

Advanced Dungeons & Dragons®

Official Game Adventure

THE GAUNTLET

by Graeme Morris



Bravery is commonplace in these heroic times, but will bravery be enough to liberate the ancient Keep of Alderweg and to thwart the dark forces which strive to cast down its ancient walls? The Gauntlet is an adventure for characters of level 3-6.



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MONSTER ROSTER

Name	Location	No	AC	MV	HD	hp	# AT	D	SA	SD	MR	Int	AL	S	xp	THACO
Animated figure (cleric)	Room 5	1	4	9"	6	45	1	2-7	Fear	MS	25%*	Non	N	M	620	13
Animated figure (fighter)	Room 5	1	2	6"	6	50	1	5-12	Nil	MS	*	Non	N	M	525	13
Animated figure (magic-user)	Room 5	1	8	12"	6	42	0	0	Magic missiles	MS	50%*	Non	N	M	602	N/A
Ant, Giant queen	Room 7c	1	3	0	10	48	0	0	Nil	Nil	Std	Animal	N	M	0	N/A
Ant, Giant soldier	Room 7c	4	3	18"	3	13 ea.	1	2-8	Poison sting	Nil	Std	Animal	N	S	79 ea.	16
Ant, Giant worker	Room 7c	4	3	18"	2	7 ea.	1	1-6	Nil	Nil	Std	Animal	N	S	34 ea.	16
Ant, Giant worker	Room 7b	5	3	18"	2	7 ea.	1	1-6	Nil	Nil	Std	Animal	N	S	34 ea.	16
Dog, war	Gannaway	1	6	12"	2+2	16	1	2-8	Nil	Nil	Std	Semi	N	M	83	16
Giant, fire	Army	1	3	12"	11+3	71	1	5-30	Rocks	Immune to fire	Std	Ave	LE	L	4012	10
Giant, fire (female)	Cell 3	1	3	12"	9	43	1	2-16	Nil	Immune to fire	Std	Ave	LE	L	1140	12
Gnoll (chieftain)	Gannaway	1	3	1"	2	2	1	2-5	Attack as 4HD	Nil	Std	Ave	CE	L	32	15
Gnoll (female)	Room 21	4	8	9"	2	9 ea.	1	1-4	-1 to hit	Nil	Std	Low	CE	L	35 ea.	17
Gnoll (leader)	Room 14	1	5	9"	3	16	1	1-8 or 1-6	Nil	Nil	Std	Low Ave	CE	L	83	16
Gnoll (male)	Room 11	10	5	9"	2	12 ea.	1	1-8 or 1-6	-5 to hit	Nil	Std	Semi	CE	L	52 ea.	20*
Gnoll (male)	Room 13	6	5	9"	2	12 ea.	1	1-8	-5 to hit	Nil	Std	Semi	CE	L	52 ea.	20*
Gnoll (male)	Room 14	14	5	9"	2	9 ea.	1	1-8 or 1-6	Nil	Nil	Std	Low	CE	L	46 ea.	16
Gnoll (male)	Room 15	4	5	9"	2	9 ea.	1	1-8 or 1-6	Nil	Nil	Std	Low	CE	L	46 ea.	16
Gnoll (male)	Room 22	8	5	9"	2	9 ea.	1	1-8 or 1-6	Nil	Nil	Std	Low Ave	CE	L	46 ea.	16
Gnoll, witch doctor (female)	Room 18	1	8	9"	4	20	1	1-6	Spells	Nil	Std	Ave	CE	L	205	15
					C4/M2											
Hell hound	Army	4	4	12"	7	42 ea.	1	1-10	Breath	Nil	Std	Low	LE	M	506 ea.	13
Hobgoblin (guards)	Army	12	5	9"	1+1	8 ea.	1	1-8	Nil	Nil	Std	Ave	LE	M	36 ea.	18
Hobgoblin (infantry)	Army	150	5	9"	1+1	6 ea.	1	1-8	Nil	Nil	Std	Ave	LE	M	32 ea.	18
Hobgoblin (sergeant)	Army	5	5	9"	1+1	9 ea.	1	1-8	Nil	Nil	Std	Ave	LE	M	38 ea.	18
Hobgoblin (sub-chief)	Army	1	3	9"	3	16	1	3-10	Nil	Nil	Std	Ave	LE	M	83	16
Horse (medium war)	Room 16	3	7	18"	2+2	11, 8, 7	3	1-6/1-6/1-3	Nil	Nil	Std	Animal	N	L	68, 59, 56	16
Hyena	Room 18	5	7	12"	3	16 ea.	1	2-8	Nil	Nil	Std	Animal	N	M	83 ea.	16
Man-at-arms	Room 19	4	10	12"	F0	3, 2, 2, 1	1	by weapon	Nil	Nil	Std	Ave	NG	M	13, 12, 12, 11	20*
Man-at-arms (sergeant)	Room 19	1	10	12"	F2	4	1	by weapon	Nil	Nil	Std	Ave	NG	M	47	20
Manticore	Army	4	4	18"	6+3	36 ea.	3	1-3/1-3/1-8	Tail spikes	Nil	Std	Low	LE	L	813 ea.	13
Ogre	Room 24	1	5	9"	4+1	23	1	1-10	Nil	Nil	Std	Low	CE	L	205	15
Ogrillon	Cell 1	1	6	12"	2	1	2	2-7/2-7	Nil	Nil	Std	Insane	CE	M	22	16
Revenant	Leomund's Chest	1	10	9"	8	45	1	2-16	Paralyse	Special	*	Except	N	M	1725	12
Screaming devilkin	Army	4	2	12"	3	17	1	1-6	Scream	Nil	Std	Low	LE	S	141 ea.	16
Skulk	Alt. start	1	7	12"	2	7	1	1-6	Backstab	Hide	Std	Ave	CE	M	50	16
Skulk (with Sentinel)	Alt. start	1	7	12"	2	1	0	0	Nil	Nil	Std	Non	CE	M	0	N/A
Troll, giant two-headed (with Gauntlet)	Cell 4	1	4	12"	11	65	4	1-6 (+2-7)/1-6/1-10/1-10	Fear	Regen.	*	Except	NE	L	2710	10
Volt	Cell 2	1	3	6"	2+1	14	2	1-4/2-12	Nil	Immune to elec	Std	Animal	N	S	92	16
Worg	Room 24	4	6	18"	4+4	24 ea.	1	2-8	Nil	Nil	Std	Low	NE	L	210 ea.	15

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

ADVANCED DUNGEONS & DRAGONS®
Fantasy Adventure Module

THE GAUNTLET

by Graeme Morris

This module can be played alone or as the second adventure of the two-part Adlerweg series.



The Keep of Adlerweg has remained aloof and impenetrable since before the coming of the Sea Princes. Great Armies have broken like waves against its walls, but now it is overrun and occupied by a sinister force. How can you restore it to its former glory?

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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 3-6 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 (DM) only. Any knowledge of the module will spoil your enjoyment of the adventure and that of the other players.

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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, as follows:

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** (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 a 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. Some creatures, whose hit probability is very low, have been given a THACO of 20*, and in these instances the DM should consult the relevant tables (see **DMG** p74-5) to find the rolls needed to hit other armour classes.

BOXED SECTIONS include that information which the players would get from a first glance at an area or the inside of a room. The DM may either paraphrase or read them out as written.

BACKGROUND FOR THE DUNGEON MASTER

This module concludes the adventure which began in **module UK2 - THE SENTINEL**. It is assumed that the characters taking part in this adventure have completed the first part and have obtained the magical glove known as the **Sentinel** (see page 29) since, without this, they will not be able to fulfil the quest.

If, for some reason, the DM does not wish the characters to adventure in **module UK2**, some other means by which they may obtain the **Sentinel** will be required. For this purpose, the DM may design an adventure, compatible with the events and setting of this module, which culminates with the adventurers finding the **Sentinel**. Otherwise, the brief **ALTERNATIVE START TO THIS ADVENTURE** (page 30) may be used.

Setting for the Adventure

The events in this module begin in the hills at the head of the Hool River (in the region known as Berghof), and move on to the Keep of Adlerweg (in the Kamph mountains between Berghof and Jeklea Bay) where most of the action takes place. The area shown on **map A** on the inside of the module folder encompasses hexes E5/137 and E5/138 on the **WORLD OF GREYHAWK™** Map.

Berghof is a land of gently rolling hills, many covered with light, mixed woodland. By contrast, the Kamph mountains are harsh and stark. Trees are rare, vegetation sparse and the creatures who live in the shadows of the snow-covered peaks have grown lean and vicious in the struggle to survive.

History

In ages past, before the rise of the Sea Princes, Berghof was an independent and populous state, ruled by a succession of Grand Dukes. For many years, the self-styled barons of the scorched and barren coastal lands to the south east, beyond the Kamph mountains, had coveted the lush and fertile hills of the Dukes' peaceful state. War would have been the undoubted outcome were it not for the fact that the only route between the two lands was through the Pass of Adlerweg ('the way of the eagle'). This narrow canyon, cutting through the Kamph range, had been eroded by the River Gann (see **map A**), and was defended by a lofty fortress, which had been built by the Dukes as a guard against any surprise attack. Dominating the pass from its rocky spur, the Keep of Adlerweg was so cunningly constructed that it exceeded all the Dukes' expectations, and no army could force a passage.

An uneasy peace prevailed for some while, and the Dukes turned their thoughts to other matters. Yet rare was the

caravan that braved the pass without an armed escort, and the barons did not forget the cool breezes of Berghof.

Then, upon a time, there came among the barons a dark mage of tremendous power, and he offered to aid them in the pursuit of their ambitions. Vast was his price and long were his labours, but when he was finished, the barons thought the deal a bargain, for he had fashioned a weapon which was more than capable of destroying the Keep. A gauntlet it was, made of hard, black leather, set with iron studs and rugged gems. It seemed large, but once donned, it would alter itself to fit any left hand. Into it had gone more than a portion of the mage's power, for it possessed the power of thought and was driven by a will of its own; a will dominated by the desire to destroy the Keep (see **THE GAUNTLET** - page 28).

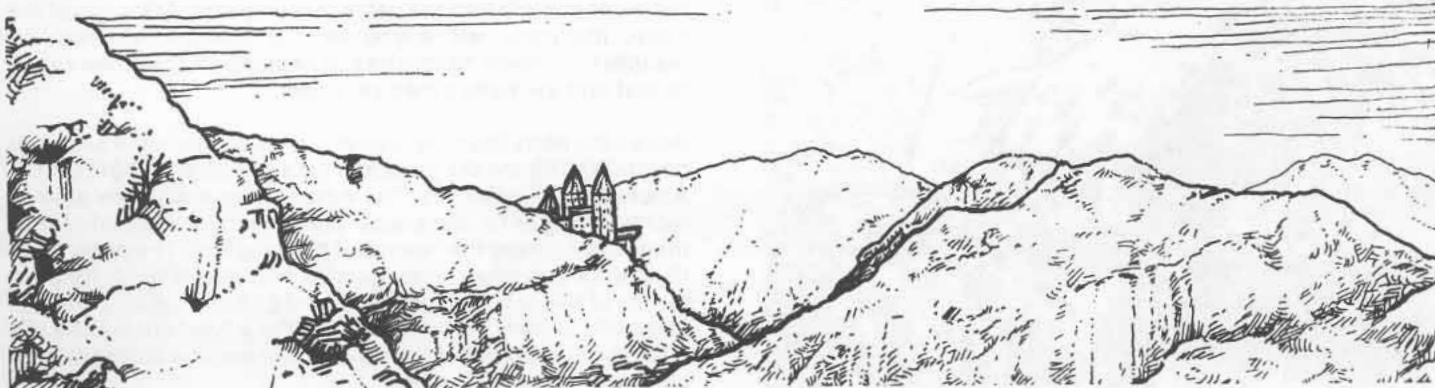
As soon as word of the **Gauntlet** (this was all the title it needed) reached the ears of the Duke in Berghof, all the mages of the land were summoned to his palace, and work began on a counter to this awesome threat. Although there was but little time in which to accomplish this task, the final creation proved indeed to be a match for the evil of the **Gauntlet**. It was its very antithesis; soft, pale in colour and fitting snugly on the right hand of any wearer, all its powers concentrated on defence.

Worn by a succession of mages calling themselves the Guardians, the glove was named the **Sentinel**. In it lay Berghof's hope and strength, and, should the opportunity arise, it had power enough to destroy the **Gauntlet** forever (see **THE SENTINEL** - page 29). As long as the Keep was guarded by the **Sentinel**, the **Gauntlet** dared not assail it, and thus the pass was made secure and a stalemate reached.

As time passed, the power of the Sea Princes waxed ever stronger, and soon the coastal lands fell to their hordes, yet still the Keep protected Berghof. As the Sea Princes marched on to victory, the **Gauntlet** was first hidden, then lost during the ensuing mayhem. The **Sentinel**, deprived of its enemy, fell into quiescence. The last mage to take the title of Guardian finally retired to his lake-side villa, and took the **Sentinel** with him. There it remained until his descendants forgot its history and came to regard it as no more than a curio.

The decline of this once proud family paralleled that of Berghof itself, and, by the time the land had been peacefully assimilated by the Sea Princes, the villa lay in ruins. As for the Keep, its sole purpose was now to hold the pass against the tribes of humanoids 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....



Recent Events

Many years after it had passed out of the knowledge of men, the **Gauntlet** was discovered in a rocky fissure by an ogrillon, out hunting alone in the Kamph Mountains. Driven by a force he could not control and unaware of the consequences, he put it on.

Instantly, he became a slave to its evil will. Filled with the power invested in him by the **Gauntlet**, and driven on by it, the ogrillon gathered a small army of gnolls and other creatures and attacked the Keep of Adlerweg. Protected by the **Gauntlet's** magic, the ogrillon was able to stride unharmed through a hail of arrows from the defenders, and smashed the upper gate of the Keep (area 3) as if it were made of matchwood. The garrison troops, thrown into confusion by a **fear** spell cast from the **Gauntlet**, were soon overwhelmed and their bodies thrown into the ravine.

Through its long years of waiting, the **Gauntlet** had perverted the purposes for which it had been created. Instead of destroying the Keep, it had decided to use it as a base from which to conduct a reign of terror and conquest. However, it realised that the ogrillon was not strong enough to satisfy its lust for power and that it would need a more fitting bearer.



Delving into the ogrillon's memory, the **Gauntlet** learned of a fire giant who had established himself as a warlord in the nearby mountains. It also learned that the fire giant had a daughter, a charming girl by the standards of her race, fond of hunting wild goats and killing them with her bare hands. The ogrillon knew the giantess' favourite hunting grounds and it was a relatively easy matter for a squad of gnolls from the Keep to capture her and bring her back to Adlerweg where she was confined in the Keep's magical prison (see page 24).

The **Gauntlet** hoped to lure the fire giant to the Keep and so gain the opportunity of transferring itself to a more powerful wearer. The arrival of the fire giant and his army at the Keep, and the subsequent events are described in **THE SIEGE OF ADLERWEG** (page 21).

Recovery of the Sentinel

The events surrounding the re-awakening of the Sentinel and its discovery by the adventurers are covered by **module UK2 - THE SENTINEL**.

Awoken by the sudden re-emergence of its old enemy, the **Sentinel** found itself alone in the ruins of the long-dead Guardian's villa. Alone, that is, save for a pair of odious skulks who were terrorising the region. Desperate for a bearer who would take it to meet its foe, the **Sentinel** used the skulks to attract the attention of the adventurers who, after many adventures and false trails, found it and undertook its quest.

Outline of the Adventure

The adventure in this module begins immediately after the adventurers acquire the magical glove known as the **Sentinel**. This may have occurred in room V26 of the Lake-Side Villa in **module UK2 - THE SENTINEL**, during the **ALTERNATIVE START TO THIS ADVENTURE** on page 30, or in the DM's own adventure.

The **Sentinel** will demand that the adventurers take it to confront the **Gauntlet** at the Keep of Adlerweg. On the way, it is likely that the adventurers will pass through Gannaway where they will encounter a wounded gnoll chieftain who may serve as a useful source of information (see **THE JOURNEY TO ADLERWEG** - page 5).

When they arrive at the Keep (see **THE RECAPTURE OF ADLERWEG** - page 7), the adventurers will be advised by the Sentinel to enter the building through the abandoned chambers beneath it (the undercroft). If they follow the **Sentinel's** advice, and if they overcome the denizens of the lower chambers, the adventurers will avoid the Keep's main defences and will take the defenders unaware. At the top of the Keep, the party will encounter the ogrillon wearing the **Gauntlet**. However, before he can be stopped, the creature will retreat into the Keep's magical prison.

Before the party has time to seek out the ogrillon, the Keep will be attacked by the fire giant and his army (see **THE SIEGE OF ADLERWEG** - page 21). The adventurers should be able to repulse the giant's first attack, after which he will parley with them and demand the release of his daughter. The party must then work out how the magical prison is operated, find the means of releasing the giantess, and do so, at which point the giant will leave. The final stage of the adventure will be the release of the **Gauntlet** from the prison and the confrontation between it and the **Sentinel**.

THE JOURNEY TO ADLERWEG

Once the **Sentinel** has been rescued by the adventurers, it will insist that they go to the Keep of Adlerweg in order to confront the **Gauntlet**. It will tolerate minor delays or diversions if these will contribute to the success of the mission but its fears concerning the **Gauntlet** will make it impatient. If the adventurers are unwilling to proceed with the task at hand as soon as possible, the **Sentinel** will attempt to persuade them to change their minds. If necessary, it will resort to the withdrawal of its powers and will even attempt to dominate the personality of its bearer and will use its **suggestion** ability on the other adventurers (see **THE SENTINEL** - page 29).

The adventurers' general knowledge of the region is represented by the players' map on the outside of the module folder. If necessary, however, the **Sentinel** will guide the party on their journey to Adlerweg.

THE RUINS OF GANNAWAY

There are several routes by which the adventurers might travel to the Keep of Adlerweg (see **map A**) but it is likely that they will pass through Gannaway:

A village comes into view, but the scene before you is not the untroubled one that you would normally expect.

The village has been ravaged by fire, only parts of the stockade remain standing, the wooden buildings have been reduced to smouldering timbers and the few stone buildings are roofless and blackened. You can see several corpses lying amongst the ruins.

When the party enters the village:

A closer inspection of the village confirms that it has been attacked. There are about 200 corpses, most of which are human villagers. The rest, about 15 in all, are apparently the corpses of their attackers - tall humanoid creatures, with dog-like faces, yellowish manes of unkempt hair and grey skin.

The intermittent sound of a dog barking comes from one of the stone buildings which still retains parts of its roof.

The adventurers will be able to estimate correctly the time of the attack as 12 hours ago. The village was attacked and overrun by a raiding-party of gnolls and war-dogs led by an ogre and a flind. The villagers were surprised and unprepared, and were massacred by their attackers who then proceeded to loot the place, taking every item of value - including the equipment of their dead companions.

The raiding party did not come from the Keep of Adlerweg but from a related group of tribal humanoids living in the Kamph Range. The group leaving the village was large, and characters with tracking skills will automatically be able to follow its trail. Five miles south of the village, however, the raiders split into groups of 5-10 individuals which then continued towards the mountains. If any of these groups is followed, its trail will be lost before reaching the mountains.

