

# AMBUSH AT THE FAIRBREEZE INN



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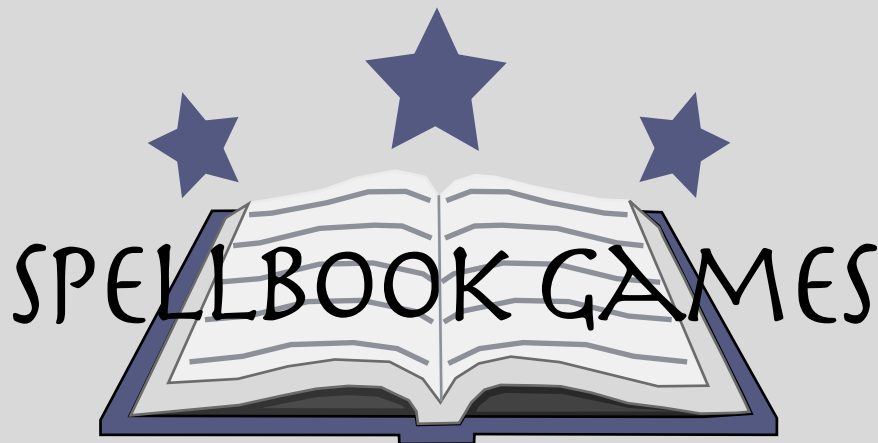
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## INTRODUCTION

This game aid describes a small inn found in a rocky desert. It provides the Games Master an adventure location suitable for characters of moderate level (L3-5) in an unfamiliar desert environment. The site can also be used as an ongoing rest and resupply point after the villains have been removed.

When travelers approach the inn they are affected by pollen-induced lethargy that makes them feel sleepy and not interested in going on; the inn becomes a very inviting alternative to another night camping in the desert. Prennagida, a beautiful female Lycanthrope, and her long-time servants Reoleff and Lomnici, have taken over the inn using a powerful enchanted item, Chibno's Guitar. Somewhat indolent, Prennagida keeps several beautiful young men around for her pleasure. She mentally dominates visiting travelers, killing and devouring them at feasts held in her underground rooms around the full moon. Her victim's valuables are sold to Sennanese nomads while more ordinary goods are sold to a traveling merchant who visits regularly. The Crusader Cleghass recently learned of problems in the area and was captured when he arrived to investigate; his silver-bladed scimitar can be used to kill Prennagida.

***Information about the monsters, treasures, and deities used in this product is found in Spellbook Games' Portal to Adventure rule set.***

## COMMON ABBREVIATIONS

Armor Class – AC

Greater than or equal to – GTET

Less than or equal to – LTET

Health Points – hp

Hit Die – HD

To Hit – TH



## ADVENTURE HOOKS

This adventure is meant to be used as part on an ongoing campaign. There are many ways to integrate this product into your existing world and some suggestions are provided below.

Cleghass has been out of contact with his church for more than two weeks. His superiors approach the Adventurers to look for him.

A local seer has a vision of an auburn-haired woman transforming into a wolf. The local authorities (quietly) offer a bounty on the wolf.

Earlier in the campaign, the Adventurers came across a farm, camp, inn, hostel, or other place where Prennagida has fed. An offhand comment is overheard in a border village from an old Sennanese tribesman, about an auburn-haired woman named Prennagida who now operates the old desert inn.

A group of Lycanthropes in a town along the trade highway approaches the Adventurers, wanting to hire them to capture a rogue Lycanthrope and bring her back to them for punishment. They want her delivered alive.

The Adventurers are crossing the desert when they find a very thin, dehydrated, and wounded man, Hearnanno. He had been at the Inn and was invited to the most recent feast. While he doesn't remember details about the attack, he blundered through secret doors and escaped up a narrow tunnel, and has been wandering through the desert for days. Hearnanno dies 1d20 hours after being found. His tracks lead toward the road and the inn.

## LOCAL RUMORS AND INFORMATION

Hastily scrawled inscription on a desert rock: 'Ware the wolf can't be cut by steel

Tavern talk in a small town bordering the arid wastes: A Crusader passed through about ten days ago, tracking a murderous woman. On 1d20 rolls GTET 12, someone remembers the name, Cleghass.

Idle talk in a Sennanese nomad camp: An inn two days to the west has good dates; it has been a good place to trade for the past several seasons. A brown-haired Dwarf with scars does most of the trading.

A merchant driving a wagon (moving away from the inn): I passed an old inn a few hours ago and had the weirdest uneasy feeling about the place. I didn't see anyone about, not even the usual dogs.

A prospector in the hills, over a fire and pot of porridge: There's an inn along the Surgo-grad road that's been there two hundred years or more. The inn's fallen on hard times now with rumors of magic spells and disappearing people.

Talk in the market of a town along Surgograd road: Several idle young rich men came through here over the past six months, crossing the desert to visit Eire City beyond. They spent a few days here and I hope they come back through soon because they were good spenders. On 1d20 rolls GTET 14, someone remembers the names, Cadriel, Gwegon, and Uraloni.

A holy hermit in a cave: An evil presence has been in the area two winters now, it can be felt while at prayers. The evil feeds on blood. It feels stronger around the time of the full moon.

## GENERAL AREA

The Fairbreeze Inn is located in an arid area, at the top of a low bluff, an ancient road (Surgograd Road, now cracked and in need of repair) runs up the bluff's front. Sagebrush is common throughout the area along with several varieties of cactus, many varieties of wildflower bloom between late winter and mid-Spring (a five-week period). Halhavria flowers ('colitas' in Sennanese slang) grow densely along the roadside for a mile on either side of the Inn; halhavria is a vine-like plant with small thorns, its flowers have eight diamond-shaped leaves and ten light purple petals around a black center; the plant stores water in the vine. There are no known sources of water (stream, pool, spring, seep, font, cave, etc.) within a ten mile radius of the inn.

The inn is visible from three-quarter hours away of the bluff top. A large lantern hangs from a pole at the bluff top, lit about an hour before full dusk; from distances GTET a third-mile it appears to shimmer and change size unpredictably.

Travelers strongly smell halhavria pollen within a half-mile of the Inn (causes lethargy and sleepiness, save versus poison on 1d20 rolls GTET [37-Stamina], checked every 5 minutes, +3 bonus Dwarfs, Sennanese nomads are immune if they have taken the antidote). Persons who pass the inn fall asleep after traveling another 1d6\*100 yards and waken 1d6+3 hours later in the upper back bedroom (Room 11).

## CLIMATE

The local weather is primarily clear (usually cloudless) and dry with low humidity. Winter high temperatures are in the 50s, Spring and Autumn highs are in the 80s, and Summer highs are between 105 and 115 degrees. It often rains in late Autumn and early Winter (1d20 hours of rain on 1d20 rolls GTET 06, checked daily), and it occasionally rains from late Winter through middle Spring (1d12 hours of rain on 1d20 rolls GTET 14, checked daily). It rarely rains between middle Spring and late Autumn (1d10\*quarter hours of rain on a 1d20 roll of 20 followed by a 1d12 roll GTET 10), never in Summer. Snow occurs about one winter in five.

