

RUMORS AT THE WAYFARER'S INN addition



OOPS!!! The scenario, "The Hall of Velus," in issue 11 of the Pegasus was left incomplete due to the typist's oversight. At the end of the hall, in the area marked "T", a Demon is indicated, but no Demon appears, and, indeed, the area is not even described. Also, a Staff, spoken of in the beginning of the adventure, is nowhere to be found in the description. Thanks to Kelly Braun, of Virden, Manitoba, Canada, for bringing this to our attention so quickly that we can get the correction into the next issue. To all the frustrated dungeon-delvers out there lurking in the hall, worrying about what's at the end of it, my sincerest apologies.

The Elven Typist

Addition to the Hall of Velus

Corridor's End: As the party passes the doorways to Rooms 9 and 11, the corridor becomes dark, as if a black fog has descended. The party must progress to within 20' of the north wall before they can distinguish a large, Humanoid figure seated in a chair facing the east wall. The occupant seems to be making a lot of regular arm motions, as if throwing something. Closer examination reveals that the chair is the carved Ivory ceremonial seat of Velus. The occupant is a large Humanoid of somewhat lumpish appearance. The creature has a very handsome face with darkly glowing yellow eyes atop a massively-muscled, seven-foot tall body covered with reddish skin flecked in black. His pate is bald with a pair of Ram-like horns appearing to be made of glittering red crystal upon his forehead. His left hand rests on a tall, ornately carved ivory staff, and, with his right arm, he is casually plucking Javelins from a tall wicker basket by the chair and tossing them at the corpses of a trio of Fighters now suspended upon the east wall and used as a dartboard. The wicker basket seems to never empty; there is always a full complement of Javelins in it. The Demon will turn with a cat-like, fluid grace to the party and greet them in a deep, bass voice with the words, "How very nice to see you. I hope you enjoyed entertaining my pets. The last group was soooo boring!!!" The Demon is not nearly as powerful as the impression he gives would imply. He is a relatively minor Demon which was bound by the Archmage Krasin to be subservient to the Crown of Velus. He cannot move more than 100 yards from the Crown of his own free will. The wearer of the Crown is immune to any of the Demon's powers, and the Demon must obey the commands of the wearer of the Crown. Although the wearer may banish the Demon to his own plane, this act breaks the spell of submission. The Demon has some minor *Charm* spells with which he forced some Orcs and a few others to guard the Crown to prevent anyone from becoming his master. His major physical weapon is the Basket of Javelins, which will supply one Javelin per round indefinitely. The Demon's talons do 8 points of damage per hand each hit. Each of the horns on his head can throw a 10 point *Firebolt* once per hour. The Demon will be extremely arrogant and overbearing. Winning a physical combat with the party doesn't excite him very much unless they attack him. If any of the party is wearing the Crown, he will try to trick the wearer into sending him back to his own plane, thus freeing him from the domination of the Crown. The Staff in his hand belongs to Velus, but the Demon does not know how to use its powers. With it, one can create a pool of water 10' x 10' x 1' every hour. Placing the tip of the Staff in a body of water will cause a like amount to vanish every round.

Trevor the Demon: HD: 10, HTK 52, SPD: 30', SIZ: 7', ALN: CEX, ARM: 065, INT: 174, MRT: 075, SPA: Spells, WPN: Javelin, 2 Claws 8 points of damage each.

IGNOBLE INNS by J.G.Staff



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Written by the Judges Guild Staff

Maps by Ron Ellrick

Composing by Debye Pruitt

Layout by Roger Harvey

IGNOBLE INNS

Judge's Information

The four Inns described in this installment may be used in several ways. The simplest is to use them to create rest stops for adventurers traveling in the areas in which the Inns are located. A more interesting way would be to include them in a quest such as the one described below.

An ancient Priest (or Sage) wishes to hire a party of adventurers to complete for him a quest which has consumed nearly all his adult life. He has searched forty years throughout the known world for certain artifacts stolen a century ago from the Temple of his god. Of the thirty items he sought, only five remain unclaimed, and, although he is aware of their approximate location, he is no longer strong enough to make the journey himself. Therefore, he proposes to pay a reward (sum is the selection of the Judge, according to the tone of the campaign he or she moderates) for the reclamation and return of the items he seeks. The five items are a jewelled Amulet of Truth which, the Priest says, is in the possession of the mother of Jeribalu, owner of the Merry Mugs Inn near Byrny (Hex Number 2312, Judges Guild City State Campaign Map One), an Amulet of Luck currently held by an aged seeress living near the Anaconda Inn (Hex 3819 Desert Lands Campaign Map Seven), a Bracelet of Desert Wind now owned by a shepherdess whose family occasionally stops at the Desert Cave Inn (Hex 3312 Desert Lands Campaign Map Seven), a Shaman's Staff of Light thought to be in the regions below a former temple now used as an Inn by Pirates, called the Raging Mane Inn (Hex 4322, Isles of the Blest Campaign Map Twelve), and a +2 Broadsword called the "Deck Sweeper" (its current name; formerly it was "Khrunak-ra"), now in the hands of Ella the Red-Hand, an Amazonian Pirate plying the waters south of the City State of the Invincible Overlord but known to stop occasionally at the Raging Mane Inn. Should the characters return with the items, the Priest promises to ask his god to grant each one Wish.

If the players decide to take on the quest, the distances between the far-flung Inns can provide a lot of wilderness adventure in addition to the adventure of the quest.

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The Raging Mane Inn

The Raging Mane Inn, better known by its nickname, "the Temple," is located in hex 4322 of Campaign Map 12, Isles of the Blest. It is not a well-known tavern among the polite, non-criminal segments of the population at large. The Raging Mane is the hideout and inn for half of the Pirates, Corsairs, and Privateers in the ocean. Built in the ruins of an abandoned Temple that is so old that no one living knows what god was worshiped in it, the Inn serves as a place of refuge and recreation for Pirates and other free-booters. The bay near the Temple serves as safe refuge for the Pirate ships and is used for careening in order to remove the sea growths from the underside of a ship that might slow the ship at a critical time. The harbor is never visited by the warships of any navy because the Raging Mane lies on an abandoned, little-traveled coast, and the reef at the entrance to the cove is especially tricky. Anyone foolish enough to try to maneuver through the passage into the cove without already knowing the channel would be almost certain to end up wrecked upon the reef. To make matters worse, the sole good passage into the cove is right below the cliff, by the ruined Temple that the Pirates have turned into their own private refuge. A small wooden tower stands on the cliff, and a dozen Pirates stand guard (draw them from the staff of the Inn and from the crews of any ships in the harbor) ready to toss blazing oil down upon any ship that tries to enter the cove if it is not recognized as belonging to some known Pirate (usually identified by the standard of the Pirate that flies at the masthead and by knowledge of the proper passwords). Six Pirates: CLS FTR, LVL 021, HTK 013 - 016 - 016 - 015 - 014 - 014, ARM 038, AGL 112, WPN DSC. Three Pirates: CLS FTR, LVL 011, HTK 008 - 009 - 010, ARM 039, AGL 122, WPN DSP. Three Pirates: CLS FTR, LVL 041, HTK 031 - 030 - 029, ARM 045, AGL 143, WPN DBS. The wooden watchtower contains a small keg of ale, a lit brazier, numerous firebrands and skins filled with oil, a small chest that holds 10 GP, 114 SP, and 14 CP, and a silver signaling horn worth 10 GP whose blast would bring the Pirates from the Raging Mane to the tower prepared for battle. The harbor currently holds three ships, two Pirate vessels (low, long sailing ships) and a captured coaster. The first Pirate ship, the *Westwind*, belongs to Ella the Red-Hand (see Room 2 of the First Floor of the Raging Mane Inn) and is guarded by five Pirates (Pirates 1 - 5) who got stuck with standing watch aboard the ship. Pirates: CLS FTR, LVL 041, HTK 023 - 022 - 025 - 031 - 030, ARM 045, AGL 143, WPN DSC. The ship mounts two Ballistas and holds 10,000 GP worth of spices and silks that were recently removed from a captured merchant vessel. The second ship is the *Seablade*, owned by Sprigg the Black-Hearted; it is guarded by two Pirates (Pirates 6 and 7). Pirates: CLS FTR, LVL 031, HTK 025 - 029, ARM 045, AGL 143, WPN DSC. The *Seablade* mounts a single Ballista and contains 8,000 GP worth of rare woods and finely woven cloth. The final ship, a small coaster, is for sale by Aleris for 500 GP. The coaster is in good shape, but, because it is portly and slow, few Pirates are interested in such a craft, so Aleris is selling it cheap.

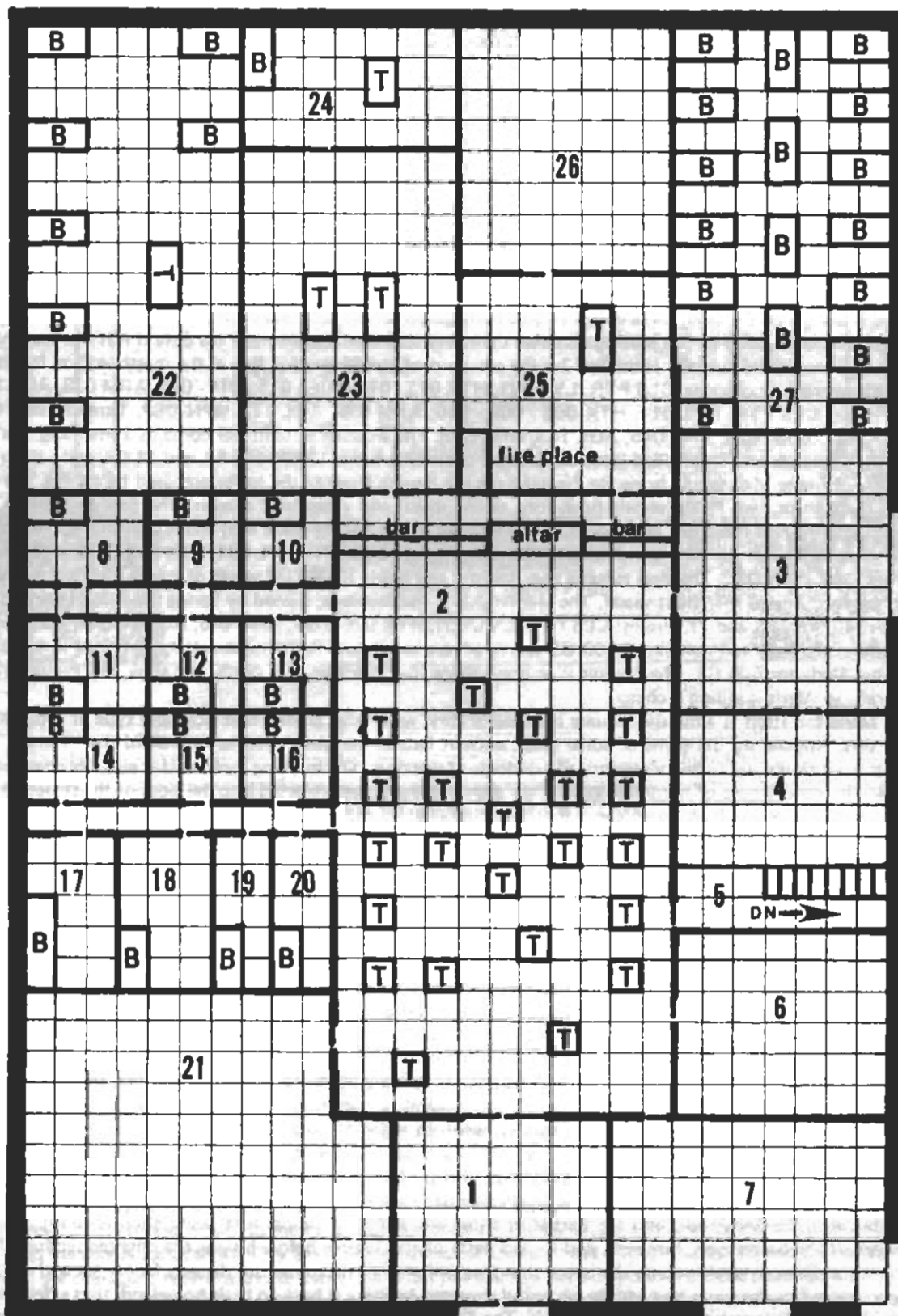
The Raging Mane Inn itself is a massive, square building of grey, weathered granite that lacks any type of window, including any Arrow slits. Apparently the scene of some great, ancient battle, the bleak moorlands around the "Temple" are strewn with the shattered skulls and rusted weaponry of hundreds of warriors. The building looks as if it also has come under attack by more than the mere forces of nature; several holes appear to have been blasted into the sides of the structure. No light shines from the building except from under the main bronze doors at its entrance.

The History of the Temple

Once, centuries ago, a race of aquatic, demi-human creatures existed who had developed a high degree of civilization. The demi-humans, named, by their contemporaries on land, the Sea People, were a scaly, cold-blooded lot that almost radiated evil. Raiders of sea and land alike, the Sea-People populated this section of the coast, destroying any previously existing hamlets and villages as far inland as twenty miles. Still, they were not too great a threat farther inland because they could not stand to be out of water for long and, as a race, they were dying out. No one knows exactly why their numbers continually dwindled, but some feel that they sacrificed so many of their more intelligent brethren to their dark gods that they slowly degenerated into mindlessness. They were also given to sacrificing young females, thus destroying their opportunity to repopulate. Still, the species made one last attempt at survival; they managed to construct the Temple, and there, through sacrifices of humans and other intelligent species, they gained the ability from their gods to live on land. One of the other gods, taking notice of this threat to the land-dwelling peoples, went, in a dream, to a Shaman of a wild, Barbarian tribe that was known for its savagery and its willingness to die in a battle for a cause. A wild, violent lot, they were causing much trouble among their more civilized neighbors. The god, Aslotan, caused the Shaman to unite the tribes of these mad Barbarians into a unified force in order to attack the outpost that the Sea-People had managed to establish on land, the Temple. The battle raged for ten days between the Sea-People and the Barbarian tribes and ended in almost total annihilation on both sides. The Barbarian survivors of the battle won, however, and looted parts of the Temple before leaving the blighted section of the coast. The Barbarians had been so weakened by the battle that they fell prey to the numerous dangers from men and from monsters that they encountered on the route home; only a handful managed to make it back to their homeland, thus effectively ending, for the time being, their threat to the civilized lands. The Sea-People were left in worse shape; the attack had killed the best and most intelligent of their degenerate race. The species fell back into barbarianism, abandoning most of their Temple outpost on the surface.

