

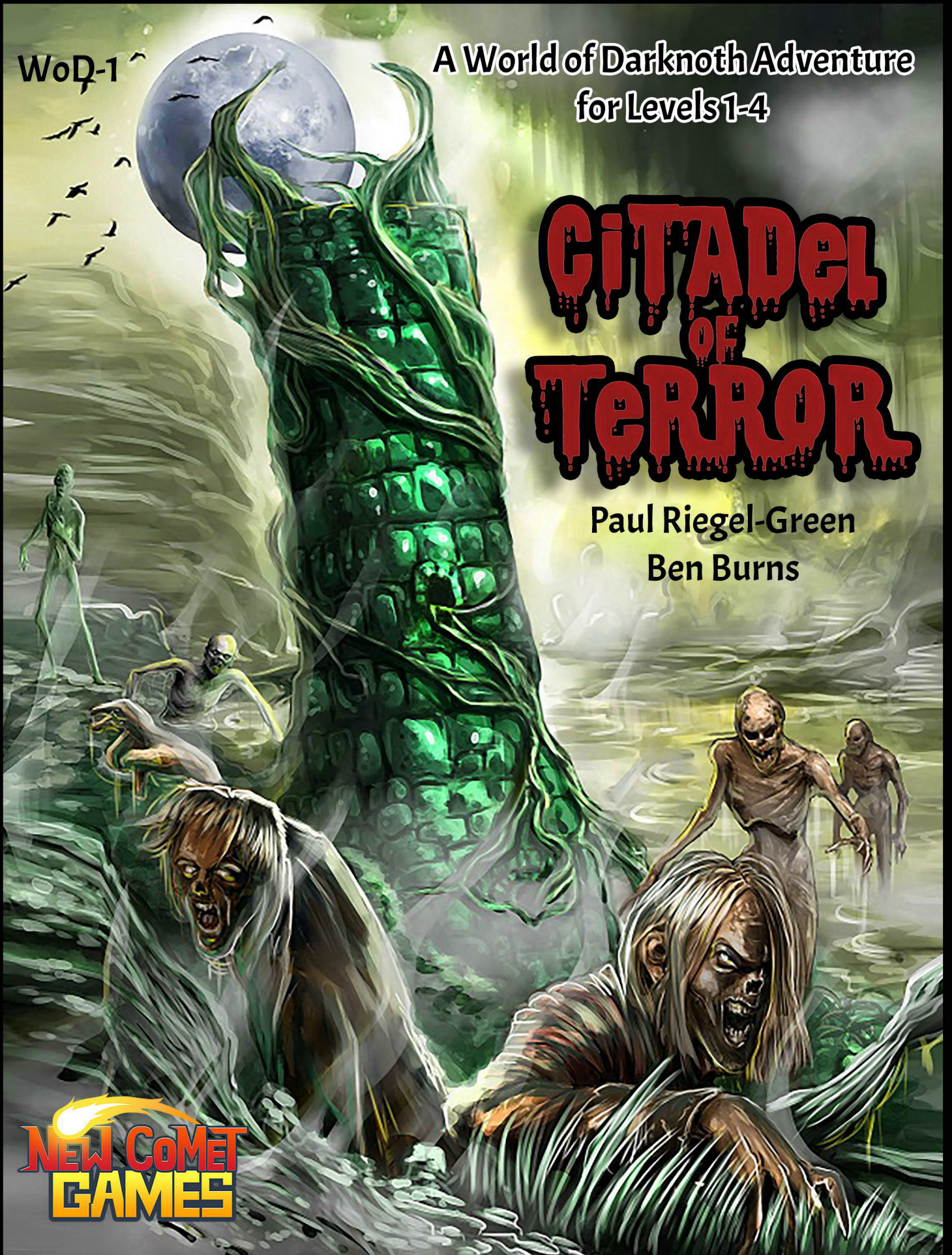
WoD-1

A World of Darknoth Adventure
for Levels 1-4

CITADEL OF TERROR

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CITADEL OF TERROR

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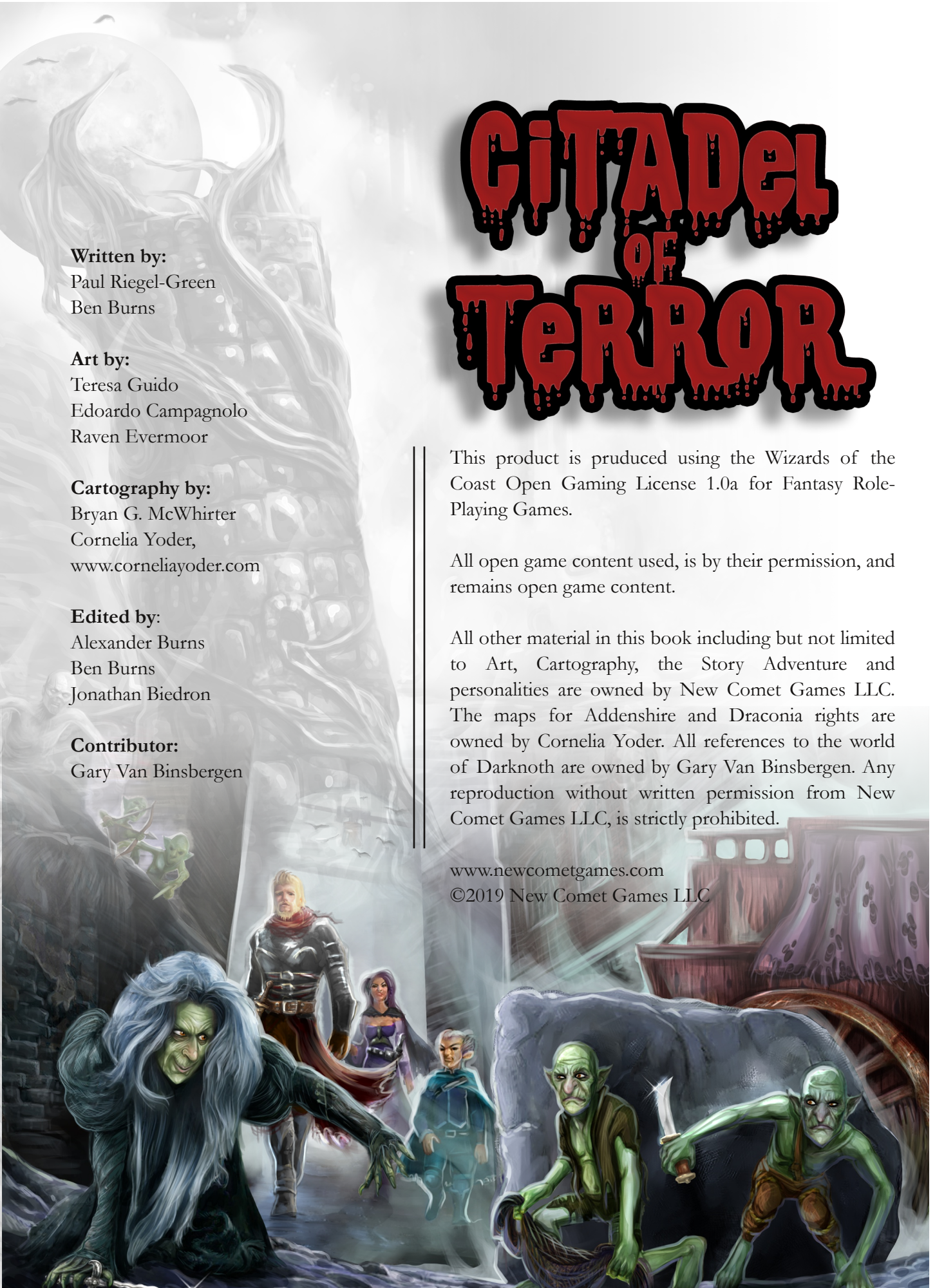
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CITADEL OF TERROR

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DM's Notes: This module is for adventurers of level 1-4 for a 1st or 2nd edition AD&D game. The encounters should be balanced based on the total number of levels of the adventurers. The Dungeon Master should read the entire module and have a good grasp of the scenario before running *Citadel of Terror*.

There are several monsters and NPCs in the book. All of their stats and abilities are listed in the appropriate appendixes in the back. Many of these can be hired, or help the players as needed. If an NPC is for role-playing purposes only, such as a merchant, they will not be provided with an NPC entry in the back.



BACKGROUND

It is early spring in the town of Adwick. With the spring plantings finished, the baron of Adwick is assembling a force to protect the town's southern trade routes from orc raids. The mysterious wizard Melius, a longtime ally of Adwick for the past century, has not arrived as expected. The adventurers have been recruited to go to Melius's tower, in the moors to the north of town, to discover what has become of him.

History of Adwick

NOTE: A History or Lore check could be made; depending on the level of success, the DM should decide how much of the following the adventurers know.

The town of Adwick was founded just over two centuries ago. Once a jewel of the Kingdom of Addenshire, Adwick was a thriving center of trade and transportation hub for a wide variety of goods, mostly from the mines of the Highland Peaks. A little over a century ago, however, the Great orc Champion, Grumilfoist, attacked, razing most of the town. When the orc hoard turned its attention to the Manor House, the young baron, who had taken the title only the year before, and his retinue came forth to face them down. Just as all looked to be lost, the wizard Melius made his first appearance and smashed the orc hoard.

In the ensuing years, the town has struggled to regain its former glory. Its population currently stands at about 3,100. The city residents consist mainly of gnomes and halflings, with a minority human population. The town of Adwick is divided into four neighborhoods: Hill Top, Bloodstone, the Merchants Bazaar, and the Vale.

Hill Top, perched on a hilltop west of the Merchants Bazaar, is home to the Baron and other wealthy residents of Adwick. It overlooks the gnomes' Victory River, which flows down from the Highland Peaks to Shustenburg Castle.

The Bloodstone District, referred to by locals as "the Blood," was the site of Grumilfoist's last stand, and the roads ran with orcish blood. As his final act, Grumilfoist called on the orc god Magog for help; the god refused to save his favored son, but did curse the roads and buildings, turning them a dark red. It so contaminated this part of the city, it remained uninhabited for years. In the last few decades, some humans found refuge in Bloodstone, but no one is quite certain how many people actually live there. Most self-respecting gnomes and halflings won't enter the Blood—it is mostly a den of thieves and assassins. Those who live there keep to themselves except to come out occasionally into the bazaar to trade. "Beware those that enter the Blood, for you may not make it out with your gold," is a common saying in Adwick. There is rumor of a bar in the Blood called the Headless Heathen, but no one has verified its existence. Many of the residents of Adwick still believe the area to be cursed.

The Merchant's Bazaar, known as just "the 'Zaar," has developed over the years from an open-air plaza for caravans to stop and sell their wares to a collection of permanent buildings where merchants can manufacture and sell their goods and host travelling vendors.

The Vale is where most of the residents of Adwick live and continues to grow to the south and east.

Melius the Wizard

The wizard Melius comes into town every spring, riding a mule from the moors to the north of Adwick to join the force protecting the town and its trade routes. He first appeared the spring of the Grumilfoist's great orc raid that devastated the town a hundred years ago. Melius gave no explanation for his help but became a hero to the town. With his assistance, the orcs have been kept at bay and the town of Adwick has slowly been recovering. Once Adwick proved it could hold back the orc raiders, dwarves and gnomes began coming down from the Highland Peaks with

wagons full of ores, gems, and fine dwarf- and gnome-made goods. The only other time that Melius has appeared in town was the funeral of the previous baron.

What many don't know is that the year before Melius started visiting, the baron at the time had chased a group of orcs north into the moors. There, they came upon the tower of Melius, which was under siege by orcs. The baron and his retinue threw themselves into the battle. It was a brutal and bloody battle, and the baron was struck down before the orcs were driven off. Melius then swore to come to Adwick's aid every year from then on.

The Present Situation

Baron Raalkier Stonefist has raised an army consisting mainly of hill gnomes, stout halflings, and a few humans. At the fortified manor house, he equips and trains them to face the orc menace. He reinforces the levy with his retinue of 12 gnome warriors mounted on battle hounds and 20 gnome foot soldiers. In addition, a week ago a small contingent of hill dwarves arrived from the Highland Peaks, west of the gnomes Victory River. This company of about 20 is made up of older dwarves, who can no longer effectively work the mines, and very young dwarves who need to make



The Moors

Kingdom of Addenshire



Little Run River

Witchet Keep

Greenglade River

Grandmare

Lake Heron

Herons Cry

Havensent

Haulbreck

Addenshire

Faeriefell

Fort Lordstrom

Mond River

Rowen River

Lodewure

Ren Pond

Grainbury

Worthinglore

Rowenburg

Whitecrest River

Loreburg

Rowen River

Ore River

Moors Guard Keep

Little Ore

Thorn Grove

Fort Riverguard

Gravesend Keep

Wendell Castle

Highland Peaks

Izenmark

Gnomes Victory

Adwick

Axonford

Axon River

The Shield

Red Shore

Mistwood

Storm Run

Catterick Keep

Iris R.

Brown R.

Gnomesfair

Shustenburg Castle

The Shield

Saulania

Soulless Depths Gorge



a name for themselves in battle. The dwarves contribute to help ensure the safety of their own caravans, and several of them are veterans of previous such campaigns.

The baron has waited as long as he can for Melius's arrival, but the first caravans will be arriving soon. Having to march without Melius is a bad omen that harkens back to the days when the town was nearly overrun by the orcs, but it seems he has no choice.

The Town of Adwick

Hill Top: This area makes up the northwest portion of the town. A lush green hill rises in a gentle slope above the surrounding area. A fortified manor house dominates the crest of the hill, and a score of other fancy homes owned by wealthy gnomes and halflings cover the slopes of the hill. At the base of the hill are the town guard barracks, armory, and kennel. The manor house is where the baron lives. The kennel is where Adwick raises its famous war dogs, trained to be ridden by gnome warriors. Finally, a temple to the gods is found on the eastern base of Hill Top.

Temple of the Gods: This simple marble structure sits at the base of gnome Hill and is one of the first buildings a traveler would see coming into town from the north. It consists of a single long room lined with statues of the major gods, including Brytia, Mysticism, Oracle, and Maelstrom.

The 'Zaar: The merchant bazaar fills up the northeast corner of the town. A craftsman or shop keeper can lease out space in the 'Zaar on a daily, weekly, seasonal, or other long-term basis. Some craftsmen have set up permanent residency and constructed homes. Merchants and traders come from far and wide across the world to trade here, seeking the precious gems and metals that come out of the Highland Peak Mountains. There are some shops here that can be found year-round.

Beltred's Smithy: A gnome blacksmith that can repair just about any weapon or suit of armor. While he mainly carries armor and weapons, he also provides and services other general metal supplies such as mining equipment, iron spikes, and chains. Beltred is the ultimate salesman, open, friendly, and ready to make custom items with a hefty markup. **Darsidium Moonforge**, a dwarf fighter who has been helping Beltred get equipment ready for the upcoming battles, can often be found here.



Darsidium Moonforge

Iffany's Fortune: Iffany is an older halfling fortune teller who is uncannily accurate in her predictions; like most fortune tellers, however, she tends to speak in riddles when "tellin'." The local youth consider it a rite of passage to get their tellin' when they reach their 16th birthday. When not tellin', Iffany often speaks in the past tense or third person—sometimes her normal speech is harder to understand than her fortunes. In spite of her eccentricities, she is always friendly and ready with sweets for the young gnomes and halflings that come by her shop, making her a town favorite.

Adwick



- | | | |
|-------------------------|-----------------------|-------------------------|
| 1. Baron's House | 4. The 'Zaar | 7. Temple of Shaymyn |
| 2. Temple of the Gods | 5. Demon & Dragon Inn | 8. Blood Ambush |
| 3. City Guards & Kennel | 6. Temple of Hospice | 9. The Headless Heathen |

Potions & More: This small shop is run by Shāla, a half-elf who sleeps in the back of a ramshackle stall that appears ready to fall over at any moment. Rumor is that he has a house in the Blood, where he brews his potions and poisons. He carries a wide range of potions, poisons, scrolls, and other consumable items. Shāla is a rogue/wizard and found he was much better at creating potions and scrolls than he was at adventuring. He froze up the first time he came face to face with real danger and hasn't gone adventuring since. If threatened, he will back down and discount his products. He will then report the guilty to the thieves' guild, which will collect the money owed as needed. A thief can gain access to the thieves' guild through Shāla.