## PRENNAGIDA AND TRAVELERS

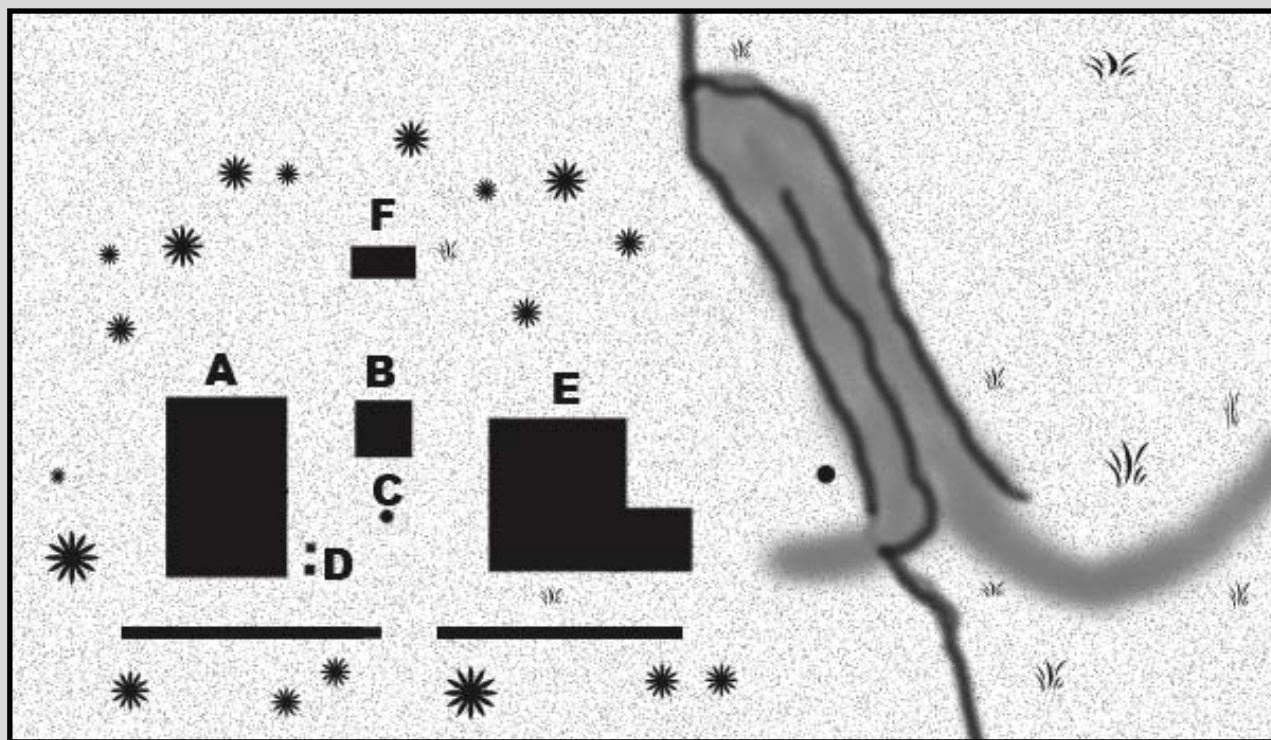
The owner of the inn at first appearance seems like nothing more than a somewhat attractive young woman in her early twenties. She preys on travelers on the Surgo-grad road (of either gender), but does not like eating Dwarves or Gnomes. Travelers who arrive during the two weeks immediately following a full moon are allowed to leave unmolested; those arriving during the fifteen to eighteen days prior to each full moon are magically-dominated and kept at the inn until she can feed. She uses Chib-no's Guitar to make them forget their past, when travelers are mentally dominated and under her control, all of their valuables are removed by Reoleff and stored in the strong-room (Inn #25). She invites her 'guests' to private feasts held nightly from two days before the full moon to two days after; during each 'feast' she reverts to her Wolf form and feeds on them. Prennagida prefers two to four 'guests' for each feast, and likes to have enough guests in the inn for at least three feasts during the full-moon period.



Traveling parties made up exclusively of Dwarves and Gnomes are allowed to pass through unmolested at any time (unless they detect the domination of other 'guests' – then they are ambushed by Sennanese nomads within 2d20 hours of departing). She does not dominate or kill Sennanese nomads within ten miles of the Inn. When groups of humans, half-Elves, and Elves arrive within two weeks of a full moon that also include Dwarves and Gnomes, the unwanted members are given drugged food (causes sleep, save 1d20 rolls GTET [38-Stamina]) and left naked in the desert.

Prennagida keeps three to six handsome men continually in thrall to satiate her female physical desires (when they show signs of fighting the compulsion, they are fed upon at the next feast, or when she finds a new arrival she prefers to a previous one). These men generally wait on her and are her servants, often acting jealous of men who arrive at the inn. A newly-arrived Adventurer is kept 3d20 weeks when they are physically superior (Strength statistic GTET 18) or mentally superior (Intelligence statistic GTET 19). Travelers with a superior Will are given drugged food that reduces their Wills (save versus poison, 1d20 rolls GTET [34-Stamina], checked daily, reduce an affected person's Will statistic by 1d8 points, the effect is cumulative with successive doses, the effect persists 1d20 days; on the fourth or more dose the victim dies unless succeeding on a 1d20 roll GTET [28-Stamina+{number doses}]). Elves are only considered for keeping on 1d20 rolls GTET 16.





## BUILDING DESCRIPTIONS

### ADOBE WALL

A 10 FT high by 3 FT thick wall runs along the south side of the compound. The wall is made of a brick core covered by tan adobe. A 20 FT opening in the wall gives access to the plaza area; this opening is topped by an adobe arch, 3 FT thick. The name, Fairbreeze Inn, is burned onto a wood plaque mounted on the arch. The inn side of the wall is painted with (fading) murals of blooming desert flowers. A 30 FT pole at the east end of the wall supports a large oil lantern; Reoleff lights the lantern about an hour before dusk every evening (a 50 gallon cask of oil is in the stable).

### STABLE BUILDING (A)

The stable is a tall rectangular wood building, with double-doors on each end (normally open but can be locked, -4 pick lock). The building has sixteen stalls, each holding two horse-sized animals, plus space for four wagons. A large anvil is one corner, with tools in a large wooden chest next to it; the anvil is used by Lomnici. A four-person sulky is found here. Several bridles, saddle blankets, and saddles hang from hooks on the wall; another rack holds tools (tongs, wrench, mallet, etc.). An overhead loft has forty-six bales of hay, one hundred pounds of oats, and a tank holding three hundred gallons of water. Reoleff keeps a wooden chest hidden under a mound of hay (-6 find, -2 open lock contents: 2218 SP, 972 GP, fourteen silver rings [each 3d20 SP], two gold rings [303 GP, 796 GP], a ruby [1635 GP], and a jade carving [8721 GP]). When Urpasian is here his four oxen are in the stable. If Daveth is here, his two mules are in a stall. If Nogbury is here his horse is in a stall and his wagon is parked in the stable [see the Inn, room 10].

## SHRINE (B)

An eight-sided gazebo, 20 FT across, with a pointed roof 15 FT high, the shrine is surrounded by seven white stone steps. Each alternate side has a dark brown wood panel, the inside of which is carved in religious scenes. A small altar dedicated to Shesho (if polytheism, God of Evil and Order) or Anuruck (if monotheism) is inside the shrine, with an empty copper brazier for burning offerings. A 3 FT amber statue of the Deity (8365 GP) stands on the altar (cannot be removed, the attempt results in a 1d20 day curse – apply a -4 TH penalty). A moderately-sized bronze bell hangs inside the roof. Penitents using the shrine pray at the altar, burn an offering, and ring the bell to make their prayer heard by the Deity. Persons who make three prayers or more over a twenty-four hour period gain three days immunity to the dominating effect of Chibno's Guitar.

A trove is hidden (-8 to find) in the roof above the bell (have to remove the ceiling boards). The trove consists of: a quality-made flute (104 GP) wrapped in oilskins, a small leather bag, an Armorskin Tonic, Kellern's Tonic, two Healing Potions, Traceless Shoes, a silver-bladed Dagger +1, and a platinum Diabolus Power Charm. The leather bag holds: 57 GP, 26 SP, 43 CP, 380 GP white pearl, 200 GP garnet, 88 GP gold ring, 5 GP copper brooch, two silver rings each 3 GP, and a brass key.

## PLAZA AREA AND FOUNTAIN (C)

The space between the stable and the inn building is paved in red bricks, including around the Shrine. An old cream-colored stone fountain stands in the plaza area, found chipped and gouged; the fountain has four progressively smaller shells with a round-faced winged angel standing on top.

Between mid-Spring to mid-Autumn an hour of dancing is held here beginning at dusk; eight oil lanterns on 5 FT metal stands provide light (stored in the stable). Roeleff plays his lute, Lomnici plays a flute, with either/both Uraloni on guitar or Bartemas on drum. The evening always ends with Prennagida playing Chibno's Guitar to reinforce the spell. Persons under the spell of Chibno's Guitar (adventurers, Bartemas, Cadriel, Gwelon, Mawgoch, Mormos, or Uraloni) regain their knowledge after dancing on 1d100 rolls GTET 97 (checked individually), and are thereafter immune to its effect.

## *Urpasian's Wagon*

Urpasian's Wagon is parked along the plaza on 1d20 rolls GTET 10. The wagon is 28 FT long, fully covered by a brightly-painted red and yellow wooden structure with a raised observation window in the center (like a train caboose). The wagon requires four large oxen to pull. The wagon is occupied by Urpasian, his wife Faustina, and their two large dogs, Chelmain and Whitepaw. Urpasian is a regular visitor to the Fairbreeze, frequently buying goods from Lomnici. Urpasian stays one day, then returns again after 1d12+2 days; on each visit he stays 1d3 days. On each visit Urpasian will purchase up to 500 GP of normal goods from Adventurers (as a group not individually).