Inside the Ruined Building

If the adventurers investigate the sound of barking, they will find a badly wounded **gnoll chieftain** (AC 3; MV 1"; HD 2; hp 2 (22); # AT 1; D 2-5 (bare hand) or 2-5 (heavy crossbow); SA Attacks as 4HD creature; SD Nil; MR Std; Int Ave; AI CE; Size L; xp 32; THACO 16; MM) and his **war-dog** (AC 6; MV 12"; HD 2+2; hp 16; # AT 1; D 2-8; SA Nil; SD Nil; MR Std; Int Semi; AL N; Size M; xp 83; THACO 16; MM).

The chieftain was badly wounded during the raid and was abandoned by his troops, but his dog has remained loyal. His right leg and left arm are useless so his movement is restricted (all opponents' attacks are at +4 to hit). He cannot reload his crossbow. He has been robbed of all personal treasure.

He will fight to the death if necessary (aided by his dog), but will cautiously accept aid if it is offered. In return for this, he will give the party between 2 and 5 of the items of information listed below (depending on the usefulness of the help). The gnoll believes that all this information is true. It cannot be obtained from him by force:

1. The group which destroyed Gannaway was formed from a number of small bands which recently came down from the mountains to raid the lowlands (True).
2. Recently, a previously unknown ogrillon has emerged as a powerful war-lord in the mountains (True).
3. The Keep of Adlerweg has recently been overrun by a tribe of trolls (False).
4. In the mountains to the south and east, evil creatures have been gathering under the leadership of a giant (True).
5. There are rumours everywhere of an impending war between the creatures of the mountains and the humans of the lowlands (True).
6. A dark and terrible creature in the mountains is preparing to unleash the power of several volcanoes to destroy the humans of the region (False).

THE TRACK THROUGH THE MOUNTAINS

The track from Gannaway follows the River Gann up into the mountains (see **map A**). Progress by the party will be slow but the track is not in itself dangerous. However, the mountains are inhabited by many dangerous creatures, and bands of hostile humanoids are on the move (See **RANDOM ENCOUNTERS - MOUNTAIN PASS** - page 6).

When the track first enters the mountains, it is on the right bank of the River Gann (looking upstream). Later, it crosses the river by a ford and follows the river on the left from then on.

The track is the only practical route for the party to follow across the mountains. It follows a ledge, partly natural and otherwise hewn, which has an even, level surface. Its width varies between 10 and 20 feet, and its height above the river ranges from a few feet to several hundred. The mountains soar thousands of feet above the track along most of its length.

As the adventurers approach the Keep, the DM should refer to encounter area 1.

RANDOM ENCOUNTERS

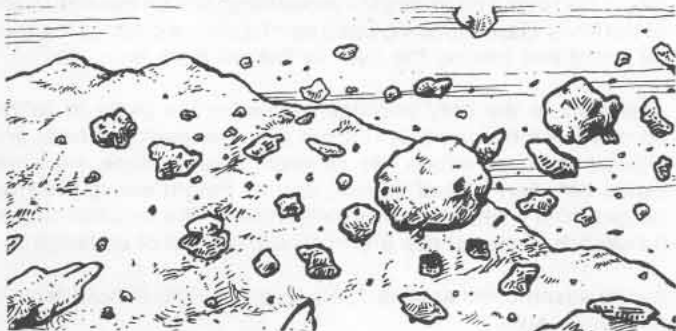
Except in the Keep or in the villages, random encounters will occur on a roll of 1 on a d6 in each 6-hour period (ie roll twice each day and twice each night) or at the discretion of the DM. If a random encounter is indicated, the DM should determine the type of creature involved by rolling a d10 and 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 occur only once.

LOWLANDS (Wood or Open) - DAY

- 1-5 A **forlarren** (AC 2; MV 9"; HD 3; hp 15; = AT 2; D 1-4/1-4; SA Heat metal; SD Nil; MR Std; Int Semi; AL NE; Size M; xp 135; THACO 16; FF) will unexpectedly break cover and attack the party. His subsequent actions will run true to form for his species (see the **FIEND FOLIO™** Tome). He has no treasure.
- 6-0 **2 Adult giant weasels** (AC 6; MV 15"; HD 3+3; hp 19 each; = AT 1; D 2-12; SA Drain blood (2-12 hp/round); SD Nil; MR Std; Int Animal; AL N; Size M; xp 201 each; THACO 16; MM) and **2-5 young giant weasels** (AC 6; MV 15"; HD 2+2; hp 14 each; = AT 1; D 2-8; SA Drain blood (2-8hp/round); SD Nil; MR Std; Int Animal; Size S; xp 132 each; THACO 16; MM) who will regard the adventurers as prey and attack them on sight. The adults' pelts are worth 2500gp each and those of the young are worth 2000gp each. These values should be reduced by 50gp for each hit point of physical damage inflicted on the creatures concerned, even where the total damage is more than is required to kill them.

MOUNTAIN PASS - DAY

- 1-4 A **troll** (AC 4; MV 12"; HD 6+6; hp 38; = AT 3; D 5-8/5-8/2-12; SA Body parts can fight independently; SD Regeneration; MR Std; Int Low; AL CE; Size L; xp 829; THACO 13; MM) will meet the party on the track and attack. If interrogated under duress, the troll will relate 1-4 of the rumours listed for the gnoll chieftain (page 5).
- 5-6 **5-8 Blood hawks** (AC 7; MV 24"; HD 1+1; hp 6 each; = AT 3; D 1-4/1-4/1-6; SA Nil; SD Nil; MR Std; Int Semi; AL N; Size S; xp 32 each; THACO 18 each; FF) will attack the party from their nests which are on a rocky ledge 120 feet above the track. The rock face below the ledge is nearly vertical but may be scaled (at a rate of 12 feet per round) by characters with the ability to climb walls. The nests contain various gems (total value 350gp per hawk encountered).
- 7-0 A slide of scree and small boulders from the slope above the track will strike the party. Each party member will suffer 2-12 hit points of damage (halved if the character saves vs. Breath). The landslide is a natural occurrence.



LOWLANDS (Wood or Open) - NIGHT

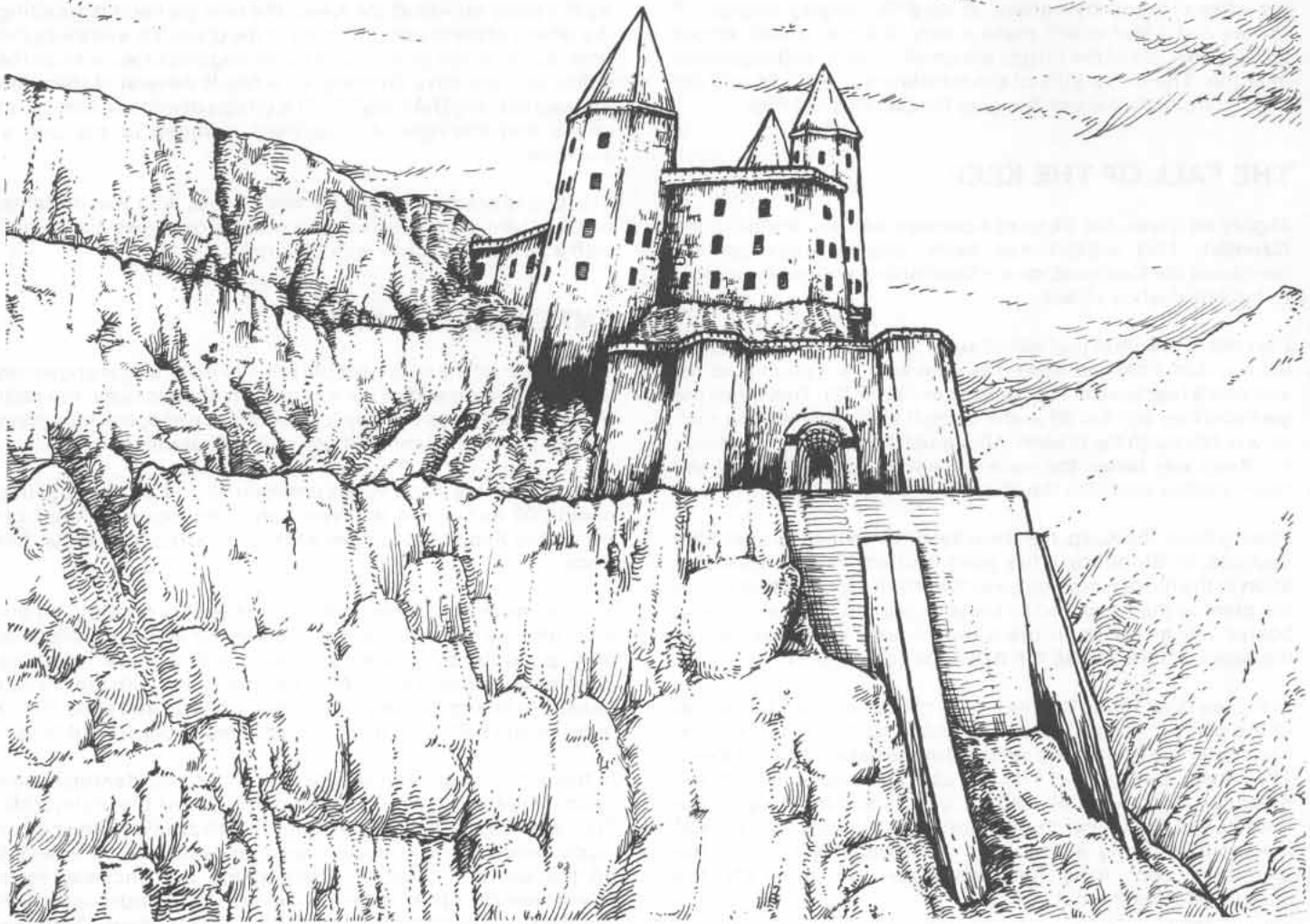
- 1-6 **1-3 Ettercaps** (AC 6; MV 12"; HD 5; hp 26 each; = AT 3; D 1-3/1-3/1-8; SA Poison and nets; SD Nil; MR Std; Int Low; AL NE; Size M; xp 295 each; THACO 15; FF), each armed with a net, will ambush the party. Each net may be thrown at one character who should be treated as AC 10 (plus dexterity modifiers). If hit, the character will be ensnared (unable to move) for d6+2 rounds (negated if the character saves vs. Breath). The ettercaps have no treasure.
- 7-0 **2-4 Harpies** (AC 7; MV 6"/15"; HD 3; hp 14 each; = AT 3; D 1-3/1-3/1-6; SA Singing and charm; SD Nil; MR Std; Int Low; AL CE; Size M; xp 187 each; THACO 16; MM). One uses a broken longsword as a weapon (treat as short-sword). This has a fine, jewelled pommel (value - 400gp).

MOUNTAIN PASS - NIGHT

- 1-4 **4-7 Leader-type goblins** (AC 6; MV 6"; HD 1; hp 7 each; = AT 1; D 1-6 (short sword) or 1-4 (sling); SA Nil; SD Nil; MR Std; Int Ave; AL LE; Size S; xp 17 each; THACO 19; MM) each mounted on a **dire wolf** (AC 6; MV 18"; HD 3+3; hp 18 each; = AT 1; D 2-8; SA Nil; SD Nil; MR Std; Int Semi; AL N; Size M; xp 132 each; THACO 16; MM) will encounter the party on the track. The goblins each have d10+10gp in mixed coins. One has a decorated clasp on his belt-pouch (silver inlaid with coral, value - 250gp). The wolves have no treasure. If interrogated, each goblin will relate one of the rumours listed for the gnoll chieftain (page 5).
- 5-7 **1-3 Giant owls** (AC 6; MV 3"/18"; HD 4; hp 20 each; = AT 3; D 2-8/2-8/2-5; SA Surprise on a 1-5; SD Nil; MR Std; Int Very; AL N; Size M; xp 230 each; THACO 15; MM) will swoop down silently and attack the party. Their nests are far away and the party will not be able to find them.
- 8-0 A violent storm will develop over a period of about ten minutes and will last for about an hour. The party will be lashed by rain, and lightning will strike the peaks above the pass. At the height of the storm a minor branch from a streak of forked lightning will strike the party. Each adventurer wearing metal armour will suffer 4d4 hit points of damage (negated if the character saves vs. Breath). The storm is a natural phenomenon.



THE RECAPTURE OF ADLERWEG



This part of the adventure starts with the approach of the adventurers to the Keep of Adlerweg. At the time of the party's arrival, the Keep is occupied by the ogrillon, which the **Gauntlet** has dominated, and his retinue. Urged on by the **Sentinel**, the party must enter the Keep (preferably in secret via the disused rooms and passages in the undercroft beneath the tower) and seek out the ogrillon, defeating all other creatures in its path. If cornered, the ogrillon will consign itself to the magical imprisonment system of the Keep in order to escape the **Sentinel**. The characters will only be able to confront the ogrillon and the **Gauntlet** after the fire giant's siege which is described in **THE SIEGE OF ADLERWEG** (page 21).

ARCHITECTURE OF THE KEEP

The position of the Keep (see **map B**) is dominating. Placed on an acute mountain spur, it can only be attacked effectively from the main trackway (area 1) running below its walls, or from the path (area 3) which climbs from the track to the upper gate. In either case, attackers would be forced to come very close to the Keep, and to occupy a very confined position exposed to fire from the Keep's defenders. Until the coming of the ogrillon and the **Gauntlet**, the Keep had never been taken.

The Keep can be thought of as comprising two main parts: the main defensive structure - the tower - and the underground chambers and passages beneath it - the undercroft.

The undercroft (rooms 5-9) is at the same level as the main track through the pass. Its largest chamber (known as the Gateway of Berghof - room 5) was well known to those who used the pass, since all traffic was obliged to go through here. Other parts of the undercroft were set aside for use by the Guardians alone, and a secret stairway, known only to them, leads from the undercroft to the tower above. This is the route which the party will be advised to use to enter the Keep.

When the last Guardian left the Keep, the doors leading to the Gateway of Berghof were magically sealed (see the description of area 4). A section of trackway (shown by shading on **maps B** and **C**) was built to by-pass the Gateway so that traffic could continue to use the pass. Knowledge of the secret door which leads to the stairway down to the undercroft was entrusted to the castellans who succeeded the Guardians. Latterly, however, the doorway was forgotten and the undercroft has not been entered for many years.

The tower is a defensive structure consisting of several floors. The lowest level (floor 1, rooms 10-12) consists mainly of a battlemented platform overlooking the track. The upper gateway (see area 3), which has been the only entrance used in recent years, is on the next level up (floor 2, rooms 13-17). It is reached by a narrow path (area 3) which slopes down to meet the main track. The upper floors of the tower (floor 3, rooms 18-22; floor 4, rooms 23-28) contain living quarters, stores, and so forth.

The roofs of the tower are stone and there is no direct access to them from the interior of the tower. The main parts are flat and are criss-crossed by cables, at heights ranging between 6 inches and 3 feet which make it very difficult to walk across them. The roofs of the turrets are small, conical and also made of stone. The arrow slits of the turrets (rooms 23, 26 and 28) allow for effective cross-fire over the flat areas of roof.

THE FALL OF THE KEEP

Mighty as it was, the Keep of Adlerweg was vulnerable to the **Gauntlet**. This artifact had been created specifically to overthrow the Keep and, on the hand of the ogrillon, it was able to fulfil its destiny at last.

Leaving his retinue just out of sight of the Keep's defenders, the ogrillon smashed down the gate with his Gauntleted fist and cast a **fear** spell at the gatehouse (room 22). This threw the garrison into confusion and his small army was able to rush forward through the breach. After much hand-to-hand fighting the Keep was taken, the slain were stripped and burned and their remains cast into the chasm.

Having taken the Keep, the **Gauntlet** ordered the capture of the daughter of Bloodfire, a fire giant warlord, and her incarceration in the hidden magical prison of the Keep. It hoped to lure the giant to the Keep and so transfer itself to a more powerful bearer. The arrival of the giant and his army at the Keep forms the basis of **THE SIEGE OF ADLERWEG** (page 21).

In the few days following the taking of the Keep and the arrival of the party, the ogrillon's troops have repaired the gate and have been organised into squads for the defence of the Keep. They have worked out how to use the mechanism in the defence room (room 14) and fully understand the layout of the tower. Even so, neither the ogrillon nor his troops are aware of the secret stairway which leads down from the tower to the undercroft, nor have they been able to penetrate the undercroft from the outside.



THE NEW GARRISON OF THE KEEP

As the party arrives at the Keep, the new garrison is awaiting the return of the messenger sent to the giant. To wile away the time, some of the gnolls have taken flagons of wine from the stores and are busy drinking. As a result, several of them are intoxicated (see **DMG** p82-3). The effects of intoxication on hit points and intelligence have been included in the gnolls' statistics.

The gnolls are all wearing leather armour with metal plates, and most are armed with battle-axes and longbows. Each gnoll with a bow has a quiver with 20 arrows.

ENTERING THE KEEP

The section of the pass near the Keep of Adlerweg is shown on **map B**. The map shows the Keep, the main trackway, the path (area 3) leading to the upper gate of the Keep, the mountain slopes, the River Gann and one of its tributaries.

The width of the track varies between 15 and 20 feet, and it is about 200 feet above the river here. The mountain spur on which the Keep stands rises several hundred feet above the track.

Normal movement by the adventurers is only possible on the track and the path. Movement up, down or along the slopes is only possible by climbing. Those with special climbing abilities will move at a rate of 12 feet per round with the normal chance of falling. Falling characters will drop and slide 10d10 feet and will suffer 1-6 hit points of damage per 10 feet fallen.

If the adventurers follow the advice of the **Sentinel** (see encounter area 1), they will enter the Keep via the undercroft. The gnolls in the gatehouse (room 22) are drunk to the point of incompetence, and those who are supposed to be on look-out on the platform (area 10) overlooking the trackway have abandoned their post and are drinking in the guardroom (room 11). This means that the party will be able to move along the trackway and through the gate into the undercroft unnoticed.

The variety of other ways in which the party might assault the Keep means that it is impossible to specify in advance how the characters might be noticed or how the garrison would respond. In such cases, the defence of the tower against an external attack must be determined by the DM.

Note that only the gnolls in the defence room (room 14) are actively and effectively on the look-out for an external attack. Normally, they will notice intrusions into the death room below (room 12). If any of the defenders notice the party before it has penetrated the Keep, the general alarm will be raised by messengers within two rounds. Once alerted, the squad in the guardroom (room 11) will move out onto the battlemented platform (area 10). The rest of the male gnolls who are not otherwise engaged will normally go to arrow slits, bows at the ready.

The responses offered by the Keep's inhabitants to encounters with the party inside the tower are detailed in the room descriptions. Some of the squads will attempt to raise the alarm by sending messengers but the party may be able to foil these attempts. In general, male gnolls will move directly towards the party if they are alerted to its presence within the tower. By contrast, the ogrillon and his close retinue will remain on the top floor, hoping that the others will be able to take care of the attackers.

