



DRAGONSFoot

L4

Devilspawn



by Len Lakofka

Module L4

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By Lenard Lakofka

An Adventure for Character Levels 3-5

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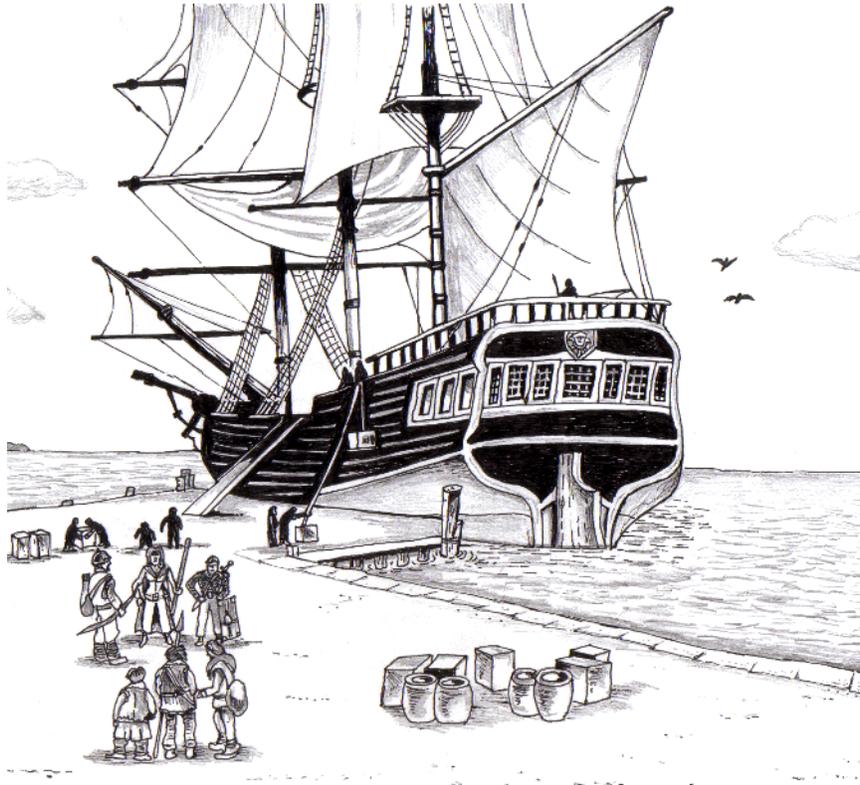
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INTRODUCTION

This adventure module is designed for 6-10 player characters of levels 3-5. The DM is encouraged to make use of the pre-generated PCs and material contained in the **Lendore Isle Companion**. If the DM elects to use the Companion, it contains the PCs ocean journey to Lendore Isle. If the DM elects to have the party arrive at Restenford by other means, they will arrive on Patchwall the 19th.

It is not necessary for the players to have concluded **L1: The Secret of Bone Hill** or **L2: The Assassin's Knot** to play this adventure, although it is recommended. Note that if those adventures are played, the heroes successfully completing those modules are still in the Lake Farmin area as the PCs for this adventure arrive in Restenford. There is a wealth of information contained herein; carefully read the module before running it. Give special attention to the non-player characters (NPCs) and the way they interact with one another.

This adventure is written to be played with the first edition Advanced Dungeons & Dragons rules, with multiple house-rules as set forth herein and in the Companion.

SEQUENCE OF EVENTS

Patchwall 2nd: Restenford is attacked by a band of orcs in the company of bugbears and ogres.

Patchwall 4th: A wounded ranger who was tracking the orc band returns to Restenford.¹

Patchwall 5th: An adventuring party arrives from Lake Farmin and travels after the escaping humanoids (The same party that adventured in The Secret of Bone Hill and The Assassin's Knot.)

Patchwall 9th: Some travelers (the PCs) arrive in Restenford by ship in the late afternoon. There is snow on the rooftops and dock!

Patchwall 10th: The Most Worthy Sir, Knight Companion, Obestor of Grest, travels with his soldiers toward Restenford, having just heard of the attacks.

¹ In L3: Deep Dwarven Delve, it is claimed that she returned to Lake Farmin. This is incorrect.

Patchwall 18th: The attack on Tellar.

Notes for the Dungeon Master: It is hoped the new party will travel to Grest at this point based on the information provided in the module introduction. If they sit in Restenford or decide to go elsewhere then kiss this module goodbye and take up fly-fishing.

Falco, the tavern keeper from Restenford, has had breakfast with the party. Here is what he tells them:

Thirty seven people died and another thirty were wounded. The castle and abbey of Phaulkon took the heaviest losses. Eight of the acolytes at the Abbey were killed along with a number of castle guards, fishermen, and some business owners. A party of adventurers known to us has been dispatched after the humanoids that attacked us.

If the party asks for any names he will say that he knows just a few. (Read aloud but only if they ask the specific question of who died.)

I have heard that Relkin, Ashford, Marcus, Amos, Kelso, Gevies and Relmar from the castle guard were killed. Pelo the fletcher and Alton the armorer. I don't know the names of the rest of the dead.

Here are the exact specifics for those who own L1 and might be curious (Falco could not provide this much detail since he likely does not know specific buildings that were badly damaged):

Buildings that were burnt down included the barn and guard house at the castle, homes 2 though 7, 9, 15, 17, 38 as well as fisherman cottages J & K. Damaged were the castle, homes 8, 10, 11, 16 and Fisherman cottage I.

The dead were: Castle: Relkin, Ashford, Marcus, Amos, Kelso, Gevies and Relmar, Pelo the fletcher, Alton the armorer, all eight of the acolytes at the Abbey, the clothier (#11) and his wife and the three guards at the guardhouse (#38) and fifteen in the fisherman's cottages (2 at F, 3 at I, 8 at J and 2 at K).

PATCHWALL THE 10TH

THE MARCH TO GREY

The party begins their march at 10:30 AM. Falco waves good-bye to them as they leave. He then sighs deeply and prepares to bury some of his friends and acquaintances and help plan for the housing of those whose homes were burnt down by the raiders.

The party spots a deer as they pass the Dwoemer Forest. Next they see some bat-like creatures with very long noses (stirges) circling high above them. The dirty scavengers do not come down but fly into the forest and disappear.

COPPER RISE

The Copper Rise comes into sight. The side road that leads behind the Rise is occupied by a large wagon drawn by four horses. There is a man with a boy sitting next to him on the seat and an outrider on a war horse. The wagon stops and the outrider approaches, stopping about 600' away from the party.

He is dressed in chain armor, there is a round shield hung across his left leg. He holds a loaded heavy crossbow which is pointed upward. He has a long sword. The snow white horse seems eager to run.

The horsed figure is

Jermellon (CG [Phaulkon], Fighter Lvl 5; AC: 2/3/5; HP: 31; S: 16; I: 13; W: 12; D: 15; C: 13; CH: 12); chain mail & **+1 shield**; Purse: 15GP, 27SP, 31CP, 4BT; **long sword +1**, heavy crossbow with 12 quarrels, dagger; Medium War Horse: AC: 7; HD: 2+2; HP: 15; Bite 1-3 hooves 1-4/1-4.

On the wagon is his 19 year-old son

Kellian (CG [Phaulkon], Fighter Lvl 3; AC: 6/7/7; HP: 25; S: 16; I: 12; W: 13; D: 14; C: 15; CH: 13); Studded leather & shield; Purse: 3GP, 12SP; long sword, short bow and 18 arrows, dagger; Draft horses: AC: 7; HD: 2; , HP: 13 ,11; Bite 1

The boy is his 8 year-old son **Jermanto** (HP: 2).

Jermellon nervously awaits an embassy from the party. Commonly, two or three figures would

be sent forward with weapons not drawn. If the whole party begins to move he will balk, command the wagon to turn, and will gallop to the wagon to leave. It takes two full rounds to turn the wagon. The wagon is about 1000 feet behind the outrider.

These people are no threat. They are just carrying some copper ore into Restenford where they hope to sell if for supplies.

If the party embassy approaches and tells them what happened then Jermellon will thank them, return to his mine site, gather his family (wife and two more young daughters) and they will ride into Restenford for safety.

If the party scares them away they will go back a 1000 yards and then come out again after the party is gone. If the party follows them they will fire and run. If the party chases them down for melee an award of negative experience might be appropriate.

If the small family is not warned the wife and two daughters will be slain on night of the 10th by a hunting party of seven hobgoblins being sent to the mine for just that purpose. If the party warns the father give the embassy 50XP each for good work.

ZERMAN'S CROSSING

The party comes to the first river crossing. Two branches of the river come together not far from here to form the West Restin River (see L1, the Secret of Bone Hill).

The bridge is wooden and solid and can easily bear a large filled wagon.

As the shadows grow long Zerman's Crossing (the name of the bridge) can be seen ahead. Two soldiers in battle dress are on the party's side of the river. When they see the party, at about 3000' distance, one of them runs back across the bridge.

Soon there are ten soldiers on the bridge; one of them is on horseback. An eleventh and twelfth figure appear just a moment later. One is likely a dwarf. Zeepus and Pevin from the

guard house complete the twelve figures on the bridge (all described below).

Two members of the party will be called forward from the party and those two figures are expected to leave their primary weapons with the party while they come up to Abella and Zeepus. After the raid on Restenford they cannot be too careful. The party will be welcomed after some brief questioning. The two will be taken to the knight himself while the rest of the party is called to come forward.

Obestor along with his son Obarim and Gregis (the Captain of the Guard in Grest) are seated in the Guard House common room. The two party members are asked to stand in front of the table and Obestor questions them about Restenford. The DM should carefully review what the two people say to Obestor. The key items are:

1. The humanoids are being chased by a part of adventurers known to the town.
2. 37 people died and 30 were wounded
3. The castle, abbey and fishermen took the brunt of the damage
4. Specific dead are given by name.

PATCHWALL THE 11TH

THE ATTACK AT ZERMAN'S CROSSING

A band of hobgoblins have been waiting outside of Grest hoping that Obestor would in fact mount up and go to Restenford. However, the hobgoblins are in the foothills of the Trollheim Mountains and they can't keep pace with the knight's troop. Only their best tracker has dared to follow behind near the road. He has seen Obestor enter the Inn and remain there on the late afternoon of Patchwall the 10th. He doubled back to find his battle group and they all creep up in the small copse of trees and bushes just north of the Inn by 7 PM . The party has arrived in that space of time and the tracker is not aware they are there as well as Obestor.

The DM can award up to 150XP to each of the two people based on how many of the four key pieces of information are told to Obestor.

If they tell about their voyage to Restenford that is just small talk unless they go into their sighting of four gods (see the **Lendore Isle Companion**). That would be major information much of which will be told by the sailors of the ship to the townsfolk on the evening of the 9th and 10th. The ship will put back to sea of the 13th after some minor repairs. Obestor will not think of talking to the captain and his crew unless the party tells Obestor about the major encounter a few days ago.

Obestor tells the two figures that he and his troop will get up very early. He would like the party to stay out of the way of his troops in the early morning. "You can leave after I do while the sun is up. You would be safer in full daylight."

The party reunites after the questioning. All of the rooms in the Inn have been taken by Obestor and his troops. The men of the party can sleep in the loft of the barn while any women from the party are invited to stay with the other women in the inn in a pair of rooms reserved for their gender.

The hobgoblin leader decided that the hobgoblins will attack just before false dawn, wanting to catch them in the inn, asleep and with their armor off.

However, seeing that that the Obestor's troops are up and armed and preparing to leave at 4:30 AM, a half hour before his planned attack, he can only watch in disgust as they gear up and leave.

At 7:00 AM he will attack the Inn and Guard House. The hobgoblins' goal is to kill everyone and set up a trap for the knight when he returns this way.

Hobgoblin Commander (LE [Maglubiyet]; AC: 1/1/3; HD: 3+3; HP: 26; S:17; I: 12; W: 11; D: 9; C: 15; CH: 4); **+1 banded Mail & +1 shield**; Purse: 7GP, 6 Yellow Sapphires 100GPV each; **+1 broadsword +1/+3 vs. humans** (align Neutral Evil), dagger; two vials of **wood-rotting potion**¹

Hobgoblin Shaman (LE [Maglubiyet]; AC: 3/4/4; HD: 2+2; HP: 19; S:11; I: 13; W: 13; D: 8; C: 13; CH: 6); banded mail & shield; Purse: 15GP, 3 Yellow Sapphires 50GPV each; **+1 flail**, hammer. He has memorized the following spells (cast at the 3rd level of experience):

first level: **bless, cause light wounds, darkness (x2)**

second level: **hold person**

30 hobgoblins (LE [Maglubiyet]; AC: 5; HD: 1+1; HP: 9(x3), 8(x8), 7(x6), 6 x6), 5(x 3), 4 (x4)); Purses: 3d6 GP, 4d6SP ea.; Armed with maces and two daggers each.

The hobgoblins charge to the attack throwing daggers as they come (-1 to hit due to running while throwing). The hobgoblins hope to find a few figures outside the structures. If they do not find anyone outside, the commander will throw one of the wood-rotting potions against the door of the inn, retaining the second for the guard house. Once the door has rotted, he will have his hobgoblins rush in killing any they meet (if a figure drops to the ground a hobgoblin will stab the fallen figure 30% of the time if there are more opponents, if there are no obvious opponents the hobgoblin will slit the throats of any persons on the floor).

The hobgoblins are full of bloodlust and will fight to the death giving no quarter and expecting none in return.

¹ A **wood-rotting potion**, when applied to a solid piece of wood (including a living tree or plant), will begin an accelerated rotting process. A solid two inch door, for example, would rot through to the other side in three rounds. The potion will inflict 8d6 damage on a plant monster, such as a treant (a save versus poison is allowed for one-half damage). Magical wood (such as a **staff of power** or a **spear +2**) would be allowed a save of 10 or better to withstand the effect, +1 to the saving throw for every plus on the weapon.

THE BATTLE GROUP FROM GREST

This is the roster of the troop that is already in Zerman's Inn when the party arrives. They are listed as they would be encountered on the road. The knight plans to station his troops in Restenford for seven days then, if all is quiet, he will return to Grest leaving Abella and six of the men-at-arms to help out for another month. The details on all of these figures are found in the Roster for Castle Grest (Encounter Area #1 below).

Riding point, about 200 feet ahead of the troop is:

Yarmin (NG [Phaulkon], Ranger Lvl 3).

Riding at the head of the column, the knight **Obester** (LN, Fighter Lvl 9) together with **Obarim**, his son, (LN(G), Fighter Lvl 2)

Abella (CG [Phyton], Fighter Lvl 5, female) rides next in front of the two-abreast column of men-at-arms (all HD 1-1) made up by:

Adesa (LN, [Llerg]), **Belmark** (NL [Kord]), **Carmin** (NL [Kord]); **Desmark** (NL [Llerg]), **Englin** (NL [Phaulkon], female). **Gelman** (N [Kord]), **Jeesen** (N [Kord]), **Kelba** (N [Kord], female), **Meggo** (N [Kord]), **Neskin** (CG [Phaulkon]), **Pedzelda** (LN [Phaulkon], female) and **Remalin** (LN [Phaulkon], female).

Captain of the Castle Guard **Gregis** (NL [Lendor], Fighter Lvl 8) rides in the rear guard about 100 feet behind the troops with **Ungar** (CG [Phyton], Fighter Lvl 1), **Emara** (NC [Norebo], Fighter Lvl 1, female) and **Yebin** (NL [Phaulkon], Fighter Lvl 1).

ENCOUNTER KEY TO ZERMAN'S CROSSING

Z1. ZERMAN'S INN: The Inn is 45' x 60'. It has a stone foundation and 1st floor. The 2nd floor is made of wood. There are twelve 6' by 20' windows on the 1st floor. These windows have three horizontal iron bars and resemble arrow slits more than windows. They each have a flap of leather over the opening that can be pulled aside and hooked out of the way. The 2nd floor has twelve 10 by 20 window frames (no glass). They each have a shutter that swings to the right of the window that can be pulled shut and barred in place from the inside. These windows also have a leather flap that is anchored above the opening. It can be held in place by a lower bar as well so that winds are mostly kept out. The large wooden door has steel reinforcement and can be double-barred.

The first floor has a common room and rooms for the innkeeper and his wife and children. The two servants who help out here live across the street (Area Z3).

The common room has six large octagonal tables with eight chairs around three of them and six around the other three (six of the chairs need to be repaired and are in the kitchen against the back wall). There is a bar and six stools. A large staircase leads to the 2nd floor where there are six rooms that can be rented for 2SP a night, 1 more SP if you are putting up a horse. Meals are simple fare composed of bread (which Utopus bakes) and cheese. There may be venison or rabbit on occasion as well as bacon or pork (if a wild pig wanders too close). They have beer at 5CP but no other beverage.

The 2nd floor rooms have two small beds and a third person could sleep on the floor. There is a small table and two chairs in each room and six pegs by the door to hang goods. Each door can be barred from inside.

Zerman the Fourth (Ng [Kord], Fighter Lvl 4; AC: 0/0/3; HP: 27; S: 15; I: 13; W:13; D:14; C:16; CH: 13); **+2 chain mail & +2 shield**; Purse: 27GP, 81SP; **+2 broad sword +2/+4 vs. orcs**, heavy crossbow & 24 quarrels, hand axe; **boots of levitation**.

Zerman the Fourth is wearing the armor and carrying the weapon of his great-grandfather Zerman Esquire who built this inn 107 years ago.

Zerman's wife **Utopus** is also the inn's cook (NG [Kord], Cleric Lvl 5, female; HP: 22; AC: 4/4/5; S: 11; I: 12; W:14; D:12; C:17; CH:15); chain & shield; Purse: 3GP, 27SP, 33CP, 8BP; **+1 mace +1**, hammer (throwing x3). Utopus has memorized the following spells:

first level: **bless, cure light wounds, darkness, light, purify food & water**

second level: **hold person (x2), know alignment**

third level: **dispel magic**

Zerpus (Ng [Kord], Fighter Lvl 2; AC: 7/7/8; HP: 17; S: 16; I: 12; W:14; D: 13; C: 15; CH: 12); leather & shield; Purse: 2GP, 14SP, 13CP; **+1 long bow & 24 arrows**, long sword and hand axe. Zerpus, Zerman's 21 year-old son, will become Zerman the Fifth when he becomes innkeeper but he is occasionally vocal about how he wants to sell the inn to whoever would buy it. His moods vary on this subject. He loves his parents but he just hates the grind of living here. He can hunt for game in the Argo Forest with his father but neither dares go into the Trollheims save for its closest foothills. Zerpus only sees travelers going back and forth with news of the outside world; this makes him yearn to see it. He gets to travel to Grest or Restenford once a month for supplies. That is his only direct contact with other places. He loves the sea air of Restenford.

The barn has twelve stalls. Two of them are for draft horses (AC: 7; HD: 2; HP: 15, 13; bite 1-3) and one is for the cow (AC: 9; HD: 2; HP: 13; bite 1) owned by Kester from across the street. The inn keeps a wagon that has a 1-ton capacity.

Zerpus and Kester travel once a month to town in this wagon with one or two of the soldiers from the guard house.

Z2. RUIN: There used to be a couple living here fifteen years ago, but an orc raid from the Argo Forest did a great deal of damage to the building and neither survived. The 25' x 30' frame home has fallen into disrepair and will likely collapse under its own weight in the next ten years. The furniture that could be used elsewhere has been taken away.

Z3. FARM HOUSE: This small home is 25' x 30' and similar to its neighbor across the street. It is a solid wooden building with a solid door with a lock and inside bar. The four windows are 4' x 20' and have outside shutters. The windows have glass in a frame and can be swung into the building to let air circulate. There is a front room with a large hearth, cooking utensils, pots and pans and tin plates and cups. There is a solid square table and four chairs. Two large upright chests hold clothing and foodstuffs.

The bedroom has a good bed, two chests, a table and two chairs plus two more comfortable chairs with a small table between them. There is an oil lamp and a small barrel of oil.

Kester and his wife Omala reside here with their children, a 9 year-old son and a 6 year-old girl. They work at the Inn from about 1PM until 8PM. From dawn until noon they tend their two acres of small crop fields. They raise a small wheat crop, potatoes and yellow squash plus they have three tomato vines. The food they harvest is modest in quantity but they often have little else but the food from their garden. They have a milk cow which is kept in the Inn barn at night and is not allowed to wander very far for fear it will get into the forest or worse be taken by something coming out of the forest (wolves or perhaps an orc).

Kester [CG [Llery], Fighter Lvl 3; AC: 6/6/7; HP: 20; S: 15; I: 13; W: 13; D: 14; C: 15; CH: 12); studded leather & shield; Purse: 3GP, 27SP, 18CP; short bow & 24 arrows, short sword and hand axe.

Omala [CG [Phyton], Fighter Lvl 2, female; AC: 8/8/8; HP: 13; S: 14; I: 11; W: 15; D: 14; C: 13; CH: 14); leather; Purse: 15SP, 22CP; short sword, sling and 16 stones, hand axe

Z4. GUARD HOUSE: The building is 50' x 60' and made solely of stone with one foot thick walls. There is a single front door that is iron reinforced and double- barred. The building has ten 4' x 20' arrow slits on the first floor each of which has two horizontal iron bars. They can be shuttered from inside. The house has a central common room with a hearth and cooking equipment. There are two large tables with six chairs around each. There are four other rooms. Three are living quarters, each with two beds, two chests, a table and two chairs. The fourth room is a used as a cell but that function happens very seldom. It has a broken chair and some storage in it now.

There is small basement to the guard house that stores some hardtack and flour along with two large baskets containing sixty arrows each. More importantly there is a spigot in the wall that leads to a buried pipe that goes to the river. There are four buckets here. If there are travelers at the Inn there is a big show of two of the guards going to the river for water (when they could just fill the buckets downstairs). Two buckets go to the inn and two buckets to the guard house {they do not want to let anyone know there is water available without having to walk to the stream}. Once a month Zeepus himself goes to the river to make sure the pipe is clean and clear at the far end. There is a cap of wires over the end of the pipe that stops items from going into the pipe itself.

Zeepus Gordo [LG [Clangedin Silverbeard], Dwarf Fighter Lvl 7; AC: 3/3/3; HP: 54; S: 17; I: 14; W: 13; D: 14; C: 17; CH: 11); **+2 chain mail**; Purse: 15GP; **+2 battle axe +2, +1 hand axe +1**, three hand axes (throwing); **ring of fire resistance**.

Obestor, the knight from Grest, saved Zeepus' life 23 years ago. Zeepus pledged his life to Obestor who said "I'll just take 30 years, " a very polite statement that acknowledged and accepted the service but which placed a limit on it.

Pevin (LG [Phaulkon], Cleric Lv 4; AC: 4/4/5; HP: 17; S: 11; I: 13; W: 16; D: 14; C: 12; CH: 12); chain mail & shield; Purse: 5GP, 20SP; **hammer +1**, three hammers (throwing). Pevin usually has the following spells memorized:

first level: **command, cure light wounds (x2), light, detect magic**

second level: **augury, hold person, spiritual hammer (x2)**

Borgcal (LN [Phaulkon], Fighter Lvl 2; AC: 5/6/7; HP: 14; S: 15; I: 12; W: 11; D: 15; C: 14; CH: 11; studded leather & shield; Purse: 3GP, 17SP; spear, short sword, short bow & 18 arrows.

Jesvin (N [Phyton], Fighter Lvl 2; AC: 6/6/7; HP: 21; S: 16; I: 12; W: 13; D: 12; C: 17; CH: 15); studded leather & shield; Purse: 37SP, 44CP, 20BP; spear, short sword, short bow & 18 arrows.

Kebbus (N [Phyton], Fighter Lvl 1; AC: 6/6/7; HP: 9; S: 15; I: 13; W: 10; D: 14; C: 13; CH: 11); studded leather & shield; Purse: 15SP, 20CP; spear, short sword, short bow & 18 arrows.

Lesvindell (N [Phyton], Fighter Lvl 1; AC: 6/6/7; HP: 8; S: 16; I: 10; W: 9; D: 13; C: 14; CH: 11); studded leather & shield; Purse: 11SP, 31CP, 18BP; spear, short sword, short bow & 18 arrows.

These last four guards take turns traveling with the wagon into town once a month.

Following the Attack at Zerman's Crossing: Hopefully the party is still mostly intact. The hobgoblins did not expect eight more people at the Inn/Guard House and that likely turned the tide.

Expect the party to heal up and get on the road the same day unless damage is extreme, in which case all of Patchwall the 11th could be lost with casting cures and patching people up.

PATCHWALL THE 12TH

The party goes back to the road and arrives in Grest on the 11th or the 12th of Patchwall. If more time is lost and the party does not get there until the 13th or later then the following will have already happened and all the PCs will do is hear about it. The party might arrive on the 11th and leave the morning of the 12th. If that happens, skip the next encounter as they won't be here for it.

If the party is in Grest on the 12th at sunset the likely will be at the inn.

Just before sunset Helford and Heggus (Grest Encounter Area 8), who have been harvesting apples in the northeast corner of the orchard, are attacked by four giant ants who are there to take from the baskets of apples. Helford kills one but then is taken down by a warrior ant. Heggus barely escapes as the ants also retreat.

Heggus will stagger into the inn, exclaiming, "My brother is near death, save him," and

collapses. She has a number of apples in an open pouch around her shoulder. Lebema, the dwarf mother of Osocukus will say, "That is the Knight's future son-in-law. I'll get help!" and she will run out to get her son and warn the castle.

Helford has five rounds to live from the moment Heggus falls to the floor.

The inn will have 1d4 customers at this time (Roll d10 and add to 430: personages 431 to 440 will be present). To save Helford, the party will need to act now. If they wait for the town to respond, Helford will die in the orchard. If they leave immediately they will see a giant ant on Helford's chest, but it is not attacking the prone fighter. If they advance, the ant will run away through the orchard and go just south of the graveyard and head up the hill. If one or more follow the ant it will be seen going into the ruin and then vanishing. If the party follows, see Encounter Area G11, Hamlet of Grest.

PATCHWALL THE 14TH

The last scheduled event of this introduction is one more assassination attempt at Castle Grest. A small group has been brought in from Asmogorgon (far western tip of the island) at the behest of the Duke of Kroten (see module L5). They traveled through Kroten on Patchwall the 7th in the late evening. Next they moved through Cobblethorp and Tellar the next day and left the road and entered a large stand of trees west of the Trollheim Mountains between Tellar and Grest (see area map). They camp on southern tip of the small forest. On the 9th Grimm and Relgo go into Grest to spy things out. They are just in time to witness Obestor and a troop of soldiers march out of the castle and head south. They take a room at the inn.

Beginning early on the 10th Grimm and Relgozex start to examine the small enclave. Relgozex is limping and says he cannot get back on the road for a few days until his ankle fully heals (this is a lie, of course). These two are accomplished spies and seem just like travelers to the people they meet. They go to the horse-trader, trading post and the alchemist. As luck would have it just as Grimm was leaving the trading post, Lilliar, accompanied by Pestor and Icibar, walked in. Grimm asked who Lilliar was. He realized he could not do this alone; Relgozex was talking to the horse teamster about traffic up and down the road. However now he knew who she was and that was an important piece of information.

While at the alchemist he buys a dose of toxic poison for 450GP. At night the two of them head to the stand of trees north of the innkeeper's home and from there to the east side of the castle. They spend two nights climbing the walls and seeing what they can through the various windows on the north and east sides of the building.

On the 13th Relgozex travels to the forest and tells the troop to arrive north of town by 8PM on the 14th. He and Grimm will meet them at 9PM on the 14th.

On the 14th, during the day, Grimm buys two ponies from the horse-trader. In the late

afternoon he goes to the farrier with Relgozex. Relgozex feigns interest in the horse-shoeing process while Grimm sneaks into the kitchen. He deposits the poison in the pot of stew simmering in the hearth. Relgozex asks if he can keep the horses there until tomorrow which is agreed (for a small fee). By 9PM the family is very sick. Everything is in place to attack the castle.

NOTE: The two horses will be abandoned of course, no matter what happens on the night of the 14th. The effects of the toxic poison are very unfortunate. Bunyano has taken 27 points of damage and is still throwing up. Allesee luckily saved and took 13 points of damage. She has been too ill to cast spells but is finally feeling stronger by 8AM. Eebare also made his save and is unconscious at -1 but alive. Both Allibara and Bunibara are dead. Bunyano and Allesee have been sick all night. Allibara only discovered that her daughters are both dead at 7AM. She is grief stricken but she has to heal her son. Bunyano, while still ill, is livid. He has managed to see the two horses bought yesterday are still there. As soon as he stops puking he will go to the inn to seek vengeance — all of that will depend on how the attack on the castle goes!

A group of 8 will strike at the castle at 11:05PM on the 14th. The following pair will stay behind at the camp site:

Zerbell (EN [Syrul], Cleric Lvl 2; AC: 6/7/7; HP: 11; S: 10; I: 12; W: 15; D: 13; C: 14; CH: 11); studded leather & shield; Purse: 11GP, 30SP, 20CP, 8BT; mace, hammer. Zerbell has memorized

first level: **cure light wounds** (x3)

Ikell (EN [Syrul], Cleric Lvl 1; AC: 7/8/8; HP: 7; S: 9; I: 13; W: 16; D: 12; C: 14; CH: 9); leather & shield; Purse: 3GP, 20SP, 18CP; mace, hammer. Ikell has memorized

first level: **cure light wounds** (x3)

They are guarding a small wooden chest with a built-in lock (poison needle trap: save vs poison allowed; 4d12 or 1d12 damage depending on save). Inside are ten pouches. They have labels

	GP	SP	Gem(s)	Other
Z:	8	10	50gpv	
I:	6	8	25gvp	
G:	100		3x200gvp	ring of feather falling
D:	75		2x200gvp	scroll: protection from normal missiles
R:	80		3x100gvp	potion invisibility
C:	300			ring of orc command
U:				
E:	8	5	25gvp	
O:	8	5	25gvp	+1 dagger +1
F:	60			

Table 1: Attack Group Pouch Contents

which are the first letter of the person's name in the group (see **Table 1**, above, for contents).

There is also a piece of parchment with the following: "I have hand picked this group for the mission. After they are paid off you, D, G & F return. Tell the rest to go to the Duke and show him the black pouches. He will hire them. Strike swiftly and kill both of them."

The attack group:

Grimm (EN [Syrul], Assassin Lvl 7; AC: 5/6/6; HP: 27; S: 13; I: 15; W: 12; D: 15; C: 12; CH: 8); **+1 leather, ring of protection +1**; Purse: 33PP, 18GP (he had more money but spent it on the **poison** and **potion of neutralize poison**); **+3 dagger +3 bloodletting blade¹** (The blade is NE-aligned); three throwing daggers; toxic **poison** (bought from Alchemist), **potion of neutralize poison²**; (open locks 52%, climb walls 92%).

- Bloodletting blades** will cause one extra point of damage per round per successful hit to an opponent including the initial round. This bleeding continues for d4+1 rounds after the wound occurs. Wound binding will stop the bleeding but that single wound requires a full round of attention. **Cure light wounds** or better will staunch all bloodletting wounds. GPV: 15,000
- A **potion of neutralize poison** has many recipes. It is usually excellent on weak and mild poisons and spell poisons like stinking cloud. Stronger poisons are reduced in effect by 40%+ d10 x 6%. The potion can be taken in two, three or four doses but then the percent neutralized is reduced.

Dreggara (En [Wee Jas], Magic-user Lvl 5 female; AC: 8/8/8; HP: 15; S: 9; I: 16; W: 13; D: 13; C: 15; CH: 9); **bracers of defense (AC 8)**; Purse: 11GP, 14 SP, 3BP; dagger; **ring of knocking³**. She has the following spells memorized:

first level: magic missile (x2), sleep (x2)

second level: darkness, levitate

third level: dispel magic

Rellgo (EN [Syrul], Thief Lvl 5; AC: 6/8/8; HP: 18; S: 9; I: 12; W: 12; D: 16; C: 15; CH: 7); leather; Purse: 11GP, 22SP; short sword, **+1 dagger +1**; (open locks 47%, climb walls 90%).

Cesstig (EC [Beltar], Fighter Lvl 4; AC: 4/5/5; HP: 23; S: 16; I: 11; W: 10; D: 14; C: 15; CH: 5); chainmail & shield; Purse: 15GP, 18SP; **long sword +1**, dagger, hand axe (throwing).

Uglag (EC [Grummish], Half-orc Fighter Lvl 3; AC: 5/5/5; HP: 30; S: 18(23); I: 7; W: 6; D: 13; C: 17; CH: 9); chainmail; Purse: 20GP, 11SP; two handed sword, dagger; **potion of hill giant strength**.

- A **ring of knocking** is worn across the first knuckle of a finger having a traditional ring band and another band over the 2nd digit of the finger. The finger can still be bent. When the ring touches a locked door (mechanical lock, wizard locked or held door) three times in one round two locking mechanisms on that closure will be negated (**wizard lock** locks the door again after a full turn). The ring can unlock padlocks and chains as well but not lift something like a portcullis. The ring is usable three times in one week.

Ezgal (En [Syrul], Fighter Lvl 2; AC: 6/7/7; HP: 16; S: 15; I: 12; W: 8; D: 13; C: 13; CH: 9); studded leather & shield; Purse: 7GP, 20SP; long sword, long bow and 12 arrows, dagger.

Ogezmo (En [Syrul], Fighter Lvl 2 AC: 5/6/7; HP: 13; S: 16; I: 12; W: 9; D: 15; C: 8; CH: 10); studded leather & shield; Purse: 18GP, 11SP, 30BP; long sword, long bow and 12 arrows, dagger.

Feggus (Ec [Beltar], Assassin Lv 4; AC: 7/8/8; HP: 16; S: 13; I: 14; W: 11; D: 15; C: 13; CH: 7); leather; Purse: 3GP, 22SP, 3CP; **+1 short sword +1, sling; ring of spell storing (infravision, shield)**. The **infravision** lasts 2 hours plus d6 turns; **shield** lasts 30 minutes. Both spells are specific to this ring and cannot be replaced by another spell. Both spells can be replaced by any magic user who can cast the appropriate spell. One spell may be loaded at a time.

Feggus will cast the **infravision** at 11:15PM as the others begin the attack. After the spell runs out he is 40% likely to slink away — since he is not a very brave individual. If the alarm clearly has been sounded he will attempt to leave immediately!}

Feggus acts as the look out. He will not go into the castle. Instead he will remain the deep shadows along the north wall hovering in the well of darkness created by the two towers much of the time. He is waiting here for two reasons. First, if he spots reinforcements (and he may not see them coming based on where he is hiding) he will hoot three times like an owl (aside - a druid has an 8%/level chance to know that the hoot is bogus). Second, he is there is to see if there is a secret way out of the castle and if there is one, to backstab a lone figure suddenly appearing from either the castle walls or from some underground tunnel that emerges on the north side of the building. He will travel the whole north edge of the building as his comrades try to get into the castle and kill Lilliar.

The attack group's goal is to kill Lilliar (Obestor's wife). Whatever the party might find in the way of treasure is theirs to keep. The hope is to break Obestor's will if he finds his wife dead and beheaded!

NOTE: What follows a SUGGESTED sequence of events. You might want to attack the castle yourself in your own way. The positions of everyone associated in the castle is given in the companion to this module. Time begins at 11:05 PM. As DM you could run one or more players (playing the parts of the evil party) through the assassination attempt. The poisoning of the blacksmith and his family and the start time should not be changed.

11:05 to 11:11PM: The attack group sneaks up to the east side of the castle main building. The weakness in the castle is the very wide and tall 2nd and 3rd floor barred windows. The 3rd floor garderobes are not very secure either. Grimm climbs to the east window of room 33. He lowers down a rope after tying it to the bars. He quickly lets himself back down and lets the half-orc climb up. The half-orc stands on the ledge, grabs the bars and tries to pull them apart. He fails (20% chance). He then drinks the **potion of hill giant strength**. He allows it to affect him, and then he attempts to bend bars again and succeeds. The potion will run out in exactly one hour from that moment. No one awake has heard the bar bending. The attackers are clear so far.

11:12 to 11:16PM: Grimm and Rellgo climb up one after the other. Ullarga goes to the door of the sitting room (#32) to guard it. The thief attempts to pick the lock to room #34 where they hope to find Lilliar asleep. He is successful and the two of them move silently into the room and sneak over to the bed. It has not been slept in. They come back out and motion to the rest of the attack group to come up.

11:17 to 11:20PM: Somewhat ponderously the other four climb the rope and enter the room. Grimm has gone to the door to the sitting room and picked the lock. He goes to the hall door and listens as Dreggara joins him. Rellgo quietly tells the fighters to wait in the sitting room. He repeats he may not need force but they are here to fight ONLY if necessary. This order has been repeated a few dozen times already. No one hears the climbing and all seven get into the building successfully.

11:21 to 11:25PM: Rellgo attempts to pick the lock to the small hall. He fails. Grimm pushes him aside and tries, too. To his consternation he fails, too. Dreggara uses the ring to knock three times on the door. That will unlock the door. She opens it slightly and Grimm slips out and almost closes the door behind him. Still no one is aware that they are here. Cesstig, now in command of the fighters has to keep them from ransacking the rooms.

11:26 to 11:29PM: Grimm quickly checks to see if the other two doors are locked: the west door is, the north door is not. He opens it slowly. There is enough light from the stairway torch for him to see a small room with two cots, a table and two benches. From outside he knows there are garderobes in the northwest tower on this level. He closes the door, comes back to the staircase and carefully removes the **horn of warning** from the peg below the torch. He goes to his comrades and passes the horn off. Dreggara and Rellgo come out of the room and get behind him. The torch is low, with maybe another fifteen minutes left. He can't afford to wait that long; he can hear someone at the bottom of the stairs on the 2nd floor. Dreggara steps out to the top stair and casts **sleep** at the man at the base of the stairs.

11:30PM: Brillman falls but in so doing he topples to down the stairs! His shield makes a tremendous racket and Brillman rolls half way down the staircase (4 pts. of incidental damage) fast asleep. Rellgo in an act of uncharacteristic bravery charges down the stairs with sword out. Carlton draws his weapon and tosses the **horn of warning** to Quellvin. Carlton and Rellgo meet on the stairs by the fallen Brillman (Brillman is Carlton's friend from Restenford).

11:31PM: Grimm is stunned for a second to realize his surprise is gone. Dreggara prepares to cast **magic missile**. Carlton ducks low and stabs Rellgo right in the belly (7pts damage) while the thief's swing goes wide. The horn sounds as the three **magic missiles** thump into Carlton (9 pts damage). Grimm opens the door and calls his fighters. The horn sounds a second blast (inside of the castle!). Fliban, Markin and Icibar jump to

their feet. Obara, Pestor and Zard wake up. LorVar comes to the door.

11:32PM: Fliban and Icibar run to the door. Obara puts on her studded leather. Pestor sleeps in her armor so she grabs her sword belt and a hand axe. Markin is told to guard the back stairs in the kitchen and he obeys. Dreggara prepares another **magic missile** spell. Rellgo swings at Carlton but misses again. Lilliar comes to the door of the chapel. Zard grabs his Figurine and moves toward the staircase. Icibar peeks around the corner as Cesstig and Uglag start down the stairs. Fliban comes to the base of the staircase and readies a *sleep* spell. Carlton swings and hits Rellgo again (7 damage). The **magic missiles** hit Carlton and he falls. Just as Cesstig and Uglag get to the base of stairs and Ezgal and Ogezmo start down the stairs the **sleep** goes off. Ezgal and Ogezmo fall down the stairs asleep. Grimm holds back. Pestor opens the door and heads down the hall. Lilliar emerges. Rellgo sees here and yells, "There she is!"

11:33PM: Icibar yells, "Hide my lady, it is you they want to kill!" He turns and runs down the west corridor. Dreggara has no clear target and steps back with Grimm. Fliban prepares a **web** spell. The fighters continue down the staircase. Lilliar rushes back into the chapel. Cesstig stops to stab Brillman and Uglag slays Carlton. Rellgo jumps down after Lilliar. The **web** goes off and encompasses Brillman, Carlton, Uglag, Cesstig and Ezgal, just missing Ogezmo. The web is well-anchored. Obara and LorVar look in the hallway staying close to doors of their rooms.

11:34PM: Pestor kills Ogezmo. Grimm takes the torch, moves down three stairs and tosses the torch into the web! Rellgo swings at Lilliar (4 damage) but Lilliar swings her hammer and Rellgo falls. Icibar goes all the way around the first floor corridor. Fliban sees that they need help. "Drop the drawbridge and raise the portcullis a few feet!" The web burns off doing damage to all in the web. Pestor gets ready to move to Exgal. Fliban casts **stinking cloud** on the staircase.

11:35PM: Icibar reaches the Lilliar, Fliban retreats to the audience room (#19) and prepares to

lock the door. He only has **magic missile** left. Cesstig and Uglag are hacking and coughing in the cloud. Pestor is caught in the edge of the stinking cloud. She staggers back and retreats down the corridor to catch her breath. Icibar slits Rellgo's throat. Lilliar opens the door and hold it open for Icibar. Zard waits at the foot of the stairs to see if anyone comes down then he hides under a table. Brillman crawls out of the cloud, hacking (the stab woke him from the sleep spell). The door closes behind Fliban. Icibar motions Brillman to come that way. The drawbridge drops BOOM! Markin hears a noise in the basement. Ezgal is sound asleep on the stairs.

11:36PM: Pestor goes to the space behind the staircase and waits. Her eyes are still watering from the stinking cloud. Grimm can't see what is happening through the cloud. Dreggara casts **dispel magic** on the stinking cloud. Obara begins cranking the portcullis up to the two foot mark. Icibar retreats to the chapel with Lilliar. Brillman runs to the portcullis and rolls under it! The cloud vanishes (but Cesstig and Uglag are still hacking, having failed their poison saving throw).

11:37PM: Icibar locks the chapel door and starts putting in the bars. Lilliar backs Icibar up. Brillman runs to the arrow slit into the south east tower and yells, "Drop the portcullis again, I'm outside." Markin slowly goes down the stairs, short sword out. Fliban locks the door and bars it. Dreggara says, "Time to leave," and she turns to the door into the sitting room. "We are in this situation due to your stupid bungling." He assassinates her!

11:38 PM: Markin gets down the stairs and warily hugs the wall. There is light in the kitchen from the hearth and a candle. Zard recognizes him and says, "What is going on Markin?" Lilliar and Icibar retreat into the room and go behind the altars. Pestor is still waiting, her senses back to normal. Fliban heads to the kitchen looking for Markin. Grimm warily comes down the stairs and wakes Ezgal with a slap. Cesstig and Uglag sit down on the stairs totally overcome by nausea. Brillman sees peeks around the corner

to see the portcullis going down BANG. He runs to the arrow slit to the south east tower. "I'm going for help. Don't raise the drawbridge unless someone commands it." Grimm takes the **ring of knocking** and **bracers of defense (AC 8)** off of Dreggara's body.

11:39 PM: Ezgal takes Carlton's long bow and arrows. Grimm approaches Cesstig and Uglag, who just hack and cough but they do realize that it is him. Everyone else goes into wait mode.

11:40 to 11:42PM: Brillman runs to the blacksmith next door and bangs on the door. A sick blacksmith staggers to the door saying, "My wife and I are very sick. Maybe it was poison. Go to the inn." In the castle Grimm reluctantly gets out his **potion of neutralize poison** and has Cesstig and Uglag each drink half of it. Lilliar and Icibar are in the Chapel waiting. Icibar has opened the trap door to the torture chamber below so Lilliar can escape. "It is you they want for some reason." Fliban sees Markin and goes down into the basement. Fliban, Markin and Zard are together. Quellvin has gone into the armory where he has locked and bolted the door. Obara and LorVar each wait by the arrow slit to hear if there are more orders. They both can see the entry doors. Pestor is not sure what is going on. She unlocks the door to roof of the gate tower, goes out, and puts out the torch there. She waits with the door ajar looking down the 2nd floor corridor. Cesstig is still a bit nauseated (-1 to hit and damage for another turn) but he can operate. Uglag is fully functional.

11:43 PM: This is where the party should come into play, more or less.

Remember this is a SUGGESTED TIME LINE that I played out. You can use it or reject it and devise your own attack. The attack does NOT have to come through the window of room #33, that too is only a suggestion. When this attack is played out, including any aftermath on the next day, the party is on its own from then on, but, keep track of the date. It will become important later.

ENCOUNTER KEY TO THE HAMLET OF GREST

For the purposes of locating people by time of day use the following:

"Day" = 8AM to 5PM

"Evening" = 5PM to 10PM

"Night" = 10PM to 8AM

At the beginning of this module a contingent of twenty will be on the Grest-Restenford road one day before the party arrives by ship in Restenford. All percentage rolls that designate any of those twenty will be REROLLED if the roll involves GUARD duty. This party of twenty is due back fourteen full days after they ride out for Restenford (Some of the twenty may not return immediately).

Late on Patchwall the 9th the temperature drops considerably below normal and there are snow flurries! Here and there snow actually accumulates enough to make a snow ball! This is unheard of in Grest and will be a major topic of discussion. The weather clears up and returns to normal by the morning of the 10th.

Locations by Percent and die roll: The notation is a percentile 100% = always there, or 40% for a 40% chance of one or more being there. Then IF one or more are present a die roll to say how many (1, 1-2, 1-4, 1-4 +1 etc. and then the NUMBER of the person(s) or his or her name.

DM: Remember that names in ALL CAPS in the castle are currently in Restenford (Patchwall 8th to the 22nd). Those twenty personages in *italics* are on the trip to Restenford from Patchwall 8th, due to return on Patchwall the 22nd. If you are using this module outside of those dates then those people can also be present. IF there are no occupants possible or not enough are present then place as many as you can. Those persons underlined are the castle occupants left behind.

G1. CASTLE GREST: This is the roster of Castle Grest:

Most Worthy Sir, Knight Companion, **OBESTOR**, Lord of Castle Grest,(LN(G) [Bralm]; AC: -4/0/1; HP: 74; S: 17; I: 13; W: 15; D: 18; C: 15; CH: 15);

bracers of defense (AC3), engraved bronze shield **+2**, ring of protection **+2**; Purse: 14PP, 16GP gems 300 250 200 200, signet gold ring (250GPV); **+3 long sword +3,+2 long bow +2** (18 arrows, 4 **+1 arrows**¹), dagger; **potion of invulnerability**, **Keoghtom's ointment** (5 applications).

His wife, the lady **Lilliar** (GN [Bralm], Cleric Lvl 3, female; AC: 5/5/6; HP: 16; S: 11; I: 14; W: 15; D: 13; C: 13; CH: 16); **bracers of defense (AC 6)**, engraved bronze shield; Purse: 18GP, necklace of pearls (700GPV), gold ring (150GPV);**+1 hammer +1**. Lilliar has the following spells memorized:

first level: **bless, cure light wounds, detect magic, light, sanctuary**

second level: **augury, hold person**

His son, **OBARIM** (LN(G) [Bralm], Fighter Lvl 2; AC: 1/3/6; HP: 20; S: 16; I: 12; W: 14; D: 16; C: 16; CH: 15); **+1 engraved bronze breast plate**, bronze chain, engraved bronze shield; Purse: 22GP, 81SP, 43CP gem 200, silver signet ring (150GPV); longsword, long bow (14 arrows and 4 +1 arrows), two daggers. Obarim enjoys mingling in town, sometimes with Brilman and/or Carlton. He has the secondary function of village herald which he claimed for himself. He has a vibrant clear baritone voice and can sing well and can play a lute well.

The lord's advisor **Fliban** (LN [Wee Jas] Magic-user Lvl 4; AC: 6/8/8; HP: 21; S: 10; I: 15; W: 15; D: 16; C: 16; CH: 12; **ring of protection +2**; Purse: 14GP, gem 150; dagger; **crystal ball** (with clairaudience). Fliban has the following spells memorized:

first level: **detect magic, magic missile, sleep**

second level: **stinking cloud, web**

¹ As discussed in the **Companion**, magical weapons and missiles can be +1 to hit but not to damage or +1 to damage but not to hit. Magical Weapons can be +1 to hit and +2 to damage or +2 to hit and only +1 to damage. All of these items are "magical" for the purpose of defining what monster like a gargoyle can be hit "only by magical weapons".

Icibar (LN [Norebo], Thief Lvl 7; AC: 6/6/8; HP: 37; S: 11; I: 13; W: 13; D: 16; C: 15; CH: 10); leather, **ring of protection +2**, **ring of inaudibility**;¹ **+1 short sword +1**, dagger;

Pick Pockets: 60% Open Locks: 57%
Find/Remove Trap: 50% Move Silently: 55%

Hide in Shadow: 43% Hear Noise: 25% Climb Walls: 94% Backstab Damage: Triple.

The Captain of the Guard and Castellan, *Sir GREGIS of Grest* (NL [Lendor], Fighter Lvl 8; AC: 1-/-1/2; HP: 61; S: 18(67); I: 15; W: 15; D: 13; C: 15; CH: 13); **+3 chain mail, +3 shield**; Purse: 7PP, 81GP, 41SP gem 300 200; **long sword +2/+4 vs goblins and hobgoblins**, long bow, **dagger +1**; **helm of adamant**;² **medallion of ESP, potion of hill giant strength**.

Lieutenant **ABELLA** (GC [Phyton], Fighter Lvl 5, female; AC: 0/4/5; HP: 41; S: 14; I: 12; W: 12; D: 18; C: 15; CH: 15); **bracers of defense (AC 5)**, shield; Purse: 37GP, 14SP gem 200 200 100 50 50; **short sword +2** and **dagger +2** (wielded simultaneously), 6 throwing daggers; **rope of climbing**.

Lieutenant **Pestor** (N [Norebo], Fighter Lvl 4, female; AC: 4/5/5; HP: 32; S: 15; I: 12; W: 10; D: 15; C: 14; CH: 16); **+2 studded leather**; Purse: 8GP, 44SP, 22CP; short sword, 4 hand axes (she likes to throw an axe then move in for sword-work); **potion of healing**.

Sergeant **Yarmin** (GN [Phaulkon], Ranger Lvl 3; AC: 4/5/6; HP: 30; S: 15; I: 14; W: 14; D: 15; C: 16; CH: 13); **bracers of defense (AC 6)**, shield; long sword, Long bow, 2 hand axes; **potion of polymorph self**.

1 **Ring of inaudibility** functions by turning the ring 180 degrees so the stone is in the person's palm. The person then will make NO noise whatsoever and can only hear sounds within a twenty foot radius until the ring is turned another 180 degrees (1000xpv, 6000GPV). The wearer could drop a coin and it would be heard. Squeaky boots, talking, even a heartbeat cannot be heard coming from the protected figure.

2 **Helm of adamant** gives +5 vs on any mental attack (1500 xpv, 12500 gpv). It also protects the head from blows at +5.

Sergeant **Brilman** (NG [Phaulkon], Fighter Lvl 3; AC: 2/3/4; HP: 28; S: 15; I: 12; W: 12; D: 15; C: 15; CH: 10); **+1 chain mail**, shield; Purse: 14GP, 74SP; broad sword, light crossbow (10 bolts), dagger.

Ostiary (Door Keeper) **Carlton** (CG [Kord], Fighter Lvl 2; AC: 2/4/5; HP: 19; S: 17; I: 9; W: 9; D: 16; C: 16; CH: 8); chain mail, shield; Purse: 7GP, 18SP, 22CP; broad sword, **long bow +1** (18 arrows).

Soldiers:

UNGAR (GC [Phyton], Fighter Lvl 1; AC: 4/4/5; HP: 9; S: 15; I: 14; W: 8; D: 13; C: 15; CH: 8); chain mail & shield; Purse: 31SP; short sword and long bow (18 arrows).

EMARA (NC [Norebo], Fighter Lvl 1, female; AC: 2/4/5; HP: 8; S: 10; I: 16; W: 10; D: 16; C: 10; CH: 17); chain mail & shield; Purse: 44GP; short sword and long bow (18 arrows).

YEBIN (NL [Phaulkon], Fighter Lvl 1; AC: 4/4/5; HP: 13; S: 12; I: 10; W: 9; D: 14; C: 18; CH: 12); chain mail & shield; Purse: 33GP; short sword and dagger, long bow (18 arrows).

Guards:

All 18 men-at-arms can fight hand to hand and have a secondary missile weapon.

Note: their names are in alphabetical order.

ADESA (NL [Llery], Lvl 1-1; AC: 6/6/7; HP: 7; S: 12; I: 5; W: 7; D: 12; C: 17; CH: 7); studded leather & shield; Purse: 10 GP; long sword, short bow.

BELMARK (NL [Kord], Lvl 1-1; AC: 6/6/7; HP: 5; S: 14; I: 11; W: 11; D: 12; C: 10; CH: 12); studded leather & shield; Purse: 7 GP 63 SP; battle axe, hand axe.

CARMIN (NL [Kord], Lvl 1-1; AC: 6/6/7; HP: 7; S: 17; I: 13; W: 7; D: 11; C: 13; CH: 11); studded leather & shield; Purse: 30 GP 11 SP; short sword, short bow.

DESMARK (NL [Llery], Lvl 1-1; AC: 7/7/8; HP: 5; S: 16; I: 14; W: 10; D: 14; C: 11; CH: 11); leather & shield; Purse: 5 GP 62 SP; flail, hand axe.

EGMARA (NL [Phaulkon], Lvl 1-1, female; AC: 5/6/7; HP: 6; S: 14; I: 15; W: 10; D: 15; C: 14; CH: 13); studded leather & shield; Purse: 27 GP 66 SP; battle axe, hand axe.

Feldo (NL [Phaulkon], Lvl 1-1; AC: 7/7/7; HP: 7; S: 13; I: 13; W: 13; D: 11; C: 12; CH: 13); studded leather; Purse: 3 GP 66 SP; battle axe, hand axe.

GELMAN (N [Kord], Lvl 1-1; AC: 6/6/7; HP: 7; S: 10; I: 15; W: 8; D: 13; C: 13; CH: 5); studded leather & shield; Purse: 8 GP 66 SP; long sword, long bow.

Helara (N [Kord], Lvl 1-1, female; AC: 6/6/7; HP: 6; S: 11; I: 10; W: 5; D: 13; C: 11; CH: 8); studded leather & shield; Purse: 18 GP 65 SP; long sword, short bow.

Iggyo (N [Kord], Lvl 1-1; AC: 6/6/7; HP: 8; S: 14; I: 8; W: 12; D: 12; C: 16; CH: 15); studded leather & shield; Purse: 12 GP 52 SP; scimitar, sling.

JEESEN (N [Kord], Lvl 1-1; AC: 7/7/7; HP: 6; S: 12; I: 6; W: 12; D: 14; C: 13; CH: 11); studded leather; Purse: 20 GP; long sword, light crossbow.

KELBA (N [Kord], Lvl 1-1, female; AC: 8/8/8; HP: 6; S: 11; I: 12; W: 11; D: 8; C: 18; CH: 13); Leather; Purse: 28 GP 68 SP; flail, dagger.

Lor Var (N [Kord], Lvl 1-1; AC: 6/6/7; HP: 7; S: 13; I: 8; W: 6; D: 13; C: 13; CH: 12); studded leather & shield; Purse: 17 GP 42 SP; battle axe, dagger.

MEGGO (N [Kord], Lvl 1-1; AC: 7/7/7; HP: 6; S: 11; I: 7; W: 8; D: 11; C: 13; CH: 13); studded leather; Purse: 6 GP 17 SP; flail, hand axe.

NESKIN (GC [Phaulkon], Lvl 1-1; AC: 7/8/8; HP: 7; S: 16; I: 4; W: 10; D: 15; C: 15; CH: 13); leather; Purse: 22 GP 11 SP; long sword, spear.

Obara (GC [Llery], Lvl 1-1, female; AC: 7/7/7; HP: 8; S: 16; I: 13; W: 13; D: 7; C: 16; CH: 9); studded leather; Purse: 70 SP; mace, short bow.

PEDLARA (LN [Phaulkon], Lvl 1-1, female; AC: 7/7/7; HP: 6; S: 15; I: 14; W: 9; D: 10; C: 14; CH: 14); studded leather; Purse: 15 GP; flail, short bow.

Quellvin (LN [Phaulkon], Lvl 1-1; AC: 6/6/7; HP: 6; S: 15; I: 7; W: 8; D: 10; C: 13; CH: 15); studded leather & shield; Purse: 19 GP 36 SP; mace, spear.

REMARA (LN [Phaulkon], Lv 1-1, female; ACL 6/6/7; HP: 7; S: 13; I: 9; W: 15; D: 11; C: 8; CH: 15); studded leather & shield; Purse: 5 GP 9 SP; spear.

Brilman and Carlton were former guards from Restenford Castle. They were sent to the garrison at Grest by the Baroness Andrella. Fliban is one of Pelltar of Restenford's students. Pelltar gave the crystal ball to Fliban with instructions to contact him on Moonday and Earthday at noon each week. Pelltar has made arrangements with Gregis, the Captain of the Guard, to be sure Fliban is always free at that hour on those days. To seal that agreement Pelltar gave him a **potion of strength**. Gregis and Peltar adventured together nearly 20 years ago. Pelltar is currently in Irongate.