A few hundred years later, after merchant and war ships discovered that the coast was once again safe for travel, a badly-damaged Pirate ship found the cove and the Temple. After repairing their ship, the Pirates carried the news of the abandoned Temple (and of the fact that something lived beneath the Temple) around the Pirate fleet. Several ships made an attempt to enter the cove after that, but only an occasional one survived the dangerous reefs to reach the safe harbor. Knowledge of the safe passage slowly spread, however, with each new attempt. About fifty years ago, a minor, aging Pirate Captain,

THE RAGING MANE INN



Key:

(1st Floor)

T Table
— Doors

|||| Stairs

1 Square = 5 Feet

B Bed



Quan the Red-Hand sailed into the cove and found another Pirate ship already anchored there. The pair of ships careened while the crews guarded the entrance, explored the Temple (losing a couple of overly-inquisitive Pirates to the things that lurked in the basement), and generally partied and had a good time. Quan decided that he was getting too old to sail and command, so he unloaded a large quantity of supplies from his ship which they had obtained from a couple of rum-runners and set himself up in the Temple, which he named the Raging Mane, as an Innkeeper for the Pirates. The news of the Inn at the cove of refuge spread like wild-fire among the Pirate brotherhood. Since then, any Pirate ship in the area almost always stops at the Inn in order to allow the crew to relax and make any needed repairs to the ship. Several times, some brave but foolish naval captain of one of the coastal nations have tried to force the passage into the harbor, but a few well-placed bags of oil and several firebrands sent their hopes of destroying the Pirates' ships safely anchored in the harbor up in flames. Because of the lack of other safe harbors in the area, the half-hearted attempts to blockade the harbor failed, as did the sole attempt at landing with an assault inland. (The government troops who attempted the assault had the bad luck to arrive at the Inn when five large Pirate ships were anchored in the cove at the same time.)

After Quan's death, Aleris, his son, took over the Inn and has been running it since. The Inn has gained the reputation in the disreputable circles of being a safe refuge for any seafarer who turns his hand to freebooting and as a place where stolen goods may be cheaply purchased by unscrupulous merchants.

Main Floor of the Raging Mane Inn

Room 1:
(35' x 30') Room 1 was the old entryway to the Temple proper. The massive outside door is made of bronze and is covered with numerous, slightly obscene vignettes molded into the metal. The outer door is not locked; neither is the inner door. The bronze inner door, similar to the outer door, leads to what was once the main hall of worship and sacrifice for the Sea-People. The floor of the room is caked with grime and dirt from the boots of the Pirates, freebooters, and others who have passed this way to get to the bar. Broken bottles and discarded bits of food lie scattered about the room. Piled in a corner are two stripped bodies. They are the bodies of two Pirates who foolishly challenged a better or luckier Fighter and received their just reward. Their crewmates will haul their bodies out to their ship later for burial at sea. Sounds of battle coming from the next room fill the air, mingled with the unmistakable sounds of music, carousing, and general rowdiness.

Room 2:
(55' x 100') Room 2 is the old main hall of worship for the Sea-People; it has been turned into the Public Room of the Inn. The room is full of tables; they are all occupied by singing, swearing, shouting Pirates, disreputable merchants, and ladies of ill-repute (members of Madame Zelde's dance troupe). The body of a totally inebriated Pirate lies on the floor, blocking the entrance from Room 1. When the party enters the room, a parrot will hang upside-down from the rafters, spread its wings, and giggle insanely at anyone entering the room. The parrot is one of many descendants of parrots that have been brought to this area by Pirates over the years. The room is lit by three large, wrought-iron candle chandeliers, all of which have their fair share of screaming parrots who will yell obscenities almost as loudly as the Pirates at the tables scattered about the room do. A flute player will begin playing at one of the tables, and a near-naked woman will climb upon another table to dance, kicking mugs of wine and ale out of her way to do so. The Pirates greatly appreciate her dancing; a dozen silver coins will be tossed at her, as well as several crackers that seem to come from the parrots hanging from the chandeliers. A fight between a pair of Scimitar-wielding Pirates will break out in the bar, to the delight of other Pirates who will immediately begin wagering money on the outcome. At the bar at the far end of the room, the current proprietor of the Inn, Aleris, watches as his three harried bartenders (Bartenders 1 - 3) serve up mugs of wine, ale, and other spirits to the thirsty Pirates. Aleris is a tall man with a scar on his cheek. He got the scar in the battle with government troops when they tried to take over his Inn. A quiet man, he will talk to few people, preferring to give all but his closest friends a brief nod of the head in acknowledgement of their presence. The reason for this is that he has an embarrassingly high, squeaky voice for such a large, powerfully-built man, and he feels that talking will ruin his rough, tough image. Three bartenders: CLS FTR, LVL 021, HTK 018 - 013 - 014, ARM 045, AGL 111, WPN WCL & DSS. Behind the bar is a large, open cash box that holds 145 GP, 345 SP, and 145 CP; this represents the receipts for the night.

Sitting at a table near the door are two people who appear decidedly out of place. One is a little old man dressed in conservative clothing and with a quill pen in his hand. The other is an equally old lady who is quietly sewing. The pair seem oblivious to the minor riot going on about them, and the rioters scrupulously avoid bothering them. The man is Woart the Scribner who is busily turning out a well-forged Letter of Marque. One of the Pirate Captains wishes to take advantage of some trouble between a couple of the major states in this part of the world by preying on the shipping of both countries with Letters of Marque. Woart can turn out masterful copies of legal documents and Letters of Marque for a fee of 500 GP each. These copies are so perfect that they will fool people who rarely see such documents 90% of the time and will fool experts such as Captains of Government ships, naval legal experts, and the like 50% of the time. Woart is a mild-mannered man, but he will not allow himself to be bullied or talked down in price because he knows that few have his forging skills and that he can depend upon Aleris to protect him. The little old lady is the mother of Aleris, Irina the Nimble. She specializes in making personal Pirate flags as well as fake national flags which the Pirates fly to fool their prey and their enemies. Irina is a kindly old lady, but she can swear so strongly that it would make a Pirate bosun blush.

Prices at the bar are simple to remember: 1 GP for a mug of beer, wine or ale. More potent beverages, such as brandy, sell for 5 GP each. The prices are high, but Pirates are known spendthrifts when it comes to partying after a successful voyage, so Aleris gets plenty of business from the hard-drinking Pirates and Buccaneers. The ladies of ill-repute in the hall, five of which are already spoken for, charge 20 GP for their services. The women, who are members of Madame Zelda's dance troupe (although there is no Madame Zelda, and few of the women can dance well at all) are fairly pretty and reasonably skilled in the amorous arts. They are not Houris, but, after several weeks at sea, the Pirates for whom they perform rarely care). The Ladies: CLS FTR, LVL 011, HTK 001 - 003 - 003 - 003 - 002 - 002 - 002 - 002 - 002, ARM 001, AGL 135, CHA 147 - 145 - 154 - 143 - 154 - 065 - 165 - 176 - 175 - 176, WPN DDG.

The bar is currently being used by the crews of the two Pirate ships that are at anchor in the harbor, the Westwind and the Seablade. The Captain of the Westwind is Ella the Red-Hand, an Amazon who prefers to do her fighting from the deck of a ship rather than upon land. A legal Privateer, she is a fairly honorable person who preys only upon those vessels that her Letter of Marque, which is real and not a forgery, will allow. Her skill and honesty are well-known throughout the Pirate brotherhood and even among the seagoing population of the nearby nations. Her ship has been hired as a treasure vessel by governments who rely on her integrity with complete and justifiable faith. She is here with twenty-five of her crewmembers (CLS FTR, LVL 011 - 061, HTK 028 - 039, ARM 045, AGL 113, WPN DSP & DBS, carrying 1DB x 10 GP) who are carousing and generally carrying on as any good crew of cut-throats and Pirates ever would. The +2 Two-Handed Sword that she carries is called "The Deck Sweeper," and she has slain as many as four men with it in a single blow.

The Captain of the Seablade is Sprigg the Black-Heart, the greatest cut-throat that ever sailed the seas (at least, that is what he says). Fairly new to the art of Pirating, he has only recently taken to the sea in an attempt to escape from a nagging wife and five bratty children. He is a wishy-washy, timid-looking man who backs down when stared at and will yelp for help if attacked, even if the attack is in a fair fight. The motley crew of cut-throats that he has assembled to serve aboard the ship he bought would slit his throat and toss him overboard were it not for his luck. He has managed to seize a dozen ships; he seems to know beforehand where these ships would be, when, and even what cargo the ships would be carrying. This seemingly supernatural ability which he possesses and his skill in avoiding difficult, unprofitable victims has caused his crew to be in awe of him despite his pathetic appearance and cowardly actions. Note: This ability is supernatural; he dreams every night of all the ships in his area and knows what they are carrying and where they are bound. Because of this ability over which he has no control, he has little interest in the comings and goings of ships, and he studiously avoids the normal Pirate contacts of information regarding merchant ships. His main wish in life is to find out how he is able to dream of the nearby ships because he fears that, if he loses his ability, his crew will turn on him. At some time during the evening, one of the crewmen from the Seablade will begin playing the bagpipes. Unfortunately, he plays badly and, after several minutes of insults from the crew of the Westwind, the twenty members of the crew of the Seablade will find themselves under attack from the Westwind crew, who will start a general brawl. Crew members: CLS FTR, LVL 011, HTK 006 - 035, ARM 035, AGL 113, WPN DSC & DSP, each carrying 1DB x 10 GP. The basic rule of such a brawl is that no blades are allowed to be used; only bottles, Clubs, chairs, etc may be employed. Aleris will calmly watch the brawl and will not try to stop it in any way. He will be busily totting up the damage that the brawlers are doing, planning the charge for the fixtures and equipment that are broken and damaged from the fight (he may add in the price of a few things that were damaged at some other time but for which he could not exact restitution). After the brawl ends, he will present the Captains of both ships with a bill which they will pay if they ever want to use his Inn again.

There are currently three merchants at the Inn who are attempting to make a bit of money from the spendthrift Pirates. Two are buying small, easily transportable items to be shipped overland to their shops. The third is a Dwarven Smith who is selling his finely-made weapons to the Pirates and Privateers at the Inn and is doing a booming business. The first merchant, Agax the Fair (which, of course, probably isn't his real name), is buying gems and jewelry for half their value (fairly generous since, at best, a Pirate could only get 60% of the worth of an item). Agax the Fair has two, hard-bitten fighting men employed as guards (Guards 1 - 2), and he carries 4,000 GP worth of gems, 500 GP, 128 SP, and 54 CP. Guards: CLS FTR, LVL 041, HTK 031 - 036, ARM 075, AGL 165, WPN DBS. The second disreputable merchant, who is looking for any goods of great value and small size, is Rutland the Hagglor. Rutland the Hagglor is a small, wizened old man whose main joy in life is to argue and haggle over goods and their prices. Therefore, he'll always start with a price that is totally out of line (20%) with the worth of the goods that he is trying to buy, but he always says that such things as price are negotiable. Because of his love for dealing and haggling, a person selling goods to him will get 40 + 1D10 % of the actual worth of the item. Rutland is guarded by his sister-in-law, Ivy of the Red Hair, a tall powerfully-built woman with a reputation for fighting among the Pirates. It seems that one time, when she was guarding Rutland, a brawl broke out, and, after putting Rutland in a place of safety, she was drawn into the battle. Once in the battle, she managed to fell, with her fists alone, half of the entire crew of one Pirate ship. Since then, she has been able to keep Rutland and herself out of fights because no one wants to tangle with her. Rutland has 2,456 GP worth of spices, 527 GP worth of silks, and 40 GP worth of jewelry that he has purchased from Pirates

and freebooters in need of some fast cash in order to get drunk at the Raging Mane. Rutland also has 500 GP, 56 SP, and 32 CP left with which to make additional purchases. The last merchant at the Inn is the Dwarven smith, Ulric the Strong (some of the Pirates claim that this name is in reference to how he smells rather than to physical strength) who is selling his finely-made weaponry to the Pirates. For double the ordinary price (and, considering the fine quality of the weaponry, what he sells is worth double the ordinary price), he is selling 15 Damascus Steel Broadwords, 10 Damascus Steel Scimitars, 4 Damascus Steel Battle Axes, 2 Damascus Steel Foot Maces, and 1 Damascus Steel Two-Handed Sword. Ulric the Strong is a quiet, solemn Dwarf who will not haggle over prices but who is susceptible to flattery about the quality of his weaponry. He will reduce his price by 10% for those who "appreciate the fine quality of his goods." Ulric carries 200 GP, 150 SP, and 45 CP earned from his earlier sales to the Pirates. He also has a magical Dwarven Hammer that does +3 damage.

While the players are in the Public Room, the following strange events will occur. First, there is a 20% chance that a player who gets drunk will be hit with a cracker which seems to come from the ceiling. There is a 20% chance that the cracker will fall in the drunken player's drink. Players who look for the tosser of the cracker will see, among the numerous, multi-colored parrots hanging from the chandeliers, what appears to be a feathered monkey. It seems that, now and then, a parrot will fly down to the bar to steal some crackers from a bowl on the bar. The feathered monkey, much to the parrot's displeasure, will steal the crackers from the parrot and then will proceed to toss the crackers down upon the heads of the patrons in the bar. Secondly, at some time during the night, an horrendous, Barbarian war yell will be heard. A couple of the Pirates will start at the sound, but most will ignore the war call. A Barbarian man will appear at the door to the Temple and will then proceed to charge through the room, passing through people and furniture. The Ghost will then charge through a closed, heavily barred, bolted, and locked door at the side of the room (the doorway to Room 5). Finally, at some time during the night, mad pounding and scratching will be heard at the door to Room 5. Everybody in the Public Room will fall quiet to stare at the door that shivers under the repeated blows landing on it from the other side. After several minutes of pounding, all will fall quiet behind the door, and the carousing in the Public Room will begin again. If the players ask around about what is taking place, they will find out that, under the "Temple" lies a series of underground rooms full of monsters and that the door is sealed to prevent these monsters from over-running the Inn. A few foolhardy adventurers have gone through the sealed door, and fewer still have returned. All who do return claim that the underground area is full of monsters and contains very little real treasure, only some old books. Pirates aren't overly interested in books, and no one wants to annoy the creatures under the Raging Mane.

