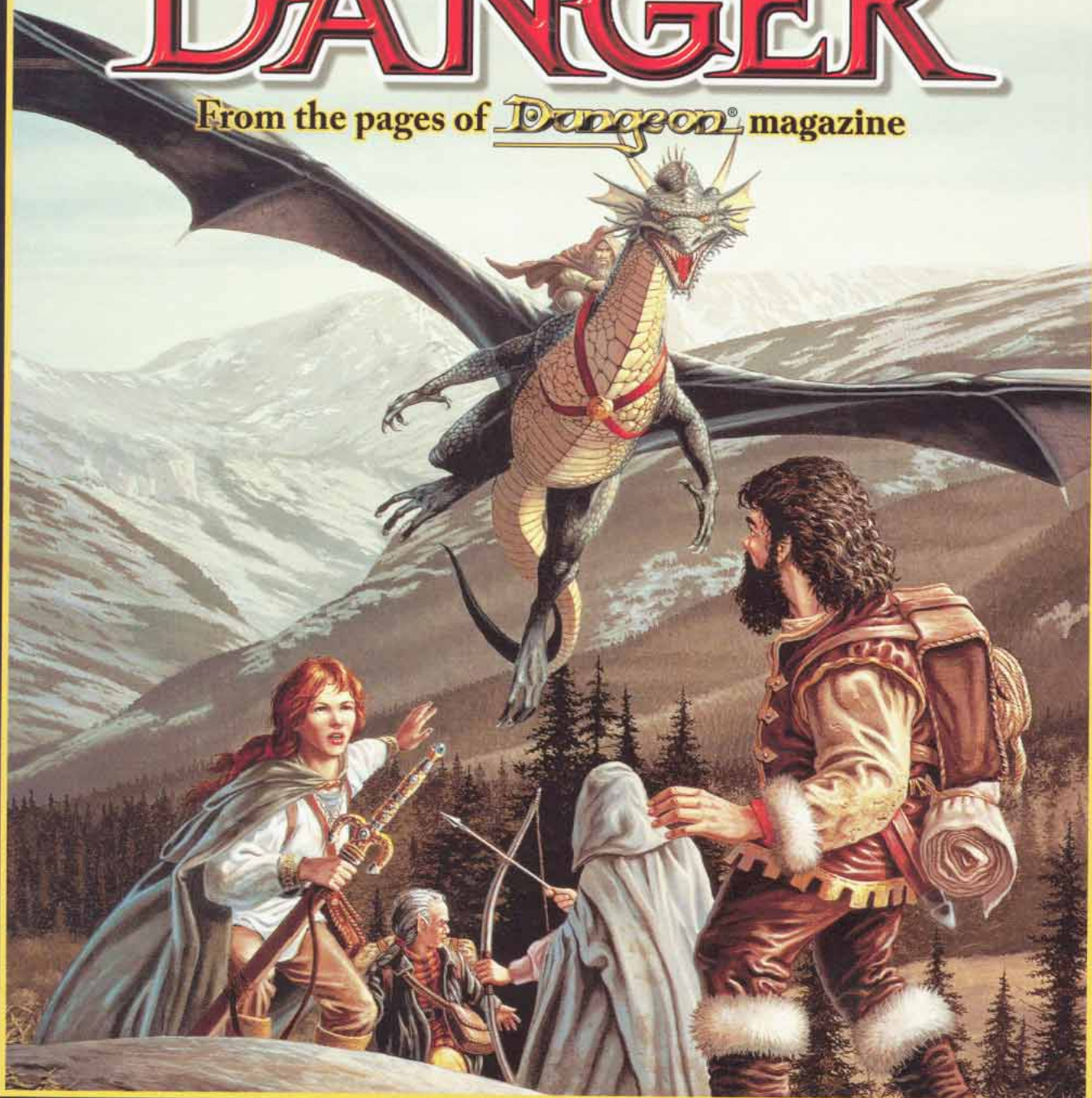




Advanced
Dungeons & Dragons[®]
Adventures

Road to DANGER

From the pages of *Dungeon*[®] magazine



Edited by Christopher Perkins

Advanced Dungeons & Dragons®

Road To Danger

From the pages of *DUNGEON® Adventures Magazine*

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Grakhirt's Lair

"Grakhirt's Lair" is an AD&D® adventure designed for 4-8 characters of levels 1-3 (about 12 total levels). At least one strong fighter (above 1st level) should be in the party to increase survival chances in difficult combat encounters. A balance of basic character classes (warrior, wizard, priest, and rogue) is helpful for success.

The reference to the alignment of flinds in the *MONSTROUS MANUAL*™ tome has been altered. The flinds encountered in this adventure are chaotic evil, as are their gnoll cousins.

Adventure Background

In its scant fifteen years of existence, the town of Nolivari has had many hardships and trials, but it has always managed to pull through. It had to be carved out of a wilderness untamed by humanity for a thousand years (or so says the *Book of Dalayle*, a local chronicle), struggle for independence from the western city-state of Ivirwylliw, and mourn the loss of its leader. Even so, Nolivari has been prosperous, growing on the abundance of raw materials on the edge of the wilderness.

Recently, the town suffered repeated raids of norkers from the foothills of a great mountain range to the south. The raids continued over a period of eight weeks, at which point the druidess Aldrelle came from her hermitage to warn the prince of a great host of the humanoid coming to surprise and burn the town. Prince Corin assembled his small group of men-at-arms and militia and fortified the town as best he could, using all materials available. Empty crates

were filled with rocks and set up as makeshift walls. Hunting bows were brought out, old swords retrieved from attics, and hatchets, meat-cleavers, and pitchforks were sharpened for use.

The "great host" of norkers arrived 150 strong. Though great generals might sneer at such a small force, it was almost three times the number of trained warriors in the town. The battle was desperate as the town's common folk valiantly fought for their homes and lives. The humanoids were driven back at a terrible price; nearly 250 defenders lay wounded or dead—a great loss for a population of little more than 1,000 people. No one in the town avoided loss of family, friends, or property.

But Nolivari had weathered the attack. According to local trappers and rangers, there should be no more than 50 norkers alive within 30 miles. What perplexes everyone is how the norkers, chaotic by nature, could have been organized for battle on such a scale.

The druidess Aldrelle, who reappeared after the battle, had some new information. There have been rumors among other humanoid tribes that the norkers had a powerful leader named Grakhirt. Little is known about him except the unquestioning loyalty the norkers gave him; no other beings have even seen him. Before the battle, the norkers were organized at the lair of the tribe whose chieftain is named Hragtam; perhaps this Grakhirt resides there. The ambition and charisma of this person are apparent. If he could discipline the disorganized norkers, what could be done with the lawfully-aligned humanoid races such as the goblins and hobgoblins? To prevent future invasions of Nolivari, Grakhirt must be eliminated.

This much the characters have learned since they arrived in town, one day after the great battle. Prince Corin has posted announcements asking for adventurers willing to capture or slay Grakhirt. A reward of 250 gp is offered to each member of such a party—not a great sum, but Nolivari is not a very rich town (especially now). Prince Corin warns that Hragtam was not killed in the battle, and there are likely to be a fair number of norkers alive in the lair.

For the Dungeon Master

The following information may be uncovered by player characters once they reach Grakhirt's chambers in this adventure, or by using *charm person*, *ESP*, or similar questioning upon Grakhirt, if captured. Certain other spells, such as *legend lore* and *commune*, might provide fragmentary information that eventually produces the whole story.

Half a century ago, a stranger came to the city of Ivirwylliw. He was the illusionist Arham, exiled from his native city in the far south. Powerful, cunning, and cruel, the wicked illusionist became associated with the city's notorious Assassins' Guild.

Though unable to gain an official position in the guild hierarchy because of his class, and unable to become an assassin due to physical weakness, Arham achieved influence through deceit, threats, manipulation, and magic, and he prospered in his evil ways. Any man who opposed his plans, regardless of rank, would more often than not be found stabbed, poisoned, or inexplicably dead—with an expression of supernatural terror on his face. In time, even the Guildmaster dared not oppose Arham for fear of arcane or mundane retaliation, especially after the illusionist married the Guildmaster's daughter and she gave birth to a son. The child was named Grakhirt.

Arham had his son trained in the skills of stealth and murder, and by himself in illusion. Grakhirt was intended to assume his father's power and influence, perhaps even with an official position—as Guildmaster—but this scheme never had the chance to be carried through. When the old Guildmaster died, the new one brought great enmity toward the illusionist and his offspring. After several failed





murder attempts and the loss of some of the Guild's most talented assassins, Arham was slain while studying his spells.

Little thought was given to the 19-year-old son of Arham as the Ivirwylliw Assassins' Guild licked its wounds; indeed, the dual-classed thief/illusionist was not seen in Ivirwylliw after the slaying of his father. The few who noted his absence assumed that he had fled forever, and Arham's missing journals and spellbooks were thought to have been taken by opportunistic thieves.

In truth, young Grakhirt had fled southeast to one of his father's wilderness sanctuaries, a small group of caves near Nolivari that served as the lair of a tribe of norkers. Grakhirt withdrew here to meditate for a time and familiarize himself with his deceased father's abode, books, and magical devices ... and to plot vengeance.

Grakhirt dreamed of raising an army of humanoids who would follow him in conquest across the lands. He would honor his father by being even greater and more terrible than had been planned. The norkers, manipulated by the clever Grakhirt (with help from his illusions and from pliable tribal authorities eager for territorial dominance), were organized for a military campaign. Raids were organized on farms to raise provisions and build morale. Then the great attack on Nolivari was set into motion, to attract the attention and support of other humanoid groups in the region that sought to halt human civilization's conquest of the wilderness. Such a movement in the wild lands could hardly go unnoticed. The druidess Aldrelle, informed by her friends in nature, warned Prince Corin. Anticipated and prepared for, the attack met with defeat.

Defeat at Nolivari might well have been the fatal step in Grakhirt's career. He has withdrawn to his lair to fume and plan his next move. It is the task of the player characters to stop him from making any more such plans, through his capture or elimination and the destruction of the norkers.

Town Personalities

Below are some of the major non-player characters of Nolivari and its vicinity. Their personalities and statistics are presented for use in PC interactions as well as for ongoing campaign use.

Prince Corin (7th-level human paladin): AC 2; MV 12; Pa7; hp 47; THAC0 14; #AT 1; Dmg by weapon type; S 12, D 14, C 10, I 10, W 17, Ch 17; SA turn undead; SD *cure disease* twice/week, immune to disease, heal 14 hp damage/day, *protection from evil* aura (10' radius), detect evil intent (60' range); SZ M; ML 15; AL LG; *chain mail* +3, *long sword of sharpness*.

Corin is wise, compassionate, cautious, kind, and respected by everyone in town. He will not seek out the norker lair himself for a couple of reasons. At age 62, he thinks himself too old to fight and realizes what bad shape the town would be in if he did not return. (He has no heir.) Above all, he desires to rebuild the town physically and psychologically.

Princess Teliva (0-level human): AC 10; MV 12; 0-level; hp 3; THAC0 20; #AT 1; Dmg by weapon type; S 9, D 6, C 8, I 15, W 13, Ch 14; SZ M; ML 12; AL LG; *amulet of life protection*, *dagger* +1.

Teliva is Corin's wife. She has an intelligence superior to that of her husband, but she sometimes lacks his caution and common sense. Many times her cleverness has aided the town. Though she and Corin have no children and she is beyond childbearing age, she is loved and respected by the townsfolk as much as her husband.

Aldrelle (12th-level human druid): AC 4; MV 24; C12; hp 65; THAC0 14; #AT 1; Dmg by weapon type; S 12, D 12, C 10, I 13, W 16, Ch 17; SD +2 to saves vs. fire and electricity, pass through overgrown areas, immune to *charm* spells cast by woodland creatures, *shape-change* once/day; SZ M; ML 14; AL N; XP 6,000; *bracers of defense* AC

4, *spear* +2, *warhammer* +2, *boots of speed*, numerous potions and scrolls.

Spells (8/7/5/3/2/2): 1st—*animal friendship*, *cure light wounds*, *detect evil*, *detect poison*, *detect snares & pits*, *entangle*, *invisibility to animals*, *shillelagh*; 2nd—*augury*, *goodberry*, *messenger*, *obscurement*, *speak with animals*, *trip*, *warp wood*; 3rd—*call lightning*, *hold animal*, *plant growth*, *summon insects*, *tree*; 4th—*call woodland beings*, *plant door*, *speak with plants*; 5th—*commune with nature*, *pass plant*; 6th—*wall of thorns*, *weather summoning*.

Aldrelle is a powerful figure in the locale, but a solitary one. She lives to the southwest, in a hermitage deep in the forest, with three Initiates of the First Circle (3rd-level druids) named Aldren, Vellic, and Maraz. Little is known about her motives, and she only comes out in public to warn of great danger. In reality, she is not very concerned with the problems of other humans, but she prefers not to have any humanoids ravaging the area and harming the things with which she is concerned. Though well armed, she hates to fight and has no desire to kill anything, even norkers, especially if someone else can do it. If the DM considers the party too weak, Aldrelle might permit one of her Initiates to aid the party in this adventure. The Initiate should be fleshed out by the DM as desired, but he or she employs no magical weapons and remains silent much of the time.

The Wilderness

If this adventure is used in an ongoing campaign, the DM may fit it in wherever it fits best on his maps, altering the names of places and people if necessary. Otherwise, the map showing the route to Grakhirt's lair is not an absolute requirement; one may be generated quickly and easily if desired.

When the characters are equipped and ready to go, they proceed south along the trail obviously traveled by the norkers. (The food scraps and tracks are tell-tale signs.) The lair is known to be 22 miles south of Nolivari, and the trip can be made in one day (assuming normal rest breaks are made) over normal terrain. Heavily equipped parties might require two days. The DM should check for wandering monsters twice each day (morning and evening) and once at night (near midnight); an encounter occurs on a roll of 1 on d10. Roll 1d8 to determine what is encountered, using the following section:

1. **Bandits** (2-5 0-level humans): AC 7 (8 without shield); MV 12; 0-level; hp 4 each; THAC0 20; #AT 1; Dmg by weapon type; SZ M; ML 10; AL NE; XP 15. Two of these bandits have leather armor, shields, and short swords; the others (if any) have leather armor, short bows, and daggers. If at all possible, these men ambush the party.

2. **Huge centipedes** (2-20): AC 9; MV 21; HD ¼; hp 1 each; THAC0 20; #AT 1; Dmg 1; SA save vs. poison at +4 or be immobilized for 1-6 hours; SW make all saving throws at -2; SZ T; ML 5; AL N; XP 35.

3. **Flinds** (3-6): AC 5; MV 12; HD 2+3; hp 12 each; THAC0 17; #AT 1 or 2; Dmg 1-6 (club) or 1-4/1-4 (flindbar); SA person struck by flindbar requires victim to save vs. wands or be disarmed; SZ M; ML 12; AL CE; XP 120. This group of flinds is hunting norkers, particularly those wounded in battle. The flinds have fought the local norkers for years but hate humans with equal passion.

4. **Leprechaun** (1): AC 8; MV 15; HD 2-5 hp; hp 4; THAC0 20; #AT 0; Dmg nil; SA *polymorph* inanimate objects, create illusions; SD become invisible, *ventriloquism*, pick pockets (75% chance of success); MR 80%; SZ T; ML 12; AL N; XP 270. This mischievous little being, Larran by name, is looking for opportunities to play jokes, steal, and generally be a nuisance. He has already annoyed a group of flinds, but they aren't as much fun—or as wealthy—as a group of adventurers. Larran has his treasure hidden in a hollow tree nearby. 219 cp,



148 gp, four 10-gp gems (moss agates), and two *Quaal's feather tokens* (bird and tree).

5. **Cave bear minimal** (1–4): AC 8; MV 8; HD 2+2; hp 11 each; THAC0 19; #AT 3; Dmg 1–2/1–2/1–3; SA hug for 2–5 hp damage, opponents suffer –1 penalty to surprise rolls; SD save vs. poison and death magic as 7-HD monsters, +2 to saves vs. spells; ML 15; AL N; XP 175. The bears are frightened of fire and suffer a –4 morale penalty when attacked with open flames.

6. **Norkers** (1–6): AC 3; MV 9; HD 1+2; hp 6 each; THAC0 19; #AT 2; Dmg 1–3/1–6; SZ S; ML 11; AL CE; XP 35. These are stragglers from the battle who managed to get away, but they are homeless and lost in the wilderness. They attack anyone and anything they encounter, fleeing when half their numbers are slain or captured. Each has a pouch with 1d6 sp, 1d4 ep, and a few miscellaneous and virtually worthless items.

7. **Huge spiders** (1–4): AC 6; MV 18; HD 2+2; hp 9 each; THAC0 19; #AT 1; Dmg 1–6; SA leap (30' range), –6 penalty to opponents' surprise rolls; Type A poison (save at +1); SZ M; ML 8; AL N; XP 270.

8. **Worgs** (1–2): AC 6; MV 18; HD 3+3; hp 17 each; THAC0 17; #AT 1; Dmg 2–8; SZ M; ML 11; AL NE; XP 120. These beasts avoid well-armed groups, preferring to attack lone stragglers. The eating has been good because of the number of wounded norkers who fled the battle, so the worgs do not put themselves out to attack healthy, dangerous characters.

Grakhirt's Lair

When the party reaches the lair, read or paraphrase the boxed section below to the players.



Your party has followed the norkers' trail all the way to its source—a small opening about 4' high in a rocky hill. The area you are in is dominated by the foothills of a great mountain range visible in the distance to the south. To the west is a dense forest in which Aldrelle is rumored to live.

Near the cave mouth is a pond, fed by a small stream that trickles down from the mountains. Next to the pond is a charred, dead tree with axe marks upon its trunk. Though there are a few scrubby bushes, the landscape is mainly clothed with short, sun-baked grass that is dead virtually everywhere except by the stream.

Seeing the rocky path and many limestone outcroppings on the hills, it would seem that caves beneath the entrance would occur here naturally or could easily be hewn from the rock, which has at most only a thin layer of soil atop it.

Two **norkers** (hp 6, 7) are posted as guards on the hill, directly over the entrance. They are only surprised on a roll of 1 on a d10. When the party comes within 200 yards of the cave mouth, the norkers hide and move to get behind the party as the characters enter the cave. If such happens, the characters suffer –2 penalties to their surprise rolls. If the characters inspect the whole hillside before entering, they have normal chances of being surprised.

On the bottom of the pond is the skeleton of an elf whose party stumbled upon the cave at a time when there was a full lair of norkers around. Most of the adventurers escaped, but the elf fell into the pond after receiving his death blow. The norkers never bothered to search the body, so there it lies with its treasure: 3 gp, 7 sp (tarnished), and a platinum brooch worth 45 gp. Because of the rotting material in the stagnant pond, anyone who drinks the water must make a saving throw vs. poison or contract a gastro-intestinal infection that takes full effect in 2d10 rounds; affected PCs suffer –2 penalties to attack rolls, saving throws, proficiency checks, and ability checks for 2d20 hours or until a *cure disease* spell is cast.

The cave goes forward into the hill about three feet, descends a bit, and opens to a small 5' x 6' room with a wooden trap door in the floor. Going through the trap door and climbing down the wooden ladder under it leads to area 1 after a 9' descent.

Unless otherwise stated, all norkers found within this lair (including the two sentinels watching the cave entrance) share the following statistics:

Norker: AC 3; MV 9; HD 1+2; THAC0 19; #AT 2 (bite/club); Dmg 1–3/1–6; SZ S; ML 11; INT average (9); AL CE; XP 35.

Hit points are offered for norkers encountered, as well as any variant information on special individuals. Following their defeat, the norkers here are very depressed and angry, and they are brooding over their immediate future as well as their leadership, whom they blame for the disaster.

Upper Level

The ceiling height for this entire level (carved out by the norkers) is no greater than 5½ feet, requiring taller characters to stoop and be less able to fight effectively unless using thrusting or stabbing weapons such as short spears, daggers, and short swords. Any character between 5½–6 feet in height has a –1 penalty to attack rolls, save for those made with thrusting and stabbing weapons. Characters taller than 6 feet have a –2 penalty on all attacks of any kind and cannot use medium or large shields effectively (i.e., no armor class reduction for their use). All dwarves, gnomes, halflings and characters with the close-quarter combat non-weapon proficiency are unaffected by the ceiling height with regard to attacks they make.



D. CRAMER

1. Entrance Room. The ladder goes down to this room. Though the room is empty of traps and creatures, there are signs that it recently held many beings. Discarded food scraps, an occasional trail of blood, a couple broken weapons, and some bloodied bandages are scattered about. The door to the south was crudely made, has rusty hinges, and requires an Open Doors roll at +2 to push open.

2. Guard Alcoves. Each alcove is occupied by a norker guard. The two **norkers** (hp 8, 7) both bear minor wounds from the battle against Nolvivari, each being down 1 hit point. They attack all intruders ferociously, especially humans, but wait for the party to come up the passage so that they have a better chance of gaining surprise (-1 to opponents' rolls). One norker wears a rusty iron medallion (worthless) around his neck on a slightly tarnished silver chain (10 sp value).

3. Drunken Guard. Slumped against the wall of this alcove is a highly inebriated, unconscious **norker** (hp 5). He could easily be dispatched, and it takes quite a bit of stimulus to wake him. He carries no items of value. Lying beside him is an emptied wine amphora. As much of its contents are on the floor as are in the norker.

4. Solitary Cell. This cell is particularly damp, having a trickle of water coming in from its ceiling. Its occupant is a weak and starving half-elf named Lorvien. He is quite helpless at the present and would be very grateful to the party if rescued, but he cannot help the characters in the ventures here because of his weakness. He asks for food so that he can survive and reach Nolvivari. Nothing else of interest is here.

Lorvien Shadowleaf (2nd-level half-elf thief): AC 10; MV 6 (12 at full strength); T2; hp 2 (9 at full); #AT 0 (weakened and unarmed); Dmg nil; S 4 (normally 9), D 7 (normally 12), C 5 (normally 10), I 11, W 8, Ch 11; SA/SD thief abilities; SZ M; ML 7; AL NG; XP 120 (for rescue only).

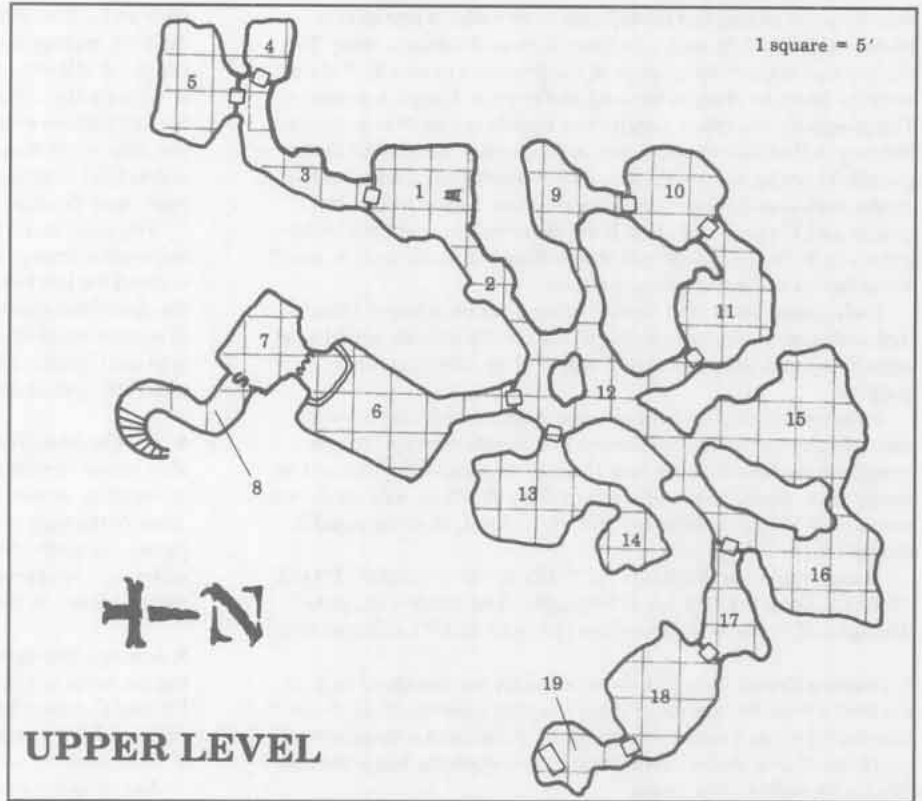
5. Large Cell. Chained to the limestone wall here are five prisoners. This is where the majority of the norkers' prisoners are put. Conditions are terrible, and the prisoners have been ignored since the battle with Nolvivari.

Not counting a starved and dead goblin and the bones of an old dwarf, three prisoners remain:

- ♦ **Tamar Dosharin**, a merchant whose entire caravan was ambushed and destroyed by the norkers. The norkers now hold him here for a ransom that can never come, since he has nothing of value left in the world. If rescued, the merchant has no way of paying the heroes back in valuables or gold. He is very depressed, feeling he has nothing to live for—though killing a few norkers might appeal to him.

Tamar Dosharin (0-level human): AC 10; MV 12; 0-level; hp 2 (4 at full); THAC0 20; #AT 1; Dmg by weapon type; SZ M; ML 8; INT very (12); AL N; XP 120 (for rescue only).

- ♦ A flind that has been tortured for the entertainment of the norker chieftain and tribe. The flind, Rreshat won't survive long without care. If the characters nurse him back to health and treat him



well, the flind voices his thanks but takes advantage of any chance to get away. He has no true sense of gratitude to the characters. The flind has neither weapons nor armor.

Rreshat (flind): AC 10; MV 12; HD 2+3; hp 1 (9 at full); THAC0 17; #AT 1 or 2; Dmg by weapon type; SZ M; ML 12; INT average (9); AL CE; XP 120.

- ♦ A huge battle-scarred norker named Kargh, recently imprisoned after protesting to the norker chieftain about the tribe's domination by Grakhirt. If released by the PCs and questioned, he tells them as much and offers to help them slay Hragtam. He also shows them the way to the lower level. Kargh speaks a smattering of Common as well as Norker and Hobgoblin.

Kargh (norker): AC 3; MV 9; HD 1+2; hp 10; THAC0 19; #AT 1 or 2; Dmg 1-3/by weapon type; SZ S; ML 11; INT average (9); AL CE; XP 35.

Not one of the prisoners has any items of value. Other than their chains, there is nothing else in the room.

6. Feast Hall. The door to this room is oiled and much used, so an Open Doors roll is unnecessary. This room is used for meals and celebrations, as well as the torturing of prisoners—an activity that these norkers consider an art. It was last used for a meal, so the four tables and crude stools are set out rather than piled haphazardly along the walls. Upon the roughly hewn dais is a large, intricately carved, throne-like chair obviously not of norker craftsmanship. If somehow transported out and sold, the bulky, 750-lb. chair could command as much as 2,000 gp on the open market. Behind the chair is a curtain of cheap red cloth dividing this room from the next.

Seated on the chair is Hragtam, the chieftain of the norker tribe. This massive norker has a broad sword, in a sheath slung over his shoulder, that he wields with two hands in combat. He is, at the time



that the party enters, in a heated argument with his two **norker bodyguards** (hp 9, 9), each of whom carries a footman's mace. The topic is the "traitor" Kargh (one of the prisoners in area 5). If Kargh is with the party, he charges forward and engages Hragtam in melee. The guards do not attack Kargh (they openly sympathize with him), but they will attack the characters and Hragtam. Kargh and the bodyguards do not fight each other, even if it means that Kargh has to turn on the party—which happens if the chieftain is slain before the guards and Kargh is still alive. If the characters incidentally kill the guards in the battle, Kargh still shows them the secret door in area 7, as his hatred of Grakhirt is very strong.

Each guard wears, as a symbol of his position, a jasper bracelet (red with green veins) worth 55 gp. The chieftain wears a gold ring set with a small, deep red spinel, worth 92 gp. The ring is not magical.

Hragtam also has an item of value strung around his neck: a small, finely crafted, silver statuette of a female warrior. Unfortunately, the norkers drilled a hole through its neck so that it could be strung on a copper wire and worn by their chieftain. As a result, it is worth only 155 gp; if the hole is somehow fixed, its value could be brought up to 255 gp.

Hragtam (norker chieftain): AC 3; MV 9; HD 3+2; hp 19; THAC0 17; #AT 2; Dmg 1-3/2-8; SA 17 Strength (+1 to attack rolls, +1 to damage); SZ S; ML 11; INT average (10); AL CE; XP 120; broad sword.

7. Treasure Room. As well as being used for the storage of most of the tribe's treasure, this room is the sleeping quarters of the chieftain, Hragtam. He has a crude bed, stolen from a human cottage several years ago, that is slightly rotted and has no mattress, but is instead filled with moldy, dirty straw.

Beneath the bed is an iron-banded oak chest. The chest is locked and has a poisoned needle. Any PC stung by the needle must save vs. poison or slip into a coma for 2-20 days. A *cure disease* or *heal* spell brings a character out of the coma, but the comatose state is 50% likely to be mistaken for death by everyone present. The chest contains much of the tribal treasure: 430 cp, 2,434 sp, 1,059 gp, 25 pp, three gold earrings set with small pearls (each worth 160 gp total), a magical scroll with the spells *unseen servant*, *polymorph other*, and *magic mouth* within a jade map case (worth 435 gp), and a rusty flindbar belonging to the flind prisoner in area 5.

Scattered about the room are some other items of potential interest to the characters. On the southwest wall are hung a variety of weapons: a composite long bow with a broken string, a short sword with a rusty hilt and notched blade, three 5'-long spears with bronze heads in good condition, and a quiver of 20 arrows (four of which are silver-tipped). On the north wall, near the foot of the bed, is a 5'-long spear that holds on its tip a mummified, severed flind head (a war trophy of Hragtam's). On the southeast wall, just north of the secret door, is a large, human-made shield with a beautifully painted coat-of-arms (three gold, rampant lions on a velvet field). Though the front looks excellent, the shield is corroded on the back and effectively useless for battle purposes.

If Kargh (see area 5) is alive and allied with the heroes, he shows them the secret door on the southeast wall before he leaves. Under no circumstances does he willingly enter the lower level, although he can be *charmed*. After showing the PCs the secret door, Kargh leaves the lair (seeing little hope for the tribe) and seeks his fortune elsewhere—for the cause of evil, of course.

The secret door looks simply like two vertical cracks in the stone, with a small, thick wire protruding from the wall by the southernmost crack. In actuality, there are also cracks at the top and bottom of the wall (where they are virtually invisible against intersections of

floor and ceiling with the wall), and the cracks go all the way through the wall, making the door a separate stone. The stone door has a central pivot, allowing it to rotate counterclockwise. Pushing on the door near its southernmost part (while pulling the wire, thereby releasing the lock) allows entrance to the passage beyond. The door is thicker and heavier on its southern part, causing the door to shut by gravity unless held or spiked open. A minimum Strength of 9 is required to push open the door from this side.

The stone secret door has a lock on the side facing area 8, preventing anyone from passing back through the door from the lower level without the key (which Grakhirt possesses). The only way to open the door from area 8, besides slamming one's body against it (chance of success equal to a Bend Bars/Lift Gates roll) or using a *knock* spell, is to use Grakhirt's key. A thief's open locks ability does not work because the catch is too heavy.

8. Wet Corridor. This area of the complex is particularly damp. The slow trickle of water from above makes the wall glisten almost as if it is sweating, as well as causing rippled lime deposits on the walls. Because of the slipperiness from the water, any PC running along the passage or stairs must make a Dexterity check every 10 feet or fall, suffering 1 hp damage, or 1-6 hp damage if falling down the stairs to the next level, 30 feet below.

9. Armory. This cave is used by the norkers to store weapons. Guarding the room is a single **norker** (hp 8) armed with a sling and club. He uses the sling for fighting intruders coming along the corridor and the club for melee combat. On each wrist he wears a leather band 4" wide, each set with 16 silver studs and worth 19 sp.

Stored in the room are five javelins, two light crossbows, a broken crate with 94 flight arrows (of which 63 are in usable condition), 12 clubs of the sort normally used by norkers, two warhammers, a single short sword with a rusty blade, an unopened crate with 120 rotting light quarrels (eight are still usable), three horseman's flails, and three short bows without bowstrings.

There is also a human-sized suit of plate mail (a war trophy) that, though outwardly seeming to be of excellent quality, is corroded on the inside and rusted together. It would cost 150 gp to hire a smith to repair the armor enough to render it usable. At the DM's discretion, a character with the armorer proficiency can repair the suit himself, given sufficient time and the proper tools and facilities.

10. Food Storage. The first thing one notices upon entering this room is that it is unusually chilly, especially close to the crates stacked on the west side of the chamber. The crates contain enough standard rations to supply a single person for 40 weeks, though the food tastes awful (but the norkers like it). Although there is another food storage chamber (area 13) on this level, this one is used to store perishable items because of its "cooling system"—a small patch of brown mold on the west wall. The crates are situated such that the norkers can put them in and take them out unharmed by the mold.

Beneath a section of the mold on the floor is the frozen body of a careless norker. It has at its side a small pouch with 3 pp, 1 gp, 14 sp, and five agates (worth 10 gp apiece).

Brown mold (1 patch): AC 9; MV 0; HD n/a; THAC0 n/a; #AT 0; Dmg n/a; SA freezing for 4-32 hp damage if being approached within 5 feet; SD immune to magic save *disintegrate*, plant-affecting, and cold-based spells; SZ S; ML n/a; INT non (0); AL nil; XP 15.

11. Sub-chief's Chamber. This is the private room of the sub-chief, Krekal, third in command of the tribe. While the chieftain plans attacks and is in charge of just about everything in general, the sub-



chief holds the real power in the lair: he has the keys to the secondary food storage (area 13) and the wine cellar (area 14), as well as the friendship and trust of many of the warriors. There has been a long power struggle—sometimes open and physical—between Krekal and Hragtam, but the witch doctor has managed to keep them in an uneasy truce. The defeat at Nolivari has worsened the relationship.

Krekal, always wary for treachery from Hragtam, has a warrior posted at each door to his room 24 hours a day. The two **norkers** (hp 8, 8) carry two hand axes each for duty at this post. They raise the alarm throughout the lair (calling to other guards, leaders, and regular norkers) if any non-norkers appear or if anyone tries to enter by force. Each guard has a pouch with 1d6 pp and 2d4 gp.

When the characters enter, the sub-chief is sleeping. He is off his bed and ready to fight one round after an alarm has sounded, though he loses initiative if immediately engaged in melee. Krekal is quite strong and agile, and he wields a footman's mace. He also keeps a throwing axe at his side, which he uses if an opportunity presents itself. On his left arm he wears an ivory band (worth 15 gp), and he wears a gold neck torc with a zircon gem on each end (worth 114 gp total). Hanging from his belt are two small pouches. One is stuffed with poison ivy leaves, and the other has 7 pp, 3 gp, 5 ep, five garlic buds, a blue quartz (worth 10 gp), two human teeth, a dart, and a 2" splinter of obsidian (worth 3 gp).

The sub-chief's crude bed is by the south wall, consisting of a wooden frame supporting several boards, upon which is a matted-down pile of straw. Lost in the straw is a small, violet garnet (worth 250 gp); there is a 15% chance of finding it per turn of searching. (Roll separately for each character searching.) Beneath the bed Krekal stores a small variety of weapons: a sling with 19 bullets, a horse-man's flail, a club, a hand axe, and five darts.

Hung by nails on the north wall, directly opposite Krekal's bed, is a plush, 6' x 12' multicolored woven rug worth 160 gp. It is very bulky, weighing 50 lbs.

Krekal (norker sub-chief): AC 2; MV 9; HD 2+3; hp 15; THAC0 17; #AT 1 or 2; Dmg by weapon type (hurled) or 1-3/by weapon type; SA 17 Strength (+1 to attack rolls, +1 to damage); SD 15 Dexterity (-1 bonus to AC); SZ S; ML 16; INT average (9); AL CE; XP 120; footman's mace, throwing axe.

12. Guard Post. One **norker** (hp 9) stands at this point, placed on watch to report any intruders to the chieftain (area 6), the sub-chief (area 11), or the witch doctor (area 18) as the situation deems appropriate. Intruders rarely come, so there is a 50% chance that the guard is asleep when encountered, unless the PCs have made a lot of noise, in which case the norker raises an alarm in the lair. He carries 2 pp, 12 gp, 7 ep, a sling with 12 bullets, and a large rhodochrosite (worth 16 gp).

13. Secondary Food Storage. This room is locked, and the only key is in the sub-chief's possession. The lock can be picked by a thief with normal chances of success, or the door can be opened using a *knock* spell.

Inside the room are many crates and barrels filled with preserved food such as dried meat, iron rations, raw meat soaking in salt water, and so forth. There is enough to keep the norker tribe going through the winter when food isn't as readily available on the surface.

One of the crates, separate from the rest in the southwest niche of the room, has rotting contents and containers. Burrowing around in the rotted food are 14 rot grubs. The DM should use common sense with regard to any rot grub attacks. While they certainly try to burrow into a hand probing the garbage, they cannot jump onto a passer-by.

There is nothing else of value or interest in the room.

Rot grubs (14): AC 9; MV 1; HD 1 hp; THAC0 20; #AT 0; Dmg nil; SA burrowing kills victim in 1-3 turns (*cure disease* required to slay burrowing grubs); SZ T; ML n/a; INT non (0); AL nil; XP 15.

14. Wine Cellar. Filled with barrels, jugs, amphoras, and casks, this room is used for the storage of alcoholic beverages. There are 50 pints of ale, 150 pints of beer, 15 pints of mead, and 42 pints of watered wine. Most of the room's contents were stolen from merchant caravans, hapless travelers, and an occasional farmhouse.

15. Common Room. Housed in this room are the surviving females, young, and elderly warriors of the tribe. There are four **female norkers** (hp 5, 4, 4, 3) armed with crude hammers (Dmg 1d4+1), 10 non-combative **children** (hp 1 each), and three "retired" **norker warriors** (hp 5, 4, 3).

Yokrua, the chieftain's mate, is also present. She wears the following jewelry: two earrings (gold, set with tiger eye gems) worth 11 gp each, a foxskin sash (dyed red) around her waist (worth 25 gp), a lapis lazuli bracelet on her left arm (worth 21 gp), two gold bracelets with platinum inlays (worth 15 gp each) on her right arm, and a large pouch at her side. The pouch contains the following items: 3 pp, 5 gp, 15 sp, 35 cp; two small cat teeth, an ounce of pepper in a rolled-up wad of leaves (worth 1 gp), six sling bullets, a red-brown spinel (worth 100 gp), and three marble-sized balls of hardened clay. She wields a club in battle and also has a sling for situations when missile fire is necessary.

Distributed among the others are 17 ep, 96 sp, 214 cp, and 1d10 banded agates (worth 10 gp each). The floor is covered with many worthless animal pelts for comfort.





Yokrua (norker chieftain's wife): AC 3; MV 9; HD 1+2; hp 10; THAC0 19; #AT 1 or 2; Dmg by weapon type or 1-3/1-6; SZ S; ML 11; INT average (8); AL CE; XP 35.

16. Warriors' Room. This room contains all the norker warriors left after the battle, besides those on guard. Many are wounded and not fully healed. (Only current hit points are given.)

Eight norkers (hp 7, 6 (x2), 5 (x3), 4, 3) are present, of whom five are awake and ready for combat. The others are ready for combat on the second round of any fight. The warriors have the following items in total: 5 pp, 11 gp, 21 sp, 17 cp, three moonstones (worth 55 gp each), two hematites (worth 10 gp each), and a silver neck-chain (worn by the 7-hp norker) worth 3 gp.

17. Witch Doctor's Guards. In this room are two elite guards assigned to protect the tribe's witch doctor. The norkers (AC 2; hp 10 each; +1 damage due to 16 Strength) use footman's maces and carry small wooden shields. They allow no one into the witch doctor's room. These quarters are otherwise barren, and the norkers carry no treasure.

18. Witch Doctor's Room. The witch doctor, Shum-Valka, is present when the party arrives and is ready to fight the PCs if he hears a battle with his guards in area 17. Before the PCs enter his room, Shum-Valka casts *resist fire* and *protection from good* on himself. He then grabs a flask of oil (see below), lights it, and prepares to hurl it at anyone coming through the door (THAC0 20). Anyone struck by the flaming flask suffers 1-6 hp damage per round until the flames are doused. He uses his other spells as needed. Shum-Valka also wears a *medallion of ESP* (30' range) that has made him one of the most powerful norkers in the tribe. The witch doctor is very intelligent and should be cleverly played.

This room is rather messy and cluttered, filled with all sorts of things, useful and not, that Shum-Valka loves to fiddle with. His bed rests against the west wall and is of good human make. Under the bed is a small open crate filled with seven blocks of wood, each cut with strange symbols and runes. The blocks have worn, smooth surfaces from the touch of fingers for over a century; they form the traditional "spellbook" of the witch doctor, having carved upon them the spells *affect normal fires*, *dancing lights*, *shield*, *ventriloquism*, *audible glamor*, *invisibility*, and *scare*. There is one spell on each block. A *read magic* reveals the blocks for what they are, though one must understand the Norker tongue to translate the runes. The blocks are worth up to 400 gp to interested spellcasters in the area.

Covering the floor are three rugs of predominantly gray and green designs (#1—gray-and-green checkered, thread-bare, 5' x 12', worth 10 gp; #2—gray-and-black striped, thick and plush, 3' x 6', 14 gp value; #3—solid green, thin and worn, 4½' x 9', worth 9 gp). Despite different sizes, each rug weighs 10 lbs. Scattered on, under, and around the rugs are 23 gp, 2 ep, 64 sp, 44 cp, several goblin and orc teeth, some crumpled pieces of parchment with illegible scrawls, some broken feather pens, and any other useless small items that the DM can think of.

On the north wall are three shelves. The lowest shelf contains a variety of herbs and plants, both fresh and dry; though most are harmless or possibly useful, there is also some poison ivy and deadly nightshade. (The effects of handling or imbibing these substances is left to the DM.) The middle shelf contains 31 vials and flasks of various sizes with liquid contents of many colors and texture. Most are worthless (colored water, syrup, or sap), but some are of interest: two vials of unholy water, one of holy water, a potion of *sweet water*, two flasks of poison (Type I), and five of oil. Anyone who drinks the poison must save vs. poison at -2 or succumb to the effects, with no

prior warning symptoms save for a warm, flushed feeling through one's skin. The highest shelf has writing materials: five sheets of good parchment, a blank 35-page vellum book, three unopened jars of ink, and an opened jar of ink that has spilled over (and ruined) some papers with unintelligible writings.

In the center of the room is a bronze brazier (worth 10 gp) with a block of incense burning in it. Scattered around are 37 more incense blocks.

Shum-Valka (norker witch doctor): AC 3; MV 9; W2/C3; hp 15; THAC0 20; #AT 2; Dmg 1-3/1-6; SZ S; ML 12; INT high (14); AL CE; XP 175; bone club, oil flask.

Wizard spells (2): 1st—*affect normal fires*, *shield*.

Priest spells (2/1): 1st—*cure light wounds*, *protection from good*; 2nd—*resist fire*.

19. Shrine of Maglubiyet. This chamber is a shrine to the deity Maglubiyet, overlord of goblinkind. (He is worshiped by norkers as well as goblins and hobgoblins.) Directly opposite the entrance is an altar on which monthly sacrifices (every new moon) are made. The altar is carved from limestone and rudely sculpted with the forms of fighting norkers. Leering over the altar as if studying the figures is a large, stone statue of Maglubiyet, with rubies as eyes. On either side of the altar is a dull gray iron brazier with smoking incense.

The ruby eyes on the statue can be removed with little difficulty. They are cursed, however; any being possessing one or both of them behaves as if in possession of a *cursed berserking sword*. If the gems are merely handled, the handler becomes uneasy and has a disturbing urge to become violent for any trivial reason. Anyone who actually claims possession of a gemstone is driven to hoard the gem and attack other living creatures he perceives as thieves trying to steal it. This effect persists until a *remove curse* or *limited wish* spell is cast. The gems have an apparent value of 2,500 gp each, although any NPC of semi- or better intelligence who touches them and experiences the uneasiness refuses to purchase them. In a superstitious area, word might get around, and the PCs could find trouble or banishment for trying to sell "devil stones."

There is a secret compartment in the back of the altar. It holds 32 sticks of incense (two of which are *incense of meditation*) and 110 gp.

Lower Level

Most of this level has walls, ceilings, and floors glistening with condensation. The moisture drips down to form rivulets of water on the floors. Most of this level slants slightly toward area 20, allowing the rivulets to drain into the subterranean stream. The dampness imposes a -50% penalty on climbing checks.