Cooks (Alvl = level as a chef):

Head Cook **Telze** (N [Phyton], Alvl 7, female; AC: 10; HP: 5; Purse: 4 SP 22CP; meat cleaver (d4+1).

Cook **Ebbe** (N [Phyton], Alvl 5, female; AC: 10; HP: 4; Purse: 5SP 18CP; knife.

Cook **Barbo** (NC [Phyton], Alvl 4; AC: 10; HP: 3; Purse: 8SP 12 CP; knife.

Servants (Alvl = proficiency level as a profession butler and maid):

Butler **Zard** (NL [Bralm] Alvl 7; AC: 10/10/10; HP: 4; S: 10; I: 15; W: 15; D: 12; C: 10; CH: 15); no armor or weapon; Purse: 11SP 12CP. He has a number of keys; see butler's room (Area 41).

Maid **Dollie** (N [Bralm], Alvl 5, female; AC: 9/10/10; HP: 3; S: 10; I: 11; W: 12; D: 15; C: 10; CH: 8); no armor or weapon; Purse: 54CP. She is the personal maid to Lilliar.

Scullery **Markin** (Man-at-arms) (N [Bralm], Lvl 1-1; AC: 7/8/8; HP: 7; S: 16; I: 12; W: 12; D: 15; C: 15; CH: 80; leather armor; Purse: 15 SP; short sword and dagger. Markin is Dollie's 12 year-old son. He acts as personal servant of Obestor and Obarim and helps serve food during dinner. He would like to become a fighter and Obestor has promised to train him on his 13th birthday on the first of next month. He is friendly with all of the guards but is still too young to serve as one of them.

ENCOUNTER KEY TO CASTLE GREY

This large fortress is constructed from funds raised by the towns of Bralmtun, Restenford and Phaulkonville after the destruction of Castle Mid Trail eighty-eight years ago. It took three years to build from stone quarried from the Trollheim Mountains. It has a gate house, four large towers and a central three level main fortification.

GATE HOUSE (16a+b, 20 Top) 16 a+b 100% 2 (105-112) 15 (entry hall):

The drawbridge is operated from the west room (16a) and the portcullis from the east room (16b). These rooms have a table and chair, a spear rack (8 spears), a basket of 40 arrows and a long bow. Both rooms open directly into the adjoining barracks for four men-at-arms and a sergeant.

The drawbridge can be dropped by releasing the safety on the winch. If the safety is removed the drawbridge drops with a rather thunderous bang that can be heard throughout the castle and nearby buildings outside. At night the drawbridge is up especially when Obestor is gone for the night. To lift the drawbridge using the winch will take one man of 15 or better strength (two people cannot operate it together).

* 15 strength takes 5 rounds and if that man is wounded beyond 50% add d4 rounds to that number.

* 16 strength takes 4 rounds and if that man is wounded beyond 50% add d3 rounds to that number.

* 17 strength takes 3 rounds and if that man is wounded beyond 50% add d3 rounds to that number.

* 18(01) to 18(75) strength takes 2 rounds and if that man is wounded beyond 50% add d2 rounds to that number.

* 18(76) or stronger takes 1 round to lift the drawbridge and damage over 50% would add one more round.

The top of the gate house is open and crenelated. It is not always manned (40% (105 to 112) unless there is a crisis of some type. While the Knight is away the % goes up to 85% daylight hours and 100% at night. The portcullis is down at night at all times. The drawbridge is usually down. While the knight is away the drawbridge is raised at night.

The portcullis winch has a lock on it that keeps the portcullis in the up position. It is a purposeful lock that has to mechanically be disengaged (so the portcullis does not drop by accident. A person directly below the dropped portcullis would take 10 + 3d10 damage.

The raising of the portcullis can be done by one man only; there is not enough room for a second person to assist. The portcullis lock can be engaged at any point in the lift. The chain links are marked so the winch operator can see when the portcullis is at 1 foot, 2 feet, 3 feet etc. all the way to 10 feet (fully raised).

A man of 15 or 16 strength can raise the portcullis 2 feet in a round.

A man of 17 strength can raise the portcullis 3 feet in a round.

A man of 18(01) to 18(75) strength can raise the portcullis 4 feet in a round.

A man of 18(76) + strength can raise the portcullis 5 feet in a round.

The portcullis can be raised manually by physically lifting it. Only someone of 18(51) or greater strength could get the portcullis above his head and hold it, a task taking 4 + d4 rounds. Lesser strength individuals could get it up a foot or two with great strain (must be 16 or stronger). Up to three men can lift the portcullis at once. Combined lifting can get the portcullis up to shoulder height of the shortest man. Those of 14 or lesser strength are not strong enough to significantly affect the lifting process so do not count them. If the portcullis is up a few feet someone can crawl under. If the portcullis is at shoulder height or higher the person(s) can all let go at once and duck under the portcullis as

it drops. Roll vs. dexterity to see if incidental damage occurs (the person(s) did not move fast enough). Incidental damage is 2d6.

The hallway (#15) ceiling is ten feet in height. A crouched rider could ride in or out of the open doorway. There is no place for a horse to go inside of the castle but a horse could wait in the hall and has enough room to turn around as well.

The top of the gate house (#20) overlooks the town and the main roads. The ledge is 16 feet from ground level. There is a 60% during the day for 1 or 2 guards here. At night the chance is only 10%. The torch next to the door is usually not lit at night. There are four large stone cubes (20" x 20" x 20") near the south edge of the open gate house that are used as seats. In the north east corner there are a dozen large rocks that can be dropped over the edge and by standing on one of the cubes the rock thrower gets a slightly better shot at something below. Against the wall are a javelin rack (8 javelins) and a barrel holding twenty arrows. The door into the castle is always locked at night. A key to that lock hangs in the hall in the dark space behind the down staircase. During the day the door may be wide open to allow daylight to flood the 2nd floor hall.

THE TOWERS: Three of the towers are identical in size twenty four feet by twenty four feet on the exterior and twenty one by twenty one on the interior. These three have two floors with no doors exiting to the outside. There are arrow slits on other faces of each tower with identical arrow slits directly above them on the second floor. Each tower is covered with a slate slanted roof. The towers can be entered from the first or second level. The Northwest tower is larger with thicker walls and has four levels. Its top is crenellated and a roof is built on top of the open top. The occupants of the several common rooms / bedrooms each have a key to their chamber door.

Brown and Gold ten foot long banners fly from the top of each tower.

NW TOWER (11 80% d4+1 occupants, 21 80% d4+1 occupants):

This tower is occupied by ten militia and two soldiers, six on each level. Ungra and men-at-arms Adesa, Belmark, Carmin, Desmark and Egmar are on level one and Emara and men-at-arms Feldo, Gelman, Helara, Iggyo and Jessen are on level two. Each room has a three bunk beds and with two chests beside each bed. There is a large table with two long benches in the center of both rooms. A stone stair is on the east wall and the door on the south wall. These men have few possessions of any value: clothing and boots and a few silver pieces. Both room 11 and 21 have locks but they are seldom locked. Both doors can be barred from inside.

There is a no entry to tower level three here. There is a spiral stair between level one and two. The door to room 27 locks from the other side only.

NE TOWER (12 15% for 1 201-220, 22 65% for either):

Yarmin and Yebin have the 2nd floor to themselves. Each has a comfortable bed, a side table and a chest. There is a wall hanging on each wall between the arrow slits (30GPV and 25GPV). Yarmin's chest has clothing and a well-made belt with six leather pouches. Yarmin has a locked box with a pearl necklace (15GVP) and 11GP. Yebin's chest has clothing and well-made black robe (15GPV). Yebin has a gem worth 50GP sewn into the pocket of the robe. There is no connection between room 12 and 22. Both of them have keys to the door which they do keep locked. They have agreed to bar the door when both are the room.

On the first floor there is a large arsenal containing three hundred arrows, sixty crossbow bolts, eight light crossbows, twenty spears, ten hand axes, three battle axes, four short swords and ten metal shields. These weapons are behind a locked door to which Yarmin and Yebin have keys. Yarmin and Yebin are responsible for the arsenal, keeping it clean and stocked. The Captain of the Guard and both Lieutenants have keys as well.

SE TOWER (13 70% d4 occupants, 23 65% ABELLA):

First Floor: This room is occupied by four guards and a sergeant. Carlton and men-at-arms Obara, Pedlara, Quellvin and Remara reside here. The room has two bunk beds and two chests for each bed. A table and three small chairs just fit in each room. The brass candle holder on the table holds an eight hour candle. Carlton and his companions are responsible for the portcullis. The men-at-arms have few possessions of any value: clothing and boots and a few silver pieces. There is no connection between the first and second floor.

The room has a heavy wooden reinforced door with a peep hole. It can be barred from inside and has a heavy-duty lock (-10% to pick the lock). The rule is to keep this door locked at night as it leads to the portcullis room. The occupants of this room each have a key as well as the Captain and his Lieutenants. Carlton's official position in the castle is Ostiary (or door warden)

Carlton has a larger bed, a small circular rug 20GPV, a brass candlestick and a pair of well-made hard leather boots in addition to his clothing. He has a small locked box with 10GP and 44SP.

Second Floor: Abella has a small rug beside the bed, a wall hanging (20GPV), good clothing, a spare decorated shield (20GPV) and long sword. There is a brazier and small scuttle of coal plus two brass candle holders, and a strongbox with 25GP. Her room's lock is broken but it the door can be barred from inside.

SW TOWER (14 75% d4+1, 24 65% Pestor):

First Floor: Brilman and men-at-arms Kelba, Lor Var, Meggo and Neskin are in this room. The room has two bunk beds and two chests for each bed. There is no connection between the first and second floor. Brilman and his men are responsible for the drawbridge.

The door to this room is reinforced wood and can be barred from the inside. Its lock is well made (-5 % to pick). The occupants have a key as well as the Captain and both Lieutenants. The door must be locked any time the

drawbridge is up. When the drawbridge is down the door is locked about 1/2 of the time.

Brilman has a bed, side table, a sculpture of a lion (25GPV), a bull's eye lantern, a well-made traveling cloak (15GPV) and a pair of leather slippers. He has four books each worth 8GP. In a pouch in a false bottom is 13GP. While there is a door to room 29 it is seldom used. It is locked and can be barred as well from either side. Brilman has a key that he has hidden in the right front bed post.

Second Floor: The door to the room has a good lock which is locked at all times. The door can be barred from inside. Normally she does not bar the door at night.

Pestor's room has a painting of a small glade (30GPV), a wardrobe that includes a fancy dress (10GPV) and expensive small clothing. Pestor has a bottle of Onnwal Perfume (30GPV). She has a light crossbow and ten bolts plus two throwing daggers. She has a brazier and scuttle of coal plus a brass candle stick. Hidden pouch with gems 100 50 30. Her room has a lock and can be barred from inside.

MAIN BUILDING

GROUND LEVEL

15. OUTER PASSAGE AND ENTRY HALL (80% for 2 day and evening (106-112) 100% at night. Reroll duplicates):

The hall has a ten foot ceiling. The passages are not as tall. The entire floor is circled by a three foot wide passage that is eight feet tall. Just about anyone might be walking the passage during the day or evening. There is a 3% chance of an encounter with someone living in one of the four towers on the first level.

A guard walks this passage once an hour at night alternating going clockwise and counterclockwise. The guard is stationed at the base of the main staircase, see #15. The guard walks the passage slowly and checks that all doors are locked. This process takes between 7 to 10 minutes. The first watch can be off by 1 to 10 minutes. The second guard expects to see his companion in about ten minutes. If he does not

he will blow a horn that is on the table next to an hourglass used to time the patrol.

Note the torch at the base of the stairs. It lights the passage in both directions and is augmented by the torch outside of tower room 13. The passages from tower 14 to 11 and from 11 to 12 however are quite dark. A horn of warning (not magical) hangs below the torch. It is winded in case of an alarm. One sounding means the castle is under attack from outside, two soundings means the enemy inside of the wall!

During the day the drawbridge is normally down and the portcullis raised so that daylight fills the hall and stairs and carries part way down each hallway.

On the upper portion of the north, east and west walls there are small windows (one foot tall by three inches wide) six feet above the floor. They are there for ventilation and light and are not used for observation. There is not enough room for an archer or crossbowman in this narrow corridor to use one of these high windows. There is a small two foot tall set of wooden steps in the hall corridor outside of room 13 and 14. The steps could be carried to any of the 12 by 3 inch high windows so someone can look outside. Sometimes a lazy guard might sit on the steps. He would be punished if he is caught doing that unless he/she is off duty.

17. KITCHEN (4am to 6pm d3 cooks, 30% Butler, 40% Scullery, 10% maid; 6pm to 11pm, 10% 1 cook, 5% Butler, 100% Scullery; 11pm to 4am empty):

The kitchen door swings into both rooms and has no lock. The kitchen has good equipment kept in good repair. The seven knives used by the cooks are well made and sharp but were not made of combat or throwing. Their extra sharpness will add one point of damage for three melee hits. There is a large oven that backs up to the fireplace in the audience room. In the corner is an open staircase to the lower level. There is a small barrel of cooking oil between the oven and south wall.

The cooks work six days a week from 4AM to 7PM and have one day off. They prepare breakfast, lunch and dinner and serve the dining room and common room downstairs. On Sunday two of them shop for food in town.

Tellze is off on Starday, Ebbe on Moonday and Barbo on Earthday. They are given money by Zard the butler to go shopping.

18. CHAPEL (Day 30% Lilliar if present 100% d3+1 210-220, 40% d2 200-220; Evening 15% Lilliar if present 100% d3+1 210-220, 20% d2 200-220):

When Lilliar goes into the chapel to pray she takes the key from around her neck and locks the door behind her. This insures no intrusion when she prays for spells or other contact with Bralm. Were she to hear a horn of warning (see top and bottom of the stair cases) or were the drawbridge to drop unexpectedly she would rush to put the door bars in place and then hide behind the altar. If someone bangs on the door she will get on the slide and go to the room below.

The chapel has two small equal sized marble altars. There are two benches that will seat three people across and three chairs close to the altars. A pair of war hammers (throwing) hang on the east and west walls.

The chapel has a stout wooden door with iron reinforcement. It has a lock (though normally unlocked) and it can be double-barred from inside.

Above the west altar hangs a large bee (a symbol of Bralm) that is made of brass and ebony wood with many small black pearls for eyes. It is two feet long and weighs sixty pounds. It is valued at 600GP. There is a crystal decanter (15GPV) filled with blessed honey. A drop of this honey is given by use a glass rod to each person at a ceremony. The drop will **bless** the person as the spell for 6 + d6 rounds. Unlawful figures who taste this honey obtain no blessing. Drinking more than six drops of this honey will give the person a giddy feeling (save vs. poison) which reduces effective dexterity by three points for d4 hours.

Behind the altar to Bralm there is a floor stone that lifts up revealing a trap door attached to it. There is just enough room in the crack of the floor to get fingertips in place to lift the trap door. It leads to an opening directly above a large table in the torture room below (See room #49). The opening in the one foot thick stone floor has two iron bars anchored into the stone. The bars allow someone between them while holding one or both to lower him/herself down and drop to the table below. The opening is quite narrow. It is made for a small or, at most, medium-sized person. Someone in metal armor or a large person (155 lbs or more) will run the risk of either not fitting or sticking in the opening (1% per pound over 155lbs).

On the east altar there are small statues of Phaulkon, Kord and Norebo. These gods are worshiped by one or more people in the castle and all gods in the pantheon are worthy of acknowledgment if not praise in any case.

To steal the holy symbol of a deity from an altar even partially devoted to his/her worship has a 30% chance of immediately summoning retribution. Phaulkon would send a **curse** that takes the form of the next seven rolls in melee being rolled TWICE and the person must use the lower of the two rolls. Kord would cast **weakness** on the thief for three full days (strength at -4 for the period). Norebo will also send a **curse** that lasts for one full year or until it is triggered. If a thief of Norebo attempts to back stab or pick pocket this person that thief will succeed without throwing any dice to hit or to pick the pocket.

19. AUDIENCE/DINING ROOM (Random day 35% d4+2 101-103 plus 2d4 +2 1-20

Evening 10% 1 (Obestor, Lilliar, Obarin, Fliban or Icibar); Festival (occasion) day 70% d4+2 1-4 and 101-104 + 2d6+2, 105-112 and 5 to 20; Evening 20% d2 1-4 and 101-104):

The door to this room is normally unlocked. It can be barred from inside. Obestor usually runs court, if there is one. Lilliar and Obarim can do so in his absence if there is an important reason.

There is a U-shaped set of three tables each with two double candlesticks. The knight and his

family sit in three chairs at the end of the "U" and others sit on benches. His blue chair has his crest on the back of the chair above his head. There are four benches in the room. Normally two of them remain on the outside of the "U" at all times. During meals one or more of the other benches are placed on the inside of the "U". During an audience the petitioner stands inside of the "U" in front of the knight.

Behind the family are two sets of plate field armor (in mediocre repair; they are not usable but look good). Each suit "holds" a halberd which is fully usable. Both Obestor and Obarim are trained in the use of a halberd. Between their legs there is a usable shield on the right suit of plate and a mace on the left. Lilliar can use a mace.

Between the suits of armor is a large tapestry depicting Obestor's crest. Obestor was knighted in Bralmtan. He is caretaker of this castle and he owns the blacksmith shop next to it.

There is a fireplace and barrel of wine on the east wall and a side board on the west wall. The sideboard contains 12 sets of pewter tankards (7SP each), 12 plates (9SP each) and 12 bowls (5SP each). There are also a 3 sets of better tankards, plates and bowls that are double the value. There is a silver chalice used in ceremonies that is worth 100GP. The sideboard has a lock. The cooks come and go prior to any meal though the audience chamber. There is a fire in the hearth for light and warmth whenever court is held.

This room is used for daily meals by the knight's family, his advisors and chief guards (lieutenants and sergeants). Breakfast is served here at 7AM, lunch at 12:30 and dinner at 7PM. These times vary by as much as a half hour daily.

SECOND LEVEL

Rooms 21 to 24 are detailed in the towers section above.

NOTE: there are four barred and shuttered windows on this level and eight more on level three above. These windows have stout vertical and horizontal bars that are bound together

where they cross each other by a piece of wire. The interior shutters all fit well and can be barred from inside. Unless the night is cold, windy or rainy the shutters remain open. Bend bars percentage applies and the wire binding the bars is a minor obstacle.

The windows are large, 4 feet wide and tall and each has a small four inch ledge on the outside. In room 25 the window is 2 feet wide.

25. LIBRARY (Day 30% Obestor, Lillair, Obarim or Fliban; Evening 40% Obestor, Lillair, Obarim, Fliban, Icibar or Gregis):

The door to the room has a lock but it is seldom locked. The library has two large book shelves that hold a collection of one hundred works of fiction, history, lore and facts about weapons. None are magical but they are leather bound and valued at 2 to 5GP each.

The room has a coal brazier that casts light and provides some warmth. A table and chair are by the small window along with a candlestick. Two large chairs straddle a small table with two candlesticks. Both tables have a drawer containing tinder and flint and four eight-hour candles. On the east wall there is a serviceable crested shield and long sword. A decanter of wine from Tellar is present with two crystal glasses (8GPV each).

26. ICIBAR'S BEDROOM (55% Icibar):

The door has complex lock (-12% to pick) and there is a small iron flask balanced above the door (a trap) which Icibar has to disarm upon opening the door a few inches. If the door is opened quickly and the person steps right in the flask could hit by surprise inflicting 1d4 damage. Otherwise the flask hits the floor with a loud noise and oil has a 95% chance to spill out. A person then rushing into the room has a 65% to slip in the oil (save vs. dexterity only if not surprised) and fall.

Icibar's door is always locked. Further, he can bar it from inside and he does this when he is alone at night.

The room has a large bed with a comfortable mattress and two feather pillows. By the window there is a table and stool. Icibar never has his

back to the door. His chest by the foot of the bed has a poison needle trap on the lock (save vs. poison or paralysis and 2d4 damage (no paralysis and 1d4 damage if the save is made). The chest contains extra small tools, and worn travel clothing in shades of grey and dark brown. The false bottom of the chest holds 8PP and gems 200/200/200 GPV. By the bed there is a **+1 throwing dagger** in a sheath that has the same paralysis poison on the blade. Under the bed there is a loose stone (rate as secret door) with a jar of this poison enough to coat a dagger five times or place on a needle trap ten times. The poison is worth 200GP.

The bars on the shuttered windows are held by a chain and lock. If opened the bars swing outward and Icibar can jump down fairly easily.

Icibar has a master key to all the rooms on this floor. It is his job to move about as best he can during a castle break-in and get as much intelligence as he can. He can, of course, do a backstab or two. Since he can go through room 27 he can get to the spiral stair in room 21 and go down to 11 or up to 31.

27. GREGIS'S BEDROOM (40% GREGIS):

Gregis has a large room with a full fireplace. The door to the north tower is locked from his side (there is no key hole in room 21).

The door to his room is always locked and can be barred from inside as well. Gregis normally does not bar the door while he's inside but does keep it locked.

Gregis has a large bed with a full mattress and down pillows. He has a wardrobe with two expensive (30GPV each) cloaks, one red and one blue. Both have an hour glass symbol on the back of the cloak (a holy symbol of Lendor). There are four pair of boots, two hard (3GPV each) and two of soft leather (2GPV each). He has a number of tunics and trousers and small clothes and hose. Two belts with silver buckles are worth 15GPV each. There is a spare long sword on the door of the wardrobe as well as four throwing daggers.

The large table has four chairs, one large and carved (40GPV). He has a five candle

candelabra and a coal-filled brazier. The rug on the floor has a lion and a lamb on it (45GPV). GREGIS has a bookshelf with twelve leather covered books (2GPV each). The 4th from the left has a spell of **magic missile** written in the fly leaf. A large leather padded chair is in front of the shutter and barred window. On the mantel there is a silver goblet (15GPV) with GREGIS' crest.

As a henchman, Gregis displays his own crest on his shield (with Obestor's permission). A horn of warning (not magical) hangs by the window. It is winded in case of an alarm. One sounding means the castle is under attack from outside, two soundings means the enemy inside of the wall! Gregis can either blow the horn out of the window or open the door and blow it in the hall.

28. FLIBAN'S BEDROOM (45% Fliban):

The door to the room is **wizard locked**, has a good lock and has an iron bar that can be put in place as well. Fliban is a cautious man and locks his door when he leaves and bars the door when he is in the room alone. The large fire place has a pile of cut wood next to it. The mantel has a silver bowl (20GPV) that contains four glass apples (3GPV each). There are three large comfortable chairs arranged in a circle with a small table next to each.

Fliban's room has a bed in the south east corner with a side table holding a brass candlestick and under the table, held by a drop of wax, there is a **wand of paralysis** with seven charges.

A work table and stool are in front of the window. Fliban's **crystal ball with clairaudience** is in a metal tripod on the table next to his book. His book is on this table. It contains the following spells:

- first level:** **affect normal fires, detect magic, enlarge, find familiar, light, magic missile, shield, sleep, unseen servant**
- second level:** **continual light, darkness 15' r, knock, levitate, locate object, rope trick, stinking cloud, web, wizard lock**

Fliban owns ten books that discuss the manufacture of items that can be used to hold magic, from weapons, to armor, to cloth and leather items, items of wood and items of precious metal that may or may not be decorated with gems or pearls. Each of the books speaks to the quality of the resultant item and suggests one or more methods of making the item and gaining the materials needed to make it. These books are leather bound and valued at 7GP each but an alchemist or magic user might easily pay double that amount.

29. A COMMON ROOM: This room has two large tables with two candlesticks on each. A bench that seats three people is on either side of each table. There are dice and cards and a barrel of beer with a dozen brass flagons (1GPV each). A brazier with coal is in the south west corner. On the tables there is a 6-hour candle. High on the wall (6 feet from the floor) of the room is a 6 by 6 inch window that allows daylight and air into the room. There is a shutter on the window than can be closed during high winds or if it is cold outside.

The room is not locked. The following ranked fighters use this room:

Lieutenants Abella and Pestor (day 40% for either, evening 55% for either, night 2% for either); Sergeants Yarmin, Brilman and Carlton (day 30%, evening 35% and night 1% for each); Soldiers Ungar, Emara and Yebin (day 12% , evening 25% and night 2% for each). Icibar might be here evening 30% of the time; Obarim occasionally appears during the evening (20%).

GREAT STAIRS UP TO 3 AND DOWN TO 1: At the base of the 1st floor staircase, the 2nd floor staircase and the top of the stair on the 3rd level there is torch that burns and is exchanged each night. The staircase is well lit from top to bottom.

A horn of warning (not magical) hangs below the torch on the 2nd floor stairs heading up to the 3rd floor. It is winded in case of an alarm. One sounding means the castle is under attack from outside, two soundings means the enemy inside of the wall!

THE SECOND FLOOR HALL: The hall is rather convoluted. It is reasonably well-lit near the stairs but is fairly dark in front of room 22, 24 and 27. It is also full of deep shadows in front of the doors to rooms 23 and 29. Notice the dead end passage behind the stairs in front of room 20. Someone can hide there rather easily. During the day there is quite a bit of light coming in from the front entrance (#15) and the torch is lit only at night.

If there is a disturbance in the castle Icibar is 85% likely to be somewhere in this hall. He will extinguish and remove the 2nd floor torch if it is lit, tossing it down the stairs into hallway 15 below. Icibar is trusted to have a master key to every room on this floor.

THIRD LEVEL

30. GUARD ROOM (Day 15% for d4 men-at-arms; Evening 30% for d4 men-at-arms and Night 70% for 1 or 2 men-at-arms. On any watch there is 30% for a single Lieutenant or Sergeant):

The door from 30 to 31 is not locked but can be barred from either side.

There is a large table with two benches, a water barrel and bucket. There are two pallets in the room where one or two guards can rest if three or more are present. One guard must be alert if the room is occupied.

31. TOWER THIRD LEVEL: This is the entry to tower level 4 and the open crenelated and roofed 5th level. A ladder goes from 3 to 4 and another from 4 to 5 with a trap door on each level.

There are two garderobes on the north wall on either side of the arrow slit. Since these are used by everyone in the castle one or two people may be using the facility at any day or evening hour (4% for 1 or 2) in private. At night some might be here 1% of the time. There is a bucket of water and some rags next to each niche that holds a garderobe.

The room has two benches along the wall but generally is unoccupied unless some is using the garderobes. It is customary to bar the door during use of this room. Those coming down

from room 41 will hail the room to see if it is being used before coming down the ladder.

36. HALLWAY: The torch burns here at all times. Next to the sconce there is an open basket which will hold 8d4 torches at any time. The passage and doors are well illuminated by the torch. A horn of warning (not magical) hangs below the torch at the top of the staircase from the 2nd floor. It is winded in case of an alarm. One sounding means the castle is under attack from outside, two soundings means the enemy inside of the wall!

The three doors in this hall are thick and iron reinforced. They have good locks and can be barred from inside.

TOWER FOURTH AND FIFTH LEVELS

Any 2nd or lower level fighters (day 20% for 1d4, evening 30% for 1d4 and night 15% for 1 or 2. If the temperature outside is comfortable the guards will usually occupy level 5 instead of staying here. There is a table and four chairs. Two large baskets hold 40 arrows each. There are two spear racks of 8 spears each. On the table are a brass candlestick and a supply of 3d8 8-hour candles in a small wooden box.

An old, large cauldron on the 5th level holds eight large rocks that can be thrown down (impact from level 5 would do 4d4+8 points of damage).

32 - 34. OBESTOR AND LILLIAR'S BEDROOM AND PRIVATE ROOMS (Day 20% Obestor, 40% Lilliar; Evening 45% Obestor, 65 % Lilliar; Night 80% Obestor, 98% Lilliar):

32. SITTING ROOM: Loom, skeins of wool and silk in multiple colors (20GPV), large padded chair with footstool. A polished and inlaid large wooden table (150GPV) and three matching chairs (25GPV each) where the family sometimes takes meals. The room is often occupied by Lilliar in the daytime. She enjoys working with various forms of cloth doing embroidery and tapestries.

33. PRIVATE MEETING ROOM AND STUDY: A large oil painting with a gold gilded frame of the family seated at table (200GPV). Obestor has a large desk and comfortable chair (180GPV). The desk has quills, three bottle of ink and maps of the area including sketches of Restenford, Garroten, Grest, Lo Reltarma and Tellar. A drawing of the Temple of Phaulkon in Tellar is in a frame over the mantel. Lilliar has a glass vase often filled with fresh flowers on a small inlaid table (30GPV) that is in front of the window. Two comfortable chairs face the fireplace with a table between them.

There is a loose stone in the southeast corner of the room that has a pouch of 84PP, 78GP and gems 200/200/100/100/100 GPV. There is a **+1 throwing dagger**. Under these is a spare book of spells owned by Obestor but usable by Fliban in an emergency. It contains:

- first level:** **comprehend languages, detect magic, light, magic missile, read magic, sleep, write**
- second level:** **detect evil, Leomund's trap, magic mouth, mirror image, shatter, web, wizard lock**
- third level:** **explosive runes, fly, lightning bolt, protection from normal missiles, slow**

34. BEDROOM:

The bedroom has a door leading into Obarim's room. This door is double-locked with complex locks (-4% and -7% to pick). The very large bed has a thick mattress, silk sheets, large pillows and bolsters and a canopy (550GPV). Two inlaid tables are next to the bed (40GPV each) along with a glass covered oil lamp on each table (8GPV each). A decanter of lamp oil is on the floor next to the bed. There are two large coal braziers, a coal scuttle and shovel.

There are two wardrobes. Lilliar's contains six well made and colorful dresses (5GPV each), two gowns (40GPV and 60GPV), a brown and gold robe with a giant wasp on the back (symbol of Bralm 80GPV) which she wears if she presides at a ceremony or event in her clerical capacity, small clothes, hose, slippers, shoes and boots including a hard pair usable in long

walks or adventuring. There is a spare mace in the corner of the wardrobe. Obestor's wardrobe has tunics, trousers, hose, small clothes, boots, shoes and slippers. He has a formal robe of bright yellow with elaborate long sleeves that has his crest embroidered on the breast (200GPV). There are two sets of cloaks he wears to normal audiences, one in pale blue with his crest on the back (35GPV) and one in dark brown with a symbol of Bralm on both sleeves (45GPV).

On the wall there are crossed lord swords (fully functional and in good repair) and his crested **shield** which is of **+1** quality.

A horn of warning (not magical) hangs by the south window next to the brazier. It is winded in case of an alarm. One sounding means the castle is under attack from outside, two soundings means the enemy inside of the wall! He could either go to any of the three windows or make his way to the hall and sound the horn.

35. OBARIM'S BEDROOM (Day or evening 55% Obarim; Night 90% Obarim, 25% Heggus (teamster) (most everyone knows Obarim and Heggus are "dating")):

The large room has a good bed, mattress and pillows (25GPV) with a side table holding two throwing daggers on the legs. He has a coal brazier, coal scuttle and shovel. Two comfortable chairs face the two windows of the room. Obestair enjoys sitting there during the day looking out over the town. On the wall there is a throwing spear and shield. Obestair has a table and two chairs, two brass candleholders and an oil lamp with oil. His clothing is in a chest; tunics, small clothes, hose, trousers, a cloak and cape. On a wall peg there is a formal golden brown tunic with a holy symbol of Bralm on the back and his father's crest on the front (40GPV).

There is a wide shelf in the northeast corner of the room that holds three different lutes. The largest plays base notes (45GPV), the medium-sized has an inlaid surface and steel frets (60GPV) and the smallest was his first musical instrument (4GPV). Obestair plays the lute well and enjoys singing at festivals and ceremonies.

LOWER LEVEL

41. BUTLER'S BEDROOM (Day 15% Zard, Evening 20% Zard, Night 98% Zard):

Zard has been with Obestor since he moved here from Bralmtton eleven years ago. Zard is one of the few that know that Obestor left before he was assassinated by factions in Bralmtton that thought he was objective and they feared he might even have good tendencies.

There is a large comfortable bed with good appointments (85GPV). There is a canopy over the bed as well as bed curtains (80GPV). On top of the canopy there is a 100GPV gem with a **continual light** spell, brightly illuminating the room. He sometimes stands on a stool and put a dark cloth over the stone to diminish the light. The curtains are dense enough to make his bed very dark when he pulls them tight. His chest has good quality clothing, tunics, trousers, shoes, slippers, small clothing and hose. He wears one of three capes (golden brown B 30GPV each) over one of six a tan ruffled tunics (8GPV) and dark brown trousers (3GPV). He has a key to the dining room, chapel and Obestor's room.

He carries a small silver whistle (8GPV) and a **figurine of wondrous power (giant wasp)**. The wasp will defend the person who employs it. It will animate and defend a Lawful figure; only attacking a non-Lawful figure who might try to use it. It is AC: 2; 5+5HD, 1 attack for 1-8+2, fly 15", HP: 42. It is immune to **hold** and **charm** and is hit by magical weapons only. The wasp can be "killed" seven times before it falls apart. Zard has employed it twice after it was given to him by Obestor but it has not been killed yet. Of course, Zard can command it to stand down and resume its tiny form. XPV 2000.

There is a table and chair and small barrel with mixed prunes and raisins. He has a silver chalice (100GPV) and pouch with 85GP. Zard is in charge of the other servants including the cooks that reside in the castle. He and the head cook plan all of the meals. Zard has Obestor's ear. When he travels into town he is assigned a soldier or man-at-arms to accompany him.

43. COOK'S BEDROOM: The room has three small comfortable beds, a table and three chairs. There is a coal brazier with a coal scuttle. Each has a small chest that slides under the bed. Their clothing is ordinary but clean and in good repair. Each wears a brown and gold cap while on duty in the castle. They have from 3 to 60 silver pieces at any one time.

44. TREASURE ROOM (5% Obestor, Lilliar, Gregis or Fliban):

The room has a heavy wooden door that is locked with a complex, well-made lock (-9% to pick). Obestor was a successful adventurer before he was assigned to this castle by the Baron of Bralmtton. Obestor owns the blacksmith shop next to the castle.

There are three large tables with a large chair at each. Each table has a candlestick with two eight-hour candles in each. On each table there is a large, locked chest.

#1: 345GP, 720SP, 523CP. This chest is used to pay the castle work force (castellan 25GP/month; advisors 15GP/month; lieutenants 9GP/month; sergeants 5GP/month; soldiers and butler 3GP/month; men-at-arms and servants 1GP/month). Gregis and a lieutenant or sergeant count the appropriate amounts out on the appropriate morning between 10AM and Noon in this room. They pay the troops between Noon and 3 PM on the last day of each month in the Well Room (Area 47).

#2: This chest is bolted to the table. It has a large padlock that is well made and oiled (-4% to pick). It contains a pouch of gems: 200/200/100/100/100/50/50/20/20/20/10/10/10/10/10 GPV, a pouch with a pearl necklace (100GPV), a large silver and gold brooch with a small diamond (400GPV), two ivory horses (50GPV each) and four gold bars (100GPV each).

#3. This chest is bolted to the table. It has two locks that use two separate keys. Only the Knight and his family have the keys to this chest. **+1/+2 dagger +1/+2 vs. humanoids, boots of elvenkind, a horn of collapsing and a pearl of wisdom.** A pouch holds 45PP.

45. SERVANT'S BEDROOM (Day 0% Dollie, 0% Markin; Evening 20% Dollie, 10% Markin; Night 100% Dollie, 92% Markin):

The room has two comfortable beds separated by a wooden screen. Their clothing is of ordinary quality but clean and repaired. Dollie may have 2d20 SP and Markin 2d% SP. Markin has two throwing daggers that he likes to practice throwing. Dollie does not like him practicing in the bedroom. The room is lit by two candles, one next to each bed. Markin likes to mix with the men-at-arms and guards when he is not on duty.

46. GUARD ROOM (100% d4 (104-110) and 40% d4 (204-220), re-roll duplicates):

This room has four large tables with benches on either side. It is the common room for the men-at-arms of the castle and the servants. There are shelves holding 40 tin plates and 20 large clay mugs.

Food is prepared in the kitchen above and brought down here for dinner. The men-at-arms and servants usually eat an hour or so after the others. Breakfast, lunch and dinner are served in the dining room upstairs. Breakfast in the dining room is at 7AM, lunch at 12:30 and dinner at 7PM. These times vary by as much as a half hour daily.

Twice a month Obestor supplies a large barrel of beer to the room that can fill 120 mugs.

47. WELL ROOM (Day 10% 1 cook, 3% for a servant and / or man-at-arms):

The castle has a large, deep well for the use of the castle only. There are four large barrels here that are kept filled for emergencies. There is a winch with a chain and bucket. Nine empty buckets are here. There is a small hearth here. A table and two chairs are there to be use on pay day (see treasure room).

48. GUARDIAN ROOM: There are stores in this room: six chairs, two large tables, eight empty barrels, five buckets, twenty spears, four baskets of thirty arrows each and five long bows.

Next to the door to the treasure room there is an eight foot tall stone Statue of Krebor the

Ogre. Krebor cannot be seen from the doorway because of a small curtain that hides him. Krebor is magical and will activate if a living person comes within ten feet of it and does not say the word "Krebor". The Knight's family, the Castelan, Fliban and Icibar know that password. The person who says the password, and remains within ten feet of the statue, can allow one other person to pass by the stature and enter the treasure room. Thus if four people plan to enter the treasure room two of them must know the password and he or she can allow one other person in. The password person says the password and then calls to a companion (if any) to come in as well.

Krebor, when animated, is AC: 0, 10HD, HP: 80, two attacks with fists that do 2d6+4 points of damage. Krebor is hit only by +2 and above magic weapons and is immune to **hold** and **charm** since he is not alive. Any fist hit that does 10 or more points of damage can smash impacted items like shields, armor, weapons or other carried items; a saving throw vs. crushing blow applies. If the statue takes 80 points or more of damage it will crumble into rubble. Otherwise it will regenerate at the rate of 1 point per hour after being damage. The statue weights 1400 pounds. The words "Krebor" and then "follow" will allow the statue to change locations (movement rate 3"). Only stone stairs can bear the weight of the statue. Only the knight and his family know the second password. The statute will obey the passwords "stop" and "attack" if the word "Krebor" is said first. The statue will attack anyone, regardless of alignment, who does not speak the password and tries to pass within ten feet of it. XPV: 5000.

49. TORTURE CHAMBER: This chamber has equipment used for torment. These implements and devices are in rusty, dirty and in poor repair. They were placed there by a prior knight some sixty years ago. However, Obestor has no confidence in information obtained by torture and he feels such treatment is barbaric. The room is generally unused. There is a table and two chairs with a candle holder that a guard can use if there is a prisoner that needs constant watching.

The opening from the chapel above opens into this room. If someone lowers themselves with care from the ceiling (where the opening is well concealed in the shadows of the room) they will drop feet-first on top of the table. The table is anchored to the floor so that the table is not accidentally moved from the path of the opening above. Standing on the table someone 5' 11" can just reach the opening above. He or she could pull themselves up and open the trapdoor into the chapel. Lilliar is 5' 2" and cannot reach the opening. Obarim is 5' 8" and can reach the opening with a simple jump. Obester, while tall enough, cannot fit through opening but his wife and son can. The keys they each carry will open the lock to the chapel and the lock out into the common room (#46).

50 a-c. CELLS: Each cell has two rough pallets, two buckets and a small table with two chairs. The doors are made of bars. The only light that comes into the cells is from the torture chamber, therefore the cells are usually pitch-black. No one is a prisoner at the moment.

51. FOOD STORAGE (Day 15% 1 cook, 1% for resident of room 43 or 45):

Two barrels of ale (12GPV each), two barrels of good wine (60GPV each), three sacks of flour, two wheels of goat cheese, a small wooden barrel of raisins, a glass bottle of prunes, a barrel of mead (25GPV), two barrels of beer (7GPV each), a small glass jar of honey (4GPV), two large water barrels, a jar with salt and a large bottle of vinegar.

G1a. THE WATCHTOWER: The road to the watchtower climbs the foothills of the Trollheim Mountains by zigzagging back and forth up to the front gate. One of the hairpin curves leads to the upper level of the clay works.

The tall, slender tower is 24 feet in diameter and has a very slight taper over its 80 foot height to an 18 foot diameter on the roofed upper level. Its interior wall thickness is three feet at the base and tapers up to eighteen inches thick at the very top. There are eight separate levels. A spiral stair goes along the inner wall counterclockwise up to the top. Each level has a reinforced trap door that can be closed and barred though they are all open during normal

duty. Levels are numbered from the base upward. Each level has four arrow slits that are twelve inches high and four inches wide. They provide daylight to each level. There is a torch at the top of each stair. Every other level has that torch lit at night.

On any single shift roll for the roster first and populate the tower. The tower normally has 2+d4 occupants. The Men-at-Arms all take regular visits to the tower and tours of duty there. There are one or more command figures as well.

NOTE FOR THE DM: Be sure that the 20 figures in the patrol to Restenford are NOT duplicated in die rolls to populate this tower between Patchwall 8th to at least Patchwall 22nd. This will mean that the new standard is 2 +1-2.

If a figure(s) rolls a double shift, he or she will be allowed to sleep seven hours of that second shift. A shift of duty includes two meals and a one hour period of rest.

Cellar: Stores of dried food, salted meats, water, wine and beer. Enough food and drink for ten men for twelve days at full rations. There are sixty torches, one hundred candles and two ten gallon barrels of lamp oil.

Ground Level: The large iron door is open during daylight hours but is closed and barred at night. Two guards are assigned to this level at all times. There is a 30% chance for 1-4 more fighters. This room has a store of sixteen throwing spears, eighty arrows, eight hand axes and forty light crossbow bolts. There is a hearth on the north wall with a chimney on the forth level. Four long tables with benches fill the room. This is where the guards are fed. There are two ten gallon barrels of lamp oil. Cooking utensils, pots, pans, a cauldron, etc. are all here by the hearth.

Second Floor: This room has three pallets on the far side of the room. It is the bedroom for the three cooks who prepare meals on the first floor. Fresh food is stored on this level: apples, meat, and bread. There is hearth that shares a chimney with the hearth on the first, third and fourth levels.

Cooks in the Watchtower:

Emmo (N, Lvl 0; AC 10; HP: 3; dagger)

Abbus (NC, Lvl 0; AC: 10; HP: 4; dagger)

Huggel (NG [Phyton], Fighter Lvl 1: AC: 8/8/8; HP: 7; S: 16; I: 8; W: 7; D: 14; C: 13; CH: 8); leather; Purse: 11SP, 22CP; short sword, dagger.

There are four beds on this level where off duty men can get some sleep.

Third Floor: There are three square tables and chairs. Six nine-inch diameter (more or less) spherical rocks are here that can be rolled down the stair or thrown (damage d8+4). There are dice, cards, two large barrels of beer, and two more barrels of wine here.

Fourth Floor: This level has the last hearth. It has two large chairs facing the hearth, a barrel of good wine, some figs and apples and a table and four chairs. There are four beds with mattresses. This level is used by the command of the tower during any shift. The two, three or four highest level figures will usually be found here. One or more of them may be asleep.

Fifth and Sixth Floors: These two levels have twelve pallets and blankets. They are available if those from the castle or town are ever forced to take shelter in the tower instead of the castle. During normal shifts no one occupies these two rooms. They are just passed through on the way up and down to the top two levels.

Seventh Floor: This level has sixteen arrow slits instead of just four. An arrow from this height would likely be quite inaccurate (-2). The arrow slits are used to observe the Trollheims and the surrounding area. There are chairs in front of each arrow slit. Two members of the guard are assigned here on each shift. There is a 50% that they will be joined by one or two other figures. If the tower command finds one or more of them asleep he/they will be flogged and pilloried in the castle the next day, NO EXCEPTIONS. The guards on these top two levels are not to separate. They should be together but if there are three or four on duty they may be split up.

Eighth Floor: This top level is open to the air but has a wooden cone shaped roof that has forty-five degree slope. The roof is supported by twelve two foot tall stone pillars. This level may or may not be occupied on any shift. During daylight the two or more soldiers on duty at the top of the tower may choose to man this level instead of level seven. There are six large stone blocks on this level that be used to sit upon. There is a supply of fifty six-to-eight inch diameter rocks that can be thrown down on attackers. Occasionally there is target practice from the top level (3, 4 or 5 stones). Accuracy is mediocre (-3 to hit) and the stones can only be effectively thrown a few feet away (damage 4d4+8). The upside of target practice is any hit on a twelve inch diameter piece of red cloth gets the figure a beer. The downside of target practice is that those practicing must gather up the rocks and bring them back up to this level. Most can carry two at a time. There is a rig than can be worn across the shoulders for carrying two stones at once. Target practice is often considered a punishment but some enjoy the duty.

NOTE FOR THE DM: *If the party goes to Rugar's Maze (q.v.) one or more of them may **teleport** to this level!*

G1b. CLAY DEPOSITS AND DIG: These are mined, if at all, by the potter and his son. The dig is about twenty feet north of the watchtower.

G1c. STONE QUARRY: The mason and his son come here to quarry stone on occasion. This site was used extensively to build Castle Grest and the watchtower.

G2. INN OF THE GIANT DWARF: There is a main stone and wood building that has two floors and a small barn and tool room inside of a short, gated fence. There is a hitching post on the east wall by the gate and front of the Inn itself. The front of area of the Inn grounds are dirt while the north wall has a small flower garden and some three tables with four chairs each for people to eat and sit outside.

Barn: The barn is made of wood, has four stalls for horses and a tool shed. A groom sleeps here in a small room with a cot and small table. He uses a tin candleholder and gets eight-hour candles from the inn. He also helps clean the inn at night. A silver piece a day goes to the groom to feed, water and brush down each horse.

Groom, **Sebaris** (N [Phyton], Fighter Lvl 2; AC: 8/8/8; HP: 15; S:15; I: 12; W: 10; D: 13; C: 12; CH: 16); leather; Purse: 37SP, 52CP; short sword. Sebaris lost his left hand in battle two years ago on a patrol into the Trollheims. Osokus¹ is the only one who would hire him (see #11 for innkeeper and his mother). Because of his help Sebaris is fiercely loyal to Osokus.

Inn:

First floor; Common Room: Populate the Common room at the time of day a party member(s) enters the inn: Day 100% for 2d6+1 201 to 224 (someone from the same building might come along like a husband (listed here) might bring his wife or a worker. Additional people count as part of the 2d6+1 people required); Evening 100% for 3d6 201 to 224, 35% for 1 or 2 from 103 to 112 from the castle.

Innkeeper and his mother 80% Day or Evening roll for each

Night 40% Innkeeper or Sebaris

The Inn has a stone floor and is half stone (three feet) on the first floor. The upper portion of the first floor and second floor are made of wood. There are four small windows (5" x 6") in the front common room. The common room has a bar with six stools, four tables and four chairs. There are three doors: one to the kitchen in the northeast corner, one to the outside seating along the north outer wall and one to the front entrance. There is a staircase to the upper floor. Next to the well-stocked kitchen is a small storage room. A trap door in the storage room goes to a root cellar that also has an opening to the outside on the north. The back door goes out through the kitchen and leads to the innkeeper's home.



One of chief reasons people come here is to see Osokus Okalakar. While most see him as a "giant dwarf" those who are a bit more worldly realize there is something much more (few, if any, know what a **dwogor** is). His feet have claws and are not shaped like a dwarf's feet. His hands are more like talons. However, Osokus is even-tempered and smart. He is a good innkeeper and is more than firm with anyone who would dare to become unruly in his inn. He is a good friend of Sir Obestor and adventured with him some twenty years ago in the Trollheim Mountains. Lebema, his mother, helps him run the inn. They both decline to answer questions that might be considered indiscrete or too forward. You do not want to see Osokus lose his temper and making fun of him is tantamount to suicide.

Second floor: The staircase leads to a small hall. There are two rooms facing west and two facing east each with two beds, a table and chair, a chest and a candleholder and eight-hour candle. Each room has a 20" x 16" window with outside shutters.

¹ Osokus Okalakar is the Innkeeper

G3. INNKEEPERS'S HOME: There are three rooms (two bedrooms and a common room/kitchen) in this stone and wooden building. It has a single locked, reinforced wooden door and two windows facing the front yard gardens and a window on the north and south walls. No windows face the east.

The furniture is divided between oversized and slightly shorter than normal reflecting the differential height of the two occupants. All appointments are of good quality and well made. The common room rug is imported from Keoland and is valued at 200GPV. Under the rug is secret compartment with a small chest. The chest has 8PP, 270GP and six 100GPV gems.

The north garden has tomato plants, squash and watermelon and the southern garden is half green beans and half potatoes. The produce of their garden is sold in the inn and used in cooking.

Produce by Size: potatoes 1-4 CP each, green beans 2-5CP for a dozen small stalks (about five inches long).

Osokus Okalakar (N [Dumathoin], Dwogar; AC: 5/5/5; HD: 8+4; HP: 53; S: 20; I: 16; W: 12; D: 16; C: 18; CH: 13); studded leather (his base AC is 8); Purse: 23PP, 43GP, gem 200 100 100 50 50 50 30 30 20 20 10 10 10 10; 2 battle axes (used simultaneously; DAM: 2d6 (+8 due to Strength)). Osokus uses the "Monster" combat table and saves as a 12th level fighter. He speaks dwarfish and common with an odd clicking accent at the end of words spoken in either language. He is fairly intelligent and crafty. He loathes ogres and would be +2 to hit them but would sacrifice two armor classes due to blind rage when fighting them.

Osokus is the offspring of the extremely rare cases where a dwarf female gave birth to the son of an ogre. Two centuries ago the Sage Rengo Yarman named such a child a "dwogar". See the notes for this type of creature in the module companion Lebema was taken by an ogre 31 years ago. Three years ago Osocukus sought out his "father" and cut him into over sixty pieces.

Lebema (N [Dumathoin], Dwarf Fighter Lvl 5, female; AC: 3/3/3; HP: 42; S: 16; I: 15; W: 10; D: 14; C: 17; CH: 13); **+2 chain mail**; Purse: 47GP, 37SP; battle axe, heavy crossbow, hand axes (4; all of the throwing variety).

G4. ABBEY OF PHYTON, GOD OF BEAUTY AND NATURE:

NOTE: This will also include information on *Phyton's Glade* (just west of the abbey) and *Claren Hill* to the northwest. The DM is encouraged to consult the Companion for notes on *Phyton's* clergy.

The Abbey Grounds: The abbey is surrounded by an eight foot wall that is built solidly of brick and stone. The back wall is double thickness. Inside the walls are three structures. The chief clerics occupy a small stone house along the north wall and the minor clerics are in a slightly larger stone house on the south wall. Along the northwest walls there is trelliswork that is full of flowers. The small garden raises various gourds including pumpkins.

Both buildings are well made with a single door and pair of windows facing west. Inside each is one single, large room that accommodates sleeping, leisure time and eating. Both have a hearth on the east wall with cooking utensils and a nearby table and four chairs. The rooms are almost barren but both have a number of indoor plants and flowers and flower boxes below the windows. The north building has a tapestry of a wooden glade with a fountain in the center (200GPV). The south building has a large rug that appears to be a small pool with a rock border and small water plants, toads and dragonflies. (300GPV). The rug is magical and allows **teleport without error** once a week to a known shallow body of water (like a stream, beach, edge of a lake, pond, etc.). The person concentrates on the known body of water for one full round and will teleport on segment one of the next round. The range is two hundred miles. Up to five living, warm-blooded creatures who are touching one another may teleport in this manner. The rug can be rolled up and moved. Considering its magic properties the rug's value goes up by 5000GP. If a person imagines a water location beyond the two

hundred mile range the person(s) has a 20% chance to disappear INTO the rug where they will be trapped until a **dispel magic** vs. 12th level magic frees them. Destroying the rug with a person(s) inside will destroy the person. The other 80% of the time the charge for the week is used up and the person(s) takes 3d8 points of damage (no save).

Pavilion: At the west end of the enclosure is the open air pavilion where teaching, discussion and praying for spells usually occur. At the west end of the Pavilion is a life-sized wooden carved statue of Phyton (it is not magical). The lower structure is made of stone but the upper works are large, closely spaced rectangular stone pillars that are decorated with carving and appropriately colored paintings of leaves, grapes, vines and flowers. The pillars are so close to each other than an average sized male cannot squeeze between them to enter the Pavilion from the north, south or west (a halfling, most elves, children, etc., can squeeze between the pillars). The pillars support a wooden dome that has a silver polished interior surface.

A non-evil/non lawful-person who lies flat on the floor of the pavilion with the statue of Phyton above his head can look up at the dome and employ **clairaudience** and **clairvoyance** for a range of up to 200 miles and for a period in minutes equal to his wisdom score. If there is a person at the other end of the vision/audience there can be two-way communication only if that person has a similar ability or device (crystal ball, gazing pool, spell, etc.). The other person will experience a feeling of paranoia when being spied upon (rolling a d20 and attempting to score their Intelligence or less) if he makes his save but will notice nothing if he fails the save. The dome can be used for only one vision by the same person in the same week, so if he were to look for one minute only he could not switch to another location or re-contact this location for a full week. The dome will allow up to seven people per week to use it. Knowledge of the person or place being viewed and listened to is a requirement.

Pavilion Entrance: Leading to the pavilion there is a water area that must be crossed. A lattice wooden pair of doors is between to yellow pillars. The door is unlocked and flimsy, overgrown with vines but can be easily opened. The vines will cause the door to close again after a person(s) enters the walkway. On the door is a sign; "Nature is never Evil nor is it Lawful. Respect our feelings on this credo and do not upset Mother Nature." There is a wooden long bridge over the water and plants. Six yellow pillars support a trellis roof that is overgrown with flowering vines.

If an evil and/or lawful figure attempts to walk down the bridge to the pavilion he or she will be beset by stinging wasps that rise up out of the plants. They are so numerous that swatting and attempting to strike with weapons will have no effect. The wasps will deliver 1d4 +1 point of damage per round. They will stay with the evil and/or lawful intruder for 2d4 rounds after the person flees the abbey grounds (over the fence). If the person is fool enough to remain inside of the fence, even going into either building or pavilion, then he or she will be stung to death no matter how long that might take. This defensive attack cannot be prevented even by the resident clergy. The attack will occur to up to three figures per week. A fourth person can pass freely since the magical potential is used up for that week (note: this means that Lawful Good and Lawful Neutral people will be attacked if they try to cross this bridge as well as all Evil-aligned persons).

North Building: Chief clergy, husband and wife, they dress in brown or grey robes accented with yellow scarves.

Yabeamar (GN(c) [Phyton], Cleric Lvl 8; AC: 4/6/7; HP: 37; S: 11; I: 12; W: 16; D: 15; C: 11; CH: 16), studded leather and wooden shield; Purse: 37SP; **quarter staff +2**(with damage 2d6 +2) (2000XPV, 8000GPV). He has the following spells memorized:

first level: **bless, cure light wounds (x2), detect magic, pass without trace**

second level: **hold person (x2), silence, trip, warp wood**

third level: create food & water, dispel magic, prayer

fourth level: divination, speak with plants

Oboba (N [Phyton], Druid Lvl 7, female; AC: 6/7/8; HP: 27; S: 12; I: 12; W: 17; D: 15; C: 12; CH: 15); leather and wooden shield; Purse: 74SP; quarter staff, 8 darts. She has the following spells prepared:

first level: animal friendship, detect magic, locate animals, speak with animals (x3)

second level: create water, cure light wounds (x2), obscurement, slow poison, trip

third level: stone shape, summon insects, tree

fourth level: call woodland beings¹ (d6+1 beings will come)

South Building: Yabemar and Oboba's three sons, the clergy dress in brown and grey accented with small flowers

Selamar (GC [Phyton], Cleric Lvl 5; AC: 6/6/7; HP: 22; S: 12; I: 13; W: 15; D: 13; C: 12; CH: 17); studded leather and wooden shield; Purse: 84SP; quarter staff.

first level: bless, cure light wounds, faerie fire, pass without trace

second level: create water, hold person, locate plants, speak with animals,

third level: dispel magic

Aribar (N [Phyton], Druid Lvl; AC: 7/7/8; HP: 19; S: 11; I: 14; W: 15; D: 12; C: 13; CH: 16); leather and wooden shield; Purse: 4GP, 31SP; quarter staff, darts.

first level: detect magic, entangle, shillelagh (cast on staff), speak with animals

second level: obscurement, trip

third level: summon insects, tree

¹ This spell will summon the nearby sprites at Claren Hill and Phyton's Glade. See the description of those areas for more detail.

NOTE: Obviously you cannot fight with a quarter staff and a wooden shield. In combat conditions the shield is carried for defense and put over the back or discarded in melee.

