module folder encompasses hexes E5/137 and F5/138 on the **WORLD OF GREYHAWK™** Map.

Enclosed on all sides by lofty mountains, Berghof is a land of gently rolling hills, many covered with light, mixed woodland. Several fast-flowing rivers rush down from the mountains and empty into the lake or the Hool. Except in their uppermost reaches, these rivers can only be crossed safely and easily at fords or bridges.

Berghof was once a populous region, but there are now only four villages: Hallbridges (600 inhabitants), Chiswell (150 inhabitants), Gannaway (200 inhabitants) and **KUSNIR** (see page 5) where the adventure begins. The region's inhabitants are farmers, woodsmen and fishermen, but commerce also plays a part in the economy of the region since the trade route from the western parts of the Sea Principality to the sea runs through Berghof and up into the mountain pass of Adlerweg.

History

Many years before the rise of the Sea Princes, Berghof was an independent and populous state whose rulers styled themselves Grand Dukes. Hereditary foes of Berghof were the inhabitants of the coastal lands to the south-east, beyond the Kamph Mountains. The so-called barons of this littoral coveted the secluded, fertile hills of Berghof in preference to their own hot and dusty lands, and were prepared to take them by force if necessary. Luckily for the Dukes of Berghof, there was but one route between the regions: the pass of Adlerweg ('the way of the eagle') cut through the Kamph Range by the River Gann (see **map A**, inside the module folder). The Dukes built a lofty fortress - the Keep of Adlerweg - on a rocky spur high in this pass and so cunning was its construction and so dominating its situation that no army from the coastal lands could force a passage.

Thus it was that the ambitions of the coast-landers were, for a while, thwarted. Even so, the hostility between the states

smouldered, trade through the pass was often interrupted and the eyes of the barons were ever turned towards the wooded hills of Berghof.

Eventually, the rulers of the littoral had to resort to magic in pursuit of their ambitions, and a dark mage was set the task of creating a weapon which would destroy the Keep. The product of the mage's labours was a gauntlet of hard, black leather, set with iron studs and rugged gems. It was invested with all the fearful magical powers at the mage's disposal, had the power of thought, and was driven by a will of its own - dominated by the overwhelming desire to destroy the Keep.

News of the **Gauntlet** - it had no other name - soon reached Berghof where the Duke was at haste to counter the threat. His own mages produced a magical kid glove designed to be the antithesis of the **Gauntlet**. While the **Gauntlet** was destructive, harsh, black and made for the left hand, this glove was defensive, soft, pale in colour and crafted for the right hand. Like its counterpart, the glove was also given an intellect and had purposes of its own, namely the defence of the Keep and the destruction of the **Gauntlet** should the opportunity arise (see **THE SENTINEL**, page 30). The glove was worn by a succession of mages who named it the **Sentinel** and took for themselves the title of Guardian. They resided in the Keep of Adlerweg and, so fearful was the **Gauntlet** of them, the **Sentinel's** foe was never brought to the Keep. Thus the pass was secure and stalemate reached. In time, the Sea Princes grew in power and lay waste to the coastal lands, although the Keep prevented their hordes from crossing the mountains.

The **Gauntlet** was hidden from the Sea Princes and, in the mayhem, was lost. Deprived of its enemy, the **Sentinel** fell into quiescence, the Guardians were left without purpose and the last magic user to use the title retired to his **LAKE-SIDE VILLA** (page 18), taking the **Sentinel** with him. The glove was kept as a curio by his descendants until the decline of the family and the fall of the villa into ruin.

As Berghof declined, it was peacefully assimilated by the Sea Princes and the Keep was then maintained only to hold the pass against the threat of the humanoid tribes which inhabited the mountains.

Years passed. The **Sentinel** lay forgotten in a ruined, vine-covered villa. The **Gauntlet**, lost to human knowledge, gained strength and purpose, and waited....



INTRODUCTION

Recent Events

The **Gauntlet** was brought back into the affairs of men by the unexpected intervention of a hungry ogrillon. The creature had been in hot pursuit of a wild pig across a mountain slope on the southern side of the Kamph Range. Intent on his next meal, he failed to see a fissure and landed, with a bump, on its rocky bottom some six feet below. He soon recovered and, cursing the loss of the pig, set about finding a way out of the cleft. Groping in the darkness, his hand encountered a rough, leathery object - it was an old gauntlet. Without knowing what moved him, he put it on.

At that instant, the wit, desires and emotions of the ogrillon were crushed as the **Gauntlet** took control of his mind. As if in a dream, the ogrillon climbed out of the cleft and headed into the mountains. Acting on the instructions of his new master, he gathered a small army of gnolls and other creatures and led it in an attack on the Keep of Adlerweg. Without the **Sentinel** to defend it, the Keep fell easily and the ogrillon's band were soon installed as its new garrison.

Lying in the ruined villa, the **Sentinel** sensed the re-awakening of its old adversary and came back to life. Once more its powers were needed, but it would require a bearer to translate its power and purpose into action.

For some time, two skulks had been living beneath the villa from which they had begun to prey on the village of Kusnir. These evil creatures would never willingly serve the **Sentinel** as bearer, of course, but the glove had no other companions and was forced to lure one of the pair into its power. The **Sentinel** could not completely overcome the skulk's cowardly, evil personality but it was able to start the creature on a course

of action which would draw attention and, it hoped, a bearer to itself. While the other skulk continued to act in its normal, malicious manner, the one with the **Sentinel** took to performing acts of conspicuous and uncharacteristic clemency. These acts were often accompanied by strange writings in blood on the walls of the buildings which the skulk visited. The villagers, unaware that there were two skulks, were faced with a mystifying combination of events and came to the horrifying conclusion that they were beset by a skulk who was not only malicious but insane and thus doubly dangerous!

The skulks were not the only creatures to menace the human inhabitants of Berghof - there was also a band of xvarts who, although the position of their lair (the **OLD XVART LAIR**, page 7) was known, resisted all attempts to dislodge them. All, that is, until an illusionist named Lavinia and her half-orc sons forced them to flee. The xvarts took up residence with the skulks in the **LAKE-SIDE VILLA** (page 18), where they were well hidden, but Lavinia's sons caught and interrogated one of the skulks (the one without the **Sentinel**) and discovered the xvarts' whereabouts. Intent on being the sole evil power in the area, Lavinia is now planning a final attack on the xvarts.

Outline of the Adventure

The anticipated sequence of events in this adventure is as follows:

To begin the adventure, the adventurers arrive at the village of **KUSNIR** (page 5) where they will hear of the skulk which is terrorising the inhabitants. If they decide to seek out the skulk, the rumours and other information they will gather at the village and elsewhere will most likely lead them not to the skulk's lair but to the **OLD XVART LAIR** (page 7) which has recently been taken over by a group of non-player characters (Lavinia and her sons). If these characters are defeated, the party will gain information which will lead them to the **LAKE-SIDE VILLA** (page 18) where the skulk lives.

En route from the xvart lair to the villa the party will encounter the **MERCHANT** (page 14) and the **OLD MAN** (page 16).

At the villa, the party will encounter many dangers, including the band of xvarts deposed from their old lair. Eventually, however, they will find the skulk and thus obtain the **Sentinel**.

Finding the glove concludes this module, but the adventure may be continued in module **UK3 - THE GAUNTLET** - where the party will meet the **Sentinel's** old adversary.

Starting the Adventure

In order to start the adventure, the party must arrive at the village of **KUSNIR** (page 5).

In some campaigns, the DM may simply inform the players that they have travelled to this place. However, a less mechanistic approach might be to have the adventurers hear rumours of the trouble in Kusnir from the patrons of the inns and taverns of Hallbridges, Chiswell and/or Gannaway (see **map A**, inside the module folder), or from a similar town or village in the DM's own campaign.

The **players' map** (on the outside of the module folder) represents the characters' general knowledge of the region. Below the map is a **SUGGESTED CHARACTER ROSTER** which gives characters suitable for this adventure.



KUSNIR



The adventure starts at Kusnir, a village of about 400 inhabitants on the east shore of Lake Spendlowe (see **map A**).

The buildings are mostly two-storey structures made of wood with slate roofs. A few of the buildings (including a small temple to Ehlonna, the Inn and the elder's house) are built of stone. Traders in the village include a net-maker, boat-builder and a herbalist. There is a small, weekly market.

At a suitable moment, soon after the party arrive at the village, the DM should have the village elder, Papa Kurst, introduce himself to the adventurers. The DM may either read out the following directly or, for the sake of better role-playing, give the same information to the characters by means of a conversation with Papa Kurst:

RUMOURS

If the adventurers seek information from the villagers of Kusnir, Chiswell, Hallbridges or Gannaway, there is a 25% chance (for each adult questioned) that they will be told one of the following rumours (determined at random). In addition, there is a 70% chance that any of the adult male inhabitants of Gannaway will claim to have taken part in the 'daring raids' on the lair of the 'blue devils' and will be able to give good directions to the **OLD XVART LAIR** (though they do not know the identity of the creatures). In reality, a few of the bolder men took part in some unsuccessful attacks on the xvarts, but the tales have grown with the telling.

1. There is a assassin at work in Kusnir (false).
2. A group of woodsmen who went to cut logs north of Gannaway two months ago have never returned (true).

An old man introduces himself to you as Papa Kurst, the elder of the village. He asks to speak to you and tells you the following tale.

'For some time now we have been plagued by the attentions of a creature of the night - we suspect that it is a skulk - that comes periodically to our village, makes off with our food and goods, and kills such animals and people as are unable to defend themselves. After the first few raids, we knew what to expect and therefore how to guard ourselves against the creature by increased vigilance, but of late we have been increasingly worried by its actions. It has become so erratic that there is no telling what it may do nor why! It will kill a babe one day and will spare another the next, though it leaves clear indication that it might have killed again, had it so wished. It has taken to entering our village more and more frequently, and at odd times, and it has also started to deface our walls and floors with scrawls in blood, using letters that we cannot read.

'Your arrival is like the answer to a prayer. We wish to be rid of this creature, but we fear it is demented, and we have not the skills or the strength to fight it. I implore you, will you rid us of this menace?'

After making his plea, the elder illustrates what he has been telling you by showing you various walls around the village which are covered in scrawls. You recognise them as magical script, and the casting of a **read magic** spell reveals the following messages:

DANGER....FORCES OF EVIL GATHER....COME TO ME....FREE THE POWER TO COMBAT EVIL.... HASTEN OR WITNESS DIRE DESTRUCTION....I AWAIT THE COMING OF A BEARER....I AM THE SENTINEL....EVIL GROWS STRONG....HELP ME OVERCOME....DANGER....

The surviving skulk will not enter the village so long as the party is there, so the adventurers will have to seek it out. The actual lair of the skulk (the **LAKE-SIDE VILLA** - page 18) is not known by the villagers since skulks are extremely adept at hiding their tracks. Any information gained by the adventurers will tend to lead them to the **OLD XVART LAIR** - page 7.

3. The cause of the troubles in Kusnir is a mad skulk (true).
4. There is a tribe of skulks living in a camp beside the River Lewyn (false).
5. Gannaway has been attacked by a horde of small blue men (true).
6. Swarms of huge rats have overrun isolated farms near Chiswell (true).
7. There is an encampment of evil creatures on the bank of the River Lewyn upstream from the bridge (true).
8. Lake Spendlowe is inhabited by an evil spirit which must be appeased by sacrifices (false).
9. Corpses of strangely coloured creatures have been seen floating downriver past the bridge near Gannaway (true).
10. Only a skulk could have done the terrible things which have taken place at Kusnir (true).

RANDOM ENCOUNTERS

Outside the villages, the xuart lair, the villa etc, random encounters will occur on a roll of 1 on a d6 in each 6-hour period (ie roll twice each day and twice each night) or at the discretion of the DM. If a random encounter is indicated, the DM should determine the type of creature involved by rolling a d10 and consulting the appropriate table below. The DM may choose either to dictate the number of creatures which appear or else to use the ranges indicated. Each random encounter will only occur once.

OPEN COUNTRY - DAY

- roll
- 1-2 **1 Ankhkeg** (AC 2/4; MV 12" (6"); HD 4; hp 22; #AT 1; D 3-18 (+1-4); SA Nil; SD Nil; MR Std; Int Non; AL N; Size L; xp 412; THACO 15; MM). The ankhkeg has recently used its acid squirt attack and so will not be able to use it against the party.
- 3-6 **7-12 Wild dogs** (AC 7; MV 15"; HD 1+1; hp 5 each; #AT 1; D 1-4; SA Nil; SD Nil; MR Std; Int Semi; AL N; Size S; xp 30 each; THACO 18; MM).
- 7-8 **1 Giant spitting snake** (AC 5; MV 12"; HD 4+2; hp 17; #AT 1; D 1-3; SA Spit poison; SD Nil; MR Std; Int Animal; AL N; Size M; xp 475; THACO 15; MM). The snake will be hidden in the grass, hoping to surprise the party.
- 9-0 **1 Kenku leader** (AC 5; MV 6"/18"; HD 3; hp 16; #AT 3; D 1-4/1-4/1-6; SA Cast **magic missile** spell once per day; SD Disguise; MR Std; Int Ave; AL N; Size M; xp 168; THACO 16; FF) and **1-3 ordinary kenku** (AC 5; MV 6"/18"; HD 2; hp 9 each; #AT 3; D 1-4/1-4/1-6; SA Nil; SD Disguise; MR Std; Int Ave; AL N; Size M; xp 46 each; THACO 16; FF). The kenku will approach the party disguised as peasants in long robes. If not recognized by their long noses (50% chance), they will misdirect the party to the nearest ankhkeg (as encounter 1). The leader has a dented silver mirror on a chain (decorated with jasper — value 400 gp). In addition, each of the kenku will have 4-16 gp (4d4) in mixed coins. Note that kenku cannot speak.

WOODLANDS - DAY

- 1-3 **1-3 Bombardier beetles** (AC 4; MV 9"; HD 2+2; hp 14 each; #AT 1; D 2-12; SA Acid cloud; SD Cloud; MR Std; Int Non; AL N; Size M; xp 147 each; THACO 16; MM). These will be encountered just as one of them is about to lay eggs in the corpse of an albino deer. Although damaged, the pelt of the deer is worth 100gp.
- 4-5 **1-3 Giant wasps** (AC 4; MV 6"/21"; HD 4; hp 12 each; #AT 2; D 2-8/1-4; SA Poison; SD Nil; MR Std; Int Non; AL N; Size M; xp 368 each; THACO 15; MM). These creatures are far from their nest and are in search of victims in which to lay their eggs.
- 6-8 **2 Black bears** (AC 7; MV 12"; HD 3+3; hp 18, 12 (19); #AT 3; D 1-3/1-3/1-6; SA Hug (2-8); SD Nil; MR Std; Int Semi; AL N; Size M; xp 157, 133; THACO 16; MM). These creatures are usually non-aggressive, but one has been wounded and both are now very angry.
- 9-0 **1 Ogre** (AC 5; MV 9"; HD 4+1; hp 23; #AT 1; D 1-10; SA Nil; SD Nil; MR Std; Int Low; AL CE; Size L; xp 205; THACO 15; MM) and **2-7 wolves** (AC 7; MV 18"; HD 2+2; hp 10 each; #AT 1; D 2-5; SA Nil; SD Nil; MR Std; Int Semi; AL N; Size S; xp 65 each; THACO 16; MM). This is a hunting party out in search of meat (the ogre does not mind what kind!). The ogre has a crude necklace of agate beads (value 250gp).

OPEN COUNTRY - NIGHT

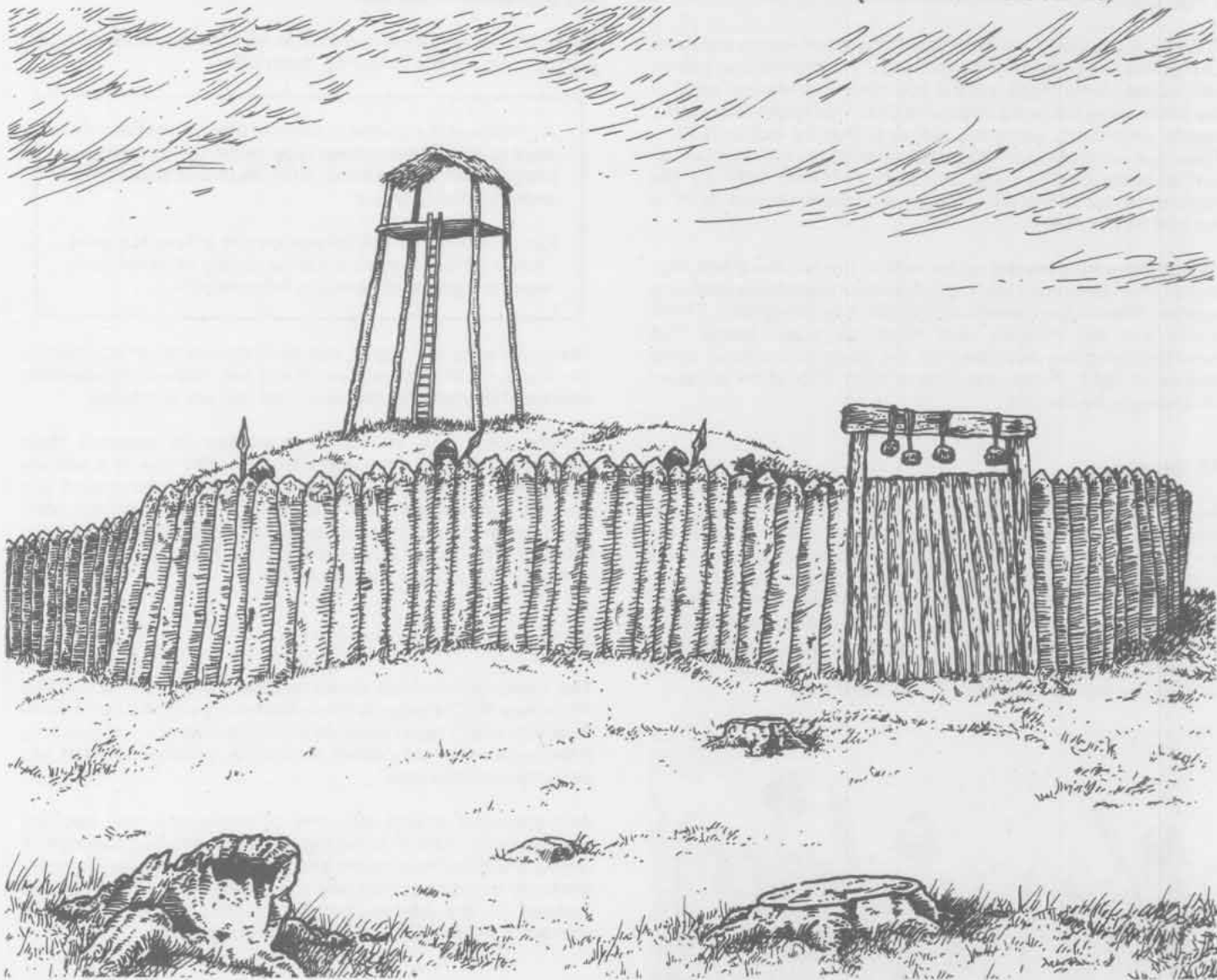
- roll
- 1-3 **2-12 Wolves** (AC 7; MV 18"; HD 2+2; hp 10 each; #AT 1; D 2-5; SA Nil; SD Nil; MR Std; Int Semi; AL N; Size S; xp 65 each; THACO 16; MM). The party will hear the sound of howling just before the wolves attack.
- 4-6 **2-16 Giant bats** (AC 8; MV 3"/18"; HD 1; hp 5 each; #AT 1; D 1-4; SA Nil; SD Manoeuvre; MR Std; Int Non; AL N; Size S; xp 15 each; THACO 19; FF). The bats will be flying directly away from their lair (an old, deserted farm house half a mile away) when encountered. In the farmhouse is a skeleton of a gnoll which has 20gp and a gem (garnet-value 150 gp) in a belt pouch.
- 7-8 **1-2 Giant badgers** (AC 4; MV 6"(3"); HD 3; hp 18 each; #AT 3; D 1-3/1-3/1-6; SA Nil; SD Nil; MR Std; Int Semi; AL N; Size M; xp 89 each; THACO 16; MM).
- 9-0 **1 Bandit leader** (AC 7; MV 12"; F2; hp 14; #AT 1; D 1-6; SA Nil; SD Nil; MR Std; Int Ave; AL CE; Size M; xp 48; THACO 20) and **3-12 ordinary bandits** (AC 7; MV 12"; NM; hp 4 each; #AT 1; D 1-6; SA Nil; SD Nil; MR Std; Int Ave; AL CE; Size M; xp 14 each; THACO 20; MM). These men will attack the party from many directions hoping to steal as much as possible (especially horses) and to escape alive. They all wear leather armour and carry shields and short swords. The leader has a gold ring with a gem (jade, value 200 gp). In addition, each bandit will have 11-20gp (d10+10) in his possession.

