

RUMORS AT THE WAYFARER'S INN



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RUMORS at the WAYFARER'S INN

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This Adventure
Belongs To: _____



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RUMORS AT THE WAYFARER'S INN



The Wayfarer's Inn is located on the relatively quiet Street of Crafts in the City State of the Invincible Overlord. It is noted for the extraordinary cleanliness of its rooms and bar, a fact that would usually attract many travelers were it not for the group of rowdies which have made the Wayfarer their haunt. Birkaby Long-Arm, the proprietor, has a particularly evil nature and is given to ranting outburst of anger at gentle folks and malicious glee at the misfortunes of others. Birkaby once plied the sea lanes as a privateer, but he made such a reputation for himself for carnage that his Letters of Marque were revoked, and he was declared a pirate for a decade. Birkaby eluded captivity and rose high in the ranks of the Brotherhood of Pirates. His many adventures eventually ended when he engaged a seemingly-peaceful merchantman with his squad of two corsairs and three dhows. Although successful in capturing the prize, Admiral Birkaby was cursed with the *Spell of Seven Unclean Diseases* by a dying Vizier of Tarantis. Birkaby was quickly ousted by his loyal crew (the alternative being death at the hand of the new captain) and left stranded on a deserted isle of barren rock in the Pokrantil Archipelago. Although picked up by a kindly young Sea Mage, Birkaby suffered for four years from debilitating diseases. After nearly dying several times, he managed to reach one of his secret caches and purchase a slow, agonizing cure at a temple in the City State of the Invincible Overlord.

With the amount remaining from his secret cache, Birkaby bought his pardon as well as the Wayfarer's Inn, in order to stay near the temple wherein he was cured should the cruel diseases flare up again. Birkaby became moderately prosperous due to his old contacts with the Brotherhood in this major port. His notoriety also attracted mercenaries seeking work and bandits hoping to learn more of pirate caches, easy prey along the coast, and cooperative actions with the Brotherhood. Patrons at the Wayfarer at any one time will include 2D10 each of Bandits, Pirates, and Mercenaries, of which half will be Level One and the balance Levels 1 - 6. There will also be 1D6 - 1 other customers present (see tables following).

Judge's Notes

This module contains a complete description of the Wayfarer's Inn and three mini-adventures, the beginnings of which may be made at the Wayfarer's Inn. The mini-adventures are "The Watchtower of Sentia," "The Dunlin Inn," and "The Hall of Velus." Gamers' maps are included, and you are permitted to make copies of these to hand out to the players as you deem fit. This module is designed in a free-form manner, and you should alter or add to it whatever is necessary to adjust it to your campaign. For low-level adventuring, provide assistance with more information via Beggars, soothsayers, gossips, and non-player characters interested in the success of a mission. You may also reduce the danger level by causing the monsters to be ill, sleeping, dressing, gaming, arguing, or losing their footing. Remind the gamers to cooperate!



If you have the opposite problem, and the adventures seem a bit too mundane for your usual session, add snares, deadfalls, pits, arrow traps, explosive locks, slides, cursed scrolls, protective runes, or a rival group of adventurous bandits out to thwart the gamers and capture the prize for themselves. A particularly nasty surprise is the "traitor within" - a trusted guide of seemingly low level that is intent upon striking at the most vulnerable moment for the party, either to avenge a "blood pact" or to abscond with a treasured magical device. Keep your additions fair and well-balanced to provide the most near-lethal fun, however. An escape should always be possible. For instance, Wolvesbane often grows in areas frequented by Werewolves.

Several methods of delivering the maps to the gamers are possible. Dice on the table following and follow the action rolled. If the gamers still fail to obtain the maps necessary, dice up another action to attempt. Failing all else, simply have a non-player character sell the map to the gamers at a price they can afford. If the gamers decide not to pursue an adventure, begin providing rumors to induce them to do so.

Once the gamers have decided to try an adventure, they should equip themselves for travel to the various locations suggested. The journey should keep the expedition exciting; any trek into the wilderness is both dangerous and demanding. Encounters with wildlife (including giant creatures) are common, and enchanted monsters are only slightly less common.

Remember that this is the stuff of which epics are made and don't slight the gamers of random encounters. The travel-stained explorers should arrive at their destination with a sigh of relief and some slight apprehension of the more perilous test to come. Should your campaign consist of predominantly low-level gamers, remember that the fauna (even predators) prefer to be left alone and are often already occupied with quarry more to their tastes. Highly intelligent creatures will not attack against the odds unless necessary to achieve a higher goal (encourage the party to join a caravan, clutch of pilgrims, or similar group) and will usually avoid conflict in any case unless it is as the last resort to attain some goal (and that goal may not even involve the gamers). Campfires attract attention, although they also dissuade most normal predators. Remember that animals will often seem to act illogically. For those Judgas with high-level campaigns, remember that virtually everything that crawls, walks, or bores underground during the day comes out at night. Be fair in any respect and give warning of some sort if a valiant gamer is about to die ignobly from a tiny insect bite.

Scrupulously give the gamers the treasure indicated; they have earned it. If the wealth would unbalance your campaign, it is also enough to attract the attention of everyone within several hundred miles in a matter of days. Every encounter thereafter will most probably be some attempt to relieve the gamers of their treasure. Thieves, bandits, robbers, tax collectors, petty Barons, dishonest merchants, confidence men, and fake estate realtors will abound. Precious metals and gems are prime alchemical and magical ingredients sought by powerful Master Alchemists, Wizards, and their minions. Sendings, stalkers, and apparitions will multiply as the notoriety increases. Evil clerics and cults will seek the treasure to enhance their religious standings even to the point of summoning minor godlings or their hosts to obtain the wealth. Haunted mines, manors, and bankrupt businesses will be offered at a fraction of their represented worth. Tolls, fees, and supplies will become 1D6 times their normal cost. Finally, this amount of wealth would cause even the most loyal non-player hirling, retainer, or companion to consider the "good" that could be done with the power such wealth might buy. Dwarves will frequently claim their "prior rights" to such finds, often producing supporting legal documents of ownership. Remember that many a fantasy hero is a rich king one day and a vagabond adventurer the next.

Map Method

- | | | | |
|--|---|---|---|
| 1. Won Gambling with "Other" Patron | 6. Offered by Birkaby for the Death of "Special" Patron | 11. Hurlled to Floor With Loud Oath by Departing "Special" Patron | 16. "Special" Patron Disappears With a "Puff!" - Leaves Map |
| 2. Dropped by Brawling "Other" Patron | 7. Dejected "Special" Patron Offers for Horse | 12. Aged Beggar Bequeaths it for Small Kindness | 17. Spilled Wine Congeals Into Map |
| 3. Offered by "Special" Patron for Weapon | 8. Carried by Giant Rat Under Table | 13. Found in Secret Pouch Sewn in Cloak | 18. Dying Pilgrim Gives Map to Player |
| 4. Found in Bottle Holding Candle on Table | 9. Found in Sack Under Chair, Along With Severed Ore's Head | 14. Dropped from Baggage of "Special" Patron | 19. Slave Offers Map For Freedom |
| 5. Gift from Appreciative Barmaid | 10. Becomes Visible by Accidental Touching - Tacked to Wall | 15. Found Baked in Bread Loaf | 20. Tucked in Skull Behind Bar |

Other Patrons

- | | |
|--------------|---------------|
| 1. Sea Mage | 11. Assassin |
| 2. Sea Witch | 12. Cultist |
| 3. Dwarf | 13. Cleric |
| 4. Minstrel | 14. Jester |
| 5. Thief | 15. Barbarian |
| 6. Ogre | 16. Goblin |
| 7. Orc | 17. Elf |
| 8. Juggler | 18. Troll |
| 9. Viking | 19. Amazon |
| 10. Ranger | 20. Special |

Special Patrons

- | | |
|--------------------|-----------------|
| 1. Great Ape | 11. Illusionist |
| 2. Sea Hag | 12. Dark Elf |
| 3. Crabman | 13. Gnome |
| 4. Disguised Demon | 14. Gnoll |
| 5. Serpent Person | 15. Vampire |
| 6. Wizard | 16. Tarn Rider |
| 7. Lizardman | 17. Armorer |
| 8. Pixie | 18. Alchemist |
| 9. Anti-Paladin | 19. Wererat |
| 10. Bard | 20. Godling |



Watchtower of Sentia Rumors

1. The dweller of the tower is a 7' tall Skeleton with a glowing Sword which commands Goblins.
2. A Ghoul was seen dragging a sled with the Mage of Dorn and his pouch of potions to the tower.
3. The Goblins have captured a party of nobles and taken their jeweled scabbards to the tower.
4. The adamantite Dagger, "Glamour Gore" is hidden in the chamber of skulls.
5. The walls have been weakened near the spiral staircase. **Do not force the door!**
6. The enchanted Axes of the Dwarven Tribunal of Kings are used as patterns within.
7. The Goblins hold many peasants captive and dare not enter many of the rooms for fear of traps.
8. The conundrum of the doors demand the services of a high-level picklock.
9. Alchemists consort with Goblins and Orcs to concoct many potions and unguents.
10. A Wolf commands Undead Ghouls and Greater Orcs by means of powerful magiks.

Dunlin Inn Rumors

1. There is a tunnel beneath the tower which leads to a cache of gold and furs.
2. Smiter is the agent of a powerful Assassin and the present owner of the Dunlin Inn.
3. Varnir is a powerful Sage who sells miscellaneous magiks to support research.
4. A Dragon occupies the gold mine at 980' above sea level. It feeds on wild horses.
5. The silver mine contains a nexus gate to another world where Sapphires are ground.
6. The Invincible Overlord is sending a scouting force to recapture these lands.
7. Niglo the Hunter is seeking some adventurers to assist him in capturing Moronic Kharpagh, chief of a nomadic tribe.
8. Hidden beneath the tower is a warchest containing sufficient funds to finance a rebellion.
9. Sixteen cantrips are taught by a Half-Elf Mage for 200 GP each. The Mage lives one league south of the Inn.
10. A baron's son stays at the Inn and desires followers to overthrow his tyrannical father.

Hall of Velus Rumors

1. The long-lost Longsword, "Fearbringer" is hidden deep within the crumbling walls.
2. The halls are cursed against non-Elves, and Skeletons roam the chambers.
3. Terrible Undead things guard fabulous treasure and worship a corpse-eating Troll.
4. Secret passages conceal the tomb, but no way out remains if you enter.
5. The woods echo with wails from the Hall during nights of the full moon.
6. The road is really a muddy track made by Giant Snails of the forest.
7. Velus means Wraith-Friend in the ancient High Elven tongue.
8. Females avoid the forest because all venturing therein have never returned.
9. The Elven lord, Trevinger Valoriel, seeks his sister within the forest.
10. Velus unearthed the remains of the High Lord of Shobarak and created of him a Wraith.

Physical Description of the Wayfarer's Inn

1. A large, L-shaped room, 87½' x 87½', contains the main bar area. Windows line the west wall on either side of the entrance. Two stone fireplaces, one in the southeast corner and one on the south wall between the kitchen and the bar, provide heat for the room. Seating for about 150 patrons includes the long bar in the southeast leg of the L, several long, wooden tables with benches or chairs on either side, some small tables for four, and a number of comfortable chairs grouped around the southeastern fireplace. The varnished board-and-batten interior, beamed ceiling, and pegged plank floor strewn with sawdust provide functional yet pleasant surroundings. Several oil-lamp chandeliers hang from the ceiling to provide light when the interior wooden shutters are closed over the windows at night or during bad weather. An opening in the center of the north wall provides access to the laundry room as well as to the stairs leading to the sleeping rooms on the second floor. A door to the west of this opening leads to the office of Birkaby Long-Arm, the proprietor of the Wayfarer Inn. At the northeast corner of the main room is a door leading to the room housing the servants who work at the Inn. Near the end of the bar is the double swinging door leading to the kitchen area.
2. The owner of the Inn, Birkaby Long-Arm, occupies this private bedroom as well as the office adjacent to it (Room 3). The 20' x 35' bedroom has an exit to the street on the north wall and two windows flanking the bed on the west wall. In the center of the east wall between the bedroom and the office is a stone fireplace with a heavy, beamed mantle and shelves on either side which are used to display an assortment of cheap trinkets the owner has collected over the years. The door between the office and the bedroom is in the southeast corner. In the southern third of the room, a valuable woven carpet of vivid hues covers the pegged flooring. On this carpet, a low wooden table surrounded by a comfortable, overstuffed couch covered in blue sailcloth and two wood and canvas chairs are arranged. Oil wall lamps hang on either side of the couch. A seachest sits beside the double bed on the west wall. It contains Long-Arm's clothing and grooming necessities, a pair of high hard boots, a silver Dagger, a steel Cutlass with a copper-embossed handle, and, hidden at the bottom beneath a pile of linen shirts, an iron strongbox containing 127 GP, 42 SP, 366 CP, two Rubies worth 15 GP each, a single gold earring worth 5 GP, and a silver amulet set with a large Jade stone and hung on a silver chain worth 145 GP. Beside the chest is a dressing table holding an oil lamp, a straight razor, a bar of yellow soap, a ceramic mug, and a silvered mirror with a teakwood handle worth 5 GP. In the northeast corner of the room, a colorfully striped linen curtain suspended from the ceiling by copper chains forms a small chamber and conceals a shelf holding a wash basin and a chamber pot. Two soft towels lie beside the basin, and a clean cloth lies near the chamber pot. The towels and cloth are changed and the chamber pot is emptied each day by the servants. Wooden shutters with stout fasteners are hung on either side of each window to be closed at night or during bad weather, and the heavy oaken door to the street is secured by three iron dead bolt locks.
3. The office of the Inn, 18' x 35', is entered from the main bar by a door in the south wall. A table to the west of the door is intended to hold the weapons of any person entering the office for the purpose of conducting business with Birkaby Long-Arm. A door in the southwest corner leads to his private bedroom. In the middle of the west wall is a fireplace flanked by shelves holding the ledgers detailing the financial business of the owner, several books of fiction and poetry, and a collection of seashells. A couch and chair occupy the north end of the room by the two windows, which are protected by wooden shutters and covered with short lengths of polished linen woven in brightly-colored stripes. In the middle of the room, a large rug covers the pegged floor. On it sits a large desk, behind which is an upholstered rosewood chair. Arranged before the desk are three wood and canvas chairs. On the desk sits an oil lamp, a pair of wickers, a tinderbox with flint, and an enormous Sand Dollar. The desk holds current ledgers, parchments, quills, inkbottles full of ink, an iron Dagger, a vial of acid, three gold buttons worth a total of 2 GP, a penknife, two felt blotters, a bottle of sand, four sticks of sealing wax, and a small volume of poetry authored by Birkaby Long-Arm. Behind the desk chair is a small, heavy wooden safe with an iron padlock that contains the cash box with funds for the daily operation of the Inn. Usually, it holds 35 GP, 125 SP, and 135 CP. Two oil lamps hung on the east wall on either side of the desk shed light into the room when the shutters are closed over the windows. A secret door in the northeast corner of the room leads to a vault under the stair landing in which the owner keeps his treasures. The vault contains four tapestries valued at 100 GP each, a silver goblet worth 50 GP, a gold Dagger set with three small Emeralds worth 450 GP, a sack containing 350 GP, a sack containing 427 SP, a sack containing 3 Opals worth 15 GP each, 4 Rubies worth 10 GP each, 2 Jades worth 20 GP each, and an Aquamarine worth 7 GP, and a carefully folded pirate's flag.
4. This is the laundry room (20' x 35') where all the patrons who rent rooms on the second floor must have their apparel washed (1 GP) upon registering at the Inn. The door in the west wall is the only entrance. Two windows in the north wall are protected by iron bars and can be covered with wooden shutters at night and during bad weather. Iron candle holders affixed to the walls at regular intervals provide light to the room when the shutters are closed. Shelves line the west wall. These are stacked with fresh linen for the beds and clean towels and washing cloths. Two tables are provided for use in folding and sorting laundry. On a low platform in the northeast corner are two large vats used for doing the actual washing of the laundry. Small holes in the platform allow excess water to drain into a large sewer drain beneath the platform. Water for the washing is heated in large iron kettles over the fire that burns continually in the fireplace in the east wall. The northern end of the room contains racks used for drying the laundry. If the players wish to search through the pile of dirty clothing by the platform in the northeast corner, they may find 2 GP per minute of searching up to 12 GP.