Greebar (GN [Phyton], Ranger Lvl 4; AC: 3/4/5; HP: 33; S: 17; I: 14; W: 13; D: 15; C: 16; CH: 15); **bracers of defense (AC 5)**, wooden shield; Purse: 2PP, 17GP, 83SP; long sword, 2 daggers (1 throwing), long bow & 20 arrows. Greebar's clothing is a dark shade of green. In the summer months he is often dressed in a simple brown leather vest or is bare-chested. During ceremonies Greebar will stand by the entrance to the glade as a guardian.

Phyton's Glade: There is a well-used by the abbey near the entrance to the Glade. Just behind the abbey (due west) is a small, C-shaped glade. The foliage in the "C" is quite dense and intertwined with flowering, six foot tall thorn bushes. It is impossible to penetrate unless a person can hack through the undergrowth or somehow vault over it. Its entrance is dominated by three giant Icar² trees that are two hundred and fifty feet tall.

There is a small stone circle inside of the glade, made up of nine stones, with twenty-four other large flat stones randomly spaced in the clearing at the center of the glade. Worship and sermons are offered here on Sundays of the week at dawn or dusk. The glade is home to many singing blue birds. While in the glade the clergy of Phyton can speak to these birds freely without resorting to a spell. This bonus extends to Greebar. Any of the family may ask the birds to scout nearby locations and report back on what they find. The family member must remain in the glade while the bird(s) go, look and report back. This request is always complied

² The Icar is a species of tall tree with a thin mottled bark that attracts lichens of various types. Its foliage is near its crown and there are no lower branches whatsoever in mature trees. They grow to diameters of fifteen feet and heights of three hundred feet. Their root system goes very deep seeking ground water and anchorage. They often live for two thousand years. They are naturally heat resistant and only long exposure to intense fire will ignite one. Branches of this tree are also fire resistant and burn only in roaring fires.

with. The bluebirds have no attack form. The only magical quality to these bluebirds is that while on a scouting mission birds of prey will ignore them completely (courtesy of an agreement between Phyton and Phaulkon).

The Icar trees are occupied by a dozen sprites (AC: 6; MV: 9"/18"; HD: 1; HP: 8 (x5), 7 (x5), 6 (x2); #ATT: 1; DM: 1-4 arrow* or 1-4 dagger; SA: **invisibility** at will (can fight while invisible as well); SD: **detect good/evil** at 150 feet at will, move silently (85%)). The range of their bows is 120'/240'/360'. The sprites each have 3-8 Silver Pieces

These sprites have their pallets in the upper branches of the trees. They visit their brothers and sisters on Claren Hill if they need more arrow ointment. The sprites in the glade and on the hill are the allies of Yebearmar's family but are independent of them.

Claren Hill: This 400 foot hill is crowned by a small copse. At the base of the hill there is another glade (southwest) that has four individual Icar trees. The hill has an **avoidance**¹ spell upon it with a radius of sixty-two feet. The **avoidance** centers on a large flat stone in the center of an eleven stone circle at the heart of the crown copse. The stones provide a second level of protection. If they are crossed, touched or passed between without saying a second word of command the person(s) will be attacked by sprites that reside in the four Icar trees at the base of the hill.

The center stone ranks as a secret door. It has a **glyph of warding** (explosive) on the underside of

¹ **Avoidance**, 7th level; Range: fifty feet; Duration: until dispelled; Area of Effect: twenty foot radius circle plus three feet per level of the caster; Save: 3rdLevel or 3HD beings and above may save vs. magic at -4 to the die roll or leave the area for 2d4 hours. Those under 3rd level or 3HD get no saving throw even under pressure, including both threatened and actual damage. Those failing will change their mind about approaching the center of the circle and will move away for 2d4 hours. Those who fail three separate times will NEVER go toward the center of the circle. There is no damage involved. It is simply a powerful **suggestion**. A command word to bypass the avoidance can be told to any person.

stone which is hinged like a trap door. This leads to a very steep staircase (three inch wide steps that drop six inches per stair) that goes down thirty five feet.

The bottom of the stair ends a ten foot diameter seven foot tall room. Against the opposite wall there is a small stone altar with two golden candlesticks (300GPV each) and a gold plate of one foot diameter (200GPV). On the plate there is the **golden horn of beauty** (unique). On the plate is etched the phrase "Be Beautiful". This horn can be sounded up to three times in one month. Those that hear it (200 foot radius) and have a charisma of 14 or lower must save vs. magic or they must flee directly away from the horn blower at full available speed for 3d8 rounds. This note of music will affect beings of any alignment. Those affected are warm- and cold-blooded creatures of the Prime Material Plane. Undead, insects, avians, lower life forms and magical creatures are not affected (all humanoids are affected as none have a charisma of 15 or higher). The horn is not aligned and may be winded by any intelligent creature whose charisma is 15 or higher. The horn will not sound for those of charisma 14 or less. Anyone of lesser charisma who sounds the horn will be teleported away randomly, leaving the horn behind. Roll D12 for 30 degree arcs and 2d00 for distance away in miles. The person will arrive safely (not be teleported into something) but there is no save and no sense of direction. The person must find out where he is now located. He can be teleported over water or in the air above the ground. Once the horn has sounded three times it will return to Claren Hill. It will go to the altar beneath the hill unless the room is desecrated. In that event, the horn will vanish to Gladshiem. NOTE: The sprites are not affected by the horn.

55 Sprites (AC: 6; MV: 9"/18"; HD: 1; HP: 8 (x10), 7 (x17), 6 (x18), 5(10); #ATT: 1; DM: 1-4 arrow* or 1-4 dagger; SA: **invisibility** at will (can fight while invisible as well); SD: **detect good/evil** at 150 feet at will, move silently (85%)). They each have 3-6 SP. The sprite leader (AC: 5; MV: 9"/18"; HD: 2+2; HP: 17; #ATT: 2; DM: : 1-4 arrow* or 2-5 dagger) can cast **cure light wounds** and **fear** 3 times per day each. The ointment on the

sprites' arrows (each has a dozen) requires a save vs. poison or sleep for d6 hours.

The sprites have pallets in the upper branches of the Icar trees. The sleep ointment can be found in leather pouches. There are thirty-five pouches with enough ointment to paint twelve arrows each. This ointment has a very short life and will become useless in sixty days. If the pouch is opened the unused ointment will only last thirty days.

The leader has his pallet in the very top branches of the Icar tree nearest to the hill. Hidden above the next branch in a knot hole (rank as secret door) there is a pouch with gems: 100/100/100/50/50/50 GPV and a silver **ring of water walking**.

Footpath: On the back side of Claren Hill there is a seldom-used foot path leading into the Kroten Forest, about a half a mile away. See the Kroten Forest description at the end of this module.

G5. TRADING POST: The town public well is located between the Inn and the Trading Post along the main road.

This is a well-constructed and maintained wooden building with a solid front door and solid side door. The north half of the building houses goods for sale and trade.

Armor: three leather (6GP each), two large metal unadorned shields (17GP each), one set of studded leather (20GP) and a iron helmet (20GP). **Arms:** 40 arrows (3sp each), Battle axe (10GP), short bow (18GP), six darts (8SP each), a halberd (12GP), three hammers (2GP), a morning star (8GP), four dozen sling bullets (1GP/dozen) and three spears (2GP). **Clothing:** twelve belts of various sizes (5SP each), three cloaks grey (1GP), dark green (1GP) and medium brown (2GP), four hats (11SP each), a yellow and brown robe decorated on the back with a large bee (cleric of Bralm would wear) (25GP). **Miscellaneous:** five leather backpacks (3GP each), twenty dozen tallow candles (1SP per dozen), four dozen wax candles (2SP per dozen), scroll case (8GP), hooded lantern (10GP), ten small belt pouches (1GP each), two quivers for arrows (hold 12 arrows 1GP), four 50 foot long ropes (7SP each), twelve iron spikes

(2CP each) and twelve torches (2CP each). There is a wagon out back for sale for 175GP. Pieces of pottery and glassware are available on consignment (range 1GP to 10GP for pottery and 20GP to 80GP for fine glass items). All of this merchandise is near average prices with a little built-in extra profit. Prices are negotiable but the owner is a good merchant. He is fair but stubborn as well. Strongbox: 85GP, 120SP, 204CP.

Hidden strongbox in his bedroom (rank as secret door) 240GP, 300SP, 200CP gems 100/100/50/40/40/20/20 GPV

Bedroom furnishings are of good quality. Two wall hangings, rug, well-made furniture includes a bed, large solid table and four well made chairs, large oak chest (total 450GPV). Clothing is all of good to excellent quality and is contained in an upright wardrobe.

Clarence (GC [Phaulkon], Cleric Lvl 3; AC: 7/7/7; HP: 23; S: 12; I: 14; W: 16; D: 12; C: 15; CH: 12); **+1 leather**; Purse: 43SP; three hammers and long bow.

first level: **bless, cure light wounds (x2), detect evil**

second level: **hold person, silence, spiritual hammer**

Clarence dabbles in drawing maps of good quality. He can sell them for 3GP each of the surrounding area and he has three such maps.

Shopkeeper **Bettina** (LN [Wee Jas], Alvl 3, female; AC: 10/10/10; HP: 5; S: 11; I: 15; W: 17; D: 12; C: 9; CH: 15); Purse: 40SP, gem 50GPV; dagger.

Lucas (N [Wee Jas], Magic-user Lvl 2; AC: 7/9/9; HP: 9 (12yo); S: 13; I: 15; W: 15; D: 16; C: 15; CH: 12); heavy robe; Purse: 1GP, 22SP; belt with 6 component pouches; nine darts; **ring of feather falling**.

first level: **light, sleep**

His spellbook contains: **charm person, detect magic, enlarge, find familiar, light, magic missile, protection from evil, read magic, sleep, ventriloquism, write**.

Child: **Antonia** (LG [Jascar], Lvl 0, female; AC: 6/8/8; HP: 3; S: 13; I: 17; W: 13; D: 16; C: 12; CH: 17); leather; short sword. Antonia is training with her uncle Leocarus¹ to become a paladin. He has taught her the use of one weapon so far and he bought her a leather breast plate to teach her about fighting in armor.

G6. SCULPTOR: This small wood cottage is in good repair. It has a workroom and living quarters. The sculptor creates statues of various sizes, busts, some pottery and bowls. He uses the kiln at the potter workshop when needed. He created the statue of Phyton in the Abbey pavilion.

Artisan **Xenda** (N [Phyton], Aml 5; AC: 9/10/10; HP: 5; S: 12; I: 15; W: 10; D: 15; C: 11; CH: 16); Purse: 3GP, 22SP, 11CP, gem 20GPC.

His items are artistic value with limited use, 1GP to 80GP works; the prices are negotiable. He keeps a dog, Pogg (AC: 7; MV: 12"; HD: 1; HP: 5; #ATT: 1; DM: 1-4). It's a good watch dog but not well-trained. Pogg tends to remain around Areas 4, 6, 7, 8 and 9.

G7. MASON: This is a brick house with a wooden roof. it has a living/sleeping single room. Zeemem has a small flower garden where he also raises some small spicy peppers (the peppers sell for 2CP each and would be enough to spice a few meals). There are two large rosemary bushes. The rosemary is broken for aroma in a closed room to add a pleasant scent (a few sprigs are only one copper piece.)

Artisan: **Zeemem** (N [Phyton], Aml 4; AC: 10/10/10; HP: 5; S: 15; I: 11; W: 12; D: 13; C: 15; CH: 11); Purse: 1GP, 38SP; hammer. Zeemem has built or supervised the construction of various building and walls in town. Zeemem's great grandfather, Rugar, supervised the laying of the bricks to construct Rugar's maze (see Area #11). He has an old map of the physical maze, depicting nine perfect cube rooms laid on top of three more identical layers. His map identifies the marker center stone in each cube so that the same marker stone is above a similar stone in the three rooms below (a total of four layers of thirty six total cubes). NOTE: The map is

only that; a physical map. It has no indication of the magical spells that Rugar placed on the maze. Nor is Zeemem aware of the gems placed below each key stone before it was laid. Zeemem does NOT know what the map shows or where it is located. He has recreated the stone work in miniature in the center of his floor! It is a six by six square divided into nine squares with a small marker stone in the center of each square. The colors of the small stones duplicate the larger stones in the actual maze. This model does not show the different wall colors in the real maze.

G8. TEAMSTER: This small wooden cottage is well-maintained. There are three beds with foot locker chests, hearth, table and four chairs, cloaks on pegs by the beds. There is a stone sculpture of a running horse (35GPV) on the mantel.

Houffa keeps a large wagon made for a four horse team is out back. It has room for a teamster and a second person on the large front seat. Depending on the amount and length of the journey carting items range from a few silver pieces to five or six gold for transporting a full load to Kroten, Restenford, Phaulkonville or Bralmtun. The client is expected to pay layover fees at inns and two meals per day. Houffa takes Helford along on all trips.

In the barn behind home, Houffa houses four draft horses (worth 35GP each) (AC: 7; MV: 12"; HD: 3; HP: 20, 17, 15, 14; #ATT: 1; DM: 1-3). There is a milk cow that grazes west of the main road.

The children of the teamster maintain and harvest from the twenty-one trees behind the house. Eleven are cherry trees and other ten are apple trees. Apples sell for 2CP in season. Cherries are 1CP a dozen.

Houffa (NC [Phyton], Fighter Lvl 3; AC: 6/6/7; HP: 20; S: 16; I: 13; W: 8; D: 10; C: 9; CH: 7); studded leather and wooden shield; Purse: 15GP, 37SP; short sword, light crossbow & 18 bolts.

Helford (N(c) [Phyton], Fighter Lvl 2; AC: 7/7/8; HP: 15; S: 14; I: 12; W: 10; D: 13; C: 13; CH: 10); leather and wooden shield; Purse: 2GP, 73SP; short sword, light crossbow & 18 bolts.

¹ See the description of Kroten Forest.

Heggus (N [Phyton], Druid Lvl 2, female; AC: 6/7/8; HP: 14; S: 12; I: 11; W: 16; D: 15; C: 15; CH: 16); leather and wooden shield; Purse: 31SP, 18CP; cudgel and 6 darts.

first level: animal friendship, detect magic, predict weather, shillelagh

second level: charm person or mammal, chill metal, cure light wounds

NOTE: *Heggus is the paramour of Obarim, the knight's son.*

G9. HORSE TRADER: This is a home of three rooms with a well-made large barn and corral. The house has a stone floor and wooden walls. Each room has a shuttered window in front and back. The front door is solid as is the side door leading to the corral. Items inside are moderately priced and some are a bit worn. The home is clean and the outside has been recently whitewashed.

The barn is well maintained and houses three animals currently: A draft horse (AC: 7; MV: 12"; HD: 3; HP: 20; #ATT: 1; DM: 1-3) with an asking price of 38GP; two ponies (AC: 7; MV: 12"; HD: 1+1; HP: 7, 6; #ATT: 1; DM: 1-2) with asking prices of 18GP each.

The draft horse is broken in to the harness and the ponies are broken for riding. There is tack and harness, saddle blankets plus saddles available for the ponies. A full set of riding items can be bought for 16GP (that is a firm price).

Parmin (NL [Norebo], Thief Lvl 2; AC: 5/7/8; HP: 11; S: 12; I: 10; W: 15; D: 16; C: 13; CH: 12); leather and wooden shield; Purse: 22SP; short sword and dagger.

Housewife **Ebow** (N [Phyton], Lvl 0, female; AC: 10/10/10; HP: 4; S: 10; I: 15; W: 13; D: 12; C: 10; CH: 13); Purse: 13SP, 36CP; knife.

Pellow (N [Norebo], Thief Lvl 3; AC: 8/10/10; HP: 13; S: 10; I: 12; W: 13; D: 16; C: 16; CH: 11); Purse: 37CP; short sword. Pellow is a 14 year-old who would like to leave Grest; he is henchman or hireling material.

G10. BLACKSMITH AND STABLE FOR THE CASTLE:

This complex of buildings is owned outright by Obestor. The family who run the shop and stable for him share 50/50 on all items that they make or repair. Bunyano is also a farrier. The family owns a milk cow and war dog.

The home, shop and barn are surrounded by an eight foot tall wooden fence that has a gate that can be closed and barred. Inside of the courtyard the women wash clothes and dry them on the bushes along the back wall. There is a small garden near the stable where onions, turnips and potatoes are grown. The women tend the garden aided by Eebare.

Produce by size: Potatoes 1-4CP each, onions 1-4CP each and turnips 2-9 CP each.

They reside in a large four-room brick home with a fireplace in the main room. The house appointments are of good quality and reasonably maintained. Their clothing is ordinary but kept clean.

The workshop has two anvils and a hearth with bellows. The property also contains a tool shed and a small Corral for shoeing horses. Bunyano keeps two large piles of coal in the yard. Bunyano has weaponsmith knowledge and ranks as a 7th level blacksmith/5th level weaponsmith. Eebare is learning to shoe horses and knows how to tend the fire and do basic blacksmith tasks (2nd level blacksmith and 1st level weaponsmith).

The shop has the following for sale: three hammers (2GP each), four metal shields (15GP each), two battle axes (7GP each), three hand axes (2GP each) and seven spears (2GP each). Shoe a horse 2SP. Repair metal items cost by task.

This is a family of five; the son is 12yo but is weapon trained ranking as a Man at Arms. The two daughters act as milk maids and also as wash women for the castle occupants.

Buynyano ranks as a sergeant in the guard. It is he and his son who are responsible for the care and grooming of the Knight's war horses and the war horses of the principle castle guards. Allesee and his two daughters do

chores of various types here and sometimes in the castle for feasts and during festivals.

The barn has ten stalls that are filled with the horses of the Knight, his family and chief guards. Their gear is under lock and key. Triball wears the **harness of anti-charming** at all times.

Triball's chain barding is valued at 250GP, his Saddle 15GP. Saddle bags 6GP. The other horses' gear (bit, bridle, harness, saddle, bags and blanket) are worth 15GP for each set.

Preparing Triball takes 15 minutes for one person. The other horses can be equipped for riding in about 6 minutes each. All three family members can prepare any of the ten horses. They work together on this task in multiple riders are traveling. The sergeants and lieutenants are 50% likely to assist in preparing their own animals. Obarim likes to groom and prepare his own medium war horse, *Swiftfeet*. NOTE: Some horses will be with their rider in Restenford Patchwall 9th to 22nd.

Great war horse *Triball* (Obestor's) (AC: 5 (full barding); MV: 15"; HD: 5+3; HP: 31; #ATT: 3; DM: 2-9/2-9/1-4). Triball's head gear is a **harness of anti-charming**.¹

Three heavy war horses (AC: 7; MV: 15"; HD: 3+3; HP: 23, 22, 20; #ATT: 3; DM: 1-8/1-8/1-3) belonging to Obarim (*Swiftfeet*), Gregis (*Speed*) and Abella (*Blackie*).

Six medium war horses (AC: 7; MV: 18"; HD: 2+2; HP: 17, 15, 14 (x3), 13; #ATT: 3; DM: 1-6/1-6/1-3) belonging to Lilliar, Fliban, Pestor, Yarmin, Brillman and Carlton (4 are mares — underlined).

War dog *Beast* (AC: 6; MV: 12"; HD: 2+2; HP: 15; #ATT: 1; DM: 2-8) is trained to eat only from one of the family members. He will react to the commands; fetch, attack, find, sit and roll. *Beast* is Eebare's dog and can be found near him 85% of the time.

¹ **Harness of anti-charming:** Allows the horse +4 on saving throws vs. **hold animal/monster** and **charm mammal/monster** spells. 100 XPV, 7500GPV. This harness functions on equine creatures and selected mounts like a hippogriff, a hippocampus or a unicorn.

Bunyano (NL [Phaulkon], Fighter Lvl 7; AC: 2/3/3; HP: 51; S: 18(22); I: 13; W: 14; D: 15; C: 16; CH: 12); **+2 chain mail**; Purse: 11GP, 32SP, 16CP, gem 100 50 50; great hammer (2d4+3 strength damage), two throwing hammers, heavy crossbow & 12 bolts; **boots of striding and springing**.

Allesee (GN [Phaulkon], Cleric Lvl 2, female; AC: 5/5/5; HP: 15; S: 13; I: 12; W: 16; D: 13; C: 15; CH: 15); chain mail; Purse: 3GP, 17SP, necklace with 5 gems (750GPV); quarter staff, throwing hammer.

first level: **bless, create water, cure light wounds, light**

Man-at-arms **Eebare** (GN [Phaulkon], Lvl 1-1; AC: 4/5/8; HP: 12; S: 15; I: 13; W: 14; D: 17; C: 17; CH: 15); leather & shield; Purse: 20SP; hammer, light crossbow & 12 bolts.

Milkmaid/washwoman **Allibara** (Gn [Phaulkon], Alvl 3, female; AC: 10/10/10; HP: 3; S: 10; I: 12; W: 10; D: 13; C: 11; CH: 11); Purse: 11SP, 8CP; (concealed) dagger.

Milkmaid/washwoman **Bunibara** (NL(g) [Phaulkon], Alvl, 2; AC: 10/10/10; HP: 4; S: 9; I: 14; W: 15; D: 12; C: 15; CH: 15); Purse: 8SP, 11CP; quarter staff.

Bunibara is being taught to be a cleric by her mother. She has learned to read and write and how to use a quarter staff. She is being taught how to pray for spells and has learned the prayer **cure light wounds**.

G11. RUIN OF CASTLE MID TRAIL: This small castle was on the main road between Restenford and Bramlton (35 miles to Restenford, 21 miles to Bramlton and 33 miles to Phaulkonville). It got its name from its trail position though it is closer to Bramlton.

The fortification was overrun eighty-eight years ago by an attack of hobgoblins from the Trollheims. At that time the castle had no other supporting structures so the battle became a total loss including the destruction of the upper works. Partial broken walls remain and outline the building. A few rusted and broken bits of armor and weapons can still be found along with bits of bone and a skull or two.

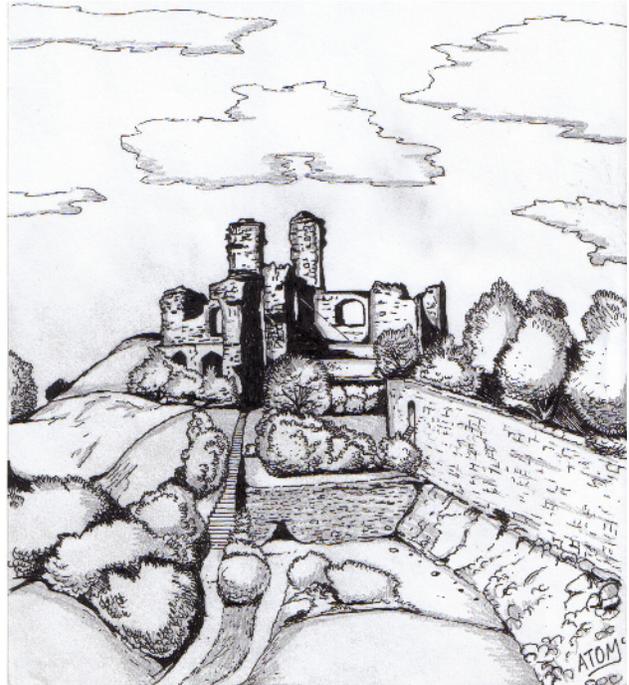
Castle ruin: The upper works are filled with debris from the collapsed and destroyed building. Stones have been removed over the years and used in structures in the small town. The wall segments that remain do not go above five feet. Any unbroken or usable item has also been removed. There are remains of broken furniture and a ripped and rotten rug in the rear left quadrant of the ruin (southwest corner). . Beneath that rotten rug piece there is a trap door that is 90% covered with weeds and undergrowth. The rusted ring used to open it is visible. With examination there is a large hole near the eastern wall. It is about 18 inches in diameter. A new piece of cloth with dried blood on it is near this hole.

The trap door wood is quite rotten and will disintegrate if opened. There is a stone spiral staircase going down to the 36 by 60 foot foundation. A small person can go down the round hole from above. The hole opens next to the spiral staircase, see basement.

Basement: The ceiling has a few cracks and there are broken stones in both the floor and wall. Therefore there are four small sources of daylight in the south room. Otherwise light can be used to see below. The room is full of stones and broken furniture. There is a disarticulated skeleton that has long ago been plundered. On the north wall there are two closed doors.

The closed doors lead to old abandoned cells with nothing of interest. All items destroyed or damaged by rot and mildew. The second room has broken and rotten barrels and crates. Anything of value is long gone.

On the east wall there is a good sized hole, two feet wide and about eighteen inches tall. If a person looks into the hole a giant warrior ant will attack (AC: 3; MV: 18"; HD: 3; HP: 15; #ATT: 1; DM: bite 2-8 and (if the bite hits) an attempted sting (save vs. poison or suffer 3-12, 1-4 if the save is made)). There is a second warrior behind the first one. If the first comes out and attacks successfully the second will come out as well (HP: 17). Otherwise the second warrior will scurry back into the hole. NOTE: the secret door to the lower 2nd basement is next to the ant hole.



Giant Ant Complex, Kroten Forest, Grest: The exit hole leads to a small warren of tunnels that is beneath the edge of the Kroten Forest. Five holes come to the surface inside of the forest edge (all within 400 feet of the west edge of the ruin and thus on the Grest map). A new Ant Queen has established herself in the central chamber of this warren. She is not fully developed (AC: 7; MV: 0"; HD: 8; HP: 52; #ATT: 0; XPV: 850) and thus has only a small colony of giant ant workers and warriors.

40 worker ants (AC: 3; MV: 18"; HD: 2; HP: 16, 15(x2), 13(x2), 12(x4), 11(x4), 10(x4), 9(x4), 8(x4), 7(x4), 6(x3), 5(x3), 4(x2), 3(x3); #ATT: 1; DM: bite 1-6; XPV: 20+2/hp). Workers will fight if cornered or if the warrior ants are defending the egg chamber.

15 warrior ants (AC: 3; MV: 18"; HD: 3; HP: 24, 23, 22(x2), 21, 20, 18, 17(x3), 15(x2), 14, 12, 11; #ATT: 1; DM: bite 2-8 and (if the bite hits) an attempted sting (save vs. poison or suffer 3-12, 1-4 if the save is made)).

The egg chamber is large enough for a man to stand up and fight. All tunnels are about two feet and diameter and difficult to fight in. Thrusting weapons are at -2 due to the awkward position of the weapon holder. Blunt

weapons are virtually useless since they cannot be swung for any decent impact (-4 to hit and -4 from damage dice (damage can be zero). Most shields will not fit in the small tunnels that connect to the central chamber since they are 2 feet or more in diameter or from top to bottom.

The central chamber contains three bodies that have not been dead very long (3 to 6 weeks is the best guess):

#1: A large hobgoblin corpse. Its body is consumed but the bones remain. There is a good set of good splint armor (+2, but it is obviously of hobgoblin make and is for a figure who is at least six feet tall) and a double pronged pole arm 2d8 (+1 magic) that is eight feet long and looks like a pitchfork. The hobgoblin had a purse of 71GP. He bears a **medallion of proof from small non-magical missiles**. When worn, darts, light crossbow bolts, small arrows, stones do NO damage but bounce off harmlessly. Larger arrows, heavy crossbow bolts, thrown spears, hammers or hand axes, and large rocks are at -1 to hit and damage. The medallion provides no protection bonus from hand held weapons.

#2: A dead hobgoblin in iron armor, a dagger in his dead hand, a broken long sword beside him. A backpack lies nearby. The hobgoblin's shield has a black wolf poorly drawn on it. On the hobgoblin's head is an iron helm with a dagger symbol etched into it (this is a symbol or rank in a hobgoblin band). In the goblin's purse is small clay tablet with the following written in Hobgoblin, "The house of blue and white shall fall and the sword of darkness will come back to us. So it will happen on the night of the first autumn full moon." The first autumn full moon is Patchwall 18th and will refer to the raid on Tellar that is in the works.]

#3: A human corpse. It is dressed in the tatters of black robes that bear the symbol of the ruby rod of Dispatar. The robe is destroyed but there is a very weak aura of weak magic and evil. There is an ebony **quarter staff +2**. His purse contains 11PP.

NOTE: *The party was seeking a stolen huge ruby which one of the giant ants made off with some days ago. The ruby is under the ant queen. It is valued at 5000 gold pieces. What they were doing in the Kroten Forest cannot be determined in the bounds of this module.*

Second basement: The large room has two doors on the north wall. Along the east and south wall there are stacks of crates and four large barrels. The first barrel held water that has long since evaporated. The second barrel has water some water still in it but it is not potable and will get a person sick if he drinks it. The third barrel contains wine. The wine is impure after these eighty-eight years. It tastes terrible. The fourth barrel contains old, stale beer. The crates contain: two serviceable arm chairs (8GPV each), three rolls of cloth all in good condition and imported (there is the mark of Irongate on the crate) 20GPV, 30GPV and 45GPV, a large porcelain decorated vase still packed in wood shavings (200GPV), two iron braziers (20SP each), two crates full of coal (10GPV each), forty blank scrolls (3GPV each), a small loom that needs to be assembled (18GPV) and a hourglass with large pouch of pure sand (25GPV). If the party finds all of this stuff they can sell, keep or donate some or all of to people in the town. If the knight is NOT present then the claim of a group of adventurers would likely hold. However if he is there he will give them a 10% finder's fee and divide up the goods himself (that is legal by the way).

The **northwest room** has a locked door. Inside there is a small chapel with five benches and a stone altar at the north end. It is illuminated by **continual light** which has dimmed somewhat over the last eighty eight years. On the altar there is a brass horn that is badly tarnished. It can be cleaned up with a few hours of work and some polish (20GPV). The statue is of Wee Jas, the Goddess of Magic and Death. Her likeness has a necklace made of small skulls and her hand holds a skull. The necklace holds eighteen black pearl eyes (15 GPV per pearl). Trying to wedge out the pearls (they are held by a glue that is quite dry) is easy. There is a guardian of this place of worship of Wee Jas; even if it has been abandoned, it is still

consecrated. When the offender(s) leaves the ruin he or she will be greeted by a little girl who appears to be eight or nine years old (regardless of time of day or weather). The little girl will walk up to the thief and put out her hand. The thief or anyone in the party can ask what she wants. She will respond ONLY to the thief and ignore others. If the pearls (all of them) are given back, the girl will vanish in a puff of smoke. If the thief ignores the girl or bypasses her, the girl will **shapechange** to old silver dragon (AC: -1; MV: 9"/24"; HD: 10; HP: 60; #ATT: 3; DM: 1-6/1-6/5-30, breath weapon (frost 60 HP damage)). The thief now has one round to cough up the pearls and had also best throw in something magical as well. Otherwise the silver dragon will attack the thief and will not stop until the thief is dead. It will fly away with the body. If by some miracle the party fights and kills the silver dragon, her father and mother will appear to avenge her.

Northeast room: The door on this room is still locked. It has a poison needle trap but the poison has long ago lost potency. The room has

RUGAR'S MAZE

You see a ladder going down along the west wall of a very dimly-lit room (illuminated by a very weak magical light equal to a single small candle). The room below is 10' square.

This first chamber is Room 11 of the maze. The walls and floor are two shades of grey stone. Upon entering the room the person can see a colored stone inlaid into the center of the room. This room has a turquoise stone. The south and east walls are a much darker grey stone than the north and west walls.

NOTE FOR THE DM: Read the entirety of the maze now. You must understand all of the things that could happen in the maze. Read the rest of the material though before moving through walls or teleporting around. If you do not you and your party are going to get lost rather quickly!

The maze has four levels with rooms numbered 11 to 19 on the first level, 21 to 29 second level, 31 to 39 third level and 41 to 49 on the fourth

a stone encircled pool that is three feet in diameter. It is empty, the water long ago evaporated. It was used for scrying in the past but it is not magical in and of itself.

There is a table in the northwest corner with small chest on it. There is a large chair. A quill and parchment as well as a bottle of ink (dried up). The chest is locked. Inside is 164GP, 155SP and 202CP. There is a silver **ring of delusion** in a small pouch. It detects as magical but not evil.

In the north east corner there is a closed trap door. When the trap door is opened it reveals a ladder going down. The room below is the first room of **Rugar's Maze**. Read this section carefully before too many of the party come down the ladder. The LIMIT is three people!

Players who do not have a character in the maze when it seals shut (see below) should leave the playing area. They are not allowed to know what happens in the maze. The characters left behind in the 2nd basement should be asked by the DM what they will do over the next few hours.

level. Room 11 is above 21, 31 above 41, etc. The individual room contents and some note appear below.

Entering the Maze: After the first PC enters the room, up to two more people can come down without incident. After the third person clears the ceiling of the room a solid stone floor appears in the castle basement as the ceiling of the room below. From Room 11 of the maze, it appears as though the ladder now leads to a solid stone ceiling. From above there is solid stone floor that is not susceptible to damage from 1st to 4th level spells or bashing with ordinary hammers. Note this means the third person could come down at a later time while two others are either in the first room or have moved on to someplace else. Once someone goes through a dark grey wall in Room 11 the maze is activated. Others can go down the ladder up to a grand total of three people. If only one or two living figures are in the maze the entrance will not seal for one full hour after

the first person goes through a wall. Once the hour goes by then the maze seals if one or two people are in the maze. If three people enter the maze then the maze seals immediately after the 3rd person steps on the floor of Room 11.

One or more people might be left in the 2nd basement when the floor seals shut. **Dispel magic** will not open that sealed opening. The only hope of damaging the seal is to use a magical hammer. If attempted, the wielder must successfully strike Armor Class 0. If the swing does not result in a hit, the hammer recoils back at the wielder. The player rolls against his PC's Armor Class (see if there is surprise on the first recoil). If the recoil hits the hammer wielder takes damage with strength and magic bonuses to damage. Armor class in this case would not take dexterity into account and likely the person is not holding a shield.

If there is a hit on the wall by the magic hammer then one point of structural damage happens to the seal. If the seal takes five points of damage the seal will shatter and the wielder can climb down the ladder.

However, breaking the seal destroys the magic in the room! The dark grey wall cannot be passed though! (see below). The only way to exit the chamber is to batter a hole in the wall. Again the wall can take five points of structural damage. If the wall is battered down then the room bashed into does not function any more, and so on. The hammer wielder is, in essence, destroying the maze as he goes. This could have the consequence of destroying the way out. If Room 15 is deactivated then Room 45 below will no longer teleport the person back to Room 15 nor will Room 15 teleport the person down to Room 25! Breaking the maze is likely NOT A GOOD IDEA since it may trap one or more characters in the maze.

In the Maze: A person with the ability to **detect magic** will find that the entire room radiates magic with the dark grey walls and the floor radiating more magic than the light grey walls. If a person who walks up to one of the dark grey walls and touches it he will be covered by a turquoise aura of pale light that radiates from

the point(s) of contact with the wall and covering his entire body. This process takes only one segment. At the end of that segment the figure will be pulled through the wall being touched. Fight as they may, that person will meld into the stone and vanish into the wall (this entire process takes three segments, one segment to glow and two segments to be pulled into the wall). If another figure touches the first person as they glowing that second person will begin to glow and be sucked into the wall as well. Pulling his or her hand back as soon as it begins to glow will not stop the process. If the person touches the other dark wall nothing additional will happen since the **passwall** cycle has now begun.

Once any dark grey wall is passed through, no dark grey wall -in either room- will function until one full round of no magical pass-through or teleportation goes by.

Example: The first person touches the wall; let's say between Rooms 11 and 12. He glows turquoise for a segment, gets pulled into the wall and reemerges in the next room (he might also take a point of damage; see below). He glows in turquoise there for 5 segments. He can move around freely while glowing. The dark grey walls of Rooms 11 and 12 will not function, so he can't touch the wall he has just come through or either of the other walls and pass through them. Neither can anyone else do a pass-through until the "reset" has occurred. In 2 to 5 segments he will glow white (the color of the stone in the center of the floor in Room 12) and then vanish (teleport) to Room 18. The dark grey walls of Rooms 11 and 12 will take one more round before they will function again after that teleportation ends.

The person appears in another 10' x 10' x 10' room. The DM will now roll to see if the person takes one point of damage. He will see three dark grey walls and one light grey wall (the DM will say "Your back is to the wall you just passed though"). The DM will tell them where the dark grey and light grey walls are (right, left, behind and in front). It may be useful to use the terms North, East, West and South to refer to the four walls of any room entered. It will make it easier for the DM and the players. The DM will say the

color of the floor stone assuming that there is some light. The person will be in Room 12 or Room 14 having come from Room 11.

Upon arrival person will now glow for five segments in the hue of the stone from the room that he has just left, in this case turquoise. Two to five segments will now pass (the DM will roll 1d4). The person can move in those few segments and might even be able to cast a quick spell. The figure who has just arrived will begin to glow in the color of the stone in the floor of the room he has just entered. It will radiate up from the floor and cover his whole body. The person, and any other person still touching him, will TELEPORT per the rules of the maze! (see below). This teleportation does not run the risk of taking damage.

NOTE: A person coming through a dark grey wall from a CORNER room will enter a room with three dark grey walls. That new room will always teleport the person to a new location by the end of one full round.

The person(s) in the maze runs the risk of taking damage by passing through a wall or a floor. A chance of taking damage by just resting in a room for more than four hours also exists. On EACH and EVERY passage through a wall or floor the person has a 50% unadjusted chance to take 1 hit point of damage. The DM rolls 1d20 and on a roll of 1 to 10, a point of damage is taken. **Bless** adds +1 to the die roll, and **rings** and **cloaks of protection** add 5% per +1 value (i.e. +10% for a **ring +2**). Magical armor does NOT affect the chance to take damage. So someone with a **+2 cloak of protection** would roll d20 and add 2 to his die roll. That person's change of damage is therefore 40%. Teleportation does NOT run the risk of taking damage. Only by passing through a wall or floor does one run the risk of taking damage.

If a person stays in any single room for more than four hours he runs the risk of taking another point of damage! The chance is 50% but with adjustments allowed. Each additional hour thereafter runs a new 50% chance of taking damage. The person will glow for a segment and then he must roll 1d20 to see if damage is taken or not.

A spell caster who is trying to rest will have that rest erased only if he takes actual damage. The old **continual light** in the room is not bright enough to read a scroll or a book of spells. Rest for any first or second level spell is a four full hours; the time to read or pray for the spell is 15 minutes per spell level. Therefore a cleric, for example, could start to rest upon arrival in a room. At the end of four hours there is a 50% chance his rest will be ruined by damage.

As discussed, a person arriving in any new room via passing through a wall or teleportation will be glowing with the light from the room he or she has just come from. That glow will persist for five segments. The light from the glow is equivalent to three candles and can be used to look around and see the room contents (if any). A burning torch, candle, lantern or magical **light** will come along with the person and not be extinguished. A person casting a spell has a 50% chance to muck up the spell he is casting if the casting time is split between the two locations.

If the new arrival in the room says that he looks around he will see larger items but small items that are not obvious (like coins) could be missed without a detailed search. This assumes that there is at least a candle for light once the glow fades away. If there is a large item(s) the DM will tell advise the player what his PC sees. If the person who just arrived touches another dark grey wall before he stops glowing the wall will be cold and hard and there will be a small flash of light but the person will not go through that wall (including the wall he has just passed through to enter this new room). Once the second teleportation cycle has started another dark grey wall cannot be passed though by that person. If the person simply runs at a dark grey wall he will take 1-6 points of impact damage (unless he specifically has a shield in front of himself)

The key to the maze is the colored inset stones coupled with the fact that the walls have two different colors. There is a further hint supplied by the color of the glow around the figure as he goes into the wall and the color of the person after he arrives in the next room. The player, hopefully, will notice the glow matches the

color of the stone in the floor. The light grey walls are solid stone. The dark grey walls are pass-through walls with the teleportation triggered after the pass-through if a middle outside room is entered (Rooms 12, 14, 16 and 18, if entered by passing through a dark grey wall, will activate a new teleportation cycle by the end of the round). You must tell the player what the PC sees accurately or he will be hopelessly lost. It is important that the DM get the colors of the walls and the color of the inset stone correct as the person moves from place to place.

The colored stones in the center of each room are not gems but they have some value. The stones weigh about 20 pounds each and have some bulk (6 inches length and breadth and about 2 inches thick). They can be pried out with a hammer and chisel or bashed with a hammer. The stones only take one point of structural damage if bashed. If the stone is broken or removed the teleport functions (if any) in that room are over (these teleport stones require a sending a receiving stone). Putting the stone back in the floor will not reactive the teleport function. The dark grey walls however are still functional. The center stones are only involved in sending and receiving teleportation from location to location.

TELEPORTATION RULES

Levels 1 and 2: (Substitute room numbers 21 for 11, 22 for 12, etc., as a person eventually moves down from Level 1 to Level 2).

1. If the person enters an even numbered room (12, 14, 16 & 18) by passing through a dark grey wall from an odd numbered room (11, 13, 15, 17 & 19) he teleports to the opposite side of the maze on the same level: 12 to 18, 14 to 16, 16 to 14 and 18 to 12 (or 22 to 28, 24 to 26, 26 to 24 and 28 to 22). Teleportation ONLY occurs if the person comes through a dark grey wall. If the person arrives in Room 12, 14, 16 or 18 via teleportation then the person is 'stable'. He will not go anywhere else unless another dark grey wall is touched.

2. If the person enters a corner room by passing through a dark grey wall he teleports back over the room he just came from. So if he goes from Room 12 to Room 13, he teleports to Room 11! Rooms 12 to 13 teleport to 11, 12 to 11 teleport to 13, 14 to 11 teleport to 17, 14 to 17 teleport to 11, 16 to 13 teleport to 19, 16 to 19 teleport to 13, 18 to 17 teleport to 19, 18 to 19 teleport to 17.

Upon arriving in the new corner room via teleportation the person is again "stable" unless he touches another dark grey wall.

3. If the person goes into the center room from 12, 14, 16 or 18 the person teleports DOWN one level. Again he will walk through the wall from 12, 14, 16 or 18 and dematerialize. He runs the risk of a point of damage and rematerializes on the next lower level. This rule applies to level 1, 2 and 3. Upon arrival in the new center room he is again 'stable' unless a dark grey wall is touched (all four walls are dark grey). The process of going up or down via teleportation takes 3 segments and the person will glow for five segments upon arriving on the new level.

4. Once in Room 15 (center) on level 1, 2 or 3 the person can go to room 12, 14, 16 or 18 but then the rule 1 applies. Example: From 15 to 12 will cause the person to teleport to 18.

5. As the person changes LEVELS the shape of the center stone will be slightly different. They are natural stones and have different shapes and variations of color. To notice this the PC must closely examine the stone. The change in shape will NOT be obvious to someone only seeing the stone for two to five segments before he teleports! In Room 15 the person goes down to Room 25 below and if in Room 25 the person goes down to room 35.

On Level 3 the rules change slightly: When Room 39 is entered from 36 or 38 the person goes down to Room 49 on Level 4 after the usual 2-5 segment delay. When the person goes from 32, 34, 36 or 38 into the center Room 35 he does teleport to anywhere!

On Level 4 the rules change again: Room 39 leads to Room 49. Now if the person goes to 46 or 48 he will teleport to 44 from 46 and 42 from

48 per Rule #1. Entering Room #45 takes the person up to Room 15 on the first level!

Something special happens when the person enters Room 41. First he sees a small wooden box. The box is 15 inches long, 6 inches across and 3 inches deep. Both ends of the box are trimmed in gold with a large visible gem (1000GPV) in the center of the end. The top of the box is engraved with the shape of a key. The KEY BOX is the means of getting out of the maze. A person with the key box can pass through any dark grey wall at will along with any person who is touching him or her, without any threat of damage.

If the gems are pried out of the box, or if the box is left behind, the person in the maze will likely not get out. (There is one other way out involving level 4 and a way out if everyone dies in the maze.)

The Key Box must be brought into Room 45 so that its possessor goes up to Room 15. From there, he or she must get back to Room 11. When he enters that room with the Key Box, the ceiling reopens and people can climb out. No one new can enter if there are three living persons still in the maze! A person attempting to enter when the ceiling opens but three living people are still in the maze will begin taking one point of damage every round with no saving throw or adjustment until one living person leaves the maze and it again contains three or fewer living people. If the box leaves the maze the ceiling will again close trapping anyone else still in the maze. Once the box is out of the maze for one full hour it will teleport back to Room 41. If it still contains anything at that point, those items go back to Level 4 as well. If the box is damaged or the gems removed after removing it from the maze, the maze is permanently sealed unless a **wish** is used to reopen it.

If the maze is damaged so that one or more rooms do not function the box will teleport to Zeemem the grandson of Rugar (building #8) if and only if Zeemem is alive and within one mile of the ruin (maze). If Zeemem is not alive or in range the box instead will teleport to the body of Rugar (in the graveyard)!

The box contains the following:

A long silk bag with a tie top that contains a **wand of magic missiles** with 22 charges, a **ring of regeneration** in a small pouch, and a **deck of many things** (22 cards) in a velvet bag.

With one person in the maze it is fairly easy to keep track of location. When a 2nd and 3rd person enter it becomes more complex and the DM has to run the maze on a round by round basis. Remember that people split from one another cannot benefit or be harmed by what is occurring in another room or level. So if one person figures out the maze movement pattern he must convey that information to the other person(s) in the maze by actually talking to him and explaining it.

A cleric or druid can cast healing spells and potions of healing will work too. However, rest for new spells is difficult and the odds are NOT in the spell caster's favor. Food and water are issues but do not consider the air and breathing as part of the challenge.

If a party member tries to take an ordinary hammer to the maze walls the hammer will recoil and might hit the wielder (roll to hit his or her own Armor Class). If the wielder is hit, full damage (including magic and strength) is inflicted. He will not hit the wall a second time!

ENCOUNTER KEY

Others have gone into this maze and NOT figured it out or made their way out. Therefore the persons traveling around may find things in some rooms.

LEVEL 1

ROOM 11: The ladder marks this room, nothing else. **Turquoise stone** (this color exactly repeats in the rooms directly below this one, i.e., Rooms 21, 31 and 41).

ROOM 12: Two Copper coins, obvious only if the room is searched. **White stone**.

ROOM 13: Body of a human fighter, still in chainmail with a shield nearby, armed with a long sword and dagger. The body's purse holds 37GP, 44SP, clothing in back pack, silver non

magical ring (10GPV). An empty flask size bottle lies next to him. He looks to be dead for 50 years or more. **Gold stone.**

ROOM 14: Nothing of note. **Blue stone.**

ROOM 15: Five copper coins in a stack. The room should be searched to find the stack. **Green stone.**

ROOM 16: Nothing of note. **Purple stone.**

ROOM 17: A large bag containing 80SP and 44CP. **Pale green stone.**

ROOM 18: Nothing. **Very dark grey stone,** almost black (darker than the walls).

ROOM 19: Nothing of note. **Yellow stone.**

The inset stone colors in Rooms 11 to 19 repeat in the rooms directly below on each the other three levels.

LEVEL 2

ROOM 21: Nothing of note.

ROOM 22: Nothing of note.

ROOM 23: A silver coin and three copper coins. A search is required to find them.

ROOM 24: Body of a human cleric of Bralm. It wears fancy etched brass plate mail (+1 quality) and a **+2 brass shield** lies nearby. Brass armor is one class lower than steel/iron armor, i.e., brass plate mail confers AC 4. If searched, a brass holy symbol (75GPV), clothing in back back, empty skin for liquid, empty large belt pouch on fancy leather belt decorated with brass coins (35GPV), a purse holding 23GP, and a scroll (**neutralize poison**) (it appears that there is room for two other prayers but they have been used) can be found. Drawn of the empty portion of the scroll with a piece of charcoal are four squares each subdivided into 9 smaller cubes. In the margin it says, "There are four levels. But I can't find my way out. Tell my wife I love her." It is signed "Angamar," and dated 71 years ago

ROOM 25: A spear.

ROOM 26: A broken dagger next to the light grey wall. There are some small chips of stone on the floor.

ROOM 27: Nothing of note.

ROOM 28: One silver coin and eight copper coins. A search is necessary to find these.

ROOM 29: Nothing of note.

LEVEL 3

ROOM 31: A scrap of parchment with the writing (in charcoal), "This is level three and this room is below the room with the ladder. I think."

ROOM 32: A zombie (AC: 7; HD: 2; HP: 13; #ATT: 1; DM: 1-8) wearing tatters of clothing (originally a long robe), a broken dagger on the floor. It will attack, of course.

ROOM 33: Nothing of note.

ROOM 34: Nothing of note.

ROOM 35: A scrap of parchment, "I keep going around and around and around. It's hopeless. Curse you Rugar!"

ROOM 36: A scarp of parchment, "This isn't funny any more!"

ROOM 37: Nothing of note

ROOM 38: A **wand of magic detection** (has no charges, but can be charged as if a **ring of spell storing** up to a maximum of 14 charges), a back pack with small clothes, a blanket, empty water skin and a pair of slippers.

ROOM 39: Nothing of note.

LEVEL 4

ROOM 41: The Key Box with its treasure (see above). If a person is very fast he or she might be able to snatch the box before the teleport occurs.

ROOM 42: A back pack, bed roll, purse with 120CP, two tunics, hose, small clothing, pair of soft boots (to fit a human about six feet tall). The materials are partially rotten and will fall apart with handling.

ROOM 43: Nothing of note.

ROOM 44: Nothing of note.

ROOM 45: Nothing of note. Remember that a figure goes UP to Room 15 after the delay of 2 to 5 segments when coming into the room through one of the walls.

ROOM 46: Nothing of note.

ROOM 47: A bag of 340 silver coins.

ROOM 48: Nothing of note. After the usual two to five segments delay the person entering this room by walking through a wall (NOT from being teleported in) is teleported to the top of the round lookout tower on the hillside here in Grest, a disorienting move to say the least. That tower may be occupied at the time. Note that this will change the number of living figures in the maze and can allow the room one level one to again open and allow another person into the maze! People touching him/her will all be teleported as well.

ROOM 49: Nothing of note.

There are two ways out. Room 48 on level four takes the person all the way out (about 320 yards away). With the KEY BOX room one level one will again open and the person can climb the ladder and leave.

If there is no living figure in the maze then room 11 will again open. Someone with the KEY BOX can enter the maze at any time. Say a party goes in and recovers the box but loses a person inside. The person with the Key Box exits the maze but someone is still in the maze. The maze will reseal. The person with the Key Box can tap the floor and the maze will reopen. The Key Box is not a way of getting four or more people into the maze at one time. That 4th figure will begin taking damage per round as soon as he enters.

ENCOUNTER KEY TO CASTLE GREST, CONTINUED

Graveyard: Townsfolk come up the graveyard by a path from the gates of the Abbey of Phytan. The small graveyard is near the ruin. It has 27 graves and capacity for another 30. The graveyard has a short stone fence that is only two feet high to outline its borders. Some of these graves are more recent than the battle that destroyed the small fortification. The old area, close to the ruin itself, has twelve graves that are just marked with large stones. There are some scratches on the stones that name the occupant. The other thirteen graves are more recent and occupy the other side of the yard. The gravestones here are shaped and there are chisel marks that give the name of the deceased (many of the poor are just buried in holes dug near the graveyard. They are unmarked but the occasional finger or rib bone might be found in the area).

One of the old graves has the name "Rugar" on it. That may be important if the "key box" (see Rugar's maze) has teleported here after a person removes it from the maze.

The graveyard is haunted by a spirit (AC: -2; HD: 4+4; HP: 24; #ATT: 1; DM: chill; SA: fear attack; XP: 440). The spirit is only harmed by magical

weapons. The fear attack occurs when it oozes out of the old graveyard ground (fear duration is 3d4 rounds, Area Effect of 20' radius). Those above 5th level gain +1 to their save for each level above 5th. The chill effect is a magical attack that causes 3d4 points of cold damage and reduces effective dexterity by three points for d4 rounds. Each figure present is susceptible to fear only once. If a new person enters the fear aura he or she must save vs. fear. Those who have been chased away by fear are subject to a new fear check if they return.

The spirit can ooze back into the ground in one round and will do so if it takes 18 or more points of damage. It goes into a specific grave (NOT Rugar's grave) where it regenerates its hit points at the rate of one point per round. If the grave is dug up and the bones of Ebeo the wizard are dispersed the spell creating the spirit will break and it will vanish. The spirit is both evil and vengeful. It seeks to kill those that enter the old area of the graveyard at night. A cleric can turn the spirit as if it were a wraith. The spirit cannot leave the borders of the graveyard nor may it materialize in direct sunlight. It can come up on overcast dark days but even on such days it would likely be just after sunrise or before sunset.

It is not harmed by the sun's rays but its chill attack is removed if the sun hits it. It will go to ground immediately if the sun strikes it. **Continual light** is NOT powerful enough to vanquish it. Spirits are created when a person is killed by a curse and is laid to rest in an unconsecrated grave without burial prayers. The spirit can range from 3+3HD to 5+5HD.

G12. POULTRY FARM: The small one-room cottage is well maintained. It has a front and back door, a window on each side and a ladder up to the loft. Appointments are of fair quality but nothing expensive. There is a rug on the floor and the bed is large. The four children sleep on cots in the loft.

There is a tool and feed shed inside of a small barn next to the huge pen where the chickens are kept. Eight of the hens lay eggs in the shed. Eggs sell for 2CP, 2SP for a dozen. There is a single rooster and 64 hens that are raised for sale. A full-sized hen will sell for 4CP. They own a milk cow. Fresh milk is 6CP a gallon. Nesting hens have a protective roof along one fence where they can sit on their eggs. There is a well next to the barn and a trough for water inside of the main pen.

Farmer, **Zebbar** (N [Phyton], Lvl 0; AC: 10/10/10; HP: 4; S: 13; I: 10; W: 9; D: 13; C: 14; CH: 11); Purse: 54SP, dagger.

Housewife **Agreema** (N [Phyton], Lvl 0, female; AC: 10/10/10; HP: 3; S: 12; I: 13; W: 13; D: 12; C: 13; CH:15); Purse: 2GP, 44 SP; knife.

Man-at-arms **Bendar** (N [Phyton], Lvl 1-1; AC: 7/8/8; HP: 7; S: 16; I: 13; W: 10; D: 15; C: 15; CH: 9); leather; Purse: 46SP, 22CP; short sword and dagger.

Child, **Yesso**, male 6yo twin, HP 3

Child, **Zelda**, female 6yo twin, HP 3

Child, **Abar**, male 4 yo, HP 2

Bendar milks the cow and does heavier chores. The young children feed the chickens and keep the barn reasonably clean. Zebbar will trade live chickens for supplies at the trading post occasionally. The inn buys a few chickens from them each month

G13. ALCHEMIST:

NOTE: *There is a lot of material on the alchemist and her team of workers. The main thing to realize is that they work with her or for her but are not her henchmen. Her purposes and goals are not shared with them. Actually, if they discovered that she makes and sells poisons they might all pack up and leave! The concoction and sale of poison is outlawed by many civilized states. More importantly, someone in Grest, Tellar, Phaulkonville and now Restenford and Lake Farmin found making and selling poison might be severely punished.*

This is a large stone cottage with attic above it. Two front 15" x 25" windows have vertical iron bars. The front and back iron reinforced doors that have complex locks (-7% on Open Locks rolls). Both doors can be barred from inside. The home has three rooms that include a study, a bedroom and a kitchen.

The study has a large table in front of the window and a large decorative book shelf with twenty-eight books. The books are non-magical but are bound in leather and are of good quality. They are valued at between 11 and 30 Gold Pieces each. They contain logs of travels, a few stories and some maps on the Great Kingdom, Ahlissa, Idee, Onnwal and Iron Gate. She has a few histories of the Great Kingdom.

Two books are hidden under the shelf (rank as a concealed door, but one must be up next to the shelf and be able to see up under it). Those books contain information of various poison concoctions.

Book one explains making mild poisons that are designed to induce illness, nausea, vomiting and running often to the outhouse. These poisons are very seldom lethal. They are made from plant and animal components and contain nothing from what would be considered a magical, enchanted or undead creature.

The second book has more lethal poisons. They will get the victim ill for a longer period and may be lethal. They are not known to cause permanent effects like blindness or damage to internal organs.

If the Knight knew she possessed these books he might be far more than just angry.

Under a large leather chair there is a **dagger of seizure**¹. A brazier with a wrapped stone is next to the chair. The stone has a **continual light** cast upon it.

The bedroom is well appointed with silk sheets and a feather mattress. There is a wardrobe of two gowns (50 and 70GPV), four dresses, two robes (25 and 30GPV) a cloak and a cape. Shoes, hard leather boots, stockings, leggings and other pieces of women's clothing. Beside the bed there is a **potion of gaseous form**. Hidden in the floorboards (rate as a secret door) are **potions of invisibility, heroism, healing and flying**. These potions are not currently for sale.

The kitchen is fully equipped including a number of rare and unusual spices (120GPV). There are three recipe books. Some fresh and dried food may be found in a chest. There is a magical spell on the chest that zaps small insects if they manage to get inside. A few dead bugs will be found. The spare keys to the workshop are hidden in a loose brick in the hearth (rank as a secret door). A **glyph of warding: explosive** (14 pts damage) is on the brick.

