



Frاندor's Keep

An immersive setting for adventure

HackMaster

Basic

Frandor's Keep



"Death must surely be laughing at us, lad. We were so quick tripping over ourselves to come to this accursed place - and for what? The promise of a good fight? A bit of fame? A chance to scratch rock and earth and break our backs for a glint of silver? We came for a better life and all we've found is hunger, thirst, forced marches, battles and a quick death. How many of our own have we buried? And how many more graves yet to dig? Aye, lad. Death is havin' a good laugh at our expense."

Sergeant of the Guard to one of his Soldiers, Frandor's Keep

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CHAPTER ONE

Introduction

Larzon Bayz tightened his grip on the bag slung over his shoulder as he stared at the small group of boys blocking his way to the foot of the bridge. He tucked his coin purse under his belt and gritted his teeth before running the gauntlet of dirty hands — all tugging at his tunic and vying for attention, pointing him out to others as a ‘puzhan,’ or ‘stranger.’

“You looking for guide, Puzhan? You look for woman?”

“Hey, Puzhan — I carry your things? Very cheap!”

“Here, stranger — here. I am the very best guide and interpreter.”

“You looking for room, Puzhan? Hot meal...?”

He pushed his way past the buzzing gnats, roughly shoving one small lad and sending him flying onto his backside in the mud. One of the guards posted at the bridge’s entrance belly-laughed at the sight.

“Careful, stranger — some of them shove back.”

He turned his head toward the brink of the falls where it passed under the bridge — its waters plummeting over 200 feet to the rocks below. His meaning understood, Larzon gave him a thankful nod of the head and moved past him.

The bounty hunter had been to Frandor’s Keep many times before, but he’d never become accustomed to the knee-knocking 200-pace trek across the bridge leading to the First Gate. No, he’d never gotten used to any of it — the rush of water under stone arches, the roar of the falls, the boards slick with mist and the view of nothingness where the earth seemingly fell away.

Although the locals boast that they rarely think twice of crossing the bridge, for newcomers it takes a bit of faith to make that trek. Even the godless need faith — in Baparan engineering — that the entire thing wouldn’t simply be swept over the edge.

It didn’t help matters that Larzon had a mild fear of heights.

At long last, he reached First Gate and the Outer Bailey. The two guards stationed there were more interested in making small

talk with an attractive maiden toting a basket of wax berries than doing their jobs, and he quickly moved past them toward the next gate.

He was beginning to think he would, just for once, make it inside the Keep without being molested. Then, one of the guards he had passed yelled out.

“You there — Stop!”

Larzon feigned he hadn’t heard the command and continued.

“I said halt!!”

He stopped and looked over his shoulder.

“You addressing me...?”

“What’s in the sack?”

Larzon slung the bag from his shoulder and turned around. Facing the guard he held the bloody sack up with one hand and shook it.

“Heads — I’m here to collect the bounties on ‘em.”

The guard’s face brightened. “Orcs....?”

Larzon shook his head. “Naaah, a pair of goblins — caught ‘em pokin’ about the Shelf two yesterdays ago.”

The guard waved him off with his hand. “Meh — goblins. There’s no fight in that.”

The bounty hunter shrugged and continued on his way.

The guard was right. There was no challenge in taking goblin heads — and no money. Three weeks at the Keep and all he had to show for it was making enough coin to cover drinks and whores.

He needed to make some real money.

Orcs, gnoles... Now, *there* was a challenge. Creatures that fetched a better price and often carried a bit of treasure on them as a bonus. Unfortunately, going after them also required partners — somebody trustworthy enough to watch your back in a fight, rather than putting a knife in it.

Introduction

Frandor's Keep is a mini-campaign set in the *Kingdoms of Kalamar*™ campaign setting. It has been designed to serve as an introduction for the GameMaster and players to both the *HackMaster Basic* game as well as the world of Tellene.

Frandor's Keep is a military outpost in the rocky hinterlands of the Legasa Mountains — one that was meant to plug the traditional invasion route of a narrow river canyon with steep walls, known locally as Hell's Throat. It is an area teeming with strange creatures and fraught with danger — the perfect forge for a company of new adventurers to hammer their careers upon.

If the players explore all the possibilities, Frandor's Keep has enough adventure herein to take an average-sized party from 1st level through 5th. In addition, even when the players overcome the provided encounters, the Keep and its environs are more than ready to serve as the stage for future adventures to come — both from your own fertile imagination and from the companion volume and sequel to this work to follow.

You'll find a wealth of detail in this book and enough interesting Non-Player Characters and adventure hooks to keep both you and your players busy for many months (or even years) of campaign play. If you already have an established campaign in a different setting, any competent GM should be able to drag and drop Frandor's Keep into his own world with only a few modifications.

Frandor's Keep assumes you've read the *HackMaster Basic* rules and have a basic understanding of how role-playing games work and how to run prepared adventures. Fortunately, if you're still cutting your teeth as a GameMaster and need help, we encourage you to visit the online HackMaster community at www.kenzierco.com. Both the designers and other GameMasters there will be happy to answer questions and give advice and guidance to new GMs and players.

Before delving into this book, there are a few things you should know.

How to Use This Book

Frandor's Keep has been organized with the GameMaster and ease of reference in mind. Primarily, this tome includes details on Frandor's Keep and its surrounding features. Each major area (such as [the Keep](#), [Quarrytown](#), [the Palisade](#) and so on) has its own section with maps, area descriptions, Non-Player Character statistics and so forth contained within.

The later chapters are mostly devoted to prepared adventures, encounters and hooks, but clever GMs will surely discover adventure ideas throughout. We suggest you peruse the entire tome first, getting familiar with the Keep, its location and its inhabitants, before preparing your campaign.

Preparing for the Campaign

Frandor's Keep isn't a single adventure but a mini-campaign setting with a series of prepared adventures (plus random ones) for the players to investigate. There's no correct order to which major encounters the PC tackle first, but we recommend the following sequence:

RECOMMENDED SEQUENCE OF ENCOUNTERS

Initial Arrival:

[Assault on Vespian Tower](#) (p. 89), [Hunt for the Leech Men](#) (p. 91), [The Mysterious Shrine](#) (p. 101), [The Ransom](#) (p. 106), [Ghoul in the Graveyard](#) (p. 90), [The Mad Hermit](#) (p. 92),

Intermediate Adventures:

[The Mercy's Fortune Mine](#) (p. 93), [Revenge on the Ravens](#) (p. 95), [The Kobold Brambles](#) (p. 121)

Final Adventures:

[Confronting the Ravens](#) (p. 38), [The Mine of the Goblin King](#) (p. 131)

In addition to these formal adventures, there are numerous other ways for the PCs to explore the region and take on challenges (see [Chapter 8: Adventure Opportunities](#)).

Obviously, your players are going to drive the action. They decide to investigate these encounters through interaction with the Keep's NPCs, accepting various jobs, following up on rumors or blindly stumbling upon them. Don't panic if they end up taking on an encounter they're not ready for. Being beaten back at the entrance of a monster lair is a lesson in life. They can lick their wounds and come back to it on another day when they're better prepared.



A Word on Maps

There are a wide variety of maps in Frandor's Keep. Here are a few things you should know to make using them easier.

GM Maps: The maps that appear in this book are for the GM's eyes only and appear in the same section as the area(s) they pertain to. This is to help you avoid needless page flipping during the game.

Map Key Conventions: Map keys for locations are presented in a letter/number format. The letter code indicates the map area the keyed location is on. For example, *KO1: First Gate* indicates this location is on the Keep Outer Bailey Map.

MAP KEY

Key	Map	Example
A	Area Map (page 19)	A9: Branton's Field
K	Keep Map (page 49)	
	O Outer Bailey (page 50)	O2: Sturm Tower
	L Lower Bailey (page 52)	L4: Dog Kennel
	M Middle Bailey (page 58)	M5: Anari's Arms
	U Upper Bailey (page 75)	U7: Bathhouse
	R Renar's Lot (page 81, 82)	R4: Graveyard
P	Palisades Map (page 42, 44)	P1: The Smithy
Q	Quarry Town Map (page 29)	Q1: Market

Player Maps: Unkeyed maps that may be shown to your players are available as PDF downloads (see below).

NPC Statistics

Most Non-Player Character and creature statistics are presented in an abbreviated format designed for basic interactions and easy combat resolution. GameMasters familiar with the rule system should easily understand the entries. For instance, the ToP listing (x/y) merges the opponent's Threshold of Pain (x) and Trauma check (y).

Notable NPCs who are likely to figure more prominently in the campaign may include additional information, such as notable skills, equipment and combat statistics. Of course, not every single person in the Keep is detailed - just the ones the PCs are more likely to meet.

Every NPC encountered is a potential source of information. That information may come in the form of rumors, popular myths and lore, detailed information about the inner political workings of the Keep itself or even in the form of a deliberate lie. Some information might prove to be useless, misleading, fabricated or likewise inaccurate. Others might be accurate in every detail or, like so many things shared by wagging tongues, a combination of all the above.

When encountering a NPC, you can refer to the [rumors list](#) (p23) to see what specific information that character may possess. Most NPCs have one or more bits of information or a rumor they can share. It's up to you to decide the appropriate moment when such information is shared (if at all).

Greytar: Your Guide to the Borderlands



Throughout this book you'll see sidebars like this with a picture of the interesting fellow to the left.

That's Greytar — a resident of Frandor's Keep and the self-appointed historian and chronicler of everything that happens here. He's one of the most interesting inhabitants of the area, and a man of great learning. He's also a figure with a unique perspective.

He is one of the few people still alive who lived in the Keep prior to its destruction twelve years ago by the Orkin invasion. He's a mysterious figure with a keen interest in history, demi-humans and the arcane, and he's used the Keep as a base for his pursuits for all these years.

His journals detailing life at the Keep and on the borderlands have entertained many back in his home city-state of P'Bapar, where copies of his works are in high demand among the literate. Although considered somewhat egotistical, and oft-times accused of stretching the truth, Greytar's journals give an insider's perspective of life at the Keep that can be found nowhere else.

You'll find excerpts from his journals scattered throughout this book - just keep in mind that Greytar often expresses his own biases and misperceptions. The final decision on whether what he says is really the truth (or not) is up to you.

All the rumors are presented as quotes in the manner in which an NPC might convey them. They are kernels of information only, which you may tailor and expand as you see fit.

GameMaster Advice

As the GameMaster, you are the master of your own ship and free to run the adventures in this book as you see fit, even modifying and expanding on what's presented here.

Of course, everyone can use a little advice now and then. Throughout this book you'll find advice from other GMs covering a wide variety of subjects (from kobold tactics to simulating the hustle and grind of day-to-day life in Quarry Town, even to unnerving your players by feeding them false rumors).

You know the role-playing styles and tastes of your players best, so feel free to make modifications to suit your own campaign.

CHAPTER TWO

The History of Frandor's Keep

A History of the Keep & the Surrounding Area

Hell's Throat is a river gorge approximately seventeen miles in length. For eons, the raging Tanara River sliced through the living rock like a knife as it sought lower ground. From the resulting wound, gems and flakes of gold were freed from their prison of rock and washed scores of miles downstream. Such finds became known as "the great tease," for it was the promise of more such riches hidden in the Krond Heights that first brought humans into the area, panning their way up the various tributaries and feeds of to discover the source. Unfortunately, the region was already inhabited.

Orcs, and their evil kindred spirits the goblins, have called the eastern slopes of the Krond Heights home for centuries. They'd been attacking the ground with pick and axe (or, more accurately, forcing those enslaved by them to do the work under the whip) for much of that time. One can hardly traverse the region without stumbling across an abandoned mine, accompanied by piles of broken rock and soil ejected from the bowels of the earth. The region seems to hold a particularly strong sway over the orc race — one of religious import that I've never been able to fully understand.

Setting Note: The City-State of P'Bapar

Ever since it became the first nation to successfully declare independence, P'Bapar has been seen as something of a leader among the Young Kingdoms (free lands formerly under the yoke of the Kalamaran Empire). P'Bapar's status as the largest independent city-state on Tellene is a source of great pride for the citizenry.

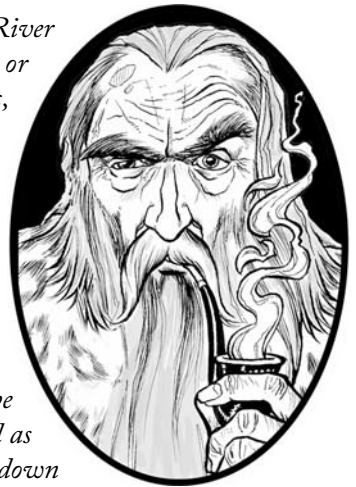
Archduke E'Dos does not readily meddle in the affairs of his vassals, which implies that every lord shoulders a great deal of authority and responsibility. Naturally, this includes the Earl of Reyifor, in whose lands Frandor's Keep rests.

P'Bapar is a rich country. The great variety of wealth to be found in the Legasa Peaks to the west more than compensates for the scarcity of rich farmlands near the eastern slopes of the

The orcs named the Tanara River pass the "Mungra Morgsb" or "twisted colon." Humans, however, came to know it by a different name — "Hell's Throat" — because, as the sage Galinon the Gentle recorded, "All things evil and vile spew forth from its yawning maw."

Hell's Throat has proven to be a bane for humans, as it is used as a corridor for invaders moving down and out of the Krond Heights into the settled lands of the city-state of P'Bapar. It is an artery through which all manner of evil found lurking in the wilderness begins to funnel into the frontier of civilization.

The problem was compounded, however, in the year 461 I.R. (Imperial Reckoning) when Cosdol resolved to drive the orc menace from its eastern marches by continuous and systematic patrolling of the Odril Hills (on the western slope of the Krond Heights, south of the Dalmond River). Organized veteran forces decimated numerous orc raiding parties while smaller



Elenon Mountains. The Elenons hold a great supply of gold, emeralds, topaz, amethyst and tourmaline. The farmlands and ranches east of the Banader River produce wool and vellum.

Most of this wealth flows down river to sell at Daresido, Korem, Bet Kasel, and Baneta, or back up the Renador to Kalaleta and the many small villages near the river.

Besides its tremendous exports, P'Bapar is the sole route for trade between the two sides of the Legasa Peaks via Coniper Gap. Goods travel overland through the gap and into Cosdol (a kingdom in northwest Brandobia, on the western side of the Krond Heights), bound mostly for the city of Cosolen and the villages along the Voldor Bay.

Note: In the Kalamaran tongue, an apostrophe between consonant pairs indicates a delay when spoken.

groups were harried by elusive elven scouts, the net result being that forays into Cosdol became increasingly hazardous for the orcs, with few slaves or booty garnered for the effort. After several years of attrition, exhausted orc tribes began to migrate east over the Krond Heights in search of easier prey. As the threat receded, the Brandobians also drew down the size and scope of their patrols, largely in response to complaints of excessive taxation from merchants no longer in peril.

As the displaced orcs migrated from the western foothills, they came upon Hell's Throat and saw it as an open invitation to the farming communities of northern P'Bapar. In the years that followed, the pass became a frequent invasion route for marauding orcs. They soon developed the habit of invading the human frontiers at least once a year. Not with an eye for expansion, mind you, but simply to pillage, murder and capture slaves before withdrawing to the safety of the trackless mountains — pre-empting the formation of any organized resistance sent to battle them. The orcs would then seemingly disappear into the rugged heights only to return months later.

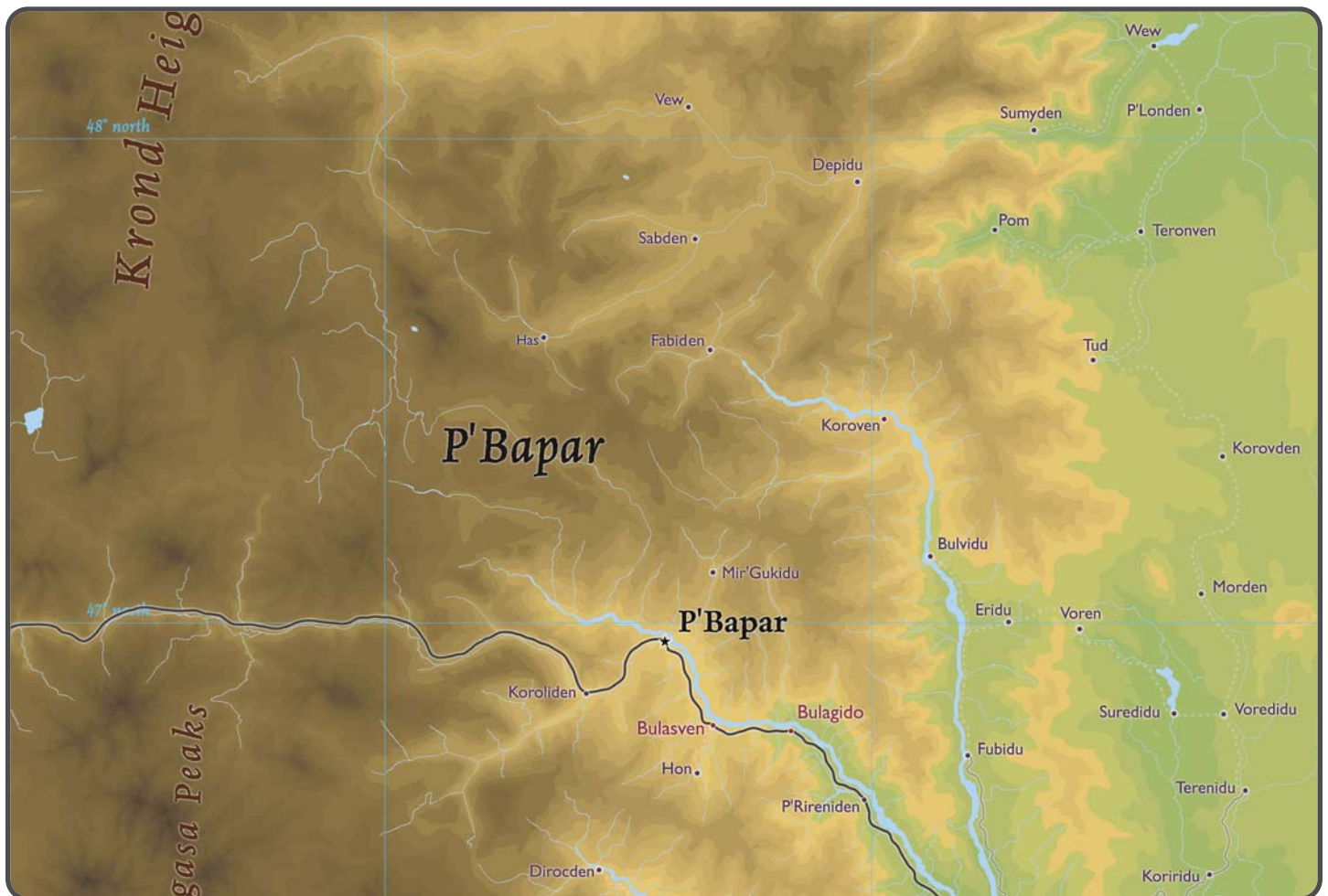
The orcs scheduled their invasions, it seemed, to allow just enough time for the humans to replenish their resources and rebuild. All great fun for the orcs, of course, but their perpetual raiding demanded a response...

RESPONDING TO THE ORKIN THREAT

The incessant orkin raiding compelled the city-state of P'Bapar to seek the aid of their southern neighbor, the Militocracy of Korak. With the financial backing of the Archduke, together they raised an expeditionary army with the express goal of bringing the fight to the orcs and securing northern P'Bapar against further invasions. In a series of costly battles (both in blood and material), they believed they had succeeded in driving the orkin tribes deep into the surrounding hinterlands, never to return. Such exuberance was premature.

Hell's Throat was secured by the construction of a Keep on the small island above the falls, a task that took six years to fully complete. During the years of construction, orcs (who seemed bent on preventing the project's completion) continuously harried the Keep and its Garrison. Unbeknownst to the builders, the orcs considered the site sacred and had been using the island as a burial ground. Unwilling to be deterred, the city-state fed a continual stream of reinforcements into the Keep. For years, battles of attrition raged, with the orcs generally suffering casualties in an order of magnitude greater than the defenders.

In the year 484 I.R., orcs dammed the Tanara River just upstream from the Keep and used the dry river bed to attack from the north. They managed to occupy the part of the island remaining outside the Keep walls and desecrated the graves in



the Garrison cemetery. After a three day siege, they briefly took control of the Outer Bailey before being repelled with enormous casualties when reinforcements from Vew finally arrived.

The assault was an embarrassment for General Frandor, and caused him to bolster the Keep's design by adding several new towers on the north side — once considered the least vulnerable to attack. Just as construction on the Keep was nearing an end, the orcs became quiet and then disappeared. "It was as though," General Frandor would later record in his memoirs, "the orcs had finally exhausted their numbers and could no longer challenge us." Chalking it up as a victory, he reported to the Archduke that the orkin threat had been eliminated.

INTERVENING YEARS

Although the great orkin tribes had been bled white, and their capability to raid P'Bapar virtually eliminated, this alone did not make the environs of Frandor's Keep a safe place. Small bands of humanoids began to settle in the area along with fiercer, but solitary, beasts. Soon, many revealed their presence by waylaying caravans or attacking travelers. None, though, was so bold as to threaten the Keep, for their numbers were too few to attack such an imposing fortress.

Rather than risk his soldiery to combat what was in essence a nuisance, the Keep Prefect, Bandrus Far'Raven, sought to encourage mercenaries and freelancers to do his dirty work by offering bounties on the lives of orcs, goblins and their affiliated humanoids. All manner of fortune hunters were drawn to the Keep, nominally by these bounties, but more likely by the opportunity to pillage the lairs of creatures who had been dwelling for years beneath the mineral rich mountains. Though many perished, those that returned carried both wealth and tales of dangerous beasts occupying abandoned caves that honey-combed the region. These tales brought yet more treasure seekers. A veritable boom ensued as liberated wealth made its way into the hands of the region's craftsmen and merchants.

Within a few short months, however, it was over. Virtually every cave and mine had been explored and their occupants slain. Peace had returned to the area and, in its aftermath, those seeking adventure soon departed to distant lands. Indeed, so great was the slaughter of those with even the merest malevolent intent, that one could reportedly sleep alone in the forest on a bed of silver pieces without the slightest fear.

THE GREAT ORKIN REPRISAL

Subsequent to the great exploratory boom, the garrison manning Frandor's Keep was downsized and patrols became infrequent and lax. With no economic reason for its existence (for indeed the area had been stripped of all known ores) and no seeming need for security, many in the border regions advocated for its closure as its maintenance was a cost they no longer felt obliged to bear.

TIMELINE FOR HELL'S THROAT & IMMEDIATE AREA

All dates based on the Kalamaran calendar

Current Year: Imperial Reckoning 563

YEAR — EVENT

-315 IR — The Moon Bark orc clan moves into the Hell's Throat area and settles. For some reason, Tanara Falls takes on deep religious significance in their tribal cult. The island on the brink of the falls becomes a burial ground for tribal leaders and shamans — all buried in a huge burial mound of earth and stone quarried nearby.

22 IR — Hobgoblins defeat Eastern Brandobia and establish the Kingdom of Kruk-Ma-Kali.

41 IR — Eastern Brandobia conquered by Fulakar of Kalamar.

227 IR — The Kingdom of Cosdol established in Brandobia.

329 IR — P'Bapar and Korak secede from Kalamaran Empire.

461 IR — Concerted effort by Cosdol results in migration of many orkin tribes to western Krond Heights **483-484 IR** A mixed Baparan and Koraki army drives orc raiders from the northern borderland in a series of bloody engagements.

484 IR — Foundation of Frandor's Keep laid. The site chosen is directly atop an orkin burial mound. Orcs mount repeated attacks for the subsequent six years of construction.

484 IR — Orcs dam up the Tanara river and manage to briefly occupy the outer Bailey of the Keep before being driven off.

490 IR — Frandor's Keep completed. Orc assaults cease and they retreat into the Krond Heights.

553 IR — The Great Exploratory Boom: Treasure hunters of all stripes descend on the Keep and systematically exterminate small bands of humanoids and various beasts residing in the vicinity. Much treasure is recovered leading to a short-lived economic boom. In the aftermath, a slump occurs in which many people leave the pacified region. The Keep is partially demobilized.

555 IR — The Northern Orc League invades the borderland of P'Bapar capturing the Keep and burning the villages of Sabden and Vew. They are laid low by "The Plague of Frandor" with the few survivors retreating again to the mountains.

563 IR — CURRENT DAY

What those penny-pinching locals did not realize was that a great threat was looming. Years earlier, an orc priest called Ahk'Tang rose to power and united the feuding orc tribes of the Krond Heights under one banner. The nascent Northern Orc League was born. The orc tribes of the Sanakir Hills north of P'Bapar (the Orkryn Phar'Mos) did not initially accept the hegemony of the league, preferring to go it alone. However, when they learned of the merciless slaughter being meted out by human, dwarven and elven mercenaries around Frandor's Keep, their chieftain feared this was the initial gambit presaging a new wave of expansion, with his hills the likely target. Should that occur, he would need powerful allies to combat the hated human menace. He soon pledged his loyalty to Ahk'Tang.

The orcs had replenished their strength in the years since they failed to halt the construction of Frandor's Keep. This would come as a brutal shock to residents of northern P'Bapar when the orcs returned en masse. Worse, the orcs learned from their errors, for Ahk'Tang was a scholar and assiduously sought out details of the previous struggle for Frandor's Keep. He realized that he had to both attack the Keep with an overwhelming force and also interdict any reinforcements or logistical resupply. His plan thus called for the Orkryn Phar'Mos to cross the mountains first and strike Vew, then continue south to Sabden and Has in order to seal the borderlands. Only after this was underway would his main force assault the Keep.

Initially, all went according to plan. The Orkryn Phar'Mos struck in the dead of night and surprised the ungarrisoned village of Vew. Within an hour, its residents were butchered and the town set alight. The conflagration did not go unnoticed, though. A wise old farmer living south of the village (it is believed his name was Parikin) recognized the fire as an ill omen and gathered his wife and daughter and fled to Sabden. There, he notified the constable, but his story was not believed. It was "A brush fire perhaps. Nothing more." However, such was the look in the farmer's eyes that the constable agreed to withdraw the river barge "just in case..."

As the Orkryn Phar'Mos prepared for the march to Sabden, two thousand orc warriors swept down out of the mountains under cover of darkness and assaulted Frandor's Keep. Their planning was thorough, with scaling ladders and sappers in tow. The latter proved unnecessary, as the undermanned and unprepared garrison had little hope of fending off such an overwhelming force. By sunup the fortress was taken and every man, woman and child within its walls was slaughtered. The gleeful orcs set alight anything that would burn, leaving a hollow and blackened shell.

Flush with victory, Ahk'Tang advanced his timeline, sending a detachment down the old P'Bapar road to capture Has. Runners, capable of riding horses, were tasked with covering the 55 miles to Vew in order to coordinate the eastern forces.

And then disaster struck.

THE WITHERING

A pair of merchants residing in the Keep were infected with the "withering shingles." While not particularly debilitating to humans, it was absolutely lethal to orcs. Within days, hundreds of orcs were experiencing severe headaches, nausea and fatigue. Soon, they started to die by the score – and then the hundreds. The detachment sent to Has abandoned the mission before reaching the village and left a trail of corpses back to Frandor's Keep for Baparan troopers (arriving weeks later) to follow.

In the east, the orcs were oblivious to the fate of Ahk'Tang's troops. Only later would they surmise what occurred, after his riders delivered both the news of the fall of Frandor's Keep and unknowingly Frandor's Plague. By the time the riders arrived, the Orkryn Phar'Mos were setting fire to Sabden after a tougher than expected fight. They would advance no further.

AFTERMATH

It was a week before Baparan troops arrived at the charred remains of Sabden. What they found there was puzzling. Amongst the smoldering ruins and butchered humans were dozens of dead orcs, but none had a wound. Scouts sent to Vew reported a trail of similar orc corpses, while those riding to Has heard the same reports from those villagers. A trail of orc bodies lay on the old P'Bapar road. These led back to Frandor's Keep – now eerily silent. The orcs had simply vanished, as quickly as they'd come. The city-state sent an expeditionary force into Hell's Throat to bury the dead and reclaim the Keep but no one ever learned what happened to the orcs.

That was eight years ago. Although scattered orc tribes continue to harass the mountain passes, for the time being, the Northern Orc League is only a legend.

THE KEEP TODAY

After the orkin invasion, Frandor's Keep was reoccupied under the command of General Golimel Ganitak — a grizzled veteran pulled out of retirement expressly to head the task. Ganitak immediately set about making major improvements to the Keep's defenses. His engineers strengthened the outer walls and raised many of the towers, as well as adding roofs to them. He removed the catapults and ballistae from the towers (since they proved ineffective during the orc invasion), replacing them with experienced archers. Thus, the Keep of today is a more formidable obstacle to would-be invaders than its predecessor.

He quickly re-established vigorous patrols throughout the area. The villages of Vew and Sabden were also rebuilt, with wooden palisades protecting the communities.

In the intervening years, however, no sign of organized orkin activity has been noted. It is unfortunate, but predictable, that once again the Keep and the villages surrounding it have lapsed back into a blissful ignorance of the dangers surrounding them.



CHAPTER THREE

The Earldom of Reyifor

The Earldom of Reyifor

This fiefdom lies at the outermost limit of the Archduke of P'Bapar's sphere of control. Beyond its borders the mountains teem with goblins and other humanoids waiting to murder anyone foolhardy enough to enter their domain.

The enemies of mankind are not passive foes, their raiding typically being incursions by small bands seeking to kill travelers or attack individual homesteads. However, from time to time a unifying warlord emerges to lead much larger and more determined attacks. The Earldom of Reyifor thus serves as a bulwark against humanoid forays into more densely populated areas.

The earldom is sparsely populated by an assortment of frontiersmen engaged in dairying, stock raising, lumbering, trapping and mining. Though most are hearty souls and proficient in arms, they are too few in number to secure the territory. Archduke E'Dos Kalansi II has thus deployed regular army contingents to man the defenses. These remain under his direct control, not the earl's, resulting in some degree of friction between the civil and military authorities. The region's freemen, however, are grateful for the armed presence and the influx of hard currency that the soldiers spend freely.

Placer deposits are occasionally found along the Tanara River. This has attracted a number of prospectors despite the immense danger. While little gold has been found, a good deal of silver has been flowing into the local economy. Most miners are tight-lipped about their finds, understandably fearful of having their digging sites discovered by bandits. Many have now resorted to using intermediaries to barter their hoard.

Settlements

Sabden (*Population: 456*): This palisaded settlement sits on the fork of the Dolvril and Brenolm rivers. Both rivers are navigable to boat trade making Sabden a stopping point for traders moving up and down the waterways. The site is built on the ruins of an old Brandobian settlement and many of its residents (a mixed community of farmers, herdsmen and craftsmen) exhibit the fair complexion common to that race.

The current village grew around a military outpost once located here. The wooden fort became redundant when Frandor's Keep was completed and the troops stationed here were largely dispersed to other areas. Sabden's population was halved almost overnight and was in a gradual state of decline for many years. Since being destroyed by orcs a decade ago, the town was rebuilt and a wooden palisade constructed by residents who stubbornly refused to abandon it. This project seems to have invigorated the town with fresh purpose and Sabden is prospering.

The area around the village is home mostly to dairy farmers and herdsmen. Many recent migrants are former soldiers who fulfilled their enlistments and were granted land nearby. Fur trappers and miners also frequent the locale, the latter routinely bringing in small quantities of copper ore. The village's craftsmen are known for their woodworking skills and provide sturdily crafted wagons, barrels and crates to the region (including Frandor's Keep). They also trade dairy products, pork, mutton and a frequent excess of vegetables.

A local council of elders maintains order and ensures the requisite taxes are remunerated to the Earl. They also help settle disputes and negotiate trade with other villages. So far, there hasn't been much need for the committee to do much arbitration. The people of Sabden are happy to farm their land, craft their goods and live in peace - though memories of the town's destruction by orcs is always on their mind. The cemetery that sprawls across a nearby slope is a daily reminder.

Visitors to Sabden find the townsfolk amenable to strangers but not overly friendly. There is one tavern (the Grass Solider) and an inn (Mauran's Perch) ready to take their silver.

Vew (*Population: 609*): Though burnt to the ground a decade ago, this village has rebuilt itself and is now larger and more prosperous. Like its sister town Sabden, a palisade wall surrounds it.

The village's resurgence is due largely to Frandor's Keep. Many of her tradesmen and farmers are directly involved in providing logistical support to the fortress. Farmers raise pigs, chickens and dairy cows, and plant barley and winter wheat. Mountain whitefish and trout are abundant in the river and

fishermen routinely bring in a good catch. There are an unusual number of craftsmen for a village this size, with several metalworkers, woodworkers, tanners and a water-driven sawmill along the riverbank. The village's merchants are able to procure nearly anything a buyer with ample coins desires. It is also a popular spot with soldiers on furlough from Frandor's Keep who come here looking to escape the cold and gloom of the higher elevations. The Green Gryffin Inn and Up North pub are notable establishments - the former having the region's only brewery.

Vew has a small military contingent that helps patrol the Borderland Road leading to the Keep and escorts merchants and travelers along the way. A constabulary in direct employ of the Earl of Reyifor provides for local defense. The earl maintains a manor home and horse farm a mile from the village. His chamberlain oversees the property and acts as the de facto mayor of the village.

Way Stations

Traveling between Vew and Frandor's Keep can take as little as a day on fast horse given good weather. However, by caravan under armed escort it can take a week.

Three way stations are situated along Borderland Road that offer a change of horses for the patrols as well as food, water and other comforts. Most important, however, is that they are safe places for travelers to camp.

While each way station has a distinctive floor plan, they are functionally identical except as noted in their particular description. A custodian (often accompanied by his family) lives on site and a kitchen, mess and several cots (for guards and paying guests) are typical amenities. Six guards are supposed to be assigned to each waystation to ward off brigands but more often than not the undermanned detachments of Vew and Frandor's Keep are unable to send a full compliment and there are frequently as few as two. Six to eight rested horses are typically on hand for a patrol to swap out with.

Kar Darkan: This station is the first one greeting travelers to the Keep from Vew and the last one to aid those coming the other way. Because travelers are usually most in need of refreshment when they arrive here, it has a reputation of being something of an oasis. In reality, it is only slightly more comfortable than the others.

A friendly man named Ealon Pifor runs the station. He is quite burly and puts up with no troublemakers. Though he prefers not to get involved in disputes, he will if they threaten to disrupt the peace of others staying there.

His wife Orena is an invalid, so he cares for her along with his two teenaged sons Nuda and Teman. They cook a fairly decent meal, providing roast game, fried potato cakes and humble cabbage and carrot salads. They also occasionally bake cakes that travellers rave about.



Kar Mandri: Kar Mandri is the middle station, the mid-point between Vew and Frandor's Keep. This way station is a bit larger than the other two. It's also the most popular with soldiers - not only because it's the ending point for their patrol (after resting a night they turn around and return to their home station) but because Doten Weliz has dancing girls!

Quite the entrepreneur, Doten has his three daughters dance for his guests in return for tips (all of which go to him at the end of the night). Anything more than dancing (even the suggestion) is likely to get a guest thrown out. Nonetheless, the fortress up the road is filled with soldiers claiming to have seduced one or more of the girls.

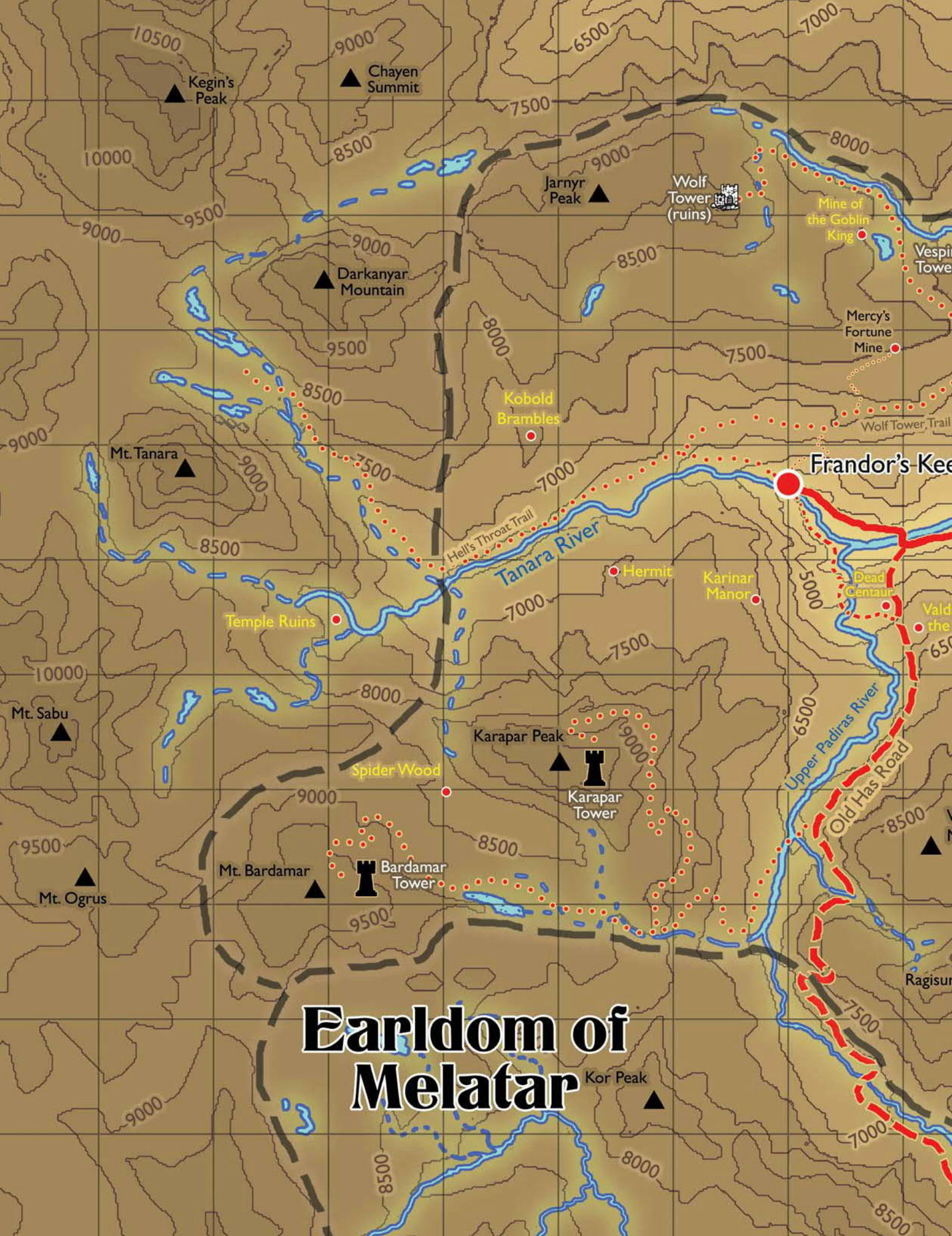
Doten keeps an ample supply of wine, both good (even vintages from Shyta-no-Doby) as well as cheap stuff (wax berry wine). Patrons frequently engage in games of chance when staying here. Musical performances from one or all of Doten's attention-starved daughters are also common occurrences. Doten considers his wife Liari to be a great cook. In truth, her food is barely palatable and many guests prefer to cook their own stew rather than eat hers.

Kar Vesbul: This is the last way station before a traveler gets to the Keep. Old Jaes Mondaly looks after the place with his wife Melgred. They usually have a good stew ready to feed hungry visitors (a copper piece for a bowl and a piece of hard rye bread). They have a son who is stationed at the Keep and treat all the guards like their own children. The building is dilapidated and in serious need of repair.

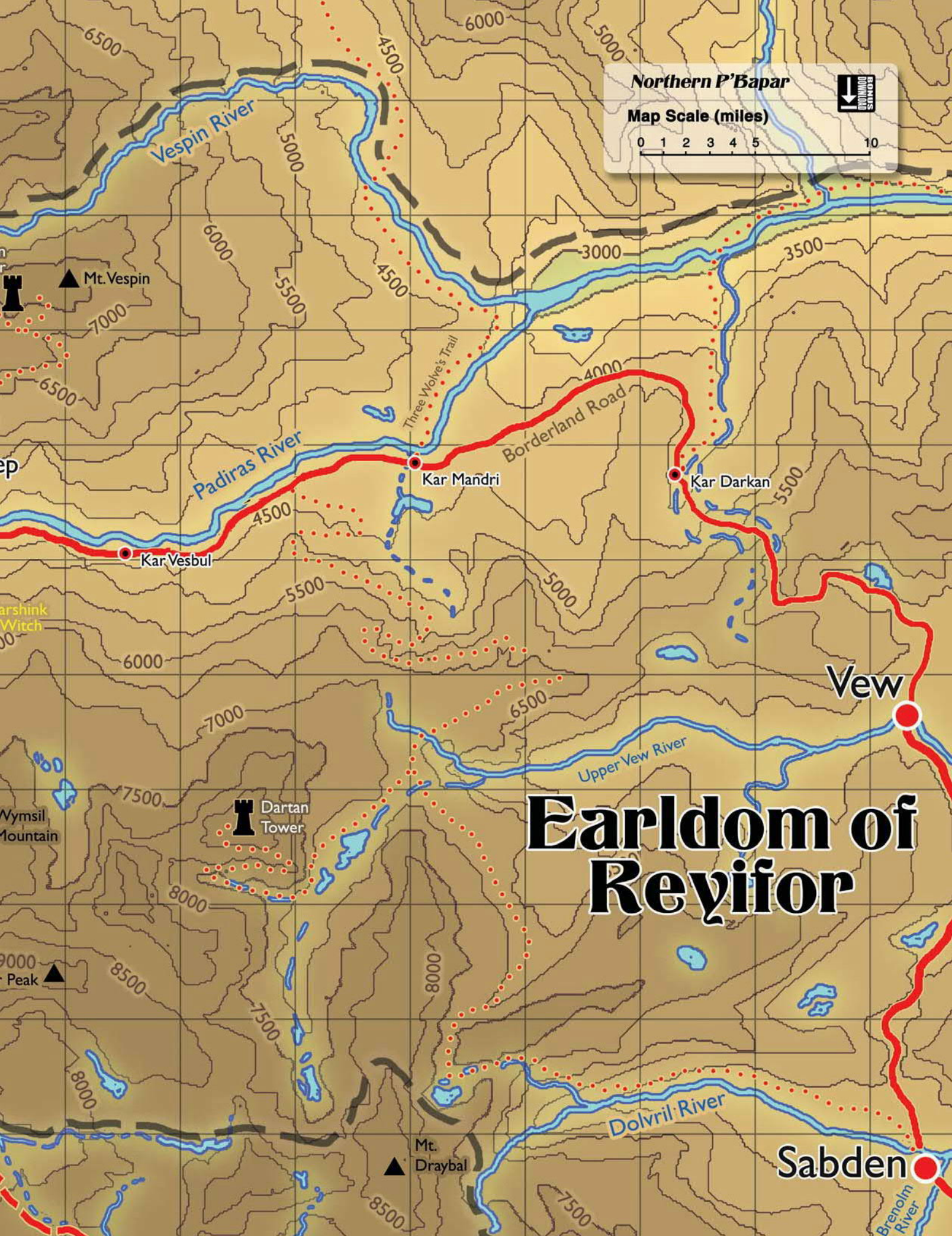
Watch Towers

Since the construction of Frandor's Keep, bands of goblins and other humanoid raiders have used the numerous mountain passes and gaps as a circuitous route to bypass the fortress and enter the Earldom of Reyifor to rape, pillage and murder.

To thwart these tactics, a ring of watch towers was erected in a circle around the Keep on the highest peaks to keep watch over the surrounding passes. Manned by rotating guard crews and equipped with signal fires (huge bronze braziers on wooden platforms), the towers serve as an early warning system to sound the alarm and alert the garrison of Frandor's Keep.



Earldom of Melatar



Northern P'Bapar

Map Scale (miles)

0 1 2 3 4 5 10



Mt. Vespian

Kar Mandri

Kar Darkan

Kar Vesbul

Vew

Earldom of Reyvior

Dartan Tower

Mt. Draybal

Sabden

Six soldiers and one sergeant-at-arms theoretically staff each tower, though it is not uncommon for there to be as few as three troopers assigned.

Bardamar Tower

Height: 40' **Dimensions:** 30' square base
Occupants: 6 soldiers

This tower is on top of Mt. Bardamar and is quite remote. Of all tower postings, this one is the most dreaded. Guards traveling to and from this outpost between rotations have frequently been ambushed and some killed by roving goblins and other creatures. The Keep Prefect has tried to improve morale by offering a 50% pay bonus while on Bardamar duty and an extended furlough after returning to the fortress.

Dartan Tower

Height: 40' **Dimensions:** 30' square base
Occupants: Unmanned

This tower overlooks the Padiras River valley, and has recently been decommissioned after cutbacks in troop strength. The rope leading up to the winch was set on fire to keep intruders out. There is no way to get in without physically climbing the tower wall.

GM Note: There's nothing of value inside, only some overturned cots and bedding. Players can take over this tower and use it as a base of operations if they desire.

Story Award: If the players gain access to the tower and expend effort to establish it as a base of operations, award them 100 EPs.

Karapar Tower

Height: 28' **Dimensions:** 30' square base
Occupants: 7 soldiers

This tower stands on Karapar Peak. Many soldiers at the Keep maintain this tower is haunted. Those who've been stationed here have reported strange voices in the night — shadowy figures that can only been seen out of the corner of the eye but that vanish when one turns his head. Strange odors are supposed to accompany these sightings.

GM Note: There's nothing to the rumors. They were simply created by members of the [Black Fists secret society](#) to make it easier to have their members assigned to the tower (since no one else would want the duty). The Black Fists keep the tower stocked with food and wine, and duty here is considered a vacation compared to life back at the Keep.

At one time they even brought a whore named Tokanu to live at the tower, but she left when she felt she'd been shorted on

the pay she was promised. She now works in [Quarry Town](#) at the [Den of Delight](#) (see location Q12).

Vespin Tower

Height: 35' **Dimensions:** 30' square base
Occupants: unknown

This tower sits at the edge of Mt. Vespin, overlooking Wolf Tower Trail. Unbeknownst to officials at Frandor's Keep, it has recently been captured by goblins. See the "[Assault on Vespin Tower](#)" adventure opportunity for details.

Wolf Tower (ruins)

Height: 40' **Dimensions:** 30' square base
Occupants: none

This tower stands in the shadow of Jarnyr Peak. Its status is legendary but of no current use as an observation post. It was captured by the orcs during their great uprising a decade ago and has never been rebuilt. It stands as a reminder of the danger of complacency in regards to potential threats.

The interior of this tower is gutted. The floors have crumbled away and inside the tower grow long, stubborn weeds and thorns. There is no roof, and its rotting structural members lie strewn about the base.

A careful search of the interior will uncover a three foot long bronze statue of a feline leaping to the attack. Attempting to lift it will reveal that it's quite heavy (250 pounds).

- ▶ A PC with any skill in Monster Lore will recognize this as a life-sized statue of a lynx.
- ▶ Characters with the Appraisal: Artwork skill may attempt a guess as to its value (100 sp).
- ▶ An easy Observation check reveals that the statue must have been bolted to some surface, as it is clearly unbalanced when stood upright.

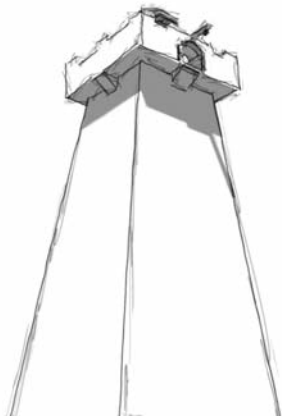
This statue was once perched atop the [Golden Lynx gate](#) (L9) in Frandor's Keep. It was stolen during an initiation rite of the Black Fists secret society and hidden here. There is a 50 sp reward for its recovery.

Recognizing the lynx for what it is and returning it to the proper authorities at Frandor's Keep nets a 50 EP story award. Learning that it was the Black Fists that stole it and relaying this to the Keep Prefect is worth an additional 450 EPs.

Anyone attempting to sell the statue within Frandor's Keep will be immediately imprisoned. After a lengthy and uncomfortable interrogation, naive defendants will be released without recompense.

Other Areas of Interest

Dead Centaur: In the woods north of the juncture of Hell's Throat Trail and the Old Has Road lies the headless corpse of a centaur. Much of it has been devoured by scavengers but



A sketch of Dartan Tower by the Keep's resident artist Belipar

enough remains to identify its species.

- ▶ The body is not lying in the middle of the road so players cannot simply chance upon it. If they are following Raslon's semi-coherent instructions, it will take three hours of searching to locate the remains. If they haven't interacted with Raslon, a (Difficult) Observation check reveals an unusual concentration of flies at the road juncture. Following this lead to its source locates the body.

Story Award: A man named Raslon Melrodin is currently chained to the Keep's pillory on suspicion of murder after stumbling across the centaur's corpse and bringing in its head for a bounty. Transporting the corpse to the Keep (no small matter for the body still weighs around 500 pounds) will clear his name and earn 200 EPs for the players.

Hermit: A solitary hermit haunts the forest, becoming progressively wilder and crazier and more dangerous with each passing day. The PCs may hear rumors of a 'madman' in the wilderness.

Karinar Manor: This manor house has recently been occupied by goblins. Further details can be had in *The Ransom* adventure opportunity.

Kobold Brambles: A tribe of kobolds occupies this large thicket. Further details can be had in *The Kobold Brambles* adventure opportunity.

Mercy's Fortune Mine: This played out mine retains its value both as shelter and as a concealed transit route through the mountains. Further details can be had in *The Mercy's Fortune Mine* adventure opportunity.

Mine of the Goblin King: This mine is the nexus of goblin activity in the region immediately surrounding Frandor's Keep. Further details can be had in *The Mine of the Goblin King* adventure opportunity.

Spider Wood: The eerie woods on Mt. Bardamar's northeast flank are rumored to be inhabited by a multitude of spiders.

Temple Ruins: These are the ruins of an evil temple. The structure lies under a thick canopy of vines suspended over the broken walls.

Valdarshink the Witch: This old crone lives alone up in the woods. Most of the denizens of the area know of her, even some folks in the Keep. The local humanoids superstitiously avoid her, fearing her powers greatly, but some humans and occasionally a centaur bargain with her.

- ▶ An (Average) Glean Information skill check leads the witch to reveal the demise of her centaur client (see the *Dead Centaur* encounter above).

In Frandor's Keep it's rumored (true) that she trades in concoctions, potions and unguents that can do anything from make another fall in love with you to help heal wounds. Valdarshink's price varies, but tends along the lines of food and/or some useful items, always along with some hard-to-get

curios of value (to her at least). Some of these are gruesome, others merely odd. It's said that anyone trading with her and actually using one of her concoctions will slowly become damned to the ways of evil (this is false).

The path to Valdarshink's hut is little more than a deer path, cutting unnaturally off the main road. The path is hard to find (an Observation (Difficult) check) without a guide or directions, but can be stumbled upon accidentally (1 in 6 chance) and may be noticed by characters exploring near Karinar Manor or the Old Has Road.

Within 100 yards of Valdarshink's hut, the PCs may notice (Observation (Very Difficult)) small pouches hanging from the pine tree branches in the area, generally about 10 feet up. Characters specifically scanning the trees for anything unusual notice these with an (Easy) Observation check.

The tiny pouches are various charms, wards and mystical guards that supposedly protect the witch from harm; they certainly work against the humanoids, because the charms frighten them enough to avoid all contact with this area (even refusing to pursue quarry through here).

Each miniature purse is a little different, but they generally are tied with and hanging by twine and each contain a small item such as a clove of garlic (blackened and desiccated with age), a rabbit's foot, a squirrel skull, a dried flower, a pinch of salt, a tiny doll wrapped in hair and so on. While creepy, these have no real game effect.

If intrepid explorers hike further uphill on the path, read or paraphrase the following text.

You see a small wooden hut built beneath a giant conifer. Branches from the mighty pine fall across the top of the structure, forming a roof some 15 feet off the ground. Around the front of the hut is a covered porch with a low, rude railing. In the center of the porch, a small set of wooden stairs lead down from a darkened doorway to the forest. Pine branches overhang the area around the hut, casting dark, dancing shadows beneath. A thin stream of smoke emits from what must be a hole in the roof as no chimney is visible.

If the PCs dare to explore the dark hut, read or paraphrase the following text.

The open interior is a cluttered space with wooden walls and a ceiling of pine branches. In the center of the hut is the trunk of the huge conifer providing the roof. The room is crowded with various wooden dressers and tables. Chalk symbols, urns with strange markings and mounds of burnt wax cover most of the tabletops while small snakes, lizards and spiders move throughout the room.

A hunched gray-haired woman, dressed in tattered robes sits on a wooden rocking chair atop a raised platform, her left side facing you, her profile illuminated by a glowing fireplace behind her. Wisps of long, thin white hair punctuate her freckled scalp and the skin on her gaunt face is drawn tight. She sits smiling, slowly rocking back and forth in front of the fire. Her protruding lower jaw and her lips barely move as she speaks in a soft, raspy voice, "What can I do for you?"

True to the rumors, Valdarshink is willing to trade Minor Healing Potions for a laundry list of weird items and a few food items (such as a week's worth of standard rations and a fresh loaf of bread, a pot of stew, a dozen fresh eggs, etc).

"There's somethin' I need... somethin' from *outside* my forest... You gotta bring it to me... Do as I ask, and I'll let you have one special brew to cure your angry wounds."

She won't give directions to find the items, just that if they bring her some, she'll trade some concoctions she makes.

The hut contains a lot of mystical materials, all worthless except perhaps to a hedge wizard or an alchemist. If collected, all together it'd be worth about 100 sp to the right buyer. Additionally, Valdarshink has one already-brewed Minor Healing Potion on-hand as well as two Poison and one Sleep Potions. She has a hip flask filled with another Minor Healing Potion that she'll drink if attacked.

The value for the party here is to trade with Valdarshink for some inexpensive Minor Healing Potions (she can also brew Orcish Steadfastness, but needs orc blood, sleep and poison). She can be slain easily.

Valdarshink the Witch: HP 18, Init +2, Def +1, DR 0, ToP 5/3, arcane lore 23, botany 76, language (Brandobian 72, Merchant's Tongue 48)

Some of the items on Valdarshink's shopping list include:

Bone from a risen skeleton, flesh from a turned zombie, the eye of a dwarf, teeth of a convicted murderer, barrow wight hair, bugbear testicle (left), orc snout, orkin wardawg teeth, centaur hair (tail and mane), giant spider silk gland, giant spider poison gland, salt, salted cod, figs, wine, small opals, desiccated left hand of an elf (left ring finger, actually), ink, kobold horn, bat guano, hair from a dog bitch in heat, goblin fangs, fire beetle glands, hill giant scrotum, six griffyn feathers, minotaur horns, hooves of a satyr, giant scorpion poison gland, brain of a spectre, strix wings, troll blood, vampire blood, vampire fangs, silver ingots or coins, werewolf fur, holy water from a Lawful Good church, unholy water from a Chaotic Evil church.

Story Award: If the players manage to overcome their bloodlust and encounter Valdarshink without killing her, you can award them 67 EPs.

Geographical Features

The Earldom of Reyifor is situated in extremely rugged country. Raging white-water rivers plummet from heights as high as 10,000 feet down to 3,000 feet in less than 70 miles. Anyone traveling through this area will be awed by the scale and grandeur of the mountains. Their sense of wonderment is likely to be quickly tempered, however, as they gain a practical lesson in how difficult this makes travel. The slopes along the rivers are steep – often dangerously so – and the various roads and trails that cross the region are usually narrow and ill-suited to anything but pedestrian traffic.

Hell's Throat

Hell's Throat is a split gorge that runs fifty miles from the headwaters of the Tanara River, with a huge waterfall plummeting 250 feet at the throat's maw. Here, dangers lurk behind every rock — or so they say. Sitting in the maw itself is Frandor's Keep. Only the bravest, or most foolhardy, tramp around in Hell's Throat... and then only when well armed and accompanied by other trustworthy companions.

Over the centuries, it has been the preferred invasion route for humanoid brigands moving down from the mountains. The trail running through the throat is narrow and treacherous, clinging to the rock face of the gorge's north wall on one side and dropping anywhere from 50 to 100 feet down to the Tanara River on the other.

Rivers

Dovril River: Winding its way down from Mount Draybal, the valley through which this river flows echoes with the clanging of cowbells. The valley floor is emerald green with lush grasses and is home to many dairy farmers. The beasts have a disturbing tendency to disappear if let unattended, so herdsman are always nearby and alert for trouble.

An ancient foot trail predating Kalamaran settlement runs along the river, eventually leading north to the disused Dartan Tower, the Vew River valley and finally Borderland Road. Some call the trail "Brigands' Way" because it's used by outlaws as a shortcut and to avoid patrols – the latter being absent since the shuttering of the watch tower.

Padiras River: This river is deeper than the Tanara and is skirted by Borderland Road for most of its run downstream towards Vew. The river is navigable by canoes despite the occasional rapids. The Padiras teems with fish and mussels. Game animals from the mountains and forest are drawn to its waters, making for good hunting along its banks.

Upper Padiras River: This tributary of the Padiras winds its way along the Old Has Road, in between Karapar Peak and Wymasil Mountain. Years ago the river sparked a gold rush of sorts when placer deposits were traced back up river to the Wymasil valley. The color soon played out and just like that the rush was over.

Tanara River: Snaking through the center of Hell's Throat, this river is swift and fast, dropping 4,000 feet in just under 45 miles. The entire route is punctuated with waterfalls, rapids and white foam — more so in the spring when fed by glacial runoff. In the late summer and fall, its depth has been known to fall to as little as ankle depth in places.

Crossing the river in the Throat is nearly impossible from late winter to early summer. The old saying at Frandor's Keep is, "*Once you pick a side, stay on it.*"

The Nine Steps of Hell refer to the nine waterfalls, one following the other in a 15-mile stretch of the Throat.

Vespin River: Much like the river into which it flows, the Vespin abounds with game fish and mussels. Its proximity to goblin country scares off all but the most adventurous. Those brave few who've fished these waters claim to have seen goblins doing likewise.

Upper Vew River: This river provides a living for the fishermen of Vew. Its clear waters support all manner of fish. The relatively broad valley is sown with fields of barley, rye and winter wheat.

Roads/Trails

There are a number of roads and trails connecting various places within the earldom and beyond. Though they appear large on the map, this is misleading. None are paved and some are little more than game trails.

Borderland Road: This is the main road to the Keep has three way stations along its route to keep travelers relatively safe and supplied during their travel. While not an improved road, it can handle cart traffic and features an occasional bridge to span gullies and ravines. The road follows the south bank of the Padiras River until it reaches a point five miles east of Frandor's Keep where it crosses over to the north side at Padiras bridge. It is the only patrolled road in the Earldom but it also the road most targeted by brigands both of the human and humanoid variety.

South of Vew the road continues to Sabden. From there it leads to Fabiden and then follows a tributary of the mighty Banader River, eventually reaching more settled areas where it merges with a denser road network.

Hell's Throat Trail: This narrow trail clings to the north face of Hell's throat as it follows the Tanara River west toward its headwaters. In places, its width shrinks to five feet, and traversing it can be treacherous.

Old Has Road: Once used with more frequency, this road is little more than a broken trail now and dangerous as it skirts the Upper Padiras River. At night, it's almost impossible to navigate. Many who have tried have ended up in the river.

The road leads through the mountains to the village of Has to the south in the neighboring earldom. A few brave merchants attempt to bring goods via this route to avoid paying the earl's tariffs.

Three Wolves Trail: This old hunting trail crosses two forks of the Padiras River and leads north into the mountains where game is said to be more plentiful.

Wolf Tower Trail: This trail, formed by soldiers traveling back and forth between the Keep and tower duty, leads through the mountains and forests, running past Vespin Tower until it terminates at the ruins of Wolf Tower. Past Vespin Tower, the trail is very overgrown.



Belipar

CHAPTER FOUR

In the Vicinity

Belipar

Frاندor's Keep is located in a remote and rugged environment, making day-to-day life and operations difficult. As a community, every available local resource that can be made use of is exploited. Locals fish the rivers, hunt, trap and mill lumber in the dark forests choking the mountain slopes, and quarry limestone, granite and other useful rock from the mountainsides.

Hell's Throat, the narrow river valley through which the Tanara River approaches the Keep, also has gold and silver deposits, although getting to these precious metals is problematic. Strikes are usually small and deplete quickly. The few hopeful miners, however, believe there huge deposits wait to be discovered, so the search for them continues.

Try as they might to be self-sustaining, much of what Frاندor's Keep needs (food, building materials and such) as a community must be carted in via Borderland Road from the towns of Vew, Sabden and beyond.

MUNDANE SIGHTS

What the area map can't show is the day-to-day activity taking place outside the walls. Mentioning these sights to your players as their PCs come and go from the Keep should help you transform the mere 'backdrop' of the Keep into a living, breathing stage.

These activities include:

- ▶ mounted and foot patrols moving up and down the roads and trails
- ▶ laborers attacking the edge of the forests with axe and saw (felling much needed lumber for fires and various construction projects)
- ▶ farmers tending their plots of land
- ▶ maidens moving among the clearings on the slopes gathering berries and wild roots
- ▶ fishermen casting their nets in the river
- ▶ traders lashing braying mules carrying heavy loads up the serpentine trail

Area Descriptions

The following are some key features in the immediate vicinity of the Keep itself.

A1. THE LANDING

This muddy field is often referred to as the "front stoop" by residents of Frاندor's Keep. It is a hub of activity during the day, with caravans assembling and loading up (or offloading), patrols forming, and others offering their services competing with one another for business.

A2. THE PALISADE

This area was originally a defense work erected during the Keep's reconstruction, but now serves as the stables, smithy and barracks for the Garrison patrol.

See [Chapter Six: The Palisade](#) for a more detailed look at this compound.