The ceiling height on this level is 9 feet, although it varies slightly room to room. There are no combat penalties for average-sized characters wielding weapons of normal size.

20. Underground Stream. This stream travels off to a surface lake 17 miles away; anyone trying to swim this distance must be able to breathe underwater for hours on end or else drowns within minutes of starting. Several white, blind fish flit about in the current.

Lying on the river bed is what appears to be a golden staff of supreme beauty, encrusted with gems and inlaid with platinum. In actuality, it is a *permanent illusion* hiding the corpse of a witch doctor who opposed Arham, Grakhirt's father (see area 27). There is nothing of value on the body.

21. Garbage Room. The walls of this damp room are covered with harmless fungus, and the floor is strewn with assorted trash dis-



carded by Grakhirt, Arham, and the norkers who inhabited this level before them.

The garbage is infested with rot grubs. See area 13 for details.

Rot grubs (9): AC 9; MV 1; HD 1 hp; THAC0 20; #AT 0; Dmg nil; SA burrowing kills victim in 1-3 turns (*cure disease* required to slay burrowing grubs); SZ T; ML n/a; INT non (0); AL nil; XP 15.

22. Torture Chamber. This currently unused room is strewn with an assortment of tools for inflicting pain upon captives. On the south wall is a rack, and next to it is a large stone table with an assortment of huge whips draped over it. Three of the nine whips are real; the other six are actually the tentacles of a kampfult. The main body of the kampfult is hidden under the table, looking like an extra leg. The kampfult, fully described in the *GREYHAWK® MONSTROUS COMPENDIUM® Appendix (MC5)*, resembles a decayed stump with six knobby appendages and stands roughly 4' tall. If the characters fail to see the kampfult, they suffer a -3 penalty to their surprise rolls, as the kampfult can lash out at multiple targets. Once hit by an appendage, a victim is entwined until either the kampfult is slain or the victim frees himself. (Those with 16 Strength or greater free themselves in one round; others must make a Strength check each round to break free.) Each appendage causes 1 point of constriction damage per round and requires 2 hp to sever; these points are not subtracted from the creature's hit point total.

It was common custom for any treasure found on torture victims to be given to the chieftain. However, there is a secret compartment in the floor (the loose stone covering it is held down by a leg of the stone table) in which a dishonest torturer hid some loot for himself. It contains a rotted pouch (holding 7 pp, 4 gp, a moonstone worth 50 gp, and a *ring of sustenance*) and a knife (gold-inlaid blade and pommel; worth 45 gp).

Kampfult: AC 4; MV 3; HD 2; hp 12; THAC0 19; #AT 6; Dmg 1/tentacle; SA -3 penalty to opponents' surprise rolls, constrict for 1 hp damage/round; SZ S; ML 12; INT low (6); AL NE; XP 175.

23. Auxiliary Cell. This room was used to hold prisoners for the torture chamber or if the upper-level cells were filled. A flint skeleton is chained to the wall, as it has been since Arham first took over the lower level. There is nothing of value here.

24. Torturer's Room. This chamber was the residence of the tribal information-gatherer and "entertainment specialist." The room has been abandoned since the lower-level takeover by Arham and is now empty.

25. Enchanted Mud. This chamber is filled with mud, kept from drying by a leak in the magical fountain in area 26. Lying dormant in the muck are six mudmen. The DM should know this monster well before refereeing this encounter. The mudmen arise one round after someone enters the mud, and they attack on the second round. Clever characters can cross the room without incurring the mudmen's wrath, although they cannot destroy the monsters without magical weapons. When all other beings are out of the pool, the mudmen sink back below the surface.

Arham brought the mudmen here years ago, and Grakhirt sees no need to have them removed.

Mudmen (6): AC 10; MV 3; HD 2; hp 11, 9, 8, 6, 4, 3; THAC0 19; #AT 1; Dmg special; SA hurl mud (opponents treated as AC 10, modified by Dexterity), suffocation; SD immune to poison, impervious to mind-affecting spells; SZ S; ML special; INT non (0); AL N; XP 175.

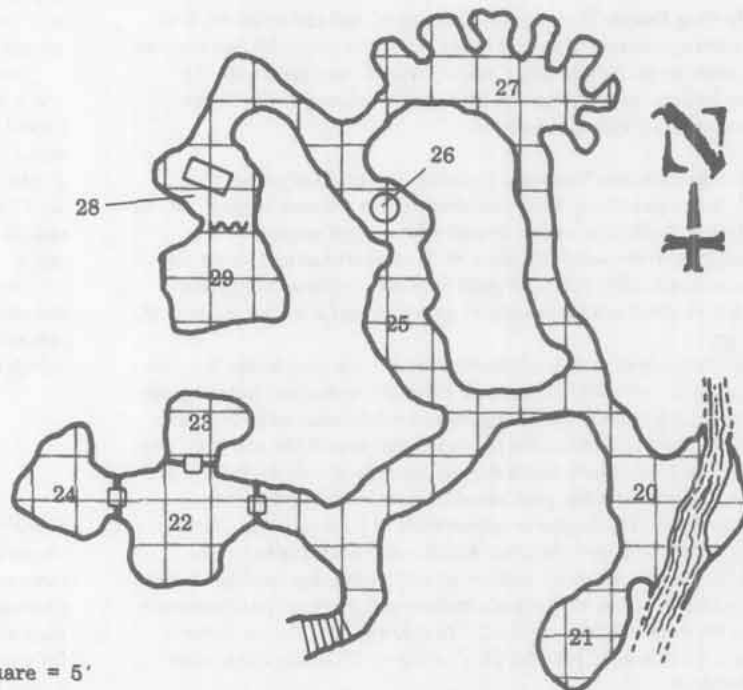
26. Magical Fountain. This narrow room has smooth walls, and its only feature is a fountain in the middle. Water wells up from deep below, filling a rock outcropping that was carved into a circular tub. The enchanted waters overflow, forming a small stream into the chamber with the mudmen (area 25). The fountain has the magical power to act as a *crystal ball* if a drop of any sort of blood is placed in it and the desired location is envisioned by the individual so doing. From here, Grakhirt watched the battle at Nolivari and has even seen the characters traveling through the dungeon. There is a flask of fish blood hanging from a rusty iron spike in the wall. The fountain is mildly evil, as it always attempts to portray scenes that incite trouble. The *crystal ball* power does not work outside of the tub, and the waters lose their radiance of magic if taken more than 30 feet from it.

The fountain rests atop a natural spring, but the enchantments were placed by Arham. It took a great deal of work to make it, and it is a major reason why Grakhirt chose this dungeon as his hideout.

27. Burial Chamber. Before Grakhirt came, this room was used by the norkers as a burial place for their witch doctors. Each of the seven niches in the walls contains a stone sarcophagus and a norker witch doctor's body, often with a small amount of treasure. From left to right on the map, the contents are as follows:

Niche #1: The body is quite rotten, but adorning the skull is a simple copper crown (worth 2 gp), and at its side is a rusty horseman's mace.

LOWER LEVEL



1 square = 5'



Niche #2: All contents are little more than dust; if sifted through, 1d4 pp might be found.

Niche #3: During the lifetime of this witch doctor, the process of embalming was learned from human merchants. The norker body is wrapped in strips of linen and mummified but is not undead. On its fingers are six rings of pure gold, each set with a different gem and worth 20 gp: the first, obsidian; the second, blue quartz; the third, eye agate; the fourth, azurite; the fifth, turquoise; and the last, hematite.

Niche #4: In this sarcophagus lies a witch doctor who was less than devout in his service to Maglubiyet. His transgressions were not too serious, so he was only cursed to be a ghoul rather than sentenced to eternal torture. He has been promised a place in the armies of Maglubiyet in the afterlife if he performs a quota of evil acts. He has been somewhat inhibited, though, by the sarcophagus, in which he has been trapped for over half a century. Anyone coming within 10 feet of the sarcophagus hears scratching, thumping, and howling noises within it.

Ghoul: AC 6; MV 9; HD 2; hp 12; THAC0 19; #AT 3; Dmg 1-3/1-3/1-6; SA paralyzation (lasts 3-8 rounds); MR immune to *sleep* and *charm* spells; SZ M; ML 12; INT low (7); AL CE; XP 175.

Niche #5: This body is poorly adorned and rotting; the only valuable item placed with it is a silver dagger (worth 35 gp).

Niche #6: At first glance, this embalmed, mummified body would seem to be without treasure or valuables, but inside the norker's mouth is a tourmaline worth 100 gp.

Niche #7: This sarcophagus is empty except for a couple of mildewy shrouds. It used to hold the body of a witch doctor who opposed Arham. Arham permitted the norker's ceremonial burial to gain the humanoid's good will (the norkers did not know that Arham killed the witch doctor) before taking the entire lower level as his own. He then moved the body (see area 20) and veiled it with an illusion.

There are sconces and torches on the walls, but none are lit. Inscribed on the lid of each sarcophagus is a short phrase, in Norker, such as "Gone to serve Maglubiyet" or "In the Land of Eternal War."

28. Meeting Room. This room is unadorned and unfurnished, save for a rectangular oak table and four chairs, one side with one and the other with three. Arham and Grakhirt would meet here with the norker leaders (usually the chieftain, sub-chief, and witch doctor). There is nothing else in the room.

29. Grakhirt's Inner Sanctum. Grakhirt himself lives in this room, which is comparatively well furnished. There is a nice feather bed, an oak desk, a book case, and a dresser with a large mirror.

Grakhirt wears a red silk tunic with sable trimming (worth 160 gp), a brown leather belt with gold wire decorative stitching and a gold-inlaid silver buckle (worth 55 gp total), and a mink cape (worth 1,700 gp).

Grakhirt is well prepared. As the heroes have progressed through the dungeon, Grakhirt has watched them in the magical fountain, paying careful attention to the strengths and weaknesses of each character. Before the party enters his room, he casts *invisibility* and *blur* upon himself. He tries to backstab the character who seems the most powerful (i.e., the one who has performed the best so far) and then uses other spells and his dagger as appropriate. If he is seriously hurt (reduced to 5 hp or fewer), he casts *darkness* and attempts to escape.

In the dresser are other clothes, mostly of average quality. On the desk is an inkwell, a feather pen, and several pieces of parchment detailing the norker forces, the Nolvivarian forces, and the outcome of the recent battle in a "play-by-play" style—with many angry notes and remarks.

The volumes on the book case are mostly the journals of Arham and Grakhirt, imparting all the information in the "For the Dungeon Master" section at the beginning of this module. Also included are details on the structure, operation, signals, passwords, and key members and contacts of the Ivirwylliw Assassins' Guild. Though the material is from eight years ago, much of the information is still valid. These journals would be safest in the hands of Prince Corin (see "Concluding the Adventure" below). One of the volumes deals entirely with the customs, culture, and nature of the norkers and other humanoids of the region. In some of the books are maps showing the locations of Arham's other wilderness hideouts.

Also on the shelves are Arham's first- and second-level spellbooks. (Grakhirt hid the others, which he doesn't know how to use yet, in other hideouts.) The first-level spells are *audible glamor*, *chromatic orb*, *color spray*, *dancing lights*, *darkness*, *detect magic*, *detect illusion*, *hypnotism*, *phantasmal force*, *spook*, *ventriloquism*, and *wall of fog*. The second-level spells are *alter self*, *blindness*, *blur*, *improved phantasmal force*, *invisibility*, *magic mouth*, *mirror image*, and *whispering wind*.

Grakhirt (dual-classed human 3rd-level thief/4th-level illusionist): AC 5; MV 12; T3/W4; hp 14; THAC0 19; #AT 1; Dmg by weapon type; S 13, D 18, C 12, I 16, W 15, Ch 17; SA backstab, rogue abilities, spells; SD rogue abilities, spells; SZ M; ML 12; AL CE; XP 650; *ring of protection* +1, *dagger* +1, key to secret door in area 7.

Rogue abilities: PP 35%, OL 45%, FRT 20%, MS 40%, HS 35%, DN 25%, CW 70%, RL 20%.

Spells (4/3): 1st—*chromatic orb*, *color spray*, *darkness* (reverse of *light*), *phantasmal force*; 2nd—*blur*, *invisibility*, *mirror image*.

Concluding the Adventure

If the DM is willing to do a little more work, and the players are shrewd enough (and play characters of a non-good alignment), an arrangement might be made with the Assassins' Guild of Ivirwylliw; the document made by Grakhirt has information potentially fatal to the Guild. It goes without saying that such a deal would be extremely dangerous if not lucrative. The assassins don't trust the characters and would just as well have them out of the way along with the document.

For a long-term campaign scenario (maybe once the characters reach higher levels), the PCs might be hired by Prince Corin or the Grand Duke of Ivirwylliw to eliminate the Guild. This would require some work on the DM's part and would be very dangerous for the player characters—even more than the previous adventuring possibility. Of course, the Grand Duke would look favorably on the PCs should they successfully eliminate the Guild, rewarding them accordingly.

Even after the document is in safe hands, there are still opportunities opened by the adventure. Perhaps the party could learn from Arham's journals the location of other wilderness hideouts—most of which have since become the home of monsters. Ω

Trouble at Grog's

"Trouble at Grog's" is an AD&D® adventure designed for 1st-level characters with little previous experience. No evil characters are recommended for use in this module. Half-orcs and half-ogres might be particularly welcome here, and racially-tolerant PCs would help the play of the adventure greatly. Detective work is necessary for successfully resolving the problem confronting the townspeople, and a good mix of races and classes is advised.



Adventure Background

Dagger Rock has always been a quiet, peaceful town—that is, until recently. Six months ago, a half-ogre named Grog decided to settle down here and build his now-famous Happy Half-Ogre Inn and Tavern. Grog's is known for its food, hospitality, and—above all—its extremely low prices. Grog's doesn't discriminate in the least and has, therefore, become a meeting place for half-breeds, adventurers, and other seedy sorts.

At first, most people in the town appreciated the new business and welcomed Grog and his friends with open arms. However, a recent crime wave has struck Dagger Rock, and there is growing concern that Grog or the company he keeps is responsible. Many wild rumors are floating around town, and opposition to the newcomers is becoming greater by the day. A town council meeting has been called for one week after the party arrives, to decide the fate of Grog's establishment.

For the Dungeon Master

It is ideal that the party meet for the first time one evening in Grog's tavern. This is, of course, not completely necessary. In any event, the adventurers should possess little or no experience, no magical items, and very little gold on hand. The party should contain at least one thief or ranger, and lawfully-aligned characters should be allowed some latitude when dealing with espionage, breaking and entering, and so forth. If necessary, Sidon Bearclaw, the captain of the guards of Dagger Rock (and Grog's closest friend and former adventuring companion), can give the party permission to "investigate" in his name, within reason.

If the party contains a half-ogre or half-orc, the DM should adjust reaction rolls within the town of Dagger Rock accordingly. For example, any interviews with Grog's half-breed help should go much smoother, while any of the "unfriendly to the newcomers" townspeople become very difficult to deal with.

The party may split up to seek employment in the town to gain information and clues, and the DM should allow reasonable plans a good chance of success. Remember: The object of the adventure is to have fun while achieving the mission's goal. With luck, the party might catch the thieves and uncover the plot in only one game day, or they might still be looking even as Grog has begun to pack his bags. The DM should feel free to add to the town, characters, and atmosphere with his or her own creative touch.

Dagger Rock

The town of Dagger Rock boasts a growing population now in excess of 200 inhabitants. It owes its name to a strange rock formation, in the middle of the Silverfish River on the northeastern edge of town, which markedly resembles a very large stone dagger stabbed straight into the heart of the stream. Most of the townspeople make their livings by selling and bartering their goods and services to others in the town. Some sell their crops (mostly grains) to the cities in the south. Sometimes, a small barge or ship stops at the docks, and the crew spends their time and money at the local inn and tavern, but this is a rare occurrence.

Dagger Rock's reputation as a peaceful, friendly town has now come into question, primarily due to the current influx of half-breeds and wandering adventurers who have been attracted by Grog's recently opened inn and tavern. Some citizens enjoy the new faces and new customers, and they appreciate Grog's low prices and fine-quality

food as well. Others have attributed the recent rash of robberies, muggings, and ill-fortune to Grog and his friends. Most people keep their opinions to themselves, both others, like Jim Aremsee, are all too quick to speak up against the newcomers.

A week after the party meets at Grog's, a town council meeting is called at Bearclaw Keep to discuss the matter. Unless the party manages to discover those responsible for the rash of criminal activities (and gain conclusive evidence), Grog and his friends will be ordered to leave Dagger Rock in two weeks' time.

Most of the important townspeople are detailed within this module, but the DM should fill out Dagger Rock with normal farmers and families. None of the NPCs within have been assigned non-weapon proficiencies. If necessary, the DM may add details to the townspeople, including these proficiencies.

The DM should remember that the town is a living, breathing community of very active beings. Townspeople can be found shopping, visiting, playing, and patrolling during the day. At night or on days of rest, there are very few people out and about in the town except for guards, thieves, and the occasional couple out for a stroll.

The DM can always use idle chatter (such as two women gossiping at the general store) or outright accusations (such as the rantings of Jim, the town drunk) to spread rumors and drop clues, should the party be having difficulty in solving the mystery (see "Rumors").

The town of Dagger Rock can easily be placed anywhere in the DM's campaign world. Towns like this are everywhere, even if they're not always large enough to warrant a dot on the map. Any river in a temperate zone can be substituted for the Silverfish River.





The Truth

Grog and his friends are, for the most part, innocent. Although some of his customers might get a bit rowdy and are sometimes caught picking pockets or performing other antisocial acts, the real person behind the recent crime wave is Yuri Kineron, owner and proprietor of the Dagger Rock Tavern. Yuri had just begun to tighten his hold on the town (using muscle and scare tactics) when Grog and his entourage arrived. The almost instantaneous popularity of Grog's tavern began to hurt Kineron's chances of gaining control of the town. It wasn't helping his business any, either.

Since force against such a powerful adversary was definitely out of the question, Kineron's only chance to rid himself of Grog was to get the town to throw him out. The plan to increase the amount of crime in the town, leaving clues that implicated Grog and his patrons, was by virtue of its simplicity, perfect. In fact, the job is almost complete, for soon the town will take a vote on whether or not to let Grog stay. If not for a group of those self-same wandering adventurers (i.e., the PCs), all hope for Grog might be lost.

About Half-Ogres

Half-ogres are fully detailed in the *MONSTROUS MANUAL*™ tome, as well as the *Complete Book of Humanoids*. The DM should review this information before running the scenario or allowing a player to create a half-ogre character.

The half-ogres in this adventure, except for Shod (the stableman), were raised by their ogre parent. All except Grog have standard, humanlike eyes. Their hair color is black. Grog has brown skin, while Matilda's is gray and Fist's is black as coal. Shod's skin is a strange, brownish-yellow resembling a horse's hide.

Grog and his friends are tolerant of all races, and Grog himself has many different friends in just as many places. For the sake of the adventure, the DM should not harass elves, humans, dwarves, and so forth in the tavern. A good joke here and there or a few arm-wrestling contests, however, can add to the atmosphere. The party should be warned not to antagonize the half-breeds, since this would jeopardize their employment opportunities. Half-ogres and half-orcs are very conscious of their appearances, and a "puny" human or elf would be well advised to avoid a direct confrontation unless powerful enough to back up his boastful words with action.

Events

This section deals with the events that transpire during the week of the characters' investigation. If the adventure proceeds too slowly or too quickly, the DM should modify the date or details of these occurrences. The DM is encouraged to add to the clues the party finds and expand upon many areas of the town should he or she feel so inclined.

Day 1. It is assumed that the party enters Dagger Rock just before dark, arriving from the southeast. If so, then Grog's tavern (area 1) is the first building encountered, and the adventure commences quickly. If not, the party can spend the night at the Dagger Rock Tavern (area 19) or the Hearthfire Inn (area 13).

After retiring that night, the party is awakened by screams and alarms. If the PCs leave their rooms to investigate, they find that the stables (area 1G) are on fire. The fire is put out quickly, with little damage done if the party helps. If not, there is sufficient manpower to save the stables.

Observant characters see Shod (area 2) touch a frightened horse, after which the horse immediately calms. Any other wounded creatures or people attract Shod's attention, and he casts *cure light wounds* spells on one of them. Father Veril (area 20) arrives shortly and aids any others who have been wounded. Captain Bearclaw is also there, as is the staff of Grog's. There is a noticeable lack of townspeople helping to put out the blaze.

If the PCs are staying elsewhere, they still hear the alarms and, if they act quickly, can help put out the fire as above. Should the characters successfully aid in putting out the fire, Grog is extremely grateful and offers them free lodging for the week, even if they are not already staying at his establishment.

Rangers (like Captain Bearclaw) or characters with the tracking proficiency cannot find suspicious tracks because they've been obscured by water, mud, ashes, and the footprints of the rescuers. However, it is obvious that the fire was deliberately set.

Day 2. If the party stayed at Grog's the night before and aided in putting out the fire, Grog greets the PCs when they first wake up and invites them to breakfast. After breakfast, he asks to speak to them in private, inviting them into his room (area 1E). At this meeting, Grog asks for help in finding out who is behind the harassment of his friends and business. He feels that, as strangers in town, the PCs would not arouse undue suspicion by asking a lot of questions. He offers them a reward of 250 gp each (a hefty sum for 1st-level characters, but he can afford it) if they find the guilty parties. Also, the characters can keep anything found along the way, except for crucial evidence.

If the PCs agree to help Grog, he tells them that Captain Bearclaw is his closest friend and can provide them with any help they might need. He also tells the party of the upcoming town council meeting (on Day 7) and his fears that he and his friends will be kicked out of town. The party must find the culprits before then.

If the party is not yet staying at Grog's or did not aid in putting out the fire, Grog sends Mary (area 14) to their rooms with an invitation for the newcomers to have dinner at his tavern. At this dinner, Grog asks for their help as above.

Day 3. If the party has been asking too many questions, or if Grunt and Brock have informed Yuri of their mission (see area 1Y), the two half-orcs sneak into one of the party's rooms and attack. If the party is all in the adventurers' room (area 1Z), they still attack but quickly retreat. Their purpose is to rough up the party a bit and scare them into leaving Dagger Rock for good. The DM should count as real only 25% of the damage done by Grunt and Brock to any characters, since they are merely trying to knock the adventurers out, not kill them.

If the PCs kill Grunt and Brock, they are unable to gain any useful information about them; if either or both are captured, the two reveal that they were hired to attack the PCs to drive them off, and that they are responsible for setting the fire. They do not, under any circumstances, reveal who hired them. If a *charm person* spell is used, their fear of Yuri's reprisal is great enough to negate the spell's effect on them. For the sake of the adventure, the party should learn little more from these two. Captain Bearclaw takes the two to jail (area 11) and allows the party to keep Grunt and Brock's possessions (including magical items) as a reward for their capture.

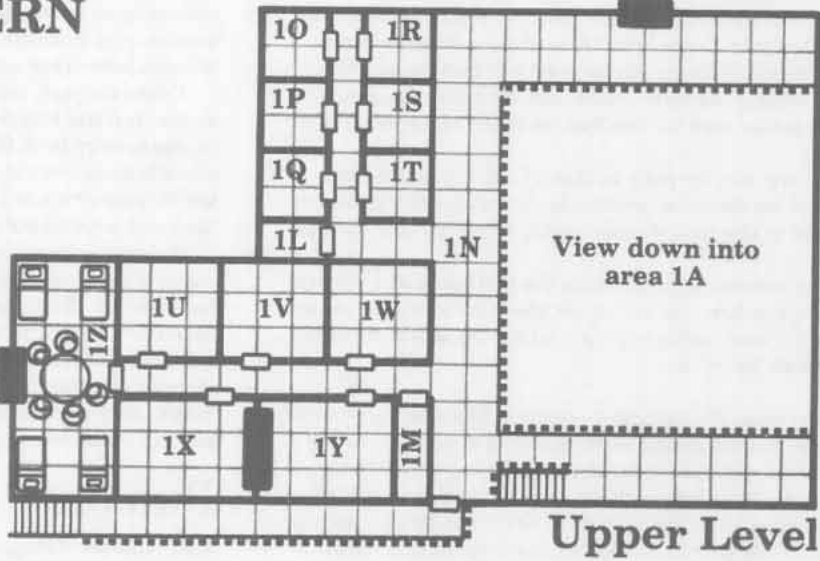
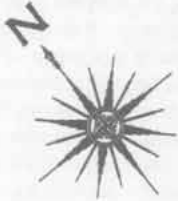
Day 4. Nothing unusual happens today. The DM may insert an unrelated event of his own to the events of this module.

Day 5. Late this evening, after midnight, Grog's secret wine cellar is robbed of 10 of Grog's finest bottles of wine. The crime is accom-

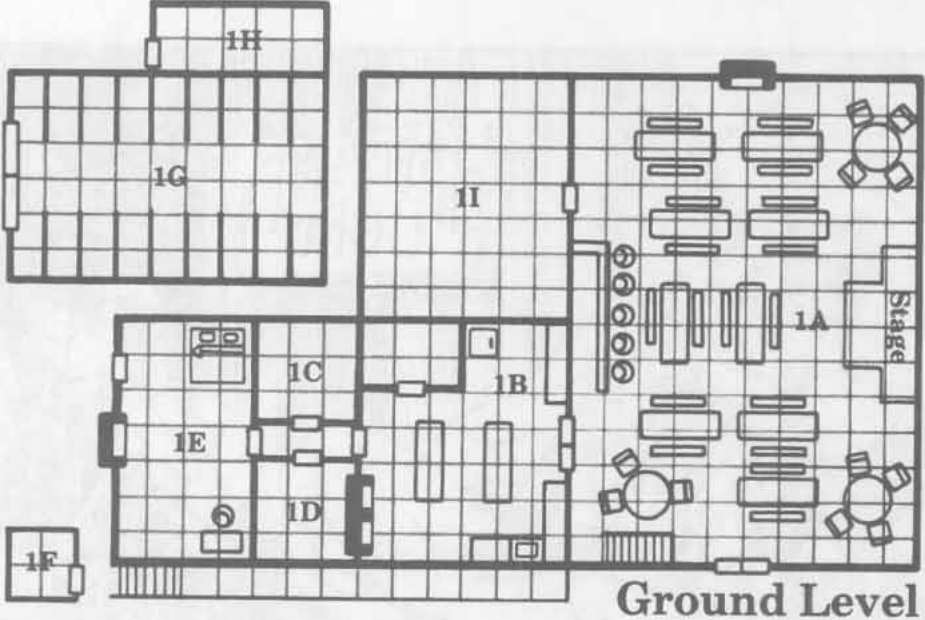


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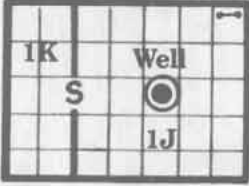
THE HAPPY HALF-OGRE INN AND TAVERN



Upper Level



Ground Level



Cellar

1 square = 5'



plished by Caela (area 18), who uses the secret tunnels below the tavern (area 31) to enter through the secret door in the well (area 1J). She uses her thieving skills to climb the walls of the well and steal the bottles without making any noise. She then places the bottles in the cellar of The Green Grape (area 18) to dispose of the evidence and divert suspicion. Only an inventory reveals that the number of bottles in this cellar is not correct, so it is unlikely that the owner, Gretchen, will realize until too late that the stolen merchandise is in her possession.

Sidon Bearclaw asks the party to search Grog's cellar for clues. (DM's option: If the characters are having difficulty with the mission, a ranger should be able to find some muddy footprints near the well.)

Day 6. Nothing unusual happens today. The DM may insert an event of his own. There is, however, lots of talk about the town meeting tomorrow (Day 7). Some townspeople are taking one side of the debate, while some are on the other.

Day 7. Today at noon, the entire town meets at Bearclaw Keep (area 14D) to discuss the recent crime wave and what to do about it. The majority of the townspeople want Grog and the half-breeds to leave town immediately. They believe that his inn and tavern attract "the wrong kind of people" to Dagger Rock. If Grunt and Brock were captured or killed by the party, this adds more ammunition to the townspeople's argument, as the two were obviously half-orcs and both stayed at Grog's.

Captain Bearclaw stands up for his friend, and Father Veril speaks

on Grog's behalf, reminding the townspeople that he is "innocent until proven guilty" and preaching tolerance of others. Of course, Yuri has also planted his own people, like Jim and the elves, to stir up anti-foreigner sentiments while he himself remains impartial. The town council members are Captain Bearclaw, Yuri Kineron, Mayor Winston Jacob (chairman), Berik Andovan, and Logen Ironhand.

Unless the party chooses to present its evidence at this time and expose Yuri and his companions, Captain Bearclaw and Logen are unable to sway Berik (the swing vote in this debate), and Grog is asked to leave town in two weeks or face arrest. If this occurs, Captain Bearclaw loses any chance of becoming the new mayor of Dagger Rock and is forced out of office in only a few months.

If the party has already exposed the villains or does so during the meeting, there are many cheers, and Dagger Rock is henceforth a safe haven for all. The aging mayor dies within six months, and Captain Bearclaw is quickly elected to the position. Grog pays the party in full, and all of the conspirators' magical items and mundane possessions become theirs. Yuri's holdings go to improve the town, and the villains themselves (if still alive) are either incarcerated for several years or immediately exiled.

Rumors

Many citizens of Dagger Rock harbor secrets in their pasts, as do properly-rolled characters and their real-life personalities, but certain rumors abound in the town about some things that might interest the party. Some juicy bits that might be overheard are:





D. CRANER

1. "Matilda, the cook at Grog's, murders humans in the night and serves them to the customers. That's how Grog keeps the prices so low." (False)
2. "Shod used to be a horse until Grog made a bargain with an evil wizard and had him turned into a half-ogre." (False)
3. "The maid at Grog's is a thief. She was fired from Yuri's tavern for stealing from him." (False; she was fired, but for other reasons.)
4. "Captain Bearclaw is in on the crime wave and is protecting those responsible in exchange for a piece of the action." (False)
5. "There are many ghosts out by the graveyard. You can see them creeping about on moonlit nights." (False; there are no ghosts there, but the motions of Yuri's accomplices are taken as such.)
6. "The Dagger Rock was driven into the river by a giant who was so stupid that, when he saw his reflection in the river, he immediately tried to kill it with his dagger." (False)
7. "Grog's great treasure buried near the Dagger Rock." (True)
8. "Grog eats little children as midnight snacks." (False)

The DM can think of many more rumors using the NPCs in the adventure, but they should rarely be true. Also, some rumors fit only certain NPCs. For example, children always tell the story about the giant, and Grog's friends would never say bad things about him or his business. Be logical, but have some fun with the party, too.

Encounter Key

The following encounter key applies to the map of Dagger Rock. Unless otherwise noted, all NPCs are 0-level with the following statistics: AC 10; MV 12; 0-level; hp 1d6; THACO 20; #AT 1; Dmg by weapon type; roll 2d4+4 for ability scores; SZ M; ML 8; AL any good.

1. Grog's Happy Half-Ogre Inn and Tavern. The PCs will probably first approach Grog's from the southeast along the main road, just before nightfall. If they arrive from a different direction or at a different time of day, make the necessary changes in the following description.

Ahead to your right, you see a very large wooden building, only recently constructed. A large oaken sign hangs over the road. It reads, "Grog's Happy Half-Ogre Inn and Tavern," and a smaller sign beneath it reads, "Half-Breeds Welcome." Someone has tried very hard to carve the letters "UN" before the word "Welcome" in the lower sign, but there are indications of a vigorous attempt to remove the additional letters. A pair of very large oaken doors stand open. The smells of fine food and cold ale waft over the road. The sounds of boisterous men and women carry through the night air from within.

Ground Floor

1A. Tavern Area. Upon entering the establishment for the first time, the party is met by the owner and proprietor, Grog himself.

As you enter through the large doors, you are suddenly confronted by a massive, 8'-tall humanoid with long yellow fangs protruding from his upper jaw. He stares down at you with great black eyes and empty white pupils. After an empty silence, he suddenly breaks into a wide grin and begins to chuckle deeply. "Hello, hello," he says. "Sorry about the nasty look. I always do that to my new customers, especially obvious adventurers like

yourselves. I am Grog, owner and proprietor of this humble establishment. Please come in and enjoy yourselves. You'll find my entertainment good, my food even better, and plenty of ale and spirits for all."

At this, the half-ogre gestures toward a very attractive young girl carrying a tray. She immediately leads you to a large table near the stage, where a comely elven minstrel is playing music on a small, stringed instrument. After you are seated, the waitress identifies herself as Mary and asks you if there's anything you'd like to drink or eat. (The DM should actually take down the characters' orders in a realistic manner, to add flavor to the adventure.) She tells you that there will be a short wait for the food, as they are very busy tonight, then quickly leaves.

Read or paraphrase the following description once the characters are comfortable and have a chance to take in their surroundings.

As you enter through the large doors, you are suddenly confronted by a massive, 8'-tall humanoid with long yellow fangs protruding from his upper jaw. He stares down at you with great black eyes and empty white pupils. After an empty silence, he suddenly breaks into a wide grin and begins to chuckle deeply.

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Turning to the north, you see an immense fireplace, burning bright red and casting flickering orange shadows on the walls. Mounted over the fireplace, a giant-sized double-bladed axe flanked by two equally gigantic shields reflects the lanterns set about the room in a cool blue light.

Taking up most of the western wall is the bar, ably handled by only one man. He darts to and fro along its length, with sometimes as many as 12 drinks in his large arms and hands. In the south portion of the west wall, a pair of swinging doors leads to the kitchen. Two attractive waitresses, Mary and another older woman, pass regularly among the pawing customers and their tables with amazing agility.

Suddenly, a loud scream comes from high above. Gazing upward, you see a young man dangling by his feet from a railed balcony 12' above. The balcony runs the length of the second level, except for the area over the stage, which has a clear view of the roof some 30 feet above floor level. Another half-ogre, with skin as black as coal, pushes his way through the crowd above and forcefully grabs the young man's leg with one hand. After



dangling him high above the crowd for a few seconds, he calls down below, "Hey, Grog! Look at what I caught!"

Grog, now standing in the center of the room, replies, "Well, well. What do we have here? Methinks he fancies himself an acrobat. Maybe the chef can do something with an acrobat." He gives a deep, throaty chuckle, and the place erupts in various choruses of laughter and cheers for Grog and his tavern.

The young lad is then taken downstairs and heaved gently through a small door in the northern part of the west wall (into area 1I). The inn's patrons laugh and shout anew, and things return to normal.

At this time, Mary returns with your orders. Plates of food and mugs of ale are laid in front of you in over-abundant amounts. The generous helpings are matched only by the exquisite aromas that begin to waft upward.

Any characters who did not order earlier can now change their minds if they so desire. Nothing else of significance occurs during their meal.

If anyone inspects the axe on the northern wall, runes can be seen on the handle. The runes are written in frost giant script and, if translated, reveal the weapon's name: Frostbite. The shields mounted beside the axe have received numerous dents. The items here are Grog's personal possessions, and if he is asked about them, he tells the curious party members a long story detailing his encounter with a "rude and overconfident" group of frost giants. He subsequently "relieved them of their burdens" and took the now-dented shields as mementos. Neither the axe nor the shields are magical—just very large.

Any character who walks up to the bar has a 10% chance of realizing that the bartender, Sevim Ronard, is actually a half-orc. Ronard is one of the few capable of passing for human, and he is actually quite attractive (see area 3). He is married to the other waitress, a human named Julia.

Mary is the daughter of Sidon Bearclaw, the captain of the guards of Dagger Rock, and Grog is her godfather. She carefully drops these warnings into the conversation if any young male patron (including one of the PCs) makes undue advances. For more on Mary and her father, see area 14.

Fist, the half-ogre bouncer (see area 1D), usually stands near the main entrance doors. He is presently hiding near the stairs in the southwest corner of the room, well out of sight.

When the characters have finished their meal, Mary brings their bill. The DM should charge the PCs only half the usual rates for all goods purchased. Grog then asks them if they have a place to stay for the night. For the sake of the adventure, there should always be a few rooms available for the party. Grog recommends the adventurers' room (area 1Z) as safe and usually quiet. Again, the rates are only one-half those charged by other taverns in the DM's campaign, and the service and quality are always superior.

If the characters have little or no money at this point in their adventuring careers, Grog has a special "flop house" (area 1I) for those persons who are a little "tight of pocket."

The party is, of course, under no obligation to spend the night at Grog's, but the DM should politely encourage them to do so "because it is too late to go out and search for another inn."

1B. Kitchen. This is the large kitchen where a female half-ogre named Matilda, chief cook for Grog's, prepares the food. Her philosophy of "nothing fancy, just as long as it tastes good," has earned her high praise from any patrons who actually know something about what they're eating. Her assistant, Caela, spends most of her time running

around doing all the little things that make the kitchen work. There is more to Caela, however, than first meets the eye. She is actually an assassin hired by Yuri to watch over the events at Grog's. If all of Yuri's plans fail, she is prepared to poison Grog and some of the patrons to stop his business. She lives in a room above The Green Grape (area 18).

The kitchen contains two preparation tables, a large sink, two fireplaces, a stove, a spice rack, and all of the standard items. All of the pots and pans are oversized and capable of feeding many people simultaneously. A door to the west opens into the living area, and a door to the north leads to a small pantry. Two small bells are attached to strings that run into the ceiling, against the western wall and south of the door. They lead to the suites (areas 1X and 1Y) and ring only when someone above wants room service. The waitresses, Mary and Julia, are responsible for seeing that the food gets to the rooms as soon as possible.

There is a trap door under a round rug in the north portion of the room. A short flight of wooden stairs leads down to the cellar (area 1J). The trap door is treated as a concealed door for detection purposes.

Without Grog's or Matilda's permission, only the staff of Grog's may enter the kitchen area.

1C. Matilda's Room. This room contains a half-ogre-size bed, a dresser, a small nightstand, and many shelves lined with various cookbooks. In a small, locked chest in her top dresser drawer, Matilda keeps 50 pp, a flawed emerald worth 500 gp, and a lock of Grog's hair that she removed from his head one time while hitting him over the head with a pot. She's long had a crush on Grog—a confirmed bachelor—but her bossy, dominating attitude keeps him far away. Matilda wears the key to the chest around her neck at all times. The rest of her treasure is kept in the bank.

Matilda is an excellent cook and could have worked in some of the finest restaurants, but nobody in the human world would hire her because of her appearance, and no one in the nonhuman world had the taste to appreciate her culinary skills. Grog found her carrying crates in a warehouse and immediately hired her to run the kitchen in his soon-to-be-built inn. She is paid very well indeed (it is rumored that she earns more than the town's bank manager) and is completely loyal to Grog and his business. She has no idea that Caela is a spy, and she has no clues to give the party. However, if asked, she does know where Caela lives (area 18).

Matilda (1st-level half-ogre fighter): AC 9 (leather apron); MV 12; F1; hp 15; THAC0 20 (base); #AT 2 (pot and pan); Dmg 2-5/2-5; S 17, D 10, C 15, I 12, W 9, Ch 4 (8 to half-ogres); SZ L; ML 12; AL CN; XP 65.

1D. Fist's Room. Fist, Grog's tavern bouncer, lives here. This room is similar to Matilda's room (area 1C). Fist was rescued from slavery when Grog stumbled across a group of evil humans who were using Fist to mine gold in the mountains. Grog and his friends killed the slavers, rescued the slaves, and took the gold for themselves. They gave each of the slaves a fair share of the gold and used the remaining funds to form what is now a thriving mining company. Grog, seeing a half-breed in trouble and knowing talent when he saw it, offered Fist a great job with steady pay and fringe benefits (i.e., free food, lodging, etc.). Fist immediately accepted and has been Grog's most faithful henchman ever since.

Over his bed, Fist still keeps his slave chains to remind himself of his past and of his recent good fortune. A secret compartment under his bed contains a small, locked chest containing 12 gold nuggets worth 100 gp each, and a potion of *human control* (for elves, half-elves, and humans)—just in case. The chest is trapped with a sleep-



poisoned needle (sleep lasts 6d6 turns and affects even elves; saving throw made at -4). The key to the chest is made by hitching together the two earrings he wears in a special way. The earrings themselves are not valuable. Fist spends most of his pay as soon as he gets it and boasts of a huge wardrobe.

In combat and as a bouncer, Fist prefers to use his superior size and weight advantage to pummel all unarmored troublemakers. Fist wears *leather armor +1*. He is proficient with the blackjack (which he always carries) and specialized with the battle axe.

Fist (3rd-level half-ogre fighter): AC 7; MV 12; F3; hp 44; THAC0 18 (base); #AT 1 or 3/2 (with axe); Dmg by weapon type; S 18/67, D 10, C 17, I 8, W 11, Ch 7 (14 to half-ogres); SZ L; ML 17; AL LN; XP 175; *leather armor +1*, blackjack, battle axe (in quarters), iron earrings (key to locked chest; see above).

1E. Grog's Room. Behind the large, locked, iron-bound door lies Grog's private living chambers. Plushly decorated, this is obviously the dwelling of a wealthy man. A gigantic, 15' x 10' bed covered in polar bear fur blankets fills the northern end of the room. Straight ahead, a large, screened-in fireplace heats the chamber nicely. Two winter wolf hides lie side by side in front of the fireplace, their open jaws facing the door. Another iron-clad door is to the northwest, and an impressive, solid iron chest occupies most of the southwest corner of the room. An oddly-shaped, oaken desk fills the southeast corner, various letters and papers scattered about its surface. A very large chest is neatly tucked under the desk.

Grog always keeps the keys to his room, and to the rest of the tavern, in the heel of his left boot. The western door is barred and locked from the inside. It is therefore unlikely that the party has somehow broken in here. It is more likely that Grog has just invited the party into his room to ask for their help. (See "Events" for details.)

Any character who examines the outer door closely notices a long string with a 2"-diameter loop in the end of it tied to the door bar. After the rash of trouble began, Grog began tying this string from the door to his toe, just in case anyone managed to come through the door while he was sleeping.

Grog was born in the arctic wastes of the north, in the Valley of Frost, to a human mother and an ogre father. His father was a lieutenant in the clan, his mother a slave. Raised by his father in the ogrish graces, he left home to find a better way and make some money on the side. He adventured for many years, doing different things. One of his companions included a ranger named Sidon Bearclaw, currently Dagger Rock's captain of the guard. Sidon had a change of heart and decided to work for good and order in the world, and leave the chaotic roaming to his friends.

Grog's one dream was to settle down to the quiet life, a wealthy half-ogre with some good friends. After proving that he was better than the ogres in his father's clan, he set about to amass his fortune so that he could eventually build his very own tavern. One day, luck was with Grog. His party decided to take a "permanent loan" from a town bank and stumbled onto a small fortune of gems and coins. While the rest of the party members used up most of their weight allowances carrying gold and platinum pieces, Grog's superior strength and size allowed him a greater share of the loot. His impressive bearing and quick thinking also provided him with the majority of the bank's gems and jewelry. Most of the characters left with only around 2,000 gp; Grog cleaned up with more than 10 times that amount.

His dreams realized, Grog retired to a life of luxury and thought about finally settling down. He vaguely remembered the town of Dagger Rock, where his old friend the ranger now lived in peace. After only a week in town, Grog purchased some land and set about building "the world's greatest inn and tavern." Grog's prices are low

and his wages high because most of his money is now safe in the town bank. The interest from this bankroll and the great volume of business he does allow him to just break even. He is not in business to make money, although he does try to promote honesty and makes all of his customers pay, one way or another.

The iron chest in the southwest corner of the room contains Grog's clothing, mundane personal effects, and a bejeweled hair comb (worth 265 gp). The chest tucked under his desk contains three large pouches holding 150 pp, 150 gp, and ten 50-gp gems respectively.

Grog is specialized with the bastard sword (which he is capable of wielding in one hand while inflicting two-handed damage) and is also proficient in the blackjack and spear. He has been known to wear chain mail under the brown leather tunic that reveals his very broad biceps. He always uses a large shield when fighting, but there should be no need for Grog to wield a weapon in this adventure.

Grog (6th-level half-ogre fighter): AC 1 (4 without shield); MV 9; F6; hp 76; THAC0 15 (base); #AT 1 of 3/2 (bastard sword); Dmg by weapon type; S 18/00, D 9, C 17, I 11, W 8, Ch 8 (16 to half-ogres); SZ L; ML 17; XP 975; *chain mail +1*, *shield +2*, *bastard sword +1*, *ring of warmth*.

1F. Outhouse. This is a standard outhouse in all respects, except that everything inside is always kept very neat and clean. There is nothing of any real value in here.

1G. Stables. This building contains 16 stalls. The best stalls are nearest the western entrance. The first two stalls are used to store some minor tack gear, while the rest of the supplies are stored in area 1H.