5. The servants' room (18 x 35) is simple and bare. The only entrance is in the south wall, and the two windows in the north wall are barred and may be covered by wooden interior shutters with iron fasteners. A fireplace in the center of the west wall provides the only heat and light available. A large table sits on either side of the fireplace, but no chairs are provided. The tables are bare, and it is here that the servants are expected to take their meals when not needed to work in the Inn. A chamber pot sits in the northwest corner of the room. Five plain cots with straw ticks covered by cotton sheets and woolen blankets are arrayed along the east wall of the room. At the foot of each bed is a wooden chest with no lock that contains the clothing and footgear of each servant. There is nothing of value in any of them.
6. The kitchen area, 30' x 40', is entered through swinging double doors in the northwest corner. A large double fireplace occupies the north wall. Iron kettles hang on hinged iron arms over the fire and an iron cricket rests amid the ashes on the hearth. Pots, pans, and other large cooking utensils as well as rush and reed baskets, two fishnets, and several iron cleavers hang on hooks on the north wall at either side of the fireplace. Wood is stacked in the northeast corner near the fireplace. Along the east and west walls are shelves containing baskets and crocks of foodstuffs, a huge crock of salt, and a few glass jars which hold rare spices. North of the door in the east wall that leads to the food storage room is a rack that holds four barrels; one barrel contains beer, one contains ale, one contains wine, and one contains water. Ropes of Ox Sausage festoon the ceiling, hanging from the beams on iron hooks. The west wall is lined with shelves piled high with smaller cooking utensils, bowls, trenchers, plates, mugs, and eating utensils. Two tables in the southern section of the room are used for preparing food, and the large oak butcher block near the center of the room is stained with blood despite regular cleansing by the servants. The three windows along the south wall are all barred and have wooden shutters with iron fasteners to close them at night and during bad weather. An oil-lamp chandelier hangs from the ceiling to provide further light for the cooks. Beneath two of the windows in the south wall is a low table holding two large pans used to hold the water for washing dishes. Several drying towels hang on hooks attached to the ends of the table. The pegged floor is kept spotlessly clean by the servants, who sweep it several times a day with the corn broom standing behind the door. Beneath one of the preparation tables is a keg of sand used to absorb any grease spilled on the floor.
7. The storeroom, 18' x 30', has double swinging doors giving access from the kitchen. The windowless room is lined with shelves full of foods in varying stages of preservation. The lower shelves hold baskets of fresh fruits and vegetables, and the upper shelves contain jars of pickled, salted, and preserved meats, fruits, and vegetables. Huge rounds of Goat Cheese hang in net holders from hooks fastened to the support beams of the shelves. On the floor, sacks of wheat and rice flour, worm meal, potatoes, salt, and kelp are piled. Near the southern wall are stacks of barrels containing pickled fish, smoked and salted Otter, brined cucumbers, cauliflower, and loveapples, honey, wine, ale, rum, beer, and mead. Several smoked hams hang from the beamed ceiling. Crates containing citrus fruits, onions, and cabbages are stacked in the center of the room. The room is lit by several oil lamps suspended on hooks from the beamed ceiling.

The Second Floor

There are seventeen rooms on the second floor; forty-three guest can be accommodated here without crowding them. The floors of all the rooms are varnished wood with no carpet, and the walls are whitewashed lathe-and-plaster. Each room contains a number of chests equal to the number of beds in the room for storing the clothing and personal belongings of the occupants, so the contents of the chests will vary with the occupants and will not be included in the room descriptions. The beds are all made of oak with tied springs and have straw ticks covered with cotton sheets and woolen blankets. Single beds have one feather pillow, and double beds usually have two to four feather pillows. There are two suites on the second floor, each sleeping four people and having its own water chamber holding a chamber pot and a shelf with wash basin, soap, and towels. The occupants of the other rooms must use the communal chamber pots stored in the two designated rooms, with the exception of the large communal sleeping room on the south side of the building. Rooms 14, 16, 18, 20, and 22 are especially favored by mercenaries and bandits because they have no outside windows; the only entrances to these rooms are through the single doors, which make the rooms easier to guard and defend in case of attack. A small lounge area has been created in a public area of the second floor by the guests who have, over the years, brought chairs out of the individual rooms and grouped them about the fireplace. All the rooms, as well as the 10' wide and 70' long corridor traversing the center of the building, are lit by oil lamps hung on the walls and by candles in candlestands on the tables or desks in the rooms.

8. This room, 18' x 25' is one of a suite of rooms. The door from the hall opens inward, as do all of the doors to the sleeping rooms, to reveal two comfortable couches on a large area rug. A Fireplace in the east wall is flanked by several shelves which hold seashells, driftwood, and small, carved replicas of boats. A desk and chair are positioned beneath one of the two windows in the north wall. The contents of the desk depend on the occupant of the room. The windows may be closed against darkness or foul weather by oaken shutters with sturdy iron fasteners. A table is against the south wall, and a door in the east wall gives access to the bedroom beyond.

9. This 20' x 25' room is the bedroom of the suite. A clothing trunk is set at the foot of each of the four beds arranged along the eastern wall. Two wood and canvas chairs are grouped in the southwest corner of the room by the fireplace, and another sits in the northwest corner beside the entry to this room from the sitting room. On the other side of the fireplace on the west wall is a large table, above which is hung a silvered mirror. Wood for the fireplace is stacked on the hearth between the fireplace and the table. The window in the north wall can be closed against darkness or foul weather by interior shutters fastened with a sturdy hook. A door in the southern wall leads to the private washing room that serves this suite.
10. The private wash area of the suite is a 5' x 10' room containing a shelf holding a wash basin, yellow soap, and a clean towel, and a chamber pot. On the west wall of the chamber is a door of iron bars that may only be opened from inside the chamber. It gives access to two small hatches which, when opened enable the user of the chamber pot to place it inside the chamber pot storage room. A servant checks these rooms several times a day and empties the chamber pots if necessary, making it unnecessary for the servants of the Inn to enter the private suites when they are occupied. This helps to eliminate charges by wealthy adventurers, bandits, and pirates that the servants of the Inn have removed some of the wealth of the occupants of the room in the course of their cleaning duties and provides more privacy for the patrons of the Inn. Other chamber pots are also stored in the small 2½' x 5' area for use by the customers occupying the less expensive quarters in the Inn.
11. This 18' x 25' room is the sitting room of a suite of two rooms. A large area rug covers most of the pegged floor, and a small couch upholstered in green velvet sits upon it. A larger couch upholstered in the same material is against the east wall facing the stone fireplace on the west wall. The fireplace is flanked by shelves holding a few books of adventure fiction and history as well as an assortment of cheap trinkets, part of the collection of the owner of the Inn which he uses as decoration. One of the cheap trinkets, however, is a small leaden box with a curious, raised inscription on the lid. Unknown to the owner of the Inn, a copper piece placed within the box will become two copper pieces in a day's time. The box is big enough for only two copper pieces, so one must be removed in order for the original copper piece to reproduce. Obviously, if the box is removed from the Inn, and the players return later to that room, this particular item will not be part of the description of the room. A desk and a wooden desk chair are situated beneath one of the two windows in the northern wall. The contents of the desk depend upon the occupant or occupants of the room. The two windows can be closed against the darkness or foul weather by wooden shutters fastened with iron hooks. In addition, green velvet drapes may be drawn across the windows to keep out the drafts. A wood and canvas chair sits beside the door to the bedroom of this suite in the west wall, and a large table is positioned against the south wall next to the door that provides entrance to this room from the hall.
12. A double bed is positioned beneath each of the two windows in the west wall of this 20' x 25' bedroom. This room was obviously intended for the wealthiest of the Inn's clients; green velvet curtains are draped along each bed toward its head and drawn upward toward a wooden valance carved to resemble the prow of a ship. Green velvet curtains are also draped on either side of each of the three windows, but only those over the window in the northern wall can be drawn across the window, although all three of the windows can be closed with wooden shutters to keep out the night air or bad weather. Between the two double beds, two flat-topped clothing chests are arranged along the western wall. On each chest sits a brass candlestand holding a single candle. At the foot of each double bed is another clothing chest. Two chairs upholstered in green velvet are clustered in the southeast corner beside the fireplace, and a table is positioned against the eastern wall on the other side of the fireplace. A watercolor of a pirate ship hangs on green velvet cord from a hook set in the ceiling just in front of the stone fireplace. A wood and canvas chair is positioned in the northeast corner of the room beside the door leading to the sitting room. A door in the southern wall gives access to the private washing room of this suite.
13. The private washing room of this suite is plainly furnished with a chamber pot and a washbasin set on a wooden shelf. Beside the washbasin lie two soft towels and a bar of yellow soap. A silvered mirror hangs on the western wall above the shelf. The eastern wall has a door made of iron bars set into it that can only be opened from within this private chamber. On the other side of the door, the wall has two small hatches that give access to the chamber pot storage closet beyond and enable the occupants of this suite to set their used chamber pot within the storage closet to be emptied by one of the servants of the Inn. This eliminates the need for the servants to enter the suite frequently and provides more privacy for the occupants. Other chamber pots are also stored in the small 2½' x 5' area for use by the customers occupying the less expensive quarters in the Inn.