A3. QUARRYTOWN

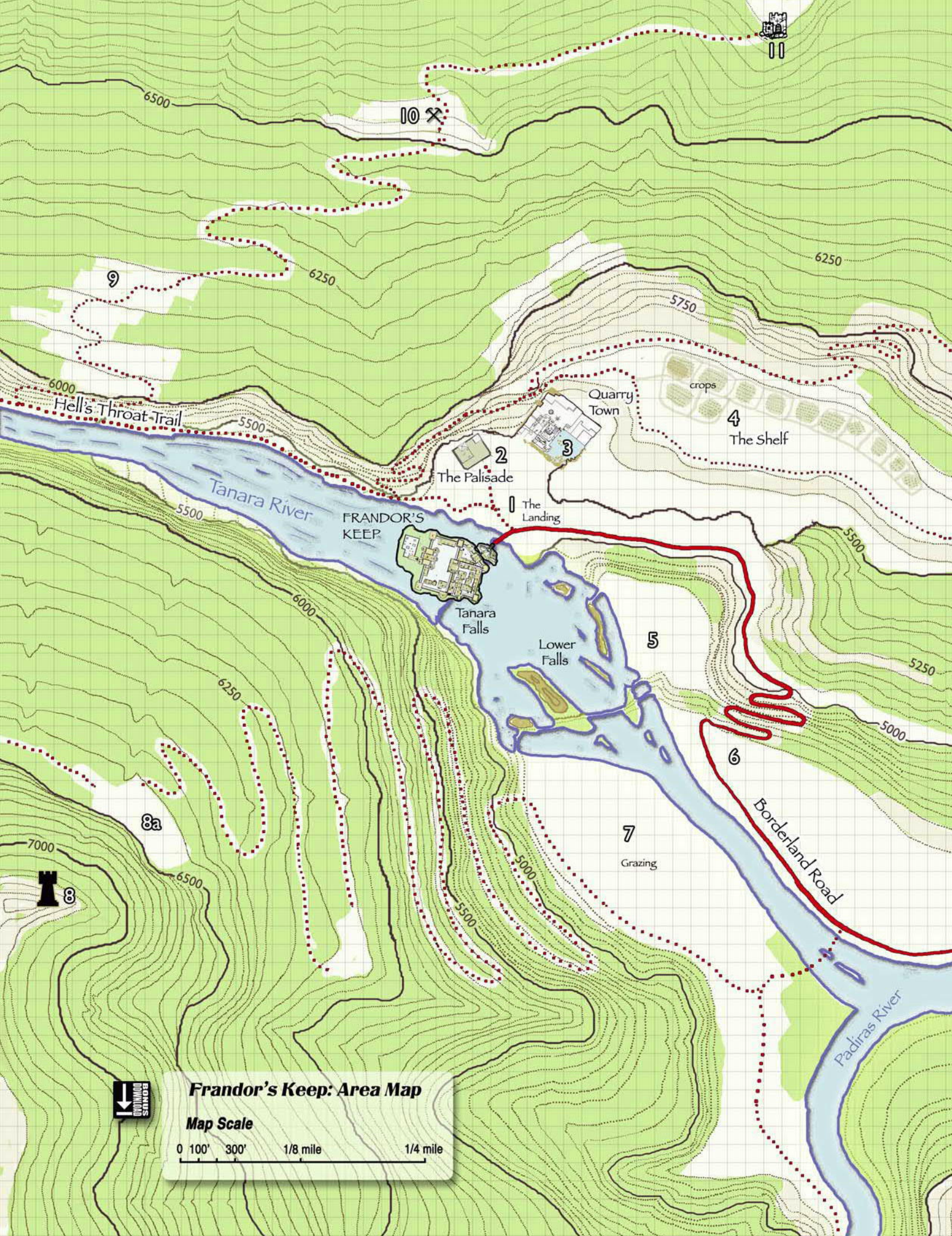
This little-used rock quarry is occupied by an assortment of characters that, for whatever reason, either aren't allowed in the Keep or have no interest in entering its gates. It is a colorful area, and not too dangerous if visitors remember to watch their backs and abide by the rules. Unfortunately, the rules are not often easily discerned until after you've broken one.

This area is detailed in full in [Chapter Five: Quarrytown](#).

A4. THE SHELF

This strip of fertile ground is unusually flat, considering the surrounding terrain. The Shelf runs along the north side of the valley for several miles as it follows the Tanara River downstream.

With good arable land being at a premium in Hell's Throat, it has been put to good use. The land is crowded with small communal plots, marked off with wooden stakes and lines of piled stones. A permit is required to claim a plot and to work it, and 10% of any harvested produce goes to the Keep. The



Frandor's Keep: Area Map

Map Scale

0 100' 300' 1/8 mile 1/4 mile



FROM GREYTAR'S JOURNAL: "The Serpentine Trail"

"After the arduous journey up Borderland Road, travelers to Frandor's Keep must face one last challenge before reaching their destination — the Serpentine Trail. This narrow track, carved into the rock, is only eight feet at its widest and must handle all the supplies and traffic coming to and from the Keep. Those on foot must deal with the very real hazard of being trampled by mounted soldiers, overrun by wagons or even nudged over the side by some fool in a hurry to squeeze past. What a first welcome it is. I can still hear the braying of mounts complaining from the heavy loads they must endure, and the cracking of a drover's whip on the backs of mounts stopped dead in their tracks from fear of making the climb. I've journeyed far and wide and encountered many perils and I always think to myself, "Wouldn't it be a tragedy if my days ended on this infernal trail..."

My advice — cling to the rock face and refuse to yield the right of way to those embracing the same tactic." The keep prefect, to his credit, has tried to remedy the situation, stationing one soldier at the top of the trail and one at the base to hold cart traffic on either end and keep them from having to pass on the narrows. He's also put a detail to work widening the trail — or so he claims. Six months they've been at it but barely progressed a hundred feet. Never mind the fact that travelers now have to deal with broken rock, tools and sweating bodies also impeding their progress."

growers are free to do as they wish with the rest. Potatoes, cabbages, onions, carrots as well as other hardy vegetables grow best here. Farmers tend their plots during the day and return to the relative safety of their homes at night. Pilfering of crops is common, even though punishment is severe (the pillory and/or public flogging, plus the removal of a finger or hand) should the criminal be caught and convicted.

A5. THE LOWER FALLS

At the base of the Lower Falls, on the northeastern bank of the Tanara River, is a large flat outcropping of rock where fishermen spread their nets to dry and clean fish. Because of the Keep's remote location, every food source available is exploited. Nets stretched between the small islands and bars in the shallows of the Lower Falls are a common sight.

The river is teeming with white sturgeon, stone channel catfish, flathead chub, trout and crayfish. Redband and bull trout are the most sought after, but are becoming increasingly harder to come by in recent years. Black eel (a delicacy) can also be found in the shallows of the lower falls, but they've become rare of late as well.

Most of the fish are sold in the markets of the Keep or Quarry Town, although they are sometimes dried and shipped to other local markets. Naturally, fishermen are very protective of their preferred fishing spots along the falls and fights are not infrequent. Newcomers and the curious are often seen as threats or potential competition and treated as such.

Interactions: Two weeks ago, a Quarry Town resident and local fisherman by the name of Kanatin was perturbed when he pulled in his net and found a strange object dredged from the muddy sands. He quickly discovered it was some sort of stone idol resembling a horned demon. He sold the strange object to the fortuneteller in the Keep for a handsome sum (well, a handsome sum to him, anyway). Kanatin still loves to tell the story to anyone who will listen.

A6. THE SERPENTINE TRAIL

The Serpentine Trail follows the route of an ancient footpath that leads the way up from the river basin to the mouth of Hell's Throat itself. Over the years it has been widened and improved but, as Greytar so aptly observes, it is near inadequate to handle the line of supplies and visitors coming and going.

Mishaps are common, especially among carts and wagons that get away from their operators. The banks to the side of the trail are strewn with trash and debris from such incidents. Common sights include broken wheels, shattered pottery, and even the occasional bloated carcass of an ox or horse left among the rocks where it tumbled to its death.

Some residents of Quarry Town have taken to positioning themselves at top or bottom of the Serpentine Trail to offer their services to travelers. For a small fee (5 coppers is the average going rate) they portage items, chock cart wheels as they make their way up or down the grade, or simply ensure their employer's safety.

A7. BRANTON'S FIELD

This field is reserved for the grazing of Keep livestock. Mountain grass, berries and wild flowers grow in abundance here. Horses, goats, sheep and cattle are herded down the Serpentine Trail at dawn to graze and then returned to the safety of the Palisade at night to protect them from predators.

A8. FALCON'S EYE TOWER

This small watch tower sits perched on the edge of the maw of Hell's Throat. It was constructed to relay messages to and from Frandor's Keep and the outlying watchtowers, since the Keep sits at the bottom of a gorge and thus has no vantage point to see outside the Tanara River valley.

A8a. The Mysterious Shrine

On this high rocky shelf, just below Falcon's Eye Tower, is a mysterious shrine that suddenly appeared a few months ago. With what clearly involved great effort, someone erected a

10-foot-tall unhewn stone in a naturally formed notch and held it in place by hammering large wooden stakes around its base. Incredibly, the shrine was placed right under the nose (and just out of line of sight) of the guards in the tower above. Keep Prefect Ganitak was so angered by the discovery he had the guards on duty at the time flogged and pilloried.

Strange markings, which some say are Orkin religious script, are carved into the stone's surface. A collection of antlers, hooves, teeth and other (mostly) animal parts lie scattered around the base of the stone. A group of soldiers searching for silver and gemstones discovered the shrine, and their tales of it soon attracted the curious, many of whom claim that new markings on the stone and new offerings continue to appear when no one is around. Naturally, Ganitak ordered the shrine destroyed. When a new one appeared a few weeks later the soldiers decided not to report it — fearing they'd be punished.

In truth, the shrine was erected by an Orkin shaman and his apprentice, as part of a ritual calling upon the Creator of Strife for a day of reckoning and eventual defeat of the humans encroaching on Hell's Throat.

Players wishing to investigate further (perhaps lying in wait for visitors to the shrine) have that opportunity in [The Mysterious Shrine](#).

A9. VELL'S CLEARING

A stand of ancient oak trees once grew here but was razed during the reconstruction of the Keep. The area has since become overgrown with thorny wax berry bushes, the fruits of which are used to make wax berry wine (a bitter but cheap concoction).

Wax berry wine is popular in Quarrytown and among those shy of coin, since most bartenders only charge a single copper piece for a full pitcher.

Recent rumors of werewolves have been sweeping the Keep. It seems that two local Deji vagrants were picking wax berries in the clearing one night when one of them was attacked and mauled by a strange creature. Shanko, the survivor, swears it was "some kind of man-wolf." A search for the creature turned up nothing, and did little to quell fears. Naturally, with no proof to dispel the rumors, they continue to persist.

The 'man-wolf' was actually just a bear, but when this rumor spread (coupled with all the dead livestock turning up), folks



"Avoid wax berry wine at all costs. I shared a bottle with a lady fortuneteller one evening and I've had a strange tick in my right eye ever since. It's a foul drink that coats the tongue, taints the breath and torments the bowels for several days.

Some claim it has healing properties, but don't believe it. It's no wonder folk in Quarryton act a bit queer. They're completely sauced on the stuff."

got even more nervous than they already were. As GM, you can use such rumors to build a feeling of uneasiness in your players, since no one at the Keep feels safe outside the walls after dark.

Interactions: If a PC attempts an Interrogation or Intimidation skill check (Difficult; no modifier to skill check roll) on Shanko, and succeeds, he learns that Shanko and his buddy Thak had been quite tipsy at the time. Shanko admits that he didn't really get a good look at the creature. All he knows is that it was big, hairy, smelly and ran on all fours.

Shanko: HP 22, Init +2, Def +2, DR 0, ToP 6/ 6, language (Deji 74, Merchant's Tongue 48), resist persuasion 28

Story Award: Getting Shanko to confess publicly (whether through role-playing or skill checks) earns 100 EPs.

A10. OLD MINES

This area is a debris field with tailings from several mines littering the slopes. Soldiers from the Keep worked this area for several years extracting the silver discovered here. It was a poor deposit, however, and required the removal of tons of rock just to get a handful of precious metal. The mines have since been abandoned, although occasionally a new recruit tries his hand working one of the shafts when on furlough.

The mad hermit (see the [Mad Hermit](#) adventure on page 92) occasionally feels compelled to come here and look down on the Keep during moonlit nights.

There are also rumors the "man-wolf" recently spotted (see A9: Vell's Clearing) lives here. In fact, the mines are empty except for a bear that recently made its den among the rubble. Rumors of the mines being haunted or occupied by some terrible creature are simply popular in and around the Keep.

Black Bear (417 EP): 49 HP; Init -1; Spd 4; Rch 2' (short); Atk +8; Dmg 2d6p +4; Def -1; DR 9; ToP 19/ 11; Size L; Move 20 ft./sec

Story Award: Killing the bear and showing its corpse around the Keep eliminates the rumor of werewolves. It also earns the PCs an additional 200 EPs.

A11. PRACTICE GROUNDS AND RUINS

This small clearing high above the Keep serves as a military training ground. Soldiers march up the slope carrying full gear and equipment, and then train. Most of this training involves practicing with target dummies set up on wooden posts for sword strikes and bow practice, though they also train with blunted melee weapons and live opponents.

The ruins of a small stone structure stand on the edge of the clearing. Its origin is a mystery, although the crude dressing of the stonework suggests it might be of orc manufacture. When the soldiers are away, the [Black Fists](#) (a local fellowship of experienced soldiers and bounty hunters) use the site in their initiation ceremonies. Unlike the torturous initiations of many secret societies, however, the Black Fists' ceremonies mostly amount to drinking fests and an excuse to get out from under the strict rule of the Keep.

CHAPTER FIVE

Quarrytown



FROM GREYTAR'S JOURNAL: "Quarrytown — A Den of Thieves"

Follow the muddy trail beyond the Palisade to the northeast and you'll find yourself at one of the Keep's more interesting oddities — a rock quarry turned community. Referred to as "Quarrytown" by most, it is here those banished from the Keep (as well as those simply down on their luck) often choose to congregate.

I believe it was the orcs who first attacked the mountainside here with pick and axe, long before the Baparans harvested the great blocks of granite for use to build the original Keep. In fact, my research leads me to believe that evidence of their slave camps and the poor suffering souls who labored on the orkin burial mound, now buried beneath the Upper Bailey, can still be found to this day on Brandon's Field. And not all of their names have been lost to history.

While taking my midday meal there one day, relaxing in the warm sunshine, I came across some dwarvish runes seemingly scratched on a rock face centuries ago. My Dwarven is a bit rusty, but I translated the words as "Tandra of the Gurdan Clan made these marks. Though my back is broken, my spirit is not. For I know my brother Iron Beards come to free me."

I like to think Tandra's brothers did, in fact, free him — but my knowledge of the region's history persuades me otherwise. Tandra is most likely buried in one of the countless mass graves that litter the area (these being constantly discovered by farmers on the Shelf as they turn the soil). Perhaps, if he was lucky, other slaves of his kind had the opportunity to cremate him and spread his ashes among the broken rocks. Regardless, I don't think it ended well for him.

Of course, as I say, that was before even the building of the original Keep. Then, after the Baparans returned and the reconstruction of the Keep was complete, the quarry was only worked occasionally as the need arose. The granite is suitable for defense works, but too far from Vew and too heavy to export, and so the quarry sat idle for months at a time.

I believe the first settlers to scramble up the rocks and occupy the quarry were merely attempting to escape the nightly predation of scavenger animals (and worse) that prowl the trash heaps outside the Keep. Those who found their way here later did so in search of safe refuge from the Keep's garrison, whose soldiers frequently turn the dogs loose whenever things get too unruly, or when they wish to deal out mass punishment.

Naturally, the wretches soon realized that the quarry could serve them as more than a temporary hiding place — it could be a home. Now, tents and piecemeal hovels stand among the various tiers of the quarry, providing permanent refuge to those who dwell here.

A network of ramps and rickety ladders enables individuals to traverse from one tier to the next — an adventure in itself. At the first sign of such trouble, an alarm is shouted, the ladders are pulled up, and the residents of Quarrytown hole up, waiting for the moment of danger to pass. Yes, the quarry provides quite a decent sanctuary for those denied the security of the Keep's walls."

Every NPC the players encounter is a potential source of information. That information may come in the form of rumors, popular myths and lore, detailed information about the inner political workings of the Keep itself or even in the form of a deliberate lie. Some information might prove to be useless, misleading, fabricated or likewise inaccurate. Others might be accurate in every detail or, like so many things shared by wagging tongues, a combination of all the above.

Some NPCs will be forthcoming with information, while others may be reluctant to part with it and suspicious of those who pry. They might demand that trust be earned or palms be greased before they share what they know.

When the players encounter a NPC, you can refer to the following rumors to see what specific information that character may possess. Most NPCs have one or more bits of information or a rumor they can share. It's up to you to decide the appropriate moment when such information is shared (if at all).

All of the following information/rumors are presented as quotes in the manner in which a typical NPC might convey them. They are kernels of information only, which you may tailor and expand upon as you see fit.

INFORMATION/RUMORS

Some NPCs entries indicate the character knows more than one bit of information in a category. *For example, GIx6 means the GM can roll six times in the General Information category.*

Of course, an NPC won't spill his guts to the first PC to come strolling along. Just because an NPC has some information doesn't mean he's willing to share it.

General Information (GI) (Roll d20)

Information in this category includes rumors and bits of knowledge commonly passed along on and shared. Every NPC in this book will know at least one piece of general information. Information in this category tends to be broad in nature and void of specific details. Many are mixtures of the true and active imaginations. Most sound plausible and have a ring of truth to them even if they are not true.

1. "I heard the Keep was once a burial ground for orcs, if you can believe that. Heck, all of Hell's Throat once belonged to those evil creatures. They say this entire area is sacred to their kind." (True)

2. "An earthquake a few months ago shook the land like flour in a sieve. Some folks say it there was some powerful spell behind it. They say it loosed some terrible creature from the rocks — that's when horses and livestock and such began to mysteriously die off." (Partly true; there was a minor earthquake, but it had nothing to do with the current leech men killings at the Palisade; see the [Hunt for the Leech Men](#) adventure)

3. "There's something strange going on out at [Karapar Tower](#), I tell ya. Soldiers are actin' real queer — hauling equipment up them foot trails, and bein' real secretive. I've heard talk they may have struck silver out there and are keeping it on the lowdown." (False)

4. "Only a damn fool would follow the trail up Hell's Throat to the west. It's the surest way to get your throat cut and your purse lifted if you ask me. Even the soldiers don't like going that way." (True)

5. "I've been hearin' talk about goblins showin' up to the south. A couple of trappers passin' through here the other day had a run in with 'em. I think the sneaky little bastards are up to something. You can be sure of that." (True)

6. "The Keep seems to have an insatiable appetite for armor, weapons, shields and the like. I wish I had the money to haul it in by the cartload." (True)

7. "There's an old hermit what lives in the wood — I heard the strangest claim about him the other day. One of the old captains who came up from P'Bapar claimed he used to be a soldier — right here at the original Keep before them orcs overran it." (Partly true; the hermit is [former Keep Prefect Bandrus](#), who disappeared without a trace years ago)

8. "I met a fella the other day who says a merchant's mules were killed by wolves out north of Bardamar Tower. They were loaded with goods and silver, so the old coot stashed the stuff in the briars. I wonder if it's still out there?" (False)

9. "There's a helpful ghost out toward the Kar Darkan waystation. He warns travelers about dangers on the road ahead. Aye, it's true. He crows like a rooster if danger's coming." (False)

10. "The Tanara River? I wouldn't look into the depths myself, 'less I wanted to lose my mind. There's things in those waters that'd make a man's blood run cold. The ghosts and creatures of darkness lie in those depths, just a'waitin' — waitin' for a fool to come by and give 'em a glance. Then they'll snatch yer soul, quick as a wink." (Unknown; may be true in some areas)

11. "I heard some blood curdling howlin' coming from the woods last night. Weren't natural — not like that of a wolf. The gods alone know what lurks out there." (True)

12. "At dusk, you can hear the ghost of a jilted lover who leapt over the falls, 'cause that's the time the poor chap ended it all. You feel a chill and the hair on your neck start to bristle? It's his spirit searching the living for his lost love." (False)

13. "Dark spirits of dead ghosts and orc gods demand appeasement from travelers on the Hell's Throat Trail. Appeasing these spirits requires the gift of silver placed in the hollow of the old tree northwest of the Keep." (False; local thieves keep this rumor spreading and occasionally check the tree for free coin).

14. "I hear one of the three dancin' girls out at the [Kar Mandri waystation](#) is gettin' married to a huge, jealous guard. Best not to trifle with any of them until you find out which one it is." (False)

15. “You know Ealon Pifor’s wife, that cripple out at [Kar Darkan waystation](#)? A giant spooked her horse, and it threw her. That’s why she’s crippled.” (Partially true; she was thrown from a horse, but no giant was involved)

17. “One of the sergeants out at Dartan Tower has a reg’lar visit from Dela of the Broken Hilt. I hear she gives him free services, if’n ya know what I mean. Wink. Wink.” (Partly true – one of the sergeants does dally with Dela, but not at the now decommissioned tower)

18. “That Rikar keeps some foul beast chained up in the woods, and has it trained to attack anyone snooping out there for the Ravens’ treasure.” (False)

19. “There are werewolves around here. It’s true! What do you think’s killin’ the horses and livestock at the Palisade?” (Partly true; horses and livestock are being killed, but the leech men are responsible; see the [Hunt for the Leech Men](#) adventure)

20. “If you get locked out of the Keep at night and find the gates are closed — head to the stables. For a few coppers the guards will let you in the compound and you can sleep there.” (True)

Area Information (AI) (Roll d6: 1-3 = d10, 4-6 = d12+10)

This category includes information about the region surrounding Frandor’s Keep, including lore on animals, monsters and other creatures, terrain features, etc.

1. “The last three nights, all my traps have been snapped and the bait taken. Paw prints around the traps look like a bear – the furry bastard.” (True)

2. “A hunter was in here the other day, and claimed he came across a giant spider the size of a pony out to the west. Thank the gods it was already dead when he found it. Can you imagine? A spider that size?” (True)

3. “I saw the remains of some horses, branded with the Keep’s mark, out by the river. They looked like nothing I’ve ever seen got hold of ‘em. They were just ripped apart, and the eyes were bitten out. I tell you, it made me sick.” (Partly true; the Palisade’s horses were killed by the leech men but savaged after death by local predators; see the [Hunt for the Leech Men](#) adventure)

4. “The other day, a fisherman caught somethin’ that wasn’t a fish, but the thing damn near bit his arm off and got away. He told me so himself, bandaged as he was from shoulder to ass. He said he’d never seen anythin’ like it, and whatever it was had a head as big as a wagon wheel.” (Partly true; the fisherman was bandaged, but from a clumsy fall onto sharp rocks)

5. “Somethin’s been stalkin’ the Borderland Road. I reckon it’s a rabid wolf from the sounds of the growlin’. Worse, t’other day I heard the sounds of somethin’ being dragged through the brush, hol-lerin’ the whole way just like a man screamin’ in pain. I hear it’s very large, with red eyes and long fangs – nothin’ to trifle with.” (Partly true; bears and mountain lions do roam the area, but their eyes and teeth are normal.)

6. “There’s a witch living in the wood to the south. You don’t want to run into her. She’ll put a curse on ya.” (Partly true; there is a [witch south of the Keep](#), but she doesn’t run around cursing people)

7. “There’s a [witch in the southern woods](#) that trades in concoctions, potions and such. Of course, if you actually use one you’ll become her evil servant.” (Partly true; there is a witch, but her goods are safe as those kind of goods get)

8. “Wolf Tower is haunted. That’s why they never rebuilt it, you know. They say the stones seep blood, and ghosts wail and shriek on moonlit nights.” (False)

9. “I heard from a fellow that those thieves in Quarrytown hide their treasure in a cave behind the lower falls, but they keep a close watch on who comes and goes there.” (False)

10. “Eh – Hell’s Throat isn’t as dangerous as people say. I’ve trapped and hunted up there many times. It’s just stories spread by the earl to keep folk from prospectin’ for silver up there.” (False)

11. “The Padiras River crests in the fall, when it’s at its deadliest. I lost three pack mules to that churning hell.” (True)

12. “The trout in the Upper Padiras River got fished out. It’s really too bad they’re all gone – they were the tastiest fish ever.” (False)

13. “If you plan on headin’ to Vew, just make sure you wait and travel with a big caravan. Anyone travelin’ alone is sure be robbed by those Ravens.” (True)

14. “They say there’s a nest of lizard men along the river to the west. Hell, the falls below the Keep used to be their breedin’ grounds.” (False)

15. “A couple of prospectors out lookin’ for silver claim they were attacked by kobolds. The damn critters stole everything they had, including the clothes they were wearin’!” (True)

16. “The land north of the Tanara River has kobold signs all over it.” (True)

17. “I hear there’s a [mad hermit](#) out in the woods somewhere. Of course, I also heard him say something about blue frogs once.” (True)

18. “I heard a band of Rikar’s thugs [hang out in the woods](#) so the guards can’t find them.” (True)

19. “Somethin’s not right at [Vespin Tower](#). I heard one of the Ravens say that a couple of soldiers were killed over there not long ago, but the Prefect’s been tryin’ to keep it quiet.” (Partly true – some soldiers were killed but the news has not reached the Keep military yet; see [Assault on Vespin Tower](#))

20. “A couple of fellas murdered one of Rikar’s Ravens and then beat it north into the woods. Maybe they headed for that old mine to hide out.” (True; see the [Mercy’s Fortune Mine](#) adventure)

21. “There’s an old silver mine in the cliffs on the south side of the Tanara River not too far off the path that leads up to Falcon’s Eye Tower. Dwarves used to mine it but they abandoned it when it

began to get played out. Too much work getting what little remained they said. An enterprising young feller with a strong back might find himself a bit a loot though if'n he was willin' to scratch around a bit. (False; Dasas Zhenshi [the proprietor of Dasas' Goods detailed in area M10 on page 65 of Frandor's Keep] periodically scatters around a few trade coins to the local drunks to keep this rumor (and other variants) alive in hopes of selling mining tools to rubes foolish enough to believe it.)

22. *A demon totem in our own back yard! Don't that just beat all. The Prefect had a hissy fit when he heard about that. Had the entire crew of Falcon's Eye Tower flogged for lettin' it sit there right under their noses. Good thing he had it torn down — who knows what kind of evil something like that might attract... we got enough problems with these goblin scum.* (True - see *The Mysterious Shrine*.)

Quarrytown Information (QI) (Roll d30)

This category is specific to life in and around Quarrytown and deals with things of interest or importance to its inhabitants. This includes local activities, who's seeing who, stories of corruption, and so forth.

1. *"The Toe Hold is a great place to meet the locals, gather information and hire mercenaries."* (False)

2. *"That scoundrel Nyrash is a stinkin' pile of bloodied skins and gut-soaked boots. He never takes a bath — claims it attracts wolves."* (True)

3. *"Quarrytown? Nothing but a den of thieves. Decent folk don't go there except to get some good deals on used weapons and so forth."* (True)

4. *"Rikar's woman Vesina is lookin' to escape his control, and she'll be glad of any man foolish enough to help her."* (True)

5. *"There's a crazy dwarf who's taken to living in Quarrytown recently. Steer clear of that one. He's 300 pounds of raw temper in a bag of flesh. I hear he kicked in the front door of the Red House one night and threw the poor soul living there into the Brack Water."* (mostly True)

6. *"There used to be a whore named Elva in Quarrytown. She was a good soul. She used to live in the Red House, but disappeared one day. I heard she moved to Vew."* (Partly true; she was actually murdered by Narva; see Q10)

7. *"Goazaar's an old goat. He's bedding that young girl, Kylsha (Q15). I see her slip into his shack in the early of the night."* (False; Goazaar occasionally pays her to bring him supplies)

8. *"No one comes or goes from Quarrytown without Rikar learning of it. Take a look around — he's got eyes on every perch."* (True)

9. *"Shorty the Prophet is a harmless soul, and gentle of spirit even if he is a mite touched in the head. He bears the tattoo of a soldier, and rumor has it he used to be a guard at the old Keep."* (True; see Q3)

10. *"Avoid Harga the blacksmith and spend your money elsewhere. He does shoddy work."* (True; see Q4)

11. *"Those new to Quarrytown will do well to avoid eye contact, keep their heads low and their mouths shut. Otherwise you might find yourself thrown into the Brack Water or tossed in the Pit to fight for your life."* (True)

12. *"That holy man, Stosh, is such a nice fellow. He's kind as the day is long, and the only help many folks in the Quarry ever get is from him. May the gods bless him."* (True)

13. *"Larzon Bayz is a bounty hunter. Seems to have his sights set on collecting the bounty on a hill giant who's been stirrin' up trouble."* (Partly true; he gave up on the giant; see Q13)

14. *"You know that whore, Tokanu (Q12)? There's fire in that buxom brunette. You get on her bad side and you'll regret it."* (True; see Q12)

15. *"The old man Goazaar is a powerful wizard. There's no telling what he does in that shack of his up there on the ledge."* (False; see Q11)

16. *"Be careful buying meat from the trapper, Nyrash. I happen to know he occasionally slips in halfling meat, dwarf meat... hell, even human meat occasionally."* (False; see Q1)

17. *"You know Vesina? Now there's a beauty. I heard she's of high birth, but was kidnapped years ago from her family in P'Bapar and enslaved. Poor thing."* (True; see Q6)

18. *"Ha! That poor drunken sod Narva got tossed out on his ear from his own residence. There's talk about that one. Some say he's a wanted man. I'm not sure what he did but he's lying low for sure."* (Partly true; he's not wanted yet...; see Q10)

19. *"Bavigo puts sawdust, leaves and worse in his bread to make the flour go further."* (True; see Q20)

20. *"The Earl ran that Goazaar out of the Keep for meddling. Some think the old man is a wizard, but there's no truth in that. He's a man of the robes — a worshipper of The Guardian, I think. They say he came to Frandor's to put an end to the meat-trade. You know — slaves being shipped south to feed the crowd's bloodlust in the arenas."* (True; see Q11)

21. *"You know that whore, Larkka? I heard she's in love with that Larzon Bayz fella and she's gonna get him to buy her away from the Den of Delights. Unfortunately, her old man heard that too. He gave her a beatin' within an inch of her life. She can barely walk today."* (False)

22. *"That crazy fella who talks funny, Mumblin' Mer? I heard he used to be a guard, but got some bad wine and now he's missing a few pieces in his brain. Best keep yer eye on him. He'll rob ya blind, then sell your stuff in the market, big as life."* (Partly true; Jakar Mer is a scrounger, not a robber; see Q1)

23. *"The Brack Water has quite a few corpses in its murky depths. Most are people who crossed Rikar. If someone comes up missin', it's likely they're weighted down in there, bobbing around for all eternity."* (True)

24. “*Kram Temilon is sick of his wife. He’s talking to Rikar about having her pushed into the Brack Water some night.*” (Partly true; *Kramidar* grumbles but wouldn’t approve of her murder; see Q1)

25. “*Bavigo sells more than bread at his bakery. I hear he sells a special tea that gives a person funny thoughts, makin’ em feel real good and kinda suggestible. They say he got the recipe from his wife’s grandmother.*” (False)

26. “*Cleric Stosh has a fortune in treasure stashed somewhere.*” (Partly true; Stosh has a small stash of silver; see M6-M8)

27. “*Gamgee’s an honorless bastard. There’s a dwarf who deserves to have his throat cut. The fates will catch up to him one night, I tell you. He once stole the coin purse of a little old lady and then kicked her while she was down.*” (False)

28. “*Merchant Jakar’s two brothers are guards in the Keep. They sometimes come to visit him, but don’t wear their uniforms when they do. I bet they’re up to something.*” (Partly true; Jakar’s brothers are guards, but dress down only to blend in; see Q1)

29. “*If yer lookin’ for a cheap bed, head on over to the Galborn’s. They rent out their spare room to mercenaries in exchange for protection from Rikar.*” (Partly true; the Galborn’s rooms require payment instead of protection; see Q8)

30. “*I hear tell that Rikar used to go by a different name. I bet he used to be a soldier – he sure walks like one.*” (True)

Keep Information (KI) (Roll d20)

This category is specific to life in and around the Keep and deals with things of interest or importance to its inhabitants. This includes local activities, who’s seeing who, stories of corruption, and so forth.

1. “*A few weeks ago, some crazy giant was lobbin’ boulders from the mountain heights just above the Keep. Huge stones have been hurled down right inside the Keep walls!! He’s gonna kill somebody one of these days. The gods preserve us.*” (True)

2. “*That rascal, Rikar. He poisoned the Keep’s war dogs. I guess that’ll teach the guards for slipping ‘em loose on Quarrytown.*” (True)

3. “*A lot of trappers have gone missing recently. Of course, they live a dangerous life, poking about the hinterlands and such...*” (True)

4. “*The old sage Greytar is a heartless one. Everyone he knew was killed when the orcs took over the Keep years ago, but they say he was more concerned about his library than anyone’s life.*” (False)

5. “*I heard the scum out at the landing killed a traveling cleric. They say he resisted a robber and the thief went and slashed his throat, right in front of the guards.*” (False)

6. “*If you want to get ripped off, come to Fursgadt after the gate closes and try to get in. The guards’ll take all you’ve got, then*



leave ya to the wolves.” (Partly true; the guards sometimes scam the traveler into handing over a bribe but then refuse to let him in)

7. “*Kip, the bounty master, sells ears to a tavern so they can cook ‘em up in the stew. I bit into one once. Gah! Horrible stuff.*” (True)

8. “*The guards harass those non-human scum (dwarves, elves, halflings) and question them severely before they let them in. I think they should chuck them all into Hell’s Throat where they belong.*” (Partly true; the guards are more suspicious of demi-humans, but are not usually too severe without cause)

9. “*That crazy woman at the Magic Box once turned a boy into a goat. His father had to give her a pint of his own blood as ransom!*” (False)

10. “*That crazy coot Greytar is more than he seems to be. Talk is, he’s a cleric, and he ain’t trustworthy.*” (Partly true; Greytar is not a cleric, and is as trustworthy as the average man, but he is more than he seems to be)

11. “*Don’t buy from that elven fletcher. He always marks up the price for humans. He gives better prices and saves the good bows for elves.*” (Partly true; he discounts prices for elves, but will sell his best bows to anyone)

12. “*Balan Kasar, a holy man? Don’t you believe it. He’s really not as nice as he seems. There’s something wrong with him. I bet he’s hiding secrets.*” (False)

13. “*Athur the tailor has a morbid fear of mice. It’s funny to see the young boys tease him.*” (True)

14. “*The whores at the Broken Hilt are all diseased. Stay away from them if you know what’s good for you.*” (False)

15. “*Demosi Pelik has a stash of silver under his mattress.*” (Partly true; he has a good deal of silver, but keeps it on his person)

16. “*There’s a retired colonel somewhere in the Keep who can tell you stories of fighting orcs that will curl your hair.*” (False)

17. “*You know, it seems like there ain’t as many beggars around here as there used to be. I know I haven’t seen that one old fella sittin’ on that corner and playing his little wooden flute in a few days.*” (True; see the [Ghoul in the Graveyard](#) adventure)

18. “*That merchant Dasas was complaining that his caravan guards got all butchered up and his wagon stolen out on the Borderland Road. I heard tell that he’s lookin’ for some hired hands to track it down.*” (True; see the [Revenge on the Ravens](#) adventure)

19. “*There’s a secret society among the guards here at the Keep. Call themselves the [Black Fists](#)! It’s all hush-hush. But you can spot them easily enough if at the bathhouse. They mark themselves with a tattoo of a fist raised in anger.*” (True)

20. “*Someone stole the bronze statue what used to stand above the Golden Lynx Gate. The Prefect was fit to be tied when he learned it was missing. A black mark on his command. Punished every guard on duty that night. Had ‘em flogged!*” (Partly true; the statue is missing, but not all guards were punished)

Upper Rung Information (UI) (Roll d6)

Information in this category isn’t necessarily shared casually and may involve more work to extract by earning the person’s trust.

1. “*Lord Reyifor commanded the guards to report everyone who enters the Keep with large amounts of silver, and to keep tabs on such individuals.*” (True)

2. “*The Prefect plans another raid on Quarrytown soon. He wants to catch as many Ravens as possible, and he’s handpicking the soldiers for this mission himself.*” (True)

3. “*Lord Reyifor made a new pact with the town of Sabden, promising troops should they be attacked. They expect trouble out that way in the near future.*” (Partly true; no trouble is expected)

4. “*The Keep’s Treasury is expecting an influx of silver (about 400 sp).*” (True)

5. “*I heard the Earl’s got an illegitimate kid hidden away somewhere.*” (True; see [The Ransom](#) adventure)

6. “*The Earl and the Prefect don’t get along. They’re like two old hens, always bickering away. Cluck! Cluck! Cluck! They can’t seem to agree about which one of them’s in charge.*” (True)

Lower Rung Information (LI) (Roll d6)

These rumors revolve around those who busy themselves with illegal activity under the nose of the Keep Prefect and his guards.

1. “*Rikar has spies inside the Keep. Don’t share that with anyone — it could be dangerous. They keep tabs on everyone and everything that goes in and out of that place.*” (Partly true; it’s not dangerous to say what most folks already know or believe)

2. “*That Rikar is a sly one — he’s got a target on his back and knows it. He doesn’t trust anyone. In fact, he pays some damn fool Raven who looks like him to walk about Quarrytown in the evening and draw out any would-be assassins. Now there’s a job I wouldn’t want.*” (True)

3. “*There’s a snot-nosed kid workin’ for Rikar, lurin’ poor souls into his clutches in the woods and lookin’ all innocent later. I hear it’s not really a boy at all, just a little girl in disguise.*” (True; see [Q15](#))

4. “*I hear tell that the Ravens are leaving Hell’s Throat for greener pastures. The guards have been too tough on ‘em, it seems. Rikar’s got his tail between his legs like a whipped pup.*” (False; misinformation placed by Rikar)

5. “*The Ravens are really guards in disguise, tryin’ to supplement their meager pay.*” (False; misinformation placed by Rikar)

6. “*Don’t trust that [Larzon Bayz](#) fella. He’s got shifty eyes and sticky fingers. He’ll lift your purse as soon as look at ya.*” (False; misinformation placed by Rikar)

NPC Rumors/Quick Reference Chart

Because Frandor’s Keep (and the surrounding area) is home to many Non-Player Characters, we’ve compiled [a listing of the notable NPCs](#) in a chart beginning on page 152.

This quick-reference chart allows you to easily determine which characters know what rumors, as well as their sex, race, location, position, the factions they belong to and their places frequented.

The latter reference indicates where an NPC may be found other than his residence or place of work throughout the day. This might be a favorite tavern, a friend’s home, a shop or other location. After all, NPCs shouldn’t be static characters waiting in one spot for the PCs to show up.

For example, when the players seek out Dilan the scribe (M2) to pick up that letter of introduction they commissioned, they may find he’s gone from his desk and off to the Broken Hilt Tavern (M12) to knock off a few rounds of ale.

QUARRY TOWN

(AKA QUARRYTON, THE QUARRY, QUARRYTOWN)

Quarryton is a thorn in the Keep Prefect's side — a den of thieves, full of the unsavory and undesirable. He's been under pressure to clear it out but the Earl has resisted, recognizing that the community serves a purpose. Besides being a source of cheap labor, many residents of the Quarry provide the Keep with much needed resources, such as crops, game, leather and other essentials. Its inhabitants even serve as a de facto militia during periods of heightened alert. Lord Reyifor has also espoused that having all the *"rotten eggs in one basket"* makes dealing with them that much easier.

Thus, the Keep currently has a 'hands off' policy regarding Quarrytown, but still must maintain the proper appearance. If certain lines are crossed, the guards turn loose their dogs and make a token sweep through the camps to make their point, but generally it's business as usual within a matter of days.

Occasionally, a new project or repairs on the Keep require the extraction of additional stone. When this happens, the Earl announces a quota to be fulfilled by the Quarrytown locals. Fulfilling the quota yields an amount of grain and other supplies in exchange. The arrangement has its problems, but it works fairly well.

The following descriptions are keyed to the Quarry Map on page 29.

Q1) MARKET (AKA THIEVES' MARKET)

This entire area serves as an open-air market. Once each week, those with anything to sell make their way here. These 'merchants' come as early as possible to stake out an area to either roll out a blanket where they can display their wares, or to pitch a tent or erect a booth for this same purpose. The market sometimes extends into other areas of the Quarry if there are enough vendors (but this area is the choice location).

Competition for a spot here is fierce. The market is never the same from week to week, and the players always change. Some sellers simply move on, but in their place flock the newcomers, eager to make some quick coin. Even the few regulars have to constantly compete for selling space, often getting shuffled from one location to another. As Greytar pointed out, it's something of a thieves' market. Many items found here are quite ordinary - used boots, rusty weapons, or *"barely used armor that belonged to a friend of a friend,"* for example. As with many markets of this nature, however, the rare and the unusual may turn up. You never know when you might stumble upon such items as valuable jewelry stolen from the crypts behind the Keep, spices taken from one of the many caravans passing through the area, or some murdered nobles' golden belt buckle. Of course, owning stolen goods may provide its own trouble for the purchaser, but never mind that... The phrase 'buyer beware' is never more relevant than when shopping here.

More valuable (and more questionable) items are usually kept

out of sight and shown only once the seller is convinced the potential buyer is not an agent of the Keep Prefect. Patience, good haggling skills and conversation are needed here.

Regulars at the Market

You can use the sample vendors/merchants to provide some local color as the PCs investigate the market as well as add your own. The cast of characters at this thieves' market should change day to day as well their available items for sale.

"Mumbling" Jakar Mer: This merchant used to be a guard at the Keep until a bad batch of wax berry wine left him nearly blind with diminished mental capacity. He also has trouble speaking. His words are slurred and difficult to understand. Jakar has been taken under the wing of Stosh (a local priest of the Caregiver), but otherwise is pretty much left alone. When in the market, he has a moth-eaten blanket covered with strange wares scrounged from who-knows-where. Among his wares are usually bits of cloth, scraps of wood, and occasionally a map, gem or nice pair of boots. It is never certain from one day to the next if Jakar will have anything of value to sell. It is also not certain where he gets his merchandise. His prices vary from incredibly cheap to outrageously expensive, seemingly with no rhyme or reason.

It is rumored that he has two brothers working as guards in the Keep, who sometimes come to visit him. Wary of being seen in Quarryton for various reasons, they dress as lower-class artisans in order to blend in, whenever they are visiting.

Jakar Mer: N Baparan human; HP 23, Init +2, Def +2, DR 0, ToP 7/5, appraisal (armor & weaponry) 17, language (Baparan) 58; *Info* Qlx1

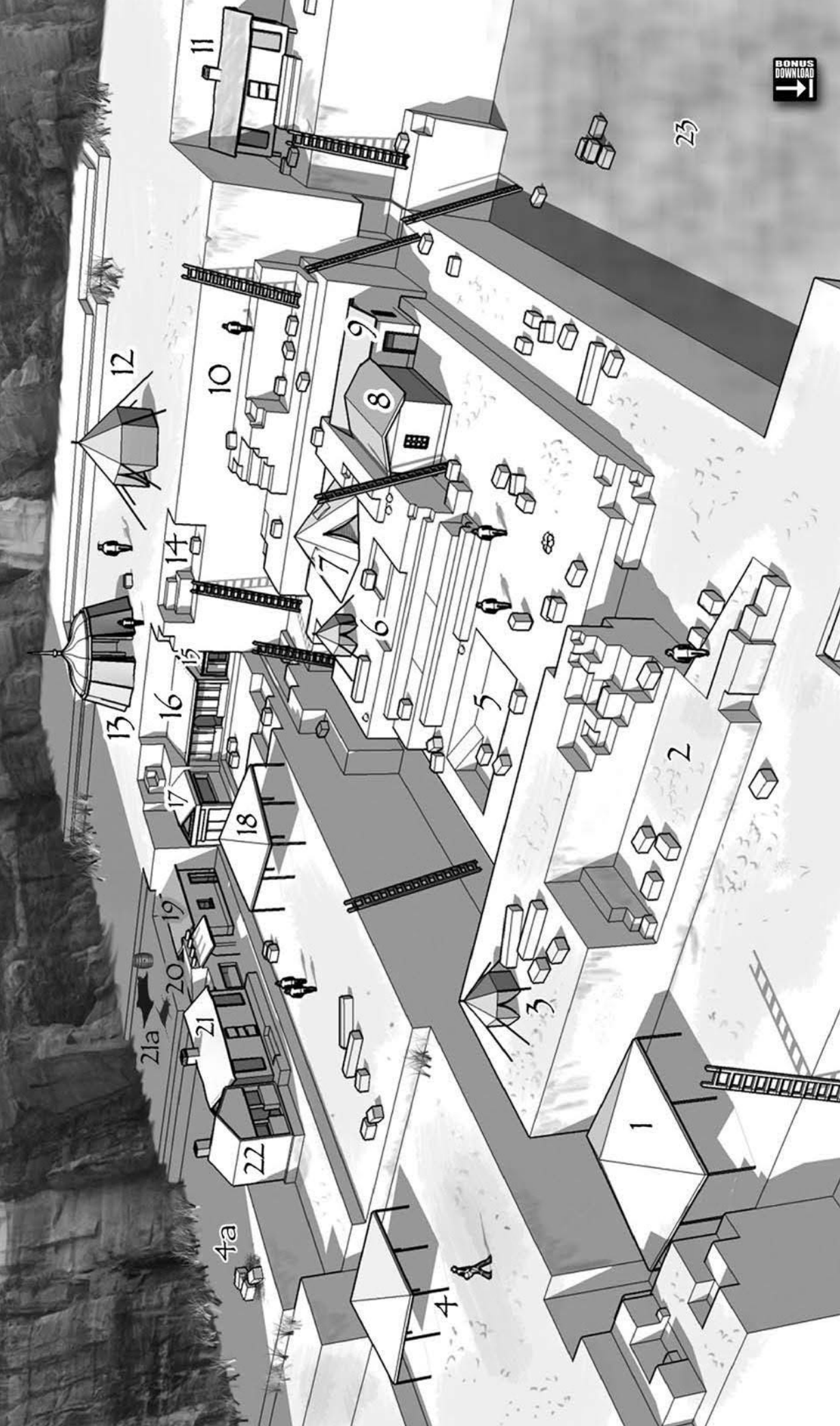
Kramidar Temilon: This merchant is a man of few words. He hates haggling and may give in quickly as long as the price offered isn't outrageously low. Outrageous offers are often met with a kick to the pants and a brusque dismissal.

Kramidar specializes in selling bows, shields and knives. The quality of the merchandise varies. Whenever his wife Ganodira is with him, she takes over the sales job, and she is just his opposite: an expert haggler, not to be trifled with. Even Rikar is afraid of her tongue, which seems to him as sharp as an arrow.

Kramidar Temilon: N Baparan human; HP 21, Init +4, Def +0, DR 0, ToP 6/5, appraisal (armor & weaponry) 16, language (Baparan 70, Merchant's Tongue 40), salesmanship 27; *Quirk & Flaw:* foul-mouthed, color blind; *Info* Glx1, Qlx2

Ganodira Temilon: N Baparan human; HP 23, Init +2, Def +2, DR 0, ToP 7/5, language (Baparan 63, Merchant's Tongue 44), salesmanship 76; *Quirk & Flaw:* quick-tempered, hairy; *Info* Glx1, Qlx1

Nyrash: Nyrash the trapper wanders into Quarryton from time to time, with various dead things draped over his shoulder and blood dripping down his extremely dirty buckskin tunic. He brings them to the market, selling chunks of meat as if he were a butcher. He sells furs and skins as well, and even an



Map Q: Quarrytown

- Q1. Thieve's Market
- Q2. The Pavilion
- Q3. Shorty the Prophet's Tent
- Q4. Harga's Weapons/Armor
- Q4a. Harga's Forge
- Q5. Pit Fight Arena
- Q6. Vesina's Tent

- Q7. Rikar's Tent
- Q8. Galborn's Hostel
- Q9. Raven's Roost
- Q10. Narva's Ledge
- Q11. Goazaar's Place
- Q12. Den of Delight
- Q13. Larzon Bayz's Tent

- Q14. The Notch
- Q15. Kylsha's Place
- Q16. Fekur's Place
- Q17. Red House
- Q18. Toe Hold Tavern
- Q19. Bavigo's Place
- Q20. Bread House (Bakery)

- Q21. The Bark House
- Q21a. Donifer Tannery
- Q22. Harakin's Place
- Q23. Brack Water

occasional necklace or bracelet made from bone or teeth.

Most of the time the animals Nyrash brings in are recognizable. Sometimes, however, they are not. Some of the morsels he offers up for sale resemble things that respectable people would never eat. Locals say he sometimes sells pieces of halflings, dwarves, elves and even humans that he encountered in his travels. He carries a large meat cleaver with him everywhere. He wears an eye patch with the lower half torn and dangling, so that the empty socket of his left eye is often visible. The locals say he never bathes – an apparently true rumor, as his odor is rather strong.

On occasion, he's been known to sell other things besides meat and fur. He's stumbled across a few treasure maps in his day (which he can't read and has no real interest in). He is a man of the wilderness, only stopping by long enough to sell a few morsels, buy a few supplies and wander off again.

Nyrash: N Deji human; HP 22, Init +2, Def +2, DR 0, ToP 7/ 5, language (Deji 70, Merchant's Tongue 44), tracking 57; *Info* Glx1, Qlx3, Llx2, Alx3

Narva: This peddler (see [Area Q10](#)) lives in Quarry Town, buying and selling (but mostly stealing) small goods.

Other Vendors: Some days the market has little to offer, while the next it may appear that every imaginable item one could want is for sale. Quarryton is in a constant state of flux, and PCs shopping here should find it is hit and miss. They should also have to barter and get involved before certain vendors trust them enough to pull out the 'good stuff'.

Items purchased here were probably obtained in a nefarious way. The purchaser could very likely run into the **real** owner of that nice sword he just purchased – and pay for it dearly.

There are also items sold as the genuine article, when in fact they are quite inferior. For instance, a small shield could be constructed from pine instead of a hardwood, causing it to potentially splinter under a blow of only 4 points of damage instead of the usual 8 points. Likewise, a melee weapon might have a -1 penalty to damage rolls, or even shatter like a shield if it deals too much damage in a single blow. As GM, the choices are up to you. As for the PCs, they'll soon learn that the rule of thumb is 'buyer beware' in Quarry Town.

Typical Vendor: HP 22, Init +4, Def +0, DR 0, ToP 6/ 5, appraisal (choose one subcategory) 23, language (native) 72, language (Merchant's Tongue) 48, salesmanship 53; *Info* Glx1, Qlx1, Alx2

Quarry/Thieves' Market Vendor Table

The chart on [page 31](#) allows you to roll randomly to see what vendors may be in the market on any given day, along with their typical wares sold. Note that some of the hedge wizard's items are usable as a mage's spell components.

Most vendors have more than one of each item – you can roll 1d4p for each item if you feel the need to determine these quantities randomly. Feel free to modify the vendors and items

as needed – and remember, prices are those of the vendor, not necessarily the standard going rate.



"Buyer Beware"

"At any given time Quarrytown may have well over a hundred occupants or as few as two dozen. There aren't many permanent residents, but there is a constant flux as new faces arrive and old ones bid farewell (or simply disappear)."

An old saying at the Keep goes, 'If it's lost or missing, it'll show up in Quarrytown,' and it's a saying I've certainly found to be true... I must say, it is quite the experience to buy back a scroll or book you once owned but had somehow "misplaced," knowing that you're most likely purchasing it from the same thief who burrowed through your roof and took it in the first place."

Q2) THE PAVILION

Residents of Quarry Town refer to this area as "The Pavilion." It is something of a center stage around which much day-to-day activity is focused. It is here the self-proclaimed "Lord of Quarryton," Rikar, addresses his 'subjects.' He often calls an assembly here when announcing some new 'tax' or fee. In the evenings, he and his lieutenants can often be found sitting on several stone blocks arranged in a circle 'in council' and draining a jug of ale. Discussions usually include which caravan to hit next, how to deal with a newcomer to the camps, or simply playing a game of dice or cards. Two of Rikar's men are usually positioned here (85% of the time) where they can keep an eye on the front gate of the Keep as well as who's coming and going in the Quarry.

Any newcomer to Quarry Town wishing to spend the night or set up residence is directed to go to the Pavilion and speak with Rikar's men, who explain the terms. Overnight visits are usually a flat payment of a few coppers, though long-term residence may require a weekly or monthly payment of up to 40% of a person's earnings.

Raven Thieves (2): NE mixed race human thief 1; HP 24; Init -1; Spd 8 (7); Rch 2'; Atk +2; Dmg 2d6p-1; Def +1; DR 2; ToP 7/ 5; Luck 10+1d6; Hon 9

Notable Skills: disarm trap 16, hiding 20, identify trap 15, language (Merchant's Tongue 51, other regional language 70), listening 17, lock picking 14, pick pocket 24, sneaking 22; **Profs:** short sword and dagger

Equipment: short sword, dagger, leather armor, 2d6 sp, 3d4 cp

Information: Glx3, Klx2, Qlx5

Q3) SHORTY THE PROPHET'S TENT

This is the home of Kamyar, an eccentric known simply to most locals as "Shorty" in Merchant's Tongue. Shorty is a middle-aged Fhokki man who stands about 7 feet tall and sports a beard that nearly reaches his knees. No one claims to know his background, but there's a persistent rumor that he was a soldier in the garrison before it fell to the orcs, and that the orcs enslaved him.

Roll	Merchant	Current Items for Sale
01-05	"Mumbling" Jakar	torn tunic (1 cp), 6 sling bullets (½ cp), club (½ cp), tree bark (2 sp each)
06-07	Paravan's Leathers	leather belts (½ cp), leather boots (3 cp), leather belt pouches (small 1 cp, large 3 cp)
08-09	Daravek's Daggers	all daggers and knives listed in the <i>HackMaster Basic</i> rulebook
10-14	Krandar's Weaponry	short bows (25 sp), knives (4 cp), small shields (16 sp)
15	Semera's Knives	all daggers and knives listed in the <i>HackMaster Basic</i> rulebook
16	Mokara the Hedge Wizard	powdered iron (16 cp/oz.), dried songbird's tongue (2 cp), frog legs (2 cp/pair), various bottles and jars of quack remedies (5 cp each)
17-18	Nyrash the Trapper	various meats (1 cp/lb.)
19-20	Balapar's Secondhand Shields	small (12 sp), medium (25 sp)
21-24	Narva the Peddler	ribbons (5 cp/spool), scroll cases (25 cp), bone dice (2 cp/pair), smoking pipes (6 cp), wineskins (4 cp)
25-26	Karala's Musical Instruments	flutes (7 sp), horns (6 sp), pipes (5 sp), chimes (5 sp), small iron bells (8 cp)
27	Dela's Artworks	chess set (12 sp), small paintings (3 sp), statuette (35 cp), tiny woodworks (12 cp), small woodworks (24 cp), small brass mirror (1 sp)
28-29	Yulan's Silver Jewelry	amulet (25 cp), bracelet (3 sp), headband (24 cp), ring (75 cp), pin (12 cp)
30-31	Alima's Ponies	ponies (1+1d4; 30 sp each)
32-34	Nalam's Spices (per oz.)	alum (16 cp), cinnamon (4½ sp), cloves (1½ sp), mustard (16 sp), nutmeg (6 sp), pepper (6 sp), rock salt (7 cp/lb.)
35-37	Noraga's Cloth (per bolt)	cotton (½ sp), linen (7½ sp), wool (3 sp)
38-41	Karfu's Wool Clothing	cloaks (4 cp), heavy robes (5 cp), trousers (3 cp), tunics (2 cp)
42-43	Sumir's Swords	all swords listed in the <i>HackMaster Basic</i> rulebook
46-47	Pakori's Goods	glass bottles (8 cp), iron candleholders (4 cp), quills (4 for 1 cp), hemp rope (4 cp/50 ft), silk rope (12 cp per 50 ft), vellum sheets (2 sp)
48-56	Vikovi's Secondhand Armors	leather (4 sp) and studded leather (30 sp)
57	Ilena's Goods	soap (5 cp/pound), coarse talc (1 sp/lb.), beeswax (1 sp/lb.), biased bone dice (6 cp/pair), plus Illumination items from the <i>HackMaster Basic</i> rulebook
58-59	Mori's Musical Instruments	bandores (24 sp), fifes (5 sp), recorders (6 sp)
60-62	Haram's Fine Art	jewelry boxes (12 sp), small paintings (4 sp), statuettes (8 sp), tiny goldworks (40 sp), tiny woodworks (15 cp)
63-66	Fonar's Birds	chickens (2 cp), songbirds (18 cp)
67-68	Jorek's Spices (per oz.)	camphor (6 sp), cigars (4 cp/each), cloves (1 cp), nutmeg (5 cp), paprika (4 sp), pipeweed (3 sp), fine pepper (8 sp), rock salt (9 cp/lb.)
69-70	Sato's Cushions	small (1 sp), medium (24 cp), large (36 cp)
71-73	Ganu's Footwear	high leather boots (5 cp), hard shoes (2 cp), soft shoes (1½ cp), sandals (1 cp)
74	Melam's Bows	all bows, arrows and bolts listed in the <i>HackMaster Basic</i> rulebook
75-76	Gorana's Works of Art	tiny glassworks (8 sp), chess sets (5 sp), scroll cases (25 cp), tiny silverworks (15 sp), statuettes (10 sp)
77	Bikale's Armors	padded armor (3 sp) and leather armor (5 sp)
78	Lamok's Musical Instruments	flutes (8 sp), fifes (4 sp), mandolins (35 sp), drums (5 sp)
79-83	Rythok's Rugs	plain (4 sp), simple (6 sp), beautiful (10 sp), embroidered (20 sp)
84-86	Chojen's Live Meats	hares (4+2d4; 2 cp each)
87-88	Glanor's Spices (per oz.)	cloves (2 sp), ginger (4 sp), myrrh (15 sp), pipeweed (3 sp), vanilla (20 sp)
89-90	Rogor's Barrels	4-gallon cask (5 cp), 8-gallon cask (10 cp), 30-gallon keg (15 cp)
91-98	Atora's Jewelry	bronze armband (3 sp), silver locket (5 sp), bronze pendant (2 sp), iron ring (15 cp)
99-00	Hokaran's Goods	all Load Bearing Equipment and Tools & Sundries from the <i>HackMaster Basic</i> rulebook

The rumor is actually true - Shorty was once a captain in Frandor's Keep. When the Keep fell to the orcs, he was captured and used for the amusement of his captors. He endured unimaginable tortures (his body is covered in scars as a result) before he escaped into the surrounding slopes/forest. Most consider him 'touched,' if not outright insane, but he seems harmless enough and is left alone. Even the Ravens have taken him under their wing (so to speak) and protect him. Rikar himself gave Shorty the tent he lives in (captured from a caravan downriver).

Shorty loves to drink and tries his best to maintain a constant state of drunkenness. He begs for drinks in exchange for a good story (many of which are true but the details are so muddled that most people hearing them assume they are fabricated). Occasionally, Shorty takes center stage in the Pavilion and begins a long inebriated rant about the "*great destruction approaching*" and the "*end to man's dominion over the land.*" Rikar's men allow him to ramble unmolested for a while (until they grow tired of it) and then send him on his way.

Interactions: Anyone with a bit of patience who spends time listening to Shorty and buys him a drink or two is sure to pick up a few rumors or details about the area.

Kamyar ("Shorty"): LN Baparan human; fighter 5; HP 44; Init +1; Spd 4; Rch 1'; Atk +6; Dmg 1d6p+3; Def +6; DR 1; ToP 16/ 5; Hon 27, *Quirk & Flaw:* absent-minded, facial scar

Notable Skills: language (Fhokki, Baparan 38), resist persuasion 34; *Profs:* dagger, knife, short sword, longsword, halberd, short-bow

Equipment: knife, 1d4 cp

Information: Glx2, Klx1, Qlx2

Q4/4A) HARGA'S EMPORIUM

This permanent stall is run by the blacksmith/merchant, Harga Pateris. Harga is a good soul who made some bad decisions and is currently down on his luck. A semi-skilled weapon maker, he journeyed to the Keep under contract during its reconstruction, expecting a good paying job and a tract of land of his own in the area once he fulfilled his obligation. Only, things didn't turn out as planned.

Soon after his arrival the master blacksmith of the shop scolded him for shoddy workmanship and Harga struck him with a pair of tongs. He was promptly flogged and chained to the pillory for seven days before being banished from the Keep. He spent weeks begging for food in the Gauntlet and nearly starved before taking matters into his own hands.

One day, while browsing through the market in Quarry Town, he came across a merchant with a set of blacksmith tools for sale. The same merchant also had numerous weapons in a bad state of repair. The quick-thinking Harga made the man a proposition: give him the tools, and in exchange he would repair the weapons so they would fetch a better price. Hands were shaken and a deal was struck.

Harga constructed a makeshift forge from broken blocks of

stone on one of the tiers in the Quarry (Area Q4a) and set up business under the open sky. When the merchant moved on, Harga bought out his stock of used weapons and has been peddling used weapons and bits of armor ever since.

His clients come mostly from Quarry Town and passing caravans, although some even come from within the Keep itself. He does well with repairing and selling weapons, but resents the fact that he must pay a hefty portion of his hard-earned money to Rikar and his Ravens.

Harga's reputation is a bit dodgy. Many of his repairs don't last and heated arguments between him and unhappy customers are often heard breaking out.

Interactions: Harga can provide good information about the Quarry and the Ravens, as well as and some information on the Keep itself. Items bought from Harga have a 60% chance to break when used.

Harga Pateris: N Baparan human; HP 22, Init +4, Def +0, DR 0, ToP 7/ 5, appraisal (armor & weaponry) 16, blacksmithing / metal-working 27; *Quirks:* quick-tempered, miserly; *Info* Glx1, Klx3, Qlx2

Q5) PIT FIGHT ARENA

This sunken area serves as an informal fighting arena where challengers take on all comers and bets are laid down. Usually the combatants enter the pit voluntarily, though some persons are occasionally forced (mouthy newcomers or unfortunates who didn't follow the rules). Rikar's Ravens handle the betting action and serve as referees to ensure that spectators get their money's worth. From time to time, wolves, dogs or cocks get tossed into the pit for some betting action.

Q6) VESINA'S TENT

This lavishly furnished tent is the residence of Vesina the prostitute. Although still a working girl, she is known as 'Rikar's woman' and no one dares enter her tent without his express permission. She commands top coin, with most of her clients being high officials or officers from the Keep and wealthy merchants from visiting caravans.

Vesina is actually a well-born woman from a good family in P'Bapar, kidnapped years ago and sold into slavery. She longs to escape and return home, but fears her family will no longer accept her. She tolerates Rikar's attentions because she sees him as her protector.