When Adventurers look to purchase specific items (typically limited to 3 FT in size or less):

- If of universal rarity he has 1d6 each,
- If of common rarity, he has the item on 1d20 rolls GTET 3 (1d6 each),
- If of uncommon rarity, he has the item on 1d20 rolls GTET 7 (1d3 each),
- If of rare rarity, he has the item on 1d20 rolls GTET 14 (1d2 each), and
- If of very rare rarity, he has the item on 1d20 rolls GTET 18 (one item)

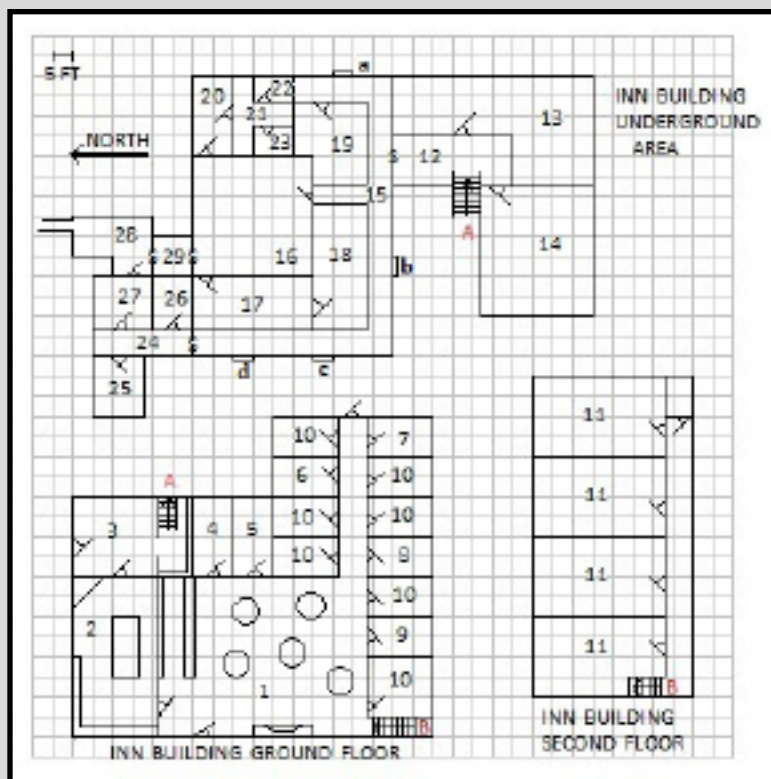
He does not buy enchanted items but may trade for them. He will sell items, taking a 3% profit margin. On 1d20 rolls GTET 15 he knows of a buyer for an enchanted item (apply a -2 modifier for items valued between 20,000 and 50,000 GP and a -4 modifier for items valued more than 50,000 GP); he takes a 2.5% fee to broker the transaction. On any visit Urpasian has 1d12 enchanted items available for trade, selected from the following table using 4d12 (if Adventurers decline an item, it is gone on subsequent visits on 1d20 rolls GTET 14):

4 Life Returning Salve	19 Weapon +1	34 Riksmyth's Cordial (full heal)
5 Sallon's Circlet	20 Kellern's Tonic (cure blind)	35 Choker of Tongues
6 Ring of Fiery Breath	21 Traceless Shoes	36 Ahab's Storm Dust
7 Boots of Janduru	22 Magic Bag	37 Boots of Spider Walking
8 Flaming Scabbard	23 Dictatum's Pencil	38 Belt of Speed
9 Alaric Callity's Bracers	24 Healing Potion	39 Hero's Bracers
10 Shape Shifting Potion	25 Armor AC+10	40 Lijeth's Bracers
11 Verathan's Shield	26 Beanstalk Seeds	41 Weapon +2
12 Glasses of Sight	27 Charm versus Earth Magic	42 Necklace of Return
13 Earring of Telepathy	28 Greater Healing Potion	43 Telekinesis Ring
14 Reflecting Shield	29 Armoire Charm	44 Mage Zapping Wand
15 Anti-Venom Armor	30 Armorskin Tonic (AC+2d12)	45 Be Gone Staff
16 Gauntlets of Melee	31 Targeting Gloves	46 Ring of the Invisible
17 Getter's Great Pouch	32 Gloves of Chaining	47 Reincarnation Ring
18 Antidote Tonic	33 Arrow Proof Cloak	48 Human Death Flower

On any visit Urpasian has coins of total value (1d100\*1d10\*1d12) GP in his wagon, locked in a hidden strongbox built into the wagon frame (-5 to find, -3 open lock). A hidden adamantine plate is built into the frame underneath the strongbox to prevent it from being cut from below. The strongbox has a poison gas trap (sleep 3d100 minutes, save 1d20 GTET [36-Stamina], -3 disarm) and the inside cover has an inscribed Glyph of Blindness (range 4 FT, persists 1d20 days, save 1d20 GTET [36-Will]). His enchanted items are kept in concealed compartments in the wagon roof (-4 to find, -5 open lock). Persons attempting to burgle from his wagon set off an enchantment that summons 1d4 Hell Hounds (HD6, bite 1d12, AC30); Adventurers successfully avoid the enchantment trigger on 1d20 rolls GTET [35-Agility], checked every round.

## OUTHOUSES (D)

Two wood outhouses stand on the west side of the plaza, close to the stable building.



## FAIRBREEZE INN BUILDING (E)

The ground floor of the Inn building is constructed of mortared sandstone blocks, the south side has a second story constructed of juniper wood (above the ground-floor lodging rooms). The roof slopes gently and is covered in bright orange ceramic tiles. The fireplaces are made of dark red bricks.

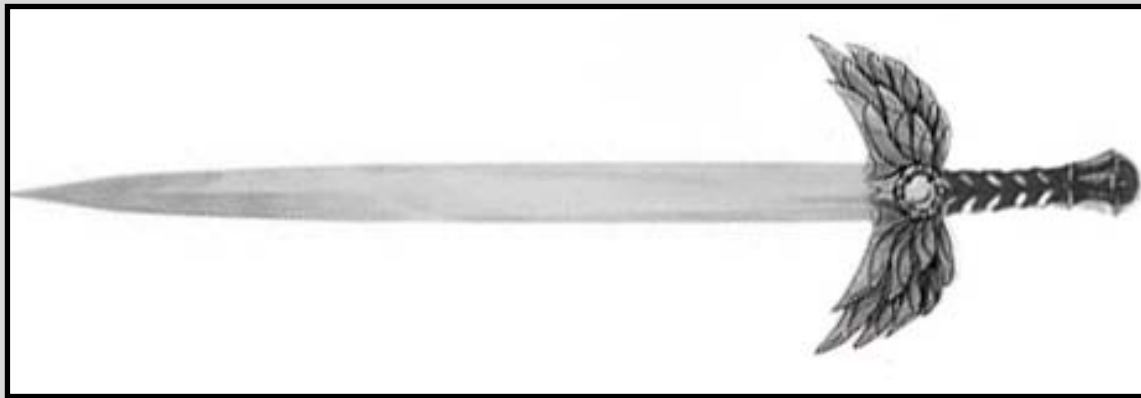
Prices: A single-person room (#10) costs 4 SP/night and includes either supper or breakfast, and overnight care for one beast. A six-person room (#11) costs 20 SP/night and includes either supper or breakfast, an overnight care for up to four beasts. There is a 1 SP/night charge for each additional beast and 1 SP to store wagons in the stable building. Each additional meal is 3 CP. A pint of ale or weak wine is 1 CP, a pint of stronger drink is 2 CP. A lukewarm bath in the Bath Building is 1 CP; a hot bath is 1 SP. A pound of dates or olives (in season) is 3 SP.

### *Ground Floor*

1. Common Room. A rectangular room with a door (to #2) and a wood bar on the north side, five large circular tables in the center, a large stone fireplace on the west side, an 8 FT wide hallway in the southeast corner, and a stair up to the second floor in the southwest corner. A door to the grove is at the end of the southeast corridor. The room has a smooth wood floor and two iron hoops hang from the ceiling (each with four oil lanterns). The east wall has two oil paintings of unknown desert Chieftains (each 1d20 GP), and several mounted antelope heads. The fireplace is flanked by two 7 FT carved wood figures of

desert tribesmen in hooded robes. The two doors on the east wall lead to single-person rooms (#4 Roeleff, #5 Cadriel), and three doors on the south wall lead to single-person rooms (#9 Bartemas, two #10 rooms). Roeleff is behind the bar.