WOODLAND - NIGHT

- 1-3 **2-8 Fire beetles** (AC 4; MV 12"; HD 1+2; hp 7 each; #AT 1; D 2-8; SA Nil; SD Nil; MR Std; Int Non; AL N; Size S; xp 34 each; THACO 18; MM). The approach of the fire beetles will be given away by the glow of their fire glands.
- 4-6 **2-4 Needleman** (AC 6; MV 9"; HD 3+4; hp 24 each; #AT 1-6; D 1-2; SA Surprise; SD Nil; MR Sub-std; Int Low; AL N; Size M; xp 157 each; THACO 16; FF).
- 7-8 **1 Werewolf** (AC 5; MV 15"; HD 4+3; hp 26; #AT 1; D 2-8; SA Lycanthropy; SD Need silver or magical weapons to hit; MR Std; Int Ave; AL CE; Size M; xp 335; THACO 15; MM see lycanthrope, werewolf) and **1-2 wolves** (AC 7; MV 18"; HD 2+2; hp 10 each; #AT 1; D 2-5; SA Nil; SD Nil; MR Std; Int Semi; AL N; Size S; xp 65 each; THACO 16; MM). The werewolf will attack in its wolf form, in which it is indistinguishable from the other wolves.
- 9-0 **1 Ghast** (AC 4; MV 15"; HD 4; hp 21; #AT 3; D 1-4/1-4/1-8; SA Vench; SD Double damage from cold iron; MR Std; Int Very; AL CE; Size M; xp 274; THACO 15; MM) and **1-3 ghouls** (AC 6; MV 9"; HD 2; hp 8 each; #AT 3; D 1-3/1-3/1-6; SA Paralysis; SD Nil; MR Std; Int Low; AL CE; Size M; xp 81 each; THACO 16; MM). The ghast's robes have a decorative trim consisting of semi-precious stones fixed with gold thread (value 350gp). The ghouls have no treasure.

THE OLD XVART LAIR

(Encounter areas X1-16)



INTRODUCTION

In this part of the adventure, the party travel to the lair once occupied by the band of xvarts who now live in the **LAKE-SIDE VILLA** (page 18). This lair has since been occupied by an old female illusionist and her half-orc sons. If these are overcome, the party will gain information which will lead them to the skulk at the **LAKE-SIDE VILLA**. The lair is shown on **map B**.

RECENT EVENTS

The lair was built many years ago by a tribe of xvarts who, with their allies (a wererat and some giant rats), used it as a base for raids on nearby human settlements. Although the location of the lair was known to at least some of the human population, none of the raids mounted against it had been successful.

About a year ago Lavinia, an evil, female, human illusionist, and her four half-orc sons arrived in the region. In order to set themselves up in their chosen business of theft, murder and kidnap, they had first to eliminate the opposition - the xvarts. Accordingly, they began a campaign to terrorise the xvarts by the use of illusions, poisons and stealthy murder. About six

months ago, they managed to force the humanoids to abandon their lair hurriedly. The xvarts imposed themselves on the skulks in the **LAKE-SIDE VILLA**, taking over and expanding their underground tunnels and chambers. Lavinia and her sons moved into the xvarts' old lair and set up home there, blocking off some of the tunnels for which they had no use.

However, the flight of the xvarts did not solve Lavinia's problem, since the band was not destroyed and its lair was now unknown to her. Her fortunes changed recently when two of her sons encountered the pair of skulks from the villa. The skulk with the **Sentinel** escaped, but the other was caught and eventually killed after being forced to reveal the location of its lair and thus the lair of the xvarts.

When the party arrive here, Lavinia and three of her sons will be away, reconnoitering the villa. They have left the other son at the lair with his two pet mountain lions, and will return to the lair six hours after the arrival of the party. If the party leave the lair before this time, the illusionist and the half-orcs will be encountered in the woods (see **ENCOUNTER WITH LAVINIA AND HER OTHER SONS** - page 12).

THE LAIR

The lair is situated on a small hillock around which the River Lewyn flows (see **map B**). The action of the river has cut a steep cliff, some 40 feet high, on the southern and eastern sides of the hill making it a good defensive site. The xvarts cleared the nearby woodland, using the timber to build a stockade (X1). There is a watch tower (X2) on the peak of the hill. Most of the lair is underground, with its main entrance (X3) on the northern slope of the hill. There is a secret entrance (X16) in the cliff by the river.

Unless otherwise stated, all tunnels in the lair are 6 feet high and all chambers are 8 feet high; doors consist of free-standing wooden frames over which animal skins are stretched. These doors are not hinged, but must be lifted aside. The descriptions given assume that the adventurers have some source of light. If not, the descriptions should be adjusted accordingly by the DM.

X1. Stockade

Running around the hillock is a wooden stockade which, with the river and cliff, provides all-round protection for the lair. On the western and northern sides, the stockade is about 15 feet high and has a narrow walk-way 12 feet off the ground on the inside, which is reached by a number of ladders. Above the cliff on the southern and eastern sides, the stockade is only about 3 feet high. There is a gateway facing north-west. The gates are currently closed but are not barred. The stockade may be climbed by thieves or monks in the usual way.



Lavinia and her sons have fixed up a few spears and helmets behind the stockade and the DM's first description of the lair should imply that the stockade is manned. Subsequently, however, the DM should give the players hints until they realise or until the characters are close enough for the deception to be obvious.

X2. Watch Tower

This is a simple wooden structure. Four large posts, set into the earth, support a platform about 20 feet above the ground. The platform is reached by a ladder and has a weather-beaten thatched roof.

The watch tower is unmanned, and there are no items of value or interest here. Lavinia and her sons do not use it and have given no thought to its maintenance. Consequently, about half-way up the ladder, there is a weak rung which will give way if any weight is put on it. A character climbing the ladder must make a roll of 3d6 for less than his or her dexterity or else fall 10 feet when this rung is reached.

X3. Entrance to the Lair

When the adventurers are able to see the entrance, the DM should read out the following description:

A portion of the northern slope of the hill has been cut back to produce a vertical face. In the centre of this, a rough-hewn tunnel about 6 feet high and about 5 feet wide runs into the hill.

On each side of the tunnel stands a wooden post. Hanging from these are a wide variety of items: rusty weapons, pieces of armour, helmets etc.

The posts were the trophy stands of the xvarts. In addition to the items mentioned above, there are household utensils, articles of clothing, animal skins etc. All are worthless.

Unless they take suitable precautions to conceal their presence (eg a thief moving silently or the use of a **silence** spell), any adventurers coming into the underground lair through this entrance will be heard by the mountain lions stationed at the guard post (room X5), who will alert the half-orc thief in the main hall (room X6). The three will then prepare to meet the intruders (see room X6).

X4. Net-Pit Traps

The xvarts constructed special pit traps at the points marked X4 on **map B**. The traps consist of carefully concealed 20-foot-deep pits which taper towards the bottom where they are only 2 feet wide. Half-way down each pit a loosely-fixed net has been stretched across.

Any character falling into one of these pits may become entangled in addition to taking the normal falling damage. A falling character must make a roll of 3d6 for less than his or her dexterity or else become helplessly entangled in the net and wedged in the narrow bottom of the pit. An entangled character will not be able to escape unassisted.

X5. Guard Post

There are **two mountain lions** (AC 6; MV 15"; HD 3+1; hp 20 each; # AT 3; D 1-3/1-3/1-6; SA Rear claws for 1-4/1-4, leap forward 20 feet; SD Surprised only on a 1; MR Std; Int Semi; AL N; Size M; xp 190 each; THACO 16; MM) stationed here. They are the pets of the half-orc thief in the main hall (room X6). Unless the adventurers silence their movements when entering the underground lair, the lions will hear them and will have gone into the main hall (room X6) to alert the thief by the time they arrive. If the lions have moved from the area when the party arrives, the DM should omit the second part of the following description:

The tunnel widens out into a small chamber. There is a table and some other furniture here.

(Suddenly, two lithe feline forms leap at you from out of the shadows).

If the mountain lions attack the party here, the thief in the main hall (room X6) will be alerted and will come to join the fight

(assuming that the sound of combat has not been suppressed in some way). The thief will use his hide in shadows ability to come as near as he can to the party before being seen, and will execute a back-stab attack if possible.

This room was originally the guard post used by the xvarts. There is a crude table here (with a gaming board roughly scratched on it) and four wooden stools. On the wall furthest from the passage, there is a weapons rack. It is empty except for a rusty xvart sword.

X6. Main Hall

This hall was the living quarters for most of the xvart tribe. Since their take-over of the lair, Lavinia and her sons have made this chamber their living room, kitchen and bedroom.

When the party arrives at the lair, Detrak (Lavinia's half-orc thief son - AC 7; MV 9"; T4; hp 14; #AT 1; D 1-8 (long sword), 2-5 (sling bullet); SA/SD as standard for class and abilities; MR Std; AL LE; S 13, I 8, W 7, D 12, C 15, Ch 10; xp 200; THACO 20; see **DETAILS OF LAVINIA & HER SONS** page 13) will be here, making a chest-trap. However, it is likely that he will have been warned by his **two pet mountain lions** (room X5 -AC 6; MV 15"; HD 3+1; hp 20 each; #AT 3; D 1-3/1-3/1-6; SA Rear claws for 1-4/1-4, leap forward 20 feet; SD Surprised only on a 1; MR Std; Int Semi; AL N; Size M; xp 190 each; THACO 16; MM). If so, the thief and the lions will be hiding when the party arrives. The lions will be in one of the alcoves beside the entrance which the party seems likely to use, and the thief will be in the other. The mountain lions will leap out when the adventurers enter and Detrak will hide in shadows in the hope of inflicting a back-stab as his first attack.

Assuming Detrak has been warned of the party's presence and is hiding, the DM should read out the following description when the adventurers are able to see into this room:

This is a large, circular chamber with five dark alcoves around the outside wall, one closed off by a curtain. In the centre of the room are a stove, a table, five chairs and some sacks and chests.

If Detrak has been taken unawares, he should be briefly described to the players, seated at the table.

Detrak is wearing **leather armour +1** and uses an ordinary long sword in melee. In the pockets incorporated into his belt are a sling, 20 sling bullets, six small matching gems (aquamarine, value 80gp each) and part of his set of thief's tools (the remainder are on the table). Detrak speaks common, orc and goblin. If captured and questioned under duress, he will give the adventurers the following information (but no more) if they ask appropriate questions:

- (i) He lives here with his mother and six brothers (partially true).
- (ii) His mother is a powerful caster of spells (partially true).
- (iii) His brothers are fighters and thieves (partially true).
- (iv) His mother and brothers are away and will be back very soon (partially true).
- (v) A while ago he and his brother caught a skulk, but another one used some magic and got away (true).
- (vi) His mother and brothers are out spying on the skulk and the tribe of blue-skinned humanoids it lives with (true).
- (vii) He does not know where the humanoids are (true).

THE OLD XVART LAIR (X6)



The central part of the room is used by Lavinia and her sons as a kitchen/living area. There is a small stove here, with some fire wood and a few pots and pans. Some casks and sacks contain wine, beer and food. There is also a table and five chairs. On the table are the remains of a meal, some thief's tools and the half finished lock mechanism on which Detrak was working.

Each of Lavinia's family has chosen one of the alcoves in which to sleep and store personal possessions.

Lavinia's alcove is the southernmost one, and she has rigged up a curtain across it for privacy. Inside the alcove she has a simple bed, a small table with a mirror fixed to the wall above it, a padded stool and a chest. On the table is a map. If the adventurers find this, the DM should give the players the tear-out map sheet (pages 31-2). This map is very important, since it will lead the players to the **LAKE-SIDE VILLA** and the next part of the adventure. Lavinia is carrying another copy of the map. Also on the table are several pots of cosmetics.

The chest is locked and trapped. If the trap is not disarmed, a cloud of acid vapour (radius 5 feet) will be released from the chest. The cloud will disperse in one round but any character caught within it will suffer 1-10 hit points of damage (halved if the character saves vs. Breath). In addition, all exposed metallic objects in contact with the cloud must save vs. Acid at +4 or be corroded (cutting edges will become blunt, buckles will jam etc).

The chest contains (working downwards from the top): a cloak, a robe and a brocade gown (value 50gp), a box containing a wig and a vial of perfume (value 40gp), a fine dagger in a scabbard on a silk belt (value 80gp), three bags containing 100sp, 210gp and 60pp respectively (total 515gp), a box containing a bracelet and matching necklace (silver and amber - 800 gp total), Lavinia's spell book containing the following spells:

- First level: **audible glamor, change self, detect illusion, phantasmal force, wall of fog.**
Second level: **detect magic, hypnotic pattern**

The mirror on the wall is silver (value 60gp). The bed, table and stool are unexceptional.

The other four alcoves contain nothing of interest or value. The brothers are very jealous of each other and so Lavinia has been forced to insist that they all have the same furniture: a bed, a stool and a table. None of the brothers trusts the others sufficiently to leave any items of value here.

THE OLD XVART LAIR (X7 - 8)



X7. Guard Post

When the adventurers are able to see into this area, the DM should read out the following:

Just off the passage is an irregular chamber. It is apparently unoccupied. The walls and ceilings are covered with lurid blue paint, over which childish drawings of battle scenes have been scrawled in chalk.

There is a broken table lying on the floor, on top of which is a considerable quantity of what appears to be broken furniture.

This room was used by the xvarts as a guard post. Lavinia and her sons have piled broken furniture and other wood here, intending to use it as fire-wood at a later date. A family of mice (harmless) have made a nest under the table. Among the items which they have gathered are an ivory die (value 10gp) and a jade gaming piece (value 12gp).

X8. Owlbear Pen

As the adventurers approach this room, they will hear the deep growling of the occupant and the rattling of its chain. When they are able to see into the room, the DM should read out the following description:

Before you is a bare irregular chamber. A strong animal smell seems to come from a creature lurking near the far side. It is a stocky, bear-like animal with an odd, feathered head and a beak-like snout.

This animal has a broad leather belt around its waist from which a heavy chain runs through a ring fixed to the far wall and across the floor to a hook on the corridor wall beside the doorway. When it sees you, the creature lunges forward as if to attack, but is pulled up short by the chain.

The creature is an **owlbear** (AC 5; MV 12"; HD 5+2, hp 27; # AT 3; D 1-6/1-6/2-12; SA Hug; SD Nil; MR Std; Int Low; AL N; Size L (8' tall); xp 441; THACO 15; MM). It is very aggressive and will attack the party if it can. The chain will prevent the owlbear from leaving the room, unless it is unhitched from the hook in the corridor. If the owlbear is attacked in such a way that it cannot retaliate (eg with missiles) it will retreat into the alcove at rear of its pen.

If the characters attempt to pull the owlbear with the chain, the percentage chance of success is equal to twice the total number of points of strength applied. This should be checked each round. If any roll indicates failure then the chain has slipped from the grasp of those pulling.

The owlbear has no personal treasure. Since arriving, Lavinia and her sons have been unsuccessfully trying to tame it.

X9. Training Room (Xvart Store-Room)

When the adventurers arrive at this chamber the DM should read out the following:

Arranged around this room are items which one would associate with training for combat. Near one wall is a wooden manikin. A wooden ball with long spikes set into it hangs by a chain from the ceiling. There are several dumb-bells in a rack and a treadle-driven grind-stone. On a bench against another wall are some bottles and crossbow bolts. Under this bench is a battered straw target.

This room was originally used by the xvarts as a store, but Lavinia's sons now use it for training purposes. The manikin is a target for dagger throwing and the spiked ball is used for the practice of parrying and dodging. There are five unlabelled bottles on the bench. Two of them contain glue (used for making quarrels etc), another contains muscle liniment, the fourth holds oil used in the care and maintenance of armour, and the last one contains a **potion of healing** (an oily, odourless liquid with a strong burning taste - one dose). The straw target is used for bow practice out of doors.

X10. Blocked Tunnel

When the adventurers reach this point, the DM should read out the following:

A passage leading from the one which you have been following is completely blocked by a jumble of rocks, casks, sacks and other items. As you approach, the stench of rotting flesh assails you.

When they moved in, Lavinia and her sons blocked off the south-western part of the lair (rooms X11-X16) using rocks and the contents of the store room (room X9). These consisted mostly of foodstuffs which are now decaying.

Living in various parts of the pile are **12 rot grubs** (AC 9; MV 1"; HD 1hp each; #AT Nil; D Nil; SA Burrow into flesh; SD Nil; MR Std; Int Non; AL N; Size S; xp nil; MM). It is to be hoped that the adventurers will be alerted by the smell of rotting flesh and will take suitable precautions (eg wearing gloves) if they attempt to move the blockage. If so, the pile may be moved safely. If not, rot grubs will burrow into the exposed flesh of any characters handling rotting foodstuffs.

X11. Cell

The door to this room consists of heavy planks nailed together. It is not hinged, but is held firmly in place by wedges driven in around the edges from the corridor side. The door is only 3 feet high. When the adventurers are able to see into the room beyond the door, the DM should read out the following:

Behind the door is a low-ceilinged irregular chamber, about 3 feet high. Sprawled against the far wall are two human skeletons in ragged clothes.

The skeletons are those of two human prisoners left behind when the xvarts abandoned their lair. They are quite harmless and there are no items of interest or value here.

X12. Room of Illusions (Xvart Shaman's Quarters)

When the adventurers are able to see into this room, the DM should read out the following:

You have come to a roughly circular chamber, the walls of which have been painted vivid green. The lower parts of the walls are scored by deep vertical scratches.

In the centre of the room lies a human corpse wearing chainmail armour. A very large rat is chewing at the armour apparently in an attempt to reach the body.

Despite appearances, the actual occupants of the room are a **symbiotic jelly** (AC 8; MV 1"; HD 2; hp 13; #AT Nil; SA Nil; SD Nil; MR Std; Int Very; AL N; Size S; xp 91; FF) and a **caterwaul** (AC 5; MV 18"; HD 4+2; hp 27; #AT 3; D 1-4/1-4/1-6; SA See below; SD See below; MR Std; Int Low; AL CE; Size M; xp 305; THACO 15; FF) which the jelly has made to appear as a giant rat. If the adventurers enter the chamber or attack the 'rat' in any way, the caterwaul will attack. Since the jelly relishes the primitive rending of flesh, the caterwaul will not use its screech ability, nor any of its more subtle means of attack (eg hide in shadows). The caterwaul has an armour class/saving throw bonus of 1 and attacks 3 times in every 2 rounds. If the party kills the caterwaul, the symbiotic jelly will attempt to charm one of the victorious adventurers.



The corpse is another illusion created by the symbiotic jelly in order to attract giant rats, which are its usual prey.

The scratches on the wall were made by the caterwaul when sharpening its claws. If the adventurers examine the room, they will notice that the scratches on one part of the wall are much deeper than elsewhere and that they have revealed a light-coloured material beneath the paint.

The pale material is plaster which completely fills a shallow alcove in the wall and which is much softer than the rock around it. Embedded in the plaster is a solid gold xvart idol (value 2200gp) which was hidden there long ago (when the room was the quarters of a xvart shaman) and which was forgotten when the lair was abandoned. The adventurers will have no difficulty in digging out the plaster and recovering the idol if they attempt so to do.

