

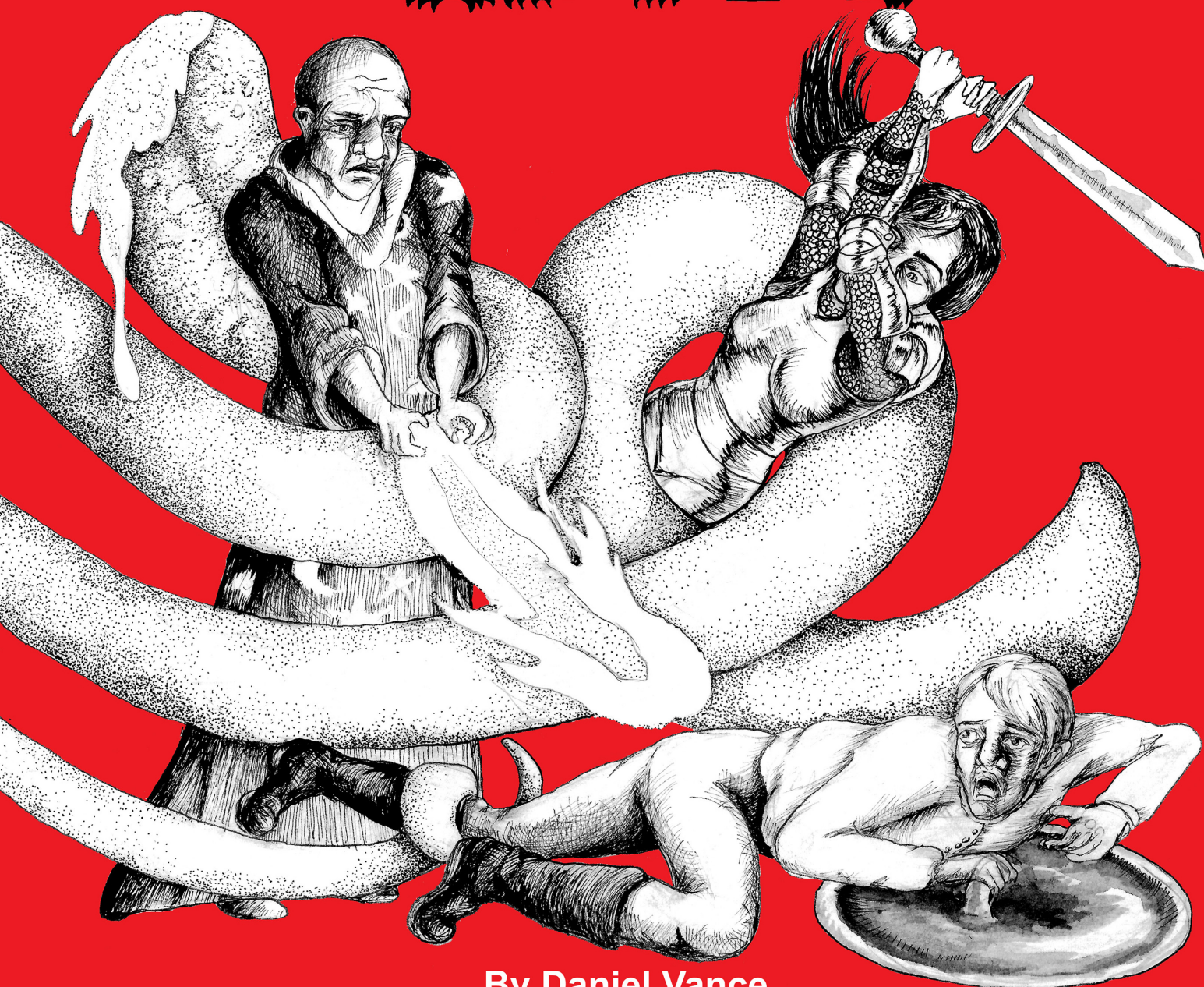
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A Third Level Adventure

COMPATIBLE WITH

DCC  
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# Escape From the Demon in n



By Daniel Vance





## Escape from the Demon Inn

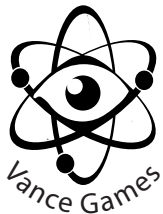
A Level 3 Adventure  
By Daniel Vance

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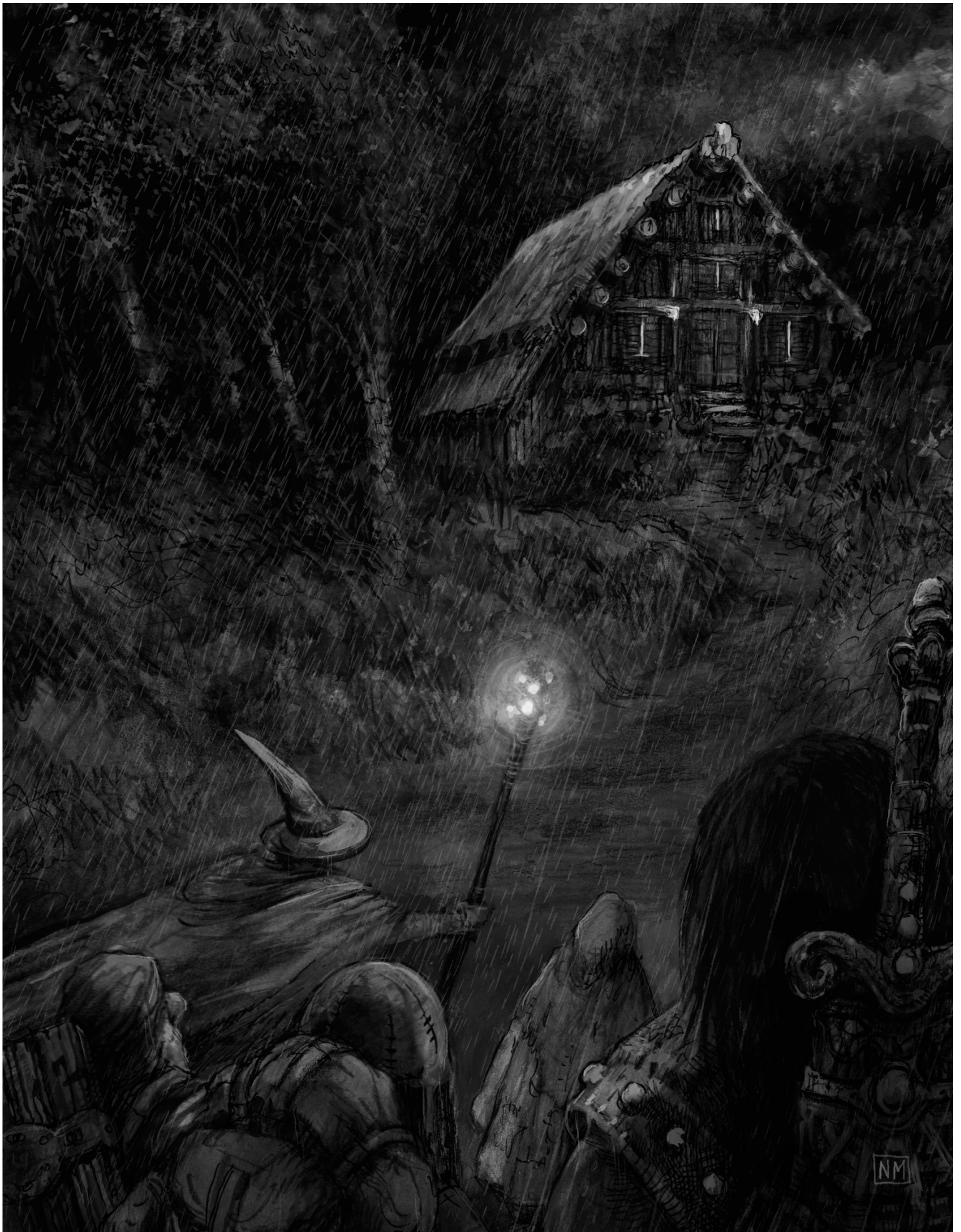
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# Escape from the Demon Inn

## Introduction

In this adventure, the players must struggle to escape from the bowels of a living creature, a shape shifter of epic proportions. At the start of the adventure, the players have been, or shortly will be, swallowed and must then win free of the shifter before they are digested. To successfully run this adventure, the players must have no inkling of the fate that lies in store for them.

**Start:** The adventure could start one of three ways, at the judge's discretion:

- The Dark and Stormy Night
- Rebellion at Rastilon
- Hey, What're We Doing at this Inn?

## The Dark and Stormy Night

Our adventurers have managed to become lost while traveling, in search of fame and glory. While they wander the hills, a storm of titanic proportions strikes the area. The storm should be so violent that it becomes obvious that shelter must be found. It is a good idea if the character's mounts are run off or killed during the storm; this will make it more likely that the players will not investigate the inn before going inside. It also decreases the likelihood of adventurers getting bogged down in exploring the outbuildings. The important thing is to get the adventures into the inn quickly so that the adventure does not stall out. It also should go without saying that there should be no other available shelter (no caves, hollows, etc.).

The storm is so brutal that you begin to fear for your lives. Lightning hits the ground, destroying a tree right next to your group. A mount is slain by a branch thrown through the air by gusting winds. Rain is sheeting down, reducing visibility to nearly nothing. Just as everything looks like it is taking a turn for the worst, you spot a brightly lit inn on top of a hill surrounded by trees.

## Rebellion at Rastilon

The people of Rastilon have cried out for aid from the oppressive tyranny of the Lords of Levital. This small mining community has hired the party through a series of agents. The adventurers have just traveled from the city of Kamis to some wooded hills, just one day's ride from Rastilon. The party is to meet their contact here in the secluded traveler's hostel, "Inn of the Happy Lamb." The party has been warned: guards and spies are everywhere, and it is only safe to trust their contact, Jamie the Red. The judge should feel free to make whatever claims about Rebellion at Rastilon which they believe will entice the players.

The players arrive at the inn (see exterior description below) very late at night and find that Jamie has just arrived at the inn, himself. Jamie will take a room, tell the party that he plans to head to Rastilon in the morning, and bid them good night. In this scenario, Jamie and the party will be served **normal** food the first night.

## Hey, What're We Doing at This Inn?

For those judges who want a more random formation of the party, several suggestions are provided as to what brought our adventurers to the Demon Inn. Please see Appendix V. In this scenario the adventurers are already assumed to be inside the inn. The story would open on our party in the common room of the inn, where it is assumed that all the characters have just spent several drinks (of untainted ale) getting to know each other and have not yet had the time to secure rooms.

## Possible Locale of the Inn

If the party is adventuring in the world of Frostheart, the inn might be located in one of the following locations:

- 1) The northern wastes of Wu
- 2) The Plain of Jeng
- 3) The western border of Argos
- 4) An abandoned orchard in Ostland
- 5) A lonely portion of the Shattered Kingdoms
- 6) Somewhere in the Pirate Kingdoms

## The Demon Inn

This apparent structure is not actually a building at all, but an enormous shapeshifter. The inn and its contents will appear to be very well maintained and free of any dust or debris, due to the nature of the inn. Almost everything in the inn is a part of the creature or is another shape-shifter. All beds, tables, chairs, and the like are, in fact, one of these horrid creatures. It should also be mentioned that rooms and objects in the inn may alter themselves slightly to fit the expectations of the players (as the inn and the shifters therein can read minds). Perhaps an adventurer might see echoes of their childhood home in the sleeping quarters. Or, maybe one of the animal heads in the balcony will resemble an animal or monster from a horrific moment in their past (or their nightmares). The judge should be subtle in playing up these accents in the beginning stages. The players should be kept guessing as to the true nature of the inn for as long as possible.







Once the characters have entered the Demon Inn, the inn will seal all the windows, shutters and doors leading to the outside in an attempt to trap the adventurers and, ultimately, digest them. The Demon Inn will absorb the exits while leaving the outward appearance of a doorway or window. Close examination will reveal that the exit no longer has any seams, gaps, keyholes or even hinges; the only real remaining exits will be the waste pit and the blowhole (chimney) in the Lung Room, though cunning players could devise other ways to exit the inn such as inducing the beast to vomit the party forth or simply spit them out. Depending on its mood, however, the inn might simply try to swallow the party again.

Escaping from the inn is the goal of this adventure. Again, it is very important to persuade the players to think this is a boring inn for as long as possible. Allow the players to draw the wrong conclusions or lead them down false avenues of investigation, such as allowing them to believe the inn is haunted. On the other hand, the handout marked, "The Diary of Erik the Mad" can be used to move the adventure along if things begin to lag (see Appendix III). The judge should tear the diary handout into separate entries, distributing them at random points to create tension and interest. Any unused entries should be found when the adventurers encounter Erik the Mad.

Exterior Appearance: The inn is a two-story affair, stoutly constructed of stone and heavy timbers and appears to have an attic and a cellar. It also has a crudely constructed stable and an outbuilding for

supplies. At the side of the inn is a stable, which appears newly, yet shoddily made. Behind the inn is a small outbuilding, similar in construction to the stable. As the main building is examined more carefully, the adventurers can see a cheery glow coming from the cracks of the closed shutters of the inn. Near the front door, at about the same height as a man, two torches are held by bronze stands, marking the entrance. The double doors of the front entrance are made of thick oak banded with iron. The doors are not locked and swing open easily.

The Stable: The stable is a crudely constructed wooden building. The building is sheathed with raw unfinished lumber. The stable doors open to a center aisle with 5 horse stalls to each side. On the wall opposite the door is a large mound of hay. The dirt inside of the stalls is very loose, as is that under the hay. This is the result of the Demon Inn burrowing under the building periodically to feed on any animals that are stabled here. If an adventurer falls asleep in the stable it is very likely that they will awaken in the throat of the beast, after being drawn inside the inn.

The Out Building: This 10' x 20' building is full of food and ale, as normal food does not keep well inside the inn. The building has a raised floor and it is possible to shimmy under this building and peer at the surrounding area or up into the outbuilding through the cracks between the floorboards. The ground under the outbuilding is loose just as is the soil in the stable (and for the same reason). Adventurers trying to weather the storm here will find themselves pulled under the soil and deposited into the inn.







## Exterior Statistics for the Demon Inn

Init +1; Atk Varies\*\*; AC 22; HD 40d8, HP 300\*\*\*; MV 20\*; Act 0d20\*; SP See below; SV Fort +10, Ref -1, Will +10; AL Chaotic.

\* The inn may form 1 appendage per round, which may be used for movement or attack (see below). Each appendage used for locomotion adds 5' to the inn's movement base. The gait of the inn is very jerky at first but becomes much smoother as more limbs are formed. If the Demon Inn spends one round without moving, it may transform some or all of its limbs into wings and fly. At least two wings must be formed to gain this form of locomotion. The inn's movement rate when flying is 30' + 2' for each wing beyond the first two wings. If no appendages are used for movement, the inn moves much as a snail or worm might.

\*\* The inn may form 1 appendage per round; each appendage adds one action die (unless the appendage is being used for movement). The inn may form no more than double its hit dice in appendages. Appendages may be insect-like, resemble an octopus appendage, crab claw or even appear mammalian in nature. No matter what appearance an appendage takes, the following stats are used when characters interact with it:

**Limb:** Init +1; Atk Varies +3 melee (1d8); AC 15; HD 3, HP 12; MV 0' (reach is 2d4'); Act 1d20 SV Fort +5, Ref +3, Will +2; AL Chaotic. The limb will grab an opponent on any attack roll 5 greater than needed to hit. Grabbed opponents are swallowed the next round.

**Note:** If the Demon Inn becomes enraged it will gain a 1d20 action die to be used in a bite attack. This attack causes 2d12 damage and victims must make a Reflex saving throw (save vs. attack roll) or be swallowed.

\*\*\* The Demon Inn regenerates 2 hit points per round. The Demon Inn ceases to regenerate after it has been slain. Additionally, the shape shifter only takes ½ damage from weapons (except for fire) in those areas which appear to be a normal structure. Anything which has an organic quality or appearance takes damage as normal (such as limbs, appendages, and special areas such as the brain, heart, stomach, lungs, and womb).

## The Interior of the Demon Inn

The interior of the Demon Inn has much less armor than its exterior; generally, it is AC 18 unless otherwise specified. Special areas of the inn are

much weaker and easier to damage. The interior of the inn has several abilities with which to defend itself:

**Feed on Life Force** - Drain 1 experience points per night spent in the inn. If a character is reduced to 0 experience points, the Demon Inn begins to eat that character's ability points at a rate of 1d6 per night. The ability loss is random and irreversible (except through divine intervention). If the inn is defeated, the experience rewards should more than make up for this loss.

**Feed on Spell Magic** - Spells may not be regained in the Demon Inn, as it is feeding on the spell energy. Additionally, 1 random spell is lost for each full 24 hours spent in the inn. Finally, spells cast (after the first day) have a penalty of -1 to the spell check. If the spell fails, it simply fizzles out in an ineffectual show of sparks.

**Immunity to Spells** - The Demon Inn is simply too large and powerful to be affected by some spells. The exterior of the Demon Inn is completely immune to spells which paralyze, hold, sleep, command or charm a subject. However, some of these spells may be cast inside the beast where they will have a reduced effect. Spells which paralyze, hold or sleep would only be able to affect one room and for a much more limited duration (never more than 1d3 rounds), while spells which charm or command would never affect the inn, even if cast in the interior. Many of the creatures and inhabitants of the inn do not share these spell immunities.

**Appendage:** Init +1; Atk Varies +1 melee (1d6); AC 13; HD 2d8, HP 8; MV 0' (reach is 3d4'); Act 1d20 SV Fort +1, Ref +2, Will +0; AL Chaotic. Special: Grab victim on an attack roll 5 greater than needed to hit. Victims need to make a Strength check (DC 10) to break free of an appendage. Further, for each additional appendage holding the victim, the DC of the Strength check to break free increases by 1. After the initial blow, no more damage will be delivered to the captured opponent; instead, they will be pulled into the body of the inn. This process takes 3 rounds, during which other players may assist (they must test their strength, as above, to pull the victim free).