Cow Hide: Obviously this shop name didn't translate well from the Infernal language, but Hulecha is the best leather worker in town. She is a tiefling that made Adwick her home after she escaped slavery. She fled from her demon captors and stumbled into Adwick. Hulecha warned them of the small force of demons heading their way. Thanks to her, Adwick was able to prepare an ambush to destroy the demons. Because of this, she was accepted and welcomed to Adwick. Hulecha still bears the scars of her enslavement, and cannot talk as her tongue was removed at some point. She is very shy and timid and lets her work speak for itself. Around strangers, she usually has a cloak pulled over her head to hide her demonic heritage. Her shop carries leather armor as well as studded leather, boots, gloves, pouches, backpacks, and more.

Tip-Top Bows: A gnome and halfling who go by the nicknames Tip and Top own this fletcher and bow shop. Tip, the halfling of the pair, makes arrows, crossbow bolts, and quivers. Top, the gnome, makes bows of all sizes, including crossbows. A strange device in their stall allows Top to string the larger bows with ease.

Tailor: This simply named tailor shop is run by a human by the name of Ada. A halfling woman

named Jemima (he just calls her Jem) works for him. They make shirts, tunics, robes, pants, and nearly anything else that can be sewn from cloth and thread. They will have several colors to pick from in any fabric, from cotton to fine silks. They can also mend torn clothing or make alterations. Ada lives in the Blood and can lead the adventurers to the Headless Heathen if paid.

Worshippers of Brytia: In the last couple of years, the worshipers of Brytia have pushed to have a larger presence in Adwick. At any time of day, there will be 2-4 worshipers walking around the 'Zaar wanting to tell people about Brytia, goddess of Light, Dark, the Sun and Moon. They will give passersby a small charm that can be worn around the neck or arm, and then ask for a 1 gold piece (gp) donation. In exchange for a 1 gp donation, the wearer can rub the amulet and say the name Brytia to gain a +1 to their next roll. For donations between 1 silver piece (sp) and 1 gp, the wearer gains no benefit from the amulet. For a donation of less than 1 sp, the amulet is cursed, and the wearer will have -1 on all their rolls until the charm is removed. The worshipers are trying to raise enough money to build a suitable temple to Brytia and will have a hard time understanding why others wouldn't want to do the same.

The Vale: This hilly neighborhood in the southeast quarter of town is crisscrossed with narrow streets lined with cobblestone homes with thatched roofs. Some of the halfling homes are buried in the hills. The largest structure in town, the Demon & Dragon Inn, is found on the northwest edge of the Vale in the center of town. There are also two temples in the Vale for Shaymyn and Hospice.

Demon & Dragon Inn: The Demon & Dragon Inn is the oldest building in town. It was originally a rural inn and pre-dates the baron's manor house by 50 years. Three stories of solid stone, the windows of the inn still have metal shutters from earlier, more savage times. An old dwarf, Duwayne Ironfist,

established the inn after working for years in the mines of the Highland Peak Mountains. **Melilot Underlake**, a hafling with an unflinchingly cheerful disposition, can be found here, tending bar with a smile.



Melilot Underlake

Temple of Shaymyn: This temple is made of solid logs from the forests of Saulania and sits on the edge of town beside a large garden. The wooden pews are decorated with grains, fruits, and vegetables. Ivy grows over the walls and altar. A gnome cleric by the name of Mekwurt tends the small church. All the wheat, fruits, and vegetables grown here are donated to the poor in town.

Temple of Hospice: This stone structure contains a small temple in the front third of the building while the rest houses the town's only hospital. Two gnome clerics, Bensmet and Thydwa, run the church and tend to the sick and injured. They are currently preparing the hospital for the injured that will be brought back from the upcoming battles. Above the doorway to the hospital are etched the words "Curing Wounds Doesn't Cure Everything." In addition, a human paladin named **Gerhard Spengler** has been working at the Hospice awaiting a quest from his god. The DM may use him as an NPC to travel with the party, or the party may hire him to travel along.

The Blood: A dark shadow hangs over this district. The stone and wood of the roads and buildings are still stained by orc blood that was shed a century prior. The sun always seems a bit dimmer, the shadows longer. For years, the town discussed tearing down the neighborhood and starting fresh, but even newly built structures soon darken and stain. No one lived there for decades, and food won't grow in the soil.

One day while patrolling for orcs and goblins, the town guard found humans living in the Blood. Refugees that had fled Saulania had taken up residence in the abandoned, cursed part of town. This outraged some in town, while others didn't care as no one else was using it. Eventually, an uneasy agreement was struck between the baron and the refugees—they could stay, but would have to pay a tax for use of the Blood, and they would need to police the neighborhood themselves. Many of the residents of Adwick are still distrustful of the humans that they don't deal with on a regular basis. The residents of the Blood usually keep to themselves, leaving only to buy food and goods, or to look for work in the fields. A small militia called the Blood Guard patrols in groups of 2-4 to



Gerhard Spengler

protect the residents of the Blood and to keep rats from overrunning the neighborhood. If an encounter happens between residents of the Blood and outsiders, the Blood Guard will side with the Blood residents every time.

The Blood is a very dangerous place for nonresidents. Strangers travelling or visiting the Blood will almost certainly be robbed. The only animals that thrive in the Blood are rats. Rumors abound that the rats are organized by someone or something.

Headless Heathen: This bar is located deep in the Blood and is difficult to find for nonresidents. The small building will hold 20-25 comfortably, but often entertains crowds of 100 or more. Dark Ale is the drink of choice at the Heathen. The owner, Garrik Braxton, brews Dark Ale in his cellar using a strange yeast to brew his barley. He has a few other drinks available, but no wine, as it goes bad within a day in the Blood.

The Broken Bone: This is a medical ward next to the Headless Heathen where injured or sick (or, occasionally, freshly deceased) people are often dumped. This small building usually smells of blood and handles everything from stab wounds to broken bones. A physician named Skyla runs the ward and is paid by the community to patch up anyone brought here, no questions asked. When not in her office, she can often be found drinking at the Headless Heathen.

Thieves' Guild: The town of Adwick is too small for a full thieves' guild, but the Blood is a perfect place for a small chapter. A young man named Javion runs the guild, which boasts many members, including many halflings and gnomes. Shāla, the half-elf that runs Potions & More in the 'Zaar, is a member and good friend to Javion. If anyone bullies Shāla into giving too big a discount, Javion will send out members of the guild to collect what wasn't paid, with interest of course.

It's easy to become lost in the Blood. Most of the locals will avoid visitors, but some will engage with unwary tourists, looking for a way to steal valuables or otherwise scam them. DMs should periodically roll for the random encounter chart found at the end of this module.

INTRODUCTION: Ambush

You have recently passed into the Kingdom of Addenshire, a country controlled by gnomes and halflings. The rolling hills look peaceful enough except for the rain that has been coming down for 2 days; luckily it seems to finally be ending. Your rations are running low, and you haven't been able to find any kind of game in days. A whiff of smoke in the distance hints at a possible village or town.

As you cross through the next valley heading toward the town, a disturbance to your right catches your attention. A dozen orcs charge your way, closing the gap quickly. To your left, another dozen charging orcs announce their presence with a roar.

There is a total of 24 orcs in the valley through which the adventurers travel, 12 to the west and 12 to the east. Allow the adventurers one round to take actions, as the orcs are too far away to do anything except run toward the adventurers. After the first round of actions, read the following:

As you prepare for the orcs to smash into you, more movement catches your eye. You hear a yell as several gnomes riding ferocious-looking dogs ride around the corner of a hill, with more gnomes following quickly on foot.

To the west, a group of halflings crest the hill and begin raining arrows down on the charging orcs.

There are 20 gnomes total: 8 mounted on war dogs and 12 on foot. There are 20 halflings up on the hill firing bows. The orcs will be confused and should quickly flee in panic. Let the adventurers

face off with the orcs for a round or two before the gnomes and halflings cut them down. The orcs carry crude swords, minimal armor, and 1 sp each.

After the brief battle, Sergeant Nimpins will confront the adventurers and ask after their business in Addenshire and the town of Adwick. He will escort them to Adwick and take them to see the Captain of the guard, Thras Miver.

The gnomes will check the fallen orcs, finishing off the wounded, and will tend to their own wounded, including the adventurers if needed.



The Town of Adwick

A steady downpour begins as you ride through the outskirts of Adwick. The town feels empty since the baron marched off with his army this morning. Sergeant Nimpins explains that this happened every year in the spring to ward off the orcs' spring raids. The only people left in town are the city guard, some merchants, women, children, and old men needed to take care of the planted fields.

The majority of buildings in town are made of stone with thatched roofs. The trading bazaar makes up a large portion of the northeast quarter of the town. To the northwest rises a gentle hill dotted with some very nice homes and a large manor house. The southeast quarter of town is made up of small shops and homes. The area to the southwest looks particularly run down, however; a shadow hangs over it like a stagnant pool. In the center of town, you see a large inn. The faded sign in front shows a demon and dragon locked in combat.

Nimpins leads you down a nice cobblestone road that winds up the hill, past an interfaith temple for multiple gods, a dog kennel, and the town guard barracks. You pass some large homes of wealthy merchants and finally arrive at the largest home, the baron's manor house, which overlooks the Gnomes Victory River to the north.

The adventurers will be led through the entrance foyer and into the large tome filled library. Sconces on the walls provide excellent lighting throughout the library. At the center of the room is a large desk and enough chairs for the adventurers. Behind the desk sits a gnome in splint mail armor.

The books are mostly on history, legendary tales, and military tactics.

The gnome looks over at you. “Please have a seat,” he says in a deep, commanding voice. “I am Captain Thras Miver of the town guard. I’ve been informed that you were travelling in the hills south of Adwick. Are you not aware of the annual orc raids?”

No matter the answer the adventurers give, the sergeant and captain will step aside to discuss what to do with them. They can’t have people just walking around battlefields needing rescuing, and they don’t trust the adventurers enough to enlist them. They decide the best course of action is to send them to find out what happened to Melius.

After a huddle of intense whispers with the sergeant, Captain Miver returns to his seat, clearing his throat and rifling through the papers on his desk. He explains that you have been selected to undertake an expedition tomorrow morning to find out what has happened to the wizard Melius, a longtime ally of Adwick who has failed to appear this spring.

It has long been rumored that Melius’s Tower appears, as if by magic, at the southern end of the moors just north of Adwick. Miver wants you to go see if the tower has appeared and find out why Melius has not arrived in town. Then you are to report to the baron’s main camp to the southwest of Adwick.

If the adventurers refuse the quest, Miver will alternatively offer to have them locked up in the town jail until the baron returns to determine their fate, which won’t be for 2-3 months.

The adventurers will be provided 10 sp each to purchase any equipment they may need. If the adventurers wish to haggle over their fee, all Captain Miver will say that they will be given a substantial reward upon reporting to the baron’s camp with news of Melius. He will then offer to answer any questions, but he is impatient and will cut them off after three.

Miver will know that Melius always arrives from the north, usually riding a mule. He has historically come every spring before the army leaves to face off against the orc raiders.

Miver will report that few have ever seen Melius’s tower. Rumor has it that a ranger named Halia Bileveg once found the tower. Miver doesn’t trust the ranger, but admits that he may be useful and may even lead them to the tower. Bileveg can on occasion be found in the ruins of Rochdale, north of Adwick.

Captain Miver doesn’t know much more about Melius, and he is busy preparing to march. He suggests that the inn keeper, Duwayne Ironfist, or the bard, Thothon, will possibly know more. Duwayne runs the Demon & Dragon Inn, and Thothon is a regular there.

When the adventurers emerge from the manor house, a fog has settled over the city; even those with darkvision can see only 30 feet. They can proceed down the stone paved road that runs from the manor house down the hill. To the east sprawls the trading bazaar and the Demon & Dragon. To the south is the strange district the guards referred to as the Blood, strangely darker than even the fog can account for.

A few street lamps struggle weakly against the fog, casting their feeble light on dark red cobblestone and brick. The streets are narrow, barely wide enough for two people to walk abreast. Not far down the nearest street, a small human child of perhaps 7 or 8 years lies in the street. His hands are covered in something dark—perhaps blood, but it’s hard to tell. As you watch, he moves suddenly as something seems to pull him toward a sewer opening. He reaches out for you, pleading “Help me!”

The child is not in imminent threat of death—he appears to have a good grip on the stone, and it’s unclear that anything is actually dragging him.

If the adventurers attempt to help the child, see the The Blood Encounter section of this module. If they ignore the child and go to the Demon & Dragon, turn to the Demon & Dragon section. If they go to fetch the town guard, the guards will explain that they don't go into the Blood—that's the Blood Guard's jurisdiction.

The Blood Encounter

As you step onto the dark stone that marks the border of the Blood, daylight fades and shadows and darkness envelope you. The child has stopped calling out, focused on gripping tightly onto the stone street to keep from being dragged into the sewer. A cold chill runs down your back—you can tell there is something unnatural about this area.

If a successful Listen check is made, they can hear possibly a half-dozen or more children hiding around the area, but their intent is unclear.

If anyone reaches down to help the struggling boy, he will grab their money purse and slip down into the sewer. The victim may attempt to grab at the boy, and but if the boy rolls his Dex or less (14), he can avoid the attack.

When this happens, 20 other children will rush the adventurers, pushing and shoving and calling for help. Meanwhile, each of them is attempting a pick pocket check (50%) to steal from the the adventurers. After 1 round, the children will scatter and flee in different directions.

Anyone who makes a successful attack on a child can capture one of the children and can search them to find stolen coinage, but nothing else. An adventurer may grab only one child at a time. Each round, the child will attempt to escape using a DEX check of 13 or less.

If the adventurers attempt to follow the street urchins, they will quickly lose them in the dark buildings, alleys, and sewers. Pursuers may run into a large pack of giant rats, however.

If any of the children are taken to the town guard, they will forced to return any money they stole. The children will be placed in lockup, but the guards will turn them loose an hour or so later.

If the adventurers attack the children, even with non-lethal attacks, the children will shriek and back away, surrounding the characters and stalling for the Blood Guard, a contingent of which will arrive the next round. The Blood Guard will berate the adventurers for attacking innocent children, and demand that they pay 10 sp each for the medical treatment of any injured child. The Blood Guard will then insist that they leave the Blood. If the adventurers refuse, the Blood Guard will attack.

DEMON & DRAGON INN

The entrance to the Demon & Dragon Inn is a reinforced, metal-banded wooden door set in the southwest corner of the building. This leads into a 20-foot by 20-foot entrance foyer that holds a dark wooden counter with an open guest book and inkwell with pen. To the right, the wall is covered with hooks for cloaks and coats, and a set of stairs leads up to the second floor, where the sleeping rooms are. Behind the counter is a chair and the door to the innkeeper's room. The floors are handsewn wood, as is the ceiling. In the left wall, a large, open archway leads to the bar and dining room. On the wall with the entry door, there is a small window flanked by two wooden chairs. Hanging on the wall behind the counter is a chalkboard with prices neatly written in Common: Hostel Bed 1 sp, Small Interior Room 3 sp, Small Windowed Room 5 sp, Medium Room 8 sp, Large Room 1 gp, Shower 2 sp, Bath 5 sp, Bath with Attendant 5 gp, Stew and Bread 5 sp.





The main floor of the inn is well lit by wall sconces mounted every 10 to 15 feet and a small fire going in the hearth of the bar. In the evening and at night, the upstairs hallways are lit only by every other wall sconce. The attic and basement have no lights other than those visitors bring with them.

Most of the remaining space on the first floor is given over to the tavern. A long hardwood bar runs along the north end of the room. In front of that there are two large gaming/feasting tables. Past the bar are five 10-foot-long drinking tables and two 5-foot-diameter round meeting tables. Along the wall opposite the entrance arch, in the corner of the room, there is a large hearth fireplace and a small stage.

Behind the bar there are two sets of doors: one is a standard door and the other is a set of swinging doors. The swinging doors lead into a kitchen that has a large stove and hearth. There is usually a stew going 24 hours a day. In addition, there is a door out back that is used to bring in supplies and take out trash.

The standard door leads to the storeroom. This room is filled with barrels of beer and ale, a small still, and shelves for bottles of liquor. There is a trapdoor that leads to the basement storage area, which can also be accessed from outside the building, and a pump to the well under the building. Two shelves are completely empty, as they normally stored waterskins and iron rations that were taken into the field by the baron's army.

The doors to the inn open into a nearly empty bar. You notice that most of the tables and chairs were designed for shorter people, perhaps 3 to 4 feet in height. An older-looking dwarf stands behind the bar cleaning a mug. A female halfling sits in the corner playing a sad tune on a stringed instrument. Another halfling is bussing one of the tables, and a sleeping elf is sprawled across another table.