A silver-bladed broadsword (TH+1, Werewolf slaying) rests on wall pegs above the fireplace (the blade belongs to Cleghass); the scimitar has an adamantite hilt in the shape of feathered wings embedded with a large opal. The grip is strips of black leather intertwined with strips of gold and a reflective white orb is set into the pommel.



Adventurers are greeted at the door by Prennagida dressed in a flowing peach gown, wearing a gold necklace (874 GP), tiara (3717 GP), and rings (528 GP, 885 GP). She lights a candle and welcomes them to the inn before showing them to their room(s). Mormos, Gwemon, and Bartemas are playing cards at a table.

On 1d20 rolls GTET 08, checked every evening, Cinnsealach is visiting the common room (arriving about an hour after dark and leaving about 3 hours later, he carried a Meuric's Staff [levitation]). He always orders a meal of oysters and is always told they just sold the last one. After eating, Cinnsealach often goes around the tables with juggling and card tricks, doing imitations and bird calls, and telling pointless jokes. He always has 1d6 enchanted items on his person that he tries to sell (see table).

When 'feasting' is going on in #16, one wood statue stands in front of the (west) door to the Plaza, and one in front of the (southeast corridor) door to the Grove. The statues do not allow anyone to pass through the door(s). The statues are each animated by a gold Golem Chain (Wood Golem, HD7, hp58, punch 1d8, staff 1d10, Agility 16, Intelligence 9, Stamina 16, Strength 18, Will 22; the chains are hidden in the vault at #26 when not in use). An auditory illusion repeats, "You can check out, never, never, leave." They do not prevent taking Cleghass' sword.

2. Kitchen Area. A rectangular room with a door in the south wall (to #1), and a door in the east wall (to #3). Work counters are along the west wall and the western half of the north wall. A large oven occupies the northeast corner. An island in the center has a large iron grate over trays for charcoal, and a thick cutting board. The cooks are Kressran and Jularankir (they sleep in one of the available rooms [see #10]; when the inn is full they sleep in the storeroom, #3).



3. Upper Storerooms. A rectangular room with a door in the west wall (to #2) and a door in the north wall (to the grove); when feasts are being held in #16, this door is barred from the outside so it will not open. A half-wall screens the stairs to the lower storerooms (#12). Horizontal wood shelves line the south wall and southwest corner. The room is typically filled with barrels of flour, salt, sugar, corn meal, rice, salted meats, tubers, fruits (apples, etc.), and beer. The shelves are filled with wax-sealed jars of pickled vegetables, honey, mushrooms, jams, fruit preserves, and lard. Tins hold crackers and biscuits, teas, candy, and cheeses. Kressran has hidden a few items under a loose floorboard (-2 find) in the northeast corner (must move two barrels). Kressran's stash includes a silver-sapphire ring (1058 GP), gold chain (525 GP), platinum-pearl brooch (2906 GP), 57 GP, 21 SP, silver-moonstone armband (662 GP), a fine desert dirk (72 GP), and a Baleaz tribal amulet (allows safe passage through the territory around Two-Falls Spring).

NOTE: Rooms 4 through 9 are occupied by Prennagida's servant and the men she is currently keeping. Each room has a single-person bed with quilt, a coat rack, padded wooden chair, wood chest (padlock, -1 open lock), and small table. Also present are an oil lantern, chamber pot, ceramic wash basin, small mirror, and footstool. The chest has an assortment of ordinary clothes and personal affects suitable to the desert environment. Each door has a brass keyhole (individual keys are given the men being kept, Roeleff also has keys to all rooms).

4. Roeleff's Room. He has a second chest (-4 open lock).

5. Cadriel's Room. He has an artist's easel with a half-finished desert landscape of good quality, and a box holding ten brushes and twenty paint pots.

6. Mormos' Room

7. Uraloni's Room. A guitar hangs from a peg on the wall. A thick journal has ideas and notes for new songs.

8. Gwemon's Room. Five volumes of Braeslan poetry (each 3d20 SP) are found in the room, with two books of philosophy (38 GP, 62 GP).

9. Bartemas' Room. He has a well-made drum, three pair drumstick, and a bullwhip.

10. Individual bedrooms available to rent. Each room has a bed with quilt, coat rack, padded wooden chair, wood chest (no lock), and small table. Also present are an oil lantern (2 hours), chamber pot, ceramic wash basin, small mirror, and footstool. 1d4 rooms are occupied by one of the following.

(Choose occupant with 1d6)

- (1) Daveth [male Human, Prospector, two mules in the stable],
- (2) Rionna [female Human, Seamstress],
- (3) Nogbury [male Dwarf, Tinker, draft horse and small wagon in stable],
- (4) Clodaghia [female Half-Elf, Dowser],
- (5) Tremeur [male Gnome, Assayer],
- (6) Friar Arlandi [male Human, Priest of Tara, Goddess of Life and Medicine or Aecressam Priest of Anuruck].

## Second Floor

Four multi-person rooms are found on the second floor. A narrow stair connects the common room (#1) to the second floor hallway. A small linen closet is at the end of the hallway.

11. Group Bedrooms. Each room has six single-person beds, six small wood chests (no lock), two upright chests of drawers, a rectangular table with four chairs, a bench, and a thick rough rug. The rooms also have two oil lanterns (2 hours), two wash basins, two clay jugs of water, a piece of lye soap, and a large chamber pot. Three rooms are always found empty; on 1d20 rolls GTET 16 the fourth room is occupied by five cowboys returning from a trail drive, Cletus, Gorondus, Felsphar, Jelzam, and Tortaggi.

## Basement Area

12. Storage Area. A rectangular room with a door on the east wall leading to #13 and a door on the southwest wall leading to #14. A secret door (-2 to find, -3 to operate, slides to right) in the north wall leads to a hidden hallway (#15). The room has several stacks of dusty wax-sealed wood crates (22 total) filled with dried meats, two barrels of moldy flour, and eight clay urns of vinegar.

13. Storage Area. A large L-shaped storage room holding spare furniture (bed frames, chairs, bedroom tables), ten worn mattresses, two rolled wool rugs, three rolled tapestries (desert landscapes, torn, faded, 2 GP), five wood crates of bar supplies (pewter tankards, ceramic bowls, cutlery), two rusted kettles, and a 30-gallon cauldron with a hole. A shelf along the south wall has twenty oil lanterns with a box of fifty lantern wicks. A small hole in the southeast corner leads to a warren of thirty-two Giant Rats (HD1, hp1d6, AC12); on 1d20 rolls GTET 16 there are 1d8 rats in the room when it is entered; a rat carries rabies on 1d20 rolls of 20 (save 1d20 roll GTET [32-Stamina]).

14. Phantasm's Wine Cellar. A large rectangular room entered from #12 at the northeast corner. The room holds twenty empty wine barrels. A wall rack on the west side has one hundred fourteen empty wine bottles. 1d8 rounds after the room is entered a phantasm (HD0, AC0, no attacks) appears, an incorporeal glowing male human dressed in a butler's uniform. He says, 'no wine, no wine, not since 69, no wine.' A loose floor stone in the southeast corner covers a gold Pendant of Luinna (wearer adds +1 to Stamina-based saving rolls).

15. Hidden Hallway. A narrow (7 FT wide) hallway that leads to rooms 16, 19, and 24; it is entered from #12 through a sliding door on the south wall (not secret from this side). The hallway area #24 is entered through a secret door (slides up). The hallway has four false wooden doors: (a) red wood door with brass keyhole [locked], (b) dark brown wood door [stuck, Strength GTET 18], (c) dark brown wood door, (d) tan wood door with brass strips and brass keyhole [locked, conceals a 2 FT niche holding a dried and shrunken Medusa head – paralyzes 1d100 minutes, save 1d20 GTET (30-Will)]. 1d4 Giant Rats (HD1, hp1d6, AC12) are found in the hallway on 1d20 rolls GTET 17. The door to #16 is especially ornate.

16. Master's Feasting Chamber. A large square room, entered from the hallway (#15) through an ornate door in the south wall, entered from the parlor (#17) through a sturdy red wood door in the west wall (adamantine keyhole, found locked, -5 open lock), and entered from #20 through a wood door in the northeast corner. A secret door in the northwest corner (to #29) provides Prennagida a way to come/go in her Lycanthrope form without being observed. When feasts are held, Roeleff bars the door back to the hallway from the outside (-4 open lock).