THE OLD XVART LAIR (X13 - 16)

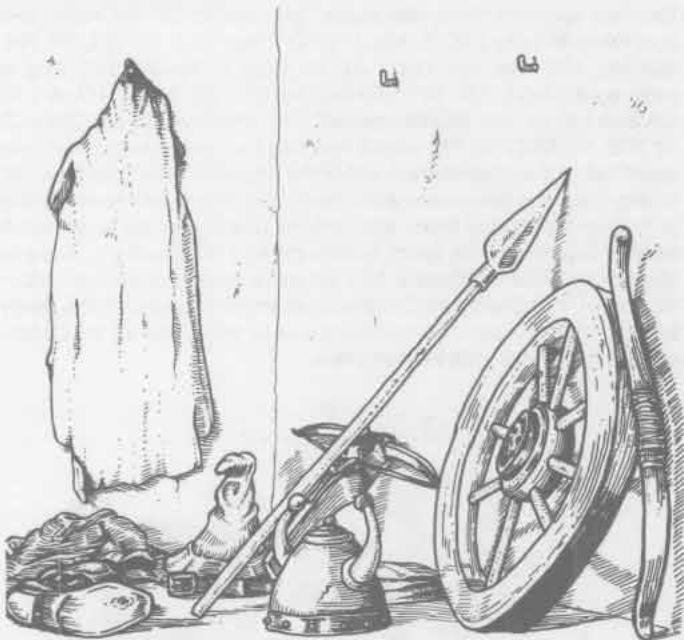
X13. Giant Rats' Lair (Xvart Temple)

When the adventurers are able to see into this room, the DM should read out the following:

This is a roughly rectangular chamber whose rock walls are painted black. In the centre of the room is a pile of dry vegetable matter. Scuttling over and around this are at least a dozen large rats.

This room is the lair of **21 giant rats** (AC 7; MV 12"; HD 1-4hp; hp 2 each; # AT 1; D 1-3; SA Disease; SD Nil; MR Std; Int Semi; AL N; Size S; xp 9 each; THACO 20; MM) some of whom are inside the nest. They will attack the party on sight.

The room was the xvart temple, and beneath the rats' nest is the pedestal on which the xvart idol once stood. The nest contains many chewed bones, but there are no items of interest or value here.



X14. Empty Room (Xvart Chief's Quarters)

When the party is able to see into this room the DM should read out the following:

This room is apparently unoccupied. With the exception of some fragments of bone and vegetable matter on the floor it seems to be empty.

This room was the xvart chief's private chamber. When the xvarts left, the room was stripped.

X15. Xvart Magic User's Room

The door to this room is made of stone and fits flush with the wall of the corridor. It counts as a concealed door but it is easy to open once it has been found. When opened, the door will swing back against the wall of the passage into the room, thus concealing the **cloak of elvenkind** (human-size) which hangs behind the door.

When the adventurers are able to see into the room, the DM should read out the following:

The small chamber before you appears to be unoccupied, but contains a wide variety of objects scattered haphazardly about.

This was the chamber of the xvart magic user, an incorrigible collector of items of all kinds, especially those of no use to the other xvarts. In the hurried departure from the lair, the magic user was forced to abandon most of his treasured possessions, including the **cloak of elvenkind** which had always been despised because of its origins, despite its powers.

Some time ago, the magic user attempted to combine the spells **extension** and **Nystul's magic aura** which he had found on a scroll. The spells failed catastrophically and, as a result, any objects kept in the room for a day or more will acquire an intermittent magical aura. Such objects do not actually become magical and the effect wears off if the objects are taken out of the room for a week.

As a result, there is a 50% chance for each object in the room (at any given time) to have a magical aura. The objects in the room are:

Four human-size cloaks, a small skirt, six long belts, two left boots and a tall hat.

A suit of chain mail armour, two helms, half a suit of leather armour (the right half) - all human size.

A crossbow, a longbow (no string), three ranseurs and a javelin.

A wooden fire-place surround, a large brass platter, a rug, a large broom, a wagon wheel, two oars and a chamber pot.

X16. Secret Entrance

From the empty room (room X14), a narrow tunnel about 4 feet high winds down to an opening at the foot of the cliff by the river. This cliff entrance is about 2 feet square and is concealed by a bush. If the party examines the cliff, the chance of finding the entrance is the same as that of finding a concealed door.

ENCOUNTER WITH LAVINIA AND HER OTHER SONS

Lavinia, the illusionist, and Finnock, Prakrit and Redec, three of her half-orc sons, will be away from the lair, reconnoitering the **LAKE-SIDE VILLA** (page 18) in preparation for the final destruction of the xvart tribe. They will arrive back at the lair six hours after the player characters arrive, and so they will be encountered here if the adventurers have not moved on by then. The exact details of this encounter will vary with circumstances, of course.

If Lavinia and the other three return to the lair after the party has left, they will seek out the adventurers in the woods. The encounter will occur before the adventurers reach the Hall-bridges/Chiswell/Gannaway/Adlerweg road. It is up to the DM to decide exactly when and where the encounter should occur (eg when the party is on the move or camped for the night). Note that the woodland is fairly light and that visibility is good. Also, Redec the assassin is potentially very dangerous if he manages to surprise the party, and the DM should take account of this when arranging the encounter.

DETAILS OF LAVINIA AND HER SONS

LAVINIA - ILLUSIONIST, LEVEL 3, HUMAN, FEMALE
(AC 8; MV 12"; I 3, hp 9; #AT 1; D By weapon; SA/SD As standard for class and abilities; MR Std; AL LE; S 7, I 15, W 9, D 16 (+2 AC/saving throw bonus, +1 to hit with missiles), C 12, Ch 11; xp 211; THACO 20).

Clothing - long, dark red robe with matching, hooded cloak, leather belt with pouches (see below).

Weapons - 3 darts, dagger (non-proficient weapon).

Spells memorised:

First level: **phantasmal force, wall of fog**

Second level: **hypnotic pattern.**

Languages spoken - common, orc, ogre, goblin, xvart.

Personal treasure - necklace of topaz beads (value 1800gp), gold finger ring (10gp) and the following items in her belt pouches: 12gp, material components for spells, a scroll with these illusionist spells:

Second level: **magic mouth**

Third level: **dispel illusion, illusionary script.**

FINNOCK - FIGHTER/THIEF, LEVEL 2/3, HALF-ORC, MALE
(AC 8; MV 9"; F2/T3; hp 17; #AT 1; D By weapon; SA/SD As standard for class and abilities; MR Std; AL LE; S 13, I 9, W 6, D 11, C 16, Ch 9; xp 153; THACO 20).

Clothing - grey travelling cloak over leather armour, small back pack (see below).

Weapons - long sword, dagger, short bow, 15 arrows.

Languages spoken - common, orc, goblin.

Personal treasure - small platinum clasp on cloak (value 160gp) and the following items in his back pack: a set of thief's tools, a flask of oil, two small torches, tinder box.

PRAKRIT - FIGHTER, LEVEL 3, HALF-ORC, MALE
(AC 4; MV 9"; F3; hp 16; #AT 1; D By weapon; SA/SD As standard for class and abilities; MR Std; AL LE; S 16 (+1 damage), I 6, W 7, D 9, C 14, Ch 9; xp 124; THACO 18).

Clothing - dark green robe over chain mail armour, small shield, small back pack (see below).

Weapons - long sword, two daggers.

Languages spoken - common, orc.

Personal treasure - a talisman (non-magical) on a chain around his neck (wrought gold and haematite - value 250gp) and the following items in his back pack: food, wine-skin, 50 foot coil of rope, two sacks.

REDEC - ASSASSIN, LEVEL 2, HALF-ORC, MALE
(AC 8; MV 9"; A2; hp 7; #AT 1; D By weapon; SA/SD as standard for class and abilities; MR Std; AL LE; S 13, I 13, W 9, D 14, C 12, Ch 9; xp 141; THACO 20).

Clothing - black cloak over leather armour. Belt with pouches (see below).

Weapons - broad sword, dagger, **dagger +1** (envenomed with class A insinative poison), light crossbow, 12 quarrels.

Languages spoken - common, orc, goblin, gnoll.

Personal treasure - gold ring (value 100gp) with a secret compartment (noticed as secret door) containing a tablet (one dose) of class A ingestive poison. In the pouches hanging from his belt: a set of thief's tools, a tinder box, a vial containing one dose of class A insinative poison and a pill-box containing two doses (two tablets) of class A ingestive poison (see **DMG** page 20).

DETRAK - THIEF, LEVEL 4, HALF-ORC, MALE
(AC 7; MV 9"; T4; hp 14; #AT 1; D By weapon; SA/SD As standard for class and abilities; MR Std; AL LE; S 13, I 8, W 7, D 12, C 15, Ch 10; xp 200; THACO 20).

Clothing - brown cloak over **leather armour +1**, belt with pockets (see below).

Weapons - long sword, sling, 20 sling bullets.

Languages spoken - common, orc, goblin.

Personal treasure - in the pockets incorporated into his belt: six small matching gems (aquamarine, value 80gp each), a set of thief's tools.



THE MERCHANT



INTRODUCTION

On their journey between the **OLD XVART LAIR** (page 7) and the **LAKE-SIDE VILLA** (page 18), the DM should arrange for the adventurers to meet Edensor the merchant and his retinue. The encounter will occur on the Hallbridges/Chiswell/Gannaway/Adlerweg road which the party must cross at some point on the trip. This encounter offers great potential for role playing by the DM and players.

Edensor is travelling towards Adlerweg with two wagon-loads of animal skins and other items. His intentions are peaceful and, if theirs are the same, the adventurers will be in no immediate danger from him or his guards. He will even trade with them if they wish.

It is important to note that Edensor is well-known in the villages along his route and that the adventurers could expect to be questioned very closely by the authorities if they were found in possession of his wagons.

Unknown to Edensor, one of his drovers is a thief named Hans. Hans has been careful not to rob any of the members of the caravan (yet) but the meeting with the adventurers will prove too much of a temptation for him.

DISPOSITION OF THE CARAVAN

Those accompanying the caravan are Edensor, his guard captain, ten mounted guards, eight guards on foot and four drovers (one of whom is Hans the thief) - see **THE RETINUE** below.

The cargo of the caravan is contained in two wagons. While the caravan is on the move, Edensor and Maclise (the guard captain) will be riding in front with six of the mounted guards. The remaining four mounted men will be at the rear. The guards on foot will be walking four on each side, and there will be two drovers to each wagon, one holding the reins and one leading the oxen. Hans will be the drover leading the oxen of the front wagon.

The caravan is travelling about 25 miles per day (about 3 miles per hour).

THE ENCOUNTER

When the adventurers meet the caravan, the DM should at first describe it only briefly to the players. Later, as appropriate, the DM should add more detail, but it is important to remember that Hans will not normally be recognised as anything other than a simple drover.

Always keen for a chance to trade, Edensor will hail the party when he sees them and, after the usual greetings, ask if they

have anything to sell or if they wish to buy anything. Although his trade is in skins, he has a box of assorted items (see **THE CONTENTS OF THE WAGONS** - page 15) which he has accepted in lieu of past payments and which he often finds to be attractive to the trappers with whom he trades. He will sell any items from the box at 10% more than the prices given in the **PLAYERS HANDBOOK**. He will also sell reasonable amounts of provisions (food, wine etc) from his own stores for 10% more than the usual price. Edensor will buy any items from the party (up to a total value of 300gp, except gems and jewelry) which they are willing to sell. The prices he offers will be between 50% and 90% of the actual values depending on how easily the items could be re-sold (DM's discretion). If questioned, Edensor will pass on two of the rumours (chosen at random) which were available in the villages (see **KUSNIR** - page 5).

While the adventurers are talking to the merchant, Hans will attempt to steal an item of value (preferably a magical item) from one of the party members. For the purposes of this adventure he will automatically be successful unless the adventurers have taken specific precautions against theft. In the latter case, Hans has his normal pick pockets chance of success (adjusted downwards if the precautions are good - DM's discretion). If he fails with one character, he will try the others until successful or until he is noticed.

If the theft is not noticed at the time, and if the characters' gear is not checked specifically beforehand, the loss will not be noticed until 1-4 hours after the adventurers leave the caravan. Meanwhile, Hans will have hidden the stolen item under the skins in the leading wagon.

DEALING WITH THE THEFT

No matter how it is discovered, dealing with the theft and recovering the stolen property will be a good test of the players' role-playing ability and the DM should take care (and have a lot of fun) when portraying Edensor, Maclise etc.

Edensor is an honest man, but he is proud and fairly quick to anger. Maclise is also honest and is loyal to Edensor. He is less quick to anger, however, being a seasoned mercenary soldier. Neither of them has any idea of Hans' true profession.

If called on to play the role of Hans, the DM should be careful to maintain the impression that he is an innocuous drover.

Edensor, Maclise and the guards will defend the caravan if it is attacked, and they will respond angrily if accused of having any part in the crime. The same will apply if the adventurers are caught snooping around the caravan or are seen to be attacking or harrasing Hans or any of the other members of the caravan without apparent cause.

If they handle the situation carefully, the adventurers should be able to retrieve their property and catch the thief, and may

even be able to enlist Edensor's co-operation in this. If the thief is caught, and is clearly shown to be guilty, Edensor will offer to deliver him to the authorities and will also give the adventurers a giant beaver pelt (value 600gp) from the lead wagon as compensation in order to save face.

THE RETINUE

The Merchant

EDENSOR - FIGHTER, LEVEL 3, HUMAN, MALE
(AC 8; MV 12" (mounted 24"); F3; hp 13; # AT 1; D By weapon; SA/SD As standard for class and abilities; MR Std; AL NG; S 13, I 14, W 10, D 11, C 8, Ch 15; xp 132; THACO 18).

Clothing - green travelling cloak, silk robe with fox-fur trim (value 60gp), **ring of protection +2**, belt with pouches (see below).

Weapons - short sword.

Mount - **light war horse** (AC 7; MV 24"; HD 2; hp 9; # AT 2; D 1-4/1-4; SA Nil; SD Nil; MR Std; Int Animal; AL N; Size L; xp 38; THACO 16; MM).

Languages spoken - common, elf, dwarf, halfling, gnome.

Personal treasure - pendant on chain (small ruby, value 90gp), signet ring (gold, with carved chalcedony stone, value 180gp) and in his belt pouches: 10cp, 8sp, 10gp and 60pp (total value about 311gp).

Guards

MACLISE (GUARD CAPTAIN) - FIGHTER, LEVEL 4, HUMAN, MALE

(AC 2; MV 6" (mounted 15"); F4; hp 25; # AT 1; D By weapon; SA/SD As standard for class and abilities; MR Std; AL NG; S 15, I 10, W 9, D 14, C 13, Ch 10; xp 215; THACO 18).

Clothing - green cloak over plate mail armour, shield, belt with pouches (see below).

Weapons - **heavy horse lance +1**, long sword.

Mount - **heavy war horse** (AC 7; MV 15"; HD 3+3; hp 17; # AT 3; D 1-8/1-8/1-3; SA Nil; SD Nil; MR Std; Int Animal; AL N; Size L; xp 128; THACO 16; MM).

Languages spoken - common, orc.

Personal treasure - in belt pouches: 20 gp, a pipe, tinder box and tobacco.

10 MOUNTED GUARDS - FIGHTERS, LEVEL 1, HUMAN, MALE

(AC 6; MV 6" (mounted 18"); F1; hp 5 each; # AT 1; D By weapon; SA Nil; SD Nil; MR Std; Int Ave; AL NG; xp 38 each; THACO 20).

Clothing - green cloaks over scale mail armour.

Weapons - light crossbow, 15 quarrels, long sword.

Mounts - **medium war horse** (AC 7; MV 18"; HD 2+2; hp 11 each; # AT 3; D 1-6/1-6/1-3; SA Nil; SD Nil; MR Std; Int Animal; AL N; Size L; xp 68 each; THACO 16; MM).

Personal treasure - each man has 1-6gp worth of coins either in his belt pouch or in his saddle bags.

EIGHT GUARDS ON FOOT - FIGHTERS, LEVEL 1, HUMAN, MALE

(AC 6; MV 9"; F1; hp 5 each; # AT 1; D By weapon; SA Nil; SD Nil; MR Std; Int Low; AL NG; xp 38 each; THACO 20).

Clothing - green cloaks over studded leather armour, shields.

Weapons - short bow, 15 arrows, long sword.

Personal treasure - each man has 1-6gp worth of coins in his belt pouch.

Four Drivers

THREE ORDINARY DROVERS - NORMAL MEN, HUMAN, MALE

(AC 8; MV 12"; NM; hp 3 each; # AT 1; D By weapon; SA Nil; SD Nil; MR Std; Int Low; AL NG; xp 13 each; THACO 20).

Clothing - green cloaks over leather armour.

Weapons - dagger.

Personal treasure - 1-4gp in coins in belt pouches.

HANS (DISGUISED AS A DROVER) - THIEF, LEVEL 4, HUMAN, MALE

(AC 6; MV 12"; T4; hp 15; # AT 1; D By weapon; SA/SD As standard for class and abilities; MR Std; AL NE; S 12, I 14, W 9, D 16 (+2 AC/saving throw bonus, +1 to hit with missiles), C 13, Ch 10; xp 205; THACO 20).

Clothing - green cloak over leather armour.

Weapons - dagger hanging from belt and four concealed throwing knives in his boots.

Languages spoken - common, kobold.

Personal treasure - in a belt pouch: 3gp and a set of thief's tools. Hidden in the hollow pommel of his dagger: three pearls (value 60gp each).

THE CONTENTS OF THE WAGONS

Each wagon has four wheels and is pulled by six oxen. The area behind the board on which the driver sits is covered by canvas stretched over an arched wooden frame. Flaps at the front and rear of the covered area are laced shut.

The **lead wagon** contains some of the more exotic pelts, the box of assorted trade goods and the gear of the merchant and the guards. The pelts are: eight giant badger (20gp each), two giant beaver (600gp each), 60 wolf (8gp each) and 16 black bear (50gp each). The total value of these is 2640gp and their total weight is about 600gp equivalent.

The box of trade goods contains an untidy jumble of stuff. If the party wishes to buy from the merchant, there is a 10% chance that the box will be found to contain any single object from the standard equipment list (PH p35-36; not animals or perishable goods) which is asked for with the exception of items which could not be fitted into a box 10 feet long, 3 feet wide and 3 feet deep. The total normal value of the objects may not exceed 600gp.

The wagon also holds food, wine skins, cooking utensils, bed rolls and so on for use on the journey by Edensor, Maclise, the drovers and the guards. Hidden in a secret compartment in the hub of the right-hand front wheel are five gems (amethysts, worth 600gp each).

If his attempted theft from the party is successful, Hans will hide the item he has stolen under the pelts in this wagon.

The **rear wagon** contains only pelts: 600 beaver (2gp each), 300 muskrat (1gp each) and 60 fox (3gp each). Their total value is 1680gp and they weigh about 1000gp equivalent in all.

THE OLD MAN

QUERN'S HERMITAGE, Encounter areas H1 - 3

INTRODUCTION

At some time after the adventurers have crossed the Hallbridges/Chiswell/Gannaway/Adlerweg road, but before they reach the **LAKE-SIDE VILLA**, they will meet an old man dressed in a simple grey robe and carrying a staff. The man is Urquant, a monk, who will ask the adventurers to help him recover some books from a cave occupied by two gargoyles. If they do so, the party will not only gain the treasure belonging to these creatures but also information which will be of use in the **LAKE-SIDE VILLA** (page 18).

MEETING WITH URQUANT *(see page 17)*

The DM should arrange for the party to meet Urquant at a suitable moment before they reach the **LAKE-SIDE VILLA**. When they meet, Urquant will automatically surprise the party and will use this time to show his peaceful intentions by greeting the adventurers in the common tongue. Then he will explain his predicament. The following explanation may be read aloud (or paraphrased) by the DM:

Greetings, noble travellers.