The descriptions assume that it is daytime as the party approaches the Keep. If not, the DM should amend them accordingly.

1. Main Trackway

The adventurers will have their first view of the Keep when they reach the point marked 1 on **map B**:

As you round a bend in the pass, a daunting fortress comes into view. Its lofty bulk clings grimly to a steep-sided mountain spur on the eastern side of the pass and the track you have been following runs directly beneath its walls.

At this point, the DM should give the players the tear-out illustration from the back of this module (page 31) in order to give them a good idea of the shape of the Keep.

Assuming that the **Sentinel** has been brought here by the party, it will telepathically send a message to all the adventurers. The DM may either read out the following or paraphrase it:

My most noble friends, there stands the Keep of Adlerweg.

In defence of its walls, a garrison of a hundred men might destroy an army of thousands, but it was my purpose to defend the Keep against the one force it could not withstand - the sorcerous wrath of the Gauntlet.

But it seems that I have failed in this purpose, for I sense that the Gauntlet has captured the Keep and is firmly installed within its walls. Yet the Keep still stands, and while it does we may yet recapture it and destroy the Gauntlet's evil power.

The Keep is, no doubt, well garrisoned and to attack it openly would be to invite a quick death. There is a better way, however, since my powers include that of opening the magically locked gates of the Keep.

If you follow the track, and are lucky enough to avoid the eyes of those who may be watching, you will come to the Keep's lower gates. These will open at the touch of the one who bears me, and beyond are chambers where you will find a stairway leading up into the heart of the Keep. The creature who bears the Gauntlet lurks high in the tower - seek him out and my destiny will be fulfilled.

Ignore the path which runs upwards from the track to the Keep's upper gate since this will surely be well guarded and not even my powers will open it for you.

Make haste, for who knows what evil is being wrought there even now? From this point onwards I must remain silent. Though my other powers will remain available to you, I dare not speak into your minds for fear that the Gauntlet will sense my coming.

May good fortune go with you.

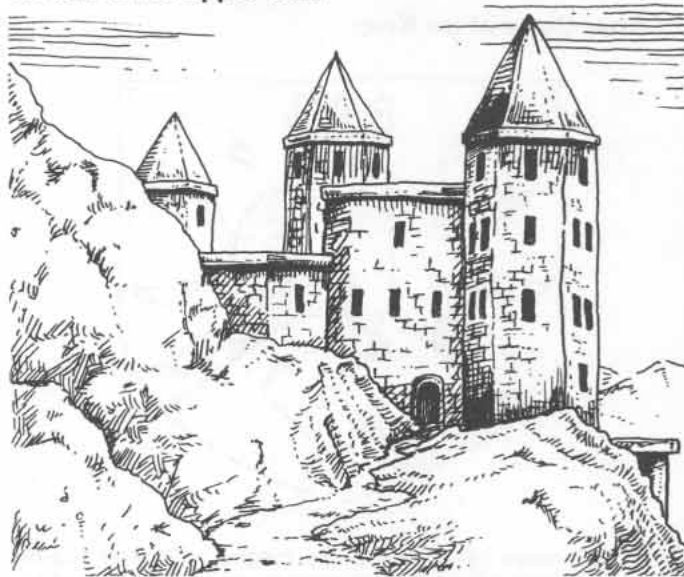
2. The Paths Divide

Near the Keep, the path to the upper gate splits off from the main track:

A narrow path branches off from the track. The track remains level but the path slopes upwards towards the Keep, suggesting access through an upper gate. Occasional snatches of raucous laughter and discordant song drift to your ears.

From here the party can make out several details of the Keep's construction. The parapetted platform (area 10) may clearly be seen, supported by sheer walls which rise from the trackway. The lower gates (area 4) are obscured by the octagonal buttresses and there are no signs of movement from behind the parapet. Rising from the rear of the platform, the tower-like upper part of the Keep can be seen, set against the mountain spur and having octagonal corner towers which extend up into pointed turrets. The sound is that of drunken revelry in the tower.

3. Path to the Upper Gate



If the adventurers proceed up the path towards the upper gate of the Keep, they will be hidden from the defenders until they reach the point marked 3 on **map B**:

A short way along the path, you come to a point where it bends fairly sharply to the left around a body of rock which obscures your view of the Keep.

If the adventurers take a look around the rock (reasonable caution will ensure that they are not spotted) they will see the main edifice of the building:

Not far ahead of you the path comes to a small gateway at the base of the towering fortress. The path between here and the gate is completely overshadowed by the tower and a disconcertingly large number of arrow slits cover this exposed approach.

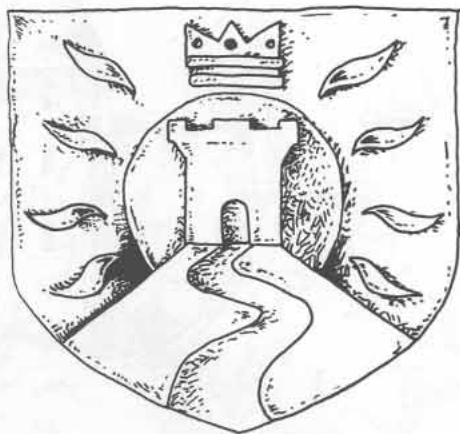
THE RECAPTURE OF ADLERWEG (ENTERING THE KEEP: AREA 4 - UNDERCROFT: ROOM 5)

If the adventurers openly proceed round the bend, they may be seen by the gnolls in the gatehouse (room 22) unless they conceal themselves in some way. It is up to the DM to decide how effective any concealment will be, taking account of how close the characters approach and the slackness of the watch being kept. If the party is spotted, the gnolls in the gatehouse will fire arrows at the party and raise the general alarm.

The upper gate is made of iron-bound oak. It is raised and lowered by the winch in the gatehouse. It has been repaired since the tower was taken and can withstand 8 points of structural damage before giving way. Anyone moving right up to this gate unconcealed will automatically be seen from the gate watchroom (room 15) and the alarm will be raised.

The exact response of the garrison as a whole to a general alarm is at the discretion of the DM, but likely courses of action would probably include the manning of the arrow slits overlooking the path from the gatehouse (room 22), the store (room 20), the armoury (room 24), the lieutenant's room (room 25) and the north-western turret (room 26). Note that there are murder holes between the gatehouse and the short passage to the upper gate. These can be used to pour burning oil (normal damage) on attackers or to fire arrows at them.

4. Lower Gates of the Keep



The lower gates of the Keep are magically locked but the **Sentinel**-wearer will be able to open them. Since the gnolls in the guardroom (room 11) are not at their post on the battlemented platform (area 10) and the gnolls in the gatehouse (room 22) are drunk and are neglecting their duties, the adventurers will be able to reach the lower gates unnoticed, so long as they exercise reasonable caution:

On the western side of the fortress, the wall which looms up from the track to the battlemented area has two large, tower-like buttresses. As you round the first of these, you find an impressive gateway occupying most of the width of the wall between them.

The southern gateway may be described in similar terms when the party is able to see it.

Each gateway consists of a round-topped arch and has a pair of stone doors. The doors have no visible handles, locks, or hinges. Above each archway, a smooth, shield-shaped panel of stone bears the faded remains of a coat of arms.

Both gateways (and the northern and eastern doors of the Gateway of Berghof - room 5) are magically locked by a long-forgotten, extra-powerful form of the **wizard lock** spell against which the **knock** spell is ineffectual. However, the doors will open automatically (swinging inwards) if touched by the wielder of the **Sentinel**. The doors may also be opened by means of a **dispel magic** spell (taking the level of the caster of the **wizard lock** as 15th).

Characters who have read the book from the Hermitage (in **module UK2 - THE SENTINEL**), which describes the history of the Van Arthog family, will be able to recognise the coat of arms as that of the Grand Dukes of Berghof (a title no longer in use). Its central motif is a tower with a winding path leading to its gate. Behind the tower is a rising sun and above this a crown.

THE UNDERCROFT

The chambers and passages of the undercroft have not been entered (except by the giant ants in the Guardian's Hall - room 7) for many years since the Guardians left the Keep.

The players' descriptions assume that the adventurers have some light source. If not, the DM should amend the descriptions accordingly. Unless otherwise stated, rooms in the undercroft are 15 feet high.

5. The Gateway of Berghof

This room was once, quite literally, the Gateway of Berghof, since all traffic between Berghof and the coastlands was obliged to go through it. It is protected by three magical automatons. These would not normally present any danger to the party, but are now subject to being activated and deactivated at random. The room is about 30 feet high:

This is a large and impressive room. The walls and ceiling are of a deep red, lustrous stone, flecked with glittering white inclusions. The floor is of a smooth, pale grey stone and has a large coat of arms inlaid in its centre.

In an alcove in each corner of the room stands a large stone chair. Three of the chairs are occupied by strange, silent, unmoving figures which appear to be no more than suits of human-sized clothing, arranged as if worn by invisible, seated men. The chair in the south-eastern alcove is empty.

The figures are: a suit of chainmail armour equipped with helm, shield and mace (north-western alcove); a rich, cowled robe with a staff (north-eastern alcove); and a suit of platemail armour with helm, shield and sword (south-western alcove). They are not invisible creatures, but are magically animated suits of clothing and equipment, given abilities which resemble those of the character classes they represent.

If they are interfered with or attacked, or if the room or any of its contents are damaged, the figures will be activated and will attack any creatures in the room.

The figures may also be activated by a control device in the Guardian's Hall (room 7). Since their arrival, the giant ants' movements over the control device have had the effect of

randomly activating and deactivating the figures. When the party enters this room, the figures will be inactive and seated in their alcoves. Each round thereafter, there is a 20% chance that an ant will activate them, and a 20% chance that they will be deactivated and return to their chairs. Even if an ant deactivates the figures, they will be immediately re-activated if the party continues to attack them.

While moving and attacking, the movements of the figures are as if the clothing and equipment were being worn and wielded by invisible creatures. They will not move outside this room for any reason, and will take cover in their alcoves if fired upon by creatures they cannot reach.

The **chainmail, shield and mace** (AC 4; MV 9"; HD 6; hp 45; # AT 1; D 2-7; SA Fear; SD Need magical or silver weapons to hit; MR 25%, immune to **sleep, charm**, etc; Int Non; AL N; Size M; xp 620; THACO 13) have cleric-like abilities. Any character hit by the mace must save vs. Magic or be affected by the equivalent of a **cause fear** spell (the reverse of **remove fear**) which will last for six rounds.

The **robe and staff** (AC 8; MV 12"; HD 6; hp 42; # AT Nil; D Nil; SA **Magic missiles**; SD Need magical or silver weapons to hit; MR 50%, immune to **sleep, charm**, etc; Int Non; AL N; Size M; xp 620; THACO N/A) represent a magic user and will fire two **magic missiles** every round.

The **plate mail, shield and sword** (AC 2; MV 6"; HD 6; hp 50; # AT 1; D 5-12 (d8+4); SA Nil; SD Need magical or silver weapons to hit; MR Std, immune to **sleep, charm** etc; Int Non; AL N; Size M; xp 525; THACO 13) are like a fighter, relying on good armour and brute force.

Although the individual animated objects may be damaged during combat, each will fight at full capability until reduced to zero hit points, when the objects will crumble to dust.

The figures were held in awe by travellers who regarded them as invisible guardians of the Keep. Held most in awe was the empty chair which men's minds filled with a number of unknown horrors.

The coat of arms on the floor is that of the Grand Dukes of Berghof (a tower with a path leading to its gate, a rising sun behind and a crown above). It will be recognised by any characters who have read the book from the Hermitage (in **module UK2 - THE SENTINEL**) which records the history of the Van Arthog family.

There are no items of value in the room.

The northern and eastern doors of this room are identical to the western and southern ones. They are also magically locked in the same way (see the description of area 4).

6. Toll Room

This room was used for the collection of tolls from travellers using the pass; it is unoccupied:

This is a small, plain room. Projecting from the left-hand wall is a long, stone table with a pan-balance mounted on it near the right-hand end. Behind the table are a pair of chairs and a large iron-bound chest against the far wall.

The southern end of the table is supported by two slender, stone pillars. Next to the balance are a number of brass-coloured weights arranged neatly in a shallow depression.

Coins from travellers were first weighed and then deposited in the chest. When the undercroft was abandoned, the chest was left empty. It has three locks.

The only items of value in the room are the pan-balance and weights. These have the appearance of brass, and an apparent total value of 1gp, they are actually made of a very hard-wearing alloy of gold and mithral. The total value of the weights is 750gp and the pan-balance is worth 1000gp if it is removed from the table. Removing the balance will not be difficult.

7. Guardian's Hall

This hall is being used as a nest by a small colony of giant ants who will attack the party if disturbed. They have divided the room into three parts with partitions made from mulched vegetable matter. The material of the screens will burn readily but will not alter the effects of any fire-based attacks.

The southern part of the room (7a) is unoccupied, the middle part (7b) is the ants' general working and storage area, and the northern part (7c) is the queen ant's chamber. The descriptions of these three areas assume that the party first enters the hall through the southern door and proceeds northwards. If not, the DM should adjust them accordingly.

Area 7a

This long hall appears to be empty but you cannot see the far end since it is obscured by an uneven screen of a paper-like material. The floor consists of green, red and white hexagonal tiles, each about 6 inches across, laid out in a regular pattern. The walls are pale grey and plain, as is the ceiling.

If the characters listen carefully, they will be able to hear the sound of movement behind the screen. So long as the screen remains unbroken, the ants will not attack the party in the southern part of the room.

Area 7b

Beyond the screen you find another section of the room but the far end is still obscured since there is a second screen. This is similar to the first except that there is a small hole in it near the floor.

There are five giant ants working here.

The occupants are **five giant worker ants** (AC 3; MV 18"; HD 2; hp 7 each; # AT 1; D 1-6; SA Nil; SD Nil; MR Std; Int Animal; AL N; Size S; xp 34 each; THACO 16; MM). They will attack any creatures who enter the nest or who damage the southern screen. When alarmed they will send a signal (a scent not noticeable by the party) to the worker and soldier ants in the queen's chamber (7c). These ants will join the fight in the next round although the queen herself cannot move.

THE RECAPTURE OF ADLERWEG (UNDERCROFT: 7c-8)

The floor is covered with rubbish except for the area near the centre of the room surrounding a hole about a foot across. Hanging from the ceiling are five irregular bundles bound tightly with silk-like threads.

The rubbish on the floor consists of vegetable matter, stones and the bones of small animals. It contains no items of value.

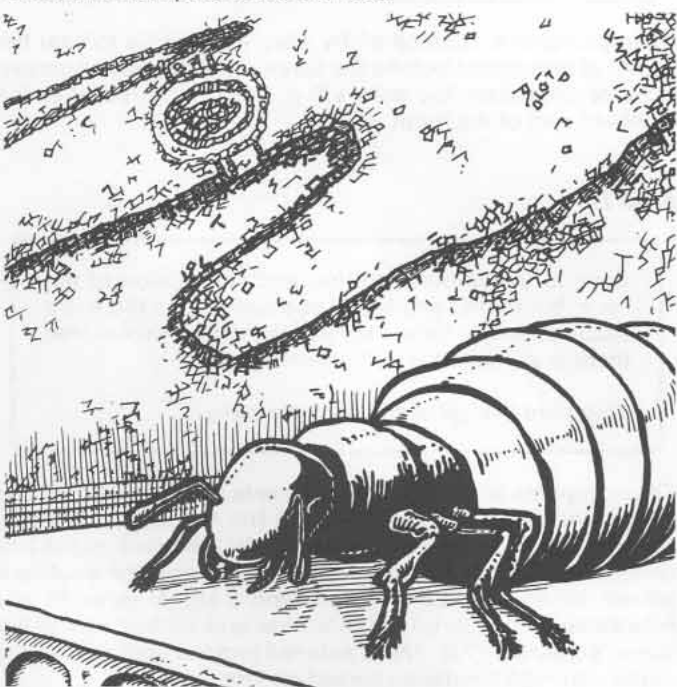
The bundles hanging from the ceiling are the ants' foodstore. They contain a lamb, a rabbit, a lizard, a fire beetle (this bundle is glowing; if the party has no lights, the DM should mention this in the room description) and a jermlaine; all are dead. The fire beetle was killed five days ago and the luminosity of its glands will persist for two more days. The jermlaine is wearing an adjustable bracelet around its waist as a belt. The bracelet is made of gold and is set with small pieces of jade. Its apparent value is 250gp. It is actually a magical item which will give the wearer the same swimming abilities as those given by **gauntlets of swimming and climbing**. Note that no climbing abilities are given and that any character may use this item. Its actual value is 5000gp (500xp).

The entrance tunnel of the nest emerges through a hole in the floor. The tunnel is about 100 feet long, 15 inches wide and follows a slightly twisting course westwards and downwards to emerge on the mountain slope 30 feet below the main track. The western end of the tunnel is hidden from the track by rocks.

Area 7c

This is the final section of the room. The far wall bears a vivid mosaic. Lying on an altar-like table below this is the bloated mass of a queen ant.

The **queen ant** (AC 3; MV 0; HD 10; hp 48; #AT Nil; D Nil; SA Nil; SD Nil; MR Std; Int Animal; AL N; Size M; xp 0; THACO N/A; MM) can neither move nor attack. If the queen is killed, any surviving ants will become confused for six rounds and then attempt to leave the nest.



The mosaic on the northern wall depicts the **Sentinel**. The tiny tiles representing the stone on the glove's ring are azurite and are worth a total of 800gp.

The table on which the queen is lying incorporates the controls which activate and deactivate the figures in the Gateway of Berghof (room 5). The movements of the queen ant's attendants over the control panels were responsible for the random activation and deactivation of the figures. She is normally attended by **four workers** (AC 3; MV 18"; HD 2; hp 7 each; #AT 1; D 1-6; SA Nil; SD Nil; MR Std; Int Animal; AL N; Size S; xp 34 each; THACO 16; MM) and **four soldiers** (AC 3; MV 18"; HD 3; hp 13 each; #AT 1; D 2-8; SA Poison sting (3-12 hit points of damage, 1-4 if save vs. Poison); SD Nil; MR Std; Int Animal; AL N; Size S; xp 79 each; THACO 16; MM) but the party will probably have met these already - either in area 7a or 7b.

8. Painted Room

This room was the private quarters of the Guardians. It is currently unoccupied:

This octagonal room has a slender, stone pillar near the wall at each corner. The ceiling is painted to represent a domed roof, supported by these pillars, and the walls show a country scene which continues all the way around the room. With a little imagination, you could be standing in a summer house, surrounded by pleasant pastures and woodlands, at the top of a grassy slope leading down to a large lake.

This room was decorated in this way by Karl Van Arthog, the last of the Guardians of Berghof, to remind him of his home, the Lake-Side Villa (see **UK2 - THE SENTINEL**). All items of furniture were removed when he left.

The doors of this room are well concealed by the painting and should be regarded as secret when closed, if viewed from inside the room. The north-western, north-eastern and south-eastern doors will open automatically at the touch of the **Sentinel**-wearer, although they are not magically locked and may be opened in the usual way.