The chief stableman, Shod (see area 2), is a mute. Although extremely kind to the animals in his charge, he's not particularly fond of humans or even humanoids. The only real exceptions to this policy are Grog and the two stableboys, Raven Bearclaw (area 14) and Logen Ironhand, Jr. (area 12). Raven is the son of Captain Bearclaw, and young Logen is the son of the town blacksmith. Both boys work here part-time, making good money and saving it up for a rainy day. One or both can usually be found here in the afternoon and early evening.

All horses stabled at Grog's are fed, walked, washed, and brushed at no charge.

1H. Tack Room. A large pile of hay usually hinders entry to this room. The room is always locked when Shod is not present, and only he possesses the key. It contains piles of feed, blankets, and assorted horse gear. There are even two spare saddles for emergencies, and Shod will sell some of the gear to friendly characters for half the usual rates (see *Player's Handbook*). There is nothing else of value here.

1I. Flophouse. This huge room's floor is carpeted with huge mattresses covered over by a thin layer of straw. This is the flophouse, a famous institution at Grog's, where all manner of drunks, miscreants, and those who are just too poor to sleep elsewhere often spend their nights. The straw is changed daily, and the mattresses are checked weekly for bugs. Any intoxicated person at Grog's is likely to wake up in here. Although valuables are not guaranteed, very few thieves are bold enough to steal from any patron under Grog's roof.

1J. Cellar. A small flight of wooden steps leads down from the trap door in area 1B to the main food storage cellar. Here, most of the kitchen's supplies are stored until needed. It is considerably cooler down here than in the rest of the tavern.

In the center of the room is a large stone well, approximately 30' deep to the water below. All of the fresh water at the inn comes from here. The walls of the well are slightly slippery, imposing a -25%



penalty to all climbing checks. It is impossible for a character to “belly flop” into the well.

Unknown to anyone at Grog’s, a secret door exists deep down in the wall of this well. It can be detected only by a character within the well, about 20 feet below the floor (10 feet above water level). From this position, it is relatively easy to spot the loose stones that outline the door (1–2 chance on a d6, 1–4 chance on a d6 for dwarves and elves). This door enters the tunnel system made by Yuri and his cohorts (area 31I). The tunnel entrance is only large enough for single-file crawling by creatures no larger than man-size.

The party is not likely to visit here until after the robbery (see “Events”), as the cellar is usually off-limits to all by employees of Grog’s. However, after the theft of the wines from area 1K, Grog is more than happy to let the party search the area with Captain Bearclaw.

1K. Fine Wine Cellar. The secret door from the main food cellar leads into Grog’s private fine food and wine storage room. The best of Grog’s vintages and supplies are kept here, and only Grog, Matilda, and Fist are supposed to know of this room’s existence. Unknown to any of them, Caela discovered it during one of her frequent searches of the tavern.

The DM should decide which of the campaign world’s finest vintages are in Grog’s possession as well as their approximate values.

See the “Events” section and area 1J for details concerning the robbery to be perpetrated here.

Upper Level

1L–1M. Linen Closets. These are nothing more than large linen closets. They are always searched at night before closing, for possible unwelcome guests. Other than extra sheets and pillows, there is nothing of any value in either closet. The pieces that can be assembled into extra tables and beds can also be found in these rooms.

1N. Balcony. An open balcony runs along all but the eastern wall. From here, almost all of the lower common room (area 1A) can be seen, including the stage. The balcony is surrounded by a 3’-high railing that has a 1’ ledge near the top of the inner rail for drinks and so forth. The railing is very sturdy, and it is virtually impossible to reach the lanterns (which are normally lit and suspended from the ceiling with long, thin chains) from here. Grog and Fist always keep a watch on the goings on here. No drink or food service is provided for those on the balcony, but on special nights, chairs and tables are placed here for additional customers.

1O–1T. Single Rooms. These single rooms contain one normal bed, a small nightstand with a filled pitcher of water, and a small wash basin. A small chest with no lock is provided for temporary storage of personal belongings.

Currently, only one of these rooms is occupied on a regular basis. Room 1O is the current lodging place of the minstrel and is usually reserved for Grog’s single entertainers.

Salae the high elf is very attractive and rather young. She’s definitely a flirt but plays stupid to get close enough to pick the pockets of the obnoxious men who chase her. She travels under the guise of a minstrel to allay suspicion, make a little money on the side, and add a little excitement into her life. She’s actually quite good with the lute and the flute, and not bad with a throwing dagger, either. She always wears her *cloak of elvenkind* and never hesitates to use it should things get sticky. Believing deeply that all creatures deserve to choose their own paths to follow in life, she is currently on Grog’s side in the nasty turn of events. Should the party be in dire need of a thief, the

DM should feel free to use her. In any case, she won’t attempt to steal anything from the party members, as they are obviously friends of Grog, and “he needs all the friends he can get.” Salae knows nothing about who’s behind the recent crime wave, but the DM might use her to spread any rumors necessary, should the party have difficulty with the investigation.

Salae Silvermoon (2nd-level high elf thief): AC 10; MV 12; T2; hp 10; THAC0 20; #AT 1; Dmg by weapon type; S 9, D 14, C 13, I 16, W 12, Ch 17; SA backstab; SD rogue abilities; 90% resistant to *sleep* and *charm* spells; SZ M; ML 11; AL CN; XP 35; *cloak of elvenkind*, two throwing daggers, short sword.

Rogue abilities: PP 45%, OL 15%, FRT 15%, MS 45%, HS 40%, DN 20%, CW 80%, RL 0%.

1U–1W. Double Rooms. The double rooms each contain two beds, two large wooden chests with no locks, a large table, and a nightstand with pitcher and bowl. Only one of these rooms is regularly occupied during the week of the adventure. Room 1U is occupied by two half-orcs who have been planted by Yuri to watch the tavern and any newcomers.

If any party members stay in area 1Y or 1Z, Grunt uses his ability to detect noises to determine what, if anything, the characters are up to. The DM should make a new roll for every important bit of information spoken aloud. Grunt is a thief, after all, and subject to the same mistakes as the PCs. If Brock and Grunt suspect anything, they immediately inform Yuri. See the “Events” section for possible repercussions.

Grunt and Brock are posing as horse traders interested in purchasing strong horses from nearby farms. Any subtle questioning by a knowledgeable character has a 75% chance of revealing that neither knows the least bit about horses. Each of the half-orcs should be allowed an Intelligence check to determine whether he realizes that he’s blown their cover. If the half-orc rolls above his Intelligence score, the characters in question have successfully avoided suspicion, for now.

Both Grunt and Brock can usually be found in the tavern common room (area 1A) during the evening hours. They don’t use any of the secret tunnels to reach Yuri’s secret chambers (see area 19), as their “regular business” allows them relative freedom of movement without attracting suspicion.

Grunt (1st-level half-orc thief): AC 8; MV 12; T1; hp 7; THAC0 20; #AT 1; Dmg by weapon type; S 13, D 14, C 15, I 9, W 10, Ch 12; SA backstab; SD rogue abilities; SZ M; ML 9; AL CE; XP 35; leather armor, *dagger +1*, thieves’ tools.

Rogue abilities: PP 25%, OL 20%, FRT 15%, MS 20%, HS 20%, DN 25%, CW 60%, RL –5%.

Brock (1st-level half-orc fighter): AC 5; MV 9; F1; hp 11; THAC0 20; #AT 3/2; Dmg by weapon type; S 17, D 10, C 17, I 7, W 11, Ch 9; SA +2 to attack, +3 damage (Strength and specialization bonuses); SZ M; ML 10; AL CE; XP 35; chain mail, long sword (specialized).

1X–1Y. Suites. These rooms each contain one 10’ × 10’ bed, an oaken armoire, a large iron chest with lock and key, and a wooden table with a water pitcher and bowl. These two rooms are the only ones for which all-hours room service is provided. If anything is required, a small bell chord can be pulled. At night, Matilda provides the service, while Mary and Julia split responsibilities during the early evenings. Upon the party’s arrival, only area 1Y is occupied.

“Father” Ilrid is a con artist. He carries with him three blue vials that he tries to pass off as potions of *healing*. They are actually just colored alcohol. Selling them for only 50 gp each to his “friends,” he’s made quite a killing recently. Should anyone question the authenticity of his goods, he gives the doubter a money-back guarantee in



D. CRAMER

which he agrees to refund the purchaser's 50 gp if the potion does not heal any wound. He only gives this guarantee to already injured adventurers, casting his *cure light wounds* spell on the purchaser after helping him wipe his chin of the remaining potion. Ilrid then accepts orders for more potions (he carries only three with him) at 10 gp each, with a two-day wait per potion to be manufactured. After receiving his fees, he promptly leaves town. Ilrid never reveals that he is a cleric or what his last name is. The DM can, at his option, treat Ilrid's elixirs as potions of *delusion*.

Ilrid Sidewinder (2nd-level human cleric): AC 5; MV 9; C2; hp 14; THAC0 20; #AT 1; Dmg by weapon type; S 14, D 12, C 15, I 12, W 16, Ch 17; SZ M; ML 11; AL CN; XP 65; hides a footman's mace and chain mail beneath his robes.

Spells (4): 1st—*command*, *cure light wounds*, *light*, *sanctuary*.

12. Adventurers' Suite. This is Grog's famous adventurers' room. It contains four beds (usually bunked for eight sleeping spaces), no chests (as adventurers are notorious for not leaving their valuables in their rooms), and one large round table for conferences (and casting a mass *detect magic* spell on recovered treasure). There's even a large fireplace shaft that indirectly heats the room whenever Grog is cold below. Grog is also rumored to often visit those groups who stay here. No other adventuring groups arrive during the week of this adventure.

2. Shod's Cottage. Grog's chief stableman, Shod, lives in this small, unadorned cottage with a view of the stables. Shod is a mute half-ogre who, after being abandoned as unfit by his ogre tribe, was rescued and raised by a young female druid. The druid soon realized that, although unable to speak, Shod had a unique empathic ability to communicate with animals (not monsters). After many years, Shod even learned how to cast a few spells, without the need for prayer or spell components, much the same way some monsters do.

Grog offered Shod a safe place to live where he could accomplish something and, best of all, constantly work with animals, especially horses. Shod agreed and has proven to be one of the best animal trainers around.

Shod has dull yellow-brown skin, similar to the horses he cares for. Unknown to Grog, he puts much of his salary back into special food for the horses and gives it to the stableboys as bonuses and gifts. The stableboys have a deep respect for Shod and would fight to the death to protect the kind half-ogre. Shod communicates with his eyes and hands, and he can perform limited reading and writing where necessary. The DM should play Shod without speaking, except when necessary for clarification. He is most often found in the stables with the horses.

Shod (1st-level half-ogre "cleric"): AC 10; MV 12; C1; hp 16; THAC0 20; #AT 1; Dmg by weapon type; S 18, D 10, C 16, I 7, W 13, Ch 4 (8 to half-ogres); SA has the punching and wrestling proficiencies; SZ L; ML 12; AL N; XP 35.

Spells (2): 1st—*cure light wounds*, *remove fear*.

3. Home of the Ronards. An attractive young couple lives here in their newly built wood-frame home with a view of the river. Sevim and Julia Ronard both work at Grog's and have recently built this house with gold that they've saved over the past six months. Sevim is actually a very rare example of a half-orc who is capable of passing for human.

Sevim and Julia have been married for just nine months and used to work at the Dagger Rock Tavern, before Grog arrived and offered them better pay and no prejudice. They bear no enmity to Yuri but haven't really spoken with him for many months. They are very good

friends of Grog and have worked hard to raise the money to begin building their new house. Very worried about the recent turn of events, they help in any way possible. Both can always be found at the tavern in the evenings. They are usually together at home in the daytime, sleeping or working on the house.

Sevim Ronard (half-orc bartender): AC 6; MV 12; 0-level; hp 6; THAC0 20; #AT 1; Dmg by weapon type; S 16, D 16, C 13, I 14, W 12, Ch 16; SZ M; ML 10; AL CG; leather armor.

Julia Ronard (human waitress): AC 7; MV 12; 0-level; hp 4; THAC0 20; #AT 1; Dmg by weapon type; S 12, D 17, C 13, I 14, W 12, Ch 16; SZ M; ML 9; AL CG.

4. Empty House. This house was built by a man who disappeared about two years ago. No one has the title, and the bank is now in the process of trying to sell it.

5. Mill. This small mill is run by a middle-aged man named Silas, whose major complaint these days is that someone is stealing his grain. The truth of the matter is that a group of giant rats are eating the grain in his silo through a hole in the floor (see secret tunnels, area 31J).

6. Hidden House. Secluded deep in the woods is the home of Tristan Runilar, a half-elf bowyer and fletcher. Tristan fought many wars against orcs, ogres, and other evil humanoids and still has a deep hatred of them. He hides away undisturbed in his elven retreat. Upset by the proximity of Grog's and its customers, he guards his home every night and shoots anyone who tries to enter without permission. He often pulls his punches, inflicting only 25% real damage and 75% stunning damage.

Tristan's famed craftsmanship was learned from his mother, a wood elf. It is rumored that, if given enough time and money, he can actually fashion magical bows and arrows. In the ceiling of his workshop there's a secret compartment that contains 100 pp and six diamonds worth 500 gp each.

Captain Bearclaw, although not the best of friends with Tristan, can always count on him in times of trouble. The party can always find him at home, but he avoids helping others (unless there's a wood elf in the party) and knows nothing about the crime wave.

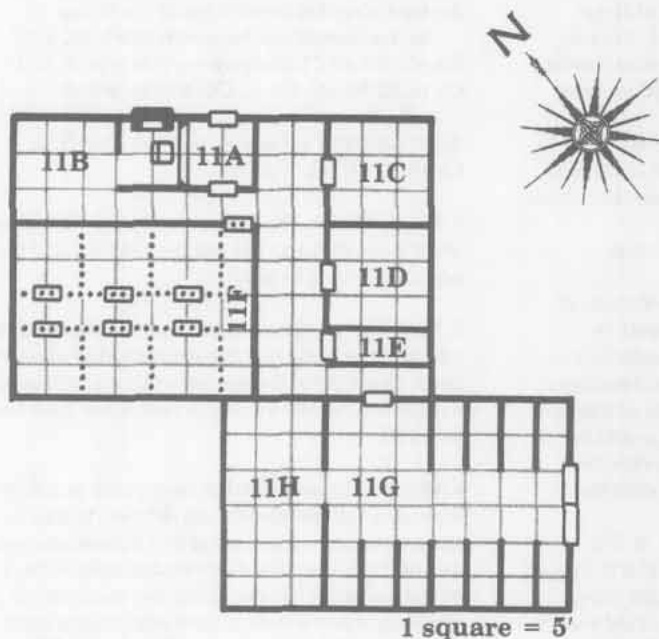
Tristan Runilar (3rd-level half-elf ranger): AC 6; MV 12; R3; hp 22; THAC0 18; #AT 1 or 2; Dmg by weapon type; S 15, D 18, C 15, I 14, W 14, Ch 12; SA specialized with long bow (+1 to hit, +2 damage); SD hide in shadows 20%, move silently 27%; 30% resistant to *sleep* and *charm* spells; SZ M; ML 13; AL NG; *long bow* +1, *six sheaf arrows* +1, *long sword*.

7. Maid's House. Ezmerelda Fipps, the old woman who works as a maid at Grog's, lives in this small house. There are rumors that Ezmerelda was fired from her former job at Yuri's tavern for stealing. Actually, she was framed by Yuri so that he could bring his own people into the tavern. Grog believes her story and has not had any trouble from her. She keeps 100 gp in an account at the bank and has very few other possessions. During the day, she can usually be found working at Grog's; in the evening, she knits at home.

8. Farm. A farmer named Elmo Bristlewick just moved here and has begun to plow his fields. If the PCs arrive here during daylight hours, they find Elmo in big trouble. He is running from a wave in the grass that appears to be following him, and he's screaming for help and definitely terrified of whatever it is that's attacking him. If the characters help poor Elmo, they are quickly attacked by a wild boar. The pig is very dangerous and not stupid. Because the grass is



GUARD STATION AND JAIL



high, any missile weapons used to attack an essentially invisible target suffer a -4 penalty to hit until the boar enters melee range. If the characters reduce the boat to 5 hp or fewer, it pretends to run away into the field but circles around to attack the party from behind in 1-4 rounds.

Once the beast has been vanquished, Elmo thanks the PCs for their help and invites them in for a pig roast. After dinner, Elmo gives the party his only valuable possession, a rough iron dagger with a flawed 20-gp diamond imbedded in the hilt. He tells the party that he found it in the field beside some long-buried bones when he was plowing. The dagger is the special key to the treasure room of Dagger Rock (see area 30). If anyone in the party remarks on the resemblance, Elmo agrees that the dagger does resemble the rock formation for which the town was named.

Wild boar: AC 7; MV 15; HD 3+3; hp 19; THAC0 17; #AT 1; Dmg 3-12; SD continues to attack until reduced to -7 hp; SZ M; ML 12; AL N; XP 175.

9. Jim's House. Jim Aremsee pretends to be the town drunk but is actually Yuri's chief source of information. He often buys drinks for others and pumps them for information, or he just eavesdrops on conversations by "collapsing" outside householder's windows late at night. Before the elves (area 19) arrived, Jim was Yuri's chief thief, but now he has the sole task of spreading rumors to stir up trouble.

Jim usually uses the graveyard (area 20) when he has to meet with Yuri. His favorite ploy is to pretend to pass out in town and have one of the town guards carry him home. He can then claim an alibi, with the guard as his witness, should he become suspect. Jim can be found anywhere in town at any time.

His house is small and typical, but there's a secret chest with 176 gp buried in his back yard. (A ranger or character with the tracking

proficiency should be capable of locating the chest's hiding place.) Jim carries the key to the chest around his neck. Although the chest is locked, it is not trapped.

Jim Aremsee (3rd-level human thief): AC 7; MV 12; T3; hp 13; THAC0 19; #AT 1; Dmg by weapon type; S 12, D 17, C 14, I 14, W 12, Ch 15; SZ M; ML 9; AL CN; XP 65; thieves' tools, dagger, key to chest (see above).

Rogue abilities: PP 50%, OL 35%, FRT 20%, MS 35%, HS 30%, DN 55%, CW 70%, RL 0%.

10. Schoolhouse. This small building is a single room containing 10 small desks and chairs, with one larger desk and chair at the front. Every day, for three to four hours, Cristina Andovan (see area 16) teaches reading and writing to children and adults, free of charge. (Her family foots the bill.)

11. Guard Station and Jail. This stone guard station was built under the direction of Captain Bearclaw to provide a strong holding place for those persons accused of crimes. All the surrounding towns use this jail to detain prisoners until they can be transferred to a major city for trial. There is much controversy surrounding the building, as many townspeople think it is a waste of space and money, and they would rather not have criminals kept within their town borders. Currently, the jail is permanently

manned by the town's third full-time law enforcement officer, Leif Delerin (see area 11C). All three officers—Captain Sidon Bearclaw, Raymond Ironhand, and Leif—have keys to everything inside the jail. All doors are locked and barred from the inside at night.

11A. Check Station. All visitors to the building must stop here and sign in. If the visitors have a good reason to be admitted, Leif (or Sidon or Raymond) unlocks the south door and escorts them inside.

11B. Records and Property Room. This area is devoted to record and storage of prisoner property. A cabinet is filled with documents, while three chests are empty, awaiting prisoners' belongings.

11C. Leif's Room. Leif is relatively new in town, arriving only four months ago, and is currently living in this spare room. It is sparsely furnished, but quiet and free.

Leif always thought he wanted to be an adventurer, but after a few near-fatal experiences that ended up to be not worth the trouble, he decided to make a respectable living for a while, doing some good deeds where it really counted. He doesn't particularly like what he's heard about Grog or the company he keeps but has yet to actually meet the half-ogre. Knowing nothing about the recent crime wave, he spends most of his time in the jail. He reads a lot, and many books can be found in a chest under his bed. Any payment he receives is immediately deposited at the bank.

Leif Delerin (2nd-level human fighter): AC 2; MV 9; F2; hp 18; THAC0 19 (base); #AT 3/2; Dmg by weapon type; S 17, D 16, C 15, I 14, W 10, Ch 13; SA specialized with the short sword (+1 to hit, +2 damage); SZ M; ML 12; AL LG; chain mail, shield, short sword, long bow (stored in room).



11D. Kitchen. This small kitchen was designed for preparing meals for the prisoners and snacks for the guards.

11E. Weapons Room. A small cache of weapons is stored here. (The town's major stockpile is currently stored at Bearclaw Keep, area 14.) There are five long swords, three short swords, and three suits of human-sized chain mail. All were made by Logen Ironhand.

11F. Jail. There are six cells in this area. They are all standard and all open to the same key. None of the cells is currently occupied.

If the DM wishes to make the adventure more difficult, a prisoner (perhaps an evil 3rd-level fighter arrested for murder) can be incarcerated here. Then, on one of the uneventful days (see "Events"), Yuri gives instructions for the elves (area 19) and Jim (area 9) to perpetrate a jail break. Jim pretends to be drunk and, when brought to the jail to sober up, attempts to stab Leif in the back with a concealed dagger. In any case, he will have already unbarred the back door, allowing the elves to pick the lock and enter unnoticed. Jim shouts in feigned drunkenness to conceal their intrusion. The DM should determine how successful the criminals are and whether Leif manages to wound any of them. The imprisoned fighter is promised gold and his freedom if he agrees to help Yuri. He is given refuge in the secret tunnels (area 31) and can always be found there by the party.

11G. Stables. There are four heavy war horses and three light war horses stabled here. The double doors are usually barred from the outside.

11H. Tack Room. An archway leads from the stables to a tack room filled with saddle blankets and other miscellaneous horse gear.

12. Blacksmith's Shop and Home. This building serves as both the smithy and home of the blacksmith, Logen Ironhand, and his family. A path from the main road splits, with the west fork leading to the front door of the house, and the east fork leading to a pair of double doors that open into the blacksmith's forge area and storeroom for the metals and unfinished goods Logen is currently working on. Finished goods are stored in a large, locked metal cabinet in the house's very small cellar.

Logen and his wife, Gwen, are a middle-aged couple who have lived here all their lives. They have three sons—Raymond, Logen Jr., and Tergen—who are all very active in the town.

Logen's goods are slightly better than average quality, but he sells them for average prices. His stores are limited, however, and he currently has only the following items for sale:

- ❖ one set of human-sized chain mail
- ❖ two sets of human-sized ring mail
- ❖ four large shields
- ❖ one set of elf-sized scale mail
- ❖ three daggers
- ❖ four long swords
- ❖ three short swords
- ❖ one bastard sword
- ❖ one two-handed sword (just completed)

All of Logen's items bear his special insignia—two crossed hammers over an iron hand—stamped into an inconspicuous part of each weapon or tool.

The family treasure (200 pp and a 300-gp emerald) is kept beneath the smithy's main anvil, in a locked chest trapped with a poisoned needle (save vs. poison or fall asleep for 6–36 turns; affects even elves).

Logen Ironhand (4th-level human fighter): AC 3; MV 9; F4; hp 36; THAC0 17 (base); #AT 3/2; Dmg by weapon type; S 18/45, D 16, C

16, I 13, W 9, Ch 12; SA specialized with the warhammer (+1 to hit, +2 damage); SZ M; ML 13; AL LN; chain mail, iron warhammer +2.

Logen has descended from a long line of blacksmiths. He is capable of making any armor up to chain mail and can forge any non-magical weapon known in this world. Since Logen has only one apprentice, his son Tergen, and he is the only blacksmith in town, it often takes him quite a while to make anything on order. His quality is well worth the wait, however. His attitude to the newcomers is neutral at this time. Although Grog and his friends bring him a lot of new work, and he has never actually seen any of them commit any crimes, he's very apprehensive about their effect on the town, which he wants to see remain as it always has been: quiet and peaceful. He does not particularly approve of Logen Jr.'s working at the stables, but the money is good, and the stables are relatively safe. Logen can always be found hard at work at the forge, even into the late evening.

Gwen Ironhand (0-level human): AC 10; MV 12; 0-level; hp 3; THAC0 20; #AT 1; Dmg by weapon type; S 10, D 14, C 13, I 11, W 12, Ch 13; SZ M; ML 8; AL LN.

Gwen grew up in Dagger Rock, and everyone always knew that she and Logen would eventually marry. They are quite happy together, and she's content to remain a housewife and take care of the "kids." They're becoming more and more independent, however, and she's beginning to look around for something else to do in her spare time. Unknown to anyone, she has 20 pp stored away in a preserves jar in the cellar. She's begun to take greater interest in Logen's work and spends much of her time at his side. She can usually be found in the house, at the forge, or shopping in town.

Raymond Ironhand (1st-level human fighter): AC 2; MV 9; F1; hp 12; THAC0 20; #AT 3/2; Dmg by weapon type; S 17, D 16, C 17, I 11, W 10, Ch 14; SA specialized with long sword (+1 to hit, +2 damage); SZ M; ML 13; AL LG; chain mail, shield, long sword.

Although only 19 years old, Raymond is one of the three official town guards. Along with Captain Bearclaw and Leif Delerin, he helps maintain order in the town. Raymond spends most of his time dealing with domestic disputes, while Captain Bearclaw investigates the current crime wave and trouble at Grog's. Raymond enjoys his work but has begun to yearn for adventure, hearing tale after tale of wrongs to be righted and deeds to be done. The DM should consider Raymond a paladin without the title or true abilities. He is purely lawful good and completely incorruptible. He has a secret treasure chest in the attic that contains two 100-gp diamonds and 20 pp. He plans to use this money to purchase a horse and supplies before he leaves to adventure. He already owns a set of chain mail, a shield, and a long sword. He can usually be found at various houses, settling arguments, or patrolling the streets. He rarely visits Grog's.

Logen Ironhand, Jr. (0-level human): AC 7; MV 12; 0-level; hp 3; THAC0 20; #AT 1; Dmg by weapon type; S 15, D 17, C 14, I 15, W 9, Ch 12; SZ M; ML 12; AL LG.

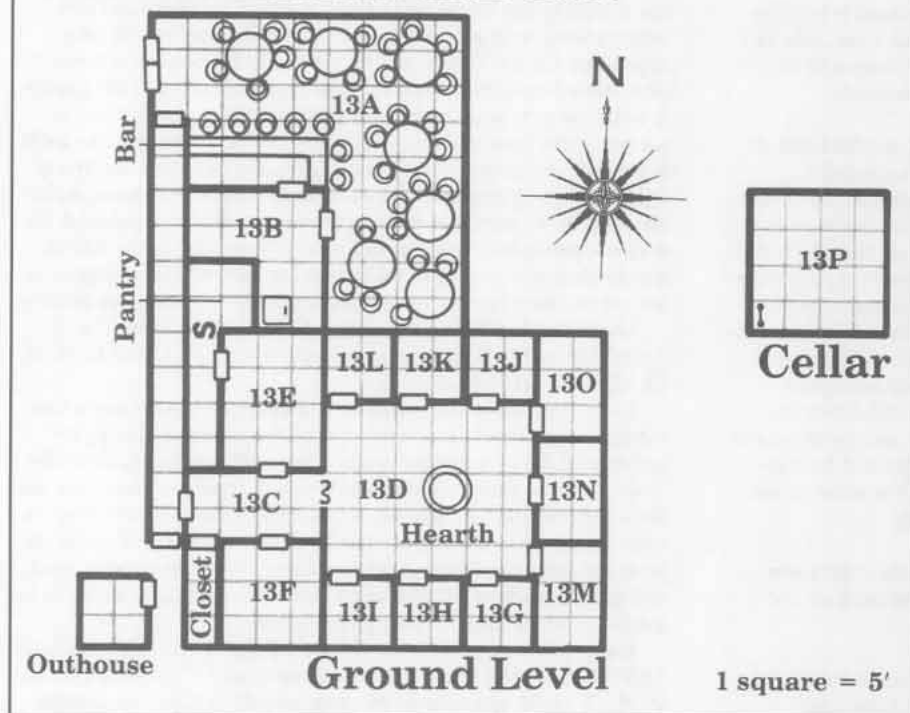
Sixteen-year-old Logen Jr. works part time at Grog's as a stable-boy. His best friend is Shod (area 2), and he'll almost always be found at the stables with him. Although he's a very bright lad and realizes that blacksmithing is not for him, he's yet to find anything else he's interested in enough to pursue a career, except perhaps for horses. He loves animals almost as much as Shod does and is one of the few people who knows all of Shod's secret talents. As a gift, Logen is currently teaching Shod how to read and write in Common.

Tergen Ironhand (0-level human): AC 9 (leather apron); MV 12; 0-level; hp 2; THAC0 20; #AT 1; Dmg by weapon type; S 10, D 15, C 13, I 11, W 14, Ch 9; SZ M; ML 10; AL LN.

Tergen works at the forge with his father, when he's not busy with his chores or at school. He's only 12 years old, but he knows he wants to follow in his father's footsteps someday.



THE HEARTHFIRE INN



center. Sweet-scented smoke drifts lazily upward through an open vent in the peaked ceiling.

13E. Innkeepers' Room. This is the Whitam's private chamber. It is furnished with one very large bed, two bureaus, and a small nightstand. A secret door to the north leads to a corridor which provides easy access to the pantry and the kitchen, for midnight snacks. As evidenced by their rotund nature, the innkeepers use this door frequently.

Jack and Mable, although very friendly to humans, are outright rude to any half-breeds, going so far as to deny them service. They have little to steal and have yet to be touched by the recent crime wave. They know nothing about the conspiracy, although their demeanor and prejudices might make the party suspicious.

During business hours, Jack is always out front, and Mable tends the kitchen. At night, there is a 10% chance per turn that both (75%) or one (25%, equal chances for both) are in the kitchen snacking.

Their remaining personal treasure of 100 gp is stored in a secret compartment under the nightstand.

Jack Whitam (0-level human): AC 10; MV 12; 0-level; hp 5; THAC0 20; #AT 1; Dmg by weapon type; S 15, D 12, C 10, I 13, W 9, Ch 12; SZ M; ML 9; AL N.

Mable Whitam (0-level human): AC 10; MV 12; 0-level; hp 3; THAC0 20; #AT 1; Dmg by weapon type; S 9, D 12, C 10, I 13, W 9, Ch 12; SZ M; ML 8; AL N.

13F. Suite. This room is a very nice suite, and the Whitams furnish it as desired by the renter.

13G–13L. Single Rooms. These rooms each contain one bed, a nightstand, and a small chest with no lock.

13M–13O. Double Rooms. Each of these rooms contains two beds, a nightstand, and a bureau with four drawers.

13P. Cellar. Perishable goods are stored here. There is nothing of value nor anything remarkable about the cellar. A small set of wooden stairs leads up to area 13B.

14. Bearclaw Keep. Sidon Bearclaw, former adventuring companion of Grog and current captain of the guards of Dagger Rock, lives here with his son, Raven, and his daughter, Mary. The house is one of the few in the area made mostly of stone and was built with wealth acquired when Sidon adventured. Sidon's wife, Alyssa, died in a tragic fire that burned down the old church (area 20) about six years ago. Raven and Mary spend most of their time taking care of the house and stables, and working at Grog's.

14A. Main Entrance Hall. Behind a large set of oaken double doors is the main entrance hall of the keep. Directly across the hall, another set of similar doors opens into a long hallway. There are normal doors in the east and west walls. The room is decorated with various tapestries depicting forest scenes.

13. The Hearthfire Inn. This inn, formerly the most popular inn in Dagger Rock, is owned and operated by Jack and Mable Whitam, a rather plump, middle-aged couple. Their business has dropped off tremendously since Grog's arrival, but they've yet to raise their prices. They have a number of regular travelers who enjoy their fine services and hospitality enough to go out of their way to come here, and yet they can still barely make ends meet. Their prices are standard campaign rates, and the service and atmosphere are excellent. Jack and Mable operate the inn by themselves, and there is currently no entertainment hired for the evenings.

13A. Common Area. This very large common area is filled with chairs and round tables. It is mostly outfitted for dining and small entertainment, but there's a bar just inside the main entrance. Jack is in charge of taking and filling orders, tending bar, and seeing that his guests are seated and happy.

13B. Kitchen. Mable is in charge of the kitchen, and she does a fine job with anything she cooks. The kitchen is well appointed, although the pantry (in the southwest corner) is getting rather bare. A secret door at the rear of the pantry leads to the Whitams' room (area 13E). A trap door in the floor next to the pantry leads down to the cellar.

13C. Alcove. This room is mainly an alcove to the hearthroom (area 13D). Doors to the south lead to the suite (area 13F) and a linen closet. To the north is the Whitam's private chamber (area 13E) and, to the east through a red curtain, lie the hearth and guest rooms.

13D. Hearth Room. This large area, surrounded by doors leading to the guest rooms, glows with the orange heat of an open hearth in its



14B. Weapon Storage Room. This is where the weapons used by the town militia (any male over 13 years of age) are stored. Most have never been wielded, but Raven is in charge of making sure that all are sharp and in good condition.

On racks along the walls, there are a total of 60 long swords, 20 short swords, various pole-arms, 30 hand axes, and 40 wooden clubs. None of the weapons is magical or worth anything more than the going rate. All were made by Logen Ironhand, the town blacksmith (area 12), and bear his special insignia on the handle.

14C. Storage Room. In this room, various rarely used items of local law enforcement are stored. There are 30 shields, 10 wooden barricades, sacks for use as sandbags, shovels, picks, and other implements. None of the items is magical.

14D. Great Meeting Hall. This large hall is filled with chairs. A long table runs east to west near the north wall. Large double doors lead to the dining hall (area 14E). Most of the town's large formal meetings are held here. See the "Events" section for details on the town council meeting to be held here at the end of the adventuring week. There is nothing of value in this room.

14E. Dining Room. This large, formal dining room contains three long tables with red upholstered chairs around each. During large meetings, the double doors to the east are often left open, and a buffet is set up in here with the tables against the walls.

14F. Kitchen. This kitchen contains the usual accouterments. An iron-bound door to the west leads to the outhouse. There is a small pantry beyond a door to the north. The rest of the food is stored in the cellar (area 14R). Mary is fully capable of cooking for the three of them, but since most of the family is over at Grog's anyway, they often eat there (free of charge, of course).

14G. Main Hall. At the top of a set of very wide stone stairs is the main hall of the upper level. Its walls are lined with tapestries similar to those found in area 14A, but of higher quality. An archway opens to the east, two normal doors and one set of double doors open to the north, and one door leads south.

14H. Meeting Room. This private meeting room has a balcony that overlooks the Silverfish River to the north. Two fine-quality sofas and four upholstered chairs circle a large round rug in the center of the room.

14I-14J. Guest Rooms. These two guest rooms each contain a 10' x 5' bed, a wooden bureau, a small end table, and an oil lantern with flint, steel, and spare oil. Sidon's most honored guests, mostly travelers and nobility who prefer not to stay with the mayor (area 15), stay here. During the week of the adventure, no one is visiting the keep.

14K. Raven's Room. This small bedroom is occupied by Raven Bearclaw, Sidon's 15 year-old son. Raven works around the house and part-time at Grog's, as a stableboy. He plans to become a fighter like his father but would rather not spend his time "roaming about the woods, chasing rabbits."

Soon, Raven will be almost as strong as his father, and he's inherited his good looks and dexterity, too. He can usually be found around the house, down by the river, or at the stables with Shod and young Logen.

The only unique aspect of Raven's room is its lack of toys and other trinkets. Its most striking adornment is a silver horseshoe (a

treasured gift from Shod, worth 20 gp) that Raven keeps on his desk. He's saved almost 160 gp in the local bank (area 22).

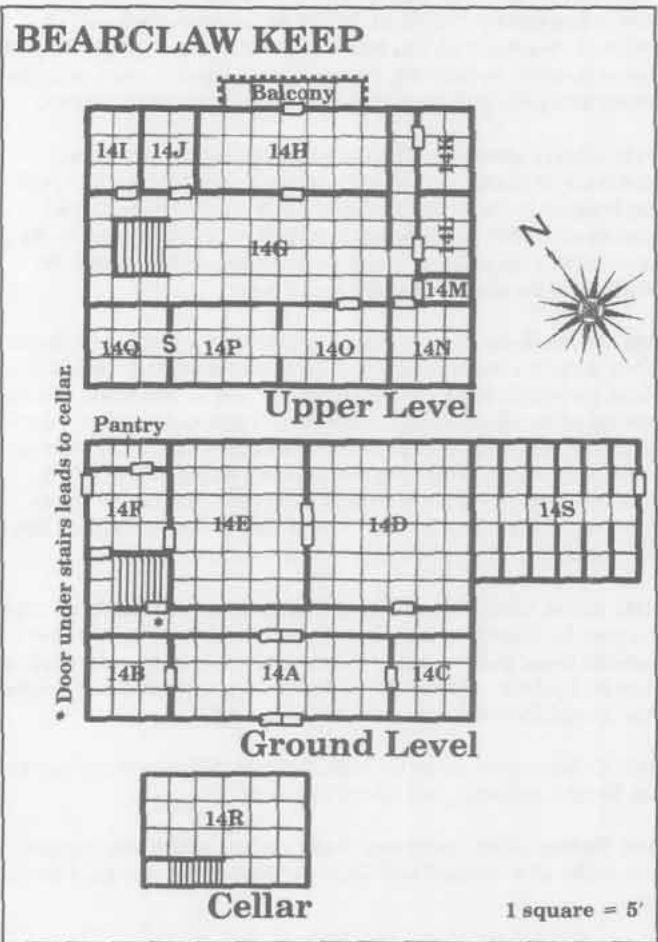
Raven Bearclaw (0-level human): AC 7; MV 12; 0-level; hp 5; THAC0 20; #AT 1; Dmg by weapon type; S 16, D 17, C 16, I 12, W 13, Ch 16; SZ M; ML 12; AL LG.

14L. Mary's Room. Mary, perhaps the most beautiful young woman in town, is only 18 years of age but surprisingly wise. She's very good at keeping suitors at bay and has yet to fall in love. Not only does her father's presence discourage many suitors, but she's also learned how to dodge just about every hustle in the book. Unknown to anyone, she has a weakness for attractive elves, partially due to all the romantic stories told about them by her father.

Mary can usually be found at Grog's or down near the mercantile store (area 16). Her father always sees to it that she arrives home safely every night.

Mary's room is neatly arranged and tidy. Lounging on the plush bed is her pet feline, Duke, who is very much a lazy house cat. Mary keeps a locked jewelry box engraved with the initials of mother ("A.B.") in a secret drawer of her desk. The tiny silver key needed to open the jewelry box is tucked inside the layers of Duke's velvet collar. Inside the jewelry box are seven pieces of jewelry worth 2 x 50 gp, 2 x 120 gp, 145 gp, 176 gp, and 250 gp respectively.

14M. Closet. Besides the usual assortment of clothing, there is nothing of interest in this closet.





14N. Sidon's Room. This is the master bedroom of the keep. Sidon's wife, Alyssa, died six years ago in a tragic fire that burned down the old church (area 20). Sidon's since buried himself in his work and his children, actually becoming quite a good father in the bargain. He gained much experience traveling with Grog until he reached 4th level, changed from chaotic to lawful good, and decided to start a family and settle down. After a few more adventures, he came to Dagger Rock and built a home. He soon became one of the town's leading figures and was elected Captain of the Guards of Dagger Rock. Law and order have reigned since his arrival—at least, up until now.

Sidon is completely baffled about the recent crime wave and has only suspicions about possible motives. He's willing to try just about anything to help his dear friends at the tavern, and he might be able to aid the characters in their investigations (see "Events").

Sidon keeps most of his magical possessions (see below) in his secret adventurer's room (area 14Q) but always wears his *ring of the good faeries*, often appearing to see the impossible at night and disappearing in seconds from one area to the next. He can be found anywhere at any time, except the secret tunnels below the town.

Sidon loves elves and was given some of his best magical items as a reward for taking care of a few thousand orcs for them. He often tells stories of the elves and speaks Elvish very, very well. He's not bad at elvish poetry and songs, either, and his songs and stories are often requested at Grog's.

Sidon Bearclaw (7th-level human ranger): AC -1; MV 12; R7; hp 69; THAC0 14 (base); #AT variable; Dmg by weapon type; S 18/24, D 16, C 17, I 13, W 15, Ch 15; SA +4 to hit orcs; SD hide in shadows 43%, move silently 55%; SZ M; ML 16; AL LG; *elven chain mail* +2, *shield* +1, *long sword* +2, *long bow* +1, *12 sheaf arrows* +1, *ring of the good faeries* (wearer can cast *blink*, *dancing lights*, *infravision*, *spook*, and *whispering wind* each once/day; affords +1 bonus to all saving throws).

14O. Library and Study. This room contains many glass-fronted shelves, a large sofa, a chair, and a square wooden table with a reading lamp on it. The books are a rare mix of giantkind/humanoid studies and elvish tomes bound in mithril silver. Many other books on combat, siege warfare, and so forth can also be found here. An archway to the west leads to the trophy room.

14P. Trophy Room. A few ranger trophies line the walls of this room. They include: a matching axe and shield set similar to those found in Grog's tavern (area 1A), an orc chieftain's *spear* +1 and shield with the symbol of the Ghastly Tongue tribe on it (a split orc skull lies nearby), many old adventuring maps of the surrounding area, a broken chest with an urn inside containing the ashes of a deceased thief friend, and the heads and skulls of various other creatures that got a little too hungry at the wrong time. There is a secret door to the west that is opened when the orc shield is turned counter-clockwise.

14Q. Secret Room. This room is where Sidon stores most of his magical gear. In addition to those items listed in area 14N, there are 1-4 random useful potions and two protection scrolls in here. The layer of dust on the floor can be useful in determining whether or not anyone has entered the room without Sidon's permission.

14R. Cellar. A door under the main staircase leads down into the cellar. There is nothing special about this room.

14S. Stables. Sidon's prize war horse, Tracker, is kept here. He has the stables all to himself, and Sidon and Raven take very good care of him.

15. Mayor's House. This house should be considered similar to Bearclaw Keep (area 14), except that the building is made of wood instead of stone, and the orientation of the rooms is different.

The town mayor, Winston Jacob, a crotchety old man, despises all newcomers (including the party) but really has no power in the town. Captain Bearclaw has more real authority, but the recent crime wave has brought more and more residents over to the mayor's point of view. He has no relatives, having never married and outliving all others, and relies heavily on his servants for everything. Winston lives alone in the house, while the servants live in a small shack nearby. The DM should detail the servants, if necessary.

Winston spends most of his days sleeping, coming out occasionally to shop, meet people, and preside over important town meetings. He feels that he's given Captain Bearclaw ample time to prove Grog and company innocent, and he favors their expulsion from Dagger Rock at the upcoming town council meeting. His land is very valuable, and he possesses near-infinite credit at all town stores. The makeup and alignment of the party are critical in determining Winston's reaction and cooperation with them. Although old and physically frail, he's still very intelligent and wise, and he has excellent recall. He knows who owns what in the town and remembers the days when Yuri began to take control. He claims to be the only man in town who claims to know what Yuri was up to but is now convinced that Yuri has straightened up under Captain Bearclaw's tight law-and-order stance.

Winston Jacob (0-level human): AC 10; MV 6 (due to age); 0-level; hp 1; THAC0 20; #AT nil; Dmg nil; S 6, D 9, C 12, I 16, W 17, Ch 14; SZ M; ML 11; AL LN.

16. Andovan's General Store. This general store, as most stores of its kind, is doing the best business in town. The prices are a bit lower than standard on food items, but much higher on special imported goods. The Andovan family lives in the rear half of this large wooden building and keeps watch on the premises every night.

Berik Andovan (3rd-level human fighter): AC 9; MV 12; F3; hp 22; THAC0 18 (base); #AT 3/2; Dmg by weapon type; S 18/56, D 15, C 15, I 12, W 10, Ch 14; SA specialized in long sword (+1 to hit, +2 damage); SZ M; ML 14; AL LN; long sword.

Berik, the owner and proprietor, was once a mercenary, fighting wars for people he didn't like and killing beings he couldn't care less about. Then he met Irena during a raid and single-handedly managed to save her town from the depredations of invading gnolls. He changed his attitude about law and chaos and decided to settle down far away from wars and cities. He is very happy here, but a number of recent burglaries of his store have prompted him to always wear his long sword. He privately blames the newcomers for these crimes, but he is first a businessman, and he cannot deny that Grog and his friends have put many gold pieces into his coffers since they arrived. Therefore, he usually keeps his opinions to himself. He can always be found near the store.

Irena Andovan (0-level human): AC 7; MV 12; 0-level; hp 3; THAC0 20; #AT nil; Dmg nil; S 13, D 17, C 11, I 14, W 10, Ch 14; SZ M; ML 9; AL LN.

Irena is the friendly, people-oriented side of the business. She can always be found at work in the store, and she's been known to give special prices to her friends, unbeknownst to her husband.