My name is Urquant, humble monk of the Monastery of the Grey Cowl many leagues to the north. I was sent here to seek information from Quern, the hermit and writer of great renown, but arriving at his home, I found his corpse hanging ignominiously from a nearby tree and the cave occupied by two noisome creatures. They were like men, but had wings, tails, cruel claws and horns much like those of the fabled unicorn.

I assailed the creatures, intent on vengeance, but all my hard-learned arts were in vain and these hands which have smashed stone and splintered oak could do them no injury.

Confused, I fled and have been wandering in search of aid since then. Will you come with me to Quern's cave to defeat these creatures and retrieve such of his library as remains? I have no interest in wealth, of course, and you would be welcome to any other treasures which might be found.

If the party accepts, Urquant will lead the way to Quern's Hermitage (see **map C**) although he will not actually join in the fight with the gargoyles.

QUERN'S HERMITAGE

H1. Outside the Cave

Quern was killed by a **pair of gargoyles** (AC 5; MV 9"/15"; HD 4+4; hp 28 each; # AT 4; D 1-3/1-3/1-6/1-4; SA Nil; SD Need +1 or better weapons to hit; MR Std; Int Low; AL CE; Size M; xp 305 each; THACO 15; MM) who will attack any creatures approaching within 100 yards of the cave mouth. Quern's body is hanging from a tree about 50 yards south of the cave.



H2. Outer Chamber

When the gargoyles have been dealt with and the party is able to see into the cave the DM should read out the following:

The cave mouth is about 10 feet high. The cave beyond is irregular in plan and rises to about 20 feet high in the centre. Just inside the cave-mouth is an overturned lectern, further back are what appear to be the remains of a bed and a stool. There are several small objects scattered on the floor and a sack leans against the left-hand wall.

At the far end of the room a low passage leads off into darkness. Growing around and inside the passage is a strange plant whose fronds are moving slightly, as if of their own accord.

The plant is a **witherweed** (AC 8; MV Immobile; HD 6; hp 39; # AT Up to 20 fronds; D Nil; SA Dexterity drain; SD Poison gas produced if burned; MR Std; Int Non; AL N; Size L; xp 509; THACO 13; FF). The monks of Quern's and Urquant's order have cultivated a special strain of the weed whose large leaves are papery and provide a good alternative to parchment. The plants are still aggressive and are sometimes used as guards. They are kept under control by high level monks using their ability to speak with plants.

When he sees the witherweed, Urquant will recognise it at once. He will warn the adventurers that it is dangerous and will briefly explain its uses. Since it is clear that there are no books

in this chamber, Urquant will speculate that Quern's library is beyond the weed and will explain that, since he cannot talk to the plant, some other way of getting past it will be needed. Urquant will advise against the use of fire on the weed for fear of harming the books.

The witherweed will always retaliate if attacked and will normally attack creatures attempting to use the passage. However, as a result of Quern's training, it will not attack those using the passage if they openly carry a quill or other feather.

The clue to the method of safely by-passing the weed is contained in a riddle inlaid in brass on the top of the lectern:

*Though swords reap on the barren heath,
And scythes upon the fruitful field,
Though fire may bloom a funeral wreath,
The quill alone may make me yield.*

The answer to the riddle is 'parchment' or 'paper'. In this context, however, the plant from which paper is derived will also 'yield' to the quill. Thus, in order to pass safely through to the library, a character must hold a quill and walk past the plant without threatening it.

The lectern has a compartment which contains six quills, a penknife and five sheets of witherweed paper. Unfortunately, there were also bottles of ink here which have been smashed and the ink has ruined the paper.

The sack contains the treasure of the gargoyles:
40cp, 16sp, 30gp, 10pp (81gp in all),
a coronet, orb and sceptre (gilded bronze with costume jewels - total value 6gp),
a reel of golden thread (value 15gp),
a block of uncarved ivory (value 25gp),
a slipper (left foot) made of silk and gold thread and decorated with seed pearls (value 40gp) and
a statuette of a woman carved in rock crystal (value 800gp).

The other items in the room were those used by Quern in his simple life. The objects lying on the floor include some ordinary cooking utensils, a tinder box, candles etc. There are no other items of value or interest here.

H3. Library

When the party is able to see into this room the DM should read out the following:

This is a small chamber with no furniture. There are nine books on a shelf on the right hand wall. Eight have brown bindings but the ninth is blue.

If the witherweed has been burned, the books will have been destroyed.

When he sees the books, Urquant will cry out in joy and then quickly, but reverently, gather them up.

Eight of the books were written by Quern and contain the vital elements of his philosophies. They are written on witherweed paper and have simple leather bindings. They have a value of 50gp each. Urquant will value these very highly and will insist on taking them back to his monastery after burying Quern with due honour.

The ninth book (with the blue cover) is written on parchment. Urquant will soon recognise that it is not part of Quern's writings and will offer it to the party. The book may be of great interest to the party since it contains references to the **Sentinel**. If the adventurers read the book (even cursorily) they will ascertain the following:

(i) The bulk of the book concerns the births, marriages and deaths of the Van Arthog family over many generations and is rather boring.

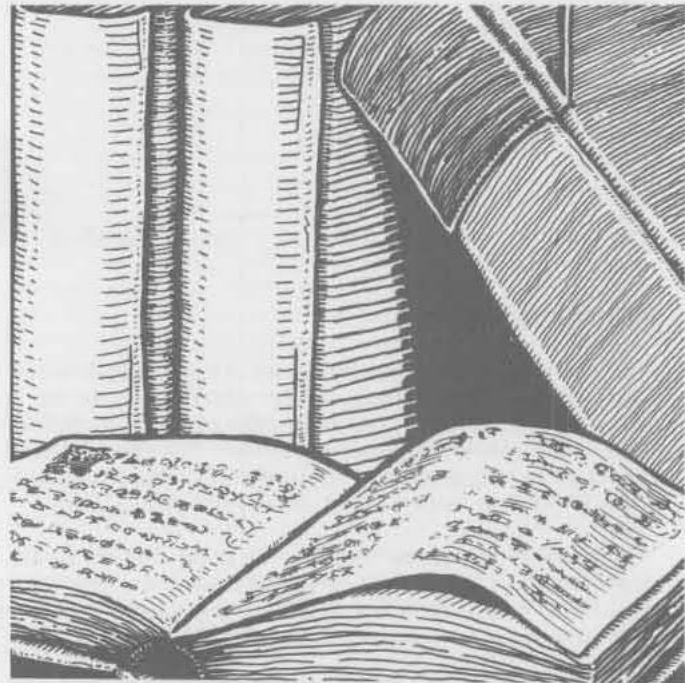
(ii) The family seat was a villa on the shore of Lake Spendlowe near the mouth of the River Lewyn.

(iii) Many years ago (the book does not contain actual dates), Karl Van Arthog was the last mage to hold the post of the Guardian of the Keep of Adlerweg.

(iv) When Karl retired to the villa he brought with him a powerful magical item known as the **Sentinel**. There is no reference to this object being used, however.

(v) The family history ends with Heinrich Van Arthog who squandered the family fortune and was forced to give up the villa.

The book is worth 60gp. Quern found it long ago during his wanderings in the region and had kept it out of academic interest only.



DETAILS OF URQUANT

URQUANT - MONK, LEVEL 4, HUMAN, MALE
(AC 7; MV 18"; Mk 4; hp 14; # AT 5/4; D 1-6 (open hand) or by weapon; SA/SD As standard for class and abilities; MR Std; AL LN; S 15, I 8, W 16, D 15, C 12, Ch 9; xp 200; THACO 18).

Clothing - grey robe with rope belt and belt pouches.

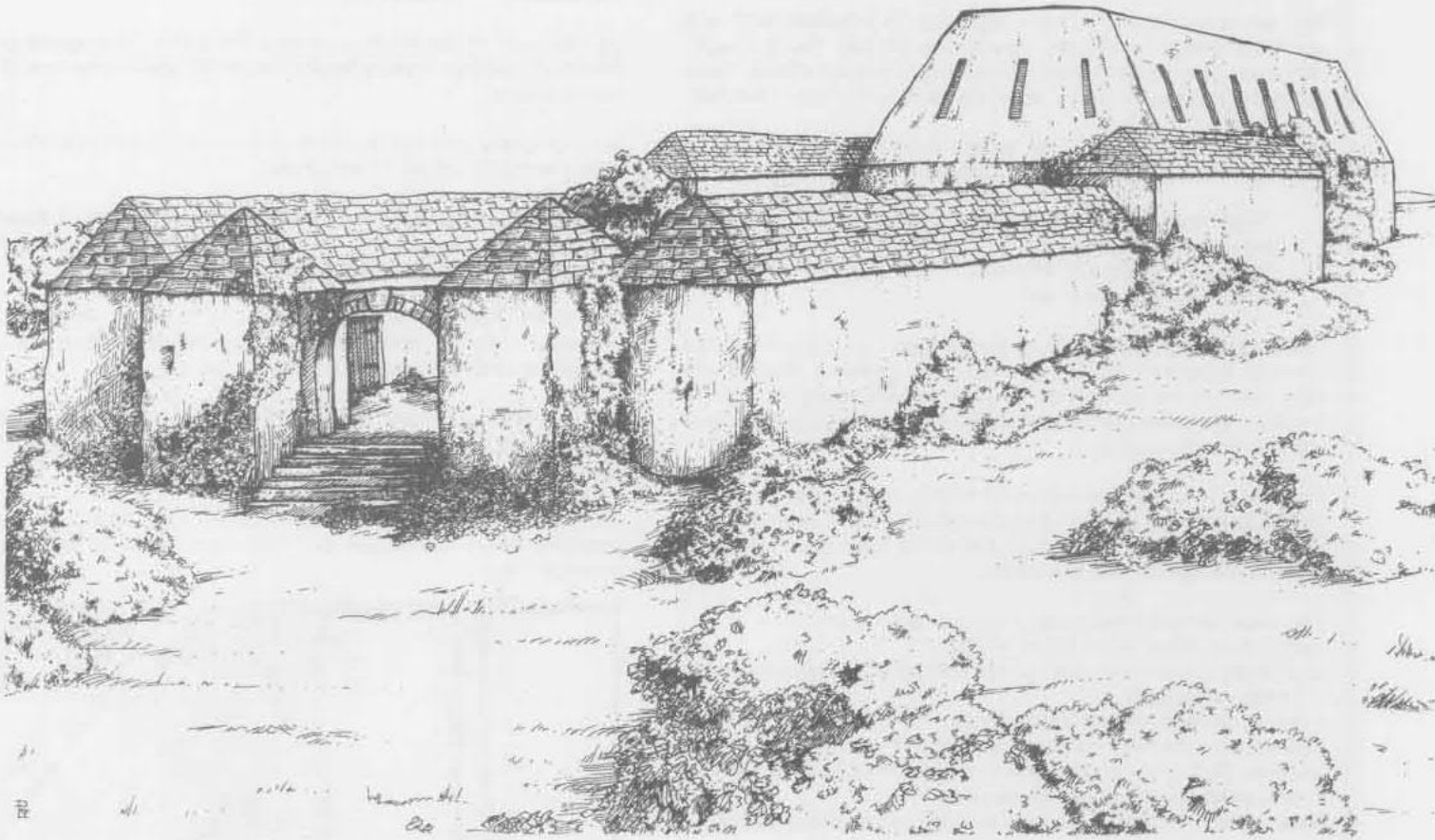
Weapons - staff.

Languages spoken - common.

Personal treasure - silver amulet (value 20gp) and the following items in his belt pouches: set of thief's tools, food, candles and tinder box.

THE LAKE-SIDE VILLA

(Encounter areas V1-26)



INTRODUCTION

This villa, which stands on the shore of Lake Spendlowe, was owned by the Van Arthog family, descendants of the last Guardian of Adlerweg. They owned the villa until the fall of the family's fortunes when it was abandoned. The villa is shown on **map D**. It is a single-storey structure built on the slope leading down to the lake, with a cellar beneath its highest part.

The descriptions of the villa and its parts assume that it is daytime and/or the adventurers have a source of light. If not, the DM should adjust the descriptions. Unless otherwise stated, rooms (above or below ground) are 15 feet high.

When the adventurers come in sight of the villa, the DM should read the following description to them:

A villa-like building, standing on a spur of land between the lake and a river which empties into it, comes into view. The building has the air of one long-abandoned, but appears to be relatively undamaged. Clinging plants grow over the walls and roofs.

It is a low structure, roughly rectangular in plan, perhaps 200 feet long and 100 feet wide. A part of the building at the higher end rises above the rest.

The walls are constructed from a local, durable stone. The roofs are of heavy ceramic tiles supported by beams of a dense timber that has resisted the ravages of time. This timber has also been used for the doors, rafters and other fittings.

The obvious way for the party to gain entry to the villa is through the gateway. However, the plants growing on the walls make it relatively easy to climb the outside of the building. Characters so doing have a 10% chance per round (cumulative) of being noticed by the adult perytons (from area V4) and attacked. A thief or monk will automatically be able to climb up the walls and across the roofs under normal circumstances.

Since the roofs of the various parts of the villa are of tiles, with the exception of roof of the hall (room V10) which is of stone, adventurers who climb onto them will be able to gain access to the building by removing tiles to make a hole.

Characters entering the villa through the hole in the northern wall will be attacked by the stunjelly in room V8.

It is intended that the adventurers will not find the secret entrance to the tunnels under the villa (see V25).

Characters remaining in the immediate vicinity of the villa while attempting to gain access have a 10% chance per turn (cumulative) of being noticed by the adult perytons (area V4) who will attack them.



ABOVE GROUND

V1. Gateway

If the party climbs the steps at the western end of the villa the DM should read out the following:

At the top of the steps, a gateway leads into a courtyard. On each side of the gate a doorway opens into darkness beyond. In one of these doorways a wooden door hangs awkwardly on only one hinge. On the other side a similar door lies flat on the stone-flagged floor.

In the courtyard, flowers, small bushes, and two trees grow apparently unchecked.

There are no items of interest or value to be found in the gateway.

V2. Southern Gatehouse

If the party investigates this room the DM should read out the following:

The door to this room hangs open at a crazy angle; the lower hinge has rusted completely away.

The room beyond is stark and bare of furniture. The walls are of plain dressed stone, the floor is of flagstones, and wooden rafters support the tiles of the roof. Scattered around the floor is a litter of dry leaves with a little broken pottery and glass.

There is nothing of interest or value here.

V3. Northern Gatehouse

If the adventurers investigate this room the DM should read out the following:

The hinges of the door to this room have rusted away completely and it now lies flat in the doorway.

The room beyond is stark and the only furniture consists of a wooden table standing against the far wall. On the table is a ceramic jug and the stub of a candle. A litter of dry leaves lies on the flagstones of the floor. The walls are of plain, dressed stone, and wooden rafters support the tiles of the roof.

A **giant centipede** (AC 9; MV 15"; HD 1/4; hp 2; # AT 1; D Nil; SA Poison (save at +4); SD Nil; MR Std; Int Non; AL N; Size S; xp 32; THACO 20; MM) lives under the door. It will only attack if disturbed (eg if the door is lifted). Simply walking over the door will not cause the centipede to attack.

The jug is empty. There is nothing of value in the room.

V4. Courtyard

When the party comes into the courtyard (by whatever route) the DM should read out the following:

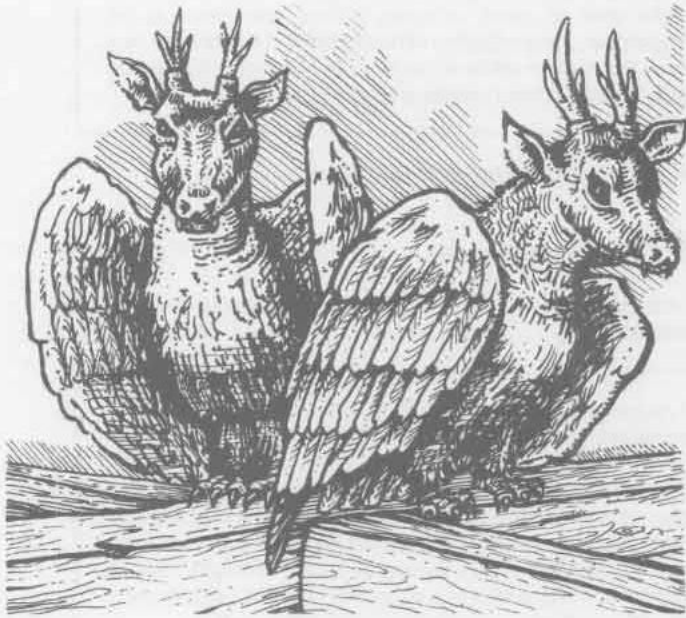
Before you is a courtyard. A half-observed pattern of pathways and flower-beds shows that this was once a formal garden. Now, however, the roses and other garden flowers grow wild, competing with weeds and briars. There are two trees growing here, an oak in the north-east corner and an ash in the south-west.

The doorways on the north and south sides of the courtyard may not all be visible to the adventurers; the DM should describe those which are. There is no door in the south-western doorway (to room V5). The other three doors are of iron-bound wood and are closed.

If not previously encountered and killed, the **two adult perytons** (AC 7; MV 12"/21"; HD 4; hp 20, 18; # AT 1; D 4-16; SA +2 to hit; SD Need +1 or better weapons to hit; MR Std; Int Ave; AL CE; Size M; xp 230, 222; THACO 13; MM) will be here and will attack. The perytons will attempt to remain airborne as much as possible while in combat for fear of becoming entangled in the vegetation.

There are no items of value in the courtyard.

V5. Peryton Lair



If the party investigate this room, the DM should read out the following:

The doorway leads into a dark room. Although the rusted stumps of the hinges remain in the stone of the door frame, the door is missing. The room is long and dark, with bare flag-stone floors and dressed stone walls. The rafters above are wreathed in shadow. Lying on the floor are three sprawled corpses, their torsos horribly mutilated, and a litter of dry leaves and other detritus.

This room is the lair of the perytons; the corpses are those of humans whose hearts have been torn out by these creatures. If the adventurers enter the room the **three young perytons** (AC 7; MV 12"/21"; HD 2; hp 9 each; # AT 1; D 2-8; SA +1 to hit; SD Need +1 or better weapons to hit; MR Std; Int Ave; AL CE; Size S; xp 46 each; THACO 15; MM) perching in the rafters will attack them.

The three corpses are as follows:

1. **Male human peasant**; wearing a simple robe and rope belt.
2. **Male human merchant**; wearing a rich (but now ruined) robe, a leather belt with a decorated buckle (worth 60gp), a fine longsword in a scabbard (value 40gp) and a pouch containing 20gp.
3. **Female human cleric**; wearing leather armour (now useless) and a small pack. The pack contains a packet of food (rotten), two vials of holy water, a silver mirror, three sticks of incense and four candles wrapped in a piece of waxed parchment, a tinder box and the fragments of a shattered vial. The cleric is wearing a silver holy symbol (a model of a unicorn horn - value 50gp) on a chain around her neck. In a pouch on her belt are 27gp.

V6. Trapped Room

This room is part of a route devised by the skulks so that they could leave their lair in an emergency. Both the door from the courtyard and the contents of the room are trapped. If the party fails to disarm the door trap then the room itself will become much more dangerous when the door is opened, although there is no apparent immediate effect:

There is barely enough room for the door to open. Almost the entire space between floor and ceiling is occupied by a disorganised heap of junk consisting of broken household goods of every kind: chairs, tables, curtains, pots, pans, boxes, beds, barrels, sacks, etc.

The parts of the wall and ceiling which you can see are covered with undecorated white plaster. The floor is of flag-stones.

None of the items in the room is of unusual interest or value.

The skulks know of a safe route through the junk which a ranger has a 25% chance of spotting if it is looked for. If any characters climb on or through the pile by any other route it will collapse around them doing 1-6 hit points of damage to each adventurer concerned. If the door trap has been tripped, then the collapse of the junk will be accompanied by the collapse of the roof and ceiling which will cause an additional 3-12 hit points of damage to everybody in the room.