¹ **Dagger of seizure**. XP 2500 GVP 9000. The dagger is +3 to hit but no bonus to damage. However the victim of a successful hit must save vs. paralysis or immediately begin to suffer from muscle spasms and contractions that will make him or her subject to falling or dropping things. Effective dexterity score drops by 4 + d6 points! If dexterity drops to zero or below the figure falls over in a heap and just convulses with a 50% of taking one point of damage each round. Duration 3d4 rounds. The dagger can cause this reaction only three times in a twenty four hour day but is +3 to hit in any case. The dagger can affect the same person on a 2nd or 3rd hit. The dagger's magic does not affect ogre and larger sized beings except to make them feel discomfort and chills. Only warm blooded creatures of the Prime Material are affected by this magic. If the victim saves the dagger can be employed again until 3 saves have failed.

Master Alchemist, **Beselda** (NL(e) [Wee Jas], Alchemist Lvl 10,² female; AC: 3/3/3; HP: 27; S: 10; I: 17; W: 13; D: 11; C: 15; CH: 10); **+2 cloak of protection** and **bracers of defense (AC 5); dagger +1**; Purse: 22PP, 11GP, 12SP gems: 10 10 10; workshop keys; **potion polymorph self**

first level: **comprehend languages, identify minerals, write, wizard glue**³

second level: **create water, identify potion, unseen servant**

third level: **freeze metal, identify poison, Tenser's floating disk**

fourth level: **find plants**

Beselda can craft pottery and glass utensils that are without error 100% of the time. She can apply the "10% potion identification test"⁴ with 95% accuracy. A potion already known to her can be analyzed correctly 97% of the time. An unknown potion is correctly identified 80% of the time. She can make potions of all four difficulties with a chance to succeed of 100% for 1st, 95% for 2nd, 85% for 3rd and 75% for 4th.

She makes Mild poisons correctly every time (6d4 damage / 2d4 if a save) +2 to saving throw. She concocts Toxic poisons with 96% accuracy (5d10 damage /4d4 if a save. The toxic poison will make a person quite ill (nausea and throwing up, mild fever) for 2- 8 hours. She does not make Lethal or Destructive poisons, having had a bad experience with them on two separate occasions. She is known to the Thieves' Guild in Kroten and has even done business with the Duke himself -who has come in disguise to make purchases. It is NOT commonly know that she makes poisons and sells them. A buyer has to show her some sort of sign before she will sell poisons to that person. Those transactions are always private, one-on-one negotiations.

² See "A Recipe for the Alchemist," by Len Lakofka, Dragon #49 or Best of the Dragon Vol III.

³ **Wizard glue, identify minerals, identify potion** and **find plants** are in the Alchemist article, see footnote #19.

⁴ Alchemist abilities and descriptions are in the Dragon #49 article.

She has a few items for sale. **Potions:** **clairvoyance** (550GP), **diminution** (x2) (550GP), **flying** (450GP), **healing** (x2) (450GP), **philter of love** (335GP) and **fire resistance** (440GP). **Poison:** **mild** (x3) 250GP, **toxic** (x3) 500GP.

She has minor knowledge of the history of the continent since CY 1. She will know a bit about the Great Kingdom, its major houses, and the provinces and kingdoms that have fought to break away from the empire over the years. She can identify the various major houses and knows what their seals and signets look like. Signets of the house of Rax and the house of Rauxes are on painting on her work room wall.

Familiar, *Ebeea*, female black cat (AC: 7; HD: 1+2; HP: 6; #ATT: 1; DM: 1-2). NOTE: An alchemist familiar does NOT add to hit points but does give a +5% to all potion and poison making and identifying rolls when within ten feet of the alchemist.]

Litter of nine male kittens (AC: 4; HD: 2+4; HP: 20, 17, 15, 14, 13, 12, 11, 9, 8; #ATT: 1; DM: 1-2 (poison 1-8/1-4 if save made). The kittens are about three months old but appear "older" by cat standards. The kittens are not magical but are the offspring of Ebony, a **cat of nine lives**

Ebony **Cat of Nine Lives** (NL(e), AC: 1; HD: 4+6; HP: 27; #ATT: 1; DM: 1-4 (poison and special); SA: breath weapon (paralysis and special); 25% Magic Resistance). See **The Lendor Isle Companion** and Footprints #7 for more details on this monster. Ebony is a magical cat that travels from place to place, occasionally settling in with a spell caster or alchemist for a period of weeks or years. The Cat can be effectively immortal due to its reproductive cycle and method of renewal.

Ebony has many physical and mental powers. He has limited **telepathy** and **empathy** abilities as well as the power of **suggestion** on intelligent creatures whose intelligence score is 12 or less.

Ebony is usually (85%) accompanied by its kitten *Schwartz* (17HP; the oldest). Ebony will send a kitten to examine new travelers in town (this kitten is *Midnight*, his 4th born). The male parent cat can selectively see through the eyes and hear through the ears of its kittens and may

choose to see through *Midnight's* senses. Ebony might go among the party if *Midnight* "hears or sees" something interesting. Ebony's goals and desires are not part of any agenda but its own. It is only seeking contact and information. However, Ebony is highly lawful and might aid a group combating a chaotic opponent(s). Ebony does not belong to *Beselda* nor does *Beselda* have any influence over him.

Ebony is NOT loyal to the alchemist and at any sign of trouble he will leave immediately, though he will become interested in anyone who might vanquish her. But Ebony has had a litter of kittens with *Beselda's* familiar and therefore is anchored here as the kittens become older (though Ebony could leave and abandon the kittens if he chooses to).

Ebony knows *Orson* and *Usha* the ferrets (see Scribe below) and can take control of them if he chooses to. Under the right circumstances Ebony may attach to the party while it is in *Grest*.

G14. SCRIBE: This stone cottage has a front locked door and two front and two back windows with shutters. It is divided into two rooms, front to back. The main room with large work desks in front of each window. There are a dozen quills, sixty pieces of parchment, eight blank scrolls, twelve bottles of ink, equipped work bench to mix and formulate inks, large book of ink recipes (thirty-one types), powders and liquids in vials, jars and pots for ink making. The whole of these supplies is worth in excess of 3000 gold pieces. Many items exotic and rare. The book of recipes has a **glyph of warding** on page three (paralysis 3d6 rounds) and a **magic mouth** directly below it ("STOP, THIEF, BRIGAND, HELP" repeats four times).

This room has a hearth used in cooking along with tools, pots, pans, spoons and forks. Brazier, candlesticks (four), table and four chairs plus the stools at each work bench.

The door to this room is **wizard locked** and barred at night.

The bedroom has a large feather bed with a large embroidered curtain (value 200 GP) that is hung on hooks in the ceiling behind the bed.

A spell book is beneath Rila' Suth's bed. The spells it contains are: **charm person, darkness 15'r, forget, friends, identify, light, read magic, rope trick, stinking cloud, strength** and **write**. This book is for sale for a minimum price of 2400GP.

He has a hidden bank containing 74GP, 81 SP,

Scribe, **Ttocs'Suth** (GN [Ladesas Enoreth], 3/4 Elf Cleric/Magic-user Lvl 3/7; AC: 10/10/10; HP: 14; S: 11; I: 17; W: 16; D: 13; C: 11; CH: 16); **robe of missile turning**¹ Purse: 17 GP, gem 20; dagger; **amulet of weather harmony**²

first level: **bless, cure light wounds, detect magic, protection from evil**

second level: **augury, hold person**

first level: **charm person, light, read magic, unseen servant**

- 1 **Robe of missile turning.** XP 2000 GPV 7000. Effectively makes the wearer five armor classes better vs. small missiles like arrows, darts, stones and bolts. Larger missiles like axes, spears or rocks are two armor classes better. Boulders and huge missiles are not affected.
- 2 **Amulet of weather harmony.** This amulet is crafted of ebony, ivory, maple and oak and inlaid with silver, gold, brass and copper. It is in tune with the current and upcoming weather for the next twenty four hours. It will shelter the wearer from extremes of natural outdoor heat and cold by a factor of fifty degrees. So ten below zero (Fahrenheit) will feel like forty above; one hundred and twenty five will feel like seventy five. The amulet moderates the temperature to between sixty five to seventy five degrees. It will function in a room with open windows but once the window/door closes the medallion will no longer moderate temperatures. While the Amulet is not protection from heat and cold it will reduce all Heat and Cold Magical attacks by -1 per hit die. The wearer is also protected from moisture to a high degree. Snow will not stick, small hail will bounce off unnoticed, medium and light rain will be brushed aside. Large hail, that might do damage, will be diminished and heavy rain will feel like a light shower due to the Amulet's power. The wearer can clutch the amulet for a full round and know the upcoming weather for the next twenty four hours with 85% certainty and any error will not be radical. (A sunny day will not suddenly produce a tornado for example). The artistic value of this amulet is over 1000GP, and adding its magic it is worth 11000GP, XPV 1200

second level: **detect evil, mirror image, stinking cloud**

third level: **clairvoyance, explosive runes**

fourth level: **polymorph other**

Familiar, ferret *Orson* (AC: 6; MV: 9"; HD: 2+4; HP: 17; #ATT: 1; DM: 2-5; SD: aroma (-2 to attacks in close proximity); Intelligence: 4 (that's very bright, actually)).

His wife, **Rila' Suth** (GN [Aerdrie Faenya], Elf Magic-user Lvl 4, female; AC: 7/8/8; HP: 9; S: 10; I: 16; W: 13; D: 15; C: 9; CH: 18); **bracers of defense (AC8)**; Purse: 11GP, gem 20 10 10; **+1/+2 dagger +1/+2 vs. goblins/hobgoblins.**

first level: **magic missile, unseen servant**

second level: **rope trick**

Familiar, ferret *Usha* (AC: 6; MV: 9"; HD 2+4; HP: 16; #ATT: 1; DM: 2-5; SD: aroma (-2 to attacks in close proximity)).

Orson and Usha travel most everywhere together. They are cunning hunters seeking rats, mice, rabbits and other small rodents. They especially like the pond at the Phyton Abbey and are found among the reeds and plants there. The clergy do not mind them being there. Ttocs and Rila have talked them into not going to the poultry farm but they dearly would love to get a chicken. Ttocs occasionally buys them one to eat which upsets Rila who is trying to break them completely from wanting to go there.

Orson and Usha have limited telepathic ability to Ttocs and Rila at a range of eight hundred yards (which is effectively the whole town). They are active at night. They are excellent as spies. Consider their Hide in Shadows as 88% and Move Silently as 92%. They can be asked to fetch or carry small items. They like bright objects of all kinds. Their den, near the outside of the Phyton Glade, contains 2GP, 11SP, 4CP and a **ring of horror**³

- 3 **Ring of horror.** The silver ring is shaped like a long human finger. Upon putting the ring on the wearer appears to be a ghost but with a horrible visage that acts as a **fear** spell to those living, intelligent bipeds (humans and humanoids) of 3HD (or

Ttocs and Rila share the same Book which is located in a secret compartment in Rila's writing desk. It is accessible from underneath the desk surface. The compartment is **wizard locked**. They use this book almost daily.

Their shared book contains all of their memorized spells plus a few others:

- first level:** charm person, comprehend languages, erase, light, magic missile, message, read magic, sleep, unseen servant
- second level:** detect evil, invisibility, magic mouth, rope trick, shatter, stinking cloud, wizard lock
- third level:** clairvoyance, dispel magic, explosive runes, fly, suggestion
- fourth level:** dimension door, fire shield, polymorph other wall of fire, wizard eye

To someone they trust (not an adventurer in an Inn or Tavern) they will TRADE spells. If the party does something major in Grest that is general knowledge that may qualify.

Rila's hobby is being able to predict the weather from observations. Each day she records the time of sunrise and sunset, the temperature at 7AM, 1PM and 7PM, the amount of rainfall, the shape of the clouds and the direction that they come from.

She is convinced that something unnatural affects the weather on Lendor Isle. They lived in Sulward for six years and the weather there is both wetter and warmer.¹ Ttocs sees her methods of predicting weather and has to agree that something is not quite right. He, of course, has the **amulet**. He validates her efforts by clutching the **amulet** and recording his

levels) with NO saving throw. Demihumans might also flee but get a saving throw vs. magic. Those of 4 to 7 HD or 4th to 7th level get a save at all times (demi-humans +2). Those above 8th level or 8HD are immune. 6000GPV 800XPV.

¹ Rila' Suth is correct, of course. There is something VERY unnatural about 40 miles south southwest of Lendor Island.

magical prediction next to her observation prediction. These recordings are in a book that begins on the first day of Brewfest each year. She has the six books from Sulward and now eight more books from Lendore Isle.

They both work more than for the alchemist. Neither is evil and they would not support something evil that she might do. They are not aware of the fact that she makes or sells poisons.

G15. POTTER: They have a small two room wooden cottage with a stone floor, front and rear doors and two windows on each side wall. The kitchen is small and orderly with a number of well made utensils and a good supply of raw materials like flour, salt, spices, mustard and dried vegetables. There is a small iron stove that burns coal, a coal scuttle and tools.

The bedroom has a small bed, table and two chairs, large leather chair with footrest and two wardrobes that contain clothing. One robe is well made and trimmed in gold (80GVP). Under the mattress is a small leather pouch with 8 GP and two gems 100 and 50GPV. The cottage is occupied by the Potter, his wife and their teenage son.

Artisan, **Bellmar** (GN [Phaulkon], Alvl 4; AC: 10/10/10; HP: 6; S: 10; I: 14; W: 12; D: 10; C: 14; CH: 8); Purse: 31SP; club.

Artisan, **Selmara** (GN [Phaulkon], Alvl 3, female; AC: 10/10/10; HP: 5; S: 9; I: 13; W: 13; D: 9; C: 12; CH: 7); Purse: 2GP 11 SP; knife.

Artisan/Fighter, **Petriben** (N [Phyton], Alvl 2/2; AC: 7/7/8; HP: 17; S: 14; I: 15; W: 10; D: 13; C: 15; CH: 11); leather and shield; Purse: 7SP, 11CP, gem 50; short sword, dagger, light crossbow.

Petriben has been trained as a fighter at the castle and trains there occasionally with his friends. He helps his father with pottery and brick-making and is to learn basic glassblowing next year. He helps his father dig in the clay deposits so that they have a supply for their bricks and pots. Beselda sees him as a potential student.

Behind the potter house is a 40' x 25' foot garden in which there are onions, carrots,

beets, peas and green beans. There is a single lemon tree and an apple tree.

Produce by size: Green beans (5 inch stalk) 2-5 CP for a dozen, onions 1-4CP each, Carrots 3-8CP for six, beets 2-8CP each, Peas (dozen pods of a 8 to 12 peas) 2-5 CP, Lemon 1CP, Apple 2-5CP

The family has been here for three years now. They work for the alchemist but also sell their own pottery to locals and travelers. They consider the alchemist an employer and nothing more. They do learn from her but she has never shown them anything about poisons.

G16. GLASSBLOWER: The small two room wooden cottage has a front door and flanking windows. There are two windows on the back wall. Inside is a combination kitchen and main room. It contains a table and four chairs, a cupboard and a mantel over the fireplace. On the mantel is a glass peacock made of various colors of glass (300GPV). The good quality rug (40GPV) covers a trap door leading to a small cellar. There are a great many kitchen utensils and a number of spices.

The bedroom had a large bed, wardrobe of clothing, table and chair at the window, candlestick and spare candles. There is nothing of major value. In the cellar there are dried roots and berries and jars of jelly. Also hidden under a floor stone is a box with 48GP, 23SP.

Artisan, **Armondal** (GC [Wee Jas], ALvl 7;¹ AC: 8/8/10; HP: 12; ² S: 13; I: 15 W: 16; D: 14; C: 16;

- 1 A Lvl= Artisan Level, where this person ranks in his or her profession. Those below level 6 cannot make an item of sufficient quality to become a magic item. Level 6 to 8 make excellent items that often can accept **enchant an item** and perhaps other spells. Level 9 and 10 are masters in their respective trade and virtually any item they craft of quality, expensive raw materials can become a magic item. Level 11 and above are at the top of their trade. Their items, with few exceptions, can be enspelled to become a magic item. All potential magic items are rated on craftsmanship, quality of the raw material, assembly, added value (like gems, pearls, gold etc.) and due care. The DM has this information available.
- 2 Artisans are often non-adventuring class types, never having been a fighter, cleric, thief or magic

CH: 10); thick leather apron; Purse: 11GP, 14SP; dagger. Armondal fights as a man-at-arms.

There is a mixed herb and flower garden behind his home. Some of these are used in various potions.

Armondal would be shocked to learn that the alchemist has an evil leaning. He does not know that she concocts or sells poisons.

G17. WORKSHOP FOR ALCHEMIST, POTTER, GLASSBLOWER AND SCRIBE: This structure has a stone base and wooden upper structure. It features two floors with an attic. Two doors both iron with locks and reinforced with an iron inside bar. Eight small horizontal windows on the first floor measuring four inch high and eighteen inches wide. They are glazed and do not open.

The second floor has identically spaced two foot and three foot windows what are each barred with five iron bars. Each of these windows has shutters than can be close. The shutters have arrow slits in them.

First Floor: Divided into four work areas. The second floor is held by four large square pillars. The four quadrants of the room are the work places for the Glassblower and Potter, the Scribe, and two large kilns and used by both the glassblower and potter.

These work areas are stocked with appropriate tools to each trade. There is a stone staircase in the middle of the room that is walled on both sides. There is an iron door at the base of the stairs. It is locked with an excellent mechanical lock (thief at -12%) and is **wizard locked** as well. Only the Alchemist herself can bypass the **wizard lock** and only she has a key.

user. These Artisans fight as ordinary men through 5th level. At 6th level they fight as men-at-arms. They use a 1d4 +1 for Hit Points. With each level of proficiency from 2nd to 5th level they have a 50% chance to add one Hit Point. For 6th through 10th level they may add one Hit Point with no a die roll. For 11th and higher level they may add 2 Hit Points per level.

Of course, there will be artisans who have combat training (Man-at-arms or Fighter), or some other adventuring class. They fight as that profession and use those Hit Points.

Glassblower Corner (Northwest): The glassblower has a number of various sided tongs, holders and blow pipes for the making of various glass pieces of equipment used by the alchemist. There is an array of beakers, flasks, vials and cups. There are also some decorative pieces of colored glass. These are sculptures and fancy bowls and vases. Five sculptures (wren 30GPV, wolf 35GPV, red dragon 150GPV, human female 85GPV and cat 40GPV), eight bowls (50, 40, 20, 20, 10, 10, 5, 5GPV) and four vases (100, 50, 40 and 20GPV) are for sale (negotiable prices which are reasonable for the quality of each piece). See building #16 for Armondal the Glassblower

Potter Corner (Southeast): The Potter makes pottery of various types and also makes bricks for a few months of the year. He uses a kiln to fire the bricks to 950 degrees to set them. The molds he uses on the clay from the Trollheims (the clay deposits were discovered when the watch tower was being built. There is an extensive dig near the watch tower that is dug in the summer months). Bricks are 12" x 6" x 3" and sell for 2CP.

Bowls, cups, pots and plates of various sizes and with varying amounts of decoration sell for 5CP to 20SP

Scribe Corner (Southwest): The scribe has the southwest corner of the room where there are windows on the south and west to shine on his copy table. He keeps his current project at his home. He will bring it to and from his home each day.

Kiln and Oven (Northeast): This kiln and oven are used by the Potter and Glassblower and sometimes by the Alchemist as well. There are tools to cut glass and various types of tongs and loops used to move items into and out of the kiln or oven.

Second floor: The second floor is used exclusively by the Alchemist. There is a locked door at the top of the staircase with a good lock (-3% to pick it). She can bar that door from inside. When she is working she puts a piece of glassware (beaker or flask) on the 2nd to top stair. That is the indicator that she is not to be disturbed unless the building is on fire!

She has a stone with **continual light** on it attached to the ceiling with **wizard glue**. The Alchemist does one potion at a time since she has learned, the hard way, that working on multiple concoctions at once can spell disaster! The room is full of glass and clay bottles, bowls and various containers. The whole collection is worth over 800GPV but few would want to buy the items. There are candles in holders, a brazier with a coal scuttle and a fireplace above the oven downstairs. A recipe book is present that has formulas for over forty potions and poisons. It is worth 7000GP to a magic user or alchemist. There is **glyph of warding** for death on the inside cover. The alchemist must say "Explode", the name of the rune, or it will kill its reader unless he/she saves versus death. If he/she does save the person takes 2d8+7 points of incidental damage.

G18. WEAVER (COTTON FIELD): Small Frame cottage with two rooms. The front room has two spinning wheels and two looms. There is a large crocheted rug of multiple colors, a vat for dying yarn, and seven bottles of dye. The room has two windows which are usually open as is the front door during daylight hours. There is a hearth and kitchen tools as well. The roof has a window that allows additional light and ventilation in the work room. The bedroom has two beds, chests, a table and chairs. There are five ivory dice on the table and a leather cup. Zebus and Elanna are fond of playing dice games in the early evening. There are two brass candlesticks and a supply of eight-hour candles. They have a hidden bank below the floorboards that holds 17GP and 84SP.

Zebus owns a male and female goat. Elanna makes goat cheese once a month and sells half of what she makes to the castle. The cheese sells for 4SP a pound. She generally gets 3 to 6 pounds of cheese.

Thief, **Zebus** (NL [Norebo], Thief Lvl 3; AC: 6/8/8; HP: 14; S: 12; I: 13; W: 12; D: 16; C: 11; CH: 15); leather; Purse: 4GP 3SP; Six daggers (hand-to-hand and throwable).

Thief, **Elanna** (NL [Norebo], Thief Lvl 3, female; AC: 6/8/8; HP: 13; S: 11; I: 14; W: 11; D: 16; C: 12; CH: 16); leather; Purse: 3GP 72SP; short sword and six darts.

Zebus and Elanna lived in Lo Reltarma for a few years. However, their thieving skills were not developed enough and since both were fairly good looking they did not blend in well. Both were caught more than once and after some corporal punishment and Elanna becoming pregnant they decided that the thieving life was not for them. So they bought four monkeys and moved here. Why four monkeys?

They trained the monkeys to help pick the cotton and remove the seeds which the monkeys enjoy eating! The monkeys are also a source of income, see below.

Monkeys *Coin, Key, Lock and Pick* (AC: 7; HD: 1+2; HP: 7, 6(x2), 5; #ATT: 1; DM: 1-2; SA: can use very small sharp thorns which they stab with and then leave it in the wound. (Damage 1-2)). The monkeys are well trained and behave well. They are also excellent guards. They like playing at the poultry farm and occasionally will steal an egg and bring it to Elanna. The farmer shoes them off but does not try to harm them as long as they do not harm the chickens. The monkeys will fight to protect Zebus and Elanna but as soon as one takes any damage they both will flee.

The pair sells rugs, blankets, shirts and dresses all made of cotton. They get from 4 to 40 SP for their well made works.

They also take the monkeys to town for a performance at the Inn once a week on Starday and occasionally work the small bazaar that is put up between the Blacksmith's shop and the Castle during festivals. The monkeys do tricks, move in the audience for coins and play small cymbals. They can earn 20 or more silver pieces (mostly in the form of copper pieces) during a festival.

Zebus and Elanna cultivate and plant the cotton field. Their son Elzebus helps them.

Thief, **Elzebus** (N(l) [Norebo], Thief Lvl 1 (13 yo); AC: 5/8/8; HP: 6; S: 9; I: 14; W: 12; D: 17; C: 15;

CH: 9); leather; Purse: 23SP; four darts and four daggers.

Elzebus would love to pick a pocket or two at a festival. He just is not confident enough to try ... yet. He is a possible hireling for short term duty.

ROSTER FOR RANDOM APPEARANCE OF IMPORTANT TOWN CHARACTERS

1 to 20 those away in Restenford

101 to 112 those still in the Castle

201 to 224 key town people. These numbers are for important characters and not every artisan, child, man-at-arms and wife are listed.

Those in all capital letters have gone to Restenford Patchwall 8th to 22nd. Note that every castle occupant who has a war horse is in **bold**.

1. Fighter **OBESTOR**, LN, Lvl 9 male [Bralm] Knight
2. Fighter **OBARIM**, LN(g), Lvl 2 male [Bralm] Knight's son
3. Fighter **GREGIS**, NL, Lvl 8 male [Lendor] Captain of the Castle Guard
4. Fighter **ABELLA**, GC, Lvl 5 female [Phyton] Lieutenant
5. Ranger, **Yarmin**, GN, Lvl 3 male [Phaulkon] Sergeant
6. Fighter UNGAR, GC, Lvl 1 male [Phyton] Soldier
7. Fighter EMARA, NC, Lvl 1 female [Norebo] Soldier
8. Fighter YEBIN, NL, Lvl 1 male [Phaulkon] Soldier
9. Man-at-arms, NL, ADESA Lvl 1-1 male [Llery] Guard
10. Man-at-arms, NL, BELMARK Lvl 1-1 male [Kord] Guard
11. Man-at-arms, NL, CARMIN Lvl 1-1 male [Kord] Guard
12. Man-at-arms, NL, Desmark Lvl 1-1 male [Llery] Guard
13. Man-at-arms, NL, EGMARA Lvl 1-1 female [Phaulkon] Guard

14. Man-at-arms, N, GELMAN Lvl 1-1 male [Kord] Guard

15. Man-at-arms, N, JEESEN Lvl 1-1 male [Kord] Guard

16. Man-at-arms, N, KELBA Lvl 1-1 female [Kord] Guard

17. Man-at-arms, N, MEGGO Lvl 1-1 male [Kord] Guard

18. Man-at-arms, GC, NESKIN Lvl 1-1 male [Phaulkon] Guard

19. Man-at-arms LN, PEDLARA Lvl 1-1 female [Phaulkon] Guard

20. Man-at-arms, LN, REMARA Lvl 1-1 female [Phaulkon] Guard

CASTLE AFTER TROOPS MARCH TO RESTENFORD

101. Cleric **Lilliar**, GN, Lvl 3 female [Bralm] Knight's wife

102. Magic User **Fliban**, LN, Lvl 4 male [Wee Jas] Knight advisor

103. Thief, Icibar, LN, Lvl 7 male [Norebo] Knight advisor

104. Fighter **Pestor**, N, Lvl 4 female [Norebo] Lieutenant

105. Fighter **Brilman**, NG, Lvl 3 male [Phaulkon] Sergeant

106. Fighter **Carlton**, CG, Lvl 2 male [Kord] Sergeant

107. Man-at-arms, NL, Feldo Lvl 1-1 male [Phaulkon] Guard

108. Man-at-arms, N, Helara Lvl 1-1 female [Kord] Guard

109. Man-at-arms, N, Iggyo Lvl 1-1 male [Kord] Guard

110. Man-at-arms, N, Lor Var Lvl 1-1 male [Kord] Guard

111. Man-at-arms, GC, Obara Lvl 1-1 female [Llery] Guard

112. Man-at-arms, LN, Quellvin Lvl 1-1 male [Phaulkon] Guard

IN TOWN:

201. Fighter, N, Sebaris Lvl 2, male, [Phyton] Inn worker

202. Osokus Okalakar, N, HD: 8+4, Dwogar male [Dumathoin] Innkeeper

203. Fighter Lebema, N, Lvl 5, Dwarf female [Dumathoin] Innkeeper's mother

204. Cleric Yabemar GN(c), Lvl 8 male [Phyton] Abbot

205. Druid Oboba, N, Lvl 7 female [Phyton] Abbot's wife

206. Cleric Selamar, GC, Lvl 5 male [Phyton] Abbot's son

207. Druid Aribar, N, Lvl 4 male [Phyton].Abbot's son

208. Ranger, Greebar, GN, Lvl 4 male [Phyton] Abbot's son

209. Cleric, Clarence, GC, Lvl 3 male, [Phaulkon] Trading post

210. Bettina, NL, Alvl 3 female, [Wee Jas] Trading Post,

211. Sculptor, Xenda, N, Alvl 5 male [Phyton]

212. Mason, Zeemem, N, Alvl 4 male [Phyton]

213. Fighter, Houffa, NC, Lvl 3 male [Syrul] teamster

214. Fighter, Helford, N(c), Lvl 2 male [Syrul] teamster

215. Druid, Heggus, N, Lvl 2 male [Phyton] teamster

216. Thief Parmin, NL, Lvl 2 male [Norebo] horse trader

217. Thief Pellow, N, Lvl 3 male [Norebo] horse trader

218. Fighter Bunyano, NL, Lvl 7 male [Phaulkon] blacksmith & guard

219. Master Alchemist Beselda, N(e), Lvl 10 female [Wee Jas]

220. Cleric/Wizard Ttocs Suth, GN, Lvl 3/7 3/4 elf male [Ladesas Enoreth] scribe

221. Wizard Rila= Suth, GN, Lvl 4, elf female [Aerdrie Faenya] scribe

222. Thief Zebus, NL, Lvl 3 male [Norebo] weaver

223. Thief Elanna, NL, Lvl 3 female [Norebo] weaver

224. Thief Elzebus, N(l), Lvl 1 [Norebo] weaver

THE HAMLET OF TELLAR

The hamlet of Tellar lies on the southwestern slope of the Jascar Peaks. The peaks are quite rocky and block filled with large boulders and rock outcrops. Vegetation is sparse on the mountain foothills and limited to small scrub bushes and bunches of grass plants. The grass plants send up seed rich fronds which decay in late high summer. The upper foothills are not very fertile but the lowest heights support vines for growing wine grapes.

The area has peak rainfall in mid spring through high summer on an average of two inches a month. High summer and autumn taper off to an inch or more of rain and the winter is rather dry often having only a half of an inch of rain in the months of Sunsebb and Fireseek. Needfest is often dry for the full seven days of that festival. Annual rainfall is between twelve and eighteen inches.

The Kroten Stream begins on the southern slope of the south Jascar Peak. It is a lazy stream that is seldom more than two to four feet deep along its course. There are a few waterfalls and small ponds as the stream begins its long journey to Pel Reltarma and the sea. The stream goes from Tellar through Cobblethorp and then around Kroten. It travels between the Phytal Woods and the Kroten Forest, past Lone Peak and into Pel Reltarma (which is across from the small island on which Lo Reltarma is located - Darlene's map notwithstanding).

STOP. Read the end of the module first. Discover the date on which the party arrives. Then see building #14.

ENCOUNTER KEY TO THE HAMLET OF TELLAR

T1. RECTORY OF THE TEMPLE OF PHAULKON: The two-floor rectory is a half stone / half wooden structure of eight rooms; a common room, kitchen, rector's room on the first floor, lead clergy room, two small rooms for lower clergy and two rooms currently used for the rangers who reside there on the upper floor.

A single stone stair case leads to the upper floor. It is protected by a **glyph of warding** on stair number 9 of 12 (the glyph is named aloud as it is about to be stepped on to deactivate it. Otherwise anyone crossing the glyph will cause it to explode for 18 points of damage (no save)). A person directly behind (2 or 3 stairs) is allowed a save for no damage or 9 points. All of the occupants know the glyph name of course. Boots need to save vs. this damage or be ruined if the glyph is directly stepped on. The glyph is deactivated for one round so up to five people could follow immediately after the naming of the glyph and avoid the explosion. Anyone hearing the name of the glyph could state its name and bypass it. However, the name must be said in close proximity, six feet away or less.

The rectory connects to the temple via a small wooden bridge over the headwaters of the Kroten Stream. It also has a **glyph of warding** paralysis in the middle of the bridge (save vs. paralysis applies. duration 6d6 rounds and affects only one living being). Those coming up to the temple (from the road into town) see a sign that says "Rectory" (arrow left) "Temple" (arrow right). On both sides of the bridge there is a sign that says in common, "Do not cross this bridge, clergy only."

There is also a secret trap door on the main floor that leads to a four by four fifteen foot deep chimney lined with tar soaked beams and a ladder. At the bottom of the chimney is a three by five narrow passage that leads toward the temple (see the temple for details on the passage and where it leads).

The Jascar Peaks receive substantial rains that drain into the stream. The small lakes have abundant supplies of bass and which are the exclusively fished by the clergy and rangers of the Temple. During festival days only children ages 8 to 13 may fish in the lower lake and are allowed to catch one fish. The fish, if eaten on the same day, will cure 1 or 2 points of damage and act as a **bless** spell for thirty minutes after the meal. Furthermore the fish will slake hunger and fully satisfy the need for food for a full twenty four hours.

Temple Rector, **Xerrex** (GC [Phaulkon], Cleric Lvl 9; AC: -1/0/3; HP: 43; S: 14; I: 13; W: 17; D: 15; C: 13; CH: 16); **+2 chain & +2 shield**; Purse: 4PP, 6GP, 14SP, gem 50; **long bow +1**, +1 dagger +1****; 7 **+1 arrows +1***, 5 **+1 arrows*** (* and ** see separate CAMPAIGN RULES document. Asterisks are NOT placed hereinafter on every magical missile weapon or missile); **potion extra healing**. Xerrex may speak with any feathered creature (at will.) He further uses the Fighter Combat Table due to Str and Dex 13 or higher and may fire three arrows per round.

- first level:** **bless, command, cure light wounds (x2), detect magic, light**
- second level:** **augury, find traps, hold person, know alignment, silence 15' radius, speak with animals**
- third level:** **create food & water, cure disease, dispel magic, locate objects, prayer**
- fourth level:** **detect lie, neutralize poison**
- fifth level:** **commune¹**

¹ Important facts: Phaulkon does not know the temple will be attacked on Patchwall the 18th. He does not know where the **mace of disruption** is nor the lineage of the Duke of Kroten. The party will have to discover all of that the hard way.

Flexo (GC [Phaulkon], Cleric Lvl ; AC: 0/1/5; HP: 32; S: 10; I: 14; W: 16; D: 15; C: 16; CH: 9); chain & **+3 shield**; Purse: 7GP, 19CP, gems 10, 10, 20; long bow and +2 flail. He can speak with birds (at will), 50% chance of 3 arrows per round.

- first level:** **bless, cure light wounds (x2), light, sanctuary**
- second level:** **hold person, know alignment, silence 15' radius, slow poison, speak w/animals**
- third level:** **dispel magic, remove curse**

NOTE: Xerrex and Flexo are the only ones who know about the **sword of death** in the crypt below.

Zamma (GN [Phaulkon], Cleric Lvl 5, female; AC: 4/4/4; HP: 19; S: 11; I: 18; W: 15; D: 13; C: 12; CH: 11); **bracers of Defense (AC 4)**; Purse: 17SP, pearls 20 10; **+1 long bow, 4 +1 arrows +1**, hammer. She can speak with birds at will and has a 50% chance of 3 arrows per round.

- first level:** **bless, cure light wounds (x2), detect magic, resist cold**
- second level:** **detect charm, hold person, resist fire, silence 15' r**
- third level:** **feign death**

Parsis (GC [Phaulkon], Cleric Lvl 3, female; AC: 5/8/8; HP: 14; S: 10; I: 13; W: 14; D: 17; C: 12; CH: 18); leather; PURSE: 3GP, 7SP, 3CP; long bow, dagger.

- first level:** **cure light wounds (x2), detect magic, light**
- second level:** **hold person**

Obayo (GL [Phaulkon], Cleric Lvl 1; AC: 6/7/8; HP: 8; S: 17; I: 10; W: 14; D: 15; C: 15; CH: 9); leather & shield; PURSE: 14GP, 15SP; long bow, mace. Obayo uses the Fighter Combat Table due to Str and Dex 13 or higher.

- first level:** **cure light wounds, detect evil, light**

Partium (GC [Phaulkon], Cleric Lvl 1; AC: 7/7/8; HP: 7; S: 13; I: 11; W: 18; D: 14; C: 13; CH: 11); leather & shield; PURSE: 13GP, 14SP; long bow, hammer.

first level: **cure light wounds, light, purify food & drink**

Three Rangers (husband and wife, son 14 yo):

Captain of the Guard, **Leedo** (GN [Phaulkon], Ranger Lvl 6; AC: 1/2/4; HP: 41; S: 17; I: 14; W: 14; D: 15; C: 14; CH: 13); **+1 chain mail & +1 shield**; PURSE: 14GP, pearls 10 10 10 10; long bow, **long sword**+1/+3 vs hobgoblins** (**60% chance for 2nd blow with long sword each round), **dagger +1**.

Allara (GC [Phaulkon], Ranger Lvl 4, female; AC: 2/4/5; HP: 29; S: 16; I: 13; W: 13; D: 16; C: 16; CH: 11); chain & shield; PURSE: 7SP, 41 CP, gem 10; long bow, long sword**, dagger (**40% chance for 2nd blow with long sword each round).

Beebee (GN [Phaulkon], Ranger Lvl 2; AC: 4/4/5; HP: 14; S: 13; I: 14; W: 14; D: 13; C: 11; CH: 11); chain & shield; PURSE: 41GP; long bow, long sword**(**20% chance for 2nd blow with long sword each round), **dagger +1**.

Temple proceedings and business: Obayo, Partium and Beebee are the daily bell ringers (see below). The day is proclaimed by Flexo or Zamma but Xerrex himself proclaims all Godsdays and all Festivals. The cleric or ranger stands on the lower level of the temple and names the month, day, date and year followed by any additional items for that day.

Godsday is the occasion to name all nineteen gods of the Suel Pantheon by their full title. Xerrex names them in the order in which they are usually worshiped on Lendore Isle and it is not a statement of their importance in the Upper Planes. He does this after the naming of the day. There is a brief ceremony and sermon and all are welcome to stand on the hilltop and listen. There is a collection taken (ahem) on Godsday only. Petitioners present themselves to Flexo at this time. He will schedule any meeting with the Chief Rector if that is necessary. If the

petitioner needs a spell cast payment is expected immediately.

Cure light wounds is only 10GP for the townspeople but 50GP for travelers. In a matter of life and death **cure light wounds** is NEVER withheld.

Bless is 5GP but for a Wedding or at a Funeral 2GP for townspeople.

Detect magic is 100 GP.

Other prayers are by arrangement and may be negotiated.

All of the gods are worshiped on certain occasions. A few of the major examples are given below but others exist. If the deity hears his or her name mentioned (5% chance) the outcome of the event may be affected. On rare occasion NOT mentioning the name of the god or goddess before such an event can result in bad luck (-1 on one or more dice rolls).

The cleric who names all 19 gods will state, "All of the gods deserve your favor at times of need both great and small. Invoke their names with reverence and respect." He can explain that in more detail if questioned.

Awkamon, God of Life in the Seas (fishermen), before selling a catch from the sea to get the best price.

Bahamut, Guardian of the Upper Air, before battling a colored dragon or wyvern. as a sign of good luck.

Bralm, Goddess of Insects and Industriousness (laborers and common folk), before a major, complex or difficult task.

Fortubo, God of Stone and Metals (miners and many dwarves), when handling a precious metal to craft or polish it.

Jascar, God of the Mountains (paladins and miners), when entering any cave or mine or climbing any steep hill.

Kord, God of Battle (fighters), yelled aloud before and during any battle or charge.

Lendor, Master of Time (magic-users and sages), before any long or complex task or when beginning to copy a spell.

Llery, God of Beasts (peasants and laborers), asked as a blessing before hunting or training an animal.

Lydia, Goddess of Knowledge (sages), when unrolling a scroll, unfolding a map or opening a book.

Norebo, God of Luck and Gambling (all common folk and thieves), before dice are tossed or a gamble is undertaken.

Osprem, God of Sea Voyages (crews of ships and those boarding any ship), as one walks up the gang plank into the ship or upon arrival at port.

Phaulkon, God of Open Air (rangers, fighters and many common folk), before a fight or upon seeing an hawk, falcon or eagle.

Phyton, God of Nature (farmers and druids), when entering a forest or glade, planting or harvesting crops.

Pyremius, God of Fire (all common folk), when a fire is started.

Syryl, Goddess of Deceit (assassins and many thieves), said silently before telling a lie or attacking from behind.

Tiamat, Guardian of the Lower Depths, when cursing an opponent or enemy.

Wee Jas, Goddess of Magic and Death (Magic-users and all common folk), when burying the dead, receiving a spell of any type.

Xerbo, Goddess of the Sea and Water (most fishermen), as a net or fishing line is lowered into the water.

T2. TEMPLE OF PHAULKON: The central mass of the temple is a ziggurat of five steps leading to a simple rectangular altar of white marble matching the temple floors. There are three flat twelve foot tall slab pillars at the base end of each step. Banners are sometimes attached to the inside or outside of these slabs. There is a

large perch on the top of each of these side slabs.

On the altar below the statue of Phaulkon is a 19 candle holder made of silver. It is valued at 1800GP. If a thief attempts to take it the guardian birds will attack while one will go to the rectory for help. If an owl or falcon takes damage in melee it will withdraw immediately. See "The Birds" below.

Behind the altar (treated as a secret door) there is a trap door entrance to the crypt three hundred feet below the temple. A straight six by six foot chimney has been dug down into the hillside. It is supported by timbers that were soaked in tar before they were put in place. Along the faces there are a series of ten foot ladders that attach to alternate faces of the chimney. The first faces the northeast then the southeast, southwest and northwest respectively. A climber moves down ten feet and then transfers to the next ladder on his right to go down the next ten feet. It is a long, careful climb up or down.

There is enough room to **feather fall** down or to **levitate** up or down. However, a backpack, sword scabbard, pole arm etc., may, at the ruling of the DM, hook, catch or wedge as a figure either manually or magically goes up or down the chimney. Going up is a bit less difficult but bulky items, especially on large characters, can create a problem.

Hidden near the top of the first ladder, behind a loose rock, is a **ring of feather falling** cast out of silver in the shape of interconnecting eagle feather (5000 GPV). With the Ring there is a 50GP gem that has had a spell of **continual light** cast upon it. The gem could be carried or left at the top of the chimney to help guide a person(s) for the long trip to the floor below.

Sixteen feet down the chimney there is a secret door on the northwest wall of the chimney. It opens to a long passage that is three feet wide and five feet high. It is braced by tar-soaked timbers. The passage goes under the stream (it is quite damp beneath the stream) and all the way to the rectory about 75 feet away. Movement through this passage is quite difficult for large and/or encumbered figures (DM will

rule on % chances to incur a problem in moving along the passage). The passage ends in a similar fifteen foot tall chimney to the rectory.

All of the ladders are in decent repair but a rung on the 4th level will break with eighty or more pounds of weight placed on it. The clergy all know about this rung of the ladder and will bypass it. If the rung breaks, roll for surprise. If the figure is surprised, he is allowed a d20 roll of his DEX or less or he loses hold of the ladder and plummet down the chimney bouncing off of one side and the then another. Damage is 24d6! A figure below the falling figure may be dislodged and plummet as well. The DM has to adjust for size of the second figure and his/her physical strength. Surprise also applies as the body comes falling down from above. Most carried items are broken or damaged in this fall. This can occur going up or down the ladder.

If the person is not surprised he or she gets two rolls vs. his/her dexterity to catch themselves. If they fail both of those rolls the person takes 2d6 damage and gets on more save vs. his/her physical strength to make a grab to save him/herself. If that save also fails he/she plummets to the bottom and takes 22d6 more points of falling damage.

The Crypt is described after the text of the Winery. See the "Winery Cave."

Sixteen feet down the chimney there is a secret door on the northwest wall of the chimney. It opens to a long passage that is three feet wide and five feet high. It is braced by tar-soaked timbers. The passage goes under the stream (it is quite damp beneath the stream) and all the way to the rectory about 75 feet away. Movement through this passage is quite difficult for large and/or encumbered figures (DM will rule on % chances to incur a problem in moving along the passage). The passage ends in a similar fifteen foot tall chimney to the rectory.

Two large flag poles on either side of the temple fly the white and blue falcon flag of the temple. The flag is hoisted each morning just before the bell ringing ceremony and taken down at sunset. The flag flies regardless of the weather.

There are eight large perches around the temple that hold the falcons and owls the guard the temple. The largest white falcon rests upon one of the three side perches atop the side slabs.

The Calendar: The sixteen obelisks of grey stone surround the temple. They are used to mark the current day of the week, month and year. Each obelisk has either seven or twenty-eight square openings on one to all four of the stone faces. Each represents a festival of seven days or a month of twenty-eight days beginning with the first day of the year Fireseek the 1st and ending with the 28th day of Sunsebb.

Each morning at 9:00 AM one or more clerics come to ring the temple's four bells that have distinctly different tones. The bell selected and the number of times it is rung signifies the date of the year. Further, a large golden DATE CUBE is moved from opening to opening and from obelisk to obelisk to mark the date visually. The ceremony of the date lasts about five minutes each day and is a little more elaborate during festivals and on Phaulkon's Holy Day. The tintinnabulation of the bells can be heard for a number of miles depending on the day's winds. Winds tend to be from the Northeast.

At 9:00 AM, Ring a Bell for the Quarter of the year. 1 2 3 or 4

At 9:01 AM, Ring a Bell for the Month of the Quarter 1 2 or 3

At 9:02 AM, Ring a Bell for the Week of the Month 1, 2, 3 or 4

At 9:03 AM, Ring bell number one from 1 to 7 times for the day of the week

Festivals are rung as follows:

Ring 1 2 3 4 twice for Needfest

Ring 2 4 1 3 twice for Growfest

Ring 4 3 2 1 twice for Richfest

Ring 3 1 4 2 twice for Brewfest

Then 1 to 7 times for the day of the week.

Phaulkon's Holy Day is the first day of Spring (Readying the 1st)

All four bells are rung at random 18 times after the date ring is given.

This pattern of bell peals is also rung at 5 PM daily.

The date cube is valued at 25,000 gold pieces. On five sides of the cube there are the following indented images:

During Winter a Snowflake

During Spring a Flower

During Low Summer an Acorn

During High Summer an Apple

During Fall a Maple Leaf

During Festivals a smiling face.

The cube will detect as both Good and Magic. If an evil figure touches it he or she will take 2- 7 points of electrical damage and must save vs. paralysis.

If paralyzed (4 to 16 rounds) he or she will continue to take 2 - 7 of damage per round. The Cube could be knocked out of his hands by an ally. This will not break the paralysis but will stop the damage.

If the cube goes more than 100 feet from the temple there is a 40% chance for an immediate response and a 60% for a response in 1 to 8 hours. A response is comprised of a **gate** suddenly yawning open, from which a pair of storm giants emerge! They may arrive in human form (60% likely) and later **shapechange** to their 26 foot tall giant form. These humans have purple eyes. They will demand the return of the cube and if given immediately they are 80% likely to take the cube and return to the temple. 20% of the time they will kill the thief anyway. They will always attack the thief and his companion(s), if any, if any defenders of the temple (includes the falcons and owls) have been killed.

Storm giant (AC: 0; MV: 15"; HD: 19+4; HP: 95, 92; #ATT: 2 (one physical and one magical); DM: 3d10+12 and spell). They are able to cast the following spells at will an unlimited number of times per day: **cure light wounds, bless,**

detect evil, detect magic, light. They can cast the following up to four times per spell level:

first level: charm person, command, magic missile or protection from evil

second level: continual light, hold person, mirror image or silence

third level: create food & water, dispel magic, slow or suggestion

All spells are cast at the 19th level for the purpose of range, duration etc.

If the giants take 50 or more points of damage they will leave (40% likely) or summon another of their race (60% likely). There is a 3% chance that Phaulkon himself will appear during such a summoning.

The Birds

Giant Falcon of Phaulkon ("A gift from the God"), Aereo (AC: 4; MV: 1"/30"; HD: 4+4; HP: 23; #ATT: 3; DM: 2-7/2-7/1-4; SD: immune **sleep** and **charm**; INT 11 (**speak with birds** allows full two-way conversation; SZ: Medium (wing span 12 feet)). Aereo is pure white. He has exceptional sight including infravision.

Aereo can give commands to and speak with the falcons and owls under his "command". Aereo can **detect evil** at a range of 100 feet by concentration (line of sight).

His goal is to protect the temple from all physical harm and to protect any worshiper or cleric of Phaulkon in the temple.

He will NOT react to the theft of the golden cube. That has its own protection.

Four falcons (AC: 6; HD: 1+2; HP: 7, 6(x3); #ATT: 3; DM: 1-2/1-2/1).

Four owls (AC: 5; HD: 1+1; HP: 9, 8(x2), 7; #ATT: 3; DM: 1-2/1-2/1).

The Falcons are awake and take turns soaring during most days while the owls are awake at night. One or two birds may be hunting, soaring or elsewhere at any time (35% chance).

Xerrex may request Aereo's help (including command of a bird as a spy or messenger). None of the birds travel more than four miles

away under normal conditions. When the clergy of Phaulkon arrive at the temple it is 40% likely a falcon will fly down and land on their arm or shoulder.

South of the temple is the vineyard and winery. There is a double twist path that leads down the hillside to the lower foothills. That path has a three foot high stone wall along its southern edge. It is sufficient to allow an archer some protection (about 50%; improve armor class by 4) if firing from behind it. Further there are stocks of large loose rocks about two to four pounds each that can be used as missiles against someone coming up the path from below. The rocks are large enough to cause 3-8 points of damage on a direct hit.

T3. VINEYARD AND WINERY:

The Winery and area red wine economy

The vineyard is extensive enough to yield enough grapes to make from six to nine barrels of wine per harvest. Each barrel will hold 24 gallons of wine (192 pints). Not a gigantic amount but sufficient to the clergy's needs and still allow sale of some corked and sealed bottles to travel to Kroten, Restenford, Cobblethorp and Grest. The vineyard provides one harvest per year. A bottle holds four pints of wine.

A pint of wine sells in the average tavern for four to six (poor), seven to nine (fair) and ten to twelve (good) Silver Pieces. An exceptional wine can sell for twenty or more silver pieces a pint in a large city. Many taverns and inns have a few small four-gallon barrels of exceptional wine for special travelers.

A twenty-four gallon barrel generally sells for five GP (poor), seven GP (fair) and nine or ten GP (good). Exceptional wine in that size barrel would go for 20GP or more. Bottles of wine generally sell for about 2SP (poor), 3SP (fair) and 4SP (good). Old exceptional wine can be very expensive and may sell for 1 to 10GP a bottle!

There are four other vineyards in the Tellar area and are labeled on the area map as T1 (harvest sixteen to twenty barrels), T2 (harvest ten to twelve barrels) , T3 (harvest fifteen to eighteen

barrels) and T9 (thirty five to fifty barrels). The Tellar area has good and exceptional wine with very few fair harvests. Vineyard T1 and T9 harvests in very late Low Summer or early Autumn. Vineyards T2, T3 and the Phaulkon vineyard harvest a week or two later most years.

The winery will press and lay down the wines through all of Autumn and early Winter. The storage of wines other than from the Phaulkon Winery is at the respective vineyard sites. Wagons carrying barrels of wine travel to Restenford, Bramton, Kroten, Phaulkonville and Lo Reltarma during the winter and spring months. The same wagons return from those locations with other goods and raw materials.

The owners of the other vineyards either pay the winery in coins or leave a number of barrels of wine in payment for the pressing and wine-making process.

The Winery Building and Grounds: The winery has a large work room, kitchen and a bedroom. It is a stone structure with arrow slit windows facing to the south, east and west. The north and windows into the bedroom and kitchen are shuttered and can be barred shut from inside. The hall door is solid and can be both barred and locked. The workroom's large door is cumbersome to open and close but is quite sturdy. It can be barred from inside. The north door, leading into the vineyard itself and across from the storage cave entrance, is locked only. It is the weakest door of the three.

Bedroom: The bedroom has a large table, a desk, fireplace and large bed. A beautiful small rug is in the center of the room (85GP value). There is a chest with clothing at the foot of the bed and another under the table. In the desk's bottom drawer is a scroll of **cure light wounds**, **continual light** and **locate object**.

Outside of the bedroom, on the west wall, is an iron bell whose pull rope is inside of the bedroom. If there were an emergency the bell can be sounded by repeated rapid toiling. Now the bell is rung once each day the start of work and the end of work. The time of day varies and has no schedule. Generally it is rung about an hour before the main tolling of bells from the

temple. During festivals Abarka and Lealah are at the temple for the bell ringing and services performed there. The Winery bank, hidden in the bedroom floor beneath the bell pull, is in a small locked strongbox and contains: 84GP, 97 SP and 204 CP.

Workroom: The workroom has a small garnet hanging by a thin chain from the ceiling. The garnet has a **continual light** cast upon it. It is partially covered by a piece of cloth to diminish the brightness. The gem is valued at 75GP.

There is a large door in the workroom that is tall and wide enough for a small wagon to be pushed into the workroom and loaded or unloaded. There is a winch that can hoist a barrel up and then swing it over into a waiting wagon.

The workroom has a large vat, pressing equipment and from five to ten empty barrels at one time. Tools and work tables are present.

Attic: A ladder, next to hall door, leads to the attic which extends above the bedroom, kitchen and north half of the workroom. The trap door to the attic can be barred by a sturdy iron rod from the attic side. The attic is used for storage but also contains six pallets where guests could sleep. There are blankets and hay-stuffed pillows. A table and four chairs are in the center of the attic and the pallets are around the edges. Stored here are a suit of rusty plate armor (useless), clothing for a boy about four, seven or ten years of age along with appropriate sized worn shoes. There is a scroll that unrolls to become a map of the Cobblethorp - Grest - Tellar area.

Two bottles of red wine are in a chest of old robes. The wine is spoiled and will act as a mild poison of drunk. The wine is palatable but sour to the taste. Each quarter of the bottle that is drunk by a single individual will require a save vs. poison thirty minutes later (save and no damage, fail and take 2-7 points of damage and 70% likely to begin heaving for 3 to 24 minutes).

Kitchen: The kitchen has a hearth, work table and table with four chairs. There are pots and pans hanging from the ceiling. The spice rack

has 20 spices in small containers. Some of the spices have a value of up to 4GP.

There is a well in the small courtyard. The courtyard has a three foot stone wall around it that provides 55% coverage to the average height archer standing behind it. The gate swings into the courtyard to allow a wagon to enter. There is a hitching post which can accommodate up to three horses. A series of large rose bushes block easy access to the courtyard on the northwest.

Abarka and Lealah are husband and wife. NOTE: They do NOT know about the **sword of death** in the crypt.

Abarka (GC [Phaulkon], Cleric Lvl 4; AC: 4/4/5; HP: 24; S: 13; I: 14; W: 15; D: 14; C: 12; CH: 9); chain and shield; Purse: 7GP, 18SP; long bow, mace. Abarka uses the Fighter Combat Table due to Str and Dex 13 or higher and has a 50% chance of 3 arrows per round. He may **speak with birds** at will.

first level: **bless, cure light wounds (x2), light (x2)**

second level: **augury, hold person, silence**

Lealah (N [Ehlonna], Druid Lvl, 7 female; AC: 7/7/8; HP: 31; S: 10; I: 13; W: 16; D: 12; C: 14; CH: 14); leather and wooden shield; Purse: 18SP, pearl 100; **quarter staff +1 of striking** (damage 2-12), dagger. Lealah may **shapechange** to bird, reptile and mammal once each per day. She may track as a 7th level ranger and gains

animal friendship once per day bonus spell

first level: **animal friendship, entangle, predict weather, speak with animals**

second level: **barkskin, charm person or mammal, cure light wounds, obscurement**

third level: **hold animal, tree, neutralize poison, pyrotechnics**

fourth level: **cure serious wounds**

The Winery Cave and the Crypt:

The Cave's Geologic History: Years ago the small lake on the foothills of the Jascar Peaks had a spill into a sink hole. That spill wore its way down into the hill and eventually hit bed rock below. The water then dug its way out of the hillside and a meandering stream was created. The cave complex dug by the water was discovered. The Temple of Phaulkon was going to be placed on the hillside, a rectory created and a small winery built at the base of the hill.

Since wine should be stored at a near constant temperature a use for the cave was immediately obvious. However, the cave appeared to add new water during any moderate to heavy rain. Therefore, the cave would have water running out of it at various times of the year and the cave rooms would be damp and perhaps even unusable at times. To prevent this from happening as often as it did the labor was expended to move a few large boulders into the spillway at the lake level. This makeshift dam allowed the small cave mouth off of the lake to remain open but water entered only during periods of very heavy runoff from the mountain. Water now trickles down into the convoluted twists and turns of the upper cave only two or three times a year and the stream outside of the cave has dried up in a small gully.

The Cave's Working: Once the number of spills from above was greatly reduced a few dwarves hired for the purpose chipped and fashioned the rock walls of the various halls and crawlways into a number of distinct rooms. The front two would be used for wine storage. The next could be used for storage or as a sleeping room if the temple and winery were ever attacked. The back room, since it takes some water from the convoluted climb, was used for storage.

The temple was also to house a crypt for the bodies of eighteen chief clerics of Phaulkon. The dwarves suggested a spot that happened to be directly below where the temple was being built above. The chief engineer suggested that a chimney from the crypt to the temple could be dug without too much effort, a

mere year or two. It would be fortified by tar-soaked timbers and contain a series of ladders that would allow people to climb up or down.