If the players ask for a more detailed description of the wall paintings, the DM should mention that there are paths depicted on the north-eastern and north-western walls leading away from the summer house. These paths are clues to the presence of the doors in these walls.

There is a small secret compartment in the top of the pillar on the north-eastern side of the door to the release chamber (room 9). This compartment is very well hidden (half normal chance of finding) and will only be found if the adventurers specifically examine the pillars. The compartment contains a tiny ivory casket with gold fittings (apparent value - 50gp). The casket is the replica for a **Leomund's secret chest** and magic users in the party will have a 10% chance per level of recognising it as such.

The large chest can only be retrieved if the words '*Fram cweartern theostre, cume*' are spoken while the replica is held. Directions for finding the casket and for retrieving the chest are given in the instruction book which may be found in the Castellan's room (room 27). The book and the contents of the Leomund's secret chest are described in **THE SIEGE OF ADLERWEG** (see page 25).

9. Release Chamber

The door to this room is secret. It may be opened by the touch of the **Sentinel**-wearer or in the usual way:

This room is circular and seems to be unoccupied. With the exception of a circular area in the centre of the floor, the walls, floor and ceiling are of a smooth pale grey stone. The circular area contains a stark spiral pattern in black and white.

This room will only become significant during **THE SIEGE OF ADLERWEG** (page 21). This is the place where creatures incarcerated in the Keep's magical imprisonment system may be released. The imprisonment system is described in **THE MAGICAL PRISON** (page 24).

THE TOWER

If the party follows the advice of the **Sentinel** and enter the Keep through the undercroft, they will enter the tower through the secret door on the stairway next to the dormitory (room 13) on floor 2.

Unless otherwise stated, all other rooms and passages in the tower are 15 feet high, all doors are of oak, 5 feet wide, 8 feet high and 3 inches thick, and all floors/ceilings are 5 feet thick. There are several chimneys in the building. These are only 6 inches wide at their narrowest points. All windows are barred. The bars are half an inch thick and 6 inches apart.

Unless otherwise stated, all descriptions of areas in the tower assume that the general alarm has not been raised, that it is daytime and that the party has a source of light for use in darkened areas. If this is not the case, the DM should amend them accordingly.

FLOOR 1

This level of the tower consists of a battlemented platform (area 10), two rooms and a stairway which leads to the higher levels of the tower.

10. Battlemented Platform

This platform overlooks the track below and is currently unoccupied:

This is an open, flat area with a crenellated parapet. It extends outwards from the foot of the main fortress building on the south and west sides. The walls of the Keep look down on it menacingly.

The crenellated parapet is about five feet high. The cut-out portions of the crenellation are narrow, and the raised parts are each pierced by an arrow slit. Furthermore, there are arrow slits in the floor of the platform near the parapet, pointing obliquely downwards.

If the general alarm has been raised, the gnolls from the guardroom (room 11) will be out on the platform. Otherwise it will be unoccupied.

If the platform is deserted, and if they exercise reasonable caution, the adventurers will not be seen on the platform by any of the garrison. If their presence becomes known, however, the platform is a very dangerous place for them to be. Different parts of it are overlooked from the dormitory (room 13), the defence room (room 14), the kitchen (room 18), the hall (room 21) and the gatehouse (room 22).

11. Guardroom

The occupants of this simple guardroom are a drunken contingent of the gnoll garrison:

Slumped on a bench or lurching around the room are nearly a dozen tall humanoid creatures with grey skins and dog-like faces. Some are swigging from flagons and all are apparently drunk. They have axes and are wearing leather armour with metal plates.

There are **10 gnolls** (AC 5; MV 9"; HD 2; hp 12 each; # AT 1; D 1-8 (battle-axe) or 1-6 (longbow); SA -5 to hit; SD Nil; MR Std; Int Semi; AL CE; Size L; xp 52 each; THACO 20*; MM) in a state of great intoxication. If attacked, they will fight to the death, making no attempt to raise the alarm. They will move out onto the battlemented platform (area 10) if the general alarm is raised. Otherwise, they will not notice attempts by the party to enter the Keep unless they are actually attacked. The personal treasures of the gnolls consist of 4d6gp each. In addition, one of them has a silver napkin ring (value - 50gp).

Against the northern wall is a long table with a bench beside it. Apart from the gnolls' longbows and quivers which lie in a heap on the floor, and their other personal possessions, the only items of value or interest in this room are 200 arrows in a locker and a bundle of 25 torches. Several empty and broken flagons are scattered around the room.



12. Death Room

This entire room is a trap, operated from the defence room (room 14) above. It is designed to prevent attackers who have overrun the platform from entering the tower. To enter this room, the players will have to lift or bend the southern gate. They will be able to see through the bars, however:

This is a plain room, hewn from solid rock, with blackened walls and ceiling. There are many suspicious holes in the ceiling, each about an inch across. There are two doorways, each only five feet high and barred by stout metal gates.

The barred gates are opened and closed by the winch mechanisms in the defence room on the floor above. The gates slide vertically in slots cut into the door frames. The gates may be bent (-10% usual chance, see PHB p9) or lifted in the usual way by characters on this floor.

Warning bells in the defence room will sound if the gates are lifted. The bells will alert the gnolls who will then raise the general alarm. The bells will not ring if the bars are bent. The gnolls in the defence room can see into the death room through the peep-hole at the top of the stairs between the two rooms.

Once alerted, the gnolls will operate the burning-oil device if any attempt is made either to open the northern gate, or to block the holes in the ceiling. The device works by sending a shower of hot, burning oil into the death room through the 36 holes in the ceiling. This oil will burn for five rounds during which it will cause 2-12 hit points of damage per round to any creatures in the room.

The gnolls have enough hot oil in their cauldron in the defence room to operate the device six times. The device takes a while to reload and may only be operated once every six rounds.

FLOOR 2

This is the floor on which the party will most likely enter the tower. It includes the defence room (a key point in the defence of the Keep) and the upper gate which is the normal entrance to the Keep.

13. Dormitory

Several gnolls, overcome by drink, have come here to sleep. They are relatively helpless but there are alert gnolls in the next room:

The air in this room is filled with the strong smell of sweat and the sound of none-too-gentle snoring. Much of the floor is covered with straw on which sprawl half a dozen humanoids wearing leather armour. One of them is clutching a flagon.

There are **six gnolls** (AC 5; MV 9"; HD 2; hp 12 each; #AT 1; D 1-8 (battle-axe); SA -5 to hit; SD Nil; MR Std; Int Semi; AL CE; Size L; xp 52 each; THACO 20"; MM) who are greatly intoxicated and sleeping. The adventurers will normally be able to kill these gnolls without difficulty if they decide so to do.

However, there is a 10% chance per round that each surviving gnoll will wake up. Once awake, the drunken gnolls will fight fiercely and will call for help. Their shouts will be heard by their companions in the defence room (room 14) unless the sound is suppressed in some way (eg by a **silence** spell).

Once alerted, the gnolls from the defence room will investigate. They will attack the party on sight and will attempt to raise the general alarm.

The sleeping gnolls each have 4d6gp. In addition one of them has a silver mirror (value - 20gp) and another has a rock crystal gem (value - 14gp).

If the adventurers take the opportunity to search the straw bedding, they will discover the following items: a small ivory ball (value - 30gp), a pair of silver tweezers (value - 10gp), and 6gp, 12sp and 15cp in coins.

14. Defence Room

This room is very important in the defence of the Keep since it contains the mechanism for springing the trap in the death room (room 12) below. The gnolls here are only a little drunk:

The occupants of this large room are over a dozen tall grey humanoids with dog-like faces. They are armed with axes and long bows and wear leather armour. As they see you, they rush towards you menacingly.

There is a **gnoll leader** (AC 5; MV 9"; HD 3; hp 16; #AT 1; D 1-8 (battle-axe) or 1-6 (longbow); SA Nil; SD Nil; MR Std; Int Low-ave; AL CE; Size L; xp 83; THACO 16; MM) and **14 gnolls** (AC 5; MV 9"; HD 2; hp 9 each; #AT 1; D 1-8 (battle-axe) or 1-6 (long bow); SA Nil; SD Nil; MR Std; Int Low; AL CE; Size L; xp 46 each; THACO 16; MM) who are all slightly intoxicated. Their personal treasures are as follows: leader - 25gp plus a seal (with an eagle motif) made of jasper (value - 60gp); gnolls - 6d6gp each. One has a gold medallion (value - 21gp), and a silver table fork (value - 8gp).

If they are attacked (or if attracted by noises from the dormitory - room 13) they will fight the adventurers to the death but two of them will attempt to raise the alarm in the rest of the Keep.

The gnolls will notice if the party lifts the gates in the death room (room 12) and will react by raising the alarm and operating the burning-oil device (see below and room 12). Otherwise, they will not normally notice attempts by the party to enter the Keep unless the general alarm has been raised.

The room is large, irregular in plan, with arrow slits in the south- and west-facing walls. It is dominated by a device designed to pour burning oil into the death room (room 12) below. The device consists of several components, including a large, iron cauldron mounted on brackets in the fireplace. A pipe with a tap runs out from the base of the cauldron and down to an empty, blackened, shallow trough cut into the floor. On either side of the trough, three short runnels with metal sluices lead to holes in the floor. Closer inspection of these holes will reveal that, immediately below floor level, they each sub-divide into six pipes sloping obliquely downwards.

To operate the device, the tap is opened, allowing oil to pour into the trough. The oil is ignited and the sluices are opened,



allowing it to pour down into the death room through the holes. The burning oil causes 2-12 hit points of damage per round to anyone in that room, and burns for five rounds. The device can only be used once every six rounds, however.

There is enough oil in a full cauldron for six uses. There are seven jars next to the fire-place and each contains enough oil to operate the pouring device three times, but the oil is of a low grade which must be heated for two hours in the cauldron before it will burn.

There are two winch mechanisms which are used to raise and lower the gates of the death room. Each winch has a bell which rings if its gate is moved.

There are three benches, four tables and eight chairs. There are also seven lockers standing against the western and southern walls. None of these is locked or trapped. Their contents are:

- 180 arrows.
- 10 longbows, 20 bow strings, lumps of resin and tools for the repair and maintenance of bows.
- 210 arrows.
- 240 arrows.
- Bandages, splints, pots of ointment and three glass bottles. Each bottle contains one dose of a potion of healing (a viscous, colourless liquid with a sour taste).
- 190 arrows.
- (Next to fire-place) Tools and materials for repair and maintenance of the burning-oil device.

Other items around the room are flagons of wine, leather cups, pewter platters, some bone dice, bone counters, two whetstones and 25 torches in a bundle.

15. Gate Watchroom

This room was used by the porters of the Keep whose job it was to check the identity of visitors before admittance. There are some gnoll guards here now:

Seated around a small table in the centre of this small room are four tall humanoid creatures with grey skins and dog-like faces. Two of them are arm-wrestling while the other two cheer them on.

The occupants are **four gnolls** (AC 5; MV 9"; HD 2; hp 9 each; # AT 1; D 1-8 (battle-axe) or 1-6 (long bow); SA Nil; SD Nil; MR Std; Int Low; AL CE; Size L; xp 46 each; THACO 16; MM) who have had no alcohol. If they are attacked, they will attempt to flee and to raise the general alarm. They will notice if unconcealed characters enter the passage outside the upper gate or if attempts are made to open it, and will accordingly respond by raising the general alarm. Their personal treasure consists of 4d6gp each. In addition, one of them has a bloodstone gem (value - 34gp); and one is wearing what appear to be ordinary black armbands. In fact these are a perfect cure for insomnia, and anyone wearing them will have no trouble sleeping soundly and comfortably.

Apart from the objects already described, and the personal possessions of the gnolls, the only other items in this room are a small pile of firewood, a bundle of six torches, a large hour-glass and a slate with a piece of chalk attached to it by a string. The slate and chalk were used by the human guards of the Keep to note down passwords, times of arrival of visitors, duty rosters, etc. To while away the time, the gnolls have covered the slate with illegible, meaningless scrawls.



16. Stable

There are three horses here. They were used by the original garrison but have been neglected by the gnolls:

This is a stable, with five stalls against the eastern wall. Three of these contain horses which whinny plaintively when they see you. They look under-fed and ungroomed, and the room smells as if the stalls have not been cleaned for many days.

Each of these horses will adopt an uncommon loyalty (as if affected by an **animal friendship** spell) to the first character who feeds it or gives it water. All three are **medium warhorses** (AC 7; MV 18"; HD 2+2; hp 11(14), 8(12), 7(10); #AT 3; D 1-6/1-6/1-3; SA Nil; SD Nil; MR Std; Int Animal; AL N; Size L; xp 68, 59, 56; THACO 16; MM) and are fully trained. Their full hit points will be restored by two weeks of proper feeding and grooming.

17. Tack Room

Having little interest in horses, the gnolls merely ransacked this room leaving most of the contents intact:

This room has many hooks, pegs and shelves on its walls, but all are bare. Everything in the room, consisting mostly of tack, harness and feed, has been thrown into a large, untidy heap on the floor.

If the adventurers take the time to sort out the heap they will find 20 sacks of oats, six saddles, 10 bridles, eight saddlebags, two sets of leather barding, a set of chain barding, 12 saddle blankets, a small anvil, a small portable forge and bellows, blacksmith's tools, horseshoes, nails, four sacks of charcoal, leather-working tools, combs, brushes, saddlesoap and horse liniment.

FLOOR 3

This floor contains the kitchen and associated store rooms, the main hall of the Keep, and the gatehouse (the focus for the defence of the upper gate).

18. Kitchen

Warming herself before the fire is the gnolls' malicious old wise-woman with her pets:

This room is filled with the smell of cooking meat. Seated in a chair before a fire at the western end of the room is an ancient female humanoid wearing a filthy leather apron and holding a knobby staff. She is puffing on a large pipe and is surrounded by five bristly, dog-like creatures gnawing bones noisily.

The old female gnoll is a 4HD **witch doctor** (AC 8 (leather armour only); MV 9"; C4/M2; hp 20; #AT 1; D 1-6 (club); SA Spell use; SD Nil; MR Std; Int Ave; AL CE; Size L; xp 205; THACO 15) and her pets are **five hyenas** (AC 7; MV 12"; HD 3; hp 16 each; #AT 1; D 2-8; SA Nil; SD Nil; MR Std; Int Animal; AI N; Size M; xp 83 each; Thaco 16; MM). The wise-woman's spells are:

First level: **affect normal fires, cure light wounds (x3), shield.**

Second level: **augury, chant.**

If possible, her first action when she sees the party will be to cast **affect normal fires** on her pipe and to hurl it in the direction of the adventurers. The burning pipe-weed will pour out noxious fumes which will rapidly fill the room. Any character inhaling these fumes will cough and choke for d6+2 rounds unless they make a successful saving throw vs. Poison. Affected characters will attack at -2 to hit and will have an armour class penalty of +2 until they recover. The gnoll and the hyenas will not be affected by the fumes.

The wise-woman, aided by the hyenas, will fight the party - casting appropriate spells if possible. She is somewhat overconfident of her own powers and will not flee for help unless reduced to six or fewer hit points.

Her personal treasure consists of a fine pipe made of ebony and inlaid with ivory, a small gold brooch with tiger eye stones (value - 200gp), a plain wooden pipe (the one she was smoking) and a pouch of unusual pipe-weed (enough to fill a pipe twice). Magic users will be able to produce the same choking effect as the old gnoll by casting **affect normal fires** on a burning pipe-full of the weed (the pipe's contents are consumed by this) but the magic user and his or her companions are not immune to the fumes.

The hyenas have no treasure.

At the western end of the room, a large piece of meat is cooking before the fire. In the centre of the room are two large wooden tables. On these, and around the room, are scattered many items of kitchen equipment, food and scraps. There is a bread oven behind an iron door next to the fire.

Unless the fight with the wise-woman has been unusually quiet, the men-at-arms in the fuel store (room 19) will realise that the tower is under attack and will cry out for help. Their cries will be audible in the kitchen.

19. Fuel Store

This is the fuel store for the Keep. The gnolls have imprisoned five of the original garrison here, who will call out to the party for help:

Slumped at the southern end of this small room are five wounded men. They are bound with rope and implore you to release them. The room appears to be a store for torches, firewood and coal. There are also some large earthenware jars.



The bound figures are the survivors of the original garrison of the Keep. There are **four men-at-arms** (AC 10; MV 12"; F0; hp 3(5), 2(6), 2(5), 1(4); # AT 1; D By weapon; SA Nil; SD Nil; MR Std; Int Ave; AL NG; Size M; xp 13, 12, 12, 11; THACO 20*) and a **sergeant** (AC 10; MV 12"; F2; hp 4(14); # AT 1; D By weapon; SA Nil; SD Nil; MR Std; Int Ave; AL NG; Size M; xp 47; THACO 20). They were wounded and captured by the gnolls, and have been kept alive only in order to suffer the torments of their captors. They have no equipment.

They are bound but not gagged and will shout for help if, for example, they hear noise of combat nearby. If freed, healed and armed, these men will willingly aid the party. Their preferred weapons are the long sword and longbow, and they will wear any fairly- or non-bulky armour which they are offered (see **DMG** p27).

If used wisely, the soldiers will be very useful to the party. The sergeant in particular may be a good source of information and advice concerning the defence of the Keep (see **THE ATTACK BY THE FIRE GIANT** - page 21). However, the DM should be careful to prevent the party from taking unscrupulous advantage of these men. They are experienced soldiers and will only take risks if these are seen to be shared equitably by the adventurers.

In total, the room contains 52 sacks of coal, 31 bundles of torches (20 torches per bundle), 87 bundles of firewood and 12 large jars. The jars contain the low-grade oil which is used by the burning-oil device in the defence room (room 14). This oil will not burn unless hot. There is enough oil in each jar for three operations of the burning-oil device.

20. Food Store

This is a general store. It is unoccupied:

This room is piled high with food-stuffs and other stores, but there is a clear space along the western wall, and easy access to a deep alcove in the eastern wall. There is no sign of any occupants.

The room contains large quantities of food, drink, tools, timber, ropes, furniture and other miscellaneous items.

The eastern alcove contains a well. This is a circular hole about 200 feet deep. There is a pulley on the ceiling directly above the hole, and next to the well there is a winch for raising the bucket. The well is fed through porous bedrock and so there is no way in or out of the Keep through it.

21. Hall

The male gnolls have made a shambles of this room and some females are tidying up. They will flee when they see the party:

Working to tidy a table in the centre of this large room are four tall, female humanoids with grey skins and dog-like faces. They are wearing filthy leather aprons over shapeless smock-like garments. When they see you they back away in fear and begin to shout and scream.

There are **four female gnolls** (AC 8 (leather armour only); MV 9"; HD 2; hp 9 each; # AT 1; D 1-4 (miscellaneous weapons - dagger, toasting fork, meat cleaver and skewer); SA -1 to hit; SD Nil; MR Std; Int Low; AL CE; Size L; xp 35 each; THACO 17; MM) who are moderately intoxicated. They will not be alarmed by noises from the kitchen (room 18), but when they see the party they will attempt to flee and warn the male gnolls in the gatehouse (room 22). If attacked, they will only fight back if cornered. They have 2d4gp each. In addition, one of them also has a silver arm-band (value - 60gp).