Interactions: Vesina is well-educated, and knows a great deal about the Keep and its internal affairs (thanks to her well-placed clients), though she doesn't share this information with Rikar. She'll place all her knowledge at the party's disposal if a

PC can convince her that they'll rescue her and provide her with enough money (at least 40 sp) to return to P'Bapar in style and leave her old life behind.

Story Award: Rescuing Vesina from her life of harlotry garners 50 EPs.

Vesina: N Baparan human; HP 21, Init +4, Def +0, DR 0, ToP 6/ 5, current affairs 38, language (Baparan) 76, literacy (Kalamaran) 52, art of seduction 36; *Quirk & Flaw:* fear of heights, sterile; *Info* Glx1, Klx6, Qlx4, Ulx2

Q7) RIKAR'S TENT



Rikar maintains a large merchant's tent taken from a caravan raid and well furnished with stolen goods. It is a lavish set-up to serve as a reminder as to who is in charge at Quarrytown. Normally, Rikar and four of his lieutenants dwell here when not on the trail, along with two thieves on guard. However, since he's a wanted man and the price on his head has gone up, Rikar has taken to sneaking off at late hours and sleeping elsewhere. To throw off

would be assassins, a body-double has been sleeping in his bed — a Raven who bears a resemblance to Rikar earning a few silver pieces a night by serving as bait.

Two servants live in the tent, tending to his needs and those of and his men. Entry to the tent is expressly forbidden, except by his top lieutenants or Vesina. Rikar keeps a stash of coins in a hollowed out block of granite draped with a cloth (and used as a table). This includes the daily take of money collected from various residents of Quarrytown. There are 6d100 copper pieces and 5d20 silver in the stash (plus any booty recently looted from player characters). A guard stands outside the tent at the top of the ladder.



Vesina's (left) and Rikar's tents

RIKAR'S HISTORY

Born Dokata Lokaran, he was the youngest male child of a prominent family. Like many of his station, he entered service as an officer in the Archduke's cavalry. Early in his career, he was implicated in a bribery and corruption scandal. While similarly guilty peers used their family connections to extricate themselves from punishment, Dokata's stern father would have none of it and severed all ties with the youth. Colonel Ganitek, then commander of the royal cavalry, made an example of Lieutenant Lokaran and had the disgraced soldier publicly lashed before a gathered assembly of the entire division.

Ostracized from society, he fell into the outlaw's life. For years he lived along civilization's fringes under various pseudonyms (Vimal, Maldi Rokani, Bakar Paratak). His martial training served him well for he soon became a brigand leader. None of his men though had the slightest inkling of his past. But he never forgot and swore his revenge.

The opportunity presented itself when General Ganitek retook Frandor's Keep and was installed as Prefect. The man captured a vacant fortress and was lauded for the accomplishment thought Dokata. His revenge would be to return the humiliation Ganitek so long ago made him endure. He would engineer the General's downfall by making it clear to all that Ganitek was an incompetent fraud and unable to administer this remote garrison on the crown's behalf.

Adopting the *nom de guerre* Rikar along with a disguise he maintains until his mission is complete, Dokata relocated to Frandor's Keep to stir up trouble. He quickly settled into the squatter community of Quarrytown and gathered a band of thieves and brigands as his pawns. To his gang he portrays himself as a tough bandit chief and avowed enemy of the authority of the Keep. In truth, the combined sum of the Ravens' larcenous activities provide barely enough for the members to survive. There simply isn't sufficient prosperity in this remote steading to do more. (Rikar has on more than one occasion expended his own coin to ensure his gang was fed.)

Rikar's true aim is to cause sufficient economic and social disruption that Prefect Ganitek is recalled in disgrace. Every action he takes from corrupting the soldiery to frightening the merchants is aimed at that goal. He dreams of the day when he can reveal his true identity to his disgraced former commander.

Rikar has good intelligence on who comes and goes in the Keep, as well as what's going on in Quarrytown. He usually knows when the garrison is planning to make a move on him and will disappear in the woods with a dozen men for days at a time until its safe to return. He even spreads false rumors to send the guards off on wild goose chases.

Interactions: If the PCs meet Rikar, they're going to have to do his bidding or risk a fight as his men attack (provided they outnumber the PCs by at least 2 to 1). On the other hand, they could find themselves the subjects of new rumors labeling them as bandits, cheats or worse.

Rikar (aka Vimal, Maldi or Bakar): CE Baparan human fighter 5; HP 41; Init +3; Spd 8 (6) (longsword); Rch 3½; Atk +5; Dmg 2d8p+3; Def +8; DR 4; ToP 16/ 7; Hon 63; *Quirk*: compulsive liar

Notable Skills: acting 53, disguise 38, hiding 30, language (Baparan 71, Merchant's Tongue 35), listening 15, sneaking 22; *Profs*: longsword and dagger

Equipment: longsword, Studded Leather +1, Small Shield +1 (+5 defense, DR 5), Healing Potion, Strength of Iron Brew, fancy gold ring (25 sp value), 47 sp, 11 cp

Information: Glx4, Klx5, Llx3, Qlx8, Ulx1, Alx3

Raven Lieutenants (4): NE mixed race human fighter 2; HP 33; Init +4; Spd 6 (5); Rch 2; Atk +3; Dmg 2d6p+3; Def 0; DR 3; ToP 11/ 6; Hon 13

Notable Skills: language (Merchant's Tongue 48, other regional language 71), resist persuasion 37; *Profs*: dagger and short sword

Equipment: short sword, studded leather armor, 2d4p sp, 5d4p cp

Information: Glx3, Klx2, Llx2, Qlx5

Raven Thieves (2): NE mixed race human thieves 1; HP 24; Init -1; Spd 8 (7); Rch 2; Atk +2; Dmg 2d6p-1; Def +1; DR 2; ToP 7/ 5; Luck 10+1d6; Hon 9

Notable Skills: disarm trap 16, hiding 20, identify trap 15, language (Merchant's Tongue 51, other regional language 70), listening 17, lock picking 14, pick pocket 24, sneaking 22; *Profs*: short sword and dagger

Equipment: short sword, dagger, leather armor, 1d6p sp, 3d4p cp

Information: Glx2, Klx1, Llx3, Qlx4

Q8) GALBORN'S HOSTEL

This small comfortable structure is the residence of the Galborn — a middle-aged Brandobian couple who seem strangely out of place in the squalor of Quarrytown. They work a plot of ground on the shelf and rent out the two spare rooms of their residence by the night. Gulda perpetually has a cauldron of stew bubbling over the fire to which she adds anything she's able to scrounge up (a potato here, a turnip there, or the occasional squirrel). She fashions simple bowls out of woven strips of bark and fills them with stew, which she sells for a copper piece (and you get to keep the bowl).

Darnon leaves each morning to go tend his plot on the shelf and returns at night, usually stopping by the pavilion to pick up a basket of manure at the Bark House (which he uses to tan leather).

Interactions: Gulda is a gossip who knows a great deal about life in the quarry and the pavilion. Darnon mingles mostly with the farmers and occasionally the Keep guards who watch the horses. He knows some rumors



and information about Keep business but tends to exaggerate to make himself seem more important. He will not provide quarters to groups numbering exactly five individuals under any circumstances.

Two copper pieces gets you a room at the hostel for the night and a hot bowl of stew. If the two rooms are full, space on the floor to throw out a blanket can be had for a single copper. Gulda may steal any red garments if the opportunity presents itself.

Darnon Galborn: N Brandobian human; HP 23, Init +2, Def +2, DR 0, ToP 6/ 5, agriculture 34, current affairs 38, language (Brandobian 74, Merchant's Tongue 48); *Quirk & Flaw*: superstitious (5 is his unlucky number), poking; *Info* Glx1, Klx2, Qlx2

Gulda Galborn: N Brandobian human; HP 21, Init +4, Def +0, DR 0, ToP 5/ 5, agriculture 23, current affairs 52, language (Brandobian 75, Merchant's Tongue 44); *Quirk & Flaw*: superstitious (red is lucky color), lisp; *Info* Qlx2

Q9) RAVEN'S ROOST

This sturdy stone building serves as a barracks for many of Rikar's men, with an eating area and bunks to sleep twelve.

Raven Fighters (1-4): NE mixed race human fighter 1; HP 25; Init +2; Spd 6 (5); Rch 2; Atk +2; Dmg 2d6p +2; Def +3; DR 0; ToP 8/ 6; Hon 18

Notable Skills: intimidation 28, language (Merchant's Tongue 48, other regional language 69); *Profs*: club and short sword

Equipment: short sword, leather armor, 3d4 cp

Information: Glx2, Klx1, Llx2, Qlx3

Raven Thieves (2-8): NE mixed race human thief 1; HP 24; Init -1; Spd 8 (7); Rch 2; Atk +2; Dmg 2d6p-1; Def +1; DR 2; ToP 7/ 5; Luck 10+1d6; Hon 16

Notable Skills: disarm trap 16, hiding 20, identify trap 15, language (Merchant's Tongue 51, other regional language 70), listening 17, lock picking 14, pick pocket 24, sneaking 22; *Profs*: short sword and dagger

Equipment: short sword, dagger, leather armor, 1d6 sp, 3d4 cp

Information: Glx3, Klx2, Llx2, Qlx4

Q10) NARVA'S LEDGE

Narva, a Deji peddler of stolen goods, occupies this narrow shelf of rock. His residence consists of a few blankets/skins spread out on the stone, a fire pit and a large sack of various merchandise. Narva is not a happy man. He once had a claim on the Red House (see [Area Q17](#)) months ago, which became available when its previous owner (a prostitute named Elva) unexpectedly left the quarry for the town of Vew. At least, that's the story... The truth is that Narva strangled her and disposed of the body after a heated argument.

He was never caught, and thought his claim on the Red House secure — until a dwarf showed up on his doorstep one morning and bodily evicted him without warning. Narva bounced around Quarrytown for several weeks trying to find new digs and begging Rikar to help him reclaim his property. Rikar refused to intervene and, eventually, Narva was forced to lay claim to an area of Quarrytown nobody else wanted. From his perch on the ledge, Narva has a good view of the Red House. When not in the market, he sits for hours staring the dwarf down as he comes and goes and plots his revenge.



RIKAR'S RAVENS

"This gang of brigands has been harassing the caravans entering and leaving Frandor's Keep for the past six months. The gang has all sworn blood oath loyalty to Rikar, their leader, whose status among his men is at an all-time high. Most of the hardcore members of the gang have a tattoo of a raven on their right shoulder — a permanent indication of whom they serve and a reminder that death is the only way out, since any dissenters in the group are quickly dealt with. The gang includes humans of varying origins, most of whom are quite young (since most don't live long enough to reach old age in my opinion). Many are runaways or orphans, but all are the dregs of society. They know it, and it's been my observation, they are proud of it.

Woe to the person unfortunate to run into these thugs. I believe they must have taken their name from the fact they swarm over their victims like their namesake over a dead carcass — picking them clean. It is a terrifying thing to behold and just what Rikar prefers. Fear of his gang serves his interests well. Many at the Keep argue that it is Rikar who is the real power to be reckoned with. I think that's a bit of an exaggeration for I believe he will be dealt with soon enough.

No one but Rikar knows exactly how large the gang is, since he keeps the group split at all times. He and about two dozen men station themselves in Quarry Town, in view of the Keep's front gate, while others in his gang have a camp in the rocky crags outside the walls, where they watch for their marks with keen eyes. Being a marked man, Rikar takes great care to always surround himself with six of his best men. All attempts to capture the bandit-leader have failed — his gang willingly fighting to the death and buying him time while he escapes.

Rikar holds sway over Quarrytown, charging those who live there a 'tax' for the privilege of his gang's protection. I'm told he even gets a piece of the action on any goods stolen in the Keep and has well placed members of the Ravens to serve as his eyes and ears. Once someone has paid Rikar's 'tax,' they are generally afforded the protection of his men and can move about Quarrytown unmolested — unless of course they misstep. The river and gullies are a final resting spot for the bloated bodies of those who've crossed the Ravens.

Rikar has become so bold that he now demands protection money from merchants and tradesmen within the Keep. Once paid, their shops are thereafter spared from vandalism and theft. However, the tribute is a significant levy and everyone is desperate to be free from the unwelcome imposition. Angered traders have lodged their protests with the Keep Prefect demanding he exercise his constabulary powers and deal with the gang. The mounting pressure is sure to force the issue.

A bounty of 10 silver pieces has been placed on the heads of the Ravens for each one brought in, dead or alive. Rikar's bounty has increased to 100 sp. He's proud of this fact, and hasn't let the fact that his gang is marked for capture intimidate him or impede his actions. If anything, it seems to have inspired the Ravens to greater audaciousness. Worse, there seem to be no end to ruffians waiting to join their ranks. It's almost as if they have an endless supply of thugs at their disposal. Although Rikar is a stern and brutal leader, he watches over those who serve him and who pay their dues. Stolen grain and meat are often dispersed among the residents of Quarrytown as Rikar boasts, "Who feeds you?? Not that incompetent Prefect!! But !!!"



Interactions: Narva is a bitter man who feels unfairly discriminated against because of his people's nomadic heritage. He will give his entire stock of merchandise to anyone who eliminates his dwarf rival — no questions asked. If questioned about Elva, he plays the innocent and claims to know nothing, but his hands start to shake. If the PCs travel to Vew (see the free PDF adventure *White Palette, Ivory Horns* at www.kenzierco.com), inquiries reveal that she never arrived.

Story Award: Discovering Narva's lie by asking around in Vew for the whereabouts of Elva is worth 50 EPs. Confronting him with this information and getting him to confess to mur-

dering the woman (either through interrogation or torture) and then turning him into the authorities at the Keep is worth an additional 100 EPs.

Narva: CN Deji human; HP 22, Init +4, Def +4, DR 0, ToP 7/ 5; agriculture 34, current affairs 38, language (Deji 74, Merchant's Tongue 48), resist persuasion 8; Info Glx2, Qlx2

Q11) GOAZAAR'S PLAGE

This sturdy stone structure stands by itself on the edge of the Quarry. It was originally constructed as a supply building to hold workers' tools and provide a small kitchen and sleeping

area. However, a mysterious olive-skinned man (from the distant Reanaaria Bay area) named Goazaar lives there now. Some rumors have it that he's some sort of wizard, while others think he's a holy man or even a healer. It seems that he rarely comes out except to sit in the evening sun and smoke his pipe on the stoop. He pays Kylsha (see [Area Q15](#), the Bread House) a few copper pieces to occasionally bring him an armload of firewood and a sack of potatoes or a few loaves of bread. Once a month he also has her buy bundles of candles.

Goazaar is not a wizard. He is actually a traveling cleric of The Guardian. Goazaar came to the Keep after hearing rumors of slavers obtaining 'new meat' for the gladiatorial arenas from northern P'Bapar. After ignoring several stern warnings against public brawling with [Jiric Helsan \(M20\)](#), he made such a nuisance of himself that the Keep Prefect was forced to banish him to maintain good order. The officials at the Keep are unaware that Goazaar remained in the area instead of continuing on his way.

Interactions: He offers healing to anyone who needs it, but always seeks something in return. Sometimes he demands a particular item, money, or information – all of which goes toward his cause and is justified, in his opinion. Goazaar is not a man of patience and enjoys his privacy.

If the PCs knock on his door at an hour he feels to be inappropriate, or if he's just not in the mood for company, they'll hear about it. Upsetting Goazaar is not a wise move if you ever hope to use his services again. He holds a grudge for a very long time and has been known to turn a cold shoulder to those who get on his bad side.

Although Goazaar has been in Quarrytown for nearly three months, he has not yet freed any of the slaves from the Den of Delights (Area Q12). As such, he may ask the PCs for their help.

If this mission succeeds, however, the prostitutes have no money and nowhere to go. Some of them have been in slavery all their life, after all. They attach themselves to the PCs until they can get enough money to leave the area and start a new life elsewhere (about 15 sp each), or get a job with one of the locals.

Story Award: Aiding Goazaar in freeing the enslaved prostitutes from the Den of Delights provides an EP reward based upon the end result of the rescue. Setting a woman up with gainful employment yields 50 EPs, giving her funds to relocate nets 25 EPs while merely leaving her to fend for herself is worth only 10 EPs.

Goazaar: CG Reanaarian human cleric 4; HP 34; Init +1; Spd 8 (7); Rch 2'; Atk +4; Dmg 2d6p; Def +6; DR 6; ToP 11/6; Hon 36; *Quirk & Flaw:* quick-tempered, colorblind

Typical Spells: 1st - cure trifling injury, purify water; 2nd - cure minor wound; 3rd - cure light wounds; 4th - command, influence

Notable Skills: divine lore 34, first aid 29, language (Baparan 27, Merchant's Tongue 40, Reanaarese 72), religion (the Guardian 60, the Overlord 33), resist persuasion 29; *Profs:* short sword

Equipment: leather armor, small shield, short sword, divine icon, 37 sp

Information: Glx4, Klx1, Qlx3

Q12) THE DEN OF DELIGHTS

Seven women, ranging from the ages of 15 to 50, live in this tent. Most of them are slaves turned to prostitution against their wills, as a result of being sold, traded or otherwise forced into the trade years ago, while the others were just destitute. Two notables here are the 17-year-old Deji twins, Rolna and Ralsha, with beautiful bodies, long black hair and seductive brown eyes. Both wear a veil when in public, however, since they bear horrible scars — their faces branded with a white-hot iron for some offense to a former master.

The prostitutes are managed by Haren and Fela Vitara, a gray-haired couple with the deceptively smiling faces of kindly grandparents, but hearts of iron and fists of stone when crossed. They charge anywhere from 6 cp (for the eldest) to 6 sp (for the twins), depending on the prostitute and the apparent wealth of the client.



Although not official members of [Rikar's Ravens](#), the gang treats the Vitaras better than anyone else in Quarry Town — as long as they continue to give Rikar his 20% share of the profits. The Ravens allow no one to approach the Den of Delights without first checking their weapons at [the Notch \(Area Q14\)](#).

Interactions: Most of the prostitutes are rarely allowed to leave the tent without being closely watched by Haren, Fela or a 'trustworthy' Raven, so the PCs have little to no opportunity to interact with one of them directly unless they pay the fee. However, you might consider having the PCs meet either Haren or Fela in the Market, where they can provide the PCs with information about Quarrytown and local rumors.

Just imagine the PCs' surprise when they later see the apparently kindly old person beating or whipping a young woman in public for some slight transgression. Taking action against Haren or Fela could not only put the PCs in trouble with Rikar, but also saddle them with several women who have no money and nowhere to go. If the PCs question the prostitutes, they learn they have other skills that may be useful, if the PCs can find someone willing to hire them.

Haren Vitara: HP 23, Init +2, Def +2, DR 0, ToP 6/5; current affairs 37, language (Baparan 70, Merchant's Tongue 27), resist persuasion 37; *Quirk:* merciless; *Info* Glx3, Qlx3

Fela Vitara: HP 22, Init +4, Def +0, DR 0, ToP 5/5; language (Baparan 75, Merchant's Tongue 31), salesmanship 32; *Quirk & Flaw:* quick-tempered, myopia; *Info* Glx2, Qlx2

Prostitute Anali: HP 23, Init +4, Def +0, DR 0, ToP 5/ 5, language (Kasite 67, Merchant's Tongue 27), pottery 26, seduction 18; heavyset brunette, 22 years old, slave; *Info* Glx1, Qlx2

Prostitute Gundril: HP 22, Init +4, Def +0, DR 0, ToP 5/ 5, language (Brandobian 75, Merchant's Tongue 61), cooking/baking 53, seduction 32; average build, gray hair, 50 years old, slave; *Info* Glx1, Qlx3

Prostitute Kibata: HP 21, Init +2, Def +2, DR 0, ToP 5/ 5, language (Baparan 72, Merchant's Tongue 44), leatherworking 35, seduction 26; average build, redhead, 39 years old; *Info* Glx1, Qlx2

Prostitute Larkka: HP 21, Init +4, Def +0, DR 0, ToP 5/ 5, animal husbandry 16, language (Fhokki 65, Merchant's Tongue 16), seduction 22; tall petite blonde, 15 years old, slave; *Info* Glx1, Qlx1

Prostitute Ralsha: HP 21, Init +4, Def +0, DR 0, ToP 5/ 5, carpentry/woodworking 14, language (Dejy 66, Merchant's Tongue 23), seduction 19; petite, reddish-brown skin and black hair, 17 years old, slave; *Flaw:* facial scar; *Info* Glx1, Qlx1

Prostitute Rolna: HP 21, Init +4, Def +0, DR 0, ToP 5/ 5, carpentry/woodworking 16, language (Dejy 66, Merchant's Tongue 23), seduction 18; petite, reddish-brown skin and black hair, 17 years old, slave; *Flaw:* facial scar; *Info* Glx1, Qlx1

Prostitute Tokanu: HP 22, Init +2, Def +2, DR 0, ToP 5/ 5, botany 32, language (Koraki 71, Merchant's Tongue 32), seduction 28; buxom brunette, 27 years old; *Info* Glx2, Klx2, Qlx2

Note: This independent can provide specific information about the Black Fists and Karapar Watch Tower. She feels like they didn't pay enough for her services and is still bitter about it.

Q13) LARZON BAYZ'S TENT

Despite the fact that bounty hunter Larzon Bayz has been collecting bounties for years, he has little to show for it. His gambling and drinking habits thwart his ability to save money and he always feels he's starting over from scratch. He doesn't much care, since getting rich isn't his primary motivation. He loves the hunt. "No better quarry than some scum who deserves killin'" he says often over a mug of Legasa ale.



When he heard rumors that Frandor's Keep had been having trouble with a crazed giant he was instantly intrigued. Besides the hefty bounty being offered, he knew the man who could eradicate the beast would instantly be famous. When a merchant approached him about retrieving some stolen property from a gang of thugs operating near the Keep, Larzon saw an opportunity. "Ah, two for one," he surmised. "Perfect."

He has been at the Keep for several months. He found tracks and a hill giant lair about five miles northwest of the Keep but after staking out the camp for weeks there was no sign of the giant. He has had no luck in finding any further signs since — not even a single track, just a lot of wagging tongues and fingers

pointing up to the slopes where it's claimed the giant was last seen hurling boulders down on the Middle Bailey of the Keep (one of the boulders still lies inside the Broken Hilt tavern).

Eventually he moved out of the Keep (too expensive and he didn't much like the company) and set up his tent in Quarrytown. During the day, he hunts for bounties to collect (mostly kobolds or the occasional orc). Each quarry he bags seems to calm the inner demons that haunt him. When not on the trail, he can be found sitting in front of his tent sharpening his sword or mending his armor. He's been known to frequent the [Den of Delights \(Area Q12\)](#).

When on the trail he hires [Gamgee \(see Area Q17\)](#) to look after his belongings. The two seem to have an unlikely friendship, although Larzon seems a bit leery of the dwarf. They mostly sit by the fire passing a jug and exchanging battle tales.

Interactions: While visiting Sabden some time ago, Larzon learned of the bounty on a certain gang (Rikar's Ravens) that had occasionally been preying on the caravan trains coming to and from the Keep. Since arriving in the area, he's been studying Rikar, watching, listening and putting the pieces together. He's kept the information to himself while biding his time and planning how to collect and not lose his life in the process. If he overhears the PCs planning some action against Rikar and his Ravens, he may offer his services. Alternatively, he may approach them to help him in a raid against the Ravens.

Story Award: Enlisting Larzon's aid against the Ravens (rather than him enlisting the PCs) is worth a 50 EP award.

Larzon Bayz: LN Kalamaran/Reanaarian human fighter 5; HP 44; Init +3; Spd 15; Rch 6'; Atk +3; Dmg 2d12p+2; Def +3; DR 5; ToP 17/ 7; Hon 62

Notable Skills: language (Baparan 28, Merchant's Tongue 35, Reanaarese 75), listening 22, monster lore 16, observation 34, tracking 35; less sleep; **Profs:** two-handed sword and heavy cross-bow

Equipment: two-handed sword, Studded Leather +2, heavy cross-bow, Flask of Filling, Potion of Invisibility, coil of rope, 19 sp, 5 cp

Information: Glx4, Klx3, Qlx5, Alx3

Q14) THE NOTCH

A member of the Raven gang is constantly on vigil in this small alcove of rock, where he can watch over activity in Quarry Town, the approach to the Keep and the Den of Desires. No one approaches the tent without first checking their weapons at the Notch. Usually, additional Raven gang members are at the same location keeping company for whoever has 'den duty.'

Raven Thieves (1+1d3): NE human thief 1; HP 24; Init -1; Spd 8 (7); Rch 2'; Atk +2; Dmg 2d6p-1; Def +1; DR 2; ToP 7/ 5; Luck 10+1d6; Hon 16

Notable Skills: disarm trap 16, hiding 20, identify trap 15, language (Merchant's Tongue 51, other regional language 70), listening 17, lock picking 14, pick pocket 24, sneaking 22; **Profs:** short sword and dagger

Equipment: short sword, dagger, leather armor, 2d4 sp, 2d4 cp

Information: Glx3, Klx2, Qlx3

Confronting the Ravens

The Ravens have the potential to become an irritant that players may wish to eliminate with or without Larzon's assistance. Accomplishing this task may be far more difficult than they imagine for Rikar and his gang are unwilling to simply settle matters with one decisive battle. If the player have spent any time interacting with residents of the Keep or Quarrytown, Rikar undoubtedly knows of them and can make some pretty shrewd guesses as to their capabilities. Unless extraordinary means are used, the Ravens note the approach of this well armed group of treasure hunters and likely flee rather than engage in combat. They have the patience to lie low until the players lose interest in the endeavor while in the interim harassing them as only thieves can do (pilfering their rooms if they reside in the Keep, intimidating merchants into refusing their business and bribing guards to hassle them are some possibilities).

Even taking a dramatic course of action such as occupying Quarrytown is unlikely to force the Ravens' hand. Should this occur, they will shift their attention to waylaying supply trains traveling to and from the Keep (something they have to date shown only marginal interest in). While the players are forced to deal with the unfriendly civilians residing in the quarry, they may be summoned by the Earl or Prefect to answer for the unwitting disruption they have caused to the Keep's supply chain by stirring up the Ravens. Though both view Rikar as an enemy, their primary concern is with the security of the fortress. Elevating a chronic problem to an acute emergency will not be viewed favorably by either official.

A war with the Ravens comes down to a battle of attrition. Should the players kill ten or more of his gang without sustaining commensurate damage, Rikar will be honor bound to react. Only then will he begin plotting a direct confrontation with the players. Using his network of informants, he will seek an opportunity to ambush the PCs with the entirety of his remaining strength. This will doubtlessly occur at a place and time most advantageous to the Ravens such as when the players are returning from an expedition to some other dangerous encounter in the vicinity.

Killing Rikar and his lieutenants will cause the Ravens to disband. Accomplishing the destruction of the Ravens is worth a 1500 EP story award.

Q15) KYLSHA'S PLACE

Kylsha is a 14-year-old girl — an orphan who showed up at Quarry Town a few months ago. No one is exactly sure what her story is or where she came from. The [Galborns \(see Area Q8\)](#) took her in, but she soon began to disappear for days at a time. It turns out that she has become infatuated with one of Rikar's Ravens, who lured her into a lucrative scam. Young Kylsha takes on the role of a young boy out on the trails, offering her services as a guide to travelers. She then leads them into an ambush at the hands of the Ravens, taking a small cut of any valuables garnered.

The Keep's guards have heard reports of the Ravens using a young boy as a lure, and have been scouring the area (including the Quarry) for the child. The complaints from victims who were waylaid by her ruse are a frequent occurrence at the front gate. So far, all they have found is an innocent-looking dark-haired Deji girl. Her angelic face has thus far kept her nefarious activities a secret from most people.

She stays in a tiny alcove in the rocks of Quarry Town, with a warm wool blanket, a few baubles given her by her favorite Raven, and a basket of food some mysterious benefactor (Stosh, a local priest of the Caregiver) leaves on her stoop every so often. She hopes one day to become a full-fledged Raven and be allowed to stay in Raven's Roost.

Interactions: If the PCs need a guide, Kylsha shouldn't be far away. Of course, they might end up down some wrong turn, with a band of Ravens waiting for them...

Kylsha: CN Deji human; HP 21, Init +4, Def +0, DR 0, ToP 5/ 5, fast talking 23, language (Deji 66, Baparan 40); *Info* Glx2, Klx2, Llx2, Qlx4

Q16) FEKUR'S PLACE

Fekur is the son of General Barata Nemetis (of the Kingdom of Ek'Kasel to the southeast), but he has no memory of that fact. A few years ago, Folikar (Fekur's true name) came down with a horrible fever, becoming delusional and suffering from amnesia. He wandered off, stowed away in the back of a wagon heading for the Keep, and ended up wandering into Quarrytown with nothing but the clothes (and jewelry) he was wearing. He was quickly picked clean by the other residents and tossed in the [Brack Water \(Q23\)](#).

Shorty fished him out, gave him the name Fekur, and found him a place to sleep among the rocks. Fekur soon began doing odd jobs in the Keep (hauling wood, toting garbage, bearing packs for soldiers, and so on). He saved every copper he got his hands on, all the while trying to figure out who he was and where he came from, but his amnesia never waned.

Eventually, he learned he had many skills. He spoke several languages and began earning money translating for various merchants. He knows how to read and write a couple of languages as well. He even learned he has a knack for appraising and identifying items of value. He's put this skill to great use, paying a pittance for gemstones and items worth many times what he offered.

Gradually, Fekur became a man of modest wealth, although no one in Quarry Town has figured that out yet. He bought a small building on the tiers from its former owner, and has a sizeable stash of silver and gold buried in the floor under his bedroll. He's a charismatic fellow, which has served him well. He gets along well with Rikar and his Ravens and is generally well liked (except by [Gamgee the dwarf](#), who despises him for some reason).

Interactions: Fekur has an excellent reputation as an interpreter and scribe, and someone who knows how to keep his mouth shut about what he's heard, and is called on by both soldiers and civilians. The PCs are most likely to hear about him if they need a translator, or they may spot him in the Market as he appraises some particular item and obviously pays much less than what the item is probably worth.

Fekur: N Kasite human; HP 22, Init +2, Def +2, DR 0, ToP 6/ 5; appraisal (artwork) 27, appraisal (books, maps & documents) 23, appraisal (gems & jewelry) 40, appraisal (textiles) 16, language (Brandobian 39, Deji 19, Hobgoblin 20, Kasite (a Kalamaran dialect) 83, Merchant's Tongue 40), literacy (Brandobian 26, Kalamaran 55), resist persuasion 32; *Info* Glx2, Klx2, Qlx4, Ulx2

Q17) THE RED HOUSE

This small stone building, its outer walls painted a dull red, once belonged to Narva the peddler (see [Area Q10](#)). When Gamgee, a dwarf fighter, was ostracized by his adventuring comrades for several incidents of cowardice and dishonor, he promptly headed to Quarrytown. Shortly thereafter he threw Narva out on his ear, evicting him like a sack of day-old garbage. Gamgee has been living here ever since and nobody has bothered challenging him.

Narva cannot, for the life of him, figure out why the dwarf targeted him. (He has no recollection of a passing comment he once made to Gamgee months before as the two passed by each other in a narrow street in the Keep, when the dwarf was obliged to give right away and hug a wall. The insult was not forgotten.)

Gamgee spends much of his time at the Toe Hold (see [Area Q18](#)) maintaining a drunken buzz and challenging all comers to drinking contests — any winnings of which are quickly spent in the [Den of Delights](#) or on more drink. He seems to be a lost soul, and a very bitter one at that. In the evening he can often be seen perched on a ledge at the edge of the quarry staring at the main gate, almost as if waiting for someone.

He has been banished from the Keep for damages (which he refused to pay for) caused during a drunken brawl.

Interactions: If the PCs seem low on firepower and need to hire on more muscle, they'll no doubt hear about Gamgee. He occasionally hires himself out as a man-at-arms but his terms are non-negotiable (5 sp a day and an equal share of any treasure acquired — legally or otherwise).

Gamgee: N dwarven fighter 5; HP 48; Init +3; Spd 8; Rch 2'; Atk +6; Dmg 4d4p+4; Def +2; DR 2; ToP 15/ 8; Hon 20;

Quirk: lusty

Notable Skills: intimidation 28, language (Dwarven 70, Merchant's Tongue 36), resist persuasion 40; *Profs:* battle axe, club, longsword and short bow

Equipment: battle axe, leather armor, small shield, 74 sp

Information: Glx2, Klx2, Qlx3, Alx3

Q18) THE TOE HOLD TAVERN

The Toe Hold's claim to being a tavern is a loose one. It's simply an open tent where owner Marak Donar sells ale and mead to patrons, who are obliged to sit around in the open on blocks of stone and logs around a nice bonfire. Still, it is a place where visitors can kick back and enjoy themselves for a while, as long as they don't look at the wrong person in the wrong way.

The Toe Hold is a popular gathering point in the evenings, as long as it doesn't rain. As the fire lights up the night, prostitutes from the [Den of Delights](#) (see [Area Q12](#)) put on a show, dancing around it. Men sit and drink and relay stories of the day. Once in a while, a traveling minstrel entertains with his flute or lyre. In spite of the genial atmosphere, however, the Toe Hold is no place for the unwary to let down their guard. It seems that almost every cutthroat in the area sits there among the stones (and they can be quite surly after a few mugs of ale).

One regular patron is the Keep's bounty master, [Kiparus Balan \(M9a\)](#). When not handing out money for bounties, he can be found nursing stout mead at the Toe Hold.

Marak Donar: N Baparan human; HP 22, Init +2, Def +2, DR 0, ToP 6/ 5, language (Baparan 71, Merchant's Tongue 40), resist persuasion 44; *Info* Glx4, Klx2, Qlx5

Q19) BAVIGO'S PLACE

This is the home of Bavigo Esamil, his wife Lokara and their son Pumar. They run the Bread House next door (see [Area Q20](#) for NPC statistics).

Interactions: If the PCs force Bavigo to return his ill-gotten gains (33 cp and 12 sp) or break into his house to find them, the coins are hidden inside a flowerpot in a corner of his bedroom.

Q20) THE BREAD HOUSE BAKERY

The Bread House is a small building with three ovens and several tables, and a front window through which owners Bavigo and wife Lokara (see [Area Q19](#)) sell their wares. The bread is sold in Quarrytown as well as to travelers leaving or arriving at the Keep. Recently, a cleric of the Caregiver named [Stosh](#) arrived in the area and began donating eggs, grain and funds to Bavigo with orders to feed the poor and the homeless of the Quarry. Bavigo follows his client's orders but pockets much of the money and grain, diluting the grain with potato rinds, sawdust and even ground up leaves.

Interactions: The PCs could learn about Stosh and Bavigo's arrangement simply by accidentally knocking Stosh's eggs to the ground, and thus hearing about it as they converse with the cleric. Another possibility is for a PC with the Cooking/Baking skill to notice (an Easy difficulty check) the low quality of the bread, possibly even finding a potato rind in it. Mentioning this to someone starts a trail of conversation that eventually leads back to Stosh, who asks the PCs to keep an eye on Bavigo and see what he does with the donations. This could give the PCs an opportunity to use their Hiding, Listening or Sneaking skills, or even get an apprenticeship at the Bread House.

Story Award: Uncovering Bavigo's graft and informing Stosh is worth 30 EPs. Recovering his proceeds *and* returning them to the cleric garners an additional 30 EPs.

Bavigo: N Baparan human; HP 23, Init +2, Def +2, DR 0, ToP 6/ 5, cooking/ baking 44, language (Baparan) 70, resist persuasion 37; *Quirk & Flaw:* greedy, pocking; *Info* Glx2, Klx1, Qlx3

Lokara: N Baparan human; HP 22, Init +4, Def +0, DR 0, ToP 5/ 5, cooking/ baking 27, language (Baparan) 75, salesmanship 32; *Quirk & Flaw:* greedy, colorblind; *Info* Glx1, Qlx2

Pumar: N Baparan human; HP 21, Init +4, Def +0, DR 0, ToP 5/ 5, cooking/baking 16, language (Baparan) 75; *Info* Glx1, Qlx1

Q21/21a) THE BARK HOUSE

Donifer Genam, a leatherworker who made his way from Vew seeking new opportunities, lives here. He showed up soon after the Keep was reoccupied and reconstruction was underway. Setting up shop in Quarry Town, he earned coins by repairing boots and making various leather goods. He set up several vats behind his building where he tans hides and stretches them out on frames to dry in the sun.

Hunters beat a path to his door, selling him hides of deer and other game animals, as well as exotic and unusual skins. After making a pair of kobold skin boots for the Captain of the Guard in the Keep, his business started to pick up and he hired two assistants to help.

Interactions: Donifer sells all the leather items from the *HackMaster Basic* rulebook (excluding armor) at around 120% of the listed price. He can repair most leather items at a rate of 20% of the item's original cost.

Donifer Genam: N Baparan human; HP 23, Init +2, Def +2, DR 0, ToP 6/ 5, language (Baparan 66, Merchant's Tongue 27), leatherworking 48, salesmanship 32; *Info* Glx3, Klx1, Qlx3

Assistants (2): N Baparan humans; HP 22, Init +4, Def +0, DR 0, ToP 5/ 5, cooking/baking 27, language (Baparan) 67, leatherworking 23; *Info* Glx1, Qlx2

Q22) HARAKIN'S PLACE

Harakin Panora owns a small plot of farmland behind his house, next to the smelly tanning vats. Harkin left home to escape a rather nasty divorce, taking a few silver pieces he had stashed away and headed toward the Keep. Seeing that he couldn't really afford the prices there, he settled in the Quarry. Now, he farms his little plot of ground, mostly growing carrots and tomatoes.

He's a tall, very thin man with male pattern baldness. He likes to smoke a pipe and drink ale, but not to excess. He spends time at the Toe Hold at night, but doesn't feel he fits in very well. Once, when he was walking along one evening, minding his own business, some blackguard pushed him in the Brack Water pit (Area Q23). Since he didn't know who did it, he's been a bit paranoid.

Harakin often takes odd jobs, carrying packs or running errands for a small fee.

Interactions: If Harakin sees the PCs nosing around the Brack Water, he discusses his unfortunate experience with them, attempting to gauge their response and see if one of them was responsible. He believes it more likely to have been one of Rikar's Ravens, but he's not completely sure. In truth, the culprit was his neighbor Donifer Genam (see Area Q21), sick of hearing Harakin's complaints about the smell of his tanning vats. Harakin can't afford to pay the PCs anything to ferret out the ruffian, but if they take the job on for free he can supply them with a total of three week's worth of rations.

Story Award: Learning the identity of Harakin's assailant is worth 20 EPs.

Harakin Panora: NG Baparan human; HP 21, Init +2, Def +2, DR 0, ToP 5/ 5, agriculture 27, language (Baparan 63, Merchant's Tongue 28); *Quirk:* paranoid; *Info* Glx2, Klx1, Qlx2

Q23) BRACK WATER

This low area is flooded from melting snow and ground water. Depth varies from 6 feet along the edges to 30 feet or more in the center. The water is dark and stagnant — polluted from having debris and waste dumped into it by the locals. Occasionally, a floating body turns up in the man-made pond.

For sport, Rikar's Ravens sometimes throw a poor unfortunate into the water to watch him flounder about (even taking bets on whether or not the victim survives). The walls of Brack Water are steep and covered with slime, requiring a Climbing/Rappelling check (Very Difficult) for one to climb out of his own accord.

"The Brack Water Daisy"

"On a warm day at Frandor's Keep, when the wind is just right, I can smell the stagnant odor that is Brack Water from the front stoop of my residence in the Upper Bailey. It is a repugnant hole to say the least.

Surprisingly enough, this makes certain ruffians want to throw unsuspecting persons into it. In a ritual that's come to be known as the 'Brack Water Daisy,' any fool unfortunate to wander into Quarrytown and draw attention to himself is at risk of being tossed in.

This happened just recently when local artist Belipar ventured outside the gate to paint a portrait of Quarrytown from the vantage point of a nearby slope. When a member of the Ravens spotted him and went to investigate, the fool suspected Belipar of being a spy for the Keep Prefect and using the painting as a clever way of gathering evidence. Both painter and painting were soon tossed into the Brack Water. I don't think poor Belipar has left the Keep since."



Belipar's unfinished painting of Quarrytown, fished out of Brack Water.

CHAPTER SIX

The Palisade



Directly across from the landing of the bridge leading to Frandor's Keep, the canyon walls open up a bit. Here a deeply rutted muddy track leads up a gentle slope about 250 paces to the palisade — its crude unshaven timbers rising up out of the earth standing in stark contrast to the neatly dressed white limestone of the Keep itself.

This was originally a defense work erected during the Keep's reconstruction which now serves as the stables, smithy and barracks for the garrison patrol. If you're ever unfortunate enough to arrive at the Keep after the gates have closed you know that nothing on the green face of Tellene will open them again 'til dawn. It's worth noting, however, that the guards at the palisade are a little more pliable if their palms are pressed with a silver piece or two. Several times I've taken refuge in the palisade after such a bribe and, although the accommodations are sorely lacking (a bedroll in a haystack and some hard bread if you're lucky), I can say the company was quite good.

The mood of the soldiers outside the Keep walls and away from the prying eyes and ears of their watch commanders is a bit merrier and the ale flows freer. Getting a good night's sleep can be a bit of a challenge, though, what with the clucking chickens, pigs, oxen and other livestock brought into the enclosure at night to protect them from predators.

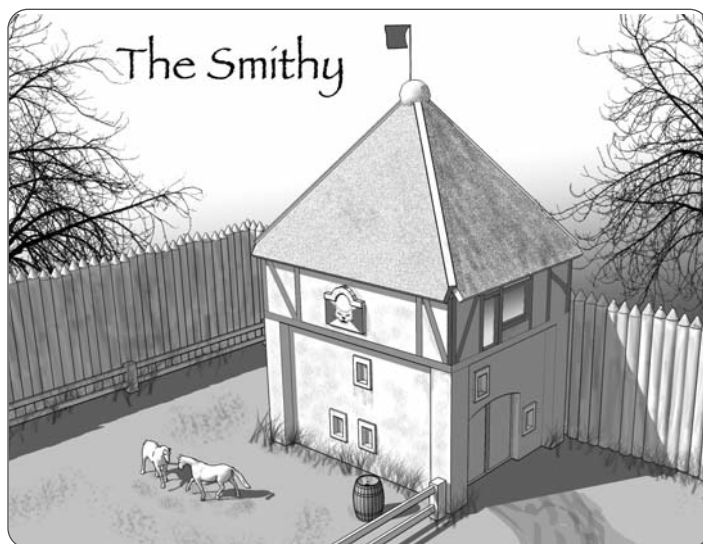
With wolves and other predators being a major concern in Hell's Throat, all the Keep's livestock are brought into the enclosure at dusk. Even during the day when they are allowed to graze on the step and Branton's Field, they are always under the watchful eye of an armed handler. Even with such precautions, however, rumors have been flying as of late of some strange predator getting at the animals. The stable master is at his wits' end."

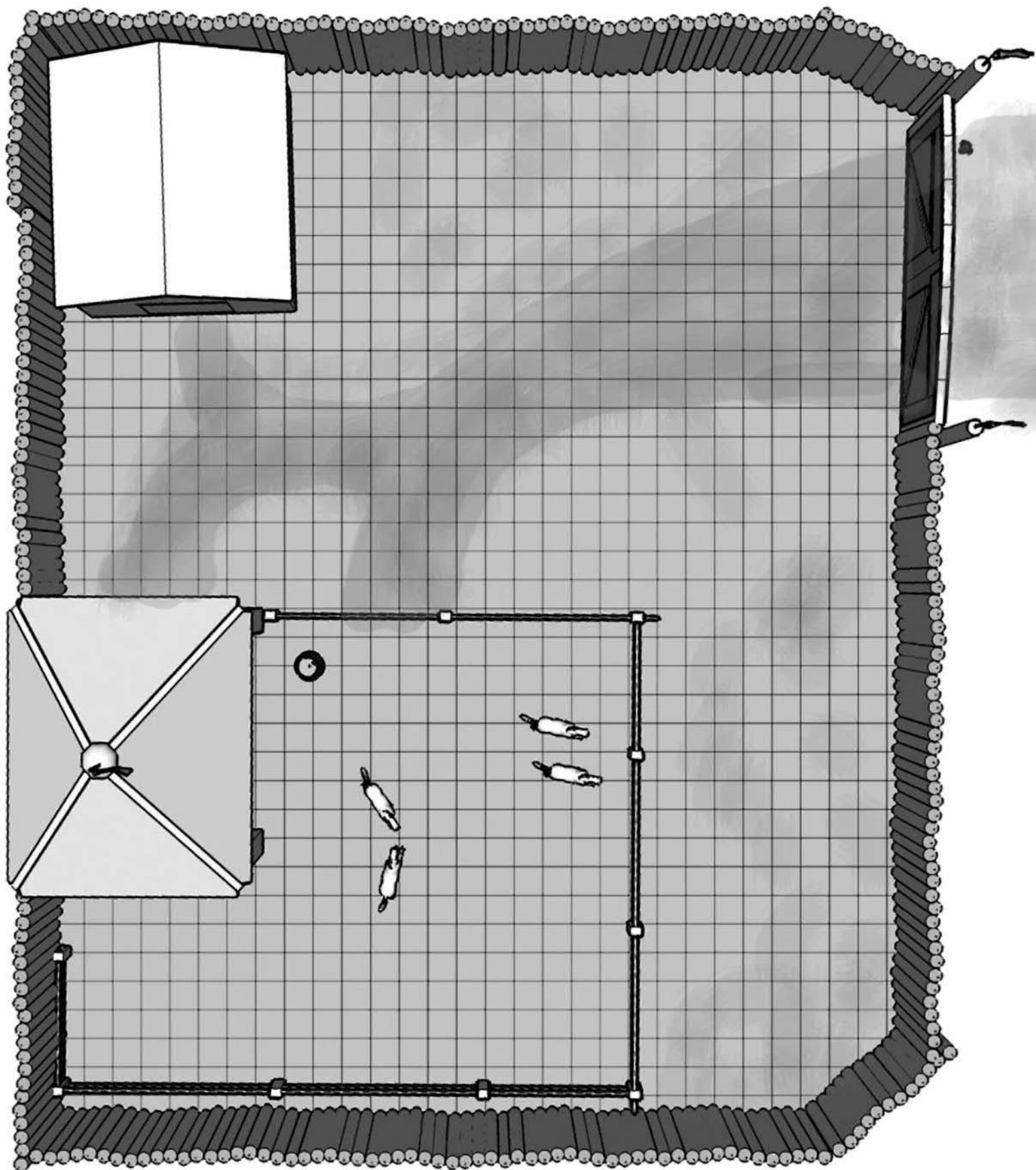
The palisade lies just beyond the main gate to Frandor's Keep and serves both as the stables and the barracks for those soldiers currently on patrol detail. The palisade walls are 20 feet high, and defended by two gate guards at all hours, with a six man reaction team in the barracks. The sergeant of the guard keeps an alarm horn to blow in emergencies.

There was once a small stable located just inside the gates of the lower bailey, but one of the first acts of the new Keep Prefect was their removal (as well as the banishment of horses from within the walls of the Keep). Oxen and carts are still permitted to transport goods in and out of the Keep, but their use is strictly regulated, and they are not stabled within.

The palisade's stable is reserved for the garrison's horses but anyone else may place their mounts within the enclosure pen for a small fee (2 trade coins per day; room permitting) to cover water and grain for the animal and its safeguarding until retrieved. Stabling isn't a bad idea, since animals kept in the open often turn up missing or are killed by predators.

At any given time there are 1d4-1 horses and 1d6-1 ponies available for purchase. All beasts of burden cost at least double the [baseline prices listed in the appendix \(p143\)](#).





The Palisade

Map Scale

0 5' 10' 20' 40'

P1) THE SMITHY

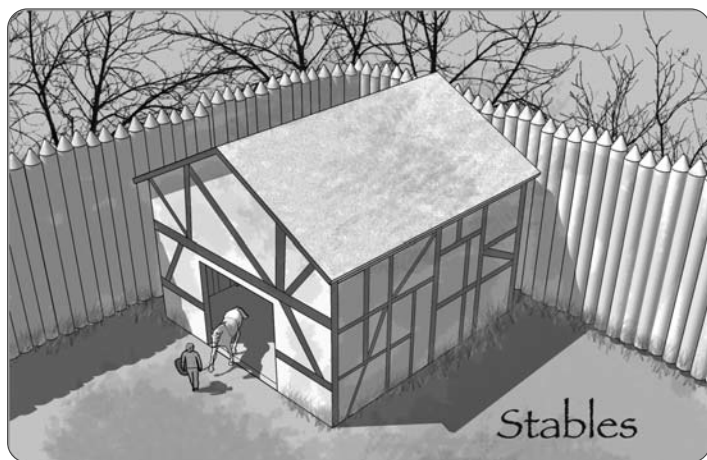
The smithy is a two-story building. The first floor houses a forge and a storage room for tack and harness, as well as sleeping quarters for the blacksmith and his two apprentices. The Keep blacksmith works here shoeing horses, repairing equipment and manufacturing items for the garrison. According to the rules, they are forbidden to work for hire to the general public, but the captain of the patrol usually turns a blind eye (providing he gets his kickback from any fees).

One drawback is that such work is subject to delay if official Keep business comes in or if a higher-ranking officer from within the walls starts snooping around.

The second floor serves as barracks for the 12 men assigned to patrol duty (one week rotation). The captain of the guard has his own quarters on this same floor.

P2) STABLES

The barn has room enough to stable 16 horses and shelter them from the weather, and is strictly reserved for the patrol mounts (although, as noted above, this rule is often broken for a fee). A loft holds grain, hay and stored equipment. It also serves as a place to throw a bedroll for those who find themselves unable to gain access to the Keep.



P3) MAIN PEN

This fenced in area inside the enclosure is expressly reserved for horses. Other livestock brought into the palisade at night (sheep, cows, oxen, etc) roam outside the pen.

Watch Duty & Patrol Duty

One of the duties most able-bodied soldiers at the Keep eventually pull is watch and patrol duty (a 13-man detail including 12 soldiers and one captain of the guard). The duty last for two weeks and is served in two phases: one week spent on watch in the palisade (while the previous watch is out on the road) and then one week on the road.

The “watch” is considered boring duty. The soldiers are required to be on call 24/7 and remain within the palisade. If

the alarm sounds, they are trained to have to have themselves (as well as their horses) fully equipped, mounted and in formation by the time the second horn sounds (usually five minutes). Captains of the guard are infamous for running such drills at the wee hours of the morning, both to fight boredom and to keep their men’s skills sharply honed. Those on watch duty are also responsible for the care of the horses.

A four-man detail leads the horses down to Branton’s Field or the shelf to graze. They keep watch as they feed, and then safely escort them back to the palisade in the evening. After serving a week on watch duty, most soldiers look forward to the second phase of their duty — the patrol.

Each week, a mounted patrol heads down Borderland Road to Kar Mandri (the waystation that sits at the midway point between the Keep and Vew), escorting merchants and travelers that wish to accompany them. A mounted patrol also leaves the town of Vew each week heading for the same waystation.

Once at Kar Mandri, the patrol passes off care of their caravan to the Vew patrol and in return assumes responsibility for the caravan heading in the opposite direction. After resting a day, they return to the Keep. The entire journey takes seven days.

In addition, each day, a mounted courier is sent to Kar Vesbul with dispatches to be relayed down the line to Vew and then bring back dispatches sent from the other end. The Keep Prefect has the option of increasing the frequency of patrols as needed. In the fall, for example, patrols often double up as the supplies filtering into the Keep increase in anticipation of winter. (Snow often halts patrols during the winter months.)

Patrol duty is highly coveted during the summer months despite the dangers (but not so much in the winter). Most soldiers enjoy the opportunity to escape the gray gloom of the Keep and visit Kar Mandri where they can spend their pay on wine, strange women and other distractions from the hardship of duty on the borderlands. They also enjoy a three-day furlough upon their return.

Typical Soldier: N Baparan human man-at-arms; HP 29; Init +4; Spd 8 (7); Rch 2'; Atk +1; Dmg 2d6p+1; Def -2; DR 3; ToP 9/ 7

Notable Skills: intimidation 28, language (Baparan 70), resist persuasion 21, riding (equine) 38; **Profs:** dagger, mace, short bow, short sword and spear

Equipment: short sword, studded leather armor, 1d3 sp, 2d4 cp

Information: Glx2, Klx3, Alx2

Palisade Notables

Rin Foroso: This master blacksmith manages the forge and oversees the other blacksmiths/apprentices. He runs a tight ship and keeps a clean shop. Rin served in the auxiliaries for twenty years, and now walks with a limp from a spear point still embedded in his hipbone. He hates dwarves because (as he puts it) “*It wuz a dwarf that lamed me.*”

He accepted an assignment to Frandor’s Keep after retiring from the army, hoping to do some prospecting on the side. He



never had any luck at prospecting, however, so he became focused on his work and the prospect of being granted some property near the Keep after fulfilling his five-year contract.

Rin Foroso: LN Baparan human laborer; HP 29, Init +5, Def -1, DR 1, ToP 9/ 7; appraisal (armor & weaponry) 29, blacksmithing/ metalworking 89, farrier, languages (Baparan 70, Merchant's Tongue 37); *Quirk & Flaw:* racist, limp; *Info* Glx2, Klx1, Qlx1, Llx3, Ulx2, Alx2

Apprentices (2): N Baparan human laborers; HP 26, Init +5, Def -1, DR 1, ToP 8/ 7; appraisal (armor & weaponry) 13, blacksmithing/metalworking 32, farrier, languages (Baparan 65); *Info* Glx1, Klx1

Markin Binsaro: The stable master is one of the garrison officers. He is a career cavalry man, sent to the Keep as punishment. No one seems to know the reason why, however, and no one has had the nerve to ask him. One thing is for sure - Markin is a brooder.

He visits the [Prancing Pegasus Inn](#) each payday to fetch a keg of rum and then retreats to his room where he drinks alone. He has no friends at the Keep, probably because of the way he barks out orders and seldom hands out praise. Lately he's been under a lot of pressure, as strange creatures (see the [Hunt for the Leech Men](#) adventure opportunity) have been attacking the animals under his care and despite doubling up the guard he's

been unable to solve the mystery. He's even become a bit paranoid, thinking the soldiers currently on patrol duty are having some fun at his expense. He charges outsiders 15 cp per horse for farrier services (to be performed by Rin or one of his apprentices).

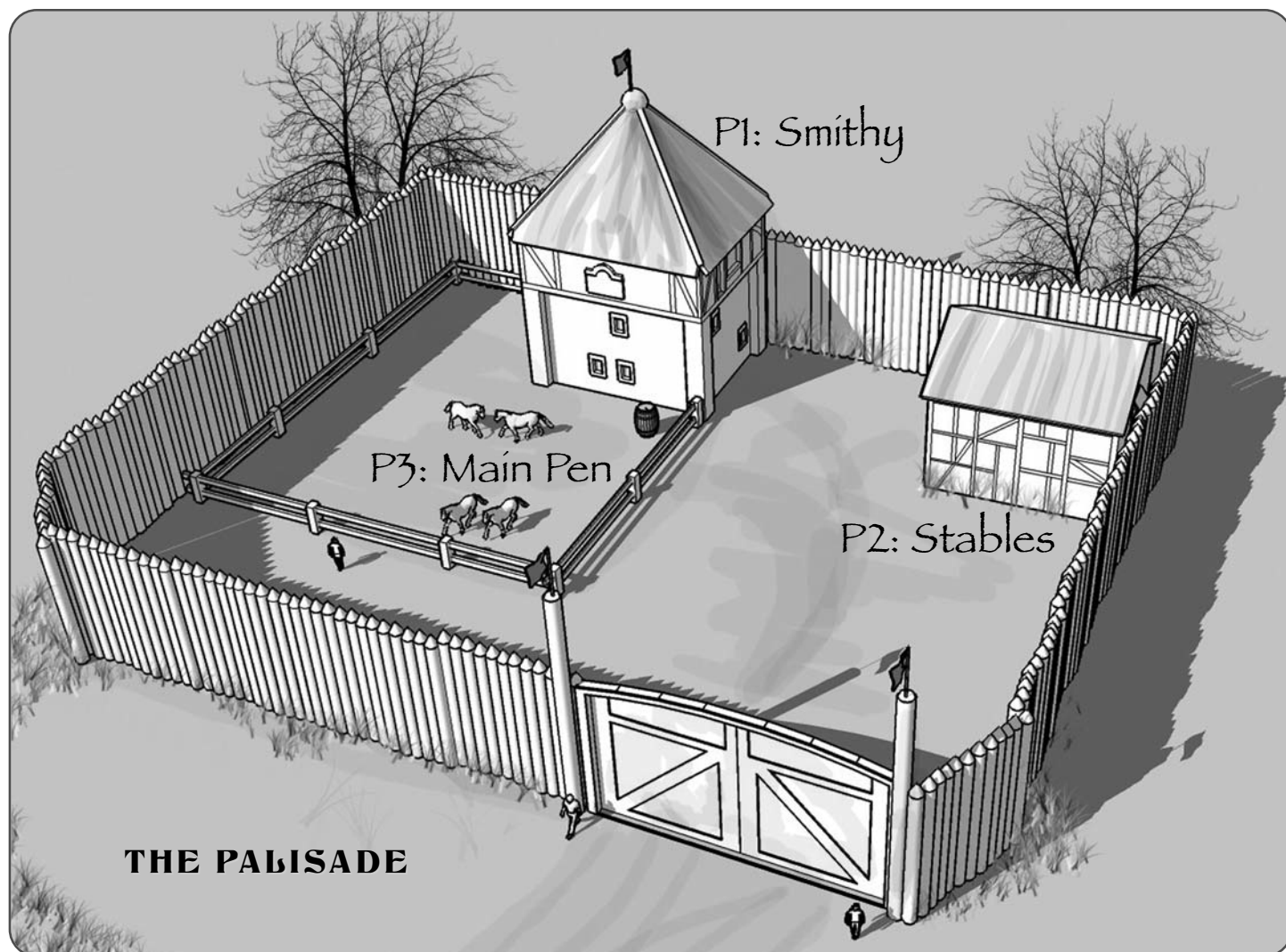
Markin Binsaro: N Baparan human fighter 3; HP 33; Init +1; Spd 8 (6); Rch 3½; Atk +5; Dmg 2d8p+2; Def +5; DR 0; ToP 11/ 6; Hon 14; *Quirk:* paranoid

Notable Skills: languages (Baparan 71, Brandobian 38), resist persuasion 28; riding (equine) 55, *Profs:* club, halberd, longsword and short bow

Equipment: longsword, 2d4 sp

Information: Glx2, Klx3, Qlx2, Ulx1, Alx2

Stablehands (2): N Baparan humans; HP 22, Init +4, Def +0, DR 0, ToP 6/ 5, animal empathy 16, animal husbandry (horses) 23, language (Baparan 68); *Info* Klx2



CHAPTER SEVEN

Frandor's Keep

Frandor's Keep sits on Prying Eye Island, perched on the brink of the Tanara Falls and dwarfed by the towering walls of Hell's Throat flanking either side. Even the most traveled and jaded observer can't help but be impressed when first laying eyes on the site.

As the Koraki historian Jamar penned nearly a decade ago, *"It is to me like a pearl nestled in the putrid flesh of a black clam. Order among calamity. Refuge in a land fraught with peril. A glimmer of hope for the traveler who foolishly ventured into the accursed region, that he might not die for his mistake."* Not that the Keep is the lap of luxury, of course. It is a gray structure with crowded streets shrouded with an aura of gloom where day-to-day life is difficult at best. So why build here?

Frandor's Keep is first and foremost a military defense work. Its primary purpose is to guard the maw of Hell's Throat — a historical invasion route of both the orcs and the goblins into the human settlements down river at the foot of the Legasa Peaks.

Like most military camps, the Keep has attracted civilians and hangers-on — skilled craftsmen, merchants, bounty hunters and others looking to fill all the various niches created by soldiers (with money to spend) living on the fringes of civilization.

When gold (and later silver) was discovered in the region, even more people began filtering into Hell's Throat. There were those lured by the false promise of easy riches and thoughts of 'plucking' precious nuggets from the ground, and those who had other ideas about how to get their hands on it, be it obtaining it honestly, or taking it through stealth or force.

The end result was that the role of the Keep slowly changed. With gold and silver moving through the settlement, it became a minor trading hub, something that did not escape the attention of Earl Reyifor, who suddenly saw the unwelcome burden in a different light. Where once the chore of defending the Tanara passes was a trial, it had now become an asset in his mind. He even

relocated to the remote fortress in order to personally ensure that he wasn't denied his stake in the action (as the garrison manning the Keep is notoriously corrupt.)

The influx of more souls into the Keep taxes its resources and puts increased pressure on the guards, who are not only charged with defending the pass but protecting the civilians that gravitated to the area. Of course, this isn't easy, considering that the area around the Keep is infested with humanoid races like goblins, kobolds, hobgoblins and even orcs, preying on anyone foolish enough to move outside the Keep's zone of control.

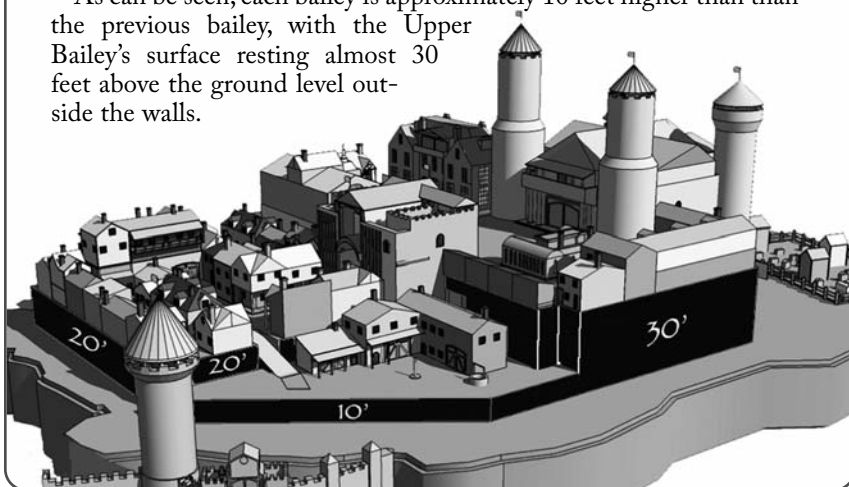
Civilian casualties (especially prospectors working the slopes and tributaries) and loss of goods and supplies along the Borderland Road became so endemic that the Earl was forced to reinvest his silver — giving a bounty for the severed head of any creature posing a threat to the Keep.