**Mouths:** If players are particularly annoying (or if players stop to rest for long periods), the Demon Inn may form hundreds of small mouths. No attack roll is needed for this attack; it succeeds automatically. Roll 2d6 to see how many mouths bite each character per round (each mouth causes one point of damage). Adventurers take only half damage if they make a Reflex saving throw (DC 10). The inn may not cover more than a 10' radius with this form of attack.



**Throat of the Beast:** Init +1; Atk Giant Tube +3 melee (no damage); AC 10; HD 2d8, HP 10; MV 0' (reach is 10' in any direction from point formed); Act 1d20; SP attack swallows adventurer; SV Fort +3, Ref -1, Will +0; AL Chaotic. Special: A large tube can form at any point in any room (normally in the middle of the party). This large tube will try to envelop and swallow an adventurer whole. The throat may only swallow one person per round and the inn will never form more than one throat at a time. Adventurers may not attack while inside the throat. The attack actually causes no damage but does land the adventurer inside the stomach. Once deposited into the stomach, the adventurers may act (though they are now being digested by the stomach – See 5. Stomach Room).

**Crush Room:** If the Demon Inn is particularly aggravated, it will use this attack; often, this is the result of trying to use fire in the inn. The whole room forms teeth on the floor and ceiling (which takes one full round) and proceeds to crush its occupants for 6d6 of damage. Adventurers should be allowed to flee the area. Those foolhardy enough to remain in the room may avoid half of the damage if they make a Reflex saving throw (DC 13). The following locations may not use this attack mode: The waste pit, pantry, brain, heart, lung, stomach, and womb.

**Pit Trap:** This attack will generally be saved for defending the brain and heart. The inn opens a hole directly under a character, which will either drop the adventurer into the room directly below or will open all successive levels under the character so that it may drop them into the cellar. The affected player must make a Reflex saving throw (DC 13) or take 1d6 per level fallen through (maximum of 3d6 if the character was in the attic). In extreme circumstances, the shapeshifter will also form spines in the area of the cellar upon which the character is deposited, which will cause an additional 1d6 in damage.

**Poison Breath:** When the Demon Inn chooses to use this attack method, a room will form many small openings or mouths, which will then exhale a toxic cloud. The toxic cloud is yellowish in appearance and has a horrid acrid smell. All who are in the cloud must make a Fort save (DC 12). Those who do not make their saving throws take 1 point of damage per round spent in the cloud plus weakness (fight at -2 to hit and damage for 1d6 rounds). Poison breath will only be used in special areas like the heart, brain or stomach. The inn and its inhabitants are completely unaffected by this attack. This attack form is considered “free” and does not use an action dice.

**Cloned Players:** Clones: Init +1; Atk +1 melee (1d6); AC 12; HD 3d8, HP 12; MV 30; Act 1d20; SP: immune to sleep and charm; SV Fort +3, Ref +2, Will +1; AL Chaotic. If any character is drawn into the stomach through the throat of the beast or the privy or absorbed into a wall, there is a very good chance that they will be cloned, and the clone spat out into a location of the judge's choosing. If possible, a clone will outfit itself in the original character's gear. Note: Clones cannot change shape once formed.

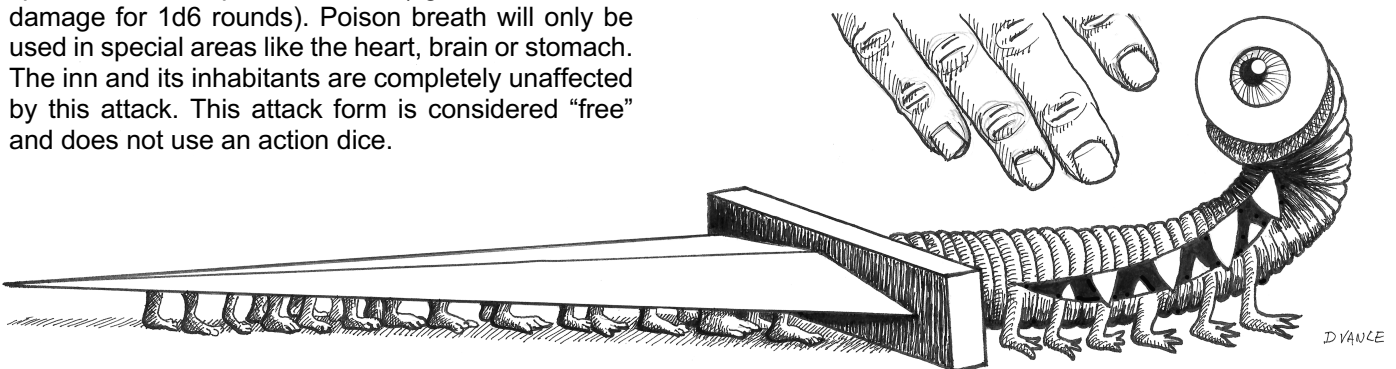
### Weaknesses of the Demon Inn

The Demon Inn is affected by weapons and fire but is especially vulnerable to iron and salt, taking one extra point of damage from iron weapons and poison-like damage from salt. A small quantity of salt will cause 1 point of damage per round, and a large quantity will cause 1d6 points of damage per round. Piles of salt or creatures using salt will be encapsulated in a boney material and pushed out of the inn (in the most convenient direction). Players may make a Reflex save (DC 12) to avoid this encasement. Encased creatures must make a Strength check (DC 11) to break free once they have been excreted. Failure to make this check within 1d6 rounds will lead to suffocation of the person in question. The beast is afraid of fire, so the use of fire in the inn will almost certainly evoke a strong reaction. The Demon Inn will bring to bear its most formidable attack modes and view the party as a threat to be annihilated.

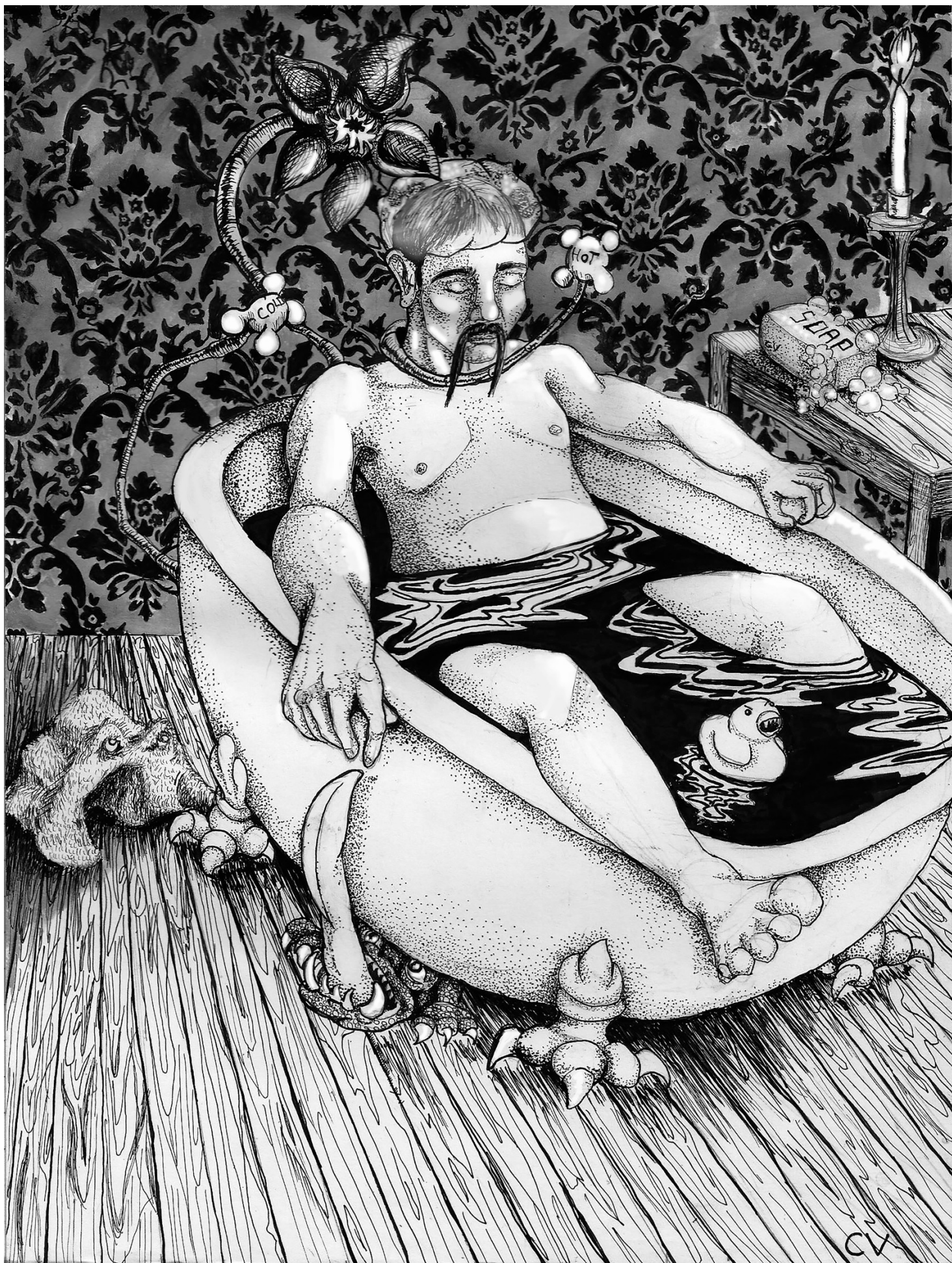
Note: All illumination in the inn is bioluminescence. Because of this, all light sources are carefully replicated, going so far as to form fake candles to complete the illusion. Light fixtures are placed toward the ceiling, as to remain unexamined. The source shouldn't be drawn to the attention of the players unless they somehow climb to and inspect the light source.

### Finishing Touches

The judge may wish to add little flairs to the adventure, which do not affect the gameplay; for example, rooms might grow in size as non-player characters are devoured, or perhaps rooms change in pigment like a chameleon. These touches should not lead the players to discover the true nature of the inn too early in the adventure.







## Key to the Demon Inn

### KEY TO THE GROUND LEVEL

**1. ENTRYWAY AND CLOAKROOM:** *Two large stairways on either side of the stout oak entry dominate the foyer. The walls of this room are paneled in carved oak and a brass chandelier dimly lights the chamber. As the adventurers shuffle into the room they see that the stairs lead to a balcony above a door on the far wall, which clearly leads to the common room. On either side of this door, there are cloak racks upon which many cloaks and packs hang.*

The cloak racks each contain 1d12 cloaks and 1d6 bags. The contents of the packs can be determined by rolling on the chart below (1d12):

| Roll | Item Found   |
|------|--|
| 1-4  | Empty  |
| 5-6  | Rags or cloth  |
| 7    | Rope 50'   |
| 8    | Sewing kit and a mirror  |
| 9    | Dagger and ball of string  |
| 10   | 1d3 fur pelts  |
| 11   | Tinderbox and a small sack of kindling                                     |
| 12   | Fishing gear: 1 small net, sectional fishing pole, hooks, and fishing line |

**Note:** The judge may instead choose to use the pack content generator in Appendix IV.

**2. COMMON ROOM:** *This is a large room filled with tables and patrons. The north wall of this room is dominated by a large stone fireplace, which is unlit (if asked, the innkeeper will say that it is dangerous to keep a fire in a storm because of the backdraft). The nine tables in this room are peopled by eleven of the saddest, most despondent and weak peasants the adventurers have ever seen. The patrons seem thin and malnourished and some openly display signs of mental illness. None of the occupants of the room are interacting with each other in any way. At least one is openly sobbing and several more are rocking themselves or gently banging their heads against tables. Some patrons are merely staring off into space while others are mechanically drinking or eating. The only noise in the room is a bard unskillfully playing the lute; the sound can be likened to the slow strangling of a cat.*

*As the party advances into the room, a tall rotund man wearing an apron over conservative clothing comes forward to introduce himself, "Welcome to my inn. May I show you fair travelers to a room and back down for a bite to eat? We have most reasonable rates."*

If asked, Vrilman, the innkeeper, will explain away the condition of his guests as a bit of melancholy because the mine just closed (or collapsed) and, "These sorry

folk are out of work and hope." All of this is a lie, of course, as there is no mine in the area. Vrilman will also explain that rooms cost 2 silver per night and board costs an additional 2 silver. His spawn will be seen bringing drinks and food to patrons of the inn. Vrilman's children appear normal, although slightly chubby and very pale. The children rarely speak and may give the impression of being dimwitted.

**Wretched Patrons:** Init -3; Atk weapon varies -3 melee (1d2); AC 9; HD 1d4, HP 1-2; MV 15'; Act 1d14; SV Fort -1, Ref -2, Will -3; AL Neutral. Typically, these bits of human wreckage are found crying, moaning or begging for the sweet release of death. The patrons are usually completely uncommunicative and rarely attack, even while being put to death.

The food and drink served in the inn the first night is normal and will not harm the adventurers, however, any food consumed after the first night will gradually sedate them (see 4. Pantry for more information).

The tables and chairs in this room are shifters transformed to look like furniture. The shifters will only attack if they are attacked or discovered. There are 9 tables and 36 chairs in this room. Even if one shifter attacks it does not necessarily mean they all will. If the adventurers act as if they realize every piece of furniture is, in fact, a monster, then the shifters will definitely attack.

**Shifter (tables)** Init +2; Atk (whatever) +3 melee (1d6); AC 13; HD 3d8, HP 12; MV 25'; Act 1d20\*; SP surprise, shapechange; SV Fort +3, Ref +2, Will +1; AL Chaotic.

**Shifter (chairs)** Init +3; Atk (whatever) +1 melee (1d4); AC 13; HD 2d8, HP 8; MV 35'; Act 1d20\*; SP surprise, shapechange; SV Fort +2, Ref +3, Will +1; AL Chaotic.

\* Each round the shifters will either gain 1 additional attack or 5' more movement as it forms more limbs. Alternatively, it might grow thicker armor (+1 to AC) or more weapons +1 to attack and damage (shape shifting is not considered an action).

If the adventurers try to climb up the chimney they will eventually find their way to the Lung Room.

As soon as Vrilman shows his guests to their rooms, he will disappear into the back, not to return (he will be guarding his lair and the vital parts of the inn.)





3. KITCHEN: *This cozy room is a kitchen, very typical of those found in inns across the land. A large table in the center of the room dominates the kitchen. A fireplace is on the east side of the room. The fireplace in this room is unlit, just like the one in the Common Room.*

The large table is, of course, a shifter transformed to look like a table. The shifter will only attack if it is attacked or discovered.

**Shifter:** Init +0; Atk (whatever) +5 melee (1d8); AC 13; HD 4d8, HP 16; MV 20'; Act 1d20\*; SP surprise, shapechange; SV Fort +4, Ref +0, Will +2; AL Chaotic.

\* Each round the shifters will either gain 1 additional attack or 5' more movement as it forms more limbs. Alternatively, it might grow thicker armor (+1 to AC) or more weapons +1 to attack and damage (shape shifting is not considered an action).

The kitchen also contains many small implements, which are also shifters or otherwise part of the inn. For example, if an adventurer grabs a knife or a pot it might wiggle away in his hand or attack.

**Kitchen Utensils:** Init +4; Atk (whatever) +0 melee (1d2); AC 13; HD 1d2, HP 2; MV 30'; Act 1d20\*; SP surprise, shapechange; SV Fort +0, Ref +3, Will +1; AL Chaotic.

For the most part, the kitchen will probably seem a little empty for such a large inn. There are no piles of food being prepared or stored in this room and its lack of a cooking fire might be disconcerting. The adventurers may find themselves asking: "Where is the food for the Common Room coming from?"

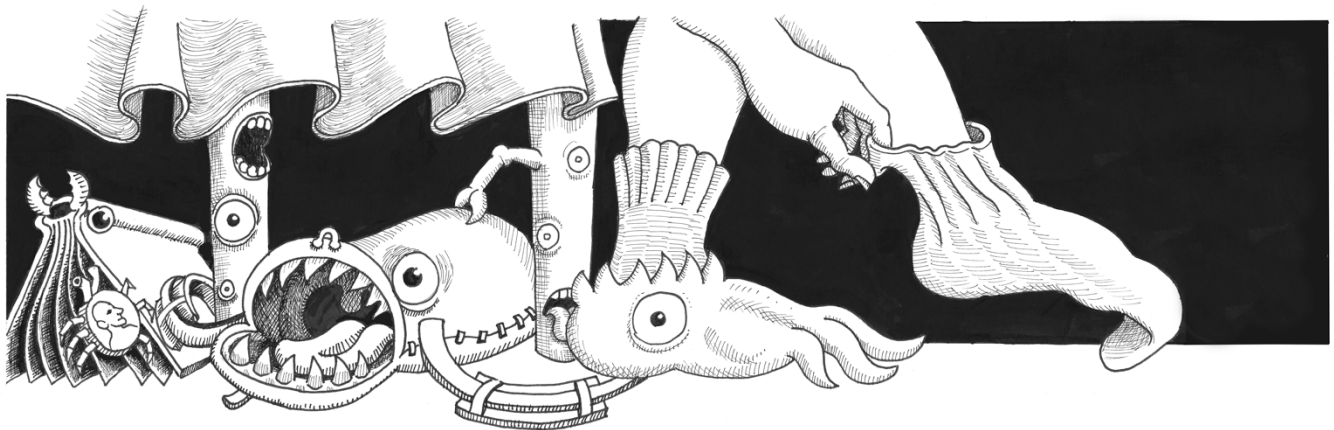
4. PANTRY: *This irregularly shaped room is a little shop of horrors. This space is obviously organic in nature, with large fleshy tubes hanging from the ceiling along with huge udder-like bags. If the udders are squeezed, a thin milky fluid will be secreted. The tubes slowly expel a meat-like substance into barrels below. The veins, tubes, udders and other organs gurgle and pulse with life.*

The food and beverage served by the innkeeper and his spawn (after the first night) are the substances produced by the tubes and udders, respectively. Despite their awful appearance, these two substances are quite delicious. The food and drink have dangerous side effects for anyone so daring as to partake of them. The two substances act as a drug making the adventurer more pliable and lucid. If enough of the substance is ingested, the adventurer becomes susceptible to suggestion (treat as spell) to those around him or her. Additionally, anyone who ingests either of these two substances incurs a penalty of -1 to all actions, ability checks, and saving throws. The effects linger for 1d12 turns, +1d6 turns for each additional beverage or item of food ingested after the first. Also, each item ingested temporarily lowers an adventurer's INT and PER by 1 point (for the same duration as above), and it is possible for an adventurer to become completely intoxicated from them (to the point of being immobile). The lowering of INT and PER is gradual and will likely go unnoticed by the adventurer until it is too late. Instead of informing the players about the penalties to their ability scores, the judge should instead describe their mental state as slowed or hazy. Do not give concrete statistics until the player is in a tactical situation. If an adventurer's INT or PER is lowered below 3 all they will want to do is continue to eat. If either score drops to 0 or below the adventurers will fall unconscious.