The gnolls in the gatehouse (room 22) will be alerted if the females manage to open the door between the rooms or scream for two rounds unchecked. The males will then rush into this room and attack the party.

In the centre of this room is a long wooden table with a bench on either side and a large, high-backed chair at one end. Scattered over the table and floor are the bones, scraps of food and broken vessels which the female gnolls were tidying up.

Hanging on the northern wall of the room is a tapestry which has been slashed to ribbons. The tapestry once depicted the building of the Keep, and was a very fine work of art. In its present state, however, it is worthless. If it were repaired in some way (for example, by the use of 10 **mending** spells) it would be worth 1500gp.

Above the fireplace, a large shield-shaped panel once displayed the coat of arms of the rulers of Berghof. The original design is now almost totally obscured by a crude painting of the **Gauntlet**. Standing against the wall in each of the south-western and south-eastern corners is a long wooden locker. The lockers contain arrows - 160 and 230 respectively.

22. Gatehouse

This room is a key point in the defence of the upper gate of the tower. The gate is raised and lowered from here, there are arrow slits which overlook the path and murder holes leading down to the passage in front of the gate. It is likely that the gnoll guards will have been alerted by the females in the hall (room 21) and will have attacked the party there. If so, the DM should amend the description accordingly:

This is an odd-shaped room with many arrow slits in the walls. Scattered around the room are eight humanoids; tall and grey with dog-like faces. As you enter, flagons are cast aside and the creatures rush towards you, swinging battle-axes.

The occupants are **eight gnolls** (AC 5; MV 9"; HD 2; hp 9 each; # AT 1; D 1-8 (battle axe) or 1-6 (longbow); SA Nil; SD Nil; MR Std; Int Low-ave; AL CE; Size L; xp 46 each; THACO 16; MM) who are moderately intoxicated. They will attack the party on sight or if they are alerted by the females in the hall (room 21). Once they have engaged the party, they will attempt to perform a fighting retreat up the stairs to floor 4 if things start to go badly for them. One of them has 31gp plus a bottle of perfumed hair oil (value - 15gp). The others have 4d6gp each.

At the discretion of the DM, the gnolls may notice creatures approaching the upper gate along the path and will then raise the general alarm (see area 3). They are oblivious to movements elsewhere outside the Keep.

There are a dozen stools in the room and a winch mechanism against the southern wall which moves the upper gate. Between the winch and the northern wall, murder holes (vertical tubes about 6 inches across) lead down through the ceiling of the short passage outside the upper gate.

In the middle of the enlarged, western part of the room is a weapon rack with three wooden lockers on the floor beneath it. There are five longbows on the rack (in addition to those carried by the gnolls) and the contents of the lockers are as follows:

- 180 arrows,
- 225 arrows,
- Bow strings, resin, tools, and other items for the repair and maintenance of bows.

Near the winch there are 20 flasks of normal, inflammable oil with simple wicks. These will be ignited and thrown at the adventurers (causing normal damage) through the murder holes, if the party reaches the gate below.



FLOOR 4

This floor comprises the armoury and former chambers of the Castellan and his lieutenant. Included with these rooms are the turrets which guard the roof.

This floor is currently occupied by the ogrillon and his retinue. They will not seek out the party if the general alarm is raised but will remain here, relying on the garrison to take care of the intruders.

23. Eastern Turret

This is a simple, unoccupied turret room:

This octagonal room is empty except for a wooden locker in the centre of the floor. Six of its walls are pierced by arrow slits with metal shutters which are hanging open.

The arrow slits of this room overlook the lower, eastern part of the tower roof. The locker is unlocked and untrapped. It contains 250 arrows.

24. Armoury

This is the armoury of the Keep. The ogrillon's lieutenant is here with his master's hounds. All will fight to the death to defend the ogrillon:

Looming towards you from the centre of this armoury is a very tall humanoid with violet, warty skin and vicious-looking talons. Slaving at its feet are four huge, wolf-like creatures.

The humanoid is an **ogre** (AC 5; MV 9"; HD 4+1; hp 23; # AT 1; D 1-10 (bare hands); SA Nil; SD Nil; MR Std; Int Low; AL CE; Size L; xp 205; THACO 15; MM) and the other creatures are **four worgs** (AC 6; MV 18"; HD 4+4; hp 24 each; # AT 1; D 2-8; SA Nil; SD Nil; MR Std; Int Low; AL NE; Size L; xp 210 each; THACO 15; MM). These creatures are fanatically loyal to the ogrillon and will fight to the death in his defence.

The ogre's personal treasures are: 44gp in a belt pouch, a belt buckle (gold set with turquoise, value - 200gp) and the front cover of a magic user's high level spell book hanging around his neck on a leather thong. The ogre was attracted by this cover because of the semi-precious stones with which it is encrusted. Having torn the cover from the book, he then discarded the contents, considering them to be meaningless scrawls. Its value is 800gp. The spell book itself has long since turned to dust.

The room is octagonal with a southward extension from the south-east corner. In the centre of the octagonal area is a weapon rack. Below this are four lockers on top of which lie heaps of swords and leather armour. Against the walls of the southern area are more racks, also with lockers beneath them.

There are 14 longbows on the rack in the octagonal area. Three of the lockers beneath it contain arrows - 180, 210 and 175 respectively. The fourth locker contains materials and tools for the repair and maintenance of bows.

The weapon racks in the southern portion of the room hold: three battle axes, four daggers in scabbards, two footman's flails, 15 halberds, four footman's maces, eight spears, two bastard swords with scabbards, three broadswords with scabbards, eight longswords with scabbards and one two-handed sword.

There are six lockers below these racks. Piled on top of them are 18 longswords and 12 suits of leather armour. These are the usable items stripped from the bodies of the Keep's original garrison.

The contents of the lockers are as follows (the armour is all human-size):

- Three suits of chainmail armour,
- Two suits of chainmail armour,
- Two suits of platemail armour,
- Six small shields,
- Eight helmets,
- Various tools and materials for the repair and maintenance of weapons and armour, eg oil, brushes, whetstones, sand.

Also in the southern part of the room is a bed of straw used by the worgs.

25. Lieutenant's Room



This room was formerly occupied by the Castellan's lieutenant. Since the capture of the Keep, the ogre has taken it over and has not been particular about keeping the room in its original neat condition:

This room was well furnished at one time but it has been reduced to a shambles. The furniture - a couple of chairs, a desk, a bed and a small, empty weapon rack - suggests that it was a bedroom/study.

The desk had several drawers, but these have been pulled out and smashed. Their contents, consisting mostly of pieces of parchment, have been scattered around the room. The bed is unmade and dirty. Lying over it is a carpet, which the ogre uses as a blanket.

The role of the previous occupant was largely administrative, although he was also a good fighter, and the papers are concerned with the day-to-day running of the Keep.

26. North-Western Turret

This is a plain, unoccupied turret room:

This octagonal room is empty except for a wooden locker in the centre. There are arrow slits in all but one of the walls, with metal shutters hanging open.

The arrow slits of this room, and those of the southern turret (room 28) look out over the upper part of the roof of the Keep. The locker contains 220 arrows.

27. Castellan's Room

Here, the party will encounter the ogrillon wearing the **Gauntlet**. Before they can do anything, however, the creature will seek refuge in the Keep's magical prison. Soon after this, the fire giant will arrive at the Keep to besiege it:

The sole occupant of this well-furnished room is a man-sized humanoid creature with brown skin and dark, unkempt hair. It looks mildly ridiculous since it is wearing a rich but ill-fitting robe. On its left hand there is a black, leather, studded gauntlet.

When it sees you, the creature quickly brings its hands together and mutters a word or two. For a moment, it is transparent and then it vanishes completely. Some glittering shards hang suspended in the air for a few seconds and then fall to the floor.

Realising that its foe has eluded it, the **Sentinel** will send out an anguished telepathic message to the adventurers:

What trickery is this? Is the Gauntlet in such awe of me that it dare not face me? But wait, though it has gone I sense it still.... It is close, yet I know not where. You must find it or all our efforts will have been in vain.

The ogrillon has escaped the party by deliberately sending itself into the Keep's magical imprisonment system. The adventurers are free to examine the room and its contents, but, five rounds after the ogrillon vanishes, they will be interrupted by the arrival of the fire giant and his army to besiege the Keep (see **THE SIEGE OF ADLERWEG** - page 21).

With the abrupt removal of the **Gauntlet's** influence, all surviving members of the ogrillon's garrison will be affected by the equivalent of a **fear** spell, and will flee the Keep (if possible) by the shortest possible route, never to return.

The room is well-furnished. There is a polished desk in the centre of the room with an open book on it, a four-poster bed against the northern wall, and three comfortable-looking chairs arranged around the fireplace in the eastern wall. Next to the southern wall are a weapon rack, a chest and a bare manikin. The floor is carpeted and there is a tapestry on the wall next to the bed.

If the fallen shards are examined, the party will conclude that they are the fragments of a shattered black gem. The gem was the key which the ogrillon used to imprison himself.

THE RECAPTURE OF ADLERWEG (FLOOR 4: 28)

The book on the desk contains details of the Keep's magical prison. The imprisonment system is described in **THE MAGICAL PRISON** (page 24).

The drawers of the desk (which are unlocked and untrapped) contain quills (including two magical quills which allow the writer to work twice as swiftly, except on magical scrolls or spell books), ink, penknives, pieces of parchment, the former Castellan's letter of authority, personal letters written to him by his wife and miscellaneous papers relating to the day-to-day running of the Keep.

The bed and chairs are unexceptional, but the bed is covered by a **giant beaver pelt** (value - 600gp). The weapon rack holds a **longsword +2 (NSA)** in a scabbard, a dagger in a scabbard, a longbow and a quiver containing 20 arrows.

The chest is unlocked. When the Keep was taken, the lock was smashed by an unwary gnomish. This set off an explosive trap, which killed the gnomish and singed the carpet nearby. The chest may now be opened easily and safely. It contains a tunic with matching robe (silk with fox fur trim; value - tunic 100gp, robe 150gp), two pairs of boots, a stoppered bottle containing a **potion of invulnerability** (two doses - pale blue liquid, transparent and tasteless), a **bone scroll case** containing a

scroll of protection from demons and a quantity of broken glass - the remnants of several other potion bottles smashed when the chest was originally opened.

The manikin has a secret compartment in its base, in which is a small bag containing 350pp and a key to the chest.

The tapestry depicts a battle scene, it is worth 700gp. The carpet is worth only 100gp because of the damage done to it.

28. Southern Turret

This is a plain, unoccupied turret room:

This room is empty except for a wooden locker in the centre of the floor. It is octagonal and has an arrow slit in all but one of its walls. These slits have metal shutters which are hanging open.

The arrow slits of this room, and those of the north-western turret (room 26) look out over the upper part of the roof of the Keep. The locker contains 190 arrows.



THE SIEGE OF ADLERWEG

After taking the Keep, the **Gauntlet's** thoughts turned to plans of further conquest for which, it reasoned, a more powerful wielder would be required. Drawing from the ogrillon's memories, it learned of an excellent candidate - a fire giant who had established himself locally as a warlord. The problem was how to lure the giant to the Keep.

The solution lay in the giant's daughter, who was known to go hunting alone in the mountains. A squad of gnolls was despatched, the giantess was captured and then brought to the Keep where the ogrillon imprisoned her using some magical gems which it had found (see **THE MAGICAL PRISON** - page 24). Unfortunately, he had no means of releasing her!

Caring little for the fate of the giantess, the ogrillon sent a gnoll to the fire giant with the message that his daughter would be returned if he came alone to the Keep, bringing a fortune in gold and gems. The giant's response to this was to gather an army and to march on the Keep. His arrival and siege of the Keep raise the curtain on this part of the module.

SUMMARY OF THIS PART OF THE MODULE

This section is quite different to a normal module adventure where the sequence of events is dictated primarily by the movement of the adventurers from place to place. Starting almost immediately after the encounter between the party and the ogrillon in the Castellan's room (room 27), the adventure follows a series of events (detailed below) which take place in and around the Keep:

1. The fire giant's army arrives at the Keep and lays siege to it. The Keep is a good defensive position, however, and the party should be able to repulse the first assault.
2. After the first attack, the giant will parley with the adventurers. In return for his daughter's freedom, he will swear to depart and to spare their lives.
3. If they agree, the adventurers must find the secret of the Keep's magical prison in order to free the giant's daughter. The giant and his retinue will then leave as promised.

THE ATTACK BY THE FIRE GIANT

IMPORTANT: the DM is advised not to look on the giant's attack as a means of massacring the party but as an exciting prelude to the parley and the rest of the adventure. There is a limit to the losses which the infantry will tolerate before withdrawing (see **THE INITIAL ASSAULT** - page 23) and it is likely and desirable that the first wave of the attack will be repulsed by the adventurers. The giant will then open negotiations with the party for his daughter's release (see **PARLEY WITH THE GIANT** - page 24).

In most cases, the adventurers will have the upper hand in the battle since the tower is an excellent defensive position (eg arrow-slits give a -10 AC bonus: see **DMG** page 64), which is well stocked with the means for defence (arrows, oil etc). This is especially true if the men-at-arms (from room 19) have been released, since they are all able to use long bows and are well versed in the defensive aspects of the building. If the party shows signs of putting up a poor defence, the DM may use the soldiers as a source of information and advice.

4. Finally, the party will be urged by the **Sentinel** to release the **Gauntlet** from the magical prison and to destroy it. The **Gauntlet**, however, will have changed bearer while imprisoned. The ogrillon will reappear as a helpless wretch while a giant two-headed troll will emerge wearing the **Gauntlet!** With skill and luck the party will be able to overcome the troll, destroy the **Gauntlet** and so fulfil the destiny of the **Sentinel** and complete the adventure.

During these events, the party will generally have freedom of movement around the Keep. The DM should use the maps and descriptions used in **THE RECAPTURE OF ADLERWEG** (pages 7 - 20, ignoring those occupants which have been killed or have fled) with particular reference to the defensive devices and the useful supplies (arrows etc) stored around the building.

STARTING THE SIEGE

The siege will begin very soon after the encounter between the adventurers and the ogrillon in the Castellan's room (27). If the adventurers decide to examine the book lying open on the Castellan's desk during this time, the DM should refer to **THE INSTRUCTION BOOK** (page 25). However, they will not have enough time to make a useful study of it.

Five rounds after the ogrillon has vanished, the party will be made aware of the arrival of the giant and his army. The giant's forces will be deployed as shown on the **PLAN OF BATTLE** (see page 23).

If they have been keeping watch, the characters will see the giant's forces taking up position (the giant, his retinue and the flying creatures will come over the ridge from the west and the infantry will march in columns along the track from the north). If not, their attention will be drawn by a raucous blast from the giant's trumpeters and the crash of the first rock (hurled by the giant) against the wall of the Keep once the troops are in position. The attack will then begin.

All the details required by the DM to conduct the siege are given on the following two pages.

If the attack shows signs of succeeding, the DM has two options. If, by silly actions, the adventurers have put up a very poor defence, they should suffer the fate they deserve. If, however, they are in peril of being overrun despite having put up a brave and well-planned defence, eg because of bad luck, heavy losses or depredation earlier in the adventure, the DM should cause the hobgoblin platoons to withdraw with fewer casualties and start negotiations earlier.

In general, the aim of the DM should be to provide an exciting adventure without giving the players an impossible task or an easy ride.

Note that the ogrillon's forces will flee when he imprisons himself, and that the special magical nature of the lower gates (those leading into the Gateway of Berghof - room 5) means that they will automatically close (even if wedged open) when the attack begins, thus preventing entry through the undercroft.

THE FIRE GIANT'S ARMY

The fire giant's army consists of eight squads: his personal retinue, a squadron of four manticores, a pack of screaming devilkins and five platoons of infantry. The giant is an able leader, his forces are well-trained and their morale is high.

Descriptions and Personal Treasure

The fire giant wields a huge two-handed sword (not usable by the adventurers). His personal treasure consists of this sword and the platemail armour he is wearing. The armour is gilded and the sword is encrusted with precious and semi-precious stones. The sword is worth 600gp and the armour 3000gp. Both would require a specialist buyer, however.

The giant keeps with him an elite corps of followers, comprising four hell hounds and 12 hobgoblins, who will never desert him under any circumstances. The hell hounds have no personal treasure, but the hobgoblins each have 2-20gp in mixed coins, small gems, and/or cheap jewellery.

Four of them have long, brass trumpets (value - 50gp each). The airborne division of the giant's army comprises a squadron of four manticores, and a pack of four screaming devilkins. None of these creatures has any personal treasure.

The hobgoblin sub-chief wields a longsword with +2 damage, has 50gp in coins and small gems, and wears a platinum choker (value - 200gp). He will not normally join in the infantry attacks.

There are five platoons of infantry (referred to by the letters A-E) under the overall command of the hobgoblin sub-chief. Each consists of a hobgoblin sergeant and 30 hobgoblin troops. Platoon B has a battering ram.

The hobgoblin sergeants use normal longswords. Each has 2-20gp worth of mixed coins, gems and/or cheap jewellery.

Each of the 150 hobgoblin troops has 1-10gp worth of mixed coins, gems and/or cheap jewellery.

(i) Giant's Retinue

Name	No.	AC	MV	HD	hp	# AT	D	SA	SD	MR	Int	AL	S	xp	THACO	Source
Fire giant	1	3	12"	11+3	71	1	5-30	Rocks	Immune to fire	Std	Ave	LE	L	4012	10	MM
Hell hound	4	4	12"	7	42 each	1	1-10	Breath	Nil	Std	Low	LE	M	506 each	13	MM
Hobgoblin	12	5	9"	1+1	8 each	1	1-8	Nil	Nil	Std	Ave	LE	M	36 each	18	MM

(ii) Airborne Division

Name	No.	AC	MV	HD	hp	# AT	D	SA	SD	MR	Int	AL	S	xp	THACO	Source
Manticore	4	4	12"/18"	6+3	36 each	3	1-3/ 1-3/1-8	Tail spikes	Nil	Std	Low	LE	L	813 each	13	MM
Screaming Devilkin	4	2	12"	3	17 each	1	1-6	Scream	Nil	Std	Low	LE	S	141 each	16	FF

(iii) Infantry Platoons

Name	No.	AC	MV	HD	hp	# AT	D	SA	SD	MR	Int	AL	S	xp	THACO	Source
Hobgoblin Sub-chief	1	3	9"	3	16	1	3-10	Nil	Nil	Std	Ave	LE	M	83	16	MM
Hobgoblin Sergeant	5	5	9"	1+1	9 each	1	1-8	Nil	Nil	Std	Ave	LE	M	38 each	18	MM
Hobgoblin	150	5	9"	1+1	6 each	1	1-8	Nil	Nil	Std	Ave	LE	M	32 each	18	MM

Casualty record (tick boxes with pencil to record losses).