When you enter, the old dwarf behind the bar welcomes you and introduces himself as Duwayne Ironfist. He states that he received word to board you for the night.

If the adventurers question Duwayne about Melius:

Duwayne will tell them “Melius has been coming here since I was a child, usually from the north, and usually riding in on a donkey. He would often tell of arriving in his tower in the moors. He also said that he had to be back in his tower by the Fall Festival or else ‘he would be left behind.’”

Duwayne is being very forthcoming and honest.

If the adventurers inquire about Thothon, Duwayne will point at the halfling musician, Thothon, playing in the corner.

If the adventurers ask Thothon the bard about Melius, she will sing a song of Melius and his secret tower, which is said to travel wherever he is needed to help fight against evil. She can also tell the adventurers about any of the history of Adwick that they don’t already know. She will also say that Qallin, the elf passed out on the table, is the real expert on Melius.

Qallin Eluvius appears to be asleep, but his sleep seems restless. There are at least six mugs surrounding Qallin on the table. As they approach, they can hear him mumbling under his breath, and when he sits up he shakes a full head of salt and pepper hair.

There is a large book, that looks like a spell book open on the table. Anyone who can read Elvish can read the title at the top of the open page: The Tale of Melius. The rest of the page is blank. As he awakens, Qallin will spring up with daggers in both hands. Once he calms down, he will push his hair out of his face and rub his eyes. When questioned, he does indeed know quite a bit more about Melius.

Qallin can tell them Melius is an old human wizard who has been coming to Adwick every spring for



Qallin Eluvius

the last century. No one knows why. His tower is in the swamp north of Adwick, at the end of a narrow path. The shortest route is through the ruins of Rochdale. The tower is protected by traps and creatures. Thothon has no idea why Melius has failed to appear, but it is totally uncharacteristic of him. He will also tell them the story of the previous baron’s death at the hands of the orcs at the foot of Melius’s tower.

If Melius feels he has been attacked, he will withdraw into his tower. The only way in is to find the three rings to unlock it. The rings will appear only if the tower is on lockdown, and they will all appear within a mile of the tower. He also knows that Melius is embroiled in a long-term feud with a necromancer named Mortem, who hails from wherever Melius is from.

It seems as if Qallin is hiding something; if pressed, Qallin will stop talking.

What Qallin is not saying is that he fears Melius's tower is under siege; otherwise, he would be in Adwick.

Once they are finished with Qallin, the adventurers are free to explore the Vale, the 'Zaar, or the Blood to get whatever equipment they feel they need. Any adventurer who mentions their quest to find Melius will be given a 50% discount on all goods in town.

ON THE ROAD

As the adventurers come down the next morning, Duwayne hands them a small pouch of ground gingin root. When placed in the mouth of someone who's recently fallen in battle, the root will stabilize them, and on the next round they will have 1 hit point and can act normally. There are six doses in the pouch.

At dawn, if the adventurers gather at the northeast gate, Captain Miver and half the remaining City Guard will be there to see them off. He salutes the adventurers from the saddle of his war hound and bids them safe travel. He then leads his men south to reinforce the baron.

Ahead of you is a pathway, known as the Dock Trail, that leads down to the docks where the trading barges dock. The trail is not much more than a couple of furrows cut in the ground by wagon wheels over the years. As you walk down this trail you see the women, children, and old men of Adwick heading out to the fields to tend the crops.

To the east of the docks is a large bridge that crosses the Gnomes Victory River and leads into the ruins of Rochdale. If the adventurers have a guide, the guide will inform them that if they go around the ruins it will cause a delay of at least half a day, or possibly longer.



Melilot Underlake

DM's Notes: This trip will take the majority of two days; assuming the adventurers leave at dawn on day one, they will arrive at the swamp at dusk on day two.

If the adventurers forage for food or water along the way, they will find 1d6 pounds of food and enough water to fill their waterskins.

The Ruins of Rochdale

Crossing the bridge over the Gnomes Victory River gives you a good view of both Adwick and the ruins of Rochdale. Rochdale was to be a new jewel in the country—modern buildings to house thousands, new temples to the gods, a major hub for trade, mining, and agriculture. It's been just over a decade since it was overrun by orcs. Most of the buildings still look to be in good shape, and you think it wouldn't take much to fix it up. The ruins stretch east and west as far as you can see. Going around would waste at least another day. The main street runs almost due north and is wide open. But shadows from the side streets reach out like long fingers trying to grasp at you.



1. Goblin Ambush 2. Safe House

Rochdale was designed to be a beautiful, modern city with multi-story buildings, an arts center, a bell in the center of town, and temples to all the major gods. Thinking the river would provide some protection, little consideration was given to defense, despite the warnings given by the baron of Adwick. Spring came early that year and so did the orcs. The city fell quickly to the invaders, just over 12 years ago.

Since then, the city has lain abandoned and in disrepair. A variety of creatures have taken up residence. The baron has plans to build a wall around the ruins and clean it out, but has not yet been able to finance the operation.

DM's Notes: As the adventurers move through Rochdale, going straight down the main street is the safest path, and they should have a random encounter only on a roll of 1 on a d6. If they travel down any of the back roads, that chance increases to a 1-2 on 1d6 every turn. See the Random Encounter chart for the Ruins of Rochdale at the back of this module.

The ranger, Halia Bilelveg, and his wolf spider are in the ruins scouting for goblins. He will keep his distance, but if the adventurers are struggling in their fight at the goblin safe house he will help.

Halia Bilelveg



Goblin Ambush Encounter

DM's Notes: This is a fixed encounter and does not count as a random encounter, and will happen even if the adventurers stray from the main street. There will be one goblin vet and four goblins, two with bows and two with clubs and shields. Add one goblin for every level of the adventurers over 5, alternating between archers and club-wielders, to a max of four archers and six goblins with clubs.

The further you walk down the main street of Rochdale, the more and more you find yourself pushing toward the center of the road. Then a voice calls out from a side street. "Help Me," it cries. An old woman, not far from where you stand. Shadows from the nearby two-story brick buildings drape over the old woman. She is huddled on the ground, wrapped in a blanket against the chill.

The buildings on either side of the woman are made of bricks, with slate roofs, and despite being abandoned for over a decade they seem to be in as good as shape as if they were occupied. Shadows cover the small street where the woman/goblin lays sprawled out on the ground.

The adventurers pass a hear noise check they hear what might be animals scurrying on several rooftops and the quiet braying of a mule.

Should the adventurers elect to ignore the "old woman," then the goblins will track them to the edge of the ruins. Skip to the Goblin Pursuit section of this module.

When the adventurers approach within 10 feet of the "body," the goblins spring their trap. The goblin veteran is putting on his epic acting performance as the old woman under the blanket, half the goblins are on the rooftops, and the remainder are split evenly between the front and the rear of the adventurers. One of the goblins in the rear will be leading a mule-drawn cart.



The goblin archers on the roof are armed with short bows with poison-tipped arrows. The arrows inflict only 1 point of damage, as they want to capture the adventurers. Anyone hit with an arrow must make a poison save or be paralyzed for 1d10 rounds.

The goblins on the ground have clubs. The mule cart is for carting away any captured adventurers. The goblins' objective is to capture one or more of the adventurers alive to question them.

The Adventurers Win: If no goblins are captured, then it will look like a robbery gone bad. If they search the veteran goblin thespian, they will find a crude hand-drawn map that will lead them to a house at the far edge of the ruins. They will also find 5 sp on each body.

If one or more goblins are captured alive, they can possibly be interrogated or intimidated into giving up information.

Their response will be, "The boss isn't going to be happy." Their job was to capture anyone coming through the ruins and bring them to the boss, whose house is marked on the map found on the vet.

If the adventurers win, turn to the Goblin Pursuit section of this module.

Party Loses: The goblins will gather up all the adventurers who survive the battle, tying their hands behind their back and tossing them into the cart. The leader of the ambush party will then pull out a map and lead the way to the goblin safe house on the far edge of ruins. Once they are underway, the goblin vet will keep an eye on those in the cart to see who emerges from the effects of the poison first. He will then come back and, in a hissing series of common language queries, "Where is the Wizard?" If he doesn't get an answer, he will become more and more agitated in his demands. Turn to The Safe House section.

The Safe House

DM's Notes: This encounter occurs only if the adventurers are captured. Goblins encountered: One goblin vet plus any goblins who survived the Goblin Ambush Encounter. Add one goblin for each level of the adventurers over 6 to a max 12 total encountered. Upon arriving at the safe house, the goblins will arm themselves with scimitars.

It takes 10 minutes to reach the goblin safe house. During this time, the adventurers can attempt to free their hands from the ropes. A STR check is required to break free; the test becomes easier by 1 each round. Once they arrive at the goblin safe house, the bonds will be re-tightened, and any STR checks will start over.

You arrive at your destination, an old stone-built house that looks much like all the rest you've seen in the ruins. There is a small fenced corral into which the cart is led. Light spills out into the courtyard from the open door of the house.

As you are pulled off the cart and led into the house, you see two more goblins and a much larger goblin, likely the leader, standing on the other side of a large fire in the middle of the room. Your weapons are thrown into a pile in one corner.

The building is a single story; if it ever had any rooms, the walls are long gone, leaving an open 15-foot by 30-foot room with the only way in or out being the main door to the courtyard. The courtyard is also 15 feet by 30 feet and is surrounded by a 4-foot-high stone wall.

The adventurers' weapons are piled into one corner, but nothing else has been taken from them. Their captors will line them up and force them to their knees on the opposite side of the fire from where their weapons were thrown. Anyone who can speak goblin will hear the goblins refer to the larger goblin standing by the fire as "the Boss."

The goblins begin jumping up and down with excitement and pointing at you as the boss steps forth. The Boss tries to stand erect and puffs his chest in and out in an attempt to look intimidating. He looks over each of you one by one, sizing you up. He waits until the other goblins calm themselves, and lets the silence stretch for a long moment before he begins to pace back and forth in front of you. He begins to speak in surprisingly clear Common.

"We are here for a simple piece of information," the Boss says. "If you provide it, we will leave you here, tied up of course, but alive. If you don't give me this information, then you will die, one by one. If you lie, we will know, and you will die. If you resist, you will die. I can't be more clear."

"So I have just one simple question: where is the wizard?"

The Boss stops in front the fire, and one of his goons passes him a scimitar. A pair of goblins will select a member of the party they deem weaker than the others and haul them out of line to kneel before the Boss. He will run the sword over their cheek and neck as he questions them.

The goblins know of Melius's tower in the swamp. They have been waiting for the wizard to pass by the ruins so they could ambush him, but have become impatient waiting for him and have begun grabbing anyone who strays close for interrogation.

Escaping the Safe House: The only way for the adventurers to escape is to free themselves from their bonds and fight their way out. The goblins are spread about the room. The Boss will be interrogating one of the adventurers by the light of the fire. Two goblins guard over the rest, but their attention is focused on the interrogation. Two goblins with short bows, now with normal arrows, are outside making sure no one followed them here. None of the goblins have their shields and all have scimitars now.

If the adventurers get the upper hand, outnumbering the goblins, the Boss will try to run. If the Boss is caught and searched, they will find a copper ring (see below).

If the Boss escapes, then the adventurers will find him dead on the ground outside the house, two arrows in his back. Around his waist is a small canvas bag containing the copper ring.

If the adventurers are losing the battle, then the gnome ranger, Halia Bilelveg, and his wolf spider will rush in to help the party.

COPPER RING: The ring is about 4 inches in diameter, about 1-inch thick, and about 3 inches wide. It appears to be solid, high-quality copper and could be sold for 30 cp. On an Arcana 12+ check, there seems to be something magical about the ring. If someone uses Detect Magic, the ring will glow. An Identify spell will reveal that the ring is part of a key to a magical lock. Anyone holding the ring while remaining very still will feel a slight pulsing. The pulsing will help the adventurers track the next ring—the frequency of the pulse will speed up as it comes closer to the next ring.

Goblin Pursuit

DM's Notes: This encounter occurs only if the adventurers did not get involved in the Goblin Ambush, or if they won the Goblin Ambush. Goblins encountered: one goblin leader (the Boss) plus any goblins who survived the Goblin Ambush. All are armed with scimitars. Add one goblin for every combined level of the adventurers over 6 to a max 12 total encountered.

If the adventurers back away from the seemingly helpless old woman in the dangerously narrow ally, they can continue on through the ruins.

The adventurers can set up an ambush, turn to confront the goblins, or press on. If they set up an ambush, the goblins will walk into it, depending on the quality of the ambush, and combat will ensue. If the adventurers turn to force the confrontation, the goblins will scatter and disappear into the twisting streets and alleys of the ruins. If the adventurers press on, the goblins will continue to shadow them at a discrete distance until they set up camp, at which point the goblins will attack.

If the goblins are winning the battle, then Halia Bilelveg and his wolf spider will join the fight. The Boss will have the copper ring on him.

After the battle, Halia will explain that if they follow the trail straight north in the swamp they will see the tower, assuming it is still there as it tends to move around. He wishes them luck, but won't join them; he has another mission to take care of.



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The Northern Trail

DM's Notes: Opponents: orcs. The number appearing is equal to the combined adventurers' levels plus one, up to a maximum of 10. They have set up an ambush along the trail.

By lunch, the furrowed path turns north toward the swamp. Ahead of you is a nearly unrecognizable footpath. The further you move north, the more and more overgrown the path gets. The ankle-high grassy steps make way for grass-covered hills. Beyond the hills, you hope to find your goal: Melius's tower.

Party members will think they see someone on the rise of a distant hill, but the figure vanishes before they can get a better look.

Rangers will spot a single orc on the hill that ran away down the other side. The hilltop was 250 yards further down the path.

The party will see an orc running away at about 500 yards and will get an "on the edge" feeling. This means that the orcs will not get a surprise round when they spring their trap, but the orcs will still go first in the first round of combat regardless of initiative.



If the party has a Ranger in the group they will recognize that they have fallen into an ambush. All those who pass their surprise check can act in initiative order with the orcs; those who fail go at the end of the first round regardless of initiative.

The orcs are crouched, hidden among the foot-tall grass on the other side of the hill. Add up the hit dice of the party and there will be that number of orcs plus one. One orc will be the one running away, who is actually set to lure the adventurers into the ambush; he has a whistle to signal the other orcs to come out of hiding.

The orcs will get one free round in which they stand, shed their grass camouflage, and throw javelins. On the second round, if they don't have an opponent in melee range they will throw a second javelin; otherwise, they will pick up their great axes and attack.

The orc raiding party is well trained; however, once half their number is disabled they must make a morale check. They will roll a Wisdom check, +2 if they still outnumber the party and -2 if the leader is among the fallen orcs. If they elect to disengage, they will scatter and retreat to a designated rally point some distance away.

The Moors

As you continue north, just before dusk a dark green mass of tropical trees rises into view. As you approach, mist bellows forth and the deep darkness of the swamp overwhelms you. It feels as if you've peeled back a veil into another world as you enter the swamp. Hundreds of birds make a cacophony of sounds while swarms of insects rise from the edge of the swamp and swirl around you. The trail continues into the swamp, but narrows until you're forced to walk single file. Large patches of mist settle in pools over the ground as far as you can see.

The trail is only about 6 feet wide, and immersed ankle-deep in swampy, green water, but is at least solid underfoot. Adventurers can move normally along the trail.

The areas off the trail are a different story. Anyone that steps off of the trail will sink to their knees in water, and their feet will sink up to the ankle in a morass of mud and peat. Movement is reduced to half while in this area, which extends about 30 feet to either side of the trail. Adventurers shorter than 3 feet in height will not be able to use conventional bows or reload any crossbows larger than hand and light crossbows.

Beyond 30 feet, adventurers will sink to their waist in the green water; anyone wearing heavy armor will sink up to the chest. Movement is reduced by three-quarters. Adventurers shorter than 3 feet in height cannot move into this area without becoming stuck.

If an adventurer is stuck, they can attack and defend normally but must pass a STR saving throw before they can move again.

If any adventurer falls down, they are stuck until they pass a STR test. During this time, they may not attack, and if attacked they defend at half their normal AC. Check for drowning each round they are underwater with a CON test. Once they make their saving throw, they must spend their entire next turn standing up.

Short adventurers in this area must seek higher ground or begin checking for drowning as long as they remain. Short characters cannot attack and lose DEX and shield bonuses in this level of swamp. Normal height characters in heavy armor lose their attack bonus for melee weapons and cannot use bows other than light crossbows and hand crossbows. In addition, they lose their shield bonus. Normal height characters in medium, light, or no armor cannot use long bows or crossbows other than light or hand crossbows.