Elevations at the Keep

The island chosen for Frandor's Keep was not a flat surface, but a rocky mound of varying heights. At the island's highest point sat the rubble ruins of a previous orkin fortification, as well as an orkin burial mound. These ruins were filled in and now rest beneath the Keep's Upper Bailey.

The cut-away below shows the Keep with its skirt walls removed to reveal the differences in elevation between the various baileys.

As can be seen, each bailey is approximately 10 feet higher than the previous bailey, with the Upper Bailey's surface resting almost 30 feet above the ground level outside the walls.



A BRIEF HISTORY OF FRANDOR'S KEEP

Some historians believe the overgrown ruins of an ancient fortress probably existed on Prying Eye Island long before the orcs moved into the area around 460 I.R. Strange artifacts dug up on the island during the Keep's construction gave clues that such a fortress existed, but the orkin structures built on top of them forever obscured the record. Now, nobody can be sure.

It is known (from early military accounts) that the orcs had constructed a walled enclosure and a burial mound on the island's highest point, where the Upper Bailey currently sits atop these structures. Stone for these works was quarried from the mountain face just east of the falls, at the current site of Quarry Town. Many of those stones, in fact, were reclaimed and used in the building of Frandor's Keep. An observant eye can occasionally detect faint weathered Orkish script on various foundation stones about the Middle Bailey.

When humans moved into Hell's Throat, the island and its ruins made a logical choice for the location of a Keep to plug the invasion route. A relatively small garrison could easily defend the position and the inexhaustible supply of water made siege more difficult.

Work began in the spring of 484 I.R. Initially, the Keep consisted of only an Inner Fortress with a walled enclosure (basically the current day Upper Bailey and the Offices of the Crown). The skirting walls were raised around the orc burial mound (though the builders had no idea what the artificial mound was) and the interior was backfilled with rubble and earth, bringing the ground up to its current height.

During construction, a small village made up of laborers, hangers-on and soldiers rose up at the foot of the Keep (location of the Middle Bailey). This area was walled in and brought into the Keep after the village was razed to the ground during an orc attack in 486 I.R. The Lower and Outer Baileys were added in 489 I.R. and 490 I.R. respectively, to bolster the Keep's defensibility.

The Keep has only fallen once. In 555 I.R., under the command of the visionary leader Ahk'Tang, orcs took the Keep and murdered everyone inside. The Middle Bailey burned to the ground and the Upper Bailey was ransacked. No one knows how long they occupied the Keep, for their ranks were devastated shortly afterwards — not by an army, but by plague.

When the Keep was reoccupied by General Ganitak, the army was surprised to find that the orcs had spent a great deal of effort digging up the grounds of the Upper Keep — almost as though they had been frantically searching for something.

They also discovered numerous bone heaps where the orcs tossed the carcasses of the Keep residents they had slaughtered over the walls. These were gathered together and placed in the floor of the strange, desecrated chapel (see Area R3).

Ganitak implemented changes to the Keep and its defenses but the layout remained fundamentally the same.

A FEW GOOD MEN (AND A FEW NOT SO GOOD MEN)

Anyone visiting the Keep finds it impossible to avoid the soldiers. They man the gates, roam the streets, look down on visitors from the many towers. Not all soldiers are cut from the same cloth. With rank and position considerations aside, there are multiple types of soldiers at the Keep:

1. REGULAR ARMY: These are soldiers who have voluntarily enlisted to be here. Duty at the Keep is considered a hardship tour and enlisted soldiers stationed here are recruited specifically for this assignment with the promise of a bonus at the end of their enlistment. (Six year enlistments are typical.) About 65% of soldiers stationed here fall under this category and are largely responsible for manning the gates, standing watch on the towers and walls and keeping security. Observers can identify Regular Army soldiers by their red and white tunics and shields emblazoned with the Keep's crest (mountain lynx). Regular soldiers swear allegiance to the Crown.

2. CONSCRIPTED SERVICE: The second most common type of soldier at the Keep are conscripts. These are usually soldiers recruited from local towns to help bolster the ranks. Especially during times when a shortage of manpower arises, they may be reassigned to bolster one of the Regular Army units, but the officers usually avoid this if at all possible.

Conscripts are often criminals and/or men of low birth or social status who have been forced into service to fulfill some obligation to society. Their lot in life is a bit tougher than their Regular Army counterparts. Since they are here unwillingly, most of the menial and degrading jobs fall to them. They usually tend to the horses, sweep out the stables, pull roving guard duty on the outside of the Keep and in the mountain watch towers and in the streets of the Middle Bailey, etc. No one respects the conscripts — other soldiers and even the non-military occupants of the Keep often abuse them.

An observer can identify a conscript by his simple white tunic and light blue sash. Their shields are simply painted light blue with a diagonal yellow stripe, devoid of other decoration or device.

About 20% of the Keep's garrison are Conscripts. Many of them, feeling shunned in the taverns and mess hall in the Keep, frequent the Toe Hold Tavern (Q18) in Quarrytown as well as the Den of Delights (Q12) there. Many of them trade Keep information to Rikar and his Ravens in exchange for services. A few are intimately involved with the gang's business.

3. CAVALRY: Cavalry are not concerned with manning the Keep's towers or walls. They are above all that. The eyes and ears of the Keep Prefect, they are responsible for patrolling the pass itself, escorting caravans and patrolling the area outside the Keep. The Prefect often dispatches them for escort duty (e.g., escorting caravans or dignitaries) and as messengers (e.g., to the way stations between the Keep and the town of Vew). The cavalry are a cut above the other soldiers in the garrison and the Keep's inhabitants and military personnel treat them accordingly. They are higher paid, better fed and better dressed. They also carry a smug attitude to match. An observer can recognize them by their distinctive helmets, which have small wings on either side (or by the obvious fact that they are mounted).

With cutbacks in manpower at the Keep, the Cavalry was recently downsized (a money saving measure that sticks in the Prefect's craw). With fewer men and horses, he's had to cut back on patrols and thus overburden his men.

FRANDOR'S KEEP TODAY

The Keep has but one stated purpose, to guard the infamous mountain pass and negate its use as an invasion route by enemies of the crown. Holding this lonely vigil, on the furthest reaches of P'Bapar's borders, it should be no surprise that this strategically situated fortification has fallen but once in its 106-year history. (There was one time when a deranged Captain of the gatehouse had 'an episode' and refused to let any one enter or leave for five days, but no one really counts that incident.)

Over the years, various military engineers stationed at the Keep could not resist the temptation to put their thumbprint on things. As a result, the Keep has undergone a number of changes over the years. Some were upgrades and improvements, others are better left forgotten.

THE KEEP'S GARRISON

At its very heart, the Keep is a military garrison. After all, the primary role of the fortification was, and still is, a military one. As far as the Archduke is concerned, the Keep exists solely to guard the pass and to prevent or slow an enemy from sweeping into the rich, fertile valleys to the east. Everything else is secondary to this mission.

The Earl of Reyifor, as noted, has other thoughts on the matter. He sees a chance to improve his status and increase his wealth, but views the garrison as something of a hindrance in that regard. As a result, a rift developed between the Earl and the Keep Prefect, who are at odds with one another.

Even so, for the most part, the Keep is run with the same attention to detail, discipline and order as any other military installation would be. The Keep Prefect insists on fulfilling his mission. Civilians and visitors are tolerated, and even sometimes catered to, but they are **never** allowed to interfere with what he considers the Keep's primary role.

GM's Note: It's quite possible your player characters are used to having the run of the place when exploring or visiting a small community. As the GM, you may need to gently clue them in that things are different on the borderlands.

While the guards have orders not to needlessly harass visitors (commerce is to be encouraged, after all), they have no tolerance when it comes to failure to obey the rules, and deal with all lawbreakers accordingly.

The garrison manning the Keep today is mindful of the valley's bloody past, but since orcs are rarely seen in the area today, they've become a bit complacent. Hell's Throat is a dangerous place, to be sure, but the average soldier on tower

A Word On Towers in Frandor's Keep

There are fourteen towers at the Keep — with a few minor exceptions, most of them are set up and operate like all the rest.

All soldiers at the Keep are assigned to a specific tower, gatehouse or the barracks. Each unit is assigned a specific area in the Keep to defend. In this way, when an alarm is sounded, every man knows where to report. Each tower has its own variation of the Keep's insignia that immediately identifies to which unit a soldier belongs. Rivalry between the various towers can be fierce at times, as every soldier firmly believes his unit is the best.

A typical tower or gatehouse operates as follows:

At any given time, a third of a tower's assigned soldiers are on duty manning the battlements and/or any guard posts assigned to their unit. Another third are on call (meaning they will be lounging or sleeping in their quarters, but ready to respond and don their gear in a moment's notice if there is any trouble; they are not allowed to leave the tower while on-call). The remaining third are off-duty (free to roam about the Keep or the immediate area until their shift comes back on). Shifts rotate every eight hours. At the captain of the tower's discretion, shifts can be down-sized such that soldiers can be rotated through one to two-day furloughs.

In addition to regular soldiers, each tower and gatehouse will also have the following individuals assigned to it:

Scribe: Maintains the unit's records and reports (such as the guard duty roster, payroll receipts, incident reports, general orders, etc.)

Drummer/Bugler: Sounds alarm, announces changing of the guard, calls cadence during marches, etc. A bugler is standard. Drummers are only assigned to the units of the Upper Bailey.

Each of the Keep's towers has a 5-foot-tall battlement on top, on which stand 1d4 archers. Below that are two levels, each able to house 12 men-at-arms, with pallets for sleeping, pegs for hanging clothing, and some small tables, stools and benches. The lowest of these two levels also contains a sally port that opens up some 30 feet above the ground so that soldiers can be raised or lowered on a rope in times of siege. (Note that any soldiers who are off-duty take 120 seconds to don their armor and be ready for combat.)

Below the soldiers' quarters, a third level contains supplies of bolts and arrows, spears, rocks and several barrels of oil (all for hurling at, or down upon, attackers). Beneath that, the tower is filled in with solid stone.



watch is more concerned with boredom and escaping the cold than fear of some enemy overrunning the Keep.

The guards busy themselves with maintaining order and keeping the civilian population in line. A flow of human traffic moving into, and out of, the area can make this task challenging at times, especially since Earl Reyifor's bounty program has been instituted, attracting the worst sort of humanity.

The soldiers at the Keep resent the bounty hunters coming and going from the Keep with their fat coin purses. Underpaid and overworked, it's money they feel they are more deserving of, and they're not shy about making their opinions known.

Guards at the gates and manning the towers have orders to remain alert at all times. In reality, many are bored and tired of the monotony and tedium. Those at the front gates can be expected to do their jobs, since they are under constant scrutiny. Those on the back towers and battlements and out of sight tend to be fully alert only when a Sergeant of the Guard is expected to make his rounds.

The punishment for dereliction of duty is a flogging. If disaster should befall the Keep due to such dereliction, the execution of the guilty party may be in order.

In addition to the sentries in the towers and the gatehouses, a patrol of guards makes a round of the outside walls several times a day. An officer or Sergeant of the Guard checks the sentry stations every half-hour to hour. There is little tolerance for those who break the rules. Punishment is often swift and severe to serve as an example.

In time of need, civilians living in the Keep are expected to contribute to the effort. The able bodied are armed and forced to help man the walls. Those less able are assigned various tasks, like bringing ammunition, toting food and water to the men, dressing wounds and porting supplies about the Keep.

The populace of Frandor's Keep are generally law-abiding, not because of upstanding morale character, but from fear of punishment. Because of the small confines within the walls and the way the soldiers are dispersed, 1d4 guards are only a couple of minutes away from an alarm or shout for help.

The Keep authorities frown upon boorishness and poor manners. If any member of a party should be spotted committing a criminal act, the spotter instantly raises a shout and sounds the alarm. Citizens strive to prevent the escape of any lawbreakers (without sacrificing their lives) until the guard arrives. If met with resistance, the guards don't hesitate to use force, even killing if they must. For punishment, a few whips with a scourge at the pillory certainly drives home the point that the authorities are serious.

Because of the size of the Keep, detailed floor plans for each area have not been provided. The area descriptions provide approximate dimensions and details such as how many stories, rooms, etc., as well as enough details for you to generate floor plans as needed.

Note that most areas have two or more stories, and the rooms are furnished, even if such furnishings are not specifically listed. Also left out are details of heating, light and descriptive touches, such as color, rafters, decoration, etc. If you have time, or if the need arises, floor plans and detailing of each area may be very helpful, particularly so in places your players might frequent.

The Landing

One cannot enter Frandor's Keep without first experiencing the area known as the Landing. Also known as the Front Stoop, this open muddy area sits at the foot of the bridge leading across the river to the gate of the Outer Bailey.

It serves as a gathering point where people coming and going mingle with those seeking to exchange coin for their services tugging at shirt sleeves for attention and vendors displaying their wares on blankets. From the moment the gates open in the morning until they close again at night, there are dozens of people gathered here — creating something of an impediment to traffic.

No one enters or leaves the Keep without having to run what is locally known as 'the Gauntlet' — people who are a permanent fixture outside the gates. Most of this motley group come from the dregs of Quarry Town, while others are simply characters passing through the area in hopes of some quick silver before pressing on. The Keep has expelled most

OUTER BAILEY		M3	Dolm's Furs	M20	Jiric Helsan's residence	U8c	West Tower
O1	Outer Gate House	M4	Weaver's House	M21	Arthur's Fine Clothes	U8d	East Tower
O2	Storm Tower	M5	Anari's Arms	M22	Falcon Tower	U9	Frandor's Field
LOWER BAILEY		M6-M8	Transient Apartments	M23	Tower Reyifor	U9a	Lynx Rotunda
L1	Main Gate House	M9a	Bounty Master	M24	Public Latrines	U10	Lord Reyifor's Mansion
L1a/L1b	Flankng Towers	M9b	The Magic Box	M25	Klevan's Towers	U11	Meaker House
L2	Entry Yard	M10	Dasas' Goods	UPPER BAILEY		U12	Temple of the True
L3	Pillory	M11	Carpenter/Cooper	U1	Inner Gate House	U13	Jeweler/Moneychanger
L4	Dog Pens	M12	The Broken Hilt Tavern	U2	Grain Stores	U14	Tower Defiant
L5	Offices of the Keep	M13	Poram's Leathers	U3	Armory	U15	Great Tower
L6	Warehouse	M14	Three Leaves to the Wind	U4	Kitchens	U16	Tower Pegasus
L7	Well	M15	The Prancing Pegasus	U5	Barracks/Mess Hall	U17	Tower She-Bitch
L8	Tower Wolf	M15a	Butcher	U6	Hospital	RENAR'S LOT	
L9	Golden Lynx Gate	M15b	Meat Locker/Smoke House	U7	Bathhouse	R1	Renar's Field
MIDDLE BAILEY		M16	Baram's Bakery	U8	Keep Fortress	R2	Thatched Barn
M1	Fallow Gate	M17	Shrine of the Caregiver	U8a	Raven Tower	R3	Abandoned Chapel
M2	The Adept Scribes	M18	The Cobbler's Corner	U8b	Boar Tower	R4	Graveyard
		M19	The Elven Bowyer				



1 Square = 10 feet

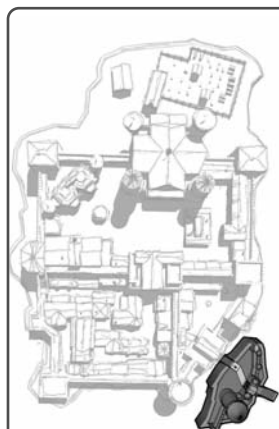
FRANDOR'S KEEP

of them (permanently) for not being gainfully employed and for committing crimes. They constantly prowl near the gates, looking for a handout or a purse to cut.

Three Leaps Bridge

This wooden and stone bridge is so called because three stone arches ‘step’ across the river on the backs of rocky outcroppings rising up the waterfall’s precipice.

Two armed guards are stationed throughout the day on either side of the bridge’s footing. They are there for show, mostly — a signal to those entering the Keep that there is a line, and that once crossed a certain level of behavior is expected on the other side. Both carry alarm horns. At the first sign of trouble they alert the guard contingent in the Outer Gate House (O1).



OUTER BAILEY

Base Elevation: 0’

Height of Walls:

Base 20’ + 5’ battlements

Defenses: Drawbridge and double portcullis.

Archers man the walls if an alarm sounds.

The Outer Bailey sits entirely on a small outcropping of rock that forms the smaller island (Forngus Island – Orkin for ‘door mat’) wedged between the shoreline and the Island of the Prying Eye. This is the oldest part of the Keep and represents all that remains of the original fortifications that predate the Great Orkin Reprisal.

At one time the Keep sat on a single island, but a great earthquake caused the Prying Eye to split in two (with part of it crumbling away and falling over the falls). As a result of that earthquake, Forngus Island was formed.

After the Keep was reclaimed, the military engineers saw the new island as an opportunity to add yet another ring of defenses. Not only did the second island enhance the strategic value of the location, but it also gave them an opportunity to rebuild (there’s nothing an engineer loves more than screwing around with someone else’s design and ‘improving’ on it).

As the first line of defense, the Outer Bailey is the first (and the last) area of the Keep all visitors must pass through when coming or going.

O1) Outer Gate House

Height: 30’ **Approximate Dimension:** 10’ x 30’

Stories: 3

Occupants: Two men-at-arms on gate duty.

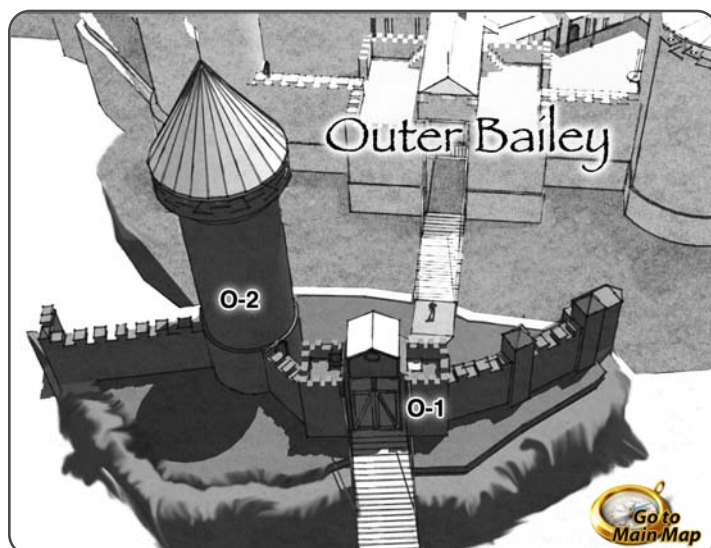
During an alert or periods of danger, four men-at-arms are on tower/winch duty; two per tower

AREA DESCRIPTION: The Outer Gate House is commonly referred to as ‘First Gate’ or in its slurred form, “*Fursgadt*,” by most residents. This structure is comprised of a pair of 30-foot-high towers with an interconnecting archway spanning between. The Gate House is connected to the [Sturm Tower \(O2\)](#) by a 20-foot high curtain wall topped with a 5-foot battlement. The southern tower has a winch to raise and lower the double portcullis, while the northern tower operates the drawbridge. It takes a Feat of Strength (*vs. d20+10*) to operate the winches, and 40 seconds to raise or lower the drawbridge. It takes 20 seconds to raise or lower the double portcullis. Note that, in extremis, either can be lowered in just two seconds, but in that case there is a 65% chance of the mechanisms sustaining severe structural damage.

The Outer Gate is closed promptly when the evening bell rings in the [Temple of the True \(U12\)](#) in the Upper Bailey, and opens when the bell rings in the morning.

Guards have strict orders not to open the gates under any circumstances between the evening and morning bell. No amount of begging, cajoling, whining or bitching persuades the guards to lower it. For those unfortunate enough to be caught outside the Keep’s walls at sundown, there is Quarry Town, a short distance down the trail leading away from the Gate.

A clever player, however, may convince the current Watch on duty to accept a bribe. If accepted, this results in a basket being lowered from the battlements to raise him up. However, there are risks involved. If the Sergeant of the Guard should appear, for example, the watchmen quickly cut the basket loose and deny any knowledge of what the PC (now lying battered and bruised at the base of the Keep walls) was up to.



There is also a popular scam involved with this practice:

The basket is lowered and the poorly-paid guards instruct the victim to place the money in the basket first. Then, once the money has been raised and retrieved, all the victim gets for his money is the sound of high-fives from above and a round of heckling laughter. If the victim makes a ruckus and verbally complains, he is likely to have several privy-pots dumped on his head.

This Outer Gate House is typically unmanned when things are quiet. A guard is posted at either side of the gate but they usually do not challenge visitors unless they have a good reason to do so — like recognizing someone who's been banished from the Keep or who obviously looks like he's up to no good.

O2) Sturm Tower

Height: 40' **Dimension:** 20' diameter **Stories:** 4
Occupants:

Captain of the Tower, 6 Men-at-Arms, 1 Scribe

AREA DESCRIPTION: This tower is described in much greater detail than the other towers or gatehouses of the Keep. This is because most of the towers and gate houses are arranged and organized along similar lines and such information would quickly become redundant. Since the towers and gatehouses are **always** under guard and tightly secured, it's unlikely that your players will have an opportunity to explore them, let alone enter them. Should they throw you a curve, however, and somehow manage to breach the security of one of the towers or gate houses, the description of the Sturm Tower should allow you to fill in any missing details.

This imposing tower stands alone outside the main walls of the Keep itself. Like most of the towers of the Keep, it serves as billeting area and headquarters for the garrison detachment assigned to it. Unlike the rest of the Keep, however, which is constructed of native limestone, locally quarried, this structure is made up of massive blocks of roughly hewn black basalt. The contrast is striking.

As far as anyone has been able to figure out, the nearest source of such material is over 20 miles away. Even to the casual observer, it is obvious that this tower is much older than the Keep itself and looks out of place. In fact, it predates the Keep by several hundred years and is all that remains of an orc fortification that once occupied the site. There was once an identical sister tower, but it collapsed and tumbled over the falls years ago.

First Level: A set of exterior stone steps allows access to this single large open room. Down the center of the room are two long tables where guards take their meals and play games of chance between shifts. On the south side of the wall is a double desk where the unit scribes do their record keeping and the acting sergeant of the guard sits when on duty. The desk holds 25 silver pieces (for payroll), the tower logbook, and a set of keys in a locked desk drawer.

On the western side of the room is a small raised dais where the tower captain's desk sits. It contains the signet ring bearing the Keep's crest and a ceremonial dagger (5 sp value) in a locked drawer. The tower captain rarely sits at this desk except on the first day of each month (pay day) or when he administers justice. Next to the captains' desk is a locked weapons' rack bolted to the stone masonry. Soldiers store their weapons there when not on duty. Currently, it holds 12 spears, six swords, 12 long bows, 12 quivers of arrows, 6 crossbows and 6 quarrels of bolts.

A wide, sturdy wooden ladder leads through a trap door to the third level. Beside it hangs a rope, that, if pulled, rings the bells on the top level and sounds an alarm. *Note that this rope passes through the center of the tower from top to bottom and can be pulled on any level.*

Second Level: This level is subdivided into three rooms. The largest one is the personal quarters of the captain. Another room serves as the modest quarters shared by the tower's two sergeants of the guard. The last room has a round table with six chairs, a lamp and a deck of cards. (Unknown to the soldiers, the deck is cursed. Whoever cuts the deck after it is shuffled automatically loses the next hand. Of course, if the dealer learns this bit of information, he can use it in his favor.) There are two ladders — one leading up to the third level and one leading down.

Third Level: This level is devoted to billeting for the soldiers. Six cots run along the perimeter of the wing next to the walls. At any given time, there are 1d3 soldiers lounging or sleeping here between shifts. A small wooden table sits in the middle of the room. Personal belongings are stored in various chests and sacks beneath each bunk. If searched, the PCs find only common items: spare boots, waterskins, woolen socks, leggings, daggers and so on. Allow for 1d3 sp and 1d6 cp per bunk searched.

SMOKE AND MIRRORS

The Keep uses a combination of fire, smoke and mirrors to convey messages between the watchtower ring system spread out around the Tanara River Valley.

Although new signals and codes are constantly being added and rotated, a few standard signals are well known and understood by most townsfolk in the Keep.

Most watch towers keep a variety of minerals and concoctions on hand that produce different colored smoke.

Mirrors

Three flashes: All is well.

Two flashes/pause/two flashes: Trouble. Send Help.

One flash/pause/one flash: Invasion!

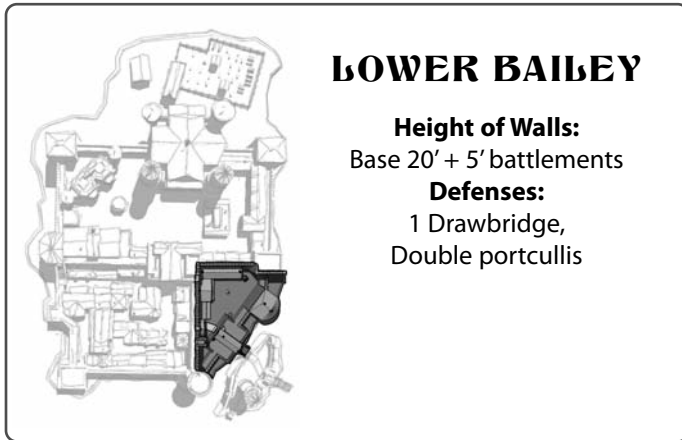
Smoke

Blue Smoke: All clear.

Red Smoke: We are under attack.



Fourth Level: The top level is roofed with an open parapet ringed with a five-foot high battlement. Four guards are stationed here at all times. In the center of this level is a round wooden enclosure where guards can take shelter from inclement weather and yet keep a watchful eye. A ladder leading up through the roof gives access to the flag pole (on which the Keep's banner flies and a signal brazier filled with oil can quickly be lit with an open flame. The signal brazier is used to convey simple messages and warnings to the ring of watch towers on the surrounding mountain peaks.



The Lower Bailey serves as a foyer and entryway to the Keep. Anyone entering this area finds himself quickly surrounded on all sides by imposing walls and towers, from which several dozen weapons can be brought to bear on any troublemakers at a moment's notice.

The courtyard also serves as an assembly area for outgoing foot patrols as well as for muster formations for the Bailey's detachment.

L1) Main Gate House

Height: 20' + 5' battlements

Dimensions: approx. 30' x 30' **Stories:** 2

Occupants:

Men-at-Arms, x2 on battlement duty

Men-at-Arms, x2 on gate duty

Scribe on gate duty

A second drawbridge spans the river between the two islands giving access to the Main Gate. There is a double portcullis at one end of the entrance passageway and at the other end a set of large wooden gates. As with the [Outer Gate \(O1\)](#), the drawbridge, along with the double portcullis, and gates are closed at sundown and opened at sunup.

The passageway through the gates is 20 feet wide and 15 feet high. Murder holes pierce the ceiling above and archers' slits line the walls to either side. It is obvious that this construction is of great blocks of the same granite common throughout the whole fortress. The passageway ramps upward 20 degrees as it leads into the Lower Bailey which is at a general plane of elevation 10 feet higher than the ground level outside.

Two sentries, clad in distinctive red and white tunics emblazoned with the head of a mountain lynx, stand at their posts on either side of the gate at all times when it is open.

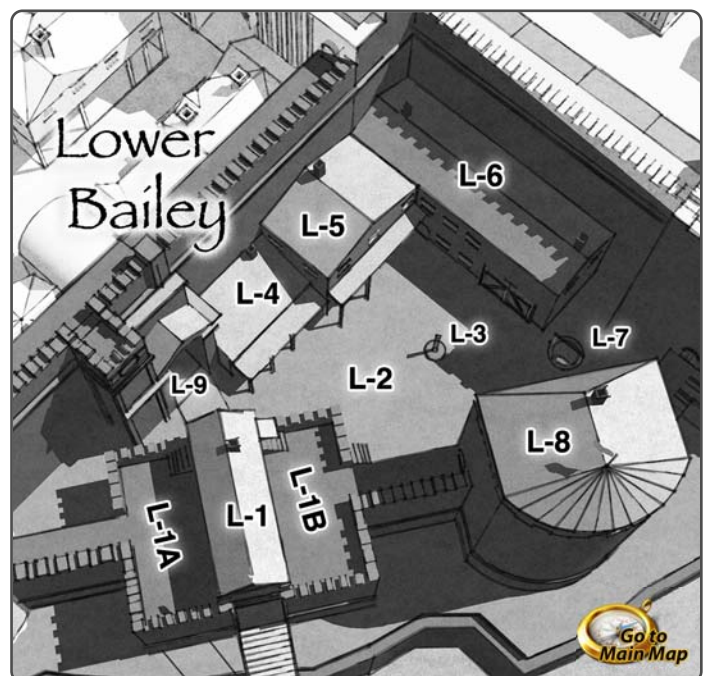
Each sentry carries a horn as standard equipment. Sounding the horn summons the 4+1d4 guards on duty in the [Flank Towers \(L1a and L1b\)](#) within 30 seconds. It also causes the bells of the Sturm Tower to be rung alerting the entire Keep to secure its Baileys. Once the alarm sounds, all murder holes and arrow slits along the passageway will be manned within 120 seconds.

Entering the Keep

Security rules have been relaxed at the Keep since the arrival of Earl Reyifor. In the interest of increasing commerce and having more silver change hands (and filter back to him) he has insisted the former practice of guards harassing visitors be abolished. The soldiers resent his meddling, however, and occasionally fall back to their old habits if they feel they can get away with it. One thing that sets a guard off quicker than anything is a perception of disrespect.

Barring that, getting past the guards unchallenged and unmolested usually doesn't present a problem. Unless...

- ▶ The visitor is a demi-human. Though the Keep has no official policy on keeping them out, some soldiers are racists and use their authority to bully those they think are of lesser stock. Whenever a demi-human PC attempts to pass the guards at this location, roll percentile. A result of 20% or below makes for a bad day for the PC concerned.
- ▶ The visitor is obviously coin shy, badly wounded or otherwise draws attention to himself as someone who could be trouble.
- ▶ The visitor is attempting to enter the Keep with an



obvious medium, large or ranged weapon.

- ▶ The visitor demonstrates a bad attitude, or is perceived to be disrespecting another guard or Keep official.
- ▶ The visitor just has the misfortune of coming along when the guard is in a bad mood and feels no one is watching.

When any of the above applies, one or more guards single out the PC for ‘the treatment.’ This usually consists of being badgered with questions.

“You there! Orc-face! What’s your name?”

“How do you spell it...?”

“You got an odd look about you. You know that?”

“What’s your business at Frandor’s?”

“Are you traveling alone?”

“You look like a man running from something. You wanted?”

“What are the names of your friends over there?”

If the guard feels an individual is not forthcoming, or has some reason to believe a visitor is not being truthful, the questioning continues until he is satisfied that he has obtained truthful answers, or he becomes bored with the game.

Most guards are not known for being patient men, however. They demand answers to their questions as well as a certain amount of respect. (Unless a visitor is obviously of high social rank or position, in which case the guard treats him with the respect and dignity such status warrants.)

At the first sign of insolence, the guard asks the individual to step to the right and wait. Such individuals are often made an example of and be forced to wait for 20p+10 minutes before being called forward again and given a second chance. If the individual still refuses to give the right answers or shows a lack

of respect, he will be refused admittance and told to leave.

The penalty for striking a guard or refusing to obey a guard’s orders is a lashing and a day chained to the pillory.

Visitors with weapons to check or goods to sell are directed to the [Offices of the Keep \(L5\)](#) where they record the individual’s name and ‘nature of business’ in the log. A guard then informs the stranger of the rules of the Keep.

L1a/L1b) Flanking Towers (2)

Height: 30 + 5’ battlements

Dimensions: 10’ x 30’ **Stories:** 3

Occupants:

4 Men-at-Arms on battlement duty

6 Men-at-Arms on call

Atop each tower are two crossbowmen. Inside each tower are three other men-at-arms. Each floor contains supplies of bolts and arrows, spears, rocks and several barrels of oil (all for hurling at, or down upon, attackers). There are pallets for sleeping, pegs with clothing belonging to the soldiers and some small tables, stools and benches. Each man-at-arms has 1d6 copper pieces and 1d2 silver pieces on his person.

L2) Entry Yard

Height: Base 10’

Dimension: Irregular 50’x50’ **Stories:** N/A

Occupants:

2 Men-at-Arms on Bailey Watch

1d2 Runners/Guides

1d4 Laborers/Hirelings

This large paved area is truly Frandor’s foyer. Anyone entering or leaving the Keep must pass through this area. Like the Landing, individuals looking for work (or a handout) tend to gather here — harassing anyone who looks to have hard coin. It’s also where punishment for the convicted is carried out and public notices are put up.

Two guards constantly keep vigil in the Entry Yard. They answer simple questions and give directions if asked. Unless they detect suspicious activity or recognize someone who is banished or wanted, they don’t interact much with visitors.

GUIDES AND LABORERS: In any settlement you’re bound to find families living and working together, as well as the occasional idle wastrels or vagrants trying to live by doing as little work as possible. Although these characters may not be devoted to any particular profession, they can serve as guides, runners, messengers, boot shiners and general laborers for hire (mostly by the local merchants and craftsman).

These are mostly small children and loafers, though you should feel free to add characters of any age or personality type as needed.

LANGUAGES

The most common tongue spoken within the Keep (and in the city-state of P’Bapar) is Baparan - a dialect of Kalamaran. Centuries of interaction with Brandobians and Deji have resulted in the introduction of numerous calques (i.e. loan translations) and idioms from those languages.

Though Baparan and Kalamaran are mutually intelligible, Language skill checks are performed at a 20% penalty between the two. The written language, being in the domain of far more conservative and purist elements, is essentially indistinguishable from standard Kalamaran.

Merchant’s Tongue, born out of the need for international traders and merchants to communicate, is a conglomeration of many languages that evolved into a commonly spoken tongue used by persons of different backgrounds. It should be noted that while Merchant’s Tongue is spoken in most of Tellene, in underdeveloped rural areas many native inhabitants are not fluent (particularly slaves and serfs, unless they were previously active in city life). In Frandor’s Keep, one hears Merchant’s Tongue most often in the Middle Bailey and less so elsewhere.

Interactions: Whenever the PCs enter the Keep, there should be at least one individual hanging around the posting board (below), who strolls quickly up to the PCs and offers to be their guide. This guide knows all the locations and rumors around town, most of the people and also where the more off-color items and people can be found (prostitutes, stolen goods, and so on). A guide can also put the PCs in touch with almost anyone in Quarry Town. Most guides work for 4 cp per day.

Of course, it's up to you to determine how trustworthy this particular guide is...

Keep officials often employ hirelings as informants — reporting back on what new visitors are up to and any other suspicious activity (10% chance any hireling employed by PCs here is an informant). Most laborers work for 2 cp per day (or more if they think the PCs seem free with their money). However, if the PCs choose the wrong one, he may end up slipping off with the money and never returning. For instance, spotting the same laborer later could spark a fight and bring the PCs to the notice of the Keep's security.

Guide: HP 24, Init +2, Defense +2, DR 0, ToP 7/ 5, listening 27, observation 44, pick pocket 36; *Info* Glx1, Klx1, Alx1

Laborer: HP 26, Init +5, Defense -1, DR 1, ToP 8/ 7; resist persuasion 16; *Profs:* laborer; *Info* Gl, Klx1

L3) Pillory

This large wooden whipping post has a heavy iron ring affixed to the top, securing a chain and a set of manacles. Facing the post and secured to the manacles is a disheveled man, the back of his ripped tunic revealing dozens of ugly, jagged slashes across his back. The buzz of the large black flies feeding on his wounds are clearly audible, even in the noise of the Keep.

The man is a Brandobian named Raslon, and his current circumstances are as the result of an unfortunate misunderstanding. Finding a dead centaur in the woods, Raslon cut off its head and brought it along with him to the Keep, hoping to turn it in for a piece of the bounty on local humanoids. Unfortunately, the greedy, but naive, Raslon didn't realize that centaur heads, without their bodies, look identical to human heads... Naturally, when he tried to turn in the head, the bounty master reported him to the Keep authorities as a murderer, showing them the head as proof.

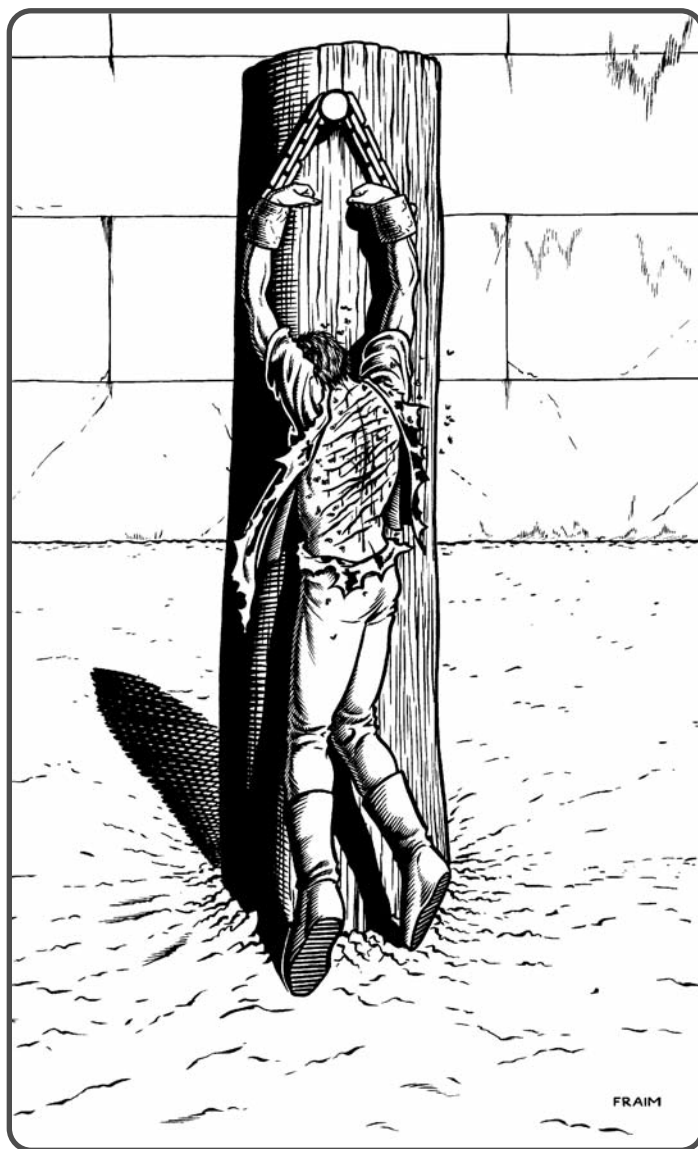
Although the officials realize that the man's story about the head being that of a centaur *may* be true (since it's not a head that anyone seems to recognize), it may instead be a clever story to avoid punishment for murder. Rather than give him the benefit of the doubt, Raslon is being whipped in the hope of extracting a confession. If he continues to stick to his story, he'll be released in two days and exiled from the Keep (though, fortunately, not executed).

Interactions: Raslon has been chained to the post for three days, and receives barely enough food and water to keep him alive. Naturally, he is somewhat delirious. If the PCs speak to him, he murmurs a few barely intelligible phrases: "dirty centaurs..." "they're evil... evil!" "I didn't... I swear..." "centaurs... evil... centaurs..."

If the PCs push the question of centaurs, Raslon mutters vague directions to where he found the centaur corpse.

Raslon Melrodin: N Brandobian human; HP 6 (normally 21), Init +4, Def +0, DR 0, ToP 8/ 6, language (Baparan 29, Brandobian 65), leatherworking 26; *Quirk:* greedy; *Info* Glx2, Klx1

Story Award: If the PCs follow his directions and spend at least three hours searching the woods, they find the remains. Much of it has been devoured by the local wildlife, but enough of the body is intact to convince the Keep officials of Raslon's innocence (whereupon they put Raslon in the hospital until healed, give him a silver piece for each day he spent on the pillory, then send him on his way). Award the PCs 200 EP for clearing Raslon of murder.



L4) Dog Pens

Height: 10'

Dimensions: Irregular 10'x20' **Stories:** 1

Occupants: 1 handler, 2 war dogs (Fang and Fury)

This small wooden building is where the Keep's war dogs are kept. The guards once had a dozen such animals but only two remain. The guards would turn the animals loose on anyone making trouble at the front gate or on the landing. Occasionally, they'd even use the animals to help sweep Quarry Town.

The brigand Rikar, however, grew tired of the dogs attacking his men and remedied the problem by having one of his men throw some poisoned meat into their pens. The surviving dogs (Fang and Fury) are highly prized by most of the guards, who watch over the animals closely.

L5) Offices of the Keep

Height: 12'

Dimensions: 20'x30' **Stories:** 1

Occupants: Captain of the Tower, 1 Scribe, 1 Interpreter

The guards demand that all persons entering or exiting the Keep stop at this government office building, the inside of which is mostly a large open room with tables and chairs set up in a manner reminiscent of a modern-day office.

At one occupied table sits a military scribe who records the names of everyone coming and going, along with a brief description of their stated profession (*e.g.*, bounty hunter, trader, treasure hunter or mercenary). At another table sits an apparently bored man, drawing patterns on the tabletop with his finger. This is the military interpreter, assigned here to translate the communication of foreign visitors for the scribe.

RESTRICTED WEAPONS: Civilians are not allowed to carry medium, large or ranged weapons inside the Keep. Such weapons must be checked with the scribe, who records the weapons' descriptions in his books along with the owner's name and hands over a brass token as a receipt. A request for a permit to carry such weapons can be made with the scribe (1 sp fee) and takes 1d3 days to be approved. Approval appears to be arbitrary (thus is left to the GM's discretion if any such request is approved). The scribe records any checked weapons and gives the owner a receipt.

Visitors are ordered to put their weapons away and not to draw them or use them during their stay under any circumstances. The guards also tells newcomers that the main gate and outer gate close promptly at evening bell (4th watch) and that all inner gates close promptly at 5th watch. Once closed, they cannot be opened except by the express order of the bailey commander(s). Breaking this very basic order is considered treason, for which the penalty is death.

This building also includes a small arms room, not much bigger than a closet, where the guards store visitors' weapons.

Interactions: The soldiers here immediately assume that a mixed party of humans and demi-humans, which the PCs probably are, is a group of treasure hunters. A group of humans is assumed to be a mercenary band. Some soldiers may secretly envy the PCs' adventurous lifestyle, while others see them merely as bottom-feeders and grave robbers, but all are quick to abuse any PC with a superior attitude. Demi-humans are always distrusted, as are humans that keep the company of non-humans. Furthermore, when a rule of law is applied, it is usually to the PC's detriment, regardless of fault.

Interpreter: LN Baparan human; HP 23, Init +2, Def +2, DR 0, ToP 8/ 6, language (Baparan 76, Brandobian 53, Deji 37, Fhokki 23, Merchant's Tongue 55, Dwarven 24, Low Elven 16); *Info* Glx3, Klx3, Ulx2, Llx2, Alx1

Scribe: LN Baparan human; HP 21, Init +3, Def -2, DR 0, ToP 6/ 4, literacy (Kalamaran) 77; *Info* Glx2, Klx2, Ulx2

L6) Warehouse

Height: 20'

Dimensions: 10'x50' **Stories:** 2

Occupants: 1 Warehouse Master, 2 Assistants

These former stables now serve as a storage area popular with local merchants who find themselves temporarily overstocked with goods and with passing traders. What used to be horse stalls have been walled off with wooden planks, providing individual 'storage units' for rent at a cost of 1 sp per day, or 6 sp per week. The doors are not numbered, but identified with a different animal head (dog, cat, wolf, eagle, songbird, etc.) crudely carved on each. Each door is locked with a Very Good quality lock, to which the renter has the only key. Lost keys cost a fee of 2 sp and take a day to replace.

Narm Furli is the warehouse master. It's his responsibility to safeguard all goods placed under his care. He or one of his two assistants are usually seated at the warehouse door during the day. Since they can't be expected to know all the customers, each customer is given a copper amulet engraved with the same animal head as the one carved on the door. This provides identification for the guard and shows the renter which unit is his. Lost amulets cost 2 sp to replace.

The second story of this building serves as a residence for the warehouse guard and his two assistants.

Interactions: The warehouse can serve as a storage space for PC gear or as a target building to rob, depending on their inclinations. Narm Furli loves to tip a keg of ale. He is well known at the [Prancing Pegasus](#), his favorite watering hole. Narm is corrupt and feeds [Rikar \(Q7\)](#) information on what sort of goods are stored in his warehouse (he has duplicate keys for all the locks). He goes through the storage stalls at night and informs Rikar if any unusual or high-priced items are

found. The goods are never stolen from the warehouse — that would get Narm fired. Instead, Rikar uses the information to know who to target and simply waits for an opportunity to grab the items once they've been removed from the warehouse.

Narm Furli: N Baparan human fighter 1; HP 28; Init +4; Speed 7 (6); Rch 2' (short sword); Atk +2; Dmg 2d6p +2 (short sword); Def +1; DR 6; ToP 8/ 6; *Flaw:* hard of hearing

Notable Skills: language (Baparan 70, Brandobian 44), resist persuasion 32, salesmanship 22

Equipment: short sword, small shield, leather armor, 1d10 cp

Information: Glx2, Klx3, Ulx1, Llx3, Alx2

Assistants (2): N Baparan humans; HP 24, Init +2, Defense +2, DR 0, ToP 6/ 6; *Info* Glx1, Klx1,



Just to the left of the Gate House, in a small alcove, is a moneychanger stall. Nepra is usually seated at the stall during the day.

GM's Note: Nepra is one of Vas the Jeweler's (U13) clerks. She is only authorized to handle individual transactions up to 250 sp. Anyone requiring a larger transaction receives a pass to the Upper Bailey to be escorted to Vas' shop (see

U13). Nepra has an aura of innocence about her, but she's not all that she seems. She's actually a plant for Rikar and feeds him information on large cash transactions. (See Area U13 for more background on her.)

Nepra: N Brandobian human; HP 22, Init +2, Defense +2, DR 0, ToP 7/ 6, language (Baparan 29, Brandobian 70, Merchant's Tongue 44), resist persuasion 48; *Info* Glx3, Klx2, Ulx3, Llx3

L7) Well

This stone-ringed well allows the Keep inhabitants to draw water without having to leave the safety of the walls. Poisoning the well (such as dropping in excrement or dead bodies) is punishable by death and confiscation of property.

L8) Tower Wolf

Height: 40' + 5' battlements

Dimensions: 30'x30' **Stories:** 4

Occupants:

Captain of the Tower

2 Sergeants of the Guard

4 Men-at-Arms (1 on battlement duty)

Use the [Sturn Tower \(O2\)](#) description if needed.

L9) Golden Lynx Gate

Height: 40' + 5' battlements

Dimensions: 10'x20' **Stories:** NA

Occupants: none

This inner gate has a tiled overhang and takes its name from the bronze lynx that was once perched on top of it, posed so that it appeared about to leap upon those passing through the gate. The statue was stolen one night a few months ago and heads rolled (literally) among the guards on duty at the time. The thieves were never caught. The gate leads to a 10-foot-wide passageway that slopes upward, leading to the middle bailey. This gate always remains open except during heightened alert. It is unmanned and there are no guards posted here.

GM's Note: The bronze lynx was actually stolen by the Black Fists secret society as part of an initiation rite. They didn't expect the enormous backlash when the Keep Prefect's temper went through the roof. They hid the statue in the ruins of [Wolf Tower](#) planning to return it later undetected, but the matter was touchy, so they left it where it was. If players happen to find the statue, there is a standing 50 sp reward for its return.

Mounted on the left side of the gate house, where anyone entering the Keep is sure to see it, is a public message board about 2 feet tall and 3 feet wide (see [illustration](#) on following page). The board is covered in pieces of parchment and scraps of paper in various sizes that bear advertisements, postings of local laws, crude notices and such. Most are of no consequence, but a few may lead to adventure opportunities. (Read the messages to the players only if they express interest; feel free to add any additional postings as needed.)

However, upon reading, there is one note that states, "I am Grond and I seek sex with sweaty, hairy dwarves. Ask for me at the Broken Hilt."

The [adept scribes \(M2\)](#) do a side business composing notes for illiterates to post on this board (and read postings to people as well). The junior-most scribe was hired to write a notice for Grond, a thuggish mercenary seeking hire with a company of treasure hunters. However, he browbeat the scribe demanding repeated changes, larger and fancier script and finer vellum. The passive-aggressive scribe got his revenge by composing the posted note and lying to his client about its true message. His fellow scribes know of his dangerous prank but have been covering for him if asked to read that particular note (because they dream of having the balls to do this themselves).

Other literate people are also aware of the note but don't want to tell Grond because they fear his temper (the common guards who he's buddies with are all illiterate). They are content to snicker discreetly when they see him and his Honor is plummeting.

Soon enough, he's going to find out. The scribe is becoming afraid now and is motivated to get out of the Keep. He is thus willing to hire on as an interpreter to an adventuring band despite the danger. His rates are reasonable (though he will, of course, ask for a hefty fee initially just to see if he can get it).

CLEAN ROOMS!!

PRANCING PEGASUS INN

NO BARTER • HARD COIN ONLY!!

*Your future foretold
Madame Radaama*

Translation Services
available at
AFFORDABLE rates

Visit the Adept Scribes

**Exotic Pets
Sought**

ask for Jiric

Tutors in all
languages

Visit the
Adept Scribes

*I am Drend and I seek sex
with sweaty, hairy dwarves.
Ask for me at the Broken Hilt.*

SELL ME YOUR FURS - GOOD PRICES
DOLM'S FURS

CRAZY GREAT DEALS ON
HARD TO FIND ITEMS

SEE DASAS

**NEED ARMED
ESCORT TO
KAR MANDRII**
inquire at
the **BROKEN HILT**

*Skilled Leatherworkers
needed for immediate hire*
BEST WAGES
see Poram

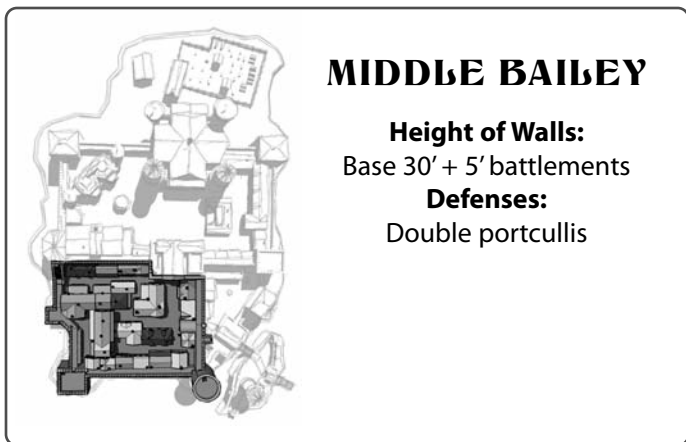
**need werk will do
damn most anything
kin track, tote and fight
ask for Furg at Prancing Peg.**

NOTICE
OUTER GATES
CLOSE AT DUSK.
NO EXCEPTIONS.

**REWARD - for any
information regarding
delayed caravan.
Contact Belipar**

**BOUNTYS PAIED
for DEDLY BEASTS
AND CRITTERS!
SEE KIP**

**PREFECT JANTESS WILL
AWARD FIFTY SILVER
COINS TO ANY
INDIVIDUAL RETRIEVING
THE GOLDEN LYNX.**



MIDDLE BAILEY

Height of Walls:
Base 30' + 5' battlements

Defenses:
Double portcullis

The middle bailey is, in many ways, the heart of the Keep. Almost all the day-to-day activity of its inhabitants center around its tightly-clustered buildings.

This is where everyone comes to spend their money. (It's not like there's much choice, unless you want to brave the thieves' market in Quarrytown). It's apparent as one roams the narrow sun-choked streets that the buildings of the middle bailey rose up with little forethought. There was no city planning and there's no rhyme or reason to the way the narrow streets and passageways are set up, or in the placement of shops.

This part of the Keep is the most accessible to the players and where they can interact with NPCs the most.

M1) Fallow Gate (Middle Bailey Gatehouse)

Height: 40' + 5' battlements
Dimensions: 10'x10' **Stories:** 2
Occupants: 2 Men-at-Arms (archers)

This small gate is the only way to move between the lower bailey and the middle bailey. Murder holes and spots for boiling oil line the roof of the passageway itself, which ramps upward as you move from the lower bailey into the middle bailey, a climb of 10 feet. At an incline of 20 degrees, cart traffic going downhill can be a bit precarious.

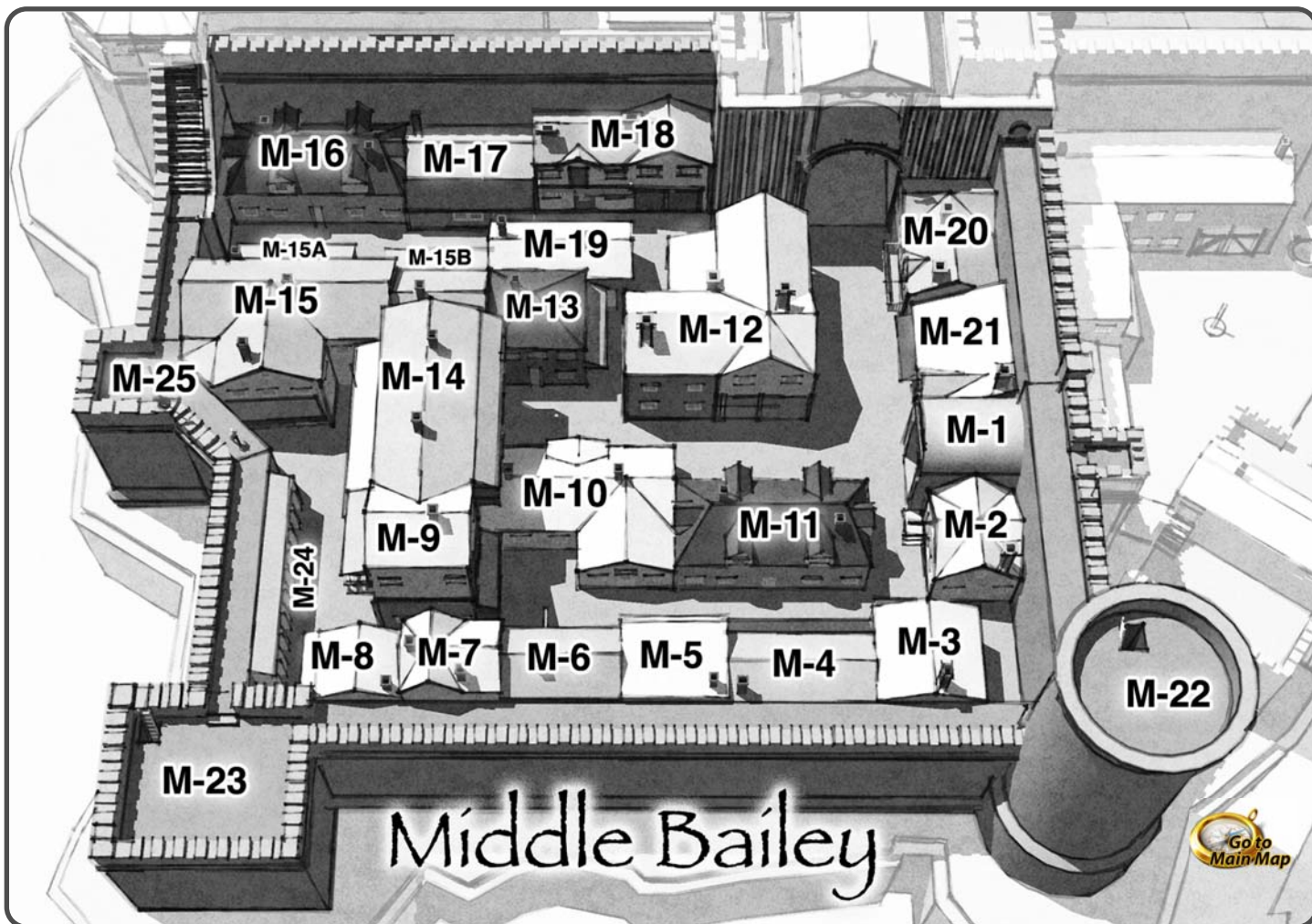
The gatehouse itself is unmanned day to day, but two archers are stationed on the battlements during market day to watch both the middle bailey and the lower bailey in the event of trouble.

Men-at-Arms: N Baparan human men-at-arms; HP 28; Init +4; RoF 12 (bow); Spd 8 (7) (short sword); Rch 2'; Atk +1; Dmg 2d8p (longbow) or 2d6p+1 (short sword); Def -2; DR 3; ToP 9/ 7

Notable Skills: intimidation 30, language (Baparan 71), resist persuasion 50; **Profs:** dagger, halberd, long bow, longsword, mace, short bow and short sword

Equipment: short sword, longbow, studded leather armor, 1d3 sp, 2d4 cp

Information: Glx1, Klx1



M2) The Adept Scribes

Height: 12'

Dimensions: 20'x20' **Stories:** 2

Occupants:

Dilan Vitisar (scribe)

Fari Patiros (scribe)

Sevlon Lelton (scribe)

Lakar Vitisar (scribe)

This stone building bears a sign depicting an old man writing on a piece of parchment with block letters below stating, “*We speak your language.*” This phrase is repeated in the human languages of Kalamaran, Brandobian, Fhokki, Reanaarese and Svimohezish and in Dwarven and Low Elven.

Native (and literate) speakers of Low Elven notice that there is a tense error (it states “*we spoke your language*”) while those literate in Fhokki can spot an egregious spelling error.



Dilan Vitisar is a very well educated but unambitious man who was not doing well for himself in the hectic and competitive city of P'Bapar. Through part-time work translating and writing letters in Svimohezish for a wealthy merchant he received a distorted view of the great wealth the silver trade had brought to the distant outpost of Frandor's Keep. He was told, “*Surely someone with your*

linguistic skills could profit handsomely by serving those wealthy miners. I hear tell that foreigners from all parts are drawn there.”

He saw his opportunity and assembled a partnership of linguists from associates and relatives. This group then traveled to the borderland fortress to make their fortune.

Reality came as something of a surprise to the soft city dwellers. Not only was the journey far more difficult than they had imagined, but the ‘great wealth’ and ‘rich miners’ proved to be nothing more than fanciful tales. However, they were loath to return home to suffer the humiliation they knew would be heaped upon them by friends they had boasted to before departing.

They thus set up a business offering translation services as they had originally intended when the plan was hatched back in P'Bapar. This proved insufficient to pay for their living expenses and they have over the months expanded what they do to include performing scribe work for officials, composing notes for illiterates wishing to post notices in the Keep, dictation and selling books, paper and ink. They also offer language and literacy classes for a fee. Their prospects have improved after gaining the Lady Reyifor and her daughter as clients (both of whom are voracious readers).



Breathing Life into the Keep

When running players through Frandor's Keep, keep in mind that the NPCs are not static figures waiting around for the players to interact with them.

The Keep is teeming with day to day activity as its inhabitants rush about doing their jobs and working as a community in order to survive. Firewood must be gathered, stables swept, animals fed and watered, and all the other chores required to keep everything (and everyone) functioning properly.

Life on the borderlands is tough, and most residents of the Keep have jobs to do. They also have personal lives. That stable boy who had useful information the party needed might be out on an errand when the party calls on him. Perhaps the pretty tavern wench who had an interesting dagger to sell is off for the night and meeting with her lover in secret. You get the picture; the players shouldn't expect an NPC to always be at the same location 24 hours a day.

Nor are the NPCs at the players' beck and call. Until the PCs do something noteworthy that makes them stand out from the crowd, they're simply hungry mouths looking to get ahead and no better or more important than the lowest runner. For instance, a guard is much more likely to believe a wild claim or strange story if it comes from someone in the Keep that he knows and possibly even respects. A band of “dirty treasure hunters” (i.e., the player characters) isn't really considered a trustworthy source of information...

Interactions: The translators are eager to take on commissions but drive a hard bargain, knowing that they hold a virtual monopoly on these services. They charge 5 sp to translate a short document or to dictate a brief letter. Other services are more expensive – the asking price generally corresponding to the amount of time required.

They purchase books from mercenaries but try to pay the lowest prices, assuming that the sellers don't know the true value of the tomes. If confronted with a knowledgeable seller, they pay a fair value as they are interested in adding to their sparse library.

Should the subject of hiring one of the partners to aid explorers be broached, Dilan's young cousin Lakar voices interest. Though he'll ask for 10 sp a day for this presumably hazardous duty, he is willing to accept far less. His ulterior motive is to acquire a powerful patron and leave the Keep before [his little prank is discovered](#) (see Area L9) and the mercenary [Grond](#) (see Area M6-M8) comes to kill him.

GM's Note: Paying for language or literacy classes does not allow player characters to acquire these skills without expending Building Points. This is simply an option for them to have access to knowledgeable teachers, without whom it would be impossible to gain these skills.

Dilan Vitisar: NG Baparan human; HP 19; Init +4; Def +2; DR 0; ToP 6/ 5; *Quirk & Flaw:* gullible, prematurely gray

Notable Skills: appraisal (books, maps & documents) 58, language (Brandobian 79, Baparan 94, Svimohzish 77, Dwarven 80), literacy (Brandobian 44, Kalamaran 70, Svimohzish 40, Dwarven 38)

Information: Glx4, Klx3, Ulx3

Fari Patiros: N Baparan human; HP 20; Init +4; Def +2; DR 0; ToP 6/ 5; *Quirk & Flaw:* miserly, myopia

Notable Skills: appraisal (books, maps & documents) 41, language (Brandobian 87, Baparan 90, Deji 81, Reanaarese 62, Gnole 32), literacy (Brandobian 51, Kalamaran 68, Reanaarese 52)

Information: Glx3, Klx2, Ulx2

Sevlon Lelton: N Eldoran human; HP 20; Init +4; Def +2; DR 0; ToP 6/ 5; *Quirk & Flaw:* greedy, myopia

Notable Skills: appraisal (books, maps & documents) 41, language (Brandobian 92, Kalamaran 76, Fhokki 61, Low Elven 57, Bugbear 38, Ogrish 45, Giantish 38), literacy (Brandobian 60, Kalamaran 44, Fhokki 31, Low Elven 29)

Information: Glx2, Klx2, Ulx1

Lakar Vitisar: CG Baparan human; HP 25; Init +5; Spd 7; Rch 1'; Atk +3; Dmg 1d6p; Def +1; DR 0; ToP 8/ 7

Notable Skills: appraisal (books, maps & documents) 30, language (Brandobian 56, Baparan 87, Goblin 53, Orcish 31, Kobold 40, Hobgoblin 53), literacy (Brandobian 47, Kalamaran 68, Hobgoblin 28); *Profs:* knife

Equipment: traveler outfitting bundle, knife

Information: Glx2, Klx2, Ulx1, Alx1

M3) Dolm's Furs

Height: 20'

Dimensions: 20'x20' **Stories:** 2

Occupants: Dolm Minel, proprietor/fur trader

The Legasa Peaks is prime country for the taking of furs — if you can avoid being hunted by the humanoids and the dangerous beasts that roam the slopes, that is. Even so, quite a few hearty souls work the mountain streams and forests, trapping beaver, sable, mink and other animals whose furs fetch a good price back in the capital city.