Fire Giant

```

    graph TD
        FireGiant[Fire Giant] --- HH[Hell Hounds]
        FireGiant --- HG[Hobgoblins]
        FireGiant --- HGSub[Hobgoblin Sub-chief]
        FireGiant --- M[Manticores]
        FireGiant --- SD[Screaming Devilkins]
        
        HGSub --- PA[Platoon A]
        HGSub --- PB[Platoon B]
        HGSub --- PC[Platoon C]
        HGSub --- PD[Platoon D]
        HGSub --- PE[Platoon E]
        
        PA --- PA_S[Platoon A: Sergeant]
        PB --- PB_S[Platoon B: Sergeant]
        PC --- PC_S[Platoon C: Sergeant]
        PD --- PD_S[Platoon D: Sergeant]
        PE --- PE_S[Platoon E: Sergeant]
        
        PA_S --- PA_T[Platoon A: Troops]
        PB_S --- PB_T[Platoon B: Troops]
        PC_S --- PC_T[Platoon C: Troops]
        PD_S --- PD_T[Platoon D: Troops]
        PE_S --- PE_T[Platoon E: Troops]
    
```

Hell Hounds

Hobgoblins

Hobgoblin Sub-chief

Manticores

Screaming Devilkins

Platoon A: Sergeant
Platoon B: Sergeant
Platoon C: Sergeant
Platoon D: Sergeant
Platoon E: Sergeant

Platoon A: Troops

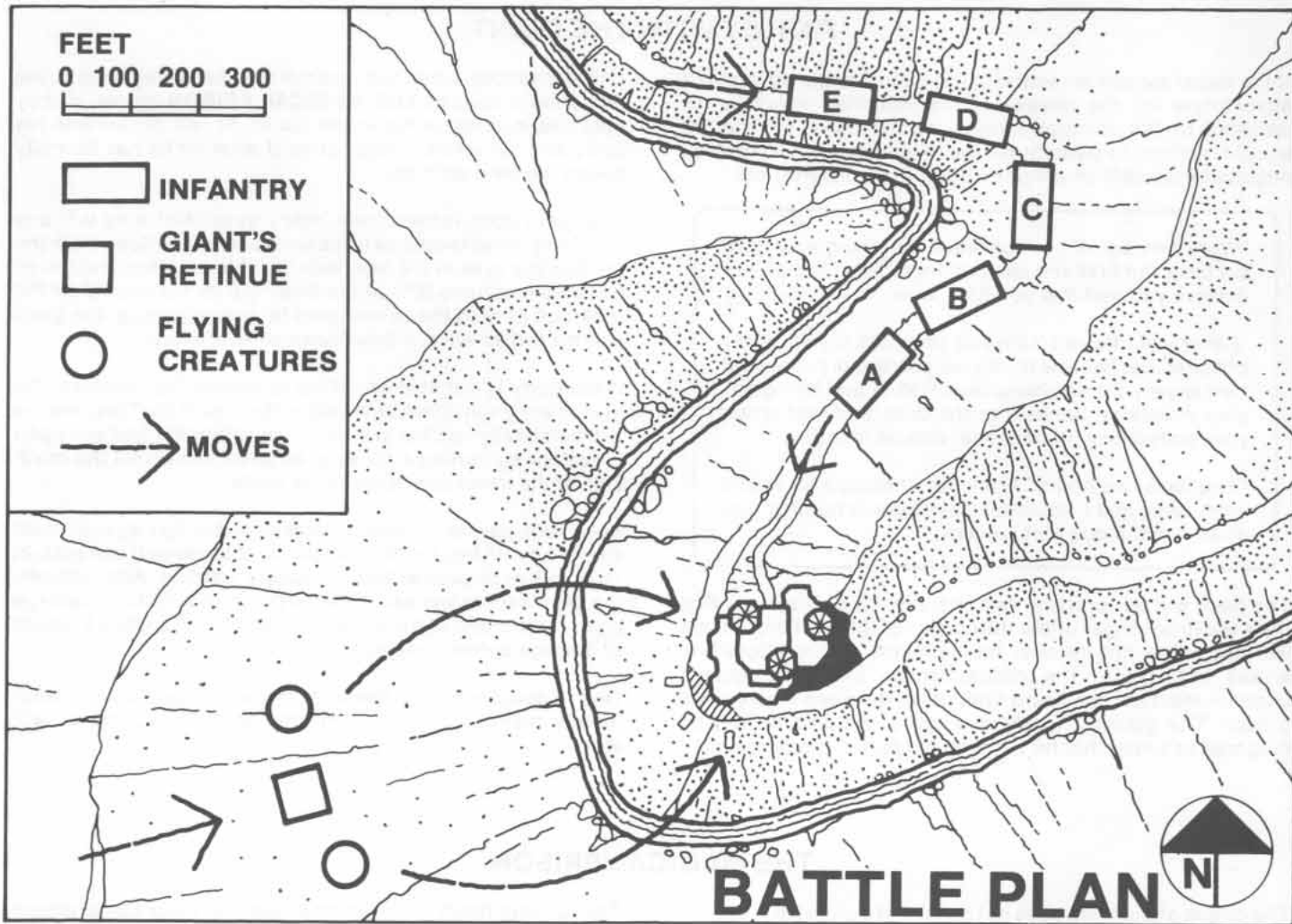
Platoon B: Troops

Platoon C: Troops

Platoon D: Troops

Platoon E: Troops

(has battering ram)



INITIAL ASSAULT

The following is a description of the initial assault on the Keep by the giant's army. It is recommended that the DM changes the details of the attack only under exceptional circumstances. The deployment and movements of the army are shown on **THE BATTLE PLAN** above. The attack will take place in several phases:

- (i) Taking position. The army will take up position as shown on **THE BATTLE PLAN**. The giant's retinue and the flying creatures will come over the ridge from the west and the infantry will march in columns along the track from the north.
- (ii) Distracting the defenders. The giant will attempt to distract the defenders in two ways. Firstly, he will hurl small rocks at the Keep, (while staying beyond longbow range). These rocks will not affect the building but will make a lot of noise. He will stop throwing once his infantry reach the Keep.

At the same time, the screaming devilkins will fly across the valley to the Keep, enter it by squeezing between the bars of windows (chosen at random) and search for defenders. When any characters are found, the devilkins will attempt to cause as much confusion as possible. Their screams may be particularly effective in this respect.

- (iii) Main assault. The main part of the initial assault consists of a two-pronged infantry attack on the Keep.

Platoon A will move along the track until it is beneath the western side of the battlemented platform (area 10). Arriving there at the same time will be two of the manticores. Each of these will be carrying two hobgoblins from the giant's retinue, equipped with ropes. Using their tail-spikes to distract the defenders, the manticores will support the hobgoblins while they attach ropes to the battlements for the troops below to climb up. If the hobgoblins of platoon A reach the platform (area 10), they will attempt to enter the Keep through the guard room (room 11).

Platoon B will advance along the upper path and assault the upper gate with the battering ram. The upper gate will withstand eight rounds of battering by the ram before giving way. Once the gate is down, the hobgoblins will rush into the tower.

Either platoon will fall back should 15 or more of its members be killed or incapacitated. The sergeants count as the equivalent of four hobgoblins in this respect.

If the initial attack is repulsed, the giant will parley with the Keep's defenders (see **PARLEY WITH THE GIANT** - page 24).

If this attack succeeds, the giant will signal the three platoons in reserve to rush into whatever breach or breaches have been made. He will only risk his own life if success seems certain.

PARLEY WITH THE GIANT

If the initial assault is repulsed, the giant will parley with the adventurers for the release of his daughter, shouting his demands (in the common tongue) across the valley. The DM should read out or paraphrase the following, in order to open negotiations and then continue them as a conversation:

"Worthless ogrillon! Your flea-bitten gang may have set back the first and least of my attacks, but do not deceive yourself that you have won.

"Never will I leave so long as you hold my daughter prisoner. Set her free from your sorcerous prison and I will spare your worthless lives. Refuse and I will grind your miserable bones into the dust, and cast down your petty tower 'til no stone remains standing.

"You have two hours. Think not of escape for I have many eyes and I would take pleasure in hunting you down like the dog that you are."

The giant will be surprised and interested if he discovers that the Keep is no longer under the control of the ogrillon, but this will not cause him to alter his demands or conditions. He knows little about the circumstances of his daughter's imprisonment but has heard rumours of the Keep's 'sorcerous prison'. The giant's alignment is lawful evil and he will be prepared to swear that he will fulfil his part of the bargain.

If the adventurers decide to attempt to release the giantess, the DM should refer to **THE MAGICAL PRISON** below. If they succeed, and return her to her father, he will depart with his army and not return, irrespective of whether he has formally sworn the oath so to do.

The giant does indeed have 'many eyes'. Not only will any surviving flying creatures in his army survey the Keep from the air, but the eyes of his hell hounds (able to detect hidden or invisible creatures 50% of the time) will be constantly on the look-out. Should the adventurers be seen escaping, the giant and his forces will run them down without mercy.

If the party is not able or willing to release the giantess, the giant's army will attack again when the time is up. This time, he will personally risk the arrows of the defenders and will open his attack by hurling a series of large rocks against the north side of the tower until a breach is made.

Each rock causes 1 point of structural damage against hard stone. Any 10-foot by 10-foot section of tower wall can sustain 15 points of structural damage before yielding. Alternatively, the giant's rocks will each inflict 4 points of structural damage against the wood of the upper gate which can sustain 8 points of damage before yielding.

Once a suitable breach has been made, the giant's army (their morale restored by the giant after the initial setback) will attack....

THE MAGICAL PRISON

The prison of the Keep does not consist of a physical place but employs a variant of the **imprisonment** spell. When the Keep was first built, four magical cells were established and the Castellans, as jailors, were provided with a number of magical gems with which to operate the system. Black gems allowed the user to imprison creatures in a specified cell, while white gems were used to release them.

An instruction book and a supply of black and white gems were given to the Castellans, but a number of white gems were mislaid. Since the gems could each be used only once, the time came when only two black gems remained. This made the system useless and left some prisoners trapped in the cells (see **PRISONERS** - page 26).

The book is on the desk in the Castellan's room (room 27) and is described below (see **THE INSTRUCTION BOOK** - page 25).

The last Guardian hid an emergency supply of four white gems in a **Leomund's secret chest**, the replica of which is hidden in a compartment in the painted room in the undercroft (room 8). The instruction book includes a reference to these gems but the secret door leading to the undercroft had been forgotten, and so the gems could not be found.

The instruction book and the two black gems were found by the ogrillon when the Keep was taken. When the giantess was brought to the Keep, the ogrillon imprisoned her with one of the remaining black gems, heedless of the problem of her release. When confronted by the adventurers and the **Sentinel** (in room 27), the **Gauntlet** will have forced the ogrillon to imprison itself using the final black gem in a bid to escape.

The soldiers (from room 19) have heard of the magical prison and will have some idea what the giant is talking about when he makes his demands. If asked, they will tell the adventurers that they have heard of the prison, but that the Castellan would have been the only person to have known anything about it.

Imprisoning Creatures

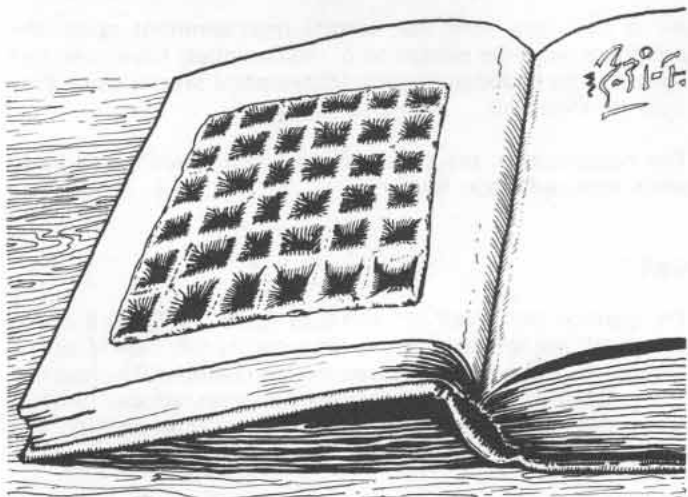
This process can take place anywhere in the Keep. All that is necessary is that the victim is touched with a black gem and the words 'Go hence unto....' are uttered, followed by the number of the cell to which the captive should go. The creature will fade and vanish as it is sent to the cell and the black gem will break into fragments. The creature will not be imprisoned (and the gem will remain whole) if an occupied cell is specified.

Releasing Creatures

This can only take place in the release chamber (room 9). To release a prisoner, a white gem is placed on the spiral pattern in the centre of the floor and the command 'Come forth from....', followed by the cell number, is spoken. A few moments later the gem will shatter and the prisoner will appear in the centre of the room. If an empty cell is specified or if the procedure is carried out other than in the release chamber, nothing will happen and the gem will remain whole.

In either case, there is no saving throw for the captive, and while imprisoned, creatures are affected by the equivalent of a **temporal stasis** spell.

THE INSTRUCTION BOOK



The book may be found on the Castellan's desk (room 27). It has a rich, tooled leather binding with the words 'The Prison' in gold leaf on the spine. The front cover is nearly an inch thick and has 36 padded compartments (each about half an inch wide and deep) hollowed out on the inside. These compartments held the black and white gems used to operate the prison. All are now empty.

The first five pages of the book explain how the imprisonment system is operated. When the adventurers read the book the DM should give the players a summary of the procedures detailed in **THE MAGICAL PRISON** (page 24).

The sixth page contains a reference to a cache of white gems for use in an emergency. Their location is given as the secret compartment at the top of one of the columns in the '....painted room with pillars beneath the Keep' (room 8). The text does not describe how to get to the room but, once there, the adventurers will automatically be able to find the compartment following the directions given.

The book contains no reference to the **Leomund's secret chest** since the last Guardian only decided to leave this at the Keep as a last-minute emergency measure (see **THE SECRET CHEST**).

The next three pages contain records of prisoners kept in the cells. All but the last two entries (shown below) have been carefully crossed out:

- (Neatly written) 'Cell 4; Lorganarch'. The date given for its imprisonment is about 50 years ago. There is no release date given.
- (Scrawled) 'Bloodfire's daughter - number 3'.

Although the reference to the imprisonment of the fire giantess in cell 3 is correct, the detention of a volt in cell 2 was never recorded. Also, as a result of the exchange it has performed, the **Gauntlet** is now in cell 4 with the giant two-headed troll (see **RELEASING THE PRISONERS**).

There follow seven blank pages.

Written on the inside of the back cover are the words '*Fram cweartern theostre, cume*'. These are the command words for the return of the **Leomund's secret chest** whose replica was hidden in the the painted room (room 8).

THE SECRET CHEST

The secret compartment in the painted room (room 8) contains the small replica of a **Leomund's secret chest**. The large version, stored on the ethereal plane, may be recalled by holding the small casket and saying '*Fram cweartern theostre, cume*'.

The chest contains the **revenant** (AC 10; MV 9"; HD 8; hp 45; #AT 1; D 2-16; SA Paralysis; SD Special; MR Special; Int Exceptional; AL N; Size M; xp 1725; THACO 12; FF) of a ninth level fighter who was accidentally killed by Karl Van Arthog, the last of the Guardians. Karl was pursued by the revenant and, just before leaving the Keep, managed to trap it in the chest and then consign it to the ethereal plane. In so doing, however, he was forced to leave the emergency supply of white gems and certain of his possessions in the chest.

In order to protect the embarrassing secret of the revenant's existence, Karl made no mention of it either verbally or in the instruction book. He felt justified in this since he was confident that the creature would soon be dispelled or otherwise banished. He did, however, write the control words for the chest on the inside of the back cover of the instruction book.

Unfortunately for him, the decomposition of the revenant did not continue on the ethereal plane. Furthermore, its willpower and intense desire to return to the prime material plane for revenge enabled it to prevent the chest from being lost in the ether over the long period that it has been there.

When the adventurers open the chest, the DM should not identify the revenant to them, but merely describe it. The revenant will rise from the chest muttering 'At last' and then brush past the adventurers before departing on its hopeless quest for Karl Van Arthog (who is long since dead). It will not attack the adventurers unless they attack it.

Also in the chest are two bags and a small wooden box. The first bag contains four white gems for the magical prison. The second bag contains a set of 12 violet garnet buttons (value 400gp each, or 6000gp the set). The box contains a **necklace of missiles** which has one 5-hit-dice-fireball globe and two 3-hit-dice-fireball globes.

RELEASING THE PRISONERS

It is essential that the adventurers realise that both the giantess and the ogrillon are incarcerated in the magical prison and that they read the instruction book in order to find out how it works. Under certain circumstances, the DM may be forced to drop hints (probably via the **Sentinel**) until the players work out what is going on.

The release of the prisoners can only take place in the release chamber (room 9) and the party will need the four white gems from the **Leomund's secret chest**.

It is likely that the party will wish to release the fire giantess first in order to pacify the fire giant and, despite its intense desire to destroy the **Gauntlet**, the **Sentinel** will not object to this.

When the giantess is released, she will be grateful to her rescuers and will cautiously co-operate with the party in order to ensure her safe return to her father. Although he is of evil alignment, the fire giant is also lawful and will fulfil his part of the bargain. Once the party has released his daughter, he and his army will withdraw into the mountains and not return.

THE MAGICAL PRISON (CELLS 1-3)

Despite the giantess' evil alignment, her release should not be considered an evil act for a paladin (for example) since the intention is to spare bloodshed and to honour an agreement.

The giant will respond angrily if he believes that the party is threatening his daughter, although his prime concern will always be to ensure her safety. If, for some reason, the giantess is killed and the giant discovers this, he will spare no effort or loss in order to have his revenge.

Once the threat of the fire giant has been averted, the **Sentinel** will want to confront the **Gauntlet** and it will make this desire known to the party (by telepathy). It will emphasise that it is only necessary for it to touch the **Gauntlet** in order that the latter is destroyed. It will not mention that touching the **Gauntlet** will also cause its own destruction (see **DESTRUCTION OF THE GAUNTLET AND THE SENTINEL** - page 29).

If the adventurers do not seem willing to confront the **Gauntlet**, then the **Sentinel** will attempt to persuade them by stating that four magical gems are incorporated into the **Gauntlet** and that these will remain if it is destroyed. If necessary, the **Sentinel** will withdraw the use of its magical powers (restoring them if the adventurers agree) and may even be forced to attempt to dominate the personality of its bearer and to use its **suggestion** ability on the other adventurers (see **THE SENTINEL** - page 29). It will agree to a reasonable delay (up to 12 hours) if the party wishes to rest, heal wounds, relearn spells and so on.

Unfortunately for the party and the **Sentinel**, the **Gauntlet** had sufficient power to overcome the **temporal stasis** which usually besets those in the magical prison, to examine the other prisoners and also to perform an exchange. It was able to desert the ogrillon and moved to a new, more powerful bearer - the giant two-headed troll in cell 4.

It is likely that the swap and the incomplete nature of the records in the instruction book (ie the omission of the volt) will cause the party some surprises (and the DM some hard-earned amusement) while they are attempting to find the **Gauntlet**.



PRISONERS

As is the case with the normal **imprisonment** spell, the prisoners (with the exception of the **Gauntlet**) have been in a state of suspended animation (cf **temporal stasis**) since they were incarcerated.