Cristina Andovan (0-level human): AC 8; MV 12; 0-level; hp 4; THAC0 20; #AT 1; Dmg by weapon type; S 12, D 16, C 14, I 16, W 13, Ch 16; SZ M; ML 9; AL LN.

Twenty-year-old Cristina has started a small school for the few children in the town (area 10) and is increasing the overall literacy of the area. She's very pretty, and she is actively searching for a suitor—



someone intelligent, attractive, honest, and willing to settle down (i.e., not likely an adventurer). She can usually be found in the schoolhouse during the day and here at night.

Merik Andovan (0-level human): AC 7; MV 12; 0-level; hp 3; THAC0 20; #AT nil; Dmg nil; S 9, D 17, C 12, I 13, W 10, Ch 14; SZ S; ML 9; AL CN.

Merik is 12 years old and already has the reputation of town clown and general prankster. At first, most of the town's ills were blamed on him, but as the pranks became crimes, it was soon realized that this was something much more serious. Merik resents the accusations and most of the townspeople now, spending a lot of his spare time (without his parents' consent) at Grog's. He likes to listen to the tales of high adventure and especially enjoys the types of mischief and deeds perpetrated regularly by thieves. As he has already learned some of the finer points of picking pockets from some of the best, he is likely to grow up to be a bit of a rogue himself someday. He knows for a fact that no one at Grog's is responsible for the crime wave and has even seen the half-orcs (area 1Y) sneaking around the town at night, but prying this information from him is nearly impossible because of his fear of what his father might say if he knew that his son was hanging around with thieves.

The family keeps most of its money in the town bank, but there are numerous valuable rugs, tapestries, and knick-knacks scattered about their home. A locked iron box, hidden in a secret compartment under Berik and Irena's bed, contains 400 pp (in assorted coinage) and Berik's suit of *chain mail* +1.

17. Baker. The DM should create a typical bakery, baker, and his family, if necessary.

18. The Green Grape Wine and Spirits Shop. This shop is owned by Yuri Kineron but operated by Gretchen Marmin, a rather rotund woman in her late forties who has yet to find a man. Always looking, she's very friendly and a good businesswoman. She plans to buy the shop from Yuri someday. During the day, Gretchen can be found in the shop; in the evening, Gretchen retires to a cozy, four-room suite at the back of the building, behind the main store.

Gretchen's out-of-town connections allow her to purchase stock at such a low price that everyone in town orders their wines and ales from her (even Grog). There's a considerable sum deposited in the bank in her name. She charges 20% higher than the going rate for "foreigners" and 10% below to her regulars.

Gretchen Marmin (0-level): AC 10; MV 12; 0-level; hp 5; THAC0 20; #AT 1; Dmg by weapon type; S 13, D 11, C 9, I 10, W 10, Ch 14; SZ M; ML 8; AL N.

The Attic (area 18)

Caela, the assistant cook at Grog's, rents a room here, under Yuri's instructions. Caela is an assassin hired by Yuri to spy on Grog and the events transpiring at his tavern. She has orders to only observe for now but would prefer to slay the half-breeds outright. An observant character might notice that she possesses only four fingers on her left hand (she is missing the ring finger). If asked, she tells the interested party member that she lost her finger in a cooking incident a few years ago. Actually, her finger was removed as punishment for stealing a ring from a jewelry store when she was young. She is obviously quite dextrous in the kitchen, and a character who watches her cook might surmise that such an accident would be highly unlikely with her skills.

In her room, there's a small chest trapped with a poisoned needle on the lock (save vs. poison or suffer 1-10 hp damage). Inside the chest are 200 pp (payment from Yuri), a leather pouch, and a leather

scroll case. The leather pouch contains a few pounds of what appears to be normal cured meat. It is, however, poisoned, and anyone or anything that eats even a small piece must save vs. poison or fall asleep for 2d6 turns. She uses this meat to get past the dogs in the cellar, in order to use the secret tunnels below. Unless the party possesses some kind of appropriate magic, only by tasting the meat can the effects of the drug be determined. Caela always keeps a few ounces of this meat in her possession along with her magical items. The scroll tube contains a piece of parchment with the following words:

To provide services as needed: Paid the sum of 200 platinum coins and promised an equal amount upon completion, plus expenses.
CM YK

Although this provides the party with conclusive evidence linking Yuri Kineron and Caela Maelir, there is nothing inherently incriminating within the document. There are a number of things the payment could be for, including cooking, cleaning, or other legal services.

Caela can usually be found at Grog's during the evenings but cannot be found in the mornings and afternoons. During these times, she is under the Dagger Rock Tavern (area 19) in Yuri's secret rooms, talking with his recent guests.

Caela "Fourfingers" Maelir (3rd-level human thief): AC 5; MV 12; T3; hp 14; THAC0 19; #AT 1; Dmg by weapon type; SA/SD rogue abilities; S 13, D 18, C 14, I 15, W 10, Ch 14; SZ M; ML 11; AL CE; XP 175; *ring of protection* +1, *short sword* +1, thieves' tools, vial of poison (Type L; three applications).

Rogue abilities: PP 50%, OL 45%, FRT 30%, MS 50%, HS 40%, DN 25%, CW 80%, RL 0%.

The Cellar (area 18)

The wines are stored in the cellar below and are guarded by two large, ferocious war dogs that Gretchen has named Buttercup and Creampuff. They try to bite anyone who enters the cellar except when accompanied by Gretchen. They first growl and snap for two rounds, then attack.

Unknown to Gretchen, but known to Yuri and his cohorts, there is a secret door behind the wine rack. The door leads to the secret tunnel network below the town. It was put here when Yuri built the shop, and he has used it for switching bootleg wine and ale with quality goods, stealing from Gretchen's supplies. It's now used primarily by Caela to go to and from Yuri's without arousing suspicion. Being a very sound sleeper, Gretchen has no idea that Caela leaves every night via the cellar. Gretchen doesn't know about the secret tunnels below.

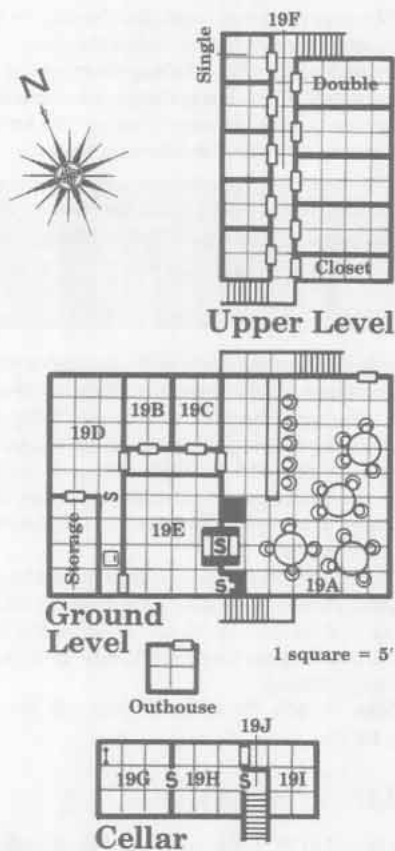
Buttercup and Creampuff (war dogs): AC 6; MV 12; HD 2+2; hp 14, 11; THAC0 19; #AT 1; Dmg 2-8; SZ M; INT semi- (4); ML 10; AL N; XP 65.

19. The Dagger Rock Tavern. This establishment, owned and operated by Yuri Kineron, used to be the main attraction of Dagger Rock. The arrival of Grog and his friends have hurt both business and Kineron's reputation. He is responsible for the recent crime wave. The two elves hired by Yuri to help him drive out Grog are acting as servants in the tavern and pretend to stay in the servants' quarters (areas 19B and 19C) while actually living below the tavern (area 19I).

19A. Common Area. This is the large, comfortable, main tavern area. There are tables and chairs everywhere, with a large bar area and fireplace to the west. A secret door in the fireplace leads to Yuri's private



DAGGER ROCK TAVERN



quarters (area 19E). The common room is average in all respects, and the prices have just been raised to 150% of the standard rate.

19B–19C. Servants' Quarters. These two rooms appear to be occupied, but a closer inspection reveals only the semblance of use. The chests and closets are empty. Yuri's guests, the elves (area 19I), claim to live here.

19D. Meeting Room. This large meeting room used to be the site of a weekly card game among Yuri's patrons, but Captain Bearclaw ended the illegal gambling, and now it is rarely used. A storeroom to the south contains extra tables, chairs, and packs of cards and dice. There is a secret passage to the south behind a secret door. At the end of the corridor, a trap door leads down to the cellar (area 19G), and a normal door leads to Yuri's room (area 19E).

19E. Yuri's Room. Secreted behind the fireplace and the meeting room is Yuri Kineron's private chamber. It is plushly decorated, but very few items of value remain, as he has pawned most of his wealth to finance the recent assault on Dagger Rock. There is nothing incriminating in the room. Some of his remaining wealth and his magical items (when not on his person) are kept in a secret vault behind the stone wall to the south of the fireplace. The treasures inside are two 400-gp rubies, a small gold dragon worth 150 gp, and 200 pp. His bank account is now empty, and records show that he has recently sold some of his property in the town.

Yuri's grandparents helped found the town of Dagger Rock, but his family moved away before he was born. He grew up in a distant city, where he became quite a proficient thief. Stealing the money to start in business, much the same as Grog did, he returned to become a "respectable businessman" and take over the town for himself.

He had purchased much of the land already and was tightening his hold on the position of town mayor when Sidon Bearclaw arrived. Some of Kineron's illegal ventures were halted, and the town became a bit more lawful. He has tried many times to get rid of Captain Bearclaw and is responsible for setting the tragic church fire six years ago that killed Bearclaw's wife and injured many of the townspeople. After that, Yuri set out to undermine Bearclaw's authority and save money for the hiring of an assassin powerful enough to rid him of "the troublemaker." He was almost ready when Grog appeared.

Business dropped off, and now the captain had even more powerful allies in the town. Yuri plotted and planned, and eventually he got an idea of how to rid himself of both of his problems in one simple blow. By creating suspicion around Grog and his friends, and gathering public support against their presence, not only would he remove his competition from Dagger Rock, but he'd also cast doubt on Captain Bearclaw's reputation and effectiveness as a law-enforcement officer, while simultaneously promoting himself as a sincere civic leader. Now, with only a week before the town council meeting, he is sure that Grog and Captain Bearclaw will be kicked out and feels rather confident that all is under his control.

Yuri has many contacts within the town: Jim Aremsee, the town drunk and Yuri's personal rumor spreader (area 9); Caela, assistant cook at Grog's and an assassin hired by Yuri to spy for him (area 18); the recently hired elves who work in the tavern (area 19); and Maxalo Stonethumb (area 23), a dwarf forced to help build the secret tunnels (area 31).

If he is asked about the recent events, Yuri expresses his dismay at the problems incurred by his rival but makes it obvious that he's not completely disheartened by Grog's troubles. He'll warn the party about Ezmerelda, now a maid at Grog's, telling the PCs that she was fired from his establishment for stealing. He claims that his business is still good because most people fear the strange half-breeds, but any surveillance of the tavern reveals that business is actually at a standstill. Yuri appears to be helpful, but the DM should provide the party with more rumors and hearsay depending on circumstances.

Yuri Kineron (4th-level human thief): AC 8; MV 12; T4; hp 21; THAC0 19; #AT 1; Dmg by weapon type; SA/SD rogue abilities; S 14, D 16, C 15, I 16, W 13, Ch 12; SZ M; ML 11; AL LE; XP 420; *brooch of shielding* (67 charges), *dagger of throwing +2*, *ring of feather falling*, thieves' tools.

Rogue abilities: PP 55%, OL 35%, FRT 15%, MS 30%, HS 45%, DN 25%, CW 60%, RL 10%.

19F. Upper Level. This level contains the rooms for rent—all empty at the moment. There are four double rooms, five single rooms, and a closet. Yuri now charges 150% the standard rate for the rooms, and they are typical for the campaign.

19G. Cellar. This cellar is apparently unremarkable, containing wines, kegs of ale, and some meats. But there's a secret door in the east wall that leads to the heart of the conspirators' base (areas 19H–19J).

19H. Secret Room. This room always contains one large wooden table surrounded by six wooden chairs, a large parchment map of the tunnels (which hangs on the northern wall and also shows the proposed expansion under the bank, area 31C), and a lit torch in each corner of the room. There are two entrances to this room that the



D. CRAMER

party can find. The secret door to the west is equally difficult to detect from either side.

Most likely, the PCs will locate the secret tunnels below the town and explore them until they arrived at the stone stairs leading up (areas 19J and 31A). They might also gain entry to the tavern and locate the secret trap door leading to the cellar and its secret door. Their chances of meeting or surprising the tavern's inhabitants here depend on the time and situation of the encounter.

If the tavern has closed up shop (usually after midnight), Yuri and his two elven hirelings are seated at the table, discussing future plans and gloating over their successes so far. Should the characters make a lot of noise searching the cellar or talk while climbing the stairs, there is little chance for them to surprise the villains. If, however, the PCs take adequate precautions and make an effort to enter quickly, they have better than average chances to defeat or capture the powerful conspirators without casualties to themselves. If heard by Yuri and the elves, they are ambushed by fully armed foes. The elf Aeoli prepares her spells, allowing the PCs little hope of escaping unscathed from the encounter.

This is likely to be a pivotal battle for the party. Should the villains be losing, they retreat. If the party entered through the cellar, Yuri calls for the town guard and presses charges for breaking and entering, assault, attempted murder, and so on. If the party entered through the tunnels, Yuri and his minions are smart enough to return to the cellar, retrieve their possessions, and leave town as soon as possible.

If the party manages to gain entrance to this room during the daytime, it is unoccupied, but there is a 10% chance per turn that Yuri (40%) or the elves—Rinlin (25%) or Aeoli (35%)—show up in the cellar. Any loud noises made by the party below might alert those above (DM's discretion), since the tavern is usually quiet these days. If the characters leave any signs of a search or remove any items from here, Yuri and company gauge the success of the intrusion and decide whether to leave, tell the town guard that there's been another robbery, or attack the intruders quickly to insure their silence. Yuri's contacts in the town can determine which characters are responsible for the break-in and where they are currently staying.

19I. Hireling Quarters. In this secret underground chamber, Rinlin and Aeoli Felanira live during their stay in town. There are the elves hired by Yuri to perpetrate the crime wave and cast the blame on Grog and his half-breed friends.

Rinlin and Aeoli are husband and wife. Neither has ever liked half-ogres or half-orcs, or the law for that matter, and they are more than happy to cause trouble and get paid for it.

This room contains two normal beds (now placed side by side), a bureau, two large chests, and a large round table. The dresser contains their spare clothes and two spare sets of leather armor.

The first chest is locked but not trapped, and it contains 10 assorted pieces of jewelry (worth 120 gp total) and five gems (worth 10 gp, 2 x 50 gp, 125 gp, and 200 gp). All of this treasure was recently stolen from the town and can be identified by the owners and Captain Bearclaw (who has a complete inventory). It is likely that a smart party will ask Bearclaw for details on the missing items. Recognition of the importance of this discovery should quickly wrap up the case.

The second chest is locked and has a *Leomund's trap* spell on it. Inside is Aeoli's spellbook, any magical items that the elves are not currently wearing (DM's discretion), and a log book detailing some of their adventures together and the circumstances surrounding their current employment by Yuri. The evidence within the chests is enough to convict the Felaniras and Yuri, but not the others involved in the conspiracy.

Aeoli's spellbook contains the following spells: 1st—*detect magic*, *find familiar*, *magic missile*, *read magic*, *shocking grasp*, *ventriloquism*; 2nd—*detect invisibility*, *Leomund's trap*, *magic mouth*, *scare*; 3rd—*hold person*.

Rinlin and Aeoli are always found hard at work in the tavern during normal business hours. At night, they can be just about anywhere (see area 19H). Shadow, Aeoli's cat familiar, always stays near its mistress (by the fireplace during normal work hours, or patrolling ahead when secret missions are being performed).

Rinlin Felanira (2nd-level/3rd-level high elf fighter/thief): AC 3; MV 12; F2/T3; hp 16; THAC0 19; #AT 1; Dmg by weapon type; S 17, D 18, C 14, I 14, W 11, Ch 13; SA rogue abilities, surprise bonus, 60' infravision; MR 90% resistant to *sleep* and *charm* spells; SZ M; ML 12; AL CN; XP 175; *leather armor +1*, *dagger +1*, *potion of fire resistance*, *thieves' tools*.

Rogue abilities: PP 50%, OL 40%, FRT 30%, MS 45%, HS 45%, DN 30%, CW 70%, RL 0%.

Aeoli Felanira (3rd-level/3rd-level high elf wizard/thief): AC 3; MV 12; W3/T3; hp 11; THAC0 19; #AT 1; Dmg by weapon type; S 13, D 19, C 13, I 17, W 12, Ch 14; SA spells, rogue abilities, surprise bonus, 60' infravision; MR 90% resistant to *sleep* and *charm* spells; SZ M; ML 12; AL CN; XP 270; *leather armor*, *cloak of protection +1*, *boots of elvenkind*, *dagger*, *thieves' tools*.

Rogue abilities: PP 65%, OL 35%, FRT 25%, MS 50%, HS 60%, DN 40%, CW 60%, RL 0%.

Spells (2/1): 1st—*magic missile*, *shocking grasp*; 2nd—*scare*.

Shadow (male gray domestic cat): AC 6; MV 12; HD ½; hp 4; THAC0 20; #AT 2; Dmg 1-2/1; SA rear claws for 1-2 hp damage; SD excellent night vision, superior hearing; SZ T; INT semi- (4); ML 9; AL CN; XP 7.



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19J. Steps to Tunnels. These stone steps lead down from area 19H to the secret tunnels (area 31A). Rinlin has strung a trip wire across the sixth step from the top. The first person walking down the steps who trips the wire must make a Dexterity check at -6 or fall down the remaining flight of stairs, sustaining 1-6 hp damage. The wire snaps the first time the trap is triggered and must be restrung. The trap inflicts no damage to anyone who triggers it walking up the stairs.

Yuri, Rinlin, Aeoli, and Caela are aware of the trip wire. Observant PCs have a 25% chance of noticing the trip wire, while thieves may add +25% to their find/remove traps ability.

20. Church and Graveyard. This wooden building, surrounded by the burned remains of a once larger building, is Dagger Rock's house of worship. Father Hiram Veril is helpful to all characters of neutral or good alignments.

Hiram is responsible for the entire town's spiritual well-being and makes no distinctions between humans and others. He is sure that Grog is not responsible for the town's ills but has been unable to convince anyone else. He longs for the day when he is powerful enough in the eyes of his deity to receive spells capable of answering this mystery.

Hiram is convinced that the same forces responsible for the tragic fire that burned down the old church six years ago are also behind the recent crime wave. In that fire, which broke out as he was beginning his studies, his father (the former head priest) and Alyssa Bearclaw (area 14N) died. There is no doubt that the fire was deliberately set, but most of the town blamed it on a "mysterious drifter" who passed through the town a few days before the tragedy. By now, it has all but been forgotten. Hiram tries to aid investigations as much

as possible, but he is usually quite busy with his rituals and town crises. He can provide healing and shelter, if necessary.

Behind the church is the town's graveyard. Unknown to any of the average townspeople or Father Veril, there's a secret tunnel exit in one of the graves. In the southeast corner of the graveyard, among the normal ancestors of Dagger Rock's residents, stands a tombstone that reads "Jack Kineron: He deserved better." If the town records (available at the mayor's house, area 15) are searched, it is discovered that no one in Yuri's family was ever named Jack (or John, or anything remotely similar). This tombstone, if tilted backward, raises the secret trap door, covered in earth, that leads down into the tunnels below (area 31F). It can be detected as a secret door in the usual manner.

Father Hiram Veril (3rd-level human priest): AC 9; MV 12; C3; hp 19; THAC0 18; #AT 1; Dmg by weapon type; S 13, D 15, C 14, I 12, W 17, Ch 15; SA/SD spells; SZ M; ML 11; AL LG.

Spells (4/3): 1st—*bless, command, cure light wounds, detect evil*; 2nd—*aid, hold person, slow poison*.

21. Horsetrader Farm and Stables. The horsetrader, Lareth Morton (a friend of Yuri's), lives here. He hates the newcomers for taking away some of his business, since he used to provide stable service for Yuri's tavern (area 19) but is not involved in the conspiracy. If asked, he tells the party that the half-orcs (Grunt and Brock, area 1U) know absolutely nothing about horses and "sure are stupid, like most of their kind."

22. Bank. This small stone building serves as the town's bank. The DM can add as much detail as necessary if the characters decide to make a deposit—or an unauthorized withdrawal.

23. Mason. Maxalo Stonethumb, a dwarven mason and architect, has been forced to help the criminals build their underground network of tunnels. He's been blackmailed by Yuri because he overcharged Captain Bearclaw for the construction of the town jail (area 11). If there's a dwarf in the party and he or she manages to gain his trust, Maxalo tells them to "check the cobbler's farm" (area 28) and volunteers to give himself up to the guards and pay for his crime, after Yuri's gang is put in jail.

Maxalo Stonethumb (0-level dwarf): AC 10; MV 6; 0-level; hp 7; THAC0 20; #AT 1; Dmg by weapon type; S 16, D 11, C 16, I 9, W 9, Ch 11; SD +4 to saves vs. magical attacks and poison, 60' infravision; SZ S; ML 7; AL LN; footman's pick.

24. Carpenter. The carpenter, Mark Woodward, is friendly with the dwarven mason next door. He's seen Maxalo Stonethumb leave his shop in the night, sometimes going north, sometimes headed south. Mark moved here after his old business in another town burned down. Business is good now that there are some new houses going up. He knows little about the crime wave.

25. Clothier. The clothier, Jessica Meriwether, is particularly fond of Fist, who spends a lot of gold pieces here.

26. Warehouse. This is a large warehouse used by the NPCs of areas 21, 24, 27, and 28. They all have keys. Most of the goods here are in rough and unfinished form.

27. Leather Goods. Thomas Windgrove, the brother of the cobbler (area 28), is not involved in the conspiracy but shares his sibling's hatred of the newcomers.

28. Cobbler Farm. Calvin Windgrove, the town cobbler, is an accomplice of Yuri's. If the party thoroughly searches the farm, they find a wheelbarrow stained not with topsoil but with earth taken from deep



below the ground. (A druid, dwarf, or gnome can best determine this.) The wheelbarrow tracks can be followed by anyone back to the stables, where they lead inside. Inside the stables, on the floor of one of the unused stalls, is a secret trap door that leads down to the secret tunnels (area 31D). Calvin has been helping in the excavation of the tunnels in exchange for total ownership of his land and buildings. He is currently leasing the property from Yuri.

29. Docks. These old wooden docks are usually covered in green moss and playing children. The river is about 100 yards across here and is slow moving. Children usually swim to and from Dagger Rock (area 30) during the daytime. At night, there is nobody at the river.

30. Dagger Rock. In the center of the Silverfish River is a granite shelf that lies 6-12 inches below the water level. In the center of this shelf stands a 30'-tall granite dagger, apparently driven into the rock below it. The town is named for this odd stone structure, and there are many rumors about it, including buried treasure, giants, and so forth. Near the place where the giant dagger meets the stone shelf is a 2'-long slit filled with slime. A dwarf can quickly recognize that the slit was carved and is not a natural occurrence.

If the iron dagger from area 8 is forcefully driven into the slot, a section of the stone begins to sink down into the shelf. The stone door reveals an eerie, green, submerged chamber inside the shelf, below the giant stone dagger. The DM should use the rules for swimming and holding one's breath in the DMG if the characters decide to explore the vault.

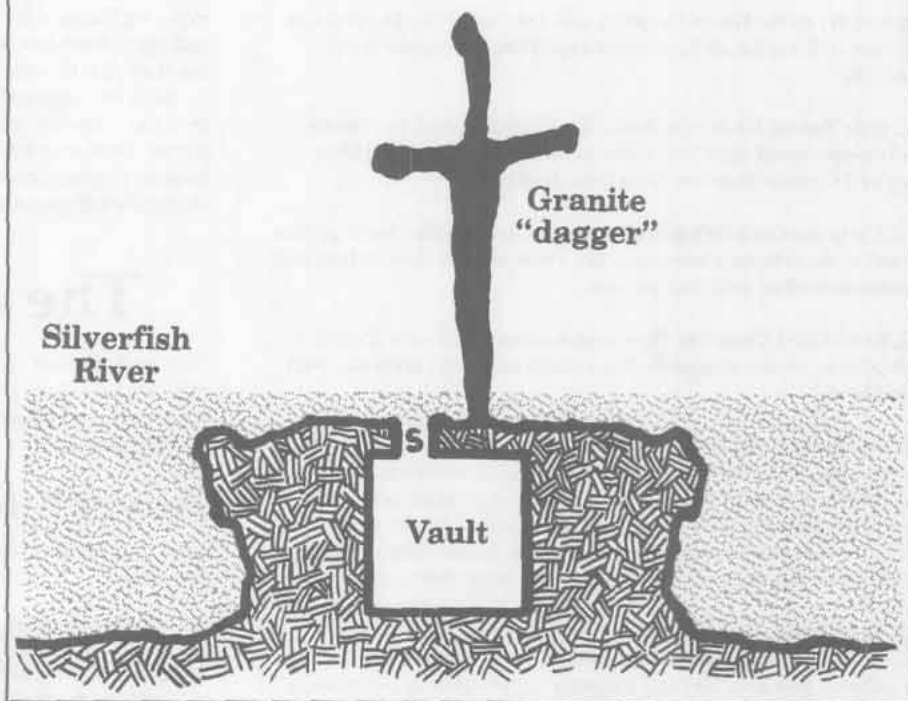
There is no light source in the chamber, but sunlight gives enough visibility to see the vague outlines of the room. A *light* spell can be very effective here.

The chamber is roughly 20' x 20' and has no exit except the one leading to the surface. It and the stone dagger above were created by a druid (using a *stone shape* spell) as a secret storage place for certain treasures and supplies. He died without ever returning to claim his goods. Now, after many years, the party has discovered his secret. The chamber has always been underwater, and the walls and items are covered with strange underwater algae capable of existing without light. Even though the algae contains no chlorophyll, it is still naturally colored green, and the entire room is so colored, regardless of the light source used. A character with the herbalism proficiency can make a proficiency check at -6 to determine that the algae is harmless. Some of the items within are immune to the water's effect, but most were not.

The room contains three rotten wooden chests, a rotten leather sack, and a large, still-locked, rusty iron box. If the rotten containers are quickly or roughly handled, they fall apart completely, scattering their contents all over the bottom of the room. Most such items are then buried in dead algae, and the task of recovering them is made difficult unless the adventurers possess an adequate light source and sufficient time to search everywhere.

Inside the first wooden chest is a collection of 10 gems (worth 50 gp each). The second chest contains the remains of four rotten books,

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a wax-sealed scroll tube containing a scroll of protection from non-magical edged weapons, and a small traveling spellbook, wrapped in oil-skin, containing the following wizard's spells: 1st—*audible glamer*, *feather fall*, *friends*, *spider climb*; 2nd—*continual light*, *flaming sphere*, *protection from cantrips*, *shatter*; 3rd—*haste*, *phantom steed*, *tongues*. The third chest contains nothing but 200 feet of decayed rope, two rusted lanterns, and four unbroken flasks of oil. The leather sack holds a rusty iron necklace with a golden ring of free action attached. The iron box is locked but not trapped, and it can be forced open by a successful Bend Bars roll. Inside are three glass vials: a potion of *extra healing*, a *philtre of beauty*, and a potion of *sweet water*.

Hidden behind the chests and buried under the algae is a *scimitar* +1, +2 vs. *regenerating creatures*. The weapon is also *cursed*, temporarily negating all magical protective devices worn by the wielder for as long as the blade is drawn. Items negated include *bracers of defense*, *brooches of shielding*, magical armor and shields (negating the pluses only), and *rings and cloaks of protection*. These protections are restored the instant the blade is sheathed or put down.

The DM should provide as much mystery to these items as possible and should make the characters very nervous about exploring this area. If the dagger is removed from the slot, the secret door closes.

31. Secret Tunnels. Below the town of Dagger Rock, Yuri has connected a number of natural underground chambers with man-made tunnels to create a secret dungeon. Through this system of tunnels, he and the criminals he's hired have secret access to many areas of the town.

The western section is almost entirely man-made, while the rough tunnels to the east were created by a group of giant rats (area 31J). The man-made tunnels are 10' x 10' in cross section and are supported by wooden beams and braces at 10' intervals. The rat tunnels are 5 feet in diameter and have no such bracing.



31A. Stairs to the Dagger Rock Tavern. The rough stone stairs lead up to Yuri's cellar in the Dagger Rock Tavern. The sixth stair from the top is rigged with a tripwire (see area 19J).

31B. Ladder to the Green Grape. A wooden ladder climbs up to a secret door in the cellar of the Green Grape Wine and Spirits Shop (areas 18).

31C. Side Tunnel Under the Bank. A small side tunnel has just recently been started here. Yuri plans to rob the bank (area 22) after Grog and Captain Bearclaw have been dealt with.

31D. Up to the Cobbler's Barn. A heavy wooden ladder leads up into an stall in the cobbler's barn (area 28). There are five shovels here and numerous torches, used and unused.

31E. Earth-filled Chamber. This large, natural chamber is choked with piles of freshly dug earth. Most of the excavated earth has been stored here.

31F. Graveyard Exit. Leading up to the secret grave door (area 20) is a small wooden ladder. Numerous human bones lie strewn upon the floor. If the party is whining for some combat and experience points, the DM can throw in a few of the town's ancestors—six animated skeletons—who are irate over the disturbance of their eternal rest. The skeletons rise to attack any living being who enters this small chamber.

31G. Earthen Chamber. This large, natural chamber has also been filled with excavated earth (see area 31E). If the DM has opted to use the jailbreak (see area 11F) and the party arrives after its occurrence, the escaped murderer is encountered here.

31H. Wooden Blockages. At these two points, just into the smaller rat tunnels, the way is blocked by man-made wooden grates. There are no signs to warn off the curious. They were built to keep the giant rats (area 31J) out of the rest of the tunnels.

31I. Up to Grog's Well. A very small tunnel slants upward to a secret door in the side of Grog's well (see area 1J).

31J. Rat Den. Underneath the mill silo (area 5) is a nest of six very plump rats. The giant rats have a special underwater tunnel to the north (remember that rats are capable swimmers and fighters) that they use should things go badly for them. The DM may also use this tunnel to add more rats during the battle if six fail to pose much of a challenge. Scattered in the rats' nests are a total of 167 sp and 203 cp.

Giant rats (6): AC 7; MV 12, Swim 6; HD ½; hp 3 each; THAC0 20; #AT 1; Dmg 1-3; SA 5% chance to cause disease per wound inflicted; SZ T; INT animal (1); ML 6; XP 15.

31K. Rat Exit. The rats enter and leave the tunnels through a grass-covered hole near the southern edge of town. It can be discovered with the same chances to find a concealed door.

Concluding the Adventure

If the heroes thwart Yuri Kineron's scheme and expose the conspiracy, each character should receive 250 XP plus experience for the villains they defeated or helped capture (Yuri, Rinlin, Aeoli, Caela, Jim, and the half-orcs Brock and Grunt).

Since the town is almost fully complete, the party can use Dagger Rock as their base of operations and as a springboard into further ad-

ventures. The characters can either build their own house, reside at one of the local inns, or purchase the empty house behind Grog's (area 4). The business interests in town are glad to have new sources of income and built-in protectors as well. If the characters succeed in exposing Yuri and his fellow conspirators, Grog is especially grateful and offers them free room and lodging until they decide whether or not they plan to settle in Dagger Rock.

Since any captured conspirators must be taken to a nearby city for trial, the characters may wish to make sure that they get there and face justice. There might be friends elsewhere who will try to free the criminals, or they might attempt a jailbreak while still in the town jail. The characters will probably need to testify for the case to be airtight. ♪

The Stolen Power

"The Stolen Power" is an AD&D® adventure for 4-6 player characters of levels 1-3 (about 10 total levels). Lawful good characters, especially paladins and good-aligned priests, are particularly well-suited for this adventure.

Adventure Background

Read or paraphrase the following text to the players to begin the adventure:

Your travels have brought you to Highland, a small city of 1,500 people. Its only claim to fame is that it is the largest fishing town on the shores of the body of water the locals call the Fresh Sea.

Highland's clerics have been plagued by a number of thefts lately. Since the thefts have mostly involved money, they have been quietly ignored. Last night, however, the local Glade of Raven (a small but politically powerful open-air temple) was robbed of its most prized possession: a *book of infinite spells*. The clerics fear the effects of its use by their enemies and want it back quickly.

The only clue to the identity of the thieves is a small scrap of paper, presumably dropped by one of the robbers. The name "Hadonis" and part of a floorplan are scrawled on the paper.

There is a man named Hadonis who frequents the town, and he just may have the temperament and ability to steal from the good. Hadonis is called a "dark cleric" by the locals, but nobody knows which devil, demon, or infernal deity he worships.

Moonwind, the Glade of Raven's most powerful cleric, has discovered two pieces of information about the theft. The first, gained through the casting of *augury*, is that the scrap of paper was left behind by accident and is not a false clue. The second, gained by bribing Highland's chief records keeper, is that Hadonis owns a small country retreat that has a floorplan matching that on the scrap of paper. Unfortunately, the location of the retreat has been deleted from Highland's records, and the clerics cannot find anyone in town who knows where the retreat is hidden.

Moonwind would lead a party of the faithful to look for the book, but none of the faithful still in Highland retain the skills necessary to survive a long trek into the wilderness. She is not so foolish as to think she can survive in the wilderness alone, and she would be abandoning her temple if she took her assistants with her. Having heard that a party of brave and noble adventurers is in town—according to the rumors, anyway—she has come to you for assistance in recovering the stolen book.



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Moonwind's proposal is this: If you agree to help bring back the book, unused, the temple will award you 150 gold pieces each, 30 gp now and 120 gp when you return with the tome. You are, of course, allowed to keep a fair share of any loose treasure you find along the way, although donations to the temple are looked upon with favor.

For the Dungeon Master

Moonwind and her two assistants, Bearpaw and Deerhunter, are willing to give the PCs some other considerations if they are successful, but only if asked. They can provide one week's worth of iron rations at no cost and will pay for the resurrection of any two PCs killed in the line of duty. Two items are not open to negotiation: Deerhunter must be allowed to accompany the PCs, and the player characters must not use the book.

Hadonis has indeed taken the clerics' book of infinite spells, with the aid of the worshipers of Shami-Amourae whom he leads. Shami-Amourae, the queen of succubi, is described at the end of the module. Hadonis knows that the Glade of Raven "liberated" the tome from an evil wizards' cabal years ago and, having completed extensive research into the book's purported contents, intends to use the book's spells to capture intelligent beings for use as sacrifices and slaves. He has hidden the book in the dungeon beneath his cliffside retreat.

The rectangular floorplan left behind shows areas 2-5 and parts of areas 1 and 6 of Hadonis' retreat. The DM should prepare a rough map for the players showing these areas in vague detail.

The Glade of Raven

Moonwind (8th-level human priest): AC 10; MV 12; P8; hp 44; THAC0 16; #AT 1; Dmg by weapon type; S 13, D 8, C 15, I 12, W 15, Ch 14; SZ M; ML 12; AL CG; footman's mace.

Spells (5/4/3/2): 1st—*cure light wounds* (x3), *protection from evil, sanctuary*; 2nd—*detect charm, hold person, silence 15' radius, speak with animals*; 3rd—*continual light, dispel magic, remove curse*; 4th—*detect lie, neutralize poison*.

Moonwind is a soft-spoken woman who never seems to lose her temper or run out of patience.

Bearpaw (4th-level human priest): AC 10; MV 12; P4; hp 13; THAC0 18; #AT 1; Dmg by weapon type; S 12, D 10, C 7, I 8, W 15, Ch 14; SZ M; ML 12; AL CG; footman's mace.

Spells (5/3): 1st—*bless, cure light wounds* (x2), *light, protection from evil*; 2nd—*aid, hold person, slow poison*.

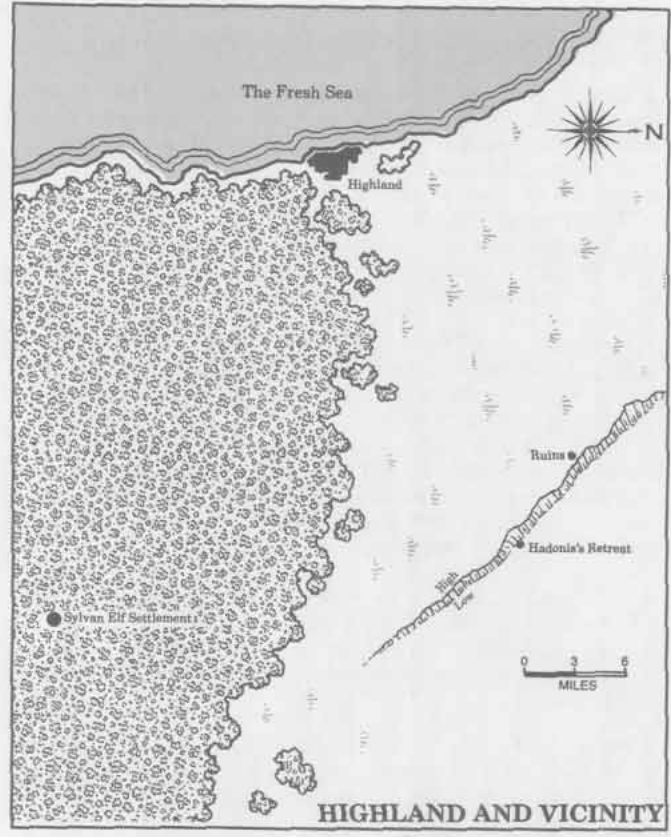
Bearpaw is a ladies' man. He is from a far country, and his exotic accent is very attractive to members of the opposite sex.

Deerhunter (2nd-level half-elf ranger): AC 8; MV 12; R2; hp 10; THAC0 19; #AT 1; Dmg by weapon type; S 14, D 14, C 11, I 14, W 14, Ch 7; SA +4 to hit norkers; SD 30% resistant to *sleep* and *charm* spells; SZ M; ML 14; AL CG; leather armor, short sword, long bow, 12 flight arrows.

Deerhunter, the only ranger in Highland, strives to gain enough experience to cast clerical spells so that he might better serve the Glade of Raven. He generally keeps his thoughts to himself.

Starting the Adventure

The PCs should search for information before setting out. Nobody who lives in Highland has ever been near Hadonis' retreat (to their knowledge), so the PCs must either ask someone from out of town, use magical means of finding the retreat, or set out blindly. (PCs who



take such risks generally have short life expectancies.)

Luckily for the PCs, today is market day in Highland, and 50 merchants have come to town. Most are food, spice, or cloth dealers, but there are five weapons merchants in the throng. Each weapon dealer specializes in one type of weapon; the five are a fletcher/bowyer, a swordsmith, a lance maker, a pole arm saleswoman, and a dagger-smith. If the PCs wish to buy weapons, they should be made aware of the local law that requires a 10% surtax on the sale of deadly weapons other than knives.

The swordsmith and 20% of the non-weapon dealers know that Hadonis' retreat lies east of Highland. One of the food dealers remembers that the retreat stands on the site of an "elven burrow." Since elves usually don't live underground as dwarves do, this is unusual in itself. The food dealer admits that he doesn't know exactly where the retreat is located but suggests that the PCs check with the town record keeper. When presented with a bribe of at least 50 gp, the record keeper searches through his files and, after much fussing and complaining, manages to "discover" a document listing the exact location of Hadonis' retreat.

Forest: There is a large forest to the south and east of Highland. The forest is home to one settlement of 200 sylvan elves, although only 170 are there at any given time. The other 30 elves are organized into three hunting parties who patrol the woods for incursions. At the time of this adventure, the elves have just repelled an invasion of goblins and hobgoblins and are alert for intruders. After careful questioning and skilled diplomacy, they welcome any peaceful party to their village, which is built in the boughs of several old trees. The elven settlement has no name unless the DM decides otherwise. The DM may flesh out the village as required.

Encounters in the forest occur on a roll of 1 on 1d12 and should be



Random Forest Encounters

1. **Unicorn:** AC 2; MV 24; HD 4+4; hp 20; THAC0 15; #AT 3; Dmg 1-6/1-6/1-12; SA charge, surprise (+6 penalty to opponents' surprise rolls); SD *teleport* once/day (up to 360 yards); immune to poison, sense enemy within 240 yards; MR cannot be *charmed* or *held*; immune to death spells, save vs. other spells as 11th-level wizard; SZ L; INT average (9); ML 14; AL CG; XP 650.

There is but one unicorn in the forest, and he is encountered only once. The unicorn speaks Common and Elvish and tells the PCs that there are no concentrations of evil in the forest.

2. **Faerie dragon:** AC 5 (1 when invisible); MV 6, Fly 24 (A); HD attacks as 4-HD monster; hp 9; THAC0 17; #AT 1; Dmg 1-2; SA breath weapon, spells; SD invisibility; MR 40%; SZ T; INT genius (17); ML 11; AL CN; XP 3,000.

There is but one faerie dragon in the forest, and the characters can encounter her only once. If she gains surprise, she plays a practical joke on the party, then flutters away. Otherwise, she flies away immediately. She's a playful young adult with yellow wings and the spell ability of a 5th-level wizard and 7th-level priest.

3. **Ravens (6):** AC 7; MV 1, Fly 36 (B); HD 1/4; hp 2 each; THAC0 20; #AT 1; Dmg 1; SA eye peck (10% chance per attack); SD surprised only on a 1 on 1d12; SZ T; INT animal (1); ML 8; AL N; XP 15.

The ravens might act suspiciously, but they are not up to anything.

4. **Owls (2):** AC 5; MV 1, Fly 27 (D); HD 1; hp 4 each; THAC0 19; #AT 3; Dmg 1-2/1-2/1; SA swoop (+2 to hit, claws inflict double damage), -6 to opponents' surprise rolls; SZ S; INT animal (1); ML 7; AL N; XP 65.

5. **Black bear:** AC 7; MV 12; HD 3+3; hp 19; THAC0 17; #AT 3; Dmg 1-3/1-3/1-6; SA hug for 2-8 hp damage; SZ M; INT semi- (2); ML 9; AL N; XP 175.

The black bear is more curious than hungry. If attacked, he lumbers away into the woods.

6. **Sylvan elves (10):** AC 6 (leather armor, shield, and 15 Dexterity); MV 12; HD 1+1; hp 7 (x2), 5, 4 (x3), 2 (x4); THAC0 19 (18 with bow); #AT 1 or 2; Dmg by weapon type; SZ M; INT high (13); ML 13; AL CN; XP 420; leather armor, shield, short sword, short bow, 12 arrows.

This hunting party is patrolling the forest for signs of interlopers, specifically evil humanoids. They can tell the PCs that there are no buildings in the forest apart from the elven settlement.

Random Plains Encounters

1. **Wemics (2):** AC 6; MV 12; HD 5+8; hp 31, 28; THAC0 15; #AT 3; Dmg 1-4/1-4/by weapon type; SA leap; SD -2 initiative modifier; SZ L; INT average (10); ML 12; AL N; XP 420; spear.

The wemics are friendly and willing to share a freshly killed deer with the characters. They can direct the PCs to Hadonis' retreat if asked its location.

2. **Axebeak:** AC 6; MV 18; HD 3; hp 14; THAC0 17; #AT 3; Dmg 1-3/1-3/2-8; SZ L; INT animal (1); ML 7; AL N; XP 65.

This creature is the last survivor of a small flock that has been hunted by humanoids and other predators. It tries to avoid the characters but attacks fiercely if cornered.

3. **Hobgoblins (12):** AC 5; MV 9; HD 1+1; hp 9 (x2), 7, 6 (x3), 5 (x2), 4, 3 (x2), 2; THAC0 19; #AT 1; Dmg 1-8 or by weapon type; SZ M; INT average (8); ML 12; AL LE; XP 35 (65 for archers); glaive-guisarme (x6), morning star (x2), long sword and short bow (x4).

These hobgoblins were chased out of the forest by the elves and have been wandering the plains in search of food. They attack the characters on sight.

4. **Wild horses (5):** AC 7; MV 24; HD 2; hp 13 (x2), 11 (x3); THAC0 19; #AT 1; Dmg 1-3; SZ L; INT animal (1); ML 5; AL N; XP 35.

These steeds flee when the characters approach. A ranger can attempt to calm the horses using his or her natural animal affinity.