Rumors for the Public Room

- 1 *The creatures beneath the Raging Mane are actually the dreaded Sea-People, a race of aquatic humanoids that emptied the coast around the Temple hundreds of years ago of all other intelligent life forms.*
- 2 *A haunted ship manned by Skeletons was seen passing up the coast a few miles out from the Inn.*
- 3 *The underground chambers beneath the Inn are inhabited by a group of demons with scaly hides and red, glowing eyes.*
- 4 *The underground is inhabited by Ghosts and other Undead.*
- 5 *A king has put a bounty of 50 GP on the head of each and every Pirate killed.*
- 6 *A king has gathered a fleet of warships to destroy all Pirates and smash every Pirate stronghold and has placed a bounty of 50 GP on the head of each and every Pirate killed.*
- 7 *The King of the Pirates, Ras the Red, has been captured and killed, and one hundred Pirate ships are heading toward the Raging Mane to elect a new King. (F)*
- 8 *Ras the Red, King of the Pirates, has gathered a fleet together to hit one of the biggest cities in the area. So far, he hasn't told anyone which city that will be, but, keeping in mind Ras the Red's reputation for doing the impossible, the City State of the Invincible Overlord or the City State of the World Emperor would be likely targets.*
- 9 *The entire crew of a Pirate ship that ravaged a ship belonging to an eastern merchant has died at the hands of Assassins. (False: Only the Captain and four of the five Pirates that killed the merchant's son who was aboard the ship have been killed.)*
- 10 *A Wizard is looking to buy all of the Rubies in the world, and those that are not sold to him are stolen. (F)*
- 11 *A ship loaded with spices wrecked thirty miles down the coast. Watertight chests full of valuable spices have drifted ashore; some still remain in the hold of the wrecked merchant ship.*
- 12 *At Tarantis, a huge convoy of twenty merchant ships is being put together to head towards the City State of the Invincible Overlord; Ras the Red is assembling a fleet to capture this convoy.*

- 13 *A shipload of bright blue men has begun taking ships off the coast, and its bright blue female Captain has applied to join the Brotherhood.*
- 14 *There is a large treasure 200 miles down the coast to which one of the Pirates has a map. (True, but the map is a fake.)*
- 15 *One of the Pirates is selling a map to a treasure of 2,000 GP worth of pearls. The treasure is supposed to be hidden in a chest in a cave and guarded by twenty armed Zombies, but the map is a fake. (False: The map is real, but the Pirate doesn't know it.)*
- 16 *A fortune in jewelry is going to be sent by a noble in Tarantis to his prospective bride in the City State of the Invincible Overlord, but no one knows what ship will carry it.*
- 17 *Some rich noble in Tarantis has just purchased a small, fast sailing ship in order to take messages and items of value to and from Tarantis to the City State of the World Emperor.*
- 18 *A War Galley belonging to the World Emperor was lost at sea recently. The galley was rumored to be carrying a huge sum, the proceeds from the collection of taxes of the maritime provinces under the control of the World Emperor.*
- 19 *A War-Galley belonging to the World Emperor and carrying a large sum of money which was the proceeds from the collection of taxes of the maritime provinces under the control of the World Emperor has been reported to be lost at sea, but someone saw it sailing south, away from the domain of the World Emperor, at a fast clip.*
- 20 *More than half of the coastal boats captured on the way to the City State of the Invincible Overlord have been loaded with wine which, due to a recent fire, is in short supply in the City State and brings double the normal price there.*

Room 3:
(35' x 45')

Room 3 is the stables for the animals that have been brought to the Inn by the disreputable merchants who are dealing with the Pirates and Privateers in Room 2. The room contains 10 Light Riding Horses, five pack Mules, a Pony cart bearing the symbol of Ulric the Strong, and the strangest-looking creature the players have probably ever seen. The animal, at first glance, could be mistaken for a Pony, but closer examination shows that it definitely is not. First of all, it displays a set of fangs that would look more at home on a Wolf than on a Horse. Secondly, its forefeet are not hoofed but, rather, have clawed feet, and its back feet resemble those of a camel. If anyone but Ulric approaches the animal or the Pony cart, the beast will give a low, menacing, warning growl. If anyone tries to touch the animal or the cart, the animal will attack. Ulric's "Pony": HTK 056, ARM 045, AGL 134, hits on 1 - 6 on 1D20 with each of its two forefeet for 8 HTK of damage, and hits on a 1 - 8 on 1D20 with its bite for 10 HTK of damage. Ulric's cart contains various odds and ends of traveling gear, rations, a cloak, and an empty water skin.

Room 4:
(35' x 25')

Room 4 is the storage room for the feed and fodder for the animals in Room 3. The stabling of animals is free, but feed costs 10 SP per night. The room contains barrels of oats, blocks of salt, and several piles of hay. On a peg by the door hangs a single extra saddle that is for sale by Aleris, and under one of the barrels is a secret compartment that holds 400 GP and 150 SP.

Room 5:
(35' x 10')

The entrance to Room 5 is heavily bolted and barred. Aleris will be unwilling to allow people to enter this room, but he will do so if pressured. However, he will tell those fools who wish to dare the underground that he will shut the door and lock it behind them and will only open the door again if they ask him to do so. As the players enter this room, just before the door is shut and locked, they will hear one of the Pirates in the Public Room offer 10 to 1 odds against them coming out alive. There will be no takers. The room, unlike the other relatively dry though not overly clean rooms of the rest of the Raging Mane Inn, is very wet; moss and slime cover the walls. The slime on the walls glows with an eerie blue light that negates the need for torches. Leading to the basement is a set of stairs at the top of which is the rotting corpse of a Pirate who almost managed to make it back to the door. The body has been badly mauled and partially eaten, and the weapons that one would normally expect to find are missing. However, in a belt pouch are ten green Emerald-like gems worth 50 GP apiece. The gems, known to occur only at great depths beneath the sea, are uncommon but not rare because Mermen often bring them to the surface for use in trade.

Room 6:
(35' x 30')

Room 6, because of its proximity to the stairs to the underground room, is presently not used except as a place to store trash until Aleris gets enough time to haul it out and dump it into the ocean. It is littered with broken bottles, ruined tables and chairs, bits of glass, and a few scraps of food.

Room 7:
(45' x 30')

Room 7 is not used because of the large hole in the wall opening to the outdoors. Two Pirates have sneaked into this room to discuss a treasure map which one of them found aboard a ransacked ship. The Pirate who found it, Jak the Red-Eye, is trying to convince the other Pirate to join him on an expedition to the isle where a treasure is supposed to be hidden under the ruins of a Wizard's tower. The other Pirate, Sethe Black-Hand, is willing, but they need some more people to fill out the crew. Jak the Red-Eye: CLS FTR, LVL 041, HTK 029, ARM 045, AGL 113, WPN DSC. Sethe Black-Hand: CLS FTR, LVL 031, HTK 024, ARM 046, AGL 112, WPN DSP.

- Room 8: (20' x 15') Unoccupied.
- Room 9: (15' x 15') Unoccupied.
- Room 10: (15' x 15') Room 10 is totally dark; yelling and screaming can be heard coming from each corner. If the room is entered, the yelling and screaming will be directed at those who enter the room. The screaming consists of numerous swear-words, 70% of which are obscene, in over twenty different languages. A light in the room will reveal a pair of parrots perched on a bird stand in each corner of the room. They are responsible for all the commotion.
- Room 11: (20' x 15') Unoccupied.
- Room 12: (15' x 15') Occupied by a Pirate and a brace of ladies of ill-repute. Anyone entering the room will receive several curses directed at them by the Pirate, but the ladies will encourage all comers to join them. Joining them, however, at this particular moment, is taking one's life in one's hands because the Pirate does not wish to share his pleasures with anyone else. Pirate: CLS FTR, LVL 021, HTK 015, ARM 001, AGL 136, WPN DDG. His purse, containing 150 GP, and his Damascus Steel Scimitar lie on the floor. Ladies of ill-repute: CLS FTR, LVL 011, HTK 003-009, ARM 001, AGL 064, WPN DDG.
- Room 13: (15' x 15') Unoccupied.
- Room 14: (15' x 20') Room 14 is occupied by a single Pirate and a lady of the evening who are so busily engaged that they will not notice anyone entering the room. Pirate: CLS FTR, LVL 021, HTK 014, ARM 001, AGL 123, WPN DSC (his weapon, his purse containing 45 GP, and his clothing lie on the floor). Lady of the evening: CLS FTR, LVL 011, HTK 007, ARM 000, AGL 121, WPN None.
- Room 15: (15' x 15') Unoccupied.
- Room 16: (15' x 15') This room is occupied by a single Pirate and a lady of ill-repute who are oblivious to anyone entering the room. Pirate: CLS FTR, LVL 021, HTK 017, ARM 001, AGL 103, WPN SDG & DSP. His Damascus Steel Spear, his purse containing 45 GP, and his clothing lie on the floor. Lady of ill-repute: CLS FTR, LVL 011, HTK 002, ARM 000, AGL 114, WPN None.
- Room 17: (25' x 15') This room is occupied by a single Pirate and a lady of ill-repute. He is in the process of getting dressed, and they will both notice any intruders. Pirate: CLS FTR, LVL 041, HTK 036, ARM 001, AGL 131, WPN DBS. He has a purse containing 20 GP. Lady of ill-repute: CLS FTR, LVL 011, HTK 007, ARM 000, AGL 143, WPN None.
- Room 18: (25' x 15') Unoccupied.
- Room 19: (25' x 10') Unoccupied.
- Room 20: (25' x 10') This room is occupied by a single Pirate and lady of ill-repute. She is dancing for him; he lies on the bed. They will not notice anyone entering the room. Pirate: CLS FTR, LVL 021, HTK 019, ARM 001, AGL 155, WPN DSC. His purse contains 37 GP. Lady of ill-repute: CLS FTR, LVL 011, HTK 005, ARM 000, AGL 132, WPN None.
- Room 21: (L-shaped) (Approx. 60' x 50') Room 21 is used as a warehouse for items that have been left at the Inn by various Pirates to be picked up at a later date. The room is full of crates, boxes, and barrels that hold everything from bolts of silk to iron spikes. The room contains the following items of great value: 2,000 GP worth of silk, 1,500 GP worth of other fine cloth, 2,000 SP in a chest, 7,000 GP worth of spices, 400 GP worth of rare and valuable wines, 100 Damascus Steel Broadwords, 50 Damascus Steel Spears, 50 Iron Truncheons, 47 Damascus Steel Scimitars, and 5,000 GP worth of perfumes and incense. The room is unguarded because the Pirates of the Brotherhood respect the neutrality of the Raging Mane Inn, and any theft from this room would bring their great displeasure down upon the Thieves. They will know who has stolen from the room because, if Aleris does not announce within the room what is being removed from the room, the name of the person removing something from the room will appear on a small, bronze plaque hung above the door, and the Pirates will forthwith track down and kill the offender. Note: The plaque is small and inconspicuous; it must be searched for to be noticed.
- Room 22: (35' x 75') Room 22 is used as the sleeping quarters for the bartenders and cooks who work at the Raging Mane Inn. The room contains seven single beds and a table. Under each bed is a simple, locked chest. Each of the male servants of the Inn carries the only key to his individual chest. The chests contain clothing, 1D6 x 10 GP each, and 1D8 x 10 SP each. Additionally, at each bed hangs a DSC which is to be used by the male servants in case they have to fight some sort of intruders.

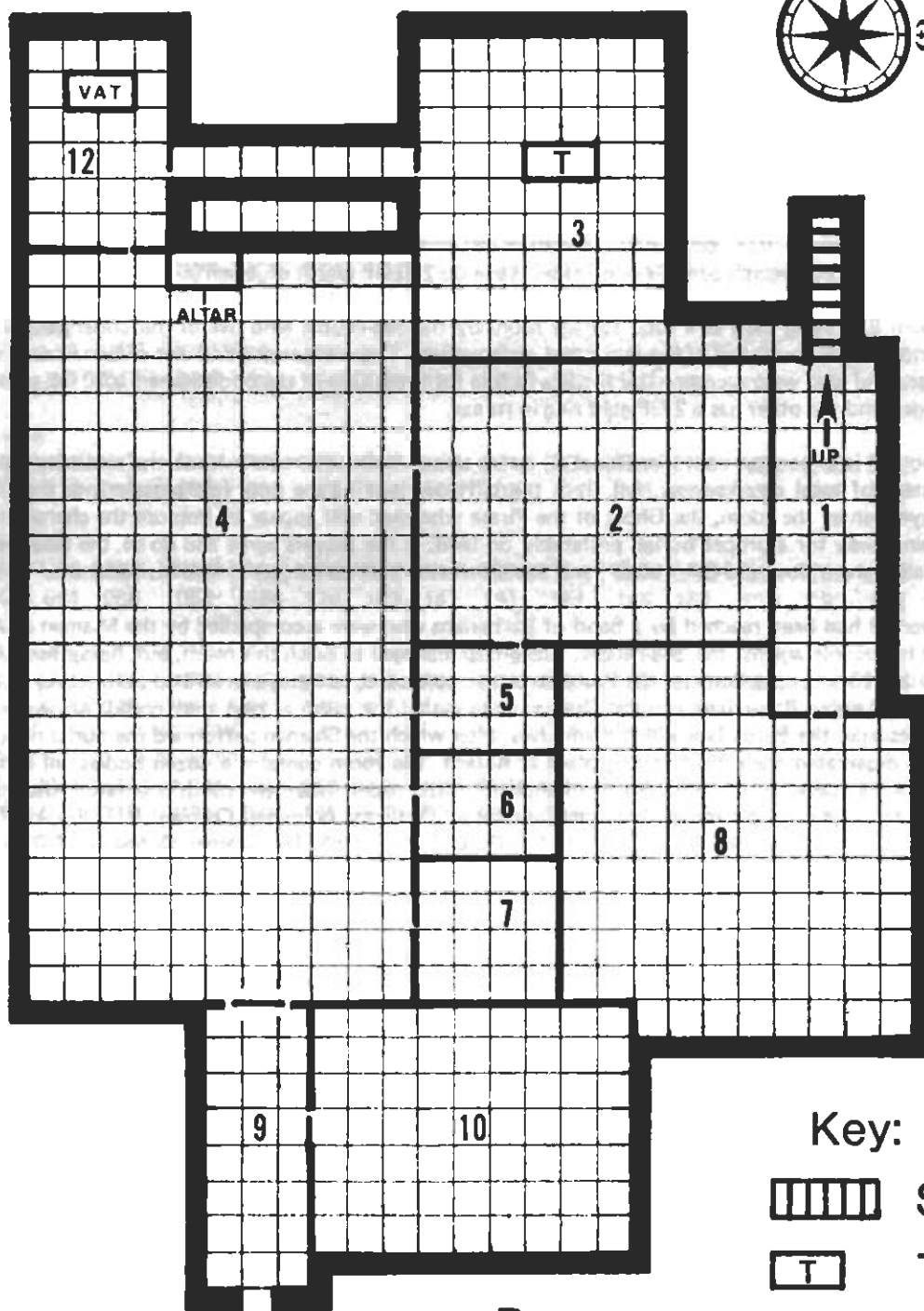
- Room 23:** (35' x 20') Room 23 serves as the dining hall for the servants and the women of the Inn. The room contains two large tables, each with several wooden chairs by them.
- Room 24:** (35' x 20') Room 24 belongs to Aleris, and the door is always locked; Aleris has the only key. The room contains a large, four-poster bed and a table covered with sheets of paper, bills of lading, and writing utensils. The papers on the table are records of the Inn, mainly concerned with the items that Aleris stores for Captains of Pirate and Privateer ships. He stores these items so that the ships will be lighter and better able to chase down further booty. Under the bed are a trio of locked chests that open only with the keys that Aleris keeps on his person at all times. The first two chests contain clothing, but the third hold the moneys recently earned by the Inn. The chest contains 150 GP, 1,044 SP, and gems worth 400 GP. Also, at the bottom of the chest, in a secret compartment, is a map to Aleris' buried treasure. The treasure lies in a chest within a cave near the Inn. It consists of 2,000 GP, 3,567 SP, and gems and jewelry worth 3,450 GP. However, the chest is guarded; it also contains five poisonous Snakes: HTK 010, ARM 020, AGL 175, do 10D6 points of damage from poison at the rate of 2D6 points of damage per round for five rounds. These Snakes are trained not to bite Aleris.
- Room 25:** (35' x 35') Room 25 is used as the kitchen for the Inn. The room contains a fireplace in which a pot of stew is cooking and a table that is covered with partially prepared food. On the walls of the room are shelves that hold numerous pots, pans, and cooking utensils. 20 GP worth of spices are held in a rack near the door. The kitchen is run by a crusty old peg-legged Sailor, Old Hari One-Leg, who took over the cooking job after he lost his leg to a sea serpent ten years ago. Hari One-Leg: CLS FTR, LVL 041, HTK 031, ARM 017, AGL 104, WPN DDG. Hari is assisted by Bor the Axe who, after losing both hands to a Sword blow, settled at the Inn to live out the rest of his life. Bor the Axe: CLS FTR, LVL 031, HTK 015, ARM 015, AGL 111, WPN Hooks instead of hands; they each do damage as a Dagger.
- Room 26:** (40' x 35') Room 26 is the storage room for the Inn. The room contains numerous barrels and kegs of food-stuffs (flour, salted beef and fish, pickled vegetables, etc.), boxes of candles, boxes of drinking mugs (made of cheap metal), twenty 40-gallon kegs of beer and twenty of ale, forty 50-gallon barrels of cheap wine, and various odds and ends of furniture to replace that which regularly gets broken in the Public Room by brawling Pirates and freebooters.
- Room 27:** (65' x 35') Room 27 serves as the sleeping quarters for the members of Madame Zelda's dance troupe, the ladies of ill-repute who ply their trade at this Inn. Under each bed is a locked chest; each woman has the only key to her individual chest. Each chest holds various silk and fine cloth garments worn by the ladies of the evening, 1D6 x 10 GP worth of cheap but gaudy jewelry, 1D10 x 10 GP, and 1D10 SP. Most of the money they earn goes to their boss, Aleris. Several of the chests also contain various items of makeup used to disguise the advancing years of some of the members of the troupe. Additionally, one of the chests holds a small, wooden box that was given to its owner by a customer. The customer never returned to reclaim the box, which she has yet to open. It is locked, and it holds 20 GP and a map to a buried treasure that lies in an old, ruined mansion 500 miles up the coast.