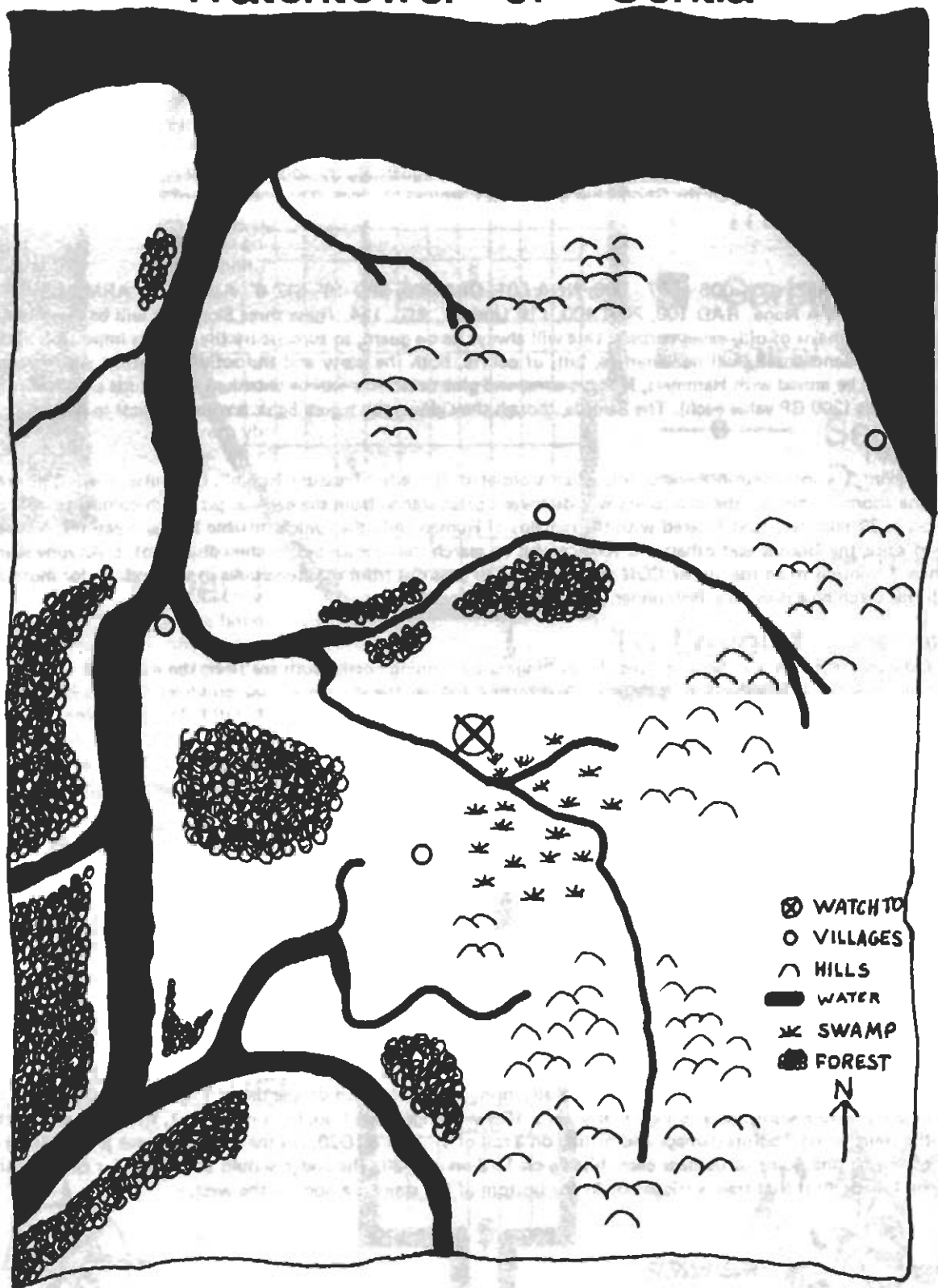
14. This 20' x 23' sleeping room is a favorite with groups of bandits and pirates who might need a safe place to spend the night because it has no windows, making the entrance in the north wall easily defensible. Beside each of the four beds in the room is a wood and canvas chair, and at the foot of each bed is a clothing trunk. Three of the beds are arranged along the eastern wall, and the fourth rests in the southwest corner of the room. A dressing table against the west wall of the room has a tin mirror hanging above it, and pegs along the wall between the door and the table provide places to hang cloaks and hats or girdles with sheaths and Shields.
15. Two occupants can rest comfortably on the single beds in this windowless, interior room. The room is 18' x 21' and the only entrance is through the door from the hall in the west wall. A wood and canvas chair sits beside each of the two beds arranged in the northeastern and northwestern corners, and the clothing trunks for each bed are against the east and west walls. A brass candlestand with a single candle sits atop the desk positioned against the southern wall, and the chair drawn up to the desk is made of cherrywood. The contents of the desk depend upon the occupants of the room. A dressing table stands in the southeast corner of the room, and a tin mirror hangs on the eastern wall above it. Pegs on the east and west walls beside the beds provide places to hang clothing or weapons.
16. An interior room for three, this 18' x 21' sleeping room is easily defended due to the lack of windows and the single door from the hall in the eastern wall. Two of the three beds are arranged along the western wall with their clothing trunks placed between them, and the third bed is in the southeastern corner with its clothing trunk at its foot along the eastern wall. Two wood and canvas chairs sit near the third bed along the south wall, and a third chair is positioned at the foot of one of the beds near the northern wall. A crude drawing of Mermaids gathering pearls hangs above the chair on the north wall.
17. The three beds in this 21' x 20' room are spaced evenly along the west wall with the two shuttered windows between them. During the daytime, the iron fasteners may be unhooked and the wooden shutters drawn back to provide light for the room. At the foot of each bed is a clothing chest, and a dressing table flanked by two wood and canvas chairs is set against the eastern wall. On the south wall is a desk and chair; the contents of the desk depend upon the occupants of the room.
18. This windowless, 20' x 23' room can house four, and is easily defended due to the solitary entrance at the southwest corner. Three of the four beds are arrayed along the eastern wall, and the fourth is in the northwest corner. All of the beds have clothing chests set at their feet. Each bed has a wood and canvas chair next to it, and a dressing table is positioned against the western wall beside the door. A tin mirror hangs above the dressing table.
19. Two occupants may be comfortably housed in this 18' x 21' sleeping room which features a large stone fireplace on the southern wall to provide heat and light. The fireplace, the easy defense of the windowless, single-entranced room, and the relative privacy it affords make this one of the more expensive of the smaller sleeping rooms. A dressing table is set along the western wall beside the door giving access to this room from the hall. Beside the dressing table is a wood and canvas chair. The two beds are arranged along the eastern wall with their clothing chests beside them in the corners of the room. A desk, the contents of which depend upon the occupants of the room, and a desk chair sit against the north wall, and another wood and canvas chair is beside the desk. On the mantle of the fireplace are several shells and pieces of driftwood and an enameled tin container used to hold pipeweed, now empty.
20. This small interior room is barely large enough to hold three guests. It is 18' x 17½' and has a single door in the eastern wall giving access from the hall. Two of the three beds are against the northern wall, and the third is placed in the southwestern corner. One clothing trunk is at the foot of one of the beds along the north wall, but the clothing chest of the other bed is beside it next to the north wall. Beside that clothing chest is a wood and canvas chair, and in the northeast and northwest corners are pegs set in the walls to provide places to hang clothing or weapons. Another wood and canvas chair is against the west wall beside the third bed, and the third trunk is placed at the foot of the bed along the south wall. More clothing pegs are set in the south wall at the southeast corner, and a third wood and canvas chair sits beside the door in the east wall.
21. A double bed rather than two single beds is the outstanding feature of this comfortable 18' x 20' room for two. The bed is set into a slight alcove on the southern side of the room, and the two clothing trunks are placed at the side of the bed and at the foot between the two windows in the western wall. The windows have wooden interior shutters fastened with iron hooks which may be closed against the night air or bad weather, but they also have curtains of a vividly-striped material which may be drawn across the windows to protect against drafts. Two wood and canvas chairs are set in the northeast corner of the room, and a dressing table is set along the northern wall. On the dressing table is a brass candleholder with a single candle, and a tin mirror hangs above the table. A desk with a wooden chair is positioned on the east wall; the contents of the desk depend upon the occupants of the room. The door to the room is in the southern wall.



22. This 18' x 22' sleeping room holds three guests. Two of the beds are by the south wall, and the third is against the north wall. A clothing chest sits next to one of the beds by the south wall, and clothing pegs line the west wall. Also by the west wall is a wood and canvas chair. Between the entry to this windowless room in the northern wall and the bed that rests by the north wall, a wood and canvas chair and a flat-topped clothing chest are arrayed. A brass candleholder with a single candle sits atop the clothing chest. Another clothing chest with a wood and canvas chair beside it sits along the eastern wall near the foot of one of the beds.
23. A spacious 20' x 20', this room is appointed for two occupants who don't mind sharing the double bed placed in the small alcove in the northwest corner of the room. One of the two clothing chests sits beside the entry to the room in the north wall, and the other is positioned toward the foot of the bed between the two windows in the west wall. This room is somewhat more elegantly appointed than the other sleeping rooms; the shuttered windows are covered with red velvet drapes, and a white bearskin is draped across the double bed. The room is much favored by the female pirates who frequent the Wayfarer Inn, despite the lack of easy defense. An ornately carved cherrywood desk and a matching chair with a red velvet cushion sit along the southern wall. Above the desk is an etching of a moonlit landscape, and beside the desk is a wood and canvas chair. Another wood and canvas chair sits beside the cherrywood dressing table against the eastern wall, and a silvered mirror in a gilt frame hangs above the dressing table. A brass candlestand holding a single candle and a small crystal fingerbowl are set atop the dressing table. The fingerbowl is bolted to the dressing table to discourage its removal.
24. This irregularly-shaped room is about 20' x 25' and houses two guests quite comfortably. The two beds are positioned along the eastern walls with two wood and canvas chairs set between them. At the foot of one of the beds is a clothing trunk, and the other clothing trunk is in the northeast corner beside the second bed. A dressing table sits against the western wall, and a desk with a wooden desk chair is against the northern wall. Two windows in the southern, oblique wall may be unshuttered during the day to provide light to the room, but the sturdy iron hooks close them fast against the darkness and bad weather. Pags for hanging clothing or weapons are set into the west wall between the dressing table and the southwest corner.
25. This is the only room on the second floor which is permanently rented, although the occupant is seldom in it. The room is rented to an old Pirate turned Bard who spends much of his time below in the main bar or on the docks watching the ships come and go. The bed of Bardache the Grizzled, although made like the other beds in the Inn, is covered by several blue silk quilts, and the intricately carved tusk of a Tusked Whale hangs above the headboard on the east wall. At the foot of the bed, instead of the usual clothing chest, is an old, battered, iron-bound seachest containing Bardache's clothes, two steel Cutlasses, several strings of glass beads worth 1 SP each, a gold nose-ring worth 5 GP, a silver-embossed teakwood box with blue velvet lining worth 16 GP and containing a severed Human hand well preserved, a leather bag holding 145 SP, 134 CP, and a Blue Diamond worth 50 GP, and a small leather pouch containing an ivory toothpick. Another trunk of the common, flat-topped house variety contains several pairs of leather boots, a silver Dagger worth 15 GP, a cat-o-nine-tails, 42 CP scattered about the bottom, and a locked, iron box holding a silver ring set with an Emerald worth 27 GP, 34 GP, and a carefully-folded pirate's flag with a large hole burned in the center. The dressing table against the northern wall holds a set of silver-handled combs with ivory teeth worth 45 GP, a silver-handled mirror worth 35 GP, and a boar-bristle brush with an Onyx handle worth 145 GP. Above the dressing table, a silvered mirror is hung, and several hooks on the walls beside the dressing table hold a variety of hair ribbons for use in tying back Bardache's ponytail. Two wood and canvas chairs sit in the southeast corner of the room next to the oak desk with an oak desk chair. Upon the desk are several quills, a bottle of ink, a parchment sheet, and a brass candelabra holding three candles. Within the desk are more quills and bottles of ink, several sheets of parchment, a steel straight-razor, a penknife, a brass buttonhook, two ivory buttons, and a volume of unfinished songs, some authored by Bardache and some by Bir-kaby Long-Arm. Along the western wall of the room are several roughly-built shelves holding scrolls of songs and books of poetry. A little-used Lute hangs on the wall in the northwest corner, near the door. The two windows in the south wall may be covered by wooden shutters with sturdy iron hooks against the night air, but the deep blue burlap curtains hung on either side of them are for decorative purposes only and cannot be drawn.
26. Ten beds line the walls of this irregularly-shaped common sleeping room. In the southwestern corner of this approximately 25' x 50' room is a stone fireplace with four wood and canvas chairs drawn up before it. Four beds are positioned along the southern wall between the windows, each with its clothing chest beside it beneath all but one of the five shuttered windows. Another bed is along the west wall between the two windows on that wall. Its clothing chest sits at the foot of the bed. Five beds are arrayed along the northern wall, each with its clothing chest beside it. The door to the room is in the northern wall at the northeastern corner. In the southeastern corner, a gaily-striped curtain suspended from the ceiling by copper chains conceals a chamber pot and a small shelf attached to the east wall and holding a wash basin, a bar of yellow soap, and several soft towels. A tin mirror, badly scratched, hangs above the shelf.

Gamer's Map

Watchtower of Sentia



Watchtower of Sentia

Along the River Modron lies the Watchtower of Sentia, forgotten but to a few, and the dungeon below it wherein evil experiments were strangely wrought. Now, strange and hungry creatures have recently taken up residence there. The local farmers, not used to unearthly encounters, are encouraging passing adventures to investigate this ruined Watchtower with its "hidden treasures". They mention that "a few petty annoyances might resent the party's presence there, but surely a blow or two from those wicked looking Swords will easily disperse them".

Room 1 (40' x 60')

Inside the entrance, there will be three Ghouls: HIT 002, HTK 010 - 011 - 012, NOA 003, DPA 4/3/6, SPD 12', SIZ 6', ALN CEX, ARM 030, INT 153, PSY 153, MRT 080, SPA Paralyze with Touch, Saving Throw of CON or less on 1D20, RAD 100, POR 100, FOD Human Meat, LIF Undead, AGL 103. They are guarding the room. They have no weapons but strike as if trying to disperse intruders. One of the Ghouls has a Gold Key around his neck. The door on the west leads to Room 2, the door on the east to Room 3.

Room 2 (50' x 60')

Three Skeletons: HIT 002, HTK 006 - 007 - 008, NOA 001, DPA 006, SPD 16', SIZ 6', ALN NXX, ARM 042, INT 103, PSY 103, MRT 090, SPA None, RAD 100, POR 100, LIF Undead, AGL 114. These three Skeletons will be assembling new Skeletons from the remains of old, eaten corpses. One will always be on guard, so surprise by the party is impossible. The new Skeletons, being non-enchanted, will not animate, but, of course, both the party and the active Skeletons are not aware of that. Skeletons will be armed with Hammers, Mallets, pens, and glue pots. Two will be wearing Longswords sheathed in jewel-encrusted Scabbards (200 GP value each). The Swords, though they glow with a grey light, are non-magical in nature.

Room 3 (30' x 60')

The door to Room 3 is inscribed in runic script; when translated, it reads "Treasure Room". Of course, there is no treasure here. When the room is entered, the characters will discover a great stench from the garbage pit which comprises 98% of this room. The pit is 30 feet deep and littered with the remains of Human and other unidentifiable lifeless creatures. No treasure will be found since the Ghouls and others are very careful to search the rubbish before they dispose of it. Anyone searching for more than 2 minutes must roll under CON score on 3D6 or pass out from the stench. Anyone searching for more than 4 minutes will risk catching a skin rash. Roll under CON on 3D6 to avoid this.