The dwarves also installed some tar-soaked hardwood rails from the cave mouth into the second wine storage chamber. These rails were inclined at about one or two degrees and spaded just over a foot apart. It was possible to lay a medium sized barrel on its side and roll it into and out of the cave on these rails, as opposed to trying to carry the barrel in. The rail could also support a wheelbarrow as long as the driver watched carefully not to drive off of the five inch-wide rail.

The Cave Complex:

Gate: The gate to the cave is made of iron bars with the hinges and lock well anchored into the surrounding stone on both sides. The lock is well made and solid. To break the lock 21 or more hit points of damage must occur. A BEND BARS roll is possible for those of 1801 strength or above.

Room 1: The cave veers to the right and widens to about fifteen feet. The rails laid by the dwarves begin here and extend to the end of the room. Along both sides there are twenty-four gallon barrels of wine stacked two high by using wooden wedges. On the south wall there are eleven barrels of Phaulvine wine from 572 (3), 573 (4) and 575 (4). The 573 barrels are exceptional the others are good. On the north wall are six empty barrels waiting for filling from this year's crop.

Near the cave mouth are four throwing hammers, a waterskin hanging on a peg, and eight wooden wedges used to secure one barrel placed atop another (laying on their sides).

Room 2: The rails extend into the four foot wide low hallway (five feet high for most of its length). Taller men must hunch over to move through. Many weapons cannot be swung in this narrow, compressed area. The rails move into the center of the large chamber.

The main irregular chamber has twenty barrels on the western walls: Phaulvine wine 568 (3), 569

(4), 570 (5), 571 (8). 569 was an exceptional year.

On the eastern wall are barrels made from the grapes of other vineyards. These wines are labeled Tellar's Best, 569 (4), 571(4), 572(5) and 573 (4). 569 and 573 were exceptional for these harvests as well.

Room 3: The room has twenty empty barrels on the east wall. There are also eight pallets stored upright. They can be placed on the floor and used. There are twelve sturdy blankets and two twenty-four gallon barrels of water that are refreshed twice a year. Another barrel has dried apples that are also refreshed once a year.

On the west wall is a locked cell door anchored into the wall. It can take 30 points of battering damage before breaking open. It leads to a dug passage supported by tar-soaked 8' x 8' beams. The passage goes downward at about a 15 degree angle and ends in a 30' x 40' irregularly shaped room. There are ten locked metal doors seen. There are complex wax seals on doors 1, 2, 3 and 4.

Each seal is also a **glyph of warding** for explosive damage (16 points). The chief cleric and the undercleric know the name of the glyph. Saying the name will disable a single glyph and said aloud it will disable all four of them for five full minutes. If the wax seal is also broken on one or more within that five minute period the glyph is permanently broken. Otherwise the glyph will reactivate on any of the unbroken wax seals. The chief cleric has the key to these locks. They can be broken with twelve points of blunt force damage.

There is a sarcophagus in 1, 2, 3, 4 and 9. Note that 9 is NOT sealed. This was done in hopes that a grave robbery would be foiled by thinking 1 to 4 had contents and then seeing 5 and 10 were empty the search would end.

The bodies in 1, 2, 3 & 4 were laid to rest in rich decorated white and blue robes with gold embroidery. They would be valued at 50GP each. Each of the skeletons is in various stage of decay with 1 and 2 being totally decomposed to bones. 3 and 4 are less decomposed.

Inside of number 9 there is also a stone sarcophagus. If opened there is an explosive **glyph of warding** of a different name that will do 24 points of damage. Only the chief cleric knows the name of this glyph.

Inside of that sarcophagus is the **+4 black long sword of death**. It is aligned to Evil Neutrality. It can **detect good** at a range of 30 feet, **detect magic** at 30 feet and cast **darkness** for a 30 foot radius around itself. The holder of the sword is not affected by the darkness. Note: the darkness surrounds the sword if this command is given and all in the circle cannot see until light is used to negate the darkness. The sword can do each of these functions three times each within a twenty four hour period. Each function has a twelve-minute duration. On the night of a new Luna moon, the sword can cast **continual darkness** 30 foot radius as a spell on an area, object or being (save applies). This continual darkness is permanent until a continual light or dispel magic is used upon it. A light spell will temporarily negate this darkness for twelve minutes.

The sword's major power is to cause a GOOD aligned fighter, cleric or "monster"*** to save vs. DEATH or die after a hit in melee. The sword can kill three good-aligned beings in one week. For each being it kills it will **heal** its wielder. A good magic-user does not have to save vs. death.

** A "monster" in this context applies to monsters who reside on the Prime Material or any Inner Plane and not to any monster that can access the Astral or Outer Planes. A monster immune to death magic is also immune to this sword.

The sword's power is to impart a terrible disease on a good-aligned figure hit for damage by the sword. Saving throw vs. magic does apply. Those who save cough once and take an extra 6 points of immediate one-time damage. The disease onsets on the next round. The person will begin to cough and his/her eyes will water. He or she takes an immediate 13 points of damage and suffers a -2 to hit and damage penalty due to coughing and hacking. All possible dexterity bonuses to armor class are negated by this disease. Vision is impaired by

this disease so that seeing clearly beyond twenty feet is impossible. The disease, unless a **cure disease** is applied, will invoke 3 more points of damage each day. While suffering from this disease cures of ANY type will have half effect with the exception of a **heal** spell.

Crypts 5, 6, 7, 8 and 10 are empty.

Also out of room 3 there is an irregular series of crawlways and small chambers that have been dug by the flowing water over the course of many decades. The climb out this way is difficult and is often hands and knees movement only. It will take 3d8+10 eight full rounds to climb out using this way for an unencumbered figure using good lighting. Those in metal armor, carrying shields or long weapons or large back packs might be forced to take off an offending item or get stuck in the crawlway (this happens in three tight places) The passage out this way covers 300 feet upward.

Coming down is somewhat easier and would take 3d6+8 rounds to an unencumbered figure using good lighting. The winery clergy know about this way out.

T4. FARMSTEAD: This 33-acre lot raises hops for the brewery as well as barley in the fields north of the house. It features a single large room home with a fireplace. The front and back doors bar from inside, but the front door lock is cheap (+4% to pick it). The home is wood with a wattle and daub roof. They have no farm animals but do own a plow. There is a dog but it he is not well-trained and will take food from anyone. He is a poor watchdog.

Abilibar (NC [Kord], Fighter Lvl 3; AC: 7/7/8; HP: 14; S: 14; I: 10; W: 11; D: 11; C: 14; CH: 13); leather & shield; Purse: 13 GP 30 SP; long sword, dagger and sling.

Wife, **Amara** (N [Ehlonna], Lvl 0, female; AC: 10/10/10; HP: 4; PURSE: 14SP, 12CP; short sword.

Their sons are six, four, two and a newborn infant six weeks old.

T5. FARMSTEAD: This 31-acre farm raises barley and turnips (2CP each) [400 to 1600 turnips] in the fields near the Jascar Peaks. The home is well made of wood with a wooden floor. It is

newly painted and has two rooms. Lester and his family keep a small hidden treasure of 17GP.

Lester (NC [Llery], Fighter Lvl 3; AC: 7/7/8; HP: 24; S: 14; I: 10; W: 7; D: 13; C: 9; CH: 14); leather & shield; Purse: 25 GP 54 SP; short sword, dagger.

Man-at-arms, **Nestor** (N [Llery], Lvl 1-1; AC: 8/8/8; HP: 5; S: 16; I: 13; W: 13; D: 12; C: 16; CH: 13); leather; Purse: 4GP, 11SP; spear, dagger.

Man-at-arms, **Gestor** (NC [Llery], Lvl 1-1; AC: 7/7/8; HP: 5; S: 16; I: 13; W: 13; D: 13; C: 16; CH: 14); leather & wooden shield; Purse: 12SP, 2CP, gem 50; short sword, dagger.

Lester's wife died a few years ago. His 18yo twin sons would like some adventure instead of growing turnips. Their father would not hold them back if they wanted to become hirelings, but they want to go together or not at all.

T6. FARMSTEAD: This 28-acre barely farm sports four large apple trees (2CP each). The fields are north and west of the three-room house. The outside is in disrepair. The front door is unlocked and old whitewash is fading. The inside is kept clean and tidy but furniture and furnishings are old. The family, a pair of brother and their wives, each with a young baby, can barely make ends meet.

Zebar (N [Llery], Lvl 0; AC: 8/8/8; HP: 4; leather; Purse: 4SP, 2CP; dagger.

Leehar (Nc [Phyton], Lvl 0, female; AC: 10/10/10; HP: 3; Purse: 2GP, 7SP, pearls 10 10 5 5; dagger.

Zethar (Nc [Llery] Lvl 0; AC: 8/8/8; HP: 5; leather; Purse: 14SP, 22CP; short sword.

Abeela (N [Phyton] Lvl 0, female; AC: 10/10/10; HP: 3; Purse: 1GP, 14SP (hidden stash: 17GP, 11SP).

T7. BARREL MAKER: A craftsmen and his apprentice reside here. The building has a stone floor. There is a work room, a kitchen and two bedrooms. The front door has a lock and the shutters are closed at night. Two large cherry trees are near the building.

The craftsman also makes small pieces of furniture and acts as the town carpenter,

sometimes using the carpenter outside of town. He makes small wooden toys and carved boxes available for sale (2CP and up to 3GP for the best boxes). He is the cousin of the Brewery owner Theriban.

Craftsman, **Rumbar** (LN [Fortubo] Dwarf Fighter Lvl 5; AC: 5/5/5; HP: 40; S: 16; I: 13; W: 8; D: 12; C: 17; CH: 9); chain; Purse: 83GP, 46SP, 33CP, pearls 10 10 10 10 10 5 5 5 (Bank: 93GP, 84 SP; hidden: 704GP); **hammer +2**, 3 throwing hammers. He speaks Common, Dwarf, Elf, and Keolandish.

Apprentice, **Twilley** (N [Fortubo] Dwarf Thief Lvl 3; AC: 6/8/8; HP: 15; S: 14; I: 15; W: 10; D: 16; C: 14; CH: 8); leather; Purse: 11GP, 10SP, 11CP, gem 50; **dagger +1**, 4 darts; **boots of springing**.

T8. TAILOR: This building contains a work room, store room, and a sleeping loft above the store room. The back door and store room door are **wizard locked**. The tailor has his spellbook hidden in the loft.

Inventory: 16 Tunics, 11 Trousers, 5 Cloaks, 5 Capes (grey and brown) (3SP to 2GP value); 4 bright color tunics with embroidery (5GP each)

Tailor, **Zap** (CG [Wee Jas] Half-elf Magic-user Lvl 5; AC: 5/6/6; HP: 13; S: 10; I: 16; W: 11; D: 15; C: 10; CH: 15); **bracers of defense (AC: 7)**, **ring of protection +1**, Purse: 18SP gem 50 50 40 20 (Bank 34GP); quarter staff.

first level: charm person, enlarge, magic missile, mending

second level: detect evil, mirror image

third level: fly

Eleena (GC [Wee Jas], Elf Magic-user Lvl 5, female; AC: 8/8/8; HP: 16; S: 9; I: 16; W: 12; D: 14; C: 15; CH: 17); **+2 ring of protection**; Purse: 4PP, 11GP, 12CP; six darts.

first level: burning hands, light, shield, ventriloquism,

second level: ray of enfeeblement, stinking cloud

third level: lightning bolt

The spellbook contains all of the above spells, plus the following: **erase, unseen servant, write, knock, strength, wizard lock, monster summoning I, tongues, clairaudience.**

T9. THE DEEP BLUE LAKE (TAVERN): The tavern is a wooden building with solid front door and a back door facing the tavern keeper's home. The doors have good locks and both can be doubled barred. The tavern floor is made of stone.

There is a storage room and common room. The common room has a bar, four tables that seat six, and a dozen randomly placed stools for additional seating. The hearth is large and casts quite a bit of light. Each table has a six-hour candle that may or may not be lit during the evening. There are four large shuttered windows (20" x 30") that let in ample light during the day. They are shuttered at closing time (about midnight). The tavern is run by a husband and wife team; their two sons sleep in a loft above the storage room.

Tavernkeeper, **Relken** (Nc [Llery] Fighter Lvl 4; AC: 6/7/7; HP: 23; S: 16; I: 8; W: 14; D: 14; C: 13; CH: 14); studded leather (shield under the bar); Purse: 23GP, 51SP; long sword, dagger, long bow and quiver of dozen arrows behind the bar.

Penella (N [Kord] Fighter Lvl 6, female; AC: 8/8/9; HP: 41; S: 16; I: 11; W: 9; D: 14; C: 12; CH: 12); **+1 ring of protection** (shield under the bar); Purse: 35GP, 61SP; battle axe, hand axe.

Assistant (son), **Relzo** (NL [Norebo] Thief Lvl 1; AC: 5/8/8; HP: 5; S: 10; I: 13; W: 14; D: 17; C: 14; CH: 7); leather; Purse: 6GP, 70SP, 114CP; hand axe, thrown dagger. Relzo has the annoying habit of trying to pilfer small items from tavern patrons after they are a bit drunk (coins on the table, cut purse strings or lift a small weapon).

Son (16 y/o), **Bellken** (N [Kord], Fighter Lvl 2; AC: 7/7/8; HP: 10; S: 12; I: 12; W: 10; D: 13; C: 12; CH: 13); leather & shield; Purse: 2 GP, 14 SP, 88CP; **+1 dagger**, eight darts, short sword.

Relzo likes to sit in the tavern in the early evening, when he's not yet on service, with mug of beer, a stack of silver and copper coins

and three dice in front of him. He is inviting someone to play the game Inbetween with him.

The rules of Inbetween are simple: The game is played with three dice of the same size; usually 8, 10 or 12-sided. Each player alternates taking the pair of like dark colored dice or the single white die. The bet is made. The white die roller is attempting to roll a number between the two numbers rolled by the other person.

So if the pair rolls 7 and 11 on a pair of 12-sided dice the single die must come up 8, 9 or 10. 1 to 7 and 11 to 12 would be a loss. If the pair rolls doubles that player automatically wins and retains the pair for an additional turn. If the pair rolls touching numbers he again wins automatically but does not gain an extra turn.

The payoff is usually as follows. For 8-sided dice the pay off is 2 to 1. For ten-sided, 2 to 1 and for twelve-sided 3 to 1. So if the single die player using 12-sided dice bets 2SP and wins he gets his 2SP back plus 4 more from the pair roller. It is a small stakes game often for five to ten silver pieces. Of course, by agreement, the stakes can go up significantly. The pair player rolls three times and then the dice are switched if the other player still has money, play continues back and forth until the money is gone or player who is losing decides to quit. If he does decide to quit he has to put one more coin in the center of the table to walk away.

For those who can read, the rules for Inbetween are posted on a sign next to the bull's eye dart board.

Beer (6CP) is cut with about 20% water added to a barrel after the first two dozen pints are poured. An experienced, sober figure can taste the difference if he/she is familiar with the full strength beer. Cheap wine (6SP) not from the Phaulkon winery (an experienced traveler might note prices are a tiny bit high for the quality).

Penella is one of the few people in town who fully understands the bell ringing from the temple and its significance. She has a calendar carved on two large wooden panels behind the bar. There is a small nail above each date

and a small polished copper token to covers the current date and is moved daily.

During Festivals only the tavern sells small cookies flavored with honey (3CP each) and small tarts filled with strawberries or grape jam (7CP). These are considered quite a treat and there is often a line of people (adults and children) with a hand full of copper pieces each day about noon. The treats are generally sold out by mid afternoon.

T10. HOME OF THE TAVERN KEEPER: The small stone cottage has a bedroom and a small kitchen. There is one solid door with a good lock and four 13" x 26" windows that have shutters. Behind the home is a small field of onions, squash and beets.

Hidden in the floor stones is 85GP and gems 40 40 30 and 20. The hiding place has a **magic mouth** that screams, "Who in the Abyss are you?! Thief Thief Thief! ... and an ugly one at that!" Penella and Relken do not set it off. Beneath the small opening, accessed by removing one more stone, there is a deep hole that holds a long wooden box (3" x 2" x 18"). Inside the hard wood carved box (value 20GP by itself) is a **wand of secret door and trap location** with 27 charges.

T11. HOMESTEAD: This building contains a single large room with a fireplace and bed with a mattress. There is a well-made table and four chairs, six pewter mugs and plates (value 3SP each) and a stuffed leather chair (value 45GP). On the wall there is a painting of a large oak tree crossed by a scimitar (Phyton's holy symbol)

Lennox, the owner works in the winery and is a teamster. He owns two horses and a large one and half ton wagon. Lennox and her two sons transport wine and other goods after the grapes are harvested and made into wine.

2 teamster horses (AC: 7; HD: 2+3; HP: 17, 15; #ATT: 3; DM: 1-6/1-6/2-5).

Lennox (GN [Phyton], Cleric Lvl 5, female; AC: 4/4/7; HP: 21; S: 11; I: 14; W: 14; D: 9; C: 13; CH: 17); **+1 leather** and wooden **+2 shield** (absorbs **magic missile** spells); Purse: 7PP, 11GP; scimitar

and six darts (allowed to clerics of Phyton, note the description of clerics of Phyton in the **Lendore Isle Companion**).

first level: **bless, cause fear, command;
detect magic, light**

second level: **charm person, heat metal, hold
person**

third level: **dispel magic**

Lennar (GN [Phyton], Fighter Lvl 3; AC: 4/6/8; HP: 24; S: 16; I: 12; W: 13; D: 16; C: 15; CH: 13); leather and **+1 shield**; Purse: 11GP, 13SP; light crossbow & 12 bolts, spear, scimitar.

Loxival (GC [Phyton] Fighter Lvl 3; AC: 5/6/7; HP: 34; S: 15; I: 10; W: 11; D: 15; C: 18; CH: 10); studded leather and wooden shield; Purse: 107SP, 83CP; heavy crossbow & 12 bolts, spear, scimitar.

T12. HOMESTEAD: The gnomes have built their own home. They work in the Brewery. They dug out a two-foot deep pit around the place where the house would be built. They then constructed the home inside of the pit. There is about six feet of pit on all four sides of the home and small stairs leading to the front door. The home is made of stone and is extremely sturdy and well made. It has a single cave shaped doorway that is small by human standards (four feet tall and two feet wide) and four nine inch diameter circular windows. The door lock is complex (-4% to a thief's lock pick chance). All of the furnishings are proportionally small: a table, six chairs (one of which is dwarf-sized), four small beds (for someone under 5 feet in height) and a hearth. They have mason skills equivalent to a 7th level artisan. They can lay stone, carve stone, make mortar and can tell ore-bearing rock. They have the basic skills of a gem polisher and cutter (5th level jeweler) and know how to melt and shape both silver and gold. They have seven pieces of silver jewelry for sale (decorative pins and brooches valued at 50, 40, 35, 35, 30, 30 and 20GPV).

All four of them know the basics of beer-making and the preparation of the components. They are being taught by the dwarves and are loyal to them. As brewers they would be 5th level as

artisans. The boys have all of these skills (the parents are 88 and 79 yo and the boys 41 and 37yo).

Gorp (LN [Garl Glittergold] Gnome Fighter Lvl 4; AC: 3/4/5; HP: 22; S: 16; I: 13; W: 13; D: 15; C: 16; CH: 11); chain and shield; Purse: 44GP, 18SP, 22CP; short sword and dagger.

Sparkle (GL [Garl Glittergold] Gnome Fighter Lvl 3, female; AC: 4/4/5; HP: 18; S: 13; I: 12; W: 10; D: 14; C: 13; CH: 15); chain and shield; Purse: 17GP, 18SP; short sword and hand axe.

Hellgo (LN [Garl Glittergold] Gnome Fighter Lvl 1; AC: 4/4/5; HP: 11; S: 16; I: 12; W: 12; D: 13; C: 16; CH: 12); chain and shield; Purse: 81SP; hand axe and thrown hammer (3).

Paragore (LG [Garl Glittergold] Gnome Fighter Lvl 1; AC: 4/4/5; HP: 9; S: 13; I: 14; W: 14; D: 11; C: 14; CH: 14); chain and shield; Purse: 7GP, 11 SP; hand axe and thrown hammer (3).

Note that the gnomes gain +4 on most saving throws.

T13. LEATHER SMITH: The leather smith, his wife and daughter reside here. The home doubles as workshop and small store. There are two bedrooms and a kitchen. A good quality door lock is on the front door, the only entrance. There are eight narrow windows (14" x 7", too narrow to climb through) each having a shutter.

A **glyph of warding** (explosive - see Rectory and bridge for details on the glyphs- for 18 points of damage if crossed no saving throw) has been cast on a piece of well-tooled leather nailed to a board. It is placed on the floor behind the front door at closing and removed before opening. The name of the glyph must be stated to transport it from the bedroom to the front door and back again the next morning. The shop is closed on every Godsdays and on the first day of all festivals.

There are any items of leather for sale: armor 5 to 8GP, belts 3 to 7 SP, studded leather (18GP), small pouches (15SP to 1GP), large pouches (20 to 30SP), backpacks (2 to 3 GP), vests (no armor value) (1 to 3GP), leather cases for scrolls or maps 1GP, boots hard (1 to 3GP) and leather caps/hats (10 to 20SP). All goods are of good

to excellent quality. Workmanship and detailing is shown on the more expensive end of the price range.

The quantity of each item may vary. Custom work can take hours or days depending on the item, quality, specifications, etc. The price of any item to be made must be negotiated.

Leathersmith, **Yerman** (NC [Olidammara] ALvl 7/Fighter Lvl 2; AC: 8/8/8; HP: 22; S: 15; I: 15; W: 10; D: 13; C: 16; CH: 8); leather; Purse: 22GP; short sword and dagger.

Yerman plays the lute and sings well

Leathersmith, **Obeeo** (N [Olidammara] ALvl 6/Druid Lvl 4, female; AC: 7/8/8; HP: 20; S: 12; I: 14; W: 16; D: 15; C: 15; CH: 16); leather; Purse: 17GP; nine darts and scimitar.

first level: **detect magic (x2), entangle, predict weather, purify water, speak with animals**

second level: **barkskin, charm person or mammal, create water, cure light wounds**

third level: **pyrotechnics, summon insects**

Obeeo plays both flute and harp and sings well.

Leatherworker, **Arless** (N [Olidammara] ALvl 4/Level 2 Druid, female; AC: 8/8/8; HP: 11; S: 9; I: 14; W: 15; D: 13; C: 12; CH: 16); leather; Purse: 15GP; scimitar and dagger.

first level: **detect magic, entangle, faerie fire, speak with animals**

second level: **barkskin, cure light wounds, produce flame**

Arless also plays the flute and harp and sings well. Both druidesses can hide in shadows at a 45% and 25% chance respectively. The family augments their income by singing and playing at the inn on Freeday evenings. They also tell tales and stories. All three can read and write. They also perform at noon at the Temple of Phaulkon during festivals. In both cases they are paid by their employer and they pass the hat for additional money.

T14. HOMESTEAD:

NOTE: READ THIS ENTIRE ENTRY AND THE END OF KEY TO THE TOWN OF TELLAR NOW IF YOU HAVE NOT DONE SO.

This is a well-made home but it is not being well cared for. The front door has a good quality lock that is oiled and maintained. The bed, table and chairs are dirty and could use some work. The inhabitant wears poor quality clothing that is ripped and poorly patched.

Bendo (EN [Syrul] Fighter Lvl 3; AC: 10/10/10; HP: 22; S: 17; I: 12; W: 13; D: 14; C: 15; CH: 9); Purse: 11GP, 16SP; **dagger +1, hand axe +1** (both throwable); **ring of spell storing (knock (x2))**; NOTE: **rings of spell storing** are SPECIFIC. No other spells can be substituted for the *knock* spells), **luckstone**, vial containing a slow-acting poison (see below); vial containing a fast-acting poison (see below).

Bendo is a drunk, gambler, bully and hothead. He is disliked by many. He has been thrown out of the inn on many occasions. The tavern tolerates him but they have tossed him out as well. He is very LUCKY for some reason and often wins when the odds do not favor his bet (his luckstone gives him +5%). He wears a wooden holy symbol of Llerg but does not truly worship that god, praying to Syrul instead.

Bendo is NOT human. He has a spell of disguise laid upon him by a 7th level shaman. Bendo is, in fact, a hobgoblin. He has been sent here for a very special occasion but his predilection for fighting may get him discovered! If he is knocked unconscious or killed the spell will break and he will be revealed. Bendo is a coward and FOR THE PROMISE of letting him go (his life) he will spill the beans! SEE END OF MODULE.

In his home, under some floorboards, can be found an additional 475GP which subsidizes his gambling and daily living. The treasure is in a well-made wooden box with a needle trap on the lock (save vs poison or take 4d8 damage, otherwise 1d8 damage).

Scratch marks are on a central pillar inside the home. If one very carefully constructs his arrival

time vs. the marks it will be realized that he has made a crude calendar. The day Patchwall 18th is circled (the night of the full moon (Luna)). On Patchwall 15th he will have been here 171 days.

On day Patchwall 17th, Bendo will go to the inn at 2 AM. He will open the door using one of the **knock** spells from his **ring of spell storing**. **Knock** cannot lift gates or remove bars on doors but it can open locks and bypass **wizard lock**.

He has a vial of a slow poison. He will drill a tiny hole in the top of the current barrel of **Tellar's Best** but he does not have enough to also poison the better **Phaulvine** wine. Part of the play will involve what the player characters order as drinks in the inn that day. The poison acts very slowly taking three full hours to manifest itself. Those of 15+ constitution will stave off the effect for another one to four hours if they save vs. their constitution score.

Each person drinking the wine, including the locals, must save vs. poison four hours after drinking **Tellar's Best** that day. If the save is failed the poison will do 2-8 points of immediate damage, induce vomiting, and make the person sick for the next 2-8 + 8 hours. Each hour the person will take one more point of damage. **Cure light wounds** will remove damage but will not neutralize the poison.

Those who make their save will take 1-4 points of immediate damage and feel queasy and nauseated for an hour but then the effect will pass. They will feel poorly for about 1-4 hours and then fully recover without taking any further damage.

Bendo is doing this to because 24 hours from the time he breaks in, at about 2AM on Patchwall 18th the hobgoblins will attack. This is the night of Luna's full moon. The more able-bodied men who are ill the better.

On Patchwall 18th at 1 AM, about an hour before the raid is suppose to happen, Bendo will go the guard house #21 and sneak up on Serbo. Bendo will use another **knock** from his **ring of spell storing** to open the door to the tower where Serbo is asleep. There is a 70% chance the dogs will bark upon

smelling/hearing Bendo. This could remove surprise and wake Serbo up.

Just before he gets too close he will take the vial of fast acting poison and coat the blade of his dagger. The dagger has a channel on the flat of one side that will allow the poison to cling there. The poison is quite strong. If there is a hit use a save vs. poison roll. Save vs. poison: The poison does 3-12 points of immediate damage. There is enough poison so that Bendo can attack a second time if Serbo does not go down. Serbo will call for the dogs if he survives the attack of course. Fail the save vs. poison: Take 6 - 24 points of damage and begin to convulse for 4 + d4 rounds. While in this state a target is -3 to hit and damage and loses any possible dexterity bonus. The person's voice is also quelled by the poison's effects for the duration. Serbo would not be able to call his dogs.

T15. SMALL MARKETPLACE: The crossroad is fairly busy. The north south road from Phaulkonville and lesser enclaves to Restenford via Grest. To the West is Kroten via Cobblethorp.

There are three permanent small roadside stands here that are constructed to display produce and goods on a slightly slanted twenty square foot surface with additional goods on shelves behind the stand's occupant(s). There is an overhang in the front allowing a shopper some cover from the sun and rain.

Farmers and traders come from the nearby farms to sell their goods. The largest shopping day is Freeday but someone might be in one of the stands at anytime. They are more or less first come, first served. Some people just drive a wagon up or sell from a cart or even wheelbarrow. During harvest it is understood that peddlers will not occupy the three stands but allow farmers to sell their goods.

There now is a halfling peddler. A pony pulled his cart in early this month. He is a tinker who has iron pans and pots for sale along with tin plates and cups (pan or pot 2-12CP, plate 4CP, cup 5CP).

Peddler, "**Feltar**" (NG [Phaulkon] "Halfling" ALvl 14/ Fighter Lvl 18 (18 HD); AC: -7/-7/-7; HP: 144; S: 19; I: 20; W: 21; D: 19; C: 17; CH: 10; SD: hit only by magic weapons, 75% Magic Resistance); leather; **+3 dagger +3, sling of seeking** & 12 sling stones.

Needless to say this is NOT a halfling peddler. He has polymorphed into that form and is commanded to stay in that form with limited exceptions. He is the Planetar¹ **Phalton**, the left hand of Phaulkon himself. Phalton may defend himself and bring to bear his powers only in a clandestine manner. If Tellar is attacked he is to step back and let matters transpire as they unfold. If he intercedes directly in the melee he will break a rule of engagement that Phaulkon and other gods have agreed to on Oerth. So if the Black Sword of Death is taken he must allow it to go. However, he has three things that he may do after the melee is over, at dawn or later:

1. He may **raise dead** up to three times with the approval of Phaulkon
2. Be sure that if the **mace of disruption** is around and brought back to the temple here that it be awarded to a cleric in the adventuring and not go to anyone in the temple to use or keep safe.
3. He may use his powers to help town innocents.

He will polymorph to Planetar shape only if he has to raise dead or intercede on behalf of the awarding of the mace. He can cure people in the halfling shape but he will do so with stealth and not reveal himself to anyone if he can help it.

Finally, if an equivalent denizen of a lower plane were to appear he would be allowed to counter the work of the avatar. Once the party has the mace or sets foot in Kroten, which ever comes first he will simply vanish.

If he chooses to shape change it will be dramatic. He will walk as a halfling toward the temple of Phaulkon. As he gets closer he will

gradually shape change himself and grow larger ending in his final height of eight and half feet! The eagles and birds around the temple and area will suddenly fly to him and circle above him. One will land on his finger at the moment the he finishes the transformation. He will then turn that small bird into a new guardian eagle of Phaulkon as a demonstration of his power and authority. He will not speak but will only communicate selectively via **telepathy**. He can speak to six people in a group of twenty and the fourteen will not know what is happening. He might, if the party has done excellent service on the night of the attack, give up either the **+3 dagger +3** or the **sling of seeking** (but not both). If he is forced to shape change then he will vanish as soon as specific task is finished even if that means another task on his checklist may go undone.

Oh, and don't try to steal the "pony" either: huge ancient bronze dragon, **Ogelma** (AC: 0; MV: 9"/24"; HD: 10; HP: 80; #ATT: 3; DM: 1-6/1-6/4-24; SA: breath (lightning) or repulsion, speaks aloud, intelligence 17, 2 each 1st, 2nd, 3rd, 4th level from this list:

- | | |
|----------------------|---|
| first level: | charm person, light, magic missile, shield |
| second level: | detect evil, ESP, forget, locate object |
| third level: | clairvoyance, dispel magic, suggestion, tongues |
| fourth level: | minor glove of invulnerability, polymorph other, remove curse, wall of ice |

Ogelma can polymorph himself into common animals, he is fond of a pony, dog and hawk. Ogelma cannot use his powers in animal form but his armor, class, hit points, intelligence and infravision are all there. He retains in armor class of zero in animal form as well.

If someone tries to steal from the cart Ogelma will not respond. He will only polymorph into dragon form in extreme emergency since to do so might compromise "Feltar's" mission here.

¹ See MONSTER MANUAL II, page 101 for extensive powers and abilities.

T16. HOMESTEAD: The Innkeeper and his wife reside here. The home is behind three-foot tall stone partial walls. They are decorative but also afford an archer four armor classes if he or she is kneeling behind them and two armor classes if standing behind them. The home itself has a stone floor, two large windows facing the road, two small windows on either side and a window looking over the river. There is a front door (with a good lock) and a back door (that is barred unless in use). The furniture and furnishes are of good quality. There is a mall pier behind the house but no boat. Clarence likes to fish.

The Inn's bank is in a strongbox with a durable lock. The box is chained and welded in a hole under some floorboards. Strength 18/01 or better has a chance of breaking the chain equal to their percentile strength. Otherwise the lock has to be smashed to the point of taking 21 points of damage from blunt force. Inside is 18PP, 420GP, 1340SP, 240CP (note weight).

Innkeeper, **Clarence** (NL [Norebo] Thief Lvl 9; AC: 0/3/3; HP: 47; S: 12; I: 16; W: 12; D: 17; C: 15; CH: 13); **bracers of defense (AC: 4), +1 ring of protection**; Purse: 3GP, gem 50; **short sword +2/+4 vs. chaotic-aligned prime material beings (detect magic, locate object, levitate** each 3 times per week; **fly** twice per week. The sword is LAWFUL NEUTRAL. It is telepathic and can speak in short eight or fewer word sentences (limit twenty four words per day). Chaotic figures must save vs. magic or take DOUBLE damage from the sword (separate from any backstab bonus).

Shellia (NL(g) [Norebo] Cleric Lvl 4, female; AC: 6/6/7; HP: 23; S: 11; I: 14; W: 15; D: 14; C: 12; CH: 13); **+1 leather** and shield; Purse: 4GP, gem 20 20 20 10 10; flail.

first level: **command, cure light wounds (x2), purify food & drink, sanctuary,**

second level: **hold person (x2), silence**

NOTE: Clerics of Norebo also have thief abilities to Hide in Shadows 25%, Move silently 33%, Climb walls 88% and Remove traps 35%.

Clarence and Shellia always travel together to and from the Inn of the Brown Feather.

T17. INN OF THE BROWN FEATHER: The inn has a stone floor. It has three small rooms to let in the north wing. The cost is 13SP for a single occupant and 20SP for two. The main room occupies much of the main building with a small kitchen in the on the back wall. Also there are two small bedrooms, one for Clarence's hired guards and bouncers and the other for his clean up and serving crew.

Beer is 7CP and never watered down, wine is 5SP for table wine and 8SP for Phaulvine Wine (made at the winery here). There is also a limited special taste cherry wine produced in short supply in autumn. It sells for 1GP a bottle.

Guards/bouncers:

Erben (NC [Kord] Fighter Lvl 4; ACL 0/2/3; HP: 41; S: 18/77; I: 12; W: 11; D: 16; C: 16; CH: 8); **+2 chain** (shield available); Purse: 22GP; two hand axes (throwing), **long sword +1**.

Jestin (GN [Jascar] Fighter Lvl 4; AC: 3/5/5; HP: 37; S: 18/34; I: 14; W: 9; D: 16; C: 15; CH: 12); chain; Purse: 17GP, 22 SP; two Handed Sword (look out!), dagger. When Jestin gets the two handed sword in motion every one had best duck for cover or a dreadful accident could occur.

Neither bouncer resorts to weapon fighting unless it is absolutely necessary. Both are excellent wrestlers and brawlers in non-weapon combat and both know how to throw a punch.

Pester (age 21), Jester (19) and Nestor (17) are brothers. Good-hearted and helpful, they can be hired (all or none) for odd jobs.

Man-at-arms, **Pester** (NC [Kord] Lvl 1-1; AC: 10/10/10; HP: 5; Purse: 34 SP; spear, dagger.

Man-at-arms, **Jester** (N [Kord] Lvl 1-1; AC: 10/10/10; HP: 4; Purse: 18SP, 22CP; sling, dagger.

Man-at-arms, **Nestor** (N [Kord] Lvl 1-1; AC: 8/8/8; HP: 6; leather; Purse: 2GP, 18CP; four hand axes (throwing).

There is entertainment on Freeday (see Leather Smith).

T18. FARMSTEAD: The house is a single room with a fireplace, table and 4 chairs, two cots and one bed. The door has a latch but no lock. It can be barred from inside and has four 12" x 12" shuttered windows.

Husband **Ambar** and wife **Pennel** reside here with their daughters **Willa** and **Werna** (ages 12 and 7); (AC: 10/10/10 ; LV 0, HP 5, 4, 2 & 2 respectively); no armor, no weapons. Ambar carries 13SP and 22 CP. They have a hidden nest egg of 3GP. The family raises barley (crop value 18GP) and have a two large cherry trees.

T19. FARMWORKERS AND TEAMSTERS: The home has one small room with a two beds, a hearth, a table and four chairs. There is a loft with a pair of small beds.

The four brothers work on many of the farms as a group. They sow, till, pick, harvest, etc.

They are generally hired as a group for 13SP a day for all four or in pairs for 7SP a day. Work is seasonal but there is a lot of it. They work a six day week during some times of the year and seven days during harvests.

During late winter and most of the spring they travel back and forth to the various towns of Lendore Isle with exported wine and imported general goods. They own a substantial cart (1 ton capacity) and a single horse (AC: 8; HD: 1+3; HP: 8; #ATT: 1; DM: 1-4).

They only travel to Cobblethorp alone. To Grest or beyond they want to part of a cavalcade of travelers for the protection value.

Four male Men-at-arms (Lvl 1-1; AC: 10/10/10):

Penchant (age 23); HP: 5; Purse: 3SP, 12CP; dagger and short sword.

Dessire (age 20); HP: 4; Purse: 4SP 8CP; short sword, sling.

Clairvel (age 18); HP: 4; Purse: 2GP 11CP; short sword, short bow and 12 arrows.

Oaster (age 15); HP: 3; Purse: 13SP, 11CP); short sword and sling.

Their parents were killed four years ago when they foolishly traveled to Kroten with no escort.

Brigands attacked them about a mile out side of town. They lost their horse and wagon in that attack.

T20. BRIDGE: The wooden frame bridge is anchored by four stone pillars and is wide enough for a two ton wagon pulled by two or four horses or oxen. There is a single room guard house that has a cot, table and chair. The guard house is more to ward off rain than any other reason. But a guard does live there. On cold nights he is sheltered in the rectory on the hill. He often goes there for lunch and dinner.

Armon (CG [Phaulkon], Fighter Lvl 1; AC: 4/4/5; HP: 11; S: 14; I: 12; W: 11; D: 13; C: 16; CH: 8); chain and shield; Purse: 33SP; long sword, long bow and 15 arrows, dagger. Armon carries a brass horn than he can use to summon help from the garrison.

T21. DRAWBRIDGE AND SUPPORT TOWERS:

NOTE: *the drawbridge is normally LOWERED, even at night. It is raised only during danger or during fear of attack.*

The east tower houses two war dogs, Spike & Blackie (AC: 6; MV: 12"; HD: 2+2; HP: 16, 15; #ATT: 1; DM: 2-8). They can enter and exit at will but are trained by Serbo not to leave the area. They attack only upon command or if attacked.

The west tower has the drawbridge controls. Both towers are two stories and have spiral stairs to the upper walkway and crenellated stone roof. The 2nd level has a bed, table and chair. He has eight bottles of Phaulvine wine from various years. They are valued at 1GP to 4GP.

The first level has two baskets of arrows (30 arrows per basket), six spears, two large water barrels, a cask with dried meat rated as trail rations.

Serbo (GN [Ehlonna] Fighter Lvl 4; AC: 3/4/5; HP: 25; S: 15; I: 14; W: 12; D: 15; C: 15; CH: 8); chain & shield; Purse: 14GP, 22SP; **+2 long sword +2**, long bow and dagger.

T22. GUARDHOUSE, SMALL BRIDGE AND WALLS:

Bridge: The small bridge across the river is wooden and well maintained. It can be blocked by a 6' x 6' beam with iron spikes sticking out of the beam. The spikes are parallel to the ground and a second set are pointed upward. Each of the ten spikes in each array protrudes about six inches. They are very sharp. A brush against them would do 1-4 damage and being slammed into one (impaled) would do d4+2 damage. The beam locks in place on both sides mechanically and that locking mechanism can have a padlock put on it. A horse at full gallop should be able to clear the spikes easily. The upper arms of the bridge on both sides have upturned six inch sharp spikes that prevent someone from walking on the railing. These spikes, sixteen in number on each side, have a fish hook point so impaling on them does d4+2 and then another d4+2 damage when the person pulls him/herself off of the spikes again.

Wall: The wooden, nine foot tall walls around this complex are upright logs of about eight to twelve inch diameter. The logs are pointed at the top. There is no inside walkway. They are tied together by heavy rope at top and bottom and can sustain a number of heavy blows. Of course they can burn and the ropes can be chopped (the rope would have to take 11 points of damage to be cut).

Tower: The twenty-eight foot diameter stone tower is forty-six feet tall and has four levels. The external diameter is thirty-two feet. The tower has four equally spaced arrow slits on each level. There is a stone spiral stair inside that has a trap door on each level including the top.

Level One: Stored here are four baskets of 30 arrows each, eighteen spears, two large water barrels, a barrel with barley flour, basic spices, a barrel of dried meat and another of dried apples. The main door is locked and can be barred from inside. There is a table and two chairs.

The current guards are stationed there but often they are out making the walk of the area. They patrol both sides of the bridge and remain inside of the wall on each roughly six minute

patrol. There is a 25% chance they will go outside and walk around the outer wall and stream-moat. The captain does not go on patrol and the two sergeants seldom do (20% for one of the two sergeants to join a patrol. Many evenings the sergeants do not appear at all).

Level Two: This room acts as a common room and kitchen. It has a large table and two long benches plus cooking utensils, pots and pans and a supply of firewood. There are two barrels of beer here.

Level Three: This is the bedroom for the 1st and 2nd level guards. There are six beds with small locked chests at the foot of each bed.

Level Four: This room is divided in half. There is a small hall entered from below and a ladder to the roof. Thus both rooms have doors that can be locked. One room is for the captain of the guard and the other for the two sergeants to share.

Captain's Bedroom: Good quality lock and can be barred from inside. Good bed, a large armchair with a cushion. A well-made rug and a chest of three drawers. There is a long sword and shield hanging on the wall. In a chest at the foot of the bed is good quality clothing. In the false bottom there are 112GP and a **+1 dagger**.

Captain of the Guard, **Eddard** (GN [Phaulkon], Fighter Lvl 7; AC: 0/2/5; HP: 48; S: 18/33; I: 14; W: 15; D: 16; C: 15; CH: 12); chain and **+2 shield**; Purse 22GP; **+1 long sword +1, long bow +1, +1 hand axe +1**(throwing); **ring of feather falling** (he can go to the roof and jump off faster than run down the spiral stairs).

Sergeants' Bedroom: Good quality lock and can be barred from inside. There are two beds, a table and two chairs, a bright red rug with the design of a dragon head that has a value of 100GP, a map of the town drawn on the wall and a locked chest is at the foot of each bed.

Sergeant, **Kespo** (GC [Kord] Fighter Lvl; AC: 4/4/5; HP: 29; S: 17; I: 12; W: 12; D: 13; C: 15; CH: 8); chain and shield; Purse: 2PP, 37GP, 18SP;

long sword, long bow & 15 arrows, four daggers; **potion of extra healing**.

Sergeant, **Drestel** (LN [Lendor] Fighter Lvl 4; AC: 2/2/4; HP: 27; S: 15; I: 17; W: 14; D: 13; C: 15; CH: 16); **+1 chain** and **+1 shield**; Purse: 11GP, 22SP; **+1 long sword +1**, long bow and 15 arrows, two throwing hand axes; **ring of Invisibility**.

3rd floor guards:

Esto (GN [Phaulkon], Fighter Lvl 2; AC: 3/3/3; HP: 14; S: 15; I: 8; W: 14; D: 12; C: 16; CH: 11); plate; Purse:17GP, 32SP; long sword, long bow & 15 arrows, dagger.

Zort (GN [Llery] Fighter Lvl 2; AC: 6/7/8; HP: 16; S: 11; I: 10; W: 10; D: 15; C: 16; CH: 12) leather & shield; Purse:10GP, 19SP; flail, dagger.

Keevlar (GC [Fharlanghn], Fighter Lvl 2; AC: 2/2/3; HP: 14; S: 12; I: 16; W: 8; D: 12; C: 13; CH: 10); plate & shield; Purse:10GP, 27SP; flail, hand axe, spear.

Obarti (NL [Fharlanghn] Fighter Lvl 1; AC: 7/7/8; HP: 7; S: 13; I: 12; W: 14; D: 10; C: 12; CH: 10); leather & shield; Purse: 8GP, 10SP; long sword, spear, hand axe.

Seemus (GN [Llery] Fighter Lvl 1; AC: 8/8/8; HP: 7; S: 15; I: 15; W: 7; D: 10; C: 13; CH: 17); leather; Purse:14GP, 35SP; battle axe, hand axe, dagger.

Roll d8, guard shifts are twelve hours in length beginning at 7PM, there is no day shift under normal circumstances

- 1 Esto & Keevlar
- 2 Zort & Seemus
- 3 Obarti & Zort
- 4 Obarti & Keevlar
- 5 Seemus & Zort
- 6 Keevlar & Seemus
- 7 Esto & Obarti
- 8 Keevlar & Obarti

Roll d10. On a 1 or 2 a sergeant will appear d10 hours into the shift so a roll of 4 on d10 would mean 11PM.

T23. MILL: The floor and lower half of the mill are stone and the upper structure and roof are made of wood. There is a tool shed where grease is kept in casks. There is spare lumber and tools used to repair the water or mill wheel.

The mill wheel can be engaged or disengaged by a large lever near the water wheel. The mill room contains sacks for the milled barley.

The main room is the living quarters and is divided into a kitchen and two bedrooms. These rooms are not directly connected to the mill room and the main house is locked with all three occupants having a key. The kitchen has utensils, a hearth, a table and four chairs. The bedrooms have a bed, table and chair, chest of drawers and small ruff rugs. Both bedroom doors have a **fire trap** that all three of the occupants can bypass (damage d4 +5 explosive).

Hidden under the floorboard of Zendo and his wife's room is a treasure of 88GP gem 40 30 20 and a brooch 80GP. The treasure is in a wooden locked strong box that is has a **fire trap** on it.

Behind the main room, near the stream, are a four holly bushes and three mistletoe shrubs.

Zendo (N [Phyton], Quarter-elf Druid Lvl 5; AC: 6/7/8; HP: 20; S: 13; I: 14; W: 17; D: 15; C: 13; CH: 15); leather & wooden shield; Purse: 17GP; scimitar and six darts.

first level: **detect magic, entangle (x2), predict weather, purify water, speak with animals**

second level: **charm person or mammal, cure light wounds (x3), obscurement**

third level: **neutralize poison, summon insects, water breathing**

Clairee (N [Phyton], Lvl 0, female; AC: 10/10/10; HP: 4; Purse: 31SP, 18CP; dagger.

Zendar (N [Phyton], Eighth-elf Druid Lvl 3; AC: 4/7/8; HP: 19; S: 16; I: 15; W: 15; D: 17; C: 12; CH: 16); leather & wooden shield; Purse: 21GP;

quarter Staff. Zendar is Zendo and Clairee's 16 year-old son.

first level: detect magic, entangle, pass without trace, shillelagh (x2)¹

second level: create water, produce flame

third level: pyrotechnics

T24. GRANARY: The granary has a number of large bins on three levels that are filled with milled barley and wheat. There is a solid wooden stair and a hoist for moving the flour up and down inside. The granary silo is wooden and four inches thick with a stone floor. Its door is double-locked and **fire trapped** by Zendo. The miller family can bypass the **fire trap** as can Lealah from the winery. The heavy wood is soaked in a fire-resistant oil.

T25. BREWERY: The brewery is made of locally-quarried stone. It is dwarf-made and is of exceptional quality. The walls are all nine inches thick and rise to a height of nine feet. There are twenty 9 by 9 inch windows each with an inside shutter (the workroom has 10 windows, the office 4 the storage room 2 and the bedroom 4). There is a solid thick wooden door facing the river and another facing the small courtyard. Both doors of good locks and can be barred.

Theriban is married to Twerl. They share a locked bedroom off of the main workroom. It has a bed, a chest of drawers, and a chest at the foot of the bed. There are two brass candlesticks holding six-hour candles. The clothing in the chests is of good quality and some is recent. The strong box with 7PP 34GP gems 20/20/20/10/10/10/10 GPV is in this room. It is bolted from inside to the large table. The lock is complex (-5% to pick it).

The main workroom has a loft where Hespo and Bellar sleep in hammocks. There is a wooden ladder to the loft which they pull up at night.

¹ I ruled that **shillelagh** could be cast on a non magical quarter staff making it +1 to hit with damage being 2-8, duration 1 round per level.

There are two large vats and just over two dozen barrels. There are barrels with barley, hops and other ingredients.

The store room has some empty barrels, an unused table and two chests of various used oddments.

The small office is used for sales and record keeping. There is a desk in front of one of the windows and light from ceiling would hit the desk top as well. There is a tall stool to sit on and two extra chairs. In this room there is a ceiling trap door to the roof which is often opened a few inches or all the way for extra light and air. The ladder to it is attached to the wall.

Brewmaster, **Theriban** (NG [Fortubo], Dwarf ALvl 9/ Fighter Lvl 5; AC: 4/5/5; HP: 41; S: 18/14; I: 13; W: 13; D: 12; C: 18; CH: 8); chain and shield; Purse: 8PP, 44 GP, 31SP gems 100/50/20/20; war hammer and four smaller throwing hammers; **ring of purification and fermentation** (this magical ring (5000GP value) is of use to any artisan who ferments a product like beer or wine. By waving it over a vat of liquid not to exceed 50 gallons the wearer causes the fermentation time to be cut in half. The second use of the ring is to purify water or other drinks. It will partially neutralize a plant poison (cutting potential damage in half) and cause animal poisons and venoms to become very bitter and fragrant. This will usually expose a poisoned liquid or other food product as well).

Theriban's secondary profession (ALvl 7) is that of sculptor. He creates statues of Fortubo and other Dwarven deities that are valued at 50 to 100GP by humans but can sell for 400 to 800GP to a dwarf. They are said to have a blessing upon them, but that is mere speculation.

Brewer, **Hespo** (NG [Fortubo], Dwarf ALvl 6/Fighter Lvl 3; AC: 4/4/5; HP: 16; S: 14; I: 12; W: 10; D: 10; C: 16; C: 8); chain and shield; Purse: 28GP, 38SP, 16 CP; mace and four throwing hammers/

Brewer, **Bello** (NG [Vergadain], Dwarf ALvl 5/Fighter Lvl 2; AC: 4/4/5; HP: 11; S: 13; I: 10; W: 15; D: 14; C: 13; CH: 13); chain and shield; Purse: 3PP, 14GP, 32 CP; battle axe and two throwing hand axes.

Twerl (LG [Berronar] Dwarf Cleric Lvl 3, female; AC: -1/0/3; HP: 22; S: 10; I: 11; W: 16; D: 15; C: 15; CH: 16); **+2 chain mail, +2 shield**; Purse 22GP, silver necklace 150; war hammer and three throwing hammers.

first level: **bless, cure light wounds (x2), light**

second level: **detect thief** (range 30 feet; saving throw vs. magic applies), **hold person, silence 15' radius**

T26. THE LONGHOUSE: Just over the drawbridge is a large stone building measuring fifty by twenty-four feet. Its twelve-foot tall walls have three small barred windows ten feet up the north and south walls. The center window on both sides has a ladder attached to the wall so that a person can climb it and look outside. From the south window an observer can just see over the log wall to the fields below and to the south. The north window allows a good view of the small keep, granary and mill and the small bridge to the brewery.

The long house is meant as a shelter for the populace in the case of an attack from the Trollheim Mountains. Bands of humanoids, chiefly orcs and hobgoblins, reside in the western Trollheims. There is a small danger of trolls as well but a bugbear or ogre is far more likely. Inside of the long house there is a well fed by the Kroten Stream. There is an artificial south branch to the stream dug to act as a sort of moat. While it is not deep, only two and half feet, it would hamper direct attack on the log wall.

The long house has a single large door facing the drawbridge. The stores occupy the eastern end of the building. There fifty blankets and as many pallets stored here if a prolonged stay is required. There are provisions in storage that are replaced annually. The door is iron reinforced and has a very large bar that can be dropped in place to fortify it. Archers from the guard house (22) can send many arrows against any intruder trying to break down that door.

T27. HOMESTEAD: A well-made wooden home that has a stone floor. There are two rooms, a bedroom and common room. The inside and outside are painted and in good repair. The

furnishings are of good quality are kept clean and neat. He has a hidden Necklace 80GP under the floorboards of his bedroom.

The husband and wife work in the inn. They have a two-year old son. They are loyal to the Innkeeper.

Onbar (N [Kord] Fighter Lvl 2; AC: 7/7/8; HP: 11; S: 15; I: 10; W: 9; D: 13; C: 15; CH: 8); leather and shield; Purse 22SP, 13 CP; long sword and dagger (throwable).

Emella (N [Llery] Fighter Lvl 1, female; AC: 8/8/8; HP: 8; S: 12; I: 12; W: 10; D: 12; C: 9; CH: 10); leather; Purse: 1GP, 44SP; short sword and hand axe.

T28. VINEYARD: This 47-acre vineyard harvests sixteen to twenty barrels in late Low Summer or early Autumn. The inhabitants are a husband and wife and their two sons, one of whom is recently married, plus two workers. The couple's eldest son is at T30.

They reside in a wooden farmhouse with three rooms and a good, sturdy door with a lock that can be barred. They keep the place in good order and here and there are recent purchases. The large barn is home to Argule and Zem. There is a small corral and a shed.

They own two work horses, a one-ton wagon, two milk cows, ten chickens and a rooster. Incidentally, they sell milk, eggs and cheese at the market in town on Freeday except during weeks where tending the vines, harvesting or making wine are paramount.

The vineyard has twenty long lines of vines that are generally mature.

Abarith (NC [Phyton], Fighter Lvl 4; AC: 7/7/8; HP: 26; S: 16; I: 12; W: 12; D: 10; C: 15; CH: 8); studded leather & shield; Purse: 18GP; long sword, dagger, mace.

Housewife, **Perrin** (N [Phyton], Lvl 0, female; AC: 10/10/10; HP: 3; Purse: 19SP; knife.

Beller (NL [Phaulkon], Fighter Lvl 2; AC: 7/7/8; HP: 12; S: 15; I: 10; W: 12; D: 12; C: 10; CH: 8); leather & shield; Purse: 20SP; long sword, long bow & 15 arrows.

Zem (N [Norebo], Thief Lvl 1; AC: 6/8/8; HP: 5; S: 12; I: 13; W: 10; D: 16; C: 12; CH: 9); leather; Purse: 18SP gem 100; short sword.

Argule (N [Norebo], Thief Lvl 1, female; AC: 7/8/8; HP: 5; S: 10; I: 14; W: 12; D: 15; C: 11; CH: 13); leather; Purse: 2GP, 14SP; sling & dagger.

Farmer, **Bargo** (N [Phyton], Alvl 3; AC: 8/8/8; HP: 5; S: 14; I: 10; W: 12; D: 10; C: 9; CH: 11); leather; Purse: 3GP, 8SP; pitchfork.

Yedda (N [Phyton], Alvl 2, AC: 10/10/10; HP: 3; S: 10; I: 13; W: 10; D: 12; C: 9; CH: 8); Purse: 14SP; knife. Yedda is Bargo's wife, Bargo is Abarith's oldest son.

T29. VINEYARD: A farmhouse made of bricks and wood, set on 13 acres, is home to a family of four. They keep a pony in a small barn on the property, and have a saddle, saddle bag, saddle blanket and bridle. The farm harvests fifteen to eighteen barrels in early Autumn

Farmer, **Yessel** (N [Kord], Alvl 2; AC: 10/10/10; HP: 4; S: 9; I: 10; W: 10; D: 14; C: 8; CH: 9); Purse: 15SP; spear.

Housewife, **Abee** (N [Phaulkon], Lvl 0, female; AC: 10/10/10; HP: 3; S: 10; I: 8; W: 12; D: 10; C: 8; CH: 9); Purse: 22SP; knife.

Borman (GN [Phaulkon], Cleric Lvl 2; AC: 6/7/8; HP: 9; S: 12; I: 13; W: 17; D: 15; C: 13; CH: 14); leather & wooden shield; Purse: 2GP, 44CP; mace; scroll (**dispel magic, glyph of warding**).

first level: **cause fear, cure light wounds, light, purify food & drink**

Acara (GN [Phaulkon], Cleric Lvl 1, female; AC: 7/7/8; HP: 6; S: 10; I: 12; W: 16; D: 10; C: 16; CH: 15); leather & wooden shield; Purse: 20SP; hammer.

first level: **cure light wounds (x3)**

Borman and Acara are students at the temple of Phaulkon during the off-season for the care and harvest of grapes. But every Freeday they attend the temple for follow up instruction and reinforcement of prior teaching.

T30. FARMSTEAD: A family of five resides here in a wooden farmhouse. This 20-acre farm grows barley and hops. There is a barn and a shed. They have two dogs, two milk cows and eight chickens.

Farmer, **Bailey** (N [Phyton], Lvl 0; AC: 8/8/8; HP: 4; leather; Purse: 15SP, 31CP gem 25; dagger.