The room has a ceramic tile floor, is decorated with red wallpaper, and has a large crystalline chandelier (over two hundred white and clear crystals, hanging from a crystalline globe. The walls have several oil paintings and four large mirrors. Two mirrors are fastened to the ceiling. A very large dining table seats twenty, with ornate carved chairs. The other furniture includes two antique sideboard tables, four stuffed chairs, an upright armoire, and a large china cabinet.

When feasts are held, Prennagida puts on her most seductive gown, blindfolds all the men and leads them to the table. A fantastic feast is set, of roast pig and other succulent meats, and other exotic foods, with glasses of a bubbling pink beverage (sweet champagne). As the moon rises, a crystal in the grove catches its rays so when it is high in the sky the crystal chandelier begins to glow, then lights up with many colors, throwing colored shadows across the room; when the chandelier reaches full intensity, Prennagida throws off her gown and transforms into a ravenous wolf, then eats all of the guests. Before the transformation she lets the men she is keeping into her parlor to wait out the slaughter.

17. Prennagida's Parlor. A rectangular room entered from the feasting chamber (#16) through a door in the northeast corner, with a door in the south wall (metal, keyhole, locked, -3 open lock) to Prennagida's bedroom. The floor is checkered tiles; the walls have purple wallpaper, and the furnishing include two couches (a Wand of Hares is concealed in one couch, -4 find), a round table, three cushioned wood chairs, a small secretary desk, and an upright cabinet. Two oil paintings and a small mirror hang on the wall, and a bowl of dates/figs is on the table. A small wall safe is behind one of the oil paintings (combination lock, -8 open lock); the safe holds keys to the doors at #17, #20, #22, #23, #25 (both locks), #26, the trapdoor inside #26, #27. It also holds two master keys to the rooms #4 through #10 on the Inn's ground floor.

18. Prennagida's Bed Chamber. A rectangular room entered in the northwest corner from the Parlor (#17, keyhole, locked, -3 open lock). The floor is made of red tile; the walls are tan, the ceiling is painted dark brown. The room is furnished with a four-poster bed (red velvet curtains), a couch, stuffed chair, two upright armoires filled with dresses, two wood chests with ordinary clothes, and a spinning wheel (a slot in the base holds a Taylan's Ring (Magic Arrow, -4 find). Also in the room are religious texts of Vargri, a set of knitting needles and half-made sweater, and a stein with beer.



19. Feast Larder. A roughly square room entered from the hallway (#15) through a sturdy door in the northeast wall. The room contains a metal rack with forty bottles of good-quality pink bubbling wine (champagne, each 15 GP), four metal kegs of good-quality mead (10 GP/keg), ten wheels of cheese, four tins of cured hams, two tins of hard candy, six jars of honey, and crates of truffles, mushrooms, rare spices (25 pounds, 105 GP/pound), dried fruits, cactus hearts, nuts, biscuits, and rice.

20. Lomnici's Room. A rectangular room entered from the Feasting Chamber (#16) through a locked door in the west wall, with a door to the jail cells (#21-22-23) in the south wall. The room is furnished with a feather bed with curtains, two wooden chests, a round table, two wood chairs, a stool, and a plain bench. Keys to the cells (#21-22) hang from a wood peg on the wall. The first chest has no lock and is filled with ordinary clothing sized for a Dwarf. The second chest has an adamantine padlock (-5 open lock) and contains: chainmail AC+10, steel helm, studded leather gauntlets AC+4, small metal shield AC+4, Scimitar, War Hammer +2 (Elf Slaying, save 1d20 GTET [34-Stamina], Crossbow with 30 bolts (five are +1), and a tied leather bag. The leather bag contains 1108 SP, 421 GP, five silver rings (1d100\*1d12 GP each), twenty loose gems (1d10\*1000 GP each), a Cordial of Endurance, a Greater Healing Potion, one Dwarven Death Powder, blue leather Gloves of Agility, a Bracelet of Tirelessness, and a Hornet Dart. On the table are a wood tray with empty wood mug, an extinguished oil lantern, flint/steel, a set of steel eating utensils, and a cup with eight die (8d6).

21. Prison Hallway. A narrow T-shaped area entered from #20 through a metal door in the north wall. The cells #22 and #23 have iron bars on their north and interior sides. The door to #22 is unlocked. A man is in #23 and the door is locked (-4 open lock).

22. Empty Prison Cell. This cell has a thin mattress, blanket, and chamber pot on the floor. The door is unlocked (when locked, -4 open lock).

23. Cleghass' Prison Cell. The cell has a thin mattress, blanket, and chamber pot. Cleghass (male Half Elf, Crusader L5) is wearing rough wool socks and a knee-length nightshirt, and he is blindfolded and hobbled by ropes; Cleghass is found at hp8. Cleghass has been drugged to prevent his use of Divine Magic (requires detoxify poison prayer or 1d20 hours). Cleghass tells Adventurers about Prennagida and her feasts, and asks about his silver-bladed scimitar. He knows she is going to hang him on the next feast-day of her god, Vargri.

24. Hidden Hallway. A short section of hallway entered from #15 through a secret door in the south wall (slides upward). Doors on the east wall lead to #26 (brass keyhole, found locked) and #27 (brass keyhole, found locked), a door in the west wall leads to #25 (adamantine keyhole, found locked at -4 open lock). A separate dwarven-made padlock is fastened to the door to #25 (locked, -6 open lock). The hallway has a tan tile floor and an unlit oil lantern is fastened to the west wall. On 1d20 rolls of 20, 1d4 Giant Rats are here (HD1, hp1d6, AC12).

25. Trade Goods Storage. A rectangular chamber entered from #24 through a door on the east wall. This room stores goods that Prennagida has taken from the persons she kills; these goods are traded to Sennanese tribesmen. The room currently holds two sets of leather armor, a set of chainmail armor, three steel caps, five helms (three open, two closed), three pair studded leather gauntlets, four wood shields, three small metal shields, thirty Dirks, two Long Swords, six Short Swords, two Maces, a Scimitar, four Rapiers (one silver-bladed), nine Spears, a Bill Hook, a Halberd, six Short Bows, two Long Bows, twelve quivers of arrows (each 15), an Arrow of Slaying (Dwarf), two silver Antidote Rings, a package of Beanstalk Seeds, two Amphorine Torches, a pair of Traceless Boots, a pair of Alaric Callity's Bracers, a Hood of Facelessness, and a pair of black leather Thief's Gloves. The room also holds four rolled rugs, six good-quality saddles, twenty horse-blankets, four bridles, ten water-skins, a set of bagpipes, three guitars, a small Harp, eleven leather backpacks, five pair of good-quality boots, ten winter cloaks, two four-man tents, one six-man tent, twelve ropes (each 50 FT), sixty-two iron spikes, and a selection of tools (hammers, mallets, saws, hatchets, axes, etc.).

26. Music Room and Hidden Treasury. A rectangular room entered from #24 through a sturdy wood door in the west wall (brass keyhole, found locked). The room is furnished with a round rug, a small copper brazier, an upright pianoforte, padded bench (the seat lifts up, several long leather straps are found inside – used to lift the pianoforte), and a small sideboard table. Also in the seat is a leather-bound notebook that is Lomnici's ledger and record of goods collected and sold (written in code and invisible ink). A small chandelier hangs over the pianoforte (on close inspection, the chandelier incorporates a hoist rig, -6 to find). An unlit oil lantern is fastened to the south wall. A pile of music scores is on the table with a bowl of figs.