5. **Centaurs (4):** AC 4 (5 without shield); MV 18; HD 4; hp 23 (x2), 19, 11; THAC0 17; #AT 3; Dmg 1-6/1-6/by weapon type; SZ L; INT average (10); ML 13; AL N; XP 270; spear, long bow, 12 sheaf arrows.

The two older centaurs are teaching the two younger ones how to hunt. They have been chasing the axebeak (see encounter #2) for several hours. The elder centaurs speak Elvish as well as their own tongue and can direct PCs to Hadonis' retreat if asked in a language they understand.

6. **Orcs (5):** AC 6; MV 9; HD 1; hp 6 (x2), 5, 4 (x2); THAC0 19; #AT 1; Dmg by weapon type; SZ M; INT average (13); ML 11; AL LE; XP 15; spear. The orcs are led by an **orog**: AC 4; MV 6; HD 3; hp 15; THAC0 17; #AT 1; Dmg by weapon type; SZ M; INT high (11); ML 13; AL LE; XP 65; halberd, heavy crossbow, eight heavy quarrels.

They fight until reduced to half their number, then retreat.

checked every four hours. If an encounter occurs, roll 1d6 and consult the "Random Forest Encounters" table.

Plains: The land to the north and east of Highland is a high plain. About 25 miles northeast of the city, the plain ends abruptly in a 100' drop down an almost perpendicular cliff. Hadonis built his home at the bottom of the steep slope, partially embedding it in the base of the cliff.

Hadonis' retreat is not the only structure to be found in this desolate area. Farther north and west, at the very top of the high cliff, stands a pile of stones that used to be an inn. The inn was demolished last year by a roving band of norkers and hobgoblins. If the PCs search through the rubble for one hour, they find a small iron box, unlocked and rusty, holding 20 gp and a 45-gp gem.

Encounters on the plains occur on a roll of 1 on 1d12 and should be checked every eight hours. If an encounter occurs, roll 1d6 and consult the "Random Plains Encounters" table.

Hadonis' Retreat

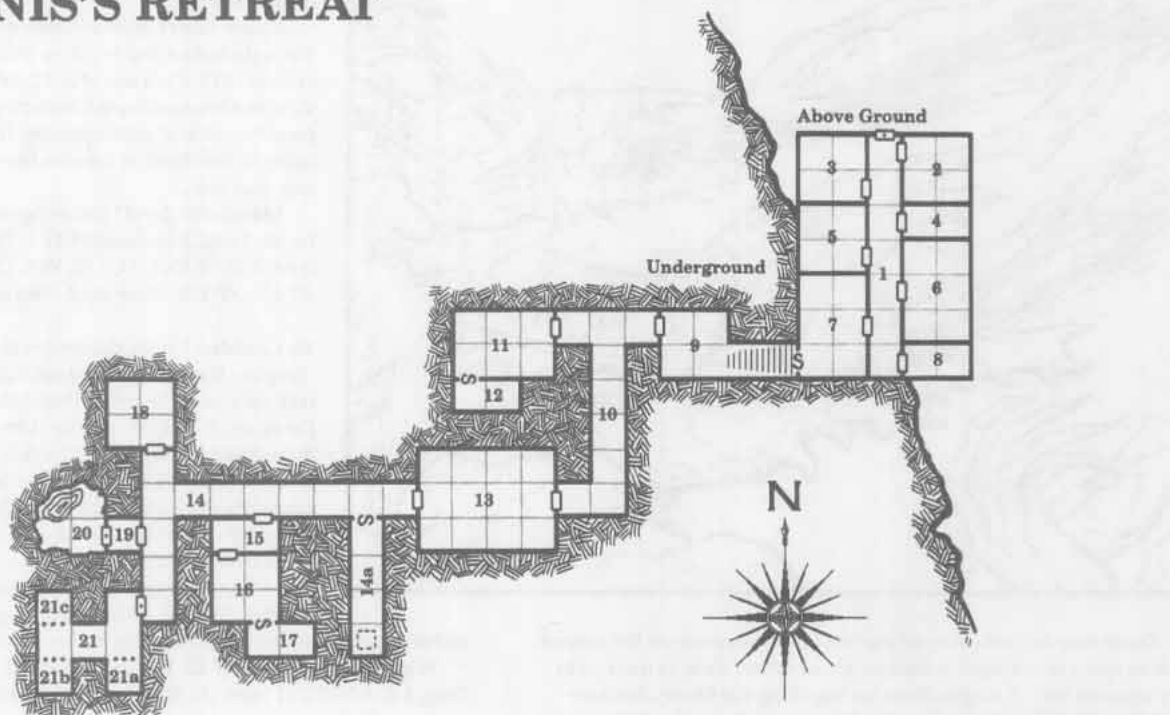
This country retreat, built partly into the cliff, is constructed of white stone. A small plaque bolted beside the only door is engraved with one word: HADONIS. The door is locked but not trapped, and there are no guards outside the building.

Lighting inside the retreat and the complex beneath comes from *continual light* spells cast on the ceiling of each room and corridor.

1. **Hallway.** The guard dog in this hall has been trained to attack intruders. PCs who toss good food at the dog (not iron rations) have a 50% chance of successfully distracting it for 1-4 rounds as it devours the goods. Rangers can attempt to use their natural animal affinity to coax the dog into not attacking, provided the ranger makes a success-



HADONIS'S RETREAT



1 square = 10'

ful Charisma check at -2. Seven unlocked doors lead to rooms on either side of the 70' long hallway.

War dog: AC 6; MV 12; HD 2+2; hp 16; THAC0 19; #AT 1; Dmg 2-8; SZ M; INT semi- (3); ML 10; AL N; XP 65.

2. Kitchen. There are three jugs filled with mead and six loaves of bread on the central table of this 20' x 20' kitchen. Twelve not-too-fresh fish hang on meat hooks along the wall farthest from the door. A counter along the north wall holds a large bucket of water, and a pump stands in the room's northeast corner.

If the PCs check the loaves, they find two rings baked into them. (The baker forgot to take them off before starting to work, and they got into the dough.) There is a gold ring in the third loaf checked and a silver ring in the fourth loaf examined. While the gold ring appears to be worth 150 gp (to a character making a successful appraising proficiency check), it is actually a *ring of delusion*, seeming to be a *ring of spell storing* with the wizard's spell *infravision*. The silver ring is worth 5 gp and is non-magical.

3. Dining Room. This 20' x 20' dining room holds a mahogany table and two comfortable, high-backed chairs. The far wall is covered by an extremely lewd tapestry.

The table is set for a dinner for two, with two fine china plates (which save as crystal and are worth 10 gp each), two crystal goblets (worth 30 gp each), a crystal butter trap (worth 30 gp), two sets of platinum cutlery (two forks, a knife, and two spoons per set, each piece worth 15 gp), and a platinum butter knife (worth 15 gp).

The butter knife is cursed such that anyone removing it from the room receives a -1 penalty to his or her initiative rolls until a *remove curse* is cast or the knife is brought back to the room. This is Hadonis' idea of a mild curse, brought into effect as a minor gift from his deity.

He uses it to keep his platinum from being stolen by any of the Disciples of Delights who live and worship below the villa. Hadonis told everyone living in the complex that one of the pieces of cutlery was cursed but didn't tell them which piece. So far, none of the Disciples of Delights has dared take the chance.

4. Water Closet. This room contains conveniences typical for a water closet in the DM's campaign world.

5. Library. This 20' x 20' room is lined with book shelves. A table and two comfortable chairs stand in the middle of the chamber. Many of the books discuss the topics of sensuality and attractiveness, although there are a large number of general interest works as well.

Two of the books are of particular importance. One bears no title. Taken many years ago as loot from a "meddlesome" wizard's body by Hadonis, then left here and forgotten, this book contains the following first-level spells: *armor*, *comprehend languages*, *read magic*, *shield*, and *sleep*. The tome could easily be mistaken for the *book of infinite spells*, but Deerhunter will know that it is not what the party is looking for. This book, however, can be sold for as much as 1,500 gp to an interested (and wealthy) buyer. The second book, titled *Invocations of Shami-Amourae*, is a non-magical prayer book. There is, however, a map (taken from the previously mentioned defeated wizard) hidden in a pocket within the back cover. Hadonis intends to follow the route marked on this map once his position among the Disciples of Delights is secure to see where the trail leads. The marked route starts at Highland and continues roughly south for a 14-day journey on horseback, through the forest and into a mountainous area. The destination is not identified, and Hadonis does not know that the map marks the route to the lair of a mated pair of spell-wielding red dragons.



The chance to find either of the two books depends on the amount of time spent searching the shelves, since neither tome is marked in any unusual way. A single character searching the library has a cumulative 5% chance per turn of finding one of the books. The books must be opened to reveal their secrets.

6. Guest Bedroom. This 20' x 30' room contains a chest and a bed with a feather mattress and pillow. The feather pillow conceals a small metal vial filled with one dose of an *elixir of health*. The chest is locked and empty, and its key hangs on a blue satin ribbon from the left bedpost at the foot of the bed.

7. Master Bedroom. This 20' x 30' room is Hadonis' bedroom when he sleeps upstairs. The room holds a fine bed, with feather pillow and mattress, as well as a writing table and a chest that is unlocked but trapped with a *glyph of warding*. Anyone who opens the chest without first saying "Beware!" is struck blind unless he or she successfully saves vs. spells. A blinded PC must be led about by the hand. If the blinded PC participates in combat, he or she suffers a -4 penalty on all attack rolls. The blindness lasts 2-5 days unless prematurely negated by a *cure blindness* or *dispel magic* spell.

The chest contains clothing, personal letters, a book of sketches of nude human figures, 20 gp in a pouch, and a potion of *fire breath*.

The writing table holds quill pens, ink, and blank sheets of parchment. The only non-utilitarian object on the table is a small ivory statuette of Shami-Amourae. The bat-winged succubus statuette is fixed to the desktop. If it is rotated 90° clockwise, a secret door in the southwest corner of the room opens, revealing a flight of stairs leading down to area 9. The secret door remains open for one round before closing on its own. It can be opened from the other side simply by pulling on a stone handle with a built-in latch.

8. Linen Closet. It takes one turn to search through the linen in this closet. Other than the linen, there is nothing of value here.

9. Guard Room. When the PCs reach the bottom of the stairs, they enter a 20' x 20' room. The floor is covered with sawdust to absorb

blood. One guard is on duty here—a human male named Marno.

Marno hasn't quite recovered from a wild party the night before and is asleep at his post on a roll of 1 or 2 on 1d12. On a roll of 3-12, he's awake but rather slow and uncoordinated, suffering a -1 initiative penalty and a -2 attack penalty. If he is awake, Marno fights to the death to prevent the characters from getting past him.

Marno (5th-level human fighter): AC 4; MV 9; F5; hp 30; THAC0 16 (base); #AT 1; Dmg by weapon type; S 15, D 15, C 11, I 12, W 6, Ch 10; SZ M; ML 15; AL CE; XP 175; chain mail, long sword.

10. Corridor. Unlike the rooms in the underground complex, the corridors are not fully dressed stone. In fact, they are little better than natural tunnels. The Disciples of Delights just can't be bothered to do anything more than necessary unless they find their actions to be pleasurable, and nearly everyone who considers work pleasurable would not be seen in the company of the Disciples of Delights.

The hall is patrolled by two guard dogs who attack anyone they do not recognize. They are not tempted by food, although a ranger using his animal affinity can attempt to tame one of them (but not both).

War dogs (2): AC 6; MV 12; HD 2+2; hp 15, 12; THAC0 19; #AT 1; Dmg 2-8; SZ M; INT semi (3); ML 10; AL N; XP 65.

11. Chapel. The chapel walls are decorated with bas-relief scenes befitting the raunchiest houses of ill repute. If a PC with the religion proficiency examines the lewd scenes and makes a successful proficiency check at -4, he or she discovers that the chapel is dedicated to the chaotic evil demigoddess Shami-Amourae, queen of succubi. Paladins need not examine the walls, as this room and area 12 exude an aura of evil.

A jet-black metal altar rests at the far end of the chapel. Dried human, half-elven, and elven blood streaks the sides and cakes the legs of the altar. Characters who worship good-aligned deities feel a certain compulsion to despoil the altar. Splattering holy water on the altar or casting a *bless* spell upon it causes it to instantly corrode, rendering it useless; otherwise, the only way to despoil the altar is to destroy it with weapons (a loud and time-consuming process). Characters who destroy the altar should receive 200 XP apiece. Moreover, these characters receive a +2 saving throw bonus vs. spells cast at them by the Disciples of Delights, but only for the duration of the adventure.

While the altar remains intact, this chapel serves as a stronghold of evil, so that evil clerics like Hadonis receive a +1 bonus to their chances to turn paladins in this area. If the altar is despoiled, the bonus to turn paladins is negated.

There is a secret door in the southwest corner of the chapel. Pressing on the surface of the door is enough to make it fold into the nearby wall. It closes automatically after one round and is easily open from the other side.

12. Storeroom. This 10' x 20' storeroom is empty save for a set of manacles and a blood-stained knife (Dmg 1-3/1-2), both made of drow adamantite. These items rest on a wooden table against the south wall.

The manacles and knife are cursed so that anyone who touches them outside of the chapel or this storeroom becomes unable to ap-



proach another living creature without making his or her presence known (i.e., surprise is always lost). If the *curse* is lifted—requiring a *remove curse* spell cast by a 10th-level priest or higher—the manacles and knife crumble to dust. They also crumble to dust 1–4 rounds after direct exposure to sunlight, though the *curse* persists until magically removed. It is impossible to locate a buyer for these items.

13. Cold Room. This 40' × 30' room is noticeably cooler than the rest of the dungeon, although it is not uncomfortably cold. It serves as the lair of two ice mephits who serve the Disciples of Delights as guardians and sentries. They were sent by Shami-Amourae herself, more to ensure Hadonis' loyalty than to obey his commands.

The mephits attack intruders first with their breath weapons, then with their claws. If reduced to 5 hp or fewer, a mephit tries to *gate* in one other ice mephit but only has a 25% chance to succeed. Each mephit can attempt this once/day only. It is suggested that the DM not allow the mephits to summon reinforcements unless the characters are having an easy time with the two already stationed here.

The mephits insult and poke fun at the characters while they attack. They have no treasure and usually perch atop a pair of stone shelves, one positioned over each door. When slain, an ice mephit transforms into a puddle of ice water.

Ice mephits (2): AC 5; MV 12, Fly 24 (B); HD 3; hp 14, 12; THAC0 17; #AT 2; Dmg 1–2/1–2; SA breath weapon (volley of ice shards; 15' range; 1d6 hp damage or save for half); SD immune to cold-based attacks; SZ M; INT average (8); AL N; XP 420.

14. Corridor. Like area 10, this T-shaped corridor is a roughly-hewn passage. A guard, Sextus, is posted at the junction of the two hallways. Sextus is a glory-seeker who attempts to fight off any number of intruders single-handedly. He can be bought, but the bribe must be considerable (500 gp or more) to get his attention. Even then, his loyalty remains questionable, and he attacks with the slightest provocation.

Sextus might not be looking toward the characters when they enter the corridor. The DM should roll 1d10 to determine which direction he is facing: 1, facing area 18; 2–5, facing area 21; 6–10, facing area 13. Sextus moves quickly toward the PCs to enter battle as soon as he realizes they are in the corridor. Other than his magical sword, he carries no treasure.

Sextus (6th-level human fighter): AC 4; MV 9; F6; hp 29; THAC0 15 (base); #AT 1; Dmg by weapon type; S 15, D 13, C 10, I 11, W 9, Ch 15; SZ M; ML 16; AL CN; banded mail, *broadsword* +1 (named *Pathfinder*); AL N; INT 12; Ego 2; detects secret doors within 1' radius).

14a. Escape Passage. This is the escape route for the Disciples of Delights. A secret door near the east end of area 14 leads to a 40'-long tunnel. At the south end of the tunnel, sturdy hand- and foot-holds have been carved into the rock. They climb 115 feet up to a hollowed-out tree at the top of the cliff. Illumination comes from a *continual light* spell cast on a handhold 60 feet up the shaft.

15. Reception Room. This 10' × 20' room is soundproofed. It is comfortably furnished with a plush couch, hexagonal table, and small empty cabinet.

There are two men in this room, one wearing leather armor, the other not visibly armored. These two are Hadonis' chief aides, who often act in his name without his permission. The one in leather armor is named Kine, and the other is a wizard named Harmin.

Hadonis' two lieutenants can be easily convinced to take a bribe to ignore the PCs. In fact, Kine suggests a bribe if the characters do not (unless, of course, they are charging in to fight). Kine demands 1,000 gp or its equivalent in gems, jewelry, or magical items. Harmin

can be bought off with a new spell for his spellbook. If these two are pressed to fight, they try to render the PCs unconscious rather than kill them outright, so that they can capture sacrificial victims (male PCs) or slaves (female PCs). Kine and Harmin change to killing attacks as soon as they realize that they are losing the fight.

The table has a hinged top that, when opened, reveals Harmin's spellbook. It contains all of the wizard's memorized spells plus the following: *armor*, *comprehend languages*, *read magic*, *shield*, *sleep*, *Tasha's uncontrollable hideous laughter*, and *continual light*.

Kine (5th-level human thief): AC 4; MV 12; T5; hp 18; THAC0 18; #AT 1; Dmg by weapon type; S 10, D 18, C 14, I 13, W 10, Ch 10; SA/SD rogue abilities; SZ M; ML 11; AL CE; XP 270; leather armor, long sword, dagger.

Rogue abilities: PP 35%, OL 35%, FRT 30%, MS 60%, HS 50%, DN 40%, CW 80%, RL 20%.

Harmin (6th-level human wizard): AC 9; MV 12; W6; hp 19; THAC0 19; #AT 1; Dmg by spell or weapon type; S 12, D 11, C 14, I 16, W 15, Ch 13; SA/SD spells; SZ M; ML 10; AL CE; XP 420; dagger, *ring of protection* +1, pouch containing two 100-gp pearls.

Spells (3/3/2): 1st—*identify*, *shocking grasp*, *spider climb*; 2nd—*invisibility*, *stinking cloud*, *web*; 3rd—*feign death*, *slow*.

16. Hadonis' Room. This 20' × 20' room is beautifully decorated and contains a bed, table, chair, and writing desk. Hadonis, wearing black clerical robes, is encountered herein. Deerhunter—if he is still with the party—recognizes Hadonis immediately. Since Hadonis is the spiritual leader of the Disciples of Delights, he occupied the room guarding the treasure vault. (Besides, it's his house.) There is a 25%





chance that Hadonis is asleep when the PCs enter the room, assuming he does not awaken to the sounds of combat in area 15. If asleep, he awakens and automatically loses initiative that first round. When he attacks, he does so with the intention of taking prisoners. He does not engage in idle conversation and saves his *sanctuary* spell for when he needs to make a getaway.

The writing desk holds several sheets of parchment, jars of ink, quill pens, padded manacles (showing signs of heavy use), and the iron key to the treasure room (area 17). The secret door to the treasure room is blocked by the chair, which is easily pushed aside.

Hadonis (7th-level human priest): AC 10; MV 12; P7; hp 33; THAC0 16; #AT 1; Dmg by spell or weapon type; S 12, D 7, C 15, I 14, W 13, Ch 14; SA/SD spells; SZ M; ML 10; AL CE; XP 650; unarmed.

Spells (4/3/2/1): 1st—*cause light wounds* (x3), *sanctuary*; 2nd—*hold person* (x3); 3rd—*bestow curse* (reverse of *remove curse*), *cause disease*; 4th—*cause serious wounds*.

17. Treasure Room. This 10' x 20' room holds the Disciples of Delights' treasure hoard. The treasure, scattered loose about the room, includes 4,217 cp, 1,051 sp, 523 ep, 96 gp, 11 pp, two gems (worth 50 gp apiece), a *ring of clumsiness* with a secondary power of *fire resistance*, and the keys to the cells in area 21. There are also a suit of banded mail and a long sword, both of which belong to the paladin in the cell block.

18. Sleeping Quarters. This chamber is guarded by the skeleton of a female half-elf armed with a short sword. Hadonis animated it and ordered it to attack anyone with a drawn weapon. It does not leave the room unless the characters take something, at which point it will pursue.

Hadonis and his lieutenants and guards are the only permanent residents of the retreat. All other worshipers arrive on the night of the full moon for the monthly sacrifice, but they rarely stay overnight. Thus, there are only four beds in this 20' x 20' room, each with a shelf mounted on the wall above it. One of the shelves holds a crude obsidian statuette of a horse (worth 20 gp). While it resembles an *obsidian steed* (figurine of wondrous power) and can be enchanted to become one, it is not magical. The room holds no other treasure.

Skeleton: AC 7; MV 12; HD 1; hp 4; THAC0 19; #AT 1; Dmg 1-6; SD suffers half damage from edged and piercing weapons; immune to poison, paralysis, and death magic; MR immune to *sleep*, *charm*, *hold*, and cold-based spells; SZ M; ML 20; INT non (0); AL N; XP 65.

19. Anteroom. The door to area 20 is locked, and the key was taken away by the elves who resided here 20 years ago, long before Hadonis arrived. Thieves have a +10% modifier to their open locks rolls due to the simplicity of the locking mechanism, but they suffer a -5% penalty to find the trap on the door. If the trap is unsuccessfully disarmed (no modifier on the chance to disarm the trap), or if the trap is not detected, a grinding noise is heard under the floor. Five seconds later, the floor drops away, revealing a 10' deep pit. If a player says his character is moving out of the room during the five seconds he hears the grinding noise, the PC is entitled to a Dexterity check to leap into the hall before the trap opens. (Deerhunter always tries to jump back into the corridor.)

Characters who fail their Dexterity check fall into the pit, suffering 1-6 hp damage. If the lock is successfully picked, the door to area 20 can be easily opened.

20. Pool Room. The only feature of this natural room is a pool of water that has magical qualities. A *detect magic* spell reveals equal parts alteration, evocation, and necromantic magic. If an empty potion bottle is filled with water from the pool, the water changes to the

Shami-Amourae "The Lady of Delights," Queen of Succubi

Portfolio: Debased eros, seduction, temptation

Aliases: Shazra, Jezebel

Plane: The Abyss

Superior: Demogorgon

Allies: Demogorgon, Pan, Tlazolteoti, Graz'zt

Foes: Aphrodite, Hera, Hanali Celanil, Ishtar

Symbol: Blood-red lips with protruding fangs, or, image of a succubus

Worshippers' Alignment: CE

Shami-Amourae normally appears as a succubus with white skin, red lips, and golden hair. No matter what her form, she always has a Charisma score of 22 and never appears as a male. Shami-Amourae has all the abilities of a succubus and saves against all attacks on a roll of 2 or better on 1d20. She can also use the following powers at will, at 22nd-level of ability: *charm monster*, *clairvoyance*, *darkness* 15' radius, *energy drain*, and *trap the soul*. She can gate to her location her entire retinue or any one other inhabitant of the Abyss except for deities, their proxies, and Abyssal planar rulers (such as Graz'zt, Lolth, or Demogorgon). Her retinue is comprised of six succubi with maximum hit points. Once per day, she can change one person's Charisma score by 1d4 points, either up or down. The change is permanent unless Shami-Amourae deems otherwise. Once every two days, she can cast a *wish* spell.

Shami-Amourae prefers to attack (when necessary) by draining the levels of her opponents. If forced to fight a being impervious to energy drain, she rakes with her sharp fingernails.

Shami-Amourae was once an intelligent sorceress long before she was consigned to the Abyss. Upon her death, she became a larva, then a quasit, then a succubus. Her great skill and beauty caused Demogorgon to elevate her to a demigod, and she has used that status to become queen of all succubi. (This is, of course, a nominal title, since succubi are highly chaotic. However, Shami-Amourae is the one being with any measure of control over every other succubus.)

Humans, half-elves, and elves are welcome as clerics of Shami-Amourae. Specialty priests are called Seductors or Seductresses and must have a Charisma of 15 or higher. They cannot command or turn undead but have the power to *charm person* once/day. Elves and half-elves do not receive their usual resistance rolls to negate this powerful *charm*. At 5th level, the priest can cast the spell twice/day; at 10th level, thrice/day. Shami-Amourae sometimes destroys priests who are too alluring for their own good. A capricious demigoddess who doesn't like to feel rivaled, she succumbs to jealousy rather easily.

Shami-Amourae's worshipers sacrifice human, half-elven, or elven males to her once a month, at midnight on the night of the full moon. Any worshiper who fails her in this regard is visited by one of her minions and "spirited away" to the Abyss. She is quite unforgiving.

No matter what happens, Shami-Amourae won't take an active part in this adventure. Her statistics are included so that the DM can include the demigoddess in his or her ongoing campaign.

Shami-Amourae: AC -5; MV 24. Fly 36 (B); P19/F12/W22; hp 200; THAC0 -5; #AT 2 (rakes); Dmg 1-6/1-6; S 18/00, D 20, C 19, I 18, W 20, Ch 22; SA energy drain, spells and spell-like abilities; SD +3 or better weapons (+1 if iron) to hit, spells and spell-like abilities; MR 85%; SZ M; AL CE.



kind of potion that previously filled the bottle. The same is true for an empty vial that once contained holy or unholy water. This happens only three times for any one person. Drinking the water straight from the pool cures 1–8 hp damage, but it works only once per person. Regardless of how much time passes after the water is imbibed, a person cannot benefit a second time from the healing waters of the pool.

The previous elf inhabitants considered themselves keepers of the pool. They left 20 years ago when a drought in the area threatened famine, and they have been prevented from returning by the presence of Hadonis and the followers of Shami-Amourae.

21. Cell Block. These chambers have been converted into holding areas for Shami-Amourae's sacrifices. The locks on the barred doors are of excellent quality (–10% penalty to a thief's open locks roll). The keys to the cells are kept in area 17.

21a. Cell A. There is one prisoner in this cell, a paladin who was captured 13 days ago. Colar was drawn to the lair by strong emanations of evil but was quickly cornered by the guards and held by Hadonis' *hold person* spell. Twice a day—each time he is fed—he has been told by the guards that he is going to be sacrificed at midnight. As a result, he has become highly melancholy. Colar is reluctant to do anything to aid the party without being asked repeatedly. His condition can be cured by casting a *bless*, *aid*, or *prayer* spell upon him.

Colar Armikal (2nd-level human paladin): AC 9; MV 12; Pa2; hp 12; THAC0 19; #AT 1; Dmg by weapon type; S 15, D 15, C 13, I 10, W 16, Ch 17; SD immune to disease, *cure disease* once/week, heal 4 hp damage/day, *protection from evil* aura (10' radius), detect evil intent (60' range); SZ M; ML 14 (currently 7); AL LG; XP 420 (for rescue only); unarmed.

21b. Cell B. The prisoner in this cell is Quintus, a priest of Dionysus and older brother of Sextus (the guard in area 14). He entered the complex to find his brother and take him away to be "deprogrammed," but he was captured before he ever reached the lower level. His brother intervened to keep him alive but refuses to leave with him. Being a realist, Quintus is willing to leave without Sextus and doesn't blame the PCs if they have already killed him.

Quintus (3rd-level human priest): AC 10; MV 12; P3; hp 13; THAC0 20; #AT 1; Dmg by spell or weapon type; S 9, D 11, C 10, I 13, W 14, Ch 9; SA/SD spells; SZ M; ML 11; AL CN; XP 270 (for rescue only).

Spells (4/1): 1st—*command*, *cure light wounds* (x2), *protection from evil*; 2nd—*aid*.

21c. Cell C. In the middle of the cell stands a wooden lectern upon which rests the *book of infinite spells*. The lectern is trapped, of course. Through the bars of his cell, Quintus watched the trap being set, tested, and reset, so he knows what it can do. The trap is triggered by a pressure plate under the book. If the plate is not loaded with something roughly equivalent in mass to the book (10 lbs.) to a maximum of 15 lbs., the trap is sprung.

Knowing that a trap is present and knowing how it works are very different, so a PC thief must still make a remove traps roll with a +25% bonus if he or she knows of the trap's existence. If the trap is sprung, the lectern releases a cloud of sleep gas that instantly fills the cell block. The gas puts everyone to sleep for 2d6 turns (roll for each person; successful save vs. poison negates the effect). Holding one's breath allows a +4 bonus to the saving throw, while simply covering one's nose and mouth with a cloth allows a +2 bonus. If the trap is triggered, Quintus and Colar must also save vs. poison or fall unconscious.

If any of the Disciples of Delights are left alive, they strip the PCs of their weapons and armor in three turns. They won't take away any

thieves' tools, due to a sloppy oversight, giving the PCs a chance to free themselves once they're locked away with the other prisoners.

The *book of infinite spells* has 12 pages unturned. The contents of the book, in order, are as follows:

- ♦ *teleport* (fifth-level wizard spell);
- ♦ blank page;
- ♦ *control weather* (sixth-level wizard spell);
- ♦ *Melf's minute meteors* (third-level wizard spell);
- ♦ *monster summoning V* (seventh-level wizard spell);
- ♦ *chant* (second-level cleric spell);
- ♦ blank page;
- ♦ *domination* (fifth-level wizard spell);
- ♦ *levitate* (second-level wizard spell);
- ♦ *flame strike* (fifth-level cleric spell);
- ♦ *control weather* (seventh-level cleric spell);
- ♦ *monster summoning IV* (sixth-level wizard spell).

Concluding the Adventure

If the heroes successfully recover the *book of infinite spells* and return in to the Glade of Raven in Highland, each character should receive 250 XP for completing the mission. This amount is added to any experience gained from defeating Hadonis and his henchmen, as well as the experience awarded for rescuing the prisoners in area 21. Moonwind is very appreciative of the characters' heroism and fulfills her end of the bargain by paying the PCs in full and helping them any other way she can.

If Hadonis and his disciples escape the lair, they seek sanctuary elsewhere until they can regroup and strike back against those who thwarted them before the eyes of Shami-Amourae. Ω

The Matchmakers

"The Matchmakers" is an AD&D® adventure for 3–6 chaotic or neutral characters of levels 1–3 (about 10 total levels). It is not recommended for those of lawful or evil alignments. Female PCs and a thief would be helpful but are not absolutely necessary.

Adventure Background

The city of Povero is a busy and prosperous seaport. Its sheltered bay and moderate climate make it ideal for nearly year-round shipping—a real boon to merchants. The governing body of Povero is a council of elders who work with the heads of the local guilds to maintain order and to see that business in the city is conducted in a professional manner.

The elders are appointed for lifetime terms by the landowners and registered, taxpaying citizens. The city charter's many checks and balances prevent any single individual from gaining too much power. Most of the time the system works smoothly and the citizens like it, but there are always troublemakers who like to stir things up to their own advantage.

Of the merchant princes who command great influence in Povero, there are three main families: the Savelles, the Holbins, and the Folbres. The Savelles and Holbins have been rivals for several generations and have engaged in much spirited competition. Though their business dealings are kept in strict line by the city charter, these two families often secretly indulge in minor vandalism and juvenile practical jokes, kept at a fairly harmless level for fear of serious reprisals from the council. If the Holbins discover their house gates painted shocking pink on one day, they might



respond by decorating the Savelle chimneys with chamberpots the next. Such antics provide plenty of entertainment and gossip at the local public houses, and each family has its share of supporters among the common people.

The Folbres, headed by the young and very handsome Aldron Folbre, have been in Povero for a mere 20 years and are still considered newcomers in some quarters, but they are very rich. Aldron is a serious and ambitious businessman, a combination that has brought him considerable profits since he took over the family business on his father's death. Though some say his wealth is coming too easily, he is a very likeable person and is on friendly terms with members of both the Savelle and Holbin families. One of his best friends is the young heir, Richard Savelle, and the two are often seen together hunting, hawking, or engaging in any of the other activities that amuse rich fops.

A Call For Help

The player characters may arrive in town by whatever means is convenient to the campaign. During their explorations, they eventually pass a dark, dank alley where they hear the unmistakable sounds of a fight. Like any city, Povero has its share of thieves and ruffians looking to fatten their pockets or simply to cause trouble.

If the PCs investigate, they find a well-dressed gentleman in a vicious battle with some ruffians (see below). The PCs should want to join in the fight, for the gentleman is outnumbered; as soon as he glimpses the newcomers, he urgently cries for aid.

When the ruffians are aware of the party's arrival, they require a morale check. Should they fail, they stop fighting their lone and easy

prey and try to escape. If they stay and fight, the PCs must face NPC thugs equal in number to the size of the PCs' party, plus an extra 1-4 thugs.

The gentleman, Aldron Folbre, looks upon the PCs as his rescuers and is certainly grateful for their aid, whether it was active or not. He is a bit breathless at first and rueful at being caught out away from his usual bodyguards, promising he will not make the same mistake twice. At the very least, he must invite them to be his guests at the nearest public house for a fortifying drink and a bite to eat. Folbre has been slightly injured in the fight, and some nasty bruises on his legs and arms from the ruffians' clubs are making themselves felt.

Limping a bit, he leads them to the Admiral's Arms, a public house where he is greeted with friendship by the innkeeper and shown to a private room where he and the PCs are well served. During the ensuing introductions and conversation, Folbre determines whether the PCs are new in town and in need of employment. He is taking their measure, deciding if they are right for a special job he has in mind. He might be reluctant to ask them to do it. They helped him once for nothing; would they be willing to help him again, this time for a suitable financial return? He warns that they might not like what he has in mind, because technically it calls for some breaking of the law—though he maintains that, in this case, they'd only be bending it a little. If the PCs are interested, he outlines the problem and his plan to solve it.

Aldron Folbre (2nd-level human fighter): AC 6; MV 12 (currently 9); F2; hp 16 (currently 12); THAC0 19 (base); #AT 3/2; Dmg by weapon type; S 16, D 14, C 13, I 16, W 11, Ch 16; SA specialized with long sword (+1 to hit, +2 damage); SZ M; ML 13; AL LE; XP 120; leather armor, *ring of protection* +2, long sword (specialized).

Ruffians (1st-level human fighters): AC 8; MV 12; F1; hp 6 each; THAC0 20; #AT 1; Dmg by weapon type; roll 2d4+4 to determine ability scores; SZ M; ML 10; AL CN; XP 15; club, dagger.

The Course of True Love ...

If the PCs are intrigued and urge Folbre on, he tells them about the rivalry between the Savelles and the Holbins, and how much they hate each other. That is but a complication to the greater problem, though. His best friend, Richard Savelle, has fallen hopelessly in love with Master Holbin's beautiful and only daughter, Elissa, and she with him. Their families, of course, absolutely refuse to allow them to marry and, in fact, Master Holbin has arranged a more advantageous and profitable match for Elissa. Her loathing for the fat old merchant they've chosen for her means nothing; after all, business is business.

Richard is too emotionally involved to think straight and has come to his friend Aldron for help in rescuing his beloved. Folbre was at a loss for a solution until his meeting with the PCs. Since they are strangers in town, they have no business interests that would be affected by the rivalry, and if they helped him in a fight, they are not put off by a little risk. His plan is to have them "kidnap" Elissa Holbin so she and Richard can be married.

Elissa is well guarded, so it won't be easy, but Folbre is willing to offer the characters 1,000 gp each for one day's work, plus another 500 gp if they can do it with a minimum of violence. Should they ask how he will profit by the union, he explains that once the two are legally married and present themselves as such before the town elders, the two families will have to stop their feud, which is adversely affecting trade. When the feud ends, profits will soar and everyone, including himself, will benefit.

If the PCs agree and ask how he plans to kidnap Elissa, he replies that he has no plan; he is a businessman, not a tactician. However, in





Daily Schedule of Elissa Holbin

- 7:00 A.M. Rises, bathes, dresses (area 13).
- 8:00 A.M. Breakfasts with family (area 7).
- 9:00 A.M. Walks about grounds accompanied by one maid and six loyal men-at-arms.
- 10:00 A.M. Spends time in parlor (area 5) or atrium (area 11) with other women, sewing or reading.
- 11:00 A.M. Helps supervise lunch preparation in kitchen (area 8).
- Noon Eats lunch with family (area 7).
- 1:00 P.M. Takes short nap in her room (area 13).
- 2:00 P.M. Rises, takes the carriage to market area for shopping, usually accompanied by her mother, two maids, and the six men-at-arms. (Gatehouse guards admit no one but family members onto the Holbin House grounds during this time.)
- 6:00 P.M. Returns from city, changes clothes in room (area 13).
- 7:00 P.M. Eats dinner with family (area 7).
- 8:00 P.M. Family goes to parlor (area 5) for evening wine, gossip, music, and games.
- 10:00 P.M. Has evening bath in room (area 13), then retires for the night.

anticipation of some solution, he has written out a description of the girl (curly blond hair, blue eyes, 5'4" tall, prefers to wear blue gowns) and assembled interior diagrams of Holbin House and various places in the city where it might be possible to get close to Elissa. One of his servants is a cousin to the maid at Holbin House, and through her he has obtained a schedule of Elissa's daily routine. He places this information at the party's disposal and, within reason, finances their venture, over and above the reward he has promised. He is willing to purchase any supplies the PCs require—rope, horses, a wagon, forged documents, uniforms, and so forth—or he can tell them where to purchase these supplies, but they'll have to present a receipt to be reimbursed. He might seem an eccentric romantic, but where money is concerned, Aldron is no fool.

Using the maps and schedule, the PCs can figure out for themselves where and when to kidnap Elissa. They can sneak into the house to snatch her, wait outside and follow her when she goes to the market, or devise some plan of their own. Folbre, however, wants the girl kidnapped before midnight tomorrow, for that is when she is to be lawfully betrothed to the old merchant.

According to local custom, because of the contracts signed and the money involved, a betrothal is as legally binding as a marriage. Should the kidnapping occur after the betrothal, Elissa's wedding to Richard could (and would) be easily annulled. Folbre asks the PCs to bring Elissa to The Dancing Maidens, a secluded park within the city, one hour before midnight, where they will be met by Richard Savelle and a holy man to perform the marriage ceremony.

Folbre can answer the PCs' general questions about Povero, but it is up to them to come up with a successful plan. If it works, the DM can award experience points for solving the kidnap problem and give a bonus for using a minimum of violence or no violence at all. Folbre stresses the importance of avoiding violence, as it will be for their own good should they get caught. He promises to help them in any way he can if they are so unlucky, but they will have a much harder time with the law if they kill or maim anyone, especially Elissa.

While Folbre has been partially truthful with the PCs and corrected outlined Elissa's and Richard's predicament, he has lied about

his intentions once the PCs bring Elissa to the city park. PCs with ESP might learn he has something to hide, but at the moment his surface thoughts are entirely concerned with the immediate job. See the section on "The Dancing Maidens" for more information.

PCs casting divinatory spells in Folbre's presence receive a cold glare. He considers such a move to be poor manners indeed and reacts accordingly, withdrawing his offer of employment and himself as well, getting out of range of the spell. He is, after all, a gentleman; a finds such open distrust from the party quite insulting. If such a situation arises, the DM must keep Folbre's reaction understandably reasonable, enough to possibly cause the spell to be miscast, but not so much as to make the party suspicious. He behaves much the same as they would if their positions were reversed.

If the characters discover that Folbre is evil and want nothing more to do with him, the meeting dissolves, and he leaves. Folbre immediately begins searching for a group of ruffians willing to complete the job. (The first group of ruffians whom he confronted took offense to his "aristocratic attitude.") At this point, the adventure is not necessarily over. The characters have the option of trailing Folbre, spying on him until they learn what he's really up to.

... Never Did Run Smooth

The party should learn that Elissa lives a highly insulated and controlled life. Strangers approaching her and asking her to quietly come along with them would alarm and frighten her. Folbre warns that she is unaware they are trying to help her, and it is important that she be kept quiet, at least until they have a chance to explain the situation to her. Once she understands she will soon be reunited with Richard, Elissa will be fully cooperative. Folbre asks the characters not to mention his name to Elissa. Since the kidnapping is illegal, he naturally wants to keep a low profile. If she asks who sent them, the PCs may say they are from Richard. Folbre is of the opinion that, though very pretty and charming, Elissa is not overly smart, and it would be best not to burden her with information she does not need.

If the PCs pull off the kidnapping successfully, they might encounter one major problem that neither they nor Folbre could have anticipated—they may have snatched the wrong girl! Elissa's cousin Trea is visiting Povero. The two girls are the same age and are the daughters of twin sisters, so Folbre's description of Elissa also fits Trea. Trea is in the wrong place at the right time (on a 50% chance, wherever the PCs decide to perform the kidnapping) and might be kidnapped in place of her cousin unless circumstances dictate otherwise. Since Folbre declines to actively help the PCs because of his injuries, he isn't around to tell them they goofed.

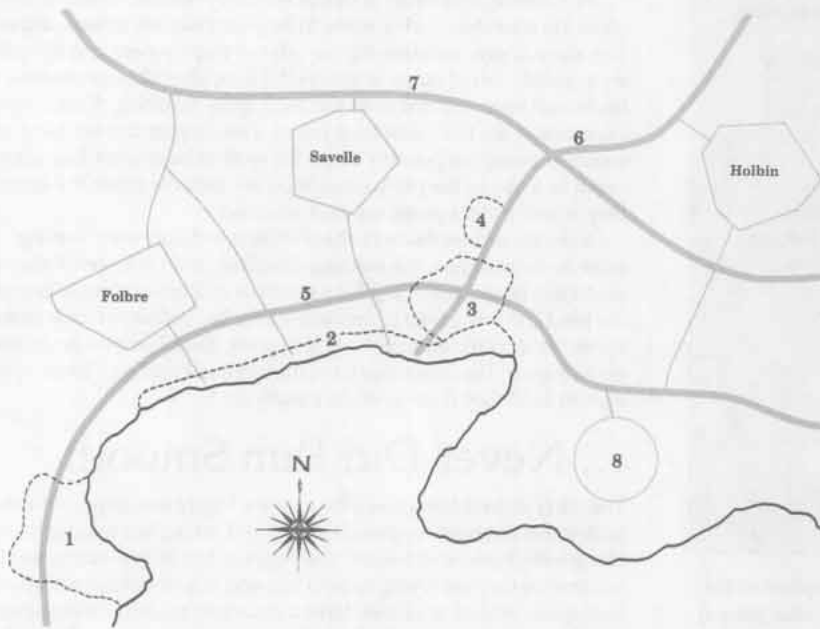
Trea assumes she's being kidnapped for ransom and is very frightened, just as Elissa would be. She screams for help (unless silenced) and tries to escape. If the party bothers to tell her why she's being carried off, she is smart enough to keep her mouth shut until she feels she can trust the PCs with the truth of her identity. When and if she finds out who hired the PCs for the job, she loses no time informing them of Folbre's true character. Trea pays more attention to business matters than her cousin does and knows that an alliance between the Savelles and the Holbins is the last thing that Folbre wants; it would be financial suicide for him. She correctly guesses he has something more sinister in mind, but she cannot confirm her suspicions. Trea has met Folbre on several social occasions and does not trust him.

Depending on their alignments and brains, the PCs must do some serious thinking to get themselves out of trouble. They have no real proof of Folbre's involvement with the kidnapping. They are strangers in the city, and he is an established and respected citizen. If they opt to run, Trea asks them to stay and help, matching Folbre's



THE CITY AND BAY OF POVERO

1 MILE



The City of Povero

Povero is described in general here. It resembles an early Renaissance Italian port city. Specific encounters in the city may be devised by the DM as required. Refer to the map of the city of Povero to locate the areas described below.

1. Fishtown. This is a suburb of Povero and the harbor for the city's great fishing fleet. The many boats here leave at dawn and return before dark with their catch. The fish are either salted and dried in the processing sheds for inland shipment or hawked fresh in the city markets. Boats may be hired here at almost any time of the day or night.

2. Warehouse District. This is the heart of all major shipping for the area. It is a busy place, with ships constantly arriving and departing, loading and unloading their cargoes. The sailors of these ships enjoy their free time to the fullest in the warren of inn, grog shops, and gambling and tattoo parlors that line the crooked and smelly streets. The city guards do what they can to keep the peace. They maintain several small holding jails where sailors can sleep it off if they have had too much of a good time. Any sailor taking an unscheduled nap in

the street is likely to be "recruited" for a long and sobering sea voyage by one of the roving press gangs that frequent the area. PCs who become separated from the party might become the target of these press gangs. Parties that stick together and put up a bold front are usually ignored.

3. Market Area. This area is linked to the warehouse district but is far more respectable. This district supports more merchants per square yard than any other place in the city. Almost all the trade and shipping business is conducted here by striking deals in the street or in the many taverns, inns, and coffee houses that abound here. Most of the city's shops are located here as well, along with a massive open-air market.

4. Municipal District. The city elders meet here to do the work of running the local government. The city guard and watch headquarters, the main jail, and the public courts are located here as well.

5. Shore Street. This 50'-wide avenue is paved with brick all the way from Fishtown (area 1) to The Dancing Maidens (area 8). It is the main thoroughfare through Povero and almost always clogged with carts, wagons, horses, and pedestrians.