Dolm Minel was one such trapper. Originally from Cosdol, he has worked the entire range and is familiar with most of the waterways on both the eastern and western slopes.

When the orcs took over the Keep years ago, he was fortunate enough to be far away upstream at the headwaters of the Tanara and narrowly avoided being caught up in the bloodshed. When the Keep was reoccupied he returned to help rebuild — taking advantage of an offer of free property for doing so. Although he lied (a bit) about his skills as a stone mason, he was never found out and fulfilled his contract.

He built his shop on the ruined foundations of a previous structure and set up shop — as a middleman. He buys furs on the cheap from local trappers, then takes them downstream twice a year to convert to coin. Lately, though, he's noticed that quite a few trappers have gone missing — more so than usual. The quantity of pelts being delivered for sale locally has also diminished.

Dolm prefers not to sell furs. He merely buys and accumulate pelts and furs for his bi-annual trip to P'Bapar. The malodorous process of tanning is forbidden within the Keep. This is one of the reasons he's worked with Donifer Genam in Quarrytown who has skirted the ordinance.

Dolm is a pleasant enough fellow and chats up anyone visiting his store. Because he is one of the few people still alive who lived at the Keep before its destruction, he is something of a local hero. He's often found at the Broken Hilt telling embellished stories of the 'orc years' for drinks.

He does have a few enemies however. He ran afoul of a certain unsavory trapper known as

[Nyrash \(Q1\)](#) who frequents Quarrytown, and has stolen some of his traps and kills. The two got in a fight in the entry yard last month — a bloody brawl that had to be broken up by the guards.

Nyrash threatened Dolm with death and swore he'd get even should they cross paths again. Taking him at his word, Dolm has been watching his back ever since



and never goes anywhere unarmed. When Dolm is gone on his sojourns to P'Bapar, [Elmin the weaver \(M4\)](#) watches over his shop.

Dolm has a full complement of adventuring gear (including leather armor, small shield, shortbow and longsword) in several chests on the first floor of this shop behind a counter. The ground floor is used to warehouse the furs he has purchased. A long wooden table sits in the middle room for inspecting furs brought in for sale.

The second story is his private residence and well furnished. When walking about town he is usually clad in furs (naturally) with a dagger at his belt.

Interactions: Because his trade is down, Dolm is drawing short of funds and looking to supplement his earning with some freelance work. He talks up his knowledge of the region and his skill at tracking and swordplay. If asked, he offers services as a guide, demanding a silver piece a day or a share in any venture where there's a promise of a payoff.

Dolm Minel: N Cosdolite human fighter 2; HP 33; Init +2; Spd 7 (5); Rch 1'; Atk +1; Dmg 2d4p +2; Def +2; DR 0; ToP 11/ 7; Hon 22

Notable Skills: appraisal (furs & pelts) 52, language (Baparan 35, Brandobian 79, Merchant's Tongue 56), observation 37, survival 41, tracking 38; *Profs:* club, longsword, dagger, knife, shortbow

Equipment: dagger, furs, 2d4 sp

Information: Glx2, Klx1, Llx1, Alx3

City Watch Patrols

Two soldiers patrol the streets of the Middle Bailey day and night, keeping an eye out for thieves, rowdy drunks and other disturbers of the peace. If someone (or something) seems too much for them to handle, one of them blows his whistle to alert the guards in the nearest towers, who come running.

Violators receive light fines plus the pillory and/or public flogging or a ban or edict against the individual.

Watchmen (2): N Baparan human men-at-arms; HP 29; Init +4; Spd 10; Rch 2½'; Atk +1; Dmg d6p+d4p+1; Def +2; DR 3 (+small shield); ToP 9/ 7

Notable Skills: language (Baparan 70), resist persuasion 22; *Profs:* club, short sword

Quirks & Flaws: varies by individual, but quick-tempered and superstitious (death and dead things are unlucky) are common. They avoid patrolling the cemetery as much as possible.

Equipment: club, studded leather armor, small shield, whistle, 1d4 sp

Information: Glx1, Klx1

M4) Weavers' Home

Height: 20'

Dimensions: 10'x20' **Stories:** 2

Occupants: Elmin (weaver), Tajela (wife)

Elmin, a big-boned, pale skinned Fhokki from the north, looks perhaps more like a warrior than a weaver, but is a very talented one nonetheless. He and his companion, a Deji female named Tajela, are both fairly recent arrivals to the keep.

They have taken on the job of weaving the wool taken in from sheep grazing along the Shelf (A1) and selling the resulting fabric to the tailor and other locals who desire it. Their relationship has raised a few eyebrows, but, most in the Keep have gotten to know them and rarely make an issue of it.

Interactions: If the PCs don't insult the couple, they freely give the PCs detailed information about [Dolm Minel \(M3\)](#) the leatherworker and [Athur \(M21\) the tailor](#) (whom they work most closely with), but they know little else about the Keep. Elmin, however, is very interested in tales of monsters, and may be able to supply the PCs with two pieces of information regarding monster habits, strengths and weaknesses.

Elmin: CG Fhokki human; HP 24, Init +3, Defense +2, DR 0, ToP 7/ 5, appraisal (silks, clothing and rugs) 26, language (Baparan 23, Fhokki 70), leather working 23, monster lore 33; *Info* Glx2, Klx1

Tajela: NG Deji human; HP 17, Init +2, Defense +5, DR 0, ToP 7/ 5, appraisal (silks, clothing and rugs) 23, language (Deji 70, Fhokki 58, Merchant's Tongue 31); *Info* Glx2, Klx1, Llx1, Alx1

M5) Anari's Arms

Height: 20'

Dimensions: 10'x25' **Stories:** 2

Occupants: Anari Remosa (armorer), 2 Assistants/Sons

As the Keep's official weaponsmith and armorer, Anari Remosa and his assistants (sons) produce metal weapons and armor in an assembly-line fashion under contract, fulfilling the Keep's requisitions. He constructs plain 'field grade' pieces to fit the average human soldier and can slightly alter suits of armor for the individual as needed. Anari can also construct more ornate (what he calls 'parade ground') items, but at a greater cost and longer delivery time. His shop is furnished with a forge, bellows, anvil, a variety of hammers and other tools of the trade.

Whenever he's caught up on jobs for the Keep, he freelances and works for hire by the general public. As a rule, however, Keep business always takes precedence and he makes the fact well known when accepting other work — explaining he can't be responsible for any delays.

Anari has two sons he is teaching his trade to. Together they forge weapons and armor, make repairs, and do other metal work. He works closely with [Poram, a leatherworker \(M13\)](#).

Anari is a muscular man of about 40 years of age, with two sons in their early twenties. He is proud of his craft, and takes any complaints about his work personally. Any complainers suffer a secret price increase, from as little as one silver piece to as much as three times the original price.

Interactions: If the PCs approach Anari in hopes of purchasing some armor, he likely has ringmail, chainmail and scalemail on hand (1d3-1 of each) and battle axes, daggers and each type of sword (1d4-1 of each type) available in the *HackMaster Basic* rulebook. Anari also has a few weapons that were commissioned but never claimed (their potential owners having been ambushed by brigands, killed in battle, and so on).

If a PC asks whether he has any other weapons for sale, Anari mentions these individual items:

- ▶ a longsword with a carved goblin head pommel and two clawed arms for the crossbar (26 sp)
- ▶ a short sword with the words 'Red Hair' etched on the blade in Kalamaran script (at a discounted price of 9 sp; or 15 sp if he spots that a PC happens to have red hair)
- ▶ a short sword with a split snake tail as the crossbar and a snake's head with jeweled emerald eyes as the pommel (20 sp)*

He can resize a suit of armor for a cost of 10% of the armor's value, in one week.

**Anari unknowingly bought the sword with the snake head hilt in good faith (he doesn't remember who he bought it from), but it was stolen from Grond the mercenary. If a PC buys this sword and wears it, an NPC residing in the middle bailey notices and passes along the observation to Grond (see Area M6-M8).*

Anari: LN Baparan human; HP 24, Init +2, Def +1, DR 0, ToP 7/ 5, appraisal (armor & weaponry) 45, blacksmithing 62, leatherworking 40; Info Glx2, Qlx1, Klx2, Llx2, Ulx1, Alx2

Sons/Assistants (Karoba & Melisar): LN Baparan humans; HP 23, 22, Init +3, Def +1, DR 0, ToP 7/ 5, blacksmithing 37, leatherworking 22; Info Glx1, Klx1

M6 thru M8) Transient Apartments

Height: 30'

Dimensions: 10'x20' **Stories:** 3

Occupants: Belipar (painter), Grond (mercenary)

This row of three story buildings consists of small rooms that are rented out by the week or month. Private residences within the Keep are a luxury that only established merchants and some of the wealthier inhabitants can afford. Thus, several three-story apartment buildings were constructed for rent to transients and other locals who either do not desire or who cannot afford permanent housing.

Each apartment building has nine unfurnished apartments, accessible by a set of wooden stairs and walkways running up and along the side of the building. Despite regulations against

it, some residents pour trash and excrement out the windows and into the streets and alleys below. This can be rather unpleasant for anyone who happens by at the wrong moment.

Rooms are sparsely furnished. A rope bed with a straw mattress, a stool and a small table are the extent of it.

Interactions: If the PCs plan on residing in the Keep for several weeks, they may find it more cost effective to rent rooms here, rather than reside in the [Prancing Pegasus Inn](#). Monthly rental costs are as follows: ground floor 35 sp, second floor 20 sp, third floor 10 sp. Rooms are occupied and freed up on a weekly basis.

- ▶ The cheap third floor apartments have considerably more roaches than those on the second or ground floors. Frugal PCs will learn this only after occupying a room and leaving out food, paper or beverages.

Three particularly notable NPCs currently reside in the apartment blocks:

Grond the Mercenary: CN Baparan human fighter 1; HP 29; Init +2; Spd 7; Rch 2'; Atk +1; Dmg 2d6p+3; Def +2; DR 0; ToP 9/ 7; Hon 9; Info Glx2, Qlx1, Klx1, Llx1, Alx3; *Quirk & Flaw:* quick-tempered, hard of hearing

Notable Skills: language (Baparan 62), resist persuasion 36, survival 48; *Profs:* club, dagger, short sword, short bow, short sword

Equipment: short sword (plain), 13 sp, 24 cp; Grond also had an ornate short sword, but it was stolen (see area M5).

Notes: Grond is a capable mercenary that a party could hire. He's down on his luck and works cheap. Employing him, however, precludes being able to use the interpreter who is playing a joke on him (see Area L9).

Belipar the Painter: N Baparan human; HP 19; Init +3; Def +1; DR 0; ToP 6/ 4

Notable Skills: appraisal (artwork) 47, cartography 53, language (Baparan 82, Brandobian 24, Merchant's Tongue 62), resist persuasion 8

Equipment: Belipar has 43 sp and 13 cp wrapped in a thick cloth and hidden inside an empty used paint jar.

Information: Glx2, Qlx1, Klx1, Llx1

If the players finished the White Palette, Ivory Horns adventure (available for free download at www.kenzerco.com), he can use his money to pay the PCs.

Stosh Fortron: NG Brandobian human cleric 3; HP 34; Init +4; Spd 13; Rch 8'; Atk +3; Dmg 2d4p; Def +4; DR 4; ToP 11/ 6; Turning +5; Hon 38; *Quirk & Flaw:* absent-minded, tone deaf

Typical Spells: 1st - cure trivial wound; 2nd - bless, cure minor wounds; 3rd - cure small wound, safe haven

Notable Skills: cooking/baking 68, first aid 78, language (Brandobian 75, Baparan 35)

Equipment: ringmail, large shield, staff, 44 sp

Information: Glx2, Klx1, Ulx1, Alx3



Stosh, Cleric of the Caregiver: No one is quite sure whether this devout cleric has ever had his faith shaken, but it's doubtful. Where he goes during his travels he lives by example and tends to make friends easily. "*Stosh saved my life*," "*Stosh fed me when I was hungry*" and "*I've never met anyone like Stosh*" are the kinds of things the PCs might hear about this humble, generous man. He has an amazing reputation considering the fact he's a recent arrival to the borderlands.

After arriving at Frandor's Keep (sent by his order to establish a temple), Stosh was surprised to find an elder cleric of the faith was already ministering to the community. His attention soon turned to the unfortunates of Quarrytown outside the Keep's walls and he began distributing food and doing what he could to better the lives of those banished from the Keep. Of course, those with a darker and more cynical view of the world don't look as favorably upon Stosh.

Some claim his kindness is only a ruse to lure people into the worship of his deity, while others see him as a meddler who disrupts order. The secret worshippers of darker gods are quick to denigrate Stosh and his work as the "*perpetuation of inferiority*" because he feeds and heals the poor, who they feel should either be able to take care of themselves or die and leave things to the strong and healthy. They also point out that he frequents the [Bounty Master \(M9a\)](#), often selling the heads of demi-humans he "*cut down in cold blood*" and profits from such butchery. Stosh sees it differently, of course. He states that he only fights to impede the path of evil on Tellene.



Despite the naysayers' wagging tongues, Stosh is respected and even loved among the inhabitants of the Quarrytown. He makes no secret that he believes all people should worship the Caregiver and live as he does, healing and making things better on Tellene. He sees no reason to acknowledge the gripes and slanders of those who oppose him. He freely admits to his desire to convert others and refuses to apologize for it. "*Why should I feel ashamed to follow the benevolent Caregiver? And why should I not invite others to share in the bounty that he offers to his followers? It would be cruel of me to keep such boons to myself.*"

Stosh's Idiosyncrasies: His absent-minded quirk causes Stosh to be very indecisive and exhibit poor battle tactics. Unless directed by a competent fighter, he will generally contribute less to a fight than his raw statistics might presage. He's even been known to forget to turn undead creatures when the opportunity presents itself.

Fortunately, he never forgets to employ his considerable healing skills nor will he pass up a chance to prepare a meal for his companions.

M9a) Bounty Master (Ground Floor)

M9b) The Magic Box (Second Story)

Height: 20'

Dimensions: 20'x20' **Stories:** 2

Occupants:

Kiparus Belan (paymaster)/Ground Floor

Madame Radama (mage)/Second Story

This two story building has a business on the ground floor and a second business on the second story. Both have their own private entrances. The second story is accessible by a staircase running up the east side of the building.

Bounty Master (M9a—Ground Floor)

As part of his goal to rid the area of orcs and other monsters, Earl Reyifor pays a bounty out of his own pocket to anyone who can prove they have eradicated such beasts. Reyifor charged a subordinate with executing his plan. The subordinate, feeling the job was beneath him (and being lazy and irresponsible to boot), sub-contracted the job to Kiparus Belan, a local bounty hunter.

To collect a bounty, one must present proof in the form of severed ears taken from the kill. So Kip's job is simple – sit behind a counter and hand out a single silver piece for every creature killed. Once the bounty is paid, the transaction is logged and the ears are threaded on strands of cord, according to their type. Kip routinely reports to his superior (Earl Reyifor's steward), as to how many bounties have been awarded and how much money he thinks he'll need for the next few days.



This official is satisfied with an extremely quick glimpse at the pile of severed ears, and simply takes Kip's word for the exact amount. He then passes the ears to an assistant of his own, who brands them with a small iron (so they cannot be claimed again) and tosses them over the wall with the rest of the trash.

Naturally, the greedy Kip soon thought up an easy way to line his own pockets. When a hunter brings in a bounty, he often changes 'the rules' (none of which are posted anywhere). If a hunter brings in a bunch of left ears, Kip apologizes but says that the requirements have changed – he now needs right ears, not left ones. He acts quite sorry for the change, and offers to dispose of the unneeded ears for free, even though he can't possibly use them... Kip then turns in the ears and takes the payment for himself.

Most of the local bounty hunters soon grew wise to the frequently changing rules, and hand in either pairs of ears or (to be safe) an entire head. However, new arrivals to the area are often taken in by Kip's machinations.

Because so many heads are brought into the Keep for the bounty, a particularly gruesome rumor has surfaced — the heads are being used to make stew at the Prancing Pegasus as well as the gruel prepared for soldiers in the Upper Bailey's kitchens.

Interactions: Collecting bounties for the heads of slain monsters is an excellent source of extra income for enterprising players. If they fail to pick up on this, they should routinely pass bounty hunters entering the Keep, toting their bloody spoils to claim their silver.

As noted above, the bounty master pays 1 sp for every humanoid killed. Of course, being the shifty little cheat that he is, the players might have some difficulty collecting it. Exactly how much conflict over payment occurs depends heavily on the aggressiveness of the PCs (and the players, natch).

However, as a general rule, Kip feels safe within the Keep walls and doesn't react too strongly to the mere unsheathing of weapons, though he backs down if he seriously believes that his life (or his reputation) is in jeopardy. He has thought about reporting some of the threats, but considers that he might have to explain his own actions and that his schemes will be uncovered, so he hasn't done anything official about them.

Kip is a probationary member of the [Black Fists](#).

Kiparus Belan: N Baparan human; HP 23, Init +2, Def +2, DR 0, ToP 8/6, diplomacy 40, fast-talking 32, language (Baparan 65, Merchant's Tongue 29), monster lore 23, resist persuasion 37, tracking 53; *Quirk & Flaw:* greedy, sterile; *Info* Glx2, Klx2, Qlx1 Llx2, Ulx1, Alx4

The Magic Box (M9b — Second Story)

The second story of this ramshackle building is stuffed to the rafters with a gruesome menagerie of things that one not schooled in arcane lore might vaguely ascribe as somehow related to the magical arts.

Much of it is crap — worthless baubles or downright odd and somewhat creepy trinkets (such as humanoid body parts and small animals floating in brine).

'Madame' Radaama has run this shop for five years. She previously held shop in Daresido, but surreptitiously fled in the middle of the night after making herself unwelcome. She was trained in magic many years ago, but quickly became disillusioned with treasure-seeking after nearly being killed by orcs while exploring ruins in the Vrykarr Mountains. Since that time, she's drifted from town to town, making a living by scamming superstitious locals.

Madame Radaama purports to be a fortuneteller. While she has no special divination skills, she is highly skilled at both

gleaning information and observation. By employing these skills, she is able to make uncanny guesses about a client and usually tells them precisely what they want to hear. Her use of these skills is not limited to rubes seeking to have their futures foretold. Indeed, she's pieced together much of what is going on at the Keep...

This old charlatan also sells magic charms 'guaranteed' to ward off evil spirits, the pox, bad luck or whatever else the buyer is interested in. These hang from hooks all over the shop — each one slightly different, so she won't get caught fobbing off identical trinkets purporting wholly different protections (it was this that got her run out of Daresido). The price varies by how much she can gauge the customer is willing to pay.

Should a customer demonstrate his knowledge of arcane lore and basically tells her to "*cut the crap*", she drops the hocus-pocus spiel and assumes a completely different attitude. Now she flatters his shrewdness and compliments his keen insight while 'talking shop' to let him know that she's a fellow practitioner and aware of his special needs. "*Why yes, of course I have material components. What are you interested in?*"

She does, in fact, have a chest behind the counter with most Apprentice through 5th level spell components (or can readily fashion them from her supplies). While many of these have little actual value, she has invested time and effort in collecting her wares and is looking to recoup as much as she can. Radaama doesn't want to scare off a meal ticket (figuring she can earn far more from a 'high end' client than the pocket change she gathers now) so she won't press too hard on the price. Should she land a client, she uses her Glean Information skill (disguised as banter) to learn as much as she can about the mage and his associates. Her primary interest is in learning if there are any additional opportunities available to peddle her services (as a magical translator or snitch). There are others in the Keep, as well, who pay good coin for information, perhaps about the PCs...

Interestingly, Radaama is desirous of the company of men. Even in her youth, she was not a pretty girl, and now in her late fifties, she is worn and haggard to boot. Despite having had few opportunities to sate her lust, age has not quelled her longing. Once she strikes up a business relationship with a mage, she feels emboldened to (at first discreetly and if misunderstood quite openly) proposition him. If a client broaches the subject of buying or trading spells, this is a necessary precondition!

If she is rudely rejected, the mage gains an enemy with a lot of time on her hands to cause trouble. Those entering into a relationship get a clingy hag who demands nightly attention.

Radaama dwells above the shop in an incredibly messy room that reeks of cat urine. Somewhere within this room is her



spellbook containing Amplify Illumination, Feat of Strength, Repair, Bar Portal, Candlelight, Perimeter Alarm, Planar Servant, Scorch, Sense Magic Aura and Translate.

Madame Radaama: N Reanaarian human mage 1; HP 20; Init +3; Spd 6; Rch 1'; Atk +1; Dmg 1d6p-3; Def +1; DR 0; ToP 6/ 4; Hon 12; Quirk: lusty

Spell Memorized: A:Repair, J:Bar Portal, 1:Translate

Notable Skills: appraisal (spices & perfumes) 31, arcane lore 26, glean information 52, language (Reanaarese 84, low Kalamaran 65, Merchant's Tongue 67), literacy (Reanaarese 68, low Kalamaran 41), observation 55, salesmanship 34

Information: Glx3, Klx3, Qlx1, Llx1, Ulx2, Alx2

M10) Dasas' Goods

Height: 20'

Dimensions: Irregular 40'x30' **Stories:** 2

Occupants: Dashaz 'Dasas' Zhenshi (merchant)

Dashaz Zhenshi is an exotic in Frandor's Keep, in that he hails from Ahznomahn on the southern island of Svimohzia. His deep brown skin and black hair contrast sharply with the fairer complexion typical of most of the inhabitants of the area. He considers it an advantage that he is readily identifiable – everyone knows who the trader is and where to go for crazy great deals on hard to find items.

Dasas (the Kalamarized version of his name that he goes by) is no great merchant. The mere fact that he's set up shop in this forsaken borderland bears witness to that. In truth, he fled Zha-nehzmish to escape heavy debts he had accumulated. He initially landed in Eldor but soon left that xenophobic and racist country, heading to P'Bapar. Though tales of this rich city had reached his homeland, he was to learn the harsh reality. While there was indeed great wealth, it was jealously guarded and not distributed freely to recent immigrants.

Dasas managed to eke out a living for a few years when he learned of the recapture of lands on the northwest frontier. When tales began to circulate of wealth pouring in from the Krond Heights, the dregs of societies with whom he was forced to associate with, boasted of the extravagances upon which they would pour their silver. Dasas' business mind saw a different opportunity. He would be the man who would provide these extravagances (and fleece the drunken rubes desiring them). He spent his last coin on cheap shiny baubles and passage to Frandor's Keep.

Although he conceals it well, Dasas is highly disdainful of

the inhabitants of Frandor's Keep (uncultured rubes) and absolutely despises the cold. Though he dreams of getting rich and returning to Ahznomahn, he likely never will.

Dasas has never mastered the Baparan tongue and speaks the language with a distinctive, thick Svimohzish accent. With customers he is ebullient and far more tactile than is the norm for this region. Coupled with his Close Talker quirk, dealing with Dasas may prove uncomfortable, as he grabs a PC by the shoulder and whispers in their ear how he has *"just what you are looking for over here my esteemed friend."*

Dasas stocks all items for sale listed in the *HackMaster Basic* rulebook (with a few exceptions) plus all items listed under 'Tools' in the expanded equipment list (in the appendix). He respects the guild system and thus does not stock goods that other craftsmen produce (specifically boots and sandals, leather goods and clothing).

Though he insists upon having crazy low prices, Dasas charges twice what is listed in the *HackMaster Basic* rulebook (the new items above are also twice normal; e.g., a grappling hook normally costs 16 cp). If questioned, he merely shrugs his shoulders and laments the high transportation costs involved in transporting anything to Frandor's Keep.

Dasas is willing to buy captured arms and armor from explorers. There are some important caveats here, however...

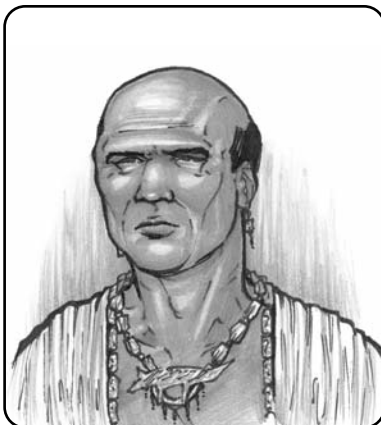
First, he only buys human-made items. *"You see, my most cherished colleague, the goblins [or kobolds, orcs, etc.] do not, how you say, make their goods to last. See here, the pitting in the metal. This is no good. Break it will... and soon. No, I am most apologetic in that I cannot be associated with such merchandise. My good name – soil it, this will."*

Secondly, he pays only 50% of the book value of anything he buys. *"My most gracious sirs, even at this price I am hard-pressed to make the smallest profit. I can merely hope that I might find a buyer some day, while in the interim you have the assurity of my silver in your pockets."*

Third, even with regard to acceptable items, there is a limit to how much he is willing to purchase, particularly with respect to armor.

Simply put, he is unwilling to invest hundreds of silver pieces in armor that will be difficult to for him to sell. There is only a limited market for this, consisting chiefly of fortune seekers traveling to the Keep (and too frequently already possessing armor) and replacements for the Keep's soldiery (more often patched up by their armorer rather than replaced). As such, he only spends up to 100 sp per month before refusing to purchase further arms or armor. If repeatedly approached with a large cache of equipment in excess of his allotted budget, he agrees to buy it but only at one-tenth the book value.

Dasas: N Svimohzish human; HP 22, Init +4, Defense +0, DR 0, ToP 6/ 5, current affairs 34, language (Baparan 52, Svimohzish 72), observation 31, salesmanship 27; Quirk: greedy; Info Glx2, Klx1, Llx2, Ulx1, Alx4



M11) Carpenter/Cooper

Height: 20'

Dimensions: Irregular 20'x40' **Stories:** 2

Occupants:

Mal Varasin (master carpenter)
Feranis Lemal (carpenter/journeyman)
Takane Amora (widow/owner)
Apprentices (5), Laborers (varies)

Ever since he was apprenticed to a master carpenter at a young age, Mal was intrigued by how the properties of wood differ depending on the particular tree that yielded it. When his master received a commission in Eldor, to the west, Mal (now a journeyman) went with him. Travel fascinated him and once the commission was completed, Mal left his employer and continued north.

After many years working in Cosolen (the capital of the northern Brandobian kingdom of Cosdol), Mal's wanderlust reasserted itself. He eventually made his way to the Keep, whose local carpenter (Lom Amora) had disappeared only a week before. After making an offer to Takane, the carpenter's blonde, attractive, 30-year-old widow (wherein she remains in the Keep and receives a portion of his earnings until he saves enough to purchase the business outright), Mal took over as master carpenter, over the wishes of Feranis Lamal, a journeyman carpenter barely out of his apprentice stage. Unknown to Mal, it was Feranis who lured Takane's husband out of the keep (at her bidding), whereupon he killed his master with an axe.

Although Feranis felt he deserved the position of master for himself, Takane knew that her lover was too young and Mal easily convinced her of his professional skills. As the jobs began to roll in again, she soon began to overcharge customers and keep the extra for herself, taking her percentage from Mal as well. Focused on his work, Mal remains blissfully ignorant of both her theft and her relationship with Feranis. Unfortunately, he faces growing danger from both. His debt to Takane is nearly paid up, but she does not want to leave her home or lose her income. She is considering a proposal of marriage to Mal, purely in order to keep the business. Feranis is unaware of Takane's profit-skimming and suspects that she keeps Mal around because she's secretly attracted to him. Mal has nearly suffered two fatal 'accidents' but seems to be protected by the gods, for he narrowly avoided each one.

Mal, a young, strong man with a handsome face, is a skilled carpenter with an unusual design sense, seen as so exotic and rare that it keeps him busy with commissions. Not only can Mal provide rough carpentry work (framing and other large-scale structural work), but he can also build cabinets, barrels, coffins and perform other fine woodworking, where exact joints and minimal margins of error are important.

Interactions: Due to his travels, as well as his contacts with other local craftsmen, Mal can serve as a good source of both regional knowledge and local rumors.

If the PCs approach Mal, let them notice a sullen looking young apprentice who eyes him with contempt and the matron of the house with adoration. If they commission an item, they get one price from Mal (or Feranis) and a higher price from Takane. Should the PCs interfere in any way, they may spark a confrontation in which the scales drop from Mal's eyes and he confronts Takane about her theft, or Feranis about his relationship with the widow. He may then ask the PCs to protect him or find out what happened to Takane's husband (or both).



Mal Varasin: NG Baparan human; HP 24, Init +3, Def +2, DR 0, ToP 7/ 5, administration 30, carpentry/woodworking 77, language (Baparan 66, Brandobian 43, Merchant's Tongue 55); *Quirk & Flaw:* gullible, sleepwalker; *Info* Glx4, Klx2, Llx1, Ulx1, Alx4

Feranis: CN Baparan human; HP 22, Init +2, Def +1, DR 0, ToP 7/ 5, carpentry/woodworking 30, language (Baparan 65, Merchant's Tongue 23); *Quirk:* lusty; *Info* Glx2, Klx1

Takane: NE Baparan human; HP 21, Init +1, Def +0, DR 0, ToP 6/ 4, art of seduction 51, language (Baparan 68, Merchant's Tongue 40); *Quirk & Flaw:* greedy, sterile; *Info* Glx1, Klx1, Ulx1, Alx2

Other Apprentices (5): N Baparan humans; HP 22, Init +1, Def +0, DR 0, ToP 7/ 5, carpentry/woodworking 23, language (Baparan) 67; *Info* Glx1, Klx1

Laborers (varies): N Baparan human laborers; HP 27, Init +5, Defense -1, DR 1, ToP 8/ 7, language (Baparan) 67; *Info* Glx1, Klx1

M12) The Broken Hilt Tavern

Height: 20'

Dimensions: Irregular 40'x30' **Stories:** 2

Occupants:

Lamar Vikara (proprietor)
Dela, Fitolima, Pakara, Helena, Inala, Asa (whores)
Kibika, Ilubek, Thelka (serving wenches)
Lindrela (serving wench/murderess on the lam)

MENU/SERVICES

Bedwarmer: 2+1d4 sp (although Lamar rarely lets them refuse a client, the girls often state a price based on his looks and apparent wealth or lack thereof).

Drinks: Ale 1/2 cp/mug, mead 3 cp/mug, spiced tea 1/3 cp/mug, common wine 2 cp/pitcher, fine wine 10 sp/bottle, Orluian brandy 1 sp/shot or 5 sp/mug.

Food: Hard bread 2 cp, hard cheese 1 cp, blood sausage 1 cp, roasted fish 2 cp, gristle soup 1/10 cp

One of the best known (and most frequented) locales inside Frandor's Keep is the Broken Hilt Tavern. Located between the gates leading to the Upper and Lower Baileys it's difficult to enter or leave the Keep without passing by this perpetually crowded establishment. Its sign is a flat, thick piece of wood with a broken sword painted on both sides, but no writing.

Made famous by the popular drinking song, "She Broke my Heart at the Broken Hilt," this riotous, seedy tavern is known throughout the region.

Watered down ale, piss-poor food, flea-infested rooms and teaming with pick pockets and ne're-do-wells, the Broken Hilt is open around the clock.

The Broken Hilt tavern has a reputation for being a 'rough place'. It's the favorite gathering place at the Keep for off duty soldiers and they like to play rough. That, coupled with the fact the food is piss poor, the ale watered-down and the rooms flea infested, cause most 'proper' Keep residents to shun it. On the bright side, the prices are cheaper than most other options in the Keep and well-suited to those drawing a soldier's measly pay.



The proprietor, elderly heavyset Lamar Vikira, is a retired soldier himself, and he gets along well with his patrons. He allows customers to have a good time and blow off steam but when the line's been crossed most of the regulars know there will be consequences.

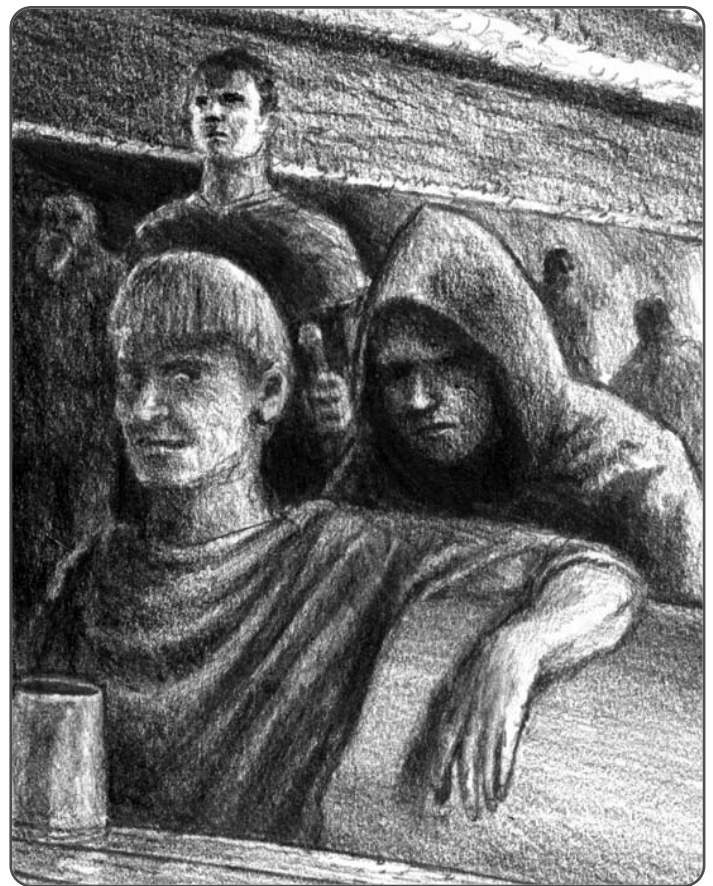
He's especially popular with the soldiers because he was one of the first proprietors at the Keep to import women when the Keep was reoccupied. He has a string of six whores (blonde Dela, petite brunette Fitolima, buxom brunette Pakara, raven-haired Helena, buxom red-haired Inala, and petite red-haired Asa). While some are of the opinion he's protective of them because they are his prized property, the truth is, he's become protective over the years after getting to know them. Woe to the man who mistreats them.

Lamar's girls service customers in six of the eight private rooms on the second story. He fondly refers to his girls as 'bed-warmers,' and his favorite joke is "The beer may be stale, but the beds are always warm."

Lamar keeps about 2d20 silver pieces in his purse at all times, but he has 175 sp and 60 cp hidden in the cellar (in a crock under several bags of flour) where drink and food are stored.

He also has four serving wenches working for him (heavyset brunette Kibika, petite brunette Ilubek, buxom blonde Thelka, and dark-haired Lindrela).

GM's Note: Lindrela is a Brandobian innkeeper's daughter on the lam for murdering a man (he ambushed her in an alley with mis-



chief on his mind). She has a short fuse and does not tolerate lewd or suggestive remarks from the customers. She carries a dagger hidden in her boot.

Lamar employs two bouncers Dvorn and Thurvan (brothers of Fhokki blood) who are faithful and loyal to a fault. Dvorn has an enormous weakness for gambling and is a very sore loser. He readily accuses opponents of cheating. Thurvan is strangely quiet and has an air of sadness about him, for he is secretly in love with Lindrela but she does not return his affections. If he thinks a customer is getting too fresh with her, he immediately steps in to intervene, while Dvorn tries to restrain him if he gets too rough.

One of the tavern's recent claims to fame is a small boulder near the bar – supposedly thrown by a giant on the mountain-side. Whether it is true or not, the repairs to the roof seem real enough.

The Broken Hilt is also a hangout for members of the Black Fist Society. They have a room on the second floor with two tables they can retreat to whenever they have business to discuss. When they do so, Lamar sends drinks up but they only allow Thelka to bring them.

Interactions: Lamar has an outrageous sense of humor and when his spirits are high, he chortles with an obnoxious laugh. If talking with a good tipper and drinking to his health, Lamar sometimes talks about his days in the military and his adventures in and around the keep. He is usually good for spreading a rumor or two – though he tends to exaggerate and even a true rumor gets stretched and enhanced in the telling.

The GM should tailor any rumors rolled for Lamar accordingly.



Lindrela

If a PC successfully uses his Observation skill (Difficult) on Lindrela, he notices that she eyes every new face with suspicion and her hand occasionally strays to straighten her boot. If questioned, she refuses to talk about her past or where she came from.

The bouncers are fairly straightforward. They like to gossip, they like to drink (when not working) and they like women. Although not particu-

larly bright, they keep their ears open and know several rumors, even if they find it hard to make any connections between the rumors they hear.

The first floor of the tavern is the busiest. At meal times there are seldom enough tables and it's first come first served.

1. Front Porch/Walkway

In fair weather guests often spill out onto the front porch. The overhanging second story provides some shelter from the rain. In fact, on a warm evening the tables here are considered the prime seats and alpha males/patrons usually stake them out as their territory.

Here in the evening, drunken revelers gather to raise tankards, taunt passersby and sing songs. Games of chance like toss 'em (a dice game) and thrown dagger contests often take place here as well.

2. Sturgeon Table

Inside the main hall tables are crowded together with barely enough room for bar wenches and patrons to squeeze through when coming and going. One table, however, is perpetually reserved for members of the Black Fist.

Regular patrons know to not even ask to sit there unless invited. They have a meeting room upstairs.

3. Ovens

Here, a raging fire is kept burning at all times. Several kettles of boiled stew are usually bubbling. Anything that looks edible is likely to get tossed in.

4. Food Prep Area

Here meals are prepared for customers. Loaves of week-old bread hauled in from the local bakeries are usually piled up on the table along the wall. Blocks of curing cheese hang from the rafters along with a wide variety of pots and pans. Dirty plates brought back from the table are usually refilled as is and sent back out.

5. Bar

Activity at the Broken Hilt usually gravitates around this broad sturdy bar. Lamar the barkeep claims the bar was built from the oaken beams of the original gate to Frandor's Keep — battered down by the orcs when it fell.

6. Store Room

This small storage room is built on to the back wall of the Broken Hilt Tavern and has a separate entrance. Old chairs, tables, barrels of ale, flour and other items are stored here. Most items are just tossed in haphazardly. Dvorn and Thurvan have beds here. Lamar has provided them with free room on the second floor, but between the Black Fists (who they are intimidated by) and the around the clock coming and going of the whores and their customers, they prefer the storage room.

7. Staircase

These rickety stairs lead to the rooms on the second floor and are in clear view of Lamar as he tends bar, enabling him to keep an eye on who is coming and going.

Lamar Vikara: N Baparan human; HP 23, Init +2, Def +2, DR 0, ToP 6/ 5, language (Baparan 70, Merchant's Tongue 48), salesmanship 44; *Info* Glx3, Klx3, Qlx2, Llx2, Ulx1, Alx2

Bouncers (Dvorn, Thurvan): N Fhokki humans; fighter 2; HP 29; Init +2; Spd 7; Rch 2½; Atk +1; Dmg (d6p+d4p)+2; Def +2; DR 0; ToP 9/ 7; Hon 20; Quirks: gambling addiction (Dvorn), shy (Thurvan)

Notable Skills: appraisal (furs & pelts) 52, language (Fhokki 71, Baparan 35), resist persuasion 27, survival 41, tracking 38; *Profs:* club

Equipment: club, 2d4 cp

Information: Glx2, Klx2, Qlx1, Llx1, Ulx1, Alx1

Whores (Dela, Fitolima, Pakara, Helena, Inala, Asa): N Baparan humans; HP 22, Init +4, Defense +0, DR 0, ToP 5/ 6, language (Baparan 68, Merchant's Tongue 34), resist persuasion 40, seduction 53; *Info* Glx2, Klx2, Qlx2, Llx2

Serving Wenches (Kibika, Ilubek): N Baparan humans; HP 23, Init +4, Defense +0, DR 0, ToP 6/ 6, language (Baparan 66), resist persuasion 27, salesmanship 23; *Info* Glx1, Klx1, Qlx1, Llx1, Ulx1, Alx1

Lindrela: NG Eldoran human; fighter 1; HP 23; Init +2; Spd 7 (5); Rch 2'; Atk +1; Dmg 2d4p; Def +2; DR 0; ToP 7/ 6; Hon 28; *Quirk:* paranoid

Notable Skills: appraisal (armor & weaponry) 14, language (Brandobian 70, Merchant's Tongue 48); *Profs:* dagger, short sword

Equipment: dagger, 3d4 cp

Information: Glx2, Klx1, Qlx1, Llx1



Thelka

Thelka's Background: Thelka is a young woman who came to Frandor's Keep in a rather round about way. She had come to P'Bapar to search for a nephew who had been kidnapped. After finding him dead, she ended up at the Keep at a loss as to what to do next.

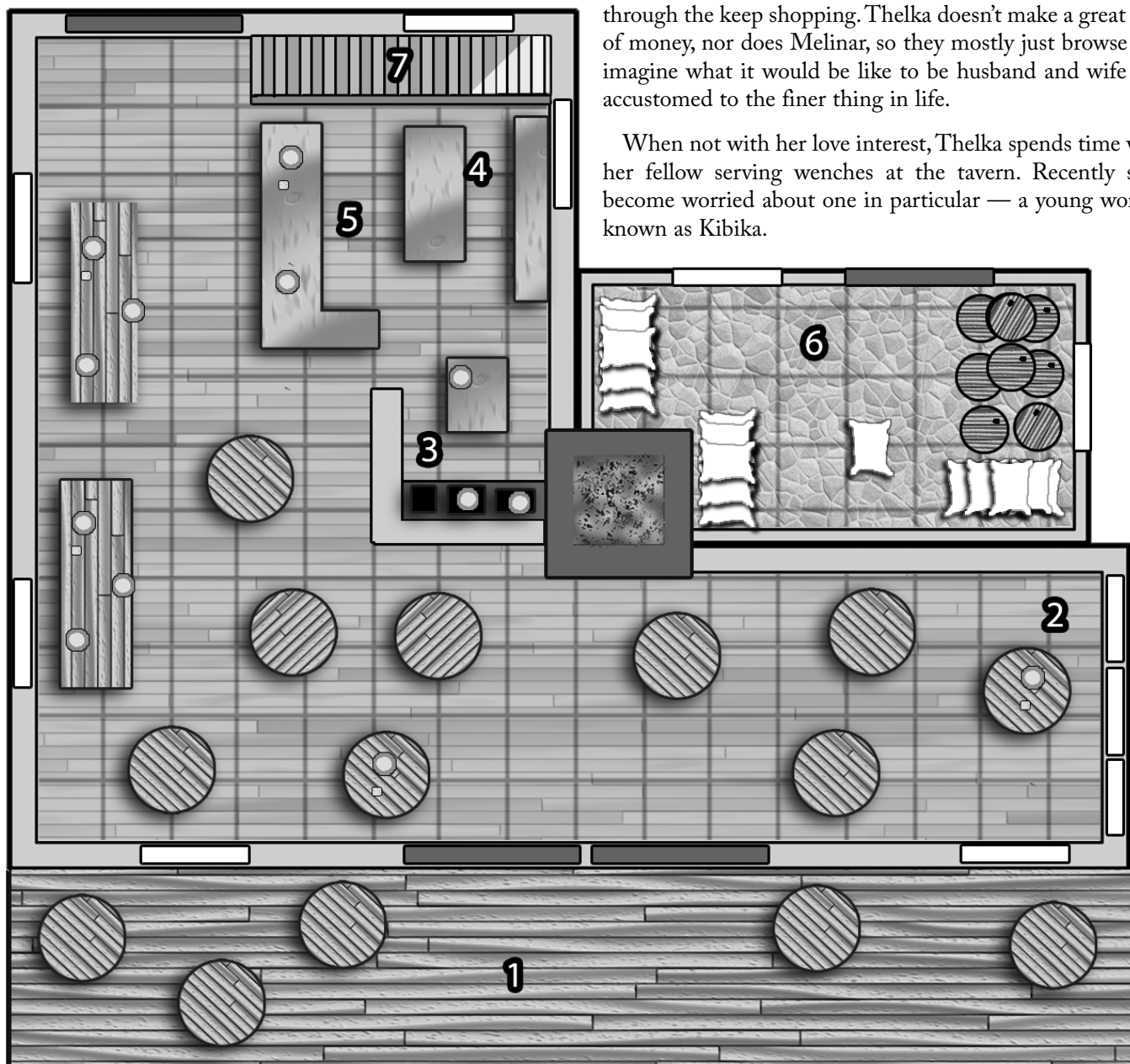
She decided to stay after meeting a young guard who had shown her kindness. This man, (Melinar), assembled some of his fellow Black Fists, and together they tracked down the murderer of Thelka's nephew and exacted revenge on her behalf.

Melinar, a regular at The Broken Hilt tavern, talked the tavern owner, Lamar, into hiring her. Having their trust, she is the only serving wench allowed into the Black Fist's special meeting room on the second floor. She brings them drinks and other refreshment during their meetings there and often listens in.

Thelka is not overly worried about aggressive customers who may grope her. She can handle herself, and besides — she has Melinar and his men who will gladly protect or avenge her should she need it. Most regular patrons know this and treat her with respect.

When not on duty at the Tavern, Thelka spends as much time with Melinar as she can. They sometimes wander through the keep shopping. Thelka doesn't make a great deal of money, nor does Melinar, so they mostly just browse and imagine what it would be like to be husband and wife and accustomed to the finer thing in life.

When not with her love interest, Thelka spends time with her fellow serving wenches at the tavern. Recently she's become worried about one in particular — a young woman known as Kibika.



The woman, a heavyset waitress who has a very sweet and trusting nature, has fallen for a man that Thelka instinctively does not trust.

She has tried to bring this to Kibika's attention, that this man is trouble, and this has created a rift between the two women.

Thelka has since backed off. She knows how intoxicating love can be, but can't let go of her fears. She has quietly asked Melinar to make inquiries into the background of the man known as Brendol Dorbren.



Front
(South Face)



East Face

Serving Wench (Thelka): N Fhokki human; HP 24, Init +2, Defense +2, DR 0, ToP 6/ 6, language (Fhokki 70, Baparan 32, Merchant's Tongue 44), resist persuasion 32, salesmanship 22; *Quirk:* fear of heights; *Flaw:* anosmia; Info Glx2, Klx2, Qlx1, Llx1

FROM GREYTAR'S JOURNAL: The Secret Society of the Black Fists



"No one really knows who started the Black Fists, though it was presumably a soldier bored with life on the borderlands who has long since completed his duty at the Keep and returned to life downriver. Although a secret society, I have been able to glean a few details of the group (mostly by plying members with ale at the Broken Hilt. Originally, membership was strictly limited to the military, though later (no doubt due to the fact that living in close quarters at the Keep forms strange relationships) the group's ranks was extended to civilians who demonstrated the sort of mettle and prowess in combat that soldiers admire. Other than the honor of being considered worthy and having a network of local allies that will alert each other of dangers or opportunities, membership has no perks. Of course, having a reliable group of allies to watch your back is worth its weight in gold on the borderlands."

GM Note: The requirement for membership is simple and straightforward (which is not surprising considering the society's roots). A member in good standing presents the name of a potential recruit after secretly observing the nominee proving his prowess in mortal combat. Since a bounty is paid for monsters at the Keep one of the surest ways of gaining membership is delivering a handful of bounties. Each member of the Black Fists residing in or around the Keep is sure to notice any individuals who have been collecting bounties. After five or more kills, one or two of the Black Fists seek out the individual (usually offering to buy them a drink at the Broken Hilt – see Area M12) when the opportunity presents itself. Without making their intentions known, the members befriend the prospective inductee and learn more about him. If he impresses them, he'll be invited to the Practice Grounds (see Area A8) for initiation.

Initiation consists of having to fight a captured humanoid – typically an orc. (The initiate is permitted to wear armor and use any weapon he wishes. The orc – or possibly goblin – is usually unarmored and given only a knife or dagger). If the initiate manages to kill his opponent, he is immediately inducted and gains 1 point of Honor. If he is incapacitated (perhaps by failing a Tolerance of Pain check), the Fists will stop the fight and award probationary membership for at least having the guts to engage in a fight. Probationary memberships are one month's duration and require that the potential member must face initiation again. If he refuses the fight or runs away during the melee, he is mocked mercilessly (losing 2 points of Honor) and refused admittance.

Known members of the Black Fists include: Darg (M15), Kip (probationary member; M9b), Nepra (L9/U13), two of the Keep's officers, and any other NPCs that you feel are appropriate, as needed.

M13) Poram's Leathers

Height: 20'

Dimensions: Irregular 20'x20' **Stories:** 2

Occupants:

Poram Tiran (leather worker/proprietor)
Gisela Tiran (wife/leather dyer)
Apprentices (2)

Poram Tiran runs his shop with as much efficiency as possible, considering that his only two journeymen recently left his employment to seek their fortunes elsewhere. He can supply the players with not only common goods like belts, pouches, and such, but also scabbards and armors made entirely or partly of leather (such as studded leather and ring-mail). As such, he works closely with Anari, the official Keep weaponsmith and armorer. Poram's wife Gisela can dye leather items in one of several colors: green, red, blue, black or brown.

Interactions: If the PCs come to Poram to stock up on leather items or armors, he has 2d4 of each leather good and 1d3-1 each of leather, studded leather and ringmail armors, listed in the *HackMaster Basic* rulebook. He also purchases skins and furs as well as trophy items taken from many monstrous and predatory animals.

Poram has been too busy lately to keep up with any rumors, but he says that he'll gladly pay a finder's fee if the PCs can bring him some new employees (10 sp for each new worker; maximum four new workers needed). If the PCs bring him some potential workers who already have jobs, he matches their previous salary plus an additional small raise. Of course, the business owner whom the PCs poached these employees from is bound to be a little upset about this and may cause problems (talking trash about them to other people, refusing to give them any more rumors, jacking up the costs of his goods and so on).

Poram: N Baparan human; HP 24, Init +3, Def +2, DR 0, ToP 7/ 5, appraisal (furs & pelts) 30, leatherworking 66; *Info* Glx1, Klx2

Gisela: N Baparan human; HP 21, Init +1, Defense +0, DR 0, ToP 6/ 4, botany 27, leatherworking 47; *Info* Glx1, Klx2

Apprentices (2): HP 21, Init +1, Defense +0, DR 0, ToP 7/ 5, leatherworking 23; *Info* Glx1, Klx1

M14) Three Leaves to the Wind Inn

Height: 30'

Dimensions: Irregular 20'x40' **Stories:** 3

Occupants:

Demosi Pelik (proprietor)
Nyra Pelik (wife/serving wench)
Servants (2)

MENU/SERVICES

Private Room: 1 sp per night (includes meal)

Common Room: 5 cp

Drinks: Ale 1 cp/mug, wine 3 cp/mug, bark tea 1 cp/mug

Food: Soup/hard bread 1 cp, dinner 3 cp

If a visitor is simply looking for a place to flop and grab a hot meal, this inn is the place to go. Located in a three-story structure, it has 8 small private rooms on the top floor and a large common sleeping room on the second floor. Servants and the like sleep in the cellar or in vacant rooms.

On the ground floor is a large dining hall where meals are served. There is no menu. A large kettle of soup is made each morning and served with a hard roll and bark tea. In the evening, the dining hall serves wine and cut-ale along with various meat dishes while third-rate performers entertain. Dinner costs 1 sp per meal.

The inn keeper, Demosi, and his family live in a small room at the back of the first level, behind the bar.

Demosi Pelik: LN Baparan human; HP 25; Init +3; Spd 7; Rch 2'; Atk 0; Dmg 2d4p; Def +3; DR 0; ToP 7/ 6; Hon 28

Notable Skills: appraisal (armor & weaponry) 14, language (Baparan 70, Merchant's Tongue 48), salesmanship 58; *Profs:* dagger

Equipment: dagger, sacks of spices and kegs of wine, 10-100 cp and 21-40 sp on his person

Information: Glx3, Klx3, Qlx1, Llx2, Ulx1

M15) The Prancing Pegasus Inn

Height: 20'

Dimensions: Irregular 50'x30' **Stories:** 2

Occupants:

Dargrum Tukurz (proprietor)
Palgra Tukurz (wife/cook)
Servants (3)

MENU/SERVICES

Lodging: Common room 2 cp/day or 1 sp/week, private room 2 sp/day or 12 sp/week, semi-private (2 beds) room 1 sp/day or 6 sp/week

Drinks: Ale 1/2 cp/mug, mead 3 cp/mug, tea 1/5 cp/mug, common wine 2 cp/pitcher, fine wine 10 sp/bottle, goat's milk 2 cp/mug

Food: Morning-meal (goat's milk and sweetbread) 5 cp, noon-meal (soup, a hard roll and tea) 5 cp, evening-meal (a mug of cut ale, a meat dish, a hard roll and a bit of cheese) 1 sp. Meals are not included in the cost of a room.

The Prancing Pegasus is the preferred leisure spot for some of the more genteel and exotic personalities in the Keep, such as some of the scribes, interpreters, [Wailyn Daramariel the elven fletcher \(M19\)](#) and some of the higher-ranking officers of the garrison. The owner is a dwarf named Dargrum Tukurz, known as Darg to his friends. Darg and his wife sleep in a small room at the back.

Darg Turkurz keeps a clean establishment and doesn't tolerate trouble makers. At the first sign of rowdiness he sends one of his servants to go summon the guard. Troublemakers are usually thrown out and barred from coming back with no prior warning.



On the ground floor is a large dining hall where meals are served, with sleeping accommodations upstairs.

Darg keeps d20 sp in a secret compartment under the counter, beneath a keg of strong ale. If he hits it off with someone and the conversation is good, he'll open up the keg and share it.

Interactions: Darg is a good source of rumors and local lore.

In fact, he's perhaps the only resident who knows the identity of the Mad Hermit (see the [Mad Hermit](#) adventure opportunity). Darg has a strong distrust of [Takane, the carpenter's widow](#). If anyone asks he shares his feelings and says there is something *"unnatural – or maybe just a little too natural, if you know what I mean – how she holds sway over that assistant of hers."*

Dargrum Tukurz: LG dwarf fighter 2; HP 32; Init +4; Spd 7 (5); Rch 0'; Atk +0; Dmg 2d4p +2; Def +0; DR 0; ToP 10/ 8; Hon 3; Quirk & Flaw: nosy, colorblind

Notable Skills: language (Dwarven 70, Merchant's Tongue 44, Baparan 31), mining 23, resist persuasion 28; **Profs:** battle axe, dagger, short sword

Equipment: dagger, 2d6p sp

Information: Glx3, Klx3, Qlx2, Llx2, Ulx1, Alx2



M15a) Butcher

Height: 10'

Dimensions: Irregular 10'x20'

Stories: 1

Occupants:

Rama Mosan (master butcher)

Apprentices (3)

BUTCHERING SERVICES

- A pound of sheep or goat meat costs 2 cp
- A week's supply of jerky cost 25 cp
- Dressing/butchering costs 5 cp and 25% of the meat

Rama Mosan the butcher sells what he calls *"both kinds of meat – sheep and goat"*. He has a thriving business, supplying meat to the garrison kitchens as well as to the civilian homes and businesses. There are usually 1d4 dogs lurking around this building, lured by the scent and in the hopes of scrounging a snack.

Rama is a large, big-bellied man with a muscular build and a walrus mustache. It seems almost every item of clothing he has sports at least one streak of fresh or dried blood, making him a fearsome sight to visitors who spot the blood-spattered man walking the streets.

Interactions: If the PCs spot a large, big-bellied man whose clothing is spattered with what appears to be fresh blood walking the streets, they may jump to the conclusion that Rama is some sort of murderer or executioner. In truth, he's probably on his way to the tavern for a mug of ale. If a player decides to attempt an Observation check (Difficult), it reveals that the stains stop abruptly in various places, as if he'd been wearing an additional, somewhat rectangular-shaped item of clothing [a leather apron] when the blood hit him.

If they confront him, he reacts hostilely, for he is tired of what he calls *"newcomers with little better to do than to harass decent folk"*. It wouldn't be the first time that visitors reported him to the guards as a suspicious person.

- ▶ Reporting Rama to a guard bestows a -1 adjustment to the narc's Honor.

Rama: LN Baparan human; HP 24, Init +3, Def +2, DR 0, ToP 7/ 5, administration 20, cooking/baking 62; **Info** Glx1, Klx2, Qlx1, Alx2

Apprentices (3): LN Baparan human laborers; HP 26, Init +5, Def -1, DR 1, ToP 7/ 7, cooking/baking 22; **Info** Glx1, Klx1

M15b) Meat Locker/Smokehouse

Height: 10'

Dimensions: Rectangular 10'x20' **Stories:** 1

Occupants: NA

This small building at the back of the Prancing Pegasus is used as a smokehouse by Rama the butcher (M15a) to cure meat. There are 1d12 carcasses hanging here on hooks from

the rafters. The room has a table and a box of knives and cleavers, a spool of rope and a bloody apron. A fireplace is located between this building and M15a and is stoked from the outside. Smoke is vented into the building and escapes out a flue on the opposite side of the building.

M16) Baram's Bakery

Height: 20'

Dimensions: Irregular 20'x40' **Stories:** 2

Occupants:

Baram Sen'Den (baker)

Apprentices (2)

BAKERY PRICES

- 1 Loaf of potato bread 1 cp
- Flat bread (five flats) 2 cp
- Hardtack (1 bag) 3 cp

The city-state of P'Bapar is not a rich agricultural area and supplements domestic production with imports from Korak. Frandor's Keep is located in the far northwest borderlands of the city-state and at the very end of a tenuous supply chain. The upshot of this is that seemingly common foodstuffs such as flour and yeast are rationed and supplemented whenever possible with locally grown crops.

The bakery produces two staples on a daily basis; potato bread (a rye loaf augmented with potatoes) and flatbread (an unleavened bread made from flour and potatoes similar to a tortilla). They also bake a form of hardtack called crisp bread (sort of a rye cracker) that is issued to troops out on patrol but also available to travelers interested in non-perishable provisions.

The bakery begins its work hours before daybreak in order to supply fresh bread for the day's initial meal and shuts the shop around noon. The baker has two teenaged apprentices and all live in quarters above the shop.

Baram Seniden: LN Baparan human; HP 23, Init +2, Def +1, DR 0, ToP 7/ 5, cooking/baking 43; *Info* Glx2, Klx2

Apprentices (2): LN Baparan humans; HP 24, Init +3, Defense +1, DR 0, ToP 7/ 5, cooking/baking 24; *Info* Glx1, Klx1

M17) Shrine of the Caregiver

Height: 20'

Dimensions: Irregular 20'x30' **Stories:** 2

Occupants:

Balan Kasar (Cleric of the Caregiver)

acolytes (4)

patients and/or supplicants (1-8)

This small storage building has been converted into a Shrine of the Caregiver. Here dwells one of the most honored men in the Keep – Balan Kasar.

Balan arrived at the Keep about a year ago. He soon ingratiated himself with his most unusual soft-spoken manner, generosity and genuine interest in others. Although he is quite philanthropic with his healing magic, dispensing cures to any who require them, his popularity stems more from his personality.



He is seldom cloistered within his shrine, choosing rather to mingle with the inhabitants of the Keep. He makes a point of cheerfully greeting all whom he encounters and taking the time, if they are willing, to engage in conversation.

He takes the time to listen to people's concerns and offers good counsel. He does not judge and rarely brings religion into the conversation. That latter trait, along with a willingness to pick up a bar tab, have curried favor even amongst the hard-bitten soldiers and mercenaries.

His shrine is never locked and all know to call upon him day or night should they require his services. Even those merely seeking a night's shelter soon have the priest laying out a floor mat for them.

Interactions: The Caregiver warmly receives PCs seeking healing. In fact, he likely sets out a meal for the whole party insisting they tell him all about their adventures while he tends to their injuries. No detail is too small nor any speaker too boring for Balan. He listens with great empathy encouraging the storyteller to elaborate for he is most interested in their exploits. Once the meal is finished and his healing has been dispensed, he asks nothing for his services. He even forgoes evangelizing and attempts at conversion.

Subsequent visits doubtlessly find him tending to the needs of other individuals (for indeed, despite his amiability, he is not the PCs' personal healer nor can he be counted upon to drop everything and attend to their needs). If they can wait their turn, he is more than willing to treat them in due course.

Healer Balan Kasar: NG Baparan human cleric 4; HP 29; Init +3; Spd 13; Rch 8'; Atk +2; Dmg 2d4p; Def +1; DR 0; ToP 9/ 5; Turning +2; Hon 44

Typical Spells: 1st – cure trifling injury; 2nd – bless, cure minor wound; 3rd – cure light wounds; 4th – cure injury (may choose to cast healing spells as if one level higher)

Notable Skills: divine lore 44, first aid 62, language (Baparan 70, Merchant's Tongue 48), religion (the Caregiver) 50, resist persuasion 66; *Profs:* staff, sling

Equipment: robes, divine icon, walking staff

Information: Glx3, Klx3, Ulx1, Alx2

M18) The Cobbler's Corner

Height: 20'

Dimensions: Irregular 20'x30' **Stories:** 2

Occupants:

Fanam Fapeki (cobbler)
Apprentices (2)

COBBLER PRICES

- Repair/Mend Shoes/Boots: 4 cp
- Common Boots (off the shelf): 6 cp

This shop is known as the Cobbler's Corner because of its location. Upon entering, one is greeted by the smell of treated leather. The establishment is full of sandals, boots and shoes of various sizes and makes.

Fanam Fapeki closed his cobbler's shop in Vew about three years ago after his wife and children died from a plague that swept the region. He felt that he could no longer live with the constant memories of his past and so packed up his tools and inventory and with his two apprentices moved to Frandor's Keep.