Housewife, **Sella** (N [Osprey], Lvl 0, female; AC: 10/10/10; HP: 4; Purse: 2GP, 15SP; knife.

Bailey and Sella have two sons (ages 5 and 3) and a baby daughter. They are first-time farmers on their own. Bailey's father is Abarath (#27). The dogs are trained to warn if someone approaches the house. They are not attack dogs.

T31. FARMSTEAD: This 16-acre farm grows wheat. A widower and his son reside in a wooden farmhouse. There is a barn and a shed. Hidden in the shed is a chest (88GP gem 50). They have one milk cow, a work horse, a small quarter-ton cart, ten chickens and a rooster.

Zeek (NC [Kord], Fighter Lvl 3; AC: 7/7/8; HP: 21; S: 17; I: 10; W: 10; D: 13; C: 15; CH: 8); leather & wooden shield; Purse: 20SP; **broad sword +1**, 3 throwing hammers.

Zeek has a very bad limp from a poorly set broken leg fifteen years. This injury caused him to retire from being a sell-sword. He moved here from Ratik with his wife and baby. She died suddenly eight years ago. Zeek is both bitter and angry. His son tries to contain himself against his father's constant bouts with drinking. Zeek is a mediocre farmer but he stays with it and keeps the farm going ... just barely. This farm could produce twice what it does now.

Zemedda (Nc [Phaulkon/Kord], Fighter Lvl 2; AC: 7/7/8; HP: 18; S: 18/57; I: 12; W: 13; D: 13; C: 16; CH: 13); leather & wooden shield; Purse: 18SP; broad sword, long bow, dagger. Zemedda, now 16, has been partially trained here in Tellar. He acknowledges his father's god but worships Phaulkon as well. He realizes his father is on path to self-destruction. Zemedda is looking for a chance to leave Tellar and adventure. He has been active in the town guard and earned his experience on

adventures in Mount Wiest, the Trollheims and in the Kroten Forest.

T32. FARMSTEAD: A painted large stone and wood farmhouse sits on a 37-acre farm that grows squash, beets, potatoes, onions & turnips. It has a large central room, a fully-equipped kitchen and three bedrooms. The eight windows are all shuttered and can be barred from inside. The two doors are of Icar wood, which makes them very heat resistant as well as being strong. The door locks are complex (-7% to pick). Agroestor has a number of well made wool robes of brown and grey material (40GPV, 35GPV and 30GVP). His boots are dwarf made and imported from Scant (Onnwal) (55GPV, 50GPV and 40GPV). Bella has two imported silk gowns that were made in the Dreadwood in Keoland and shipped from Gradsul (120GPV, 90GPV and 80GPV).

Agroestor spends much of his time tending his fields and caring for his animals. He magically enhances his crops nearly doubling their yield and making them virtually immune to most insect pests and radical temperature variations. His crops fetch the best prices and thus Agroestor is quite prosperous (hidden in the cellar there is a sturdy locked chest containing 35PP, 308 GP, 620SP and gems 8 x 100GPV, 5 x 50GPV and 40 x 20GPV).

He has large produce: squash 2-8CP each, beets 2-5CP each, potatoes 3-12CP each, onions 2 to 7CP each & turnips 3-12CP each

The barn houses four milk cows and a bull. Cows graze on the hill behind the farm. He has two fully-trained and loyal war dogs. He has a cart and a two ton wagon and two draft horses. His wagon transports goods from the nearby farms. He often picks up from 3 to 6 people and takes them to town to sell or buy goods. At harvest his wagon gets a good workout moving back and forth to Tellar and sometimes to Cobblethorp and even Grest. He does not go into Kroten ever.

A pail of fresh milk is 12 - 17CP.

Agroestor (N [Phyton], Druid Lvl 9; AC: 3/3/4; HP: 40; S: 12; I: 15; W: 18; D: 12; C: 14; CH: 16); **bracers of defense (AC: 4)** & wooden shield; Purse: 8PP, 7GP, 14SP; **quarter staff +1**, nine darts (3 of them **+1**).

first level: **animal friendship, detect magic, entangle, faerie fire, locate animals, pass without trace, predict weather,**

second level: **charm person or mammal (x3), cure light wounds (x3)**

third level: **call lightning, cure disease, neutralize poison, tree**

fourth level: **animal summoning I, dispel magic**

fifth level: **wall of fire**

Agroestor is a friend and former adventuring companion of Xerrex, the High Priest of the Temple of Phaulkon. Agroestor's crops are of high quality and are sold in Tellar and some exported to Grest (see the spell **growth cycle** in the **Lendore Isle Companion**).

Housewife, **Bella** (N [Phyton], Lvl 0, female; AC: 10/10/10; HP: 5; Purse: 21 SP; six darts.

Carpenter, **Emmand** (N [Llerg], ALvl 6/Fighter Lvl 4; AC: 1/3/4; HP: 31; S: 17; I: 15; W: 13; D: 16; C: 15; CH: 11); **+1 chain** & shield; Purse: 17GP, 18SP, 6SP, 3BP; **+2 long sword +2**, dagger, long bow and 18 arrows. Emmand is Agroestor's oldest son (age 27). He has been to the continent and was a mercenary in Scant for three years. He has a pronounced limp from the loss of two toes on his left foot. He is an excellent carpenter and keeps the home, barn and wagon in superior condition.

Emman (N [Phyton], Druid Lvl 1; AC: 6/8/8; HP: 8; S: 11; I: 13; W: 16; D: 15; C: 13; CH: 15); leather; Purse: 16SP; quarter staff

first level: **animal friendship, detect magic, entangle**

Emman is 12 years old and is being taught by his father.

Boy (10) **Semordal** (HP 4) and daughter (7) **Hybersa** (HP 3). They help around the farm.

Semordal's preliminary training to become a druid is just beginning.

War dogs, *Sly* (male) and *Coy* (female) (AC: 6; MV: 12"; HD: 3+3; HP: 23, 21; #ATT: 1 and 30% chance for a second bite each melee round ; DM: 4-10). *Sly* and *Coy* are very large dogs and generally travel about the farm together. They guard the front door at night from a large two-door dog house that is ten feet away. One of the two is always awake at night.

Draft horses (AC: 7; HD: 3+1; HP: 25(x2); #ATT: 1; DM: 1-3). They are kept in superior shape and are relatively young (3 years old).

T33. ORCHARD: This 33-acre orchard grows apples, cherries and plums. There is a whitewashed wooden home with a shed and small barn. House appointments are average price and well-maintained. A crystal prism (60GPV) hangs by a slender thread in the kitchen window where it catches the morning sun.

They have a draft horse, two goats and six chickens. They have a cart (about 2 ton capacity) and a wheelbarrow.

They are close to being midway between the two local enclaves. As such the original builder constructed the farmhouse with extra thick timbers. The door is reinforced and can be double barred. The eight windows are twelve inches wide but only six inches high. They let the light in but no one can get in or out through them.

Under the kitchen table there is a well-hidden trap door to a large cellar. Storage down there is packed neatly against the walls so that there is room for six people and as many as twelve if crowded in. There is a crawl hole out of the cellar that is thirty inches wide and thirty-six inches tall. It is supported by beams and has a ceiling (the walls are dirt and stone). The passage is twenty-five long and opens in the orchard behind a bunch of bushes.

They take their produce to both Cobblethorp and Tellar where they sell product out of the cart. They travel in daylight on days where the

weather looks like it will be good. They travel, sell their goods and return before dusk.

Appleseed (CG [Phyton], Half-elf Cleric Lvl 4; AC: 6/6/7; HP: 24; S: 16; I: 10; W: 15; D: 10; C: 11; CH: 18); **+1 leather** and wooden shield; Purse: 14GP, 20SP, gems 40 x 4; morning star, two throwing hammers.

first level: **bless, command, cure light wounds, light, sanctuary**

second level: **hold person, know alignment, spiritual hammer**

Dorramara (NG [Cleric], Cleric Lvl 2, female; AC: 7/7/8; HP: 15; S: 10; I: 11; W: 15; D: 12; C: 10; CH:17); **bracers of defense (AC: 8)** and shield; Purse: 12GP pearl necklace (80GPV); three hammers (throwing).

first level: **cure light wounds (x3), light**

Sons (6) **Ativar** (HP: 3) and (4) **Ureyega** (HP: 2).

Horse (AC: 7; HD: 3; HP: 20; #ATT: 1; DM: 1-3).

Large war dog, *Snarl* (AC: 6; HD: 3+3; HP: 22; #ATT: 1; DM: 3-9).

T34. LUMBER MILL: There is a large windmill, a well-maintained wooden home and barn.

Oduesp (Nc [Kord], Fighter Lvl 5, AC: 8/8/8; HP: 34; S: 18/34; I: 10; W: 9; D: 13; C: 16; CH: 11); leather; Purse: 54GP, 37SP gem 100 50 20; battle axe, hand axe, heavy crossbow & 12 bolts.

Isauq (CN [Kord], Fighter Lvl 4; AC: 8/8/8; HP: 28; S: 17; I: 13; W: 9; D: 12; C: 15; CH: 12); leather; Purse: 32GP, 50SP; battle axe, hand axe, long bow & 15 arrows.

Queem (Nc [Kord], Fighter Lvl 2; AC: 7/8/8; HP: 13; S: 16; I: 10; W: 14; D: 15; C: 13; CH: 10); leather; Purse: 13GP; battle axe, hand axe, spear.

Emmoben (Nc [Kord], Fighter Lvl 2; AC: 7/7/7; HP: 15; S: 17; I: 9; W: 16; D: 10; C: 14; CH: 11); **+1 leather**; Purse: 15GP, 22SP; battle axe, hand axe, hammer.

Oduesp and Isauq and helpers select, fell, dress and detail trees where they fall. They have to get the tree down and trunk cut into a number

of sections to be able to transport it. They harvest on the edges of the Kroten Forest and small copse next to Tellar. They can work on a single tree for up to two and three weeks to clear it all. The small branches are used for fire wood and the small branches are bundled and allowed to rot. They have tried to fell an Icar by going deep in the forest but the wood was too difficult to work and axes dulled far too quickly. They damaged the tree but gave up the job when they realized they would never be able to get the tree out of the forest if they did succeed in bringing it down.

They saw up each trunk using their wind mill. This is also a long process. The boards have to be prepared for use in homes and walls. At the end of the process they load up the wood and transport it to one of the larger towns nearby. They usually have a contract for a load of wood

THE ATTACK ON TELLAR

This event will occur on Patchwall 18th. The hobgoblin army numbers one hundred and seven individual hobgoblins along with four bugbears, three ogres and an evil hill giant. The rank and file are in two groups as follows.

Phalanx One:

Hill Giant (AC: 4; MV: 12"; HD: 8+2; HP: 51; #ATT: 1; DM: 2d8 +7; SA: throw rocks for 2-16); Purse: 277GP, 340 SP, Gems: 200/200/100/100/50/50/50/50 GPV.

Ogres (AC: 5; MV: 9"; HD: 4+1; HP: 28, 26, 20; #ATT: 1; DM: 1-10+6; SA: 10% chance for two blows per round); Purses: (28hp) 88GP, **ring of fire resistance** (worn);

(26hp) 318SP, gem 40 40 40, Silver Necklace 100 GPV; (20hp) 140GP, 37SP, **hammer +2** (not employed).

50 Hobgoblins (AC: 5; MV: 9"; HD: 1+1; HP: 9(x5), 8(x15), 7(x6), 6(x11), 5(x4), 4(x9); #ATT: 1; DM: morning stars (d6+1)). Purses: 0 to 19 GP, 2d20 SP, 20% will have a gem worth 10.

Hobgoblin Leaders: #1: (AC: 3; MV: 9"; HD: 3+1; HP: 23; #ATT: 1; DM: **morning star +1** (+1 for strength); SA: 15% chance for two blows a

before they take it by wagon to the town in question. With luck they deliver seven to ten trees in a year.

T35. VINEYARD: A 42-acre lot featuring a wooden Farm House (man & two workers) shed, barn and corral. The vineyard has twenty two mature lines of vines. Thirty-five to fifty barrels are harvested in late Low Summer or early Autumn.

Bargus (LN [Phaulkon], Fighter Lvl 3; AC: 7/7/8; HP: 17; S: 13; I: 14; W: 12; D: 14; C: 16; CH: 10); leather & shield; Purse: 15GP; short sword, short bow, dagger.

Men-at-Arms, **Fargo** and **Zellus** (LN [Phaulkon], Lvl 1-1; AC: 8/8/8; HP 6, 5; leather; Purse: 15 SP and 2GP, 11SP; short swords, short bows (& 12 arrows each) and daggers.

round); **+2 shield**; Purse: 8PP, 22GP.; #2: (AC: 4; MV: 9"; HD: 2+1; HP: 16; #ATT: 1; DM: **mace +1**); **+1 splint**; Purse: 71GP.

Hobgoblin shaman (AC: 5; MV: 9"; HD: 3+1 (7th Lvl); HP: 20; #ATT: 1; DM: **mace +2**); Purse: 18PP, 30GP; **ring of free action**.

first level: cause fear (x3)

second level: hold person (x2)

third level: dispel magic

Phalanx Two:

Bugbears (AC: 5; MV: 9"; HD: 3+1; HP: 22, 21, 19, 18; #ATT: 1; DM: 3-9; SA: 5% chance for 2 blows per round); Purses: (22hp) 81GP, (21hp) 33GP, 22SP, gem 50,

(19hp) 18SP, 44CP, (18hp) 25GP, gems 100/100/40 GPV; armed with large spears.

50 Hobgoblins (AC: 5; MV: 9"; HD: 1+1; HP: 9(x6), 8(x15), 7(x4), 6(x13), 5(x7), (4x4); #ATT: 1; DM: morning stars); Purses: 0 to 19 GP, 2d20 SP, 20% will have a gem worth 10.

Hobgoblin Leaders: #1: (AC: 3; MV: 9"; HD: 4+1; HP: 30; #ATT: 1; DM: **mace +1**; SA: 20% chance

for 2 blows per round); **+2 ring of protection**; Purse: 22PP, 22GP; #2: (AC: 4; MV: 9"; HD: 2+1; HP: 18; #ATT: 1; DM: **mace +1**); **+1 splint**; Purse: 30GP.

Hobgoblin shaman (AC: 2; MV: 9"; HD: 3+1 (7th Lvl); HP: 17; #ATT: 1; DM: by weapon); **+4 cloak of protection**; **staff of striking**¹ does 2d8 damage (18 charges (must say "strike" aloud)).

first level: cause fear (x4)

second level: hold person (x3)

third level: dispel magic, feign death

fourth level: poison by touch

Hobgoblin shaman (AC: 5; MV: 9"; HD: 3+1 (4th Lvl); HP: 13; #ATT: 1; DM: mace).

first level: cause fear (x3)

second level: hold person

Zestus (LE [Syrul], Fighter Lvl 9; AC: 0/0/3; HP: 59; S: 16 (18/00); I: 15; W: 15; D: 17; C: 13; CH:10); **+2 chain** and **+2 shield**; **+3 long sword +3, +2 long bow +2; amulet vs. magic missiles, gauntlets of ogre power, ring of invisibility, scabbard of the Black Sword of Death**. The scabbard can locate the Black Sword of Death when it is within 100 yards of it. It will let out a high-pitched keening when in range for three segments. It will then do the same if the wearer of the scabbard goes beyond 100 yards again. It can perform this detection three times per week.

Zestus will go into battle **invisible** and trailing the hobgoblin command group. He will appear if that group is physically attacked and often by surprise. He may choose to fire arrows and then become **invisible** again on the next round after doing so.

Tactics: Phalanx One will move about eight minutes ahead of Phalanx Two. They are to move through the wood south of the winery, emerge and run at the drawbridge before it is raised. They aim to attack the guard post and batter down the door (two battering rams are

carried). Four of them are to break off and burn down the mill and four more are to burn the long house.

Once Phalanx One is in motion the leader of Phalanx Two will send a few of his group (one bugbear and fifteen hobgoblins) to attack the winery while the rest go up the road and winding path to the temple. The shaman is to knock down the statue of Phaulkon and desecrate the altar while the rest of the force crosses the bridge and attacks the rectory. Zestus will pass by winery in the second wave and the scabbard will detect the sword! He will try to call back additional forces to himself. He may get one bugbear (40%) and from 3d4 Hobgoblins. The rest will be dispersed and moving. The shaman wants to destroy the temple and his mind is on that purpose.

Dice for these problems as follows:

Phalanx One:

30% chance one or more will raise an exposed torch while they run through the woods.

*30% chance that 3d4 hobgoblins will break off and head to buildings 18 and 19 to sack them.

*15% chance that one of the ogres accompanied by 3d4 hobgoblins will attack the inn. These are three separate rolls. All or none of them may occur.

Phalanx Two:

*20% chance that 3d4 hobgoblins will break rank and go charging down the south road into the town. They would fall upon buildings 10 and 11.

*25% chance that 3d4 extra hobgoblins will fall upon the winery.

*50% chance some dumb hobgoblin will try to steal the DATE CUBE from the temple! This will bring the Storm Giants. If they come immediately their purpose is to get the cube back and to defend the temple and its clergy ONLY.

The leaders will press their attacks until roughly half of their forces are gone. They will then attempt a retreat. However, there is a 40%

¹ Rechargeable. Variation: use three **knock** spells for one charge, two **spiritual hammers**, a **wall of iron, force** or **stone**. There is no "striking" spell. Maximum of 25 charges.

chance that the rank and file, ogres and bugbears will keep attacking even if a retreat is sounded! The leaders will withdraw if possible and avoid melee if they can. They do want to kill as many of the rectory priests and defenders as they can as well as the principle guards in the guard post. It is NOT their objective to sack the town. Their forces are too small for that.

The majority of the town's occupants, if this is a surprise attack, will do one of the following:

1. Grab a few things fast and run west with their wives and family.
2. Grab a weapon and go outside to fight.
3. Put on armor then grab a weapon and go out and fight.
4. Escort the women and children to the long house but failing that hide them and defend them.

THE HAMLET OF COBBLETHORP

Road notes: The road from Teller to Cobblethorp is just dirt, though packed well. This dirt road continues to the crossroad outside of Grizzly's Tavern. The party may notice that the road coming from the west and heading out of town over the north bridge (toward Mount Wiest) is made of cobblestones. The cobbles are very well worn and here and there one has been replaced by a different color stone. The road to the market is dirt again. The cobbles follow all the way into Kroten.

NOTE: Westerie, Reegaluss and "Grizz" know that Tellar was to be attacked on the night of the full moon (Luna), Patchwall the 18th. When the party arrives, these three will want to learn what happened. They just might overplay their interest and say something they should not know by mistake (30% chance).

C1. FARMSTEAD: The small home has three rooms built on a stone floor. There is a solid door with a lock. There is a loft with two windows and six shuttered windows on the first floor. The common room contains a hearth, large table

If the town is on alert the women and children (zero level) will be in the long house already. Archers will be in the guard house and the order to lower the gate will be given by a lookout on top of the guard house. Additional forces (volunteers from the various buildings) will be in the Inn and be ready to sally forth and attack any evil forces from the flank and behind. The Chief cleric wants the party to go to the winery (but he does not explain why he wants them there.)

The party will be wherever they say they will be on the night of the attack. If there is no warning they will likely be asleep in the inn! If on alert they may be clustered or not; it is up to them.

After the attack there should be treasure. It will be dolled out to the party, if at all, at the command of the chief cleric (if he is still alive) or the captain of the guard (if he is still alive). What the party might take during the melee is, of course, another matter.

with six chairs, two large padded chairs and a cupboard with tin cups and plates.

The river pools up under the Wiest Bridge and near the farmhouse. The two pools of water support a number of fish and small frogs. Gegla and his son can often be found on the bridge or at the pool fishing instead of caring for their wheat crop. There is a small pier near the house and Gegla has a small boat. He rows up to the bridge and now and then goes down stream. There is some minor white water west of Cobblethorp, so he does not go that far since he'd have to carry the boat back, and it might get damaged against the rocks. He and Bergus use the boat to go fishing, of course. They catch enough fish over the course of the year that Jestella cannot be too upset. They even sell fish to the tavern and inn when they have enough.

The fields start in town and extend down the road to encompass about 20 acres.

Fisherman, **Gegla** (N [Phyton], Fighter Lvl 1; AC: 7/7/8; HP: 9; S: 15; I: 12; W: 10; D: 13; C: 15; CH: 11); leather (shield in the house); Purse: 5GP, 12SP; long sword, dagger, hand axe.

Cook, **Jestella** (Nc [Phyton], ALvl 5; AC: 10/10/10; HP: 3; Purse: 15SP, 22CP; knife.

Son **Berbus** (age 9).

C2. BLACKSMITH: Hercus the blacksmith lives above his work shop with his wife, son and daughter. The building is brick and wood with two rooms on the second floor and a large workroom main floor. It is a solid structure with adjacent open wall work area containing an anvil and oven. He brings his tools into the home each night. The family has a small bank of 18SP and 40CP.

Hercus (N [Llery], Fighter Lvl 2; AC: 4/4/5; HP: 19; S: 17; I: 15; W: 15; D: 10; C: 17; CH: 14); chain & shield; Purse: 4SP, 7CP; **long sword +1**, hammer. Hercus stays out of town politics.

Becka [N [Llery], Lvl 0, female; AC: 10/10/10; HP: 3; knife.

Children: boy **Argus** (age 8), girl **Pansy** (age 5).

C3. FARMSTEAD: This is a 48-acre wheat farm. A small, single room solid structure. The door has no lock. The room has four large windows with leather flaps on the inside. Furnishings are maintained but of low quality. Cache: 17SP.

The have three goats in the outdoor corral.

Man-at-Arms, **Hanker** (N, Lvl: 1-1; AC: 10/10/10; HP: 6; S: 15; I: 10; W: 10; D: 11; C: 15; CH: 10); spear, dagger.

Wife, **Essa** (N; Lvl 0, female; AC: 10/10/10; HP: 2; knife.

Boys **Benar** (7), **Beeco** (4), and **Besto** (3), girl **Essagar** (11).

C4. INN OF THE BURNING TWO-HEADED TROLL:

The inn is a solid stone and wood structure. It has a central room with a bar, four tables and benches and two booths. Ale is 1SP, Beer 5CP, Mead 5SP, good and cheap wines (5 to 15SP a pint). There are four rooms to let, a kitchen, storage room, and the common room on the main floor.

A cellar forms a lower level below the kitchen and common room. There are two large rooms for the Innkeeper and his wife in the large attics over the two wings. The stairs to the attic are in the southwest corner of kitchen.

The bank is kept behind the bar in iron box, locked: 2GP, 44SP, 87CP.

Innkeeper, **Rogar** (NG* [Phaulkon], Ranger Lvl 4; AC: 5/5/8; HP: 38; S: 16; I: 15; W: 16; D: 14; C: 18; CH: 15); leather (**+2 shield** below bar); Purse: 9GP, 10SP; **+3 short sword +3**, long bow & 20 arrows; ***ring of alignment masking** (appear Neutral to **detect good/evil** or **know alignment**), **ring of free action**.

Rogar knows what's going on in town but is closed mouth unless he sees a demonstration of a person (group) doing obvious good. He does not feel he can act alone.

His room has a large bed, clothing for him and his wife. Perfume (3GPV), combs, soap and dish, water pitcher, brass candleholders (4) and supply of 40 candles. There are two windows on the north and south face of the roof. Hidden: 67GP in purse.

Abedo (N [Norebo], Thief Lvl 7, female; AC: 4/6/6; HP: 29; S: 11; I: 15; W: 12; D: 16; C: 11; CH: 10); **bracers of defense (AC: 6)**, Purse: 3GP, 7SP, 4CP Gem 40GPV; **short sword +1**, sling, throwing dagger in boot; **ring of invisibility and inaudibility**.

She sleeps in the attic above main room. The attic has a small bed but is used to observe the occupants below through peep holes in the ceiling. A few boards specifically placed for the location of natural knot holes that coincide closely with tables below. Usually there is no light source in this room at night since it might be seen from below. There are no windows in

the attic. She is very careful to have any creek in the floor fixed as soon as she finds it. The door is locked and trapped with a falling brass bell. There are four throwing daggers in various hidden places in the room. One floor board (rank as secret door for purposes of locating it) has a hidden purse of 16PP and 40GP and a **rope of climbing**.

The cellar is below the kitchen and main room only. It has a trap door and an outside door. In the cellar are the following: Eight Barrels; 3 beer, 3 mead, 2 wine (Value 2GP beer, 5GP mead, 4GP wine); Twelve Casks; Ale (Value 18SP each); Wine bottles; 64 (Two bottles aged 3GP and 7GP value); crates, six chairs, flour, lard, spices.

Rogar and Abedo are an odd couple in some respects. They adventured together many years ago and became enamored with each other. He does not like that she steals things but he also has respect for abilities as a spy. He was the only other one in their party of six who could move somewhat silently so when she scouted a building he would go along as her lookout and back-up. They know there is a scam going on in town but they know not to intercede directly since the town guard and the son of the Duke of Kroten are involved. However, given the right circumstances he might support a stranger who would like to do something about the things that go on in town. Abedo does not rob guests... usually.

C5. GRIZZLY'S TAVERN: The tavern is a two-floor stone structure with twelve small 6 inch x 6 inch windows on the first and twelve more on the second level.

1st Floor: The central room has a bar with 4 stools and in the room there are 3 tables and 2 back booths. Two tree trunk pillars are in the middle of room support the ceiling. A wooden open staircase goes up (so someone under the stairs can see the room easily). There are candles on all five tables, flame unprotected. Eight small windows let in a small amount of light. At night here is no ceiling lighting. One small lamp behind bar is lit at night. There is a small kitchen and a storage room.

The storage room behind the bar has a small window with a single bar. There is a secret door on the east wall of the store room leading in a large growth of bushes and trees behind and south of the tavern. There is also a ladder directly to the Innkeeper's 2nd floor room. The trap door can be barred from above. Below it has a lock that can be opened from either side.

Beer is 6CP, watered down wine 6SP, and Ale 1SP, all by the pint.

Cellar : The cellar is below the main room. There is an oversized trap door behind the bar with a winch above it allows large barrels to be hoisted into and out of the cellar.

Six barrels: 4 beer, 2 wine (Value 1GP beer, 2GP wine); six casks; Ale (Value 14SP each); 18 wine



bottles; 18 (one extraordinary aged bottle has 80GP value); saddle bags, 3 flasks oil, 20 spikes and hammer, 40 tallow candles, hooded lantern, large scuttle of coal for braziers, leather armor, two daggers.

Pettaling (NE [Syrul], Thief Lvl 2; AC: 6/8/8; HP: 8; S: 11; I: 14; W: 13; D: 16; C: 15; CH:13); leather; two daggers (throw or hand to hand. He knows what goes on here including the fact that Zebnebub can change form but he does not know how he does it. Zebnebub told him it was due to his magic ring.

A small room in the cellar is his. It has a cot, chest of clothing with a spare lock pick, belt and pouches, a dozen candles and a spare tinder and flint. In the far right wall of cellar there is a hollow with a secret door (only 2 feet deep). Stash in cellar: (48GP, 89SP, 3 gems; 20, 15, 10 GPV); **dagger +1/+2 vs orcs** (GPV: 750, XP: 100).

There is a second small room for the two tavern helpers. It has bunk beds and two small chests. There are pegs on the wall for hanging goods. The two helpers are a brother and sister who have debt to Grizz. They (really the pair's dead father) owe Grizz 37GP. They are working the debt off at 10SP a month. Grudgingly he pays them 8CP and a few Brass Triangles (or "bits") a week so he does not have to listen them groan all the time. They hate him. Both are learning skills from Pettaling who thinks that teaching them is a good thing. They want the skills so that someday they might be able to kill Griz. They suspect that he killed their father. They have no clue that he can polymorph himself but they have seen Bube (one of his forms) in town and have seen Bube come into the tavern and vanish. They do not have the experience to believe that Bube and Grizz are the same figure. They are always sent to their room prior to the ruse being done but Alicar has stayed behind and watched from the door of the storage room. He might warn a party that something might happen if he has reason to believe that the party might help him and his sister get out of here.

Cook, **Aleva** (Nc [Norebo], ALvl 3/ Thief Lvl 1, female (16yo); AC: 9/10/10; HP: 4; S: 11; I: 13; W: 10; D: 15; C: 8; CH: 11); Purse: 3CP, 7BP; dagger.

Clean up, **Alicar** (N [Norebo], Thief Lvl 1 (14yo); AC: 8/10/10; HP: 4; S: 12; I: 14; W: 9; D: 16; C: 10; CH: 9); Purse: 1SP, 4CP, 3BP, 2BP; dagger.

2nd floor: Small hallway has small window, rug, plant and three doors. Two northern doors are to small rooms to rent. Both have small windows and two beds. The doors can be barred from inside. The doors have locks (the tavern keeper has a spare key).

The tavern keeper's room has a reinforced door with a better lock (-3% to pick). It can be barred from inside. He has a large bed with mattress and pillows, a table and well made chair with arms, a rug of good quality on the floor and a painted picture of a giant grey-skinned figure throwing rocks out of a large and long pit.

In the wardrobe there is a dark brown travel cloak, a yellow and brown woven robe of excellent quality (20GPV) with the symbol of a red forked tongue on the breast, silk small clothing 4GPV, a silk shirt with ruffles 5GPV. trousers, three pairs of well made boots (7, 4 & 3 GPV), a doublet (2GPV), hat with feather (2GPV), four linen tunics, leather vest (4GPV).

Beneath a loose floorboard (rank as a secret door) is the **mace of disruption**¹ stolen from the Church of Phaulkon when Qualton was assassinated in Restenford on the 15th of Planting.

NOTE: "Grizz" has hidden the mace under orders from his father, the Duke of Kroten. It is not to be brought into Kroten until it is ready to be destroyed. The time is not right for that according to a portent told to the Duke by the Evil High Priest of Kroten. He will attempt to

¹ There is an important note on the **mace of disruption** per the DMG that gives the evil figure a 5% better chance. A 9th level cleric turns a mummy on a roll of 4 or better on d20 but the Mace has to roll a 5 or better since the mace talks about % chance to survive the hit. Therefore the partial devil of this module has only a 5% of being disrupted by a mace hit; i.e., a natural roll of 20 on d20.

destroy it between the New Moons of Autumn {Ready'reat the 4th (Luna is new) and Ready'reat the 14th (Celene is new). The Duke and EHP feared an attempt to take back the mace and the Duke does not want that theft traced back to Kroten; not until the signs were right to destroy it.

Tavern Keeper, Zebnebub (aka "Grizz") (LE [Syrul/Asmodeus), Quarter-devil Assassin Lvl 5/HD: 7; AC: 3/3/3; HP: 45; S: 18/21; I: 14; W: 17; D: 15; C: 11; CH: 4) HP 45, leather; four daggers (throw or hand to hand) (two doses poison 5d6 damage (save: 2d6); **ring of detect magic** (within 3' = 70% chance; touch = 100%) (he tries to pat down and touch everyone appearing to be "friendly," but he's really just checking to see if anyone has a magic item(s)).

Zebnebub is hit only by magic weapons in all of his forms. Zebnebub is an illegitimate son of the Duke of Kroten. The Duke has given him this tavern as well as uses him as his loyal spy. He is welcome at court.

Once per turn he can do each of the following as a 9th level wizard; he is limited to thirteen spell-like powers in one 24 hour period:

1. **charm person** range 20 feet (cast 2 segments).
2. **cause fear** by touch (2d6 rounds duration, cast 1 segment).
3. **animate dead** (1 to 4 corpses or intact skeletons, cast 1 round).
4. Limited **polymorph self** (casting time 3 segments). Three specific forms were taught to him by his father. He can maintain one of these forms for 8d8+ 12 rounds only, though he can return to adult human form at any time:

1. Human boy *Bube* (AC: 3; S:17; I: 14; W: 15; D: 15; C: 11; CH: 7). Zebnebub has used this form around town or in Kroten to spy. In this form, he has all of his spell-like powers in this form but would only use them if he was discovered or threatened. The boy appears to be about 10 years of age.

2. A margoyle (AC: 3; MV: 12"/12"; HD: 7; #ATT: 4; DM: 1-6/1-6/2-8/2-8 (he does not get his strength damage bonus in this form. He can fly as a margoyle, speak aloud (with difficulty). In margoyle form, he cannot use his spell-like powers other than returning to an adult Zebnebub before the polymorph self spell has reached its duration. The margoyle has Zebnebub's mind in this form. In this form he has a "charisma" of 19 to gargoyles. He has learned many words in the language of gargoyles. He can emit a high-pitched whistle that will call gargoyles to him if he is outdoors and the gargoyles are within half a mile.¹

3. Grizzly bear (AC: 3; MV: 12"; HD 6+6; #ATT: 3; DM: d6+6/d6+6/2d6; SA: (hug if both claws hit for 3d8). The grizzly form has no spell-like powers, but Zebnebub can return to his adult human form.

The Duke of Kroten's father is a Duke of Hell's Ninth level; Bune, servant of Asmodeus. The Duke of Kroten, Nebubenub the First, is a lesser half devil/half human.² As such he has passed some power to his son.

He heals 2d6 hit points when he changes from one of three forms back to his adult human form. He can change to another form only from his adult human form and only if a full round has transpired. He can take the same form subsequently. Example: Adult human, poly bear for 7 rounds wounded for 20 points, poly adult human cured 7 points, wait one full round, then any of the three forms.

Zebnebub pretends to worship Syrul the goddess of Lies and Deceit but really prays to Asmodeus. He is principal to the main town plot. If he locates at least one magic item he will send Pettaling out to get the guard (see below).

There is a cellar trap door behind bar.

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- 1 There is a pack of gargoyles very close to the two mills outside of town (C28). Read the text of the Mill for details.
 - 2 See "Recipe for a Devil," Footprints #6, December 2005.

C6. STABLE, HORSE TRADER: This one-room wooden building is in poor repair. Some of the shutters are loose and hanging off of the six small windows. The front door creaks when it opens and sticks in damp weather. It can be barred from inside but has no lock. There is a small barn and yard next to the central stable. There is room to stable two or three horses in the outer yard.

Three horses are available to sell or to trade: a light war horse, 2HD HP: 12 (asking price 180GP); two draft horses, 3HD HP: 20, 17 (asking price 35GP and 32GP).

There is a wagon available in decent condition. It could carry 2 tons (175GP)

The stable is run by Gellus and Rebar. They know and are friends with Beglla at the guard house.

Man-at-Arms, **Gellus** (N, Lvl 1-1; AC: 10/10/10; HP: 4; S: 15; I: 9; W: 10; D: 12; C: 14; CH: 8); Purse: 2SP, 11CP; quarter staff. Hidden stash: 74GP, 137SP, 85CP, 44BP.

Man-at-Arms, **Rebar** (N, Lvl 1-1; AC: 10/10/10; HP: 7; S: 16; I: 14; W: 15; D: 12; C: 16; CH: 16); Purse: 5SP, 10CP; quarter staff. Rebar (aged 20) is Gellus's son. He would love to travel and leave Cobblethorp forever. He can be hired and has the potential to become a henchmen or even a player character. He is oblivious of the plot in town. He is likeable honest and loyal. He attaches himself to travelers and tries to be friendly, hoping to be hired. He will ask for work if a player characters shows any interest whatsoever. He will gladly join for something like a better weapon and/or leather armor.

C7. FARMSTEAD: This two-room small home is in fair repair. It has eight large shuttered windows and two good doors (neither have a lock but can be barred from inside).

This 42-acre farm grows beets, tomatoes, potatoes and onions. Beets: 2-5CP each depending on size; tomatoes: 5-10CP each depending on size; potatoes: 1 to 4 CP each depending on size; onions: 1-4CP each depending on size.

Farmer, **Wesgar** (N [Llery], Lvl 0; AC: 10/10/10; HP: 3; Purse: 3SP; short sword.

Wife, **Cennia** (N [Llery], Lvl 0, female; AC: 10/10/10; HP: 2; knife.

Twin sons (age 11), **Bello** and **Dello** (N [Llery], Lvl 0, AC: 9/10/10; HP: 4, 4; S: 14; I: 12; W: 13; D: 15; C: 13; CH: 11); Bello has a sling and Dello is a knife thrower (3 daggers).

Draft horse (AC: 7; HD: 3; HP: 20; #ATT: 1; DM: 1-3). The horse is used to pull the plow (15GPV) and pull a small 3/4 ton wagon (90GPV)

Wesgar and the boys help Ebbar (C9) manage his farm and vise versa.

Wesgar and Cennia keep a small pen with four pigs. A pig would sell by the POUND, 2SP a pound, give or take.

C8. GUARDHOUSE: The 35' x 25' stone structure has a small second floor tower.

From the top of the tower the temple of Phaulkon on the foot hills of the Jascar Peaks in Tellar can be seen clearly (if you know exactly what to look for). The building has an iron-faced wooden door with a double lock and eight 6" by 15" windows (two per side) on the first floor and no windows on the small tower. The windows have iron shutters which fit into the opening from inside and are held there by two horizontal iron bars. Half of the first floor is devoted to a large common room with a hearth, iron wood-burning stove, four rectangular solid tables with on both side of three tables and eight chairs around the fourth. The room is large enough so that 20 to 25 people could sleep here in case of some kind of attack. There is a trap door.

The other half of the building has two single bedrooms for the command figures and a dormitory with six beds for the soldiers stationed there. The bedrooms have a bed, table and two chairs, a large, more comfortable chair and desk with chair. There are upright chests for personal belongings and clothing. The dormitory has six beds with a chest at the foot of each.

There is an iron chandelier with four candles in the main room, a brazier in the dormitory and oil lamps on the desks in the two bedrooms. The chandelier can be raised and lowered by a rope tied off next to the outside door. The bedroom doors have locks but the door to the dormitory does not. The spiral staircase to the tower is in the common room next to the fireplace. The staircase of 35 steps leads to a final trap door at the top. That trap door is barred from inside. A lookout goes to the top of the tower and takes in the panorama. The eight foot diameter tower does have a wooden shingle roof.

The trap door leads to a small basement under the common room. The basement has three small 12' x 8' cells with stout wooden doors that have a bar that is locked in place by two pad locks on each side. There is a guard room with a table and two chairs, a whip hanging from a peg and three sets of leg and arm irons. All of the keys are on a peg next to the ladder from the first floor.

Sergeant, **Westerie** (NE [Syrul], Fighter Lvl 5; AC: 4/4/5; HP: 32; S: 16; I: 13; W: 10; D: 13; C: 13; CH: 8); chain & shield; Purse: 13GP, 11BP; short bow and 20 arrows, short sword & dagger; **ring of feather falling**.

Corporal, **Reegaluss** (CE [Syrul], Cleric Lvl 5; AC: 5/5/6; HP: 21; S: 15; I: 10; W: 16; D: 15; C: 14; CH: 9); **+1 studded leather** & shield; Purse: 5GP, 33SP, 4BP; mace, hammer.

first level: **command (x2), cure light wounds (x2), detect good**

second level: **augury, hold person (x2), silence 15' radius, spiritual hammer**

third level: **cause blindness**

Soldiers: Men-at-arms, Lvl 1-1; AC: 7/7/8; leather & shield; Purses: d12GP, d20SP, d6CP, d4BP; spear, short sword.

Name	Align	Deity	HP
Argun	NE	Syrul	7
Beggla	N	Phyton	6
Yeepis (female)	NE	Syrul	6
Carpen	En	Syrul	5
Obar	Ec	Beltar	5
Mesbin	N	Phyton	4

The six men at arms have been used in the town ruse. Both Beggla and Mesbin dislike the duty and feel awkward when they participate.

C9. FARMSTEAD: This is a 33-acre corn farm. The farmhouse has a thatched roof. The building is wattle and daub with construction so marginal that a hole can be kicked in any of the walls. The door is poorly hung and closes with difficulty. The floor is dirt.

The farmer borrows the horse and plow from his neighbor (C7). They help each other at planting and harvest time.

Corn ear (note: medieval corn is quite small): 1CP.

Farmer, **Ebbar** (N [Llery], Lvl 0; AC: 10/10/10; HP: 3; Purse: 4SP, 3CP; knife. Hidden purse 6SP, 18CP.

Wife, **Zeldo** (N [Llery], Lvl 0; AC: 10/10/10; HP: 3; Purse: 12 CP, 8BP; knife.

Four young daughters, **Peen** (8), **Yarda** (6), **Queda** (5) & **Zebell** (4).

C10. LEATHERSMITH: The building has a thatched roof. The floor is made of brick and walls are wood. It is a well-made and maintained building. There are flowers in the small front yard and a large cherry tree near the river. There are two rooms, a work room and a bedroom.

Items for sale: Belts 8 to 13SP each, belt pouches 10 to 15SP each, harness 13SP, saddle bags 4GP large, 3GP small, bit and bridle 15SP, boots custom 18SP (two full days to make), water skins 15SP, quivers 2GP each (hold dozen arrows).

Bank: 80SP, 45CP. A **magic mouth** activates if other than the smith, his wife or son open it. "Get your hands out of this box you rotten thief!" said loudly.

Leathersmith, **Burman** (N [Kord], ALvl 6/Fighter Lvl 3; AC: 7/7/8; HP: 14; S: 14; I: 13; W: 12; D: 14; C: 14; CH: 12); leather & shield; Purse: 44GP, 30SP, 12BP; short sword, dagger. Burman's father was the thief Kalema. Obviously, he has told his wife and son what he knows.

Wife, **Lilly** (N [Phyton], Druid Lvl 5, female; AC: 7/7/7; HP: 21; S: 13; I: 13; W: 16; D: 13; C: 11; CH: 17); **+1 leather**; Purse 20GP, 13SP, gem 10GPV; quarter staff, **dagger +1**.

first level: **detect magic, entangle (x2), pass without trace, shillelagh, speak with animals**

second level: **charm person, cure light wounds (x2), heat metal, pyrotechnics, tree, warp wood**

Son (16 yo), **Burgo** (N [Phyton], Druid Lvl 1; AC: 8/8/8; HP: 6; S: 14; I: 14; W: 15; D: 13; C: 10; CH: 15); leather; Purse: 11SP, 13CP; quarter staff.

first level: **detect magic, entangle, faerie fire, predict weather**

The family tries to stay neutral but they will sell a **cure light wounds** for 7GP. They will also harbor people for a 1GP sum; they have a hidden trap door to a lower room.

C11. GENERAL GOODS FOR SALE: The building is a wooden structure that is in decent repair. One bedroom for the proprietor and the attic where her daughters sleep. The shopkeeper is a widow with four daughters (ages 17, 14, 11 and 8).

Cross section of durable items that sell for under 20GP, including small weapons and arrows. Dried fruit and meat is available. No magical items or esoteric items (like flasks, mortar & pestle, chandelier, etc); nothing special or expensive. Ordinary clothing and footwear. NOTE: there are many items that could be in the list from Appendix I "Dungeon Dressing" in the DMG.¹ The DM can select any normal item and price it about 15% higher than listed in the Player's Handbook.

Bank: 15SP, 60CP; Hidden Bank: 8GP, 40SP, 90CP, Gems 5, 5, 5, 10 + 20 GPV.

Shopkeeper, **Teema** (NG [Phaulkon], Fighter Lvl 3, female; AC: 5/8/8; HP: 27; S: 13; I: 14; W: 12; D: 17; C: 14; CH: 16); leather; Purse: 4GP, 27SP, 4BP; four throwing daggers. She is very good with a

¹ A DM might want to take an hour some day and place a price range on the items in appendix I. This effort will be very helpful many times.

thrown dagger, with a +1 bonus over and above +2 for dexterity!

Oldest Daughter, **Bartha** (N [Phaulkon], Fighter Lvl 1, female; AC: 6/6/8; HP: 8; S: 11; I: 15; W: 11; D: 16; C: 12; CH: 18); leather; three throwing daggers. Bartha is a bit of a tart and teases men.

The entire family is friends with both the ranger and druid. If harmed or even threatened the ranger and druids will become enemies.

C12. FARMSTEAD: There is a three room wooden building that is not well kept up.

It does have a solid door with a good lock and it can be barred as well. The six windows are long narrow (8" x 20"). The 22 acres of fields are partially tilled and are weed-infested and overgrown.

There is a trap door, beneath which is hidden: a jar of paste used to coat a dagger with a slow acting poison. Four applications remain. Save vs. poison on first hit, if target fails then 3-8 damage for the next three rounds (no subsequent saves), together with 157GP, 195SP, 220CP, Gems: 10, 10, 10, 20, 100, 100.

"Farmer," **Zemo** (NE [Syrul], Thief Lvl 6; AC: 5/6/6; HP: 25; S: 10; I: 13; W: 13; D: 15; C: 15; CH: 10); leather; Purse: 11SP, gem 100; dagger and sling; **+2 ring of protection**

Daughter, **Brunhilda** (NE [Syrul], Thief Lvl 5; AC: 6/8/8; HP: 21; S: 10; I: 14; W: 12; D: 16; C: 10; CH: 18); well-fitting leather armor for a female (under dress); Purse: 23SP; **dagger +1** in a sheath in the middle of her back. The blade has a slow acting poison coating. If hit save vs. poison or take 3-8 damage for the next three rounds (only ONE initial save). She has enough poison on the blade to stab or cut three people then the poison is off the blade. Three hidden throwing daggers in the flow of her dress.

If there is a melee that is going against Zemo and/or his daughter (one or both are down to their last 7 or 8 hit points (or lower) he will call for quarter and drop his weapon. He will say, "I have information you may want," (especially if he spots a cleric of Phaulkon), "I know who has the mace!"

Now of course this leads to the question of "what mace?" Zemo helped Grizz take custody of the Mace of Disruption from Restenford. A melee might still be going on when this is said and Grizz might even be present!

Zemo is a terrible coward but he is a LIAR (worshiper of Syrul). He will say, "The mace is in the basement of the guard house!" That is, of course, a lie. However, Zemo DOES know where the mace really is. If Zemo is held captive until the basement is searched then the smallest threat will cause Zemo to finally tell the truth. "It is in Grizzly's Tavern, I don't know exactly where." (which is the truth).

C13. FARMSTEAD: This is a 25-acre wheat farm. The farm house is a small two room wooden painted cottage that is well maintained. The door has a decent lock and can be barred. The four 16" x 20" windows have shutters that can be barred from inside.

Farmer, **Brentor** (LN [Phaulkon], Lvl 0; AC: 8/8/8; HP: 4; leather; Purse: 8SP; dagger.

Wife, **Elwindar** (CG [Phaulkon], Lvl 0, female; AC: 10/10/10; HP: 3; Purse: 22CP; dagger.

Son (17 yo), **Ebbret** (NG [Phaulkon], Fighter Lvl 2; AC: 7/7/8; HP: 10; S: 16; I: 13; W: 10; D: 13; C: 17; CH: 8); leather & wooden shield; Purse: 21SP, 31CP, 3BP; long sword, short bow & 20 arrows. Ebbret has been a man-at-arms at the castle in Kroten and was trained as a fighter. He left the service of the Duke willingly and traveled with three others in search of adventure. His travels took him aboard a ship to Irongate and the lands beyond. He returned five months ago with a large purse that he used up getting his father better tools and a large supply of leather to work. Their home and lives improved due to the gold he brought home. There is still 20GP stashed away along with six **+1 arrows** (he would be willing to sell the arrows for 15GP each. His trust would have to be earned first before he would discuss the possibility of selling them).

C14. FARMSTEAD: The farm house is a well-kept wattle and daub building. It has a solid front door that can be barred from inside. There are six 12" x 20" windows that have shutters. This 24-

acre farm features a flower garden and apple trees.

Apples 2-5CP each by size. Corn crop (1CP each ear)

Farmer, **Quess** (CN, Fighter Lvl 1; AC: 7/7/7; HP: 10; S: 15; I: 8; W: 8; D: 13; C: 15; CH: 9); studded leather; Purse: 15 SP, 20 CP. Quess is hot head and a drunk besides. He likes to pick a fight with someone he thinks can't fight back well.

Wife, **Elmara** (N, Lvl 0, female; AC: 10/10/10; HP: 3.

Twin boys (14 yo), **Kellman** and **Weltar**, Men-at-Arms (N, Lvl 1-1; AC: 10/10/10; HP: 6, 5); spear and dagger.

Father and sons are at the edge of fighting. He is crude and borderline abusive. The boys are stronger now and almost ready to challenge him even if it would mean a fight.

During daylight hours farmer and sons will be working field.

River Bridge: The bridge here is made of stone and very old [there is a corner stone on the bridge that says 5725SD (that is the Suloise calendar — this converts to 210CY)]. In the middle of the bridge there is a small wooden guard house that could shelter a single person during rain. There is room inside for a chair and small table but it is too small for even a cot. The guard house is an afterthought put there years later. It is not used by anyone now and is in poor repair.

C15. FARMSTEAD: The tended fields on both sides of the road belong to this 41-acre wheat farm. The farm house has one large room. The wooden house is well kept, painted and decorated. There is a large flower garden behind the house. Inside is a large bed, a wool rug, a straw broom for cleaning the small porch and a brass horn (which she blows if there is danger to her and she can react).

The kitchen boasts twenty jars of spices, some worth one or two gold pieces. The pots and pans are iron and fairly new. She has a wood burning stove, a grindstone, a large table and eight chairs. A bucket is next to the water

barrel. She has an armchair and a small shrine to Phyton.

There are twelve chickens, a rooster, four goats and a mule.

Farmer, **Yebarra** (N [Phyton], Druid Lvl 3, female; AC: 6/7/7; HP: 15; S: 13; I: 14; W: 16; D: 15; C: 14; CH: 16); **+1 leather**; oak club, throwing dagger.

first level: **animal friendship, detect magic, entangle, shillelagh**

second level: **charm person, heat metal, obscure**

third level: **call lightning**

War dogs (AC: 6; MV: 12"; HD: 1+1; HP: 10, 9; #ATT: 1; DM: 2-5). The dogs are attack dogs and fully trained.

NOTE: *The road going up Mount Wiest and leading to the Spiral begins about 800 feet north of the river. The small grey stones of the roads in and around the town change to a blue grey stone at that point. Yeberra knows not to go near the old road and her dogs come close to it and then shy away after yelping (See Mount Wiest, below).*

C16. WAYSIDE SHRINE: This is a small shrine to Norebo. It features a statue of a very nondescript man in ordinary clothing. No exceptional features or usual items. A person you could pass right by and never notice him.

There is an altar and a hollowed out space on the far right for coins to be dropped. There is a 4% chance the god himself will notice if someone decides to take any coins that are there. There is a 31% chance that a minion will be dispatched to teach the thief a lesson. That 31% chance is for every robbery attempt (see below for minion list).

If a cleric of Norebo is present (see market stall D below), he will be selling Prayer Stones. They are uniquely shaped polished thin flat stones. They have Norebo's holy symbol carved into the stone (two eight-sided dice).

During prayer the stone is held in both hands and the top touched to the worshiper's forehead.

C17. THE MARKET: At the moment there are six tents/stalls in place. The market grows or shrinks based usually on the season. The persons in these places may pick up and leave any night (20% chance for any one shopkeeper pickup and going; if one does go the chances are equal on who it will be: 40% of the time they will go down the road into Kroten, the other 60% they will travel east to Teller and beyond).

A) Tinker: He has a cart that can be rolled on two wheels. He rolls the cart in front of himself having no animal to do the work. But dwarves seem to take labor in stride.

He works in tin and brass. He has a small kiln and tools outside of bright red and yellow tent. He repairs items and sells goods. He has a secret compartment where he has hidden Gems 40 40 30 20.

Tinker, **Rockfur** (NG [Fortubo], Dwarf Fighter/Cleric Lvl 3/3; AC: 5/5/7; HP: 27; S: 18/87; I: 12; W: 16; D: 11; C: 17; CH: 9); studded leather, **+1 shield**; Purse: 16GP, 44SP; hammer, two throwing hammers. Rockfur does not disclose the fact that he is a cleric as well as a fighter. He has been present for the last four weeks only. He travels with other people when it is time to move from town to town. He is certainly a sturdy fighter but would not attempt the roads alone.

B) Wood carver and artist: He also does wood burning pictures and decorative items. Signature items are a series of small books of drawings. They depict, with good accuracy, a named street in a named town. He has five books of a dozen drawings each (6GP each). He is well traveled and has drawings from over forty places. The drawings show buildings and a few people walking or riding in the street. Usually one or two buildings or people get the majority of artistic attention.

The books show scenes from the cities of: Marner & Ratikhill, Eastfair, Edgefield & Delaric, Rauxes, Rel Astra, Mentrey & Pontylver, Dullstrand & Duxchan and Pitchfield, Iron Gate and Scant

Artist, **Allistar** (NG [Wee Jas], Half-elf ALvl 9/ Magic-user Lvl 7; AC: 7/10/10; HP: 24; S: 10; I: 16; W: 10; D: 17; C: 8; CH: 11); Purse: 2GP, 8SP, 40CP, 31BP; quarter staff, darts (6).

- first level:** charm person, magic missile, shield, sleep
- second level:** darkness, invisibility, rope trick
- third level:** fireball, slow
- fourth level:** wall of fire

The craftsmanship of his items is of excellent, with good quality at an inexpensive price. Many in town have bought a small trinket, drawing, book or carving. Allistar feigns a limp and pretends to stutter. He has not revealed himself to anyone in this thorp.

His spellbook hovers **invisibly** above his tent. It is under his control (**levitation**) and appears when he opens it. The levitation and invisibility on the book are permanent unless dispelled. The book contains:

- first level:** charm person, detect magic, magic missile, message, read magic, shield, sleep, Tenser's floating disk, ventriloquism,
- second level:** darkness, detect evil, ESP, invisibility, rope trick, shatter, scare, wizard lock
- third level:** blink, dispel magic, fireball, haste, slow
- fourth level:** dimension door, fear, monster summoning II, wall of fire, wizard eye

He knows all of these spells. He is here to look around on his way into Kroten (so he can be met a second time once he moves there). It is not obvious that he is part elf unless his very deep blue eyes are noticed. He will sell use of his book if he trusts the other person. This will involve a **detect evil** on the magic-user and his close friends.

Allistar has been here for only two weeks and will be moving on to Kroten soon.

C) Cloth merchant: Has twenty bolts of silk cloth and twenty bolts of cotton fabric. He sells needles, small looms and thread of many colors.

Merchant, **Reva** (N, Lvl 0, female; AC: 10/10/10; HP: 3; S: 9; I: 15; W: 10; D: 15; C: 12; CH: 15); Purse 55SP; large needle (1 pt damage).

The value of her wares exceeds 50GP; she has made friends with the other merchants currently in the market. If she calls they will all come to her aid. She has a small cart and a pony to pull it. She always travels in a group when moving from town to town.

She has been returned here every fall for over four years. She stays for 2 to 5 weeks and has been here three weeks so far. Her next stop is Restenford and then ship to Sulward.

D) Seller of polished stones and small gems including Prayer Stones, Luck Dice (not magical), and carved small stone pieces. Value 4SP to 2GP. The workmanship is very good. He is often found carving and polishing stones at his stall or he will be at the Shrine (#16), Tavern or Inn. If he is absent, Carmella (E) watches his wares and he returns the favor for her.

Artist, **Zorebious** (CN [Norebo], ALvl 6/Cleric Lvl 4; AC: 5/8/8; HP: 19; S: 11; I: 16; W: 9; D: 17; C: 15; CH: 11); leather; Purse: 42GP, 18SP; sling, hammer; silver rabbit pendant (+1 on saves vs. spells). Zorebious has been here for nine months. He was directed here from the Church of the Big Gamble in the Dwoemer Forest north of Restenford (Module L1, *The Secret of Bone Hill*) by the senior cleric. He replaces a 2nd level cleric who returned to the church.

E) Sells spices, salt, coal and oils (Value by weight or volume; some expensive 1CP all the way to 20GP; total value of all goods is 450GP).

Merchant, **Carmella** (N [Norebo], Thief Lvl 5, female; AC: 6/8/8; HP: 20; S: 10; I: 14; W: 13; D: 16; C: 13; CH: 17); leather; Purse 88SP, 54CP (hidden 97GP); sling; **medallion of ESP** (30' range). Carmella is Zorebious' wife. They arrived together. Carmella suspects something is not right about the tavern keeper. Her medallion does not seem to register any feelings from him.

F) Baker: Has built a small oven out of bricks and rocks over a two week period. Has been selling bread and sweet treats. She just arrived here a month ago. Grindstone. Pans. Cooking implements.

Baker, **Hestibar** (LG [Lydia], Cleric Lvl 3, female; AC: 7/7/7 (or 1/4/5); HP: 22; S: 10; I: 12; W: 17; D: 17; C: 15; CH: 15); (Chain and shield available); **hammer +1**.

first level: **bless, cure light wounds (x3)**

second level: **hold person, spiritual hammer**

She traveled from Phaulkonville to the north to see more of the island and ultimately the world. She is a bit conservative and closed minded but lawful and honest.