Room 4 (70' x 120')

This is the Cafeteria, Kitchen and Serving Area. Three long tables running north-south are along the west wall, with full table settings and benches for 20 guests. A frightened Goblin by the east wall is stirring a huge cauldron, Goblin: HIT 002, HTK 007, NOA 001, DPA 002, SPD 24', SIZ 4', ALN CNE, ARM 005, INT 103, PSY 103, MRT 010, SPN None, RAD 010, POR 020, FOD Meat, LIF 20 yr, AGL 115. The scent of roast beef mixed with other smells (cooked flesh, etc.) permeates the air. Along the north wall is a row of skulls, Elves, Men, Dwarves, Cattle, Hogs, Halflings, Goblins, Trolls, and Wolf. Inside the hog skull are two Sapphire Gems, each worth 500 GP.

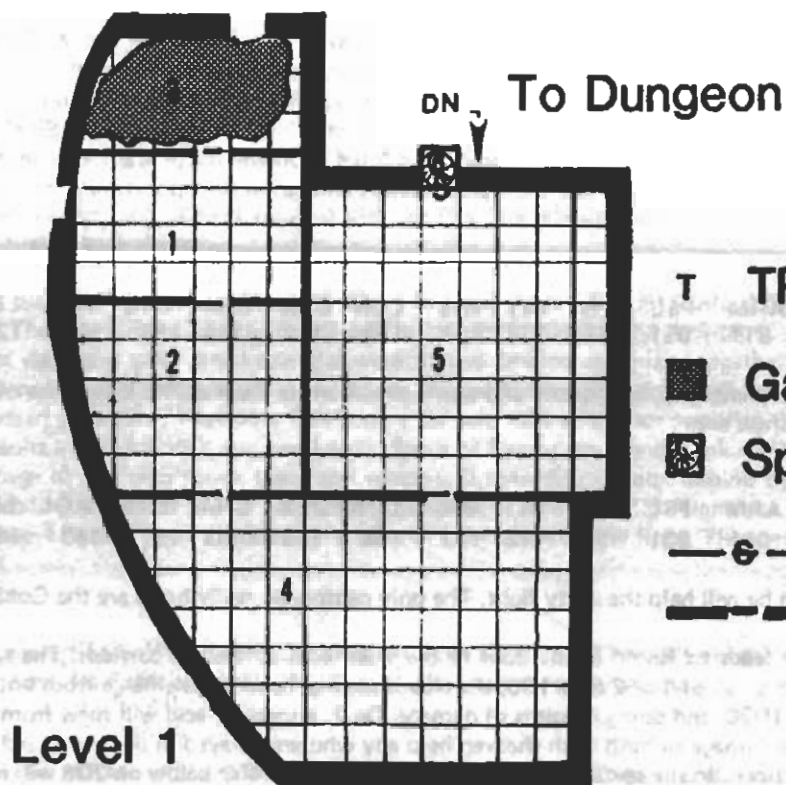
Room 5 (80' x 80')

This is the Barracks area. 15 beds line the north wall. Goblin skulls with torches in their mouths line the east wall. If any torches are removed, alarms will sound automatically. On the south wall are mounted arms, Short Swords, Longswords, Javelins, Polearms, and Axes, which once belonged to earlier adventurers. Other items are placed on a high shelf including 2 potions, Soaring and Forgetfulness, one Ring of Strength Draining, and an Adamantite Dagger. Eight Orc Guards are always on duty. Orcs: HIT 003, HTK 006 - 007 - 007 - 007 - 008 - 008 - 009 - 009, NOA 001, DPA 006, SPD 24', SIZ 5', ALN CEX, ARM 055, PF% 030, INT 103, PSY 103, MRT 010, SPA None, WPN Any, RAD 010, POR 020, FOD Meat, LIF 20 yrs., AGL 112. The east wall is a secret door leading to Room 6.

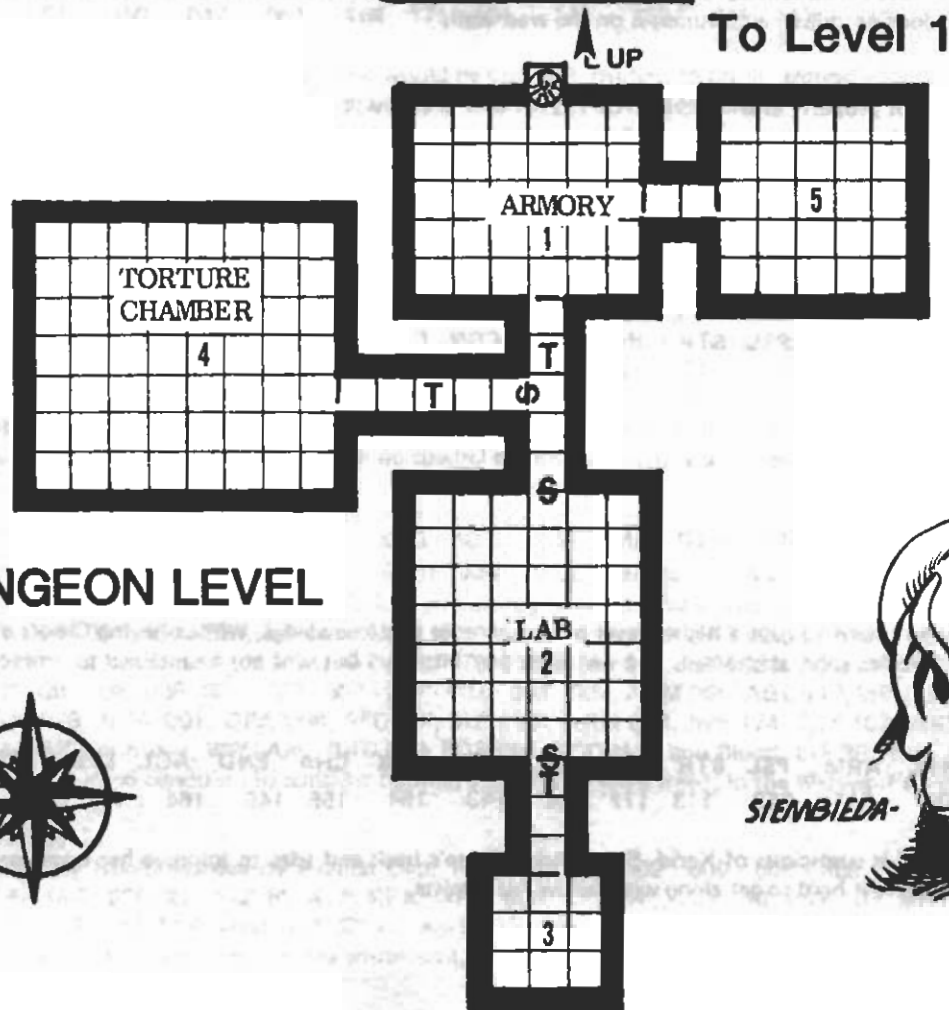
Room 6 (10' diameter, 5' radius)

This is a spiral staircase. The trapdoor in the ceiling, leading to the landing which is all that is left of the 2nd Level, is pinned by rubble. Any attempt to force the door up will literally bring the roof down on the party. The stairs leading down to the dungeon level are pressure-sensitive; a roll of 1 or 2 on a 1D6 will trigger the trap. On a result of 1, five concealed darts will shoot from the stairs doing 3 points damage and hitting on a roll of 1 - 3 on a 1D20. On the roll of 2, three jets of flame shoot from the steps doing one point of damage each, hitting on 1 - 8 on a 1D20. The Judge should also check for clothes catching on fire (roll of 1 on 1D6) if that trap is triggered. At the bottom of the stairs is a door to the west.

WATCHTOWER OF SENTIA



- T TRAPS
- Garbage Pit
- ⊗ Spiral Staircase
- Secret Door
- Doors



Dungeon Level

Room 1 (50' x 60')

This is the Armory. Two Human Smithies are working by the anvils, pounding out Swords. They are chained to the north wall and watched over by four Orc Guards: ALN CEX, HIT 003, HTK 006 - 007 - 008, ARM 065, AGL 112, WPN IHL. If assaulted, one Orc will tell the party to back off or he will kill the Smithies. Another will yell for 4 - 8 more Guards to reinforce them from Room 5. Along the south wall are three magic Axes (add 1 to damage attacks and 2 to dice rolls for striking), four magic Longswords (add 2 to damage attacks and 1 to rolls for striking), and five normal Shields of adamantite alloys. Standard Armorer's tools are spread throughout the room. The forge is on the north wall. The Smithies are anxious to see their families before they become Orc meals like their predecessors and, given the opportunity, are courageous enough to attack the guards.

Garvid

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	011	008	011	031	174	133	103	153	123	123	153	123	123	103	133	IDH

A local peasant, Garvid is very angry at his captors and wants to obliterate them all. He knows the overall physical layout of the place but not where the traps are.

Kadin

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	011	009	011	031	163	142	113	164	143	132	151	143	112	113	124	IDH

Kadin just wants out, though he will help the party fight. The only captors he really hates are the Goblins.

The door to the south leads to Room 5; the door to the west leads to the hall corridor. The east/west corridor stones are also pressure-sensitive. On a roll of 1 or 2 on a 1D6, the trap is sprung. Spears will emerge from both walls on the roll of 1, hitting on a roll of 1 - 4 on 1D20, and doing 4 points of damage. On 2, a spray of acid will spew from the cracks between the stone floor doing 1 point of damage to both flesh (heaven help any who are sprayed in the eyes), and cheap armor, as well as any items carried out in the open. In the corridor is one secret door; a roll of 4 or below on 2D6 will reveal it. This door leads to Room 4. One visible door, inscribed with runes, is on the west wall.

Room 2 (70' x 60')

The door on the Lab, if not properly examined (roll of 1, 2, or 3 on a 1D6 will be sufficient for searching) and disarmed, will release an electrical shock for 6 points of damage. Simple magical negation spells will disarm the runes. Inside the room are two Zombie Guards by the door, who will pull the red sash by the north wall to summon help from the Torture Chamber. Zombies: HIT 003, HTK 015 - 016, NOA 001, DPA 006, SPD 16', SIZ 6', ALN NEX, ARM 031, PF% 050, PSY 011, MRT 080, SPA None, WPN Any, RAD 100, POR 100, LIF Undead, AGL 092. There are five FEM Lab Assistants in here who are mixing potions, writing in scrolls, incanting spells, etc.

Clara

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
ALC	CEX	052	027	014	062	123	175	133	153	145	164	143	143	164	134	162	IDG

Clara resents her position and feels she should be in charge of the entire installation. She is sullen and inclined to resent intrusion by anyone. She will try to take care of any invaders with the Guards on hand before calling for reinforcements.

Karid

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
ALC	CEX	032	011	015	052	132	166	123	144	126	143	154	152	152	123	173	IDG

Karid is working extremely hard to gain a higher level of competence and knowledge. While obeying Clara's orders for now, she wants to take her place as soon as she can. She will fight any intruders but will not be inclined to protect Clara's back.

Geldina

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
ALC	CEX	021	007	011	052	113	177	114	143	154	155	145	164	143	124	146	DDG

Geldina supports Clara and is suspicious of Karid. She watches Clara's back and tries to improve her own position. She has a violent temper which makes it hard to get along with fellow-Alchemists.

Sleena

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
ALC	CEX	021	006	011	052	122	164	142	154	133	152	126	123	133	143	154	DDG

Sleena is a supporter of Karid, but doesn't have all that much skill or patience in her trade. She will defend herself or Karid but doesn't like to fight. She will flee the room to seek additional help if she can.

Rissa

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
ALC	CEX	021	007	010	052	133	175	134	123	122	163	134	143	121	134	127	IDG

Rissa doesn't like either faction and doesn't want to play politics. She will defend herself but is not likely to help any of her colleagues, fleeing the first chance she gets.

Five Goblins are also in the room, armed with Short Swords: ALN CEN, HIT 002, HTK 006 - 006 - 007 - 007 - 007, ARM 050, AGL 115. The Goblins are here to guard and follow the orders of the Assistants. All along the north and south walls are beakers, glass vials, and other breakable glassware. If two beakers are mixed together, there is a 65% probability of an explosion doing 10 points of damage to all in the room. Completed on the south wall are the following shelved Potions: Dragon Influence, Undead Repellent, Fearsome Fire (burns for two hours - do not swallow), Vampire Repellent, and Quick Poison (guaranteed results in 30 seconds); and two books, Spells of Necromancy and Book of Shifting Alignments, which will cause 4 points of damage to any who touch them and which will then disintegrate. Behind the west wall is a panel (hidden door to the corridor leading to Room 3). To activate the panel door, one of CEX Alignment must touch it. The corridor is booby-trapped to release 4 Spears from the ceiling if a LEX or LGX steps on the floor. The spears hit on a 1 - 4 on 1D20 and do 8 points of damage.

Room 3 (30' x 30')

The door on the east cannot be unlocked unless one has the Gold Key. This is Sentia's old private Lab and his Skeleton in its dark robes guards the room. He fights as a LVL 061 Warrior, although the party should first think he is a Liche,

Sentia

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CEX	061	030	042	041	164	174	104	141	153	041	141	143	103	103	174	DLG

Sentia just doesn't want to leave this room and would be perfectly content to putter around in this room for the next couple of centuries. He resents intrusion but is not particularly inclined to fight unless forced.