6. Bay Road. This avenue is paved from its intersection with the Great East-West Road (area 7) to its terminus in the warehouse district. It, too, is usually clogged with traffic.

7. The Great East-West Road. This wide avenue is unpaved, but it is an important overland route, running roughly parallel to Shore Street (area 5) for about 10 miles, then swinging away from the coastline toward the mountains to the north.

payment offer since she is rich in her own right. She fears that even if he is thwarted this time, he might try to stir up more mischief later on. But her primary wish is to see her cousin happily married to Richard.

Whatever their course, the PCs are in a very hot spot for Trea's abduction if they anger her and she chooses to press charges. The honest citizens of Povero take a dim view of kidnapers, duped or not. Folbre might also be after them for bungling the job, to keep them from talking. If they attempt to go to the law to set things straight, they find the guard house thick with Folbre's men, all of them prepared to draw their swords now and ask questions later.

Once the news of Elissa's (or Trea's) kidnapping gets out, the city's reaction will be one of shock and outrage—especially if anyone is harmed. Patrols will be everywhere, checking out suspicious characters and all newcomers to the town. If the DM wishes, the Holbins might even go so far as to enlist the services of yet another party of adventurers, perhaps close friends of the family, to recover the missing girl. The DM should arbitrate this as necessary, though close encounters with the city guards need not be played out in detail if the PCs are careful. Note that one guard in six is either secretly in Folbre's pay or so favorably inclined toward him as to actively support any of his plans that are not obviously evil.

Elissa Holbin (0-level human): AC 10; MV 12; 0-level; hp 4; THAC0 20; #AT 1; Dmg by weapon type; S 8, D 13, C 8, I 11, W 11, Ch 16; SZ M; ML 7; AL LG; unarmed.

Trea Devasco (0-level human): AC 10; MV 12; 0-level; hp 4; THAC0 20; #AT 1; Dmg by weapon type; S 9, D 12, C 9, I 15, W 16, Ch 16; SZ M; ML 9; AL CG; unarmed.

City guards: AC 5; MV 9; F2; hp 12 each; THAC0 variable; #AT 1; Dmg by weapon type; all ability scores are 12; SZ M; ML 13; AL varies; XP 35; chain mail, long sword, club, dagger.



8. **The Dancing Maidens.** This large public park is set aside for the use of Povero's citizens and is more fully detailed in "The Dancing Maidens" section.

Holbin House

Situated on a hill to the east and slightly north of the city, Holbin House is a two-story study in local luxury. The grounds and the house itself are detailed below.

The Grounds

Several acres of grounds surround the house, all walled in and given over to a small herd of goats whose job it is to keep the grass short and to provide milk. Two male goats are present, and they are known to attack strangers within 30 yards (40% chance/round).

A large pond 300 yards south of the house is home to a flock of geese that make a terrific honking and hissing fuss whenever anyone approaches. The noise of their calls has a 20% chance per round of drawing the attention of people at Holbin House, who may fear a dog has gotten onto the grounds.

The brick wall surrounding the grounds is 10' tall and 1' thick, with two wrought iron gates, one at the main entrance off Bay Road and the other at the postern off the Great East-West Road. Both gates are locked at night, and a gatekeeper resides in each gatehouse at all times.

The grounds are well kept, full of fruit trees and berry bushes. There is a garden near the kitchen (see the Holbin House map, area 8) and a barn, stable, and smithy just off the heating plant (area 1). The blacksmith does not live on the estate but spends his days here, shoeing horses and maintaining Mrs. Holbin's carriage. His son acts as groom and driver to the horses whenever the carriage goes out. One man-at-arms rides up front with him; the rest trot behind. Treat both the blacksmith and his son as typical 0-level hirelings.

Blacksmith and Driver: AC 10; MV 12; 0-level; hp 5 each; THACO 20; #AT 1; Dmg by weapon type; roll 2d4+4 to determine ability scores; SZ M; ML 9; AL LG; unarmed.

Goats (16): AC 7; MV 15; HD 1+2; hp 8 (x2), 7 (x3), 6 (x5), 5 (x3), 4, 3 (x2); THACO 19; #AT 1; Dmg 1-3; SA male goats charge for +2 "to hit" for an additional 1-2 hp damage; SZ S; INT animal (1); ML 10; AL N; XP 35.

Geese (2-16): AC 7; MV 3, Fly 18 (D); HD 1-1; hp 3 each; THACO 20; #AT 1; Dmg 1-2; SD surprised only on a 1 on 1d10; SZ T; INT animal (1); ML 7; AL N; XP 15.

The House

The house is surrounded by a 30'-wide, square-shaped porch paved with stone. The roof extends out on lofty pillars to cover the porch. There is always shade available somewhere on the porch—a very important consideration in a warm and humid climate. Specific contents of each room of the house are left for the DM to decide; the Holbins are quite wealthy, and their possessions are of the finest quality, but they are not ostentatious, and thieves will find the fast-grab pickings not as good as they might hope. Very few weapons are left around the house, though some items (letter openers, table knives, walking canes, and so forth) might double as weapons in a pinch.

Because of the many possible plans that PCs could develop to kidnap Elissa from her home, specific locations for the inhabitants are given only in general detail. On the day the PCs arrive at the house (if, indeed, they do so), only Elissa (and possibly her cousin Trea), her mother Miranda, four maids, the blacksmith and son (detailed above), the gatekeepers, and six men-at-arms are present. Elissa's fa-

ther is away on business for the day, and the other servants have been given time off prior to the betrothal.

The DM must remember the 50% chance that Trea is present at Holbin House. It might be assumed that Trea and Elissa are having a tiff over last night's chess game, which Trea won, and are thus not seen in each other's presence during the day until nightfall, when the quarrel is resolved.

Miranda Holbin (0-level human): AC 10; MV 12; 0-level; hp 3; THACO 20; #AT 1; Dmg by weapon type; S 8, D 9, C 9, I 11, W 12, Ch 15; SZ M; ML 8; AL LG; unarmed.

Miranda is 40 years old and quite lovely. She is every bit an aristocrat, but unlike many of her peers she is gentle and good-natured. She loathes the conniving and scheming that occurs routinely within her circle of "friends."

Attending servants: AC 10; MV 12; 0-level; hp 3 each; THACO 20; #AT 1; Dmg by weapon type; roll 2d4+4 to determine ability scores; SZ M; ML 9; AL LG; unarmed.

Men-at-arms (6): AC 8; MV 12; Fl; hp 9, 8 (x2), 7, 6, 5; THACO 20; #AT 3/2; Dmg by weapon type; all ability scores are 12; SA specialized with short sword (+1 to attack, +2 damage); SZ M; ML 15; AL LG; leather armor, short sword, club.

Lower Level

1. Heating Plant. During the few months of the year that are cold, this heating plant keeps the house toasty warm. A series of pipes run under the house and between the floors from this point. Hot water is pumped through, keeping the house comfortable without the constant feeding of fireplaces. Only part of the plant is in use at this time of year, to provide hot water for the kitchen and baths and to circulate water in the fountain (area 11). A great deal of coal is kept here, as well as many tools, but little else of value.

2. Porch. The north and east sides of the porch are furnished with a number of chairs and tables, along with several large tubs of plants and a set of wind chimes.

3. Formal Dining Room. The eight tables in this room are designed to fit together in various arrangements, depending on the number of dinner guests. At this time of year, there is no real social season, so the tables are covered with long dustsheets, and the 48 dining chairs are lined up against the walls. The family members take their meals in the long gallery (area 7). The dining room is not closed off through, for servants often use it as a shortcut to other rooms. Two cabinets in this room each display 12 rare and valuable antique vases and glasses, each worth about 50-500 gp but being extremely fragile (save as glass). No silverware is usually kept here.

4. The Grand Hall. This very large room lined with paintings and tapestries is where parties and receptions are held. Four stout pillars help support the second floor, and two staircases leading up form a frame to the atrium doors. Numerous portraits line the walls, each picture being worth 100-400 gp to a collector.

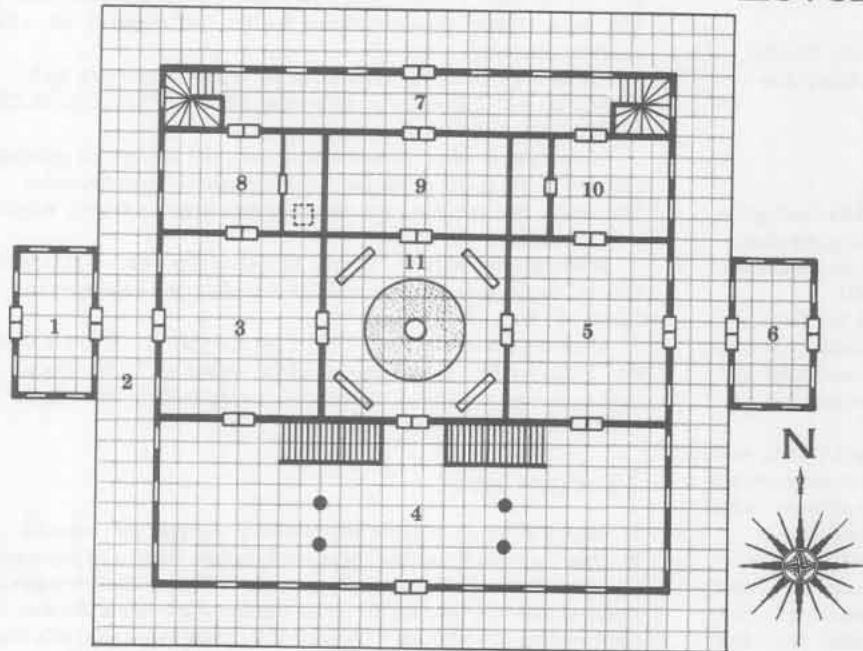
5. Parlor. This is the most comfortable room in the house. The family spends a lot of time here, as evidenced by the comfortable padded chairs, game tables, musical instruments, and sewing projects. When the ladies are not in the courtyard (area 11), they are usually found here. The contents of this room may be improvised by the DM; the most valuable portable items here are the musical instruments, particularly the three silver flutes (worth 300 gp each) and the platinum-stringed lap harp (worth 750 gp). Several lutes, carved jade chess



HOLBIN HOUSE

1 square = 10'

Lower Level



pieces, and small wall hangings may also be found. The knitting needles could be used as weapons (Dmg 1-2).

6. Conservatory. A year-round hothouse for Mrs. Holbin's prize flowers, this room is warm and humid even in winter. The hot water pipes that run above floor level along the lines of tables keep her delicate plants in good health. No valuables are here, though some items (like small trowels and clippers) could serve as minor weapons.

7. The Long Gallery. Running the back length of the house, this is another leisure area and contains the back stairs and an informal dining table and chairs. When the family is not here, the servants use it to enjoy their free time.

8. Kitchen. This room has all the modern conveniences: running water, a large stove, and long preparation tables. The head housekeeper and cook have keys to the pantry and keep a strict watch on it. Only Master Holbin has the key to the small wine cellar, the trap door to which is located in the pantry floor. Servants on duty spend their time here, polishing silver, repairing household linens, taking their meals, and so forth, so the house's bell system is located here. A row of bells is attached to the east wall on either side of the pantry door—one bell for each room inside the house. Anyone pulling on a room's bell rope summons a servant in one round if in a downstairs room, 1-3 rounds if upstairs.

Valuable items here include the silverware, good china, wine glasses, rare food and spices, and other obvious possessions. The knives here are perfectly serviceable as weapons.

9. The Master's Office. Holbin keeps long hours and often brings his work home. This room is furnished with a large desk and chair, a

smaller desk for his secretary/scribe, and plenty of shelves full of bound paper records. As noted earlier, at the time the PCs arrive, Master Holbin and his male secretary are away on business.

10. Library. The books that fill this room are mostly about business and economics, though a few express the ladies' tastes. There are several comfortable chairs and tables and strategically placed oil lamps. The library doubles as a display room for Mrs. Holbin's knick-knacks and other dust collectors. The DM should custom-design a variety of unusual items that could be found here; few of them should be magical unless they are only of curiosity or display value. Some of the trinkets could be fairly expensive (worth as much as 1,000 gp), but none is especially gaudy.

11. Courtyard. Sometimes called the atrium, this open court is the showpiece of the house. The courtyard extends upward to the open sky above the second floor. Four wide windows, usually open, overlook the court from the upstairs halls. The courtyard also makes a good shortcut to other rooms, so some members of the household can almost always be found passing through. In the warm months, the sound of water from the large central fountain is soothing and cooling. The place is green with

many kinds of ornamental plants growing in pots and hanging from baskets. In each corner stands a low marble bench. The fountain edge is 1' high and 1' across.

Mrs. Holbin's two pet parrots live here in the warm months. Both talk and love to show off for visitors, whether invited to or not. Any strangers entering this area after the household has gone to asleep awaken the birds, who greet them loudly and try to perform for a reward. Anyone trying to attack the birds causes them to emit alarmed squawks and fly up to the second floor for safety.

Parrots (2): AC 7; MV 1, Fly 24 (C); HD 1-1; hp 3 each; THAC0 20; #AT 1; Dmg 1; SD never surprised; SZ T; INT semi- (4); ML 6; AL N; XP 15.

Upper Level

12. Roof of the Heating Plant. Made of baked red tiles and slanting slightly away from the house, the roof of the heating plant is a 10' jump below the roof of the main house.

13. Elissa's Bedroom. This chamber is furnished with a large bed, two large wardrobes, and several chests to hold Elissa's clothes. A formal gown—her betrothal dress—hangs from a wardrobe door. Numerous pieces of jewelry may be found in the jewelry box under the bed (up to 15,000 gp worth, as determined by the DM).

The contents of this room, as well as the other bedrooms, may be elaborated upon by the DM as desired, within the boundaries of what one might reasonably find within a wealthy merchant family's home.

14. Trea's Bedroom. This room is held for Trea's frequent visits to Povero. It contains one wardrobe on the east wall and a large chest at the foot of the bed, which is against the north wall. The room shows



signs of current occupation (shoes dropped on the floor, an open wardrobe door, and so forth). A small portrait painting in a frame shows the two cousins side by side—the only visible clue that there might be more than one “Elissa.” A jewelry box tucked in the chest holds up to 4,000 gp of jewelry, as determined by the DM. Hidden in the bottom of the jewelry box is a silver dagger in an ornate sheath—a gift from a warrior-merchant friend of Trea’s.

15. Master Bedroom. Elissa’s parents, Frederic and Miranda Holbin, sleep here together. In addition to the large bed, wardrobes, and chests, this room contains Mrs. Holbin’s small writing desk, set between the two windows. Various pieces of jewelry are scattered throughout the bottom of one chest (up to 15,000 gp worth), as Mrs. Holbin is not very organized. Several interesting mementos are visible in the room, all of which may be designed by the DM.

16. Spare Bedroom. Although they must vacate the room for special guests, the butler and his wife (the head housekeeper) usually sleep here. Aside from a 500-gp necklace in a wardrobe, there is little of immediate value here. (The butler and maids have invested the majority of their earnings in merchant interests and local banks.) A belt purse in one chest holds 22 gp.

17. Conservatory Roof. This slightly peaked roof is similar to the heating plant roof, except for its two large glass windows that catch the sun’s rays. The windows set into the roof are not designed to support the weight of a human being; any medium-sized PC who stands or walks across a window has a 75% chance per round of falling through and crashing onto Mrs. Holbin’s plants, suffering 1–10 hp damage from the fall and shattered glass.

Thanks to the windows in the roof, anyone standing at the windows of area 15 or 16 can easily see down inside area 6.

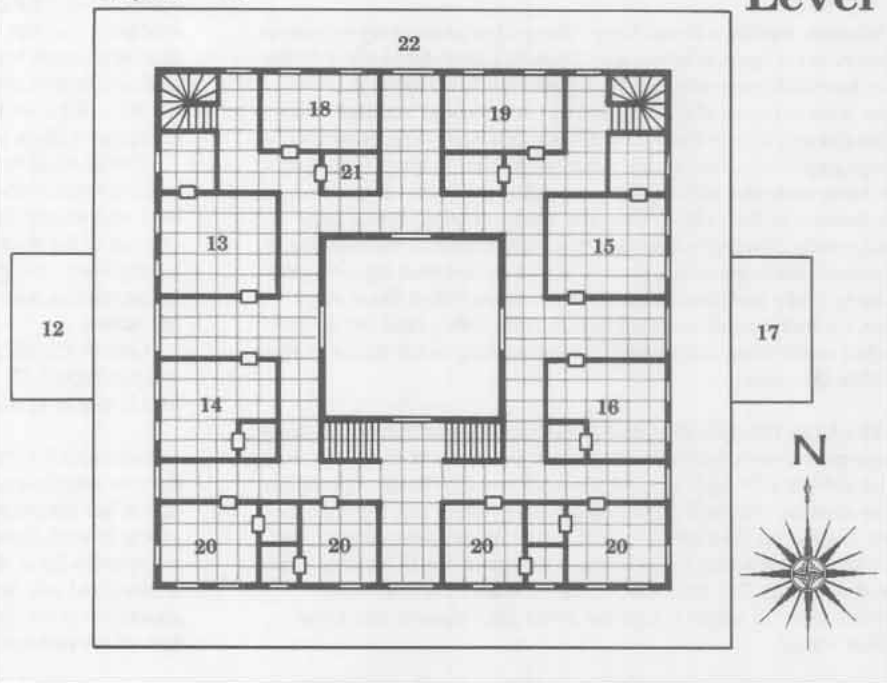
18. Maids’ Bedroom. Four of the junior maids share this room. It is crowded with beds and chests. Though cramped, it has a fine view of the grounds. The contents of the chests are so varied and jumbled that anyone searching through them soon realizes that little of value can be found here. One valuable random item turns up per turn of searching, but each such item is worth no more than 30 gp (e.g., a purse with 12 sp and 2 cp, an ornate copper ring with 5 sp, a paste-jewelry brooch worth 2 sp, a rare gold coin worth 5 gp, a brand-new and rather risqué set of undergarments worth 6 sp, and so forth). The total value of the small, portable items herein is 350 gp.

19. Senior Maids’ Bedroom. Two maids share this room and must share the adjoining bath with the other four maids. The same note regarding valuables in area 18 also applies here, though discovered values are worth 50 gp or less. A total value of 750 gp applies to the small, portable contents of this room. No weapons (save for a bronze letter opener) may be found here.

HOLBIN HOUSE

1 square = 10'

Upper Level



20. Guest Bedrooms. Four guest rooms line the south wall, each furnished with a bath, wardrobe, chest, and bed. None of the rooms is currently occupied, as the house party season is over.

21. Storage. This large walk-in closet holds all the upstairs linens. The floor in this room squeaks very loudly when walked upon, alerting everyone at this end of the house (on upper and lower floors) to the presence of someone in the closet. Unless there is good reason to suspect something is amiss (e.g., the floor suddenly squeaks at 3:00 A.M.), the noise is ignored.

22. Roof. Twenty feet above the porch, the baked red tiles slant downward to direct rainfall away from the house. Scaling the tiled roof requires either the proper equipment or a successful Dexterity check. Any PC without climbing gear who fails his Dexterity check falls to the ground, sustaining 2–12 hp damage.

Povero’s Market Area

Elissa regularly visits a number of shops in Povero, since she and her mother are very serious shoppers. Listed below are the stores she is most likely to patronize, in the order she usually visits them. Remember that Trea might also be shopping in the area (50% chance) and frequents many of the same establishments, although they will never be in one shop at the same time.

If encountered in the market, Elissa seems to be in a downcast mood. Her mother is picking out things for the upcoming betrothal and wedding, and Elissa is generally depressed about the whole affair and is thinking wistfully of Richard. Trea, on the other hand, is in a fairly good mood, though saddened by her cousin’s predicament. Trea, like Elissa, has six male bodyguards (in her own employ) but has no other companions.



All NPCs encountered below, unless otherwise noted, are 0-level humans with the following general statistics: AC 10; MV 12; 0-level; hp 2-5; THAC0 20; #AT 1; Dmg by weapon type; roll 2d4+4 for ability scores; SZ M; ML 8; AL variable; unarmed.

1. Mistress Bobbin's Dress Shop. This exclusive and very expensive dressmaker is open to ladies only. Male PCs are refused entry by the very formidable receptionist, Miss Dremonk. The Holbin men-at-arms refer to her as Miss Dreadful, but only behind her back. Fifty years old and utterly fearless, she has all the endearing qualities of a rampaging brachiosaurus and a powerful voice to boot. Female PCs are made welcome with varying degrees of politeness depending on the richness of their attire. The inner room contains several racks of ready-made clothing to browse through, but most of the business is in custom-made garments. A shop helper hovers near any shoppers to bring fabric samples or take measurements. When Elissa stops here, her bodyguards must remain outside. If they hear any sort of violent commotion within, they'll come rushing to the rescue in spite of Miss Dremonk.

2. The Gray Whale Pub. Elissa herself would not think of entering a common tavern, but the pub is located just down the street from Miss Bobbin's Dress Shop and is something of a temptation to her men-at-arms, who will have had a long a thirsty trot through the city. They often take turns, two at a time, to get refreshment. The pub might also make a good observation post for PCs staking out the dress shop. The rear door opens onto an alley that winds behind a row of shops to join the street just opposite the dressmaker's shop.

3. Bizarre World. This is a large, high-shelved, narrow aisled store specializing in highly priced imported items: spices, perfumes, bolts of rare cloth, and other luxury goods. Because of the value of the merchandise and the rarity of many items, the staff here are always on the lookout for customers who behave suspiciously—especially strangers—for fear they might be thieves. The store employs two guards to watch the front doors; their job is to refuse entry to suspicious characters, capturing and holding those who try to sneak into the store. If a thief tries to escape with some of the store's goods, the guards give chase while shouting for assistance from the city guard.

The 10'-wide rear door is usually open for the receiving of goods and for ventilation. A number of full and empty crates are piled up here, and at least five husky workers spend the day hauling goods in and out of the doors. They are likely to notice someone who doesn't belong there, though a PC disguised as a merchant will probably go unquestioned. Any uproar here brings the front-door guards within one round.

Guards (2): AC 8; MV 12; F1; hp 8, 5; THAC0 20; #AT 1; Dmg by weapon type; S 17, D 11, C 12, I 9, W 8, Ch 10; SZ M; ML 14; AL LN; XP 15; leather armor, club.

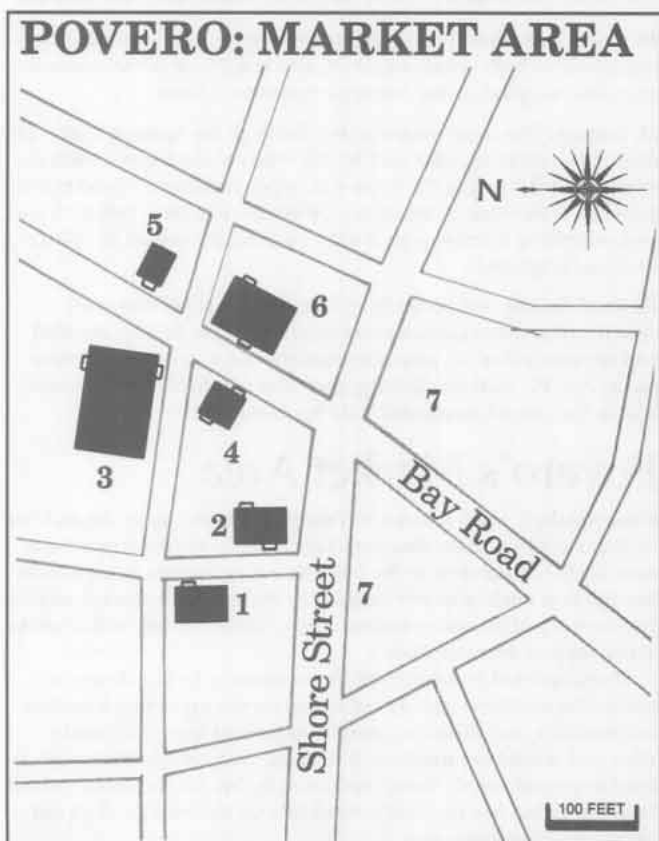
4. Esmerelda's Lacy Unmentionables Shop. This is yet another expensive establishment where men are strictly forbidden. In anticipation of her upcoming betrothal and marriage (whether she likes the groom or not), Elissa is building up her trousseau. Her party might not spend a lot of time here as she picks and chooses fluffy finery and is measured and fitted for delicate garments. The bodyguards, of course, must remain outside. The back door opens onto a short alley just off the east-west road north of Shore Street.

5. The Teeny Tiny Tea Shoppe. Elissa's party often stops here for a light snack of sweet cakes and tea—and a lengthy gossip session should they meet someone they know. Men are not excluded here, but few ever venture inside. For some reason, they find the small building and its frilly, feminine decor oppressive. Elissa's bodyguards remain outside. One of the men-at-arms is involved with the shop's serving girl. She often slips out to bring them leftover cakes, and a female PC could possibly take her place in the shop at this time.

6. The Reader's Rest. Povero is renowned as a center of learning because the majority of its citizens can read. (Printing presses are old news in this rather advanced town.) This is the largest book store in town, selling a variety of popular books at low cost. Many of these are not true books, but thick, cheaply bound pamphlets covering many subjects, from romantic tales fit for young ladies of quality to spicy adventure yarns for young men. Rare tomes and heavy books of lore are not to be found here. Most books sell for 5 sp to 1 gp each.

7. The Open Market. These two blocks are crammed with hundreds of small booths, tradesmen, and peddlers, all hawking every kind of item and service from shoe repair to tooth extraction. Elissa's party might browse here, searching for bargains. Their bodyguards are especially alert in the market because of the pressing crowds and the risk of thieves and cutpurses. Violent crime, while known to occur, is rare enough that it is rarely anticipated; theft is the crime of most people's concern here. The open market should be played as a place of great confusion, with dozens of competing colors, actions, noises, and smells, and constant contact with people who accidentally brush against each other as they walk through the marketplace. Encounters with young rakes could lead to a scuffle and a subsequent encounter with the guards and constables.

If Trea's company is also about, the characters could find them-





D. CRAMER

selves following two entirely different groups as Elissa's company and Trea's company weave and wend through the crowds while never actually coming into contact with one another.

Rakes (1-6): AC 8; MV 12; T1; hp 4 each; THAC0 20; #AT 1; Dmg by weapon type; S 12, D 16, C 12, I 11, W, 11, Ch 12; SZ M; ML 9; AL CN; XP 35; dagger.

Rogue abilities: PP 40%, OL 25%, FRT 5%, MS 30%, HS 30%, DN 15%, CW 70%, RL 0%.

City guards: AC 5; MV 9; F2; hp 12 each; THAC0 variable; #AT 1; Dmg by weapon type; all ability scores are 12; SZ M; ML 13; AL varies; XP 35; chain mail, long sword, club, dagger.

The Dancing Maidens

This famous landmark is easy to find. Any native of Povero, and most of the tourists, can direct the PCs here. The ancient stone circle's origin and purpose have been long forgotten in the passing centuries, but it attracts many curious visitors. Quick to take advantage of the possibility of tourist income, the city elders set aside the area around the circle as a recreation spot. It is honeycombed with gravelled walks, rustic stone tables for outdoor eating, and a wandering herd of sheep that keep the grass short.

At the center of the park stands the circle itself. The four long earthen mounds that roughly surround the stones are covered with long grass and stand 10 feet higher than the rest of the ground. Standing stones are scattered inside and outside the ring of barrier mounds. The large stones are 20' tall, while the smaller stones stand 10' tall. Fallen stones are 5' high. All are massive and roughly hewn; a thief would have little trouble climbing the tallest if so inclined.

(Apply a +20% bonus to all climbing checks.)

For the last hundred years, this monument has been the favored spot for young ladies of Povero to have their weddings. The locals love a good party and, whether invited or not, usually drop by to watch; rich or poor, a bride can be sure of a festive wedding. Following an ancient custom, the unmarried ladies of the city, young and old, link hands and are led by the bride in a dance that resembles a lively game of follow-the-leader. In time to music, singing, and laughter, they skip in and around the stones in a random pattern that must circle each stone at least once. This dance is supposed to bring good luck and health to the happy couple and to insure that all the other girls find husbands, hence the name of the circle: the Dancing Maidens. Since many of the young men of the city turn out to watch the dance, it creates a fine opportunity for the unmarried of both sexes to observe each other, so perhaps there is some validity to the old tradition after all.

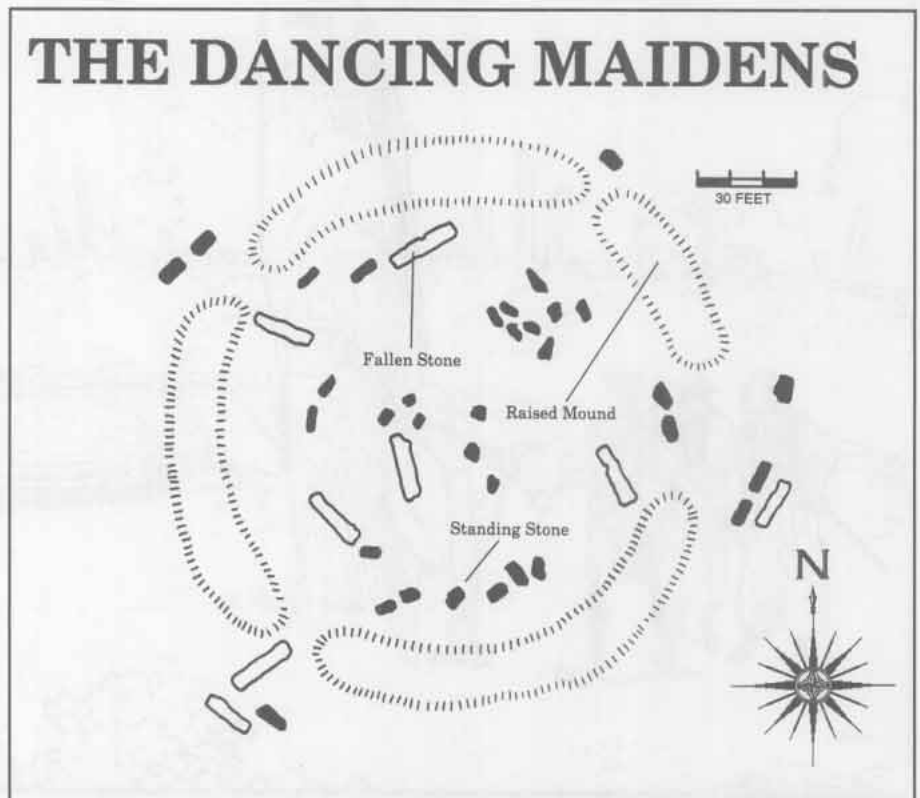
There is no treasure buried in the mounds or among the stones, though town gossip might hint otherwise. No one has actually dug here for treasure, as such an action would be considered vandalism of a public monument. The park is an eerie spot at night, after it officially closes at dusk. With the uneven bleating of the sheep in the distance and the moaning of the wind as it weaves among the stones, the circle can be very lonely, indeed. Treasure hunters might find the place to be very creepy,

especially when the sea mists close in and the silent stones loom out of the black and gray light like accusing ghosts.

Richard Savelle appears to be waiting for the party with a holy man and two witnesses for Elissa's wedding. In truth, the four men are Aldron Folbre himself and three disguised members of his own loyal bodyguard. Also present, but hiding among the stones, are several more of Folbre's guards, their numbers equal to the number of PCs present, plus 1-4 more for good measure. These hidden guards are armed with light crossbows as well as swords.

Folbre's plan is to cut down the party as quickly as possible, then murder Elissa with a dagger belonging to Richard Savelle, whose name and coat-of-arms decorate the hilt and blade, so that her beloved is blamed for her death. Folbre, despite his considerable charm and civilized bearing, is quite sociopathic and bears no guilt for anything he does to further his own business career. (His own men secretly refer to him as "the Serpent.") He gently helped his own father along to the next plane of existence to take over the family trade, and he quickly established himself as a figure of respect in the area. Gaining the friendship of Richard Savelle was one of his crowning achievements. Folbre invited young Savelle to supper and slipped a sleeping powder into Richard's after-dinner wine. He then borrowed Richard's distinctive dagger and cloak and is now wearing the colors of the House of Savelle. In the dark, with his hat tilted slightly down over his face, he strongly resembles the prospective bridegroom.

If the murder occurs and anyone later attempts a *Speak with Dead* spell on Elissa, she mistakenly implicates Richard in the crime. (Trea, if slain, would still know the truth.) The unconscious Richard was brought to the park by cart. He will be conveniently found next to Elissa's body, again wearing his cloak, the bloody dagger in his hand, with no memory of how he got there and no alibi.





The DM should remember the possibility that the PCs arrive with Trea, not Elissa. If this occurs, and Folbre recognizes the girl, he tries to have all the PCs and Trea murdered, then goes ahead with his plan—making the appropriate adjustments, of course. The murder of one Holbin girl is just as good as that of another, he thinks. In fact, when his devious mind has a chance to mull over the implications, he realizes that framing Richard for Trea's murder has the added bonuses of forever alienating Elissa from her lover while splitting the Holbin clan with accusations and recriminations.

Folbre plans to say that Richard got very drunk at dinner and began to rave about the injustice of forcing a beautiful young girl to marry a decrepit old man. "If I can't have her, I'd rather see her dead," were his last words to me before he stormed out of my house," Folbre will report, "but I shrugged it off as frustration over Elissa's betrothal. I never dreamed that my poor friend would go to such a horrifying extreme!"

Folbre hopes that the shocking a brutal crime sparks a terrific civil disturbance between the Savelles and the Holbins, perhaps even a small civil war. He knows both sides well and is certain of their volatile reactions. By carefully remaining neutral in the conflict, he plans to emerge as the leading merchant prince of the city. Indeed, if he works things right, he might even have the power to rewrite the city charter, thereby placing himself in charge of all Povero!

Aldron Folbre (2nd-level human fighter): AC 6; MV 12; F2; hp 16; THAC0 19 (base); #AT 3/2; Dmg by weapon type; S 16, D 14, C 13, I 16, W 11, Ch 16; SA specialized with long sword (+1 to hit, +2 damage); SZ M; ML 13; AL LE; XP 120; leather armor, *ring of protection* +2, long sword (specialized), dagger, *potion of healing*.

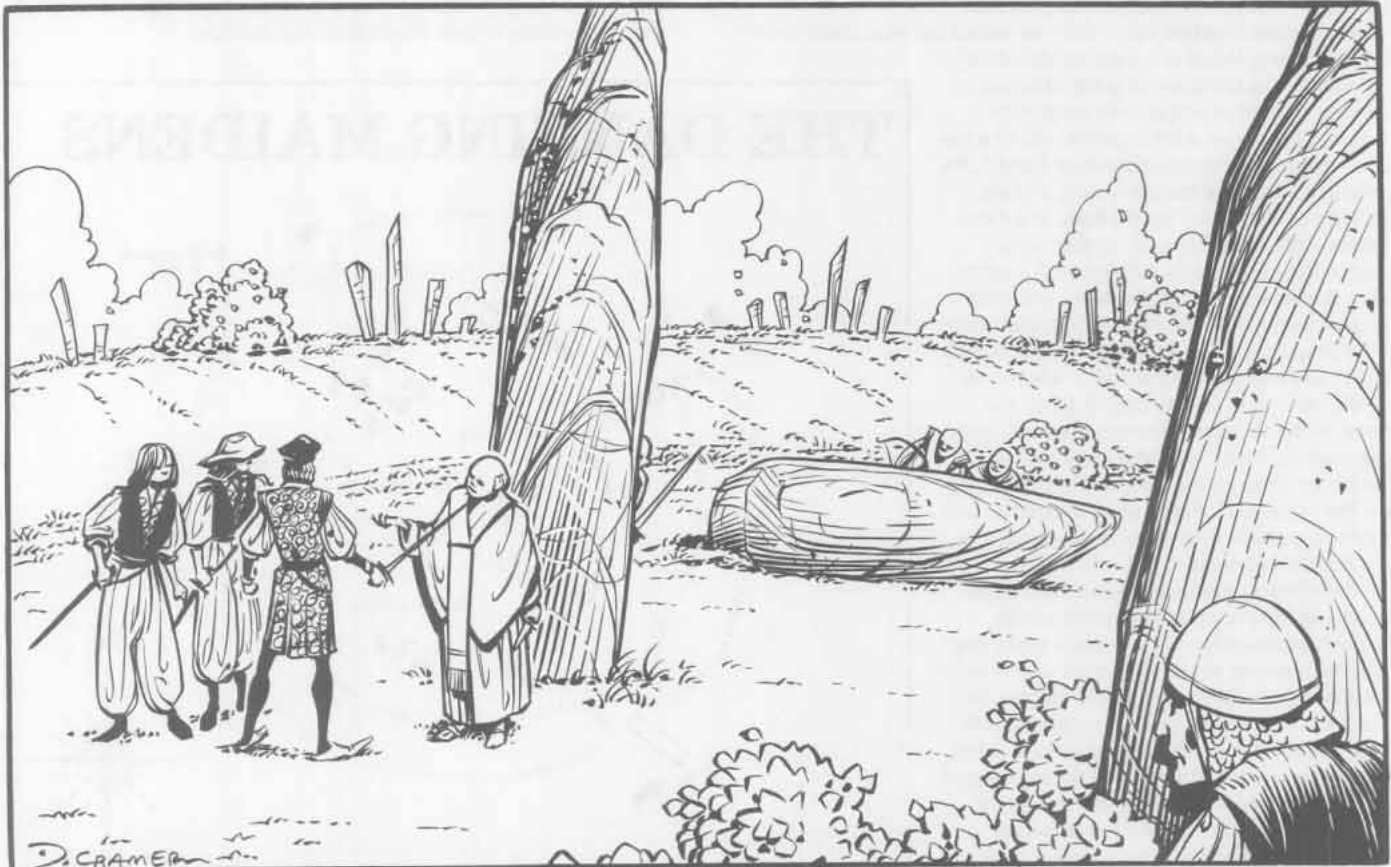
Folbre's henchmen (2nd-level human fighters): AC 8; MV 12; F2; hp 9 each; THAC0 19; #AT 1; Dmg by weapon type; roll 2d4+4 to determine ability scores; SZ M; ML 10; AL NE; XP 35; leather armor, long sword, dagger, light crossbow (see above).

Concluding the Adventure

The only cleric in Povero capable of casting a *raise dead* spell is of chaotic neutral alignment and has not been on speaking terms with the Holbins for years. No amount of pleading persuades him to *raise* the dead girl. The cleric might consider a bribe, but his fee would be exorbitant as his purpose is to beggar the entire Holbin family to settle the grudge against them. If popular opinion turns against him, he slips out of town in the dark of night and cannot be traced.

If the Holbins send to other towns for a high-level cleric, Folbre's minions waylay the messengers to buy time for his scheme. As travel is slow and uncertain in the wilderness outside of Povero, it could be months before a cleric is found—too late to save the girl. By then, Folbre plans to be in charge of the city.

If they have managed to avoid being implicated in the kidnap plot, the PCs might want to run the cordon of Folbre's thugs to bring back a cleric and atone for their part in this sad tale. If the adventurers attempt to denounce Folbre to the city magistrates, it is possible that, as strangers, they would not be believed unless Trea can testify on their behalf. If the PCs are instrumental in preventing the murder or finding a cleric to *raise* the dead girl, the Holbin family provides a reward equal to the amount promised by Aldron Folbre. The PCs should be awarded 500 XP each for their success in addition to any experience awarded for defeating Folbre and his men. Ω





Roarwater Caves

"Roarwater Caves" is an AD&D® adventure for 4-10 adventurers of levels 1-3 (about 15 total levels), including both a cleric and a wizard. Secondary importance is placed on the presence of a thief. Because this adventure revolves around giving "assistance" to xvarts, though only for monetary benefit, neutral PCs might work well where good or evil ones would not; rangers and paladins would certainly object to the scheme proposed to them (though they could be involved in the adventure in other ways). The adventure should fit most campaigns with only minor adjustments. The use of dungeon floor plans and miniatures would be extremely helpful, especially at the conclusion of the scenario. The DM should be prepared to keep careful track of time spent inside Roarwater Caves (see "Timetable and Tactics").

For the Dungeon Master

Roarwater Caves is a feature of the southern coastline several miles west of the town of Corbay. For many seasons, this quiet area has been the home of a tribe of xvarts who have laired in the hollows of the cliffs. Little is known about the creatures other than that a domineering group of bugbears has lately assumed control over the tribe, much to the chagrin of the xvarts, who value their personal freedom. The xvarts now fish the seas close to the shore near the caves, and some trade with isolated communities such as Corbay, exchanging fish for coppers or small trinkets.

Within the tribe, however (unknown to the townspeople), feeling is running high on the issue of the bugbears' supremacy and the intolerable strain that this places on the xvarts. Before the arrival of the bugbears, the xvarts enjoyed something of a local reputation as kobold bashers. Now, the bugbears refuse to allow xvarts to raid the local kobolds' lair. Instead, the bugbears keep the xvarts occupied gathering food and tribute, a matter of grave concern to the xvarts' head shaman, Zimik, who sees the regrowth of the kobolds as a dangerous threat. Soon the kobolds will be strong enough to do some raiding of their own against the preoccupied xvarts, who are too tied up with feeding their bugbear overlords to repel any concentrated attack.

Zimik has thus far been unable to act against the bugbears and the number of xvarts who have willingly gone over to their side in the tribal struggle—at least, he cannot act without considerable personal risk. The strength of the bugbears is concentrated in their leader, Kraglut, who through some chance of fate possesses a *ring of water walking*, which he has used to convince a sizable number of the xvart tribe that he has great magical powers.

The shaman has hit on a novel plan to restore himself to chieftain status in the tribe and to eliminate both the bugbears and the kobold threat at the same time. The shaman's sole human acquaintance, a fisherman from Corbay named Delbar (who buys most of the xvarts' fish and resells them at a profit in the town) has agreed to approach local adventurers with the proposition of liberating the xvarts. It is in Delbar's interest to preserve the xvarts, of course, as without them he would have to actually do the hard work of fishing instead of just being a middle-man. Zimik figures that information about the Kraglut's magical ring will be more than a little tempting to a group of adventurers, and he has promised to allow their liberators to keep it as long as they can eliminate the bugbears.

Zimik knows that humans and their kin are not to be trusted, so he arranged for most of the tribe to be out fishing when the party attacks the caves. This absent group includes those xvarts loyal to

Zimik and a few who haven't actively turned to the side of the bugbears. Zimik explains that, with only a handful of xvarts and the slovenly bugbears to defend the caves, it should prove an easy task for the adventurers to defeat the overlords and seize the magical ring.

Actually, Zimik wants the ring for himself. To help with the latter part of his plan—the elimination of the kobolds—he has allowed the kobolds to acquire false information that the xvart tribe is at an all-time low and could easily be destroyed by a quick raid. Several xvart scouts harass the kobolds to ensure that a kobold raiding party arrives rapidly, finding only the party of adventurers with whatever remains of the bugbears and their xvarts. After a reasonable amount of time, Zimik plans to lead the main body of xvarts back into the caves to attack the kobolds while they are occupied with the adventurers. Then, from a position of strength, Zimik can take the bugbear's ring and regain control of the Roarwater xvarts. If the PCs still appear to be strong, Zimik politely lets them leave (with a reasonable, though small, amount of treasure). If the PCs appear very weak, Zimik sends them away all the poorer—if he lets them leave at all. (See "Timetable and Tactics" and "Concluding the Adventure.")

The PCs, of course, are the adventurers whom Zimik hopes to attract to the caves to eliminate the bugbears—and perhaps be eliminated themselves by the kobolds. The DM should make the prospect of raiding Roarwater Caves as attractive as possible to ensure that the party takes the bait. Delbar tries to encourage the PCs in this, assuring them that the shaman's cooperation limits the amount of guards at the caves.

At first sight, it appears that the PCs are being sent on a suicide mission with the only beneficiaries being Zimik and his xvarts. There are a number of ways in which the PCs can escape, however, most notably by releasing the trapped stirges from area 12 and using the confusion generated as cover. They may also find the hidden treasury (area 13) of Zimik's predecessor, about which the xvarts know nothing. It contains a *wand of magic missiles*—very useful in blasting one's way out of a sticky situation. Other solutions, such as surrendering to the kobolds while hoping for rescue by the xvarts, may be discovered in the course of the adventure.

Main Antagonists

The main types of monsters encountered in this adventure are xvarts, bugbears, and kobolds. To avoid a detailed description of each group encountered, their general statistics are given here. Other monsters are listed as they are encountered.