Underground Level of Raging Mane Inn

All of the rooms on this level are lit by the slime mentioned in Room 5 on the Main Floor. The walls of all of the rooms are covered with slime and moss. All of the walls show signs of neglect and bear battle scars.

- Room 1:** (15' x 50') The stairs from the Main Floor descend to this room which is guarded by three Sea-People. Sea-People are green, scaled humanoids with red, glowing eyes. They carry Spears and Tridents. A stone-aged culture, they have fallen quickly down the scale of civilization since the attack of the Barbarians which killed their best members. Sea-People: HIT 008, HTK 041 - 039 - 041, ARM 058, AGL 065, WPN RSP. Each carries two of the green, Emerald-like stones worth 5 GP apiece similar to those found on the corpse in Room 5 on the Main Floor.
- Room 2:** (50' x 40') Room 2 contains five Sea-People who will go to the aid of their comrades in Room 1 if they hear the sounds of fighting. Sea-People: HIT 008, HTK 048 - 049 - 050 - 051 - 046, ARM 058, AGL 065, WPN FSP. The walls of this room are covered with paintings of the obscene rites that the Sea-People practiced in the Temple. Though the pictures have been badly damaged by the slime and moss, enough remains to show numbers of intelligent creatures being sacrificed to their dark gods. One section of the picture depicts Sea-People being immersed in a vat of blood; it was through this rite that they gained the ability to survive out of water for long periods of time.
- Room 3:** (35' x 45') Room 3 is the library that some of the earlier Pirates discovered on the level before the Sea-People noticed the intrusion. The Sea-People killed the majority of those early Pirate explorers. The walls are lined with shelves holding books made of some sort of sea-weed parchment. The contents of the books are written in a language known only to a handful of Sages. To such a Sage, the 200 books in the room would be worth 20 GP each. At the table in the center of the room is one of the more intelligent of the Sea-People who is trying to regain some of the knowledge of their lost culture. Sea-People: HIT 008, HTK 059, ARM 058, AGL 065, WPN FSP.

RAGING MANE INN



Key:

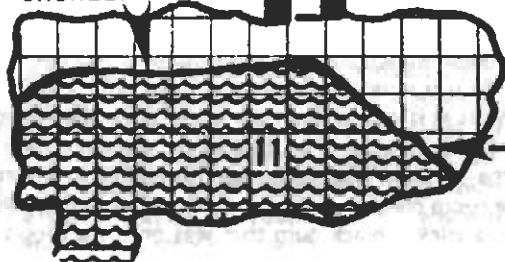
 Stairs

 Table

1 Square = 5 Feet

Basement

SHORELINE



WATER LINE

- Room 4:
(55' x 105')
- The main altar room is in the best state of repair of all the rooms in the underground complex, but it still shows signs of decay from age and some damage from the battle that ensued when some of the Barbarians managed to reach this room. The room currently contains ten praying Sea-People who will attack any person who dares to desecrate their most holy place. Sea-People: HIT 008, HTK 041 - 045 - 035 - 036 - 035 - 042 - 054 - 035 - 038, ARM 058, AGL 065, WPN FSP. On the altar, which is covered with the strange writing that is found in the books in Room 3, is a gold plate worth 100 GP on which 100 of the green gems worth 5 GP each are piled as an offering to the gods that the Sea-People worship.
- Room 5:
(20' x 15')
- Room 5 was once used as a meditation chamber by the now-dead Sea-People Priests. After the battle, the bodies of the Priests that could be recovered were placed into this chamber. Currently, the room is full of the Skeletons of ten of these Priests which will rise up to defend themselves when their tomb is violated. Skeletons: HIT 003, HTK 013 - 011 - 011 - 010 - 010 - 012 - 012 - 013 - 013 - 014, ARM 010, AGL 155, WPN BSP. If the Skeletons are destroyed, a search of their remains will turn up 200 GP worth of jewelry.
- Room 6:
(20' x 15')
- Room 6 is being used as a food storage room by the Sea-People who live in the underground ruins of the old Temple. The room is full of fish and other sea creatures. There are also the bodies of two Pirates who were buried at sea and who were recovered by the Sea-People for food. One of the bodies wears a 10 GP gold ring on its little finger, and the other has a 2 GP gold ring in its ear.
- Room 7:
(20' x 20')
- Room 7 is a storage room like Room 6, but it also contains the remains (one arm and a leg) of a Pirate who, in a state of total drunkenness, fell from the cliff overlooking the only safe passage into the harbor. When the players enter the room, the Ghost of the Pirate who died will appear to implore the characters to carry his remains away for a proper burial, preferably on land. If the players agree and do so, the Ghost will show them a small cache of loot (35 GP, 105 SP, and 35 CP) that he had buried just before his accident.
- Room 8:
(Approx. 40' x 40')
- Room 8 had been reached by a band of Barbarians who were accompanied by the Shaman of Aslotan who had led his people against the Sea-People. The group managed to reach this room, but, here, they were trapped by a horde of Sea-People. Some of the Barbarians tried to escape, but they were killed before they could reach safety. The remaining Barbarians and the Shaman then sealed the room as best they could. Knowing that they could not escape, the Barbarians killed themselves, after which the Shaman performed the burial rites, making anyone who desecrated their final resting place at hazard. The room contains a dozen bodies, all in remarkably well-preserved condition, considering the dampness of the room. When the room is entered, the bodies will rise up and attack any who dare to desecrate their tomb. Ordinary Animated Corpses: HIT 004, HTK 014 - 014 - 014 - 013 - 011 - 013 - 012 - 011, ARM 031, AGL 055, WPN DBS. The Shaman Corpse: HIT 008, HTK 034, ARM 031, AGL 155, WPN VBS (does +3 above normal damage). A search of the bodies will reveal 104 GP worth of jewelry and a perfectly preserved, wooden Staff. The Staff, when touched, will glow blue and give off as much light as ten torches.
- Room 9:
(40' x 15')
- Room 9 contains a single Sea-People. Sea-People: HIT 008, HTK 031, ARM 058, AGL 065, WPN FSP. The Sea-People is carrying a woven seaweed sack which holds four freshly-caught fish.
- Room 10:
(35' x 45')
- Room 10 is being used by the Sea-People tribe as living quarters. The room contains ten adults, five children, and a dozen eggs which would bring up to 20 GP each from a powerful Magic-User. Adult Sea-People: HIT 008, HTK 041 - 031 - 050 - 034 - 035 - 043 - 037 - 031 - 031, ARM 058, AGL 065, WPN FSP. Child Sea-People: HIT 003, HTK 015 - 014 - 013 - 013 - 009, ARM 058, AGL 102, bite for 2 points of damage. A search of the room will yield a rusting Damascus Steel Broadsword and 10 of the green gems worth 5 GP each.
- Room 11:
- Room 11 is a natural cavern which contains a tunnel out to the nearby reef. This tunnel allows the Sea-People who live in the underground part of the Temple to come and go with ease. Getting out of the pool of water in the room are four Sea-People who have just returned from a successful hunt. The Sea-People are carrying a large fish that they have speared, and the pair holding the fish will toss it at an intruder (14 points of damage) before they use the Spears that they carry in cases upon their backs. Sea-People: HIT 008, HTK 041 - 035 - 035 - 044, ARM 058, AGL 065, WPN FSP. One of the Sea-People has 10 of the green gems in a purse on its belt. The gems are worth 5 GP each.
- Room 12:
(20' x 30')
- Room 12 contains the vat in which the Sea-People Priests dipped the Sea-People to bestow upon them the ability to live permanently out of the water if necessary. As it is now, the Sea-People must return to the water at least once during the day for no less than one hour. This is as it was before their ancestors made the agreement with their dark gods to sacrifice every intelligent living being they could capture to the gods in return for the ability to live on land. The gods made the vat of blood the talisman that activated this ability to ensure that the Sea-People would carry out their end of the bargain. The room contains a single, silver vat (actually only iron covered with 20 GP worth of silver leaf). The tub contains a sticky, black gum that was once the blood left in the tub

when the Barbarians attacked. Also left in the tub was a Sea-People who was undergoing transformation at the time of the attack. Because of the magical nature of the heavily inscribed vat, the blood and the Sea-People remain relatively intact but very changed. The Sea-People will rise up and attack any intruders when the vat is touched. Sea-People: HIT 010, HTK 060, ARM 068, AGL 033, hits twice with each fist (fists are magically hardened to be the equivalent of DFM). At the bottom of the vat, under all that goo, are 200 green gems worth 5 GP each.

Major NPC's

Aleris

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LNX	041	031	031	059	154	136	117	142	148	061	117	113	131	111	112	WCL

Woart the Scribner

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
SAG	LNX	041	012	009	063	156	163	122	122	152	146	124	128	124	116	113	DDG

Irina the Nimble

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LNX	011	010	009	053	123	134	166	102	134	115	134	138	065	163	125	DDG

Ella the Red-Hand

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LNG	081	056	052	074	176	183	147	181	184	165	152	126	193	166	115	WTS

Sprigg the Black-Heart

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LNX	021	019	055	061	143	115	146	131	156	126	134	147	055	065	205	DRS

Agax the Fair

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LNA	021	017	031	074	138	142	125	095	148	114	113	157	148	136	117	DSS

Rutland the Haggler

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LNA	021	019	035	074	147	157	193	135	125	136	086	125	128	145	123	DSS

Ulric the Strong

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CNA	061	040	055	063	162	123	122	181	123	114	162	076	147	121	135	VDH

Ivy of the Red Hair

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LGN	101	071	083	057	186	146	065	172	161	143	185	166	113	086	134	DBS

The Sea-People

A once-powerful, incredibly evil, scaled humanoid race, their wars with man have driven them back into barbarism. Sea-People can function out of water for up to 12 hours before weakening (-1 HTK every 10 minutes thereafter). Sea-People have tough, scaly hides, vicious claws on the ends of their webbed hands and feet, and a short fin running the length of the back. They are green with red, glowing eyes. They have gills and a rudimentary lung which does not work efficiently at all. Sea-People fear fire and will not attack a flame-bearer unless cornered.

NAP:	2-12	PSY:	115
NIL:	2-12	MRT:	10%
HIT:	008	WPN:	FSP
HTK:	024	RAD:	20%
NOA:	by weapon or 2	POR:	20%
DPA:	1-6/1-6	HAB:	Underwater,
SPD:	100'/min on land		Caves
	200'/min on water	FOD:	Fish, Sea Plants
SIZ:	6'	LIF:	30 years
ALN:	CEX	OOL:	Green
ARM:	058	DOM:	Den
PF%:	20	AGL:	105
PY%:	20	INT:	055
GES:	3 months	GRP:	School

The Anaconda Inn

Located in a small clearing in the middle of the Underwing Jungle (Hex 3619, Judges Guild Desert Lands Campaign Map Seven) is the Anaconda Inn, a small, village tavern. It is used mainly as a meeting place by the local villagers because not many travelers are wont to go thrashing about in the dangerous jungles to end up here. However, people traveling down the Teithoir River do occasionally stop to rest overnight in the village, which is located on the riverbank.

The village consists of a circle of 12 huts; there are three huts outside the circle. The clearing is fenced to keep the village animals in and the wild creatures out. The huts are constructed of bamboo and wood with grass thatched roofs. They are built on stilts to discourage predators by raising the floor level from the ground. A wooden ladder is used to gain entrance to each hut; the ladders can be pulled up at night. The village animals usually sleep beneath the huts.

Chief Tayassaidae is the owner of the Anaconda Inn as well as the leader of the few villagers that reside here. The village was originally more populous, but many of the villagers have died recently or have left, leaving only a handful of people behind. The Chief is a strange, quiet man who is never without his pet Boa Constrictor; it is usually wrapped around his arm or draped over his neck and shoulders. Rumor has it that the Boa is really the reincarnated form of his deceased wife. The villagers are a superstitious lot; they worship Snakes and believe that the souls of their ancestors reside in the bodies of Snakes. To kill a Snake in the village is a crime punishable by death; burning at the stake is the usual method of execution.