When the pianoforte is lifted and the rug moved, a metal trapdoor is revealed (adamantine keyhole, found locked, -6 open lock). Beneath the trapdoor is a chamber 8 FT by 8 FT by 10 FT deep. A thin rope pulls up a folding ladder. Inside the chamber are six wood chests, they contain 5872 SP, 6823 SP, 3107 GP, 4066 GP, 4379 GP, and 5311 GP, respectively. A metal coffer holds 23 diamonds (each 1d100\*1d12\*1d8 GP), 17 emeralds (each 1d100\*1d12\*1d6 GP), 31 pieces of turquoise (each 1d100\*1d12\*1d4 GP), 14 pieces of jasper (each 1d100\*1d10 GP), six pieces of amber (each 1d100\*1d8\*1d6 GP), and four bloodstones (588 GP, 1028 GP, 1974 GP, 3218 GP). A tall clay pot holds eight gold necklaces (each 1d100\*1d20 GP), ten platinum-turquoise brooches (each 1d100\*1d20\*1d6 GP), twenty silver rings (each 1d100\*1d12 GP), two silver earring pairs (429 GP, 883 GP), and a gold-amber tiara (14,205 GP); also in the pot are a silver Sallon's Circlet, two gold Golem Chains (in use during the feast, see #1), a gold Gergale's Charm, and a adamantite Keallute's Charm (cursed). A leather duffel holds three silver-bladed dirks, a Rapier +1, a Cutlass +1 (Leather Ripper), a Short Sword (Door Breaker), a quiver of ten Arrows +1, two Heavy Maces, and a Bullwhip. A tied leather bag holds

27. Empty Room. A square chamber entered from the hallway (#24) through a locked door in the west wall, with a door to the Exit Chamber (#28) in the east wall. The room has a white tile floor, blue wallpaper, and a brass chandelier. On 1d20 rolls GTET 14 the room is occupied by 1d4 Giant Rats (HD1, hp1d6, AC12).

28. Exit Chamber. An L-shaped room entered from #27 through a door ( ) on the west wall, with a secret door in the south wall to #29. A rough tunnel, 30 inches wide by 20 inches tall leads from the north wall to a hollow tree in the grove; Prennagida uses this tunnel to come/go in her Lycanthrope form.

The chamber holds a water tank sitting over a charcoal brazier, a large bathtub, two barrels of fine charcoal, and two cushioned chairs. A wall rack has an oil lantern, three flasks of lamp oil, a lamp lighter, and four fine towels.

29. Secret Chamber. A small bare chamber with secret doors in the north wall to #28 and in the south wall to #16. An old cloak and a long night-dress hang on wall pegs. A pair of well-worn woman's shoes are on the floor.

## BATH BUILDING (F)

A rectangular building located to the east of the Inn. The building has two rooms; the west end has a hand pump to fill a water tank over a large fire pit along with several barrels of charcoal; the east end has three soaking tubs and one shower, along with an screened outhouse area. Soap and towels are provided. When the kitchen is closed, Jularankir can be hired for massages (5 SP) but she is not a harlot.

## GROVE (G)

A variety of desert trees are found in a grove of trees surrounding the inn, including eucalyptus trees, gum trees, olives, date palms, and joshua trees. A metal hand-pump stands in the grove, connected to a shoulder-high stone cistern, with thin wood pipes running from the cistern to the trees (irrigation drip lines).

Olives are harvested in early Summer (nets laid beneath the limbs to catch fruit); thirty-two barrels of olives are found in a wood shed from middle to late Summer. Dates are harvested from middle to late Autumn; eighteen barrels of dates are found in a wood shed throughout Winter.

A cache was buried in the grove 87 years ago by Cansupran, a bandit who frequented the inn during winter months (the current occupants are unaware of the cache). The cache includes a chain mail shirt, an open-face helm (AC+6), leather gauntlets (some superficial mold), two daggers in scabbards, a Cutlass +1 (Snake Killer), a garrote, a Short Bow with quiver (18 arrows, two +1, one +2), a leather bag (32 CP, 102 SP, 51 GP, four garnets [each 45 GP], two turquoise pieces [each 250 GP]), Salve against Sleep, Rodent-Repelling Powder, an Arrow-Proof Cloak, and a Mirror Locket.



## AFTER PRENNAGIDA IS DEFEATED

Roeleff, Lomnici, and Prennagida must all be taken captive or killed to clear out the Inn. Roeleff and Lomnici disappear into the desert if they have the chance to escape, within a month they join and take over a bandit gang (if both escape they are separated and each find gangs to lead), then begin to attack travelers in the region – if the bandits are not hunted down or otherwise stopped, the Inn is attacked and burned in 1d20+6 months. If any of the three are captured, a group of ten armored Knights (of the same Order as Cleghass) arrive in 1d8 days and take custody of the villain(s).

The effects of Chibno's Guitar dissipate (50-Will) hours after a victim hears it for the last time. Bartemas, Cadriel, Gwelon, Mawgoch, Mormos, Uraloni, Cletus, Gorondus, Felsphar, Jelzam, Tortaggi, Rionna, Nogbury, and Clodaghia all recover and leave the inn within 1d8 days. Kressran and Jularankir take over running the Inn. Within 1d12 days several members of her family arrive to help out. After three months Druidan (male Gnome, cousin of Urpasian) arrives with his family, he buys and sells goods out of his two wagons while building a permanent two-story adobe building (underground storeroom, ground floor sales area, upper floor living quarters; he has some sort of large unsettled tax claim from the city where he previously had been living). Six months later four families of Sennanese tribesman create a permanent encampment north of the grove; the men are available for hire as desert guides (3 SP/day for up to 12 days).

## BACKGROUND MATERIAL

Sennanese nomads:

The Sennanese are a tribe of xenophobic warriors from the deep desert; they trade with Lomnici because several years ago he saved Keszlo, son of High Chief Alajos, from quicksand. They also trade with some tribes on the southeast edge of the desert, such as the Seppresisi and Naenoss. The Sennanese periodically send 1d12+4 male nomads to the inn, buying whatever animals, vehicles, and valuable goods Prennagida has acquired. The Sennanese always camp on the far side of the grove and never stay inside the Inn building (not found in the Inn after full dark). Their next visit is in 1d12 days, there are 2d12+24 bays between visits; each visit is 3 days long. They have heard rumors of the un-killable wolf. The Sennanese know about the effects of halhavria pollen and maintain immunity by regularly drinking an antidote (eferenc juice), made from the sap of the effer cactus (not for sale outside the tribe).

Worship:

If present Bartemas holds a short (15 minutes) prayer service to Vaettiri at the Shrine on 1d20 rolls GTET 16 and invites everyone to participate. Daveth holds a brief (5 minutes) prayer service to Dharo at the Shrine on 1d20 rolls GTET 18. Friar Arlandi holds a 45 minute service to Tara or Anuruck (depending on the campaign religious establishment) at the Shrine every day he is present.

Training: The following skills can be learned while at the Inn (trainer must be present at the Inn):

Appraising - Faustina	Elvish Language – Felsphar, Clodaghia
Archery – Jelzam , Tremeur	Fiddle – Gorondus
Armed Combat – Gwegon	First Aid – Faustina
Assaying – Tremeur	Gem Cutting - Tremeur
Beast Healing – Jelzam, Urpasian	Gnomish Language – Urpasian, Fasutina
Bowyer – Tremeur	Guitar – Uraloni
Card Games – Cadriel	Juggling - Cinnsealach
Card Tricks - Cinnsealach	Massage - Jularankir
Cattle Herding – Felsphar	Prospecting – Daveth
Cooking (kitchen) – Kressran	Riding – Caletus, Uraloni
Cooking (trail) – Gorondus, Jelzam,	Rock Climbing – Cladaghia
Dancing – Bartemas	Roping – Cletus, Tortaggi
Desert Survival – Sennannese, Friar Arlandi	Sewing and Weaving – Rionna
Disguise - Friar Arlandi	Smithing - Nogbury
Drawing – Cadriel	Tracking – Felsphar
Drover – Gorondus, Rionna, Urpasian	Unarmed Combat – Tortaggi
Drum Playing – Bartemas	Weather Prediction - Daveth
Dwarvish Language – Nogbury, Friar Arlandi	Wood Carving - Gorondus
Edible Plants – Jelzam	

## CHARACTERS

Bartemas, male Half-Elf, Drover, 27 years, Agility 14, Intelligence 13, Stamina 19, Strength 18, Will 12, hp 23, neutral, worships Vaettiri (Goddess of Elves), plays drum, excellent dancer, womanizer and braggart.

Cadriel, male Human, Artist, 32 years, Agility 12, Intelligence 20, Stamina 15, Strength 13, Will 13, hp 19, good, talented painter, somewhat shy and retiring. He plays many card games.