Immediately upon entering the swamp, the adventurers will notice that it seems darker and that their vision is limited to 50 feet, including infravision. The light of torches and lamps is halved as well. Even magical light is reduced by one-quarter (so a normal Light spell that would illuminate a 20-foot diameter is reduced to 15 feet).

Players searching the swamp will discover there are a lot of dead bodies in various states of decay inside the swamp.

The adventurers' sense of smell is overwhelmed by a stench of decay. After a day in the swamp, they will not be able to smell anything for a week.

Everything feels like it's covered in some form of scum. Any Climbing checks are made at -25% in the swamp. Also, any armor, clothing, and equipment directly exposed to swamp water will begin to deteriorate—see the Swamp Rot section of this module.

Sleep comes only in fitful spurts. If the adventurers sleep on the trail or one of the islands, they will have nightmares of scenes from battle. These nightmares will be so disturbing that each adventurer will have to make a save versus paralysis or not be able to memorize spells. Those who fail will need to rest again to regain any spent spells.

Those that set up hammocks will be plagued by the feeling of bugs and creatures crawling over them as they sleep. These adventurers must make a save versus paralysis to regain spent spells. Those who fail will need an additional rest to regain spells. Elves and rangers receive a +4 to their save if sleeping in hammocks.

Birds and insects make a continuous cacophony of sounds in the swamp unless designated otherwise. Every so often the adventurers will hear something moving in the water. This constant noise pollution will make things harder to hear, all listening checks are at -10%.

While in the swamp, any food will taste tainted. The adventurers will lose their appetite and not eat well. After the first full day in the swamp, everyone will suffer -1 to hit on attacks, and after another day suffer a -1 to all saving throws.

This can be counteracted by consuming a handful of godreberries that can be found in the swamp. The players have a 25% chance to find wild godreberries in the swamp if they search for them. There are also maintained bushes of them on the islands containing each of the key sites.

Swamp Rot

Swamp rot affects any equipment exposed directly to the swamp muck. A check is made every 3 hours traveling on the trail, every 2 hours in shallow swamp, and every 1 hour moving in deep swamp. Adventurers should make a d20 roll for any exposed equipment and refer to the following chart:

Swamp Rot Chart

	Trail	Shallow Swamp	Deep Swamp
Leather or soft material	1-3	1-4	1-5
Wood or hard material	1-2	1-2	1-3
Iron	1	1	1-2

Magic items are unaffected. When an item is affected, any time it is relied upon it has the possibility to catastrophically fail. *For example, an adventurer whose boots have been affected by the rot will have them all apart when he tries to fight or run in them. Duwant the dwarf travels for an hour in the deep swamp with an axe hanging on his belt. He rolls a 3, so it was affected by the rot. He later uses it and rolls an attack roll of a 2 (1 normal auto-fail +1 for swamp rot), causing the weapon to break and Duwant to seriously reconsider his life choices.*

The Moors Random Encounters

Roll once every 4 hours if moving, and once every 8 hours if resting. A random encounter should occur on a d8 roll of 1-3 on the trail and on a 1-2 off the trail.

D20 Roll	Encounter
1	A random adventurer loses a random piece of equipment
2	Crocodile swims up to investigate the party
3	Party stumbles across 1d6 dead bodies
4	Party encounters a swarm of stinging creatures
5	Party finds a wild godreberry bush
6	Party encounters a party of 2-5 lost goblins
7	Party encounters 1d4 zombies
8	Party encounters an armored skeleton (can be encountered only once)
9	Party encounter a pocket of swamp gas
10	Party runs across ruins (can be encountered only once)
11	Party is subject to a deluge of rain
12	Party finds a gingin bush from which they can obtain gingin root
13-20	No encounter

1: A random adventurer loses a random piece of equipment. This piece of equipment must have been in their hand or strapped to their body, i.e. something won't fall out of a backpack, but the entire backpack may be dropped into the swamp. The adventurer then has 10 rounds to recover the item before it is claimed by the swamp.

2: A single crocodile approaches the party and will attack if it can. If the party is on the trail, the adventurer at the rear of the party, or an adventurer who has distanced themselves from the rest of the party, will be selected. Off the trail, randomly select any adventurer on the outskirts or otherwise distanced from the rest of the party. The potential victim can roll a surprise check to spot the creature at 50 feet. They can check again every 10 feet until the crocodile is close enough to attack. Any ranger within 50 feet of the crocodile can make a surprise check and again every 10 feet as it closes. Should the party move more than 50 feet away, the crocodile will lose interest and swim off.

3: The party runs across 1d6 dead bodies. They may be floating on the surface, just under the surface, or be literally stumbled across on the bottom of the swamp and dislodged. Anyone who touches a body must make a CON saving throw or get diseased. The effect of this disease is a severe stomach type disease and the character will not be able to keep any food down. Their skin will take a greenish cast to it after two days. The only known treatment is the godreberry.

4: The party encounters a swarm of stinging insects that suddenly appear around them. These do 1 point of damage but are more of a distraction than anything. So much of a distraction that one of the adventurers must roll a d6, and on a 1-3 the party gets turned around (see the Getting Lost in the Moors section of this module). If the party is on the trail, this check is unnecessary.

5: The party finds a wild godredberry bush. Rangers or druids can identify the bush; others can make an Intelligence check to identify the bush. The bush can produce 1d6 portions of godredberries.

6: The party stumbles into a party of 1d4+1 goblins lost in the swamp. They can be spotted 50 feet away if the party passes their surprise check. The goblins are oblivious to anything as they arguing amongst each other over the way back to their encampment. They will only notice the party if the party makes not attempt to hide, speaks to them or attacks them.

7: The party runs across 1d4 bodies floating in the swamp. When an adventurer ventures within 30 feet of them, the bodies reveal themselves as zombies as they rise up to attack the living.

8: The party sees a faintly glowing white tree with a skeleton sitting motionless underneath. Clerics, druids, paladins who make a WIS check, will know that the skeleton is a guardian. If anyone checks the guardians cloak will recognize that what remains of the skeleton's cloak bears the colors and pattern of a Knight of Adwick.

The skeleton will not move unless someone comes within 50 feet of the white tree. If someone does, it will arise and adopt a defensive posture. A voice will then be heard to say, "This site is protected. Be on your way or face the consequences!"

If the adventurers elect to parlay and passes a CHR check, then the skeleton will provide assistance. It can give the direction from the tree to Melius's tower, give the location to one of the elements of the key, or warn of the gray ooze in the basement of the tower ("Move quickly and it will not be able to catch you.").

If the party has an adventurer who is dead, the skeleton will pluck a small white apple from the tree and insist that it be forced into the mouth of the deceased. In 1 hour, the adventurer will awake as if they had never been hurt.

9: If the party has open torches (or any other open flames), the swamp gas will ignite. If the party is off the trail, any adventurer with a torch and anyone within 10 feet of them will suffer 1d3 points of fire damage. Anyone affected will be knocked off their feet from the explosion. Only open flames are affected, lanterns or magical lights will not trigger the gas. If the party is on the trail, adventurers with torches suffer only 1 point of damage and will be knocked off the trail.

10: The party finds the ruins of an ancient tower. Only a few feet of crumbling walls remain. If the adventurers take the time to search and study the tower they can tell the following about it for each turn they spend studying it:

1. This building at one time held great magical power within.
2. This style of architecture hasn't been used in centuries.
3. The adventurers feel that Melius hasn't been in this tower in some time.
4. This was once a 50-foot diameter tower of ancient construction.
5. Judging from the plant growth, this building was destroyed 50-100 years ago.
6. These are the remains of a tower that is very old in construction.

11: A sudden and heavy deluge of rain drenches the adventurers, slowing movement to one-third. In addition, all torches are extinguished and no torches can be lit until they dry out for 24 hours. If anyone attempts to double move for the next 6 hours, they must pass a DEX check or move half normal and then slip and fall. All missile weapons are at -5 to hit.

12: Party finds a gingin bush from which they can obtain gingin root. Rangers or druids will identify the bush automatically, all others must pass an INT check. One to three doses of gingin root can be harvested from the bush. If prepared properly, gingin root will stabilize an unconscious (but not dead) person in 1 round and recover to 1 hit point in 2 rounds.

Getting Lost in The Moors

It is relatively easy for adventurers to get lost in the Moors if they travel off the trail. Every 2 hours, the DM should roll 1d20 on the following chart:

D20	Result
1-2	Turn Left
3-4	Turn Right
5-6	Turn Around
7-8	Go in Circle
9-20	Not Lost

If the party includes an adventurer who cannot become lost for some reason, ignore this section. If the party includes a ranger, add +2 to the roll. If the party circles around in the same hex, each adventurer can make a WIS test to notice, and then they can choose their direction again.



FOLLOWING THE TRAIL

You follow the trail, if you can call it that, north deep into the swamp. Swamp water seeps into everything. Slime coats everything, and the stench of the bog invades your senses. Bugs and insects continually swarm you, making it hard to concentrate on the road ahead or discern if anything is tracking you.

You surge ahead as you see a small clearing, and the trail finally rises above the muck and water. In the clearing at the top of the rise you find a crossroads—the trail continues north, but branches left and right as well.

Magic wielders (including clerics) will notice hidden magical sigils on the trees surrounding the intersection. One nearest the path north is in the form of a square. The one to the east features a large circle. The one to the west features a much smaller circle. A tree on south path, the path the adventurers have just traversed, features a star.

Once the symbols are found, if the adventurers want to investigate further each can make a WIS test and learn one of the following for each test passed:

1. The star and square symbols are common cartography symbols used to mark towers or fortifications on maps.
2. These symbols have been put there by a wizard and are at least a century old.
3. There are fresh (less than a week old) cuts under the sigils, like someone took an ax or sword to them but just damaged the tree underneath.

If a tracking check is passed, they will discover the path to the north has been traveled on in the last week by a group of goblins.

The party gets one round of checks, after which the DM should start rolling for wandering monsters (ignoring a 15 and 20). The longer the party spends investigating the crossroads, the more wandering monster checks the DM should make.

If an adventurer holds the copper ring, they can recognize that it is pulsing faster than it was in the ruins.

If the adventurers decide to go north, turn to the North Crossroads Encounter section of this module.

If the adventurers decide to go west, turn to the West Crossroads Encounter section of this module.

If the adventurers decide to go east, turn to the East Crossroads Encounter section of this module.

North Crossroads Encounter

DM's Notes: There are sprites fighting goblins in this encounter. The number of sprites is equal to double the number of levels in the party. The number of goblins is equal to the levels in the party.

As you continue north, you see a small hill off to the right, the top of which is crowded with old cypress trees. The trail is narrower, but you still see no sign of the tower, and resting in the muck of the swamp isn't a pleasant thought to anyone. You hear noise from the hilltop that could be voices.

If the adventurers continue north from the crossroads, they will come across a small trail branching off to the east. If they continue further north, they will arrive at Melius's tower. If they take the branching trail to the east, they will notice a clearing in the deep canopy of the swamp. Dull sunlight reaches through the thick cypress trees surrounding a small island of dry ground.



If someone passes a Hear Noise test, they will hear arguing in an unusual language (goblin if the one listening understands goblin). There's also a flutter of wings.

As the adventurers approach, they will see that the cypress trees form a ring around a much larger tree at the center.

There is a large knothole about 10 feet up the trunk of the central cypress tree.

Also in the clearing is a group of goblins roasting something they have killed over a fire. If someone passes a Hear Noise check, they will hear the whistling of arrows as the sprites begin their attack. Otherwise, the adventurers see the goblins suddenly jump up and start swatting around like they are being swarmed by insects.

If the Party Intervenes Against the Goblins: The sprites will attack the goblins until they are all dead and then retrieve the body of the dead sprite that the goblins were roasting. They will be appreciative of the party's help in dispatching the goblins.

If the players pass a CHR test the sprites will reveal that there was a copper ring secured here. If the party has not recovered the copper ring yet, then one of the goblins killed here will have the ring. One of the sprites will immediately recover it from the body.

The sprite will move to return the ring to its secure hiding place in the knot of the central cypress tree. The adventurers can try to persuade the sprites that they need the ring with a CHR test. This will delay the sprites from putting the ring away for another round. The adventurers can convince the sprites to give them ring on on a 1/2 CHR test. If the adventurers tell the sprites that Melius has failed to appear, they will get a +3 to their rolls.

If the Party Does Nothing: The sprites will attack until the goblins are dead and retrieve the body of the dead sprite. The sprites will kill off one goblin per round and will lose one of their own every other round. They will be prepared to fight if or when the adventurers make their presence known.

If the party makes any offensive moves, the sprites will race to recover the copper ring (if the adventurers don't have it) and return it to the cypress tree. They will try to fight off the party until the ring is secured or they are all dead.

If the Party Attacks Both Sides (or the Sprites Alone): They will have to kill the sprites and goblins.

If the party has the copper ring, the sprites will try to negotiate to get it back unless they hear that Melius has not appeared. They don't know anything about the other pieces of the door key.

If the copper ring has been returned to the tree, then an adventurer will have to successfully climb the tree, requiring two DEX checks or Climb Walls test. Then they can reach into the knothole and retrieve the ring. This requires putting their entire arm into the hole and passing a DEX test. On a failure, the knothole will tighten around the arm. They must then pass a DEX check at -3 to find the ring and a STR test to free their arm. Starting on round 3 after the knothole tightens, the adventurer suffers 1 point of damage per round. Should the adventurer be taken to zero hit points, the tree will release its grip and drop the would-be thief to the ground. If anyone attacks the tree, the adventurer trapped in the knothole will suffer half the damage inflicted on the tree (CON save to take only one-quarter damage), and the attacks will have no apparent effect on the tree.

sprite shop

West Crossroads Encounter

DM's Note: A flock of stirges hiding in the hedge will attack anyone that comes into the hedge circle. There is one stirge per level of the adventurers (up to a maximum of 12).

The winding western trail opens into a clearing with a small island. The water here is clear compared to the swamp water you have been traveling through. At the center of the clearing is a circular row of 10-foot-high hedges that form a dense wall you can't see through.

If the adventurers travel west from the crossroads for several hours, they will notice an opening in the trees that leads to a clearing. The dark green of the swamp morass gives way to cleaner and cleaner water as they approach the hedge wall at the center of the clearing.

The hedge stands 10 feet tall and is too thick to look through without physically moving the branches. The branches of the hedge can be pulled back to try to look through, or the adventurers can force their way through.

A druid or ranger can tell the hedge was deliberately grown. It consists of shrubbery that has no thorns or magical properties. Whoever grew this took their time and nurtured it. The hedge, however, has not been maintained in some time and is well overgrown.

It has been over 100 years since anyone has pruned this hedge.

An adventurer that parts the hedge to look through can make a Hear Noise check to hear what sounds like a bird suddenly taking flight.

Looking through the hedge or arriving on the far side, the adventurers find an island that rises about 5 feet above the water. On the island a 10-foot

wide, 1-foot-high stone platform. There is a 3-foot-tall circular pedestal in the center of the platform. There are five sets of armor in various positions around the platform.

A sickly sweet smell of blood permeates the island.

The island grows eerily quiet as most of the natural sounds of the swamp cease, but there is still the occasional flapping of wings. A ranger can tell the flapping wings are those of a bird, probably hawk-sized.

There is a strange taste in the air that tastes like blood from raw meat.

There are two sets of plate mail and three sets of chain mail around the platform. All are covered with overgrowth.

The sets of armor have been here 50-100 years. When you are within 10 feet of the armor you can tell at least one of the sets of armor carries the markings for the Baron of Adwick's private retinue.

There are three sets of very decayed leather or padded armor in the muck just beside the platform that have been here 50-100 years.

At the base of the pedestal in the center of the platform is a set of tattered robes that still hold the remains of their late owner. A skeletal hand reaches out from one sleeve toward, but falls short of, the pedestal. They have been here at least 50 years.

If the adventurers move to inspect the armor, then they can make the following checks:

The adventurer hears several birds flapping from the top of the hedge.

Large holes, about 4 inches across, have been torn from the front of the armor. If the adventurers investigate further, they will find the flaky remnants of blood around the holes.

The stirges will swoop in and attack, as they have many times before. Once two-thirds of them are killed or wounded, the surviving stirges will be driven off. Adventurers who retreat outside the hedge will not be followed, but will be attacked immediately upon returning.