The occupants of the cells and their responses to the party when released are as follows:

Cell 1

The **ogrillon** (AC 6; MV 12"; HD 2; hp 1 (12); # AT 2; D 2-7/2-7; SA Nil; SD Nil; MR Std; Int Low (insane); AL CE; Size M; xp 22; THACO 16; FF) is no longer wearing the **Gauntlet**. The loss has stripped him of all its magical powers and has reduced him to a homicidal maniac with only one hit point. The ogrillon will wildly attack the party on sight.

The **Sentinel** will send the following message (telepathically) to its bearer when it becomes obvious that the ogrillon does not have the **Gauntlet**, unless the party has already discovered this:

What trickery is this? The Gauntlet has deceived us! Somehow it has abandoned this vile creature and yet I sense that it is still within the magical prison. Perhaps it has moved to another bearer? If so, it remains a prisoner and within our grasp. We must not allow it to escape.

The ogrillon is still wearing the ill-fitting clothes in which the party first saw him (room 27). His personal treasures are:

- a very fine tunic and robe (silk with gold brocade and sable trim - the tunic is worth 600gp, and the apparent value of the robe is 600gp. It is actually a **robe of useful items** containing the usual daggers, poles, etc, plus a bag with 100gp; two silver coffers (value - 500gp each); three 24-foot wooden ladders; 10 gems (value - 100gp each); two scrolls, one with **read magic** and one with **mending**; and a 2-foot by 4-foot window.
- a black opal on a gold chain around his neck (value - 2000gp)
- two black pearls (value - 500gp each) in a small purse hanging from his belt.

Cell 2

A **volt** (AC 3; MV 6"; HD 2+1; hp 14; # AT 1 and 1; D 1-4 and 2-12; SA Nil; SD Immune to electrical-type attacks; MR Std; Int Animal; AL N; Size S; xp 92; THACO 16; FF) which will attack the adventurers on sight.

Cell 3.

The **fire giant's daughter** (AC 3; MV 12"; HD 9; hp 43; # AT 1; D 2-16; SA Nil; SD Impervious to fire; MR Std; Int Ave; AL LE; Size L; xp 1140; THACO 12; MM). She will not be well disposed towards the adventurers at first, but will not attack them unless she feels threatened and will cautiously allow the adventurers to conclude their bargain with her father (see **RELEASING THE PRISONERS** - page 25). The giantess is unarmed and her only personal treasure consists of a crudely made necklace of jet (value - 150gp).



Cell 4

A giant two-headed troll wearing the **Gauntlet** (AC 4; MV 12"; HD 11; hp 65; # AT 4; D 1-6(+ 2-7 - **shocking grasp**)/1-6/1-10/1-10; SA cast **fear** (once per day); SD Regeneration (6 hp per round), **protection from normal missiles**, immune to **charm, command, confusion, ESP, fear, feeblemind, forget, friends, geas, hold person, quest, scare, sleep** and **suggestion**; MR Std; Int Exceptional; AL NE; Size L; xp 2710; THACO 10; FF). The characteristics of this creature are a combination of those of the giant two-headed troll and the **Gauntlet** (see **THE GAUNTLET** - page 28).

When brought back from the magical prison, the troll's reaction will be simple and hostile. His major concerns will be to avoid the **Sentinel**-wearer, to use his **fear** spell to the best effect and to kill as many adventurers as possible with his teeth, bare hands and **shocking grasp** attack. He will direct each of his four attacks at different opponents if possible.

When the giant troll with the **Gauntlet** appears, the **Sentinel** will send this message to the party (telepathically):

There my friends! There is the Gauntlet! You have only to bring us together and I will destroy its evil forever. Come now, be brave, touch me to the Gauntlet and my destiny will be fulfilled.

The character wearing the **Sentinel** may automatically touch the **Gauntlet** with it if the giant troll is immobilised (eg if temporarily reduced below zero hit points). While the troll is mobile, however, the **Sentinel**-wearer must score a hit in order

to bring the artifacts into contact. This should be treated as a normal attack since the **Sentinel** will guide the bearer's hand to some extent.

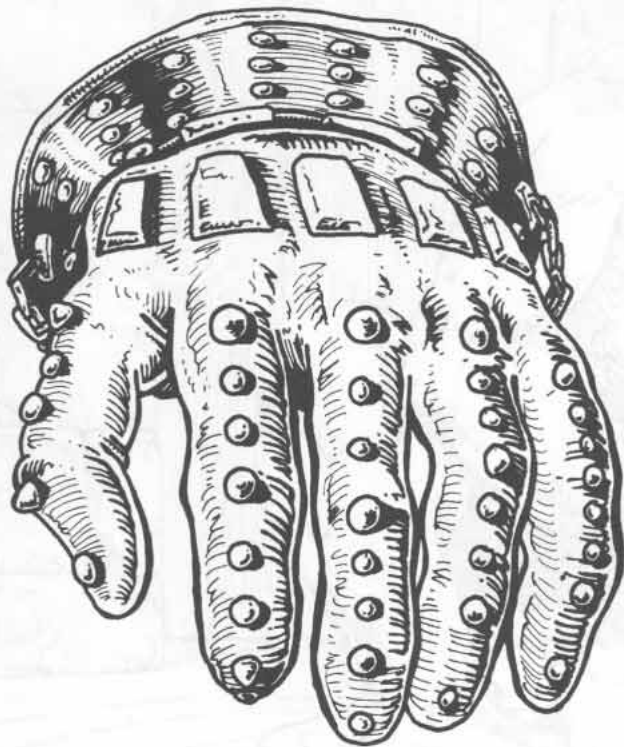
When the **Sentinel** and **Gauntlet** are touched together, both will be instantly (and spectacularly) destroyed leaving only the ring which was incorporated into the **Sentinel** and the gems which were part of the **Gauntlet**. Nothing will remain of the troll but a smear of dust (which will not regenerate). See **THE DESTRUCTION OF THE GAUNTLET AND THE SENTINEL** - page 29).

The ring from the **Sentinel** will give permanent **shield** protection when worn. This power may only be used by the person who was wearing the **Sentinel** at the time of its destruction, however.

The gems from the **Gauntlet** contain the remnants of the power of the artifact. They are identical in appearance, angular in form, translucent and grey-green in colour. They have an apparent value of 800gp each but they are magical and each will have a different effect on its owner:

- Gem # 1 - owner regenerates 1 hit point per turn (only while the character is alive).
- Gem # 2 - owner has an effective charisma of 18 when dealing with creatures of his or her own alignment.
- Gem # 3 - owner has complete immunity to **charm** and **suggestion** spells.
- Gem # 4 - this gem has a very strong aura of evil and non-evil characters will take an instant dislike to it. If kept, it will have the same effect on its owner as a **jewel of attacks**. An **identify** spell will not reveal the nature of this gem.

THE GAUNTLET



The **Gauntlet** is made of tough black leather. It appears to have been made for a large human left hand but is actually capable of fitting any left hand. It has iron studs along the fingers and four rough grey-green gems set in the palm.

The **Gauntlet** 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 15 and an ego of 18, and thus a personality of 33. Its alignment is neutral evil and it will attempt to dominate its bearer as soon as it is put on. If the victim succumbs, it will become a slave to the **Gauntlet's** commands. The **Gauntlet** will not allow the use of any of its powers by a creature which it does not control. Any character of non-evil alignment who puts on the **Gauntlet** will suffer 1-8 hit points of damage each round that it is worn. The **Gauntlet** will only attempt to control a non-evil creature under exceptional circumstances, in which case it will leave it with one hit point.

If a player-character dons the **Gauntlet** and becomes dominated by it, the DM should immediately take control of the character from the player and direct its actions according to the desires of the **Gauntlet**. Control of the character can only be restored to the player if the **Gauntlet** is removed. This removal requires the application of an **exorcise** spell. The level at which the magic of the **Gauntlet** was created should be taken as 20th for the purposes of the **exorcise** spell. Creatures wearing the **Gauntlet** who are not under its the control will be able to remove it without difficulty.

The original purpose of the **Gauntlet** was the destruction of the Keep at Adlerweg, but during the years that it lay dormant it became dissatisfied with this and planned to capture and control the Keep rather than destroy it.

The **Gauntlet** fears the **Sentinel** greatly since, if they are brought together, it will be destroyed.

POWERS

There are two kinds of magical abilities which the **Gauntlet** can employ: those which are permanent and may be used at will, and those which may only be used at a limited rate. These powers are only available to a character who has been completely taken over by the personality of the **Gauntlet**.

Permanent Powers

1. The wearer will gain a number of hit dice or levels (as appropriate). The number gained will depend on the original level/hit dice of the wearer:

Original level/hit dice	Levels/hit dice gained
less than 1	5
1-3	4
4-6	3
7-9	2
10-12	1
more than 12	0

The wearer will gain all hit point, 'to hit', saving throw and magic resistance benefits of the acquired level, but no extra spell casting or special abilities.

2. The wearer will regenerate 5 hit points of damage per round, even when reduced below zero.
3. The wearer is protected by the equivalent of a permanent **protection from normal missiles** spell.
4. The wearer has a permanent **shocking-grasp**-like ability which adds 2-7 hit points of electrical damage to any hit scored with the hand wearing the **Gauntlet**. This damage does not apply if a weapon is used (characters attempting two attacks - ie **Gauntlet** on one hand, weapon in the other - should be dealt with as described in **DMG** p70).
5. The wearer will have the equivalent of charisma 18 when dealing with creatures of evil alignment. This is due to the emanations of power from the **Gauntlet** and if it is destroyed, all creatures previously subject to its influence will be affected by the equivalent of a **fear** spell.
6. The wearer is no more than an automaton under the control of the **Gauntlet**, and is immune to **charm, command, confusion, ESP, fear, feeblemind, forget, friends, geas, hold person, quest, scare, sleep** and **suggestion** spells.

Limited Use Powers

1. The **Gauntlet** may become the equivalent of a **maul of the titans** (duration five rounds) three times each day. It may automatically be wielded by its wearer (regardless of size or strength) but it can only be used for damaging structures and not as a weapon.
2. The wearer may cast a **fear** spell once per day (duration 6 rounds).
3. The wearer may cast a **know alignment** spell three times per day.

THE SENTINEL

The **Sentinel** is a 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. It 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 of Adlerweg, and the destruction of the **Gauntlet** should an opportunity for this arise. It has remained true to these purposes despite the passing of the years.

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. In order to achieve its ends, it will use advice and persuasion in the first instance, followed by total withdrawal of the use of its powers. It will only attempt to dominate its bearer as a last resort if the bearer's actions run seriously contrary to its purposes.

POWERS

The **Sentinel** was constructed in great haste. 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 and 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 uses to persuade creatures to do it or perform other actions. This power is not available to the bearer.

Permanent Powers

1. The wearer may automatically open the magically locked gates of the undercroft below the Keep of Adlerweg.
2. The **Sentinel** has the effect of a permanent **protection from evil 10' radius** spell cast upon the wearer.
3. The wearer has a total resistance to magically induced fear. All friends and allies of the wearer within 10 feet of the **Sentinel** 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 GAUNTLET AND THE SENTINEL

The **Sentinel** and **Gauntlet** are artifacts and may not be destroyed by normal means. However, if they touch one another they will both be instantly vaporized, leaving only the ring which was part of the **Sentinel** and the four gems from the palm of the **Gauntlet**.

The mutual annihilation of **Sentinel** and **Gauntlet** will be spectacular, producing a brilliant flash of light and a thunder-like crash - both harmless. The creature wearing the **Gauntlet** will be affected by the equivalent of a **disintegrate** spell (no saving throw). The **Sentinel** wearer will not be harmed.

The ring from the **Sentinel** is gold with a rounded blue stone (apparent value - 150gp). It is magical and will protect its wearer (any character class) with the equivalent of a permanent **shield** spell. This power may only be used by the person who was wearing the **Sentinel** when it was destroyed.

The gems from the **Gauntlet** contain the remnants of the power of the artifact. They are identical in appearance, angular in form, translucent and grey-green in colour. They have an apparent value of 800gp each but they are magical and each will have a different effect on its owner:

- Gem # 1 - owner regenerates 1 hit point per turn (only while the character is alive).
- Gem # 2 - owner has an effective charisma of 18 when dealing with creatures of his or her own alignment.
- Gem # 3 - owner has complete immunity to **charm** and **suggestion** spells.
- Gem # 4 - this gem has a very strong aura of evil and non-evil characters will take an instant dislike to it. If kept, it will have the same effect on its owner as a **jewel of attacks**. An **identify** spell will not reveal its nature.

ALTERNATIVE START TO THE ADVENTURE

It is essential that the adventurers are in possession of the **Sentinel** (page 29) before starting the adventure described in this module. If the party has not obtained the **Sentinel** during the adventure in module **UK2 - THE SENTINEL**, the DM may wish to create a special adventure for this purpose. Alternatively, the following encounter may be used. The DM should note that the **Sentinel** can only be used by characters of LG, NG, LN, N or CG alignments, and should ensure that the characters chosen by the players will be suitable for the adventure.

The adventurers arrive at the village of Kusnir, several miles west of Gannaway (see **map A**). Here, they are told of problems which the villagers have been having with a pair of skulks, one of whom has been acting very strangely. The villagers direct the adventurers to a cave in the woods, three miles east of the village, which they believe to be the skulks' lair.

THE SKULKS' LAIR

The cave is easy to find using the directions given by the villagers. When the adventurers are able to see into the cave, 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.

The creature on the floor is a **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; THACO N/A; FF). It is wearing the **Sentinel** and this has caused its pitiable state. The conflict between its personality and the **Sentinel's** ego has destroyed the creature's mind and it is completely harmless. It has no treasure.

Hiding to the right of the cave mouth is a second **skulk** (AC 7; MV 12"; HD 2; hp 7; # AT 1; D 1-6 (dagger); SA Backstab as fifth level thief; SD Camouflage; MR Std; Int Ave; AL CE; Size M; xp 50; THACO 16; FF). It will attempt to remain hidden until a chance to escape arises and will attack a character from behind if necessary in order to create confusion. It has 40gp worth of mixed coins, and a gem (topaz, value - 350gp) in a belt pouch.

When the party arrives, the **Sentinel** will use its **know alignment** ability to sense the presence of LG, NG, LN, N or CG characters. If there are none present, the **Sentinel** will do nothing in the hope that the adventurers will ignore it. Otherwise, it will show itself to the party:

The creature on the floor regains its composure for a while and raises its right arm as if to show it to you. You see that it is wearing a pale brown glove apparently made of fine leather. On the index finger is a ring with a single, rounded, blue stone.

Next, the **Sentinel** will choose a bearer from the party according to the following criteria:

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

Class. This is the next most important criterion. If two or more characters have the same alignment, then magic user is the preferred class, followed by (in order of preference) 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 highest level.

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

Come, worthy one. Take me from the hand of this wretched 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 you 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**, it will use its **suggestion** power against which the character will save at -4 since the suggestion is very reasonable.

If the **Sentinel** is not taken up by its first choice of bearer, 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.

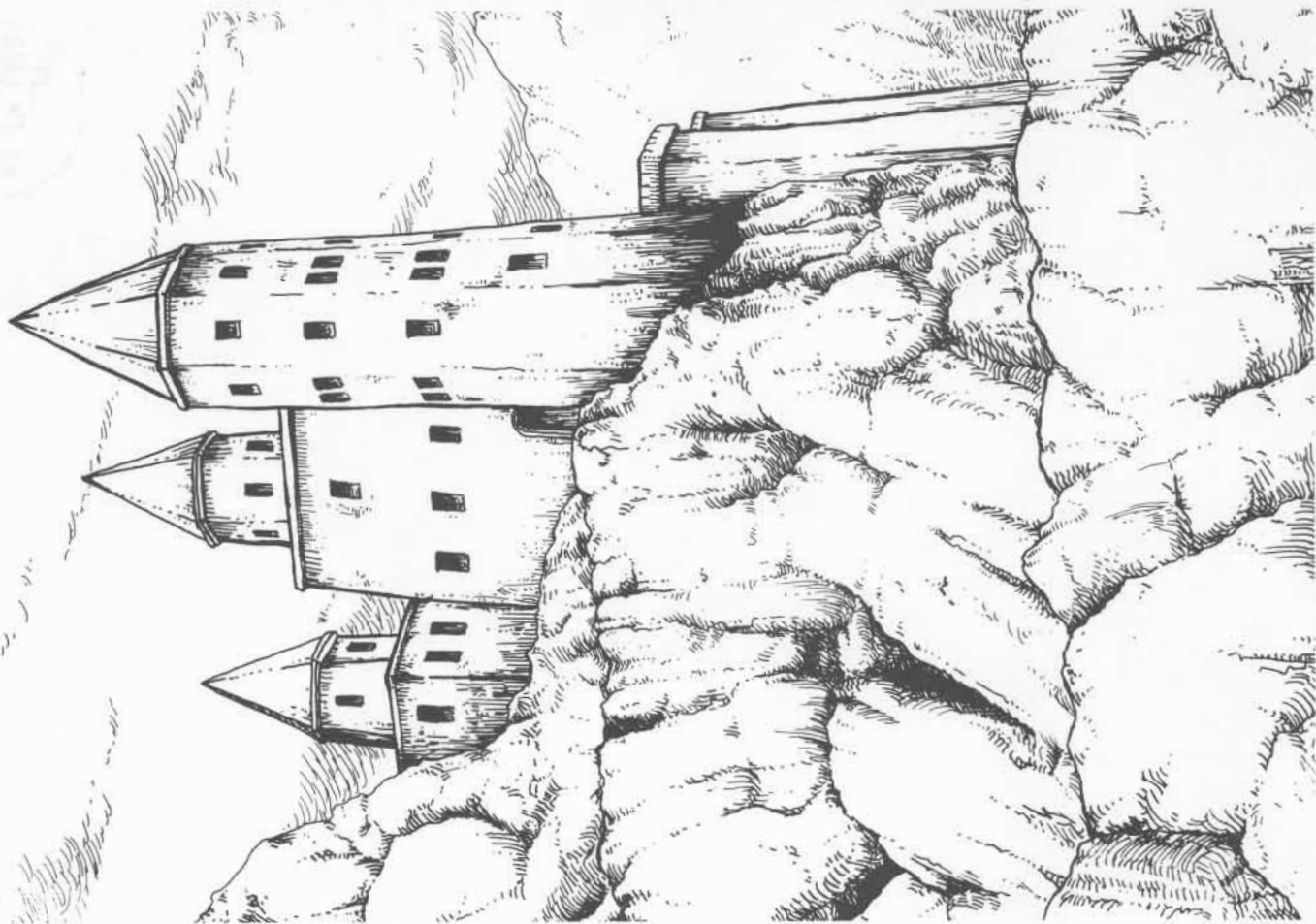
Once a suitable character puts on the **Sentinel**, it will tell that character (telepathically) about its history, its purposes and the powers it has to offer. In order to simulate this message, the DM should give the player concerned the tear-off sheet entitled '**MESSAGE FROM THE SENTINEL**' from the back of this module.

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Thanks to the DMs and players at GamesFair '83 who may recognise this module, MWB, DJT, CM, and the Anglo Saxons (for providing the command words for the Leomund's secret chest).