Cinnsealach, male Human, 32 years, Fire Wizard L2, Agility 17, Intelligence 14, Stamina 18, Strength 16, Will 13, hp 22, SPM+2, neutral. He is a skilled juggler, knows some stage magic, is good at card tricks, and brews cactus vodka that he sells to Lomnici. He is a tale-teller and braggart who believes he is the equal of very powerful or legendary Wizards; his mental state borders on insanity. He lives in a two-room cave located six-tenths mile away at the base of the bluff. He keeps 48 CP, 33 SP, and 10 GP in the cave and has buried a cache of 7603 GP, two suits of nobleman's clothing, jeweled dagger valued at 5215 GP, a Wizard's spell book, and a Cloak of Scents (distance one-eighth mile). His spells include: BASIC (spells fail on 1d20 roll GTET 15) Attack, Call Flames, Extinguish Lights, Flare, See Invisible, Smokescreen; LESSER MAGIC (spells fail on 1d20 roll GTET 07) Attack, Disperse Magic, Flame Trap, Identify Magics. Cinnsealach came to this area about three years ago after taking part in a failed attempt by the Mage's Guild to take over governing the medium-sized city he lived in; there is a bounty of 2500 GP on his head under the name, Obiliot of Molligaiba.

Cleghass, male Half-Elf, Crusader of Haoma [Goddess of Forests, Plants, and Wood] or Rommany Sect Priest of Anuruck, L6, 46 years, Agility 18, Intelligence 15, Stamina 18, Strength 17, Will 15, hp 20, good, excellent speaker, good liturgist, skilled at desert survival, friend of the Faelos and Janzhna tribes. Cleghass has searched for Prennagida for eight years after she intentionally set fire to an inn in Ovdothia, killing two adults and five children; he captured and executed her half-brother Hlothere two years ago.

Cletus, male Human, Cowboy, 40 years, Agility 19, Intelligence 14, Stamina 18, Strength 15, Will 12, hp 22, neutral, excellent rider, good roper, desert survival skills, excellent whistler.

Clodaghia, female Half-Elf, Dowser, 34 years, Agility 19, Intelligence 14, Stamina 13, Strength 13, Will 17, hp 17, neutral, skilled camper and rock climber, enjoys good wines and food.

Daveth, male Human, Prospector, 52 years, Agility 14, Intelligence 16, Stamina 21, Strength 17, Will 14, hp 25, good, worships Dharo (God of Earth and Stone), solitary and not very talkative, enjoys backgammon, sometimes plays poker if drinking. Daveth knows the location of the Snake Gulch Silver Lode.

Faustina, female Gnome, Traveling Merchant, Earth Wizard L3 (SPM+5), 49 years, Agility 19, Intelligence 18, Stamina 14, Strength 12, Will 15, good, Urpasian's wife, good at first-aid, an excellent appraiser, sings well, and knowledgeable about Sennanese art, speaks the secret Sennanese dialect. She does not reveal her wizard abilities unless forced. She wears a Ring of Joth and an Iron Pendant, and carries a Serpent Wand (hidden in clothes). Her spells include: BASIC Attack, Beacon, Boulder Toss, Detection, Hole, Open Lock, Pulverise, Remove Paralysis, Rock Skin, Telekinesis; LESSER MAGIC Attack, Create Feast, Hold Place, Magic Bridge, Paralyze Hand, Summon Giant;

Felsphar, male Half-Elf, Cowboy, 22 years, Agility 15, Intelligence 14, Stamina 21, Strength 14, Will 18, hp 25, neutral, good linguist, good tracker, good reader of cattle, excellent at throwing.

Gorondus, male Human, Cowboy, 31 years, Agility 20, Intelligence 12, Stamina 15, Strength 18, Will 14, hp 19, good, amateur wood carver, plays fiddle, good cook, interested in caves. He has previous experience as drover and carpenter.

Gwegon, male Human, Caravan Guard, Warrior L4, Agility 17, Intelligence 12, Stamina 16, Strength 16, Will 13, hp 20, neutral, gregarious, non-stop talker, he does not like Dwarfs.

Friar Arlandi, male Human, Priest L5 of Tara [Goddess of Life and Medicine] or Aeresam Priest of Anuruck, 41 years, Agility 16, Intelligence 19, Stamina 17, Strength 13, Will 19, hp 21, SPM+7, good, speaks Dwarvish, knows glassblowing, expert at desert survival, skilled at disguise, and keeps a cat, Havru. He has chainmail AC+12, an open-face helm AC+6, studded leather gauntlets, Holy Water, two Greater Healing Potions, Patur's Tonic, Salve against Sleep, Heavy Mace +2, Dagger +1 (silver), a Diabolus Power Charm, Nergod's Ring, a Ring of Protection AC+10 (+1 save Vs. poisons and venoms & earth magic)



His prayers include: DEVOTIONS Armorksin, Bar Creature, Command Minor Undead, Create Minor Food, Cure Light Wounds, Detect Good and Evil, Gold's Bolt, Immunity to Disease, Reveal Hidden, Speak to Animals, Sword Blessing, Waken, MYSTERIES Aura of Belief, Banish Confusion, Banish Disease, Banish Paralysis, Blind Undead, Deflect Magic, Detox Poisons, God's Strike, Heal Wounds, Restore Sight, MAJESTIES Extraordinary Escape.

Jelzam, male Human, Cowboy, 53 years, Agility 20, Intelligence 18, Stamina 14, Strength 17, Will 11, hp 18, neutral, good at calf wrangling and branding, some beast healer skill, experienced trail cook, skilled at finding edible plants.

Jularankir, female Human, Cook, 24 years, Agility 13, Intelligence 14, Stamina 17, Strength 15, Will 14, hp 21, good, daughter of Kressran, skilled at massage.

Kressran, female Human, Cook, 49 years, Agility 14, Intelligence 15, Stamina 13, Strength 15, Will 13, hp 17, neutral, mother of Jularankir.

Lomnici, male Dwarf, Warrior L6, 68 years, Agility 16, Intelligence 21, Stamina 20, Strength 17, Will 15, hp 24, evil, plays flute, Lomnici has been Prennagida's servant for ten years, after she broke out of a prison and took him with her (preventing him from being sold as a slave miner). He is a skilled smith, has been a jewel miner, knows first-aid, is not as good at picking pockets as he believes, collects polished stones, and is interested in Dwarvish literature. Lomnici handles most of Prennagida's financial affairs, and does most of the buying and selling of goods for her. He has several prominent scars on his face, arms, and hands.

Mormos, male Human, Merchant, 28 years, Agility 12, Intelligence 15, Stamina 13, Strength 17, Will 13, hp 17, neutral, good mimic, very good salesman, good at arithmetic and math.

Nogbury, male Dwarf, Tinker, 77 years, Agility 13, Intelligence 14, Stamina 19, Strength 16, Will 18, hp 23, good, good at gambling, some skill at tool smithing, enjoys dominos, good tenor voice.

Prennagida, female Lycanthrope (Wolf), HD6, 37 years, Agility 17, Intelligence 20, Stamina 14, Strength 13, Will 16, hp 32, worships Vargri [God of Lycanthropes], evil, excellent dancer, talented wood carver, good at wilderness survival, plays guitar. Prennagida took over the inn almost four years ago. Reoleff has been her servant for the past twelve years. She plans on hanging Cleghass from the stable hoist jib in four days (Vargri's Feast Day, Transformation of the Boars). When Prennagida collects 300,000 GP she plans on abandoning the Inn, hiring a mercenary outfit, and returning to Lycanthrope lands; the mercenaries, along with a Lycanthrope faction she has supported in the past against the Clan Elders, will then make her Queen of Lycanthropes.

Reoleff, male Doppelganger, HD5, 46 years, Agility 16, Intelligence 13, Stamina 19, Strength 16, Will 11, hp 29, evil, appears as tall, tanned, Elf. Reoleff has been Prennagida's servant for twelve years, since she rescued him from burning at the stake in a small village. His extra chest in room #4 holds: nobleman's cloak (72 GP), two suits of gentry-quality (28 GP, 34 GP), studded leather armor (AC+10), chain mail hood, studded leather gauntlets (AC+4), leather arm protection, Cavalry Sword +2 (Sword Breaker), Butcher's Cleaver, Dirk in scabbard, Sling with 20 bullets, Winged Boots, silver Talisman of Leaping, Mosho's Mask, Zombie Salve, bronze Telekinesis Ring, a finely-crafted lute, harmonica, two bottles of brandy, flask of oil, cudgel, claw trap (small), magnetic compass, and 5 FT of fuse cord. He buried an Unchanging Collar in the Grove.

Rionna, female Human, Seamstress, 42 years, Agility 19, Intelligence 14, Stamina 12, Strength 12, Will 14, hp 16, neutral, some skill as a Teamster, trained Weaver, she loves dice games but is an unskilled bettor, she loves good ale.