**Pantry:** Init +0; Atk (appendages or whatever) +3 melee (1d6); AC 13; HD 6d8, HP 24; MV 0'; Act 0d20\*; SP immune to acid, shapechange; SV Fort +5, Ref +0, Will +0; AL Chaotic.

\* Attacking the pantry will result in the Demon Inn retaliating as normal. The inn will need to grow appendages with which to attack the adventurers. The inn can grow one appendage per round, each appendage giving the inn one action dice. The pantry may have no more than double its hit dice in appendages.





**5. STOMACH ROOM:** *This hidden chamber pulses with life and is obviously organic in nature, its irregularly shaped walls covered with veins and viscera. An enormous rubbery sac is suspended from the ceiling by a huge tube of flesh. Another such tube descends from the membranous sac and connects to the floor.*

This sac is the stomach of the beast (although it can form others as needed) and is filled with a mildly corrosive and altogether unpleasant acid. If a player is splashed with this acid, they will receive 1 point of damage for each round they are in contact with the acid. If they are immersed or sprayed with acid, they will receive 1d4 points of damage each round they are in contact with the acid. This acid quickly loses potency in the open air (½ damage after the first round and none the second). If the stomach is cut open, players must make a Ref save (DC 12) or be sprayed with acid.

The stomach also contains the remains of 1d4 humans and their possessions. These corpses and items will be in various states of dissolution. If the corpses are searched, roll 1d12 on the following table (1 roll per corpse):

| Roll | Item Found   |
|------|--|
| 1-2  | Nothing of value   |
| 3-4  | Purse with 3d6 silver and 4d6 copper   |
| 5-6  | Purse with 3d6 gold and 4d6 silver   |
| 7-8  | Purse with 3d6 platinum and 4d6 gold   |
| 9    | Purse with 2d6 gems and 3d6 platinum   |
| 10   | Piece of jewelry worth 1d6 x 100 gold  |
| 11   | Magic Item – This should be a random minor (but usable) magic item. If desired it can be chosen from the table in Appendix IV.   |
| 12   | Something horrible has made its home inside this corpse: <b>Shifter:</b> Init +3; Atk (whatever) +1 melee (1d6); AC 13; HD 2d8, HP 8; MV 35'; Act 1d20*; SP immune to acid, surprise, shapechange; SV Fort +2, Ref +3, |

Will +1; AL Chaotic. Each round the shifter will gain 1 additional action dice, 5' extra movement or +1 AC as it changes form.

Adventurers may have the misfortune of finding themselves inside the stomach after being dropped into a pit from either the upper or attic levels. Occupants of the stomach will take the aforementioned immersion acid damage of 1d4. Upon inspection of the interior of the stomach, they will notice that there is one opening in the floor and one opening in the ceiling of the stomach, which eventually lead into the waste pit and the throat of the beast, respectively. Occupants of the stomach may try to force their way into these openings or try to cut their way through the stomach. To enter either opening, an adventurer must make a successful Strength check (Upper Opening DC 18, Lower Opening DC 9. Each additional character helping subtracts 1 from the DC and may add their STR bonus to the rolling player's score). The stomach is AC 15 (from the outside it is AC 10) and requires 8 points of damage to cut through it.

**6. PRIVY:** *This is a very ordinary looking privy. The only unusual aspect of this room is the faint smell of oranges, instead of excrement.*

The privy is actually a murder hole. Anyone spending time alone in this room must make a Reflex saving throw (DC 12) or be pulled into the stomach through the privy hole. If a character actually sits down to use the facilities, the saving throw difficulty increases (DC 16). Adventurers sucked into the stomach will receive acid damage (see STOMACH ROOM). If an adventurer dies in the stomach, they will be cloned and replaced in 1 turn. Players should be allowed to play this clone. Cloned players may NOT participate in attacking the inn. The judge should periodically pass the cloned player notes which will dictate their actions.

**Cloned Players:** Init +1; Atk +1 melee (1d6); AC 12; HD 3d8, HP 12; MV 30; Act 1d20; SP: immune to sleep and charm; SV Fort +3, Ref +2, Will +1; AL Chaotic. Note: Clones cannot change shape once formed.



### KEY TO THE BASEMENT LEVEL

7. EMPTY CELLAR: *The stairs open into a large but typical cellar. The room is full of columns but otherwise empty.*

The skeleton of a half-absorbed adventurer and a magic sword protrude from the southeast corner, very firmly held by the wall material. It may be possible to free them with careful roleplaying. The sword has the powers **flame tongue** and **flame brand** and causes an additional +1 point of damage when used against any type of shapechanger or undead. Additionally, the sword confers the power **resistance** (to cold). If the adventure is going especially poorly for the party, the judge might rule that grasping the hilt of the sword would cause it to flame (causing the inn to spit it free of the wall).

8. WINE CELLAR: *A strong scent of vinegar wafts out as the adventurers open the door to this room. As the characters enter, large rotting casks can be seen on the far wall. By the smell of the room, the wine must be rancid.*

At first glance, this appears to be a wine cellar, however, when the wine casks are examined it becomes readily apparent that they are a ruse. All of the casks except for the central one are mere facades grown out of the wall. This fake wall has been grown to hide the more organic sections of the Demon Inn. The entire face of one of these huge wine casks can swing open like a door if its hidden latch is found. The opening leads to room 9.





**9. GUARD ROOM:** *This irregularly shaped room is obviously organic in nature. The far wall of the room is covered with round nubs. As the adventurers enter the room, Vrilmán's two children are standing in the center of the room swaying rhythmically in time with the pulsing of the walls.*

Vrilmán's spawn will immediately warn anyone who opens the door to turn back. Adventurers who retreat will not be molested, but any who do not heed this warning will promptly be attacked. Unknown to the adventurers, the nubby wall is also guarding the room. The nubs on the wall are retracted appendages which shoot out to attack anyone who approaches within 10' of the wall (except Vrilmán or his spawn).

**Vrilmán's Daughter:** Init +1; Atk +2 melee (1d6); AC 13; HD 3d8, HP 14; MV 30; Act 1d20\*; SP: immune to sleep and charm, regenerates 1 hit point per round; SV Fort +3, Ref +2, Will +1; AL Chaotic.



**Vrilmán's Son:** Init +1; Atk +1 melee (1d4); AC 11; HD 2d8, HP 10; MV 30; Act 1d20\*; SP: limited shapechange\*, immune to sleep and charm, regenerates 1 hit point per round; SV Fort +2, Ref +1, Will +0; AL Chaotic.

\* Each combat round, Vrilmán's spawn will gain either 1 additional action dice, +5' of movement, a +1 bonus to AC or +1 damage to attacks as they reform their bodies into more combat-effective shapes. The judge should choose which one (and only one) of these benefits to give each spawn each round. Vrilmán's spawn may not have more action dice than double their hit dice.

**The Appendage Wall:** Init +0; Atk +3 melee (1d6); AC 15; HD 5d8, HP 24; MV 30; Act 3d20\*; SP: immune to sleep and charm, regenerates 1 hit point per round; SV Fort +5, Ref -5, Will +0; AL Chaotic.

**NOTE: ONCE PLAYERS HAVE PASSED THIS POINT, THE DEMON INN WILL BEGIN TO ATTACK THE ADVENTURERS AT THE SLIGHTEST PROVOCATION!**





10. **WOMB:** Upon entering this room, the adventurers notice thick visceral cords that spill out from the ceiling and drape across the walls and floor, making the room difficult to navigate. White gelatinous bags protrude from the walls of this room. The opaque bags are thick, rubbery and vaguely egg-shaped. Occasionally, a gurgling noise can be heard from these putrid smelling objects.

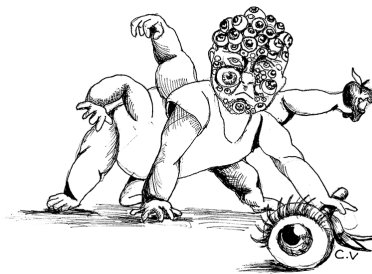
If the adventurers spend any amount of time in this room, an egg sack will push out of the wall and on to the floor. Although the eggshell is largely opaque, a ropery squid-like creature can be seen flailing around in this egg. The egg will soon split open and, eventually, a new shifter will emerge. There are many opportunities for the judge to creatively utilize the eggs, such as: If pacing is slow, the party might be attacked by 1d6 shifters. Alternatively, the newborn creature could (25% chance) imprint on one of the adventurers, believing that the adventurer is its parent and attempting to travel with the adventurer. These newborn shifters will not leave the room unless they are with their "parent." Newborn shifters often practice their shape shifting ability on small objects and are likely to seek to impress their "parent" with their emerging skill.

If the players attack the womb or eggs, all the eggs will begin hatching at once (within 1d3 rounds). Shifters hatched in this way would automatically be aggressive, attacking the party instantly. There are 15 eggs in this room. It is very probable that one or more of the adventurers find their clone in an egg sack. This clone could be either partially or fully formed; either way, it would use the statistics detailed for clones.

**Newborn Shifter:** Init +1; Atk (whatever) +1 melee (1d4); AC 11; HD 1d4, HP 2; MV 30'; Act 1d20\*; SP surprise, shapechange; SV Fort +1, Ref +2, Will +0; AL Chaotic.

\* Each combat round, a shifter will gain either 1 additional action dice, +5' of movement, a +1 bonus to AC or +1 damage to attacks as they reform their bodies into more combat-effective shapes. The judge should choose which one (and only one) of these benefits to give each newborn each round. A shifter may not have more action dice than double their hit dice, nor may they adjust their AC, movement, damage or other statistics more times than double their hit dice.

**Cloned Players:** Init +1; Atk +1 melee (1d6); AC 12; HD 3d8, HP 12; MV 30; Act 1d20; SP: immune to sleep and charm; SV Fort +3, Ref +2, Will +1; AL Chaotic. Note: Clones cannot change shape once formed.



11. **WASTE PIT:** A wave of stench hits the adventurers like a punch in the throat. Only supreme willpower allows the party to advance into the room. The smell is so great, it causes the adventurers to retch and tear up. This room is crudely dug, appearing to have been gouged from the earth by gigantic fingers. The ceiling of the pit is a giant sphincter, and the floor is covered with several feet of excrement.

Congratulations are in order! The adventurers have escaped of the inn! Unfortunately, it is now very likely that they will die of starvation or thirst in a pit of excrement. As a rule of thumb, an adventurer can survive 7 days without water plus or minus his or her STA bonus. For example, an adventurer with a 16 STA who received a +2 hit point bonus per hit dice would last 9 days without water. Adventurers may survive 21 days without food plus or minus triple their adjustment for STA. The adventurer mentioned in the example above would last 27 days without food. Additionally, anyone entering the waste pit has a 5% chance of contracting a parasitic infection, which recurs each day an adventurer is in this hellscape.

If the adventurers choose to attack the ass of this great beast, remember that they are currently on the outside, so its external characteristics should be used.

On the bright side, it is highly unlikely that the beast will want to swallow the adventurers again after their visit to the waste pit. Another ray of hope is that the inn relocates occasionally. The first day an adventurer is in the pit, the Demon Inn has a 1 in 20 chance of leaving this site to find a new lair. This chance increases by 1 each day the adventurers spend in the waste pit. In the advent of this occurrence, the waste pit and all of its contents would be abandoned as the Demon Inn flies away.

If the waste pit is searched thoroughly, the following treasure is found: 10d6 gems worth 5d6 gold pieces each, 1d10 pieces of jewelry worth 1d100 gold pieces each, 100 x 1d12 copper pieces, 75 x 1d16 silver pieces and 50 x 1d3 gold pieces. The judge may choose to allow each player searching the excrement to make a Luck roll to see if they have found a minor magical item (that somehow made it through the digestion process). The judge should design such objects after appropriate consideration or choose them from the contents of Appendix IV.







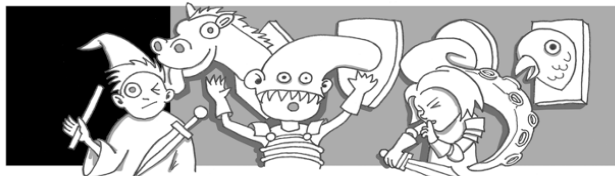
## KEY TO THE UPPER LEVEL

**12. BALCONY/TROPHY HALL:** *A truly grand balcony with an ornately carved banister overlooks the cloak room and entryway below. The interior wall has a central doorway, which leads to the guest areas of the inn and is festooned with fierce animal and monster heads mounted on trophy plaques.*

This area is an excellent opportunity to mislead the group and make the adventurers believe that the inn is simply haunted. For instance, the eyes of the animals and monsters might seem to follow the group, or they might be in different places or positions each time the balcony is viewed. Perhaps an adventurer's head might be duplicated on the wall (it is important not to play this too quickly; try to build up the atmosphere of the adventure). If the players attack the heads, they will attack in return as the heads are shifters. Additionally, a head might snap at an adventurer if they come too close (especially if they are alone). Remember not to reveal the true nature of the inn too quickly.

**Shifter (Animal Head):** Init +1; Atk (whatever) +1 melee (1d6); AC 11; HD 2d8, HP 8; MV 5'; Act 1d20\*; SP surprise, shapechange\*; SV Fort +2, Ref +0, Will +1; AL Chaotic.

\* Each combat round a shifter will gain either 1 additional action dice, +5' of movement, a +1 bonus to AC or +1 damage to attacks as they reform their bodies into more combat-effective shapes. The judge should choose which one (and only one) of these benefits to give the spawn each round. A shifter may not have more action dice than double their hit dice. Nor may they adjust their AC, movement, damage or other statistics more times than double their hit dice.



**13. VRILMAN'S ANTECHAMBER:** *This small chamber is very plain, with no furnishings or decorations of any kind. Only a door on the opposite wall breaks the monotony of the chamber. An acrid scent and a palpable feeling of danger permeate the air.*

The innkeeper's quarters are comprised of two rooms: the first, a seemingly innocuous antechamber and the second, Vrilman's actual lair. If the adventurers seek out Vrilman in his quarters, he will meet them in the antechamber (unless previously slain). Under no circumstances will Vrilman allow the adventurers beyond this point. If Vrilman is encountered in this room, he will be at his most dangerous. Each non-combat round that the players are in this room with Vrilman, he will raise his AC by 1. Once AC 20 is reached, he will probably attack (or he might choose to augment his damage, at +1 per round).

**Vrilman the Innkeeper:** Init +1; Atk +4 melee (1d8); AC 14; HD 6d8, HP 24; MV 30; Act 1d20\*; SP: limited shapechange\*, immune to sleep and charm, regenerates 1 hit point per round; SV Fort +5, Ref +4, Will +3; AL Chaotic. The adventurer who strikes the killing blow against Vrilman must make a Fort save (DC 13), as an appendage lashes out and stings them (the hit is automatic). The appendage visibly pumps a clear fluid into the adventurer, triggering the slow transformation of overtaking him or her. The skin of the adventurer becomes loose and doughy, their complexion takes on a pasty yellowish tinge, and their irises begin to lose color. Over a period of 8 hours, +1 hour for each point of Stamina they possess, the adventurer becomes the new innkeeper. The inn and its shifters will no longer attack this character; shifters will even obey simple commands. Not only will the inn stop affecting them negatively, but it will also even allow them outside. Unfortunately, this will not help the adventurer, as they will have become the unwilling servant of the Demon Inn.

14. **VRILMAN'S LAIR:** *This chamber is a disgusting sight. Veins and cords of flesh decorate the room. Strange organs gurgle as they pump unknown fluids into three meaty masses. These mounds of tissue and tendrils are womb-like in appearance. As the adventurers enter the room, the flesh mounds quiver and open in anticipation.*

Vrilman and his spawn use these womb-like alcoves to rest, feed and heal. When someone steps into a bay, he or she will fall into a deep sleep for 2 ½ hours unless well-rested (in which case nothing will happen) as the womb wraps its flesh around them and begins to feed them nutrients through their skin and a feeding tube down the adventurer's throat. This sleep is so deep that each hour spent sleeping in one of these alcoves is equivalent to 3 hours of normal sleep and the individual may not be roused by any means. The nook heals an occupant for 1 point of damage per round (for shifters, this is in addition to regeneration). Only a person who makes a Will save (DC 9) may wake up earlier and exit the enclosure (which will allow one to enter or leave as desired). It is best to imply to the players that they look or feel changed or odd if they dare brave this process. There are no negative side effects of the apparent wombs; however, such comments will help increase the level of paranoia and tension in the game. This room also has a small secret door in the ceiling which is the only access to the attic.

The judge should include or exclude Vrilman's spawn encountering the adventurers in this room at their discretion, based on the need for or protection from additional challenges for the players. If Vrilman and/or his spawn were previously slain, however, they will not appear.