Delbar (0-level human fisherman): AC 10; MV 12; 0-level human; hp 6; #AT 1; Dmg by weapon type; roll 2d4+4 to determine ability scores; SZ M; ML 9; AL CN; XP 15; dagger.

Delbar seeks only to make a profit at everyone's expense but his own. He is shrewd and gives no thought to the morality of his dealing with evil xvarts. His self-assuredness should be a source of irritation to the PCs.

Zimik (xvart shaman): AC 7; MV 6; HD 2 (equivalent to 4th-level priest); hp 11; THAC0 19; #AT 1; Dmg by spell or weapon type; SW 5% chance of spell failure due to poor Wisdom score (12); SZ S; INT high (11); ML 10; AL CE; XP 65; studded leather armor, footman's mace (used two-handed).

Spells (3/2): 1st—*cause fear* (reverse of *remove fear*), *cure light wounds* (x2); 2nd—*augury*, *chant*.

Zimik is loyal to the tribe merely to preserve himself in a position of power. He enjoys the raids that the xvarts make on the kobolds and seeks to have them reinstated as a worthwhile pastime. His hatred of the bugbears does not cause him to do anything rash, such as



lead an uprising against them. Although he appears to be stupid, Zimik possesses a cunning which can be dangerous to those around him. Zimik first appears near Roarwater Caves when the PCs arrive. (See "Delbar and Zimik Set the Bait.")

Xvarts: AC 7; MV 6; HD 1-1; hp 4 (males), 3 (females); #AT 1; Dmg by weapon type; SZ S; ML 9; INT average (8); AL CE; XP 15; leather armor, small wooden shield, males use small swords (Dmg 2-5) and slings (with 3-10 stones), while females use daggers and 1-3 darts (unless otherwise noted). All young noncombatant xvarts in this module have these statistics: AC 9; MV 3; HD ½; hp 2; THAC0 20; #AT nil; Dmg nil; SZ S; INT low (7); ML 5; AL CE.

Kraglut (bugbear leader): AC 4; MV 9; HD 4; hp 23; THAC0 17; #AT 1; Dmg by weapon type; SA -3 to opponents' surprise rolls, +3 to damage; SZ L; INT average (9); ML 13; AL CE; XP 175; *ring of water walking*, *morning star* +1.

Kraglut's main concern is his own personal comfort. Kraglut dominates the xvarts and allows the other bugbears to do as they please in Roarwater Caves. A cowardly, uncommunicative figure, Kraglut is the epitome of the bugbear sword-fodder typically encountered in a dungeon environment.

Bugbears: AC 5; MV 9; HD 3 + 1; hp 15 each; THAC0 17; #AT 1; Dmg 2-8 or by weapon type; SA -3 to opponents' surprise rolls, +2 to damage; SZ L; INT low (7); ML 12; AL CE; XP 120; *morning star*, spear.

Shtaka (kobold leader): AC 6; MV 6; HD 1-1; hp 4; THAC0 20; #AT 1; Dmg by weapon type; SZ S; INT average (10); ML 10; AL LE; XP 15; spear.

Shtaka is a born kobold leader, meaning he fights from the rear of his force but has a loud, squealing command voice. His kobold commando force has been trained to considerable efficiency and can split into smaller forces at a moment's notice, each squad moving and fighting at full speed. Shtaka's two guards share all of his statistics but are armed with hand axes. Shtaka and his guards have heavier armor than usual and do not use shields or throwing daggers.

Kobolds: AC 7; MV 6; HD ½; hp 3 each; THAC0 20; #AT 1; Dmg by weapon type; SZ S; INT average (9); ML 9; AL LE; XP 7; wooden shield, wooden club or short sword, two throwing daggers.

The kobolds are not encountered until the final stages of this scenario. They are used as a means to keep the PCs within the caves and are part of Zimik's plan to coerce the PCs into handing over Kraglut's *ring of water walking*.

For the Player Characters

The PCs are contacted in Corbay by Delbar on behalf of Zimik. The Dm should not give the PCs too much information prior to their reconnaissance of the caves. Rumors may be gleaned from the townspeople concerning the current situation.

Read or paraphrase the following information to the players several days after the PCs arrive in Corbay.

Corbay is a dull town after all. It lacks the refinements of larger cities, such as a sewage system and the regular arrival of trustworthy news. But it looked like as good a place as any to seek challenging adventure (and replenish your rapidly dwindling supply of gold pieces) when you first came here.

In your travels, you heard that nonhumans and monsters sometimes wander into Corbay from the wilderness and cause trouble, but (unfortunately for you) none have happened by in the time you've been here. Your stories of previous adventures are soon old news in the local tavern, and your fame is quickly



losing some if its attraction. More often than not, you find yourselves seated alone in the corner while the locals talk about boring subjects such as the weather or the price of fish. If something doesn't happen soon, dying of boredom in Corbay might end your days of adventuring forever.

Naturally, if the PCs choose to sit around indefinitely, that is exactly what's going to happen to them! It might prove useful for them to ask some questions of the regulars in the tavern, especially if they ask about monsters in or near the town. To determine what rumors the PCs hear, roll 1d10 and consult the following list, or assign rumors as appropriate.

1. Corbay is suffering a recession in trade due to Delbar's monopoly on cheap fish sales. (This is true, as he buys cheaply from Zimik and sells at a profit in Corbay, undercutting his competitors.)
2. Monsters are often seen traveling in large bands in the wilderness nearby. Sometimes they raid outlying homesteads, but usually they are too busy killing each other to threaten humankind. (True. This refers to the kobold-xvart war.)
3. The Corbay fishermen use a strangely woven type of net that they obtain from the xvarts of Roarwater Caves. (True. The xvarts have specialized in creating such nets for combat and fishing. Some of these nets are encountered as a defense in the caves later in the scenario.)
4. Roarwater Caves are underwater at high tide, which proves the locally held theory that xvarts breathe both air and water. (Not completely true. The front entrances of the caves are sealed off by water at high tide, but the living quarters are well above the high-water mark. Xvarts can drown in water just as humans can.)

5. It is dangerous to be out of doors at night, as horrible, blood-sucking bats are sometimes encountered and have even killed some locals. (This is almost true. The bats are really stirges that live in an almost inaccessible section of Roarwater Caves. An encounter with 1-2 stirges at night might even be arranged by the DM.)

6. Several fishing boats have disappeared from the harbor over a period of time. Suspicions about the identity of the thieves are widespread and varied, but there is no unanimous decision as to whom to accuse. (Delbar is the thief. He has stolen the rowboats to trade to the xvarts.)

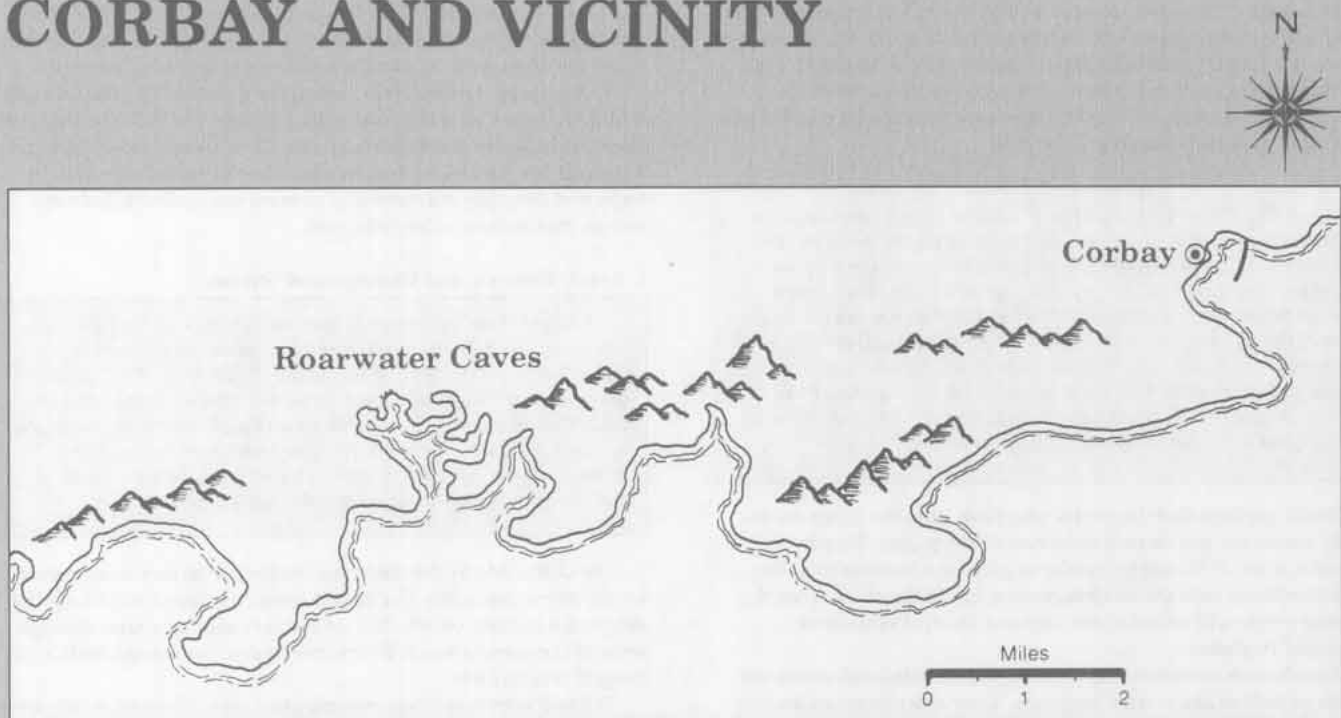
7. Word has it that the kobolds are planning some kind of mischief. It has been quiet in that quarter for too long. (This is true, although a well-informed observer might conclude that lack of raiding activity on the part of the xvart tribe is the reason for the growing boldness of the kobolds.)

8. Something is amiss in the xvart tribe. Despite their evil nature, they have long kept the peace in Corbay by acting as a buffer between the town and the kobolds. Lately, though, no clashes between the tribes have been reported. (True. The bugbears have not considered the consequences of preventing the xvarts from raiding just so they can reap the short-term benefits of xvart servants.)

9. Rumors among the fishing folk say a thieves' guild has begun operations in Corbay, and that it is connected to the drop in trade and Delbar's recent financial success. (False. The local thieves' guild may not be large, but neither is it new. Delbar is not a member, so the guild might be interested to know that he stole the boats without their "permission.")

10. Delbar buys fish from the xvarts rather than catching them himself. His profits have made him moderately rich. (True.)

CORBAY AND VICINITY





Delbar and Zimik Set the Bait

The PCs should eventually hear about the townspeople's interest in the xvarts and the fisherman Delbar. The party might then want to seek out Delbar for further investigation or travel to Roarwater Caves to find some adventures on their own. In either case, Delbar approaches them with a proposition for assisting the xvarts against the bugbears. He explains the rationale behind this aid in the following ways:

- ◆ The xvarts, if allowed to be subjugated by the bugbears, will cease to be a buffer between Corbay and the kobolds.
- ◆ The xvarts play an important part in the trade of Corbay, producing nets and catching fish. The bugbears have reduced trade by forbidding the xvarts to trade with the town. Delbar claims that this is the real reason why trade has fallen off. (Of course, it has nothing to do with *him*.)
- ◆ The xvarts, through their tribal and religious leader, Zimik, want to be rescued from their overlords and will gladly pay the adventurers with their only magical item, a *ring of water walking*, stolen by the bugbear leader, Kraglut.
- ◆ To minimize the amount of effort involved in destroying the bugbears, Zimik has agreed to withdraw all his loyal xvarts, leaving behind only those few who have joined the bugbears. In addition, the shaman promises safe conduct for the adventurers across xvart territory to and from the caves.

Delbar does not bargain with the PCs for any greater reward. He points out that the xvarts are not rich and cannot be expected to pay any more handsomely than what they have already offered. He adds that the xvarts might have a chance to fight off the bugbears by themselves, but the battle would be too costly for them—especially if the kobolds plan to attack someday soon.

If the PCs agree to aid the xvarts, Delbar leads them out of town to Roarwater Caves, following a path along the coast. Zimik appears at the border of the xvart territory to lead the PCs to a high cliff overlooking Roarwater Bay, while Delbar returns to town. The entrance to Roarwater Caves can be seen clearly in the cliff's base. Zimik does not initially mention the caves back door (area 17) to the PCs.

When the shaman and the PCs approach the entrances to Roarwater Caves, read the following to the PCs:

You figure that you must have traveled across rougher country at some point in your lives, but right now you don't remember when. The xvart leader has stopped at the crest of a stony path leading down the craggy cliff face to a wide beach below. Down below you can see a flurry of activity. Xvarts are coming out of the two big cave mouths into the sunlight carrying little hide-covered boats shaped like cockleshells. About 75–100 of them paddle determinedly out to sea. Soon they are lost from view, and the beach is left deserted except for a handful of xvarts who quickly vanish back inside their caves.

Zimik explains that the xvarts who have gone out to sea are secretly armed for war as well as carrying fishing gear. They intend to put on a show of fishing (allegedly to prepare a feast for their bugbear overlords) until the adventurers are inside the caves. Then the boating xvarts will return to mop up any disloyal xvarts and wounded bugbears.

The shaman estimates that there are a dozen disloyal xvarts left inside as well as about eight bugbears. Their exact locations are unknown. As Zimik must take command of his own group, he rushes off to board his own cockleshell boat and head out to sea.

To ensure the safety of his plan, Zimik has brought the PCs to the beach only 10 minutes before the tide is about to turn. Those who enter the caves and remain within for one hour will be surprised to discover that the entrance has filled to the ceiling with water. This chamber (area 2) remains filled for four more hours, draining in the next hour. This cycle repeats itself every day, with low tide beginning six hours after high tide ends. If the PCs are clever and ask Zimik about the tides, the shaman tells them about the back door to the colony but avoids saying exactly where it is.

The PCs each have a 20% chance of noticing the arms and armor of the xvarts who went back into the cave. (All were males with small swords and slings, and with shields and thin leather armor.) If asked about their armament, Zimik (truthfully) mentions the threat of the kobolds, which bothers the xvarts even if the bugbears could not care less.

Roarwater Caves

Roarwater Caves have no internal lighting, except for a number of patches of faintly luminescent dried seaweed gathered by the xvarts at low tide and slapped on the walls at various points. Any adventurers using normal light sources never see this faint luminescence; however, infravision-using characters in total darkness can see quite clearly, as the light from the seaweed adds another 30 feet to infravision sighting ranges. The bugbears, like others of their kind, have 60' infravision, as do the kobolds who appear later in the adventure. While xvarts do not normally possess infravision, the Roarwater Caves xvarts (having a bit of goblin blood in them) have 30' infravision without daylight penalties for odds to hit opponents.

All combat and missile fire from xvarts or bugbears conducted in the caves is at normal "to hit" odds; the attacking kobolds also have an easy time unless the PCs use a *continual light* spell, which gives them a –1 penalty to hit. Remember to increase sighting ranges by 30 feet for all humanoid within the caves, as noted above. The xvarts and bugbears will not blunder into traps or dangerous areas, as they know the caves well; PCs and kobolds might not be so fortunate.

Those xvarts fighting from behind the driftwood stockades built within the caves have 50% cover, giving them a –4 AC bonus against enemy missile fire. Bugbears have only 25% cover, or a –2 AC bonus to missile fire. Stockades are elevated 2 feet from the cave floor by rocks and dirt; they are obviously of more use against kobold invaders than human or bugbear foes.

1. Beach, Entrance, and Underground Stream.

The wide beach stretches 30 feet from the base of the 100'-high cliff to the sea. It is cut into two irregular pieces by a stream of water which emerges from the cliff face about 70 feet west of the farther cave entrance. The most distant entrance is about 10' wide and 15' tall and is preceded by another of about the same size, nearer to you by some 50 feet. A ragged collection of nets hangs over each entrance. Clogged with damp seaweed, the nets don't seem to serve any useful purpose. All appears quiet inside the caves.

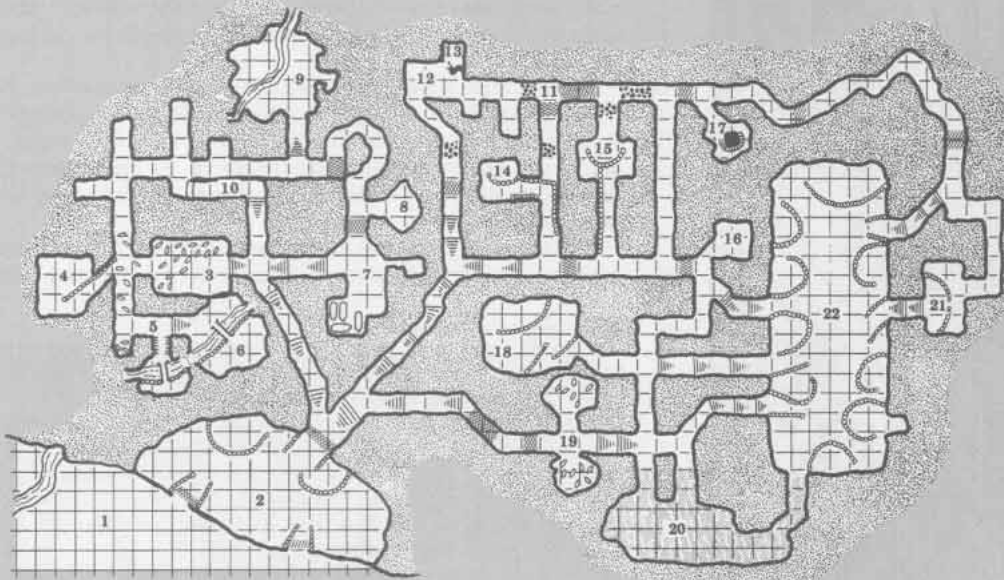
The cleft made by the emerging freshwater stream is too narrow for anyone to negotiate. The stream comes out here from a long underground journey on which it takes a meandering course through some of the caverns inside Roarwater Caves. The stream itself is submerged at high tides.

The two entrances open into one great cave. The nets, while seemingly placed here for no apparent reason, are actually a defensive measure on the part of the xvarts. They are arranged in a complicated



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ROARWATER CAVES



- Palisade
- Netting
- Water
- Blocked passage

1 square = 10'

pattern in which one must take three steps to the front, hop from left to right three times, turn and ... oh, well! The xvarts know how to rush through them at normal speed without becoming entangled. However, anyone else has a 10% chance of becoming entangled per 1 point of movement rate the character normally possesses. Only by taking two full melee rounds to cross each section of netting does a character avoid entanglement. Of course, this gives attackers extra time to fire missiles at the attacking or fleeing PCs. The nets do not hamper missile fire into the nets or through them, though they prevent clear sighting into area 2 from the outside.

Unlike nets elsewhere in Roarwater Caves, these nets are solidly placed and cannot be pulled down easily. They are also replaced at regular intervals when they begin to rot. Four separate Open Doors rolls are required to tear down all the netting in either entranceway to allow free passage.

The seaweed coating on the nets comes from plants left behind as the tide recedes; this might give the PCs a clue to the periodic submergence of the tunnels. Inside each opening, an array of wooden stakes narrows the entrance, making a charge even more difficult. The party must travel in single file to get into Roarwater Caves. Anyone falling upon the stakes suffers 1-6 hp damage. (This only occurs if a character is pushed, falls, trips, or otherwise loses control of his movements.)

2. First Cavern.

The entrance is narrowed by large planks forming a palisade to reduce the number of those permitted direct access. At the back of the cavern are two palisaded enclosures and more boards framing a tunnel leading deeper into the cliffs.

The sea-slimed palisades are mostly driftwood and seem, on closer examination, to be planking from a ship of some kind; in fact, that is exactly what they are. The two enclosures are usually occupied by xvart guards, but Zimik sent these off to "fish for the bugbears," true to his word to make life easier for the adventurers.

Seaweed-hung nets that appear to be like those at the main entrances shroud the opening to the rest of the complex. The nets here are submerged at high tide and have become rotten. They are only meant to discourage the movement of the stirges who lair in parts of the cave system. Anyone may push through these nets with little effort; because of their poor condition, these nets may be ripped down by anyone with a Strength of 3 or greater in two rounds (no Strength rolls required).

However, nets placed elsewhere within these caves are harder to remove, as they are above the tide line and are not affected by the water that submerges those at the entrance. Walking through these nets requires one round per PC (and only one character at a time) to avoid a 30% chance of entanglement for 2-5 rounds. Two separate Open Doors rolls are required to tear down a 10'-wide section of netting. These nets may also be cut or burned (the latter with spells, perhaps), but smoke alerts the bugbears and remaining xvarts to intruders. Cutting down a piece of net 10' square takes a full five minutes—usually longer than tearing it down by hand—due to the strength of the vines used in their construction. (Tearing down the nets unhooks them from various spikes and nails, and it doesn't involve actually breaking the tough fibers.) If the PCs become so irritated by the nets that they tear down all that they come across, it might regret their actions later should they release the stirges in area 12 or encounter the carrion crawlers in area 8.

In any case, there is little of interest in the first cavern. Some care-



fully chosen sling-shot pebbles are all that can be discovered in either of the two semicircular enclosures.

3. First Xvart Boat Room.

The left-hand steps from the crossroads lead up to a hallowed-out chamber in which a large number of xvart boats are stored. It is apparent that most of the xvart fishing gear has been left behind here. Nets, similar in all but size to those used by the fishermen of Corbay, are carefully placed next to the boats. Some of the boats appear to be in need of repair, with holes and gashes in their sides. The boats overflow into the corridor beyond, where the sounds of activity can be heard.

If the PCs decide to burn or otherwise damage the boats, the noise alerts the xvarts (in areas 4 and 5) and the bugbears (in area 6) that there is trouble afoot. Burning the tarred hides creates a great deal of choking, blinding smoke. All attacks made within this spreading black cloud suffer at -2 penalty "to hit." The cloud fills a 10' x 10' section of cave every round, burning for 2-12 rounds per boat.

The sounds of activity are coming from area 4, where a number of xvarts are having a fistfight over who owns the most copper bangles.

4. Xvart Loggerheads.

The corridor leading into this chamber has been narrowed by stakes placed at angles from the floor. The line of stakes is completed by a short stockade over which the sounds of a loud argument and the clinking of many pieces of metal can be heard.

As noted earlier, the stakes can be avoided so long as the PCs are in full control of their movements and (as the DM determines) have not fallen upon or run into them. Otherwise each victim suffers 1-6 hp damage.

If the PCs have been quiet, four female xvarts have their backs to the entrance and are watching a fight between two male xvarts wearing simple copper bangles from wrist to elbow on each arm. The males are fighting over who wears the most jewelry (being unable to settle the matter by counting), in an effort to impress their all-female audience.

If these xvarts have been alerted to the adventurers' arrival, they defend the cave diligently. (See the "Main Antagonists" section for their statistics). The sounds of combat also alert the occupants of areas 5 and 6 to trouble, but neither the xvarts nor the bugbears there consider the fight to be anything more than the conflict of two blue macho xvarts.

The only treasure here is in the possession of the male xvarts and consists of 200 cp worth of copper bangles and 5 sp in coinage apiece.

5. Underground Stream.

Looking south into this corridor, you see that it has been narrowed by sharpened stakes imbedded into the walls. Only one person may walk here at a time. You can hear the sound of running water, and you glimpse a narrow bridge leading to a small gap in a high wooden fence on the other side of the stream. Looking east from the junction, you see steps descending into a larger cavern. The distinctive sound of the underground stream can be heard from this direction also.

See the previous notes on stakes (areas 1 and 4). The xvarts here, as mentioned in the description of area 4, do not intervene in any action taken against their blue brethren with the copper bangles. If the PCs have bypassed the xvarts at area 4, any noise of combat from areas 5 or 6 causes the ignored xvarts to flee, alerting other members of the tribe.

Of the 10 xvarts stuffed into the small space at the other side of the stream, six are female and four are noncombatant young. Missile fire from the top of the palisade is directed at the first person to show himself on the other side of the bridge. Female xvarts are each armed with a dagger and three darts.

The xvart females and their young were evicted from more comfortable areas of the caves by the bugbears. Overcrowded and nervous, the females are quite bad tempered and pepper intruders with missile fire in defense of their children until completely wiped out. Their treasure includes 12 cp, 1 sp, and 2 gp.

6. Bugbear Layabouts.

This large cavern is bisected by a rushing stream of crystal-clear water. On its far bank, a crude construction of shingles and oddments of leather and driftwood is apparently supposed to be some form of defensive measure. Five large humanoid figures can be seen gazing sleepily out over the top of the structure.

The five figures are bugbears who conform to the statistics given in the "Main Antagonists" section. Each is armed with a large spear for missile fire and a morning star for melee. Confident in their assumption that the xvarts will rescue them from any trouble, the bugbears do not hesitate to fight the adventurers. Noise of combat here has the same effect as at area 5.



The bugbears possess treasure totalling 50 gp. Their shelter is constructed largely from driftwood. On examination, one section bears a single, faded word: MAELSTROM. It is a piece from a ship which ran aground in the cove of Roarwater Caves 100 years ago (see "Concluding the Adventure").

7. Stolen Rowboats.

The steps lead upward until they come out into an almost rectangular cavern. Nets hang over an opening to the north from which a heavy smell emanates. Around the corner to the south is the stern of a large rowboat sticking out from beneath a sheet of canvas.

There are four of the human-made boats here, all stolen from the harbor at Corbay. None have name plates, as these were removed prior to the boats' delivery to the bugbears. As with the xuart boats, burning the rowboats releases a cloud of noxious black smoke, as described in area 3.

The nets hung over the north opening cordon off the carrion crawlers at area 8 from the rest of the cave complex. These nets are as hard to remove as the nets at area 1.

8. Refuse Heap With Inhabitants.

The strong, heavy smell is caused by the filthy rubbish heap in this alcove. Vegetable and animal waste fills the area to a depth of about 3 feet, making for an unhappy sight and a very undesirable smell.

If the PCs give more than a passing glance to the refuse heap, they notice a human skeleton sticking out of the top—the remains of a failed adventurer, complete with backpack and equipment. A battle axe, in mint condition, lies not far from the bones. It is a *battle axe +1* and may be useful against the two carrion crawlers lurking in the shadows.

If the PCs removed the hanging nets to the south or north, the monsters pursue them until one side or the other is completely destroyed. However, because of their many tentacles, the carrion crawlers have an 80% chance each to become entangled in any netting for 2-8 rounds.

Carrion crawlers (2): AC 3/7; MV 12; HD 3+1; hp 23, 19; THAC0 17; #AT 1 or 8; Dmg 1-2 or special; SA paralysis, multiple attacks; SZ L; INT non (0); ML 20; AL N; XP 420.

9. Water Room.

This chamber is obviously of a more natural origin than the carved corridor and steps which lead down into it. Stalagmites and stalactites fill the room except for a path cleared to the bank of the onrushing stream.

Because this chamber is the uppermost section of the underground stream that emerges into Roarwater Caves, the xvarts have restricted its use to supplying clean water for drinking. The tribe is forbidden by the chief shaman to make any further changes to the cavern, and no one may make a home here for fear of fouling the water and making life miserable for those living downstream.

The stalagmites and stalactites are harmless; a dwarf or gnome character can estimate their age as between 20,000 and 80,000 years. Anyone deciding to swim in the stream find the water is icy cold and

inflicts temporary chilling damage of 1 hp if even a limb is immersed in it. This damage heals in 30 minutes. The stream is impassable to the northeast and too dangerous to swim through to the south. It contains nothing of interest unless the adventurers wish to test the theory that xvarts can breathe water.

10. Blank Wall and Dead End.

After climbing gradually from the crossroads and traveling west for 40 feet, the corridor abruptly ends at a blank wall. There are no visible doors or exits.

If the party approaches from the north, change this description accordingly. The blank wall is actually a stunjelly that waits here for an unsuspecting meal to pass nearby. The xvarts know all about this monster, and they also know it has become immobilized by age even if it still has the power to catch victims. Seeing it as a useful defensive item, the xvarts throw fish and other sea life into the stunjelly to keep it alive in case kobolds invade the caves. (Zimik was unable to talk any bugbears into this part of the caves, to his disgust.) Inside the monster are the indigestible bits of its last few meals and coins totalling 34 sp from drunken xvarts who got too close for their own good many years ago.

Stunjelly: AC 8; MV 1; HD 4; hp 25; THAC0 17; #AT 1; Dmg 2-8; SA paralysis; SD immune to electrical attacks, mind-affecting spells, paralyzation, and *polymorph* spells; SZ L; INT animal (1); ML 9; AL N; XP 420.

11. Blocked Passageway.

Netting across the tunnel here hides a blockage in the passageway. Dry stones have been laid one on top of another in a tight-fitting pattern right up to the ceiling. Any chinks in the wall have been filled with shards of stone. The floor between the nets and the wall is heavy with dust and obviously hasn't been disturbed in a long time.

Many years ago, a colony of stirges invaded the xvarts' caves from outside. They took over most of the living area until they were driven back by fire-wielding xvarts to the space now enclosed behind this wall. A natural chimney in the rock within their cave allows the stirges access to the outside world. For their own protection, the xvarts hung nets at intervals in the tunnels to prevent any new invasion by the stirges through some other unsuspected crack.

The PCs may imagine all kinds of things to be hidden behind the wall from treasuries to tombs, or perhaps both. They're not far wrong as will be seen later.

Six character-hours of digging creates a crawl space into area 12. If the adventurers take time to accomplish this, they are trapped in the caves by the incoming tide, making escape by the front doors an impossibility. There is a chance, of course, that the PCs might discover the back exit at area 17.

While the PCs are working on the wall, roll 1d6 at the beginning of each hour. Groups of wandering monsters appear on a roll of 1-2. These consist of 3-6 male xvarts (60% chance) or 1-3 bugbears (40% chance). Conduct combat normally and don't worry if this throws off Zimik's estimate of how few xvarts or bugbears there are in the caves; count these as extras.



12. Lair of the Stirges.

Removing the last of the stones allows a torchlight examination of what lies beyond the blockage. A short corridor extends to the limit of vision, opening into a larger cave. The floor is littered with bat guano, and the bats themselves hang upside down from crevices in the ceiling. A single shaft of sunlight [if the PCs are exploring the caves in the daytime] illuminates a pile of humanoid bones half buried in guano and dust. The bats appear disturbed at the sound of rocks being moved.

The creatures that appear from a distance to be bats are, in reality, stirges. There are 50 in all, who gain access to the cave via the narrow rock shaft above. Play this encounter carefully, as the stirges were all asleep when the PCs began their excavation and are now beginning to wake up. If the PCs make any further noise, there is a 75% chance that the stirges come fully awake and attack, especially if someone does something really stupid, like throwing a rock at the "bats." In this event, 5–10 stirges per round fly through the hole in the wall at the PCs!

The bones on the floor are those of half a dozen xvart heroes who fell in defense of Roarwater Caves while the passageways to this area were being blocked off. The bones show no signs of treasures of any kind. The only worthwhile find in this very dangerous area is the secret door to area 13 at the northern end of the cavern.

Stirges (50): AC 8; MV 3, Fly 18 (C); HD 1+1; hp 5 each; THAC0 17; #AT 1; Dmg 1–3; SA drain blood for 1–4 hp/round, attacks as 4-HD monster; SZ S; INT animal (1); ML 8; AL N; XP 175.

13. Secret Treasury.

The secret door opens with some difficulty into a 10' × 10' area filled with dust motes and cobwebs. Moth-eaten remnants of animal skins and a few ceramic jars and bottles laid out in a ritual pattern indicate that this is some old, forgotten shrine. There are no idols or icons evident, though, making the nature of the deity a matter for conjecture. Beads, chains, and masks hang from the walls and the door.

PCs investigating these items might see a resemblance to the religious items worn by Zimik, the chief xvart shaman. This secret room was used by Zimik's predecessor before his departure for the afterlife following an ill-timed raid on the kobolds. The contents of the room have mainly religious significance and are of little use except to the current shaman, who is unaware of their existence. It might prove useful to take some of these items along, as the PCs need as much bargaining power as they can get later.

A chain, made of alternating iron links and shrunken kobold heads, hangs on display against the north wall. A ceremonial staff wrapped in hide is, unfortunately, non-magical and worth only 10 gp. One of the ceramic jars holds a 5-lb. quantity of gold nuggets to the value of 500 gp. Hidden under another hide is a *wand of magic missiles* (eight charges), unusual in the fact that it has its command word written along its length in magical script. A *read magic* spell deciphers the command "nuxol." The rest of the items in the various jars and bottles are unique and unusual spell components, ranging from "re-ground sand, extra fine" to a container of pitch, somehow dyed yellow (which explains the old xvart adage "as yellow as pitch").

14. More Sword Fodder. The corridor is once again narrowed by sharpened stakes protruding from the walls and floors. The chamber beyond is quiet, though small noises betray the presence of more

xvarts. A male sentry atop the tall dividing wall sits with his legs dangling over the edge. Unless PCs scouting this area can hide in shadows or are invisible, the sentry sees them and raises the rest of the group to arms.

The chamber holds nine xvart males (who, if alerted, are preparing to fire sling stones at the intruders) and nine xvart females (who pass the ammunition for further volleys). All have standard arms and armor. The females fight only to protect the lives of their young, which number one per female. Use the statistics in the "Main Antagonists" section to conduct this combat. Their treasure totals 35 sp.

15. Yet More Hack and Slay. The xvarts here number 16 fighting individuals (nine males and seven females) and nine noncombatant young. The procedures involved in bringing about their demise should be well practiced by the DM and PCs by now. Their treasure totals 32 sp.

16. Second Carrion Heap.

This carrion heap stinks of waste from the xvart colony. Bones and excrement cover the area, which is also filled with a great deal of wood ash. All is still and quiet.

If the adventurers have already encountered the carrion crawlers at area 8, they might well be wary of a second rubbish heap. However, this area is quiet because no belligerent organisms abide here. A faint smell of wood smoke may be detected rising from the stairs to area 22.

17. Back Door to the Colony.

Gruff voices can be heard along this corridor which leads into a small cavern. A draft blows down the slope, making your torches flicker.

Four bugbears guard the back door to Roarwater Caves. A pillar, formed by the merging of a stalagmite with the stalactite directly above, has been used as the core of a spiral staircase. The stairs lead to a trap door that emerges in bushes at the top of the cliff. Every round, up to 20 smaller-than-man-sized beings or 10 man-sized or larger beings may use the staircase. Keep this value in mind when reading "Timetable and Tactics."

If half the bugbears here are killed, the remainder hotfoot it through the trap door, not bothering to shut it behind them as they become mere dots on the horizon as quickly as possible. Just to be nasty, if the PCs attempt to do the same, the DM can arrange for them to encounter such a show of force from the conveniently arriving kobolds that they are obliged to return to the "safety" of the caves. (See area 22 and "Timetable and Tactics" for details on the final conflict).

18. More Trouble: Another Shaman. Although there are only half a dozen xvarts in this room, one of them is Zimik's traitorous assistant, Brizol. If Brizol is killed, the remainder of the xvarts try a novel approach to the situation—they surrender. If the fight is obviously hopeless for the xvarts, Brizol attempts to surrender himself rather than be killed, offering whatever aid the PCs might need. He knows, for instance, that Kraglut and the remainder of his group are holed up in the common room (area 22). He also knows the location of the back door, and if he has not already used them on himself, he offers his spells to help the adventurers. Brizol has been trying to manipulate the bugbears for his own purposes,



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though this has proven difficult to do. Being preoccupied with other matters, he has not guessed that Zimik might be planning to eliminate him.

Brizol (xvart shaman): AC 6; MV 6; HD 1 (equivalent to 2nd-level priest); hp 8; THAC0 20; #AT 1; Dmg by spell or weapon type; SW 10% chance of spell failure due to poor Wisdom score (11); SZ S; INT average (10); ML 9; AL CE; XP 35; studded leather armor, small wooden shield, horseman's mace.

Spells (2): 1st—*cause light wounds, cure light wounds.*

19. More Xvart Boats.

Contained within each of the twin caverns off this corridor are a number of cockleshell boats similar to those used by the xvarts who vacated the caves earlier. Some appear to be seldom used, but most are fairly sound and seaworthy.

Burning the boats produces the usual noxious smoke, but hacking them up doesn't alert the xvarts and the bugbears, due to an unusual quirk in the acoustics of this area. Of course, the PCs won't be aware of this. In all, there are 40 boats remaining in this area.

20. The Brine Pools. The temperature drops with the slope toward these pools. Looking southward, the PCs can see a large cave filled with a deep pool of seawater. Although this area is unaffected by the tides (its salinity comes from the rock of the caves), it might prompt PCs to return to the cave's front entrance—possibly to discover that it is now underwater.

There is little of interest here other than the reflected torchlight illuminating the southeast wall of the cave. This light comes from the common room (area 22).

21. Deserted Defensive Position.

The corridor opens out into a cavern containing another of the now-familiar stockades. It looks deserted, but wood smoke drifts up from an opening in the rock wall just visible behind the fencing.

For once, the stockade is actually deserted. Once the other xvarts left on their "fishing trip," Kraglut ordered the withdrawal of the remaining xvarts and bugbears to the common room (area 22) to await the feast promised them. If the PCs have made a lot of noise while exterminating the other inhabitants of the caves, Kraglut is even more convinced that area 22 is the best place to mount a last defense.

22. The Common Room. This is the room in which most of the xvarts usually live. It is a huge, smoky cavern with many shadowy recesses, lit by torches and heated by a random assortment of wood fires.

Here, 24 surviving xvarts (13 male, 8 female, and 3 young) are holed up along with Kraglut and five bugbears. If the party has Brizol in its company, there is a 25% chance he can convince the remaining xvarts to surrender and abandon the bugbears. In any case, he does not fight against members of his own tribe unless they are in Zimik's faction.

If the players usually use miniatures, a set of dungeon floor plans or a map drawn to 25mm scale would be very useful to choreograph the next few scenes.

Assign random positions to the bugbears and the xvarts within the security of the stockades shown on the map. The general tactics of the inhabitants are to sit tight in their bunkers and discourage any charges by concentrated missile fire from all stockades within range.



Arcs of fire and individual ranges are determined by the DM with reference to the map. Note the AC bonuses against missile fire under "Roarwater Caves."

Kraglut is no hero and doesn't allow any sallying forth by his troops in case he should be suddenly left alone with adventurers who might turn out to be as powerful as his imagination has already made them. All bugbears here stay as close to Kraglut as they can.

For their part, the PCs might not like the idea of attacking nine apparently well-garrisoned stockades, even if only a handful of the tribe is still active. However, more is about to occur ...

Timetable and Tactics

The DM should keep careful track of the time once the PCs arrive at Roarwater Caves. First, the movements of the tides are critical in determining if anyone can leave by the front door. For what it's worth, no one else enters the complex from the seaside entrance during this adventure (unless the PCs left an ally or two on the cliffs).

Second, the arrival of a kobold commando force is imminent. Xvart scouts have successfully led a small army directly to the Roarwater Caves, though this action unfortunately cost the two scouts their lives. Forty normal male kobolds, armed and armored as noted in the "Main Antagonists" section, discover the surface trap door leading to area 17. This force is led by one leader kobold, Shtaka, and his two bodyguards, who orders the 40 troops in his command to enter the caves and slay every living being within (with the leader and guards coming at the rear to properly direct the action).



The DM may wait until either the PCs arrive at area 22 and have fought for 5–10 rounds, or else have the kobolds arrive one hour after the PCs enter the caves, no matter where they are at that time. Once they pour into the caves, the kobolds attack everyone in area 17, then split into two groups and head both left and right as they leave the area. One guard accompanies the left-hand group; Shtaka and the other guard lead the second group to the right toward area 22 (at the rear, as always).

The kobolds bypass all nets by crawling under them at full speed. One group might become involved in melee with xvarts in areas 14, 15, and 18 (unless the PCs eliminated the xvarts there, in which case the kobolds head for area 22). The other kobold group heads directly for the eastern entrances of area 22, splitting again into two roughly-equal teams.

Having watched the messy demise of his two scouts at the top of the cliffs, Zimik orders the return of his seaborne force to Roarwater Caves at full speed. Twenty minutes (rounds) after the last kobolds enter the caves, the xvarts hit the beach and head for the (unguarded) trap door. Zimik leads 40 males, 36 females, and 19 young (who stay outside as guards) to the caves, with orders to slay every kobold and bugbear in sight—but killing no xvarts except Brizol, whose slayer will be elevated to a hero's position in the tribe, and no adventurers (if this can be avoided). Xvarts in the caves willingly rejoin Zimik's faction if Brizol and the bugbears are slain.

Weakened by their adventure in the caves, the row with the bugbears, and the unexpected kobold attack, the PCs should welcome the arrival of the xvarts from the beach. Unfortunately, if the PCs are especially weakened (one-third or more unconscious or low on hit points), the shaman holds them for ransom rather than allowing them to leave on their own—claiming that they are being held for their own medical

protection, of course, while he locates the names of their next-of-kin. If the PCs are strong, Zimik might let them go (without the magical ring, of course), or they may have to fight their way out (DM's option). The final "act" of this scenario should be as chaotic and fast-moving as the DM can manage. There is even a possibility that Kraglut might escape through the brine cave (area 20) using his *ring of water walking*, in which case Zimik could blame the PCs for the loss of his prize.

Concluding the Adventure

If Zimik's plan was successful, he ransoms the lives of the PCs for the magical ring (if Kraglut hasn't escaped with it) and all the magical items they possess. As he is really a generous creature at heart (for a xvart), Zimik allows the PCs to keep any monetary treasure. If Kraglut has escaped with the ring, though, Zimik demands the party's money as well, as compensation for all the damage done to the caves.

The adventurers might well have managed to come up with something that gives them a better chance of defeating their foes. Any genuinely original ideas that might work should be looked upon by the DM in a favorable light. If Zimik appears to be losing face in front of his tribe, he might be more open to negotiation. If the PCs are in possession of the religious artifacts from area 13 and use them as bargaining material, their position is strengthened even further.

A few further adventures may suggest themselves, depending on how well the PCs came out of the main adventure.

- ♦ If the PCs return to recover any items stolen from them when Zimik reneged on his agreement, they discover the clever xvarts have invented a new defensive measure: a wooden water wheel that pumps jets of water into the faces of attackers, doing little damage but knocking them down. How will the PCs get around this one?

- ♦ The discovery of the stolen rowboats in Roarwater Caves points an accusing finger at the fisherman, Delbar. Can the PCs come up with further proof of Delbar's guilt in numerous shady deals?

- ♦ "Torture while the iron is hot" is another old xvartish saying. If, by some chance, the PCs have come to an amicable agreement with Zimik, he suggests that they cooperate to eradicate the kobolds while they are still reeling from their botched raid on Roarwater Caves. But are Zimik and the xvarts to be trusted?

- ♦ An especially low tide reveals the masts of an old, wrecked merchant ship, the *Maelstrom*. Perhaps some form of treasure and danger await the adventurers in their exploration of Roarwater Bay—and perhaps the xvarts want the ship's treasures as well. ♪

The Inheritance

"The Inheritance" is an AD&D® adventure for 6–8 characters of levels 1–3 (about 13 total levels). The well-balanced adventuring party should contain at least two fighters (one preferably a ranger) and one priest. One of the characters should have no other relatives except a long-lost uncle (or other relative who has been missing for a while).

The adventure can be adapted to any game world but it written for the FORGOTTEN REALMS® fantasy setting. If another setting is desired, the DM can choose any large city within a week's ride of a mysterious forest.

The stakes involved in this module are high for a low-level party; the character who has no other living relatives has inherited a small keep from a long-lost uncle. To realize the inheritance, however, the keep must be seized from an unfriendly band of hobgoblins. Moreover, the uncle specialized in illusionist magic, and the keep itself has



its share of challenging traps and obstacles. (Note: Hereafter the deceased is referred to in the text simply as "Uncle." Prior to beginning the adventure, the DM should assign an appropriate name consistent with the PC's background.)

Adventure Background

The adventure starts in the city of Waterdeep, with the PCs looking for adventure. At a suitable time, one of the PCs notices a guard posting an official proclamation in some public place:

— Notice —

Legal notice is hereby given that, unless the last known heirs of [DM inserts name recognizable by one of the PCs as Uncle] come forth, his keep and all possessions shall escheat to the Lords of Waterdeep forever without any further claims by said heirs. Claims must be filed no later than two weeks from the date of this notice, and the provisions of the will fulfilled within 30 days. Persons claiming to be heirs should apply to the honorable Court of the undersigned.

Dated this _____ day of _____
Hargrove Seediis, Magister of Waterdeep

A magister is one of the judges who administer the laws of the City (there are no lawyers). Accordingly, Seediis's court should not be difficult to find; the DM should place it somewhere within the Castle Ward of Waterdeep. Likewise, it should not be difficult for the PC heir to prove his relationship to the deceased. (The magister might suggest that the PC secure official birth and death records maintained by one of the temples, for example.) The DM should make this part of the adventure a good roleplaying opportunity for the players.