After the stirges are driven off or killed, the party will be faced with the pedestal. It is in the center of the raised platform. It stands 3 feet tall and is made of a bright white stone that is resistant to all but bludgeoning damage (in that case it takes 10 points of damage to chip away a small piece). On the top of the pedestal is a 3-inch, ring-shaped depression that is colored silver. On either side of this are depressions that are about the size and shape of human hands. There are also arrows etched in the stone arching from left to right over the top of the silver depression and right to left under the silver depression.

Someone will need to put their hands into the corresponding depressions and twist the top section of the pedestal. This requires a STR check.

If failed, the adventurer making the attempt will feel a slight shift, but it's not enough. Each subsequent check will be at -1 harder (cumulative) until a pass is made, or a crit fail is rolled. If all attempts fail, the arrows above and below the silver depression disappear and a green semicircle topped with a yellow semicircle will appear. The semicircle looks like a sun rising over the horizon, indicating that another attempt cannot be made until the next day.

Should a different adventurer attempt to unlock it after someone has failed, the pedestal will not budge. The arrows above and below the silver depression disappear and a green semicircle topped with a yellow semicircle will appear as before.

Should the Strength check pass, the top will slide off to reveal the silver ring. The silver ring is identical to the copper ring except it is only 3 inches in diameter. Should one hand be removed from the top when it is opened, then the top will slowly begin to slide closed again; it will close completely by the end of the next round. Should both hands be removed, the top will immediately snap back into place. This will happen unless the adventurer makes a DEX 15+ check to put their hands back in place. If it closes, then the arrows disappear. If the ring is still inside, the semicircles indicating that they can't try again until tomorrow will appear. If the ring is gone, the silver depression on top of the pedestal will become colorless.

Note once the silver ring is acquired, the copper ring will stop pulsating and the silver ring will begin pulsing, getting stronger as it gets closer to the gold ring.

East Crossroads Encounter

DM's Notes: This encounter involves drow. They are seeking a crystal needed for a special burial ritual for their leader. They will fight if attacked, but they are here to negotiate. The number of drow will equal one-half the combined levels of the adventurers (round up).

It gets even darker as you travel east down a winding path. A large hill is up ahead, but the canopy of the trees still covers it. At the top of the hill, several figures in robes surround a large stone. A sickly red glow emanates from a series of lines etched into the stone, and a foggy mist appears to be flowing from the stone and the ground surrounding it.





If the adventurers take the eastern path from the crossroads, they will notice that it will be getting unnaturally darker. Those with normal sight will see clearly only up to 5 feet ahead and notice shapes and movement out to 10 feet. Torches will illuminate only a 10-foot radius with another 5-foot radius being dimly lit. Those with darkvision will see clearly only about half the distance they normally do, and see only shapes and movement the rest of the distance. Elvish darkvision is unaffected in this area.

Around them, in the dark, the adventurers hear movement in the water and among the trees. Rangers will recognize that the noises are not unusual, the darkness is making them seem more frightening.

The hill rises about 20 feet out of the water. The top of the hill is roughly circular and is 150 feet across. Unlike the other hills, the overhead canopy engulfs this hill, keeping it as dark as the trail leading to it.

The hill is solid but covered in knee-high grass and prickly shrubs. Anyone moving through a shrub will attack as a 1 HD creature, doing 1 point of damage on a hit, and the target must make a save or be poisoned for 1d10 rounds. If an adventurer runs through the grass, they will be “attacked” as above with it doing 1-2 points of damage on a hit, and must make a save or be poisoned for 1d10 rounds. The poison does 1 hp of damage every round.

At the top of the hill is a 15-foot diameter circle of ground covered in short, well-manicured grass. At the center of this patch of grass is a stone that appears to be a large memorial headstone.

Gathered around this stone are several drow. They are each on one knee surrounding the stone.

One of the drow is rubbing the stone while the rest look on.

Someone in the group of drow is speaking. Anyone who hears it and speaks elvish will recognize the dialect as a form of ancient elvish, but they cannot understand it.

The ground is covered with mist, and no matter what time of day it is it appears to be dusk. Footing is slippery on the hill, so anyone running must make a DEX check or they slip. If they slip, they must roll a second DEX check; if they fail, they move one full move and fall prone.

Move Silently checks performed beyond the reduced vision range are performed with a +25% to the roll.

When the adventurers reveal themselves or are spotted by the drow, the drow will jump up to surround the stone in a defensive posture. If the adventurers choose to attack, the drow will defend themselves and the stone.

If the adventurers’ elect to parlay, then the drow will do so. The drow are there to recover a crystal

that is hidden there; this crystal is needed for the burial of one of their party who died a few days ago.

A successful CHR check will cause the drow to relax their positioning, providing the adventurers do not make any offensive moves. The drow will explain that they are here to honor one of their own, which is partially true. A second CHR check and the drow will reveal that they are there to recover a crystal that is needed for the burial ritual for one of their members.

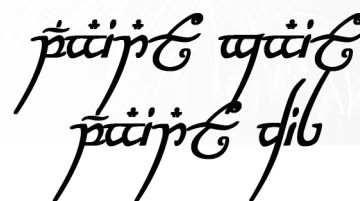
The stone looks like a green, moss-covered tombstone. On either side of the are small bulges about the size of a fist. If the stone is cleared of moss, a carving is revealed. Examination of the stone will reveal:

There is writing in some unrecognized language and a couple of unfamiliar symbols. The writing is some unfamiliar older form of Elvish. It appears to be three words arcing over a small circle. Below that are three more words and what appears to a straight line.

If someone who speaks elvish examines the carvings, they can tell the words are written in an ancient Elvish dialect; they can make out _a_n_ and _a_ _ on the top writing and _a_n_ and D_ _ on the lower writing. The first word in each phrase are the same.

There are traces of gold paint in the circle and traces of silver paint in the line.

Once the moss covering the small bulges is cleared off, it becomes apparent that the bulges are bowls carved out of the rock. The bowl the right holds a small amount of a gold liquid and the bowl on the left holds a silver liquid.



The image shows two lines of handwritten Elvish script. The top line is written in gold ink and the bottom line in silver ink. Both lines feature a small circle in the center, with words arcing over it. The script is elegant and flowing, characteristic of Elvish calligraphy.

If the gold liquid is painted onto the top set of words, it will change to Common that reads “Paint and Wait.” If the gold is painted onto the circle, the circle will glow for one round and then a small opening will open in the top of the stone to reveal a 2-inch-diameter gold ring. If the gold is painted onto anything else, nothing happens. When the gold ring is retrieved from the stone, the silver ring will stop pulsing and the gold one will start, getting stronger as it grows closer to the tower.

If the silver liquid is painted onto the bottom set of words, it will change to standard Elvish that reads “Paint and Dig.” If the silver is painted onto

the line, then it will glow for a round and then a glow will appear in the grass about 3 feet from the stone. Digging there about 6 inches will reveal a small box containing the silver-colored crystal that the drow seek. If the silver is painted onto anything else, nothing happens.

If the adventurers help the drow recover the burial crystal, then the drow leader will reward them with a drow dagger. The dagger acts as +1/+1 for two adventures, then dulls to a normal dagger. The dagger cannot be sharpened to the same level again.



Tower Entrance

If they take the northern path from the crossroads, past the eastern branch of the trail (see the North Crossroads Encounter section of this module), the adventurers will approach Melius's tower.

A trail of flagstones emerges from the muddy water and, finally, your feet traverse dry land. A thick mist still makes it difficult to see your feet. Up ahead you can see the top of the tower, and as you top a gentle hill, the full 30-foot-round tower comes into view. The tower is wider than it is tall, giving it a squat look, but it is still impressive.

All around the tower stretch the bodies of fallen warriors. Orcs, goblins, men, gnomes, halflings, elves, and dwarves. Death didn't discriminate. Most of the bodies have rotted, and the smell of the bodies is already a part of the swamp. Most of the armor looks several decades out of style, but the fact that they are still here after all these years is a mystery. All the equipment looks rusted and worthless. Anything of value has long since been looted.

A trail through the bodies leads up to the doorway of the tower.

The adventurers can make the following checks as they approach the tower:

Detect Magic: There is a weak magical presence on the flagstones.

Detect Traps: There is a magical trap on the flagstones. Dispel Magic will disarm the trap, but for only 2d10 minutes.

If an adventurer walk onto the stones without possessing at least one of the rings that form the door key, or weighs less than 100 pounds, they will find themselves transported individually in a random direction into the swamp. This will also set off the magical alarm in Melius's bedroom in the tower.

NOTE: If the adventurers are having difficulty with this trap, have a small animal such as a deer run across the flagstones without triggering the trap.

Once the trap is triggered, each of the adventurers is subject to a Wandering Monster roll.

Once they get past the trap, the adventurers reach a 10-foot-by-10-foot slab of the same flagstones in front of the entrance to the tower. A number of skeletons are piled here that appear to be some of the oldest of the remains surrounding the tower. The wooden door is heavily banded and reinforced, and will not open despite there being no physical lock visible.

TOWER ENTRANCE ENCOUNTER

The round after the adventurers reach the slab in front of the entrance, 5-8 dragon tooth skeletons will rise up from the piles of bones scattered there. These were sown by Mortem the necromancer to prevent anyone from following him into the tower. They have one mission: kill anyone trying to enter the tower. They will fight until destroyed.

Treasure Special: Each dragon tooth skeleton has a single, very large incisor; if removed and planted in the ground, another dragon tooth skeleton will rise. (Case 1) It will rise in 5 rounds unless otherwise specified. If the person sowing them does not give them instructions, 5 rounds after appearing they will turn to dust. They understand only Draconic. Any instructions cannot involve them moving more than 100 feet from where they were sown. (Case 2) They can be sown and ordered to defend a specified location. In this case, they will arise a round after someone other than the person who sowed them passes within 10 feet of them. In this case, they will fight until they win or lose and then dissolve.



The Tower

The entrance to the tower is a very old wooden door with reinforced banding and a brass handle, but no visible lock. In the center is a series of four circles, three inside the fourth. The door itself appears to be fused into the wall—there are no visible hinges.

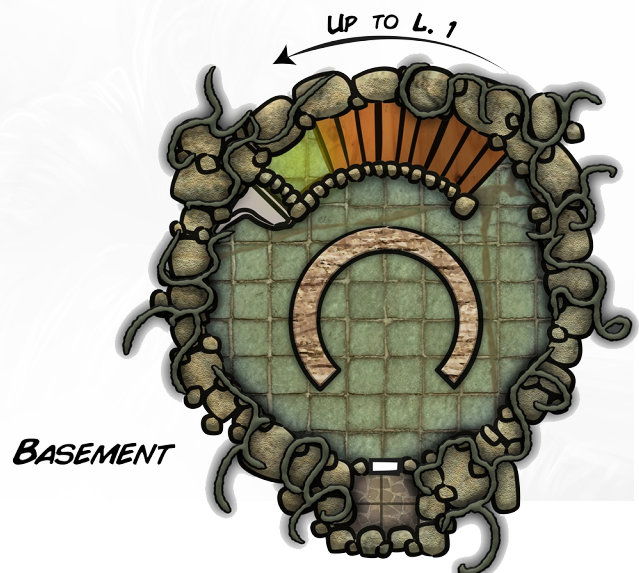
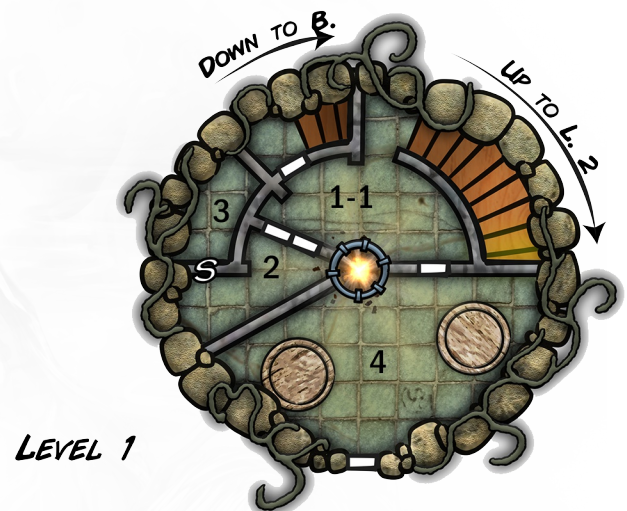
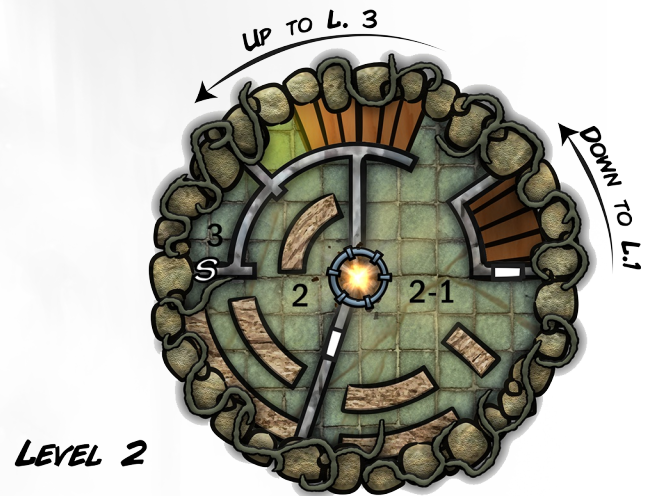
The door is magically locked and can be unlocked only using the bronze, silver, and gold rings. If the adventurers elect to physically force the door open, they will take a point of damage for each attempt. If an adventurer elects to use a tool or weapon, they must roll 1d6 and add their Strength damage bonus; on a 7+, the weapon or tool breaks. In any event, there is no damage to the door.

Walls: The tower is made of large black and gray blocks that were matched so closely together that no mortar was needed. The blocks are made of a material that appears to be granite. Dwarves can determine that the material is stronger than granite. The wall is made of granite fused with magic.

There are no other windows or doors on the tower. The trapdoor on the roof is indistinguishable from the surrounding rock.

The walls appear to be very rough, but are much smoother than they appear. Unlike everything else encountered in the swamp, the walls of the tower are not covered in slime. Any Climb Walls attempt is at -20%.

Unlocking the Tower: The bronze, silver, and gold rings need to be placed into the corresponding circles on the door. Once placed, the 10-foot-by-10-foot area covered with flagstones slowly begins to shake, and everyone in the area needs to make a DEX check to stay on their feet. The slab of flagstones, now revealed to be an elevator, begins to quickly drop below ground to the tower basement.



TOWER BASEMENT

DM's Notes: This includes the possible encounter between the adventurers and a grey ooze located in the northwest corner of the basement. The grey ooze will not move until it hears someone pushing the door open, or until it hears the clank of metal armor in the room. It will then move to attack. It will not pursue the adventurers once they go up the stairs. It is simply a guardian.

When the stone platform stops, a 10-foot-wide by 6-foot-high section of gray stone wall begins to slide open, but with a screech it grinds to a halt; the opening is just wide enough for a small person in leather to squeeze through. Torch light flickers from the room beyond.

The opening in the door is wide enough to admit small creatures, but someone of medium size can pass by making a successful DEX check if they are wearing no armor, or leather armor. The first character who attempts to enter who is larger than medium sized, employing heavy armor, a shield, or a two-handed weapon will have to force the door wider with a STR check.

Once inside, the adventurers find themselves inside a 50-foot-diameter room whose walls are dark gray speckled with black spots. The floor and 10-foot-high ceiling are made of the same material as the flagstones and the outer walls of the citadel; this stone resists damage of all types at 5 points per die. It would require 100 points of actual damage to break through the floor or ceiling tiles or interior walls, and 250 points of damage to break through the exterior walls. The make of the walls, ceilings, and floors are consistent throughout the tower unless specified otherwise.

The basement is well lit from four wall sconces that illuminate the entire room. The center of the room is commanded by a large, U-shaped table containing all sorts of alchemical mixtures and various glassware used in experimentation



and potion making. There does not appear to be any completed potions on the table. On the far wall, a set of stairs leads up to a closed door.

Anyone searching the room will see strange brown streaks on the floor around the room. If anyone looks for metal, they will find the room is completely absent in the room. Several jars on the table marked iron and copper are overturned and empty.

The room is alive with smells from all sorts of chemical mixtures both alchemical and magical. Beneath the chemical smells is a distinct, musty odor.

The table and everything on it is covered in a fine dust. If the empty iron and copper containers are inspected carefully, they will find a thin layer of slime coating them, and will see a tiny residue of rust inside.

The room is silent until the door is forced open further, someone fails a check entering the room, or someone in metal armor walks around the room. After that, anyone who makes a Hear Noise check will hear what they perceive as a slow, wet slithering. If an adventurer looks into the small alcove under the stairs, they will see the color on the wall and floor thicken, pulsate, and slowly begin to move.