**Vrilman's Daughter:** Init +1; Atk +2 melee (1d6); AC 13; HD 3d8, HP 14; MV 30; Act 1d20\*; SP: limited shapechange\*, immune to sleep and charm, regenerates 1 hit point per round; SV Fort +3, Ref +2, Will +1; AL Chaotic.

**Vrilman's Son:** Init +1; Atk +1 melee (1d4); AC 11; HD 2d8, HP 10; MV 30; Act 1d20\*; SP: limited shapechange\*, immune to sleep and charm, regenerates 1 hit point per round; SV Fort +2, Ref +1, Will +0; AL Chaotic.

\* Each combat round, Vrilman (and his spawn) will gain either 1 additional action dice, +5' of movement, a +1 bonus to AC or +1 damage to attacks as they reform their bodies into more combat-effective shapes. The judge should choose which one (and only one) of these benefits to give each spawn each round. Vrilman's spawn may not have more action dice than double their hit dice.

**Note:** Salt is a very effective weapon against the innkeeper and his spawn; they are even more susceptible to damage from salt than the Demon Inn or other shifters. Salt causes them to make a Fort save (DC 17) or die. Even if a successful saving throw is made, the innkeeper and spawn still take 1d6 points of damage from a small quantity of salt and 1d12 from a large amount. Damage from salt, fire or acid may not be regenerated. It should be noted that once the innkeeper or his spawn are slain, they may no longer regenerate.

15. **SLEEPING CHAMBER:** *This room is very typical of bedrooms found at other country inns. The room contains a bed and nightstand on the right wall and a small chair and fireplace on the left. A large dresser is opposite the door.*

All of the sleeping chambers are set up as described above unless otherwise mentioned. All of the pieces of furniture in the sleeping chamber are shifters in disguise.

**Shifter (Bed):** Init +1; Atk (whatever) +1 melee (1d6); AC 13; HD 4d8, HP 16; MV 25'; Act 1d20\*; SP surprise, shapechange\*; SV Fort +2, Ref +0, Will +1; AL Chaotic.

**Shifter (Dresser):** Init +1; Atk (whatever) +1 melee (1d6); AC 12; HD 3d8, HP 8; MV 20'; Act 1d20\*; SP surprise, shapechange\*; SV Fort +2, Ref +0, Will +1; AL Chaotic.

**Shifter (Chair):** Init +1; Atk (whatever) +1 melee (1d4); AC 10; HD 1d8, HP 4; MV 30'; Act 1d20\*; SP surprise, shapechange\*; SV Fort +2, Ref +3, Will +1; AL Chaotic.

**Shifter (Nightstand):** Init +1; Atk (whatever) +1 melee (1d6); AC 11; HD 2d8, HP 8; MV 25'; Act 1d20\*; SP surprise, shapechange\*; SV Fort +2, Ref +1, Will +3; AL Chaotic.

\* Each combat round a shifter will gain either 1 additional action dice, +5' of movement, a +1 bonus to AC, or +1 damage to attacks as they reform their bodies into more combat-effective shapes. The judge should choose which one (and only one) of these benefits to give each spawn each round. A shifter may not have more action dice than double their hit dice. Nor may they adjust their AC, movement, damage or other statistics more times than double their hit dice.

**Note:** If the adventurers sleep in the bedchambers, they might be awakened (25% chance) by the inn feeding on them. When they rouse, a mass of appendages will be seen descending from the ceiling or coming from the walls or the floor. Try to play this off as something from a secret door. The affected adventurers will lose 1 experience point.





16. **MADMAN'S DEN:** *The ghastly stench of decaying animals and excrement assault the adventurers' nostrils as they enter this room. A large, crudely constructed lean-to stands shakily in the center of the room, erected from staffs, spears, clothes, and blankets. The floor of the tent is thickly protected from the inn by several layers of blankets, cloaks, clothes, shields, and the armor of the dead. Through a small opening where a thick fur cloak has been pulled back, a naked man is seen tending a bubbling mixture in a tin cup over a tiny fire. The fire is built in the top half of a human skull, insulated from the floor with more bone. Arms and legs hang from the rafters of the tent, and the floor is littered with other random human body parts. This obvious madman is in the process of covering himself in the paste from the tin cup.*



The paste is made from human blood (supplemented with salt from stolen rations) and fat. When the madman (Erik) sees the adventurers, he will leap out a back opening of his tent and throw himself at the wall of the inn. The inn will respond by convulsing at the poisonous salt and ejecting the madman out of the inn. It is possible that one player, and one player only, might jump out right behind the madman. If an adventurer were to try such a deed, he or she would have to make a Luck roll. If successful, the adventurer will have leapt to freedom. Failure would indicate that the inn walls had come crashing down on them, which would inflict 3d6 damage the first round and 1d6 automatic each round thereafter as the inn begins to digest them. Adventurers ejected from this room with the madman would take 2d6 damage from the fall. If the madman is prevented from reaching the outer wall, the inn will encase him in a hard organic shell to protect itself (Fortitude save DC 12 each round or die).

Erik leaves behind the following items: one very creepy murder tent, a small amount of salt paste (enough to coat about ¼ of a person or several weapons), a diary/spellbook that is mostly burned and destroyed (see player handout #1) and a large sack holding 138 gold, 283 silver, and 664 copper pieces. The diary contains **burning hands** and **flying**. This unique spellbook may also be used as a scroll (which destroys that portion of the book). Several random weapons and bits of armor also lie around this room; however, the armor is so dilapidated as to be useless, and the weapons do -1 damage from misuse.

**Erik the Mad:** Init +7 (on first round, +3 thereafter); Atk bone club +1 melee (1d6); AC 13; HD 5d4, HP 20; MV 30; Act 1d20; SP: stench and crazy mutterings; SV Fort +3, Ref +5, Will +4; AL Chaotic. Erik will only fight if cornered. It might be possible for clever adventurers to speak with Erik before his escape attempt.

17. **MOLTING ROOM:** *This room is empty except for a pile of odd colored cloth or some other kind of material. The mound lies in the center of the room. The room smells slightly of decay.*

Closer inspection reveals this "cloth" to be almost leather-like in composition. If a piece of cloth is inspected, it will be readily apparent that it is in the shape of a piece of furniture with a rent on the side or back. These odd cloths are discarded skin. Shifters often shed their skin like a snake as they grow, and this room has become a dumping ground for the discarded skins of tables, chairs, and beds.

**NOTE:** These skins may be used to sneak up to the attic through the madman's secret stair (without it closing up). They may also be used to remain free from attack by the inn and successfully enter dangerous areas without suspicion.

18. **HEART ROOM:** *An enormous beating heart hangs in the center of this room. The contractions of the heart visibly send blood coursing through the veins that line the walls. The air is heavy with the smell of animal.*

This hidden chamber is literally **The Heart of the Beast:** Init +0; Atk (whatever) +5 melee (1d8); AC 13; HD 10d8, HP 45; MV 0'; Act 1d20\*; SP limited shapechange\*, poison breath, other special attack modes; SV Fort +10, Ref +0, Will +7; AL Chaotic.

\*Each round after the first attack the room will grow 1 appendage (or mouth, etc.), with the heart gaining 1d20 action dice each time it does so. The heart may use the poison breath attack as a free action and are likely to do so immediately upon the party entering.

**Note:** If the heart is destroyed, the Demon Inn is slain, and it will cease to regenerate.

19. LUNG ROOM: *This irregularly shaped room is festooned with strange featherlike shapes made of flesh. The meat-feathers sprout from both the ceiling and the floor, the largest feathers connecting the two. As the adventurers watch, the feathers wave slowly as if in the wind. Some slowly curl and then unfurl as they are continuously moved by waves of air that only they can feel. The sole exit is an opening in the ceiling. The room smells faintly of oranges.*

As the adventurers stand in this room, it begins to expand and then contract. The process takes about a minute to complete, and an unobservant adventurer may not notice it at first.

This room is only accessible from the fireplaces below. The chimney, which reaches this room and eventually leads to the outside, is much like the blowhole of a whale, providing a breathing passage for the beast. The chimney narrows as it reaches the outside, at which point it is too small for anything larger than a child to slip through.

**The Lungs:** Init +0; Atk (whatever) +5 melee (1d4 cumulative +1 damage bonus each round after the first); AC 13; HD 7d8, HP 32; MV 0'; Act 3d20\*; SP limited shapechange\*, poison breath, other special attack modes; SV Fort +7, Ref +0, Will +5; AL Chaotic.

\*Each round after the first attack the room will grow 1 appendage (or mouth, etc.), with the lungs gaining 1d20 action dice each time it does so. The lungs may use the poison breath attack as a free action and are likely to do so immediately upon the party entering. If poison breath is not utilized immediately, then the lungs will fill the room with it as it exhales immediately after the first attack.

One round after the initial attack on the room, the feathers will begin to harden and sharpen until they become razor-sharp spines. As this process occurs, the feathers gain a cumulative +1 damage bonus per round. This damage bonus will not exceed +3 points. Additionally, for every round of combat, the room will add 1 action dice (as it grows more feathers). These extra action dice are cumulative but will not exceed more than double the room's hit dice.

**Note: Destroying the Lung Room will NOT slay the Demon Inn, but it will cause it to ignore the adventurers while it spends all its energy growing new lungs and breathing through its skin. This process will take 1d4 turns to complete.**

**Note:** A fire attack made in this room may result in the party being blown out to the blowhole (the beast will widen the opening for this to work). The creature will only do this if it feels sufficiently threatened (if fire damage exceeds 10 points). Other irritants used in this room may result in the same outcome at the discretion of the judge. Being blown from the inn will result in a fall of 20 plus 1d4 x 10 feet. Congratulations to the adventurers if they survive the fall; they have successfully escaped the Demon Inn!

If the beast doesn't eject the players, it may instead pull the floor out from under them and drop them into the cellar for 2d6 damage. The Demon Inn would then narrow the chimneys to make them impassable, so that no one may return to the Lung Room. If the players discover the Lung Room (and devise a means of escape) in the first hour of play, it might be advisable to simply drop away the floor, so that play may continue.







## KEY TO THE ATTIC LEVEL

20. ATTIC: *The stairs open into an attic coated in thick dust which has clearly not been disturbed in a very long time. An open window is directly opposite a pile of empty crates. The backyard can be seen from the window; freedom is only moments away.*

**Note:** The entire attic scene is an illusion and does not exist. The adventurers are actually in the BRAIN ROOM. Those who choose to exit through the illusionary window will either fall (taking damage as normal and perhaps even dying from the illusion) or be deluded into frolicking about an illusionary wilderness. Obviously, these adventurers are still in the room and will become visible again after the death of the brain or if the illusions are disbelieved.

21. BRAIN ROOM: *A brain of truly fantastic proportions is suspended from the rafters of this room by ropes of nerves, blood vessels, and connective tissue. The brain pulses with unholy life and the adventurers can feel an uncomfortable pressure on their foreheads. As the images of the adventurer's past flash before their eyes, it becomes obvious that the giant brain is reading their minds.*

**Giant Brain:** Init +5; Atk (no melee attacks until limbs are grown) +5 melee (1d8); AC 13; HD 12d8, HP 40; MV 0'; Act 2d20\*; SP Psychic abilities\*\* (+7 psychic check): illusion, psychic blast and telepathy, limited shapechange\*, poison breath, other special attack modes; SV Fort +10, Ref +0, Will +10; AL Chaotic.

- **Psychic Blast:** This ability causes 1d3 points of Personality damage and causes effects similar to that of a forget spell (with the important difference that only one person may be the target of this ability). When an adventurer is struck by a psychic blast, the player should make two Will saves (DC is psychic ability check) to avoid the effects of the blast. If one save fails, the character suffers the Personality damage, if both fail they also suffer from the effect of a forget spell (cast at the same level as the psychic ability check).
- **Illusion:** The giant brain can create intricate mental illusions which fill the room. When the brain is creating an illusion, roll the action dice and add +7 for the brain's bonus for psychic checks. The total determines the DC for the Will save needed to disbelieve the illusion. While the illusions created by the giant brain are very convincing, if it chooses to depict something unrealistic, the DC for the Will save should be reduced appropriately. A Will save will only be made if the player in question actively tries to disbelieve the

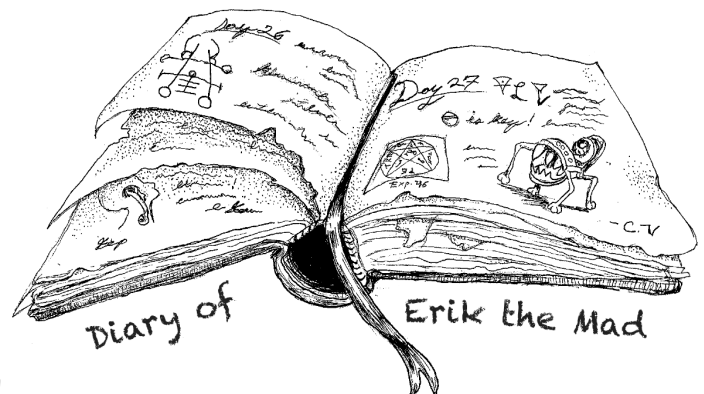
illusion or questions the reality of what they are seeing. Additionally, the illusions created by the inn are so realistic that they feel real to the touch and can cause damage. The damage must be appropriate for the attack in question and may never be more than 3d6 in any case. While it is possible to die from illusionary damage, characters benefit from an increased chance to be recovered if their body is rolled (the Luck roll for this is made as if the character's luck were 3 points higher than it is).

- **Telepathy:** The giant brain may also use telepathy at will. The use of telepathy does not require an action and is considered automatic. If a character is aware of the telepathic scan or conversation, they may try to resist with a Will save (DC12). Telepathy may be used to communicate with any creature in the room regardless of intelligence or language barrier. Telepathy may also be used to scan the memories and thoughts of creatures in the room. This ability functions much like the ESP spell.

\* Each round after the first attack, the room will grow 1 appendage (or other limb/mouth/etc.) and the brain will gain 1d20 action dice. The brain will use poison breath immediately upon the party realizing the nature of the room (this is a free action).

\*\*The brain may use any two mental abilities per round (including psionic blast). It is important to remember that the illusion of an attic room, window, and environments outside is considered one use of a mental ability; only one other mental ability could be used by the Demon Inn (unless it were to drop this illusion). The brain will likely use its illusion abilities to hide its attacks (pit traps to the cellar, the throat of the beast and others). It is important to remember that if the brain rolls below 11 on its psychic ability check (d20+7), the ability in question would be considered lost for the day, just as if it were a spell.

**Note:** If the brain is destroyed, the Demon Inn is slain and it will cease to regenerate.



### The Death of the Demon Inn

If this giant monster is slain, the judge must determine what happens next. Some suggestions are:

- The inn dissolves into a viscous goo.
- The beast calcifies into... well, an inn, and adventurers must hack their way free.
- The shifter begins to partially collapse as if it were made of spongy rubber.
- The damn thing splits open like a balloon and all the children of the inn spill into the world.
- The doors fling themselves open, and the creature becomes a normal inn.
- The shifter collapses into a mass of dead tissue.

### Return of the Demon Inn

If the creature is not slain, it might try to reacquire the adventurers at a later date. Perhaps it could even become a recurring villain. In such a case, the monster would learn from its previous mistakes. The adventurers would discover its layout changed and vulnerable areas better protected.

### The Creatures of the Inn

The children of the great beast will almost certainly escape into the world. It is possible that some of them are hitching a ride on the adventurers themselves, pretending to be mundane or magical equipment. It is left to the judge to determine if these creatures become allies, comic relief, dangerous enemies or otherwise.





## Appendix I: New Monsters

### SHIFTER

**Shifter (Huge):** Init -1; Atk (whatever) +6 melee (1d12); AC 14; HD 6d8, HP 30; MV 20'; Act 1d20\*; SP surprise, shapechange\*; SV Fort +5, Ref +1, Will +4; AL Chaotic.

**Shifter (Pretty Damn Big):** Init +0; Atk (whatever) +5 melee (1d10); AC 13; HD 5d8, HP 26; MV 25'; Act 1d20\*; SP surprise, shapechange\*; SV Fort +4, Ref +1, Will +3; AL Chaotic.

**Shifter (Very Large):** Init +1; Atk (whatever) +4 melee (1d8); AC 13; HD 4d8, HP 20; MV 25'; Act 1d20\*; SP surprise, shapechange\*; SV Fort +3, Ref +2, Will +3; AL Chaotic.

**Shifter (Large):** Init +2; Atk (whatever) +3 melee (1d8); AC 12; HD 3d8, HP 16; MV 30'; Act 1d20\*; SP surprise, shapechange\*; SV Fort +2, Ref +2, Will +2; AL Chaotic.

**Shifter (Medium):** Init +3; Atk (whatever) +2 melee (1d6); AC 12; HD 2d8, HP 12; MV 30'; Act 1d20\*; SP surprise, shapechange\*; SV Fort +1, Ref +3, Will +1; AL Chaotic.

**Shifter (Small):** Init +4; Atk (whatever) +1 melee (1d4); AC 11; HD 1d8, HP 6; MV 35'; Act 1d20\*; SP surprise, shapechange\*; SV Fort +1, Ref +3, Will +0; AL Chaotic.

**Shifter (Tiny):** Init +5; Atk (whatever) +0 melee (1d2); AC 10; HD 1d4, HP 2; MV 40'; Act 1d20\*; SP surprise, shapechange\*; SV Fort +0, Ref +3, Will +0; AL Chaotic.

\* Each combat round a shifter will gain either 1 additional action dice, +5' of movement, a +1 bonus to AC or +1 damage to attacks as they reform their bodies into more combat-effective shapes. The judge should choose which one (and only one) of these benefits to give each spawn each round. A shifter may not have more action dice or advance their AC, movement, damage or other statistics by more than double their hit dice.