The secret door at the eastern end of the room is only about 2 feet square and is low down in the wall. It is level with the landing on the stairs between the hall (room V10) and the basement (area V14). If the pile has collapsed, the party will not be able to detect the secret door from inside the room unless the junk and the rubble of the roof and ceiling (if appropriate) are first removed. This would take a character about 20 turns.

V7. Cold-Store

The door to this room is closed. Its timbers are sound but the lock and hinges are rusted solid. In order to open the door the adventurers will have to smash through it, force it open (this will require a successful bend bars roll) or use magical means.

If the adventurers enter the room the DM should read out the following:

This room is utterly bare. There are no pieces of furniture or other items and the floor is very clean, as if swept. The walls are covered with white plaster, as is the ceiling. The air in the room feels cold.

This room was originally the cold food-store for the villa. There is a space between the ceiling and the roof which contains a small wooden box. The box is trapped with a **fire trap** which will inflict 8-11(d4+7) hit points of damage (by explosion) on all within a 5-foot radius unless they save vs. Magic (half damage).

The box contains six gems (800gp, 100gp, 60gpx4), a vial containing a **potion of diminution** (a green liquid with a sherry-like flavour - two doses) and a piece of cut amber on a leather thong (apparent value 25gp, this is actually a **periapt of health**).

V8. Room with Collapsed Wall

The door between the courtyard and this room is closed. Its timber is sound but the hinges are rusted and stiff.

If the adventurers enter the room from the courtyard, they will see that the lower part of the far wall has collapsed, leaving a hole large enough for a person to crawl through. The masonry above the hole is sound.

The walls are of dressed stone. Wooden rafters support the tiles of the roof which is veiled in shadows. The walls were once painted green but the paint has started to flake off.

There are dozens of large ceramic jars and the smashed fragments of hundreds more. The only clear part of the stone-flagged floor is at the western end, between the door and the collapsed part of the north wall. The western wall is of unpainted dressed stone.

The western wall is, in fact, a **stunjelly** (AC 8; MV 3"; HD 4; hp 15; #AT 1; D 2-8; SA Paralysis; SD Nil; MR Std; Int Animal; AL N; Size L; xp 185; THACO 15; FF). It is to be hoped that the players will notice that there is no paint on the western wall and be suspicious. Unless any characters entering the room state at once that they are leaving, the stunjelly will attack.

Each of the complete jars holds one of the following: honey, wine, olive oil, pressed figs or fish paste. All of these food items are now in a revolting state of decay. There are 54 whole jars.

V9. Steps



When the party approaches the steps from the courtyard, the DM should read out the following:

Beyond an archway, a flight of broad, stone steps leads up to a pair of closed, iron-bound wooden doors. Lying on the steps is a charred humanoid skeleton clutching a rusted dagger.

The doors are held closed by two hasp mechanisms, each with a padlock hanging from it. A third hasp hangs broken and charred. A blackened padlock lies on the steps below the door.

The skeleton is that of a goblin killed by a **glyph** cast upon the lock which he attempted to pick. Neither of the other two locks is trapped and they may be picked or smashed safely.

V10. Hall

When the party enters this room the DM should read out the following:

This is a large room, about 60 or 70 feet long, 60 feet wide and 40 feet high. The floor is of blue veined, white marble. The walls are wood-panelled to a height of about 20 feet. Above this they slope gently inwards and are pierced by 20 shuttered, lancet windows each about 4 feet high and 3 inches wide. The walls above the panelling and the ceiling are decorated with a painted design of interwoven vines.

On each side of the room stands a row of four human-like statues. Between them, in the centre of the room, is a square dais, about 15 feet across. Standing at each corner of this is a bronze-coloured statue of a large feline creature. The tails of these creatures meet in the centre of the dais where they support a large, bronze-coloured chair. Lying on the chair is what appears to be the skeleton of a small animal.

This room is the lair of three undead creatures. The first of these is a **sheet phantom** (AC 3; MV 6"; HD 3; hp 18; #AT 1; D 1-4; SA Suffocation; SD Nil; MR Std; Int Ave; AL CE; Size L; xp 177; THACO 16; FF) which is clinging to the ceiling where the adventurers have a 5% chance of noticing it if they look upwards. This creature will drop rapidly onto the first (65% chance) or the second (35% chance) character to enter.

The other undead are **two sheet ghouls** (AC 2; MV 9"; HD 4+2; hp 24, 19; #AT 3; D 1-3/1-3/1-6; SA Acid squirt (2-7 hit points of damage, automatic hit on an opponent within 10 feet); SD Nil; MR Std; Int Ave; AL CE; Size M; xp 290, 265; THACO 15; FF). These creatures will normally be hiding behind the dais when the party enters, and they will not at first be seen. They will attack the party at the first opportunity.

The feline statues are of panthers and are indeed made of bronze as is the seat. The bones on the seat are those of a domestic cat. The eight humanoid statues are all of male humans and are intended to represent contemplation, inspiration, concentration, exasperation, confusion, exultation, melancholy and contentment. They have no special significance.

There are no other items of interest or value here.

V11. Southern Library

When the party enters this room the DM should read out the following:

The floor of this room is tiled in green. The walls and ceiling are covered with undecorated white plaster. Across the tops of the western, southern and eastern walls are brass curtain rails. There is a shelf along the northern wall with three books on it.

THE LAKE-SIDE VILLA (V12-13)

This room was a library when the villa was occupied. When the place was abandoned most of the books were removed, along with the curtains. The remaining books are:

1. **Woebliuf:** A cheaply produced edition of a classic saga with the illustrated pages torn out (value 5gp).
2. **Cenozoic Glacial Geology:** A long and boring tome, expounding the fallacious theory that movements of ice were responsible for shaping of mountain valleys etc.

If a character examines the book, the DM should make a secret roll of 3d6. If this score is less than the character's intelligence, he or she will notice that the first time that the word Cenozoic (pronounced *Sən-Oh-Zo-ic*) appears in the text, its spelling has been changed to Cinozoic (pronounced *Sin-Oh-Zo-ic*). "Cinozoic" is the control word for the iron cobra in the secret library (room V13). The book's value is 50gp.
3. **The Art of Coarse Angling:** A comprehensive treatise describing the theory and practice of freshwater fishing. Any character who spends a week studying this book will henceforth have little difficulty catching fish from rivers or lakes. The book's value is 75gp.

There is nothing else of interest or value either in the room or in the space between the ceiling and the roof.

V12. Northern Library

When the party enters this room, the DM should read out the following:

The floor of this room is tiled in green. The walls and ceiling are covered with undecorated white plaster. Across the tops of the western, southern and eastern walls are brass curtain rails. Below these, on the floor, lie long heaps of mouldering purple cloth. On the southern wall is a long, bare shelf and in the centre of the floor is a patch of black ash.

The room was a library when the villa was occupied. When it was abandoned, the important books were taken away and the remainder burned. Later, the wall drapes rotted and fell to the floor. The mould on the cloth is harmless. There is nothing of interest or value here. There is a space between the ceiling and the roof, but it is empty.

V13. Secret Library

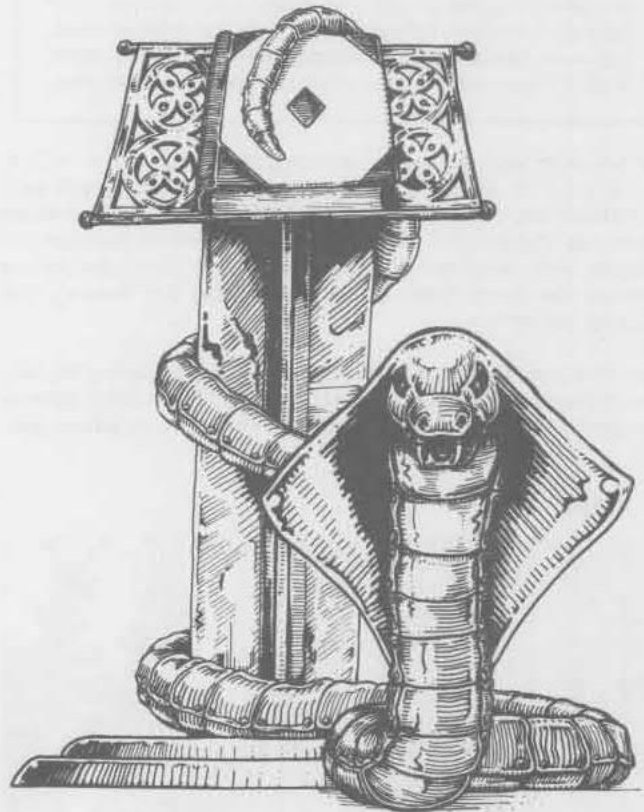
The door to this room is secret but, once found, it is easily opened:

The floor of this darkened room is tiled in green. The walls and ceiling are covered with undecorated white plaster. The only furniture consists of a pair of brass lecterns. There is a large book on each.

Hiding in the shadows to the right of the door is an **iron cobra** (AC 0; MV 12"; HD 1; hp 8; #AT 1; D 1-3; SA Poison (paralysing), attack from behind with surprise; SD Nil; MR As M12; immune to certain spells; Int Non; AL N; Size S; xp 96; THACO 19; FF). It will only attack if the room is entered or if the

books on the lecterns are interfered with. It will lunge at the nearest character, attacking from behind and gaining surprise if possible. The venom in the snake's fangs causes paralysis (for d6+4 turns) unless the victim successfully saves vs. Poison. There is sufficient venom for three bites.

The iron cobra will fight fearlessly to defend the books until destroyed or until its control word "Cinozoic" is spoken. This word will only deactivate the creature, and will not give control over it. The word may be found in one of the books in the southern library (room V11). Even in the absence of the other control words, the iron cobra would still be of great value (1000gp) to an interested mage though of little practical use.



The lecterns are identical. They weigh 2000gp equivalent each and are worth 300gp each. The books are both closed and neither has any external markings.

The book on the northern lectern is a spell-book containing the following spells:

First level:	Tenser's floating disc
Second level:	Leomund's trap
Fourth level:	Rary's mnemonic enhancer.

The book on the southern lectern is a **manual of summoning familiars**. An inscription on the inside cover makes it clear that if the contents of the book are read out loud before the casting of a **find familiar** spell, the spell will summon three potential familiars (each determined at random). The magic user must choose one of these at once and the others will depart. The manual may only be used once since the words vanish as they are read. The book may not be copied.

BASEMENT

V14. Basement Corridor (Stairs from V10)

When the adventurers move away from the stairs into the corridor any characters of non-evil alignment will be attacked by **five whisps** (AC 2; MV 18"; HD 4hp; hp 4 each; # AT 1; D1-6; SA Ignore effects of armour; SD Need magical or silver weapons to hit; MR Immune to sleep, charm etc; Size S; xp see presence - room V15; THACO Special; New Monster) created by the presence in the cellar room (room V15). Full details of the presence and whisps are given in the section called **PRESENCE (and WHISPS)** - page 29. Note that there is a limitation (50 feet) on how far the presence can send the whisps.

Suddenly, five small, luminous, green clouds appear in the air before you. They are elongated in form and move towards you purposefully, writhing like snakes.

The presence will replace whisps as they are destroyed but will only sustain up to five at a time. It will create a maximum of nine whisps to attack the party while the adventurers remain outside its lair (the main cellar room - V15). The remaining seven, and any not used in the corridor, will be used to defend the presence should the party enter its lair.

If the characters appear to be about to go through a door into the cellar room they will notice that any whisps which they are fighting will increase the ferocity (but not the effectiveness) of their attacks. If the adventurers go past the door(s), showing no apparent interest in entering, the whisps will stay near the party but will only fight to defend themselves or if either door to the cellar room is approached.

V15. Cellar Room

When the party enters this cellar room, the DM should read out the following description:

You have come into a bare room hewn from solid rock. There is nothing in the room except for a zone of unnatural-looking darkness about 2 feet across which hangs stationary in the air, just above the floor, halfway across the room and a little to the east of the doorway.

Five writhing, whispy, green shapes suddenly appear, hovering in the air before you.

This room is the lair of the **presence** (AC 6; MV 1; HD 13; hp 66; # AT Nil; D Nil; SA Creation of whisps; SD Need magical or silver weapons to hit; MR Immune to sleep, charm etc; Int Genius; AL NE; Size S; xp 1840; THACO N/A; New monster). It will create as many whisps as it is capable of in order to defend itself; ie seven, plus any not used in the corridor outside. All characters, even evil ones, will be attacked if they appear to be threatening the presence. Full details of this monster are given in **PRESENCE (and WHISPS)** - page 29.

The presence is supporting a black gem (black sapphire - value 4000gp) which will fall to the ground if the presence is killed.

V16. Underground Boathouse

When the adventurers open the door to this room, the DM should read out the following description:

The door leads onto a 4-foot-wide ledge which runs around the northern, eastern and southern sides of the room. The central part of the room consists of a pool of murky water. The level of the water is a foot below the ledge, but its depth cannot be seen.

Hanging from the ceiling of the room is a wooden boat, about 15 feet long. The two ropes by which it hangs run through pulleys on the ceiling and down to cleats on the southern wall.

The western side of the pool connects with a rock-hewn tunnel which is also flooded. There is a space of about 15 feet between the water and the tunnel roof. The entrance to the tunnel is blocked by thick, rusty iron gates.

Once the adventurers are able to see into the boat, the DM should add the following:

The boat is about 15 feet long and 6 feet wide. It is clinker-built, and apparently sound. In the stern is a comfortable-looking chair apparently mounted so as to swivel around. Between the chair and the bow there are three plain benches extending across the hull. Lying on the benches are six oars.

The boat was used by the last owner of the villa for fishing on the lake, which could be reached via the tunnel at that time (see below).

If the chair is examined carefully, a small flap in its right arm will be found. Beneath the flap is a magical device which acts in a similar way to a compass. It consists of an oil-filled container with a glass top. Inside, there is a small golden arrow which always points to the throne in the hall (room V10) no matter how far it is taken away from it. Its value is 7000gp - 1500xp. It may easily be removed from the boat.

The boat has a hull value of 3 points and weighs 25000gp (over a ton!). Its value is 350gp. In its current dehydrated state it will give the party a very nasty surprise if they try to use it. The planks have shrunk and the boat will leak if set afloat (sinking in 10-15 rounds). The leaks will close if the boat is soaked for a week.

The water in the pool and in the tunnel is fetid. It is the home of **eight giant leeches** (AC 9; MV 3"; HD 1; hp 3 each; # AT 1; D1-4; SA Drain blood; SD Nil; MR Std; Int Non; AL N; Size S; xp 172 each; THACO 19; MM) which will surreptitiously attack any creatures who enter the water. The water is 4 feet deep.

The gate between the room and the tunnel could be opened at one time by means of a winch mechanism on the wall next to it on the southern side. However, the gate is now rusted in place and the winch is ineffective. The gate may be lifted (-20% normal chance) or bent (+5% normal chance).

The tunnel originally extended as far as the lake. Now, all but the easternmost 50 feet or so have collapsed.

THE NEW TUNNELS

Originally, the system of tunnels extending from the cellar corridor was relatively simple (two chambers, some passages and the entrance tunnel - area V25). It had been dug by the two skulks who occupied it. Recently, however, the tunnels have been taken over and extended by a band of xvarts displaced from the **OLD XVART LAIR** (page 7). One of the skulks (the one wearing the **Sentinel**) is tolerated by the xvarts but the other was killed by Lavinia the illusionist and her sons. Living with the xvarts are their allies: a wererat and a group of giant rats.

The passages are roughly hewn and are about 6 feet high. The chambers are about 2 feet higher than this. All the doors in the new tunnels complex consist of skins stretched over free-standing wooden frames. These doors are not hinged but must be lifted aside.

The room descriptions include the locations of the occupants at the time of arrival of the adventurers. The occupants will not be alerted to the presence of the party by muted or unexceptional noises. However, the occupants may be alarmed by the sound of combat anywhere in the new tunnels, especially since the xvarts will always call for help if attacked. Once alerted, the wererat, the giant rats or the male xvarts will proceed directly towards the intruders. Each time that a combat occurs, the DM should check each of the other occupied rooms to see whether the occupants are alerted. Unless otherwise stated, there is a 50% chance per room of this happening. Fleeing creatures will automatically alert any other creatures they encounter.

The DM may find it useful to draw up a table of occupied rooms in order to keep a track of which groups have been alarmed.

V17. Net-Pit Traps

There are traps at the points marked V17 on **map D**. Each trap consists of a covered, 20-foot-deep pit which has a loosely fixed net stretched across it half way down. The pits narrow towards the bottom where they are only 2 feet across.

Any characters falling into one of these traps will suffer normal damage. In addition, they will become entangled in the net and wedged in the narrow bottom of the pit. They will be quite helpless unless they can roll 3d6 for less than their dexterity, in which case they will be able to free themselves from the net.

V18. Main Hall

When the party can see into this room, and assuming that the occupants have not moved from it, the DM should read out the following:

Before you is an irregular chamber. It is crudely furnished and the rock walls are daubed with lurid red paint.

Facing you are over 30 blue-skinned humanoids, including one who is clearly larger than the others.

The occupants of the room are the **xvart leader** (AC 6; MV 6"; HD 2; hp 11; # AT 1; D 2-7 (**hand axe** +1); SA +1 to hit due to weapon; SD Nil; MR Std; Int Ave; AL CE; Size S (4' tall); xp 42;

THACO 15; FF), **15 male xvarts** (AC 7; MV 6"; HD 1-1; hp 5 each; # AT 1; D 2-5 (small sword); SA Nil; SD Nil; MR Std; Int Ave; AL CE; Size S (3' tall); xp 10 each; THACO 20; FF), **10 females** (AC 7; MV 6"; HD 1-1; hp 3 each; # AT 1; D 1-3 (small dagger); SA Nil; SD Nil; MR Std; Int Ave; AL CE; Size S (2 1/2' tall); xp 8 each; THACO 20; FF) and **eight infants** (AC 7; MV 6"; HD 1-1; hp 1 each; # AT Nil; D Nil; SA Nil; SD Nil; MR Std; Int Ave; AL CE; Size S (2' tall); xp 0; FF).

The leader and males will attack the party on sight, the females will only fight as a last resort, preferring to flee (and raise the alarm) if possible and the infants will not fight under any circumstances. The DM should remember that higher-level fighters will have multiple attacks against the ordinary xvarts.

The leader is wearing a thick leather jerkin (and so is AC 6) and uses a **hand axe** +1. He wears a loop of gold wire (value 1gp) as an earring. Hanging from it are two plain gold finger-rings (value 12gp each) and a ring set with a pearl (value 200gp). The male xvarts each have 1-4gp worth of coins and/or cheap jewelry. The females and infants have no treasure, with the exception of one infant who has purloined a small, platinum statuette to use as a toy (value 150gp).

The furnishings of the room consist of a table and 23 stools, all crudely made. There is a large bed of soiled straw against the southern wall, and the carcasses of two deer hang from the ceiling.

V19. Empty Chamber

When the adventurers are able to see into this area the DM should read out the following:

This small chamber is empty except for two small picks and a pile of rocks on the floor.

Excavation of this chamber was abandoned. There are no items of value here.

V20. Xvart Leaders Room

When the adventurers enter this room, the DM should read out the following:

This small chamber appears to be unoccupied. There is a crude stool near the centre of the room which has a dagger stuck into it. There is a bed of straw against the far wall, and above the bed there is a rusty long sword hanging on the wall.

Suspended by ropes from the ceiling is a tall, unstoppered ceramic jar.

This is the room used by the leader of the xvarts.

The dagger and sword are non-exceptional, and the only items of interest in the room are in the jar which contains part of the treasure stolen from the skulk.

In the top of the jar, living in the space above the treasure, is a **large spider** (AC 8; MV 6"; HD 1+1; hp 7; # AT 1; D 1; SA Poison (save at +2); SD Nil; MR Std; Int Non; AL N; Size S; xp 79;

THACO 18; MM) which acts as a guard for the xvart. It will attack any creature or creatures interfering with the jar.