The grey ooze will attack until the adventurers move up the stairs, or until they give it something to eat such as a shield, weapon, or piece of metal armor.

TOWER FIRST FLOOR

DM's Notes: This floor features a safe room occupied by Melius's apprentice, and is safe enough for a short rest. In addition, there are zombies: two in the kitchen, three in the back room, and three in the great hall.

At the top of the basement staircase is a roughly 10-foot by 10-foot landing. The only lighting is that which comes up from the basement wall sconces. The landing is walled in and has a door to the southeast.

If the adventurers listen at the door at the top of the stairs and pass a Hear Noise check, they will hear heavy footsteps, dragging, and grunts and groans. Upon opening the door, the adventurers are struck by the stench of death and decay (from the zombies).

BACK ROOM (1-1)

This room is 25 by 15 feet with swinging doors on the southwest wall and a single door on the eastern half of the south wall. A brazier at the center of the south wall provides light for all the rooms on this floor. It consists of a 5-foot-wide copper bowl with a blazing fire inside. About 2 feet above the copper bowl is another copper bowl, inverted. The room also contains three humanoids that appear to be dead, but are up and walking around. When you open the door, they turn to face you.

The swinging doors lead to the kitchen, and the solid door to the south leads to the grand hall. An opening in the north wall leads to stairs going up to the second floor. The brazier is set in the center of the south wall. The brazier is embedded in the wall and provides light to the other rooms on the floor. It consists of a 5-foot-wide copper bowl with a blazing fire going in it. About 2 feet over the copper bowl is an inverted copper bowl of the same size.

The substantial fire burning in the central brazier gives off very little heat; there is no visible way for the smoke to escape.

This room contains a 5-foot-wide, 10-foot-long table, which is standing on its edge on the wall separating the back room from the staircase going up. The legs for the table have been removed and are stacked up against it along with two long bench seats.

Three rounds after combat starts in this room, two more zombies will enter from the kitchen through the swinging doors unless the doors are locked.

KITCHEN (1-2)

Note: If the two zombies joined the fight in the back room, they will not be here.

The kitchen is 10 feet by 20 feet long. The southwest corner of the room is dominated by a large stove/oven. There are no other doors besides those you came in through. The smell of rotten meat invades your senses and you see two more of the walking corpses over by the stove. One is gnawing on a week-old, rotten leg of lamb. They drop the rotten meat and turn toward you when you open the swinging doors.

The kitchen is illuminated by the central brazier set into the east wall. Besides the zombies and brazier, there is a stove and several tables for preparing meals here.

There is also a secret door on the north wall that leads to the safe room.



SAFE ROOM (1-3)

If the adventurers find the secret door and open it, they will find Magus Addicti.

The secret door appears to be a section of wall from the outside, but it swings open to reveal a 10-foot by 15-foot room. The room is well lit by a single-candle chandelier. The room is devoid of furniture with the exception of a small table and chair. A young human wizard stands on the far side of the room, looking terrified. He relaxes when he sees that his visitors are still alive.

If the players inspect the candles in the chandelier, they burn, but the wax is not melting.

Magus will invite them into the room. Once inside, he will close the door and motion for them to keep their voices down. He will introduce himself as Melius's apprentice and quietly inquire about how the adventurers got into the tower. The adventurers may make the following checks:

Magus Addicti is scared to death, and will not leave this room without Melius.

When Magus Addicti heard Melius and the invaders fighting, he retreated to the safe room.

This isn't the whole story as to how he ended up in the safe room.

He will say that Melius was fighting with Mortem Dominus, who brought the zombies and ghouls with him.

Magus also has Melius's spell book hidden in a secret compartment in the safe room; unless the adventurers search the room they will not find it. Magus Addicti will attempt to disrupt any search, or attempts to take the book. He will not voluntarily give up the book nor will he let the adventurers take the book without a fight. If they do find the book, it is magically locked.

Magus will not leave the safe room unless the adventurers are accompanied by Melius.

GRAND HALL (1-4)

The grand hall consists of a 25-foot by 35-foot room that holds two 10-foot round tables with eight heavy wooden chairs for each. In the center of the south wall is the heavy wooden door that leads outside. The only other door is the one you came in. The brazier is burning in the northwest corner of the room. Three more of the walking corpses are in here, and turn your way as the door swings open.

If anyone examines the front door, they can determine that it is a one-way door that can only be opened from inside the tower. If they look at the door for three rounds, they will see that the door also becomes transparent so that those on the inside can see what's outside before opening the door.

TOWER SECOND FLOOR

DM's Notes: This floor features three ghouls, one in the study and two in the library. Add an extra ghoul for every two levels above six in the party, alternating between the study and library. There is also a swarm of bats that will fly out of the secret supply room; the number of bats equals the party's levels multiplied by 1.5.

STUDY (2-1)

The study covers the east side of this floor and is 25 by 40 feet and 10 feet in height. An alcove to the north leads to the stairs going up to the third floor. Embedded in the west wall of the study is a brazier identical to the one on the first floor. It provides good lighting for the study. You can see through the fire to a library on the other side of the wall. There are tables in here as well as a bookcase on the south wall. A ghoul is pulling books off the bookcase and ripping them up. When you open the door, it turns toward you.

Note: There may be more than one ghoul in this room based on the number of levels in the party.

In the room is what remains of what was a luxurious chair with a metal candle holder. All its upholstery has been torn up and the arms have been broken off. An ornate 10-foot by 5-foot wooden desk with a high-backed chair dominates the study. The desk is covered with claw marks, and the drawers have been smashed out. Paper is strewn everywhere on the floor and the fancy gold candelabra atop the desk has been bent and twisted out of shape.

On the south wall are wooden bookshelves whose contents now litter the floor. Five feet north of the bookshelves is a 5-foot by 15-foot heavy wooden table covered with broken pottery, glass, and ripped-up books. A wooden door is on the southern half of the west wall.

The ghoul will screech when it attacks or is attacked. The screech will alert the ghouls in the library, who will come through the door from the library at the start of round three. They arrive at the rate of one per round until they have all arrived.

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LIBRARY (2-2)

The library fills out the rest of the second floor of the tower, being 20 feet by 35 feet north to south. The west wall is almost completely covered in bookcases. Separated from that by a 5-foot aisle are two 15-foot floor-to-ceiling bookcases.

If the adventurers were able to slay all the ghouls in the study without them getting their screech off (with surprise attacks or a silence spell, for example) then the remaining ghouls will be in this room, tearing through the books.

There is a secret door in the back wall that can be detected as normal.

SECRET SUPPLY ROOM (2-3)

DM's Notes: The secret door is locked and trapped. A normal detect traps check will find the trap. A normal remove trap is needed to remove the trap, and a Pick Lock check to unlock the door.

The trap is a poison dart that will strike anyone not unlocking it with a key. The victim needs to make a save vs poison or be poisoned for 10 minutes doing 1-2 points of damage each round. In addition, if the trap is set off it will trigger an audible alarm on the third and fourth floors of the tower for 1 minute.

When the secret door is opened, a swarm of 10 bats pours from the entrance. The bats will fly by taking one attack before trying to exit the floor by going downstairs.

After the bats are dealt with, behind the secret door you see an unlit 5-foot-wide 15-foot-deep room filled with shelves. The shelves are covered with potions, chemicals, plants, and animal parts in neatly labeled jars.

There are four useful potions in the room. For each round that they search, they locate one of the potions. Also, a Detect Magic spell can detect all four. If the adventurers are looking for a special compound or spell component, then they can probably find it here, unless it is extremely rare or valuable.

The potions contained in the room are:

1. Potion of Neutralize Poison
2. Potion of Extra Healing
3. Potion of Water Breathing
4. Potion of Flying

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TOWER THIRD FLOOR

DM's Notes: The third floor bedroom is occupied by hobgoblins equal in number to the party's levels.

The landing to the third floor ends in a doorway.

An adventurer who makes a Hear Noise check at the door will hear noises and voices on the other side.

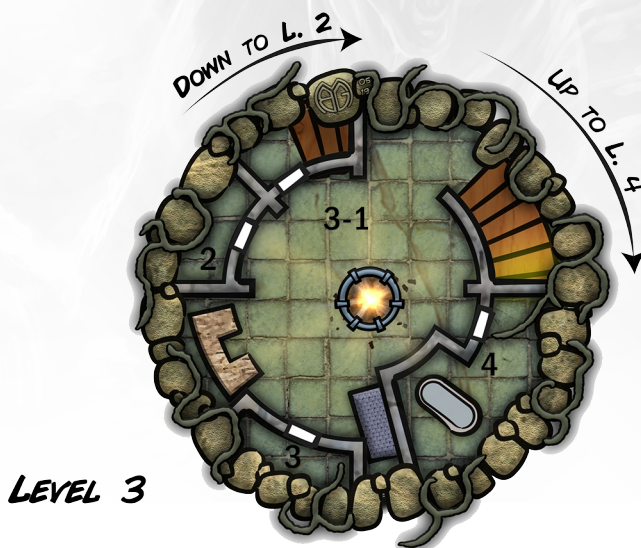
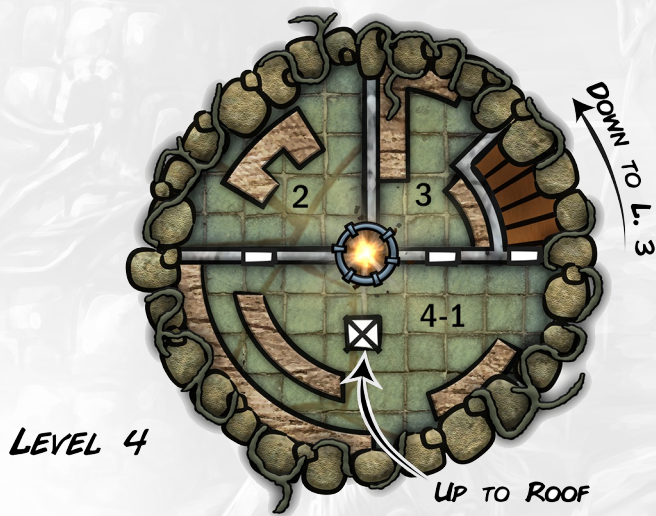
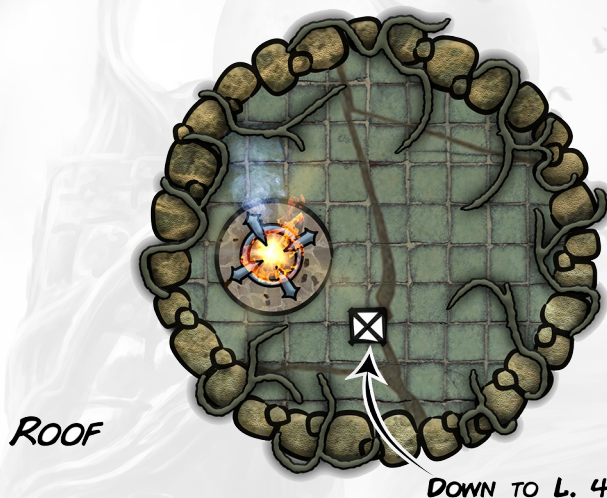
BEDROOM (3-1)

When the door is opened you see a large, 30- by 30-foot brightly lit bedroom. There is a massive U-shaped table covered with what can only be described as experiments giving off a sickly sweet smell. There is also a four-post bed and a large wardrobe. In the center of the room there is a brazier like the ones you have seen before. There are three other doors in this room as well as stairs leading up again. The room seems to deaden sounds other than voices. There are a number of hobgoblins in the room. One is on the bed, while several others are huddled around a pile of clothing and throwing dice. They look over as you come in, surprised looks on their faces.

On the west wall are doors for the stairs to the second floor and the closet. A 10-foot-wide opening to the north allows access to the stairs going up. On the east wall is a door to the bathroom, and on the south wall there is a dressing room.

There is a heavy wooden U-shaped table. It is covered from end to end with glassware, chemicals, compounds, open books, and papers. Anything there is over the heads of the adventurers.

The bedsheets are tossed about and the mattress has been torn apart. The wardrobe doors are open, and a massive pile of clothing spills out from the wardrobe and onto the bedroom floors.

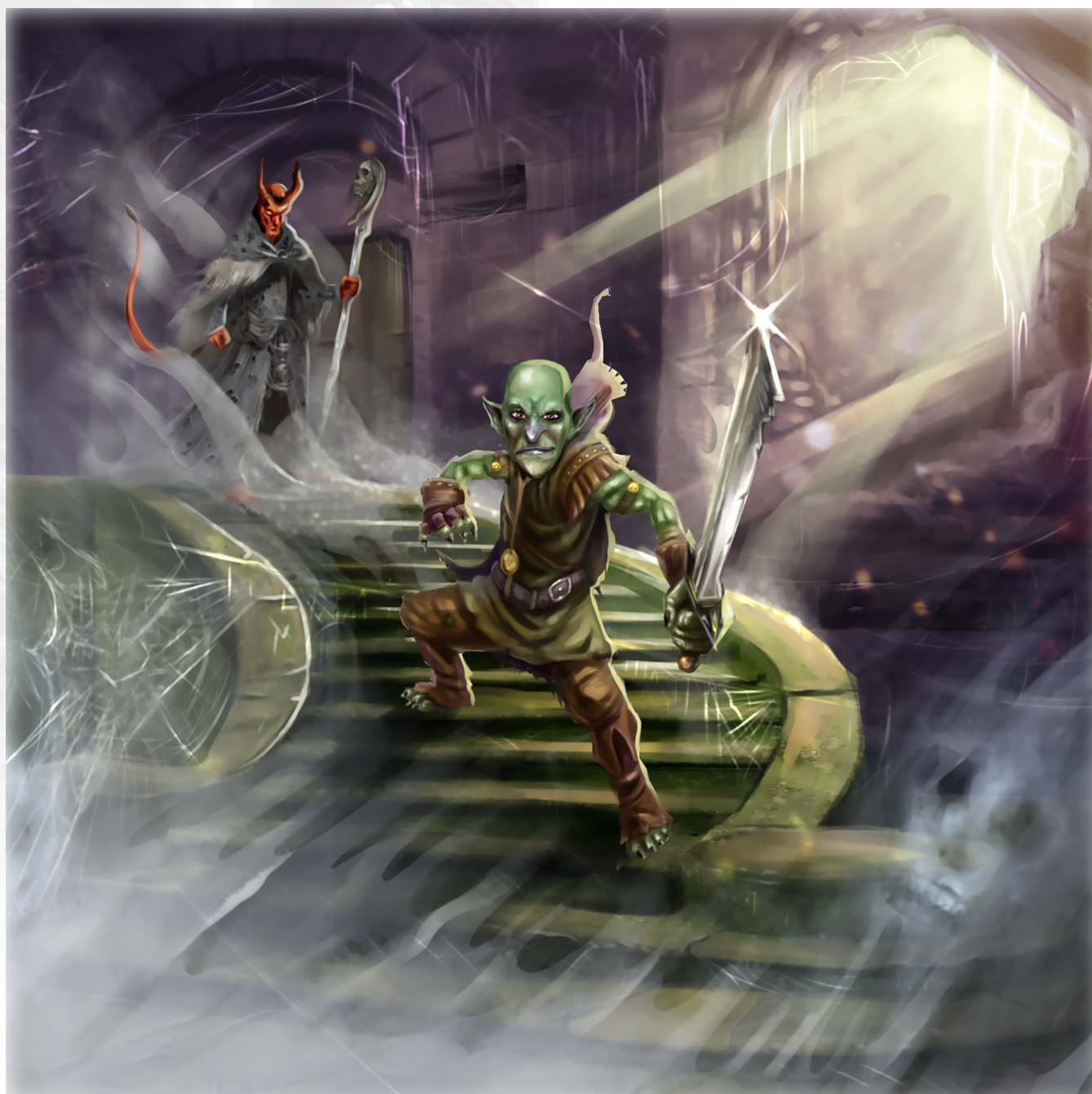


If the adventurers move the clothes on the floor by the wardrobe is a red painted circle. If someone stands in the circle with the wardrobe doors closed, they will be transported to the fourth floor (directly underneath the trapdoor to the roof). This is the only way to get to the fourth floor other than the one-way door to the staircase, which can be opened only from the fourth floor. The teleporter can carry only one person to the fourth floor every other round, and only if the reception spot on the fourth floor is free of obstacles.