Lining his walls on shelves are 2 Potions of Undead Banishment, 2 Potions of Deception, 2 Potions of Magical Negation, a Potion of Eternal Slumber, and one unfinished experiment. This bubbling vial sitting above a cold oil lamp has preserved his Undead status. If the vial breaks or he moves 60' from it, he will collapse after 60 seconds.

Room 4 (70' x 80')

This room is concealed by the hidden door from the north wall of the first corridor. To reach the room, one must traverse the corridor without springing the dart traps. A roll of 1 or 2 will trigger the hidden darts. Such a roll means that one of the adventurers accidentally brushed the east or west wall setting off the trap. The 3 darts hit on a 1 - 4 on 1D20 and do 3 points of damage each. The corridor will also echo loud noises (such as a clanking armored party) because of the acoustics. There is no door to Room 4. This is the Torture Chamber. Inside of the room, there is an excellent array of punishing tools. By the far end of the east wall is a Goblin pulling a dead victim out of the iron maiden. To his right is a compatriot still stretching a dead young Halfling on the rack. On the south wall are two sleepy prisoners hanging 6' above the ground in their chains. By the west wall, a Ghoul is flaying what was once a Female Elf. On the north wall, three Zombies are flailing a disfigured Fighter chained to the wall. In the northwest corner, a Ghoul is watching over a boiling pot of oil. In the center of the room are ten Orc Guards talking to the present master of this dungeon, a Werewolf. The Werewolf, in his Human form, is wearing a leather pouch, an Amulet of Undead Manipulation, an iron Icon of Fearsome Dread, and a Short Sword. Goblins: ALN CEN, HIT 002, HTK 006 - 007, ARM 050, AGL 115, WPN ISS. Ghouls: ALN CEX, HIT 002, HTK 010 - 011, ARM 030, AGL 103, DPA 4/4/6, Paralyzes. Zombies: ALN NEX, HIT 002, HTK 015 - 016 - 016, ARM 031, AGL 092, WPN ILS. Orcs: ALN CEX, HIT 003, HTK 008 - 008 - 008 - 007 - 007 - 007 - 007 - 007 - 008 - 009, ARM 065, AGL 112, WPN ISC. Werewolf: ALN CEX, HIT 005, HTK 028, NOA 001, DPA 008, SPD 30', SIZ 4'6", ARM 033, INT 174, PSY 103, MRT 080, SPA Shapeshift, Regenerates 1 HTK per round, WPN Any, RAD 060, POR 080, FOD Meat and Blood, LIF 30 years, AGL 174. The prisoners are nearly dead and in no condition to consider fighting even if they were freed. In the Werewolf's pouch is the master key to their shackles.

Room 5 (50' x 50')

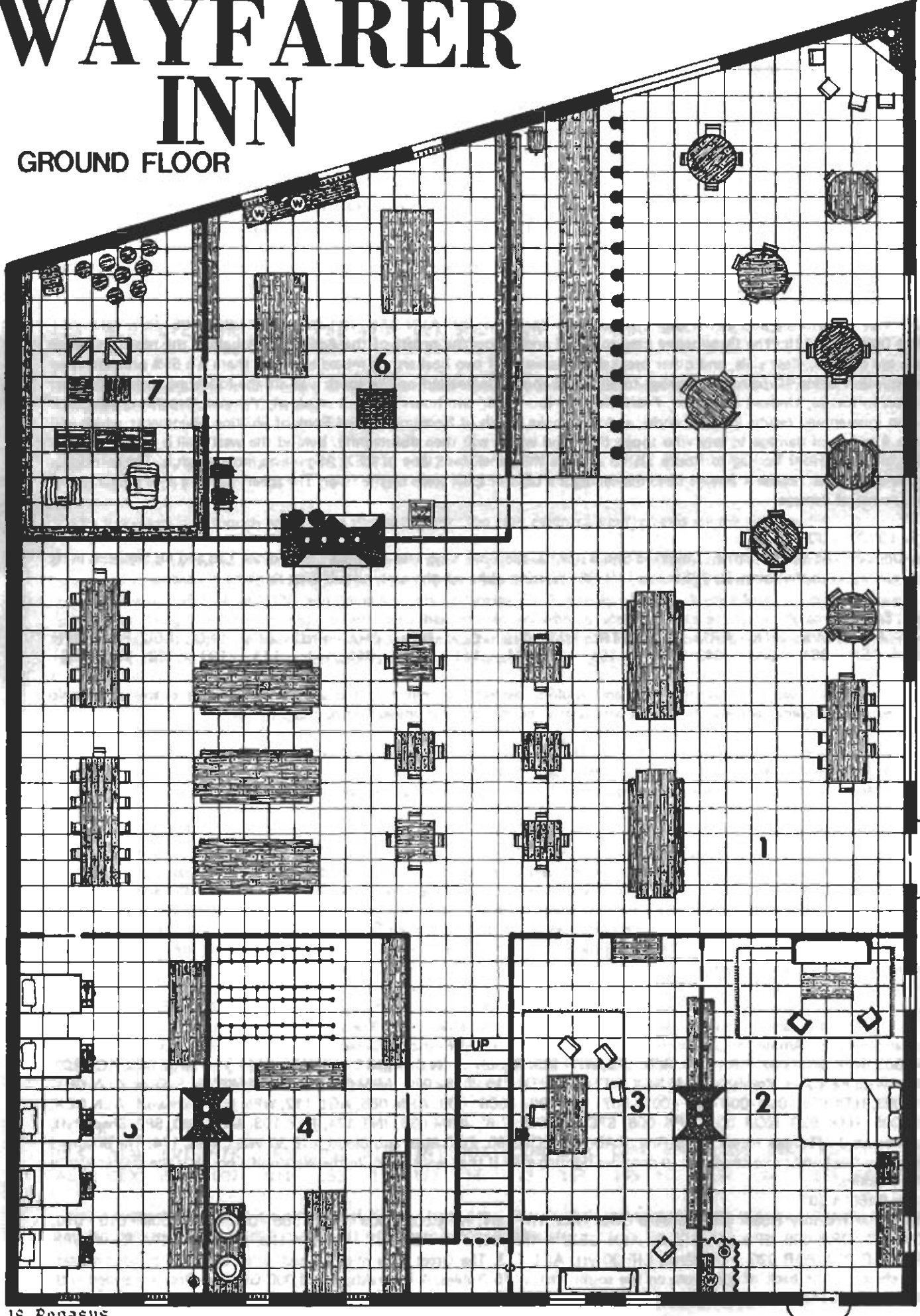
This is the Treasury Room guarded by 9 Great Orcs: HIT 004, HTK 009 - 009 - 009 - 008 - 009 - 009 - 010 - 010, NOA 001, DPA 008, SPD 24', SIZ 6', ALN CEX, ARM 065, PF% 040, INT 113, PSY 103, MRT 010, SPA None, WPN IHL, RAD 010, POR 020, FOD Meat, LIF 30 yrs, AGL 113. The Great Orcs mistrust each other and their dreaded master. In a chest, in the back of the room on the south wall, is 15 Rubies, 4 Emeralds, and 1,000 GP. The Orcs are armed with Halberds and Longswords.

WAYFARER INN

GROUND FLOOR

MAP

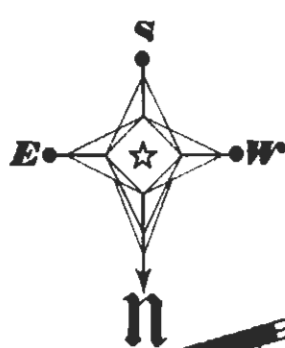
One Square =



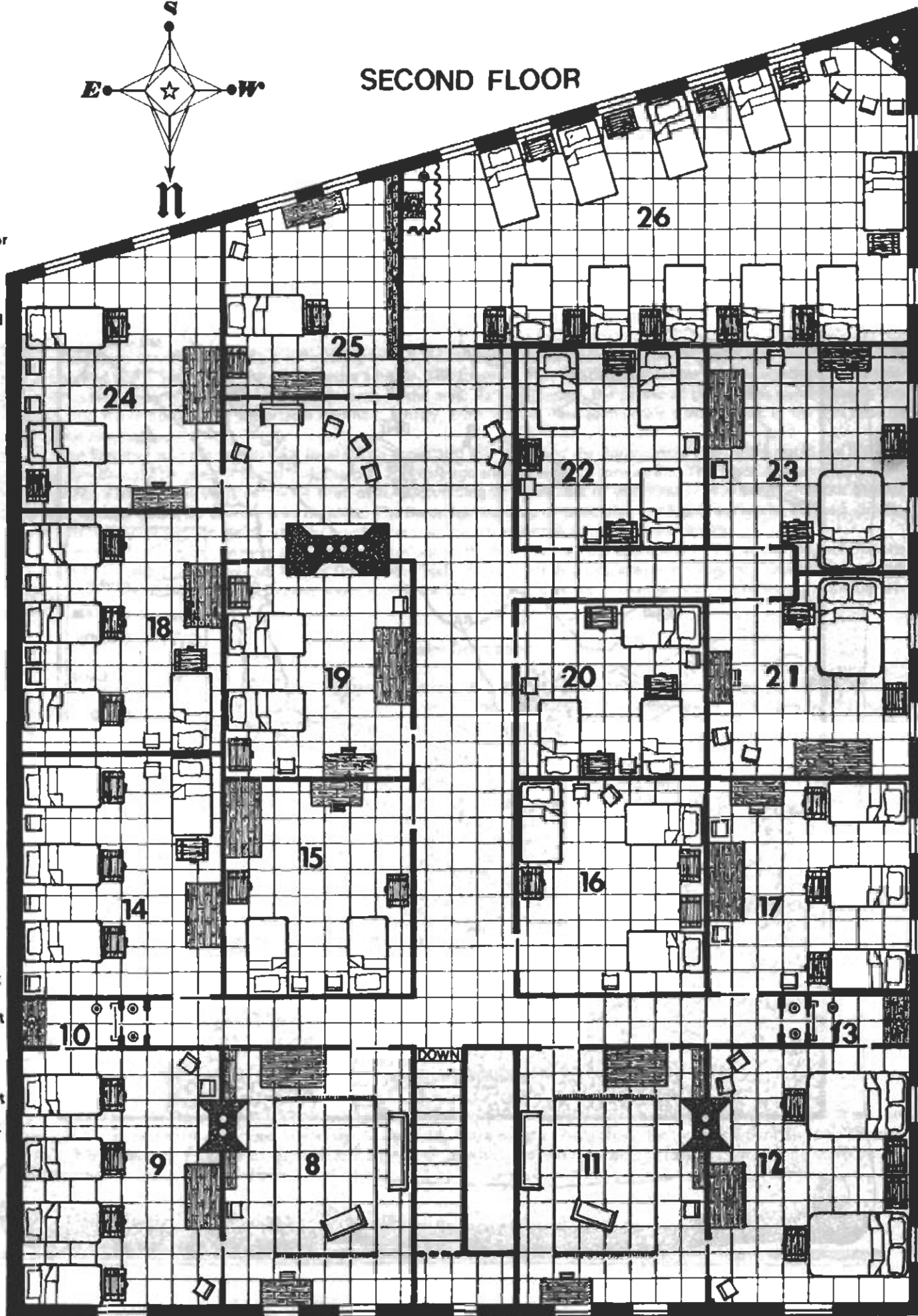
KEY

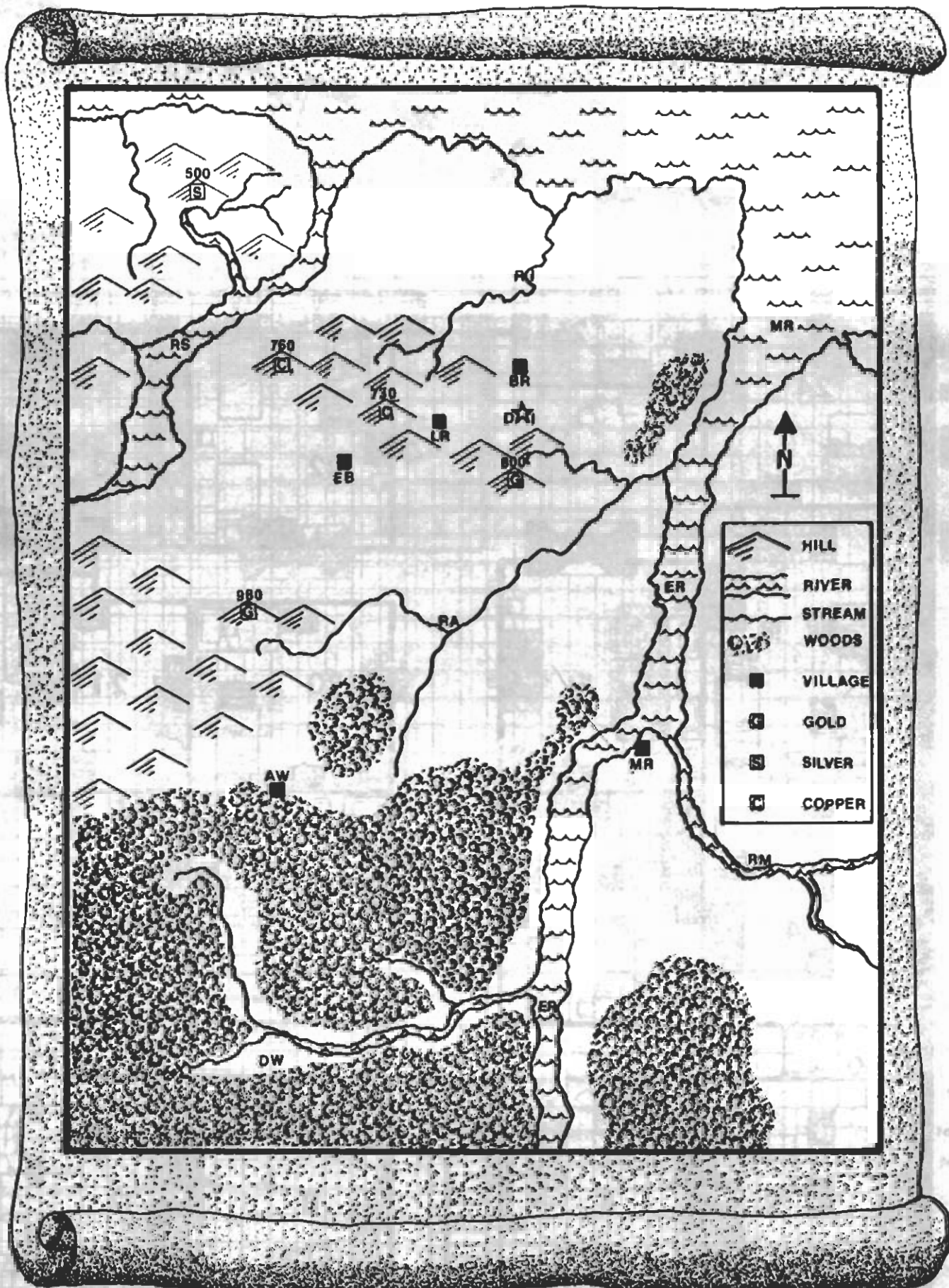
1" = 2 1/2 Feet

- = Stairs
- = Door
- = Double Door
- = Secret Door
- = Door Barred
- = Window
- = Window Barred
- = Fireplace
- = Curtain
- = Table
- = Desk
- = Chair
- = Couch
- = Bar Stool
- = Shelf
- = Chest
- = Bed
- = Rug
- = Drying Rack
- = Laundry Vat
- = Water Basin
- = Chamber Pot
- = Cooking Vat
- = Sacks
- = Kegs
- = Crates
- = Cash Box