Tremeur, male Gnome, Assayer, 50 years, Agility 12, Intelligence 16, Stamina 14, Strength 15, Will 18, hp 18, neutral, excellent bowyer, very good archer (shoots as Warrior L5), expert on ales, knows some gem cutting. He has a token of the Hurrurka tribe that gives him safe passage across the northern desert.

Tortaggi, male Human, Cowboy, 26 years, Agility 17, Intelligence 12, Stamina 20, Strength 15, Will 15, hp 24, neutral, excellent roper, good night vision, innate dowser ability, he is on good terms with desert tribesman.

Uraloni, male Human, Post Rider (Messenger), 24 years, Agility 20, Intelligence 13, Stamina 19, Strength 13, Will 11, hp 23, good, plays guitar, likes people,

Urpasian, male Gnome, Traveling Merchant, 55 years, Agility 13, Intelligence 21, Stamina 15, Strength 13, Will 17, hp 19, neutral, Faustina's husband, drover skills, beast healer, excellent at desert survival, speaks fluent Elvish, very good at dice games (+15% chance to win).

## ENCHANTED ITEM

**Chibno's Guitar**, Enchanted Musical Instrument, Damage: Not Applicable, Abilities: the person holding the guitar has the skills of an experienced musician, Unlimited: telekinesis (range 50 FT, 3 pounds), shield (repels flying objects LTET 5 pounds, 1/day each: forced dancing (range 50 FT, duration 15 minutes, save 1d20 GTET [35-Will]), forget (loss of ability to recall long-term memories, range 100 FT, save 1d20 GTET [38-Will]), calmness (range 100 FT, duration 15 minutes, save 1d20 GTET [35-Will]), mob attack (directed against target of user's choosing, range 50 FT, duration 10 minutes, save 1d20 GTET [32-Will]), ruler (listener tends to obey and serve the user, range 50 FT, duration 1d20 hours, save 1d20 GTET [35-Will]), 1/week: plays itself 30 minutes, air walk (while playing user floats 2 FT off ground, duration 15 minutes), Description: A seven-string guitar with a bloodstone bridge, black ivory surrounding the sound hole, black ivory frets, and tuning keys made from the finger bones of a skilled musician, the front is a light blond color and the back is redwood, enchanted runes are written around its mid-section, Additional Information: Associated with Chibno of Wessim Springs (Minstrel, died 803 years past), the guitar is supposed to have been constructed by Volnat Rorcrist (Air Mage, Court Musician to Grand Duke Albrac Wattolban, died 1147 years past) for Albrac's nephew Timorphal, Prennagida found the guitar five years ago next to an arrow-riddled skeleton in a cave deep in the Nimunoir Fens; Value: 23,857 GP, Weight: 4.25 pounds.





## LOOT

An individual's chest in the sleeping areas (rooms 4 through 11) holds 1d12 changes of ordinary clothing, shoes, boots, a set of outdoor gear appropriate to the season (cloak, poncho, hat, gloves, etc.), plus:

- 3d20 CP, 1d20 SP, and 1d10 GP;
- 1d8 items from the ordinary gear table;
- 1d6 items from the valuable gear table (items are selected from each table using 1d6 [column] and 1d8 [row]);
- On 1d20 rolls GTET 16, 1d4 personal mementos as determined using 1d8: (1) personal letter, (2) sketch, drawing, or small painting of significant other or family member, (3) personal journal, (4) sketch book, (5) trophy from previous adventure, (6) physical token from significant other [ring, scarf, etc.], (7) favorite book, (8) special document. A special document can be, (1) pardon, (2) pass, (3) commission, (4) map, (5) lottery ticket, (6) scrip for money, (7) receipt, (8) wanted poster.

### Ordinary Gear

	1	2	3	4	5	6
1	Dirk	Flint/Steel	Whetstone	Insect Powder	Prayer Beads	Pipeweed
2	Hatchet	Pry Bar	Chisel	Rat Powder	Holy Symbol	Long Pipe
3	Machete	Rope, 20 FT	Mallet	Garlic	Luck Amulet	Fishing Lures
4	Blowgun	Burlap Sack	Metal File	Metal Cleaner	Holy Book	Camp Shovel
5	Dart	Wood Stake	Tongs	Flask Oil	Barber Razor	Deck Cards
6	Sling, Bullets	3 Torches	Pliers	Chalk	Sewing Kit	Bag Marbles
7	Quiver	Metal Probe	Grapple	Candles 1d6	Mess Kit	Checker Set
8	Trail Rations	Canteen	Lock Pick	Mortar & Pestle	Grooming Kit	Gaming Dice

## Valuable Gear

	1	2	3	4	5	6
1	Binoculars	First Aid Kit	Holy Water	Incense Stick	Vial Musk	Grenade
2	Silver Mirror	Goggles	Holy Carving	Snuff	Vial Venom	Fuse Cord
3	Compass	Magnify Lens	Vial Ink	Wolfsbane	Itch Powder	Smoke Bomb
4	Iron Spikes	Telescope	Stimulant Pill	Belladonna	Flash Powder	Glue Pot
5	Slippery Oil	Pitons	Perfume	Mistletoe	Snake Powder	Matches, 20
6	Ivory Comb	Shackles	Tin Candy	Nightshade	Vial Antidote	Scroll Tube
7	Gold Brooch	Caltrops	Travel Scale	Hallucino- gen	Flask Brine	Spell Scroll
8	Silver Pendant	Fortune Cards	Filter Cloth	Bottle Wine	Flask of Alcohol	Enchant- ed Item



Cinnsealach's Enchanted Items (select 1d6 times using 2d20)

2d20	Name	Price (GP)	Other Information
2	Potion of Youth	30	Only works if quaffer is LTET 35 years
3	Rodent Repel Powder	10	No protective benefit, summons 1d100 Giant Rats
4	Love Potion	15	Makes an elf love a dwarf, a dwarf love an elf
5	Strength Cordial	25	Increase Strength +10 points, only affects drunks
6	Hair Tonic	10	Grows 5 inch long hair everywhere on body
7	Liqueur of Heroism	15	Only affective after being panicked
8	Potion of Blending	20	Blends into the background, must be wearing yellow
9	Shapechange Potion	30	Takes on the shape of a pile of Dung Beetle
10	Estavan's Cordial	15	(Agility enhancing) causes affected person to skip
11	Enchanted Salt	22	Does 1d12 damage when put on an avian's tail
12	Pixie Dust	35	Causing flying at an height 6 inches off the ground
13	Short Bow	40	Arrows slay squirrels, save 1d20 GTET [38-hp]
14	Olbot's Slingshot	15	+2 when fruit is ammunition, fruit does 1d8
15	Knife of 3 Slaying	50	+1, kills any three-legged creature, save 1d20 GTET 17
16	Returning Knife	10	Returns 4 inches before striking the target
17	Light Mace of Smash	25	Does additional 1d100 damage to ceramic objects
18	Cowboy's Bolo	30	Works only on stampeding Cattle
19	Schweacht's Axe	40	Splits stumps in one strike
20	Sweet Dowsing Rod	20	Locates Honey Bee hives and honey
21	Staff Animal Control	15	Controls 1d20 Sheep
22	Everflowing Jug	25	3 ounces/round, decaffeinated coffee
23	Copper Compass	15	Points to nearest copper coin
24	Telescope of Losty	10	10 power, shows the view directly behind the user
25	Infinite Bag of Gold	50	Products a 2 pound nugget of pyrite (Fool's Gold)/day
26	Goldy Net	10	Only catches Goldfish
27	Farmer's Spade	15	Finds gopher burrows
28	White Shovel	25	Digs snow at 20 cubic FT per round
29	Enchanted Whistle	10	Cannot be heard by canines
30	Ring of Disguise	55	Makes wearer look beautiful and of the opposite gender
31	Ring of Paralysis	30	Only has effect in total darkness
32	Ring of Protection	25	Wearer has AC+100 versus Crabs
33	Ring Mother's Hearing	15	Quadruples range to hear persons of age LTET 15
34	Ring of Panic	20	Induces panic in small birds
35	Cloak of Invisibility	30	Beggar's cloak, wearer invisible to Gentry and Nobility
36	Chastity Bodice	15	Cannot be opened while opposite gender is within 10 ft
37	Hopsin's Belt	20	Wearer immune to alcohol except beer (drunk in 1 glass)
38	Stinger Tunic	25	AC4, provides immunity to insect stings
39	Guardian Idol	15	10 inch copper Stork, squawks when skunks approach
40	Night Vision Goggles		Works when feet are GTET 50 FT off the ground



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