Shifters are said to be creations of the Sithi, a race of chaos worshipping immortals. Supposedly, the Sithi use these creatures for a variety of purposes, such as wearing them like armor and clothing or carrying them as weapons. Most of the wild shifters are thought to be failed experiments, which have been dumped in the wastes and wild lands. Tame shifters are believed to be more powerful. The natural form of a shifter may vary wildly and is almost always revolting to see. Some shifters are known to have a natural form very similar to a viscous fluid, while others are a mass of appendages, suckers, pulsing organs, and eye stalks. These shape-shifting creatures are fierce hunters that only become more clever and intelligent with age. It is believed that some shifters may only take organic forms, while other shifters may only take the form of a creature or object that they have studied and consumed.

Most shifters may change shape into creatures or objects which are roughly their size. Some of the most skilled shifters may transform into objects or creatures which are much larger or smaller than their original form. Shifters may alter their body in other ways to transform themselves into fierce opponents in combat, such as sprouting limbs, growing armor, or refining their existing weapons (described above). Shifters may also form wings; the movement rate for their flying form is best left up to the judge, as it is very dependent upon how they change their shape.

Shifters are affected normally by weapons, but are especially vulnerable to cold iron and salt. Most shifters find cold iron utterly repugnant, actively recoiling from it. All shifters take one extra point of damage from iron weapons, but some (50%) take damage just from being in contact with iron (1 hit point per turn). Cold iron is pure iron, steel does not affect shifters in the same manner because of the impurities in the metal. Salt acts as a poison to shifters. A small quantity of salt will cause 1 point of damage per round, while a large portion will cause 1d6 points of damage per round. Wild shifters are terrified by salt and will actively flee even a small amount of the substance. Although shifters receive normal damage from fire, they are quite afraid of it. Shifters will sometimes retreat from a fire in the same manner as they would from salt.

It is important to remember that shifters would gain the natural attack and defensive abilities of whatever form they take. In addition, they would also gain the new form's means of respiration, locomotion, and any other abilities the judge deems relevant.



## Appendix II: NPCs

The judge may wish to include some normal NPCs to allay player suspicion about the nature of the adventure, as red herrings to misdirect the players, or to balance an encounter if it is going very poorly for the players. The judge should also feel free to repurpose unused pre-generated characters as NPCs, as desired.

### ALLIES

**Belthan Rusty Wand (level 1 Wizard):** Init +0; Atk Longsword +2 melee (1d8); AC 10; HD 2d4, HP 8; MV 30; Act 1d20\*; SP: Spells; SV Fort +1, Ref +1, Will +3; AL Chaotic. Spell Book: Cantrip, Detect Magic, Magic Missile, Sleep.

**Jamie the Red (level 1 Warrior):** Init +2; Atk Longsword +d3+1 melee (1d8+2+Deed Die); AC 16 (chainmail); HD 1d12+1d4+4, HP 14; MV 25; Act 1d20\*; SP Mighty Deed (d3); SV Fort +3, Ref +2, Will +1; AL Lawful.

**Torg (Level 2 Thief):** Init +3; Atk Longsword +2 melee (1d8+1) or Dagger +2 melee (1d4+1 or 1d10+1); AC 15 (Leather Armor); HD 2d6+1d4, HP 12; MV 30; Act 1d20\*; SP: Thieves Skills; SV Fort +1, Ref +4, Will +1; AL Chaotic.

### NEUTRAL

**Erik the Mad:** Init +7 (on first round, +3 thereafter); Atk bone club +1 melee (1d6); AC 13; HD 5d4, HP 20; MV 30; Act 1d20; SP: stench and crazy mutterings; SV Fort +3, Ref +5, Will +4; AL Chaotic. Erik will only fight if cornered. It might be possible for clever adventurers to speak with Erik before his escape attempt.

### VILLAINS

**Vrilman the Innkeeper:** Init +1; Atk +4 melee (1d8); AC 14; HD 6d8, HP 24; MV 30; Act 1d20\*; SP: limited shapechange\*, immune to sleep and charm, regenerates 1 hit point per round; SV Fort +5, Ref +4, Will +3; AL Chaotic. The adventurer who strikes the killing blow against Vrilman is automatically struck by a stinger-like appendage and must make a Fort save (DC 13); The appendage visibly pumps some sort of substance into the adventurer. If the save above is failed, the adventurer is subject to a slow but terrible transformation. Over a period of 8 hours +1 hour for each point of Stamina they possess, the adventurer begins to transform into the new innkeeper. Their skin becomes loose and doughy. Their complexion takes on a pasty yellowish tinge, and their irises begin to lose color. The inn and shifters will no longer attack them; shifters will even obey simple commands. Not only will the inn stop affecting them negatively, but it will also even allow them outside. Unfortunately, this will not help the adventurer, as they will have become the willing servant of the Demon Inn.

**Vrilman's Daughter:** Init +1; Atk +2 melee (1d6); AC 13; HD 3d8, HP 14; MV 30; Act 1d20\*; SP: limited shapechange\*, immune to sleep and charm, regenerates 1 hit point per round; SV Fort +3, Ref +2, Will +1; AL Chaotic.

**Vrilman's Son:** Init +1; Atk +1 melee (1d4); AC 11; HD 2d8, HP 10; MV 30; Act 1d20\*; SP: limited shapechange\*, immune to sleep and charm, regenerates 1 hit point per round; SV Fort +2, Ref +1, Will +0; AL Chaotic.

\* Each combat round Vrilman (and his spawn) will gain either 1 additional action dice, +5' of movement, a +1 bonus to AC or +1 damage to attacks as they reform their bodies into more combat effective shapes. The judge should choose which one (and only one) of these benefits to give the spawn that round. Vrilman's spawn may not have more action dice than double their hit dice.

**Note:** Salt is a very effective weapon against the innkeeper and his spawn; they are even more susceptible to damage from salt than the Demon Inn or other shifters. Salt forces them to make a Fort save (DC 17) or die. Even if a successful saving throw is made the innkeeper and spawn still take 1d6 points of damage from a small quantity of salt and 1d12 from a large quantity. Damage from salt, fire or acid may not be regenerated. And it should be noted that once the innkeeper or his spawn are slain, they may no longer regenerate.



### **Appendix III: Erik the Mad's Diary Handout**

Copy this page, then tear the following statements free and hand them to the players as they read Erik's diary. These are a jumble of confused ramblings and needn't be distributed in any particular order. Alternately, if the players miss Erik's quarters, or if the judge simply prefers, the judge could distribute random statements as the adventurers progress through the inn.

**Note:** The first statement is false, and the paste will not work.

---

**One of the lost souls in the common room has told me that a special paste may be made. A gland near the heart of these foul creatures may be pulverized. The paste, once applied, is said to allow one to avoid detection and attack. Perhaps this paste is the means of our escape.**

**Agh! The foul stench of that place! I cannot stand it; how can anything be so foul?**

**Poor Lyssa... Her fate was so horrible. There is no way out.**

**Perhaps wearing their skins will allow me to wander without fear of attack.**

**How can I describe the horror of this beating flesh?  
But, now I know its weakness. If only my companions  
lived. If only I had the means to strike.**

**I have seen the mind of the beast, its pulsing mass  
writhing with alien thoughts and designs. I had to flee  
as it turned its attention to me. It was there that I saw  
the window. So close, I was, to freedom, but all I could  
do was run when it turned its thoughts on me.**

**I have fooled this place! I feed on the bodies of the  
others, so I will not fall into its traps.**



## Appendix IV: Backpack Generator

The following tables may be used to generate more interesting contents for the bags in the entryway. If the judge desires to use these tables, they should completely replace the method described in room 1. When opening a pack, first determine its appearance and then its contents. Each entry on the table below specifies how many items would be in the type of pack found. Roll a d20 to determine the nature of the pack, modified by the characters luck bonus.

|    |   |    |  |
|----|---|----|--|
| 1  | A cloth bundle, possibly on a stick (1d3-1 items) | 11 | A pair of blood-stained saddle bags (1d6 items)        |
| 2  | A worn sack (1d4-1 items)                         | 12 | A leather backpack (1d6 items)                         |
| 3  | A cardboard box sealed with wax                   | 13 | A satchel (1d5 items)                                  |
| 4  | A canvas bag with straps (1d5-1 items)            | 14 | A banded chest tied with leather straps (1d8 items)    |
| 5  | A wicker box with straps (1d4 items)              | 15 | An embroidered bag with fancy straps (1d6 items)       |
| 6  | A wooden box tied with rope straps (1d6-1 items)  | 16 | An ornate metal box with chains for straps (1d5 items) |
| 7  | A basket (1d3 items)                              | 17 | The hinged skull of an ogre with straps (1d4+1 items)  |
| 8  | Old beaten-up luggage (1d6-1 items)               | 18 | A scaled backpack made of dragon skin (1d5+1 items)    |
| 9  | An oiled canvas rucksack. (1d10-1 items)          | 19 | A sack made from faces sewn together (1d6 items)       |
| 10 | Very large leather purse (1d4 items)              | 20 | An invisible backpack (1d4+2 items)                    |

Once the appearance of the pack and the number of its contents are determined, the player should make a luck roll. If this luck roll is successful, the player should roll 2d100 to determine the nature of each item in the packs. If the luck roll is not successful, the player should use a 1d100 instead. If the player fumbles the luck roll, halve the contents of the pack rounding down and use a d30 to determine their nature.

|    |                                       |    |  |     |   |
|----|---------------------------------------|----|--|-----|---|
| 1  | Packet of dried fruit                 | 45 | Bricklaying tools  | 86  | Shaving kit   |
| 2  | Carton of nuts                        | 46 | Dagger on which a single name has been etched or scratched over and over | 87  | Bars of soap wrapped in wax paper   |
| 3  | Sack of vegetables                    | 47 | Several old paint brushes  | 88  | Bottle of perfume   |
| 4  | Packets of seeds                      | 48 | Blacksmithing tools  | 89  | Mining pick   |
| 5  | Bundle of rags                        | 49 | Old dog collar   | 90  | Lantern   |
| 6  | Sack of manure                        | 50 | Embroidered blood stained shirt  | 91  | Iron rations  |
| 7  | Necklace of human toes                | 51 | Bundle of wool   | 92  | Winter clothing   |
| 8  | String of dried bats                  | 52 | Pair of scissors   | 93  | Romance novel   |
| 9  | Animal head                           | 53 | Ice skates   | 94  | Torturer's tools  |
| 10 | Mummified hand                        | 54 | Juggling balls   | 95  | Manacles  |
| 11 | Empty bottles                         | 55 | Bag of rabbits' feet   | 96  | Spyglass  |
| 12 | Bundles of sticks                     | 56 | Pouch with human ear and earrings  | 97  | Caltrops  |
| 13 | Old wrapping paper                    | 57 | Hats   | 98  | Barbed arrows. Must be cut out to be removed                                  |
| 14 | Colorful Ribbons                      | 58 | Bundle of leather  | 99  | Bottle of brandy  |
| 15 | Broken jade statue                    | 59 | Iron spikes  | 100 | Magnifying glass  |
| 16 | Sling and stones                      | 60 | Severed hand   | 101 | Collapsible 11' pole  |
| 17 | Sack of compost                       | 61 | Small but heavy anvil  | 102 | Letter about a strange door in a nearby cliff face                            |
| 18 | Box of nails                          | 62 | Small net  | 103 | Head of a statue of popular ruler hacked from statue                          |
| 19 | Sack of mortar                        | 63 | Obviously counterfeit coins  | 104 | Small embroidered bag holding a key. The embroidery is actually a clever map. |
| 20 | Folded blankets                       | 64 | Bag of marbles   | 105 | Cookbook with recipes for preparing human flesh                               |
| 21 | Bolt of fabric                        | 65 | Fishing gear   | 106 | Jar full of eyes  |
| 22 | Coil of rope                          | 66 | Rope & pulleys   | 107 | Three maps to a hero's tomb, each is different                                |
| 23 | Bundle of bones                       | 67 | Bag of mixed coins   | 108 | Bags of medicinal herbs   |
| 24 | Jar of mushrooms                      | 68 | Shattered sword wrapped in silk  | 109 | Pardon for a crime  |
| 25 | Tarp                                  | 69 | Lock picks   | 110 | Lantern shield  |
| 26 | Little cardboard boxes                | 70 | Grappling hook   | 111 | Listening horn (+3 to listen rolls)   |
| 27 | Child's skeleton wrapped in a blanket | 71 | Candle   | 112 | Bag of magnetic dust  |
| 28 | Gear to a large machine               | 72 | Chalk  | 113 | Fireworks   |
| 29 | A chicken                             | 73 | 10' of chain   | 114 | Stink oil   |
| 30 | Bundles of twine                      | 74 | Jar of honey   | 115 | Climbing claws (+3 to climb rolls, d5 damage as weapon)                       |
| 31 | Jug of water containing a small fish  | 75 | Tent   | 116 | Telescoping stilts  |
| 32 | Huge crock of lard                    | 76 | Book of jokes  | 117 | Puzzle box with another item inside   |
| 33 | Shovel                                | 77 | Dice   | 118 | Jade chess set  |
| 34 | Animal trap                           | 78 | Flask of oil   | 119 | Ninja outfit  |
| 35 | Carpenters tools                      | 79 | "Wanted" posters   |     |   |
| 36 | Torches                               | 80 | Crowbar  |     |   |
| 37 | Mummified alligator                   | 81 | Padlock  |     |   |
| 38 | Jerky made of human flesh             | 82 | Cask of ale  |     |   |
| 39 | Gardening tools                       | 83 | Flint & steel  |     |   |
| 40 | Animal horns                          | 84 | Holy symbol  |     |   |
| 41 | Metal container filled with tar       | 85 | Hourglass  |     |   |
| 42 | Can of paint                          |    |  |     |   |
| 43 | Spool of wire                         |    |  |     |   |
| 44 | Sturdy clothes                        |    |  |     |   |



- 120 Pink pajamas with booties and a hood with bunny ears
- 121 Tarot cards
- 122 Sword with spring-loaded blades. May fire two blades up to 10', leaving one fixed sword blade.
- 123 Prayer book and prayer beads
- 124 Key of bone to a necromancer's tomb
- 125 Carved ivory pipe inlaid with gold and jewels
- 126 Collapsible glider
- 127 Letter written about one of the characters. It clearly details many of their habits.
- 128 Engraved hunting horn
- 129 Writing kit and paper
- 130 Glass key in a vial of acid
- 131 Lodestone
- 132 Small dragons head
- 133 Chunk of Ivory worth 6d6 platinum
- 134 Fetus in a jar
- 135 Letters of introduction to court
- 136 Giant's head
- 137 Small bag of gems
- 138 Valuable furs
- 139 Property Deed
- 140 One hand of a duke, with his signet ring still on finger
- 141 Ancient love letter
- 142 Letter of credit
- 143 Rare bottle of wine
- 144 Fancy clothes and boots
- 145 Expensive jewelry
- 146 A potion
- 147 Silver mask
- 148 A child's toy bound hand and foot
- 149 Valkyrie's egg
- 150 A large caterpillar in a silver cage
- 151 Strange steel coins
- 152 Jar of frozen water that never unfreezes.
- 153 Compass which always points to the Yellow Market (a forthcoming release).
- 154 Invisible key
- 155 Cloth horse that, when unfolded, will spring to life. Can be refolded
- 156 Trained snail in a box named Gregory.
- 157 Harp that will play any song asked of it, but only once.
- 158 Crystal ball in which a large eye can be seen watching the holder
- 159 Mechanical boy
- 160 Music box that never plays the same song twice
- 161 Imp in a jar
- 162 Bones of a cat carefully wrapped in black cloth. A ghost cat will follow the person who takes its bones and they will become its new owner.
- 163 Small bag which if opened a human hand reaches out, grabs the nearest item and disappears back into the bag.
- 164 Coin that always lands on edge. Holds one luck point.
- 165 Small metal snake that will twist into a key for a person it likes. The snake will slither after its friend wherever they go, opening lock if asked.
- 166 One giant seed which will grow into a vine man if planted. This man will serve his planter loyally until his body falls apart into withered vines in the fall. His heart can be seen to be a giant seed and, if replanted, the process will begin again in the spring.
- 167 Pixie in a jar.
- 168 Small painting which watches the viewer
- 169 Severed thieves' hands pour out of a box and crawl away. In a few hours the hands begin to bring back stolen items and then crawl back into the box. The items might be good coins or even just bits of string; who knows.
- 170 Jack-in-the-box, when the handle is turned the box: a. never opens, b. a monster explodes out, growing ever larger, c. gold sprays out, d. a horrible living puppet emerges, e. spears burst out, f. it opens, and the lucky opener may make a single wish.
- 171 Severed woman's hand which never rots and sometimes moves
- 172 Bag containing darkness, which pours out when the bag is opened.
- 173 Box with a single spell inside.
- 174 Mummified heart that still beats
- 175 Inflatable rubber horse that animates when it is inflated (only has 1 hp)
- 176 Bone flute that can make the dead dance
- 177 Ball of string which will roll away slowly unwinding in the direction of a destination the owner wants to go. The ball will not run out of string until the destination is reached even if it is miles away. It may only be used once.
- 178 Giant egg, if cracked it bursts into a cloud of colored smoke from which a giant riding chicken appears.
- 179 Hat which can hold any number of objects placed within.
- 180 Key made of nothingness. This empty space may be picked up and used like a normal object.
- 181 Beautiful lute with broken strings, new strings placed on it will always break immediately
- 182 Jar full of the blood of a god
- 183 Map to the land of the dead
- 184 Ball which always rolls away
- 185 Cards that will deal themselves
- 186 Bark from the world tree. Adds +5 to spell check if burned while casting.
- 187 Sealed envelope with a blank letter inside, addressed to a loremaster at the bardic college in Pwyll.
- 188 Jar of hope
- 189 Enchanted box which contains the stolen voice of another person
- 190 Animated stone hand which points to magic or secret doors.
- 191 Whistle of jade which can summon a wise owl to answer 3 questions
- 192 The key of night which can only exist in darkness.
- 193 Enchanted rope which constantly ties itself into knots.
- 194 Music box with a map on its lid to a hidden dungeon. The box plays a strange tone which will open the dungeon's secret entrance.
- 195 Letter which narrates what an unknown woman named Sara is doing. It slowly writes every action she takes every minute of her day. After the letter fills one side of the page, the writing flows to the other side. As it does so, the writing on the opposite side slowly disappears. The narration is unceasing; even during the target's sleep the letter narrates her dreams. This self-writing letter is found wrapped around a poison dagger. Perhaps this woman has been targeted for assassination or sacrifice.
- 196 Box of living miniatures
- 197 Music box which makes everyone dance when opened
- 198 Wedding ring which cannot be removed once donned. The action legally weds the character to a faraway person. Both parties are aware of each other and know the direction of the other.
- 199 A cursed book that reads its owner and writes their life in its pages. Once the book gets to the current day the story is finished and the owner's life ends. Each year of the owner's life takes one day to write.
- 200 Key made of slowly melting ice.