SECOND FLOOR





Dunlin Inn

General Description

In sight of Boughrune, there lies the citadel of Stone Inn (Hex 3412, Judges Guild City State Campaign Map One). There is no greenery in the immediate vicinity for a 2 mile radius because the present owner had it cleared away. The structure is circular in design with a high watch tower on the south wall. There is only one entrance, near the watch tower, a large, 6' wide stone door. The wall is 30' high and 5' thick and is constructed around a 90' exterior diameter. The tower is 50' high and 20' in diameter. The walls are of a grey limestone and have no decorative design and no apparent windows to relieve the monotony of the exterior. In the upper part of the stone tower are two windows through which can be seen two Mail-clad Guards with Crossbows. Entry to the tower does not appear to be possible from the outside of the Inn, and the only apparent entry to the Inn is through the door adjacent to the tower.

Past History

The Stone Inn was originally a defensive citadel build by Gnolls against Goblins some 500 years ago. During the course of a long and costly war, it fell into the Emperor's hands. The Emperor then decided to erect the present watch tower to safeguard the stone citadel and create a stable fortress in the area. As time passed, the power of the Goblins was broken in this region, and the importance of the citadel declined. Finally, there was no need to maintain such a citadel in the area because the threat had expired.

The Emperor sold the citadel to a local Baron about 100 years ago, and the Baron, some years later, resold the building to another Baron. The present owner purchased it 20 years ago and converted it into an inn. The Baron Morgein ran the Inn himself for a number of years before he tired of it. Succumbing to a bad case of wanderlust, he hired a notorious general manager, Smiter Smye, to operate it in his place. The Baron had built up a respectable and highly successful business. Smiter maintains its quality and service, though for no other reason than to embezzle funds from the profits.

Smiter is the only one who is aware of the trapdoor in the first level of the tower. He is ignorant of the fact that the tunnel is lined with booby traps set by the Gnolls who built the corridor as an escape long before the Emperor's troops occupied the citadel and built a watch tower above it. The Baron, however, is aware of the trapdoor, the tunnel, and the booby-traps.

Interior Description

After passing the guard, one enters through the narrow, 5' x 5' corridor to the courtyard. Along the narrow walls are grouped rooms on a lower and upper level. The lower level rooms consist of the Common Room to the left, where regular drinkers gather, the Sleeping Room, where one can spend a night for 12 SP, the Guards' Quarters, the Servants' Quarters, the General Office, the cheaper Bedrooms, which cost 7 GP per night, and the Stables for general pack animals. The exterior of these rooms is a drab grey.

The upper level is comprised of the better Sleeping Quarters, the Dining Area, the Kitchen, the Special Bedroom, and the Manager's Quarters. A ladder leads to the walkway above the second floor. The exterior of this level is also a drab grey.

The Common Room

This 20' x 30' tavern is painted in a dark brown tone. Few lights relieve the gloom. In the north is the bar behind which are stored various kinds of ale, wine, beer, mead, etc. There are six circular tables in the room with companion chairs. In the south are three small booths. There are no exits other than the door on the east wall which serves as the entry from the courtyard. Behind the bar is a till with 50 GP and 75 SP.

The Sleeping Room

This 20' x 20' room contains a few cots and 7 hard benches and is painted black. There is no treasure in this room. Although Spartan in appearance and accommodation, the room is generally clean and reasonably safe.

The Guards' Quarters

This 20' by 15' room is painted grey with the insignia of the World Emperor on the west wall. Along the south wall are arranged 4 cots, and there are 4 foot lockers by the east wall. Extra weapons hang above the lockers: 2 Shortswords, 2 Spears, 1 Axe, 1 Broadsword, 1 Quiver of Arrows, and 1 Bow, all of which are non-magical. The lockers contain only uniforms and boots.

Servants' Quarters

The Servants' Quarters (20' x 15') are painted a bright yellow. Three dressers and three cots furnish this room where the cook and two maids reside. The cots are arranged by the north wall. Within the straw tick that serves as a mattress for the cook's cot are 29 GP and 40 SP. The other two have no valuables hidden within. Adjacent to the cots, on the same wall, is a closet containing uniforms. In the dressers are underwear, clothing, and a total of 29 GP and 14 SP. A 5' x 2' bronze mirror is suspended on the back of the door.

General Office

Herein is all the business for the Stone Inn transacted. The office is divided into two 10' x 15' sections so that the extra supplies can be stored in the back section. A desk, two chairs, and a ledger book with quill and ink bottle fill the outer office. The walls are painted a light green, and a mint green, 10 x 10 rug covers the floor. A filing cabinet in the northeast corner is half filled with papers. No treasure is hidden here.

Cheap Bedrooms

Each 20' x 15' bedroom is painted beige and furnished with a single bed, a small dresser, and no closet. The rooms are clean and well-kept, but they are not luxury accommodations.

The Stables

This 40' x 20' area is designed to provide for a small group of animals. A small number of stalls are available and the cost of 1 GP per animal per night includes the hay provided as feed.

Upper Level Bedrooms

Reaching the second level by means of a wooden stairway, the visitor discovers the better quality rooms. Six overnight rooms are usually available. Each bedroom has a double bed, a large dresser, a mirror, and a double closet. The rooms are painted light yellow and have darker yellow floor rugs and light orange and brown wall hangings for decoration.

Dining Room

The Dining Room area is 30' x 40'. Inside this light blue room are 7 tables scattered at equal intervals. They are covered with plaid cloths and are capable of seating four people each. Two sets of candelabras, each set on a small stand on the north and south walls, softly light the room.

The Kitchen

A light yellow color scheme dominates this 20' x 10' room. Spices and herbs in jars are shelved along the east wall. Beneath them, on the floor, are baskets of apples, oranges, and vegetables. On the south wall are shelves of pots and pans. A bread board hangs on the south wall as well. Above the fireplace in the east wall are various cutting utensils.

The Manager's Room

An elaborate rug worth 250 GP decorates the floor of this light blue 20' x 15' room. A double bed with silk and satin pillows and covered in fine linen further enhances the room. The dresser on the north wall is filled with fine shirts, trousers, and handkerchiefs. Hidden in the closet behind some old clothes is a small sack containing 205 GP and 415 SP which Smiter has embezzled from the profits of the Inn.

Special Bedroom

This 25' x 20' gold and purple room is reserved for visiting nobility. No one but those of noble blood is allowed to use this room. The manager has the only key. On the north wall is a beautiful tapestry of the City State of the World Emperor valued at 250 GP. On the west wall is a large double bed with satin sheets and brocaded pillows. A thick pile rug covers the entire floor. A double drawer dresser with attached mirror is against the east wall. There is nothing in the dresser.

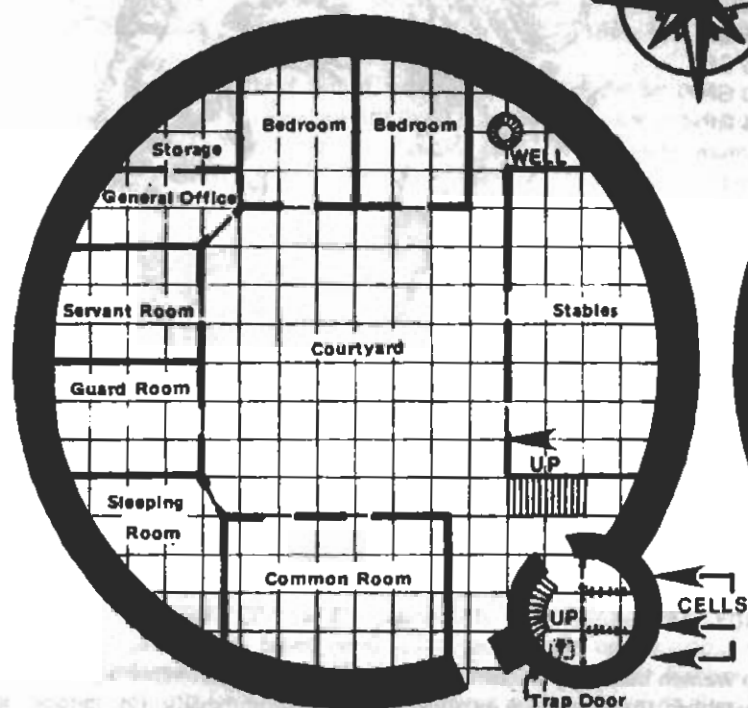


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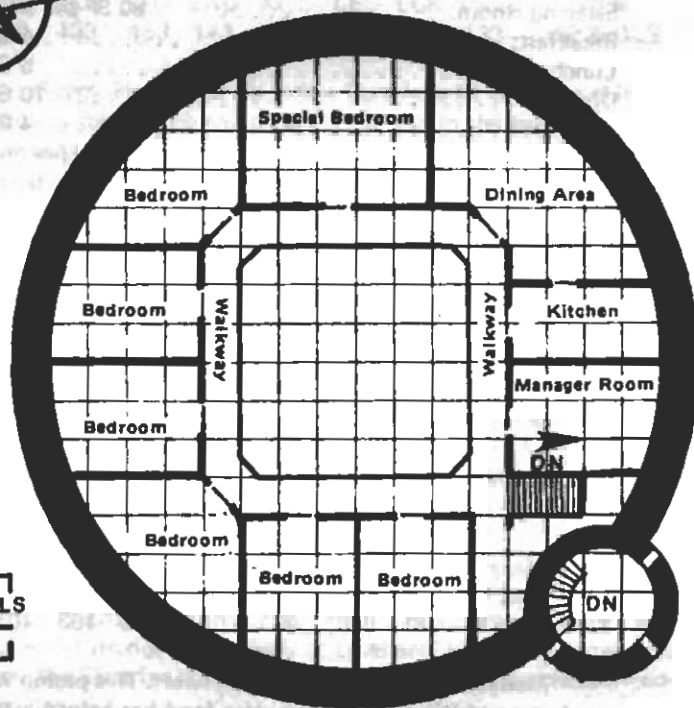
The Stone Inn



CROSS SECTION



FIRST LEVEL



SECOND LEVEL

Key:



1 Square = 5 Feet

The Watch Tower

A heavy wooden door on the north leads into the tower. To the immediate right is the stone staircase spiraling along the wall up to the second level. Further to the right are three 5' x 5' cells for holding troublesome guests or trespassers. A trap door is concealed under some crates in the southern section of the tower. It leads to a tunnel which extends some 2,000 feet east before leading to the surface.

On the second level of the tower are three benches and three water jugs. Three of the four Guards who are here take up posts near a window, and one makes hourly rounds of the building, checking on the Common Room, the Sleeping Room, and the General Office. Each window Guard has a pot of oil beside his post for defensive purposes. Extra weapons are also kept at this level. It contains 2 Spears, 2 Longswords, 4 metal Shields, and 5 Daggers.

The Tunnel

After lifting the door to the tunnel, the character finds that there is a 6' drop from the surface to the floor of the tunnel. There is a pressure-sensitive trap at the beginning of the tunnel which releases five Darts from the south wall doing 3 HTK of damage per Dart. A roll of 5 or less on a 1D20 indicates that the Darts have hit. 500 feet further down the corridor, a trip wire is rigged. When activated, it releases 3 Arrows from the north side that do 4 HTK of damage each. A roll of 6 or less on 1D20 indicates that the Arrows have hit. 1,500 feet farther down the corridor, a Spear trap is concealed in the south wall. Cobwebs block the tunnel. If removed, they trigger 3 Spears which hit on a roll of 7 or less on 1D20 for 8 HTK of damage each. The remainder of the tunnel is safe. If the trap door to the surface is lifted by the handle, a poison needle trap is released for 4 HTK of damage per needle. Six needles comprise the trap, and each needle will hit upon a roll of 8 or less on 1D20.