After lineage has been established, Magister Seediis related the following:

"Your uncle's body was brought into town by a group of merchants from the North who discovered it along the road just south of Red Larch. He apparently died from an arrow wound. The only possessions on his person were a dagger, a pouch with 20 gold pieces, a quill pen, an empty ink pot, and an old bill of sale.

"The merchants found his body sitting against a large rock, where he apparently wrote out his will on the back of the bill of sale. When he ran out of ink, he finished it with his own blood. As it was written entirely in the handwriting of the deceased, the will is legally acceptable even though it is unwitnessed.

"The will's conditions are somewhat unusual, but they are legally binding on the heirs of the estate. If the conditions are not fulfilled, the keep and all its possessions become forfeit to the Lords of Waterdeep. You have only 30 days before I must make my final judgment on the estate. I will now read the will. Please listen carefully to ensure you understand what must be done."

Last Will of _____

I, [DM insert Uncle's full name], lie dying from a foul arrow. Invaders came in the night, assaulted my keep by surprise, and slew all my retainers. These monsters were similar to orcs but fought more fiercely and had in their service a large, red-eyed beast that threw my men-at-arms about like toys. I barely got out my secret door, but not before one of the creatures shot me in the back.

I leave all my property, both real and personal, to any living heir who avenges me by ridding my wonderful home of these foul creatures no later than 30 days after my death. It is my direction that this be done by my heir without help from any but his or her closest companions, so that my heir may prove worthy of the treasure I leave behind and which I trust the monsters have not found.

Avenge me!

"I haven't been able to find out much about your uncle. He was a recluse who dabbled in illusionist magic. A couple of times a year, he would go into Red Larch for supplies. He married a woman from that town, but that is all that is known about him. Apparently, he was in good standing with the Lords of Waterdeep, because the archives hold a recorded deed from the Lords to the deceased, dated some five years ago. The deed granted him a tract of land 10 miles wide by 10 miles long, centered on the southernmost point of Kryptgarden Forest. The keep was built by a band of dwarves from the North and is somewhere in that area, but exactly where no one is sure. The dwarves have long since departed. Good luck on your quest!"

For the Dungeon Master

As the magister has implied, Uncle was an illusionist. Some years ago, he saved the life of one of the Lords of Waterdeep and was rewarded with a grant of land, money, and the commissioning of a modest keep. The deceased eventually found a wife in Red Larch and took her to the keep, but he otherwise kept to himself. The wife died two years ago in childbirth, and the baby with her.

Two months ago, a raiding patrol of the Lostafinga hobgoblin tribe (see sidebar) discovered the keep and mounted a surprise assault at night. Moving quietly, they negotiated the moat obstacles and, with the help of their pet (a giant carnivorous ape), they quickly climbed over the walls and overcame the watch. Uncle barely managed to escape through a secret door just after a hobgoblin arrow caught him in the back.

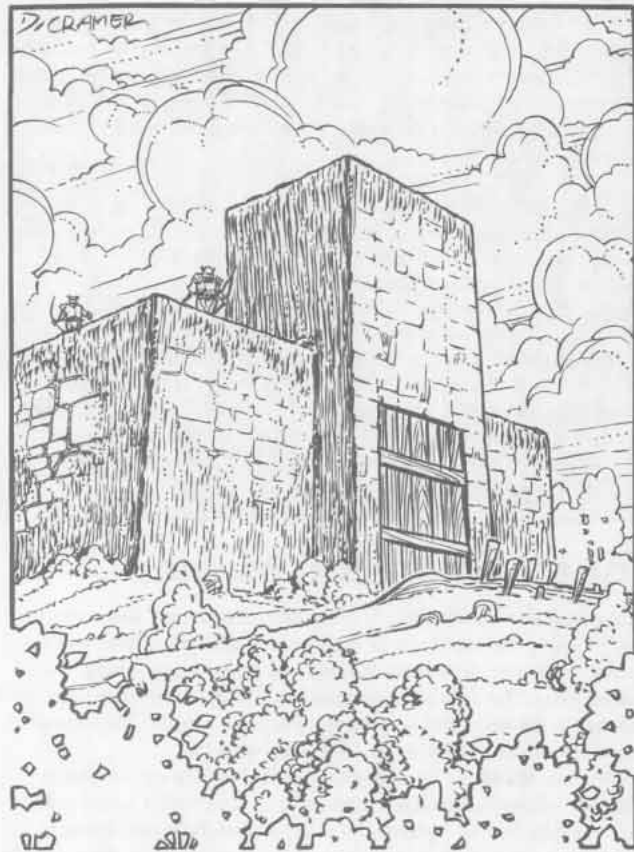
For several days Uncle wandered toward Red Larch in search of aid, but the arrow wound took its toll. Just before he died, he wrote out his last will. After the body was found and brought into Waterdeep, it was cremated.

The main hobgoblin tribe has not moved into the keep but uses it as an outpost from which to mount raids against any caravans or merchants that wander by. The keep is currently held by a contingent of 21 hobgoblins and one ape. The tribe's chieftain, safely laired in Kryptgarden Forest, rotates a new troop of hobgoblins to the keep every 40 days to patrol the southern part of the forest. Since the troops are rotated, there are no hobgoblin females or children in the keep. Also, the monsters have not discovered the main treasure that the deceased left behind.

The DM should allow the PCs to make any necessary preparations but should enforce the terms of the will strictly. The heir and his party have only 30 days to get to the keep, get it cleaned out with no outside assistance, and get back to file proof of their conquest. Proof can take a number of forms (bring back the hobgoblin standard, making sworn statements before the magister and a priest with a *detect lie* spell, and so forth).

The Keep

Travel to the keep should not be much of a problem until the adventurers turn off the main road and head toward Kryptgarden Forest. (See "Waterdeep and the North" map.) From then on, the DM should



check four times a day for a random encounter (twice during daylight and twice at night). There is a base 1-in-10 chance on each check of a random encounter occurring. The DM can use the "Temperate Rough or Hilly" encounter table found in the *MONSTROUS COMPENDIUM® Annual, Volume Two* (page 119), or substitute encounters of his or her own.

The keep itself is about a half mile inside Kryptgarden Forest in the middle of a clearing atop a small hill. The clearing is about 250 feet in diameter, and the keep is square with walls about 100' long and surrounded by a moat. No main building or wall towers can be seen, but there is a gatehouse in the middle of the southern wall. At the gatehouse is a drawbridge that is currently raised.

From the forest, the PCs can see the walls and gatehouse as well as a pair of humanoid figures patrolling along the walls. If the PCs view the northwest corner, they can see three spears planted, tips out, in the keep side of the moat ditch. PCs who climb trees to get a better look can see the standard in the courtyard and can also see that the moat appears empty. They may also view any additional activity the DM wishes to improvise (e.g., a changing of the guard, a small hobgoblin fetching water, and so forth).

The Hobgoblin Troop

The particular group of hobgoblins currently assigned here is the second group of Lostafingas to occupy the keep. (The ones who conquered it were rotated to other duties.) It is under the command of **Lieutenant Julla** (hp 19), who was recently commissioned by his sub-chief. This is Julla's first assignment as a lieutenant, and he wants to

do well. He suspects that the keep's owner must have had more treasure than was found and believes that it must be somewhere in the living room or study (areas 21 and 22). Thus, he has put those rooms off limits to everyone else in the troop. Julla knows that if he can find the treasure, he will win great honor with his sub-chief. Julla is vain, arrogant, and unrelenting in battle. He wears a necklace with 15 fingers on it (taken from 10 humans, one half-elf, and four orcs).

Julla is assisted by his two sergeants, **Smuk** and **Cheff** (hp 15 each). They carry out his orders grudgingly because they believe that the lieutenant is an inexperienced greenhorn who could get lost with a map and a lodestone. They also resent Julla's order that puts part of the keep off limits, and they suspect that he wants to find the missing treasure himself. Both sergeants are ambitious and, in time of battle, it would not be surprising if Lieutenant Julla died at their hands (50% chance if the battle is going the hobgoblins' way). Neither sergeant will betray the troop, however. Smuk has a necklace with 25 fingers (12 human and 13 orc), and Cheff has a necklace with 22 fingers (14 human, one elf, two half-elf, and five orc).

The rank-and-file troops are bored with manning the keep. They are suspicious of Lieutenant Julla's orders, and they wonder why they haven't been out on more patrols to find loot (as well as fingers!). This morale problem works against the adventurers, however, because the hobgoblins consider a fight a welcome change of pace. They plow right into melee and loathe to surrender—it's the Lostafinga way, after all.

Veterans of the troop use nicknames (assigned by the sergeants) for each other. These nicknames are based on some habit, appearance, or deed. Real names are used for the rookies until the sergeants come up with a fitting appellation. Sergeants and officers are always referred to by rank and real name.

One trooper with no nickname is **Grinkle** (hp 4), a poor excuse of a wimpy hobgoblin who was made a warrior only due to his father's influence with the chief. Julla uses Grinkle as an aide to fetch his food and drink and to clean up after him. More information about Grinkle is found in the description of area 18. Grinkle has a necklace with one finger on it (from a halfling), and most of the troop believe that he got it as a gift from his father. Grinkle speaks Common and carries his family's third-best long sword.

Rat-Nose, **Chowhound**, and **Snurt** (hp 7 each), the troop's three archers, are tough soldiers who take their job seriously. They are well disciplined and are the most likely to object to criticism of their superiors. Most of the other troopers resent this attitude and think that the archers are trying to get extra favors. Rat-Nose gets his name from his particularly long and sensitive nose. He has a necklace with eight fingers (seven human and one orc). Chowhound's name is the result of his habit of looting food before treasure. His necklace contains four human, one gnome, and three orc fingers. Snurt, the rookie, is still known by his real name. He does not have a necklace but is anxious to earn his first finger.

The archers can attack twice per round with their long bows (Dmg 1-6/1-6) or close to attack once per round with their long swords (Dmg 1-8). They don't carry treasure about with them.

The infantry troopers are **Boar-Breath**, **Strong-Thrust**, **Scratchy**, **Deathstar**, **Smasher**, **Lucky**, **Fumblefoot** (hp 7 each), **Bear-Killer**, **Ringo**, **Backtalk**, **Jurmane**, **Slyfund**, and **Gar-Nuuk-Ko** (hp 6 each). These are Julla's shock troops—the bad guys who wade in after the archers have warmed up the opposition with a few arrows. For all the sergeants' faults, they have trained these infantry hobgoblins into very good fighters and have even started training them in fundamental archery. These troopers carry halberds and morning stars.

The infantry troops are fairly well disciplined (except for Backtalk), although they have some suspicions about Lieutenant Julla.



They pride themselves on bravery and being "spug" (the hobgoblin equivalent of macho). As a result, fights break out now and then. Although great at fighting and looting, they are not the best housekeepers. Except for the rookies, each has a necklace with 2-8 fingers of various types. (One of Bear-killer's is a finger from a black bear paw.)

Monkey-Love (hp 8), the ape handler, earned his nickname from the great care he gives Redeye, his carnivorous ape. One hobgoblin who makes a crack about Monkey-Love's pet runs the risk of becoming the object of a spontaneous game of "toss the hobgoblin." No one except a naive rookie would ever tease Monkey-Love. The infantry troops agree that, if Monkey-Love had to make the choice of feeding Redeye and the rest of the troop, he would feed the ape. Monkey-Love has a necklace of nine fingers (six human and three orc), and he also wears a belt of 50 fingers from enemies that Redeye has slain in battle (33 human, 12 orc, one elf, one

dwarf, and three half-elf). He carries a well-used morning star.

The huge ape, Redeye, got his name not from his appearance (although his eyes are red), but from the time that Chowhound slipped him a tun of wine from a looted caravan. (Monkey-Love had been knocked unconscious in the battle.) The troop took great glee at the ape's antics until Monkey-Love came to, and then it took both Smuk and Cheff to pull him off Chowhound. Both Redeye and Chowhound needed two days to recover, the ape from his drink and Chowhound from his lumps.

Redeye (carnivorous ape): AC 6; MV 12 (9 in tree); HD 5; hp 36; THAC0 15; #AT 3; Dmg 1-4/1-4/1-8; SA throw victim into pit (see area 13); SD +2 bonus to surprise; SZ L; INT low (5); ML 11; AL N; XP 175.

The DM should note that, in addition to the hobgoblins' listed weapons, each carries the ritual hand axe (Dmg 1-6/1-4).

The Lostafinga Hobgoblin Tribe

There are many fell creatures in the savage frontier of the Forgotten Realms, and not the least among them are the hobgoblins of the Lostafinga tribe. For many years they have disrupted the land near the northern and central parts of Kryptgarden Forest by ambushing trade caravans, driving off settlers and woodsmen, and attacking anyone unfortunate enough to encounter them. The tribe, ruled by a huge hobgoblin chieftain named Shar-Kee, numbers around 500 males, 400 females, and 600 children. Highly disciplined and well-organized, the Lostafingas are ruthless in battle and do not surrender.

The Lostafingas are distinctive in dress, appearance, and tactics. The few survivors of ambushed caravans report that these hobgoblins achieve complete surprise because they paint their skin and armor with colored pigments that blend with the natural terrain. Thus, a peaceful woodland might suddenly erupt with a frenzied surprise attack of snarling hobgoblins and well-trained, rampaging carnivorous apes. (The tribe has 20 of these creatures.) The only hint of such an ambush is the dead silence that surrounds the hobgoblins' position. (The birds and other animals have fled the area.)

The name "Lostafinga" comes from the exploits of one Gar-Nu-Kee, a distant ancestor of the current chief. According to tribal legend, Gar-Nu-Kee led the tribe on its trek from the mountains of the far north to a promised land revealed to him by Maglubiyet, god of the hobgoblins. Upon arrival in Kryptgarden, the tribe was accosted by a huge, ancient green dragon and her three children. The dragons demanded regular hobgoblin sacrifices to satisfy their hunger in exchange for the tribe's right to live in the forest.

Even though refusal meant certain annihilation, Gar-Nu-Kee bravely stepped forward and told the dragon that its demand was foolish since hobgoblins were tough, stringy, and tasted awful. Furious, the dragon knocked down the insulting hobgoblin, told him that she would be the judge of that, and then took a nibble—Gar-Nu-Kee's left pinky finger. It tasted as bad as he had predicted, and the dragon spat it out and released him. Gar-Nu-Kee then negotiated an arrangement with the dragon whereby they would live in harmony by providing mutual security, with the hobgoblins providing "tasty" (i.e., non-hobgoblin) sacrifices to the dragons from time to time.

Based on this legend, the hobgoblins took the name "Lostafinga" for their tribe in honor of Gar-Nu-Kee's courage, cunning, and sacrifice. They also started the ritual of severing the left small finger from a dead foe in the belief (encouraged by the tribal shamans) that

doing so transports the soul of the dead one to Maglubiyet for service as a slave for eternity. Because of this practice, all Lostafinga warriors carry a small hand axe in addition to their normal weapons.

Female hobgoblins learn to mummify these severed fingers and make necklaces of them. These are worn openly, because the more fingers a warrior has on his necklace, the higher esteem (called "spug" by the hobgoblins) he has from his peers. Unusually large fingers (such as from giants, ogres, and such) are not worn but are pickled and displayed proudly in hobgoblin lairs. There are few of these curios for obvious reasons.

Legends are based largely on truth, and there is some evidence to the Lostafinga legend. There have been occasional reports of green dragons seen around Kryptgarden Forest. The Lostafingas have never demanded ransom for any captives. Heavily armed contingents have gone into the woods, but only one lone survivor has come out. He was insane and incoherently raved about the jaws of the "big, green worm."

Adventurers who brave the depths of Kryptgarden Forest are likely to find out how much of the legend is true and how much is not. One thing is certain: the Lostafingas and their allies will provide stiff opposition.

Lostafinga hobgoblins differ slightly from those listed in the *MONSTROUS MANUAL* tome. They are organized into troops of 22 warriors, each of which includes a lieutenant and two sergeants. A troop on an independent mission usually also includes a carnivorous ape and its handler. Five troops (a company) are commanded by a sub-chief. They are ruled over by Shar-Kee, the chief of the tribe.

Hobgoblin trooper: AC 5; MV 9; HD 1+1; THAC0 19; #AT 1; Dmg by weapon type; SZ M; INT average (8); ML 12; AL LE; XP 35 (65 for archers); chain mail, long sword (50%) or pole-arm (50%), long bow (archers only).

Hobgoblin sergeant: AC 5; MV 9; HD 1+1; hp 9; THAC0 19; #AT 1; Dmg by weapon type; SZ M; INT average (8); ML 12; AL LE; XP 65; chain mail, long sword.

Hobgoblin lieutenant: AC 4; MV 9; HD 2; hp 11; THAC0 19; #AT 1; Dmg by weapon type +1 (due to 17 Strength); SZ M; INT average (9); ML 12; AL LE; XP 65; chain mail, shield, long sword, whip.

Hobgoblin sub-chief: AC 3; MV 9; HD 3; hp 16; THAC0 17; #AT 1; Dmg by weapon type +2 (due to 18 Strength); SZ M; INT average (9); ML 12; AL LE; XP 120; banded mail, shield, morning star +1.

Shar-Kee (hobgoblin chief): AC 2; MV 9; HD 4; hp 22; THAC0 17; #AT 1; Dmg by weapon type +2 (due to 18 Strength); SZ M; INT average (10); ML 12; AL LE; XP 270; banded mail +1, shield, long sword +2.



Hobgoblin Defense Plan

Since hobgoblins have infravision and can fight without penalty in daylight, they go on alert and attack at any bold approach by the adventurers. There is very little cover or concealment for a hidden approach. Presumably, the PCs will remember Uncle's words in the will about his secret door and look for it instead of entering through the main gate.

Only a very strong party of adventurers will succeed in a direct assault because the hobgoblins have a good defense procedure. In the event that the PCs try to assault the keep, a gong alarm sounds in the gatehouse. Use the descriptions of the ground level and the upper level of the keep, and rouse the hobgoblins in the sequence indicated below. (Monsters from the lower level all emerge from area 7.)

Round 1: Three armored hobgoblins in area 6 awaken the other nine that are sleeping. Lieutenant Julla, in area 19, receives a saving throw vs. spell. If the roll is successful, he comes out of his trance. If not, he receives another roll each round until he saves or the fight on the upper level quiets down. If he comes to, he arrives two rounds after he is freed from the mirror's curse (see area 19 for details).

Round 2: The three armored hobgoblins from area 6 emerge and go to the walls.

Round 3: No hobgoblins arrive this round.

Round 4: Grinkle (area 18) arrives. Grinkle hides in shadows or darkness and throws his lot in with the side that gains the upper hand. The nine other hobgoblins from area 6, having donned their armor, emerge.

Round 5: Monkey-Love and Redeye (area 13) arrive along with Backtalk (area 15).

Round 6: If the PCs are not on the walls, the portcullis is raised

and the drawbridge lowered. Julla leads most of the hobgoblins and the ape out of the keep to destroy the party.

Round 7: The two sergeants from area 21 arrive. If Julla has not yet arrived from area 19, Smuk leads the hobgoblin troops outside the keep to confront the party.

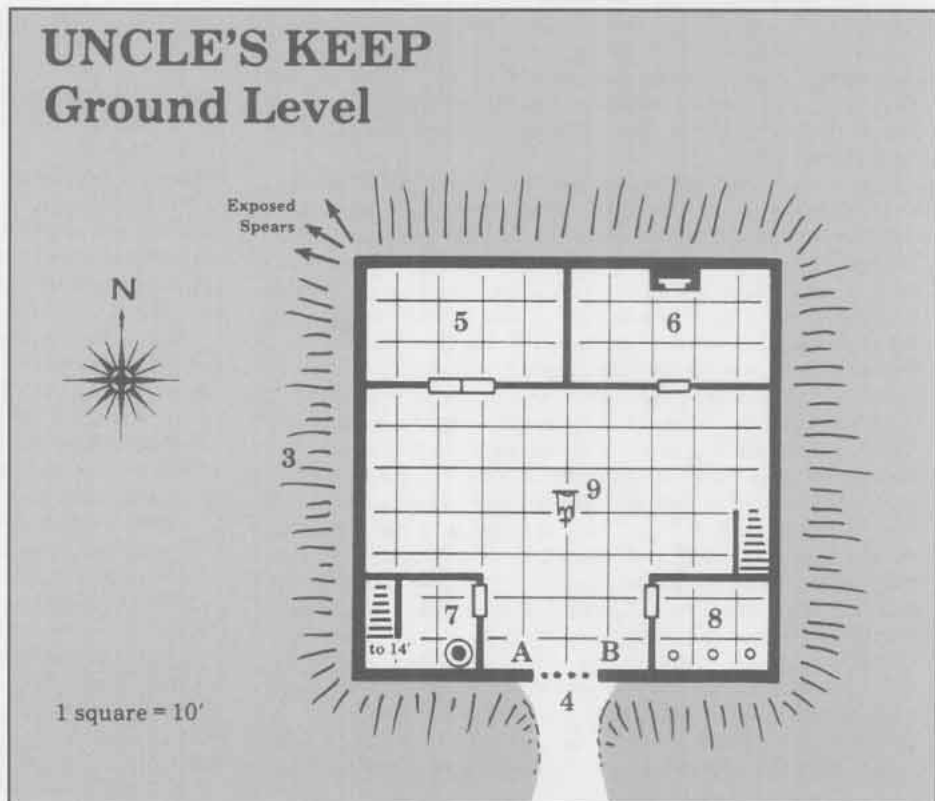
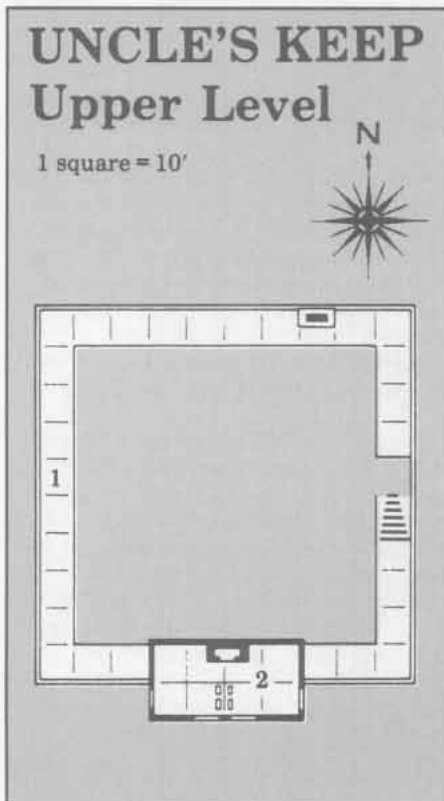
Upper Level

1. Perimeter Wall. Rat-Nose and Chowhound patrol the 20'-high walls. They are quite alert, and nothing less than *invisible* characters can approach the wall without detection. The wall is block masonry, built up 4 feet above the level of the walkway. Set into the northern wall is a 15'-tall smokestack that emits smoke from area 6 and the lower level fireplaces. If they are attacked while behind the walls, the hobgoblins gain the benefit of 50% cover (-4 bonus to AC).

Characters looking out over the east wall toward the forest can make an Intelligence check at -4. Any PC who succeeds spots a 20' x 30' building about 500 feet into the eastern forest. It's impossible to tell what the building might be, but it's clearly made of stone. (This is the mausoleum, area 10).

2. Gatehouse. This 20' x 40' room above the entry to the keep is manned by Snurt, who observes the approach to the drawbridge at all times. During the day, adventurers can see smoke coming from the small chimney of this structure; at night, faint light shines through the window slits.

Like the two sentries on the wall, the hobgoblin here is alert. If intruders are detected, Snurt clangs a metal gong inside the gatehouse to alert the rest of the troop. He also keeps a pot of oil simmering and ready to pour down the murder holes located directly above the drawbridge, inflicting 3-12 hp damage to those in the 10' x 20' area





below (save vs. breath weapon for half damage). If attacked by someone outside the gatehouse, Snurt gains the benefit of 90% cover (-10 bonus to AC).

Ground Level

3. Moat. The moat is 10' deep and appears empty. However, Uncle has implanted numerous heavy spears in the embankment, their tips pointed out, and rendered them *invisible*. Three of these spears are visible in the northwest corner of the moat where the hobgoblins first tried to sneak in.

Any PC moving up the far side of the moat embankment toward the wall has a 1-in-4 chance of being impaled by a spear (1-in-2 chance if running), suffering 1-6 hp damage. Anyone knocked or pushed off the wall has a 1-in-3 chance of hitting a spear in addition to the 2-12 hp damage from the fall.

4. Drawbridge and Portcullis. The drawbridge is presently raised, and the portcullis is down. The drawbridge is solidly built of wood and can be raised or lowered by a wheel and chains at location 4A. The portcullis is made of iron bars and can be raised or lowered by the wheel and chains at location 4B.

5. Stable. This once held Uncle's livestock, but now all that's left is one sorry-looking pony on the verge of starvation. An *animal friendship* spell automatically works with her, and she is easily befriended. The one cart remaining in the stable is in good operating condition.

6. Guard Barracks. Successful listening at the door reveals muttered talking and snoring. A dozen hobgoblin troopers share this room furnished with bunk beds, a table and chairs, and a fireplace. The room is in disarray. All of the beds are unmade, the floor hasn't been swept in a long time, and weapons, shields, and other junk are strewn about.

Nine of the hobgoblins are sleeping, and three (Deathstar, Lucky, and Jurmane) are sitting at the table playing some sort of game with sticks, bones, and stones. These three are fully armored and awaiting their shift on the wall. The others have removed their armor and are sleeping soundly.

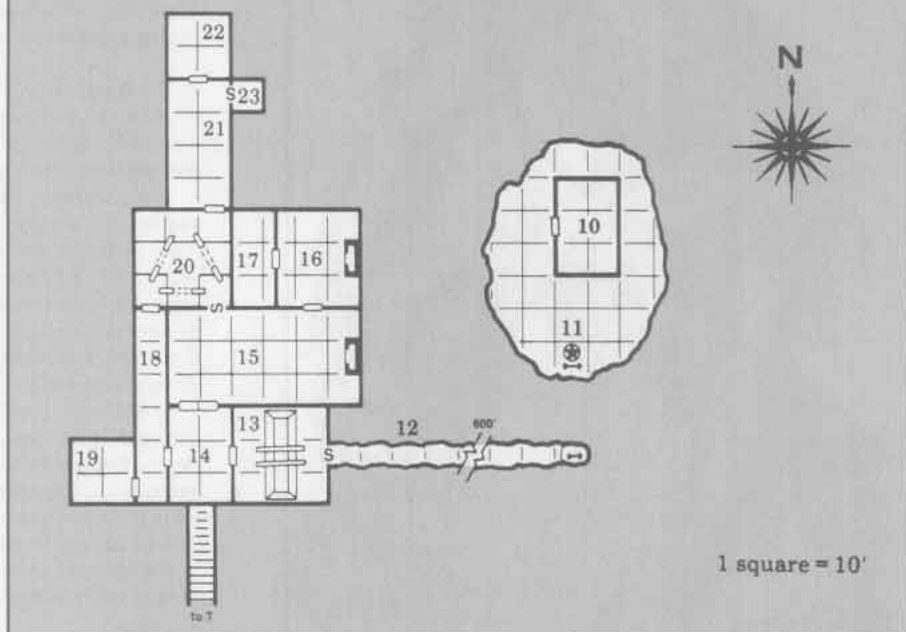
If the adventurers burst in, the hobgoblins are automatically surprised. The sleeping ones wake up after the initial round and grab the closest weapons at hand. All the hobgoblins fight fiercely, refusing to surrender. Unarmored hobgoblins have AC 10.

If alerted by the guard in the gatehouse, the three armored hobgoblins spend one round waking the other nine, then go outside to man the walls. The nine remaining hobgoblins take three additional rounds donning their armor and grabbing weapons before emerging to assist.

Searching through the hobgoblins' belongings yields a total of 30 gp and 121 sp.

7. Well Room. Stairs going down to the lower level (area 14) take up the western part of this 25' x 30' room. In the southeast corner is a 4'-diameter well with a bucket and rope nearby. The well shaft goes down 60 feet to a pure underground spring.

UNCLE'S KEEP Lower Level



8. Midden. In the southern part of this 25' x 30' room is a stone ledge with three apertures for dumping waste. The smell here is very bad.

9. Courtyard. The courtyard is paved with grass growing between the cracks. One paving stone at the center of the yard has been torn out, and an ugly standard has been planted in the ground. The standard is a dirty, mustard-yellow cloth banner emblazoned with a picture of a grisly, hairy hand that is missing its pinky finger. This is the troop standard of the Lostfinga tribe. Taking it back to Waterdeep and showing it to Magister Seediuss serves as proof that the conditions of Uncle's have been fulfilled.

Mausoleum and Lower Level

10. The Mausoleum. East of the keep and about 500 feet into the forest is another, smaller clearing that contains a small stone mausoleum with no windows and one door. Just south of this building are a small shrine to the goddess Mystra (see area 11) and two graves. The door of the mausoleum is made of heavy wood and bound with silver bands and hinges, and someone has written on the door in Hobgoblin, "Keep out! Danger! This means you, stupid!" The heavy padlock that once sealed the door lies in pieces on the ground nearby.

Inspection of the tombstones on the graves reveals the names of Uncle's wife from Red Larch and that of a child. The dates of death are the same.

The mausoleum door is unlocked but squeals horrendously when opened. (Oil may be applied to the hinges to dull the noise.) In the northeast corner of the mausoleum is a massive stone coffin that at one time was apparently bound by silver bands; they are now broken open. The lid of the crypt is propped against the crypt itself. In the northwest corner are some pieces of chain mail armor, a broken



halberd, and some bones. Hiding behind the coffin is a ghoulish.

If the mausoleum is entered after sunset, the ghoulish inside immediately emerges and attacks, fighting until destroyed. If before sunset, it waits until someone in the party comes up to the coffin before attacking. The ghoulish does not leave the mausoleum during daylight hours.

The ghoulish was a particularly evil lord of Red Larch who was buried alive by the town's citizens hundreds of years ago.

After taking the keep, the hobgoblins found the mausoleum and investigated. When they broke the silver bands holding the stone coffin lid in place, the ghoulish burst out and the hobgoblins fled in terror. One of the hobgoblins was paralyzed, and it is his remains that decorate the northwest corner. Luckily, the silver bands and hinges were enough to keep the ghoulish behind the door, as the hobgoblins had no way to lock the door behind them. (They had smashed the lock to get inside.)

The coffin's silver bands are worth 15 gp each, and the hinges and bands on the door are worth 20 gp each. The ghoulish has no treasure, and its crypt is empty.

Ghoulish: AC 6; MV 9; HD 2; hp 16; THAC0 19; #AT 3; Dmg 1-3/1-3/1-6; SA paralysis; SD immune to *sleep* and *charm* spells; SZ M; INT low (7); ML 12; AL CE; XP 175.

11. Secret Entrance. Just south of the mausoleum is a small shrine to the goddess of magic, Mystra, on a stone pedestal. Close inspection of the 4'-diameter pedestal reveals a few drops of dried blood. The pedestal can be moved aside easily to reveal a shaft going straight down; built into the side of the shaft is a wooden ladder. This is Uncle's secret escape, and the blood stains are his. The ladder is sturdy and descends 50 feet to area 12.

12. Tunnel. At the bottom of the shaft is a tunnel that goes due west. The tunnel walls, floor, and ceiling are shored up with timbers every 10 feet. The passage is 5' wide and 8' high. After 650 feet, the tunnel stops abruptly at a masonry wall. There is a secret door here (automatically found due to the many clues and evidence) that leads to area 13. The door pulls open on this side. Successful listening at the secret door (-5% chance due to the thickness of the wall) reveals indistinguishable talking and grunting.

13. Pet Room. This is a 30' x 30' room separated into two halves by a 10'-wide pit. Two boards lie across the pit like a bridge, joining the two sides. On the west side of the pit, a hobgoblin is petting the head of a large ape that is contentedly munching on a piece of meat.

The hobgoblin, Monkey-Love, is surprised automatically. The PCs and Redeye, the ape, should roll for surprise normally. (The party is not surprised if one of the PCs successfully detected noises, and the ape receives a +2 bonus to its surprise roll.) The PCs might try knocking the hobgoblin or the ape into the pit in the center of the room, doing so on a successful to-hit roll vs. AC 10 plus a successful Open Doors roll (hobgoblin) or Bend Bars roll (ape). The ape can escape the pit in 1-4 rounds by scaling the pit walls.

If Redeye hits with both hands, he does not bite the victim or inflict rending damage. Instead, he automatically throws the PC into the pit. Being knocked or thrown into the 20'-deep pit inflicts 2-12 hp damage. The monsters fight to the death; they know they are too far away from their comrades to get help. Neither Monkey-Love nor Redeye has any treasure.

On the west side of the room is an unlocked door. The pit can be crossed safely using the boards laid across it, as they are quite strong and thick.

Uncle built this room so that he could cross, knock the boards into the pit, and then escape through the secret door while any invaders were delayed. This worked well except that, as he was opening the secret door in the eastern wall, he was shot in the back with an arrow. He managed to escape, of course, with his attackers stranded on the west side of the room. Once the keep was secure, the hobgoblins used Redeye to help recover the boards and lay them across the pit.

Redeye can jump the pit with a 60% chance of success (80% chance if so ordered by Monkey-Love).

14. Intersection Corridor. This 30' x 20' corridor has an open archway in the south wall. Beyond the archway, a staircase leads up to the ground floor of the keep (area 7). Wooden doors in the west, north, and east wall are unlocked. There are sconces in the walls for holding torches, but they are empty. Listening successfully at the northern door reveals muttered hobgoblin cursing from area 15.

15. Dining Room. This is a large feasting hall with six torch holders mounted to the walls (three on the north wall, three on the south). Each holder contains a lit torch. Piled on the 30'-long table and stacked on the floor are heaps of dirty dishes, cups, spoons, leftovers, and the aftermath of a frenzied food fight. A lone cursing hobgoblin is busy collecting dishes in a pile. He turns at the sound of the door and tosses the dishes aside. Pulling out a morning star, the creature shouts something in Hobgoblin as he attacks. Those who understand the hobgoblin language hear him say, "Oh, good, I didn't want to do the dishes anyway!"

This hobgoblin is Backtalk. True to his name, he angered Sergeant Smuk and was given the job of cleaning the dishes. He welcomes the opportunity to vent his frustration on the adventurers. He has no treasure.



D. CRANER

Although Uncle was a recluse to the outside world, he did live in style, and he always remembered his servants' birthdays with parties in this room. The floor of the fireplace is covered with a thick layer of paper ashes. The door in the northeast corner is unlocked, and no noise can be heard from the other side. There is also a secret door in the northwest corner that swings open into area 20. The door is opened by turning the nearest torch holder 90° clockwise.

16. Kitchen. This room contains the usual fixtures and implements. Like the dining room, it is a mess. Other than the hobgoblins' garbage and dirty pots and pans, there is nothing of interest in here. An observant PC might see that there is a considerable amount of ash from paper in the fireplace, since the hobgoblins use books from the study (area 22) for kindling. There is an iron door in the west wall that is very cold to the touch.

17. Freezer. The temperature in here is below freezing. Hanging from hooks are the carcasses of various creatures. Uncle once befriended a wandering druid and persuaded him to cast a *control temperature* spell to bring this room below freezing. He then used a *permanency* spell from a scroll to create a permanent freezer to preserve foodstuffs.

18. Connecting Corridor. This long corridor is lit by torches in sconces. It has doors to the west, east, and north. A hobgoblin is sweeping up the hallway. When he sees the adventurers, he drops the broom, raises his hands, and cries out in Common, "I give up! Don't shoot! Don't hurt me! I surrender!"

This hobgoblin is Grinkle. His father disowned him and, through connections with the chief, placed him in the troop "to make a real hobgoblin out of him." Grinkle believes that brains can accomplish more than brawn and hangs back in any fight, joining the side that happens to be winning. Hence, when confronted by the PCs, he is not about the fight them except in self-defense.

Grinkle's surrender is genuine. If he isn't treated roughly, he can tell the PCs about Lieutenant Julla in area 19 and the two sergeants snooping around farther north. He does not know about the trap in area 20 or what lies in areas 21 and 22, since these rooms were put off limits. (He knows there were a lot of books somewhere in that area and that the books were used to kindle fires in the dining room and kitchen.) If promised an opportunity to join the party (and he will suggest this), Grinkle reveals the number of hobgoblins upstairs. Since the troop arrived at the keep, Grinkle has been waiting on Julla hand and foot and has been the butt of jokes from the other troopers. He therefore feels no loyalty to his fellow troopers.

The DM might allow Grinkle to stay with the party indefinitely as an NPC. If so, it should become apparent that Grinkle's talents are in thieving, sneaking, talking, and (surprisingly) cooking, but not fighting. Despite these skills, no amount of effort short of magic can disguise him to look like anything but a hobgoblin. Grinkle can serve as an apprentice to a thief.

No noise is heard from the northern door. A successful listener at the western door hears a guttural humming. Neither door is locked.

19. Master Bedroom. This room is furnished with a large, comfortable bed, a chest of drawers, a chest, and an easy chair with hassock. The bed linens are dirty and stained, and dirty cups and dishes are scattered about. Standing before a mirror mounted on the south wall is a large hobgoblin holding a piece of cloth. The hobgoblin is staring at his reflection and humming contentedly.

This is Julla, the hobgoblin lieutenant in charge of the troop. A few hours ago he pulled off the cloth covering Uncle's enchanted mirror. The mirror causes the viewer to become enamored with himself un-

less a save vs. spell is successful. Julla is tremendously vain, and he missed his save miserably. He stands totally oblivious to anyone coming into the room as he smoothes his eyebrows, adjusts his hair, wipes crumbs from his lips, and occasionally flexes his muscles. Uncle would leave the mirror uncovered whenever he was out of the room as a trap for would-be thieves. The mirror can entrance only one individual at a time.

Any attack brings Julla out of his trance, and he fights hard and to the death, bellowing for Grinkle's assistance (no luck there!). An initial back attack by the PCs automatically succeeds, as will any reasonable method used to slay Julla.

The lieutenant carries a pouch with 25 gp and two keys. One key used to open the lock to the mausoleum (area 10). The other opened the chest in this room.

There is nothing of interest in or around the bed, chair, hassock, or chest of drawers. The mirror cannot be removed from the wall without breaking it. The locked chest contains two gems (each worth 150 gp). At the DM's option, there might also be a letter, written in Hobgoblin, from Julla's commander (a sub-chief) giving Julla orders and instructions:

Julla!
You hold keep till next troop arrives in 40 days. Patrol woods and keep intruders away from tribe's territory. Shar-Kee does not want failure. You fail, and your first command be your last!
Kro-Kar, Lostafinga sub-chief

This letter might lead to interesting follow-up adventures and also hints at the arrival of another troop to replace the hobgoblins currently stationed at the keep. See "Concluding the Adventure" for details.

20. Illusionary Trap Room. This is an oddly configured room, as there is a T-shaped pit diving it into three parts. The southwest and southeast corners are 10' square; the northern section measures 10' × 30'. These three floor sections are connected by stout-looking boards bolted into the floor. Iron angle braces bolted to the sides of the pit and the bottom of the boards make the boards very stable. On the far north wall is a closed wooden door. Resting against the wall are two additional boards.

If a PC looks down into the pit, he can see that it is about 20' deep. There is a brownish-red stain on the pit floor under the boards, although this can only be seen with a proper light source.

The middle 3 feet of each board is a *permanent illusion* created by Uncle to prevent intruders from reaching his inner sanctum. The outer ends of the board test just fine, but when someone reaches the middle, there is nothing but empty space and the pit below. The brownish-red stain on the floor is from the first hobgoblin who tried to cross the pit via the boards. After this incident, Lieutenant Julla put all areas north of this room off limits to the rest of the troop, as it is obvious that this trap must be guarding something valuable.

The two boards leaning against the wall on the other side of the pit are quite sturdy and were used by Smuk and Cheff, the two hobgoblin sergeants, to reach area 21. The door to area 21 is not locked. Successful listening at the door reveals the muffled sounds of an argument.

A single, empty torch holder is mounted to the wall near the southeast corner of the room. The secret door in the south wall (leading to area 15) is opened by turning the brass torch holder 90° clockwise. The door swings open into the room but has no chance of knocking anyone into the pit.



21. Living Room.

This ransacked room is lit by the torches held by two arguing hobgoblins standing in the northeast corner. This room's once-luxurious sofa, chair, and hassock have had their stuffing torn out. Pictures and tapestries have been ripped from the walls and thrown about.

One hobgoblin is saying to the other, in Hobgoblin, "I'm telling you, something's here, Smuk!" The other replies, "And I'm telling you, there's nothing here!"

The two hobgoblin sergeants, Smuk and Cheff, are both ambitious and have figured that Lieutenant Julla put this part of the keep off limits so that he can find all the treasure (and get all the credit) himself. They are holding an involved discussion in which Cheff contends loudly that has found something that looks like a secret compartment. Smuk, on the other hand, is having second thoughts about disobeying orders and is anxious to get back before they are caught. Thus, if the PCs take reasonable precautions to enter quietly, they might hear further details of this argument and surprise these two hobgoblins automatically. When the hobgoblins notice the adventurers, they throw down their torches, pull out their swords, and attack. The sergeants each have 5 gp. They fight to the death.

All of the furniture, tapestries, and other items in the room have been ruined in the search for Uncle's treasure. There is a secret door in the northeast corner (Cheff spotted it) that leads to area 23. The secret door can be pulled open by anyone with a Strength of 9 or better.

22. Study. This is another ransacked room, with ruined pictures and other items scattered about. There is also a desk that has been reduced to splinters. The built-in bookcases that line the walls are empty; Uncle's library has been used to start fires in the kitchen and dining hall. A successful check for secret doors, however, reveals a small sliding wall panel. The recess behind the panel holds a scroll containing the spells *wall of fog*, *misdirection*, and *wraithform* (all cast at 8th level) and a *wand of paralyzation* with six charges. The command word for the wand, "cyllibrym," is inscribed in Elvish on the wand's slender shaft.

23. Treasure Room. This small room appears totally empty except for a pair of metal gauntlets lying in the middle of the floor. There is also an *invisible* unlocked chest in the northeast corner. The chest is covered with contact poison that has weakened over time (save vs. poison at +4 or suffer 5–20 hp damage). The poison can be avoided by someone wearing gloves, the metal gauntlets, or similar protection. The chest becomes visible when touched.

Inside the chest are the following treasures: a *short sword* +1, three *sheaf arrows* +3, five *darts* +5 (usable only by a wizard-class character), a potion of *extra-healing*, a *ring of shocking grasp*, 500 pp, 850 gp, and five gems (worth 2,500 gp, 2 × 1,000 gp, 500 gp, and 250 gp respectively).

Concluding the Adventure

If the adventurers are unsuccessful in driving the hobgoblins out in time, the keep and its belongings escheat to the Lords of Waterdeep. The Lords send a full company of men-at-arms and cavalry with siege engines to retake it, and they succeed. The PCs will have to find riches and glory elsewhere.

If the PCs are successful, Uncle's nephew or niece receives the title "Squire of South Kryptgarden" along with a deed to the keep and land. This relative is summoned before one of the Lords of Water-



deep, who demands fealty and explains to the PC that there is a condition to the deed: the land's new occupant must keep the area clear of monsters.

If the DM feels that giving low-level PCs a keep of their own is too grand a gesture, then the Lords of Waterdeep might opt to put the keep in trust, stationing armed soldiers there until the inheritor has gained sufficient personal power to warrant giving the keep back (if the Lords of Waterdeep are so inclined).

Avenues for additional adventures and roleplaying are endless. Some ideas are as follows:

- ♦ Thirty days after this adventure, the chief of the Lostafinga tribe sends another troop of hobgoblins to relieve the one that was on duty. The adventurers might find the keep reoccupied when they get back, or they might have to defend the keep against a hobgoblin siege.

- ♦ Thieves or other NPCs in Waterdeep hear of the PCs' success and try to secure the keep for themselves.

- ♦ The Tree Ghost barbarian tribe decides that their ancestral totem is hidden in Kryptgarden Forest, and they want to use the keep as a base of operations for their search.

- ♦ The PCs decide to further fortify and inhabit the keep; settlers and the means to provision them must be found.

- ♦ The annual real estate tax bill arrives, and money must be raised to pay it.

Whatever course the campaign takes, the adventurers will find the taking and securing of Uncle's keep a great platform for taking off into more adventures in the savage northern frontier of the Forgotten Realms.

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