### **Appendix V: What Am I Doing at This Inn?**

For use with the “What’re We Doing at This Inn?” start option. Copy these pages, cut them apart, and have the players draw random explanations out of a hat. The scenarios detailed below may provide a character with additional trade goods, as the judge sees fit.

**LOITERING:** What’s wrong with just standing in an inn? It’s as good a place as any.

**SPYING:** Being a spy for the Lords of Rastilon doesn’t pay as well as you had expected, but at least there’s free dental.

**CABBAGE FARMER:** I got to get these here fresh cabbages to market! Sure, sometimes I go adventuring, but the real money is in cabbage. I have always considered expanding into the slaw market, but that’s a fickle bitch. Maybe I can interest you in some nice Wakefields or a couple of good Drumheads? Note: This adventurer does, indeed, start with several large sacks of cabbage.

**ILLICIT RENDEZVOUS:** This old inn is the perfect hideaway. I can’t wait for my special friend to come back from the privy, so we can do some adultery. I wonder what is keeping them. Oh well, at least there is room service.

**PROFESSIONAL ALCOHOLIC:** Okay, fine, you don’t really get paid for drinking, but it’s not from lack of trying.

**CONARTIST:** Are you really willing to sell the inn for only a hundred gold? Wow, that is such a bargain! I am so lucky that you already have a bill of sale and title drawn up.

**LOST GOOSE:** Look, I have told you eleven times, I have not seen your goose, nor do I have any interest in helping you look. Yes, I understand you were very close.

ARRANGED MARRIAGE: You mean to say you are meeting your bride/groom here? How will you even know who they are if you have never met? What do you mean you will just know?

IT HAD A GOOD REVIEW FROM THE VILLAGE CRYER: Are you sure this place had a four-holler review?

DRIFTER: How do you know I am a drifter? Maybe I just like walking and sleeping outside.

LOOKING FOR REAL ESTATE: You are thinking about buying this here inn? Why, it's in the middle of nowhere!

VISITING MY IN-LAWS: On my way to visit my in-laws. I thought this secluded inn might be a good place to get murdered. With any luck, I'll be killed in my sleep.

SOLDIER ON LEAVE: Deserting your post is a lot like being on leave anyway. And who would even recognize you in a backwater inn like this? Ah crap, is that Barry from battalion payroll?

MERCHANT'S GUARD: Guarding a merchant is the life! All you have to do is keep an eye on the little punk, and everything else just falls into place. The only problem is that your meal ticket seems to have gotten himself perished. Unless there is another reason for that blood-soaked pile of his clothes... Hopefully, he will just turn out to be a murderer with a streak of exhibitionism; at least then you will still get paid.

TERRIBLE VACATION: There isn't a day spa at the inn? When I get back to the city, I am going to kill my travel agent. Worst vacation ever!



CONVALESCENCE FROM A HORRIBLE DISEASE: You are traveling to the country to convalesce from a terrible disease (roll d20 to determine the nature of your ailment) 1. d6 butt boils. 2. Nether warts. 3. Cooties - Circle, circle, dot, dot! Now you've got your cooties shot! 4. Farting sickness - No, you did not just eat a lot of beans. It's a real thing. 5. Dysentery - It was really getting you down, too, until you found those adult diapers. 6. A bad case of jumping sickness. 7. Rubber knee. 8. The damp lung. 9. Tube neck. 10. Descolada. 11. Dragon Pox. 12. Lovesickness. 13. Lycanthropy - Don't worry, it got better. 14. Spattergroit. 15-20. You lazy bastard, you don't even have a disease! You're just trying to get out of work.

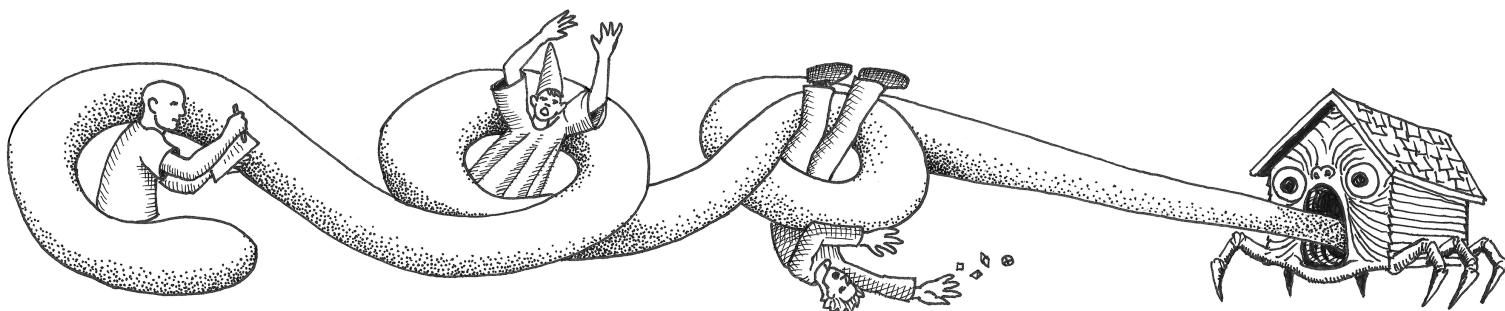
TAX COLLECTOR: You are pretty sure these people have money, and you are pretty sure that you want it. Now, to just invent some new bullshit rule and it will all be yours!

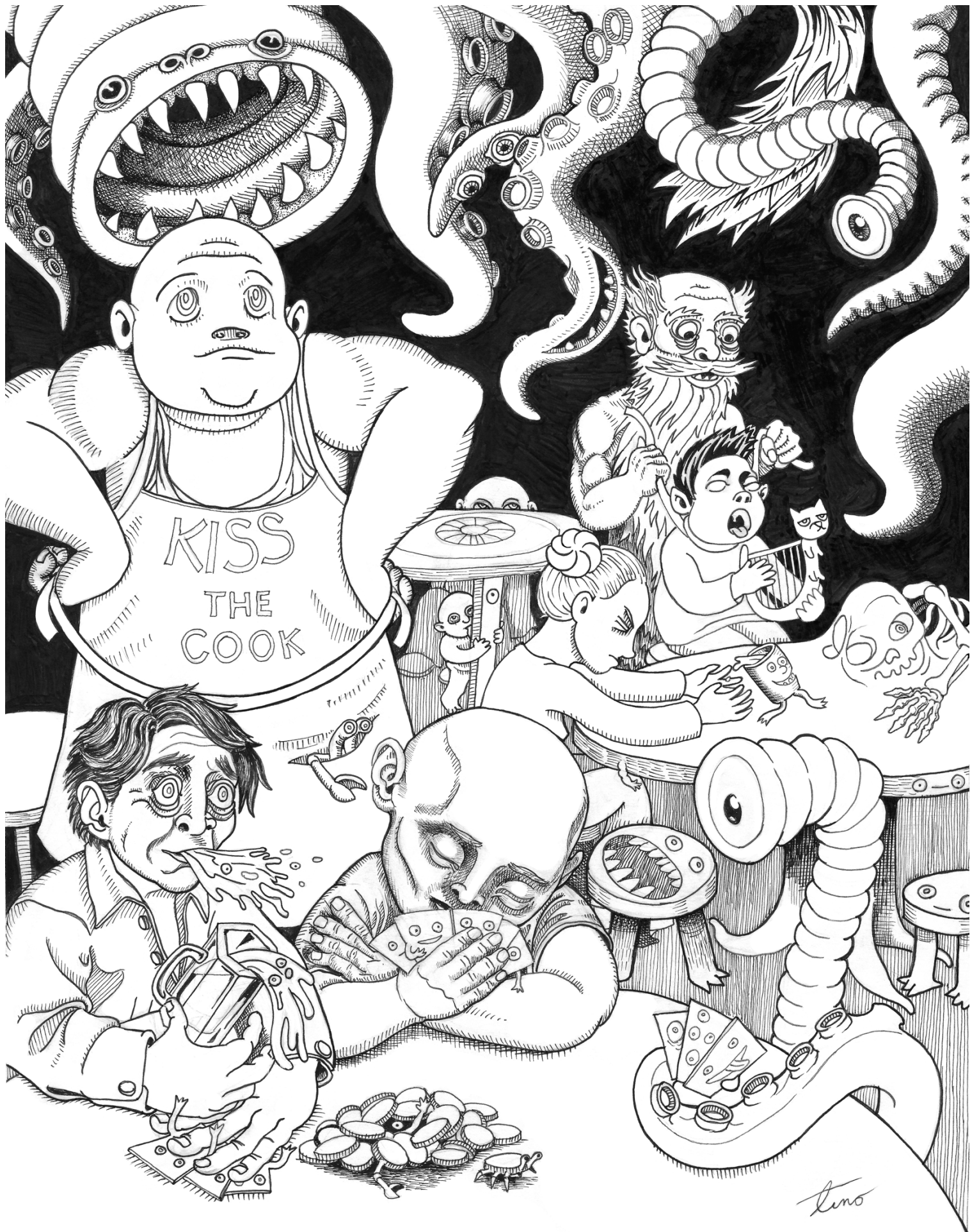
BOUNTY HUNTER: You definitely saw Margery Murderface sneaking into the back room. Her bounty might pay for those new business scrolls you have been wanting.

OUTLAW: Yup, just hiding out here at the inn, no worries in sight. 'Sides, I didn't do anything wrong; those people just basically murdered themselves.

REBEL: Hey, I am a rebel from Rastilon, just like it used to say on the cover. Too bad the author changed the whole premise of the adventure. Now I just feel silly. But to hell with it, I can still rebel anyway.

LOST: Yes, you are definitely lost. Whether literally, existentially, or both of those, only you can say.





## Appendix VI: PREGENERATED CHARACTERS

JUST JEFF

|                                       |         |                    |           |
|---------------------------------------|---------|--------------------|-----------|
| <b>Class:</b>                         | Warrior | <b>Occupation:</b> | Mercenary |
| <b>Level:</b>                         | 3       | <b>Exp:</b>        | 110       |
| <b>Alignment:</b>                     | Neutral | <b>Speed:</b>      | 25        |
| <b>Armor Class:</b>                   | 17      | <b>Hit Points:</b> | 26        |
| <b>Initiative:</b>                    | +3      |                    |           |
| <b>Melee Attack (includes STR):</b>   | d5+2    |                    |           |
| <b>Missile Attack (includes DEX):</b> | d5      |                    |           |

|                     |    |                                     |                  |    |
|---------------------|----|-------------------------------------|------------------|----|
| <b>STRENGTH</b>     | 16 | +2                                  | <b>SAVES</b>     |    |
| <b>AGILITY</b>      | 12 |                                     | <b>Reflex</b>    | +2 |
| <b>STAMINA</b>      | 17 | +2                                  | <b>Fortitude</b> | +4 |
| <b>PERSONALITY</b>  | 7  | -1                                  | <b>Will</b>      | +1 |
| <b>INTELLIGENCE</b> | 9  |                                     |                  |    |
| <b>LUCK</b>         | 13 | +1 saving throws (already added in) |                  |    |

### SPELLS/ABILITIES:

Mighty Deeds (Die: d5)

### ARMOR

Banded Armor  
Shield

### WEAPONS

Battleaxe(d10+2+deed)  
Spear (d8+2+ deed)  
Dagger (d4+2+ deed)

### EQUIPMENT

Backpack  
Rope  
Large sack  
Flint and steel  
Torches

THALAS THIMBLESPELL

|                                       |         |                    |           |
|---------------------------------------|---------|--------------------|-----------|
| <b>Class:</b>                         | Wizard  | <b>Occupation:</b> | Beekeeper |
| <b>Level:</b>                         | 3       | <b>Exp:</b>        | 110       |
| <b>Alignment:</b>                     | Neutral | <b>Speed:</b>      | 30        |
| <b>Armor Class:</b>                   | 10      | <b>Hit Points:</b> | 10        |
| <b>Initiative:</b>                    | +0      |                    |           |
| <b>Melee Attack (includes STR):</b>   | +1      |                    |           |
| <b>Missile Attack (includes DEX):</b> | +2      |                    |           |

|                     |    |                  |    |
|---------------------|----|------------------|----|
| <b>STRENGTH</b>     | 9  | <b>SAVES</b>     |    |
| <b>AGILITY</b>      | 10 | <b>Reflex</b>    | +1 |
| <b>STAMINA</b>      | 7  | <b>Fortitude</b> | +0 |
| <b>PERSONALITY</b>  | 9  | <b>Will</b>      | +2 |
| <b>INTELLIGENCE</b> | 17 |                  |    |
| <b>LUCK</b>         | 10 |                  |    |

### SPELLS/ABILITIES: Spell checks +5

|                      |              |
|----------------------|--------------|
| Color Spray          | Magic Shield |
| Detect Magic         | Sleep        |
| Cantrip              | Spider Climb |
| Comprehend Languages | Mirror Image |

### ARMOR:

None

### WEAPONS

Longsword (d8)  
Dagger (d4)

### EQUIPMENT

Backpack  
Small sack  
Candle  
Writing kit  
Paper  
Flint and steel  
Oil flask

### LARABEL LITTLEHEART

|                                       |         |                    |         |
|---------------------------------------|---------|--------------------|---------|
| <b>Class:</b>                         | Warrior | <b>Occupation:</b> | Butcher |
| <b>Level:</b>                         | 3       | <b>Exp:</b>        | 110     |
| <b>Alignment:</b>                     | Chaotic | <b>Speed:</b>      | 25      |
| <b>Armor Class:</b>                   | 16      | <b>Hit Points:</b> | 32      |
| <b>Initiative:</b>                    | +3      |                    |         |
| <b>Melee Attack (includes STR):</b>   | d5+2    |                    |         |
| <b>Missile Attack (includes DEX):</b> | d5+1    |                    |         |

|                     |    |    |
|---------------------|----|----|
| <b>STRENGTH</b>     | 15 | +1 |
| <b>AGILITY</b>      | 12 |    |
| <b>STAMINA</b>      | 18 | +3 |
| <b>PERSONALITY</b>  | 9  |    |
| <b>INTELLIGENCE</b> | 8  | -1 |
| <b>LUCK</b>         | 9  |    |

|                  |    |
|------------------|----|
| <b>SAVES</b>     |    |
| <b>Reflex</b>    | +1 |
| <b>Fortitude</b> | +5 |
| <b>Will</b>      | +1 |

#### SPELLS/ABILITIES:

Mighty Deeds (Die: d5)

#### ARMOR

Chainmail  
Shield

#### WEAPONS

Longsword (d8+1\*)  
Short bow (d6\*)  
Dagger (d4+1\*)  
\*+deed die

#### EQUIPMENT

Quiver of 18 arrows  
Backpack  
Small sack  
Lantern  
Oil flask  
Flint and steel  
Grappling hook  
Rope

### MILLY OVERKILL

|                                       |        |                    |        |
|---------------------------------------|--------|--------------------|--------|
| <b>Class:</b>                         | Wizard | <b>Occupation:</b> | Scribe |
| <b>Level:</b>                         | 3      | <b>Exp:</b>        | 110    |
| <b>Alignment:</b>                     | Lawful | <b>Speed:</b>      | 30     |
| <b>Armor Class:</b>                   | 11     | <b>Hit Points:</b> | 15     |
| <b>Initiative:</b>                    | +2     |                    |        |
| <b>Melee Attack (includes STR):</b>   | +1     |                    |        |
| <b>Missile Attack (includes DEX):</b> | +3     |                    |        |

|                     |    |    |
|---------------------|----|----|
| <b>STRENGTH</b>     | 10 |    |
| <b>AGILITY</b>      | 13 | +1 |
| <b>STAMINA</b>      | 13 | +1 |
| <b>PERSONALITY</b>  | 9  |    |
| <b>INTELLIGENCE</b> | 15 | +1 |
| <b>LUCK</b>         | 11 |    |

|                  |    |
|------------------|----|
| <b>SAVES</b>     |    |
| <b>Reflex</b>    | +2 |
| <b>Fortitude</b> | +2 |
| <b>Will</b>      | +2 |

#### SPELLS/ABILITIES: Spell Check +4

|               |               |
|---------------|---------------|
| Cantrip       | Ropework      |
| Choking Cloud | Ward Portal   |
| Enlarge       | Scorching Ray |
| Flaming Hands |               |

#### ARMOR

None

#### WEAPONS

Short sword (d6+1)  
Dagger (d4+1)