NOTE: Areas 18 to 28 are outside of the Cobblethorp town map and on the DM map. They are spread out along the road between Cobblethorp and Kroten.

C18. FARMSTEAD: A small wooden farmhouse that needs painting and some work. They do not have a horse, plow or wagon but depend on their neighbors.

A father and his three teenage sons maintain this 44-acre wheat farm.

Farmer, **Pecco** (CN [Kord], Fighter Lvl 3; AC: 4/4/5; HP: 14; S: 14; I: 4; W: 11; D: 13; C: 14; CH: 12); chain & shield; Purse: 29GP, 46SP; long sword, spear, dagger.

Men at Arms (CN, Lvl 1-1; AC: 9/9/10); wooden shields.

Goalee, HP: 5; Purse: 5SP, 3CP; spear, dagger.

Joiner, HP: 5; Purse: 7SP, 6CP, 3BP; spear, dagger.

Estark, HP: 4; Purse: 3SP, 11CP, 2BP; spear, dagger.

C19. FARMSTEAD: Whitewashed two room cottage for widower and son. Small 2-ton wagon and a draft horse. This 30-acre farm grows rye.

Farmer, **Barvin** (Nc [Kord], Fighter Lvl 3; AC: 4/5/5; HP: 14; S: 14; I: 4; W: 11; D: 13; C: 14; CH:

12); chain & shield; Purse: 29GP, 46SP; long sword, dagger.

Son, **Opus** (N [Kord], Fighter Lvl 1; AC: 7/7/8; HP: 6; S: 12; I: 13; W: 10; D: 13; C: 14; CH: 11); leather & shield; Purse: 7GP, 46SP; long sword, short bow.

Draft Horse (AC: 7; HD: 3; HP: 22; #ATT: 1; DM: 1-3).

C20. FARMSTEAD: This is a 36-acre wheat farm. A painted well-kept cottage for husband and wife. They keep two attentive dogs. They have a plow and a draft horse.

Farmer, **Argolos** (Ng [Phaulkon], Fighter Lvl 3; AC: 7/7/8; HP: 17; S: 14; I: 8; W: 7; D: 8; C: 15; CH: 12); leather & shield; Purse: 6GP, 10SP; flail.

Wife, **Ebettera** (N [Norebo], Thief Lvl 1, female; AC: 8/8/8; HP: 3; S: 8; I: 8; W: 15; D: 14; C: 13; CH: 7); leather; Purse: 3GP, 80SP; dagger.

Draft Horse (AC: 7; HD: 3; HP: 20; #ATT: 1; DM: 1-3).

Dogs (AC: 7; MV: 12"; HD: 1+1; HP: 7, 6; #ATT: 1; DM: 1-3).

C21. FARMSTEAD: There is a small farmhouse and a barn. They have two milk cows, a horse and small 1/4 ton cart. Compared to other farmhouses this one has painted shutters, a new porch and good interior furniture. Buscar and his wife and son have good clothing and money to spend when they come into town. They keep a 46-acre rye farm.

Farmer, **Buscar** (LG [Bahamut], Fighter Lvl 4; AC: 5/6/7; HP: 24; S: 16; I: 16; W: 15; D: 15; C: 15; CH: 17); studded leather & shield; Purse: 19GP, 88SP; **battle axe +1**, hand axe.

Housewife, **Yemmer** (NG [Bahamut], Lvl 0, female; AC: 10/10/10; HP: 4; S: 9; I: 15; W: 9; D: 13; C: 10; CH: 16); Purse: 22SP; knife.

Son (17 yo), **Allar** (NG [Bahamut], Fighter Lvl 1; AC: 6/7/8; HP: 9; S: 16; I: 14; W: 12; D: 15; C: 15; CH: 16); leather & shield; Purse: 18SP; battle axe, hand axe.

Draft Horse (AC: 7; HD: 3; HP: 18; #ATT: 1; DM: 1-2).

Cows (AC: 9; HD: 2; HP: 11, 10; #ATT: 1; DM: 1).

Buscar has a small box buried in the barn that holds 194GP. Buscar has become the chief farmer of the district. He is well respected by all of them. He is a principal in determining the prices of produce and livestock (and their products) in the immediate area. He is a freeman as are the other farmers of Cobblethorp.

Buscar has met Bahamut and the meeting plus subsequent events have caused him to worship the Platinum Dragon. Bahamut saved his wife and young son some four years ago along with ten other people in the northern Iron Hills. The incident is one of the reasons why troops have been hesitant to move against the Iron Hills no matter how much Fasstal, the Herzog of Ahlissa, would like them to. Buscar, not wanting to place his family in more potential danger fled and decided to leave the Iron League altogether six years ago.

Buscar is one of the few who met Bahamut in human form and spoke with the old man "Liw La Akof" (one of Bahamut's human shapechanges) at some length before the Battle of Zelradton (569CY). The battle ended the life of Torchex, an ancient red dragon who allied himself with the Herzog of the South Province. Torchex was given large coffers of gold and sacrifices of human prisoners. Bahamut interceded on behalf of the prisoner when they were delivered to Torchex's newest lair just south of Zelradton in the North Iron Hills. Liw La Akof placed himself among those prisoners when Torchex came to accept them along with the gold payment. The subsequent battle caused men to flee in all directions as the two dragons fought. Bahamut won and called three other dragons of his court to disperse the forces of the Herzog who then to ran back to Aelradtron in fear of their lives. Buscar and other men in the Army of the Iron Hills were given the six chests of gold that were left behind after the battle ended. Buscar's box in the barn is the last of his share of that treasure.}

C22. FARMSTEAD: A 31-acre barley farm. Zemmar and his wife Hergo keep a small, single room farmhouse with a shed out back. They have to borrow a horse and plow to till their fields and they ask for help to get their crops to

market. They are honest people, just down on their luck.

Farmer, **Zemmar** (Nc [Llery], Fighter Lvl 2; AC: 7/78; HP: 11; S: 14; I: 12; W: 10; D: 13; C: 15; CH: 12); leather & shield; Purse: 4SP 33CP; long sword, long bow & 20 arrows, dagger.

Farmer, **Hergo** (N [Kord], Fighter Lvl 1, female; AC: 9/9/10; HP: 5; S: 16; I: 11; W: 11; D: 14; C: 14; CH: 10); shield; Purse: 12SP, 78CP; flail. Hergo is just about to bear their first child, any day now.

C23. PIG FARM: This is a 38-acre farm. The farmhouse is in good repair; it features a large pig pen, a deep well and a barn. There are eighteen adult pigs and thirty piglets. The piglets will be raised and sold in the months to come. A pig sells for about 2SP a pound. Turnips are used to feed the pigs

Zardoxx will butcher (ALv 5) a pig but then the dressed meat is 6 to 8 more CP a pound. Zardoxx has the ability to both salt meat or to smoke it for some level of preservation.

Zardoxx (N [Phyton], Druid Lvl 3; AC: 8/8/8; HP: 13; S: 13; I: 12; W: 15; D: 12; C: 12' CH: 16); leather; Purse: 20GP, 65SP; quarter staff; Stash: 47GP, 86SP.

first level: animal friendship, detect magic, entangle, predict weather, purify water

second level: charm person or mammal, create water, cure light wounds

third level: hold animal

Housewife, **Yamen** (Ng [Phyton], Lvl 0, AC: 10/10/10; HP: 4; S: 11; I: 12| W: 13; D: 10; C: 14; CH: 14); Purse: 15SP; knife.

Their daughter lives and labors at farm 26 where she is learning to be a cleric.

C24. FARMER: This 33-acre rye farm features an old farmhouse with a deep well. Kespo owns a plow which he rents for the cost of 1SP a day (quite fair). He has a horse which he will also lend with the plow at no additional charge except the borrower feeds the horse that day. He has a 2-ton wagon and will help his fellows to market with their harvest (for a small price).

While one or two people resent having to pay for his "good will" others see his willingness to share, for a modest price, as a godsend since they would be hard pressed otherwise.

Kespo (NC [Norebo], Thief Lvl 3; AC: 8/8/8; HP: 8; S: 13; I: 12; W: 12; D: 12; C: 12; CH: 11); leather; Purse: 2GP, 65 SP; dagger. Kespo gave up his thieving life for his wife and baby. It makes him a bit uneasy to now have his fingers in someone else's pocket.

Housewife, **Ammala** (N [Norebo], Lvl 0, female; AC: 10/10/10; HP: 4; Purse: 31SP; knife.

Baby boy, **Peklar** (HP: 2).

Draft horse (AC: 7; HD: 3; HP: 20; #ATT: 1; DM: 1-3).

C25. FARMER: This 23-acre farm grows wheat. The wooden farmhouse has three rooms, a front and back door and six 12" x 18" windows. They have good furniture and furnishings. The farmer lost his wife a few years earlier now he lives here with his daughter and her husband. They have a plow and a horse.

Farmer, **Yesgo** (N [Norebo], Lvl 0; AC: 8/8/8; HP: 4; S: 13; I: 12; W: 12; D: 12; C: 12; CH: 11); leather; Purse: 1GP, 65SP; dagger.

Daughter, **Yeska** (N [Norebo], Lvl 0, female; AC: 10/10/10; HP: 3; S: 10; I: 10; W: 14; D: 12; C: 8; CH: 12); no armor; Purse: 18SP, 20CP; knife.

Man-at-Arms, **Hommert** (NC [Llery], Lvl 1-1; AC: 7/8/8; HP: 7; S: 16; I: 11; W: 12; D: 15; C: 15; CH: 9); leather; Purse: 2GP, 4CP gem 25; hammer, long bow & 15 arrows.

Hommert is AWOL from the guard in Bralmtan. He ran away with Yeska back to her father. He is a mediocre farmer but the trade is growing on him. He would like to go on an adventure.

Draft horses (AC: 7; HD: 3; HP: 17, 15; #ATT: 1; DM: 1-3).

C26. FARMER: This large (42-acre) farm grows rye and barley. There are four apple trees, many flowerbeds. The farmhouse is well-maintained, there is even a stone path leading to the door from the main road. It has a solid

front door and six windows and two interior rooms. There is a well and an outhouse.

On the main road there is a small wayside shrine to Lydia. It is polite and appropriate to hum, whistle, sing or play any instrument (any song) for about a minute in front of the shrine as a sign of worship. Anyone who enjoys music will often pause here for that minor tribute (regardless of alignment or deity worshiped).

Centralto (NG [Lydia], Cleric Lvl 4, female; AC: 4/4/5; HP: 18; S: 16; I: 16; W: 15; D: 13; C: 12; CH: 14); chain & shield; Purse: 12GP, 42SP; three hammers.

first level: **command, cure light wounds (x2), light, sanctuary [detect magic once per day]**

second level: **hold Person, silence 15' radius, spiritual hammer [augury once per day]**

Centralto tries to watch the road for travelers coming from Kroten. She will bring out water to travelers and apples or flowers in season. She is eager for news, like all clergy of Lydia¹. She will also tell another good-aligned cleric information she may have gathered in exchange. This will take a few hours as the questioning and request for detail is extensive. Such a cleric is welcome for supper.

Centralto is an accomplished singer and lute player. She wears a headdress of white flowers in a silver circlet.

Abbar (NG [Lydia] Cleric Lvl 1, female; AC: 8/8/8; HP: 7; S: 13; I: 12; W: 16; D: 12; C: 11; CH: 13); leather; Purse: 37CP; hammer, mace.

first level: **command, cure light wounds, light [detect magic once per day]**

Abbar, the daughter of Zardox (Farm 23), is learning the calling of cleric from Centralto. She has learned to read and write.

Draft horse (AC: 7; HD: 3; HP: 18; #ATT: 1; DM: 1-3).

¹ See Dragon December 1984, Gods of the Suel Pantheon.

C27. FARMER: This 37-acre lot grows wheat. A woman and her bastard son reside here. Their small stone and wood farmhouse is in good repair. There is an outhouse. The dozen chickens are in a hen house and the rooster is free to roam.

A chicken sells for 2-5 CP depending on size; its eggs for 2 or 3 CP each.

Yeseedra (NC [Norebo], Thief Lvl 2, female; AC: 8/8/8; HP: 9; S: 8; I: 8; W: 15; D: 14; C: 13; CH: 7); leather; Purse: 3GP, 80SP; 4 daggers (throw and hand to hand).

Vermar (NC [Norebo], Thief Lvl 1; AC: 7/8/8; HP: 4; S: 9; I: 10; W: 15; D: 15; C: 12; CH: 14); leather; Purse: 2GP, 13SP; 4 daggers (throw and hand to hand).

Yeseedra and Vermar like to gamble at the town inn in the non-growing season. They have been known to seek adventure in the off season. They have seen some movement around the old mill and Yeseedra tried to sneak up and take a peek. She heard an odd guttural speech from multiple voices and realized she was in way over her head and crept away again. They might mention this while gambling at the inn.

C28. MILLS: The river has a cascade here and a four-foot water fall. There is an old abandoned water mill here. The former miller's home is made of stone and is near the mill. The wooden roof burned off two years ago after the building was struck by a freakish bolt of lightning during a storm. The miller and his wife and son were killed by either the lightning bolt or the subsequent fire. The fire spread to the mill building and before anyone could stop it the fire severely damaged the mill works. No one has tried to repair or reoccupy the mill.

The bolt of lightning was far from random and did not come from above but the night was very stormy and no one saw what really happened. Grizz hired a magic-user to **lightning bolt** the home twice in quick succession. The miller never had a chance.

Grizz wanted the mill abandoned so he could move in some allies of his own. The abandoned

mill is quite close to the Kroten Forest (about 75 feet) so it is not difficult for movement from the mill to the forest and vice versa to occur under cover of night.

The mill is occupied by six gargoyles (AC: 5; MV: 9"/15"; HD: 4+4; HP: 27, 25, 23, 20, 17, 14; #ATT: 4; DM: 1-3/1-3/1-6/1-4; SD: magic weapon needed to hit). They of course know Grizz as a margoyle (one of his polyporphs). In that form he controls them absolutely. He has kept them nearby since taking possession of the **mace of disruption**. He will call them (via a whistle) if anything dire occurs in the tavern (or nearby) and he needs help. Grizz does not care if his human cohorts are killed by the gargoyles as long as he can escape with them into the deep forest with the mace.

They carry 2d4 GP each. In the mill there is a **+1 mace +1** that was used against them. It is hidden in the rubble of the mill.

The gargoyles are just over 1100 feet from the tavern so upon hearing the whistle than can arrive in d4+3 rounds. They will each come as fast as possible. Roll six die four and bring them in based on that die roll.

Main plot pulled by the people at Buildings 5, 8 and 12: If the tavern keeper detects a person in the central room with some magic item he will put a candle in his north window (night) or hang a red bandana out the window (day).

The father/daughter team keeps an eye open for this:

60% likely to see within 1 to 20 minutes of the signal at night

50% likely to see within 3 to 60 minutes of the signal during the day.

One of them will go to the main keep (#1) and get 2 to 3 (70% two guards/30% three) of the guards there (the fighter **Westerie** or the cleric **Reegaluss** will always be one of the figures).

Roll d6 to determine the guard(s) that comes:

Roll	Person	Align	Deity	HP
1	Argun	NE	Syrul	7
2	Begгла	N	Phyton	6
3	Yeepis	NE	Syrul	6
4	Carpen	NE	Syrul	5
5	Obar	CE	Beltar	5
6	Mesbin	N	Phyton	4

The farmer, his "poor daughter" (do note the 18 Charisma score), and two additional guards will appear in the tavern, shouting, "Alright, no one move! One of you has had his way with poor Brunhilda! She is feeling faint _____ (**Westerie** or **Reegaluss**), I think she needs some time to rest before she can identify her attacker. All of you out-of-town people, come with me! Leave your weapons here! My man _____ (fill in name) will guard them till you return."

What he will actually do is steal any magic weapon and daddy and daughter will try to steal (pick pocket) other items pointed out by the tavern keeper. Upon return after the bogus identification (she will say, "Oh, it's not any of these men," but she won't say that for at least 40 minutes) the group will find the guard unconscious and the tavern keeper tied (poorly-- so poorly that he could easily escape) to the central post of the building.

If any of the party ask the DM that person should have a 70% of noticing that she is not very disheveled and/or that the father and tavern keep are exchanging motions (finger movements). Grizz, if he were thinking clearly, would attempt this shake down given that he supposed to be guarding the mace of disruption in conjunction with his gargoyle allies. But he is a greedy "man" and prizes treasure far too much.

See Grizzly's Tavern and become acquainted with the innkeeper! Only the Sergeant Westerie knows that Zebnebub's secondary nature as the son of a half devil!

Table 1: Encounters in town on streets or in Inn/Tavern

Daylight:	40% for any encounter
Night	25% for any encounter

D20	Encounter
1 -3	occupant of any building going in/out or outside
4 - 5	patrol of one of two from complex #1
6 -18	random town person (roll d6+d8 to identify the building)
19	someone from DM master random encounter table
20	roll on table 1b

Table 1b:

D6	Encounter
1	3d4 hobgoblins with leader wearing livery of Duke of Kroten
2	A traveler, Gorri Deepmine (LG [Fortubo], Dwarf Fighter Lvl 4; AC: 3/3/4; HP: 30; S: 17; I: 12; W: 12; D: 10; C: 16; CH: 12); +1 chain mail shield; Purse: 240GP; mace +1
3	A traveler, Yameea , (NC [Erevan Ilesere], Elf Thief Lvl 3, female; AC: 5/8/8; HP: 16; S: 10; I: 15; W: 11; D: 17; C: 10; CH: 15); leather; Purse: 17GP gem 100; short sword, dagger
4	A traveler, Zeemus Hairyfoot (N [Brandobaris], Halfling Thief Lvl 2; AC: 4/8/8; S: 9; I: 15; W: 12; D: 18; C: 13; CH: 12); leather; Purse: 11GP gem 20 20 20; sling dagger. Zeemus can become a henchman with a decent offer. He is looking for companions after he was driven from his home in Hollow Highlands for attempting to steal from the wrong person. He took ship here from Naerie five months ago right ahead of being thrown into a prison cave.
5	Stray dog/cat
6	Druid (from building 15)

Table 2: What an ordinary person will say if question or pressed

D6	Result
1	"I'm not interesting."
2	"I don't have gold or magic."
3	"You want the <i>other</i> farmer."
4	"Shut up or I'll scream."
5	"I suspect everyone."
6	Something true about the thorp, DM will decide

Table 3: Minions sent by Norebo

Their goal is to rob the thief who took money from the shrine. If that means fighting him or her then so be it. They will track for one full day. If not successful or no opportunity for theft presents itself, they vanish. Once they attack or rob the thief they can also vanish by snapping their fingers. If the melee goes against the minion he/she will also vanish.

D4 Encounter

- 1 Satyr (AC: 5; MV: 18"; HD: 5; HP: 30; #ATT: 1 or weapon; DM: 2-8 or **+1 dagger**, SA: attacks from behind as 7th level thief with dagger; move quietly +2 to surprise; MR: 50%).
- 2 Weretiger (AC: 3; MV: 12"; HD: 6+2; HP: 38; #ATT: 3; DM: 1-4/1-4/1-12; SA: rake for 2-5/2-5; SD: hit only by silver and magic weapons).
- 3 Crone (AC: 0; MV: 15"; HD: 6; HP: 30; never stops talking and follows the party everywhere; abilities of 13th level thief including combat skills; immune to all control and charm spells; can shape change into what appears to be a very old woman).
- 4 Halfling Master Thief (Thief Lvl 16; AC: -7/-7/-2; HP: 74; S: 14; I: 18; W: 14; D: 19; C: 16; CH: 10); **bracers of defense (AC: 2)** and **ring of protection +4; short sword +3, dagger +2** (fights with both simultaneously, no penalty).

NOTE: if the person or his party kill the minion Norebo will send a stalker (AC: -2; MV: 12"; HD: 9; HP: 70; any weapon in its hands is treated as if were +2 to hit and damage.; SD: hit only my magic of +2 or greater quality; immune to paralysis, poison, mind control or influence; moves noiselessly; **invisibility, fly, infravision** and **ultravision** at will).

THE COUNTRYSIDE AROUND THE THREE TOWNS

THE PHYTAL WOODS: This is quite a large forest but only a small tip is shown on the area map. It is teeming with life but most of it is ordinary; deer, rabbits, foxes, gophers, raccoons and small, non-poisonous snakes. There are wolf packs (3 to 8 in a group, AC: 7; MV: 18"; HD: 2+2; #ATT: 1; DM: 2-5; no treasure) and the occasional bobcat (AC: 7; MV: 15"; HD: 3+1; #ATT: 3; DM: 1-3/1-3/2-5; no treasure). There are many birds including crows, owls and hawks.

These woods are used by hunters from both Kroten and Cobblethorp.

There is a band of thieves that occupy a campsite about 600 feet into the woods and four miles from the road, along the eastern edge of the woods. They prey upon travelers between Cobblethorp and Kroten and occasionally harass the farms near Cobblethorp. However, attacking the farms brought a response from Kroten early in this year that killed eight brigands. This caused them to leave the farms alone, though they would love to attack again even if it is to steal apples or a pig.

They do not attack well-armed individuals or groups larger than four. They had a cleric who was their leader but the Kroten response earned his head a place on a pole along the road.

Leader, **Yxebba** (NC(E) [Syrul], Fighter Lvl 4; AC: 7/7/8; HP: 22; S: 15; I: 12; W: 12; D: 14; C: 12; CH: 8); leather & shield; Purse: 22GP; light crossbow, **broadsword +1** and dagger.

Narf (NE [Syrul], Thief Lvl 5; AC: 7/8/8; HP: 18; S: 10; I: 14; W: 13; D: 15; C: 8; CH: 9); leather; Purse: 11GP, 20SP, 8CP; short sword, sling and 10 sling stones.

20 brigands (N or NC [Llery, Norebo or Syrul], lvl 1-1; AC: see below; HP: 8(x2), 6(x3), 5(x4), 4(x5), 3(x4), 2(x2); none are exceptional. The first ten wear leather armor (AC: 8/8/8), the second ten carry a shield only (AC: 9/9/10). Their purses contain 0-5 GP and 0 to 17SP. There are no females in this group. All are armed with slings and short swords.

It is the wave of sling stones that is the major danger coming from them. If encountered in the woods the group will be the entire force minus 3-7, who are out on various foraging trips or on patrol. These men are not brave and after a five or more fall, or if Yxebba or Narf is captured or killed, they are 40% likely per round to scatter. Roll again if another figure falls at 50% likely, 60% likely, etc.

In their lair they have secreted the following: 175 GP, 246 SP in a locked chest that is chained to the wall of their cave.

Yxebba has the only key but a few battle axe or hammer strokes could break the chest and/or lock.

MOUNT WIEST

The 2145 foot single crag is a fairly easy climb with grass-covered slopes dotted by bushes and trees and a few stray boulders. It is home to a number of birds and small mammals like rabbits and gophers.

It is also the home of The Ancient Spiral, a blue gray spiral-shaped stone wall on the south face of the hill. It spirals clockwise in two and a half loops. Little is known about the Spiral as it dates back over three hundred and sixty years. It is said to be haunted.

Those who come close to the spiral note that birds and small animals do not approach or even fly over it. The air temperature drops significantly as a person gets within three hundred feet of the wall. During the winter months, even on Lendore Isle, the grass near the walls dies out and snow actually falls at night instead of rain around the walls. Those brave souls who have gone in have not returned. The spiral is in plain sight from Cobblethorp since it is only a two and a half miles away.

A twisting path with many very old blue gray paving stones makes up the road that starts just over the river. It is the end of a road that began in Pel Reltarma, passes through today's Kroten and goes up Mount Wiest. The blue gray stone begins the road after it leaves the Cobblethorp of today.

People have tried to dig out the stones for various uses and have been overcome with a sort of pox soon after the digging begins (2 to 5 minutes) that causes their skin to break out in itchy hives that bleed if scratched. It may have something to do with physically touching the stones with bare skin. **Cure disease** mitigates the pox but has to be repeated from one to four times before the disease finally abates. A person suffering from this pox permanently loses 1 to 3 hit points from the first and each subsequent outbreak.

The Spiral dates back to the period 208CY and 212CY (the year of its completion). 213CY is commonly associated with the "Age of Great Sorrow."

The road leads to a tall front gate that is twenty feet high and a wall that is twenty-five feet high. Scaling hooks are unlikely to find purchase when thrown to the top or over the wall (reduce the chance to attach by 25%). Thieves who try to climb the walls will receive the previously mentioned pox with 100% certainty sometime while they are still climbing. The walls are at a minus 8% per round to climb as the itching and burning of the pox begins upon touching the stone of the outer wall.

Spiral Arm One: Inspection of the inside of the spiral will be delayed by the occupants of the first twist of the spiral. They can be spread out in the entire section of the spiral with two at the front gate, three half way into the first spiral and three guarding the second gate. They will NOT be in the buildings (too warm) but will be mobile. They do not hide purposefully.

Cold ghouls (AC: 2; MV: 9"; HD: 3+6; HP: Front gate: 27, 25; Inside the Spiral: 24, 20, 28; Second gate: 29, 15; #ATT: 3; DM: 1-4/1-4/1-3; SA: each touch does an additional 1-6 points of cold damage (resist cold will half the cold damage); SD: immune to cold damage, all hold and control spells; double damage from fire-based magic but an ordinary torch or flame does normal damage only; SD: sense life at 100 feet; if reduced to 0 or fewer hit points, unless beheaded, it will rise again in d 4+1 rounds (with only 3d4 hit points); if "killed" a second time, it is destroyed; NOTE: Turn as ghouls; XP: 280 + 5XP/HP (if the ghoul rises again add 100XP + 5XP/HP)). They are of low intelligence (5-7). They can see in normal light and can sense life at 100 feet; moving to kill any living thing they sense. They have been created by a form of special **animate dead** that is no longer known.

An evil priest of 10th or lower level cannot gain control of these undead. They are here to protect this site and the magic that binds them is more powerful than a minor evil priest. These ghouls will NOT leave the Spiral (see below). Beheading one of these things uses up 2-5 segments of a round. While a cold ghoul is an undead monster, it is Neutral in alignment.

They are dressed in the tatters and rags of what were once togas and some with covering robes. There are gold threads in some of the robes showing them to once be ornate and likely very valuable. The garments are now worthless. The gold thread on three of the seven is worth a total of 10GP.

Once inside, however, a thief could come to the front gate and simply push it open from inside. From outside **dispel magic** or **knock** have no effect whatsoever, though a **horn of blasting** or a **chime of opening** will cause the gates to swing wide. He or she has to get past

at least two cold ghouls to open the gate and lets his associate(s) (if any) into the complex.

Inside the first wall the temperature hovers between 20 and 40 degrees. Ill-prepared adventurers will suffer 1-4 points cold damage per turn after an hour of exposure to this level of cold. Heavy clothing or **resist cold** will prevent the damage.

The road inside of the walls is made of a dark grey stone (that do not carry the pox). Likewise, the inner wall and buildings are this dark grey stone.

The remains of four separate bodies are all near the front gate. They are in various states of decay, but all are mostly skeletal at this point. Even the cold has not preserved them since the temperature does rise above freezing occasionally.

The first is a medium-sized human in torn leather armor. Treasure: silver ring (30GPV), short sword (broken), two daggers, lock picks, rope (rotted), Purse: 7GP, 20SP. Its boots are rotted and its tinder and flint useless.

The second is a human female, leather armor torn. The body is wearing a gold ring (**warmth**), and a **+1 short sword +1**, two rusted daggers, lock pick, three fish hooks on thin line, two candles and a small silver mirror can be recovered. The purse contains 15GP and 18SP.

The third is that of a small elf. The body wears a **cloak of elvenkind** that has the additional property of resisting both magical heat and cold. It allows saving throws vs. either attack form (from **wall of ice**, **cone of cold**, to **burning hands** and **fireball**) to be made at +2 and all damage dice at -2 (a zero or minus one negates that damage die completely).¹ The body also has a short sword (rusty), three rusty daggers and one **+2 dagger +2 (throwing)**. A lock pick, belt pouches with a needle and thread, a silver whistle and small piece of soap can be found.

The last body is that of a dwarf (or perhaps a large gnome). The body wears **+1 leather armor** (for a short (3'4 to 3'9) stout person), has a **+1**

¹ This Cloak is worth 2500XP and 15,000GP.

hand axe +1 and dagger (rusty). Its sturdy boots have a compartment in heel (holds two black pearls that are 200GPV each). A coiled **rope of climbing** (30 feet) still intact. Its purse contains 11GP, 16SP, 20CP and 18BP.

NOTE: *These ghouls do not "procreate" their own kind, so none of these bodies has risen up as another cold ghoul.*

Inside of the first spiral arm are a series of small dark grey stone structures can be found near the outer the wall. They are 25 x 25 feet and 9 feet tall. There are seven 25' x 25' buildings between the first and second gate. They have an arched door opening and two small 12" x 12" square windows on each side of the building and two more windows, one on either side of the arch. The windows, if tested, are made of very hard glass but a blow from a person of 16+ strength can break the glass on a hammer or mace (or other blunt weapon) that does 8 or more points of damage (including magic and strength) There is a large wooden door that has a good latch but no lock. The buildings have one large room. Remarkably, the temperature inside of each building is in the mid 60's and quite comfortable

The remains of three old beds and a chest at the foot of each bed can be found in each building. A large table with three chairs (in various stages of decay) is in the center of each small building. The chests have oddments of cotton and wool clothing, simple toga-like garments with leather belts and tarnished brass buckles. Here and there a brass knife blade might be found.

The chests will contain a small amount of very old coinage (The occupants of old did leave on very rare occasions that became less frequent after 275CY). Coinage would be d20 -1 Gold, 2d20 -2 Silver and 3d20-3 Copper. Roll per chest. The very old coinage bears the symbol of a griffin.

Outside of the last building in the first spiral there are the rotted bodies of nine figures in torn togas and wearing the remains of sandals. There are rusted swords near the bodies and three old shields.

Inside of the last building of the first spiral there are the remains of two people.

The first is that of a large human. The body wears chain mail and a **+1 shield** and **+2 mace +2** lie nearby, a rusted dagger and hand axe at its belt. The body's purse contains 47GP, 8SP, and 3BP The leather backpack (rotting) holds old rations (shrunken and spoiled), water bottle (long since dried out), wine skin with some wine (bitter and dreadful tasting, one point of damage from a mouth full), silver mirror, and a gold ring that has a large ruby (1500GPV; not magical). He has a medallion with the holy symbol of Beltar on it.

The second is of a medium-sized human female. The body wears a **+1 cloak of protection +1** and **bracers of defense** (unknown armor class) but they are damaged. One of them has been crushed, breaking the wrist bones below it. The other **bracer** is still magic but operates erratically without its mate (it will afford AC: 8 to one side of a person (left or right depending on the arm it is put on), literally measured down the center of the wearer, half his head and torso, one arm and one leg. When attacked, roll d4. If a 1 is rolled the **bracer** will afford NO protection that round.

Near the body is a large back pack containing a 10 lb. book. However, the back pack has rotted over the years and moisture has gotten at the large book inside. Some of the first pages are stuck together and mold and mildew have done some damage. Consider pages 1 to 24 unusable. Between page 24 and 25 there was a thin piece of gold film that was going to be used to decorate the binding of the book (15GPV). But it has had the fortunate side effect of protecting the subsequent pages from the moisture that attacked the cover. The following spells can be found on pages 25 to 38. Pages 39 to 50 are numbered but blank.

third level: **hold person, lightning bolt, tongues, water breathing**

fourth level: **dig, fire charm, fire shield, ice storm, polymorph self, wall of fire**

fifth level: **contact other plane, extension II, passwall, wall of force**

An expert book binder [ALvl 6 or higher] could remove the damaged pages but he could not replace them with blank pages.

Spiral Arm Two: After the first spiral is completed a second gate is encountered. It is not locked physically or magically but it is quite heavy and it will require three or four people (or one of 18/51 or greater strength) to pull it open, albeit slowly. As the door is opened four more cold ghouls will come to the attack once the door has either swung open by 45 degree or more or a person(s) has gone through while the door is still being opened (AC: 2; MV: 9"; HD: 3+6; HP: 24, 21, 20; #ATT: 3; DM: 1-4/1-4/1-3; SA: each touch does an additional 1-6 points of cold damage (resist cold will half the cold damage); SD: immune to cold damage, all hold and control spells; double damage from fire-based magic but an ordinary torch or flame does normal damage only; SD: sense life at 100 feet; if reduced to 0 or fewer hit points, unless beheaded, it will rise again in d 4+1 rounds (with only 3d4 hit points); if "killed" a second time, it is destroyed; NOTE: Turn as ghosts).

This door, once opened, will close again automatically after four full rounds of being open have gone by. Attempts to prop the door open will be of no avail: the gates will swing back shut.

The temperature in the 2nd arm or the spiral hovers between 15 and 30 degrees Fahrenheit even the height of High Summer. Those unprotected against the cold will begin to suffer damage (1 point a turn) from exposure.

The wall itself is made of dark grey stone. This is the wall forming the basis for the second spiral arm. However, the very top of the wall is made up of the pox-ridden blue grey stone of the outer wall. So if a thief climbs the wall but puts his hand on top of the wall to pull himself up he will encounter the change in rock type and be exposed to the pox again. The other side of the wall is the dark grey rock.

Inside of the second spiral arm there are a series of small, dark grey stone structures can be near the outer wall. They are 25' x 25' and 9 feet tall, quite similar to those found in spiral arm one. Four buildings are found between the second

and third gates but now they see only one. The buildings have an arched door opening with a Silvery Sun and a Silver Lighting Bolt above the doorway¹. Each has two small 12" x 12" square windows on each side of the building and two more windows, one on either side of the arch. There is no door, nor any evidence there ever was a door. The buildings all contain one large room. Remains of three old beds and a chest at the foot of each bed can be seen. A large table with three chairs (in various stages of decay) is in the center of each small building. Remarkably, the temperature inside of each building is in the mid 60s and quite comfortable. The chests have oddments of cotton and wool clothing, simple toga like garments with leather belts and tarnished brass buckles. Here and there a brass knife blade might be found.

Four 25' x 25' buildings will be found between the second and third gate in the second spiral arm, more or less equally spaced along the road spiraling inward to the final destination. They bare the same characteristics as the first seven buildings. They have the same dimensions and layout. They are warmer inside, a consistent 65 degrees even though the windows are open and the doorway has no door.

The temperature in this area does not rise about freezing so that the road and wall have a permanent layer of frost. The roadway is quite slippery and care must be taken to not slip and fall. Melee with the cold ghouls on the road will be hampered by the inability to find a solid place to stand. The ground has a permafrost nature as well but it is not quite as slippery as the ice covered road. After each melee blow, whether there is a hit or not, roll vs. dexterity to see if the person has stayed on his /her feet after the blow has been struck (or attempted). If standing on the ground instead of the road add two to the saving throw. Those who fall will require 1 to 8 segments to get to their feet again as they will be slipping and sliding around. The ghouls are not hampered by the

¹ Silvery Sun is the Holy symbol of Pholtus and Silver Lighting Bolt is the Holy symbol of Heironeous. DM has to determine which, if any of the PCs, know this.

ice. They can stand on it, fight on it and move on it without any problem. Running on this frost layer is just impossible. The person will fall if he or she tries it.

Note: Four more cold ghouls are near the 3rd gate (AC: 2; MV: 9"; HD: 3+6; HP: 27, 25, 22, 20; #ATT: 3; DM: 1-4/1-4/1-3; SA: each touch does an additional 1-6 points of cold damage (resist cold will half the cold damage); SD: immune to cold damage, all hold and control spells; double damage from fire-based magic but an ordinary torch or flame does normal damage only; SD: sense life at 100 feet; if reduced to 0 or fewer hit points, unless beheaded, it will rise again in d 4+1 rounds (with only 3d4 hit points); if "killed" a second time, it is destroyed; NOTE: Turn as ghosts). They are accompanied by two **cold hounds** (AC: 4; MV: ^"; HD: 4+4; HP: 31, 28; #ATT: 1; DM: 1-8; SA: SA: once per three rounds they can breathe a cloud of frost that blooms into a six foot diameter sphere three to eight feet in front of the hound (not a random number). The frost will cause 5 to 20 points of cold damage but save vs. breath cuts this in half. Those protected from cold in some magical way take only 1-4 points of damage and need not roll a saving throw; sense life at 200 feet; SD: infravision, immune to hold and control spells, immune to cold damage; the hounds take double damage from magical fire and get no save against it; XPV: 420+5/hp). They are not alive but are rather a type of undead dog. These dogs can be turned as wights; when they are slain they stay down.

After passing the 3rd building in the 2nd spiral the ghouls might see a party member or vice versa. The ghouls will absolutely respond as the party gets close to the 4th building. If the party is using the building as a shield they may not be seen but they cannot get in the front door of building 4 nor can they get past that building to the gate.

The four buildings might be searched.

The first and second buildings have no signs of occupancy for many decades. The chests at the foot of each of the two beds per building have tunics, togas, boots, wool cloaks and wool scarves in them. The clothing is in mediocre

condition and if put on will split along seams and come apart by tearing.

There is a silver chalice and plate on the table in each building. These items are still magical. The chalice will produce water, wine or oil (for a lamp) upon command. A full gallon of liquid can be produced in one day. That is a total of one gallon not one gallon of each. The chalice will clean itself of the prior liquid after being emptied. The plate will produce a variety of foods, fresh, cold, hot or even baked. Bread, yams, potatoes, squash or beets will be produced with a 1/8 lb of fresh butter. Chicken, beef or pork can be called for in a variety of forms. The chalice and plate, however, will lose their magic if taken from the building. The silver in each is worth 50GP.

The third building was the site of melee. The remains of three figures clad in togas and sandals can be found in the single room (cold ghouls). They were in melee against a lone figure. The table is broken as are two chairs and one of the beds. The chests have been ransacked and clothing is strewn around the room. The plate has been cut in half by a mighty blow and the chalice is broken into two pieces.

The body of a human fighter can be found. He was wearing chain armor and carried a shield. His long sword is broken by a large stone pulled from the roadway. It was a beautiful weapon decorated with gems and gold. The gems, if pried out of the hilt, are easily worth 1800GP. He carried a dagger that is still in its hilt. The girdle of red dragon hide he wore is still intact. It is a **girdle of hill giant strength** (+3 to hit and +7 to damage) for the wearer who must be a fighter or cleric.¹ His purse had 21PP, 37GP. His boots and other clothing have been subjected to rotting and decay and are useless. A small holy symbol of Bralm (NL(E)) can be found in his pocket.

The fourth building has a figure lying on the bed. He looks to have been quite old when he died, likely in his sleep. He has decomposed over the years and he is little more than a disarticulated

¹ I did not allow thieves to gain from the use of this girdle. DM prerogative will rule.

skeleton clothed in the remains of a sleeping gown. He was barefoot. On his finger is a Gold ring with a signet. The ring is worth 250GP [NOTE: the signet is of the House of Rax of the era around 200CY! This party is likely oblivious of the significance of the signet since they do not know it. Note that if they were in the workroom of Beselda the Alchemist in Grest they may recognize it! She would know a little about the House of Rax and its history.] If displayed to an existing cold ghoul that ghoul will back away and allow the wearer to move freely. The ring has an aura of magic about it. It is a key to many upcoming events. Trying to **identify** the ring will only bring a picture of a man sitting a high golden throne with a man in plate armor standing beside him (the Emperor and his Champion circa 207CY). Outside of this spiral the ring's magic does only one thing. If touched three times to a held or magically sealed portal it will act as a **knock** spell. It has that power once a day outside of this spiral.

A magical plate and chalice sit on the table. There is also an oil lamp that will light upon command and burn for four hours. The lamp will lose its magic if taken from the building.

The chest at the foot of the bed contains a leather scroll case attached to a belt with a silver buckle (intact). Inside the scroll case there is a wand (a **wand of fire** with 11 charges. If it goes to zero charges it is no longer rechargeable. **Burning hands** and **pyrotechnics** use one charge while **fireball** and **wall of fire** use two charges.)¹ A few tunics and trousers, small clothing, a pair of solid boots covered in polar bear hide (intact they will keep your feet warm but are not magical).

There are heavy gauntlets and on a peg by the door there is a heavy coat made of polar bear hide (intact). A staff stands next to the doorway. The staff acts like a spell of **knocking** if tapped three times to any door or closure. It can be so used twice in the same 24 hour period. It is not obvious that the staff would function this way so **identify** most likely will have

¹ **Identify** can approximate the number of charges left in a device. If there is only one or two charges **Identify** will show one or two. At three changes it could show two three or four.

to be applied. It has an aura of magic if detection is used. Further the staff is +1 to hit and damage in melee but only in the hands of a cleric or magic-user. A fighter who tries to employ the staff in melee will find it unwieldy (-1 to hit and damage) and he or she might actually drop it (10% chance) in the middle of a conflict [neither strength nor dexterity will prevent the drop of the staff]. A fighter will realize that it "does not feel right" to him or her. Yet a cleric or magic-user will feel very comfortable with it. The staff does have three charges that replenish themselves within one full week. Using up a charge must be done as the staff is employed "to hit" by the cleric or magic-user thinking that he wants to do extra damage on this attempt. The staff will be +4 to hit and +7 to damage on such a blow. A miss is still possible.

A white vestment, trimmed in gold, bearing the Holy Symbol of Pholtus² is on a peg near the doorway.

The Third Gate: Standing in front of the third gate is a nine foot tall stone statue. It is a Stone Golem (AC: 5; MV: 6"; HP: 60; #ATT: 1; DM: 3-24; SD: hit only by +2 or better weapons, only **rock to mud** and **stone to flesh** affect it; **ALL** other spells do nothing to the golem!).

However, the golem will respond to the signet ring of the House of Rax from the old high priest in building four of the 2nd arm of the spiral. By presenting the ring strongly the golem can be held back or even moved to the side allowing the ring wearer and those in his/her company to enter. The golem will pull the gate open if commanded by the ring wearer. The golem will not under any circumstance leave its post. The alternative is to fight the golem which likely will not be good for the party.³

If the party has to open the gate themselves they will need a 18/76+ Strength figure or four or

- 2 White trimmed with gold shows a cleric of 9th or higher level, however, that is not general knowledge, especially to the clergy of a Suel deity.
- 3 DM note: The average party of adventurers will have NO CLUE as to the power and invulnerabilities of a Stone Golem.

more figures of 16+ strength! The gate will open for four rounds and then close again automatically. From inside it will open by pushing at it with one finger. The golem may still be present as the party comes back out. The golem will NOT attack Gosmel ad Nyrond (see below). His body will have the same effect as presenting the signet ring. Gosmel can move the golem but only to the front gate of the complex. The magic used to make the golem binds it to the spiral.

Once inside the final gate the person(s) will see green again. The temperature here is back to normal minus ten degrees for being inside of the circle of cold. Rainfall here is normal so plants do grow though there are quite out of control. Huge vines cover the inner walls and climb to the top (where the cold from the other spiral kills on the push to go higher). Tall grasses mingled with various weeds grow inside of the center of the last wall. There is a path of dark grey stones that lead to a 40 x 40 x 18 foot tall dark grey stone building. While overgrown, the grasses and weeds have not grown as tall next to the path and no grasses or weeds grown between the stones.

A large front door (arched, 10 feet tall and 8 feet wide) is at the end of the path. There are six 12 x 12 inch glass windows at a height of 12 feet on each of the four walls of the building (the interior ceiling rises the full 20 feet). The door has no visible lock but it is held in some way. A **knock** spell will open it. The ring of the high priest placed anywhere on the door will also open it.

Hall, Room 1: The front room hall extends to the left and right and takes up the full 38 interior feet. It is 8 feet wide. A suit of plate armor (rusted) with a shield and holding a halberd is on either side of the three doors that go deeper in the building. The armor is quite useless and the poles of the halberds have rotted.

The three shields are serviceable: The one on the left is a **shield of missile attraction**. The center **shield** is of **+2** quality. These two shields detect as magic only. The right shield will allow a fighter, ranger or paladin of Good alignment to Turn Undead as a 2nd level cleric. A cleric

using this shield will turn undead as if he/she were one level higher in experience. The shield adds no bonus to armor class. An evil cleric who holds this shield must save vs magic or lose 20,000XP! It detects as both magic and Good. GPV: 8000GPV or more to a GOOD figure.

The doors all radiate magic (they are **wizard locked**) as does the floor directly in front of the left door (a **permanent illusion** of a stone floor covers a 5' x 5' opening to a deep pit).

The **wizard locks** can be bypassed with **knock**, of course, and will also open by touching the House of Rax signet ring to the door. A person of 18/76+ strength can break in by might. Hammers and axes will eventually (4 to 9 rounds) chop through any of the doors.

The pit leads to a twenty foot drop into a net that gives way on all four sides and the drops the person another twenty feet tangled in the net. At the base of the pit is vat of acid. However time has diminished the once powerful acid into a lesser liquid. The acid present now will do 1d4 of acid damage per round. A person caught in the net will need 2-5 rounds to get untangled taking 1d4 damage each round. A lowered rope would be very helpful. Under a condition of constant damage spell casting is not possible but a device would certainly work.

A thief could climb out as the walls are rough. Once out of the liquid, the thief will take damage for 1 to 4 more rounds (his/her clothing is soaked in acid). The 40' climb will take a thief three rounds to climb at a rate of 15 feet per round. The acid vat is 12 feet deep.

Carried items might be damaged by exposure to the mild/medium acid. The illusion of rock over the pit of course reappears on the next round. A person on top can lower a light though the illusion or put his/her face though the illusion to see below. The stone illusion will allow half of the room lighting to pass though treating the illusion as translucent from below. A surprised figure falls into the pit every time and there is no more dice rolling.

If not surprised, the PC must roll less than their Dexterity or fall. The generous DM will allow the

falling victim on an initiative roll of 1 to grab for the edge of the pit. Roll vs. dexterity again but at -2 on the die roll (since the edges of the pit cannot be seen by the falling figure).

The Left, Room 2: (12 feet wide and 29 1/2 feet deep) Do you really want to enter a room that has an acid pit and a bogus magic item next to it? If you say YES, then here is the last kick in the ass.

At the end of the room (lit by a dim **continual light**) there is a four step circular ziggurat. It radiates magic but not good nor evil. It is a one-way teleporter. It leads to the Temple of Pholtus in Midmeadow (Kingdom of Nyronde). The teleporter will function once a day only. For a party member this is out of the adventure. For the occupant of room #3 this might be PERFECT.

The Middle, Room 3: (12 feet wide and 29 1/2 feet deep) The middle of the room is dominated by circular seven stair ziggurat bathed in bright white light. Standing on the top step of that ziggurat is a barefoot young man dressed in a pure white robe adorned with The Silvery Sun of Pholtus. He holds a six foot white staff in his right hand that has a two inch diameter silver globe at one end. It is shod in steel at the other end (his armor might be found in secret compartment of the 3rd step of the ziggurat).

The white light in which the young man is bathed causes pain and damage to any evil creature that is touched by it. Figures of 6th or lower level must save vs. magic or take 2-12 points of heat damage upon entering the light. They must save vs. magic again or fight at -2 to hit and damage for 3d6 rounds due to pain in the long muscles of their arms and legs. Finally, they must save vs. magic a third time or suffer permanent blindness reversible only by **cure blindness** or **heal**. All three saves could be made or failed. Figures of 7HD or 7th level are subject to lesser effects and their saving throws are at +2. Heat damage is 1-4, arm and leg pain lasts 1-6 rounds and makes the figure -1 to hit and damage and the Blindness is temporary lasting for only 1 - 4 days.

Neutral figures must save vs. magic or suffer pain (-1 to hit and damage) but are not blinded nor is heat damage inflicted. Good figures may enter the light (a good tendency is not sufficient — that counts as a neutral figure).

He is in temporal stasis. A successful **dispel magic** vs. 18th level magic will break the stasis. But touching the young man with the Signet Ring of Rax will also do it!

Gosmel ad Nyronde – Rax (LG(N) [Pholtus], Cleric Lvl 4; AC: -1/0/3; HP: 26; S: 17; I: 15; W: 17; D: 15; C: 13; CH: 16); **+2 chain mail** & **+2 shield**; Purse: seven diamonds 3 x 100GPV and 4x 50GPV; **+2 staff of light +2** (base damage 2-7; the staff casts **light** as the spell either from the head of the staff or at a distance of up to 240 feet. Such light lasts for two full hours or until the holder commands it to turn off. This can be done seven times per day. It can cast **continual light** once per day at a range of up to 240 feet. It may cast **glow** (see WORLD OF GREYHAWK description of Pholtus) 3 times per day at a range of sixty feet); **ring of protection from normal missiles** (the ring's magic is sufficient to deflect nine ordinary projectiles like arrows, stones, sling bullets, arrows, thrown daggers, spears and hatchets and the like in one 24 hour period. The 10th projectile will not be blocked. **Magical missiles** are not blocked in any case. Oversized projectiles like rocks thrown by a giant or a huge spear thrown by an ogre are partially blocked [add +2 to armor class]).

The Ring bears the signet of the House of Rax. (7000GPV); **ring of minor regeneration** (the ring will grow back small parts like fingers, toes, a nose or an ear but is not powerful enough to grow back whole hand or foot. It also gives back hit points but at the rate of one hit point per hour. It will bring back someone from death unless the heart is severely damaged or if the head is removed. The **raise dead** effect takes one full day). The Ring bears the signet of the House of Nyronde. (25000GPV)

The Right, Room 4: (12 feet wide and 29 1/2 feet deep) This room contains a large bed. It has a crisscross of ropes that supports a mattress of goose feathers in a heavy cotton sack. This is covered with a wool blanket. This structure and

cotton materials have rotted over the year and if any were to lie in it would collapse in a hail of feathers and dust.

There is a large table and two chairs. On it are two oil lamps (with no oil). A small altar is against the outside wall. There are paintings of three deities over the altar; Celestian holding a spear with a battle axe at his side, Heironeous throwing a bolt of lightning and Pholtus having a rainbow of colors leave his fingers. The paintings are worth 250GP each but might have a limited number of people on Lendore Isle who might want to pay that amount for them.

On the altar are a chalice and plate that produce food and liquid as the chalices and plates found in 2nd spiral arm.

A scroll is on the altar. It is written in Old Oeridian. A **comprehend languages** would be needed to read it (though Gosmel can read it easily). The scroll talks about portents of a doom that is likely to happen in the early part of the 2nd century (common year), a doom that will destroy a royal line. It also speaks of a great conflict at the end of the 5th century. "The salvation of the Great Kingdom may well lie in the hands of the line that is lost three hundred years before. Await the end of that war to show that line to the civilized world. When the time is right the line's heir will be revived and will come to us via the device in this edifice." (That refers to the teleporter in room #2 and of course speaks of Gosmel.) For Gosmel to put two and two together, someone has to tell him a bit about the Great Kingdom over the last 350 years. The last thing Gosmel remembers was having dinner with the High Priest of Pholtus. The year was 212CY.

THE TROLLHEIM MOUNTAINS

This is really part of another MODULE altogether (Module L6, if we get that far). As such there is not much depth here. The portion of the Trollheims seen on this map is fairly benign. Some wolf packs would be the major menace. The foothills are stark and bleak with little vegetation and many loose rocks. The stone and soil are difficult to climb and falls would be commonplace. No encounters will come out of this mountain complex in this module.

The deeper Trollheims are home to trolls, giant trolls, two headed trolls and cave trolls beneath and hobgoblin bands supported by ogres above! The troll population tops one hundred so a party had best not wander into any large tunnels on the west face of the mountains (just off the map as shown). There are upwards of four hundred hobgoblins in the deeper portions of the mountains.

THE KROTEN FOREST

The Kroten Forest has half again as much territory south of the edge of this map. On the portion showing there are three major areas that differ in populations.

1. There is a large group of Icar trees near the eastern edge of the forest as well a smaller Icar tree grouping just outside of Grest. There are a few Icars on the Grest map.
 2. The forest north and east of the Icars bordering the road from Grest to Tellar and from Tellar to a point more or less south of Mount Wiest.
 3. The bulk of the forest west of the Icars all the way to Kroten and extending south.
1. This section of forest is full of beauty. It is guarded by the sprites. There are six major enclaves of sprites, five in the large central Icar area and one in the south branch near Claren Hill and Grest.

Sprites (AC: 6; MV: 9"/18"; HD: 1; #ATT: 1; DAM: 1-4 arrow* and 1-4 dagger; SA: **invisibility** at will; fight while invisible; SD: **detect good/evil** 150' at will; Move Silently 85%). The sprite arrows are usually covered in a mushroom salve that requires someone hit by one to save vs poison or fall asleep. Sleeping enemies are usually just moved away but the sprites will kill humanoids. The sprites engage any giant ants they might find along their borders and kill them all. Their sleep salve does not make an insect sleep, it is lethal poison instead! Save vs poison or die for any giant insect.

The five sprite clans number about three hundred individuals each. While they stay separate for the most part they gather four times a year in the center of the Icar trees for a

large banquet and party. Supposedly there is a pattern to these festivals but humans and even elves have trouble figuring what it might be. The clan in the south has about two hundred twenty members but the rest are in the trees on border of Grest (see **Claren Hill** and **Phyton Glade**).

Under the Icars there is a 70% chance to encounter 3d6 +4 sprites for each half mile traveled. A sprite patrol spying visitors below will send half of its force to bring most of the clan while the others follow the visitors. No visitor will be allowed to hunt in the Icar area. If that occurs and a beast under the sprite care is killed there is a 50% change the sprites will kill the offender regardless of alignment even a good and lawful paladin could be killed.

The sprites guard seven unicorns in the large Icar forest. To hunt them is death, there are no questions, even if a unicorn is not even harmed the would-be hunter will be killed if he or she is caught!

The mundane animals include rabbits, gophers, wild goats, raccoons and deer. They run freely with no danger befalling them from the sprites. The Icars are rich with bird life but no crows are allowed in. Owls and hawks may enter if they only hunt mice.

2. This area is mostly benign. No giant ants in any case. Rabbits, gophers, wild goats, raccoons and deer are plentiful. They are hunted by parties from both Tellar and Grest, but those hunting parties stay clear of the Icars. Encounter probability of one of these animals is 16% per half mile of travel in the forest.

3. There are ordinary animals here as in the other portions of the forest: Rabbits, gophers, wild goats, raccoons and deer but they are far less plentiful. The probability of an encounter in this portion of the forest is 27% per half mile of travel. In the event of an encounter, roll a second time on die 20 and consult the table below:

D20	Encounter
1	A solitary rabbit
2	A gopher or two
3	A wild goat or two
4	A raccoon, which will likely go unnoticed
5	A deer

D20	Encounter
6	3-18 Giant ants (AC: 3; MV: 18"; HD: 2; #ATT: 1; DM: 1-6) 2-5 Warrior ants (AC: 3; MV: 18"; HD: 3; #ATT: 1; DM: 2-8 and if there is a hit then roll again and save vs poison or 3-12/1-4)
7	Anhkheg (AC: 2/4; MV: 12"(6"); HD: 6; #ATT: 2; DM: 3-18/1-4; SA: squirt acid 8-32 damage)
8	Black Bear (AC: 7; MV: 12"; HD: 3+3; #ATT: 3; DM: 1-3/1-3/1-6; SA: if both claws hit hug 2-8 damage)
9	2 -5 Bugbears (AC: 5; MV: 9"; HD: 3+1; #ATT: 1; DM: pole arm 2-8) and a leader (AC: 4; MV: 9"; HD: 4+2; #ATT: 1; DM: pole arm 2-8+1); Treasure: 4-16GP each, 30% for 1-4 small gems 10-30 value
10	2-5 wild dogs (AC: 7; MV: 15"; HD: 1+1; #ATT: 1; DM: 1-4)
11	3-12 Gnolls (AC: 5; HD: 2; #ATT: 1; DM: pole arm 2-8) and a leader (AC: 4; MV: 9"; HD: 3; #ATT: 1; DM: pole arm 2-8+1); Treasure: 5-20GP each, 25% for 1-6 small gems 10-30 value 15% for usable magic item 5000 or less GPV.
12	4-16 Hobgoblins (AC: 5; MV: 9"; HD: 1+1; #ATT: 1; DM: 1-8 and missiles) and a leader (AC: 4; MV: 9"; HD: 2+2; #ATT: 1; DM: 1-8 and 40% magic weapon); Treasure: 3-30GP each, 15% for usable magic item under 4000GPV
13	1-4 Jackals (AC: 7; MV: 12"; HD: 1-4HP; #ATT: 2; DM: bite 1-2)
14	1-2 Ogres (AC: 5; MV: 9"; HD: 4+1; #ATT: 1; DM: 1-10 + 4 strength); Treasure: 8-80GP, 20-60SP, 25% for 3 gems 50 or 100GPV 30% for usable magic item valued at under 5000GPV
15	Giant Scorpion (AC: 3; MV: 15"; HD: 5+5; #ATT: 3; DM: 1-10/1-10/1-4 and poison save or die); 40% for a lair within 500 feet: 3-18GP, 2-20SP, 30% for magic weapon of +1 quality, 20% for magic armor +1 quality or an equivalent protection item (usually found on the body of a prior victim)
16	Giant Spider (AC: 4; MV: 3" *12"; HD: 4+4 HD; #ATT: 1; DM: 2-8 and poison save or die; SA: webs and attacks from above); Treasure: 3-12GP, 2-20SP, 15% for usable magic item under 5000GPV
17	2-8 Stirges (AC: 8; MV: 3"/18"; HD: 1+1HD; ATT: 1; DM: 1-3 + blood drain)
18	Troll (AC: 4; MV: 12"; HD: 6+6; #ATT: 3; DM: 5-8/5-8/2-12; SD: regeneration); Treasure: 80% 100-600 GP, 60% 1-4 gems 100GPV 40% 1 or 2 magic items of under 5000GPV
19	Giant Wasp (AC: 4; MV: 6"/21"; HD: 4HD; #ATT: 2; DM: 1-4/2-8 + poison)
20	2-5 Wolves (AC: 7; MV: 18"; HD: 2+2; #ATT: 1; DM: 2-5)

Just north of Claren Hill there is a noticeable indentation in the Kroten Forest. There is a foot path leading from the back of the hill to this spot. The indentation ends at a small stone building that has solid thick walls and a two storey six by six tower. The eight three inch by sixteen inch windows are arrow slits and have a single vertical iron bar across them to add strength. The door is double thickness and can be double-barred from inside. Its lock is well made and complex (-11% from lock picking chances). A **glyph of warding** is on the door that will activate if the door is physically touched without saying the glyph name "Bahamut". The *glyph* will send out a single fork **lightning bolt** that is sixty feet long and three feet wide that does 8d6 damage. The person who touched the door obtains NO saving throw from the bolt.