The Chief, upon meeting strangers, will warn them to leave all Snakes alone and to avoid causing trouble during their stay. He will also let it be known that there are hundreds of Snakes within the confines of the village, some venomous, some harmless.

Chief Tayassaidae became Chief of the village and proprietor of the Inn when his father died under very mysterious circumstances. He is friendly to all the villagers, but the only person he really associates with is the Witch Doctor, Tiko, who lives in the hut (No. 13) right outside the village circle. Tayassaidae lives in the back section of the Inn in Building 1.

Chief Tayassaidae

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CEN	081	064	017	091	197	156	137	176	154	145	126	147	136	145	091	WSP

Building 1

This is the largest hut of all; it is an 80' square. Like the other huts, it is built of wood and bamboo and raised on stilts, but the grass and mud roof rises up to form a point. A crude, wooden sign on the front reads, "The Anaconda Inn" and has a picture of a large Anaconda Snake drawn upon it. Entry is gained by climbing the ladder and pulling aside the mosquito netting which covers the open face of the building. Wooden tables and chairs are throughout the building, and woven reed mats, dyed various colors, cover the floor. The kitchen is in the northeast corner. The house drink is a mixture of pig's blood and ale and is properly called "Pig Ale." It only costs 2 CP for one of these drinks. Other drinks on the menu are: Ale: 2 CP per glass; Wine: 5 CP per glass; Firewater: 8 CP per glass; Foam Wine: 10 CP per glass. The menu lists Pigs Feet: 10 CP; Stew: 5 CP; Bamboo and Bean Sprout Salad: 5 CP; Fresh Fish and Veggies: 3 CP (the veggies are usually turnips or parsnips); Barbecued Meat: 4 CP. All the cooking is done by Tuca Ty, the Chief's daughter, and Topsword Guppy, her husband.

Tuca is a young, pretty woman who was recently married, against her wishes, to Topsword. Her father decreed that he had received a vision from the gods that the two should marry; he claimed that the union would please the gods and bring good fortune to the village. Topsword (so called because he is the only man in the village to wield a Sword proficiently; he was formerly named Tantoo) really doesn't care one way or the other about the marriage, but he is glad to have the Chief as a father-in-law. Because the Chief has no sons of his own, Topsword will become Chief when Tayassaidae dies.

Topsword is lazy and leaves much of the work to Tuca, who resents him all the more for it. She also resents and distrusts her father since the wedding and would leave the village if the right opportunity came along. To make matters worse for her, Tuca hates Snakes and does not believe that the ancestral souls are bound up in the bodies of the myriad Snakes populating the village. She has spoken out loudly against Snake-worshiping, and, if she were not the Chief's daughter, she would have been banished or killed long ago. Because she is the Chief's daughter, the villagers let it pass, explaining to one another that she is insane like her mother. When he isn't in the kitchen with Tuca (which he isn't, most of the time), Topsword will either be tending bar (30%) or fishing in the river (60%).

Tayassaidae's room is in the northwest corner of the Inn and can only be entered from the outside. Woven mats are stacked in the corner covered by an Antelope's hide. This is the Chief's bed. He has 2 wooden Spears hanging in a criss-cross fashion on the wall behind his bed, and he keeps a small iron Hand Axe hidden under a mat on the floor next to his bed. Against the east wall of this room are 3 large, wicker baskets where Tayassaidae stores his belongings. The first basket contains leather loincloths, a few leather tunics, and 2 pairs of sandals. The second basket contains Tayassaidae's ceremonial outfit, a brocaded silk robe, a headpiece made of feathers and leather, and a beaded, braided leather belt. There are also 3 jars of face paint in this basket, one red, one black, and one green. Upon opening the third basket, the player-characters will come face to face with a large, angry King Cobra: HIT: 2; HTK: 012; NOA: 1; SPD: 006, venomous poison. This Snake guards assorted colored beads, 2 Pearls, a Diamond, and an Agate stone, total value: 230 GP.

Tuca Ty

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CGN	031	029	017	081	156	177	156	145	187	146	157	176	107	072	105	WSP & IDG

Topsword

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CNE	051	033	018	071	175	138	115	169	125	165	117	135	071	145	031	ILS

Buildings 2 and 12

Buildings 2 and 12 are small storage areas of about 20' square. They contain bottles of Foam Wine and ale as well as large jugs of Pig's Blood. Dried meats are stored in wicker baskets; fruits and vegetables are stored in sealed ceramic containers and buried in the ground beneath the buildings to keep them fresh. Extra wooden Spears are hung on the walls. Hides from various animals are stored here for future use as blankets, clothing, or footwear.

Small Lizards have the run of the buildings; they snap up bugs and flies that might ordinarily infest the stored items. They are small Geckos and Anoles, members of the Chameleon family. They are green, brown, or a mixture of the two colors, and possess the ability to change their color to match that of their surroundings. They have long, thin, sticky tongues that snap out to snatch up insects. They never miss the target; they are always accurate. They will not cause any harm to a human, but they might cause surprise, and they could cause someone to trip when walking in the building if caution is not used.

Building 3

Building 3 is currently occupied by Shashima, the dancer. Shashima performs all the dances for the religious ceremonies as well as performing at the Inn for guests. Shashima is held in high esteem by the other villagers for her dancing ability. She is almost revered as a Priestess, and, as such, is always receiving gifts of food, small trinkets, or jugs of wine from the other villagers who wish to be in her favor. Shashima is the only person in the village whom the Chief fears; she has strong powers over animals, especially reptiles. She can even control Tayassaidee's Boa Constrictor, and this fact bothers him because the Boa will let only Tayassaidee (and, of course, Shashima) handle it.

Actually, Shashima has powers that even she doesn't realize. These powers take the form of prophetic dreams. Because of one of her dreams, she tried to warn the Chief that the marriage between Tuca Ty and Topsword would end in disaster, but, because he had already announced that the marriage was the result of one of his own visions, he refused to listen to her. Not wanting to embarrass her Chief, she has not divulged this vision to anyone else.

Shashima is empathetic and can detect another person's emotions on sight. These emotions cause a like reaction in Shashima. (If the other person is nervous, she becomes nervous.) Shashima is something of a healer and knows much about healing herbs. Her empathy also helps her to heal because she can feel the exact type of pain and better judge what it means. Shashima has been able to heal or at least help every patient she has ever worked with except for the father of the Chief. She was unable to help him because she couldn't feel his pain. After she discovered this difficulty, she refused to work with him, claiming he was dying of very unnatural causes. Tiko, the Witch Doctor, on whom a certain amount of suspicion naturally fell, told the villagers that Shashima was lying to cover up her own failure, but Tuca Ty, to this day, believes that Shashima was telling the truth. She suspects that her father and Tiko arranged, in some way, for her grandfather's death.

Shashima's hut is 30' square. A black mosquito net covers the open front portion of her hut; runes of warding and other ancient symbols are painted upon the net. Shashima believes very strongly in spirits; she believes that the symbols will keep them out of her hut. Her bed of stacked, woven mats and hides rests against the east wall; there is a long, silver Knife hidden in the layers of hides on the bed. Small Lizards (Anoles) run freely about the floor, eating up the insects that make their way through the netting. Large, woven baskets hold her belongings. Her dancing costumes are in these baskets. They are made of silks and satins embellished with embroidery, beads, and feathers. She also has a bronze Snake armband that acts as a talisman to help her control the Snakes when she is dancing with them. Her power is focused through this armband and help to link her mentally with the Snakes to make them perform correctly during the dance. Also within the baskets are trinkets and various pieces of jewelry worth approximately 175 GP.

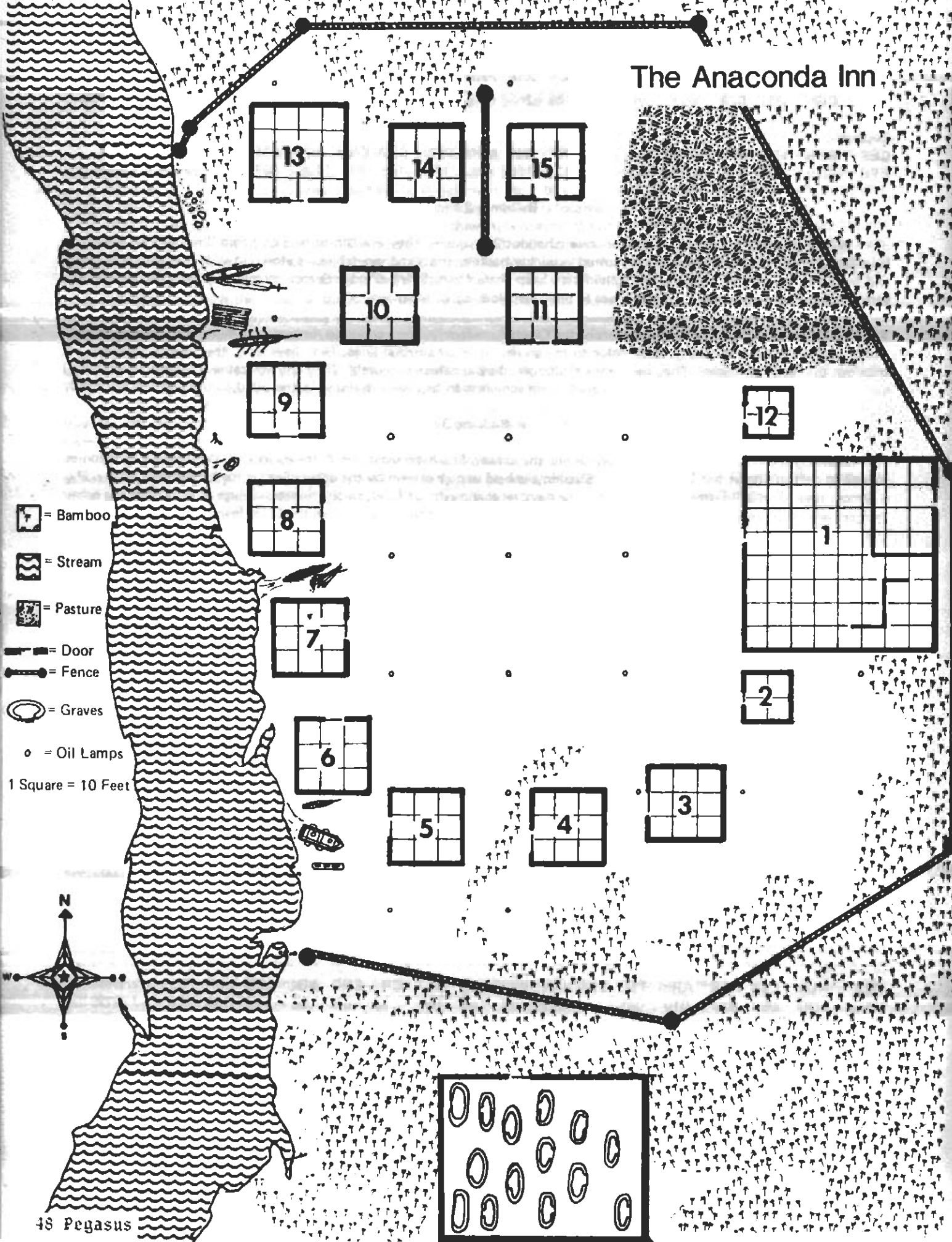
Shashima

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
SAG	LNG	062	020	010	081	156	177	187	145	157	178	165	186	115	094	176	STK

Building 4

This 30' x 30' building is Tuca Ty's and Topsword's home. Their home is never neat because Tuca refuses to clean up after Topsword. She does keep her own things neat, but she throws all his "junk" in a corner, where it remains because he is too lazy to pick it up himself. Their bed is made of woven mats with soft hides (gifts from the villagers; Topsword never hunts) thrown over the mats. Topsword keeps his Sword next to his bed at night because he is afraid that someone will steal it. Mats with hand-painted and highly-symbolic pictures of the marriage ceremony hang on the walls of their abode. Tuca hates them, but she keeps them up in order not to hurt the feelings of the artisans who created them. A large wicker chest is still packed with most of their wedding gifts: hides of various types, homemade weapons such as Spears, Knives, and Clubs, various trinkets and beads, and an assortment of charms to ward off evil spirits and bring good fortune. Some of these charms are made of carved pieces of painted wood. Others are made from polished stones painted with the faces of the spirits. Unknown to Tuca and Topsword, a cursed charm is also in the chest; it was given to them anonymously by Tiko.

The Anaconda Inn



Building 5

Building 5 (30' x 30') is presently being rented to a Druid named Mayaia. He pays 2 SP a week to Tayassidae to rent the hut. It is sparsely furnished with one mat for a bed, a small wicker basket to hold belongings, and a mosquito net over the entrance. Mayaia has been in the village only about 2 months, and he feels that something very strange is taking place. Late at night, when everyone should be sleeping, Mayaia hears the muffled sounds of screams, yells, and the faint beating of drums. These sounds invade his dreams, making it hard for him to get any rest. He dreams of wild and monstrous things chasing him with the intent to kill.

Mayaia first came to the village to study the different varieties of plants in the area and the culture of the natives. Since coming here, he has tried to leave on two occasions, but was stricken with a mysterious illness characterized by fever and weakness and had to be carried back to the hut. He finds this hard to understand because he has never before been sick. He has become friendly with Shashima, the dancer, and she told him of her suspicions regarding mysterious cult practices. Mayaia plans to leave the village once again, as soon as possible, but he intends to sneak away in the dead of night without telling anyone that he is going.

Mayaia

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	LNG	071	040	018	061	115	187	198	136	157	167	116	148	051	072	178	WQS

Building 6

This hut (30' x 30') is unoccupied at the time except for a female Boa Constrictor that has made a nest here. She is ready to lay her eggs any second now. Tayassidae will be happy to rent the hut for 2 SP a week. It is large enough for two to live in comfortably.

Building 7

Building 7 (30' x 30') is presently empty. None of the villagers will enter this particular hut because they believe that the spirit of the former occupant haunts it. They have carved and painted charms and runes on the exterior of the building in an effort to vanquish the spirit or, at least, confine it to this hut. Oddly enough, Snakes and Lizards will not enter the hut either. Tayassidae will not rent out this hut under any circumstances.

Building 8

This hut (30' x 30') is occupied only by a few Lizards who are snapping up bugs left and right because there is no netting on the front of the hut. A stack of ragged woven reed mats is in the corner of the hut.

Building 9

This hut (30' x 30') is also empty at present. There is a mat for a bed and 2 wicker baskets for belongings next to one wall. A white mosquito net covers the front of the hut. This hut can be rented for 2 SP per week.