#### EQUIPMENT

Backpack  
Flint and steel  
Oil flask  
Torch  
Crowbar  
Rope



**RELLA FASTHANDS**

|                                       |         |                    |        |
|---------------------------------------|---------|--------------------|--------|
| <b>Class:</b>                         | Thief   | <b>Occupation:</b> | Orphan |
| <b>Level:</b>                         | 3       | <b>Exp:</b>        | 110    |
| <b>Alignment:</b>                     | Neutral | <b>Speed:</b>      | 30     |
| <b>Armor Class:</b>                   | 14      | <b>Hit Points:</b> | 18     |
| <b>Initiative:</b>                    | +2      |                    |        |
| <b>Melee Attack (includes STR):</b>   | +2      |                    |        |
| <b>Missile Attack (includes DEX):</b> | +4      |                    |        |

|                     |    |                  |                             |
|---------------------|----|------------------|-----------------------------|
| <b>STRENGTH</b>     | 10 | <b>SAVES</b>     |                             |
| <b>AGILITY</b>      | 17 | <b>Reflex</b>    | +6                          |
| <b>STAMINA</b>      | 13 | <b>Fortitude</b> | +4                          |
| <b>PERSONALITY</b>  | 9  | <b>Will</b>      | +3                          |
| <b>INTELLIGENCE</b> | 7  |                  |                             |
| <b>LUCK</b>         | 16 |                  | +2 (saves already added in) |

**SPELLS/ABILITIES:**

Thieves abilities  
D5 luck die

**ARMOR**

Leather

**WEAPONS**

Short sword (d6)  
4 daggers (d4/d10)  
Sling (d4)

**EQUIPMENT**

Backpack  
Small sack  
Thieves tools  
Crowbar  
Grappling hook  
Rope  
Small hammer  
Iron spikes  
Candle  
Flint and steel  
Pouch of stones

**DILGAR THE DOWNTRODDEN**

|                                       |        |                    |              |
|---------------------------------------|--------|--------------------|--------------|
| <b>Class:</b>                         | Cleric | <b>Occupation:</b> | Ditch Digger |
| <b>Level:</b>                         | 3      | <b>Exp:</b>        | 110          |
| <b>Alignment:</b>                     | Lawful | <b>Speed:</b>      | 25           |
| <b>Armor Class:</b>                   | 16     | <b>Hit Points:</b> | 28           |
| <b>Initiative:</b>                    | +0     |                    |              |
| <b>Melee Attack (includes STR):</b>   | +2     |                    |              |
| <b>Missile Attack (includes DEX):</b> | +2     |                    |              |

|                     |    |                  |    |
|---------------------|----|------------------|----|
| <b>STRENGTH</b>     | 11 | <b>SAVES</b>     |    |
| <b>AGILITY</b>      | 9  | <b>Reflex</b>    | +1 |
| <b>STAMINA</b>      | 16 | <b>Fortitude</b> | +3 |
| <b>PERSONALITY</b>  | 18 | <b>Will</b>      | +5 |
| <b>INTELLIGENCE</b> | 9  |                  |    |
| <b>LUCK</b>         | 7  |                  |    |

**SPELLS/ABILITIES:**

|                |                      |              |
|----------------|----------------------|--------------|
| Blessing       | Protection from evil | Turn Unholy  |
| Detect Magic   | Cure Paralysis       | Lay on Hands |
| Holy Sanctuary | Neutralize Poison    | Divine Aid   |
| Paralysis      | Restore Vitality     |              |

**ARMOR**

Chainmail  
Shield

**WEAPONS**

Mace (d6)

**EQUIPMENT**

Holy symbol  
Backpack  
Lantern  
Oil flask  
Flint and steel

**LORN NOOSENECK**

|                                       |         |                    |           |
|---------------------------------------|---------|--------------------|-----------|
| <b>Class:</b>                         | Thief   | <b>Occupation:</b> | Cut Purse |
| <b>Level:</b>                         | 3       | <b>Exp:</b>        | 110       |
| <b>Alignment:</b>                     | Chaotic | <b>Speed:</b>      | 30        |
| <b>Armor Class:</b>                   | 14      | <b>Hit Points:</b> | 15        |
| <b>Initiative:</b>                    | +3      |                    |           |
| <b>Melee Attack (includes STR):</b>   | +2      |                    |           |
| <b>Missile Attack (includes DEX):</b> | +5      |                    |           |

|                     |    |    |                |
|---------------------|----|----|----------------|
| <b>STRENGTH</b>     | 10 |    |                |
| <b>AGILITY</b>      | 18 | +3 |                |
| <b>STAMINA</b>      | 11 |    |                |
| <b>PERSONALITY</b>  | 7  | -1 |                |
| <b>INTELLIGENCE</b> | 9  |    |                |
| <b>LUCK</b>         | 14 | +1 | (Skill Checks) |

**SPELLS/ABILITIES:**

Thieves abilities  
D5 luck die

**ARMOR**

Padded armor

**WEAPONS**

Longsword (d8)  
Garrote (1/3d4)  
6 daggers (d4/d10)

**EQUIPMENT**

Thieves tools  
Grappling hook  
Rope  
Lantern  
Flint and steel  
Crowbar  
Large sacks  
Oil flask  
Backpack

**SARA SUNDERFOOT**

|                                       |         |                    |                |
|---------------------------------------|---------|--------------------|----------------|
| <b>Class:</b>                         | Cleric  | <b>Occupation:</b> | Fortune-teller |
| <b>Level:</b>                         | 3       | <b>Exp:</b>        | 110            |
| <b>Alignment:</b>                     | Chaotic | <b>Speed:</b>      | 25             |
| <b>Armor Class:</b>                   | 18      | <b>Hit Points:</b> | 20             |
| <b>Initiative:</b>                    | +2      |                    |                |
| <b>Melee Attack (includes STR):</b>   | +3      |                    |                |
| <b>Missile Attack (includes DEX):</b> | +5      |                    |                |

|                     |    |    |                   |
|---------------------|----|----|-------------------|
| <b>STRENGTH</b>     | 13 | +1 |                   |
| <b>AGILITY</b>      | 15 | +1 |                   |
| <b>STAMINA</b>      | 9  |    |                   |
| <b>PERSONALITY</b>  | 11 |    |                   |
| <b>INTELLIGENCE</b> | 11 |    |                   |
| <b>LUCK</b>         | 13 | +1 | (Magical Healing) |

**SPELLS/ABILITIES:**

|                     |                 |              |
|---------------------|-----------------|--------------|
| Darkness            | Word of Command | Turn Unholy  |
| Food of the Gods    | Binding         | Lay on Hands |
| Second Sight        | Curse           | Divine Aid   |
| Resist Cold or Heat | Divine Symbol   |              |

**ARMOR**

Banded armor  
Shield

**WEAPONS**

2 hand axes (d6+1)  
Short bow (d6)

**EQUIPMENT**

Quiver of 24 arrows  
Backpack  
Mirror  
Holy symbol  
Vial of holy water  
Tarot cards

**TURNCOAT TED**

|                                       |             |                    |       |
|---------------------------------------|-------------|--------------------|-------|
| <b>Class:</b>                         | Dwarf       | <b>Occupation:</b> | Miner |
| <b>Level:</b>                         | 3           | <b>Exp:</b>        | 110   |
| <b>Alignment:</b>                     | Chaotic     | <b>Speed:</b>      | 10    |
| <b>Armor Class:</b>                   | 18          | <b>Hit Points:</b> | 35    |
| <b>Initiative:</b>                    | +0 (on d16) |                    |       |
| <b>Melee Attack (includes STR):</b>   | d5+3        |                    |       |
| <b>Missile Attack (includes DEX):</b> | d5          |                    |       |

|                     |    |    |
|---------------------|----|----|
| <b>STRENGTH</b>     | 18 | +3 |
| <b>AGILITY</b>      | 9  |    |
| <b>STAMINA</b>      | 16 | +2 |
| <b>PERSONALITY</b>  | 5  | -2 |
| <b>INTELLIGENCE</b> | 9  |    |
| <b>LUCK</b>         | 14 |    |

|                  |    |
|------------------|----|
| <b>SAVES</b>     |    |
| <b>Reflex</b>    | +1 |
| <b>Fortitude</b> | +4 |
| <b>Will</b>      | -1 |

**ARMOR**

Half-plate  
Shield

**WEAPONS**

Battle axe (d10+3\*)  
Warhammer (d8+3\*)  
Dagger (d4+3\*)  
\*+deed die

**EQUIPMENT**

Backpack  
Marked cards  
Weighted dice

**SPELLS/ABILITIES:**

Mighty Deeds (Die: d5)  
Smell Gold  
Infravision 60'

**MELVIN TREESMITH**

|                                       |         |                    |                |
|---------------------------------------|---------|--------------------|----------------|
| <b>Class:</b>                         | Elf     | <b>Occupation:</b> | Elven Forester |
| <b>Level:</b>                         | 3       | <b>Exp:</b>        | 110            |
| <b>Alignment:</b>                     | Chaotic | <b>Speed:</b>      | 30             |
| <b>Armor Class:</b>                   | 11      | <b>Hit Points:</b> | 16             |
| <b>Initiative:</b>                    | +1      |                    |                |
| <b>Melee Attack(includes STR):</b>    | +3      |                    |                |
| <b>Missile Attack (includes DEX):</b> | +2      |                    |                |

|                     |    |                   |
|---------------------|----|-------------------|
| <b>STRENGTH</b>     | 12 |                   |
| <b>AGILITY</b>      | 14 | +1                |
| <b>STAMINA</b>      | 11 |                   |
| <b>PERSONALITY</b>  | 9  |                   |
| <b>INTELLIGENCE</b> | 13 | +1                |
| <b>LUCK</b>         | 16 | +2 (spell checks) |

|                  |    |
|------------------|----|
| <b>SAVES</b>     |    |
| <b>Reflex</b>    | +2 |
| <b>Fortitude</b> | +1 |
| <b>Will</b>      | +2 |

**ARMOR**

None

**WEAPONS**

Long sword (d8+1)  
Longbow (d6)  
Dagger (d4+1)

**EQUIPMENT**

Quiver of 12 arrows  
Backpack  
Rope  
Chalk

**SPELLS/ABILITIES: Spell checks +6**

|               |               |                                 |
|---------------|---------------|---------------------------------|
| Invoke Patron | Sleep         | Infravision 60'                 |
| Patron Bond   | Ventriloquism | Immune to sleep and Paralysis   |
| Color Spray*  | Mirror Image  | * Lucky spell +2 to spell check |
| Magic Shield  |               |                                 |

**TWYLA TWOSTEP****Class:** Dwarf**Level:** 3**Alignment:** Lawful**Armor Class:** 16**Initiative:** +0**Melee Attack(includes STR):** d5+2**Missile Attack (includes DEX):** d5**STRENGTH** 16 +2**AGILITY** 9**STAMINA** 16 +2**PERSONALITY** 9**INTELLIGENCE** 9**LUCK** 10**SPELLS/ABILITIES:**

Mighty Deeds (Die: d5)

Smell Gold

Infravision 60'

**Occupation:** Mushroom Farmer**Exp:** 110**Speed:** 20 or 15**Hit Points:** 31**SAVES****Reflex** +1**Fortitude** +4**Will** +1**ARMOR**

Chainmail

Shield

**WEAPONS**

2 hand axes (d6+2\*)

Spear (d8+2\*)

Short bow (d6+2\*)

\*+deed die

**EQUIPMENT**

Quiver of 18 arrows

Backpack

Oil flask

Lantern

Flint and steel

**KYF FIRSTFROST****Class:** Elf**Level:** 3**Alignment:** Neutral**Armor Class:** 13**Initiative:** +1**Melee Attack(includes STR):** +2**Misile Attack (includes DEX):** +3**STRENGTH** 9**AGILITY** 13 +1**STAMINA** 11**PERSONALITY** 11**INTELLIGENCE** 17 +2**LUCK** 9**Occupation:** Artisan**Exp:** 110**Speed:** 30**Hit Points:** 19**SAVES****Reflex** +2**Fortitude** +1**Will** +2**ARMOR**

Leather

**WEAPONS**

Long sword (d8)

Longbow (d6)

Dagger (d4)

**EQUIPMENT**

Quiver of 24 arrows

Backpack

**SPELLS/ABILITIES: Spell checks +4**

Invoke Patron

Patron Bond

Charm Person

Detect Magic

Flaming Hands

Mending

Spider Climb

Forget

Infravision 60'

Immune to sleep

Immune to Paralysis



## BILL BUNGLE

|                                       |          |                    |         |
|---------------------------------------|----------|--------------------|---------|
| <b>Class:</b>                         | Halfling | <b>Occupation:</b> | Vagrant |
| <b>Level:</b>                         | 3        | <b>Exp:</b>        | 110     |
| <b>Alignment:</b>                     | Neutral  | <b>Speed:</b>      | 15      |
| <b>Armor Class:</b>                   | 18       | <b>Hit Points:</b> | 20      |
| <b>Initiative:</b>                    | +1       |                    |         |
| <b>Melee Attack(includes STR):</b>    | +3       |                    |         |
| <b>Missile Attack (includes DEX):</b> | +5       |                    |         |

**ARMOR**  
Chainmail

**WEAPONS**  
2 short swords (d6)  
3 daggers (d4)

|                     |    |    |                 |
|---------------------|----|----|-----------------|
| <b>STRENGTH</b>     | 9  |    |                 |
| <b>AGILITY</b>      | 18 | +3 |                 |
| <b>STAMINA</b>      | 14 | +1 |                 |
| <b>PERSONALITY</b>  | 9  |    |                 |
| <b>INTELLIGENCE</b> | 5  | -2 |                 |
| <b>LUCK</b>         | 15 | +1 | (melee attacks) |

|                  |    |
|------------------|----|
| <b>SAVES</b>     |    |
| <b>Reflex</b>    | +5 |
| <b>Fortitude</b> | +2 |
| <b>Will</b>      | +2 |

**EQUIPMENT**  
Backpack  
Hat  
Crowbar  
Rope  
Grappling hook

## SPELLS/ABILITIES:

Sneak and Hide +9

Luck (2 points for 1 spent & may give luck to others)

Infravision 30'

Two weapon fighting (use d16 instead of d20 if dual wielding weapons)



## HANNAH HIPHIGH

**Class:** Halfling

**Level:** 3

**Alignment:** Neutral

**Armor Class:** 16

**Initiative:** +2

**Melee Attack(includes STR):** +3

**Missile Attack (includes DEX):** +6

**Occupation:** Chicken Butcher

**Exp:** 110

**Speed:** 15

**Hit Points:** 19

### ARMOR

Scale

### WEAPONS

2 hand axes (d6-1)

2 daggers (d4-1)

Short Bow (d6)

**STRENGTH** 8 -1

**AGILITY** 16 +2

**STAMINA** 14 +1

**PERSONALITY** 9

**INTELLIGENCE** 12

**LUCK** 16 +2 (all attack rolls)

### SAVES

**Reflex** +4

**Fortitude** +2

**Will** +2

### EQUIPMENT

Small sack on her belt

Quiver of 12 arrows

Flint and steel

Candle

Oil flask

3 Chickens

### SPELLS/ABILITIES:

Sneak and Hide +9

Luck (2 points for 1 spent & may give luck to others)

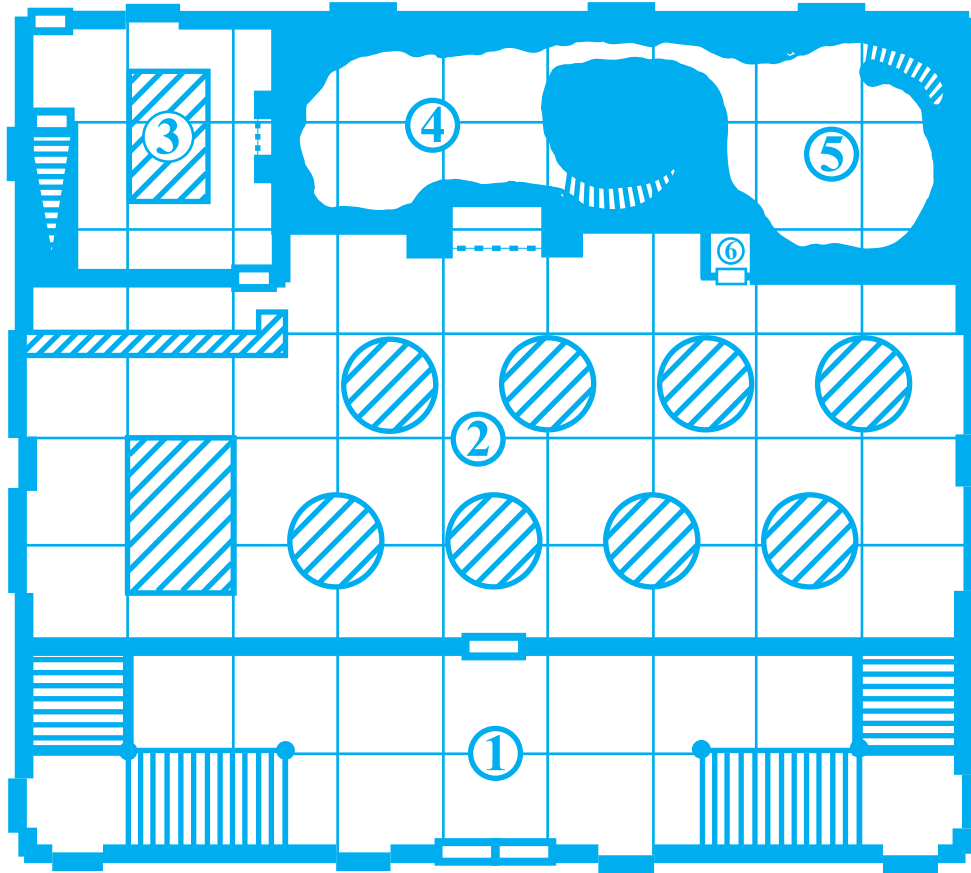
Infravision 30'

Two weapon fighting (use d16 instead of d20 if dual wielding weapons)