This entire floor is enchanted to deaden sounds other than voices. Melius, being a light sleeper, likes the quiet at night but still wants to be able to function normally during other times of day.

CLOSET (3-2)

The closet is a 5-foot by 10-foot room that houses shelves crammed with materials used for Melius's private experiments, leftovers of his old experiments, books, writing pens, and paper.



DRESSING ROOM (3-3)

This room is a 15-foot by 5-foot dressing area that, unlike the rest of the castle, has its floor covered in a thick, deep red carpet. The walls contain several hooks for clothing and towels. The western wall holds a floor-to-ceiling mirror whose images appear in full daylight.

This carpet absorbs any liquid that touches it.

BATH ROOM (3-4)

This large, humid room has a small sitting area, a basin for washing, and a huge oval bathtub that is full of water. The room is dimly lit by sconces in the southeast corner. The entire room smells like flowers, and the scent grows stronger the closer you get to the bathtub.

This room is a good 10 degrees warmer than any other room in the tower. A hobgoblin has left all his armor and weapons on the floor and is soaking in the tub.

The water is hot to the touch, but not hot enough to cause burns. The turn after someone touches the water, white bubbles will appear on the surface of the tub and the smell of flowers grows stronger.

STAIRCASE

As soon as you enter the staircase, you hear shouting from out of sight at the top of the stairs. You will also hear pounding of metal on stone. At the top of the stairs are two hobgoblins and a tiefling.

The tiefling is a wizard necromancer named Mortem Dominus. Mortem and the hobgoblin will attack anyone coming up the stairs who isn't a hobgoblin. If any of the adventurers speak Infernal, they will hear Mortem calling on Melius to surrender and give up the book. The door at the top of the stairs cannot be opened from this side.

TOWER FOURTH FLOOR

Anyone who passes an INT check will recall that the tower definitely appeared to have only three floors from the outside.

LABORATORY (4-1)

The laboratory occupies the southern half of this floor. There are three doors in this room, the furthest one to the west is made of metal. A central brazier provides the light and heat for all the rooms of this floor. There are two 5-foot-wide tables: one is 15 feet long and the other is 20 feet long. The tables are covered with experiments and papers. Along the southern wall, there is a 35-foot bookcase full of books on all kinds of magic and thaumaturgy. In the middle of the room, on the ceiling, is a trapdoor leading to the roof.

The first door on the east side leads to the stairs down and must be unlocked from the laboratory side; the door cannot be opened from the stairwell side without magic. The other doors lead to the secured laboratory and to the office. Under the trapdoor is the painted red circle that matches the one on the floor below, where anyone teleporting up from the third floor will appear.

SECURED LABORATORY (4-2)

The door to the lab is made of metal and is secured by a heavy-duty lock. The lab occupies the northwest corner of this floor. Five feet inside the door is a 10-foot-wide floor-to-ceiling blast wall. Beyond the blast wall is a 5-foot by 15-foot U-shaped table. Unlike most tables in the tower, this one is completely empty. The only light currently in the room comes from the brazier.

To open the lock on the door takes a Lock Pick check.

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OFFICE (4-3)

The wizard's private office takes up the northeast corner of this floor. It contains a desk against the east wall and a bookcase in the northwest corner of the room. The room is lit from the brazier and a single sconce above the desk.

If the Adventurers Arrive via Teleporter: Melius is sitting at the desk, in his office with the door open. He looks up sleepily. "I knew Adwick would send someone for me. How far have things progressed?" he asks. After the adventurers provide an update, he will ask "Have you seen my apprentice, Magus Addicti? He has my spell book."

If they have seen him and tell Melius, he will want to go face down Mortem Dominus so that he can save Magus Addicti. He will lead everyone to the door, and when ready he will open it to fight.

If the Adventurers kill Motem Dominus: The door at the top of the stairs opens and Melius steps out. "I knew Adwick would send someone for me," he says. "How far have things progressed?"

He will hustle down the stairs, closing the door behind him. He will listen to the adventurers as he goes to the safe room on the first floor. There, he will open the safe room and get his spell books from Magus Addicti. He will give Magus instructions to clean up the tower as he heads to the door, bellowing, "We must move fast before disaster befalls us all!"

TOWER ROOF

This is a flat, open 50-foot by 50-foot area on which there is a large forge in the northwest corner.

The only thing on the roof is a trap door to the fourth floor, but it is indistinguishable from the floor of the roof and is locked from the inside. Melius will not unlock it.

Leaving the Tower

Melius will lead everyone out of the tower, unlocking the front door with a wave of his hand. The flagstones have returned to their normal position. He continues to march quickly away from the tower along the trail. The trail seems to become totally dry in front of Melius as he walks. Everything is lighter and brighter as the adventurers make their way to the edge of the swamp.

LEAVING THE SWAMP

DM's Notes: There will be a guardian skeleton and one zombie blocking the party's path for every level of the party (not including Melius). The guardian skeleton is standing in the trail and the zombies will emerge from the swamp 15 to 20 feet from the path, surrounding the party.

As you approach the edge of the swamp, a skeleton wearing armor pulls out his sword and adopts a defensive posture. As soon as the skeleton does this, zombies arise out of the swamp water 15 feet away on either side, surrounding you.

THE TRIP TO THE CAMP

After the encounter with the guardian skeleton is over, the adventurers emerge from the swamp. Melius will suggest that the party rest, as he needs to study and regain his spells.

You are awoken the next morning by an ear-splitting whistle. You stumble from your bedrooms to find Melius standing at the edge of your camp, grinning broadly. As you stand dumbfounded, you hear rustling and braying as a group of mules arrive. There are enough mules for Melius and each member of your party, and an extra loaded with supplies.

DM's Notes: It is a full two-day march to the baron's camp at the mouth of the pass southwest of Adwick. If the adventurers choose to pass back through the Ruins and Adwick, the detour will add an extra day to the march.

PLAINS SCOUTS:

DM's Notes: Late in the afternoon on the first day out of the swamp, the adventurers will be attacked by worgs and their riders. There are two worg riders plus one for every two character levels.

The party moves across grasslands that are flat as far as the eye can see, but as the day goes on there are more and more rolling hills. Late in the afternoon of the first day, the party will be attacked by a worg rider scouts. The range at which the adventurers notice the approaching worg scouts will be based on a WIS check:

	Rangers / Druids	Other
Equal	200 Feet	150 Feet
Passed by 2	150 Feet	75 Feet
Passed by 5	100 Feet	50 Feet
Passed by 8	75 Feet	25 Feet
Passed by 11	50 Feet	10 Feet
Passed by 13	25 Feet	Melee Range

On a critical success, or if a ranger passes by more than 13, the worg riders will be dismounted, waiting on the party to appear. It will take a full round for the riders to mount their worgs.

If the encounter is at 50 feet or less, the worg riders automatically wins initiative the first round and make a charge attack. The worgs and riders will fight to the death, as they know that Melius is part of the group.

If the adventurers win and search the bodies, they will find a handwritten note, in Common, with orders to search this area as Melius had escaped the tower.

At the end of the first day of travel, the adventurers will be able to see the ruins of Rochdale and Adwick in the distance. When they arrive at the Gnomes Victory River, Melius creates a bridge to cross; the bridge will vanish after everyone is safely across.

TRAVELLING RANDOM ENCOUNTERS

- 1 Worg riders (1d6)
- 2 Elk if hunted (Foraging 8 + Food collected – 3D6 lbs)
- 3 Death dog (1d4)
- 4 The party becomes lost
- 5 Dire Wolf (Foraging 10 + Food collected – 2D6 lbs)
- 6 Adwick patrol (Six City Guards)
- 7 Boar, Giant (Foraging 9+ Food collected – 2D8 lbs)
- 8 Spring found (Foraging 10+ Water collected – as much as they can contain)
- 9 Beetle, Giant Fire (3-18) (Foraging 12+ Food collected – 1d8 lbs)
- 10 Orc Warband (2-12)
- 11-20 No Encounter

The Baron's Camp

As you arrive at the baron's camp, a gnome soldier stops you, asking what you are doing there. Melius pulls back his hood, stopping the soldier in his tracks. "My apologies," the soldier stammers. "Please follow me. The baron and the army will be most happy to see you have arrived."

As word spreads of their arrival, the entire army turns out to watch them approach the baron's tent. When the baron emerges to greet Melius, a cheer goes up from the crowd.

The camp consists of two dozen large tents set in a semi-circle around an even larger tent. The baron's colors fly over the largest tent. On the far side of the camp is a large corral that houses the war dogs.



The baron invites them in and says that he had heard that Captain Miver had sent them on the mission to find Melius, and he is glad that it was successful. He hands each of the adventurers a pouch of 100 gp. He asks them to spend the night in Melius's tent, which is nearby, as he must get ready for a major assault that is expected the next day.

You are shown to a tent nearly as large as the barons. Four braziers provide light inside the tent, in addition to a small fire that blazes warmly at the center. Around the center of the room are finely made hammocks for the adventurers and a large, very ornate bed for Melius. Off to one side is a large round wooden table. After you enter, several servants lay out trays of food and flagons of wine and spirits. One will remain behind to see to any requests that you have, and to give you directions around camp. The air is filled with the thick scent of perfumes and food.

At the back of the tent there is an ornate divider for a bath half-full of water. The remaining water can be heated over the fire to provide a warm bath. Next to the tub is a small table with bath products the likes of which you have never seen. The servant points out one that, if added to a hot bath and soaked in for an hour, will cure all wounds, diseases, and conditions.

Two guards are placed at the entrance to see that you are protected. The baron knows of threats on Melius, and just survived an assassination attempt himself just two nights ago.

THE ASSASSIN STRIKES

Just after midnight, Jakaris will strike. How it progresses depends on if the adventurers set up watches. Jakaris will cut his way into the tent behind the bath area, so his entrance is not visible from the main room of the tent.

If someone passes a Hear Noise test they hear a tearing sound. The noise is coming from someplace near the bath.

Jakaris will attempt to slip into the room in the shadows and attack Melius with a poisoned dagger. If confronted, he will pull his scimitar and attack any who stand in his way. If he feels overwhelmed, he will attempt to run away and fight another day.

Jakaris Succeeds: Melius is dead and the truth of Melius comes out .

Jakaris is Killed Before Killing Melius: The threat to Melius is eliminated for this year

Jakaris is Driven off before Killing Melius: If Jakaris makes it out of the tent, he will jump on a waiting horse and ride away to appear again later.

Jakaris is Captured: Jakaris can be interrogated.

If you Interrogate Jakaris and pass a CHR check, he will let it slip that he was hired to kill Melius, but claims not to know who hired him.

If you pass a second CHR check, Jakaris will reveal that he was hired by Mortem Dominus. Mortem wanted to take Melius's tower and make it his own, but cannot as long as Melius lives.

What no one knows, including Mortem, is that the Melius's tower is a powerful artifact that has been teleporting from location to location at different times of the year so that Melius could offer his aid. Also, Melius is not the original Melius. The name and function have been passed down from one "Melius" to his apprentice whenever the current Melius was ready to retire.

If the current Melius were to be killed, his body will teleport to the tower to be raised. He will then be transferred to another part of the world where that Melius is not known and released from his obligations. At that point, his apprentice will take over as Melius.

THE NEXT DAY

If Melius was killed: Word of Melius's death will spread rapidly around the camp. Many in the camp will turn against the adventurers. The baron knows that the adventurers did their best and does not blame them. He determines that he needs to get the party out of camp right away. To this end, he has the party brought to his tent.

"I am deeply saddened by the events of last night and the loss of my friend. I know that it was not your fault but there are elements among my camp that are not so enlightened. For this reason, I have selected you for an important mission."

Other Results: Melius leads you into the baron's tent. Melius explains the attack and how the adventurers can be trusted. The baron smiles and provides each player a bonus 10 gp and gives them the same mission as if Melius had been killed.



The Next Mission:

"I have been contacted by an emissary of the islands in the Dragon Sea Bay. We need you to travel to the city of Kelly Coast and deliver a message for me. You will be compensated, but you need to leave immediately."

With that, you are handed a scroll sealed with the emblem of the Baron of Adwick and ushered back to your tent to pack.

ON THE ROAD AGAIN

The adventurers travel a few hours south to find the trail, and by mid-day they are moving into the hills. Things progress uneventfully until the second night. Just before midnight, the last encounter occurs.

This encounter depends on what happened during Jakaris's assassination attempt on Melius. If he was killed, this encounter will be a with an ogre plus a number of orcs equal to the party's levels minus 5. If Jakaris lived and escaped, then it will be an ogre plus Jakaris plus a number of orcs equal to the party's levels minus 8.

If Jakaris is involved, he will attempt to sneak around to flank the party while the ogre and orcs attack from the front. If Jakaris passes a move silently check and a hide in shadows, he will move around the party until he gets to the opposite the ogre. Once there, he will attack from the rear.

If awake, the characters will spot the ogre and orcs, if any, at a distance of 60 feet. If asleep, the character will be able to conduct normal actions next round.

This is a battle to the death for Jakaris, but the orcs will try to run away if the ogre is killed.

Monsters

NOTE: If playing 2E add in the STR, DEX & CON bonuses to each monster of that type when a stat is listed at the end of the entry.

BAT: AC 7, HD ¼, HP: 1, Atts 1, Dam 1, Small, Fly, DEX(+2 AC)

BEETLE, GIANT FIRE: AC 4, HD 1+2, HP: 6, Atts: 1, Dam 2d4, Small, 2 ½ feet long, the beetles glands glow for 10' radius for 6 days after removed, and are highly prized. .

BOAR, GIANT: AC 6, HD 7, HP 42, Atts 1, Dam 3d6, Large, 5' at shoulder. Will continue to fight for 1-4 rounds after hitting 0 hp, stop at -11 hp. STR(+1 to hit, +2 damage).

CROCODILE: AC 5, HD 3, HP: 16, Atts: 2, Dam 2d4/1d12, large, surprise on 1-3 on d6, STR(+1 to damage).

DEATH DOG: AC 6, HD 6+2, HP 39, Atts 2, Dam 1d6+2, + Disease, Med, 2 headed dog, STR(+1 to damage).

DIRE WOLF: AC 6, HD 4+4, HP 26, Atts 1 Dam 2d4, Large, STR(+1 to hit, +2 damage), DEX(+1 AC)

ELK: AC 9, HD 2, HP 13, Atts 3 (hooves & horns), Dam 1d4/1d4/1d6+1, Large, Special: charge – double horn damage if hit. STR(+1 to hit, +1 damage)

ELVES, DROW: AC 5, HP 13, Atts 1, Dam 1d6(short sword) or 1d6+poison - save vs Poison or sleep(hand crossbow), Chainmail, Innate Spells: dancing lights, darkness & faerie fire all 1/day. Sensitivity to light. Surprised only on a 1 on 1d6. +1 to hit with Bow. DEX(+2 AC, +1 to hit with missile weapons)

GHOULS: AC 6, HD 2, HP 13, Attacks 3 (claws & bite), Dam 1d3/1d3/1d6, Med, Undead, attack hit causes paralysis unless saved on humans, dwarves, gnomes, half-elves and halflings. Prot from Evil keeps them at bay. Immune to sleep & charm. DEX(+1 AC)

GOBLINS: AC 6, HD 1-1, HP 6, Atts 1 or 2 (club/scimitar or Short bow), Dam club 1-6, Scimitar 1-8, bows 1 + poison (sleep), surprise on 1-3 on d6. In the Ambush the goblins are not looking to kill. Instead they are looking for information.

GOBLIN VETERAN: AC 6, HD 1+1, HP 9, Atts 1 (club) Dam 1d4+2, surprise on 1-3 on d6, DEX(+1 AC)

GOBLIN LEADER: AC 5, HD: 2+2, HP 15, Atts 2 (Scimitar, Dagger) (-2 to hit with dagger), Damage 1d8/1d4 Special: Hide in Shadows (50%), Move Silently (40%), DEX(+1 AC)

GRAY OOZE: AC 8, HD 3+3, HP 22, Attacks 1, Dam 2d8. Corrodes and eats metal destroy chainmail in 1 round. Immune to spells, heat and cold. Lightning and melee attacks do full damage. But weapons then destroyed unless magic, then save verse acid. Large, slow move 10' per round.

Monsters Continued

HOBGOBLIN: AC 5, HD 1+1, HP 8, Atts 1, Dam 1d8 (longsword), STR(+1 damage)

OGRE: AC 5, HD 4+1, HP 25, Atts 1, Dam 1d10 (great club)/1d8 (large javelins), Large, STR(+3 to hit, +7 damage), CON(+8 hp)

ORC: AC 6, HD 1, HP 6, Atts 1, Dam 1d8 (battle axe)/ 1d6(javelins), STR(+1 damage)

RAT, GIANT: AC 7, HP 3, Atts 1, Dam 1d3 (bite), 5% chance to cause serious disease or wound unless target saves versus poison.