Building 10

This 30' x 30' building is the home of Kamchatka, the Wise Woman. She is very old, but she still has all her wits about her. The children of the village gather around her hut during the daylight hours to hear her tell stories. Unhappily, there are only eight children remaining in the village, but they still come to hear her stories. The tales she tells are mostly morality tales to teach the children the values of the villagers, but Kamchatka is a virtual well of information. She knows more than anyone else in the village about the history of the village, the former Chiefs, and the deepest, darkest secrets of the members of the tribe. Kamchatka knows all. She will be able to tell the travelers of great treasure nearby, and she can read their futures, but she is closed-mouthed around strangers; player-characters must win her confidence in some manner before she will reveal any of what she knows to them.

Kamchatka wears about her neck an amulet of luck and charm given to her by some adventurers for her help in locating a buried treasure. It is a green Jade stone on a leather thong, and it is worth about 200 GP. Her hut is sparsely furnished; she has simple needs. Her pet Lizard, Gemchecko, will be lying on the bed of mats and will hiss and attempt to attack any intruders who enter the hut without Kamchatka. Lizard: HIT: 1; HTK: 006; ARM: 030; NOA: 1; DPA: 2; 1' long, brown and green.

Kamchatka

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
SAG	LNX	081	018	015	081	084	186	188	105	116	114	116	105	104	127	176	None

Building 11

Building 11 (30' x 30') is the home of Kiwichi and Tomatoo Tucanas. Kiwichi is Kamchatka's granddaughter. They have five children ranging in ages from 2 to 9 years. Tomatoo is kept busy during the day tending to the animals in the grazing pasture adjacent to their hut. Kiwichi performs all the domestic chores and assists Kamchatka with hers. Kiwichi is the leader of the Women's Society and must perform certain rituals every day to satisfy the gods and appease the ancestral spirits. These rituals do not take a long time and are easy to perform, but they must be done every day. Likewise, Tomatoo is in charge of the Men's Society and must perform other prescribed rituals every day. Kiwichi learned the rituals at Kamchatka's knee when her grandmother was head of the Women's Society and expects to pass her knowledge on to one of her daughters one day. Tomatoo learned what he was to do as head of the Men's Society from his father, a former leader of that group, but, since all of his children are girls, Tomatoo is concerned about the future of the Men's Society. He and Kiwichi are still striving to produce a son to ensure the survival of the society. The two never discuss the matters of the Societies with one another because they are secret and not open to members of the opposite sex or even to outsiders of the same sex. The meetings take place once a month and draw more than 30 additional people from (relatively) nearby farms and hamlets.

Their hut is very cluttered, and they are thinking of building another hut nearby for their older children to occupy. The two are expecting another child in a few months and feel that more room is needed. Reed mats line the floor and serve as beds, and wicker chests hold personal belongings. As with many people of limited means and many offspring, there is nothing of any monetary value here.

Tomatoo Tucanas

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LNX	053	035	010	072	154	153	144	147	142	143	124	144	154	115	144	WQS

Kiwichi Tucanas

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LNX	052	040	000	072	146	164	143	156	153	155	132	156	153	104	153	WQS

Building 13

Building 13 (40' x 40') is the home of the Witch Doctor, Tiko, and his wife, Wichatu. Their hut is large than anyone else's. It is built in a similar fashion to the other huts, made of wood and bamboo, but it has mystic runes and symbols carved upon the exterior. Two large, coiled Snakes, fashioned of clay, lie on the ground in front of the hut. The Snakes are so life-like that one would have to look twice before it would be apparent that they were mere statues.

The inside of the hut has five mats for beds. The couple has three children. Large wicker baskets hold their personal possessions. These baskets contain clothing, extra animal hides, some beads and trinkets, Tiko's ceremonial outfit, and assorted jewelry items worth 250 GP.

Tiko and Wichatu quarrel often because he is out very late many nights during the week, and he refuses to divulge his whereabouts to Wichatu. He claims he was discussing business matters with Tayassidae and says she should mind her own business, but she has seen him returning late at night on several occasions from the direction of the cemetery and refuses to believe that he was discussing business with anybody.

Tiko

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
MAG	LEA	073	028	010	074	164	174	143	123	142	124	153	124	143	157	143	VQS

Wichatu

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	032	029	000	043	142	153	126	153	153	142	163	145	103	141	102	WTC

Buildings 14 and 15

These buildings are the Men's and Women's Society meeting buildings. It is here that matters concerning each separate group are discussed; there is no intercommunication. A 20' tall wooden fence separates the two buildings. It is very intricately carved and painted with the faces of the gods. A group of Squirrel Monkeys have taken up residence atop the poles of the fence and sit chattering away there at on another and at any of the villagers who happens to pass beneath them. The children throw them pieces of food in an effort to tame them, thinking they would make cute little pets, but the Monkeys are afraid of the Snakes and will not come down from their perches.

The buildings are both 30' x 30' in size and are set on the ground instead of raised on stilts. They are built of wood and bamboo and have thatched grass roofs.

Cemetery

The cemetery is outside the fenced village on the eastern side. Oval mounds of dirt are surrounded by small, 6" high fences carved with runes and symbols. At the foot of each mound stands a totem carved to resemble the person buried there. Note: Some of the graves seem to have been recently disturbed by something (an animal???); the dirt of the mounds appears freshly turned and is not smooth.

Merry Mugs Inn

General Description

Merry Mugs is situated on the Rorystone Road outside of Byrny (Hex 2312, Judges Guild Campaign Map One). The building has a stone foundation and good, solid, wooden walls. The land 50 feet by 50 feet around it is cleared of trees, but anyone approaching from the rear might miss it due to the tall greenwood trees native to this area. The Inn rises two stories above the ground and forms a perfect square measuring 250' on a side. The walls are coated with a light yellow clay which helps to seal out the winter cold. The windows are also caulked with the clay, and the glass panes are especially hard, although perfectly translucent, because of a special Wizard's charm. The windows will open, but they are difficult to force from the outside. Above the great wooden portal hangs a heavy wooden sign that reads, "The Merry Mugs of Mead Inn - All Travelers Welcome." The guard standing behind the portal is Human and will ask for identification before allowing entry. A Gold Piece or 3 passed through the peek hole will not hurt his decision to admit travelers in questionable circumstances. Behind the portal is a 10' x 40' passage leading to the courtyard, 170' to the east are the unpainted Stables, a 40' x 210' area capable of harboring a large herd of steeds with 2 grooms and 3 assistants. Before the doors is a watering trough, and to the south are living quarters for the servants, cook, guards, and general manager. These are generally 40' x 40' rooms.

To the north is a Gift Shop painted light brown with yellow trim (40' x 50' area), the General Supply Store, also brown, and the unpainted Grooms' Quarters. The General Offices along the west wall, in contrast to the rest of the Inn, is painted bright yellow with no trim. The inside area, where Jeribalu and his two assistants work, is 40' x 60'. The 40' x 40' Kitchen area is a light brown with no windows. The only entrance to the Kitchen is through the inside stairs. This insures privacy for the cook and her assistant.

The Common Room also has an unpainted exterior with two entry points, both 5' wide swinging doors. The small sign above the first portal reads, "Merry Mugs for Mundane Moods." There is no exterior entry into the General Sleeping Room except through the Common Room. The room appears to be washed in a drab, brown color. Peering up, the visitor may notice that the second floor is a lighter color of brown. The second floor consists of Guest Rooms (usually 40' x 40' areas), special Guest Quarters for visiting nobility, a large Dining Area (40' x 90'), and a men's and a women's chamber to facilitate personal hygiene. The accesses to the upper floor are the single stairways on the north and south walls leading to the walkways. The other approach is from the Kitchen up the interior stairs into the Dining Area, but one must have already come from the Dining Area to the Kitchen in order to use this means because there is no access to the Kitchen besides the interior stairs.

Interior Layout

The Kitchen

The east wall of the Kitchen, a 20' by 20' room, is lined with pots and pans of various shapes and sizes. The south wall has one long counter with Knives, forks, and other utensils laid out. The assistant is usually here chopping onions or cubing meat, generally helping the cook. The cook will be found by the east wall, stirring soup in the cauldron or preparing some other dish by the fireplace. Shelves filled with silverware line the north wall.

Thebi, Assistant to the Cook

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	021	014	001	031	133	103	092	123	133	052	133	123	052	092	103	IDG

Mira, the Cook

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	031	028	001	033	143	123	133	153	143	153	143	153	153	133	123	IDG

The Common Room

Jeribalu tends the bar here occasionally. The room is 20' x 20', and the bar is located by the north wall. Behind the bar are stored wine, beer, and common mead. Exceptional wine is stored upstairs in the Dining Area. A large mirror is mounted on the north wall. 36 small, round tables fill the room, surrounded by a total of 144 wooden chairs. A charm placed upon them has made the chairs nearly unbreakable. Two equally unbreakable stained glass windows are situated in the west wall. In the south wall is the door to the General Sleeping Room (5 SP per night). When the bar closes at midnight, Jeribalu bolts that door to protect its inhabitants.

Murre, the bar keep, supervises the Common Room most nights. His disposition is sober; he has never cared for drinking or womanizing to any great extent. He keeps a Light Crossbow under the bar with two silver Daggers in case of a brawl or an attempted robbery. On the floor, behind the bar, is a sack of 150 GP and one of 270 SP which he uses to make change.

Murre

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NGX	031	022	002	041	184	123	133	143	153	123	153	143	123	133	123	CB & DG

General Sleeping Room

This 20' x 25' area contains 34 sleeping cots covered in clean linen. One Thief, posing as a drunken bum, usually occupies a cot twice a week to pilfer what he can from the sleeping patrons. Although Jeribalu is unaware of this, a wooden sign on the north wall states, "We are not responsible for items lost or stolen."

Cook's Quarters

Mira's private quarters (20' x 25') are whitewashed and contain a single cot, one dresser, and a night table. At first glance, the sparse furnishings would seem to indicate that she is very poor, but, in the third drawer of her dresser are 150 GP and 500 SP. Her closet on the north wall conceals a secret door to the General Sleeping Room.

Servant Girls' Quarters

This 20' x 30' whitewashed area has 6 beds along the south wall. 4 dressers and 4 closets are situated on the east wall. To the west are 6 chests. Nothing of particular interest or value is in this room. 2' x 5' mirrors are mounted on the north wall. There is a 1" peephole in the east wall of which the girls are not aware. All the belongings will yield will be tin rings with glass "stones", 10 strings of cheap pearls worth about 1 SP each, and miscellaneous trinkets. Only 2 GP will be found.

Manager's Quarters

Jeribalu's quarters are adequate for his needs. His room is 20' square and painted dark blue. A Bearskin rug covers the north end of the room. Because he is an advocate of fresh air, his bed is positioned on the south wall beneath the window. An old dresser is against the east wall. A private chest is concealed beneath the floorboards under the dresser. Inside the chest are 2,000 GP, 4,000 SP, and a jeweled amulet which belonged to his mother and is worth 1,200 GP. The dresser, filled with stockings, scarves, etc., contains no treasure. A 2' x 2' self portrait of Jeribalu with a frowning face is hanging on the west wall. Behind it is the peephole into the room of the Servant Girls.

Male Servants' Quarters

These overpaid servants reside in this 20' x 25' light blue room. 6 beds line the east and west walls, 3 to a side. 6 pornographic drawings hang on the walls. One is of a Succubus entreating a young man; the rest are nude or semi-nude girls in suggestive poses. The dressers on the east and west walls are always in a disorderly state, as are the beds. Nothing of value can be found here except for 3 GP and 2 SP on top of one of the six dressers.

Guards' Quarters

The accommodations in this 20' x 25' whitewashed room are sparse. Inside are two beds along the east and west walls, one 2' x 3' shaving mirror on the north wall, and two dressers, one by the north wall and the other by the west wall. No treasure is hidden in the room, and no secret caches exist here. The closet on the south wall contains only uniforms.

The Stables

The Stable (L-shaped and approximately 110' by 25') holds 75 horses with private stalls for each. There are actually 90 stalls, but 15 of them are used to store hay for the horses. Hay is bought from local farmers, and its cost is included in the Stable charge. The Inn usually receives one fresh shipment of hay each week.

Groom's Quarters

This 20' x 20' room is painted a cheerful, light yellow. Inside are 5 beds for the two grooms and their 3 assistants. The beds are arranged with 3 on the west wall and 2 on the east wall. The five dressers line the north wall. A quick search will reveal no treasure in the room except for 13 GP from the top of the dressers. In the back of a closet on the north wall, however, are two hidden compartments, each containing 5 Rubies and 3 Emeralds. A 1 rolled on 1D6 will reveal the compartments; otherwise, they are not detectable by search. The closets otherwise contain only clothing.

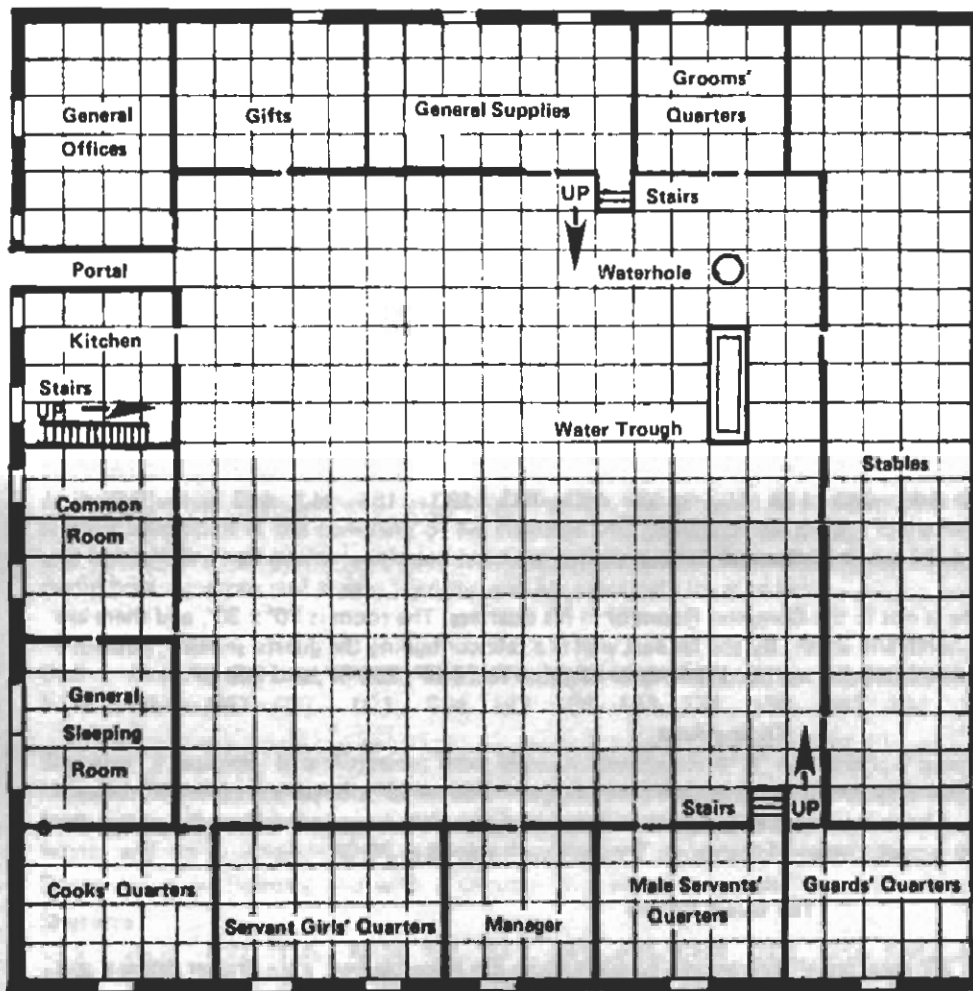
General Supply Store

The General Supply Store is 20' x 35'. Shelves line the north, west, and east walls of this area. Here, one can buy leather belts, leather jackets, hats, boots, cloaks, robes, girdles, wax candles, hooded lanterns, large and small mirrors, flasks of oil, torches, ropes, tinderboxes, large and small sacks, belt pouches, wooden Holy symbols, saddlebags, blankets, harnesses, bits, bridles, and an assortment of herbs, including belladonna, garlic, wolfsbane, pyrethrum flowers, saffron, and camomile. Anything not on the preceding list indicates that they do not carry it!!!