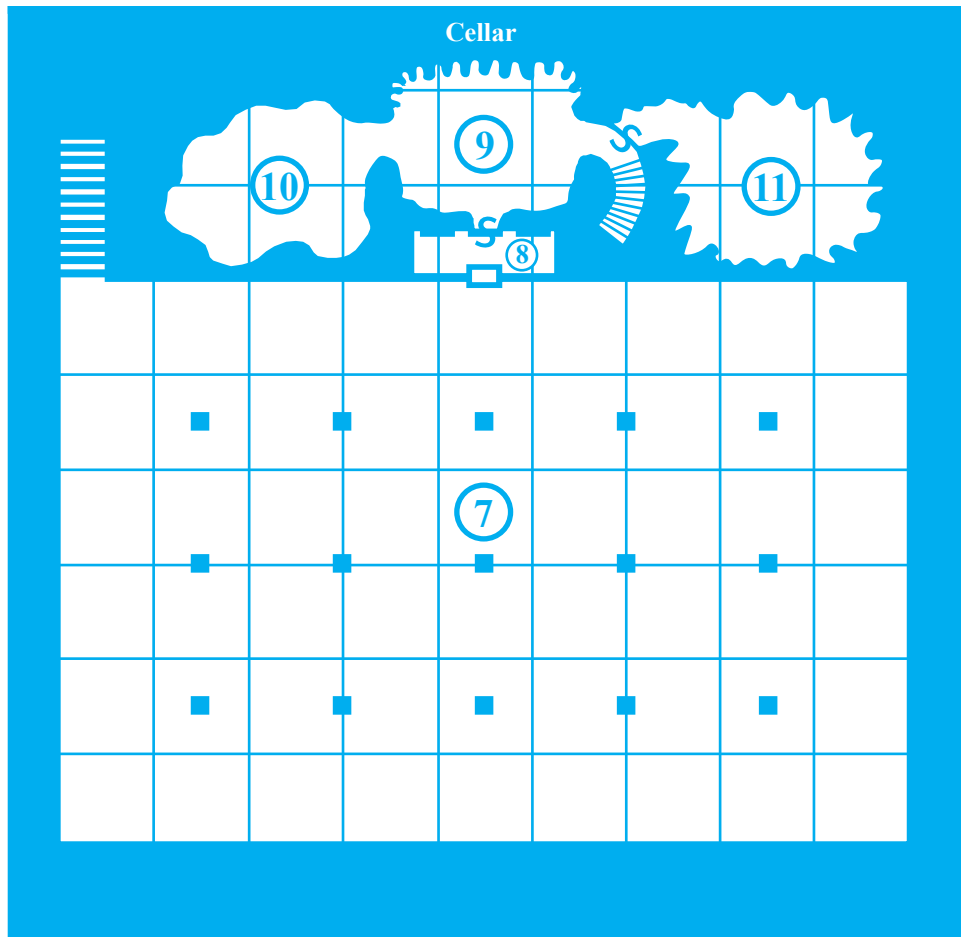


# The Demon Inn

Ground Floor



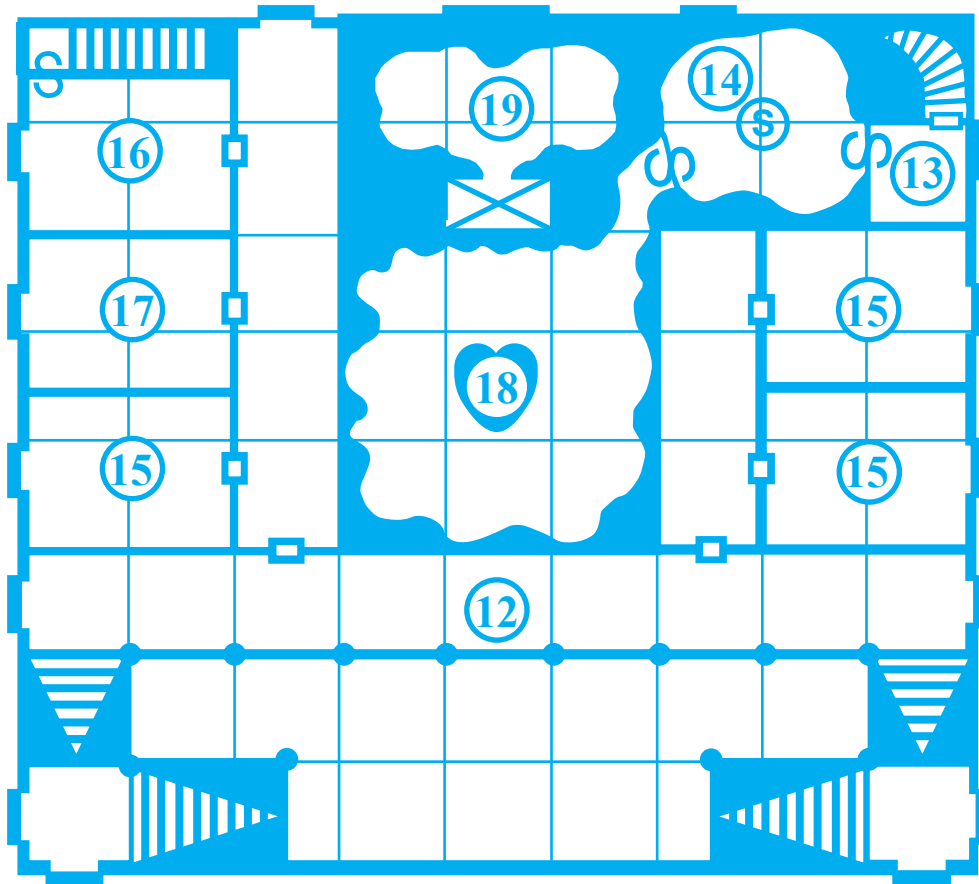
## Cellar



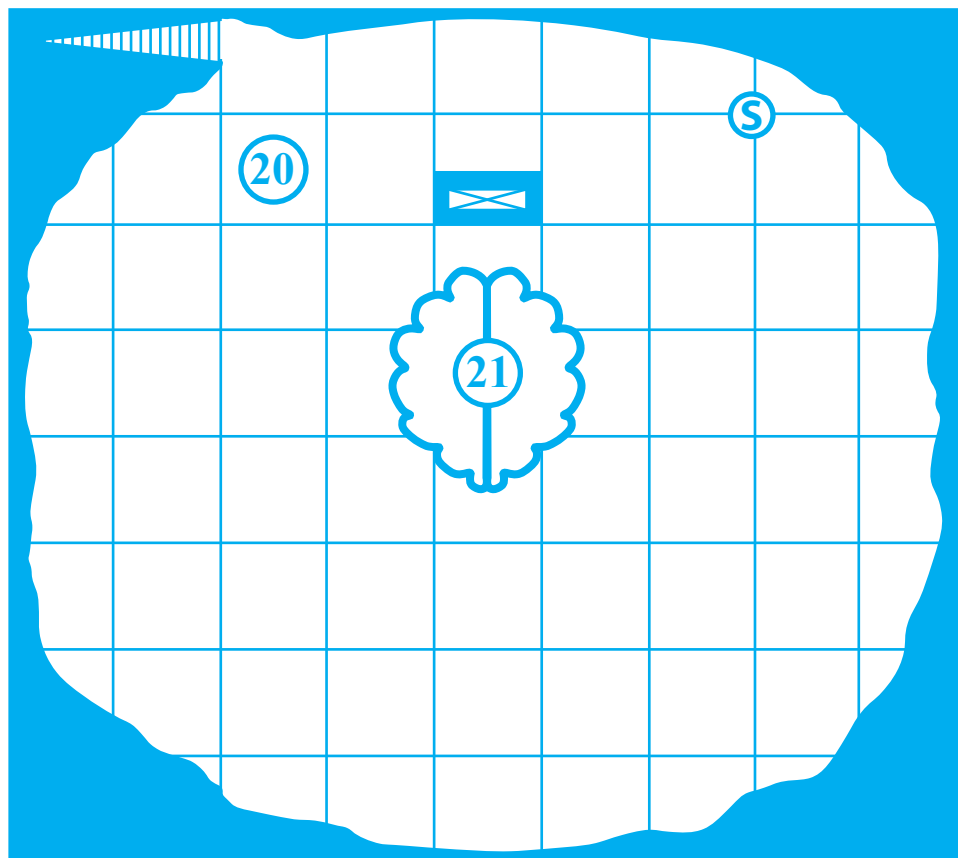
# The Demon Inn



Second Floor



Attic





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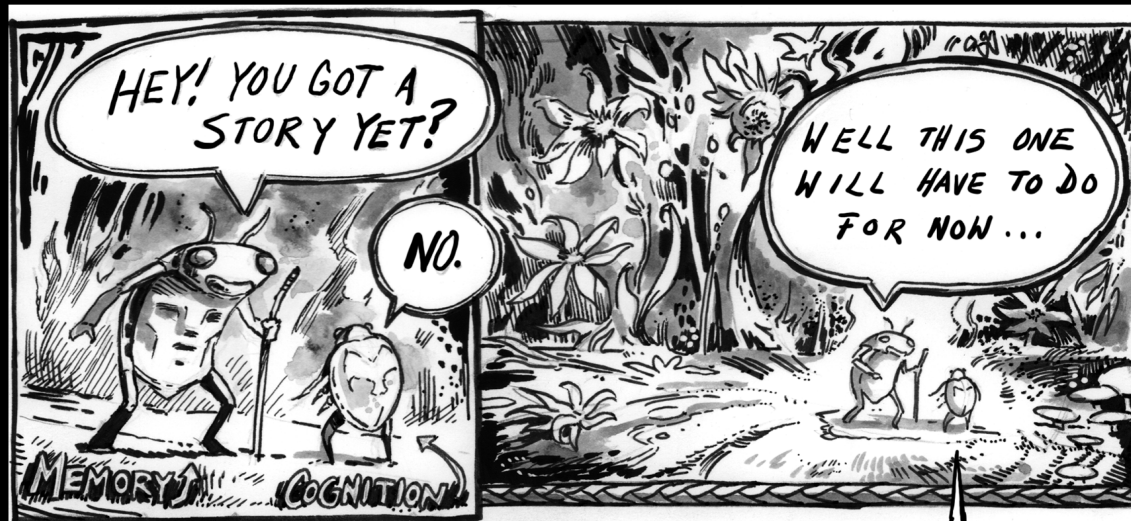
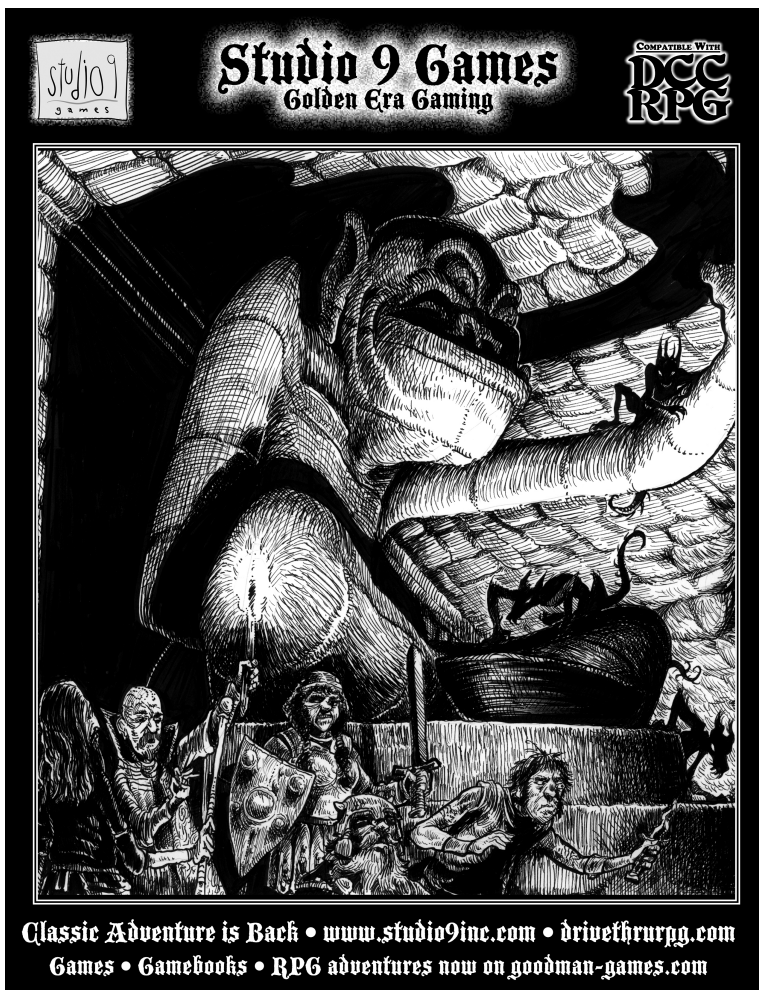
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## The Shifting Sword

This item might replace an unattended weapon, or it could be found as treasure. The weapon is actually a shifter in disguise and does not have to appear as a sword but can seem to be a formidable weapon of any type desired by a party member. This creature might use bioluminescence to glow, to deceive a new owner into thinking it is a magical weapon. To use the weapon, the would-be owner must first pass a DC 9 Personality check. The DC of this check rises by +2 if the individual is of neutral alignment and by +4 if they are of lawful alignment. If this Personality check is failed, the sword will eventually turn on the adventurer. In such a case, it would either fight as a small shifter or periodically strike the character in combat instead of the opponent. If the check is successful, the shifting sword accepts its new owner and the following abilities become available:

- It adds +d6 damage on a critical as it burrows into the victim.
- If a fumble is rolled while using the sword, the adventurer may avoid the effects of the fumble if a DC 9 Personality check is made.
- The shifting sword may be "awakened" to attack a foe. If the sword is awakened, it will strike at an opponent with all of its shapechanging abilities, transforming itself into a nightmare of tentacles, spines, boney whips, suckers, mouths, insect stings and more. This devastating attack burrows through armor, attacking any creature as if it were AC 10 and causing an additional d6 damage. Each round this attack form is used the wielder must make a Personality check of DC 9.

**Note:** Each time the character uses an ability that requires a Personality check the difficulty of the next check would rise by 1. This penalty also increases the chance of fumbling future Personality checks by 1. If the sword wielder fumbles the check, the sword attacks the wielder instead, just as if it were awakened (and with all of the user's bonuses). The penalty is reduced by one each day its special abilities are unused.

HELL IS THE LEAST OF YOUR WORRIES



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The Sargasso of Space



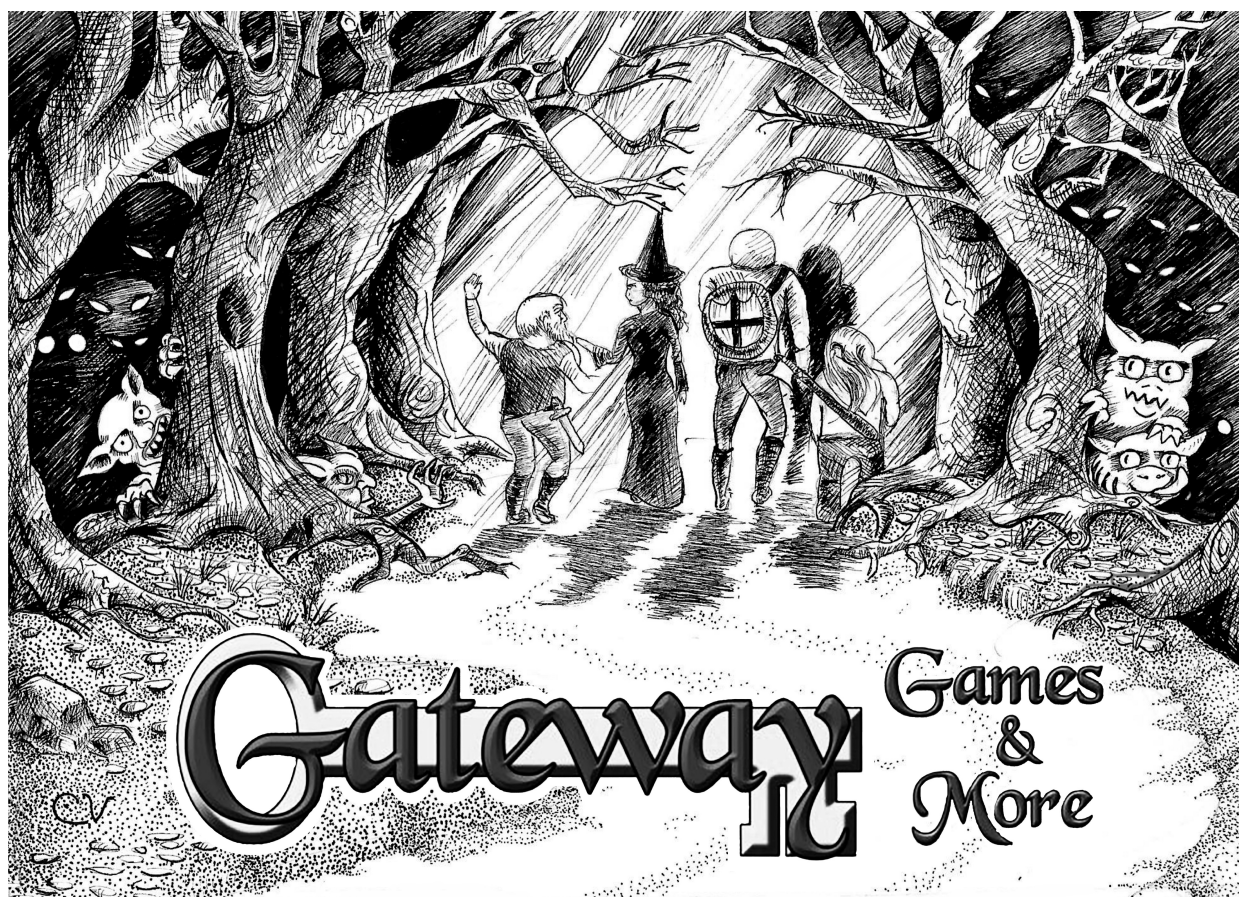
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**Escape from the Demon Inn!**