Services Provided

Cheap Rooms:	7 GP per night
Cheap Rooms:	45 GP per week
Better Rooms:	20 GP per night
Better Rooms:	130 GP per week
Sleeping Room:	12 SP per week
Sleeping Room:	80 SP per week
Breakfast:	4 GP
Lunch:	6 GP
Dinner:	10 GP
A la Carte:	4 GP
Beer:	2 SP per mug
Wine:	4 GP per bottle
Good Wine:	8 GP per bottle
Mead:	6 GP per pint
Ale:	10 GP per pint



Personnel

Smiter Smye, the General Manager of the Stone Inn, is a calculating, middle-aged man who knows the value of a copper. He once belonged to the tax collection branch of the Emperor's Revenue Department but was ousted because it was suspected but could not be proven that he misused funds. Since that time, he has worked with tax collecting bodies in one way or another, always getting more than his fair share of the profits. When he applied for his present position, he was careful to reveal only a small part of the truth about his past. He is cold and devious. He is a Half-Elf.

Smiter Smye, General Manager

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	NEX	081	040	031	085	143	163	103	153	163	174	153	163	174	103	163	DDG

Merlye, the Cook, is stupid but sweet. This plump woman makes up in common sense what she lacks in intelligence. Her meals are nutritious and filling. Her food has helped establish the Stone Inn as a viable business commodity. Her innocence and naivety are unsurpassed for miles around.

Merlye, the Cook

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	031	029	020	031	153	063	143	153	143	163	143	153	163	143	063	None

Disete, the maid, seems to drift through life doing the tasks assigned to her without question or inspiration. Her only joy seems to be retiring early after a hectic day. Smiling at guests is an effort for her, as is making conversation. She seems happiest when left alone.

Disete

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	031	020	020	021	143	103	113	143	153	113	153	143	113	113	103	None

Merry, the other maid, is nothingshort of exuberant, even on her worst days. Unlike her older sister, Disete, she find joy in everything and fulfillment in work. No task is beneath her or offensive to her. Everyone is her friend. She is highly intelligent and is a pleasing influence on the guests.

Merry

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	031	025	020	043	153	174	133	153	153	163	153	153	163	133	163	None

Ovm, one of the Guards, is a pleasant fellow. He enjoys his uneventful job. Few troublemakers bother the Inn, and no loiterers from local villages care to frequent the place. He does not relish bloodshed but is ready to fight if the need arises. His only complaint about the job is that he has little time to spend with his girlfriend, who lives several miles from the Inn.

Ovm

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXX	041	029	040	031	143	133	123	153	133	123	153	133	123	123	133	ISP & DLS

Velm, a bothersome fellow, is the second Guard. He is not happy with such a quiet life. His time in the army left him in the mood for excitement, but there seems to be none here. He is quick and almost too-ready to attack if the opportunity arises. The entire Inn rises at dawn; by midday, he is on everybody's nerves.

Velm

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXX	031	022	040	031	163	133	103	143	133	153	143	133	153	103	133	ISP & DLS

Jurm, the third Guard, is an old veteran of the Emperor's Guard. He expects his fellow Guards to be vigilant and industrious at all times. He does not distinguish between the requirements for this job and those for his tour in the army. He is very devoted to his line of work and would not trade it for any other profession.

Jurm

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXX	051	029	050	053	143	143	133	153	133	113	153	133	113	133	143	ISP & DLS

Gurm, the last Guard, is relatively new to the area. He just left the army to seek his fortune. This job seems easy to him and without serious danger. He performs his duties in a careless fashion; he is not challenged by his tasks. Jurm, of course, is offended by his attitude and air of unconcern.

Gurm

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXX	021	015	040	031	163	143	133	143	163	133	143	163	133	133	143	ISP & DLS

Guests

Merin the Wizard often stays here overnight during his trips to Elfburn or Limerick. Merin is, by reputation, very hasty in his judgements based on first impressions and overly suspicious of strangers, especially of Elves and other spell casters. An Elven Mage once tried to "zap" him, and he has never forgiven the Elves for it. He usually demands one of the cheaper bedrooms on the lower floor and expects not to be disturbed by anyone.

Merin the Wizard

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
MAG	NXX	191	035	020	087	133	174	133	143	174	123	143	174	123	133	174	XOS

Lanzo the Drunk is the disowned son of a local Baron. He has a considerable amount of credit to his name, and he is in a constant state of drunkenness due to his relationship to the rest of his family. Lanzo will beg anyone within grasping distance to intercede for him with his family and help him to return to his father's good graces and great fortune.

Lanzo the Drunk

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXX	041	027	010	055	133	082	103	143	113	092	143	113	092	103	082	SDG

Niglo the Hunter is a professional bounty hunter; he sometimes masquerades as an old beggar to check out the Common Room and the Sleeping Room for prospective prey. He will not deliberately provoke a fight but will lure his victim aside and tell him or her to come quietly or else!! When not engaged in professional work, he will be very friendly, but he reveals little of his personal life to others; he prefers to let them do the talking.

Niglo the Hunter

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXX	061	029	040	043	174	153	133	123	143	103	123	143	103	133	153	ISS

Seria, the Sage, comes infrequently to the Stone Inn, offering her services when needed. She asks no great fee for the use of her healing powers, only a meal and a bed for the night. She often finds herself the mediator in disputes between drunken parties because of her great wisdom and infinite patience.

Seria

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
SAG	NXX	071	028	030	053	153	143	174	133	163	163	133	163	163	174	143	IFM

Varnir the Verbose is a talkative merchant who likes to pose as a Sage and dupe people into buying his services. Varnir is not the most knowledgeable person about anything, but his ability to twist words and meanings gives the impression that he is somewhat competent. If he can, he will convince clients of the need to buy one or more trinkets from his chest of miscellaneous items. None of them are magical.

Varnir

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXX	031	028	010	054	143	133	133	143	153	133	143	153	133	133	133	DSS

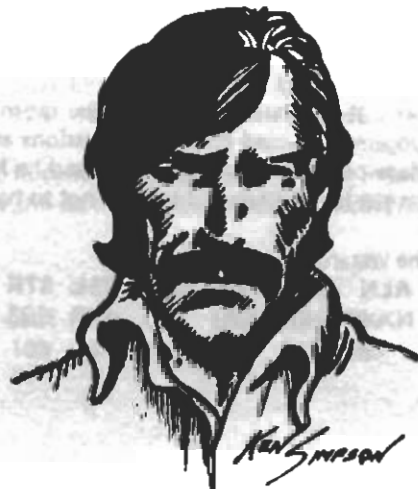
Melvera, a simple fruit farmer, sells her wares every morning in the courtyard. Melvera is slowly building a steady business at the Inn because she raises excellent fruit and her prices are reasonable. In addition, she brings news from the surrounding countryside to feed the curious at the Inn. She is the girlfriend of Ovm, one of the Guards, but, because of his job and her involvement with the fruit farm, they see little of each other beside the brief time she is at the Inn to peddle her fruit.

Melvera

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LNK	021	017	010	042	141	123	141	164	143	145	132	096	141	123	102	DDG

Rumors

- 1 Melvera is actually an escaped slave from the Elvish Gardens of Delight. She stole an enchanted basket of fruit from there.
- 2 Smiter Smye is mishandling the repair funds of the Inn.
- 3 Each week, a drunk loses his life in the Sleeping Room.
- 4 One of the maids is a Succubus in disguise.
- 5 A monster is hidden away upstairs in the Special Bedroom.
- 6 One of the Guards is actually a spy for the Goblins.



Jurm The Guard

The Hall of Velus

In the Forest of the Crying Wood (Hex 3423, Judges Guild Campaign Map Four), is an old, ruined hall, once a great dwelling for the mysterious Elven Lord, Velus, but now reduced to rubble through the desolation wrought by a rebel Vasthost regiment. The rebel leader, Waylor, himself fled this hall with the remnants of his men, claiming that a terrible evil was unearthed there. The locals who dare to live in the area claim it was Velus' spirit that he saw and that no real danger is entombed within. They also talk of Velus' jeweled crown and a forgotten Wand of Frost which never appeared outside the forest area after the fall of Velus' stronghold and Waylor's route by the spirit of Velus. Velus' kinsmen offer 3,000 GP for the return of the crown.

Outer Grounds

There will always be two horses outside the ruins of the hall itself; one horse, a black steed, waiting for Waylor, and a silver mare waiting for Velus. They will be grazing together by the entrance to the hall. If one listens closely, one will hear the two arguing about who owns the hall. Their argument will be in the Common Tongue and easily understood although hard to hear. If touched or noisily approached, both will vanish immediately. Before the player-characters cross the threshold of the ruins, a Ghostly figure resembling an Elven Warrior will materialize before them, bearing a Great Spear.

The Ghost will say, "Beware your life, if you seek crown or staff." It will then vanish. If an Elf approaches the entrance while the Ghost is there, it will salute the Elf as if in approval of his or her mission.

The Hall

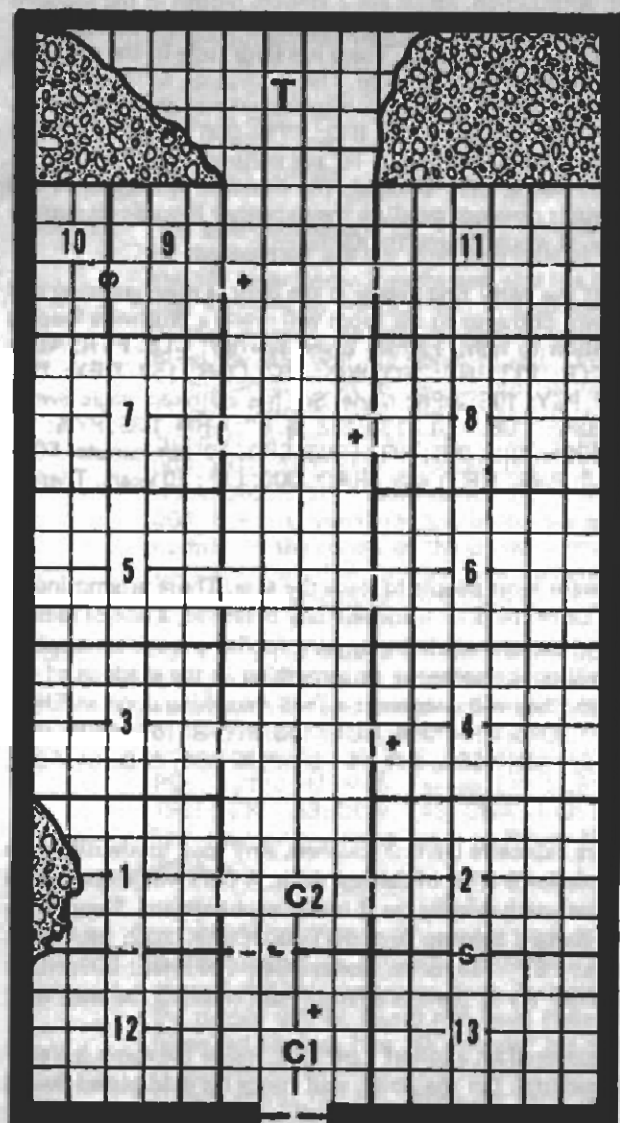
The double doors are damaged, requiring a few minutes to pry one open.

- Room C1:** 40' x 40'. The first chamber is protected by a trap. After the doors are forced, 3 Spears will fall from the ruined ceiling into the center of the chamber as a warning. These Spears are rusty and not worth using in combat. One of the sub-human inhabitants has rigged this trap and will reset it within 2 hours if it is triggered. Inside the corridor, on both sides, are discarded bones, partially-devoured meat, and other wastes. A small Wolfware cub is nibbling at the remains of a Human. Wolfware: HTK:008; DPA: 008; AGL: 163; SIZ: 3'; ARM: 020; PY%: 010; GES: 6 mos.; PSY: 143; SPA: Ferocious Attack; POR: 000; NIL: 001; NOA: 003; SPD: 24'; FOD: Meat; ALN: NEX; PF%: 40; INT: 143; GRP: Pack; MRT: 000; RAD: 000; LIF: 14 years. A ruined half door leads to the Great Corridor.
- Room C2:** The great Corridor is 20' x 120'. Various objects lie inside the Great Corridor. Near Room One on the west side of the corridor are the skull and Helmet of an Elf. His rusted, shattered Sword has two small gems concealed in the hilt. Near Room 2 on the east side is a half-consumed human carcass under which lie two magic Arrows which add 4 points to damage rolls in a crushed quiver. Outside Room 3 on the west wall crawls the Skeleton of a Human warrior. He begs for release from his torment. Smashing the skull (3 HTK of damage will suffice) will bring the 200 year old bones to rest. On his person are 20 GP, 1 SP, and a badge of the Overlord which is sewn on his jacket. Next to the door of Room 4 are two sacks, each containing a Vial of Health. Both liquids have become contaminated, and drinking them will cause nausea, dizziness, and loss of 3 STR points for 2 turns. By Room 6 on the east wall are 2 Wolves fighting over a freshly-killed Dwarven carcass. Wolves: HTK: 015; DPA: 006; AGL: 103; SIZ: 4'; ARM: 020; PY%: 040; GES: 6 mos.; PSY: 163; SPA: None; POR: None; NIL: 000; NOA: 002; SPD: 7' per minute; FOD: Meat; ALN: NEX; PF%: 050; INT: 164; GRP: Pack; MRT: 000; RAD: 000; LIF: 10 years. On the other side of the corridor by Room 5 are a broken Bow and a rusted Axe, both normal. In the center of the corridor between Rooms 7 and 8 is a pair of torn Gauntlets that were once powerful sources of magic but are now half-chewed and incomplete. Anyone attempting to make them function will take 3 HTK of damage per Gauntlet.
- Room 1:** 20' x 25'. The door is blocked on the inside by piled junk so that no one can burst in on the occupant without giving warning. Inside is a Madman taunting a female Elf chained to the west wall amidst a pile of rubble. He is armed with a magic Longsword that shoots a ray of *Fearsome Dread*. Those struck must roll under INT on 1D20 or flee to the Outer Grounds. Madman: CLS: FTR; ALN: CEX; LVL: 081; HTK: 035; ARM: 010; PSL: 032; STR: 194; INT: 133; WIS: 103; DEX: 153; CON: 164; CHA: 031; END: 163; AGL: 153; LED: 031; LCK: 103; PSY: 133; WPN: VLS. Female Elf: CLS: MAG; ALN: NXX; LVL: 051; PSL: 082; STR: 114; INT: 143; WIS: 133; DEX: 163; CON: 143; CHA: 143; END: 143; AGL: 163; LED: 143; LCK: 133; PSY: 143; WPN: None. The door on the south leads to Room 12. Close examination of Room 1 reveals much rubble, debris, and cobwebs.
- Room 2:** 20' x 30'. This door is covered with invisible Elvish Runes of Protection. When touched, the victim receives 6 HTK of damage unless he or she is an Elf. After first touching the door and receiving the damage, that person may, if still able, open the door. Inside are two skeletons lying upon a narrow bed covered by rotting linen. On the dresser will be found one Pearl (fake) necklace (worth 2 CP), 2 copper bracelets, and what appear to be 2 Diamond earrings (the "Diamonds" are glass). The real treasure is underneath the bed in a small wooden chest. It consists of two Diamond earrings worth 35 GP each, a golden bracelet worth 250 GP, and a jewel-encrusted Dagger worth 750 GP. When the party approaches the bed, the two Skeletons will sit up and speak. They will intone: "What do you want in the King's Chambers? Go! Go, before I take your life!" The floor in this room is rigged to a pressure-sensitive trap to make the Skeletons sit up in the bed. What they speak originates from a *Magic Message* spell placed on the bed. These are really just skeletons of common Elves. The secret door to Room 13 will not be found unless someone moves the bed, triggering the door's sliding mechanism.