SKELETON, DRAGON TOOTH: AC 6, HD 2, HP 12, Atts 1, Dam 1d6 (shortsword), ½ damage from edged weapons

SKELETON, GUARDIAN: AC 3, HD 4, HP 24, Atts 4, Dam 1d8 (longsword), ½ damage from edged weapons, CON(+8 hp)

SPRITE: AC 6, HD 1, HP 5, Atts 1 or 2, Dam 1-4 (dagger) or 1d4 + poison - sleep (short bow), fly, become invisible at will (-4 to hit when invisible). Fly DEX(-2 AC, +1 to hit with missile weapons)

STIRGE: AC 8, HD 1+1, HP 6, Atts 1, Dam 1-3, Attacks as 4 HD creature, Once hit, it will drain 1d4 points per round until it has drained 12 points. Fly

WORG: AC 6, HD 3+3, HP 21, Atts 1 Dam 2d4, Large, STR(+1 to hit, +1 damage)

WORG RIDER: AC 5, HD 2, HP 12, Atts 1, Dam 1d6 (spear), double if charging. STR(+1 to hit, +1 damage), CON(+4 HP)

ZOMBIE: AC 8, HD 2, HP 12, Atts 1, Dam 1d8, Undead, always strike last, immune to sleep, charm, hold and cold based spells, holy water does 2d4 points of damage to them.



PERSONALITIES

Blood Guard: Human Fighter Lvl 1, AC 6(studded leather + shield), HP 8, STR 16 (+1 damage) DEX 13 CON 14 INT 11 WIS 10 CHA 11 Languages Common, Gnomish, Dwarvish, Halfling; Whistle: each carry a whistle that will bring two more Blood Guard within 1d6+2 rounds. Atts: 1, Dam 1d8+1 Longsword.

City Guard: Gnome Fighter Lvl 1 AC 4(chain mail + shield) HP 9, STR 16 (+1 damage) DEX 13 CON 14 INT 11 WIS 10 CHA 11 Languages Common, Gnomish, Elvish, Dwarvish, Halfling Whistle: each carry a whistle that will bring two more City Guard within 1d6+2 rounds. Atts: 1, Dam 1d8+1 Longsword

City Guard: Halfling Rogue Lvl 1 Armor Class 5 (leather) Hit Points 8, STR 13 DEX 17 (+3 AC, +2 to hit missile weapons) CON 15 (+1 HP) INT 8 WIS 12 CHA 10 Languages Common, Halfling, Gnome Atts: 1 or 2 Dam 1d8 Scimitar or 1d6 Shortbow(+3 to hit). Halflings +1 to hit with bows, PP 40%, OL 40%, F/RT 25%, MS 40%, HS 20%, HN 15%, CW 100%

Darsidium Moonforge - Dwarf Fighter 1st Level (Sponsored by Dale Porter)
STR 15 DEX 13 CON 16(+2 HP) INT 8 WIS 13 CHA 10 AC 4 (chain mail + shield) HP 12, Languages Common, Dwarvish, Goblin, Atts 1, Dam 1d8 Battle Axe

Duwayne Ironfist, Owner Demon and Dragon Inn - Dwarf Fighter 4th Level
STR 17(+1 to hit, +1 damage) DEX 14 CON 16 (+2 HP) INT 11 WIS 12 CHA 14 AC 8 (leather Armor normally) 18 (splint mail+1 if outfitted for combat) HP 42 Atts: 1, Dam 1d10 Great Axe(2-handed) or 1d4+1/1d3+1 Dagger+1 (always worn)

Gerhard Spengler - Human Paladin 1st Level (Sponsored by Takahiro Hashinaka)
STR 16(+1 damage) DEX 15(-1 AC) CON 15(+1 HP) INT 13 WIS 16 CHA 17 AC 3 (chain mail + shield) Hit Points 11, Languages: Common, Dwarvish, Halfling, Atts 1, Dam 1d8+1 longsword, Lay on Hands 1/day, Prot from Evil, Cure Disease 1/week

Halia Bilelveg - Gnome Ranger 4th Level (Sponsored by Peter Bagnato)
STR 12 DEX 18(+4 AC, +3 to hit missile weapons) CON 13 INT 10 WIS 14 CHA 10 AC 3 (Leather+1) Hit points 32, Languages: Common, Gnomish, Goblin, Halfling, Orc, Companion (Wolf Spider),Atts:1 or 2, Dam 1d6/1d8 shortsword or 1d6 Longbow+1 (+4 to hit) 12 arrows +1, 20 normal arrows, +4 damage vs Giant class (including goblins & orcs), surprise 50% chance, tracking.

Wolf Spider, Companion: AC 8, HD 1+1, HP 8, Spider Climb, Atts 1, Dam 1+ Poison, Save vs Poison+2 or+2d6 damage and paralyzed 1d6 turns. 1/2 damage and no paralysis with successful save.

Jakaris, The Traitor - Elf Rogue (Assassin) 4th Level
STR 12 DEX 19(+4 AC, +3 to hit missile weapons) CON 13 INT 12 WIS 11 CHA 14 AC 2 (Studded leather) HP 27, Atts 1 or 2, Dam 1d8/1d12 Long Sword (+1 to hit Elf) or 1d6 Shortbow+1 (+4 to hit), Ring of Protection +1, Assassinate, PP 70%, OL 52%, F/RT 45%, MS 50%, HiS 47%, HN 20%, CW 88%, RL 20%, Poison Save or die (coated on sword), 6 +1 Arrows

Magus Addicti, The Apprentice - Human Wizard 2nd Level

STR 10 DEX 12 CON 12 INT 17 WIS 14 CHA 14 AC 10 (Robes) HP 7 Att 1, Dam 1d4/1d3 Dagger
Spells; 1st Level (2) Shield, Magic Missile (all expended when party first meets him) Spell Book: Read
Magic, Shield, Magic Missile, write

Melilot Underlake, The Barmaid - Halfling Rogue 2nd Level (Sponsored by Trevor Winstanley)

STR 8 DEX 17(+3 AC, +2 to hit missile weapons) CON 14(+4 saves) INT 13 WIS 10 CHA 13 AC 5
(Leather) HP 10, Languages: Common, Thieves Cant, Halfling, Gnome, Dwarvish; Att 2 Dam 1d6/1d8 +
1d4/1d3 (short sword + dagger) or 1d6 shortbow (+2 to hit). PP 45%, OL 44%, F/RT 30%, MS 36%, HiS
25%, HN 15%, CW 71%

Melius, The Wizard - Human Wizard 8th Level

STR 9 DEX 17(+3 AC, +2 to hit Missiles) CON 15(+1 HP) INT 18 WIS 12 CHA 17 AC 4 (Cloak
Protection +3) HP 30 Att 1, Dam 1-4/1-3 Dagger+2, Spells: 1st Level (4) Light, Detect Magic, Sleep,
Burning Hands, Hold Portal, 2nd Level (3) Wizard Lock, Ray of Enfeeblement, Web, 3rd Level (3) Dispel
Magic, Fireball, Fireball, 4th Level (2) Fire Shield, Wall of Fire (All expended when meets party) Wand of
Magic Missiles 12 charges

Mortem Dominus, The Necromancer - Tiefling Cleric 5th Level

STR 10 DEX 12 CON 14 INT 12 WIS 17(+2-1st, +2-2nd, +1-3rd level spells) CHA 16 AC 2 (splintmail
+1, shield) HP 28, Atts: 1, Dam 2-5/1-4 Hammer, Spells 1st Level (5) Prot.from Good, Bless, Command,
Cause Light Wound, Sanctuary, 2nd Level (5) Hold Person, Silence 15'r, Spiritual Hammer, Resist Fire, Slow
Poison, 3rd Level (2) Animate Dead, Cause Blindness, Ring Spell Storing (2) Animate Dead, Animate
Dead; Tieflings are part Human and part devil, and often have red skin, horns and tails. They also have
infravision 60', resistance to fire, cast Darkness 1/day and Burning Hands 1/day.

Qallin Eluvius, Elven Rogue (Assassin) 3rd / Wizard (Abj) 2nd Level (Sponsored by Chris Anderson)

STR 13 DEX 16(+2 AC +1 To hit missile weapons) CON 12 INT 16 WIS 10 CHA 10 AC 4, Studded
Leather, Cloak of Protection +1, HP 15, Atts: 2, Damage 1d8/1d4 Long Sword/Dagger, Double damage
back stab, Assassinate, PP 45% OL 33% F/RT 30% MS 32% HS 30% HN 20% CW 87%, Spells: Shield,
Protection from Evil and Good, Detect Magic, Comprehend Languages, Burning Hands.

Staron Marus VI, Baron of Adwick - Gnome Fighter 12th Level

STR 17(19 +3,+7) DEX 15 (+1 AC) CON 16 (+2 HP) INT 12 WIS 12 CHA 14 AC-2 (Plate +2, Shield
+1) HP 112 Languages: Common, Gnomish, Halfling, Elvish, Dwarvish, Attacks 2, Dam 1-8+10,(+6 to
hit, +10 damage) Battleaxe+3, Gauntlets of Ogre Power, Rides Wardog (If 2nd ed. Specialized Axe)

Thras Miver, Captain of City Guard - Gnome Fighter 8th Level

STR 18-79(+2, +4) DEX 14 CON 17 (+3 HP) INT 10 WIS 12 CHA 10 AC 1 (Chain mail+2, Shield, Ring
Prot +1) HP 68 Combat Battle Axe+2 Attacks 3/2, Damage 1d8+6 (+4 to hit, +6 damage). Javelins, Rides
a Wardog

Wardog: HD 2+2, AC 6 Hit Points 12, Attack:1 Dam 2d4

Thothon, The Bard - Halfling Storyteller AC 8 HP 15 Attack 1, Dam 1d6 Short Sword

Adwick



The Moors

Kingdom of Addenshire



Saulania





Eastwick
Keep

Cambridge



Northfolk

Greenglade

High Hill

Northalton
Keep

Magepoint

Harton

Newlark

Snowy Mountain

Grainmore Valley

Grainmore River

Eyrinwood

Alton R.
Meadow Lake

Meadow Song

Lyre R.
Raging Storm
Keep

Ironvale

Wright R.

Dark Hollow

Fort
Wright

Lakewatch
Castle

Wakemere

Shonewood

North Water

Thorny Vine

The
Battlement

Stoneforge

Aladore

Myrenlore

Withering
Lake

Eastfog

Stoneforge

Raeshone

Elshivan

Withering
Forest

Crab Apple Cove

Red Gem River

Greenvale

Saul

Ezzobrean

Feystone

Serenity

Dark Water River

Pinewood

Elshivan
Forest

Elshivan River

Bloodlet R.

0 32 64 96
MILES

Vraconia of Darknoth





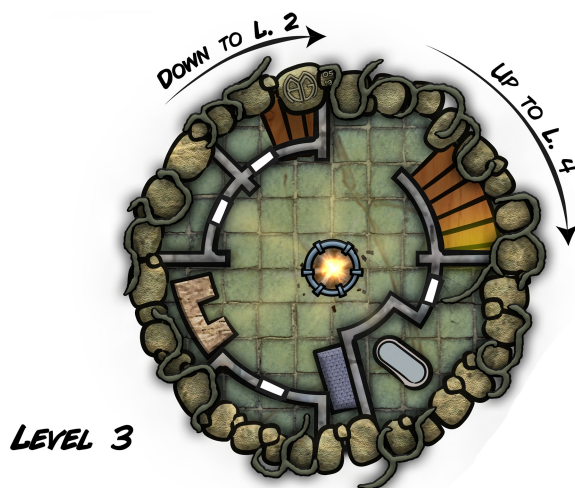
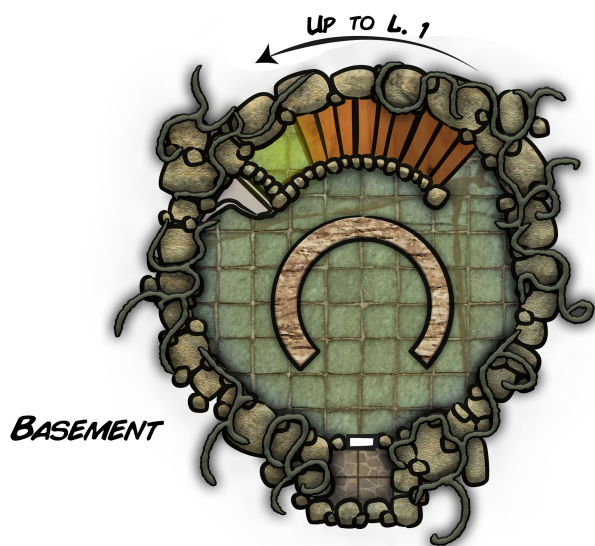
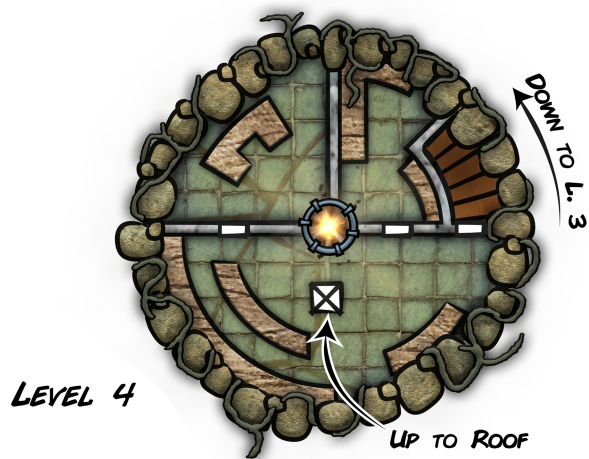
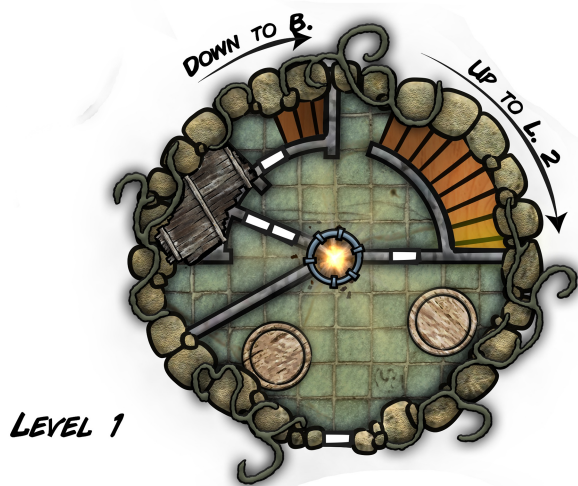
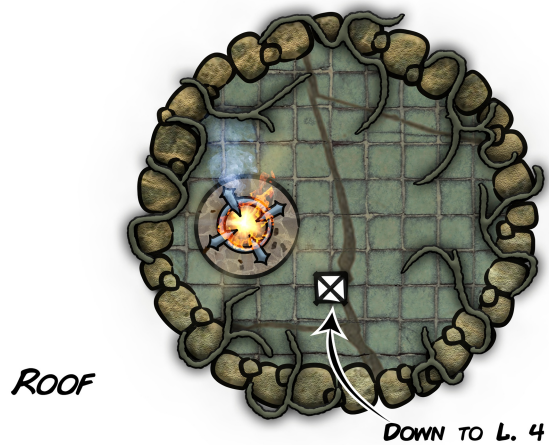
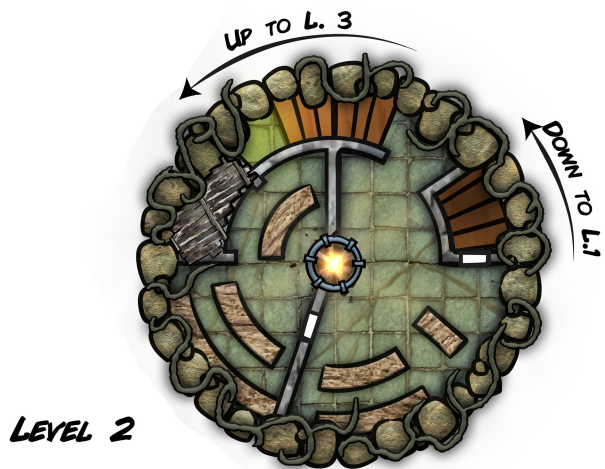
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*Ruins of
Rochdale*





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