Interactions: Fanam is very industrious and works from sunup to sundown. He is taciturn, this trait being magnified after the death of his family. Although not rude, he is brusque with customers insisting that they get down to business for he is too busy to idle away the daylight with banter. If they comply, he summons an apprentice to measure their feet and find an appropriately-sized boot.

Only human characters can be accommodated with his inventory. Non-humans must have their boots custom made (at the price of a week and double the cost). Sandals can be found for almost anyone.

Fanam Fapeki: LG Baparan Human; HP 21, Init +4, Def +0, DR 0, ToP 6/ 5, salesmanship 57; *Profs:* butcher; *Info* Glx2, Klx1

M19) The Elven Bowyer (Ground Floor)

Height: 20'

Dimensions: Irregular 20'x40' **Stories:** 2

Occupants:

Wailyn Daramariel (fletcher)
Assistant (1)

Wailyn Daramariel, the local bowyer and fletcher, provides bows, crossbows and ammunition for the Keep garrison. As an elf, he suffers the occasional slur hurled his way, but his skill with a bow is so appreciated by the military that anyone who harms him will be punished with the pillory and/or public flogging, plus hard labor serving the troops for a period of at least one month.

Wailyn is an elf of 143 years with blue eyes and long brown

hair. He is considered attractive by many young women, who are fascinated by him. Most of them, apparently, haven't seen many elves in their young lives. Some young boys admire him, but others call him names behind his back.

Interactions: Wailyn also sells his wares to the public, though any bows purchased must be delivered to the Keep's offices inside the gates and only handed over when the buyer leaves. Wailyn has 1d4-1 of each bow listed in the *HackMaster Basic* rulebook at any given time, with arrows and bolts in plentiful supply (at least a score of each). His prices are equivalent to those in *HackMaster Basic* plus 10%, rounded up.

Wailyn specializes in longbows and always tries to 'upsell' a buyer into purchasing one of these instead of another bow, pointing out its beauty and elegance over other bows. Wailyn also has a beautifully carved Longbow +1 that he's been working on for some time and has finally completed. His asking price is 300 sp (or 200 sp if the buyer is an elf).



Wailyn Daramariel: CG Elf; HP 19, Init +3, Def +2, DR 0, ToP 5/ 5, appraisal (armor & weaponry) 66, language (Low and High Elven 74, Baparan 53, Merchant's Tongue 66), salesmanship 48; *Info* Glx3, Klx2, Alx3

Assistant: NG Baparan human; HP 22, Init +4, Def +0, DR 0, ToP 7/ 5, appraisal (armor & weaponry) 18, language (Baparan 69), salesmanship 16; *Info* Glx1, Klx1

M20) Jiric Helsan's Residence

Height: 20'

Dimensions: Irregular 20'x20' **Stories:** 2

Occupants:

Jiric Helsan
Assistant (1)

This building used to be a tin worker's shop, but Jiric Helsan bought the man out and set up the building as his personal residence. Jiric was once a fine purveyor of cloth and traveled up and down the trade routes for years before falling into his current occupation — acquiring live specimens of exotic creatures and humanoids (plus the occasional human or dwarf) for his rich clients. He ships these captives to southern Korak to fight in regional gladiatorial amphitheatres.

Jiric arrived at the Keep about two months ago, after hearing the area was rich in the living commodities he seeks. He's constantly trying to fill the lists his clients send him and is frustrated because he's finding it more difficult than he had imagined. He frequents the taverns, putting out the word he pays good money for live bears, mountain lions, kobolds,



goblins and especially orcs.

He also hangs around the bounty master's office informing those bringing heads in for the bounty that they could be making much more if they were bringing him live creatures.

The Keep Prefect despises Jiric and won't allow him to conduct transactions within the walls. This requires him to make his exchanges at the

Landing. He's allowed to keep animal captives in the palisade until he's ready to ship them out but the Prefect charges him an exorbitant fee because extra guards are required to ensure they don't escape. Humanoid captives require hefty bribes to induce guardsmen. In fact, a pair of goblins escaped last week and created quite a stir in the compound before they were cornered and killed.

Some citizens and visitors to the Keep have gotten wind of Jiric's offer and intent and do not approve whatsoever. Worshippers of The Guardian are especially incensed by Jiric's use of demi-humans. They have vowed to try and free any demi-humans brought to this man.

Interactions: Jiric is a prime source of adventure opportunities for players. Whenever he gets wind of strangers who have shown a knack for collecting bounties, he seeks them out and provides a list of creatures he needs (currently he has a requisition for a pair of kobolds). Jiric pays 50 sp for live bears/mountain lions, 2 sp for goblins/kobolds, 5 sp for gnomes and 10 sp for orcs. If such creatures are brought to him wounded, he insists they are allowed to heal up (in captivity) before he makes payment.

In addition, Jiric is occasionally in need of men-at-arms to escort his live cargo to Vew where an associate takes receipt. He pays 1 sp per day per hire for the job.

Jiric Helsan: NE Baparan human; HP 24, Init +2, Def +2, DR 0, ToP 7/ 6, language (Baparan 71, Merchant's Tongue 40), monster lore 60, torture 31; *Quirk & Flaw:* greedy, facial scar; *Info* Glx3, Klx1, Qlx1, Llx2, Ulx1, Alx3

M21) Athur's Fine Clothes

Height: 20'

Dimensions: Irregular 20'x20' **Stories:** 2

Occupants: Athur (tailor)

Athur, a Deji tailor, hails from Ek'Gakel where he taught wealthy young Gakites philosophy and language studies. Unfortunately, mistreatment of even non-tribal Deji at the start of the Deji Wars resulted in Athur fleeing west.

Eventually, he settled in the mountains near P'Bapar. He plans to make an honest living and, when wealthy enough, buy himself a minor title and some land. He has a brother that also fled and is currently looking for work in P'Bapar. Between the two of them, they plan to send for their six other siblings and grow wealthy one way or another near the free city.

Athur stocks all clothing items for sale listed in the *HackMaster Basic* rulebook with a few exceptions. Athur charges 200% of published rates because the economy will bear it. He is willing to negotiate if the purchaser seems in dire need or strikes him as somehow deserving of a discounted price, but he never sells lower than book value. Athur repairs items purchased there at no charge or purchased elsewhere for 25% of the item's cost. Athur is willing to buy captured cloth, cloaks, clothes and the like from PCs, but only pays 10% of book value if worn or torn, but pays up 50-100% of value on bolts of cloth and the like.

Athur speaks with an accent and tends to suck in his saliva during speech, a mannerism that some find disconcerting. While an accomplished tailor, he's not an accomplished salesperson and may come across as gruff or distant, choosing to continue working on projects while conversing with customers. Athur is short and thin but surprisingly strong, especially his grip (due to working with his hands day-in and day-out).

Interactions: Athur has other skills. Specifically, he can speak and read several languages fluently. PC customers might discover this about him and potentially use Athur as an inexpensive translator for items found. Athur is highly intelligent and charges what he thinks he can get for translation purposes, explaining about his poor little sisters being oppressed back in Ek'Gakel. He is afraid of rodents, a fact he'd prefer to keep to himself.

Athur: LG Deji human; HP 22, Init +2, Def +1, DR 0, ToP 7/ 5, language (Brandobian 70, Deji 93, Dwarven 44, Low Elven 56, Hobgoblin 81, Kalamaran 78), literacy (Dwarven 40, Low Elven 23, Hobgoblin 37, low Kalamaran 76), salesmanship 12; *Quirk:* animal phobia (rodents); *Info* Glx1, Klx1, Ulx1, Alx1

M22) Falcon Tower

This tower is typical of the other towers in the Keep. See the [Sturm Tower \(Area O2\)](#) for detailed information.

This tower is notable in that the captain of the bailey is a falconer and keeps his hunting birds in this tower. He can be spotted in the afternoon loosing and retrieving his prized falcons.

M23) Tower Reyifor

This tower is typical of the other towers in the Keep. See the [Sturm Tower \(Area O2\)](#) for detailed information.

M24) Public Latrines

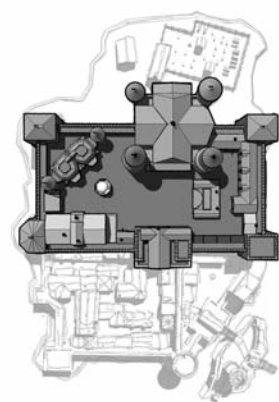
These primitive latrines consist of a dozen recesses in the curtain wall. Each recessed area is approximately 3 feet wide and five feet high — just big enough for a person to squat over a crude shaft that drops down out of site through the wall to the river 40 feet below.

There is no privacy save for small wicker screens leaning against each recessed area. A person ‘doing his business’ can hold one up in front of himself as he squats.

If not near a public toilet or a permanent building with an available lavatory (usually little more than a hole in the wall or floor), the keep’s inhabitants have no shame about squatting in corners or relieving themselves against a wall. (Drawings of crossed polearms on some walls indicate that public urination is specifically forbidden there and punishable by the pillory and/or public flogging.) High inside the Keep fortress, the highest-ranking soldiers and officials have access to a model of ‘modern’ engineering: a lavatory with a padded seat, a lid, chimney heating and a system of air circulation for fighting odors. Its waste descends down a nearly 100-foot-deep shaft into a pit.

M25) Klevan’s Tower

This tower is typical of the other towers in the Keep. See the [Sturn Tower \(Area O2\)](#) for detailed information.



UPPER BAILEY

Base Elevation: 30’
Height of Walls:
Base 30’ + 5’ battlements
Defenses:
Double portcullis x2
8 towers

Whereas the middle bailey is the heart of the Keep, the upper bailey is the brain. Overall administration and command of the Keep is conducted in this area and it is strictly segregated from the rest of the Keep. Entry is only granted to those with official business and those who are assigned here. The upper bailey is also where the Keep treasury is located.

GM’s Note: The restrictive nature of the upper bailey must be strictly enforced. Any guard who lets someone unauthorized enter the upper bailey is at risk of the punishment of death and knows it. Likewise anyone caught in the upper bailey without a pass will be severely punished.

U1) Inner Gate House

Height: Varies 30’ to 50’ plus 5’ battlements
Dimensions: Irregular 50’x70’ **Stories:** 2
Occupants:

Gate House Commander (1)
Sergeants of the Guard (2)
Men-at-Arms (16), Archers (8)
Anoz Ghanesh, Guard

This massive impressive stone structure is like a fort unto itself. The southern portion is 30’ high, plus battlements; the rear part is some 50’ tall, plus battlements. Should the lower baileys ever be breached, these battlements would be lined with archers standing shoulder to shoulder on two tiers — a formidable front.

There are arrow slits all along the southern edge of the gatehouse and up along both sides. The gate passageway is 20’ wide and 10’ high. This passage slopes upwards at a 15 degree angle towards the inner courtyard, rising 10 feet. (The Upper Bailey has an overall base elevation 30 feet higher than the ground outside the walls.)

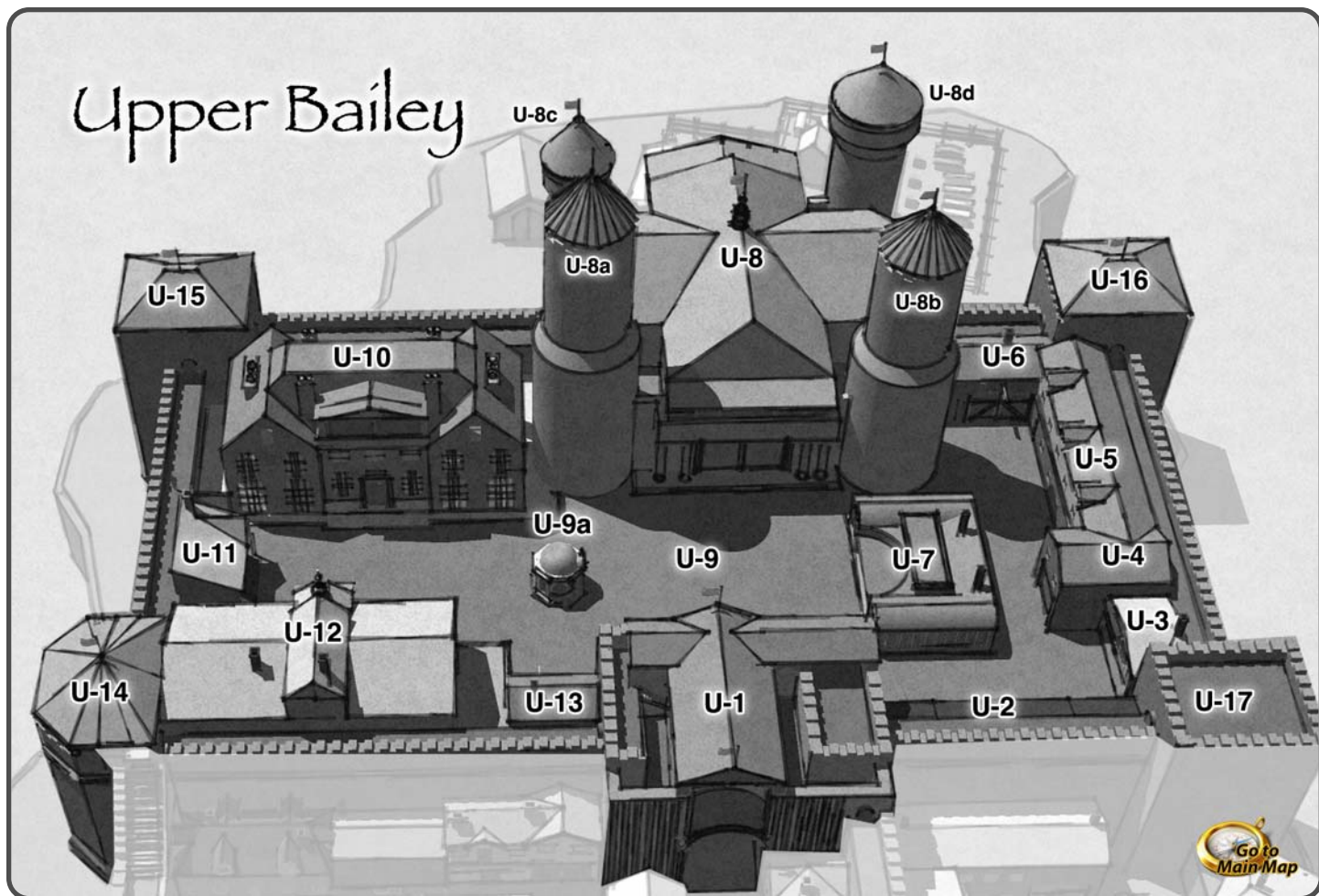
There are heavy gates on both ends of the passageway, along with portculliss. The gates themselves are whitewashed, double bound with ornate black ironwork and fixed with wicked looking iron spikes. There are six guards on duty at all times at the gates (two inside the gateway, two on the lower battlement, two on the upper), plus one officer on call. No visitor is allowed beyond this point except by invitation or unless he has a special pass.

This rule is strictly enforced, with three notable exceptions: if anyone approaches the moneychanger table near the [Golden Lynx Gate \(L9\)](#) and has a transaction larger than 250 sp or has jewels/gemstones that look to surpass that value to be appraised, he receives a pass to gain access to the Upper Bailey and escorted to see [Vas \(U13\)](#). The second exception to the strict rules of access is on holy days when services are being held in the [Temple of the True \(U12\)](#). On those days the gates are opened and worshippers are permitted to move to and from the Temple unmolested. The third exception is for persons visiting the [bathhouse \(U7\)](#). Guards, however, are strategically positioned in [Frاندor’s Field \(U9\)](#) to ensure no one strays off path.

The first floor of the gatehouse is the main armory. There are dozens of shields and weapons of all varieties. Two small rooms are quarters for the sergeants and captain of the guard (furnishings are sparse). The guardsmen stationed here are housed in the second story.

Interactions: When the players first arrive at the Keep they are unlikely to know all the rules. Anyone foolish enough to attempt to enter the Upper Bailey without a pass is sorely berated for their insolence. Even asking permission to pass or asking questions like “*What’s up there?*” rouses suspicion.

Upper Bailey



One of the most reviled characters at the Keep is likely to be met here — Anoz Ghanesh. This guard has a tongue that can cut steel and a temper to match. He assumes the worst about anyone who approaches his post at the Inner Gate House and acts on those assumptions. He also hates his job — miserable pay in a miserable place. He takes out his displeasure on visitors on a regular basis.

People familiar with the Keep know to do their best to steer clear of Anoz, especially when he's on gate duty. He assumes every visitor is there to cause him trouble. He refuses to believe that anyone is innocent or has benign intent. That person lingering near the Cobbler's Corner? To Anoz he's obviously staking out the Inner Gate and gathering intelligence. That maiden who brought a note to be delivered to one of the cooks in the Upper Bailey kitchens? A spy passing an encrypted note.

Anoz has been known to even search beggars who pass too close to his post and throw them out on their ears if he gets any lip about it.

Anyone who finds himself in Anoz's sights is verbally assaulted with insults, curses, remarks about his mother and worse. True, he's partly confident because he knows he has two dozen guards to back him in a moment's notice. Anoz



often taunts, hoping his victim snaps and makes a move for him.

Objections to his harsh tactics meet with harsher tactics. He's cracked more than a few skulls, which seems to be the only time he enjoys his job.

Anoz's only joy in life seems to be quaffing rounds of ale at the Broken Hilt after hours. He fancies the whore, [Fitolima](#) (M12) and spends a great deal of his pay each month for the privilege of spending time with her. Controlling his jealous rage when seeing her flirting with other customers, however, is more than he can stand. He has been banned from the tavern many times for breaking tables, chairs and heads when someone made a play for 'his woman.'

Anoz Ghanesh: LE human fighter 2; HP 31; Init +5; Spd 9 (7); Rch 3½; Atk +0; Dmg 2d8p+3; Def +1; DR 3; Top 10/7; Hon 12; *Quirk & Flaw:* paranoid, hard of hearing

Notable Skills: appraisal (armor & weaponry) 11, language (Kalamaran 23, Merchant's Tongue 24, Reanaarese 31, Svimohzish 68); *Profs:* longsword, club

Equipment: longsword, club, studded leather armor, small shield, 12 sp, 38 cp

Information: Alx2, Klx5, Llx1

U2) Grain Stores

Height: 20'

Dimensions: 10' x 60' (six 10'x10' bins)

Occupants: NA

One of the biggest concerns for the Keep is keeping enough grain on hand to withstand a siege — at least long enough until relief can arrive. These brick storage bins run along the entire length of the wall in this corner of the bailey.

They are kept at 50% capacity during peacetime. Any hint of war on the horizon, however, and an effort is made to fill them to capacity as quickly as possible.

Grain from the local harvest as well as a portion of any grain carted in from Vew and beyond is placed in the grain stores. The garrison rotates old grain with new grain as it is dispensed. Most goes to the garrison kitchen to feed the troops but portions of it are sold to local merchants and townsfolk. Each bin door is locked with a Very Good quality padlock. There are no guards specifically posted at the grain stores unless the Keep is under siege.

When grain stores are bountiful, giving away grain is a common tactic to quell discontent before it starts. Occasionally, the Keep Prefect even has grain dispensed to the inhabitants of Quarry Town.

U3) Armory

Height: 20'

Dimensions: 10' x 20'

Occupants: Master of Arms (1)

This small building is an armory where weapons, armor, shields and ammunition is stored. A Master of Arms lives on the second floor and is charged with safe-guarding the stores — no one is allowed in the building or to withdraw an item without orders.

Master of Arms: LN Baparan human man-at-arms; HP 28; Init +4; Spd 8 (7); Rch 2'; Atk +1; Dmg 2d6p+1; Def -2; DR 3; ToP 9/ 7

Notable Skills: intimidation 30, language (Baparan 71, Merchant's Tongue 42), resist persuasion 50; **Profs:** dagger, mace, short bow, short sword and spear

Equipment: short sword, leather armor, 1d3 sp, 2d4 cp

Information: Glx1, Klx1, Ulx1

U4) Kitchens

Height: 20'

Dimensions: 20' x 30' **Stories:** 2

Occupants:

Cooks (3)

Runners (varies)

This building houses a fully stocked kitchen capable of producing large (through not particularly tasty) meals for all the soldiers assigned at the Keep. Although they try to offer a variety of food, meals are typically dictated by what's available and what's in season. A few weeks ago, when several horses were found dead at the Palisades the troops were surprised to receive a hearty and meaty stew for the next several days.

Runners (usually young local boys rather than soldiers) take buckets of prepared food from here to the various towers and to other locations when soldiers are unable to leave their posts for long periods of time.

Interactions: If the PCs should sample the food here, they find it nourishing and filling but certainly not of gourmet quality. The cooks are gruff and allow no one to interfere with their mealtime preparations. The runners seem to know where almost every building in the Keep is and can draw a crude map if need be (though they are illiterate and cannot write the location names).

The fact that the runners have access to every corner of the Keep has not escaped Rikar's (see area Q7) attention. One of the runners at the kitchens works for him. The lad sneaks notes and messages embedded in blocks of beeswax in the bottom of the buckets of stew he totes about, passing them along to other agents in the Keep and picking up other messages to pass along.

Cooks (3): N Baparan humans; HP 22, Init +2, Defense +2, DR 0, ToP 6/ 5, cooking/baking 48, intimidation 37, language (Baparan) 71; **Info** Glx1, Klx1, Ulx1

Runners (varies): N Baparan humans; HP 21, Init +4, Defense +0, DR 0, ToP 7/ 5, cartography 16, language (Baparan) 71; **Info** Glx1, Klx1, Ulx1

U5) Barracks/Mess Hall

Height: 30'

Dimensions: 80' x 20' **Stories:** 3

Occupants: varies

This long three story building serves as a barracks as well as a mess hall. The ground floor is one long open room with a series of load-bearing support beams. It is filled with tables and chairs. The second and third floors are also open rooms filled with wooden bunks and cots.

U6) Hospital

Height: 20'

Dimensions: 20' x 40'

Occupants:

Senior Healer

Healers (2)

Apprentices (2)

This two story building contains little more than rows of cots and a few tables, plus storage for first aid supplies and bedding.

The military hospital's main priority is to patch up injuries that soldiers sustain in battle, its rules stating quite clearly that soldiers must always be treated before civilians. In practice, its healers (almost exclusively worshippers of the Caregiver with training in the First Aid skill) heal the most gravely injured first before moving on to the lesser ones, a tactic that occasionally brings them into conflict with the military authorities.

Senior Healer: NG Baparan human; HP 22, Init +1, Def +3, DR 0, ToP 7/ 5, administration 37, first aid 81, language (Baparan 78, Merchant's Tongue 54); *Info* Glx3, Klx2, Ulx1

Healers (2): NG Baparan humans; HP 23, Init +2, Def +2, DR 0, ToP 6/ 5, botany 45, first aid 57, language (Baparan 69, Merchant's Tongue 42); *Info* Glx1, Klx1

Apprentices (2): NG Baparan humans; HP 21, Init +2, Def +2, DR 0, ToP 5/ 5, first aid 23, language (Baparan) 66; *Info* Glx1, Klx1

U7) Bathhouse

Height: 15'

Dimensions: 30' x 50'

Occupants: Bathhouse Attendants (usually 4+)

The bathhouse is an important public place in the lives of residents of all social classes, where they not only get clean but socialize, do business and discuss the politics of the day. The bathhouse is open to women from about sunrise until about noon, and to men from around 2 PM to sunset. Mixed bathing is frowned upon, though it does occur (usually in the steam room), usually with a prostitute plying a quick poke for a few coppers.

The bathhouse includes separate facilities for men and women, each with a dressing room/cold water pool room, a warm water pool room, and a hot water pool/steam room, heated by a furnace underneath the raised floor. (Bathers wear special sandals with thick soles to protect their feet from the heated floors and may wear some light covering or remain nude.) The cost of entry is a mere 2 copper coins. It also has attached toilet facilities, which are much cleaner than the standard public outhouse.

Most bathers begin by employing a bathhouse attendant (for an additional copper piece) to scrape the oil and dirt from their bodies with a curved wooden stick, then proceed at a leisurely pace through the three rooms in any order they prefer (usually cool first, then warm, hot, warm again and finally cool). If hired, the bathhouse attendant or slave accompanies the bather through each room, carrying his belongings, towels, any massage oils and the wooden scraper.

Bathhouse Attendants (4+): N Baparan humans; HP 21, Init +4, Defense +0, DR 0, ToP 6/ 5, language (Baparan 72, Merchant's Tongue 51), listening 60; *Info* Glx1, Klx1, Ulx1, Alx2

Interactions: The PCs can use the bathhouse to make new contacts within the Keep, as well as a meeting place. Furthermore, the bathhouse attendants know many of the rumors circulating around the Keep. Although they keep their

heads low and eyes averted, they hear everything whispered, including secrets passed between the most powerful men at the Keep. If questioned, these lowly paid individuals are willing to impart what they've heard for another copper.

U8) Keep Fortress (Offices of the Crown)

Height: Varies 40' to 100'

Dimensions: Irregular 100'x100' **Stories:** 4

Occupants:

Keep Prefect Ganitak
Vice Prefect Halise (Battle Captain)
3 other Battle Captains
12 Men-at-Arms
12 Archers
6 Administrators (clerks, scribes)
6 Servants

This large multi-towered building is the original fortress around which Frandor's Keep grew. It serves as the Keep's administration center. Naturally, access is restricted to military officers and other authorized personnel only. This area includes the Keep Prefect's office, quarters for the commanding officers, meeting halls, the treasury, an armory, scribes and so forth. Basically, any administration-related personnel or location you need to add can be placed here. (The standard of the shrine has also been moved into this complex.)

The third son of a wealthy noble family from P'Bapar, Keep Prefect Ganitak joined the army as a young man (a common action for male nobles with few expectations of inheritance), and has served the city-state faithfully ever since. He dislikes his current posting at the Keep and is considering retirement. He has a strong distaste for the Earl and his civilian allies, whom he feels lack moral character and are too concerned with wealth.

The Prefect also has a particular grudge in regards to the bounty hunter situation, feeling that it would be wiser to spend funding on the army and clean out the humanoids for good, rather than the cheaper but unreliable method of hiring bounty hunters.

The Prefect is a distinguished, elderly man with iron gray hair. His well-appointed quarters are comfortably furnished, with a teakwood armoire and enormous goose-down bed. On the walls and shelves are many books, along with several carved works of art and a silver amulet bearing his family crest. An iron chest (with a Superior quality lock) in one corner holds 343 sp and 73 cp. He is also a collector of maps. Several scroll cases are piled in one corner with maps of the area and architect's drawings of the Keep itself.

Interactions: During the day, he and his aides (battle captains) are often found in the offices of the Keep, holding audiences and tending to business. Should the PCs encounter him, he is polite but firm. Only in an emergency or very unusual situation does he allow others to bend the rules of the Keep.



Keep Prefect Golimel Ganitak: LN Baparan human fighter 5; HP 43; Init +4; Spd 8 (6); Rch 3½'; Atk +9; Dmg 2d8p+6; Def 2; DR 7; ToP 17/ 8; Hon 64

Notable Skills: administration 60, diplomacy 48, intimidation 44, language (Baparan 75, Merchant's Tongue 50), resist persuasion 34; *Profs:* halberd, longsword, scimitar, shortbow

Equipment: Longsword +3, Chainmail +2, 14 sp, 12 cp

Information: Glx5, Klx5, Qlx2, Llx2, Ulx6, Alx4

Battle Captains (4): LN Baparan human fighters 4; HP 34; Init +2; Spd 9 (7); Rch 3½'; Atk +6; Dmg 2d8p+3; Def +1; DR 4; ToP 12/ 6; Hon 50

Notable Skills: administration 44, diplomacy 36, intimidation 52, language (Baparan 71, Merchant's Tongue 48), resist persuasion 40; *Profs:* halberd, longsword, mace, shortbow

Equipment: longsword, ringmail, 2d4p sp, 3d4p cp

Information: Glx3, Klx3, Qlx2, Llx2, Ulx1, Alx2

U8-A to U8-D) Towers

Towers U8-A through U8-D (respectively named Raven, Boar, West and East Tower) are all part of the Keep Fortress complex. They are not like the other towers in the Keep as they are typically not manned except in times of heightened alert.

U9) Frandor's Field

This open area is paved with cobblestones. Troops assemble here when being marched to and from duty and small groups of soldiers can regularly be found here. During the daylight hours there are usually a dozen engaged in weapons practice.

U-9a Lynx Rotunda

This roofed rotunda served as the Keep's shrine of the standard before it fell to the orcs. Then, when Frandor's Keep was reoccupied, the standard was moved inside the offices of the crown (U8).

The structure has now been repurposed as a reviewing stand of sorts, where the Keep Prefect resides over ceremonies and addresses his troops. It's also where he sits in judgment during tribunals.

U10) Lord Reyifor's Mansion

Height: 40'

Dimensions: Irregular 35'x90' **Stories:** 3

Occupants:

Lord Reyifor, wife and daughter

Various servants and guards as needed

Unauthorized entry into Lord Reyifor's mansion would bring down the wrath of the Keep upon the PCs, though participation in *The Ransom* adventure opportunity allows



Military Standard

The Keep's military standard is a bronze mountain lynx head with furrowed brow and open toothed mouth. The head is roughly the size of a melon and carried atop a gilt staff (to which a small crossbar is adapted for that purpose). The standard is almost a sacred item to the soldiers, who consider it a point of honor to preserve their own or capture the enemy's (if any). As such, the job of standard-bearer is one of great honor and great danger. The image of the unit standard can also be seen on various flags and banners throughout the Keep.

players to do so. It's a well-appointed mansion with a main hall and dining room decorated with artwork and tapestries, lush private quarters, a well-stocked kitchen, library, treasury and spartan guards' and servants' quarters.

U11) Meaker House

Height: 20'

Dimensions: Irregular 20'x20' **Stories:** 2

This two story building was originally built as a guest house for visiting dignitaries, but has since been turned into private residences. A staircase on the side of the building provides a separate and private entrance to the second floor apartment.

Meaker House Ground Floor Apartment

Occupant: Miran Kuvar (Cleric of the Guardian)

Miran Kuvar, a human cleric with the temple rank of Deshackler, lives and works in a small building within the Keep, though worship services are actually performed outside the walls. To avoid conflict with the Keep officials, he preaches the importance of charity and happiness rather than the overthrow of government, but he is quick to lecture anyone he feels is enslaving or oppressing others. He and his acolytes attempt to free every slave that comes through the Keep gates, either by purchasing the slave outright or secretly freeing him and smuggling him out. Offerings (currently 4 sp and 17 cp) are hidden in a sack under his mattress until they can be spent or redistributed among the poor.

Interactions: The PCs can count on Deshackler Miran's help in any endeavor that involves rescuing freed slaves or helping oppressed people. Should the PCs need to find homes or jobs for anyone (such as the prostitutes in Quarry Town, whom Miran is not even aware of), he can be counted on to take full responsibility for 1d3 needy persons and aids the PCs as best he can with any others.

Deshackler Miran Kuvar: CG Baparan human; cleric 3; HP 29; Init +2; Spd 8 (7) (short sword); Rch 2' (short sword); Atk +2; Dmg 2d6p (short sword); Def +1; DR 0; ToP 9/ 5; Hon 44

Typical Spells: 1st – cure trifling wound; 2nd – bless, innocuousness; 3rd – cure minor wound, safe haven

Notable Skills: cartography 30, divine lore 40, language (Baparan 76, Merchant's Tongue 32), lock picking 23, religion (the Guardian 53, the Overlord 16), resist persuasion 66, survival 34; *Profs:* short sword

Equipment: robes, divine icon

Information: Glx3, Klx3, Qlx2, Llx1, Ulx2

Meaker House Second Floor Apartment

Occupant: Greytar

Greytar lives alone on the second floor of this building. The apartment is divided into two rooms and both are crowded with books, artifacts and rarities.

Crude shelves line the walls, sagging under the weight of ancient tomes piled haphazardly upon them. Stacks of books and bundles of scrolls line the walls from floor to ceiling. A small cot, a table and a chair by the fireplace are the only indications of anyone actually living here.

It seems more like a warehouse or storage building to those who visit. Even the cot in the back room has scrolls piled on it and looks as though it hasn't been slept in for years. The fact is because of a lung ailment, Greytar prefers sleeping sitting upright in his chair.

By nature he prefers his solitude, but he suffers the occasional disruption when a new book is to be bartered for or new information is to be gleaned from new arrivals. This leads him to play the role of the gracious host.

He keeps several bottles of good wine (imported from Vew) hidden among his books, as well as a pouch of pipeweed. Smoking his long stemmed clay pipe, sipping a good vintage wine and reading an ancient text is how Greytar loves to pass his time.

On one shelf are four leatherbound books Greytar penned himself; a history of Hell's Throat and Frandor's Keep, a study of the local flora and fauna around the Keep, a collection of notes on various orkin structures/ruins that can be found in the area and lastly, Greytar's Journal — a book he takes with him on all his travels to record his thoughts and current events. There are actually eight volumes to his journal. The other seven are kept at the Royal Library in P'Bapar.

As the story goes, Greytar was originally drawn to the region as an agent for hire — researching the location of a mythical hidden treasure rumored to lie in the mountains, since the first Brandobian soldiers poured over the peaks from the east on during their conquests. He came to the Keep to consult its library and once here — he never left.

That was thirty-two years ago. Eventually Greytar befriended the Keep Prefect and became an advisor of sorts, even moving into the Keep Fortress itself in what came to be known as Sage Tower.

When he wasn't poring over scrolls and texts in his tower, he was traveling outside the walls of the Keep with a hired entourage — for weeks and sometimes even months at a time. He seemed obsessed with unraveling some great mystery, but shared the details with no one (although many claimed they knew).

As fate would have it, Greytar was away on a trip to P'Bapar when the Keep was overrun and taken by the orkin hoard eight years ago. When troops were sent back to reclaim the stronghold, Greytar accompanied them. A vicious rumor persists to this day that Greytar seemed more distraught to learn his library had been burned out than by the fact that everyone he knew at Frandor's Keep had been slain. This is a great untruth that managed to stick, unfortunately, due to his shy, reclusive ways.

Today, Greytar lives more in a rented room in the upper bailey — ironically it sits in the shadow of the great tower where he once lived. Most of those who knew him when he had higher status at Frandor's Keep are long dead.

Since he's returned, he's managed to assemble a sizeable collection of scrolls and books. He's made it well known among the merchants and soldiers of the Keep that he's in the market for any such items that may turn up, especially now, as several books from his original library have turned up in various places. He hopes that much of it, if not all, may have been carried off rather than destroyed completely.

Interactions: Greytar loves to pull a cork. He occasionally heads down to the middle bailey to drink at the [Prancing Pegasus](#). If someone engages him in conversation, he listens politely and feigns interest but doesn't really participate. The one thing that piques his interest is any talk of relics, strange books, ancient script, etc.

Greytar: N Brandobian human mage 5; HP 32; Init +1; Spd 13; Rch 8'; Atk +6; Dmg 2d4p+1; Def +3; DR 0; ToP 11/ 6; Hon 94

Typical Spells: A: repair, J: candlelight, 1st: planar servant, 2nd: disguise, 3rd: unlock, 4th: memory wipe: lesser, 5th: copycat

Notable Skills: appraisal (books, maps & documents) 70, arcane lore 53, diplomacy 48, history (ancient) 86, language (Baparan 60, Brandobian 77, Merchant's Tongue 55), monster lore 38, resist persuasion 70, *Profs:* staff

Equipment: staff, 19 sp, 12 cp

Information: Glx6, Klx4, Qlx4, Llx5, Ulx5, Alx6

U12) Temple of the True

Height: 40'

Dimensions: Irregular 35'x90' **Stories:** 3

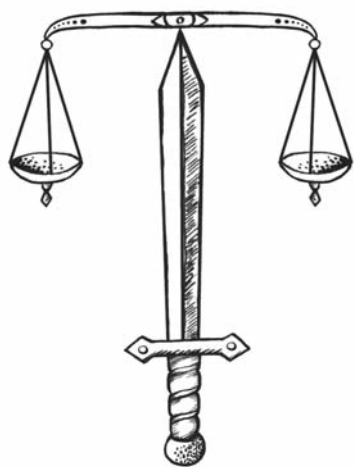
Occupants:

Parato Romili (Cleric of the True)
Acolytes (2)

The temple of The True is the spiritual center of the Keep, and also serves as a courtroom when the priest mediates over disputes among his followers (or any other locals who agree to abide by his ruling). Military matters are handled by an officer or tribunal, though they may ask for the priest's advice if the officer or the accused is particularly devout.

This stone building is mostly one large room with scalloped eaves and a slate roof, supported with wooden crossbeams. The altar is a bronze statue of a falcon with outstretched wings, gripping a longsword in its talons. An offering box sits atop a heavy stone pedestal next to it (currently containing 37 brass pieces, 14 cp, and 2 sp). The cleric empties the offering box each evening into a hidden compartment in the stone pedestal itself.

A small stairway near the temple entrance leads to the cellar, where the two acolytes have their quarters. A small alcove in the rear, furnished with little more than a cot, small table and dresser, serves to house the elderly head cleric, Arbitrator Parato Romili. Parato's room is most notable by a small library of non-magical scrolls and maps in a pigeonholed case along one wall. A Longsword +1 hangs in its scabbard from a hook on the wall, above a large locked chest that holds a gilded suit of ringmail, a small shield, 10+d20 sp and a half dozen small golden nuggets worth 4+1d4 sp each.



Interactions: Parato the Arbitrator is a good source for information and local rumors, though he is not a gossip and must be convinced of the PCs' good motivations and sincerity in requesting the information (this should be fairly easy if one PC is a cleric of the True). With a little persuasion or a nice donation to the temple (or both), he can also be convinced to cast curative or other spells for the PCs.

On worship days security in the Upper Bailey is relaxed so worshippers can attend services.

Arbitrator Parato Romili: LG Baparan human cleric 5; HP 38; Init +1; Spd 10 (8) (longsword); Rch 3½' (longsword); Atk +3; Dmg 2d8p (longsword); Def +4 (+5 longsword); DR 0; ToP 13/ 5; Turning +3; Hon 48; *Quirk:* fear of heights

Typical Spells: 1st - cure trifling wound; 2nd - bless, cure trivial wound; 3rd - detect poison; 4th - divine steward, influence; 5th - stirring speech

Notable Skills: divine lore 57, first aid 31, history (ancient) 40, language (Baparan 70, Merchant's Tongue 35), religion (the True) 70, resist persuasion 23

Equipment: robes, divine icon

Information: Glx2, Klx3, Qlx1, Llx1, Ulx3, Alx1

Acolytes (2): LG Baparan humans; HP 21, Init +3, Def +2, DR 0, ToP 7/ 5, divine lore 23, history (ancient) 17, language (Baparan) 69, language (Merchant's Tongue) 32, literacy (Kalamaran) 40, religion (the True) 27; *Info* Glx1, Klx1, Ulx1

U13) Jeweler/Moneychanger

Height: 20'

Dimensions: Irregular 20'x10' **Stories:** 2

Occupants:

Vas Foruvar (jewel merchant)
Gira Foruvar (jeweler)
Clerks (2) Nepra (clerk/assistant)
Guards (2)

Vas Foruvar and his wife Gira, a middle-aged couple from P'Bapar, arrived at the Keep over a year ago, where they've kept busy crafting elaborate jewelry for the wealthier inhabitants, and simple copper and silver pieces for those who can afford them. He's been considering leaving the Keep, but he can make such good deals with the local prospectors that he's hesitant to leave this moneymaking opportunity.

Vas can craft and repair most forms of jewelry, though he specializes in pomanders. These elaborate filigree spheres, strung on chains and worn around the neck, hold aromatic herbs to help disguise the scents of muck and body odor that are so common throughout the Keep. He is also an able hand at engraving jewelry (usually cameos or medallions) with images of a loved one's face, a prayer inscription and so on.

Vas has a locked iron box with 240 silver pieces and 100 gems inside his bedroom, and he and Gira usually have 3+2d8 sp worth of coins on their person. He has two hired guards that lodge with them and accompany them inside the Keep.

Interactions: Vas purchases base metals at 90% of value and uses the metal to make jewelry. He usually buys gems at 60% to 90% of their value and sells those that he doesn't use in his jewelry at 110% to 140% of their value. With no local competition except for the occasional passing trader, he can alter these prices up or down as desired.

Sample prices for silver items with no ornamentation or gems are as follows: amulet, bracelets, lockets and medallions 5

sp, necklaces 10 sp and rings 8 sp. Copper items cost about 40% of this price. Adding ornamentation or gems increases the price from 120% to 500%, depending upon the value of the stone and how simple or elaborate the ornamentation is. Thus, both ornamentation and gems could potentially make an item's price range anywhere from 240% to 1000% of the normal cost.

Vas can also serve as a local moneychanger for foreign visitors, a service for which he usually charges a token 1% to 2% of the total amount.

Nepra: Vas recently hired an assistant to help with various transactions and to do work around the shop. During the day she's usually sent down to the [Golden Lynx Gate \(L4\)](#) where she works the moneychanger booth for Vas.

Nepra arrived at the Keep with letters of recommendation (forged) from a well-known jeweler in P'Bapar with whom Vas and his wife have worked in the past.

Nepra is a spy and reports activities at the business to [Rikar \(Q7\)](#). If a large cash transaction is made, Nepra gets word to Rikar through one of the runners and the covert messaging network between the Keep and Quarry Town. Using such information, Rikar and the Ravens usually know when someone is walking around with a large amount of money and who are the choice targets leaving the Keep.

Interactions: If the PCs bring gems and other items to this location for appraisal or exchange gems for coins or vice versa, Rikar knows within 1d4 hours if the transaction is more than 100 sp.

Vas Foruvar: LN Baparan human; HP 24, Init +3, Defense +2, DR 0, ToP 7/ 5, jewelerymaking 77, language (Baparan 69, Merchant's Tongue 48), salesmanship 53; *Info* Glx2, Klx2, Ulx3, Alx1

Gira Foruvar: LN Baparan human; HP 22, Init +2, Defense +1, DR 0, ToP 7/ 5, jewelerymaking 40, language (Baparan 72, Merchant's Tongue 51), salesmanship 57; *Info* Glx2, Klx2, Ulx1

Nepra: See area L9 for statistics

Guards (2): N Baparan human men-at-arms; HP 27; Init +4; Spd 8 (7); Rch 2'; Atk +1; Dmg 2d6p +1; Def -2; DR 3; ToP 9/ 7; *Info* Glx1, Klx1, Llx1, Ulx1

Equipment: short sword, studded leather armor, 3d4 cp

U14) Tower Defiant

See the [Sturm Tower \(O2\)](#) for detailed information.

Otherwise, Tower Defiant is notable because a door on the south side leads to a stone staircase that descends to the battlement of the middle bailey wall - a weak point as far as preventing access to the upper bailey. The guard contingent of Tower Defiant have been known to take bribes from certain individuals wishing to avoid the inner gatehouse (U1). Typically, these are other guards who are late for muster or are being confined to the barracks for punishment.

The usual routine for such characters using the 'side door' (as it's come to be known) is to use the stairs and then jump onto the roof of the Prancing Pegasus (M15).

U15) Great Tower

The Great Tower has been the talk of the Keep recently. The guard unit assigned here has been confined to the tower for sixty days as punishment for failing to notice the vandals who spelled out the phrase "*Lord Reyifor is an ass!*" in white painted stones laid out just under the Earl's mansion window in Renar's Lot.

Reyifor was so upset over the incident that he demanded Prefect Ganitak put the entire guard contingent of the upper bailey under the lash. Ganitak, however, managed to convince him to limit the punishment to the Great Tower.

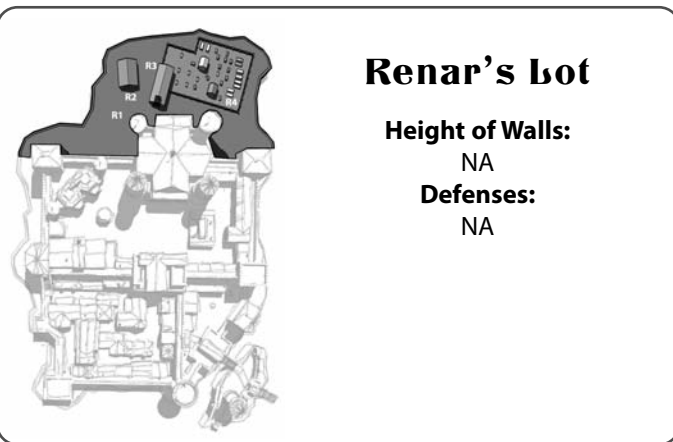
Many of the soldiers continue to slip down to the Broken Hilt tavern at night through the 'side door' in Tower Defiant (U14) slipping right under Reyifor's window as they do so.

U16) Tower Pegasus

See the [Sturm Tower \(O2\)](#) for detailed information.

U17) Tower She-Bitch

See the [Sturm Tower \(O2\)](#) for detailed information.



R1) Renar's Field

This grassy field, standing in the shadow of the Keep Fortress, is populated with goats, sheep and chickens. Fishermen can be found here during daylight hours working the waters along the banks and occasionally, a sergeant of the guard brings his men to train.

R2) Thatched Barn

Height: 10'

Dimensions: 20'x30' **Stories:** 1

Occupants: Shajani (animal handler)

This thatched roof structure was constructed shortly after the Keep's reoccupation to house laborers. It's now used to winter animals and store equipment. Shajani lives here in a small room in back. He's responsible for watching the animals, gathering eggs and tending the graveyard.

Interactions: If anyone ventures behind the Keep they find Shajani to be a nervous and easily startled person. He is convinced that ghosts and other undead creatures have been wandering the graveyard at night. He can even point out claw marks on the barn where he has heard them trying to get in. If the players want to explore this, use the *Ghoul in the Graveyard* adventure opportunity.

Shajani: NG Deji human; HP 24, Init +4, Def +0, DR 0, ToP 6/ 5, animal handling 50, language (Baparan 23, Deji 69); *Flaw:* lisp; *Info* Glx1, Klx1

R3) Abandoned Chapel

These are the ruins of a chapel originally dedicated to the True. It is no longer in use and has been bricked shut. When

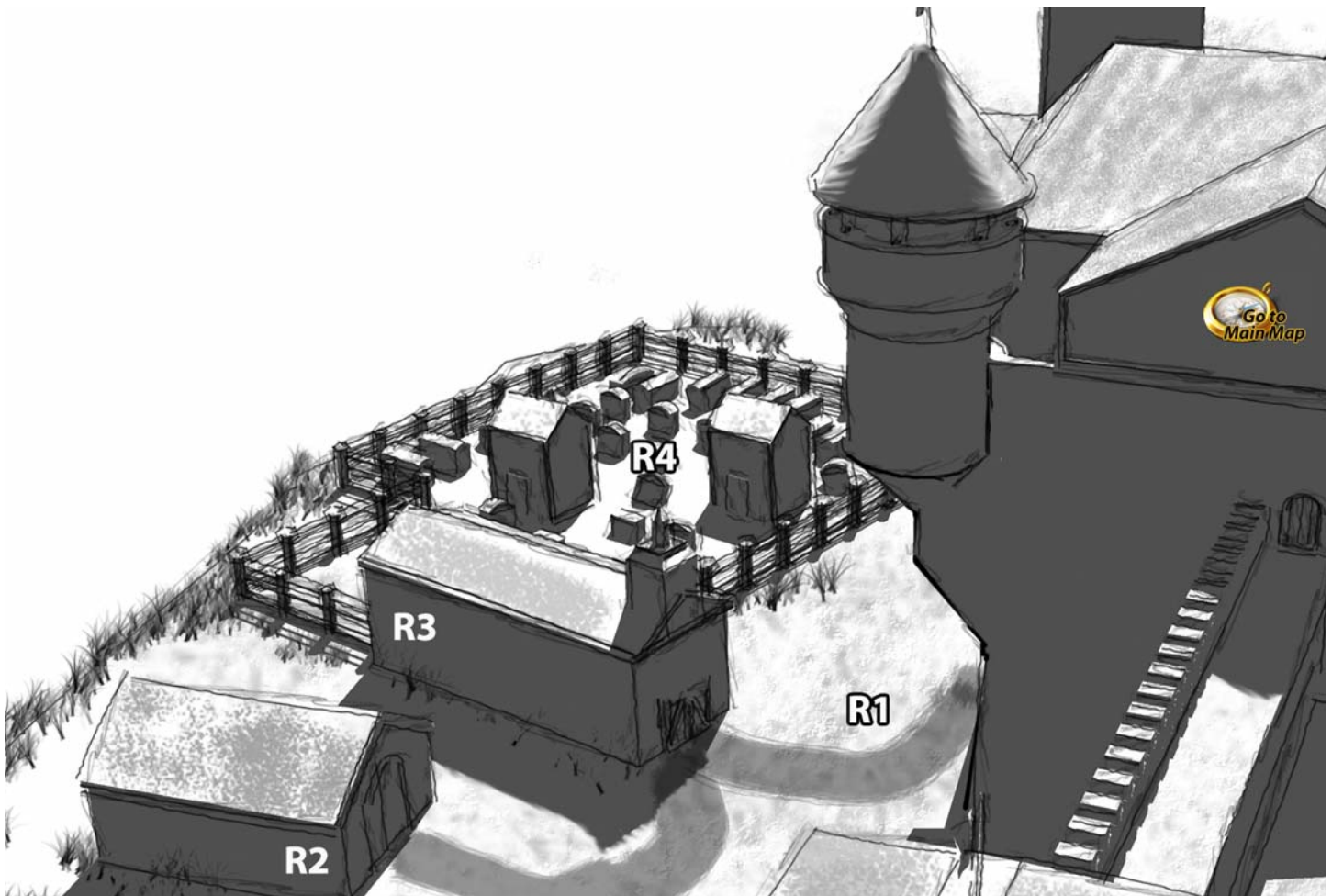
the orcs occupied the Keep they desecrated the chapel and did unspeakable things inside the building. No one speaks of what was found inside when the army returned. [Arbitrator Parato Romili \(U2\)](#) determined the building was cursed and should not be used.

R4) Graveyard

The graveyard contains the memorials and graves of prominent soldiers and civilians with the wealth or influence to ensure themselves a burial plot (and thus a place in the history of the Keep). Other corpses are usually burned on funeral pyres, with their ashes scattered in the river or placed in urns given to the family. Executed criminals, unless their families or allies still have some influence within the Keep, are unceremoniously dumped over the wall and left to rot atop one of the trash piles.

Interactions: The PCs may visit the graveyard in the course of their explorations, particularly if in search of the local ghoul (see the *Ghoul in the Graveyard* adventure opportunity).

GM's Note: Opening or robbing the graves of nobles or officers is punishable by death, while violating other graves is punishable by the pillory and/or public flogging, light fines and a ban or edict against the individual.



CHAPTER EIGHT

Adventure Opportunities

Frاندor's Keep and the surrounding area is brimming with adventure opportunities of all sorts. There are three multi-session expeditions: *The Ransom*, *The Kobold Brambles* and *The Mine of the Goblin King*, each detailed in a separate chapter hereafter. In addition, there are a number of smaller excursions suitable for a single night's play. These are *Assault on Vespian Tower*, *Ghoul in the Graveyard*, *Hunt for the Leech Men*, *The Mercy's Fortune Mine*, *Revenge on the Ravens*, *Not Every Cloud* and *The Mysterious Shrine*. Each of these smaller forays appears at the end of this chapter.

These undertakings form only a portion of the activities in which the players can engage in. The free PDF adventure *White Palette, Ivory Horns* (available at www.kenzercos.com) serves as a gateway to the wider scenario and is an excellent means of introducing characters to the environment.

When they arrive at Frاندor's Keep, PCs may avail themselves of the opportunity to interact with the myriad of non-player characters dwelling both within the fortress and the quarry shantytown. Many of these encounters may draw the players into becoming personally involved in the NPC's dilemma or solving a mystery. These plot elements are described in the appropriate listing but are summarized below for easy reference.

The wilderness surrounding Frاندor's Keep is also fraught with danger. When characters are travelling outdoors, roll a d12 each morning, noon, evening and night. A result of "1" indicates some sort of encounter (see the [Random Wilderness Encounters](#) on page 86). Not all encounters are baneful – in fact, some may prove lucrative.

Minor Adventure Opportunities

Chapter Three: The Earldom of Reyifor

Taking over [Dartan Tower](#) and using it as a base of operations (see page 14): 100 EP

Finding and returning the bronze lynx statue hidden in the [Wolf Tower ruins](#) (see also [Area L9](#) on page 56): 50 EP and 50 sp reward; Learning that it was the Black Fists that stole the lynx and reporting this information to the Keep Prefect is worth an additional 450 EPs

Chapter Four: In the Vicinity

Getting Shanko (see [Area A9](#) - page 19) to confess to spreading a false man-wolf rumor: 100 EPs

Killing the bear (see [Area A10](#) - page 19) and showing its corpse to stop the man-wolf rumor: 200 EPs

Chapter Five: Quarrytown

Rescuing Vesina (see [Area Q6](#)) and helping her leave for P'Bapar: 50 EP

Solving Elva's disappearance (see [Area Q10](#)): 50 EP; Getting a confession and turning Narva into the authorities: 100 EP

Helping Goazaar (see [Area Q11](#)) find new professions for the Quarry Town prostitutes: 25-50 EP each

Freeing the slaves from the Den of Delights (see [Area Q12](#)): 10 EP each

Convincing Larzon Bayz (see [Area Q13](#)) to aid them against the Ravens: 50 EP

Uncovering Bavigo's graft (see [Area Q19-20](#)): 30 EP; Forcing him to return his ill-gotten gains: 30 EP

Revealing who pushed Harakin (see [Area Q22](#)) into the Brack Water: 20 EP

Rescuing one of the Ravens' victims from the Brack Water (see [Area Q23](#)): 50 EP

Chapter Seven: The Keep

Discovering that the deck of cards in the [Sturm Tower \(O2\)](#) is cursed: 100 EP

Proving Raslon's innocence (see [Area L3](#)): 200 EP

Telling Grond about the note on the bulletin board (see [Area L9](#)): 20 EP

Peacefully resolving the situation between Grond and [Lakar the scribe](#): 125 EP

Returning Grond's missing sword (see [Area M5](#)): 25 EP

Getting paid by the [bounty master](#): 1 sp per humanoid killed

Solving carpenter Lom Amora's murder (see [Area M11](#) and [corpse wilderness encounter](#)): 250 EP

Bringing up to four new employees to Poram the leather-worker (see [Area M13](#)): 10 sp each

Becoming a member of the [Black Fists](#) (see page 70): 50 EP

Capturing creatures for Jiric the slaver (see [Area M20](#)): 50 sp bears/mountain lions, 2 sp goblins/kobolds, 5 sp gnoles, 10 sp orcs

Escorting Jiric the slaver's cargo to Vew (see [Area M20](#)): 1 sp/day

Exposing [Nepra's](#) allegiance with Rikar to Keep authorities (see Area L9, U13): 100 EP

Random Wilderness Encounters

Roll	Random Wilderness Encounters
01	Woodsmen
02	Raven Ambush
03	Flying Hippogriff
04	Bugbear Territory
05	Orc Raiders
06	Campsite
07	Snake
08	Striges
09	Giant Fire Beetles
10-11	Prospectors
12	Abandoned Equipment
13	Dwarf Miners
14	Corpse
15	Wild Horses
16	Ogre
17	Goblin Patrol
18	Bear
19	Wolves
20	Kobold Scouts

01) Woodsmen

Two humans are out in the wilderness hunting game. Unless the PCs act threateningly, they are generally friendly and (if asked) can tell the PCs the location of the nearest named encounter area. (Named encounters include the [Mercy Fortune Mine](#), [Karinar Manor](#), and so forth.)

Woodsmen (2) (133 EP each): N human fighter 2; HP 27 each; Init 2; Spd 7 (knife); Rch 1' (knife); Atk +2; Dmg 1d6p+1 (knife) or 2d6p (short bow); Def +2; DR 0; ToP 9/ 6; Hon 20

Notable Skills: hiding 23, language (Baparan 70, Merchant's Tongue 51), listening 16, sneaking 40, tracking 32; *Profs:* knife and shortbow

Equipment: knife, short bow with 4+1d4 arrows

02) Raven Ambush

As the PCs travel through the woods, they might just encounter a few Ravens who happen to be nearby. If the PCs seem to be in full health, equipped and ready for action, the Ravens remain in hiding and flee if detected. However, if the PCs appear to be weakened or injured (which they well might be, if they're returning from one of the local monster lairs), the Ravens leap out from behind their leafy cover and attack.

Background: Rikar's Ravens, the local gang of cutthroats and thieves, are responsible for much of the crime in and around the Keep. Most of the Ravens are thieves, and thus tend to pick their battles based on their numbers and the strength of their opponents. Depending on how much exploring the PCs have done and how many rumors they've picked up, they may be very familiar with the Ravens, or this may be their first encounter with them.

Actions: If one of the players decides that his character is going to attempt a Listening or Observation check (treat as an opposed check against the Ravens' Hiding skill mastery) as they travel through the woods, he might detect the Ravens in advance of the attack. Otherwise, the players should have no reason to suspect that someone happens to be nearby.

Raven Thieves (4) (67 EP each): NE h thief 1; HP 24 each; Init -1; Spd 8 (7); Rch 2'; Atk +2; Dmg 2d6p-1; Def +1; DR 2; ToP 7/ 5; Luck 10+1d6; Hon 9

Notable Skills: disarm trap 16, hiding 20, identify trap 15, language (Merchant's Tongue 51, other regional language 70), listening 17, lock picking 14, pick pocket 24, sneaking 22; *Profs:* short sword and dagger

Equipment: short sword, dagger, leather armor, 1d6 sp, 3d4 cp

Counter-Actions: Once two of the Ravens have been downed (whether killed or simply incapacitated), one of remaining Ravens attempts to flee back to Quarry Town.

Conclusion: If the PCs defeat all the Ravens, there's little danger of Rikar ever learning of their interference - unless they try to turn the bodies (or just the tattooed arm) in for the bounty.

Story Awards: Defeating all the Ravens earns the PCs an additional 200 EPs, while successful skill use spotting them in advance nets an extra 50 EPs.

03) Flying Hippogriff

What appears to be a winged horse with feathers, talons, and an eagle's head descends through a clearing in the trees landing just 30 yards from the PCs. It stares inquisitively at them for moment and then bolts off into the air as quickly as it arrived.

Hippogriff (492 EP): 49 HP; Init -1; Spd 3; Rch 2' (short); Atk +9; Dmg 2@2d6p (talons), 2d10p (bite); Def +2; DR 3; ToP 19/ 7, Size L; Move 10 ft./sec (fly 40 ft./sec)

04) Bugbear Territory

Seeing the PCs enter what he considering his hunting territory, Hrugg attacks them on sight.

Bugbear (175 EP): 46 HP; Init -1; Spd 10; Rch 5' (long); Atk +7; Dmg 2d6p+6 (morningstar); Def +0; DR 6; ToP 18/ 8, Size L; Move 10 ft./sec

05) Orc Raiders

This band of four orc raiders (or at least one per PC) is lurking about in the woods pondering how best to attack the human bandits (Rikar's Ravens, see above) that seem to have an advantage in knowing when the merchant caravans will arrive. The orcs want to eliminate the competition.

Interactions: Even if the PCs have already encountered and eliminated the Ravens, and can somehow make this obvious to the orcs (such as by holding up a severed, raven-tattooed arm), the orcs still attack the PCs. They are orcs, after all.

Orcs (4) (34 EP each): 27 HP each; Init 5; Spd 9; Rch 3'; Atk +3; Dmg 2d8p+2 (scimitar); Def -4; DR 3; ToP 10/ 6, Size M; Move 10 ft./sec

Equipment: Each orc has a scimitar, studded leather armor and 2+2d4 sp.

06) Campsite

A charred circle of stones surrounds a pile of ashes. Closer examination reveals that the ashes are warm to the touch. Searching the area for at least five minutes locates one common item available from the thieves' market in Quarry Town (see the [random vendor list](#) on page 31).

07) Snake

Choose one of the PCs at random and have the player attempt an Observation check (Average difficulty). On a failed check, the PC steps on a well-camouflaged rattlesnake. It lashes out with a bite attack before attempting to slither away.

Snake, Venomous (84 EP): 4 HP; Init -2; Spd 10; Rch 1' (short); Atk +3; Dmg 1, poison VF 8; Def -2; DR 1; ToP 1/ 4, Size T; Move 5 ft./sec

08) Striges

Three of these pointy-beaked bloodsuckers swoop down upon the PCs from the thick branches above.

Strix (3) (67 EP each): 14 HP each; Init -1; Spd 10; Rch 1' (short); Atk +7; Dmg 1d3p + (1d4p/10 seconds); Def +1; DR 0; ToP 5/ 5, Size T; Move 1 ft./sec (fly 20 ft./sec)

09) Giant Fire Beetles

A faint red glow emanates from a nearby thicket. If the PCs investigate too closely, five giant fire beetles scurry forth from the bushes and attack.

Giant Fire Beetles (5) (25 EP each): 21 HP each; Init 2; Spd 12; Rch 1' (short); Ak +1; Dmg 4d4p; Def -2; DR 3; ToP n/a, Size S; Move 5 ft./sec

10) Prospector

The PCs encounter a human prospector making his way back to the Keep. If spoken to, the prospector is cautious, suspecting the PCs of being brigands after his silver.

Be sure to note that each encounter is a different person, such as by giving the prospector a distinctive feature such as bright red hair, a large nose, a facial scar, a slight limp, and so forth.

Prospector: HP 27, Init +5, Def -1, DR 1, ToP 9/ 7, language (Baparan 65+d10), mining 44

Equipment: mining tools, bag of silver nuggets (2d4 sp value)

11) Prospector

As encounter 10 above, but the human is traveling from the Keep into the hills and carries no silver.

12) Abandoned Equipment

A successful Observation check (Difficult) reveals a piece of mining equipment (such as a shovel or pick) sticking out from under a nearby bush or lying in deep grass. Roll 1d4; on a 1-2 the metal end is covered with rust, but on a roll of 3-4 it's blood.

13) Dwarf Miners

As the PCs travel through the woods, they might meet five dwarves either traveling along a small trail or resting on some fallen trees. These dwarven miners hail from a larger band camped higher up on the Legasa Peaks. They are mining the Peaks for precious metals, and are en route to the Keep to trade for supplies. They dwarves wear sturdy clothing (with the armor equivalent of thick robes) and carry weapons in case of attack.

Interactions: Although they are not openly hostile to strangers, they are suspicious, and not beyond fighting if provoked. They know the location of the nearest named wilderness encounter, and can point the PCs in that direction.