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 skulks 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. ”



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.

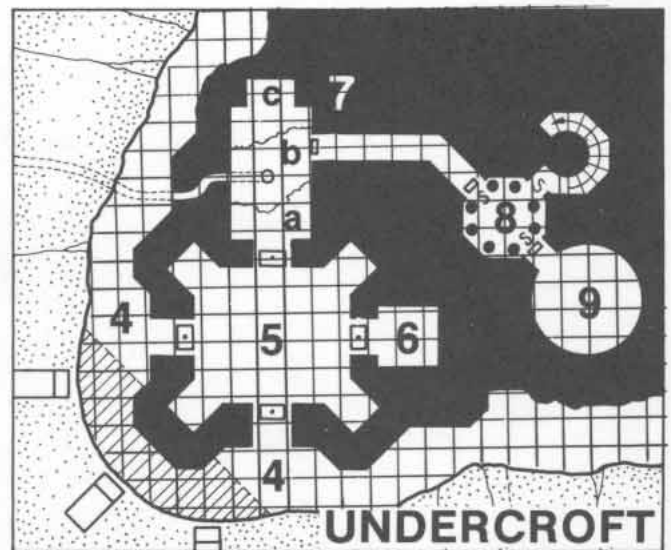
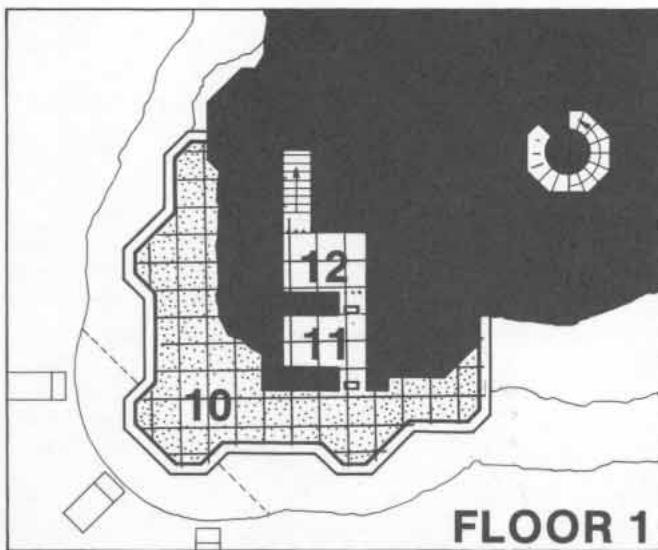
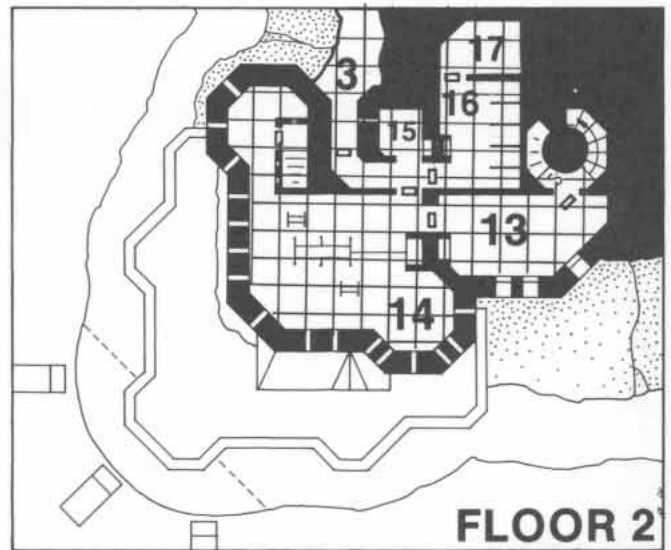
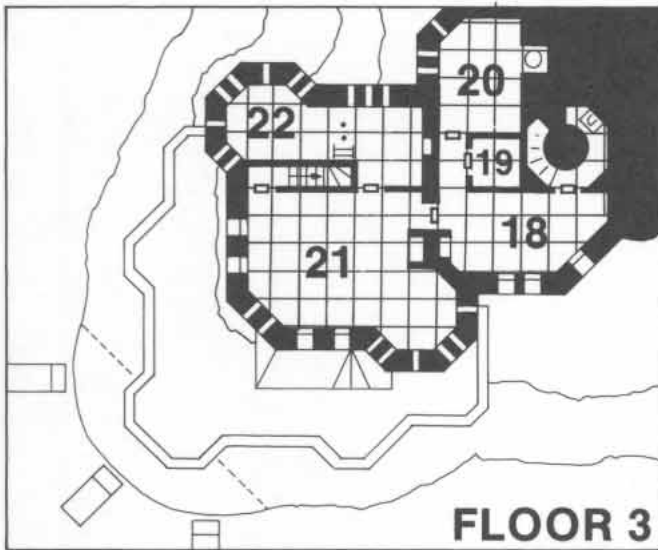
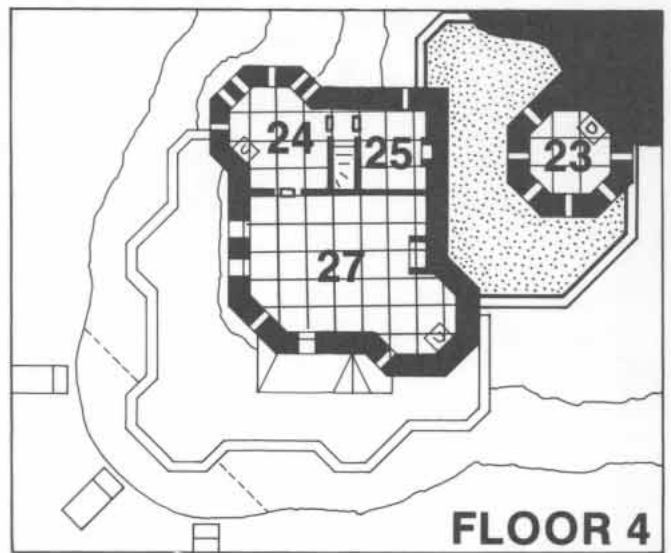
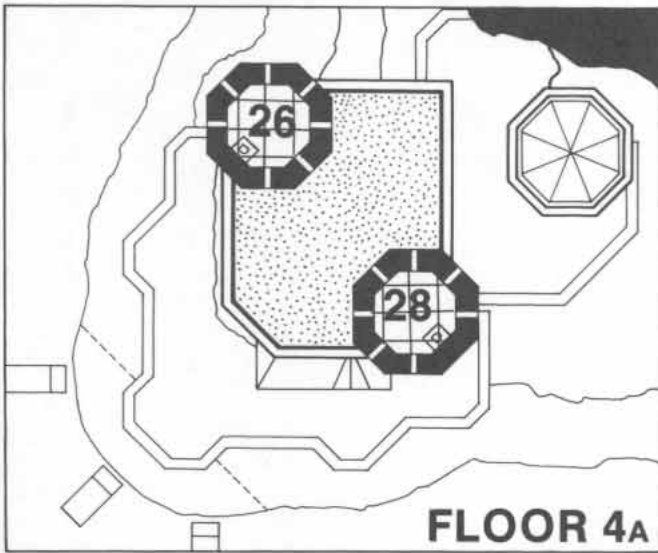
If the wielder is a magic user or an illusionist the **Sentinel** will confer additional powers as follows:

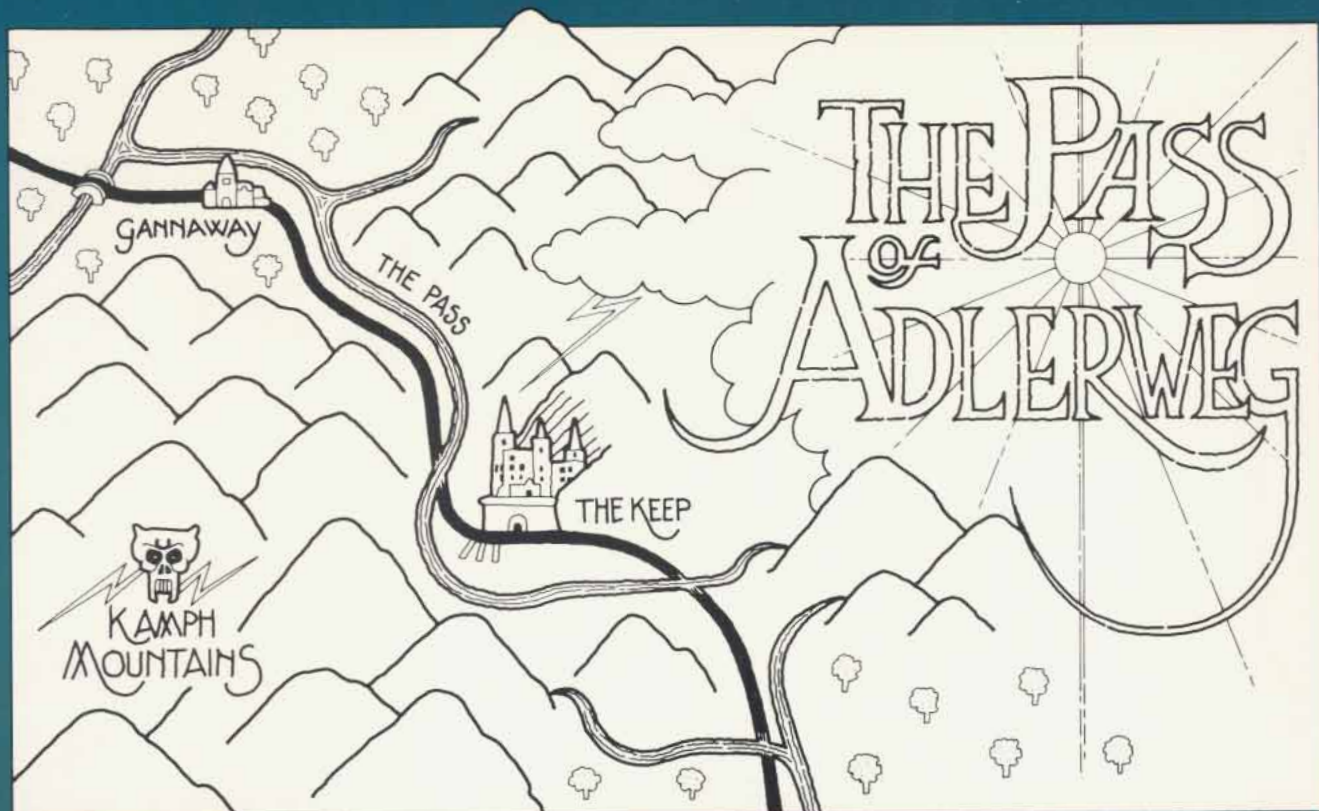
4. It has the effect of a permanent **shield** spell cast on you alone.
5. You may cast a **protection from normal missiles** spell once per day (duration 5 turns).
6. You may cast a **hold portal** spell (as if cast by a 10th level magic user) twice per day.
7. You may cast a **know alignment** spell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



C FLOOR PLANS OF THE KEEP

FEET 0 20 40 60





SUGGESTED CHARACTER ROSTER

NAME	Morcarak	Leandra	Idril Ironfist	Drak	Tarmenelda	Frund the Firemaster	Lara Lightfingers	Caddhban	Feagil
CLASS	Cleric	Cleric	Fighter	Fighter	MU	MU	Thief	Monk	Ranger
RACE	Human	Human	1/2 Elf	Dwarf	Elf	Human	Halfling	Human	1/2 Elf
SEX	Male	Female	Female	Male	Female	Male	Female	Male	Male
STRENGTH	12	8	15	16	6	8	11	15	15
INTELLIGENCE	11	12	6	15	15	16	9	6	13
WISDOM	16	15	8	13	13	10	13	15	14
DEXTERITY	11	14	13	9	14	12	16	16	8
CONSTITUTION	13	10	14	12	10	15	14	11	14
CHARISMA	8	12	15	6	12	9	8	8	7
CLOTHING	Blue cloak over chainmail	Green robes over ringmail	Banded mail and chain	Chainmail and shield	Red & white robes and black cloak	Cowled cloak and grey robes	Leather armour	Black robe with rope belt	Green cloak over chainmail
WEAPONS	Footman's flail	Footman's mace	Long sword, longbow	Hand axe, short sword	Dagger	Staff	Short sword	Spear	2-handed sword and dagger
HIT POINTS	18/21/26/30	15/19/27/32	25/31/40/45	18/24/31/40	10/12/16/19	12/15/19/23	12/16/21/24	11/13/17/21	20/24/30/36

MAGICAL ITEMS

Listed above are nine characters suitable for use in this adventure. Hit points have been given for each character at levels 3, 4, 5, and 6, respectively. Once the players have been allocated characters, the DM should decide on a level between 3 and 6 for each one, which is strong enough (but not too strong) for the adventure (say 30-35 levels total). Players may, of course, continue to use any characters from the Character Roster in UK2, The Sentinel.

The allocation of magical items to the characters from the list provided 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.

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

2 potions of extra healing; mace +1; 1 jar Keoghtom's ointment; wand of magic detection (20 charges); hand axe +2; bag of holding (2500 gp); phylactery of faithfulness; cloak of elvenkind; cloak of protection +2; dagger +2; ring of water walking; longsword +1; 10 arrows +1; potion of invisibility; shield +1; spear +1.

A BERGHOF AND THE PASS OF ADLERWEG



1 hex = 5 MILES

● VILLAGE

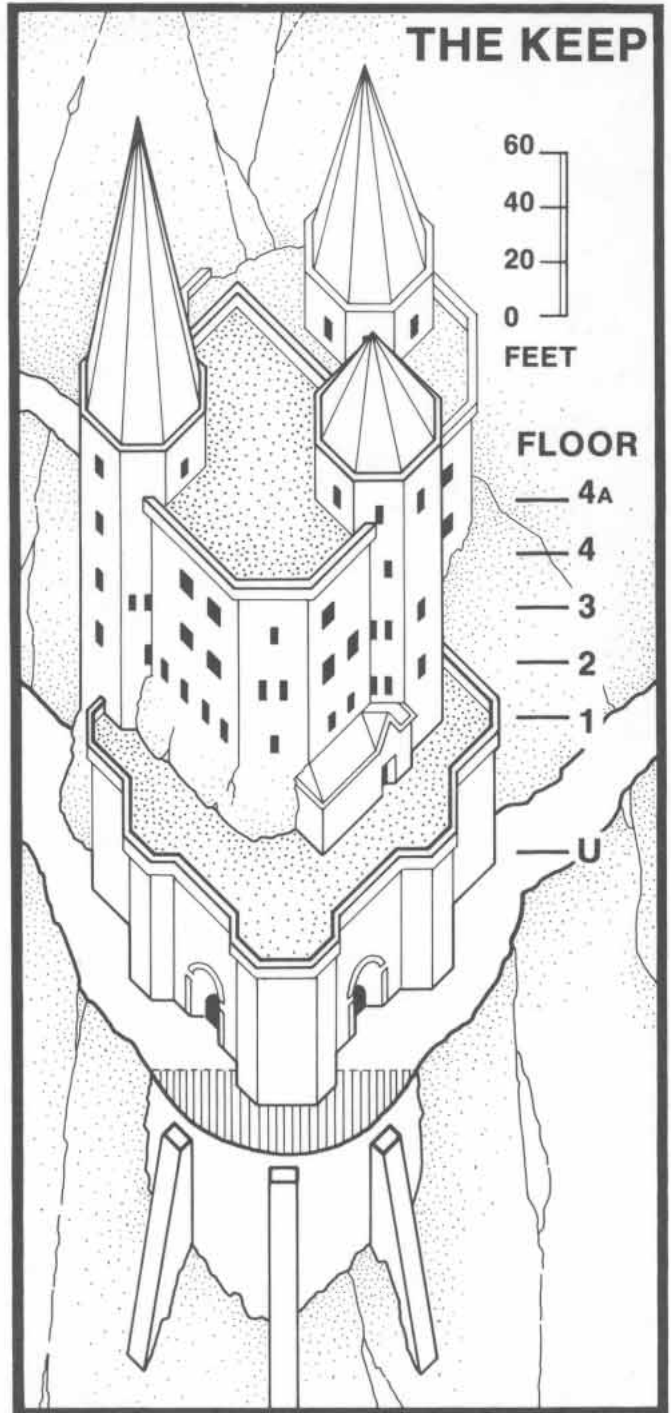
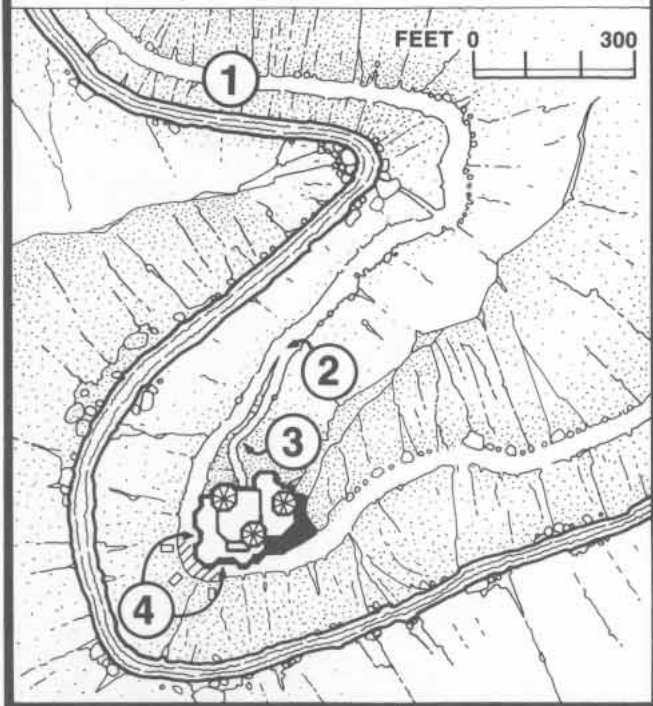
~ TRACK

RIVER

WOODS

MOUNTAINS

B THE PASS NEAR THE KEEP



KEY TO KEEP



DOOR

SECRET

SECRET ON ONE SIDE

LOCKED

GATE

FIREPLACE

ARROW-SLIT/PEEP-HOLE

WINDOW

STAIRS UP

STAIRS DOWN

LADDER UP

LADDER DOWN

Advanced Dungeons & Dragons®

Official Game Adventure

THE GAUNTLET

by Graeme Morris

Indomitable it stood for centuries, a symbol of order in a world of chaos. Bastion of the pass through the Kamph Mountains, the very stones of the Keep of Adlerweg were the stuff of legends. What evil power had strength enough to take it? How were its defenses swept aside?

Fell creatures now attend the battlements that overlook the only pass between Berghof and the sea.

This is not a petty problem to be solved by the militia of the local villages. These and more may be needed to withstand the mayhem stirred up by the fall of the Keep. Indeed, if the Keep is not retaken, and retaken soon, the Hold of the Sea Princes itself may not be secure.

Now is the time for heroic action. Aided by the Sentinel, former protector of the legendary Guardians of Adlerweg, have you the courage and determination to rid the Keep of its sinister occupants?

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

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