- Room 3: 20' x 25'. This door will open easily to complete darkness. When eyes, both Elvish and Human, adjust after a few seconds, they will see 2 replicas of 2 of the party members. Doppelgangers: HTK: 030; DPA: 006; AGL: 153; SIZ: 6' or less; ARM: 007; PY%: 10; GES: 6 mos.; PSY: 133; SPA: Duplicating victim's form; POR: 000; NIL: 002; NOA: 001; SPD: 6' per minute; FOD: Meat; ALN: CEX; PF%: 000; INT: 133; GRP: Pair; MRT: 000; RAD: 000; LIF: 30 years. The only other things in the room are two Dwarven corpses, both stabbed in the back. Their weapons lie broken beside them.
- Room 4: 20' x 30'. The door to this room will open if the intruders use a little force for 3 or 4 seconds. Once open, on a roll of 3, 4, or 6, 3 Spears will fire across the room from the south wall to the north. One Elf in Leather armor is impaled by two of these Spears on the north wall. He was slain two days ago. In his scabbard is a magic Sword (adds 2 points to damage rolls). On his finger is a Ring of Hiding which makes any creature wearing it undetectable by magic spells. Giant Spiders crawl around the ruins of this old armory; cobwebs abound. Behind one cobweb is a magic Dagger with a silver coating. It does one extra point of damage. Searchers need 1 or 2 on 1D6 to locate it. 3 Giant Spiders: HTK: 020; DPA: 006; AGL: 143; SIZ: 8'; ARM: 009; PY%: 30; GES: 4 mos.; PSY: 103; SPA: Poisoned Bite; POR: 100; NIL: 003; NOA: 001; SPD: 10' per minute; FPD: Meat and blood; ALN: NXX; PF%: 40; INT: 103; GRP: Nest; MRT: 000; RAD: 100 LIF: 1 year. Poison from their bites does 4 HTK of damage per round until cured. Normal weapons buried in the rubble consist of 3 Battle Axes, 5 Short Swords, 2 Longswords, and one brass Shield.
- Room 5: 20' x 25'. There is an empty chest in the back of this darkened room. Ghosts of dead Elven warriors appear, but, being non-corporeal and LGX in ALN, they will not affect the living. They only want the party to leave them to rest in peace. Further searching will not reveal any treasure.
- Room 6: 20' x 30'. The door to this room will glow brightly when approached. Inside are 2 Wraiths hidden in the shadows of the east wall. When the door is touched, the glowing abruptly stops, and the adventurer takes no damage. The first thing the party will notice in the room is a cauldron by the north wall. There is a large ladle in the cauldron which is stirring itself, and the fragrance of freshly-cooked meat fills the room. This is unusual, to say the least, since there is no attendant within the room or fire beneath the cauldron. The Wraiths will not attack unless attacked first. Wraiths: HTK: 030; DPA: 006; AGL: 143; SIZ: 5' 10"; ARM: 012; PY%: 000; GES: N/A; PSY: 153; SPA: Cause fear and STR drain; POR: 100; NIL: 002; NOA: 001; SPD: 10' per minute; FOD: N/A; ALN: CEX; PF%: 40; INT: 163; GRP: N/A; MRT: 90%; RAD: 100%; LIF: Undead. The cauldron is magical; it will cook meat to perfection unattended and without fire, but it does not produce the necessary ingredients such as water and meat. These must be provided in the usual way. It would be worth 500 GP.
- Room 7: 20' x 25'. The door to this room must be forced open. If the party first listens at the door, a deep growling will be heard from within the room followed by a loud scream. Entrance to the room will reveal a Wolfwere feeding on a half-dead female Elven Warrior. She is in no condition to fight. Female Elven Warrior: CLS: FTR; ALN: NXX; LVL: 031; HTK: 028; ARM: 073; PSL: 031; STR: 133; INT: 103; WIS: 092; CON: 153; DEX: 153; CHA: 103; END: 153; AGL: 153; LED: 103; LCK: 097; PSY: 103; WPN: None. She has a broken magic Sword and a splintered wooden Shield. Wolfwere: HTK: 020; DPA: 008; AGL: 153; SIZ: 5' 8"; ARM: 035; PY%: 10; GES: 9 mos.; PSY: 143; SPA: Ferocious Attack; POR: 100%; NIL: 001; NOA: 003; SPD: 10' per minute; FPD: Meat and Blood; ALN: CEX; PF%: 050; INT: 143; GRP: Pack; MRT: 40%; RAD: 000; LIF: 20 years. There is nothing of value in the room.
- Room 8: 20' x 30'. A terrible stench from outside the door will warn most people to leave the area. Those attempting to break through the door must roll 1 on a 1D6 to do so. Once the door is successfully breached, a pile of rotting garbage will flow out of the doorway and into the outer hall, overwhelming anyone foolish enough to stand by the door. Once dug out of this horrid trap, the party will notice someone or something in the shadows of the room, laughing at them. If they venture 10' into the room, they will encounter a Troll munching upon an Elvish hipbone as he sits on a pile of debris. Troll: HIT: 8; HTK: 048; DPA: 006; AGL: 143; SIZ: 8' 10"; ARM: 009; PY%: 030; GES: 14 mos; PSY: 123; SPA: Regeneration; POR: 100%; NIL: 1 - 3; NOA: 003; SPD: 6'; FOD: Meat; RAD: 100%; LIF: 40 years.
- Room 9: 15' x 20'. The door to this room is booby trapped to fire explosive Darts if touched. Any spell to identify such or attempts to pick locks will trigger 3 Darts that explode for 8 HTK of damage each. A Dart will hit on a 1 - 4 on 1D20. Inside the room are three Orc guards that react mechanically, as if under enchantment. They throw Javelins which do 5 HTK of damage and are armed with Bastard Swords. Orcs: HIT: 003; HTK: 012; DPA: 003; AGL: 133; SIZ: 6'; ARM: 007; PY%: 040; GES: 9 mos.; PSY: 133; SPA: None; POR: 000; NIL: 003; NOA: 003; SPD: 5'; FOD: Meat; RAD: 000; LIF: 30 years. They try to prevent anyone from reaching the west wall.
- Room 10: 10' x 20'. The door to this secret room can only be discovered on a roll of 1 on 1D6. Inside the room is Velus' crown resting on a satin pillow set on a carved oaken pedestal. On the north wall hangs his gold-plated Sword worth 250 GP. If the crown is removed, a statue of a gargoyle near the south wall will announce, "All is lost; they've found the crown."

- Room 11: 20' x 30'. The door will open easily if tested. Upon entering the room, the players will notice the blackened walls and the number of ash mounds scattered throughout the room. First guess would suggest that someone hurled a fiery explosive charge into the room. If the adventurers dig through the ashes, they will find 16 Elven skeletons wearing the Coat of Arms of Velus. Further searching will reveal a Ring of Fire Protection (now useless) on the hand of Velus' Sergeant at Arms.
- Room 12: 20' x 25'. The door feels double locked. Two attackers with STR scores of 189 or the equivalent will be required to break through. Inside, crawling over the broken remnants of furniture are 5 Giant Spiders who previously webbed the stubborn door. Giant Spiders: HIT: 5; HTK: 020; DPA: 006; AGL: 143; SIZ: 10'; ARM: 010; PY%: 010; GES: 4 mos.; PSY: 103; SPA: Poisoned Bite; POR: 100%; NIL: 005; NOA: 001; SPD: 12' per min.; FOD: Meat and Blood; ALN: NXX; PF%: 030; INT: 103; GRP: Nest; MRT: 000; RAD: 100%; LIF: 2 years.
- Room 13: 20' x 30'. The preserved body of Velus lies in state here. By placing the crown on his head, his spirit will be set free from its earthly bonds and sent to its rest. If the adventurers take the crown with them, Velus' spirit will follow them, demanding its release.

HALL OF VELUS



----- Half Ruined Door

——— Doors

—○— Secret Door

 Rubble

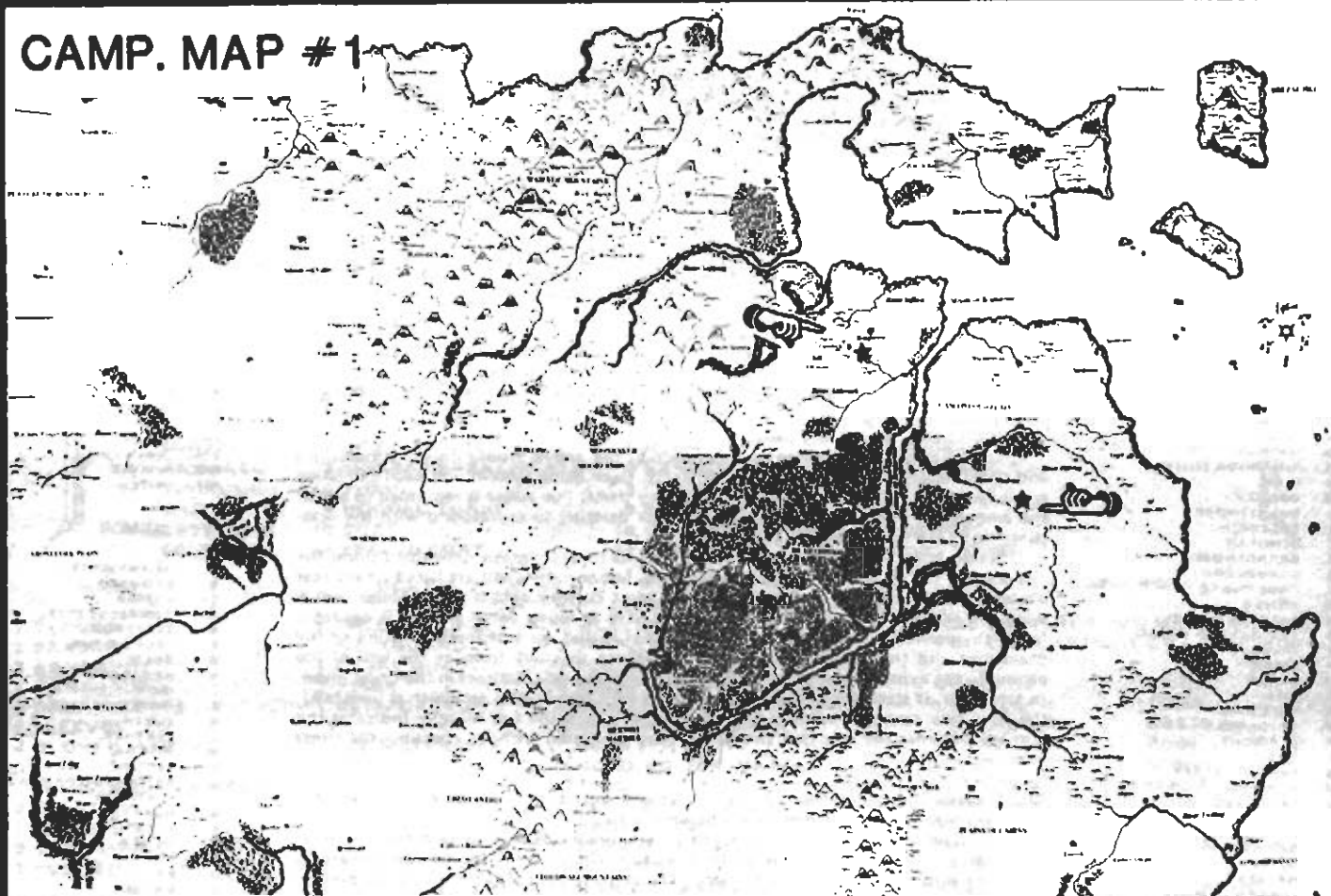
+ Traps

T Demon

1 Square = 5 Feet



CAMP. MAP #1



CAMP. MAP #4