Dwarf Miners (5) (67 EP each): N dwarf; HP 38 each; Init +3; Spd 11; Rch 2'; Atk +4; Dmg 4d3p +1 (battle axe); Defense +1; DR 1; ToP 16/ 7

Equipment: As a group, they have a week's worth of standard rations, three pints of lamp oil, mining tools, four torches, flint and steel, five mess kits, 20 feet of rope, two tinderboxes, five whetstones, 19 gems worth 3d4 sp each, and 183 sp value of silver nuggets. Each dwarf carries a battle axe.

14) Corpse

The first time you roll this encounter, the PCs stumble upon the scattered remains of a human-sized skeleton, its bones gnawed on and picked nearly clean by the local wildlife. The back of the skull seems to have been struck by some kind of bladed object.

The corpse is the body of the Keep's former carpenter, Lom, who was murdered here by his apprentice (see M11) only a few months ago. If the PCs search the area, they find a small hand axe (the murder weapon) stained red. The name "Lom" is roughly carved on the handle in Kalamaran script.

If you roll this encounter again, reveal the carcass of a large deer with a fine set of antlers, its flesh now mauled and rotting. It must have been a skilled predator to take this buck down.

Interactions: If the PCs return Lom's body and hand axe to the Keep, the officials make a cursory investigation, but have no proof that anyone inside the Keep was involved. For all they know, Lom could have been set upon by bandits and robbed for whatever meager coin he carried. If the PCs conduct their own investigation and present a convincing case to the authorities, the person they accuse (hopefully the correct one) is executed.

Story Award: The PC receive 100 EPs for returning Lom's body and the weapon to the Keep, and an additional 500 EPs for correctly solving the mystery of his death.

15) Wild Horses

Several wild horses calmly stray near the PCs, but flee if startled by noise or sudden movements.

Wild Horses (6+1d4) (30 EP each): 38 HP each; Init -2; Spd 10; Rch 2' (short); Atk +2; Dmg 1d6p-2 (biting); Def +3; DR 2; ToP 12/ 5, Size L; Move 30 ft./sec

16) Ogre

A lone behemoth wanders aimlessly, perhaps lost or in search of something to kill. When he spots the PCs, he advances threateningly, raising a crude club in one hand.

Ogre (242 EP): 52 HP; Init 4; Spd 8; Rch 4½'; Atk +5; Dmg 2d10p+6 (club); Def -1; DR 4; ToP 20/ 9, Size H; Move 10 ft./sec

17) Goblin Patrol

This group of goblin scouts are hunters from either [Karinar Manor](#) or the [Mine of the Goblin King](#). If the encounter occurs during the day, the PCs can attempt a Listening check (Average) to hear a group of voices on the other side of some nearby foliage. In this case, the goblins pass by the PCs without noticing them (unless, of course, the players take action). If the encounter takes place at night, the goblins attempt to achieve a surprise attack, which should be easy if the party is foolish enough to sleep without posting a watch...

Whichever way the encounter occurs, the goblins fight until victory seems impossible (e.g., over half of their number have been felled without comparable losses from the adventurers), at which point they attempt to flee. (Note: If dwarves are present, the goblins will neither surrender nor bargain if captured!) If Interrogated, the goblins can reveal a vague location of their lair (coupled with curses that "You'll get yours!" if you go near this place).

Goblins (5) (22 EP each): 20 HP each; Init 3; Spd 8; Rch 1'; Atk +2; Dmg 2d6p-1 (short sword); Def +2; DR 2; ToP 8/ 6, Size S; Move 5 ft./sec

18) Black Bear

This chubby bear is resting quietly under a nearby tree next to the fresh corpse of an orc. It will not bother the PCs unless they approach threateningly. The orc corpse has a leather pouch holding 13 sp.

Black Bear (417 EP): 46 HP; Init -1; Spd 4; Rch 2' (short); Atk +8; Dmg 2d6p+4; Def -1; DR 9; ToP 18/ 11, Size L; Move 20 ft./sec

19) Wolves

A pack of wolves circle the PCs, preparing to attack. Unless someone has stated that they are keeping watch, the wolves surprise their quarry (roll a d6 for Initiative while the PCs roll a d12).

While dangerous foes, the wolves are looking for a quick uncontested kill. Any wolf struck for 4 or more points of damage automatically flees. If three wolves are driven off, the remainder also run away.

Wolves (5) (84 EP each): 31 HP each; Init -2; Spd 10; Rch 2' (short); Atk +3; Dmg 2d4p+2; Def +3; DR 2; ToP 12/ 10, Size M; Move 20 ft./sec

20) Kobold Scouts

A band of kobolds from the [Kobold Brambles](#) attack the PCs on sight. The kobolds fight until over half of their number are felled, at which point they flee. If Interrogated, the kobolds can reveal a vague location of their lair.

Kobolds (6) (17 EP each): 15 HP each; Init 3; Spd 6; Rch 0'; Atk +2; Dmg 2d4p-3 (dagger); Def +4; DR 2; ToP 6/ 4, Size S; Move 5 ft./sec

NAMED ENCOUNTERS

Assault on Vespín Tower

A ring of watch towers circle the Keep on the highest peaks, keeping watch over the surrounding passes. Manned by rotating guard crews and equipped with signal fires, the towers serve as an early warning system to sound the alarm and alert the garrison of Frandor's Keep.

Being posted to duty on a watch tower, however, is generally regarded as one of the worst duties any soldier can pull. Not only is it boring and lonely, but the towers themselves lack any sort of amenities. They are cold, drafty and lack any means of heating. Guards must sleep on the stone floor and subsist on rye crackers and water during their two-week posting.

Discipline is an ongoing problem. Since it is impossible to maintain oversight without conducting spot inspections of individual towers (a task beyond the means of the Keep's officers), it is not uncommon for guards to abandon their post and sneak off to Vew or even Sabden for some unauthorized leave. For those not so brazen, conveniently 'miscounting' the days and returning to the Keep early is also a ploy. (Note that soldiers are given a five-day leave upon returning from tower duty – such is the extent of the problem that it is now standard practice to deny this to anyone returning early).

It is these preconditions that led to the current problem. The guards of Vespín Tower were attacked by goblins a day into their posting. Their relief crew, rather than heading to the tower, instead trekked directly to Vew for a holiday. When they returned to the Keep prior to the completion of their posting (completely penniless after sleeping in the gutter their last night in Vew), they were questioned as to the whereabouts of the previous tower crew (who until then had been assumed to be on a drunken bender in Vew or Sabden – the absent-minded records clerk facilitating this mistake). Subsequent interrogation succeeded in wringing out the truth about their dereliction of duty.

With nearly a month passed and the state of Vespín Tower unknown, the civil authorities are fed up with the military's bungling and have offered a reward to any independent agent that can verify exactly what's going on at Vespín Tower.

Vespín Tower

Like all of the watchtowers, Vespín employs rudimentary

design features to aid in its defense. First of all, there are no doors! Rather, all access is via a harness attached to a rope lowered from a roof-mounted winch. A spool of wire is connected to a gearing mechanism and allows the soldiers to feed rope over a 5-foot cantilever beam protruding over the roof's edge. The contraption can lift up to 500 pounds.

Goblins!

On their first night at the tower, the guards broke out a bottle of bitter-korn whiskey. In their drunken state, they forgot to raise the rope line. To their great misfortune, five goblins had been scouting out the tower and chose that night to attack. Two of them successfully climbed to the rope line (another failed and fell to its death discouraging the remaining two from attempting this). They slew the disoriented guard at the tower's roof but in so doing roused his two companions. While one goblin held off the guards (leading to its death), his fellow managed to winch up the remaining two goblins. These three dispatched the remaining guards. Having secured the tower, the goblins proceeded to butcher and eat the human guardsmen.

Approaching the Tower

The goblins dislike sunlight and so do not post a guard during daylight hours. Thus, if the PCs approach during the day, they can reconnoiter the tower and formulate an assault plan at their leisure. At night, a goblin armed with a light crossbow stands guard. Though not particularly observant, his mere presence affords the opportunity that the PCs will be seen and fired upon – and consequently face a more vigorous defense against three armed and alert goblins upon the roof.

Entering the Tower

The goblins, despite their stupidity, have not left the rope line dangling for someone else to mimic their means of ingress. The tower can be climbed but it is not easy to do so (a Climbing/Rappelling (Difficult) check). Climbing the tower in this fashion will not alert the guards if done during the day.

Tossing grappling hooks up to the tower roof facilitates easier access. Climbing up a rope is done with an Average (+40) skill check (or Easy (+80) if the rope is knotted). The downside is that this surely alerts the goblins, at which point they climb to the rooftop and attempt to sever any such lines. The only way to prevent this is to shoot at them with missile weapons. The goblins cannot effectively employ their shields while attempting to sever rope.

Tower Roof

On one side of the roof is the winch used for tower access. On the other side is a large blackened brass basin mounted atop four iron legs to a 3 foot height. This signal fire basin contains some charred logs.

A trap door is set in the center of the roof. Opening it reveals a rickety ladder permitting access to the living quarters below.

The height of the tower is 30' (for range determination). The roof is not crenellated, but does have a 2-foot high lip to which grappling hooks can be secured.

Goblin (22 EP): 21 HP; Init 3; Spd 12 (spear); RoF 20s (lt crossbow); Rch 9' (spear); Atk +3; Dmg 2d6p (lt crossbow) or 2d6p-1 (spear); Def +2; DR 2; ToP 8/ 6, Size S; Move 5 ft./sec

Notable Skills: climbing/rappelling 28%, observation 8%

Equipment: light crossbow and spear (both human-made); resale value is 9 sp (light crossbow) and 2 cp (spear)

Living Quarters

The guards' living quarters are merely a bare stone chamber in which a cord of split logs (for the signal flame) is stacked. A dozen torches (used to light the flame) are stacked atop the wood.

Two (or three, if daytime) goblins are occupying this room. They are resting in the dead guards' sleeping mats after a meal consisting of one of the aforementioned guards' left leg. The butchered corpses of the guards are lying in a corner – now putrid and covered in flies. Their leather armor has been slit open, rendering it useless.

The goblins fight to the death as retreat is impossible.

Goblins (2) (22 EP ea): 21 HP ea; Init 3; Spd 8; Rch 1'; Atk +3; Dmg 2d6p-1; Def +6; DR 2; ToP 8/ 6, Size S; Move 5 ft./sec

Notable Skills: climbing/rappelling 28%, observation 8%

Equipment: short swords, small shields, leather armor (all goblin-made)

Treasure: 12 torches, 13 cp, 2 spears (human-made)

Story Awards: Recapturing the tower is worth 30 EP. Relating this (with evidence) to the civilian authorities at the Keep is worth an addition 35 EP and garners a reward of 10 sp.

Ghoul in the Graveyard

Unknown to anyone, the Keep graveyard and trash dumps serve as the hunting grounds for a hideous ghou. Within the last month, three local vagrants fell prey to this undead menace, but no one cared enough to mount an investigation into the disappearances.

One way to hook the PCs is to have their local guide (or some other character they've met) mention the disappearances of some local vagrants. Investigation (such as Glean Information checks) soon reveals that some vagrants shun Quarry Town and prefer to sleep within the Keep walls, varying the location every night or so.

Other options could include having a new NPC ally go missing, or have the PCs approached by a distraught father whose young son is now missing. Asking around (with or without Glean Information) has the missing person's last

known location being in or around the graveyard.

Background: Roughly one year ago, a soldier fell off a tower into the courtyard and broke his neck. Although the manner of his death was distinctly unheroic, he was a sycophantic lackey quite popular among many of the officers, and thus buried rather than cremated. Several nights later, however, he was reborn as a flesh-hungry ghoul. Digging his way out through an underground tunnel, he burst forth from the earth near one of the trash heaps, and ravenously fell upon the severed ears and heads of former bounties.

The ghoul is smart enough to know that if he attempts to enter the Keep, he will be exposed, hunted and killed. Thus, he subsists mainly on the discarded monster bounties and other pieces of raw flesh (such as the occasional executed criminal) that end up in the trash, plus any local vagrants or loiterers who linger in the graveyard after dusk. (The Watch patrols have not been assaulted as most of them are too superstitious to venture into the graveyard at night.) Thus, these disappearances have been attributed to local thugs and cutpurses, with no one realizing the undead truth.

Actions

A successful Tracking check (Very Difficult) in the graveyard or the island outside the Keep walls allows the PCs to track two bare human footprints back to a small tunnel. Note that the ghoul's underground tunnel leading back into his grave is sheltered by an overhang and thus cannot be seen from the walls above, only by someone coming outside the walls and searching the bit of raised land between walls and water.

Characters peering over the Keep walls at just the right time (10% chance) may catch a glimpse of a moving figure before it disappears (digging into the trash pile or returning into its hole). In this case, a successful Observation check (Very Difficult) reveals that the figure moved with a loping gait more like an animal than a human.

Counter-Actions

Any living creature in the graveyard after dusk is a perfect lure for the ghoul, although it attempts to ambush from behind a large gravestone if possible.

If the characters find the tunnel exit and block it, the ghoul merely forces his way up through the earth into the graveyard. As the ghoul can bend and stretch in ways too painful for living tissue, its tunnel is only big enough for a single elf or halfling to crawl through at half walking speed or a human at one-fourth normal walking speed. The tunnel is too small for a burly dwarf at any speed.

Conclusion

Once the ghoul is killed, the disappearances end. There are still several officers and common soldiers within the Keep who can recognize the evil, death-distorted face if it is presented to them. In this case, the ghoul's remains are burned and the ashes scattered in several places so as to prevent them from

returning to flesh (not possible, but the common man doesn't know that and so fears the worst).

Ghoul (292 EP): 33 HP; Init -1; Spd 3; Rch 2' (short); Atk +6, cause paralysis with touch; Dmg 2d4p+2, 2@ 2d6p each; Def +1; DR 3; ToP n/a; Size M; Move 15 ft./sec

Treasure: Following the ghoul's tunnel back to its grave or opening the grave (hopefully with official permission) reveals gnawed bones and items that anyone who knew the missing vagrants can identify (a skull with two missing front teeth, an iron ring, and a carved wooden flute). It also includes four (seemingly) gold coins.

The gold coins appear to be of Baparan origin, with a rough portion of the city-state stamped on the obverse. The reverse should bear the visage of P'Bapar's Archduke above the words "1 Tower" (the common term for a gold coin, as opposed to the "Temple" copper and the "Guard" silver piece) in the Baparan tongue. An Observation check (Trivial) reveals that the coins are probably counterfeit, since the lettering and images are backwards. The jeweler will pay 4 sp for each (the true gold value of each coin is only 5 sp) if the PCs take the coins to his shop. Otherwise, the PCs can spend them as real gold pieces – at least, until the receiver spots the counterfeit and comes after them.

The gold coins are the remains of a counterfeiting operation that pre-date the rebuilding of the Keep. If for some reason the [Mad Hermit](#) ever sees these, he lets out a horrified yelp and moans "Ruined... ruined..."

Story Award: Destroying the ghoul and thus ending the disappearances nets the PCs 125 EPs, while retrieving the items and proving the identity of the victims also awards them an additional 150 EPs.

Hunt for the Leech Men

Horses belonging to the Keep's soldiery (as well as travelers) are kept in fenced paddocks during the day and allowed to exercise and graze under the watchful eye of the stablehands. At night though they are brought within a palisaded compound as the threat of attack by wolves or other predators is too great. Until a couple of weeks ago, this measure proved adequate to ensure the safety of these animals.

Since the last waning moon, however, the stablehands have reported strange bite marks on several horses. Though typically not severe, horses bitten appear sluggish and listless for several days afterwards. The number of incidents has begun to increase and this morning a horse was found dead. Disturbingly, its blood was completely drained.

Since the attacks began, a stableboy has been watching the horses around the clock. None of the hands performing this duty noticed anything unusual nor did any horse stir during the night. A guardsman patrolling the walls purported to see a small figure lurking near the barn but when he approached it was gone.

The stablemaster is at his wits' end. Soon these attacks will compromise the Keep's ability to send mounted patrols and he'll be blamed. He's sought out the services of a band of troubleshooters to solve this problem with the lure of a 10 sp reward.

Background

A band of 10 leech men has discovered the easy meals available to them at the stables. Using their ability to climb the Palisade walls and sneak around unnoticed (especially on moonless and overcast nights), they have taken to feeding on the horses kept in the compound. To date they have largely been undetected.

Actions

PCs keeping an illuminated watch frighten off the leech men for two days. The sneaks scale the walls and observe an active defense bathed in light and slink away. It is possible for an unusually observant PC to catch sight of them but the poor lighting and their natural skill allows them to roll d100+80 versus any Observation skill check.

After two days, hunger drives them to be bolder. They attempt to sneak into the stable even if that means entering a lit area. It is difficult for them to remain unseen (they roll d100+40 versus an Observation check). If spotted, they flee and attempt to climb the walls to escape.

This activity continues to occur on a nightly basis until the PCs decide to take more proactive action. Leech men successfully sneaking into the stable feed on horses and, since there are 10 of them, several are likely to be successful in their feeding attempt. Embarrassment and frustration should goad the PCs into action. If not, they are fired after a week and lose 1 point of Honor.

Tracking the leech men is difficult because they are small, light and deft afoot. Should tracks be found (Observation check (Difficult) or Tracking (Average)), they lead to a thicket a mile northwest of the stables where the leech men sleep during the day. They are nestled deep enough in the undergrowth that unless the searchers are all elves or halflings, the party make sufficient noise to rouse the leech men and allow them to escape. If they flee, they find some other secluded resting place and continue their attacks on the stable after a couple of days interruption.

Counter-Actions

Completely boarding up the stables is effective but requires a PC with the Carpentry/Woodworking (Easy difficulty) skill to accomplish it. This requires at least two days to accomplish and the procurement of sufficient wood and nails for the job (all in short supply at the Keep).

Systematically killing the leech men off is another ploy. However, after four are killed, they cease their attacks and begin plotting a 3 AM foray to kill the PCs in their sleep. Keeping nocturnal hours alleviates this danger but will be very grueling after several days.

Baiting the leech men with a goat or sheep (or even an urn filled with blood) proves to be an irresistible lure. The PCs may figure out a way to prevent the leech men from fleeing (by casting Illusionary Mural over a pit dug around a tethered goat, casting enrage and forcing a leech man to battle, positioning PCs in a perimeter around the bait, etc). It is up to the GM to adjudicate the PCs' plans.

If seven or more of the leech men are killed, they leave the area for good.

Leech Men (10) (50 EP each): HP 12 each; Init -1; Spd 6; Rch 2' (short); Atk +4; Dmg 2d4p; Def +7; DR 0; ToP 5/ 2; Move 10 ft./sec
Notable Skills: climbing/rappelling 40, hiding 40, sneaking 40

Story Award: Solving this problem prevents a serious disruption of the Keep to mount patrols. Award an additional 350 EPs for a successful operation.

The Mad Hermit

For years, a solitary hermit has haunted the forest, becoming progressively wilder and crazier and more dangerous with each passing day. The PCs may hear rumors of a 'madman' in the wilderness who stands on the rocks at the side of the Borderland Road, flings feces and hurls insults at travelers before running off into the woods. Alternatively, they may simply run across him in the forest.

Background

The hermit's tale is a sad one, for he is actually former Keep Prefect Bandrus Far'Raven, who disappeared years ago.

Besotted of a beautiful (but high-maintenance) woman, Bandrus lavished her with gifts and finery, all the while dipping into the Keep treasury. With the fear of discovery of what he had done hanging over his head, he became desperate for some way of replacing the money he'd embezzled. Then, one day, a barracks-snitch reported that two soldiers had discovered gold in the nearby mountains and had been working the mine in secret. And so, the Keep Prefect quietly summoned the soldiers and cut himself in for half the take. The conspirators would continue to work the mine — and with his cut of the action, he would replace the gold he'd taken from the treasury.

There was just one problem — the gold he'd stolen was in the form of coins. Thus, he had one of the soldiers secure counterfeit dies, smelt the gold and convert it to coinage. When the vein of gold suddenly ran out, Bandrus even came up with the idea to cut the gold with copper. Unfortunately, the counterfeiter was inept and the dies were flawed. The fakes were glaringly obvious and, once subjected to scrutiny, the fact that they were only worth half the value of a true gold piece was made known.

Thousands of gold pieces in debt, hen-pecked and with his career on the brink of ruin, Bandrus became a bitter and short-tempered man. He took to venting his rage on his staff and those who served under him. Then, to make matters worse, his

lover decided that the 'tension' in the Keep, so she left for a two week 'holiday' and with a generous allowance. Bandrus never heard from her again (except for a single letter requesting more money that he was obliged to honor). He soon began to spend his nights — and then his days — drinking wine and brooding over her portrait, telling himself that she'd be coming back any day.

Then, one day, realizing that exposure was nigh and that his love might never return, he packed a few of his most precious belongings and left the Keep, claiming to be just "going out for a walk." When he didn't return, his lieutenant ordered the soldiers to search the area, but Bandrus was never seen again.

Actions

A successful Tracking check (Difficult) in the woods allows the PCs to track two bare human footprints back to the huge, hollowed-out tree where Bandrus lives. A thick bush hides the entrance to the tree.

Counter-Actions

When encountered, Bandrus at first appears friendly, if a little nervous. He seems overjoyed to have visitors even to the point of being genuinely friendly. It quickly becomes apparent, however, that something is terribly wrong with him. His words are stuttered and slurred, and his dialect is heavy. In addition, his comments tend to have very little to do with reality. He rambles and begins to make less and less sense as he slowly works himself into a hostile state.

If the PCs attempt skill checks (such as Diplomacy or Interrogation) to press Bandrus with questions or pry him for information he gradually becomes frustrated, annoyed and then hostile. (Note that this is a slow transformation and the GM should play it as such.) A part of Bandrus' former self is still present and it attempts to cry for help before being quickly suppressed by the mad thoughts swirling in his mind. His answers are merely bits and pieces of rumors, hints to where monster lairs are located, claims of vast riches to be had and so on. However, such information should be in a jumble mixed with half-truths and fantasy making it almost useless.

Mentioning the Ravens when around Bandrus causes him to try and 'correct' the PCs by saying "Far'Raven! "Far'Raven!" He doesn't know anything about Rikar's Ravens; he simply assumes the PCs are talking to (or about) him.

Eventually, when the PCs do decide to leave, there is a 20% chance that Bandrus says good bye and then attacks them from behind with his rusty sword.

Conclusion

Perhaps the best result the PCs can hope for with Bandrus is to convince him to stop harassing travelers and throwing his feces at them. Due to his mental affliction, doing so requires three successful Diplomacy checks in a row (though Bandrus only stops bothering travelers for a period of 1d3 months before he forgets his promise).

Bandrus Far'Raven, the Mad Hermit (242 EP): LN human fighter 5; HP 38; Init -1; Spd 7 (5); Rch 3½'; Atk +11; Dmg 1d8p+8; Def +7; DR 0; ToP 15/ 7; Hon 4

Quirks & Flaws: absent-minded, paranoid, prematurely gray, stutterer

Notable Skills: animal mimicry 24, language (Baparan 66, Eldoran 71, Merchant's Tongue 53), listening 53, resist persuasion 48, survival 50; **Profs:** halberd, longsword, mace, short sword

Equipment: Longsword +2 (deals 1d8p instead of 2d8p due to rust damage)

Treasure: Bandrus' few prized possessions are inside his hollowed-out tree home. Searching inside the tree reveals a rotting black thigh-high doeskin boot with copper bells, a crude bed of leaves and rags, a skull (minus the lower jaw), a rusty longsword and a map case containing a dingy portrait of an incredibly beautiful blonde with a haughty face.

The skull is that of the former hermit who once lived here, and who the crazed Bandrus killed for his home. When alone, Bandrus murmurs to the skull about his lover and his former life in the Keep.

Story Award: Convincing Bandrus to stop harassing travelers on the Borderland Road earns the PCs 150 EPs. Discovering his true identity earns the PCs 75 EPs.

The Mercy's Fortune Mine

A decade ago, the chance discovery of a negligible vein of gold within this mine drew much of the Keep's garrison into a counterfeiting scheme. The regional economy surely would have experienced a depression had not misfortune intervened in the form of an orc invasion. All of the plotters were slaughtered and their counterfeit coins dispersed into humanoid pockets.

Although the mine is now played out, it nonetheless retains its value both as shelter and as a concealed transit route through the mountains. This has ensured its sporadic occupation throughout the intervening years. There are two groups of occupants, though each is unaware of the other.

First, a gang of orcs uses the mine as a base of operations. They are, however, out on an extended pillaging excursion and won't return for another two days. When they set off a fortnight ago, they gathered up their easily transportable valuables leaving only a filthy mess behind.

A week ago, a threesome of brigands seeking shelter (after getting in a fight and murdering one of the Ravens at Quarrytown) stumbled upon the cave. Upon investigation, they deemed the mine abandoned - for surely no one could be dwelling in this fetid pit of squalor. They are laying low for fear of the Ravens' vengeance. After they get a chance to heal some of their wounds, they plan to head out of the mountains and make for one of the villages in the foothills. Until then, they are maintaining a careful watch. They presume that PC are Ravens sent to kill them.

You can introduce this adventure to your players by having them learn about the murder at Quarry Town, or hearing rumors about an abandoned mine and letting curiosity drive them to check it out.

LEVEL 1

High up on the cliffside, what appears to be a cave entrance can be seen. Many years must have passed since anyone has explored it, since it is now overgrown with the same type of shrubs that grow in patches throughout the valley. A winding switchback leads up to the mouth.

► Should anyone stop to look for tracks, a successful Observation (Difficult) or Tracking (Average) skill check reveals evidence of three booted tracks leading up the switchback. A Tracking (Difficult) check discovers older tracks descending. Any character with any mastery of the Mining skill notices that there are mine tailings spilling down the valley. These are overgrown - evidence that the mine has not been worked for years.

1. Entrance

A brigand with a longbow (and the Compulsive Liar quirk) is on watch at all times. Rocks and tree trunks have been carefully placed so as to provide 50% hard cover (blocking potential missile hits if 11-20 is rolled on a d20). He is content to merely observe anyone poking around the valley. His position is screened by bushes that afford him a +20% bonus to his hiding skill should a character utilize an Observation skill check.

If the party starts to advance up the 200-foot-long switchback, he turns and shouts to his buddies* in Area D to alert them (probably lying with some statement like, "*I think there's about 30 soldiers from the Keep marching up the trail. And I think they have an elephant...*") He shoots arrows once the intruders start moving up the switchback. The initial shot is likely to miss but may either scare them off or cause a delay if they hesitate about advancing under fire.

Balavar the Brigand (67 EP): NE human brigand; HP 21* (normally 25); Init +2; RoF 12s; Spd 8 (short sword); Rch 2'; Atk +2; Dmg 2d8p (2d6p short sword); Def +1; DR 2; ToP 9/ 5; *He has a 3 HP wound and a 1 HP wound.

Quirk: compulsive liar

Notable Skills: hiding 18; **Profs:** longbow, short sword, knife;

Equipment: longbow, short sword, knife, leather armor, 2 sp

**You may permit players a Very Difficult Listening skill check to hear (and comprehend) this shout. He speaks Baparan so fluency is required (and dialect penalties apply if applicable).*

2. Dead End Tunnel

3. Fork in the Passage.

4. Safe Room

Two brigands are bivouacked just inside the cave mouth, as they are afraid to explore too deeply. Other than a pile of orc trash pushed into one corner, the room is bare. The bandits have been sleeping on the ground since their hasty flight from Quarry Town. They managed to grab a few loaves of bread



from their tent but that won't last much longer.

Ligel the Brigand (67 EP): NE human brigand; HP 19* (27); Init +2; Spd 11; Rch 3'; Atk +2; Dmg 2d8p; Def +5; DR 2; ToP 9/ 5; *He has a 6 HP wound and a 2 HP wound.

Notable Skills: resist persuasion 32; *Profs:* morning star, knife

Equipment: morning star, knife, leather armor, medium shield, 14 cp

Satomor the Brigand (67 EP): NE human brigand; HP 22* (26); Init +2; Spd 10; Rch 3½'; Atk +2; Dmg 2d8p; Def +5; DR 2; ToP 8/ 5; *Quirk:* fear of heights

*He has a 4 HP wound.

Notable Skills: resist persuasion 32; *Profs:* longsword, knife

Equipment: longsword, knife, leather armor, small shield, 1 sp, 13 cp

5. Dead End Tunnel

6. Subterranean Pass

In the center of this cave is a shaft in the floor. A sizable winch and pulley mechanism sits atop the opening, and a rope dangles from it down into the dark hole.

The brigands haven't ventured down the shaft primarily because of Satomor's fear of heights (though he's tried to save face by arguing that it's just plain stupid to climb down a black hole without any idea of what could be lurking down there).

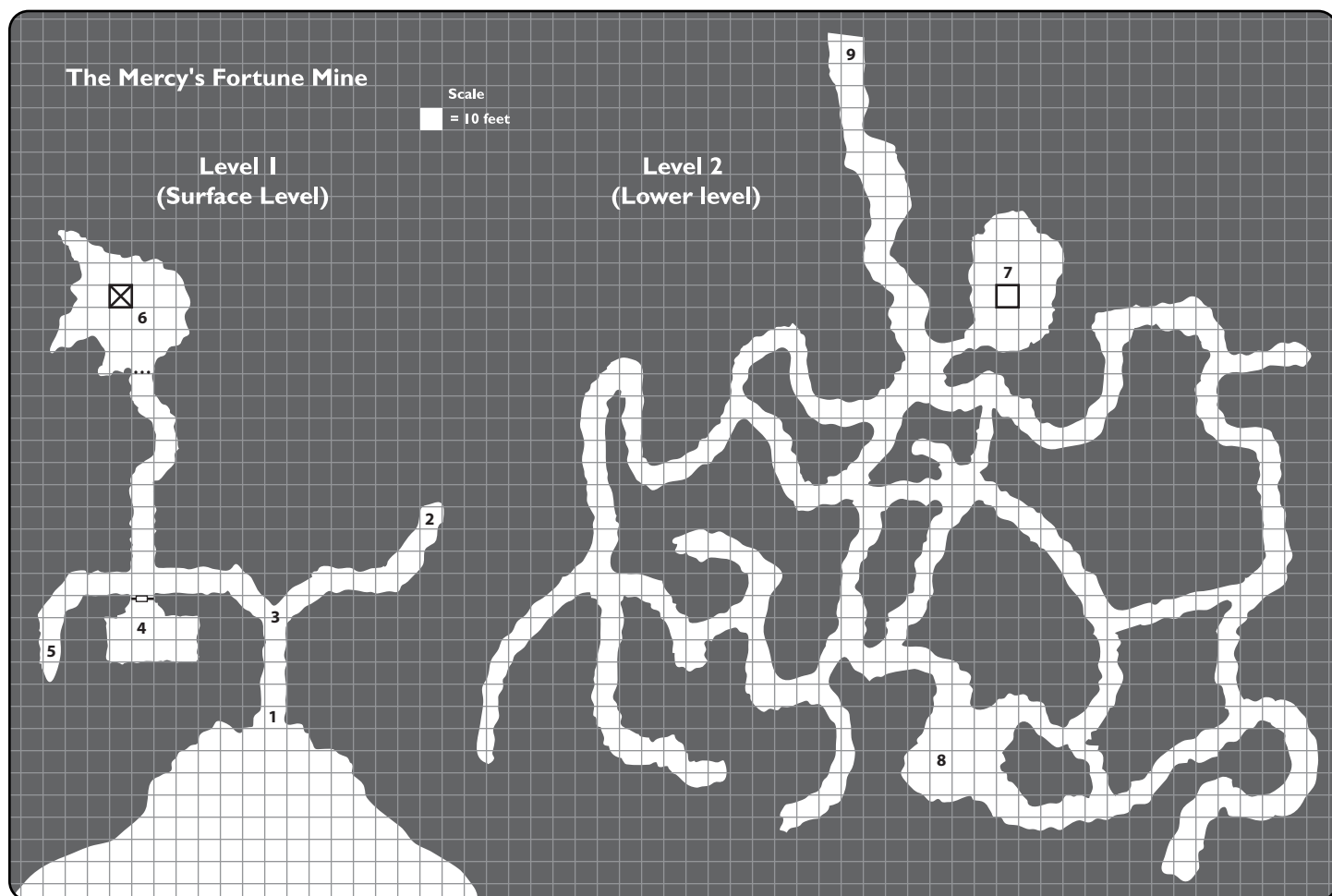
The winch and pulley is completely corroded and useless. It is, however, structurally sound and supports a hemp rope running down to the cavern below.

PCs can rappel down the rope (a 40 foot distance) but this necessitates an Climbing/Rappelling (Average) check. A failure indicates that upon descending 10 feet, the PC realizes he's sliding way too fast. He can continue and make another check – success indicating that he controlled his speed while a second failure means an uncontrolled fall from 20 feet for 3d6p damage. If the PC is a wimp and balks at continuing down the rope, he may be pulled back up by other characters with combined Strength sufficient to carry his body weight.

Rappelling is made easier by using knotted rope (an Easy check instead of an Average one). However, the current rope is only 37 feet long. A character provided with 50' of rope could knot it to serve instead (its length becoming 40' when knotted).

A character with Average or better Rope Use mastery can ascertain that the rope is sufficient to bear a human's weight.

Treasure: Searching the room finds two beaver pelts (worth 3 sp each), a brass signal mirror, a bloody set of thieves tools, a miner's lantern (drained of oil but functional), and four mining picks (new and likely never to be used, worth 2 sp each).



Level 2

7. Domed Cavern

This cavern differs from the rest of the mine in that it is both natural (i.e., it has not been excavated – an obvious fact to anyone with the Mining skill) and possessed of a high ceiling. A man-made shaft pierces the ceiling 30 feet above the center of the cavern. The only way to get to area 6 above is via the rope.

8. Mine

This warren of passageways is crudely shored up with timber. Occasionally the shiny glint of metal can be seen in the walls. Water slowly drips from the ceiling and the floor is covered by about an inch of murky fluid.

The shiny glints of metal are, unfortunately, iron pyrite deposits (not gold). Although patently obvious to anyone with the Appraisal: Gems & Jewelry skill, rubes may be suckered into thinking they have stumbled upon a veritable gold mine.

Six skeletons randomly march through these tunnels, as so should be encountered only one at a time (or two at most). In days past, a cleric placed the undead in these warrens to serve as a deterrent to surreptitious use of the mine as a transit corridor through the mountains. If the PCs eliminate all the skeletons and the orcs, the a new goblin lair eventually forms here and starts harassing/attacking the inhabitants of the Keep.

Skeletons (6) (67 EP each): 32 HP each; Init 0; Spd 9; Rch 3'; Atk +1; Dmg 2d8p-1; Def +7; DR 3; ToP n/a, Size M; Move 10 ft./sec.

Equipment: Each has a scimitar and a medium shield.

Story Award: Award an additional 400 EPs for defeating all of the skeletons.

9. Tunnel

This natural passageway (seemingly a former lava or water flow tunnel) actually proceeds at a gentle slope for nearly two miles through the mountain. Its terminus is in the rear of a small cave about half a mile east of the Mine of the Goblin King.

Epilogue: We're Back!

Killing or driving off the brigands will not transform the upper level into a safe hideaway. Two days after the players first enter the mine, the orc gang returns from their expedition. Although they're rather stupid, even they don't fail to notice clues such as dead brigand corpses littering their lair.

Should the PCs not make at least some effort at cleaning up their mess, the orcs will be on high alert for a week. Two guards are posted at the entrance at all times (though about 20 feet inside during the day – and thus unable to monitor an approach up the switchback). If a week passes uneventfully, the orcs lapse back into their usual lazy habits.

The orc gang takes up residence in the 'safe room' (Area 4) and does little but eat and sleep until their provisions again run low and they are forced to mount another expedition.

Orcs (8) (34 EP each): 28 HP each; Init 5; Spd 9; Rch 3'; Atk +3; Dmg 2d8p+2; Def 0; DR 3; ToP 11/ 6, Size M; Move 10 ft./sec

Equipment: Each orc has a scimitar and a small shield.

Treasure: The orcs' previous booty consisted of a silver neck chain (15 sp value), 3 silk scarves (1 sp each), 7 woolen blankets and an area rug (nice workmanship but all worthless as orcs have repeatedly soiled themselves while lying on it) and a piece of lapis lazuli (actually a shard from an urn – anyone with the Pottery skill recognizes this – worth 30 sp).

They have the above treasure with them, as well as their new treasure from the latest raid: a Healing Potion, 122 cp, five wineskins, the head of a mule, a clay jar with some nutmeg spice (9 sp value), eight dead squirrels, and a deer carcass.

Story Award: Award an additional 275 EPs for defeating the orcs and thus saving the local humans from further raids by this band.

Revenge on the Ravens

Dasas, one of the local traders, recently sent off a wagonload of brandy along the Borderland Road to one of his contacts in Vew. Unfortunately, a group of Rikar's Ravens was lying in wait. They ambushed the wagon, killed the drivers, and rode off with the horses and wagons to one of their secret camps hidden in the hills.

When word arrived that his hired guards were found slaughtered on the Borderland Road and his wagon was missing, Dasas was faced with a significant loss of income. He immediately pressed the soldiers for action, but found himself up against a brick wall. Missing caravans are common, and Dasas's problem was shared by many, he was told. "We'll look into it," was the guard's last weary statement as Dasas stomped away in frustration. So far, however, he's heard nothing.

If the PCs survive a battle with the local monsters or brigands, and attempt to sell some of the loot to Dasas, he sees in them a way to retrieve his goods and, if possible, to eliminate the brigands ("pay the thievin' bastards back in kind," as he calls it). He asks the PCs to head down the Borderland Road to the spot where his wagon was ambushed and search the area for any clues to the bandits. He says he's been told that the men who found the bodies buried his guards by the side of the road, marking each grave with a small, upright wooden plank. The graves should be about six to seven miles away from the Keep, on the far side of the Tanara river bridge.

Dasas says that, if the PCs are successful in returning his goods, he can pay them in stock from his stores. In particular, he has a valuable suit of chainmail armor that would no doubt serve them well. (As GM, you may change this reward to shields or other armors if necessary, though their total worth should be no greater than 350 sp.)

Background

The local gang of brigands, Rikar's Ravens, are responsible for most of the recent caravan ambushes, and this one is no exception. Usually, they simply kill the witnesses and take the goods, torching the caravan and leaving its presence as a smoking reminder to those who refuse to pay their 'toll.' This particular wagon, however, was loaded with not only a quantity of large shields but also a half-dozen kegs of excellent brandy. Rather than try to manage these by hand, the Ravens simply brought the entire wagon back to their camp.

Actions

If the PCs question Dasas, he has a list of the goods taken, and can describe the wagon and horses with accuracy. He even remembers that the roads were a bit muddy around that time. If questioned about the guards, however, Dasas says (not even slightly embarrassed) that they were nothing but Kalamarans-for-hire. He can't even remember their names, though he has them written down somewhere in his records. As far as he's concerned, the bodies are already buried, and they can stay there.

When the PCs leave the Keep, it takes them about three hours by riding horse (or about eight hours on foot) to reach the spot where the guards are buried. You may want to have each player make an Observation check (Average difficulty) when his or her character reaches the area. If none of them succeeds, they were probably too busy chatting to spot the grave markers, and continue to ride past. Have them attempt further Observation checks (Average) each mile after that, in an attempt to spot the grave markers, until they either reach a way station (where a guard can tell them they've come too far) or finally realize that they need to turn around and go back.

Once the PCs have located the graves and start to search the area, a successful Observation check (Average) reveals several hoof prints, boot marks, and wagon ruts, with one set of ruts a bit deeper than the others. If the players don't realize that the deep ruts are those of Dasas' wagon (since it was carrying heavy goods), you may allow them their characters a Wisdom check to figure it out.

A successful Tracking check (Very Difficult) allows the PCs to track the ruts back about two miles towards the Keep until, surprisingly, they turn off the road right into a short (and unusually straight) line of saplings seemingly impassable by cart or wagon. Close examination of the area reveals that these saplings were dug up and replanted in two crudely constructed wooden troughs. These troughs rest end to end next to each other in a rectangular manmade ditch. Dragging each trough away from the other causes the line of saplings to part in the middle, with plenty of room for two horses to pass through abreast (or, hey, a wagon!).

With the saplings parted, the PCs can ride off the road onto the hidden trail to the Raven's camp. Even were its entrance not ingeniously hidden by saplings, the roadside entrance might seem less like a trail into the woods than just one of

those natural bends in the hills where the trees don't grow too closely together. Part of the reason for this is that the Ravens are careful not to fall into the habit of walking or riding in the same place and thus wearing out a path, and also that the newest Ravens assigned here get the grunt work of scattering leaves (or brushing out footprints in the falling snow) to cover any tracks. They are mostly thieves, after all, and know a thing or two about stealth.

The trail continues for about another mile, bending and meandering up the wooded slope, until it levels out into the small pine tree-shrouded clearing where the Ravens have their camp.

Camp

The Ravens' hideout contains only a wagon (Dasas'), a cart and four tents set in a U-shaped pattern around a stone-ringed campfire. The campfire is also surrounded by a short stone wall in a roughly U-shaped pattern, so as to make the flickering firelight even harder to detect through the occasional gap in the trees. Eight horses are tied to nearby trees.

Counter-Actions

The reactions of the Ravens depend heavily on what time of day (and how) the PCs arrive. After midnight or in the early morning hours, all of the Ravens are probably asleep, suffering from the effects of too much stolen brandy, with only one barely conscious thief standing guard. As such, ambushing the Ravens is easiest during this time.

From mid-morning until late in the evening, most of the Ravens should be awake, maintaining their weapons or armor, gambling, boozing it up with their stolen brandy and so on. One Raven thief stands watch in the woods where he can see approaching wagons on the Borderland Road, then return to the camp and alert his comrades to prepare an ambush on the road (nowhere near their hidden camp, of course). Unless the PCs are in disguise as merchants, they're unlikely targets for a mugging, so the guard doesn't alert his comrades unless the PCs discover the hidden trail to the Ravens' hideout.

Unless the PCs successfully use their Listening or Observation skills to find the guard, then their Hiding and Sneaking skills to reach him without being spotted, the guard alerts the other Ravens in the camp. As GM, you have several options here. Perhaps the Ravens hide in the wood and surround the PCs once they enter camp. Alternatively, they could pretend to be going about their normal duties and then rush to the attack just when the PCs are getting overconfident in their sneakiness.

In any case, remember that the Ravens prefer stealthy attacks over frontal assaults. Also, if the fight seems to be going against them, one or two of the Ravens should attempt to flee back to Quarry Town and warn Rikar of the assault.

Raven Fighter (67 EP): NE human fighter 1; HP 25; Init +2; Spd 6 (5); Rch 2'; Atk +2; Dmg 2d6p +2; Def +3; DR 2; ToP 8/ 6; Hon 18

Notable Skills: intimidation 28, language (Merchant's Tongue 48, other regional language 69); *Profs:* club, short sword

Equipment: short sword, leather armor, 3d4 cp

Raven Thieves (4) (67 EP each): NE human thief 1; HP 24 each; Init -1; Spd 8 (7); Rch 2'; Atk +2; Dmg 2d6p-1; Def +1; DR 2; ToP 7/ 5; Luck 10+1d6; Hon 16

Notable Skills: disarm trap 16, hiding 20, identify trap 15, language (Merchant's Tongue 51, other regional language 70), listening 17, lock picking 14, pick pocket 24, sneaking 22; *Profs:* short sword, dagger

Equipment: short sword, dagger, leather armor, 2d6 sp, 5d4 cp

Raven Lieutenant (133 EP): NE human fighter 2; HP 29; Init +3; Spd 5 (4); Rch 2'; Atk +4; Dmg 2d6p +3; Def +2; DR 3; ToP 8/ 6; Hon 18

Notable Skills: intimidation 33, language (Kalamaran 71, Merchant's Tongue 48); *Profs:* club, short sword

Equipment: Short Sword +1 with a distinctive silver horse's head pommel, studded leather armor, 2d8 sp

Conclusion

If the PCs defeat the Ravens, they've made the Borderland Road a little bit safer for passing traders (at least temporarily, until Rikar can replace this little band of ruffians with another, stronger gang in a new hideout).

Treasure: The PCs have also located Dasas' merchandise (along with the wagon and two horses) and can return it to him. There are eight large shields, three full kegs of brandy (worth 48 sp each) and one nearly-drained keg (with only about five drinks left in it) still in the wagon. Two empty kegs lie on their sides nearby.

Searching the camp reveals an additional 35 sp worth of goods (choose any quantity of non-combat-related gear in the *HackMaster Basic* rulebook) on top of what the PCs can loot from the bodies.

The Short Sword +1 is an impressive weapon, but the player who calls 'dibs' on this one might have cause for regret, since Rikar and his cronies are bound to recognize it.

Story Awards: Returning Dasas' goods to him nets the PCs 150 EPs. Realizing that the Ravens stole a lot of brandy (and so might suffer morning hangovers) is a clever bit of reasoning, and PCs that thus attack in the morning earn an additional 100 EPs. Successful use of skills that allow them to surprise the Raven guard on duty nets the PCs a further 100 EPs. Realizing that the Short Sword +1 is a recognizable weapon and that wielding it may finger them as the Ravens' killers is worth another 50 EPs.

Honor Award: If a PC convinces Dasas to let them bring back the guards' bodies for a funeral (pyres in the Keep graveyard), consider giving him a point or two of Honor, if the action is true to his character and he role-played it well.

Not Every Cloud

As detailed in [The Mad Hermit scenario](#) (page 92), former Keep Prefect Bandrus Far'Raven was involved in some shady dealings during his tenure. Having fallen for a beautiful mistress, Bandrus showered her with valuables and spent vast sums of money on fulfilling her every whim and desire. Indeed, it was a very good, albeit brief, period for the merchants who supplied him with the lady's exotic demands. Many a rare item was sold with a good profit margin, and the Prefect became known as an easy mark. Unfortunately, almost all of this coin came straight from the coffers of the Keep.

The deficit grew deeper and deeper, until a barracks-snitch reported that two soldiers had been working a mine in secret. Bandrus summoned the men and cut himself in for half. The conspirators would work the mine and mint Bandrus' share into new coinage to replace what he'd taken. When the gold ran out, Bandrus debased the currency by cutting the remaining gold with copper; the actual amount of gold in his debased coins was only a portion that of a true gold coin. Unfortunately, the debased coins were eventually discovered and Bandrus fled the Keep before his part in the affair could become known.

Additional Background: One of the enterprising conspirators set about secreting a stash of the debased coins for himself. He planned on recovering his booty once his duties at the Keep were fulfilled, but this was not to be the case. The guard was slaughtered during the Great Orkin Reprisal and the loot remained hidden within the structure of Frandor's Keep for years. Until now...

Getting the Players Involved: Two traces of Bandrus' operation remain in and around Frandor's Keep. The PCs may encounter one or both, depending on the GM's preference.

Coin Dies: If the PCs have not yet encountered the mentally deranged hermit, you may add the following items to his simple possessions: three weathered and damaged round single-coin dies, and a larger rectangular block designed to press three coins at once. These objects now bear the brunt of the hermit's changeable, volatile mood – half the time he worships them for what could have been, the other half he berates and throws them against rocks and trees, blaming their poor quality for the events that unfolded. You may have the PCs witness this veneration when they encounter the hermit or find them (temporarily) discarded until the hermit's mood shifts again.

If the PCs have already met the hermit, and it seems unlikely they will see him again in the near future, you may relocate the dies as needed. They might now be found in one of the monster lairs in the vicinity, the hands of a beggar child playing in the Keep or any other suitable location.

PCs from P'Bapar immediately recognize that the dies have something to do with coinage, for they bear the youthful visage of P'Bapar's Archduke E'Dos Kalansi II above the words "1 Tower" (the Kalamaran term for a gold coin) in that tongue.

- ▶ If any player succeeds at an [Average] Scrutiny skill check, he realizes that the image and text would be backwards on any coins made from them.
- ▶ If any player succeeds at an [Average] Current Affairs skill check, he realizes that the image of Archduke E'Dos Kalansi II is dated and depicts the ruler as a young man.

Debased Coins

Whether or not the PCs find the dies, they may come upon the hidden stash of debased coins. This occurs whilst wandering through the Middle Bailey, close to the gateway leading to the Upper Bailey and near Cobbler's Corner (area M18), where the Keep wall is now out in the open.

Read or paraphrase the following text at the appropriate time.

The area is teeming with a crowd seemingly hurried by some unseen force — probably related to it being almost mealtime. Small groups of children seem to be running as a group, embroiled in some sort of play, several women bustle about, too busy to chatter, and many harried-looking bedraggled men seem to be hauling huge boxes and barrels, presumably from a large trade caravan having arrived, eager to quickly finish their task in hand.

One of the PCs should be severely jostled and knocked to the ground by a porter, whose barrel or box crashes lightly against the wall. He spends a moment berating the PC for getting in the way, before hurrying off. He is just one of the many pairs of hands from the Landing, eager for a piece of work and the small change that comes with it — any delay means less payment for him.

The dropped cargo, however, knocked free a loose but tightly fitted stone just above ground level. The shattered mortar is obviously of inferior quality to the rest of the wall, and secreted just behind this façade is a hollow containing an old, semi-rotten leather satchel. There are no markings or recognizable features adorning the bag other than a messy scrawl of ink reading *I am watching* in the Kalamaran tongue. (The guard was able to see this spot from his barracks in what is now known as Falcon Tower at location M22).

It is obvious that this bag has not been disturbed in quite some time. Inside the bag are six strips of rolled up leather, bound tightly shut with both stitching and knotted pieces of twine. Each of these packages contains a stack of eight (seemingly) gold coins.

- ▶ If a player makes a successful Observation check (Trivial for an individual literate in Kalamaran - Very Difficult for other literate PCs), it reveals that the lettering is backwards. However, no amount of visual inspection reveals the coins are debased currency.

These coins are not common fakes (lead slugs plated with gold) where the forgery is easily revealed when the coin is clipped to make change. These are simply debased coins with a lower content of the precious metal. The clipping of debased

coins reveals nothing, because the content is the same throughout. The PC has no reason to even suspect the coins are debased; he only knows that they are very badly stamped (rare but not unheard of).

As an alternative method of introducing the coins, it is perfectly feasible that the PCs may come across the long-discarded rotting canvas bag in any number of hiding places. You might place it within one of the graves in the graveyard (R4), in the goblin or kobold lairs, the piles of debris outside the Keep walls or in nearly any other location.

Actions:

When the PCs have the items in hand, what happens next depends on them. If the PCs know or learn that the coins are debased, they now have a moral choice to make — whether to get the coins out of circulation or keep them for themselves and use them as if they were legitimate.

Spending Spree

With such newfound wealth, it's understandable that PCs might treat themselves to a few luxuries. The vendors in and around the Keep will gladly oblige the characters, the sight of the (seemingly) gold coins putting caution to the wind. However, unless the PCs buy lots of expensive items, the merchants have great difficulty making change (if they are even able to do so). Most merchants recommend that the PCs visit Vas the jeweler or Neptra the moneychanger in order to get copper or silver currency that can be more easily spent.

At least one of the merchants who receive a debased coin eventually takes it to Vas the jeweler. When Vas discovers the debasement, he reports it to the authorities, who then follow the trail back to the PCs.

Interested Parties

Most locals treat the debased coins as real gold coins and the coin dies as nothing but junk. After all, the people that once inhabited the former Keep are either dead or long since departed, and few commoners have ever seen any dies for making coinage. Only a few persons know anything about them.

Greytar: This mage ([Area U11](#)) knows that a counterfeiting operation once occurred at a time that pre-dates the rebuilding, but does not know the names of the persons who were responsible for the debased coins. He has no interest in obtaining the mints or coins, but if he learns that the coins have been out of circulation for many years, he advises the PCs to take them to Vas and verify their authenticity.

Rikar: This villain ([Area Q7](#)) casually offers 5 sp for the dies, though he will go as high as 50 sp. Upon seeing the dies, Rikar quickly masterminds a plot to forge and disseminate fakes (gold-plated lead or similar metal), hoping to launder them for authentic coins. He and his men lack the tools and ability to forge debased coins. Rikar will gladly rob the PCs of the debased coins if given the opportunity, but he does not recognize them as unusual.

Nepra: The moneychanger ([Area L9](#)) recognizes the dies for what they are. She offers 5 silver pieces for them, claiming that she would like them as a present for her employer Vas, who collects such curios. In truth, she plans on re-selling the items to Rikar. If pressed, she will go as high as 30 sp.

As for the coins, she offers to trade the PCs an equivalent amount of copper or silver, since the local merchants will be hard pressed to make change for gold. She recognizes the poor stamping but has no reason to think the coins are debased. If the PCs refuse, she tells the Ravens that the PCs are walking around with a fortune in their pockets.

Vas: The jeweler ([Area U13](#)) recognizes what the dies are and tells the PCs that they found some old dies for making coins. He does not immediately recognize the gold coins as being debased. However, if he learns that the coins have been out of circulation for years, he asks the PCs if he can perform some tests. (These are complicated tests involving water displacement and fine measurements; Vas is the only person in the area who can make these tests with any authority.)

While he works, Vas tells the PCs that, over a decade ago, a scandal occurred wherein debased gold coins were distributed through the old Keep. He does not know the guilty parties or many of the details. He is interested in purchasing the dies as a curio and offers a total sum of 10 silver pieces. He will purchase the debased coins at a fair price of 4 sp each (his estimated worth of the gold in the coins).

If the PCs refuse to sell the dies, Vas later mentions the incident to his wife Gira and assistant Nepra. Nepra soon approaches the PCs with a higher offer to purchase the dies, pretending that Vas changed his mind and is willing to haggle. She offers up to 30 sp and pays the PCs then and there. Afterwards, she sells the mints to Rikar (see above).

Other Ravens: If the PCs question any other Raven or associate of the Ravens, that NPC recognizes that the dies have something to do with coins and sees the possibility of forgery. This person may tell the PCs to seek out Rikar, or slip away and go tell Rikar about the items, or offer up to 30 sp for the mints (the exact amount depending on that NPC's wealth).

Authorities: If the PCs hand in the items to the guard [Anoz Ghanesh \(U1\)](#) or some other typical watchman, or find themselves in some trouble that leads to their persons or possessions being searched, that guard actually keeps the treasure for himself and proceeds to spend the debased coins. (Multiple guards divvy up the coins between themselves and keep it quiet from their superiors.) The dies get thrown in the rubbish.

Higher Authorities: If the PCs hand in the items to Keep Prefect Ganitek or any of his officers, the man praises the PCs as good citizens. He also states that that Keep owes the PCs a debt of gratitude for keeping these debased coins out of the local economy – a debt that no doubt the PCs will try to collect. After all, even a single act of military leniency could come in handy if the PCs get into trouble or need a moment of the Keep Prefect's time.

Charity Begins at Home

Charitable PCs may perform some good deeds by giving the coins to the poor or needy, such as the many beggars gathered around The Landing and the Lower Bailey. Depending on the PCs' past interactions with the guards, however, this may be viewed as violating some rule such as inciting mobs or encouraging vagrancy. Of course, a suitable 'donation' to the individual guard may make them appreciate the civic sense of the kind-hearted characters, but indiscreet PCs are equally likely to be mobbed by greedy guards as by beggars. Either way, the PCs draw attention to themselves, and the fame they crave may quickly turn to infamy...

Alternatively, the PCs may wish to donate their find to the [Shrine of the Caregiver \(M17\)](#), the [Temple of the True \(U12\)](#), or any other cleric with whom the party is on friendly terms.

Counter-Actions

Once it's revealed that debased coins are in circulation, perhaps deeply entrenched within the local economy, paranoia spreads. Rumors grow quickly amongst the citizens, starting simply with how one individual was duped into taking debased gold coins, but quickly escalating into worry about possibly debased silver as well. Merchants and their customers suddenly leave to take their coins to Vas.

This will be too much for the witnesses, who immediately seek the nearest guard. Along the way, they inform anyone they meet that thieves and forgers are running rampant. Loud, abusive mobs gather around any member of authority, demanding to be told what steps the military is taking. Those who have the most to lose or gain by these very serious allegations (namely Dasas of area M10, Jiric of M20 or a Raven member who is otherwise a non-notable resident of the Transient Apartments) spearhead the mob. All of their questions are met by blunt rebukes, being told that 'the Prefect is handling the matter', and that it would be in the locals' own interests to 'trade only for other goods' for the moment. Such comments only fuel speculation that the taint of the debased coins is much deeper than the rumors imply.

Any dismissive attitudes from the officials are met with an equal amount of frustration and tension. Unanswered questions receive increasingly louder shouting repeating the claim, until the guards, worried for their safety, retreat for backup from the closest tower. The gathered crowd descends upon the gateway to the Upper Bailey, whose gate drops at the first sign of trouble. Then events turn a little uglier...

Some locals gesture wildly, using crude weapons as symbols of extreme dissatisfaction, but this is interpreted as a sign of extreme hostility requiring an official show of force. Armed with shields and crushing weapons, the full strength of the Keep's watch bursts out with orders to disperse the unruly mob.

Note that Anarai the weaponsmith and armorer (M5) will not be a part of any such activities, fearing his future commissions and livelihood will be affected. He attempts to make his

arms shop as secure as possible with his sons, but may well attempt to buy another strong-arm or two with the promise of a commission (to be forged by his sons-in-training rather than himself, but he won't let that little aspect be made known).

Although the official response is meant as a show of authority, GMs may opt to have one or more innocent parties severely injured or killed. If this is the case, there may be severe repercussions within the Keep, such as (if a guard is taken down) curfews being introduced, harsher penalties for trivial matters that before would have gone ignored and greater use of the pillory, to show that civil unrest will not be tolerated in this military outpost.

If a citizen is the wounded party, then an intense hatred towards the guards begins to brew, and smaller confrontations occur on a regular basis. Rikar and his gang of Ravens spur many of these on. There should be plenty of opportunities for PCs to shape the overall outcome of the troubled Keep, if desired.

Throughout the following days, fights break out amongst merchants who believe other traders to be passing debased coinage onto them, with multiple disturbances throughout both the Lower and Middle Bailey. Many traders barricade themselves into their premises, only opening for verifiable friends and trade-links, and only then when they are alone. No groups or parties will be attended to at all, for abject fear of looting or other troubles. Even Quarry Town is affected by this virtual lock-down (if the Ravens are perceived as being the source of the problems, see below).

Otherwise, much of the traffic that would normally find its way to the Keep becomes stuck here. Tents spring up on all of the mined-out sections, and provisions are in short supply and high demand. The farmers and fishers of the area risk reprisal for the extra profit offered by taking their supplies here, consequently reducing the amount of food within Keep.

Official attempts to verify all coins within circulation prove to be mostly successful, though it takes several days and no one can truly be sure that all have been accounted for. Whatever happens, morale takes a significant beating and everyone continues to plague Vas with work for many months to come.

Conclusions

The repercussions of the PCs' actions depend on what they did within this scenario. If they sold the items to Vas or turned them over to an officer of the Keep, none of the chaos occurred and life in the Keep is unaffected. However, if debased coins get out into the community, traders become much more vigilant and suspicious of coinage.

During the immediate aftermath of the trouble, many sellers raise their already high prices by an additional 25% to offset their losses, while other return to the barter system and refuse to take any coins whatsoever; some of these return to their more usual methods quicker than others. The trouble may also cause more nervous residents of the Keep to seriously reconsid-

er their position here, but this is left for the GM to act out as desired.

Spending the Coins (Unwittingly): If the PCs spent the debased coins unwittingly, they are identified and turned in to the authorities by various NPCs. Though they were not knowingly culpable, they still have to convince the authorities of it. If successful, they receive a stern lecture and the brief history lesson (noted above), and are fined an amount equal to 3x the forged gold they spent.

You may also have Prefect Ganitek informs the group that, as part of their punishment, he requires them to perform a task for him (either now or at a future date). Unless the PCs leave the Keep, this allows the GM with an easy way to introduce a new adventure opportunity.

Spending the Coins (Knowingly): If the PCs spent the debased coins knowingly, witnesses eventually identify them to the authorities. In P'Bapar, distribution of fraudulent coinage is typically punished by mutilation (chopping off a hand) and exile for life, or a period of hard labor with heavy fines, or confiscation of property with a ban or edict against the individual, as well as the pillory and/or public flogging. However, Keep Prefect Ganitek is a fair man, and allows the PCs to stand trial before handing out sentence. If the PCs put up a convincing defense, they avoid mutilation and suffer only heavy fines (equal to 10x the forged gold they spent) with a period of indenture under Prefect Ganitek.

Donating the Coins (Unwittingly): If the PCs donated the debased coins unwittingly, the recipients identify them and the guards bring them in for questioning. If they can convince the authorities of their innocence, they receive a stern lecture and a (very) brief history lesson - that these debased coins appeared something before the old fall of the Keep, but no one knows or remembers who was responsible.

If the Ravens Spread the Coins: If the Ravens were deemed responsible for the spread of the debased coinage, they name the PCs as the persons who gave them the debased coins. Though the authorities take no action against the PCs (who'd believe the Ravens, after all?), the guards become more suspicious of them and the PCs' reputation suffers.

In addition, there will be an even greater crackdown on any person or activity thought to be associated with the Ravens. Any incoming goods suffer delays due to intense scrutiny, in a bid to try and cut off anything remotely associated with the thieves. Quarry Town residents will be effectively banned from the Keep until the paranoia begins to die down. Regular patrols and inspections sweep through the area as the renewed interest in taking down the gang promises significant prestige for any captures, and several young members of the Ravens will be brought in for 'questioning' - a fact that will not escape furious gossip mongering throughout the area.

The Ravens will be condemned as true traitors, and the punishments for any form of association, correspondence or collaboration with them will be similarly escalated. The Ravens

unfairly resent the PCs, and future dealings between the two groups cannot be resolved peacefully.

If the Guards Spread the Coins: If the debased coins surface via the guards, the offenders are flogged and reduced in rank. All guards within the Keep are also faced with a much tighter system of logging incidents, involving receipts and written reports being kept on all visitors for the period following the troubles. Illiterate members of the watch often receive the despised tower duty. The resentment from all the troops is widely felt, with intentional delays in any dealings while they check paperwork and authenticities.

The punished guards treat the PCs poorly and refuse to give them any leeway, though they are careful to not take harsh action for fear of being punished again.