The treasure consists of: 100cp, 70sp, 40ep, 49gp, 21pp (total value 178gp), a gem (peridot - 700gp), a plain gold ring (apparent value 20gp - actually a **ring of feather falling**) and a bottle which contains a **potion of longevity** (colourless liquid, slightly salty taste - one dose).

V21. Xvart Magic User

When the party enters this area, and assuming the magic user has not moved from it, the DM should read out the following:

This chamber is roughly rectangular in plan. There are several pieces of furniture, including a brazier, and the black-painted stone walls have strange symbols scrawled up on them in chalk. Standing in the room is a short, blue-skinned humanoid wearing a ragged robe and holding a staff.

The humanoid is a **xvart magic user** (AC 7; MV 6"; M2; hp 6; # AT 1; D 1-6 (staff); SA Magical spells; SD Nil; MR Std; Int Ave; AL CE; Size S (3 1/2' tall); xp 77; THACO 20; FF). His memorised spells are **magic missile** and **sleep**. He will fight in melee if necessary, but prefers to stay out of direct combat in order to cast his spells. Under his robe, he is wearing a fine silk doublet (originally made for a human child - value 50gp).

The room contains a bed of straw, a brazier, a small sack, a table and a stool. The brazier is made of iron and contains burning charcoal (there is more charcoal in the sack). On the table are a book and a battered wooden box.

The book is the xvart's spell-book, with the following spells:

First level: **read magic, magic missile, sleep, spider climb, write.**

The box is protected by a **Leomund's trap** spell cast upon it long ago by its original owner. It contains a bag of sand, some bitumen, a live spider in a bottle (harmless), some pieces of chalk, three plain sheets of parchment, a vial of powdered diamond (value 1000gp), a quill and a half-filled vial of the special ink required for the **write** spell (value 100gp).

The bed, table and stool are unexceptional.

V22. Xvart Temple

When the adventurers are able to see into this area, and assuming that the occupants have not moved from it, the DM should read out the following:

This is an elongated chamber with plain stone walls. The only furniture consists of a crude wooden statue at one end.

Standing in the room are 40 or more small, blue-skinned humanoids. Near the statue is a very strange creature. Humanoid in form, it is much taller than the others, has a grotesque golden head and wears a long black robe.



The strange creature is a **xvart shaman** (AC 7; MV 6"; C3; hp 19; # AT 1; D 1-6 (club); SA Magic use; SD Nil; MR Std; Int Ave; AL CE; Size S (3' tall); xp 147; THACO 20; FF) wearing his ceremonial robe, mask and stilts which make him 5 feet tall. The stilts do not impede his movements. His memorised spells are **cause fear, cure light wounds** and **chant**.

The other occupants of the room are **14 male xvarts** (AC 7; MV 6"; HD 1-1; hp 5 each; # AT 1; D 2-5 (small swords); SA Nil; SD Nil; MR Std; Int Ave; AL CE; Size S (3' tall); xp 10 each; THACO 20; FF), **15 females** (AC 7; MV 6"; hd 1-1; hp 3 each; # AT 1; D 1-3 (small dagger); SA Nil; SD Nil; MR Std; Int Ave; AL CE; Size S (2 1/2' tall); xp 8 each; THACO 20; FF) and **14 infants** (AC 7; MV 6"; HD 1-1; hp 1 each; # AT Nil; D Nil; SA Nil; SD Nil; MR Std; Int Ave; AL CE; Size S (2' tall); xp 0; FF).

The shaman and the males will attack the party on sight. The females will only fight as a last resort, preferring to flee (and raise the alarm) if possible. The infants will not fight at all.

The shaman's mask covers his entire head. It is made of gilded copper inlaid with small pieces of turquoise (many of which have fallen out). It is worth 200gp. His robe is unexceptional, and his stilts are crude affairs made of wood and strapped to his legs. The club is made from a human skull, filled with tar to give weight and attached to a stick - it has no special powers.

The male xvarts each have 1-4gp worth of coins and/or cheap jewelry. The females and infants have no treasure.

The only items of interest in the main part of the room are some crude manacles for holding captives (fixed to the south-eastern wall) and the statue.

The statue is an idol to the xvart god. It is made of wood, and is luridly painted. If the adventurers smash it, they will find a number of very large woodworm, which resemble rot grubs - despite the fact that they are harmless.

Area V22a.

This alcove is where the shaman lives. There is a bed of straw, beneath which he has concealed a leather scroll case.

The case contains a **scroll** and a **normal scorpion** (AC 9; MV 3"; HD 1hp; # AT 1; D Nil; SA Poison (1-8 hp damage - negate if save vs. Poison); SD Nil; MR Std, Int Non; AL N; Size S (2" long); xp 8; THACO 20; Non-standard monster) which will attack anybody who incautiously opens the tube. The scroll has the following clerical spells: **slow poison, bestow curse, cure disease.**

V23. Giant Rats

When the adventurers are able to see into this area, and assuming that the occupants have not moved, the DM should read out the following:

This is a foul-smelling chamber, irregular in plan and devoid of furniture. The floor is covered with gnawed bones and droppings. There are two dozen or more large rats here.

There are actually **27 giant rats** (AC 7; MV 12"; HD 1-4 hp; hp 2 each; # AT 1; D 1-3; SA Disease; SD Nil; MR Std; Int Semi; AL N; Size S; xp 9 each; THACO 20; MM) which are the minions of the wererat (room V24). There are no items of interest or value here.

The wererat will automatically hear any combat in this chamber unless precautions are taken to prevent this (eg the use of a **silence** spell) and will join the fight, gaining surprise if possible.

V24. Wererat

Assuming that the wererat is still here, the DM should read out the following when the party is able to see into the chamber:

This is a small, circular chamber, containing a pile of straw, an unusual table and a crude wooden stool.

The **wererat** (AC 6; MV 12", HD 3+1; hp 16; #AT 1; D 1-8 (sword); SA Surprise on 1-4, lycanthropy; SD Need silver or +1 weapons to hit; MR Std; Int Very; AI LE; Size M (or S in rat form); xp 214; THACO 16; MM) will normally hear any combat in the giant rats' lair (room V23) and so it is unlikely that he will be encountered here. If he is here, he will fight unless the party is too strong, in which case he will flee.

There are many chewed bones on the floor, and a half-eaten rabbit on the table. The table-top is circular, convex in form and covered with brass studs. It is, in fact, a **small shield +1** resting on a simple wooden trestle.

There is a small tunnel (**V24a**), hidden by the straw bed, leading from this chamber. It is about 2 feet in diameter. The wererat may use this as an escape route if things go badly for him. He will need to change into his giant rat form in order to do this. Note that, while in giant rat form, the wererat is indistinguishable from the other giant rats.

About half-way along, the tunnel widens. There is a sack here in which the wererat stores his treasure of 60cp, 10sp, 26gp, 10pp (total about 77gp) and 2 gems (jet, value 200gp each).

V25. Secret Entrance

A winding passage with several side-passages slopes upwards from the tunnel complex to ground level, where it is concealed by an innocuous patch of briars. Only under exceptional circumstances (eg the use of a **find the path** spell) will the adventurers be able to find this secret entrance from the outside.

V26. The Skulk with the Sentinel

When the adventurers are able to see into this area the DM should read out the following:

Lying huddled on the floor of this chamber is a humanoid figure. It appears to be trembling and whimpering and is clutching its right arm to its chest. Scattered around the creature on the floor are a number of bones and some whole and broken jars.

The creature is the **skulk** (AC 7; MV 12"; HD 2; hp 1 (9); # AT Nil; D Nil; SA Nil; SD Nil; MR Std; Int Non; AL CE; Size M; xp 0; FF) who is wearing the **SENTINEL** (see page 30). The conflict between the chaotic evil tendencies of the skulk and the control exercised by the **Sentinel's** ego has destroyed the creature's mind and it is completely harmless.

The xvarts have robbed the skulk of most of its treasure and the items lying around the chamber (the bones, jars of stale food etc) are worthless. There is a jar buried beneath the floor which contains 100cp, 280sp, 81ep (total value 55gp), a silver comb set with pearls (value 1100gp) and a small box holding three bone tubes. Each of these tubes contains one application of **dust of appearance**.

The **Sentinel** will respond to the party's arrival as follows:

(i) When the party enters the room the **Sentinel** will use its **know alignment** ability to sense the presence of LG, NG, LN, N or CG characters. If there are no such characters, the **Sentinel** will make no communication in the hope that the adventurers will ignore it.

(ii) If there are LG, NG, LN, N or CG characters in the party the **Sentinel** will show itself:

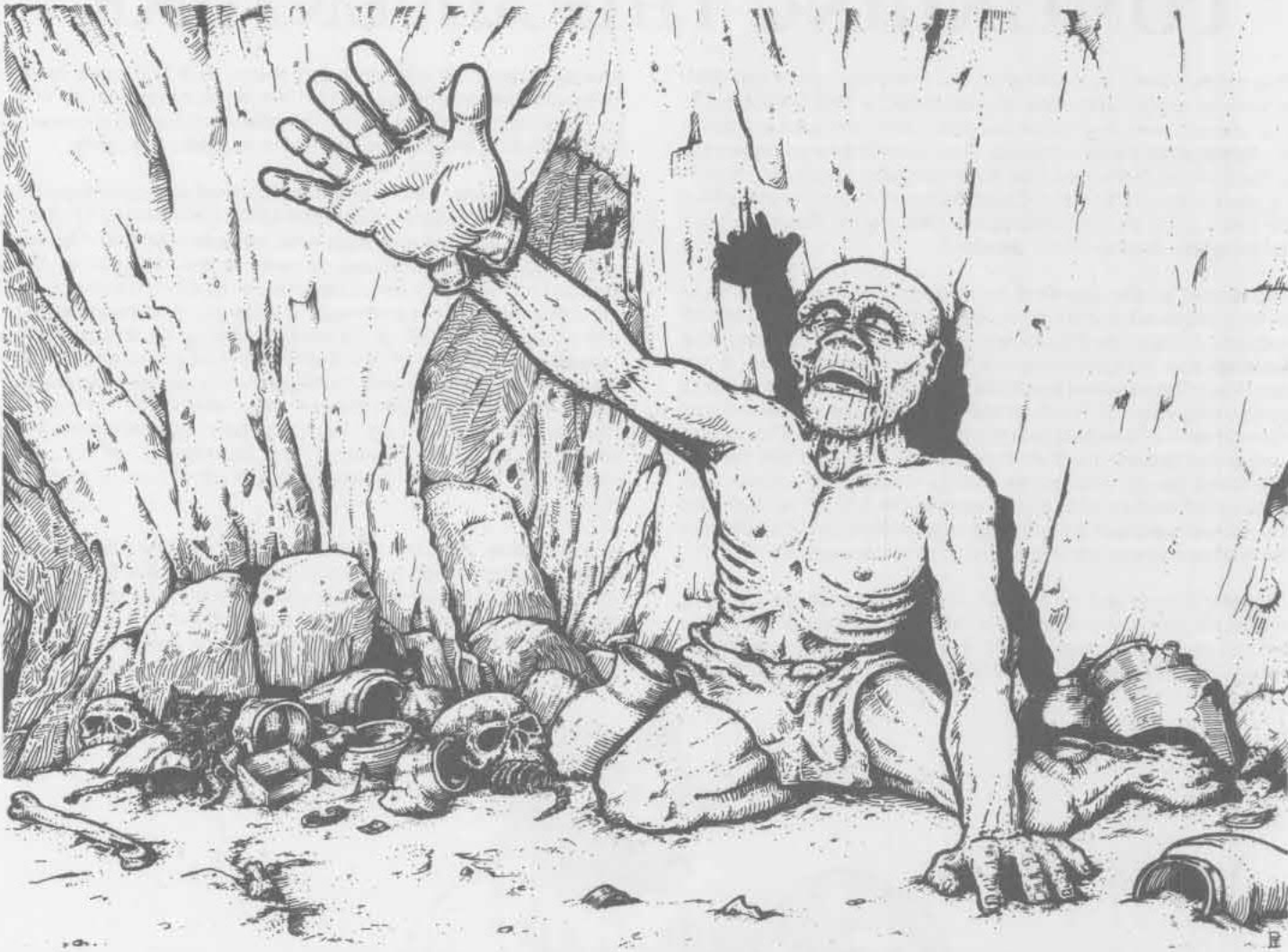
When the creature sees you it regains its composure for a while and a glazed look comes over its eyes. It raises its right arm as if to show it to you and you see that it is wearing a glove. The glove is fawn in colour and apparently made of fine leather. On the index finger, incorporated into the glove itself is a ring with a single, rounded, blue stone.

While the **Sentinel** is being held aloft by the skulk it will communicate, telepathically, the following message to the appropriate members of the party:

At last you have found me, noble adventurers. The wretched creature you see before you has borne me well and has served the purposes of goodness and order even though the control I was forced to exert over its evil and disorganised mind has destroyed its spirit. I beg you not to harm it since it certainly cannot harm you.

(iii) Next, the **Sentinel** will choose its ideal bearer from the party according to the following criteria:

Alignment. This is the most important criterion. The order of preference is: LG, NG, LN, N, CG. No characters of any other alignment will be chosen.



Class is the next most important criterion. If two or more characters have the same alignment, then magic user is the preferred class, followed in order of preference by illusionist, paladin, monk, ranger, cleric and fighter. No other class may use the **Sentinel**.

Level. All else being equal, the **Sentinel** will choose the character with the highest level.

(iv) The **Sentinel** will then communicate (again telepathically) with its chosen character only:

Come, worthy one. Take me from the hand of this foul creature and place me on your own. The evil one is at large and together we must destroy it. Despite my powers I am helpless without one such as yourself who will take me up and wield the power I possess for the furtherance of the common good. Come.

If the chosen wielder seems reluctant to take up and put on the **Sentinel**, the glove will attempt to coerce the character into so doing. It will use its **suggestion** power against which the character will save at -4 since the suggestion is very reasonable.

If the character chosen by the **Sentinel** is unwilling to put it on, makes the saving throw against the **suggestion** and still

refuses, the **Sentinel** will repeat its telepathic message to its second choice of character (using the criteria given above), again using the **suggestion** power if necessary. If this fails, it will repeat the process with each eligible character in the party, in order of preference, until one of them decides or is forced to put it on or until the possibilities are exhausted.

Note that any character whose alignment is not LG, NG, LN, N or CG, or who is of a class that cannot wear the **Sentinel**, will not be able to use its powers. That character will also suffer 1 hit point of damage (no saving throw) each round that it is worn, but his/her hit points will not be reduced below 1 by this process.

(v) Once a suitable character puts on the **Sentinel**, it will tell that character (telepathically) about its history, its purposes and the powers it has to offer. In order to simulate this message, the DM should give the player concerned the tear-off sheet entitled **MESSAGE FROM THE SENTINEL** from the back of this module. This message assumes that the adventurers will be going on to module **UK3 - THE GAUNTLET**. If this is not the case, the DM should amend it accordingly; see the section entitled **CONTINUING THIS ADVENTURE** (page 28).

The adventurer will also gain a rough idea of local geography from his communication with the glove, and the DM should indicate the position of Adlerweg on the **players' map** (on the module folder) to the player concerned.

CONTINUING THIS ADVENTURE

This module has been written as the first section of a two-part adventure which continues in module **UK3 - THE GAUNTLET**. The second part begins immediately after the acquisition of the **Sentinel** by the adventurers who, following its guidance, go to the Keep of Adlerweg. The Keep has been taken over by the ogrillon controlled by the **Gauntlet** and the party must retake the keep, confront the ogrillon and destroy the **Gauntlet**, thus fulfilling the destiny of the **Sentinel**.

The desire of the **Sentinel** to destroy the **Gauntlet** is very strong, indeed it is part of its reason for being, and so on no account should the DM simply allow the party to retain the **Sentinel** as a magical artifact while ignoring the quest. If the party (and the **Sentinel** bearer in particular) seems reluctant to go to Adlerweg, the **Sentinel** will attempt to persuade them to change their minds as a first resort. If this fails, it will deny the wearer the use of any of its powers and, finally, it will seek to find a new bearer who will be willing to take up the quest. The final option should only be invoked by the DM if it is clear that the adventurers will not change their minds or if the DM has decided not to run the second part of the adventure.

The new bearer will be Marriat, a 10th level ranger (AL LG) whom the party will encounter with his retinue of followers which consists of a brown bear, a brownie and two blink dogs, plus a pack of seven wolves. Marriat will have arrived at Kusnir

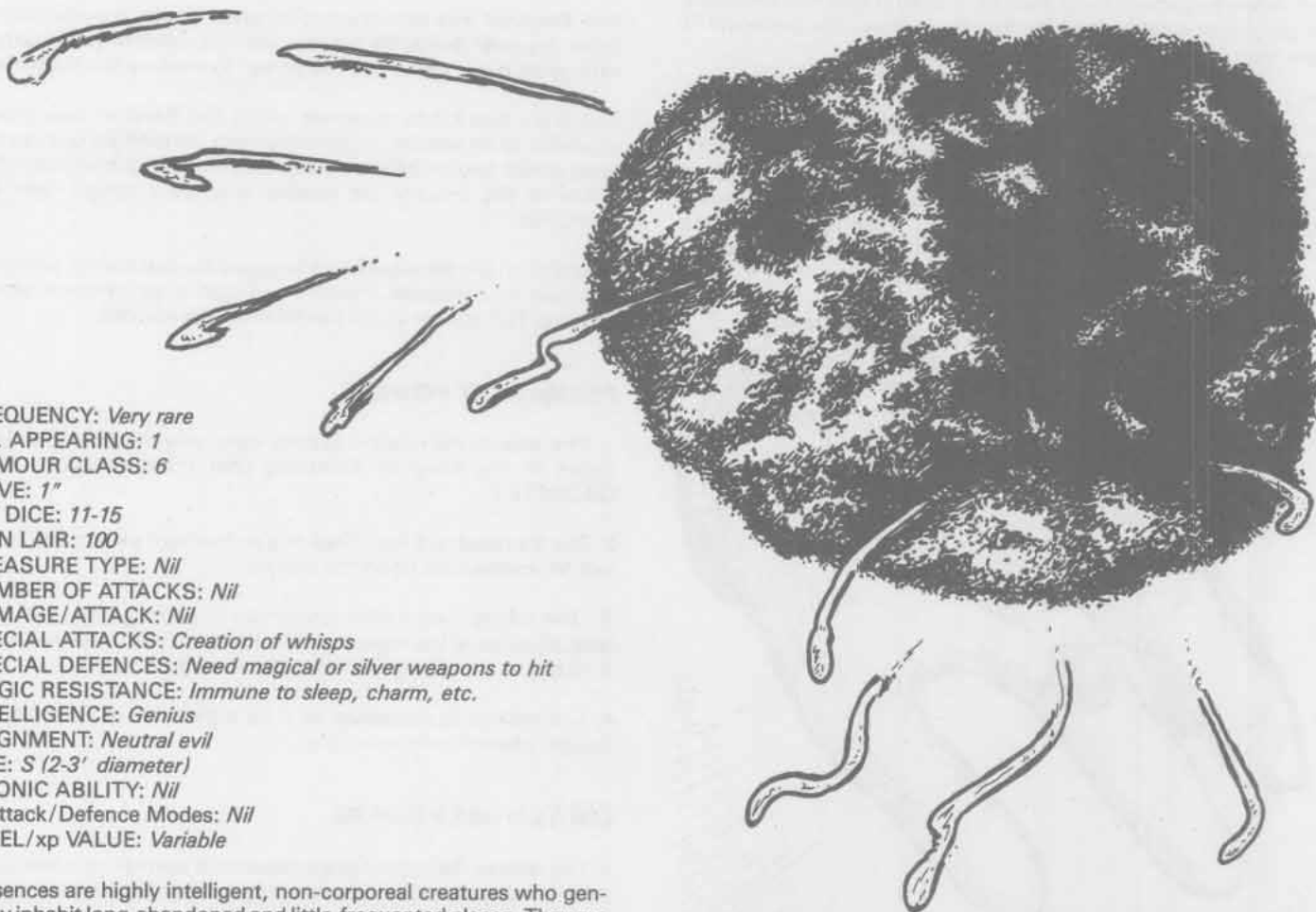
several days after the party left there, and will have been following them ever since in the hope of catching them up and giving aid. Once it is clear that a new **Sentinel** bearer is needed the DM should arrange for Marriat to overtake the party.