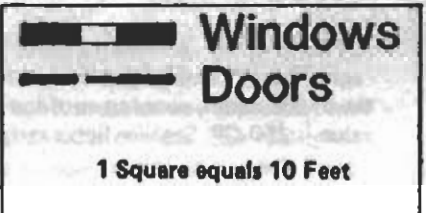
The General Supply Store is run by Barin, who owns a small farm two miles from the Inn. Barin is a very practical man who never buys what he doesn't need or doesn't think he can sell. He was once a soldier in the Emperor's Vastthrong but will not talk about those days. He is quite moody, but hides it behind a mask of friendliness and good will toward all. Behind the counter in the north wall is a loaded Crossbow and a Bastard Sword. He uses both with deadly accuracy.

MERRY MUGS INN

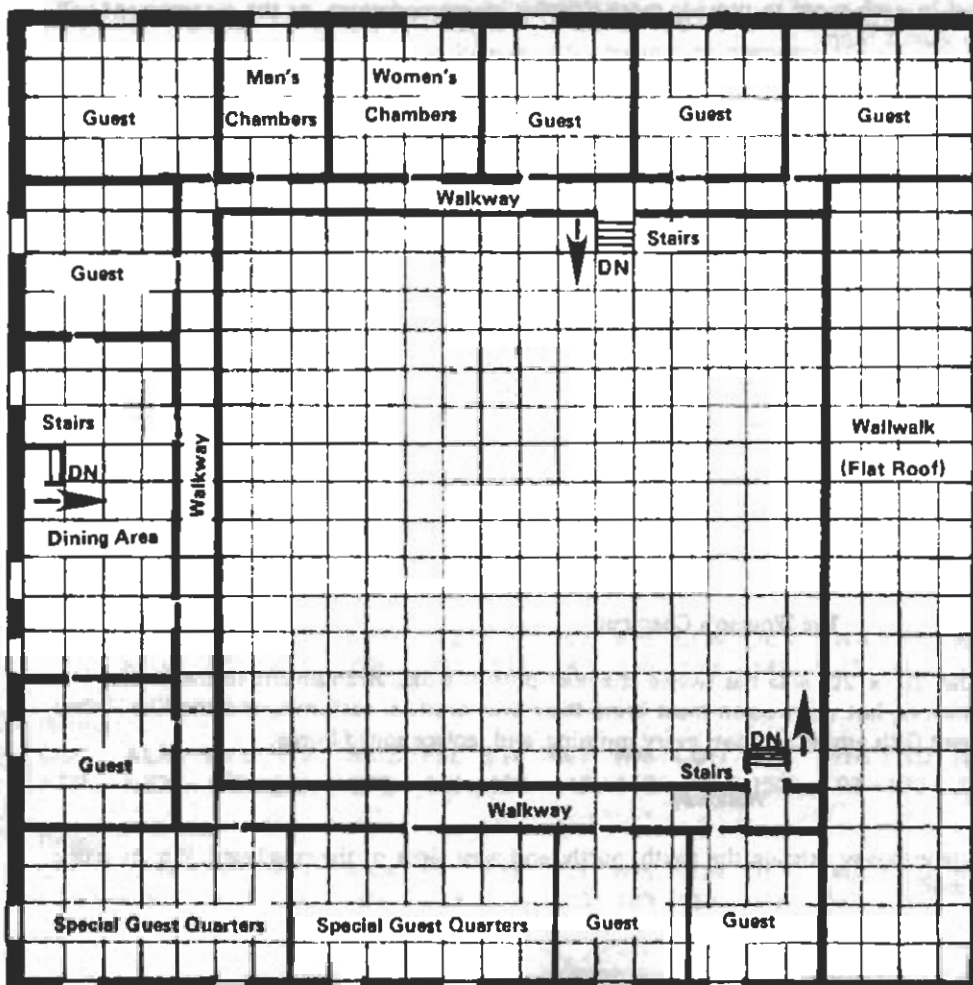
First Floor



Key:



Second Floor



Barin

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	051	038	020	063	143	184	113	143	153	153	153	143	153	113	184	IHS & HAB

Gift Shop

Wilreva runs the 20' x 25' Gift Shop. Her merchandise includes silver rings, gold rings, copper bracelets, jeweled amulets, pendants, silvered tiaras, and jeweled key chains. The physical arrangement resembles that of the General Supply Store. Wilreva is as impractical as her husband, Barin, is practical. She will buy whatever she likes. Her main interest is jewelry. She doesn't know a good gem from a poor one, however, because she is new in the business, and will sometimes undercharge her customers unwittingly. Behind her counter is a sack filled with 20 GP.

Wilreva

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	031	030	010	042	145	163	113	163	133	153	163	133	153	113	163	IDG

General Offices

Here, one can find Jeribalu when he is not in the Common Room or in his quarters. The room is 20' x 30', and there are 2 long desks behind a counter running north and south. By the far east wall is a safe containing the guests' jewelry, put there for safe keeping. At present, it is filled with 1,000 GP worth of jewelry in addition to 28 GP, 252 SP, and 200 CP.

Dining Area

This 20' x 45' light blue room contains 50 round tables with 4 chairs at each table. A 25' x 5' table is placed in the center of the room, running east and west. Above this table is a crystal and diamond chandelier suspended from the ceiling. Its value is 250 GP. Smaller lights are placed in each corner of the room. They are each valued at 75 GP.

The Guest Rooms

The Guest Rooms, usually a 20' x 20' area, are all painted white. Each room has a double bed, a six-drawer dresser, and a double closet 2' x 20' long. A 5' x 8' full-length mirror is attached to the inside of the door to each room. A trundle bed may be drawn from beneath the double bed in each room to provide more sleeping accommodations, or the management will provide cots for larger parties wishing to share a room.

Special Guest Quarters

These rooms are usually reserved for nobility or for high-ranking officers in the army. Each of these 20' x 35' rooms has a set of 6-drawer dressers, a double closet in the south wall, and two double beds positioned by the south wall. A portrait of the Emperor hangs on the north wall in one room; a portrait of the Overlord hangs in the other. A 20' x 20' tapestry of the Overlord's forces attacking Goblins graces the east wall of one room. The same tapestry, featuring the Emperor's Vastthrong is suspended from the other. Thus, Jeribalu exhibits loyalty to both sides.

The Men's Chamber

In this 15' x 15' whitewashed room are ten chamber pots for the use of the male personnel and guests. They are arranged around the area on the east, north, and west walls. They may be taken from the area to the room which the user inhabits, but they must be returned to this room to be emptied, so most of the guests and servants simply use them here. There is also a large table in the center of the room which holds several large, shallow bowls and companion pitchers of water. Clean linen cloths lie folded at one end of the table, and several bars of lye soap may be found near the bowls. The Male Servants empty the pots once a day and replace soiled cloths.

The Women's Chamber

Similar to the men's chamber, this 20' x 20' area has twelve chamber pots in a like arrangement to the men's. The washing table also holds several hand mirrors, but the women must bring their own brushes, perfumes, and the like if they wish to use them in this room. The Servant Girls empty the pots every morning, and replace soiled linens.

Walkway

Along the second level is a 5' wide walkway skirting the south, north, and west sides of the courtyard. It gives access to all the upper rooms. The east wall is solid.

Services Provided - Prices

Wine	2 GP	A La Cart Main Dish	10 GP	Guest Rooms (per week)	65 GP
Cheap Wine	15 SP	Grape Juice	2 SP	Special Guest Rooms	
Good Wine	10 GP	Milk	3 SP	(per night)	40 GP
Beer	5 SP	Rose Hip Tea	4 SP	Special Guest Rooms	
Good Beer	8 SP	Bed in General Sleeping		(Weekends)	75 GP
Ale	4 SP	Room (per night)	20 SP	Special Guest Rooms	
Mead	10 SP	Room Rate (per night)	10 GP	(per week)	260 GP
Breakfast	5 GP	Special Room Rate		Fresh linen (per day)	1 GP
Lunch	7 GP	(Weekends)	15 GP		
Dinner	12 GP				

Personalities at the Inn

Jeribalu, the Half-Elven owner of the Merry Mugs Inn, thought mad by some and too foppish by others, is really a lonely man seeking fellowship in the company of his clientele. His parentage has always made him feel insecure and rejected because he sees himself as a half person, excluded from the company of both men and Elves. His hirelings, however, feel that he is a wonderful boss, generous and always friendly, and are extremely loyal to him.

Jeribalu

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	041	027	021	064	143	165	143	134	158	147	124	156	154	104	143	ILS & SMG

Shebarra, a waitress, is a flirtatious little Human. She stands 4' 8" tall and is a bundle of energy when the Inn is filled to capacity. She will turn on her charms for almost anyone, but she expects a very generous tip in return. If such a reward is not forthcoming, the offending patron can expect considerably less pleasant service the next time. Most customers appreciate her service and are dependable tippers. If she has to fend off any extra-attentive patrons, she will do so with vigor. She wields her Dagger quite proficiently and with a strength that belies her small frame. She keeps the Dagger hidden in her left boot.

Shebarra

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NGA	031	030	010	021	163	174	103	163	143	174	143	163	174	113	714	SDG

Wugtilda, a waitress, is not as glamorous as is Shebarra, and she is more sensitive to the opinions of others. She can be very moody or very friendly, depending on the size of the customer's purse and the attitude toward her that the customer displays. If attacked, she probably could not defend herself for long. She is noted for picking up stray bits of gossip and elaborating upon them. For a good tip, she will reveal a bit of her store of knowledge. Her talent for picking up rumor compensates for her common appearance and brings customers to the Inn.

Wugtilda

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
SAG	CGX	031	019	010	021	133	143	133	153	143	153	153	143	153	133	143	IDG

Subree, the Head Waiter, attends to the Dining Area, giving orders to the waitresses, supervising the service, and acting as general peacemaker between any belligerent patrons. He is approximately 45 years old and has fierce black eyes under bushy dark eyebrows. It is his somewhat frightening appearance that keeps the waitresses and patrons in line, but, in reality, he is not an aggressive man. He has an even temperment and an abundance of patience. Although comfortable in his job, he has dreams of owning his own Inn. He has four assistants, Breher, Gorma, Detros, and Eujym.

Subree

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NGX	041	031	010	032	174	163	113	143	143	133	143	143	133	113	163	WCL

Breher

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NGX	021	016	020	021	133	153	113	143	143	123	153	143	133	113	153	IDG

Gorma

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NEX	021	017	010	021	123	143	113	133	153	103	133	153	103	113	143	DMG

Detros

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	011	009	010	143	133	103	163	153	103	153	163	163	103	103	133	ITK

Eujym

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	CGX	011	007	010	021	103	174	133	184	123	092	123	184	092	133	174	WCL & IDG

It is said that Grejarus, the Groom, learned his trade as a stable boy in the Emperor's service and, since that day, has striven to become the best Groom in the world. Undoubtedly, he is the best in this area, and anyone can see that he enjoys his work. He is assisted by a younger Groom, Jerbai, and his 3 brothers, Gerjem, Hiyam, and Juri.

Grejarus

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NGX	041	031	010	031	174	153	103	143	153	133	143	153	133	103	104	LWH

Jerbai

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	031	028	010	021	153	133	103	163	133	123	133	163	123	103	092	IDG & DBS

Gerjem

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NGX	031	029	010	021	184	133	103	189	153	113	153	184	113	103	105	DBS

Hiyam

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NEX	021	017	010	021	153	103	103	153	163	123	153	163	123	103	124	DDG

Juri

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	031	029	010	021	163	174	072	133	153	133	133	153	133	072	092	DBS & IDG

Miyr, the resident maid at the Inn, once worked for a rich Baron. He died one night, and she and the rest of the servants were summarily dismissed by the heir. She was lucky enough to find this job soon afterward. She has two helpers.

Miyr

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	031	025	010	021	163	133	123	133	133	163	133	133	163	123	133	WCL

Karnan

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXX	011	007	010	021	133	123	103	153	153	153	153	153	153	103	123	IDG

Jejusmer

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LNK	011	006	010	021	143	143	103	143	143	174	173	143	174	103	143	SDG

Rufes, an old soldier from the City State, now acts as the portal guard for the Inn. He has orders not to allow any vagabonds, scoundrels, or those without proper identification into the Inn complex. Proper identification has been known to be, when necessary, a few Gold Pieces slipped to him through the peek hole. Rufes was retired from the City State guard when he was found to be in his cups during watch. He also doubles as a bouncer for the Inn when needed. He no longer drinks on duty, but his assistant, a cocky little guard named Trubell takes a nip now and then and has little respect for Rufes.

Rufes

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CGX	051	035	090	042	133	123	103	153	133	143	133	153	143	103	123	DSS

Trubell

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	031	027	070	021	143	174	092	174	133	133	133	174	133	092	174	DLS

Guests

Some guests are regular customers. Among them is Nevarne, who poses as a drunk to sleep in the Common Sleeping Room and practice his Thevery; some patrons are openly suspicious of him because they have never seen him drinking. Nevarne has been extremely lucky so far, but the increased vigilance around the sleeping room has doubled his chance of being caught.

Nevarne

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	CGX	041	023	030	021	133	174	103	163	103	143	103	163	143	103	174	IDG

Berif is another patron of the Inn. He is a large man who can usually down 5 or 6 mugs of beer in one sitting. He may pan-handle in front of the Inn if he thinks he is low on cash. Usually, he has the money, but he just can't remember where he put it.