The four room home has shutters on each arrow slit that are closed and barred at night. These shutters are filled with tree sap so there is no crack through which to see inside. Each room has large coal brazier and coal scuttle. There is a fire place in the main room that is back to back with the kitchen hearth. The bedroom also has a small fire place. All three share a common chimney in the center of the building's slate roof.

Interior appointments are of excellent quality and well maintained. An oil painting in the main room is worth 200GP, rugs on the floors of three rooms are 100, 80 and 60GPV. There are tapestries on two walls of the main room and bedroom worth 85 and 65GPV. The furniture is top quality and well made and worth over 1000GPV for the six tables, eight chairs, two chests and large wardrobe. The clothing found in the wardrobe is all expensive and well made. Many of the formal tunics and jackets are of wool, brightly colored and decorated with silver, gold or gems. The jackets are worth 500, 300 and 250 GPV.

Leocarus (LG [Bahamut], Paladin Lvl 9; AC: -2/-2/-2; HP: 57; S: 16; I: 18; W: 16; D: 14; C: 15; CH:

18); **bracers of defense (AC 2)**, **cloak of protection +4**; Purse: 7PP, 22GP, 155SP, gems 100 100 100; **+2/+4 long sword +2/+4 vs evil humanoids (detects magic, evil and metal at 20 feet)**; **levitates** up to 500 lbs by pointing at the item (save vs. magic if a living thing) or by allowing the holder to levitate); **ring of free action**, **ring of regeneration**.

Leocarus is "retired" from active adventuring. He is attended by the sprites from the forest and by his brother's son and family Clarence, Bettina, Lucas and Anonia (Trading post #5). He is teaching Antonia the first skills she will need to become a paladin like himself. The family often visits Leocarus on Freeday every other week. He seldom goes into town. The sprites visit him daily and are small enough to fit through the arrow slits windows that he opens during the day or though the arrow slits in the tower where are always open. There is a hole in the floor of the tower large enough for a sprite but not for even a halfling or small elf to get through. Leocarus finds the sprites a bit flighty for his tastes but they help him and he will come to their aid if they are ever attacked.

Leocarus has a casting of the Platinum Dragon on his mantel given to him by the Dragon King himself. In need Leocarus can hold the dragon and say "BAHAMUT" and the Dragon King will either appear (10% chance) or send a gold (40%) or silver (50%) dragon immediately. The dragon will arrive in 1 to 4 rounds after a GATE is opened for it to the Prime Material for Bahamut's sky palace. Bahamut will arrive instantaneously if he comes himself. This summoning is allowed to Leocarus alone so anyone holding the casting and saying his name will not summon anyone. When Antonia becomes first level and 12 years of age Leocarus will allow her to summon Bahamut at need!

There is a 1% chance that Bahamut, in human form, will be visiting Leocarus on Mid Summer Festival Day.

HERE ENDS L4: DEVILSPAWN

Countryside Map (Dungeon Master's Copy)



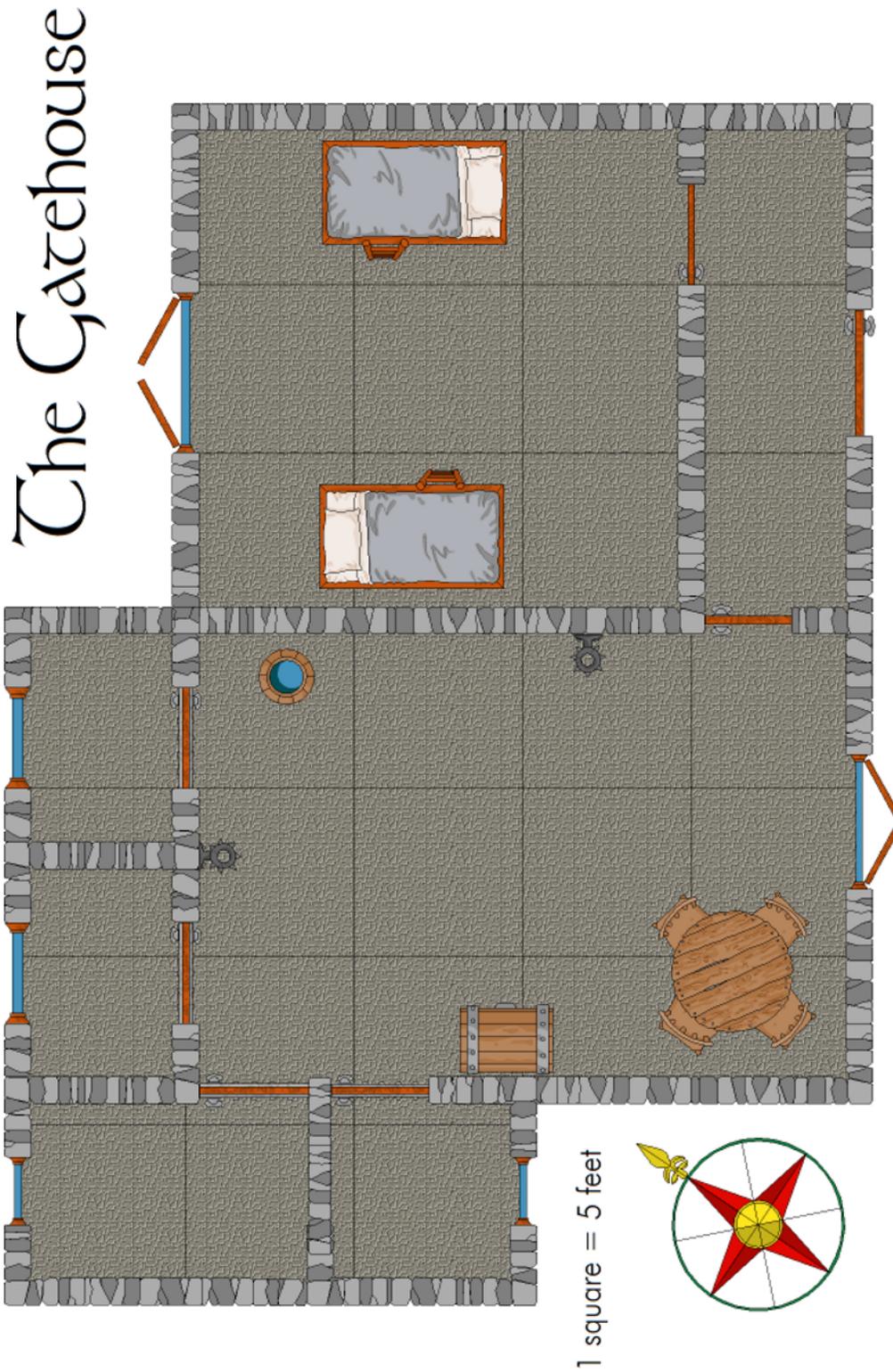
Countryside Map (Player's Copy)

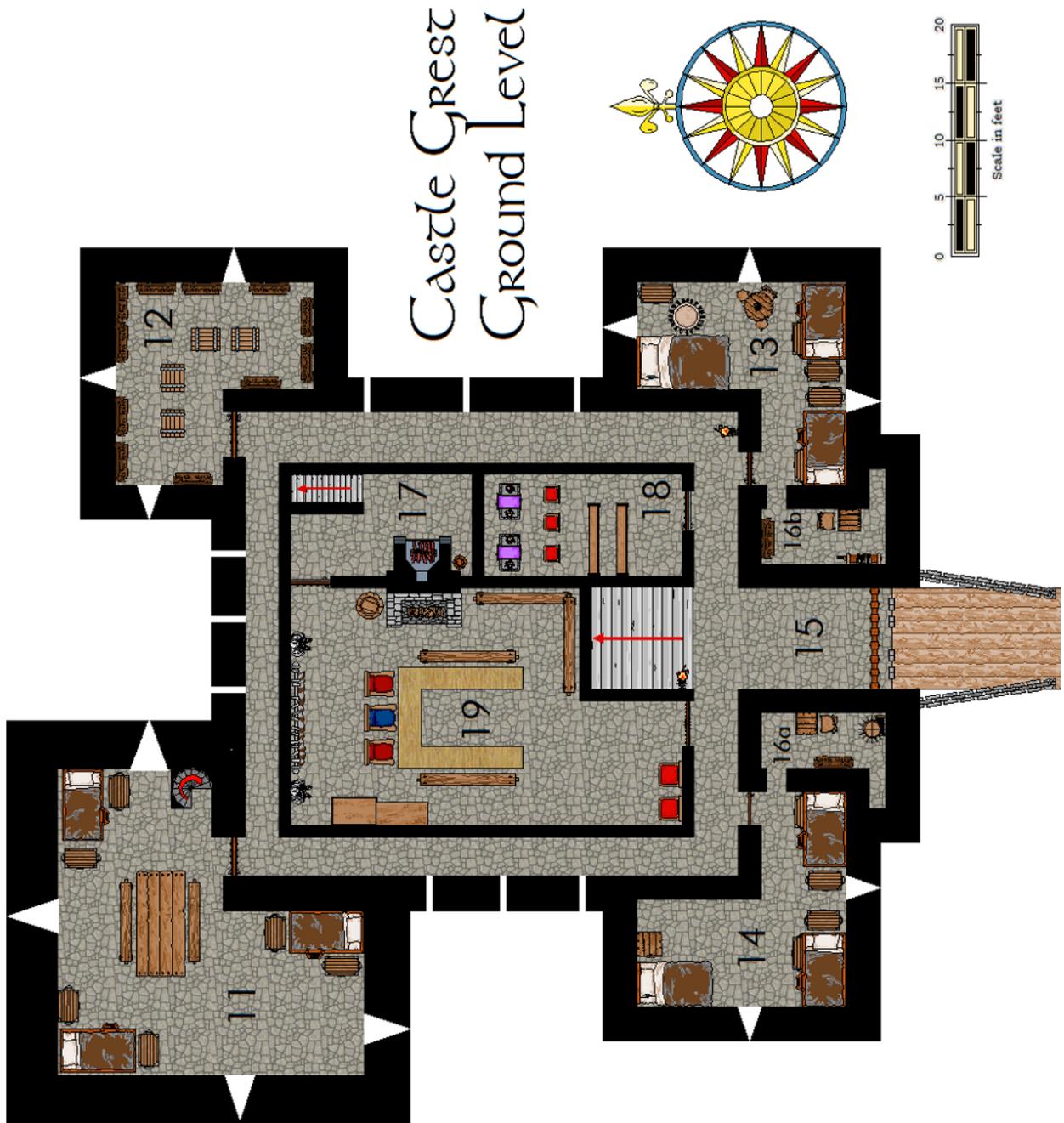


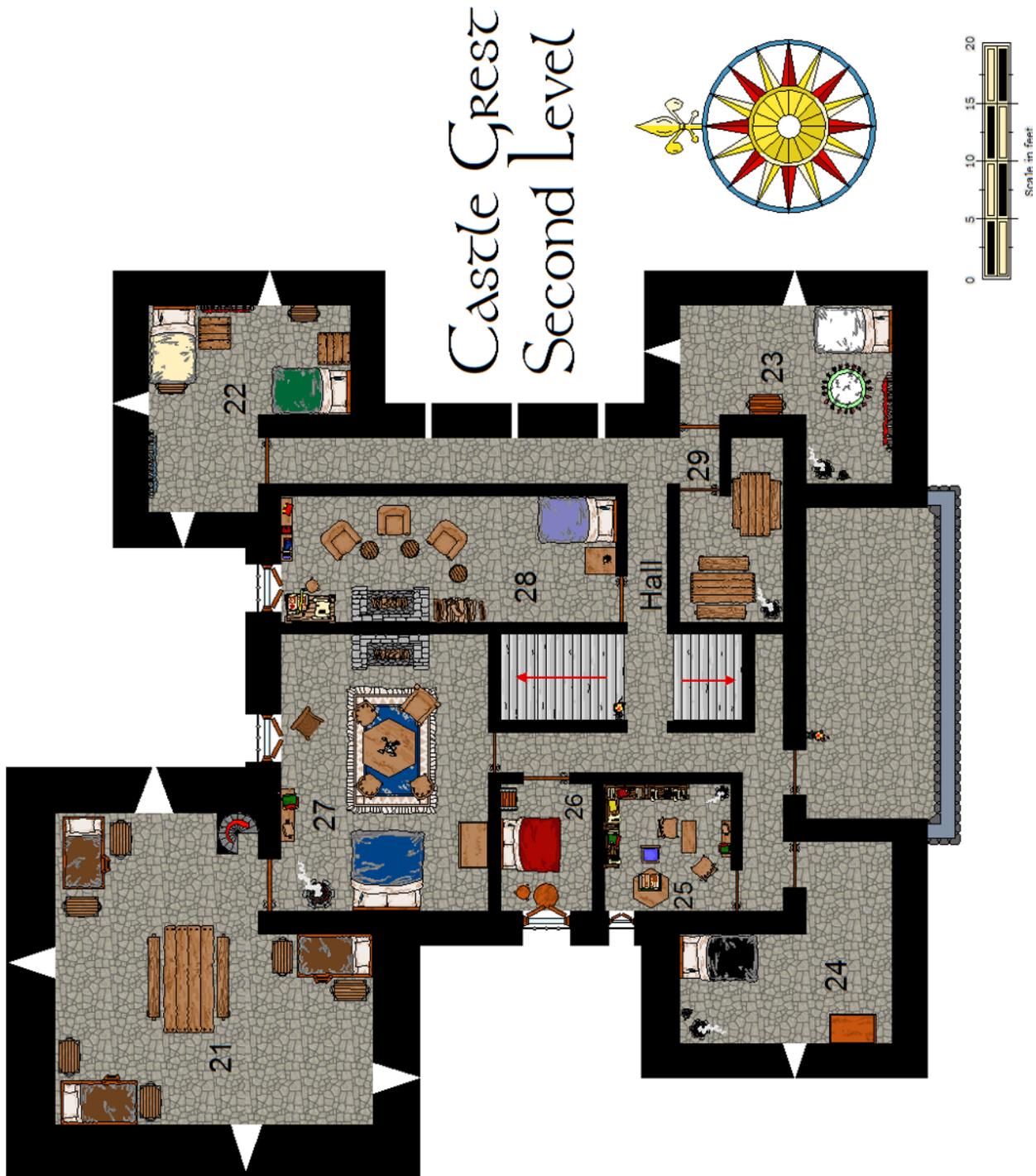
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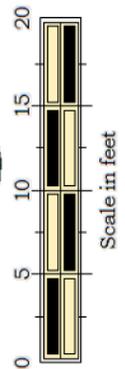
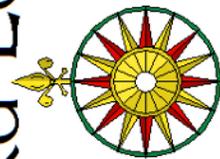




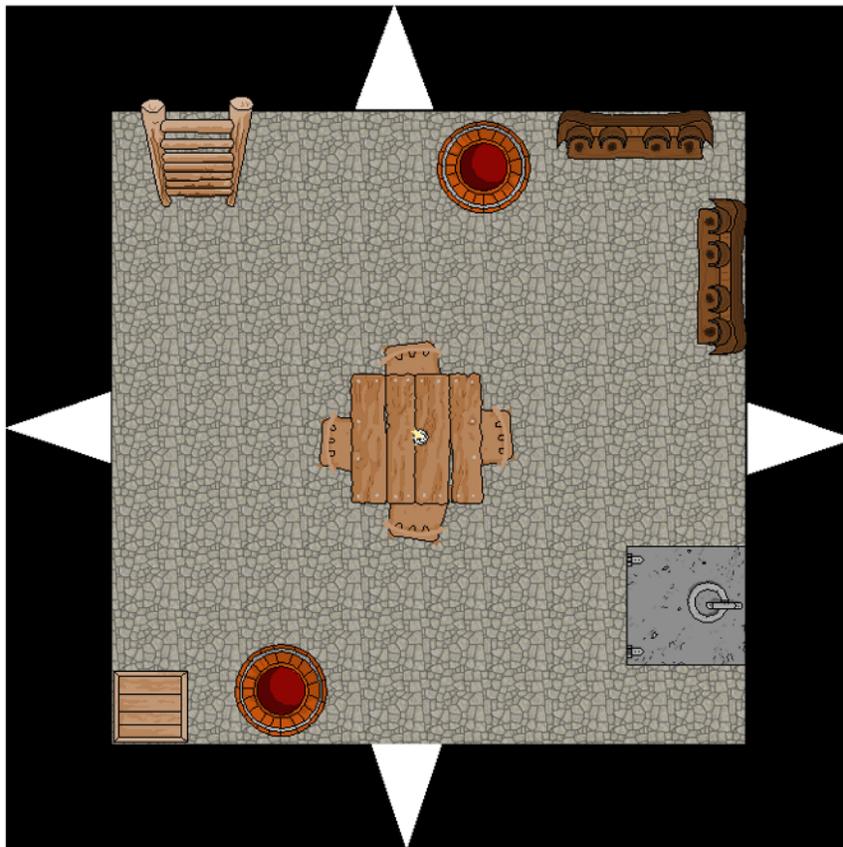
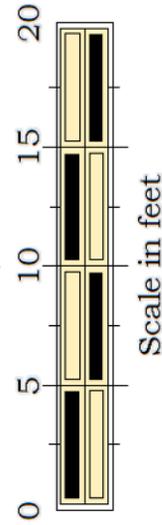
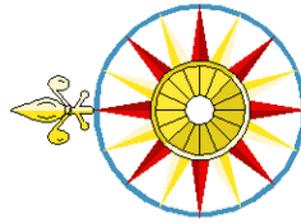


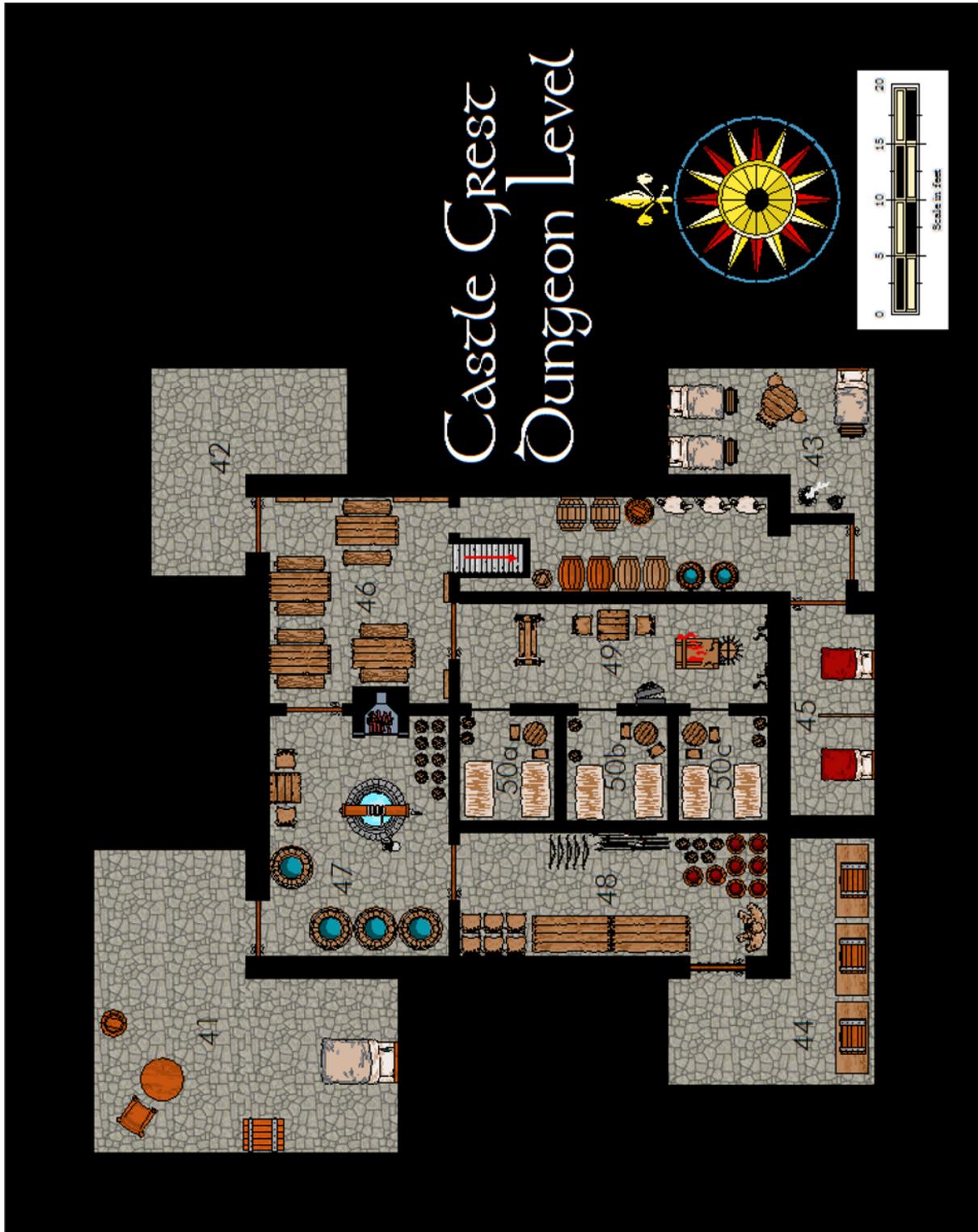


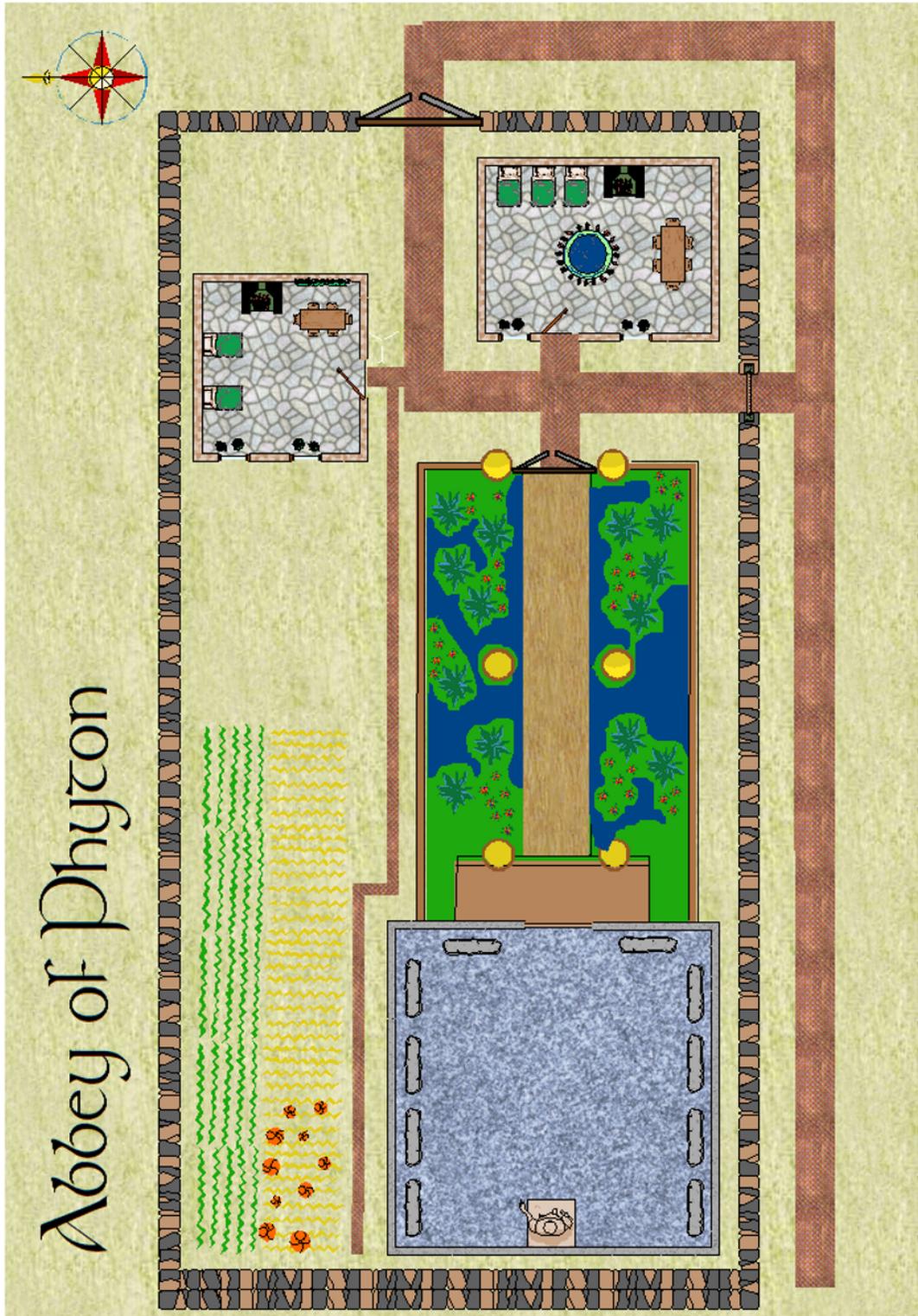
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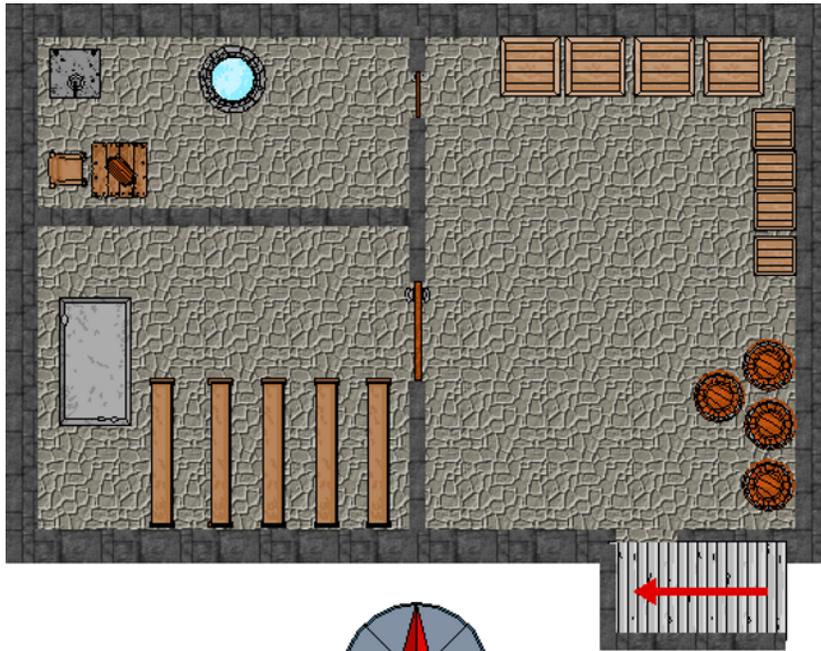


Castle Grest Tower Level 4

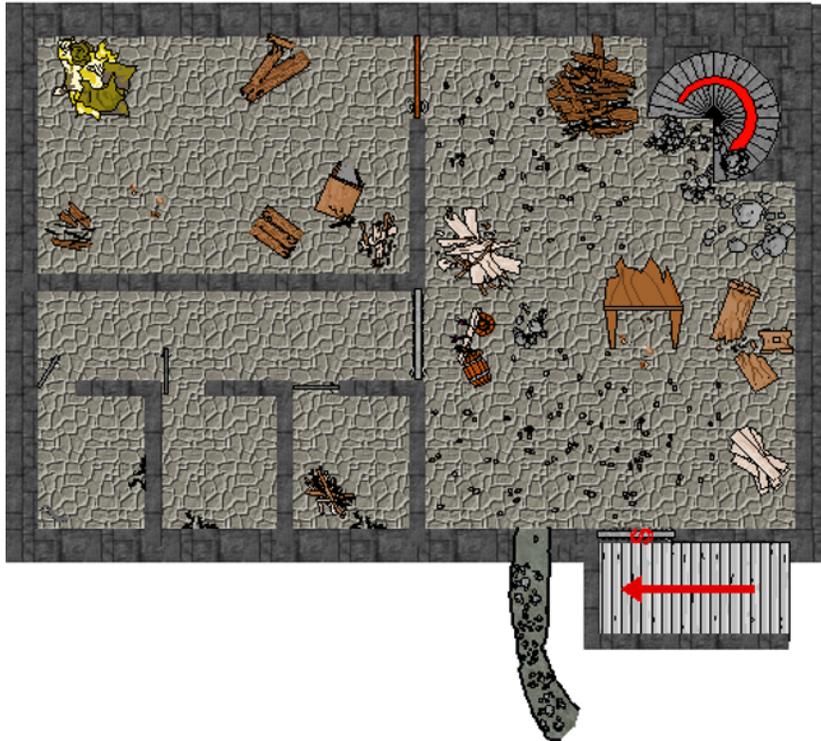
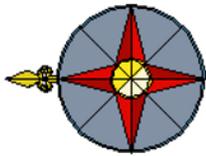








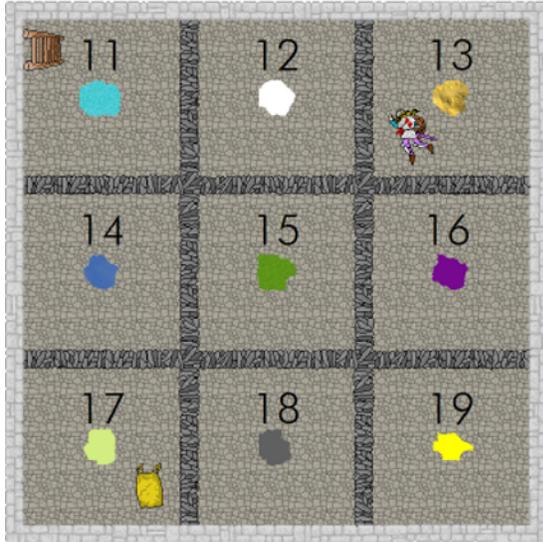
Second Basement



First Basement

Castle Ruin Basement

Rugar's Maze



Level 1

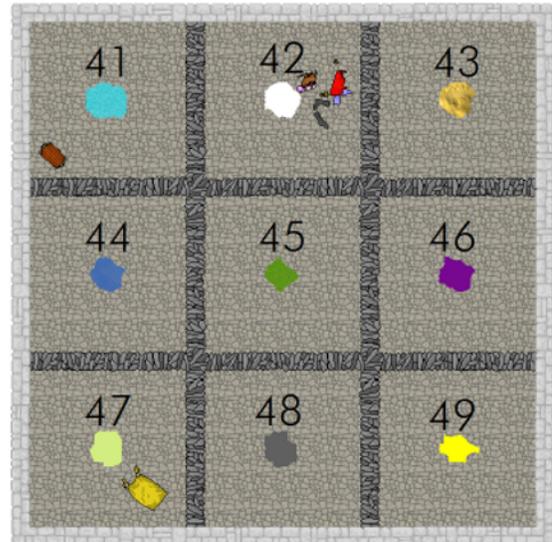


Level 2

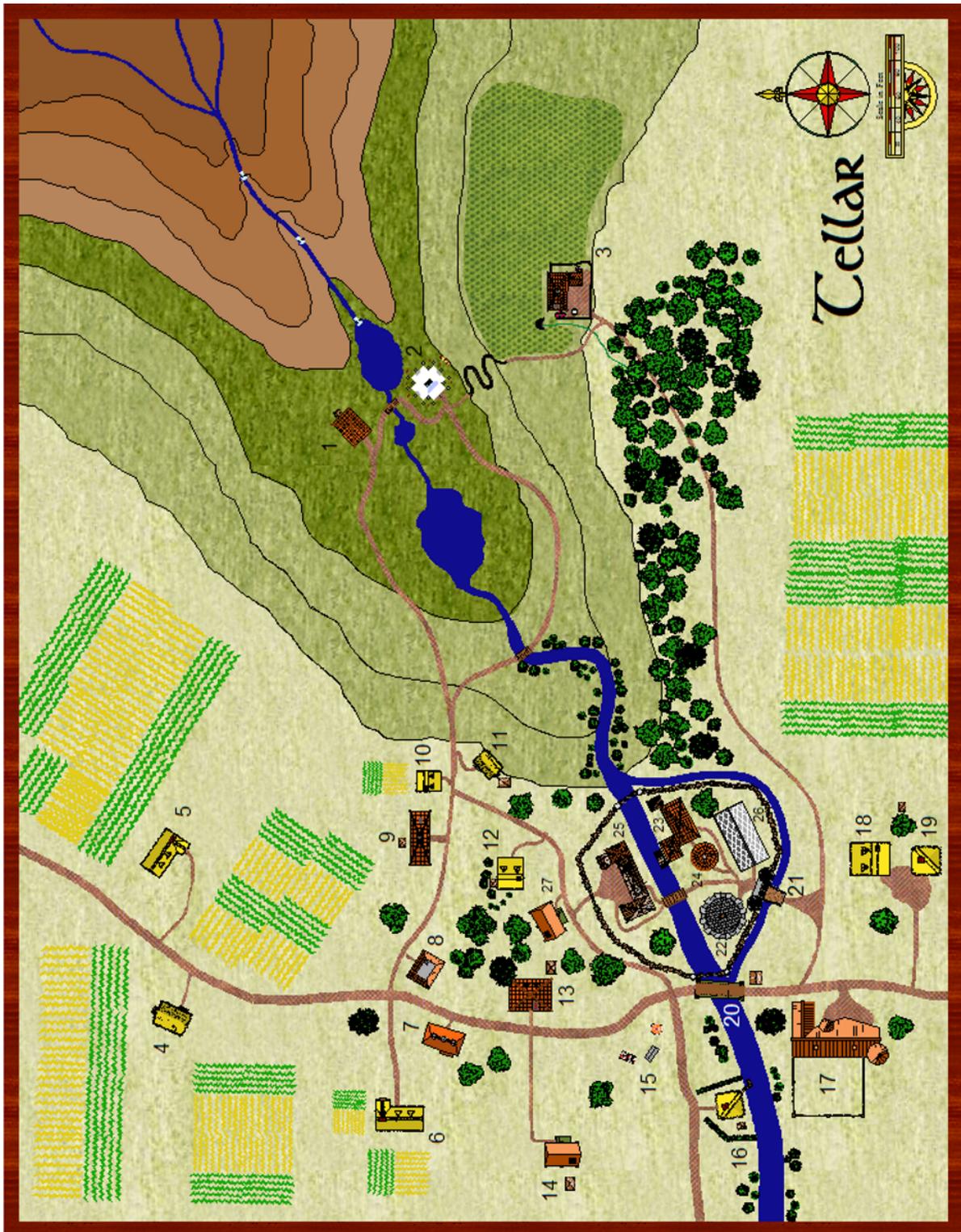
1 square = 10 feet

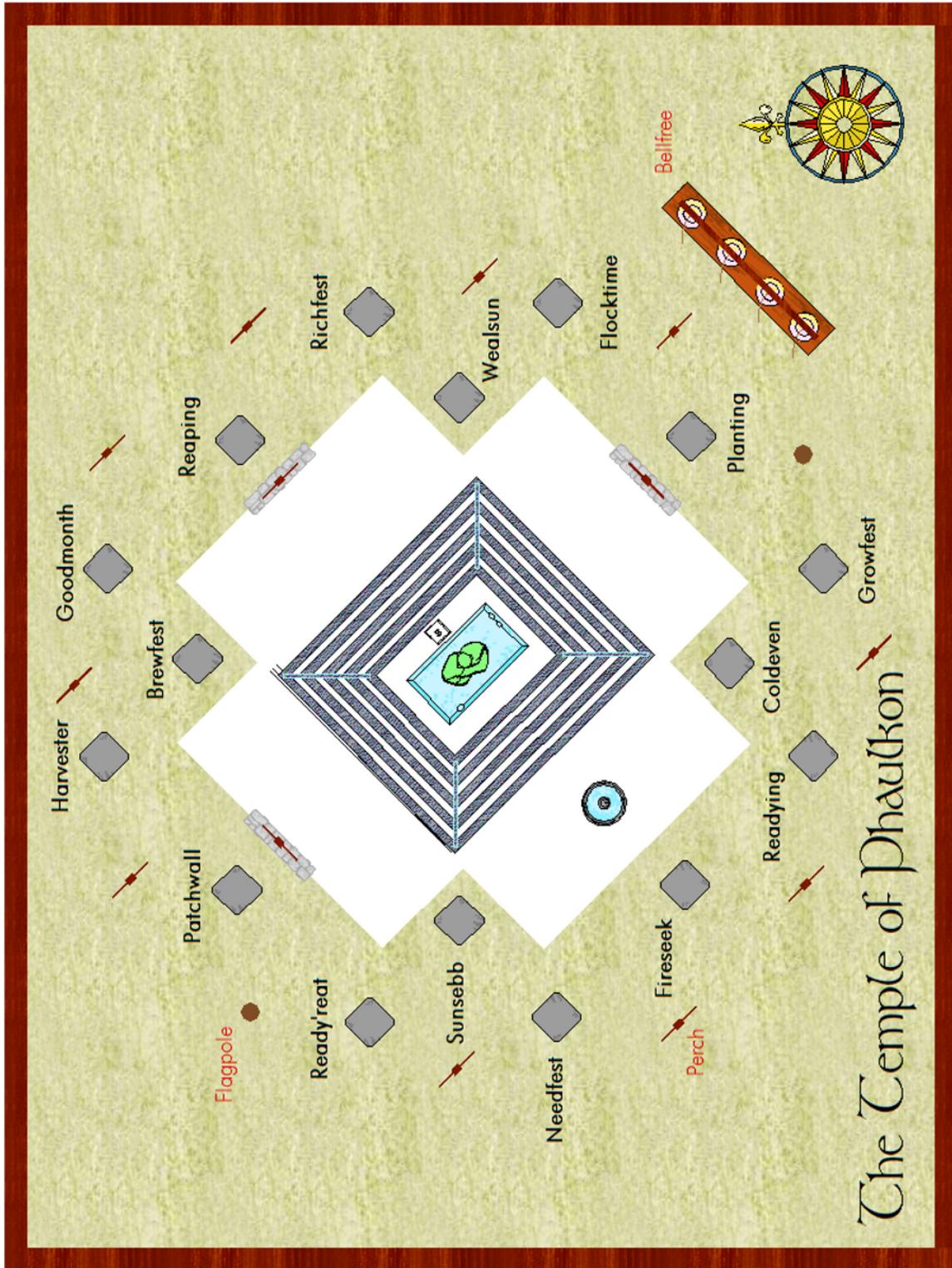


Level 3

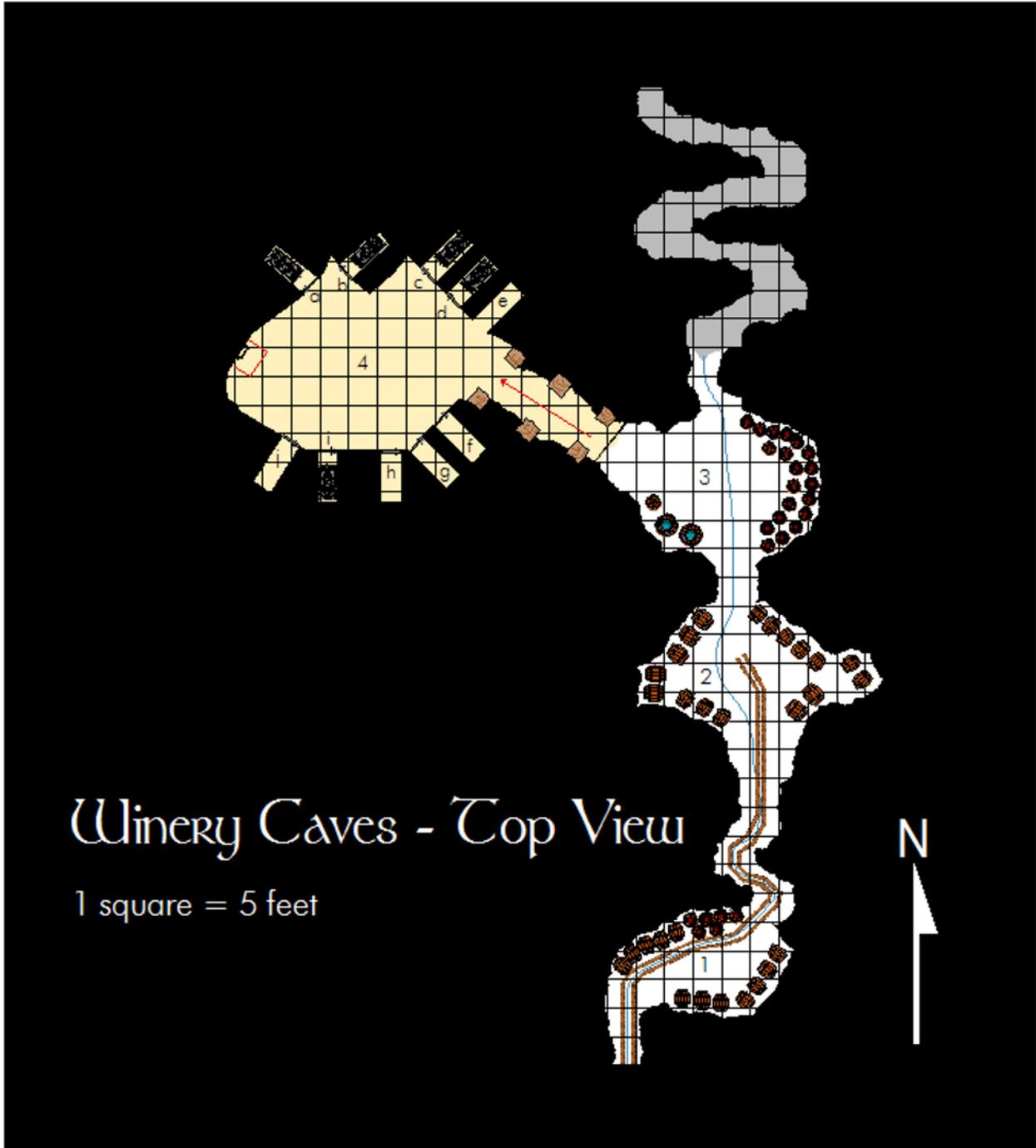


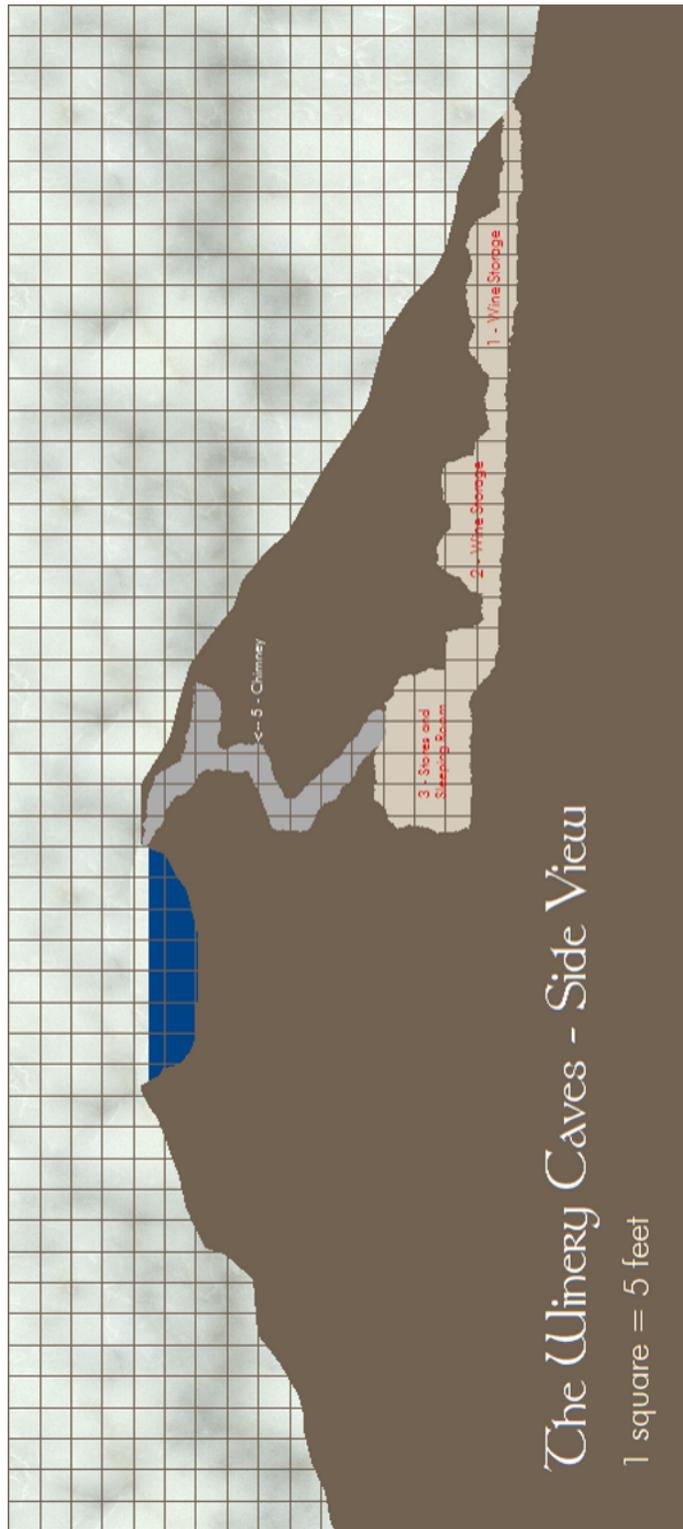
Level 4



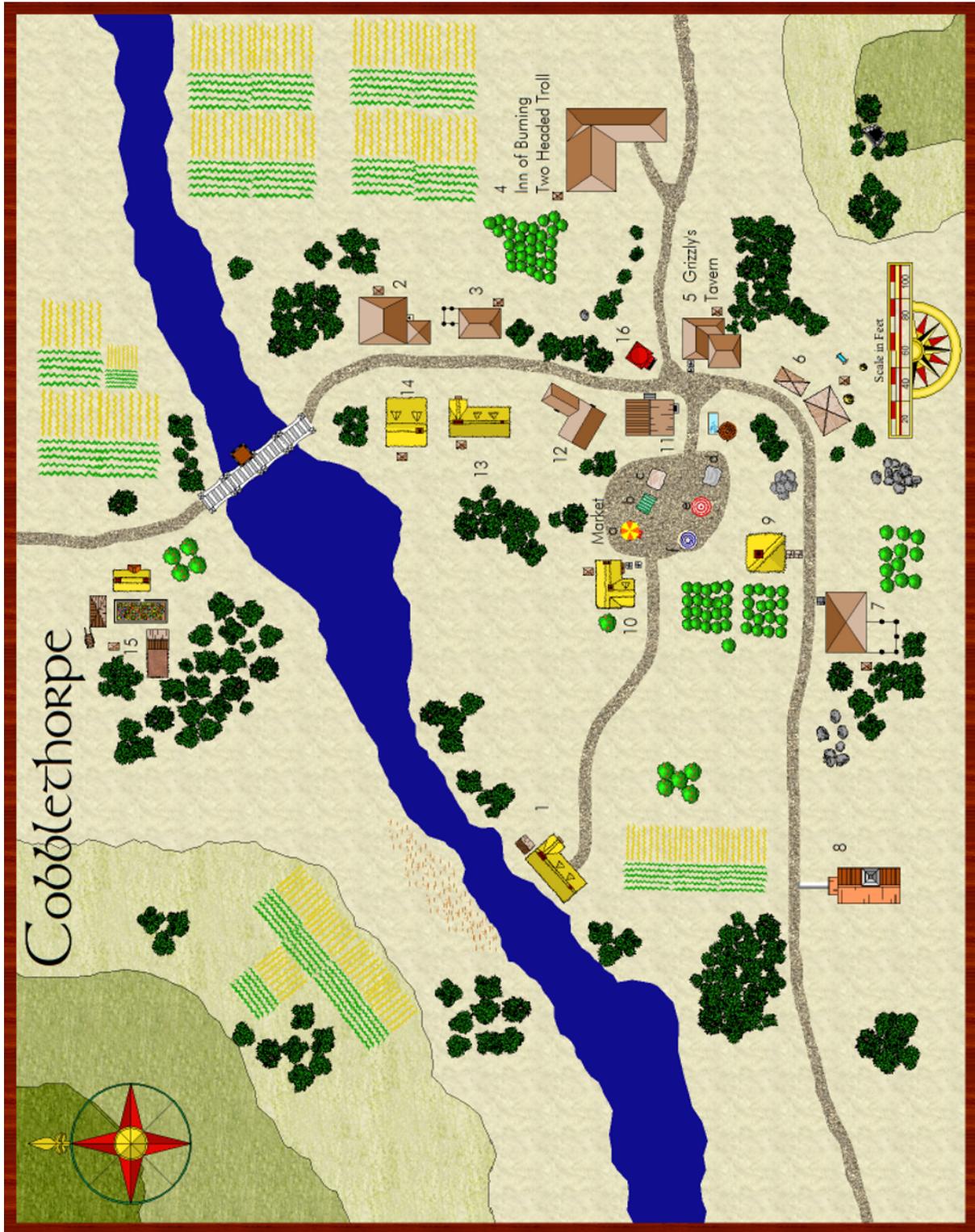


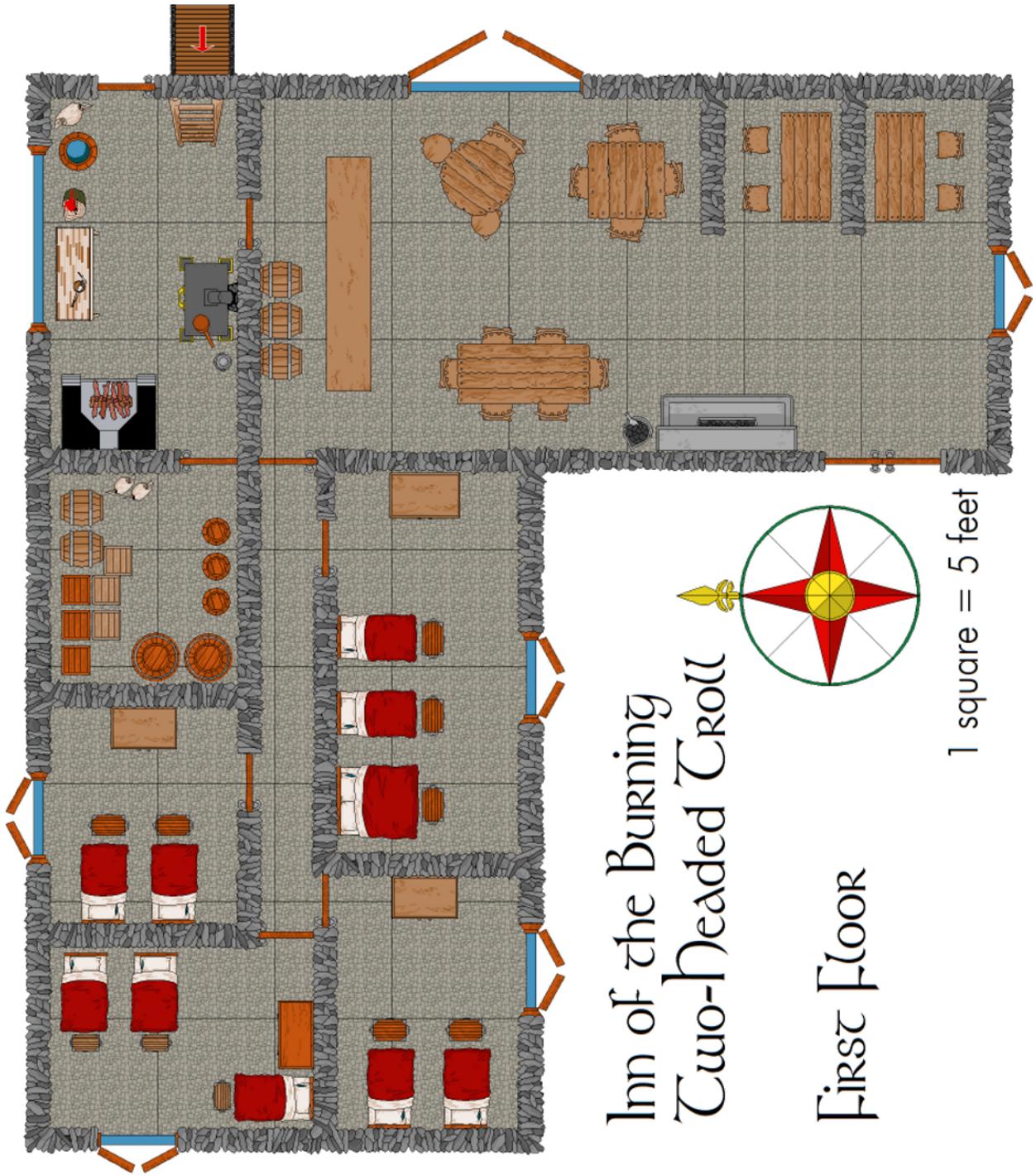






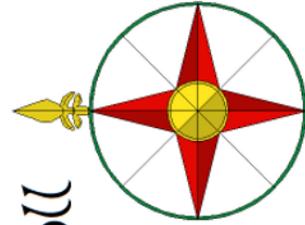






Inn of the Burning Two-Headed Troll

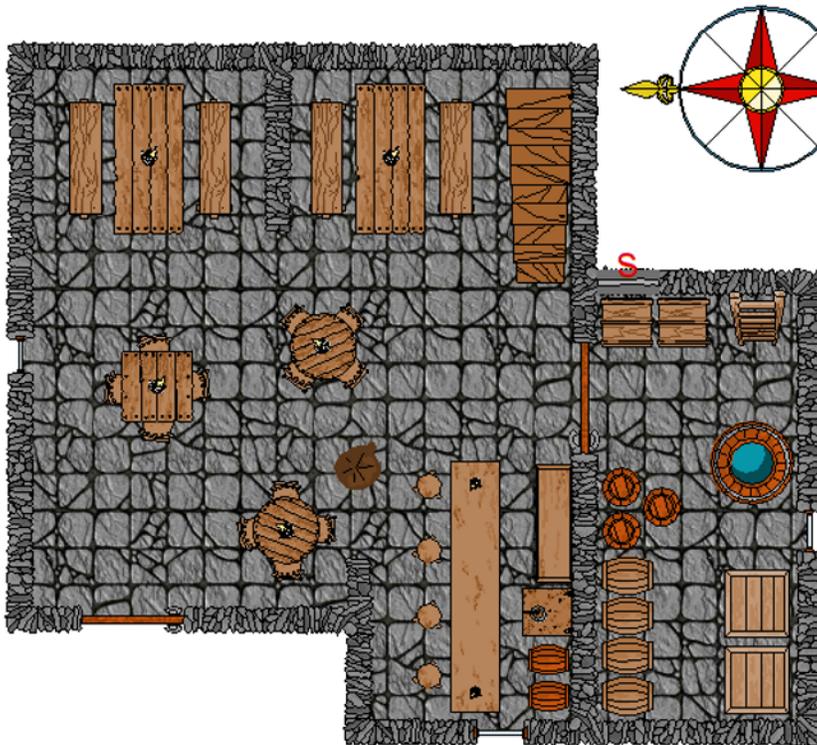
First Floor



1 square = 5 feet



Second Floor



First Floor

CRIZZLI'S TAVERN



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Devilspawn

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