When he meets the adventurers, the **Sentinel** will communicate with him telepathically (the party will know nothing of this). After the customary greetings have been exchanged, Marriat will bring the conversation around to the subject of the **Sentinel** and will then ask to be given it. As an inducement, he will offer the party in exchange a wrought gold bracelet set with rubies (value 8000 gp), a **staff of striking** (18 charges) and a **cloak of protection +1**, none of which is of any use to him. If the party are still reluctant, the **Sentinel** will use its **suggestion** ability to convince the bearer (and any other unwilling adventurers) to give it up. Even so, the ranger will still give them the promised treasure. The **Sentinel** is of no use whatsoever to a party which does not adventure in module **UK3**.

It is possible that the adventurers will simply discard the **Sentinel**, before meeting Marriat, if its powers are withdrawn. If so, it will found by him and he will fulfil the quest, although the adventurers will know nothing of this and will gain no reward from him. If the party decide to proceed on the adventure as requested by the **Sentinel**, they will not meet Marriat.



PRESENCE (and WHISPS)



FREQUENCY: *Very rare*
NO. APPEARING: 1
ARMOUR CLASS: 6
MOVE: 1"
HIT DICE: 11-15
% IN LAIR: 100
TREASURE TYPE: *Nil*
NUMBER OF ATTACKS: *Nil*
DAMAGE/ATTACK: *Nil*
SPECIAL ATTACKS: *Creation of whisps*
SPECIAL DEFENCES: *Need magical or silver weapons to hit*
MAGIC RESISTANCE: *Immune to sleep, charm, etc.*
INTELLIGENCE: *Genius*
ALIGNMENT: *Neutral evil*
SIZE: *S (2-3' diameter)*
PSIONIC ABILITY: *Nil*
Attack/Defence Modes: *Nil*
LEVEL/xp VALUE: *Variable*

Presences are highly intelligent, non-corporeal creatures who generally inhabit long-abandoned and little-frequented places. They are extremely evil, and spend most of their time in deep, introverted speculations on evil philosophy. In appearance they resemble a small zone of unnatural darkness, not unlike that produced by a **darkness** spell.

These creatures seldom move, and do not themselves attack in any direct way. However, they loathe all non-evil creatures, and hate to have their philosophical deliberations disturbed. In order to defend themselves, presences create whisps. Although whisps are only extensions of the presence, they may be thought of as distinct entities with the following characteristics for the purposes of combat:

ARMOUR CLASS: 2
MOVE: 18"
HIT DICE: 4 hp
NUMBER OF ATTACKS: 2
DAMAGE/ATTACKS: 1-6
SPECIAL ATTACKS: *Ignore effects of armour (see below)*
SPECIAL DEFENCES: *Need magical or silver weapons to hit*
SIZE: *S (c. 1' long)*

In appearance, whisps are snake-like, writhing, green, smokey clouds. Unlike smoke, however, they are unaffected by wind, etc, and are fast-moving and mobile. They are able to pass through the narrowest of cracks, and are even unhindered by up to six inches of wood or one inch of stone. A presence may send its whisps up to 50 feet away from itself, and its control over them may not be blocked.

When attacking, whisps strike like snakes and, being non-corporeal, are unaffected by armour or shields. All opponents are treated as having armour class 10 (modified for dexterity if appropriate). This ability extends even to creatures not normally affected by non-magical weapons and to creatures wearing magical armour or other magical protection devices. Whisps are not regarded as "summoned" creatures for the purposes of **protection from evil** spells etc. Whisps attack on the "Under 1 HD" column but, as extensions of the presence, are treated as having more than one hit die for purposes of multiple fighter attacks.

Each whisp created by a presence causes the presence to lose four hit points. These are restored if the presence re-absorbs the whisp, but if the whisp is destroyed they are lost. The presence has total control over the actions of its whisps. It can create and control up to one whisp per hit die at any single time, but a presence will never convert all its hit points into whisps. Whisps can attack the round they are created.

The presence can see and hear exactly what the whisps see and hear, but has no sight or hearing except through one or more of its whisps. In the absence of whisps, a presence's only sense is the ability to detect living creatures and their alignments within a radius of 60 feet. In general, a presence will create whisps in order to attack any creatures of non-evil alignment which it detects, retaining enough hit points to produce a number of whisps (usually a little under half its total capacity) to defend itself in case of absolute need.

THE SENTINEL

The **Sentinel** is a magical glove made of pale kid leather which will never become dirty or stained. Incorporated into the index finger is a ring set with a rounded blue stone. The glove will fit any humanoid right hand.

The **Sentinel** has a personality and purpose which are treated in a similar (but not identical) way to those of unusual swords (see **DMG** p167-8). It has an intelligence of 17 and an ego of 21, and so has a personality of 38. The purposes of the **Sentinel** are the defence of the Keep at Adlerweg and the destruction of the **Gauntlet** should an opportunity for this arise. It has remained true to these despite the passing of the years. Once the



Sentinel has been found by the adventurers, it will insist that they help it to destroy the **Gauntlet**. If the characters agree, they will go on to the adventure in module **UK3 - THE GAUNTLET**. If not, the alternative ending for this adventure (in which the **Sentinel** is passed on to an NPC) is dealt with in **CONTINUING THIS ADVENTURE** (page 28).

The personality of the **Sentinel** is very strong. In keeping with its neutral-good alignment, however, it will not automatically attempt to dominate and control its wearer. Rather, it will use advice and persuasion in the first instance, followed by total withdrawal of the use of its powers, and will only attempt to dominate as a last resort if the bearer's actions run seriously contrary to its purposes.

POWERS

The **Sentinel** was constructed in great haste, incorporating other magical items. Its powers are not, relatively speaking, very great but it alone has the power to destroy the **Gauntlet**.

There are two kinds of power which the **Sentinel** can make available to its wearer; those which are permanent or may be used at will, and those which may only be used at a limited rate. Some of the powers are usable only by a magic user or illusionist.

In addition, the **Sentinel** has a suggestion-like ability, which it can use to persuade creatures to do it or perform other actions. This power is not available to the wielder.

PERMANENT POWERS

1. The wearer may automatically open any magically locked doors in the Keep of Adlerweg (see module **UK3 - THE GAUNTLET**).
2. The **Sentinel** has the effect of a permanent **protection from evil 10' radius** cast upon the wearer.
3. The wearer has a total resistance to all magically induced **fear**. All allies of the wearer within 10 feet of him or her will have a +2 bonus on saving throws against magical fear.
4. The wearer is protected as if by a permanent **shield** spell (magic users/illusionists only).

LIMITED USE POWERS

1. The wearer may cast a **protection from normal missiles** spell once per day (duration 5 turns - magic users/illusionists only).
2. The wearer may cast a **hold portal** spell (as if cast by a magic user of 10th level) twice per day (magic users/illusionists only).
3. The wearer may cast a **know alignment** spell twice per day (magic users/illusionists only).

DESTRUCTION OF THE SENTINEL AND THE GAUNTLET

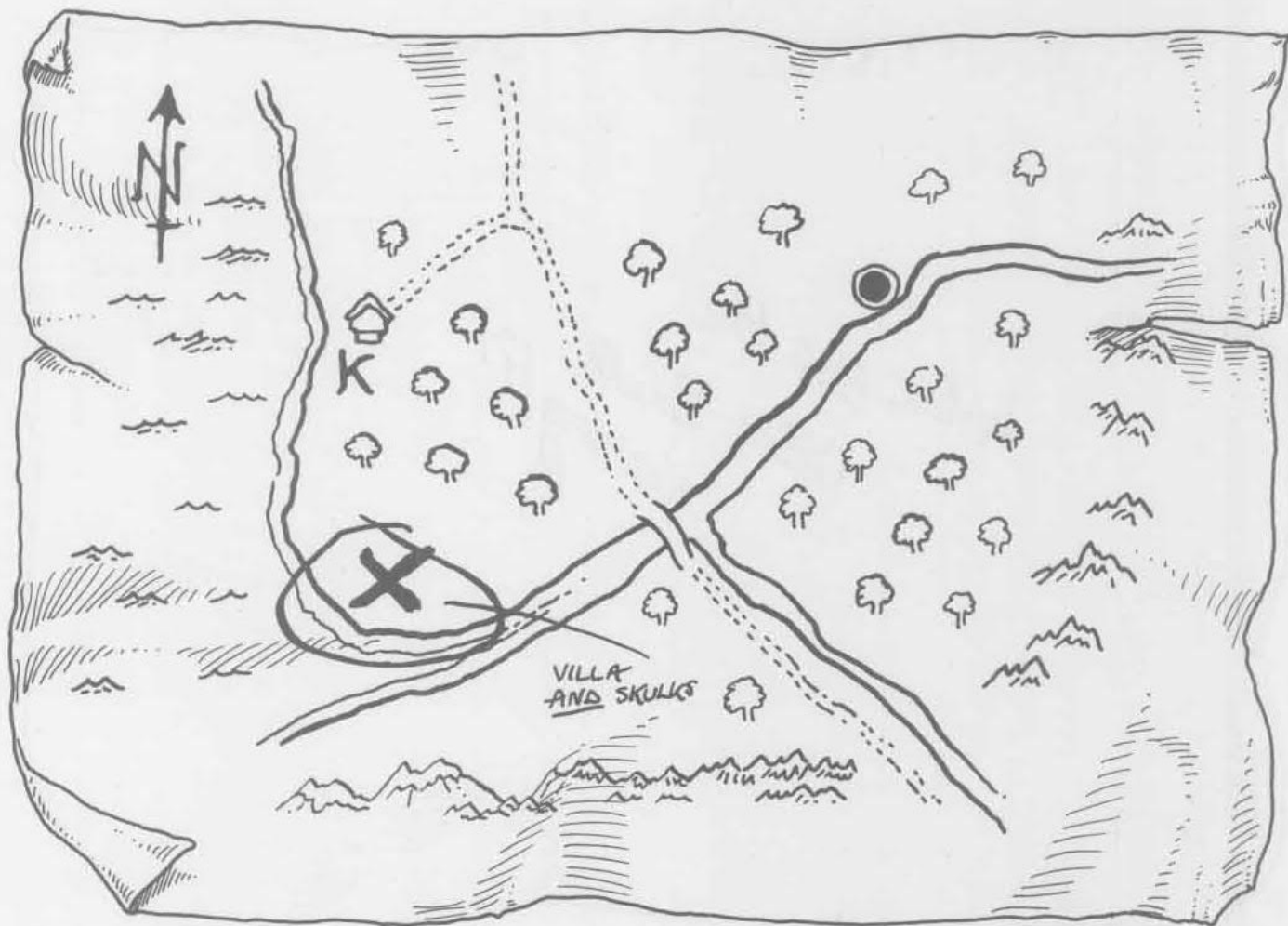
The **Sentinel** and the **Gauntlet** are both artifacts, and there is only one way in which they may be destroyed. The moment they come into contact with one another, both will be instantly vapourised (see module **UK3 - THE GAUNTLET**).

CREDITS

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concept, design, writing
concept, editing
lay-out, typesetting
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art

Thanks to the DMs and players at GamesFair '83, who knew this module in its youth, and also to MWB, PMK, CM and DJT, who have helped it on its way.



MESSAGE FROM THE SENTINEL

“ I am the Sentinel, the glove worn by the Guardians of Adlerweg.

Many years ago, there was open strife between the inhabitants of this area, then known as Berghof, and the people of the coastal lands beyond the mountains to the south east. Adlerweg, a pass cut by the River Gann, is the sole link between these regions and so, to ensure peace, the rulers of Berghof built a lofty fortress there.

The Keep of Adlerweg blocks the pass against invasion as a cork blocks the neck of a bottle, but the hot-blooded coastlanders were never content with peace and prosperity. War and conquest were their only loves, and to this end their evil sorcerers created a black gauntlet and wove about it such magics that it could reduce the Keep of Adlerweg to a ruin.

Little time was left to avoid catastrophe when rumour of the Gauntlet first drifted over the mountains. In haste was I fashioned to counter the threat - a creation having intellect and great power, existing only to protect Adlerweg and to destroy the Gauntlet should it threaten the Keep. Those appointed to control my powers, a succession of mighty mages, were known as the Guardians of Adlerweg and I served the holders of that title over many years during which the Gauntlet dared not oppose me and the Keep remained inviolate.

Eventually, the coastal lands fell to the ships and hordes of the Sea Princes, and the Gauntlet was lost. Without its threat, the reason for my existence faded and my powers waned. Eventually the Guardians came to regard me as no more than a relic from a bygone era.

Even so, I did but sleep. The destinies of the Gauntlet and I were linked by my making such that we could only be destroyed together. Silent, I awaited the day when the Gauntlet would return. Silent I remained when brought from the keep to this villa by the last mage to bear the title 'Guardian'. Silent still while his family, which retained me in succeeding generations as a mere curio, declined and fell; and silent in the empty years following their abandonment of this place. Not long since, my sleep was broken by the re-awakening of the Gauntlet and I sensed that, as ever, it was intent on the destruction of the keep.

Desperate for a person of pure intent who could employ my power to cast the Gauntlet into oblivion once more, I had only a pair of foul skulls for company. However, I was able to command one of them to do my bidding and, though I destroyed its mind in the process, it was able to lure you here.

And now you have come. Feel the powers I can give you. Together we will go to Adlerweg and destroy the evil of the Gauntlet.”

What was the
Other Skulk
wearing!?!

The powers of the **Sentinel** are as follows:

1. While you are wearing it you may automatically open magically locked doors in the Keep of Adlerweg.
2. It has the effect of a permanent **protection from evil 10' radius** cast upon you.
3. It gives you total resistance to magical **fear** and gives all your allies within 10 feet of you a +2 bonus on saving throws against such attacks.

If the wielder is a magic user or an illusionist the **Sentinel** will confer additional powers as follows:

4. It has the effect of a permanent **shield** spell cast on you alone.
5. You may cast a **protection from normal missiles** spell once per day (duration 5 turns).
6. You may cast a **hold portal** spell (as if cast by a 10th level magic user) twice per day.
7. You may cast a **know alignment** spell twice per day.



MONSTER ROSTER

Name	Location	No	AC	MV	HD	hp	# AT	D	SA	SD	MR	Int	AL	S	xp	THACO
Caterwaul	X12	1	5	18"	4+2	27	3	1-4/1-4/1-6	3/2 att/round	Dodging	Std	Low	CE	M	305	15
Centipede (giant)	V3	1	9	15"	1/4	2	1	Nil	Poison	Nil	Std	Non	N	S	32	20
Gargoyle	H1	2	5	9"/15"	4+4	28 ea.	4	1-3/1-3/1-6/1-4	Nil	M	Std	Low	CE	M	305 ea.	15
Horse (Heavy, War)	Merchant	1	7	15"	3+3	17	3	1-8/1-8/1-3	Nil	Nil	Std	Animal	N	L	128	16
Horse (Light, War)	Merchant	1	7	24"	2	9	2	1-4/1-4	Nil	Nil	Std	Animal	N	L	38	16
Horse (Medium, War)	Merchant	10	7	18"	2+2	11 ea.	3	1-6/1-6/1-3	Nil	Nil	Std	Animal	N	L	68 ea.	16
Iron Cobra	V13	1	0	12"	1	8	1	1-3	Poison & rear attack	Nil	M12	Non	N	S	96	19
Leech (giant)	V16	9	9	3"	1	3 ea.	1	1-4	Drain blood	Nil	Std	Non	N	S	172 ea.	19
Lion (mtn)	X5	2	6	15"	3+1	20 ea.	3	1-3/1-3/1-6	Rear claws 1-4/1-4	Surprise	Std	Semi	N	M	190 ea.	16
Owlbear	X8	1	5	12"	5+2	27	3	1-6/1-6/2-12	Hug	Nil	Std	Low	N	L	441	15
Peryton (adult)	V4	2	7	12"/21"	4	20	1	4-16	+2 to hit	M	Std	Ave	CE	M	230, 222	13
Peryton (young)	V5	3	7	12"/21"	2	9 ea.	1	2-8	+1 to hit	M	Std	Ave	CE	S	46 ea.	15
Prescence	V15	1	6	0"	13	66	Nil	Nil	Whisps	MS	★	Genius	NE	S	1840	N/A
Rat (giant)	X13	21	7	12"	1/2	2 ea.	1	1-3	Disease	Nil	Std	Semi	N	S	9 ea.	20
Rat (giant)	V23	27	7	12"	1/2	2 ea.	1	1-3	Disease	Nil	Std	Semi	N	S	9 ea.	20
Rot Grub	X10	12	9	1"	1hp	1 ea.	Nil	Nil	Burrow into flesh	Nil	Std	Non	N	S	Zero	N/A
Scorpion	V22a	1	9	3"	1hp	1	1	Nil	Poison (1-8)	Nil	Std	Non	N	S	8	20
Sheet Ghoul	V10	2	2	9"	4+2	24,19	3	1-3/1-3/1-6	Acid (2-7)	Nil	Std	Ave	CE	M	290, 265	15
Sheet Phantom	V10	1	3	6"	3	18	1	1-4	Suffocation	Nil	Std	Ave	CE	L	177	16
Skulk (with Sentinel)	V26	1	7	12"	2	1(9)	Nil	Nil	Nil	Nil	Std	Non	CE	M	Zero	N/A
Spider (lge)	V20	1	8	6"	1+1	7	1	1	Poison	Nil	Std	Non	N	S	79	18
Stunjelly	V8	1	8	3"	4	15	1	2-8	Paralyse	Nil	Std	Animal	N	L	185	15
Symbiotic Jelly	X12	1	8	1"	2	13	Nil	Nil	Nil	Nil	Std	Very	N	S	91	N/A
Wererat	V24	1	6	12"	3+1	16	1	1-8	Surprise & lycanthropy	MS	Std	Very	LE	M	214	16
Whisp	V14/15	Up to 16	2	18"	4hp	4 ea.	1	1-6	Ignore armour	MS	★	N/A	N/A	S	N/A	★
Witherweed	H2	1	8	0"	6	39	Up to 20	Nil	Dexterity drain	Gas	Std	Non	N	L	509	13
Xvart Female	V18	10	7	6"	1-1	3 ea.	1	1-3	Nil	Nil	Std	Ave	CE	S	8 ea.	20
Xvart Female	V22	15	7	6"	1-1	3 ea.	1	1-3	Nil	Nil	Std	Ave	CE	S	8 ea.	20
Xvart Infant	V18	8	7	6"	1-1	1 ea.	Nil	Nil	Nil	Nil	Std	Ave	CE	S	Zero	N/A
Xvart Infant	V22	14	7	6"	1-1	1 ea.	Nil	Nil	Nil	Nil	Std	Ave	CE	S	Zero	N/A
Xvart Leader	V18	1	6	6"	2	11	1	2-7	+1 to hit	Nil	Std	Ave	CE	S	42	15
Xvart Male	V18	15	7	6"	1-1	5 ea.	1	2-5	Nil	Nil	Std	Ave	CE	S	10 ea.	20
Xvart Male	V22	14	7	6"	1-1	5 ea.	1	2-5	Nil	Nil	Std	Ave	CE	S	10 ea.	20
Xvart MU	V21	1	7	6"	M2	6	1	1-6	Spells	Nil	Std	High	CE	S	77	20
Xvart Shaman	V22	1	7	6"	C3	19	1	1-6	Spells	Nil	Std	Ave	CE	S	147	20

Abbreviations: N/A = Not applicable, M = Need magical (+1) weapons to hit, MS = Need magical (+1) or silver weapons to hit, ★ Special.