Berif

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXX	051	032	020	021	174	103	133	123	153	133	153	123	103	133	093	DDG

Myran, a depressed man, uses the Inn as an unconscious outlet for his frustrations. By being critical of everyone and everything, he has succeeded in cutting himself off from humanity in general. His snide remarks are rarely even heard anymore. People have stopped listening to him, and this adds to his frustration and isolation.

Myran

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXX	031	026	010	032	143	133	103	123	153	113	123	153	113	103	103	ILS & SHA

Vici and Froshi often frequent the Inn to see how many men they can lure from their wives and how many wives they can lure from their husbands. They have a very warped sense of fun; they care little about the havoc and unhappiness their activities cause. Vici is Froshi's husband, and their marriage does not seem threatened in the least by cheating husbands and playful wives. Usually, Vici will lure his prey from the Inn to his home, and, afterwards, tell her that he was not serious about leaving his own wife, sending the victim away in tears. Froshi prefers to confine her activities exclusively to the Inn, and she generates a considerable amount of business there.

Vici

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CEX	051	036	010	021	133	103	163	153	143	174	153	143	184	163	124	ILS

Froshi

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	CEX	061	027	010	021	103	113	153	174	163	174	174	163	184	163	124	SDG

Preytig comes to the Inn at night to prey upon those in their cups. She gets men to buy her drinks, although she actually drinks very little, and, when they have passed out, she removes any valuable belongings.

Preytig

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	CEX	041	022	010	021	174	153	133	163	163	184	163	163	184	133	134	WCL

Past History of the Merry Mugs of Mead Inn

Jeribalu inherited the Merry Mugs of Mead from his father who had purchased it at a dirt cheap price many years ago. At the time Jerim bought it, it was being used as a waystop for caravans, but it was thought to be haunted by the ghost of the previous owner. It had originally been a manor house, but the owner disappeared under suspicious circumstances, and the heirs sold it. Because of the rumored ghost, Jerim was able to get an excellent bargain. Jerim felt that his son, Jeribalu, should learn a trade, so he made Jeribalu the assistant manager of the Inn. When he died, Jeribalu became owner and manager.

The Inn has always had a reputation for good food and drink, albeit expensive, and as a safe place to spend the night. The patrols around the countryside are partially responsible for this. The only thing that has put off prospective customers is the price of food and lodging.

Encounters

- 1 Prima, the vocalist with the squeaky voice, has, of late, been hanging around any and every available young man since her boyfriend disappeared on an adventure some months ago.

Rumor: Her boyfriend was not killed or lost but is in hiding somewhere in the Inn.

Prima

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
BRD	LNK	011	021	010	062	104	153	104	112	135	167	102	098	121	133	155	IDG

- 2 Belar the Berserker is hanging around the Common Room enticing naive young men to put some money down on an arm-wrestling bout with him. As his name implies, he goes somewhat berserk when things don't go his way, and his companions often suffer for it.

Rumor: A ghost was seen in one of the Guest Rooms moaning that he had been cheated out of his rightful property.

Belar the Berserker

CLS	ALN	LVL	HTK	ARM	PLS	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CNX	011	030	015	051	189	092	085	125	103	104	188	095	094	123	052	WCL

Desert Cave Inn

Iemear's Inn

General Description of Site

Iemear's Inn is situated on the Elftears Creeks just outside the Smoulder Hill (Hex 3312 of Judges Guild Campaign Map Seven, Desert Lands). The Inn is a series of bee-hive shaped stone huts arranged in a circle around the well. Behind the northern end of the circle is a stone-walled corral where the pack animals are stabled. The stone is white-washed to reflect the brutal desert sun. The area is surrounded by desert where few cactus and even fewer other signs of plant life are to be seen. Iemear established this complex as a haven for those who crossed the desert heading south for the Underwing Jungle.

Exterior Appearance

The first white stone hut is 20' high by 30' wide and 20' in depth. It is the only hut with a visible exterior door. There are two windows, one on either side of the door. Passing into the hut, one notices a second wooden door which leads into the courtyard. The Guard who occupies this room will detain suspicious characters who enter this peaceful haven. He is assisted by a trained Giant Scorpion concealed under a nearby large stone slab during the day.

The other buildings are similar in size; all are whitewashed, but each only has one door. Each has two sets of narrow slit windows with wooden shutters, so, while a pleasant view is offered, leaving without paying the tab is discouraged. An outdoor shrine is set in a decorative rock garden (10' x 20') situated in the courtyard by the Owner's Hut (Room 7).

In the center of the encampment is a 5' diameter well plunging to a depth of 200 feet. The fresh water source has never been known to run dry.

Interior Layout

Rooms 2 (30' in diameter), 3 (20' in diameter), 4 (20' in diameter), and 5 (30' in diameter) are spare and simple. The interiors are white-washed and are free of insects. Iemear's Anteaters provide this service. Sleeping bags and a few pillows serve as beds and chairs. A simple rug lies in the center of the floor. There are no closets, trap doors, or secret panels in the rooms, so searching for such things is futile and time-consuming.

Room 6 (25' in diameter) is the Kitchen. Around the east and west wall are various and sundry spices, herbs, and salts contained in multi-colored vases, jars, and pots. In the center of the room is a large spit. Along the south wall on two sets of shelves are cooking pots, pans, knives, and other utensils.

Room 8 (20' in diameter) is the storage room, painted dark brown on the interior and whitewashed on the exterior to keep it as cool as possible. It contains several extra bedrolls, extra linen, extra toilets, and other non-perishables. The perishable food is kept in a lower, cooler room 15' below the surface and accessed by a trap door. By climbing down the ladder, one discovers a 10' x 30' room in which is stored fresh goats' milk, fresh cream, butter, eggs, and other dairy products, cured meats, and some vegetables. In the south corner of the room is a small copper chest filled with 50 GP and 175 SP. This was Iemear's inheritance from his uncle, a desert bandit. However, Iemear never knew of his uncle's true profession.

Room 9 (30' in diameter), 10 (30' in diameter), 11 (20' in diameter), and 12 (20' in diameter) are all painted a creamy white. They are usually occupied when normal travelers pass through. These rooms are set aside for relatives, royalty, and caravan owners. Occasionally, a favored, well-paying, and habitual guest may take up residence here for several weeks on end. Some guests have been renting rooms for the same time each season because of the desert's wonderful effect on their health.

Giant Scorpions

Services Provided

Breakfast:	4 GP
Lunch:	6 GP
Dinner:	10 GP
A la Carte:	2 GP extra
Wine (when available):	10 GP per mug
Good Wine (when available):	20 GP per mug
Ale:	Not Available
Milk:	2 SP per mug
Room Rate:	17 GP per night
Room Rate with family:	23 GP per night
Room Rate per week:	70 GP
Room Rate per month:	250 GP

NAP:	1	CLS:	FTR
NIL:	1	LVL:	051
HIT:	5	PSY:	000
HTK:	030	MRT:	000
NOA:	1	SPA:	Poison
DPA:	6	WPN:	Bite
SPD:	30'	RAD:	000
SIZ:	8'	POR:	100%
ALN:	NEX	HAB:	Desert
ARM:	070	FOD:	Meat, Insects
PF%:	40	LIF:	12 years
PY%:	30	COL:	Black
INT:	113	DOM:	Cave
GES:	2 mos.	GRP:	N/A

Dreaded for its paralyzing bite, this desert insect is feared by many creatures who share its habitat.

Personnel

Iemear appears a likable sort of fellow at first glance. Closer inspection reveals that he is devious and penny-pinching when Gold Pieces are at stake. Iemear was orphaned at the age of two and passed back and forth between a handful of relatives before he ever knew a stable life. He earned the money to purchase these stone huts by working as a camel driver, and, by his late twenties, had built up a business here. While still living among his unsavory and unpredictable fellow workers, Iemear learned how to survive financially. Though he will make a good profit from any customer, Iemear would not take heartless advantage of anyone, nor will he mistreat his customers because he wants to continue to make a good profit for a long time. If a person becomes a friend of Iemear, it is a life-long friendship.

Iemear

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NGX	051	028	030	066	143	123	143	143	123	153	143	123	123	143	123	IDG

Starrela is Iemear's wife. She cooks, repairs tents, sews fabric and is generally occupied with the domestic chores of the Inn. Her real love is astrology, and she seeks every chance to practice it, sometimes to the point of annoying guests. Though she appears quiet and submissive, she will let Iemear know if she disagrees with any of his business transactions. She is a congenial companion to nearly everybody, however.

Starrela

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
SAG	NXX	041	025	030	053	133	163	133	123	153	143	123	153	143	133	163	IDG

Trrenia, the daughter of Iemear and Starrela, is a very strange girl. Though quiet like her mother, Trrenia trusts no one. She has a very high INT and DEX for her age. She is ever vigilant, ever plotting to pick up a stray piece of jewelry that some guest will never miss. The jewelry is hidden in the dirt of a hollow under her bedroll. Her duties include helping Starrela with the cooking, laying out the meals in the community courtyard, and cleaning up after the guests.

Trrenia

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	LEX	051	027	030	043	133	174	123	143	163	153	143	163	153	123	174	None

Mear is Iemear's idiot son who enjoys nothing better than looking after the guest's pack animals. As the corral is his chief and only responsibility, Mear can always be found there. On the few occasions that he is not there, he is probably at the well talking to one of the girls from the neighboring tents to the east or west of the Inn. Mear is simple and honest and quite well-liked by everyone. He does not ask for silver or gold when returning animals to their rightful owners, but he is almost always tipped for services rendered. He seems to have a natural affinity for animals and instinctively knows their needs.

Mear

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXX	031	022	030	032	174	012	052	153	103	082	153	103	082	052	012	None

Sloth is so called because of his general disregard for work; his real name is Shier. Sloth, the eldest son of Iemear, always complained of too much work and too little excitement when his father started this business. Sloth, when he became old enough, was assigned to guard duty of the first hut. He still complains about the tediousness of work and exaggerates the importance of his position as protector of the gate to anyone who will listen. At night, Sloth often gambles with his friends inside his own hut instead of keeping watch. During the day, he has a tendency toward drinking cheap wine. His Giant Scorpion is kept in a 15' x 15' room under the large stone slab just to the right of the doorway to Room 1.

Sloth

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	041	030	050	043	143	103	062	163	103	042	163	103	042	062	103	WSP

Guests

Emel the Nomad comes here every six months or so. He is, it appears, rather wealthy, but he is very tight-lipped about his money and his business. He travels alone, appearing and disappearing like a shadow in the sand. He vaguely hints that his business is in raising sheep and cattle. Rumors suggest that he is a noble wandering the desert, looking for something to give his life purpose.

Emel the Nomad

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXX	061	050	030	086	143	153	133	163	143	143	163	143	143	133	153	DLS

Melanna, an old woman, is held in high regard by the community. She returns here every 3 months after visiting her sons, daughters, grand-children, and great grand-children. Her knowledge of Desert Magic is deep, and it is rumored that no Sand Worm will venture within 10 miles of her vicinity due to her power to Repel Evil. Even Sloth backs away if his eyes meet hers.

Melanna

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
MAG	LGX	081	020	010	096	103	174	133	103	123	123	103	123	164	133	174	IDG

Verba, the Caravan Leader, will stop at the Inn every six months to trade with Iemear's community at the paved 50' x 50' area outside the Inn. His merchandise is excellent on most trips and extraordinary on particularly successful sojourns. He drives a hard bargain for spices, jewelry, herbs, ornamental rugs, etc., and the guests enjoy bartering for his goods.

Verba

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXX	041	029	030	044	143	143	133	153	153	143	153	153	143	133	143	DSS

Past History

The Inn has prospered for 20 years under Iemear's careful guidance. Before that, its origins are shrouded in mystery. It is said that the Bee-hive shaped huts were once the habitation of an evil cult of Desert Wizards who wished to make themselves supreme rulers. Over the centuries, they gathered ancient texts and practiced strange rituals. Finally, feeling that the time was right according to their star charts, the Mages summoned a Great Demon to do their bidding. He appeared, saw their paltry magic and their great ambitions and asked what they would have him to do. Still confident that he was bound under their summoning, they told him of their plan. Laughing uproariously, he shrugged off their restraints and, in a burst of flame, took them all to be his slaves in his own realm. The ground was blackened sand for many centuries thereafter and, though the buildings still stood, there was no sign of plant growth or human remains inside or out for 1,000 yards.

Two hundred centuries later, Iemear took possession of the site and invited his friends and neighbors to settle around the stone beehives to promote trade with the local caravans. To inspire his people with the desirability of the site, he painted the coal-black buildings a pristine white. If Iemear knew of the history of the place, he did not say.

Nothing untoward happened at Iemear's Inn; business flourished, and good relationships were established with the nomads who paused temporarily around his stone encampment in their perpetual wanderings. Customary visitors to this area now include the shepherds, local traders, caravans of many sizes, and horse herders as well as small parties of adventurers. Bandits and Sand Worms are very rare in appearance.

Encounters

Milos the Shepherd can be found seated with his sons at night during the community evening meal. He keeps a close eye on Trrenia, whom he suspects of stealing a bracelet from his wife. This theft of a family heirloom broke her heart and supposedly caused her death. Milos is a good friend of Iemear, and his honor keeps him from revealing his suspicions, but he waits for the proper time to expose her guilt.

Milos the Shepherd

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	041	032	030	032	163	133	123	163	143	092	163	143	092	123	133	WQS

Milo's sons, Ilos, and Dulos, are a pair of tall, gangly, identical twins. The pair share their father's suspicion of Irrenia. These two are so identical that even Milo has trouble telling them apart.

Ilos Miloson

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	031	030	030	031	155	102	112	125	112	115	155	102	146	135	123	WQS

Dulos Miloson

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	031	030	030	031	155	102	112	125	112	115	155	102	146	135	123	WQS

Marlo, the Dancer, performs for Iemear's guests after the evening meal. Though she is only 18 years old, she performs with the grace and poise of a more experienced dancer. Marlo loves jewels and precious little baubles and is quite skilled at separating such items from their owners. She considers herself to be above Trrenia, whom she sees as a mere servant girl. Trrenia is waiting for the right opportunity to steal something from her.

Marlo the Dancer

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NGX	031	029	010	033	153	174	153	143	143	174	143	143	174	153	174	IDG

Rumors

- 1 A Sand Worm was seen burrowing around the dunes by the Corral.
- 2 Sloth's pet Giant Scorpion is dead; he now has nothing with which to patrol.
- 3 Bandits were seen slipping out of the storage hut yesterday while Sloth slept.
- 4 The Emperor himself plans to spend a week in Room 10.
- 5 An immense treasure is hidden under the rock garden.

DESERT CAVE INN IEMEAR'S INN