A

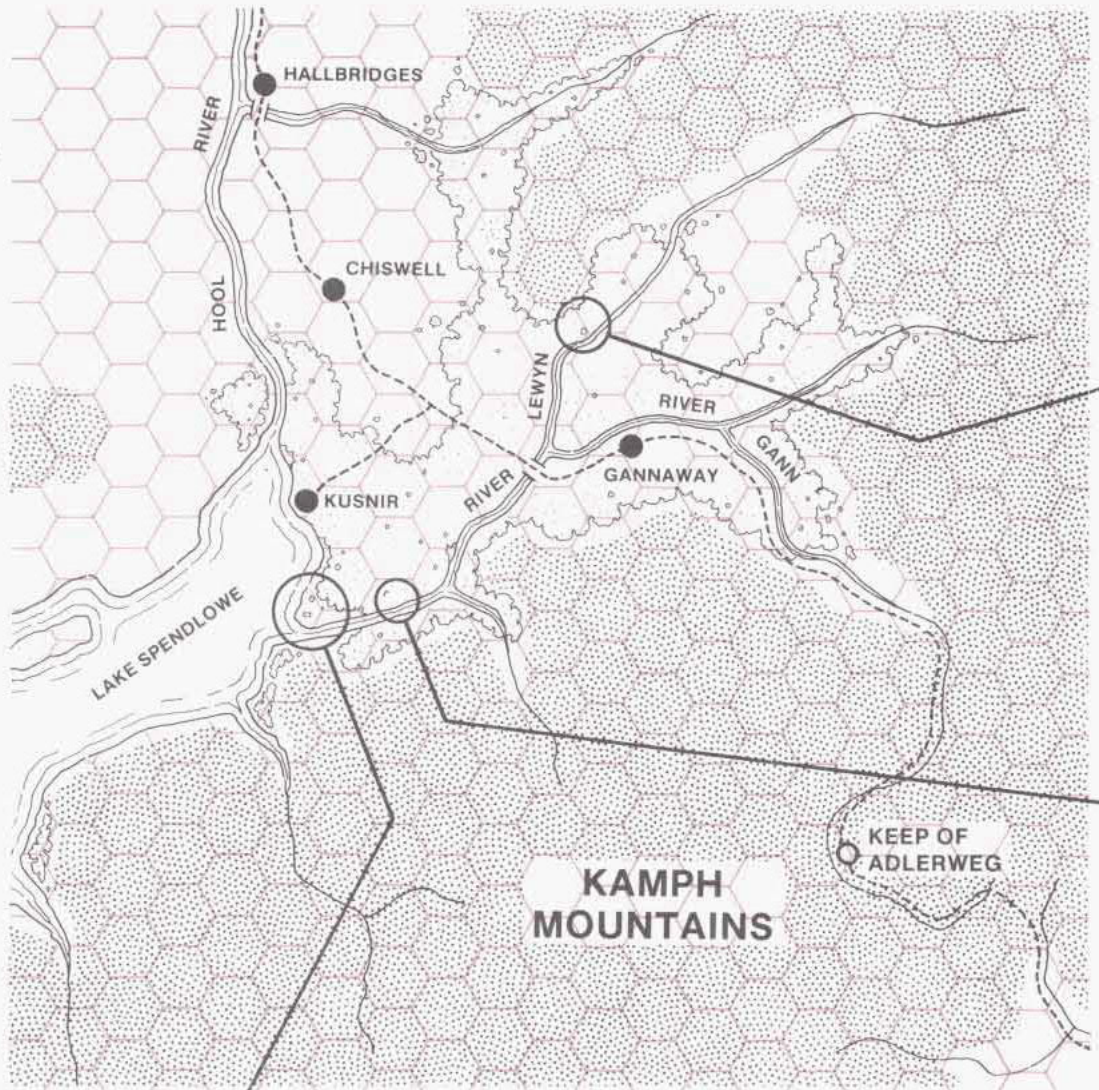
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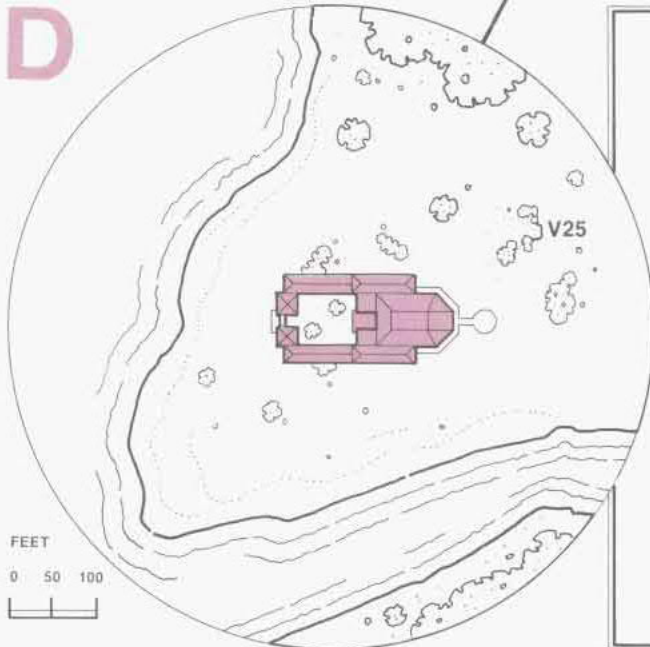


- Track/road
- Village
- River
- Woodland
- Hills

1 HEX = 5 MILES

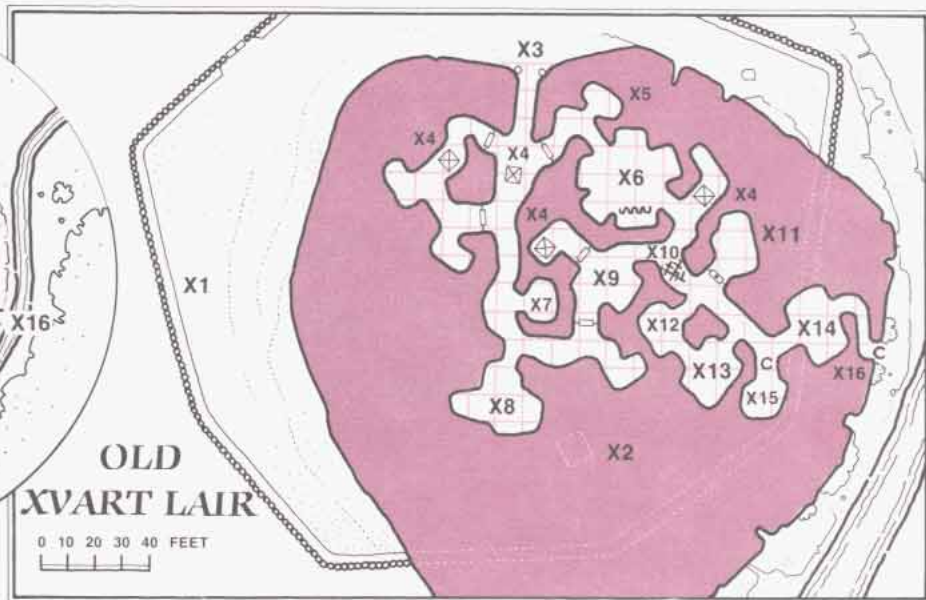
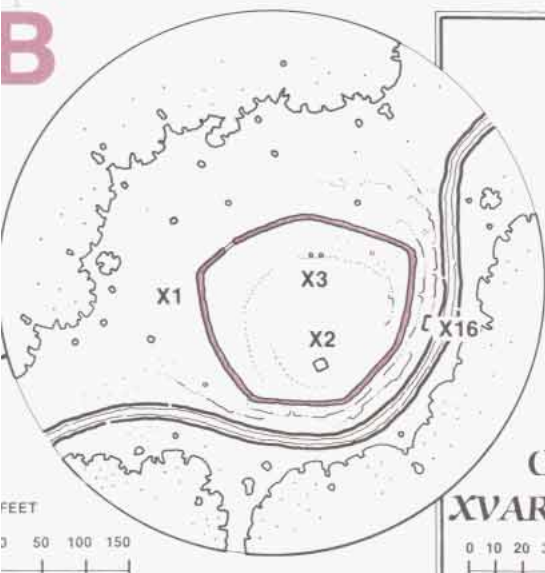
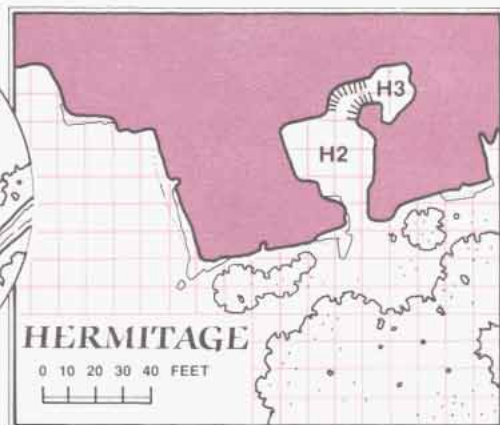
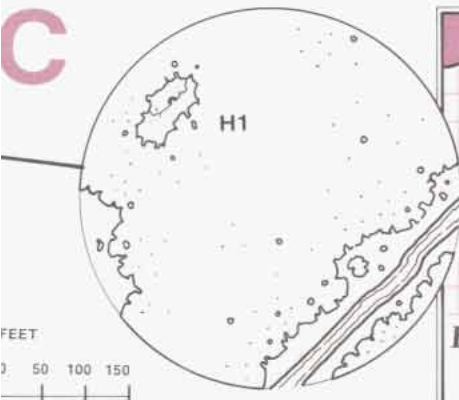


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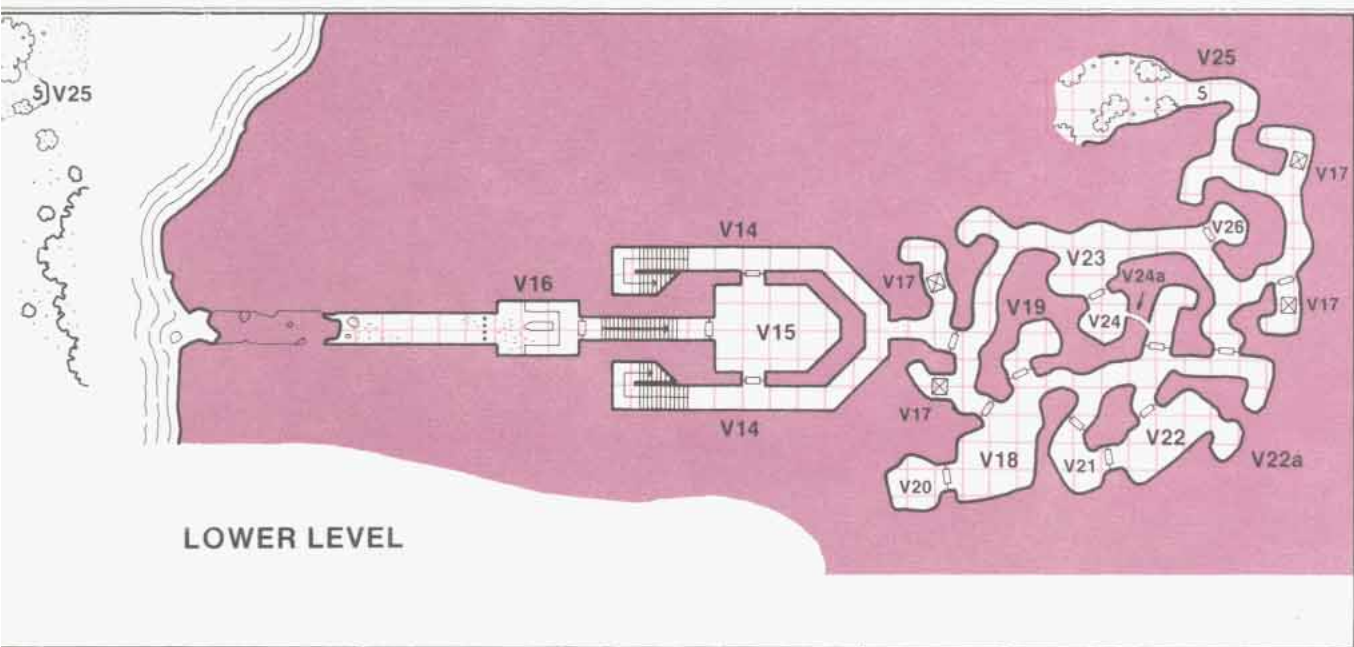


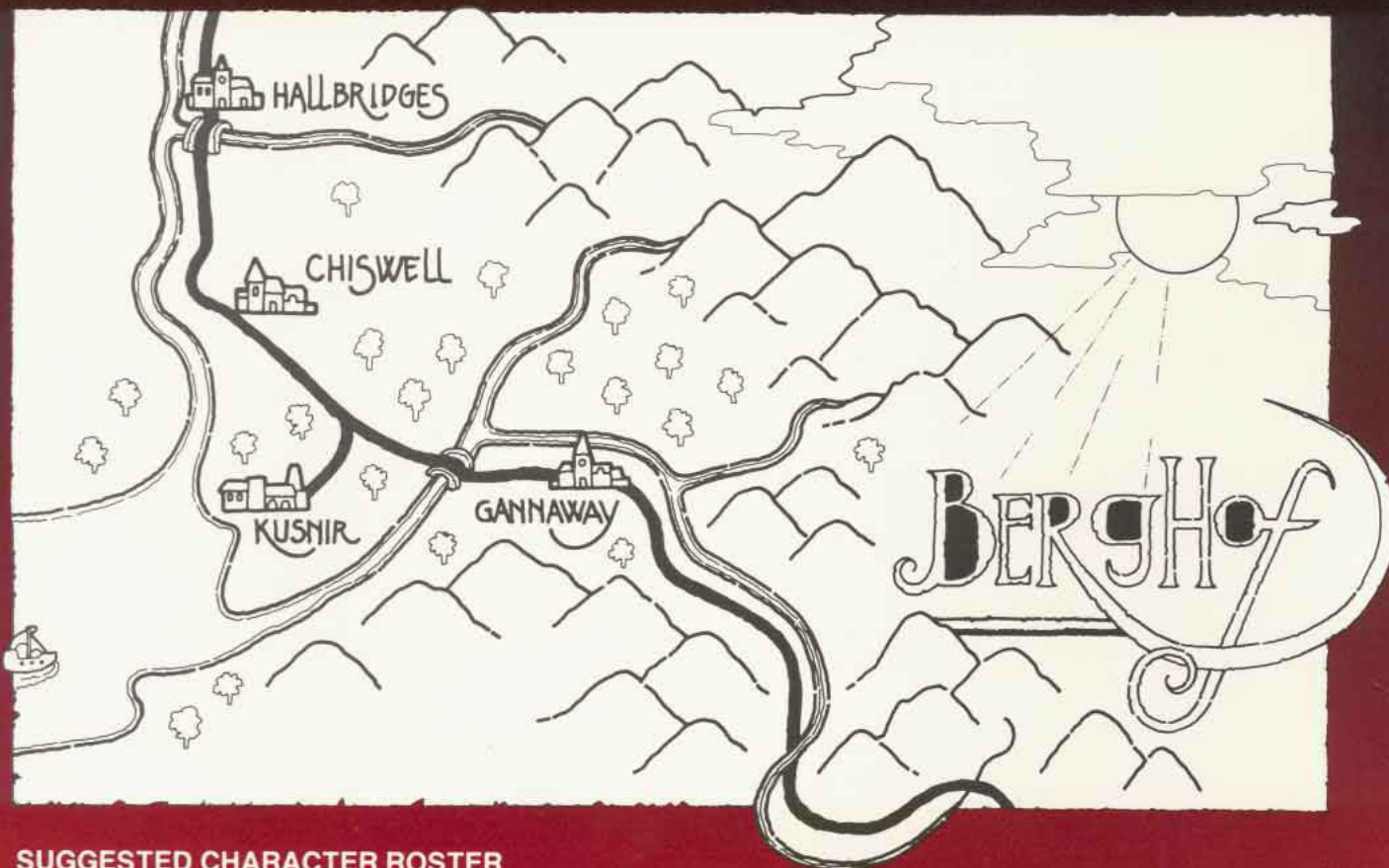
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B**C****KEY**

-  Door
-  Locked door
-  Secret door
-  Concealed door
-  Ascending stairs
-  Trap
-  Curtains
-  Blockage
-  Secret tunnel
-  Gate
-  Witherweed





SUGGESTED CHARACTER ROSTER

NAME	Bride	Holy Kit	Lorn Lackwit	Dorbo	Miramar	Olo the Cunning	Big Olga	Geoffrey ana Aspens	Farlinnin
CLASS	Cleric	Cleric	Fighter	Fighter	MU	MU	Thief	Druid	Ranger
RACE	Human	Human	Elf	Dwarf	Elf	½ Elf	Dwarf	Human	Human
SEX	Female	Male	Male	Male	Female	Male	Female	Male	Female
STRENGTH	11	9	15	16	6	8	12	10	14
INTELLIGENCE	12	11	8	11	14	16	13	14	15
WISDOM	14	15	11	13	12	11	12	13	14
DEXTERITY	13	13	15	10	11	13	15	7	10
CONSTITUTION	8	11	11	14	15	11	13	10	14
CHARISMA	15	13	14	7	12	8	9	17	6
CLOTHING	Red robe over chain mail	Green leather	Plate mail	Chain mail and shield	Yellow robes and cloak	Doublet and hose, large hat	Leather armour	Rough shirt and trousers	Cloak over st. leather armour
WEAPONS	Footman's mace	Footman's flail	Long sword, longbow	Hand axe, short sword	Darts	Dagger	Short sword	Scimitar	2-handed sword and dagger
HIT POINTS	12/18/21/26	11/15/19/27	18/25/31/40	14/18/24/31	9/12/16/21	6/9/10/14	5/9/13/19	12/17/23/30	16/23/28/34

MAGICAL ITEMS

Listed above are nine characters suitable for use in this adventure. Hit points have been given for each character at levels 2, 3, 4, and 5, respectively. Once the players have been allocated characters, the DM should decide on a level between 2 and 5 for each one which is strong enough, but not too strong, for the adventure (say 20-25 levels total).

The allocation of magical items to the characters (from the list following) is at the discretion of the DM, who should take account of the levels of the characters concerned in order to ensure a balanced adventure. Note that several monsters in the module can only be harmed by magical weapons.

Each character should receive 1-2 magical items. The items are listed in the order corresponding to the order of the listed characters.

2 potions of extra healing; mace +1; 1 jar Keoghtom's ointment; wand of magic missiles (12 charges remain, and there is a 10% chance of the missile backfiring each time the wand is used); hand axe +2; bag of holding (2500 gp capacity); pearl of power (1 first level spell); boots of elvenkind; bracers of defence AC 6; dagger +2; ring of mammal control (2 uses per day, effects last 24 hours); long sword +1 (luck blade, but all wishes used); 10 arrows +1; 1 block of incense of meditation; shield +1; ring of protection +1; helm of underwater action.

Advanced Dungeons & Dragons®

Official Game Adventure

THE SENTINEL

By Graeme Morris

Not even memories of past glory live on in the gentle hills around the village of Kusnir. Today its people have more concern for commonplace things, like the harvest, trade and the threat of death in the night!

Kusnir is beset by a skulk.

The attentions of such a creature are a curse on any community. Streets and alleys which ring to the voices of children by day become fearful, shadowy places by night. Men go abroad armed and in groups, while women and children stay behind locked doors and even there are not safe. But life goes on. The lot of the peasant is always hard, what cannot be prevented must be endured and, of course, things could be worse.

Much worse. The skulk has begun to visit the village more and more often. Sometimes it kills, yet just as often it spares a victim, leaving clear signs of what it might have done had it wished. Its visits are now marked by strange and illegible symbols scrawled in blood on the walls of the buildings. The people are worried, helpless and desperate. Desperate enough to welcome adventurers . . .

This module can be played alone or as the first adventure in the two-part ADLERWEG series.

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