If Rikar Starts a Counterfeiting Operation: If Rikar gets his hands on the mints, fake plated coins start to appear within the next few weeks. The furor is much milder than it was (or could have been) with the debased coins, since fake coins can be immediately clipped or cut to show their true nature. A few fights break out between merchants and buyers, guards are more suspicious and prone to make arrests, and fines are heavier but little else of significance occurs unless the Ravens are found to be responsible. In that case, the Ravens are punished just as if they had distributed debased coinage (see below). They name the PCs as the origins of the mints and suspicion falls upon the PCs but no action is taken against them without proof.

Awards

Treasure Yield:

- ☐ 48 debased gold coins (actual value of 192 sp)
- ☐ coin dies (up to 50 sp resale value)

Story Awards:*

- ☐ Keeping the treasure out of circulation before it can cause trouble [selling it to Vas or turning it in to the authorities] (250 EP)
- ☐ Knowingly spending or utilizing the treasure under false pretenses or to cause trouble (250 EP)
- ☐ Donating or disposing of the treasure in good faith [unwittingly causing problems] (100 EP)

*Only give to players for whom such an act is appropriate role-playing of their PC's alignment.

The Mysterious Shrine

GM's Background: The winding switchback trail leading to Falcon's Eye Tower is broken up by two relatively flat clearings – one about 1¼ miles up the trail (at 6200' elevation) and the second nearly another mile further up the trail (at 6500'). The lower clearing encompasses approximately 1¼ acres while the upper one occupies about three and a half acres.

The two clearings are substantively different in appearance. The lower and smaller one is bisected by the trail and relatively free of bushes and dense undergrowth. Such is not the case with the upper clearing. The trail skirts its northern edge while the balance is choked with briars.

A couple of months ago, a group of soldiers hacked through the thicket in a vain search for 'lost dwarven silver' (this being the rumor *du jour* propagated by some scurrilous wag at the [Broken Hilt Tavern](#)). While they understandably came up empty-handed, they did make a remarkable discovery. At the far southeastern edge of the rocky shelf there was a 10-foot-tall unhewn stone erected in a naturally formed notch. More eerily, a collection of antlers, hooves, teeth and other presumed animal parts were scattered around its base.

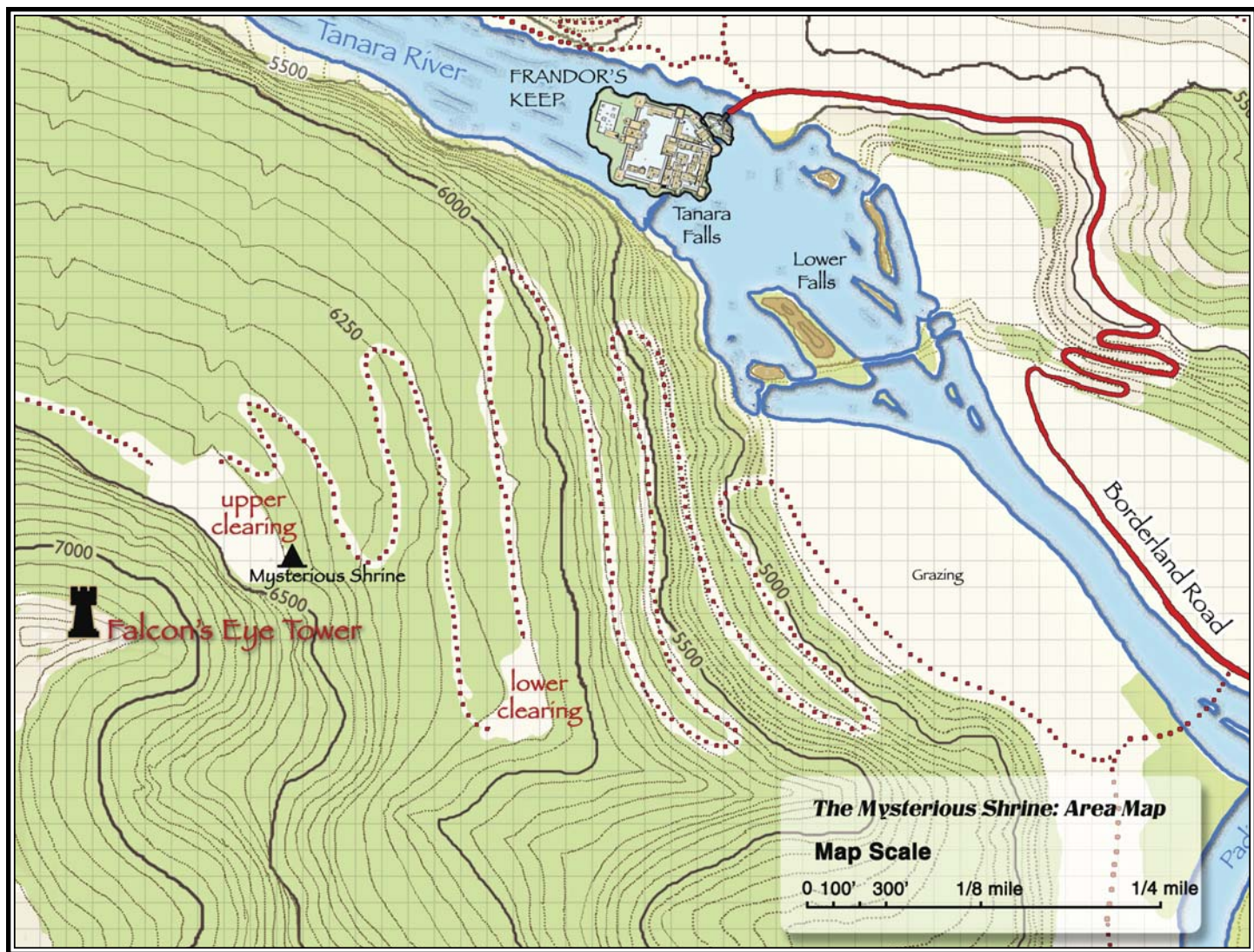
This shrine became a local curiosity attracting many to the site. Strange markings, purportedly Orkin religious script, were observed on the stone's surface. Word of the site soon reached Keep Prefect Ganitak and the incensed commander ordered his personal retinue to level the spot. This they did by toppling the stone over the cliff edge and hurling the gruesome artifacts after it. Guards assigned to [Falcon's Eye Tower](#) were flogged and pilloried for dereliction of duty in permitting this abomination to escape unnoticed for so long.

Chastened by their punishment, the Falcon's Eye Tower crew has been more vigilant of late. To their great consternation, they discovered that a replacement obelisk was erected at the shrine site – now secured in place by large wooden stakes around its base. Subsequent reconnoitering of the site revealed that the pagan offerings – for certainly this is what the bones must be – were also present and in greater abundance every time they visited.

Only the guards of Falcon's Eye tower know the current state of the site. Fearing more severe punishment, they took it upon themselves to apprehend whoever was utilizing the site for these unholy rituals. Alas, several all-night vigils failed to discover the idolaters.

Getting the Players Involved: [Area Information rumors 21 and 22](#) pertain to this adventure opportunity.

These rumors may goad the players into exploring the trail to Falcon's Eye Tower and the clearings along said path. Alternatively, they may wish to travel to Falcon's Eye Tower itself to interview the soldiers there.



If they choose the latter course, they will be greeted with stone-faced grimaces from the guards on duty. These troopers do their best to dissuade the explorers from rummaging around the site, even threatening to arrest them for trespassing. However, use of Diplomacy or Art of Seduction skills (an Average check in either case) will compel the sergeant [Relemir Tesipo] to pursue a different tactic – especially if the PCs relate the rumors they’ve heard and seem intent on investigating the site.

Under these circumstances, he takes the players into his confidence and reveals the true nature of the site (that is, what the soldiers believe to be true). He also states that guardsmen have camped at the site on three separate occasions encountering neither hide nor hair of evil cultists. If the players were to discover who is responsible for the shrine and its apparent upkeep, he would appreciate the effort.

Of primary importance though is for the PCs to keep quiet about anything they discover and report back to him personally. He lets slip that the guardsmen have already been punished by the Keep Prefect and that Ganitek is unaware that the obelisk has been restored. Were he to find out the true situation, heads would roll. While he won’t offer a cash reward, he hints at some alternative remuneration implying that having

soldiers as trusted confederates might prove to be a valuable asset.

If this offer is insufficient, he will agree to any terms that can be reached. However, he will scheme to undermine the players. See [Aftermath](#) for further details.

Additional details that may be learned through this discussion include the following:

- a) On each occasion, four troopers kept watch on the site and they maintained a campfire.
- b) No unusual tracks have ever been found on the path up to Falcon’s Eye Tower.
- c) There is writing on the obelisk but in an unknown script.

If the players decide to go it on their own, a shift change occurs at Falcon’s Eye Tower a day after they set out. The outgoing patrol searches the upper clearing on their way back to Frandor’s Keep. If they encounter foreigners (e.g. the players) near the site, they will presume that they are the ‘evil cultists’ and attempt to apprehend or kill them. The Fast Talking skill may prove very useful in preventing an escalation of violence and permit the PCs time to provide a plausible excuse for

being there. If they are quick-witted enough, they may be able to take the soldiers into their confidence (with similar results as detailed above).

Sergeant Relemir Tesipo: N Baparan human fighter 1; HP 28; Init +4; Spd 9 (8); Rch 3½; Atk +1; Dmg 2d8p+1 (longsword); Def +4; DR 3; ToP 9/ 6; Hon 9; *Quirk:* Paranoid; *Notable Skills:* language (Baparan 71), observation (12), resist persuasion (12); *Gear:* longsword, medium shield, studded leather armor, 2d3 sp, 3d4 cp

4 Men-at-Arms: N Baparan human; HP 26; Init +5; Spd 8 (7); Rch 2'; Atk 0; Dmg 2d6p (short sword); Def +3 (medium shield); DR 3; ToP 8/ 6; *Notable Skills:* language (Baparan 71), observation (10); *Gear:* short sword, med. shield, studded leather armor, 1d3 sp, 2d4 cp

The Enemy: In truth, the shrine was erected by an Orkin shaman and his apprentices as part of a ritual calling upon the Creator of Strife for a day of reckoning and eventual defeat of the humans encroaching on Hell's Throat. These are high aspirations for the diminutive band of orcs but they are true believers and fanatical in their devotion to the Discordant One.

Their unholy days, which they dutifully observe, are periods of foul weather. Ironically, this has served better than any stealth on their part to aid them in remaining undiscovered for they visit the shine only on miserable stormy nights – precisely the type of weather that discourages the castle's soldiery from camping out and ambushing them.

Orc Shaman (67 EP): CE orc cleric 1; HP 30; Init 3; Spd 13; Reach 4'; Atk +3; Dmg 2d8p+1; Def +2 (medium shield); DR 3; ToP 12/6; Size M; Move 10 ft./s; Spell: (1) *Moderate Emotion: Cause Fear*; *Notable Skills:* survival (40), literacy [Orkin] (31), observation (12); *Gear:* orkin body armor, medium human-made shield, flail, 5 pounds of rock salt (8½ sp value), 12 sp, **Potion of Orcish Steadfastness**, traveler's outfitting bundle, ink (1 oz), quill, notebook*

3 Orc Minions (34 EP each): HP 29, 27, 25; Init 5; Spd 9; Rch 3'; Atk +3; Dmg 2d8p+2; Def -4; DR 3; ToP 12, 11, 10/6; Size M; Move 10 ft./s; *Notable Skills/Proficiencies:* laborer, observation (7); *Gear:* orkin body armor, orkin scimitar, pilgrim's outfitting bundle

**This notebook is filled with rambling orkin script detailing the sacrilege wrought by the accursed humans building a fortress on an orkin burial ground. Feel free to reveal as much of the history of Frandor's Keep from [Chapter Two](#) as you wish should an enterprising character translate the book. (For those not literate in Orkin, translation services are offered by the [Adept Scribes](#) located in Frandor's Keep and detailed in entry M2).*

Exploring the Upper Clearing: This three and one-half acre flat area was cleared some years ago in an attempt to create an additional food plot for the Keep's residents. It proved highly susceptible to flash flooding and was abandoned after a couple of seasons. Since then it has lain fallow and become overgrown with thorny bushes.

If players enter the thicket, they will be able to make out several paths through the brush as indicated on the map. Several of these paths end in dead ends necessitating either

backtracking or a slow and laborious effort of hacking through the dense undergrowth with swords (the latter weapon the only suitable stand-in for a machete).

At the far end of the clearing overlooking the valley below stands a rough unhewn stone.

After trekking through the thicket, you discover a ten-foot high rough block of stone wedged into a natural depression and secured with large wooden stakes. All about it lie scattered antlers, hooves and bones.

Closer examination reveals script carved into the stone. Should any of the players be literate in orkin, it reads, "Sometimes misfortune has nothing to do with chance." An Easy Divine Lore check will reveal that this is a shrine to the Creator of Strife while a Difficult Observation check of the offerings will identify some of the bones as human (the remains of a lost traveler captured by the orcs and sacrificed a month ago). Tracking checks easily reveal that a number of booted man-sized creatures have tromped around the site but they are too old to follow away from the site.

Confronting the Minions: If the players lay an ambush in order to waylay anyone coming to visit the site, they will spend a fruitless day and night encamped in the clearing. The following day soldiers from Falcon's Eye Tower will reconnoiter the clearing possibly confronting the PCs as 'evil cultists'. Note that the men-at-arms will not make any attempt at stealth and can be detected some ways off by an observant group (though it will necessitate an Average listening check to overhear their conversation in the Baparan dialect – a sure clue that they are not humanoid raiders). Should the players attempt to hide, make a contested check versus the soldiers' observation skills.

Later that afternoon, dark storm clouds blow over the Kron'd Heights portending a storm. That evening, a severe thunderstorm hits the region. If players are camping out, describe in detail just how dreadful it is to be out in the wilderness completely soaked and chilled to the bone. To heighten tensions, a lightning bolt strikes a tall tree a mere 100 yards away, causing it to collapse.

In the midst of this storm, the orkin minions emerge to worship at their shrine. They approach cautiously knowing that the abominable human scum have taken to violating their unholy shrine. Should they encounter interlopers, they attack with maddening fury seeking to cleanse the site of this desecration and perhaps to take a living captive to sacrifice.

If the players abandon their stakeout due to the inclement weather, they will not encounter the orkin worshippers. However, later investigation of the site will (with a Trivial observation check) reveals additional bones arrayed as sacrifices and a myriad of fresh tracks covering the site. These tracks exit the clearing to the south and a novice tracker can ascertain that this group comprised four individuals. Unfortunately, following the tracks requires a Very Difficult skill check due to the hours of hard rain obscuring the orcs' trail. If the orcs' tracks are





found and the creatures pursued, what will follow is an aimless chase down the Padiras river valley. These orcs are nomads with no lair.

Players may alternatively choose to lie in wait and not reveal themselves to the orcs when they appear opting rather to track them to their lair. Tracking the orcs in the rainstorm requires a Difficult tracking check with success resulting in an identically fruitless chase through the valley.

The orcs will return to the site during the next storm (a new storm front will appear in $d8+2$ days). This is the next opportunity the PCs have to confront the orc cultists. If they are not dealt with at this point, the shaman will begin to attract followers at the rate of $d4-2$ per month (with statistics identical to the current orc minions). The emboldened band will also inaugurate the practice of capturing individuals from the immediate region for their monthly sacrifice. Roll a $d6$ to determine this individual's identity: 1-2 is a random traveler, 3-5 is a named resident of Quarrytown (see Chapter Five of

Frاندor's Keep) and 6 indicates a named resident of the Keep itself. Obviously the orcs aren't going to boldly march into the fortress and kidnap this individual, rather he (or she) is waylaid sometime during the month and kept prisoner until sacrificed to the Creator of Strife. The Keep's military garrison won't take notice until such time as its residents begin disappearing.

Aftermath: Should the players kill the Orkin shaman and his minions, they put an end to this little coven and have solved the mystery of the shrine. There are a number of alternative conclusions to the story based upon player actions.

Scenario One: If the characters made a gentleman's arrangement with the soldiers of Falcon's Eye Tower, the troops will completely cleanse the site. They insist that the PCs take no bounty heads (though anything else is theirs by right of combat). They proceed to pull down the obelisk, bury the orc corpses and scatter the grisly offerings. None will ever speak of the incident.

These soldiers will be indebted to the PCs and subsequently use their influence within Frandor's Keep to make life a little bit easier for the characters. This will essentially give them the benefit of the doubt when dealing with the Keep's common soldiery and preclude the suspicion normally given to freelance mercenaries. Party fighters may even be invited to join the [Secret Society of the Black Fists](#) (see description on page 70 of *Frandor's Keep*).

Scenario Two: If the players drive a hard bargain with Relemir taking advantage of his precarious position or if they insist on taking heads or ears to cash in with [Kip the Bounty Master](#) (see area M9a in Chapter Seven of *Frandor's Keep*), he will honor the terms of their arrangement and offer to buy any trophies directly. However, he insists that any cash reward will have to be issued from a slush fund he has squirreled away back at Falcon's Eye Tower. While escorting the players to the tower, he sends his troopers back to the Keep to falsely report that the guardsmen of Falcon's Eye Tower killed the orcs responsible for erecting the evil shrine.

When the players return to Frandor's Keep, a huge public gathering is held in which Prefect Ganitek lauds praise on the brave soldiers of Falcon's Eye Tower. These soldiers are treated as heroes and treated to free drinks and hearty congratulations from everyone they encounter. Players who feel slighted and try to contradict the tale will not be believed whatever evidence they present.

Scenario Three: Should the players bypass the Falcon's Eye Tower crew and wish to exercise their bragging rights first hand, word soon reaches Prefect Ganitak. He summons the PCs for a full debriefing and expresses his appreciation for their initiative in ridding the valley of this menace. He then invites them to a ceremony to be held two days hence to publicly herald their accomplishment.

The ceremony is only a pretense. Its true purpose is to punish the guards of Falcon's Eye Tower for continued sloth and incompetence and to serve as a warning to the rest of the garrison.

When the characters arrive at the ceremony held on Frandor's Field in the middle of the upper bailey, nearly all of the keep's soldiers are arrayed in rank and file before the Lynx rotunda. The PCs are ushered up to the rotunda where the Prefect will give some them some perfunctory praise and then presents them with 30 silver coins. Following that, the guardsmen of Falcon's Eye Tower are marched in bound in chains. Ganitek then lets loose a tirade about the virtues of honor and duty and how these men have failed to honor their oath. One man, Sergeant Relemir Tesipo, is then led forward and stripped of his rank before being before being beheaded. The remaining Falcon's Eye troops are then marched off to the pillory.

The player characters responsible for bringing this shame upon the soldiery will subsequently marked for every kind of harassment possible short of open attack. Complaining to the Prefect will elicit nothing more than a brusque "I'll look into it" as he has no interest whatsoever in the matter.

Adventure Synopsis

Treasure Yield:

- ☐ Potion of Orcish Steadfastness
- ☐ human-made medium shield (15 sp resale value)
- ☐ flail (7½ sp resale value)
- ☐ 5 pounds of salt (8½ sp value)
- ☐ ink and quill (5¼ cp)
- ☐ 12 sp
- ☐ bounty on orc heads (4 sp)
- ☐ Reward from Prefect Ganitek (30 sp)

Experience Yield/Story Awards:

- ☐ Discovering which deity the Orcs are worshipping (15 EP)
- ☐ Figuring out that the Orcs only appear on stormy nights (10 EP)
- ☐ Learning the identity of the worshippers at the mysterious shrine (20 EP)
- ☐ Killing Orc cultists (169 EP)
- ☐ Destroying the coven before it can grow in size and influence (15 EP)
- ☐ Discovering details of Frandor's Keep's history by translating the shaman's notebook (60 EP)
- ☐ Forming trusted alliance with Falcon's Eye Tower crew (50 EP)

CHAPTER NINE

The Ransom

Adventure Synopsis

Suggested Character Level: 2

Experience Yield: ~2100

Treasure Yield: ~250 sp

GM's Note: This adventure is best offered to the players when they are relatively new to Frandor's Keep and have not yet established a reputation for themselves.

Background

Noblemen have ways of getting themselves into trouble. In the case of Lord Wilamar Reyifor, the root cause was his dislike of his wife. His parents arranged a marriage to the daughter of a wealthy merchant family in the city of P'Bapar. What seemed like a perfect match (the merchant would gain the prestige of having a noble daughter while the Reyifors would gain access to much needed financing) proved to be a tribulation for young Wilamar. His wife, Inala, was both overbearing and disdainful of being sentenced to life in the remote earldom so far from the cosmopolitan city of P'Bapar.

Despite their incompatibility, the couple had a child together - a girl named Sarila. She proved to be the spitting image of her mother not only physically but also in her personality. In the intervening years Inala and Sarila began to spend more and more time with their family in P'Bapar. Wilamar (now the Earl after his father's death) felt great relief that his supercilious ladies were seldom present.

Their long absences allowed him to take a mistress. Jynko was a beautiful and pleasant woman of Dejoy heritage who worked as a member of the household staff in the family estate outside of Vew. She eventually bore him a child. Though a bastard, he loved her more dearly than his legitimate daughter and named her Alimira. He clandestinely ensured that the girl was educated and could read and write as well as any lady of noble birth.

As she matured into a lovely young woman, her aptitude for magic became apparent. Earl Reyifor arranged for her to be tutored by a magician living in Vew but she has mastered all that this dilettante is capable of teaching. He has spent

considerable effort as of late searching for an experienced mage with whom to entrust his daughter's apprenticeship. A suitable master was located in the city of Daresido down the Banader River in Korak and arrangements were made for Alimira to travel there and begin her tutelage.

She left Vew and traveled to Frandor's Keep to see her father (who was avoiding an impromptu visit from his wife) one last time before departing for many years of study. Wishing to avoid sending the girl back through Vew (and potentially spurring uncomfortable questions from his wife as to why this servant girl was being sent all the way to Korak), Earl Reyifor had a small armed guard take her along the Old Has Road south to the small village of Has thus skirting Vew and Sabden. Unfortunately, they were ambushed by goblins (loyal to the goblin witchdoctor faction; see *The Mine of the Goblin King* for further background). Alimira's escorts were killed or captured, save one trooper who escaped to relay the news to the Earl.

After torturing the survivors, the goblins learned who the girl was and her relationship to Earl Reyifor. Their chieftain then conceived a novel plan. He would ransom the girl to Lord Reyifor and, to ensure a prompt response (thus forestalling an organized rescue attempt), threatened to reveal the true nature of her birth to Lady Reyifor.

To accomplish these ends, the goblins make use of a human agent whom they routinely pay for information on activities of interest within Frandor's Keep (they have a weekly rendezvous in a secluded grove some five miles south of the fortress). At their last covert meeting, they relayed their plan and instructed the spy to notify Lord Reyifor of the ransom along with the threat of revealing his secret should he not comply. This he did by scrawling a note and paying a beggar child to deliver it to one of the lord's servants. Lord Reyifor is now aware of his daughter's predicament and has scant time to react.

If the players completed *White Palette*, *Ivory Horns* read *Called Upon Once More*. Otherwise proceed to *A Summoning*.

Called Upon Once More

If the group participated in the *White Palette*, *Ivory Horns* adventure, then Lord Reyifor has heard of them. (After all, it

was his wife that commissioned the artist [Belipar](#) to paint a landscape of the first winter snowfall.) In his eyes, these mercenaries proved their competence by defeating the kobold brigands harassing the road south of Vew. With few other alternatives, they'll have to do.

Thus, he sent his steward Fodil Fapeki to find the group and bring them to him. The man has a sketch of each member in that adventuring party (Belipar sent it in one of his letters to the Lady Reyifor), so he'll have little trouble finding them.

You're ambling through the narrow streets of the fortress' commercial district when a man focused on a scrap of paper meets your gaze. He quickly looks back down at the parchment and then back at you. With a nod to no one, he approaches your group and speaks.

"Greetings travelers. Might I have a moment of your time?"

The steward explains to the group that he has a job for them. He won't give his name in order to protect his master, but explains that if they accompany him to the cobbler's shop, he will provide everyone with a new pair of boots simply to listen to his proposal.

If the players accept, proceed to *The Cobbler's Shop Rendezvous*. If not, they can continue on with whatever errands they were running. It should be an exciting evening...

A Summoning

If the group hasn't played *White Palette*, *Ivory Horns* or if all characters that did so have subsequently been killed, start here.

The steward of the house of Reyifor is looking for a group of mercenaries to aid his master amongst the influx of travelers to Frandor's Keep. He is a man of the world and knows by sight the type of men he's after.

He has purposefully chosen outsiders rather than locals to lower the chances of them identifying Lord Reyifor before they accept the job. While this isn't a foolproof plan, he'll stack the deck as best he can for his master.

You're ambling through the narrow streets of the fortress' commercial district when a man in well-sewn robes eyes you intently. After a few moments he tentatively approaches your group.

"Greetings travelers. Might you be seeking employment?"

The steward explains that he possibly has a job for them. He can discuss this further if they'd be willing to meet him at the cobbler's shop this afternoon. He holds out the promise of a new set of boots simply for the courtesy of listening to his offer.

The Cobbler's Shop Rendezvous

The steward's cousin owns "The Cobbler's Corner" (its name stemming from it being located on the corner of two streets). Lord Reyifor chose this meeting place so as to avoid

any suspicion from his wife. The cobbler won't give his name so as to better protect his cousin's master. However, if players with the Current Affairs skill look further into the matter, they might be able to learn whom the steward works for (Difficult check, no modifier). Then and only then would the group be allowed to learn anything further with the Glean Information skill (Very Difficult check, as no one should have learned of this yet).

Locating the Cobbler's Corner isn't too difficult.

The distinct smell of leather is unmistakable when you enter the shop. Everywhere there are sandals, boots and shoes of various sizes and styles.

After a few moments spent glancing about, you realize that the shop is empty. Anxiety strikes as you wonder if this is some sort of trap. Before you have a chance to act on those suspicions, the man you met in the street emerges from the back room.

"Ah, good, you came! I was starting to get worried that you wouldn't!" He quickly turns to talk to someone standing behind him. "Cousin, please get the door and make sure we are not disturbed." Another man walks out from the back room and closes the front door. He then hangs a sign in the window and draws the curtains.

"Forgive me for this furtiveness," comes another voice from the back, "but I must first ensure your good intent. I am in something of a quandary and need to be assured that you are trustworthy individuals. My terms are generous but should you decline my offer I shall nonetheless hold true with my steward's offer to outfit you with new footwear as recompense for your time.

"Will you listen?"

Once the players agree, as most role-players are inclined to do, read the following text. If they do not, the voice from the back expresses his disappointment. He directs his steward to see to the promised reward and then departs.

A cloaked figure strides in from the shop's rear. In the dim light it is difficult to make out any distinguishing characteristics beneath his hood.

"Thank you. As I stated, I am in a quandary requiring swift action to resolve.

I am wedded to a most disagreeable example of the fairer gender. Though she bore me a daughter, the child has taken after her mother and is every bit as vexatious.

Some small comfort is given me by their long absences when they reside with family in P'Bapar. During these periods I chose to look for affection elsewhere and found it in the arms of a servant employed at the family estate. The handmaiden gave birth to a girl who was everything my eldest was not; kind, sensitive and compassionate of others." The man pauses and sighs. "In my heart I've always considered her to be my true heir despite her illegitimacy.

I've seen to her education surreptitiously so as not to raise the suspicions of my wife. Alimira, my daughter of whom I speak, was to travel to Daresido where she would apprentice to a skilled mage of high repute. As her traveling party ventured south towards Has, they were ambushed by goblins. Those dastardly cretins!!!"

The man takes a moment to regain his composure. "I-I'm sorry, one shudders to contemplate what they may have done to her, the poor girl must be terrified... Anyway, this morning I received a note explaining that she was being held for ransom and that the kidnappers would come for payment later today. I expect them this evening.

Were my lawful wife to learn of my indiscretions she would certainly divorce me and I would lose much of my fortune. While I would gladly forego it all for my dear Alimira, doing so would deprive me of the means. I thus require you to come to my manor and pose as hired laborers. I'll inform my wife that you are breaking in new shoes for me so as they won't be so hard when I first walk upon them.

When the kidnappers arrive to demand the ransom, I need you to follow them to wherever they've taken my Alimira and rescue her. They shouldn't be expecting intrigue, for under most circumstances it'd be too soon for me to formulate countermeasures. If you help me, I will pay you 50 pieces of silver each for her safe return.

What say you?"

► If a player makes a contested Salesmanship skill (vs. the Earl's Resist Persuasion skill mastery of 39), he can convince Lord Reyifor to offer another 100 silver pieces to the group as a whole, but he'll require that they escort his daughter to Daresido to earn this additional reward. He'll also give them a second pair of boots, these being fur-lined models suitable for winter, to help them feel as they've walked away with something extra.

A character (or player) may point out that Lord Reyifor's boots will be too big for an elf or halfling PC (if any) to wear. In this case, he is told, the elf's boots can be stuffed with rags and the halfling can help the servants with some gardening or cleaning work nearby.

If the group tries to pry more out of him, tell them that they start to get the impression that the man doesn't trust them anymore. Should they persist, he becomes irritated and leaves commanding Fodil to "*Handle this.*" The steward politely explains that this is the final offer. Perhaps it would be best to reconsider their belligerence – his master has been most courteous. Incurring his ill-will could have many ramifications...

Once they agree, the PCs receive large sacks containing a set of shabby clothes and cloaks. The steward explains that they should change into the clothes immediately so as to look the part of peasants (including the boots). The cloaks are for later when they follow the kidnappers. They can then use the sacks to store their gear, such as armor, so as not to lose any belongings or stand out.

The PCs also receive a rolled page of parchment. Opening it reveals merely a brief written note giving the bearer and his

Historical Precedent

It was a common practice amongst the French nobility to hire walkers to break in their shoes, since hard leather is uncomfortable to walk on.

companions access to the upper bailey for today only. The parchment is dated and stamped with the wax seal of Earl Reyifor.

By now it should be about eleven in the morning and the party has some time to gather supplies that they feel they might need. When the PCs approach the upper bailey guards at the [inner gate house](#) (U1) and show their pass, the guards look them up and down slowly, eyeballing them as if wondering whether to let these lowly peasants in. You may even have them ask the PCs a few questions (e.g., "*Where are you going?*", "*What are you doing there?*") before grudgingly directing them to the Lord's mansion on the left.

GM's Note: Because not everyone can read or write, a clever character may be able to bluff his way past an illiterate guard with an official-looking document – provided that it carries a recognizable seal. Thus, although this pass technically allows one day access only, an illiterate guard will still stand aside for it later. Naturally, the older and more worn a parchment gets, the less likely a guard is to be fooled by it.

Once the group gets past the guards at the upper bailey, go on to *At the Mansion*.

At the Mansion

The Reyifor mansion is easily distinguished by its size and elegance. In truth, it seems wholly out of place. It is the one place the good lord feels at home... or would if it wasn't for his wife. The house is not sufficiently large to avoid her completely. Luckily for the man, she spends most of her time out riding or engaged in reading or written correspondence.

Once the party arrives, the steward will be there to greet them and provide them with a cover story. They will be posing as peasants hired to break in the Lord's new shoes. Supposedly they'll each be paid a single copper for the day's work.

Read the following once the players enter the inner bailey:

Your pass permits you entry to the upper bailey despite your bedraggled appearance.

Straight ahead lies the Keep's imposing inner fortress while to the right are clustered a series of buildings around a manicured parade field. Armored guardsmen can be seen sparring.

Turning left reveals a huge mansion with turrets overlooking the bailey walls. Unlike the other utilitarian structures here, it has elaborate architectural details. As you approach closer, servants can be seen carefully attending to plants and other greenery.

The now familiar face of the man from the market appears out from a doorway. He smiles and hurries over to greet you. "I'm so glad you are here!" he says loudly, before changing to a whisper.

"To complete the illusion I'll need you to start walking around the bailey. This will convince the Lady that you are naught but servants hired by her husband." He turns from you and points towards the dais at the front door. "You can store your belongings there for the time being; they'll be out of the Lady's view and she won't bother you about them.

"Now please, I beg you, please start walking."

Should players ask anything more of the steward, he'll quickly dismiss the question as so not to risk the Lady overhearing them. His only answer will be one of "*We can talk later.*"

After the players finish any initial questions, read or paraphrase the following text:

Time passes slowly for you.

While the inner bailey is the largest quarter of the Keep, it is nonetheless too small to hold one's interest for long. A pathway east of the bathhouse seems to lead to somewhere intriguing but a grizzled veteran approaches and with feigned politeness suggests that you move along.

Your only alternative is to walk in circles around the few buildings on the left side of the bailey. After walking around them a dozen times, they become very familiar. There's the temple of The True, a jeweler's shop, some residence with the shutters drawn, the bathhouse and of course the mansion.

Yeah, time passes slowly. Your feet ache from walking in circles for what must be an eternity, but the position of the sun makes it a mere hour. You just want to stop and take a few minutes rest, but the last time you did the steward told you that there were no breaks until sunset.

This is a mind-numbing job and you cannot see how any rational man would agree to go on with it.

Eventually, you hear noise coming from the mansion. You can see a well-dressed woman exit from the front doors. She gives no notice of you as she moves on by, as if you don't exist. She is followed by a shorter and younger version of herself who does steal a glance towards you and quickly turns up her nose.

After the two ladies exit the mansion, a man appears in the doorway and calls out to her in a voice you recognize from the cobbler's shop, "When can I expect you home, my dear?"

The woman doesn't even turn her head to reply. "We should be home for supper later this evening. Mind your coin purse and don't pay your help too much – they're just breaking in shoes. It's not exactly a complicated job..." And with that the two figures stride to the bailey's gate.

The man's expression changes to one of relief and he approaches you. "Feel free to take a small break for now; if they say that they won't be here for a long time then they mean it. Tell me, how are you holding up?"

Earl Reyifor's friendly query is an invitation for some polite conversation. Try to foster the perception that there is now ample time to relax. Assertive players may wish to initiate a thorough interrogation of Wilamar but may be frustrated by his circumlocution.

Before he can get around to revealing anything of importance, however, suddenly break into the following text:

"Sir!!!" One of the nobleman's servants runs up excitedly talking in a loud whisper. "I think the scoundrels, er scoundrel, approaches!" From the direction of the gate a gruff looking man walks over. He is unarmed and clad only in a tunic and trousers.

"I'll talk to him – please make yourselves busy. I'll do my best to buy as much time as I can." With that the earl rises and steels himself for the unpleasant task.

"How may I help you good man?"

"I'm here to deliver a message – merely as an envoy, mind you. I was not involved in the abduction nor do I know the of the girl's whereabouts," states the man. "The kidnappers have instructed me to tell you that you can have your daughter back if you provide a ransom of 500 silver pieces. I will return in three days to collect. If you decide not to pay, her true identity will be revealed to your wife!"

Earl Reyifor goes a bit stiff and inhales before answering. "It'll take some time before I can raise so much hard coin..."

The brigand cuts him off. "If the good lord doesn't have that kind of coin then he shouldn't be hiring servants to break in his shoes! Three days, no more." The scoundrel turns away and the servant goes pale at the demands.

The nobleman turns to you as the envoy leaves. "This is your chance! You must gather your belongings and track him down. Please make haste, as I don't know how long my dear Alimira has! Be quick and be careful for he'll be out of the city soon enough!"

On His Trail

Having delivered the message, Jish is anxious to get his reward and will proceed to his traditional meeting spot to inform the goblins of his progress and get his money. He strolls to his room at the [Broken Hilt tavern](#) to get his armor and weapons (always a good idea when dealing with these goblins). However, he gets distracted by a card game and spends an hour gambling before realizing it's getting late and he'd better hurry up before he's forced to travel in the dark.

After leaving his meeting with the earl, he will be suspicious of a tail. If the players simply blunder right after him, roll a contested skill check (Jish using his Observation score and each player using their Sneaking score). Each player that rolls below Jish's modified score is spotted (c'mon – he just saw them standing by the Earl!) If he spots a tail, he goes directly to [Quarrytown](#) in an effort to lose them. Though not a member of the Ravens, he is on amiable enough terms and can hang out at the [Raven's Roost \(Q9\)](#) until his pursuers tire of following him.

► If the players wait a bit before beginning pursuit, they will spot him with a successful Observation check (Easy, since the Keep simply isn't that big!).

Jish is a human of Deji heritage. Like many Deji, he finds himself on the bottom rung of human society after conquests by the Brandobians and later Kalamarans. He ekes out a living card sharking supplemented with petty crime.

Some months ago he ran into a small band of goblins along the old road leading south to Has. Easily able to avoid the encounter with his quick reactions, he taunted the humanoid in their own language. This unexpected retort took the goblins by surprise.

Rather than succumbing to the taunt, the goblins' leader had an idea. He called back, "You from castle but speak Goblin. Maybe you help us and we not kill you."

After some tense negotiating in which Jish clearly prevailed, he agreed to act as their agent (after all, he bore no loyalty to the elites of Frandor's Keep and the goblins were offering real money). They have settled on a weekly routine where Jish meets with the goblins at a point off the road some 5 miles south of the Keep. In exchange for information, the goblins give him a few copper pieces – perhaps a silver or two if it is really valuable. More recently, they have begun to front him nuggets of silver with which to buy weapons and food after deducting a commission. He is never given more than about 50 sp to make purchases. The relationship has frequently been rocky as each side aims to cheat the other.

Ransoming the earl's daughter has markedly changed the playing field. The goblins desperately need Jish to act as their envoy for there is no way they can enter the Keep to deliver their message or collect the ransom. They have agreed to pay Jish 10 silver coins for delivering the message and 50 for collecting the money.

The goblin's envoy was completely truthful in what he related to Earl Reyifor. He was not involved in any way with Alimira's capture nor does he know her whereabouts. Capturing and torturing him will not get the players any closer to their goal and will result in the worst of all outcomes for everyone involved.

If Jish does not make his rendezvous, the goblins will assume the earl is playing hardball and has killed their envoy. They don't expect a raiding force from the Keep because even Jish does not know that they are holed up in Karinar Manor. The witchdoctor will write the whole operation off as a failure and sets about trying to sell the girl off as a slave to one of the other humanoid tribes living in the area. Ironically, the earl's reputation will be safe as the goblins have no other means of getting a message to Lady Reyifor informing her of her husband's indiscretions...

Jish: N human thief 3; HP 28; Init 0; Spd 10 (8); Rch 3½; Atk +4; Dmg 2d8p; Def +1; DR 2; ToP 10/ 5; Luck 14; Str 11/64, Int 15/14, Wis 10/21, Dex 15/48, Con 10/64, Lks 9/27, Cha 10/81, Hon 17, EPV 167

Quirk & Flaw: Greedy, Allergies (dairy)

Notable Skills: climbing/rappelling 32, disarm trap 16, gambling 41, hiding 30, identify trap 15, language (Baparan 70, Goblin 54), listening 17, literacy (Baparan 35), lock picking 34, observation 10, pick pocket 36, salesmanship 20, sneaking 38;

Profs: short sword, longsword, dagger, light armor

Equipment: longsword, dagger, leather armor, 12 sp, 81 cp

Information: Alx2, Klx1, Qlx3

► Inquiring around giving a rough description of the man (an Average Glean Information check) uncovers his name and the fact that he rents a room at the [Broken Hilt tavern](#) (M12). They can find him there playing cards. If the players bothered to change their clothes, he won't even notice them.

The party thus has some time on their hands. Leaving a lookout will guarantee that they spot him leaving tavern an hour later in full traveling gear.

After gathering his gear, Jish leaves the Keep at a leisurely pace and walks south along the Old Has Road. If the PCs make an effort to remain far behind him, he won't notice that he's being followed. His thoughts are preoccupied with getting the silver from the goblins because there's an easy mark staying at the Broken Hilt that Jish wants to lure into a high stakes card game.

If the players make no effort to conceal their presence, roll a contested check as described previously to determine if Jish notices that he's being followed. If he does, he'll simply stop to see if his pursuers continue along the road to Has. If not, he continues walking but soon takes a side path and attempts to hide. He attempts to wait them out but gets frustrated after 15 minutes and doubles back through the brush in an attempt to return to the Keep.

Read the following to the players if they discreetly follow Jish:

There aren't many persons on the old road. The goblin's envoy is easy to follow and he seems to take no notice of you.

After an hour or so, he reaches a small trail branching off from the side of the road and enters the forest.

The Secret Meeting Spot

Encounter: 2 goblins (44 EPs)

Potential Yield: 10 sp

Potential Story Award:

❑ Successfully interrogating goblins (50 EPs)

Jish is heading for a clearing about a quarter of a mile from the road. There he meets up with a pair of goblins awaiting his report.

You follow the envoy into the woods. It is not difficult to guess at the path he took because there is only one clear trail.

After about 15 minutes of travel, read the following:

Ahead you hear shouting in an unknown language.

Jish and the goblins are arguing over payment. The goblins have the money (10 sp) but are trying to stiff him claiming he only gets paid when the ransom is delivered. The thief is quite vocally having none of this.

If the players burst in, read:

You enter a small clearing where the envoy is arguing with a pair of goblins. One of the humanoids yells and points accusingly at the thief before taking a swing at him.

The goblins believe that Jish double-crossed them and brought troopers from the Keep to kill them and rescue the stupid human girl. After taking a malicious poke at the thief, they turn and run in an attempt to warn their fellows. Their hideout (Karinar Manor) is a good two miles away through the brush, but the ponderous goblins have little chance of outpacing a human pursuer. Jish tries his best not to get involved in any fighting and gives ground if attacked. He tries to verbally dissuade any potential foes by shouting, *“Look, this isn’t my fight. I’m just the middleman here. I don’t know where the girl is...”*

Goblins (2): HP 19, 18; Init +3; Spd 8; Rch 1'; Atk +3; Dmg 2d6p-1 (short swords); Def +6 (leather & sm. shield); DR 2 (4 shield); ToP 8/ 6, EPV 22 ea.

Both of these male goblins and all males subsequently encountered carry a small pouch with d4p-1 random items from the [Goblin Bag Contents chart](#) in the “Mine of the Goblin King” adventure; see page 133.

If the players follow at a slow pace – menacing but not actually engaging the goblins, the humanoids will unwittingly lead the party directly to Karinar Manor. Ensure that you ask the players how closely they are following as this will be important later.

If they catch the goblins and kill (or capture) them in their impatience for battle, they have put themselves in a more difficult situation. The following options are available:

Option 1. The players can attempt to use Tracking to follow the path the goblins came in on. This requires an Average skill check. If successful, they may follow the goblins’ tracks back to Karinar Manor.

Option 2. If captured alive, the players may interrogate (or torture) the goblins. However, this requires someone fluent in the Goblin tongue. Ironically, they may have to ask for Jish’s help since he possesses that skill. He asks for the 10 silver pieces the goblins owed him (which they have in their possession). Jish actually just wants to get out of this messy situation and allows himself to be bargained down if necessary so he can to leave unharmed.

► Interrogation or Torture skill checks require a successful opposed check versus the goblin’s Resist Persuasion score (09).

If the players sneak to the edge of the clearing and merely observe, read:

The man you’ve been following is loudly arguing with a pair of goblins. After several minutes, the goblins hand a pouch to him and disappear into the forest. The human turns and takes the path back to the road.

If they accost Jish, he gives ground and flees if possible. If not, he attempts to dissuade the party from violence. His motivation will be to try to get away and he’ll tell the party anything they want to hear if it serves that end. He truly doesn’t know where the goblins went or where they are keeping the girl.

The goblins may be followed using the guidance presented above.

Karinar Manor

Read the following once the players find some means of reaching Karinar Manor:

The trail you’ve followed is old and overgrown. The way climbs higher upwards at a marked slope - not impossible for a wagon to traverse but still difficult for the teamster who’d dare try.

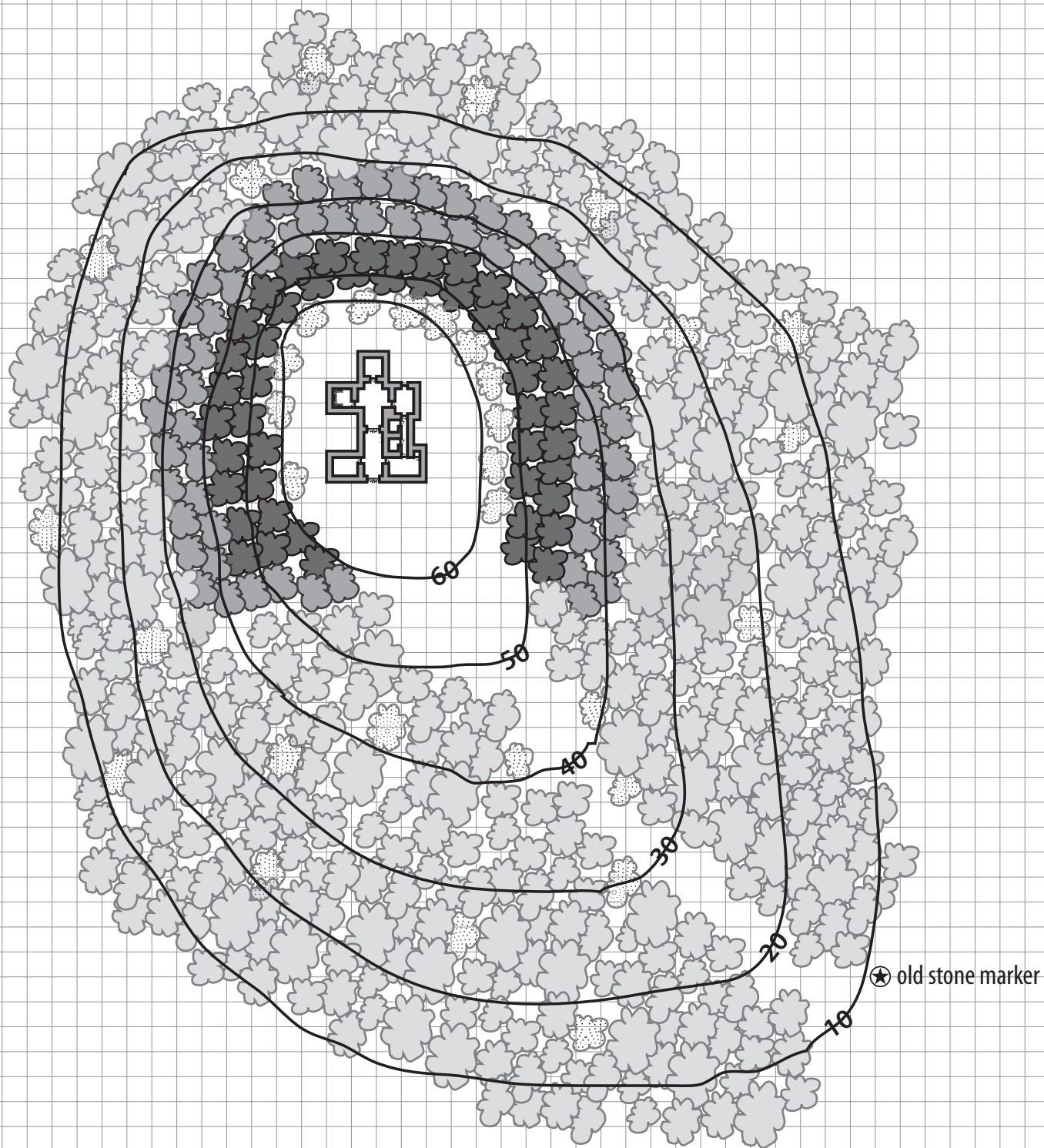
After a couple of miles the path ends at an old stone marker. Engraved thereon is the name “Karinar Manor”.

The manor once belonged to the Mage Karinar. He lived here with a small staff of servants until the day he left with a band of treasure hunters during the Great Exploratory Boom and was never heard from again. Now his manor is occupied by goblins that have despoiled it. (Karinar may not be dead, only missing, and could return to reclaim his manor house at a future date.)

If the players pursued the two goblins from their clandestine meeting with Jish, this is their final opportunity to overtake them before they reach the manor. The goblins break into a sprint when they reach the base of the hill, but their movement is reduced by one category due to the slope. This makes their movement rate 7½ feet per second for the next 5 seconds, after which they are too winded to sprint any longer and their movement rate drops to a run (also reduced due to the slope, to 5 feet per second). If not stopped, they reach the manor in 114 seconds. Anyone else advancing up the hill is similarly impeded (*i.e.*, a sprinting human can cover 15 feet per second for only 5 seconds, then must drop to a run). The total distance from the bottom of the hill to the front door of the manor is about 200 yards.

If one of the goblins is wounded, he’ll try to slash at the other’s leg in order to trip him up. If successful (-6 attack penalty), that goblin trips and loses 5 seconds before he can begin sprinting again. They’re not very nice individuals (see the sidebar [Goblin Mindset](#) on page 115).

Once the players finish with the goblins and reach the top of the hill via the path, move on to [The Manor at Last](#). If they decide to approach via the brush so as to avoid detection, continue on with [The Underbrush](#).



□ 20 feet
 ☁ scrub

☁ thorny bushes
 ☁ poison ivy

☁ berries

★ old stone marker

The Underbrush

Potential Story Award:

❑ Spotting & avoiding poison ivy (40 EPs)

The hill is covered in thick, but not impenetrable, underbrush that the party can maneuver through to reach the manor unseen. This has not passed the attention of the goblins. They have added natural defenses against trespassers: about midway up the hill, a 40 foot thick hedge of thorny bushes encircles the manor. Moving through them without thick clothes or armor causes scratches and small cuts. For every 10 feet of travel through this hedge, a character sustains 1 point of damage.

Further up poison ivy grows abundantly in the scrub.

- ▶ A Botany check (Trivial) reveals the presence and extent of the poison ivy.
- ▶ Anyone with Advanced mastery (51+) in the Survival skill automatically notices the ivy (no check is necessary). Those possessing Average mastery (26-50) may attempt an Average skill check provided they state they are looking for hazardous flora. If successful, they identify the poison ivy.

Exposure to [poison ivy](#) is covered in the appendix.

At the edge of the clearing around the manor are patches of wild berries (additional berry plants are scattered throughout the scrub as indicated on the map). These are completely safe to eat and are quite plentiful. In fact, the goblins have been harvesting them. Unfortunately, a juvenile black bear that wandered into the area is also fond of them.

The Manor At Last

The Manor stands atop the large hill you've just climbed. The structure is made of large rough-hewn blocks of limestone and has evidently been here for quite some time as it's stained a light shade of green from the moss that clings to the structure. The only signs of life are a few tendrils of smoke rising up from the chimneys.

The roof is somewhat dilapidated, with several large holes patched with bits of tree bark. Rotting wooden shingles lie at the base of the structure – further evidence of the lack of care.

Most notable is a single tower that rises up from the rear of the manor. Reaching high to the clouds, it stands out amongst the trees that keep it company, a strange stony contrast to the pine.

Suddenly, you hear a rustling noise in the encroaching shrubbery! A black bear eating wild berries off the bushes at the clearing's edge turns its gaze to you and sniffs the air as if determining your intent.

Karinar Manor is an old stone fort. It is designed with thick stone walls and appears rather spartan. The walls are an excellent sound absorber – so much so that any creature more than one room away from a loud noise is unlikely to hear it.

Although the windows have been boarded up, small chinks and openings still allow a small amount of sunlight to filter through and thus dismiss the need for torches during the day. The windows are eight feet from the ground and no opening is large enough for even a halfling to fit through.

The structure's roof is in bad shape. Water damage has left it full of holes with some signs of mold. Any person walking upon it risks falling through to the room below (a cumulative 5% chance per 5 feet traveled). Damage from falling is 2d6p for the 15 foot drop to the hard stone floor inside.



The goblins have made some effort in fixing the roof, but that's not saying much. They've only used strips of bark to do the job.

- ▶ Characters wishing to repair the roof – perhaps to turn the Manor into a base of operations once the goblins have been cleared out – need at least Average mastery in Carpentry/Woodworking to keep out any water. To properly fix the roof (amateur patch jobs must be redone after any storm), Advanced mastery is required.

Before the PCs approach any closer to the manor house, move on to *The Bear*.

The Bear

Encounter: Juvenile black bear (250 EPs)

Potential Yield: none

Potential Story Award:

- ❑ Role-playing/using skills to avoid fight with bear (25 EPs)

Read or paraphrase the following text:

Suddenly, you hear a rustling noise in the encroaching shrubbery! A black bear eating wild berries off the bushes at the clearing's edge turns its gaze to you and sniffs the air as if determining your intent.

This bear is just a wandering animal that stumbled across the berries growing here. The wizard Karinar enjoyed having them made into pies and tarts and even had his servants spread seeds around to encourage further growth. Little would he have imagined that, years later, a large ursine would take up residence to enjoy a similar feast.

The goblins have mixed feelings about the bear. On the one hand, they enjoy the free protection provided by this large and powerful animal. Any rival tribe that might want to raid the manor would first have to deal with the bear.

On the other hand, the bear poses a very real threat to the goblins themselves. When it's in the vicinity, the goblins are prisoners in their own lair! They have to be very cautious when travelling from the manor so as not to encounter the beast. To date, one young goblin has been killed while it and some of the breeders were picking berries, and the bear unexpectedly ambled out of the underbrush.

- ▶ Characters with the Animal Empathy skill may attempt to calm the creature into not harassing them. Such an attempt is Difficult (no modifier).
- ▶ Characters with an Advanced mastery in the Survival skill (51+) may attempt to avoid agitating the beast. This is Difficult (no modifier) and made more so for each additional PC present (another 5% penalty per character).

Characters may also role-play scaring the bear off with torches, or throwing tempting food to distract it, both of which are reasonable ways to avoid a fight with the bear.

Should the bear attack, it'll wade into the midst of the group. If everyone flees, slow moving dwarves and halflings are at

particular risk, as the rest of the party could outpace them.

Juvenile Black Bear: HP 33; Init -1; Spd 4; Rch 2' (short); Atk +6; Dmg 2d4p+2; Def -1; DR 6; ToP 14/ 11, EPV 250

Getting into the Manor

Once the bear has been dealt with (assuming the player characters survive), there is the question of how they'll get into the manor to save Lord Reyifor's daughter. Two important things should be kept in mind for this endeavor.

First is whether or not the group was noticed. If they trailed the goblins to get here, assaulted them, and one managed to reach the manor, then the troops on the inside are all armed and ready for the party's approach.

Second is how long it actually took for the group to reach the manor. If it's been more than 24 hours since the goblin's envoy delivered his message to Lord Reyifor, the goblins are ready for an attack since they assume that the nobleman sent an armed contingent to look for his kidnapped child.

In addition, if the PCs during the day, most of the goblins should be asleep. If they arrived at night (or waited for it to fall), all the goblins are awake and active.

Straightforward access can be had at either the front door (Area 1) or via the rear doors that open into the kitchen (Area 7). Imaginative players may attempt other ways of entering the manor, either through the roof or by scaling the tower.

The Roof

- ▶ Getting up to the roof, a 12 foot height, requires either a Climbing/Rappelling check (Average) or using a grappling hook or a ladder. If a character falls while attempting to climb up, he only suffers d6p-3 points of damage.

As stated previously, the roof isn't structurally sound. Although it is possible to walk across the roof to any point in the manor, there is a risk of a truss breaking and dropping those standing on it to the stone floor below. Players can punch a hole through the roof with an axe, mace or warhammer with relative ease thereby gaining access to the room below. This is noisy and certainly alerts any goblins in that room.

The Tower

Players may suspect that Alimira is in the tower and opt to scale it in order to attempt a clandestine rescue.

- ▶ Climbing the 30 foot tower requires a Difficult (no modifier) Climbing/Rappelling check. While treacherous (failure results in a 20 foot drop and 2d6p damage), this method is fairly silent and won't alert the guards.

Players may instead throw grapnel hooks up to the tower and shimmy up ropes. The guards are permitted a Listening check (Easy) to notice the attempt.

- ▶ Climbing up a rope requires a Climbing/Rappelling check (Average). If the rope is knotted, reduce difficulty to Easy. Failure results in damage as listed above.

Manor Key

Area 1) Front Door

Potential Encounter: 8 goblin guards from Area 4 (176 EPs)

Potential Yield: none

Potential Story Award:

☐ Spotting peephole and spying on goblins (5 EPs)

Read the following to the players:

The front entrance to the building is old and weather worn. The flagstones lying before the two large doors leading in to the manor have tall grass growing between them.

A large overhang covers the flagged area beneath offering some protection from the elements. Rubble that once comprised a pair of columns lies in heaps to either side yet the lintel remains despite the lack of support. A rope hangs next to the rightmost door.

The entryway bears double doors barred with a wooden beam (d20+18 versus Feat of Strength checks). There is no lock.

▶ A successful Observation check (Average) or Tracking check (Easy) reveals that the grass before the doors has been trampled down indicating recent passage.

▶ A successful Observation check (Average) locates the peep hole in the right door. It is 3½ feet from the ground.

The front doors may be forced open with a successful Feat of Strength or by means of a Bash Door spell. A more time-consuming method is to hack the doors down with a large axe (requiring 50 points of damage to breach the wooden bar). Either of these methods attracts the goblin guards from Area 4 and permits them a better Initiative die (d8 if the door is bashed open and d4 if it is hacked down).

The pull rope hanging to the right of the doors' exterior is connected to a bell affixed to the ceiling of the hall. Its purpose (one that it readily fulfills for the ringing can be heard throughout the manor) is to alert inhabitants of visitors at the front door. Should a player choose to pull on the rope, he hears a bell ring. The goblin reaction is to arm themselves and send a detachment of guards to the door. Such is the punishment for player stupidity; you don't tell the enemy you're going to invade, it's just not done.

Area 2) Entry Hall

Potential Story Award:

☐ Figuring out that the mural captions are command words for witchdoctor's wand (100 EPs)

Once the players make their way inside the manor, read the following description:

Goblin Mindset

Goblins aren't the most loyal of creatures. They are evil, selfish and mean little buggers that probably would sell their mothers for a silver if you offered, and only after you promised to knock her out and carry away the body yourself. So it shouldn't be surprising that the little monsters won't be in too much of a hurry to aid one another once the party starts to shed a little bit of their blood. With the walls being so thick around here, if any of them hear a large ruckus they'll just assume its another goblin pummeling the first and not do anything further to investigate.

Only under a direct order from the goblin witchdoctor will a goblin help another member of the tribe. There are two lieutenants that also have a large amount of sway and can order others around, but they'll only do this if they are disturbed or thought to be threatened. Once the 24 hour marker has passed the goblins will be under orders to fight as a group and will help one another.

So unless the players do something loud or violent enough to get the goblin king's attention, they should only have to deal with those in the immediate area.

The entryway is some 40 feet long but only 15 across. In contrast to the dilapidated quality of the building, its appearance is stunning. The walls are covered in frescos that depict a wizard in crimson robes and a large black scarf combating various foes. Each scene depicts flame issuing from his prominently featured wand and vanquishing the enemy. There is a small caption beneath each mural.

The allure of the works is such that you almost forget to examine your surroundings. At the far end of the hallway you can see another pair of double doors while single doors are set into the flanking walls 10 feet from the entrance.

Each of the murals depicts the wizard Karinar using his Wand of Flame and Fire. The captions, inscribed in a notational shorthand commonly utilized by mages, are the command words to invoke the particular spell effect depicted in the illustration. "Ignition" is for the Fire-Building skill bonus, "Pyro-Column" for the Fire Finger spell, "Fan-Flame" for Burning Hands, "Demi-Sol" for Burning Orb, "Grand-Sol" for a Fireball" and "Pyro-Columnade" for a Wall of Fire.

▶ Deciphering the captions requires a mastery of no less than 26% in Arcane Lore.

Area 3) Guest Quarters

Encounter: 6 goblin nursemaids (102 EPs)

Potential Yield: none

Once used to house the wizard's guests, this chamber is now used as a nursery for the tribe's next generation. There are six goblin breeders (females) in here taking care of the infants.

Should the players attack the breeders, two goblins from the Barracks (Area 4) investigate the commotion. They've each fathered a male child and thus have a slight level of interest. The remaining infants are daughters and the sexist monsters don't care too much for them.

The stench from the room is so noxious that it stings the eyes of any who enter (though there is no debilitating game

effect). The goblins intend to have Alimira clean the chamber tomorrow as cruel and unusual punishment for improperly preparing rat stew two nights ago.

As the door creaks open you are met with a pungent odor. Your eyes sting at the miasma and the thought of how such a terrible stench could have been created by mere mortal creatures races through your mind. Ignoring the tears starting to run down your cheeks, you regain focus.

There in the room stand six goblin... females? Wait, yes, goblin females over piles of bedding and crying infants. The foul odor comes from a giant pile of refuse that you imagine must contain excrement. It is hard to breathe in here but little else hinders you.

If attacked, the breeders cower before the PCs and hold up the infants as shields. If that's ineffective, they'll stab anyone attempting to kill or capture them.

Goblin Nursemaids (6): HP 13, 14, 15 (x2), 16 (x2); Init +2; Spd 6; Rch 0'; Atk +2; Dmg 1d6p-3 (knives); Def +4; DR 0 (no armor); ToP 5-6/ 4, EPV 17 ea.

Area 4) The Barracks

Encounter: 8 goblin guards (176 EPs)

Potential Yield: 16d6p cp

The barracks are where most of the male goblins reside. Several benches have been repurposed as tables for the short warriors. There are a total of eight goblin warriors here, all of whom are ready to do battle with any who'd cross their path.

If the players made a lot of noise before getting here (such using a lot of force breaking down the front door or engaging in combat with other residents of the manor), these goblins are ready for them.

The door swings open with little resistance. On the other side stand eight goblin warriors! They are all armed with short swords and small shields. Beady eyes focus on you, piercing your form with a gaze as sharp as a dagger. The occupants look ready for a fight.

Examination of the room reveals that there is crude bedding for twice as many goblins here as the PCs encountered. Although the players may assume that the other eight goblins are simply elsewhere in the manor house, in truth they are out raiding and will return in d3p days. (Be sure to make a note of this in case the PCs clear out the lair and come back later.)

Goblin Guards (8): HP 22 (x2), 21, 20 (x2), 19 (x2), 18; Init +3; Spd 8; Rch 1'; Atk +3; Dmg 2d6p-1 (short swords); Def +6 (sm. shield); DR 2 (4 shield); ToP 8-10/ 6, EPV 22 ea.

Each goblin guard also has 2d6p cp on its person.

After the battle, read:

The creatures have apparently repurposed furniture to suit their diminutive stature. Large benches are being used as tables and ottomans as makeshift stools.

Two doors are set in the northern wall; one in the center and the other in the northeast corner.

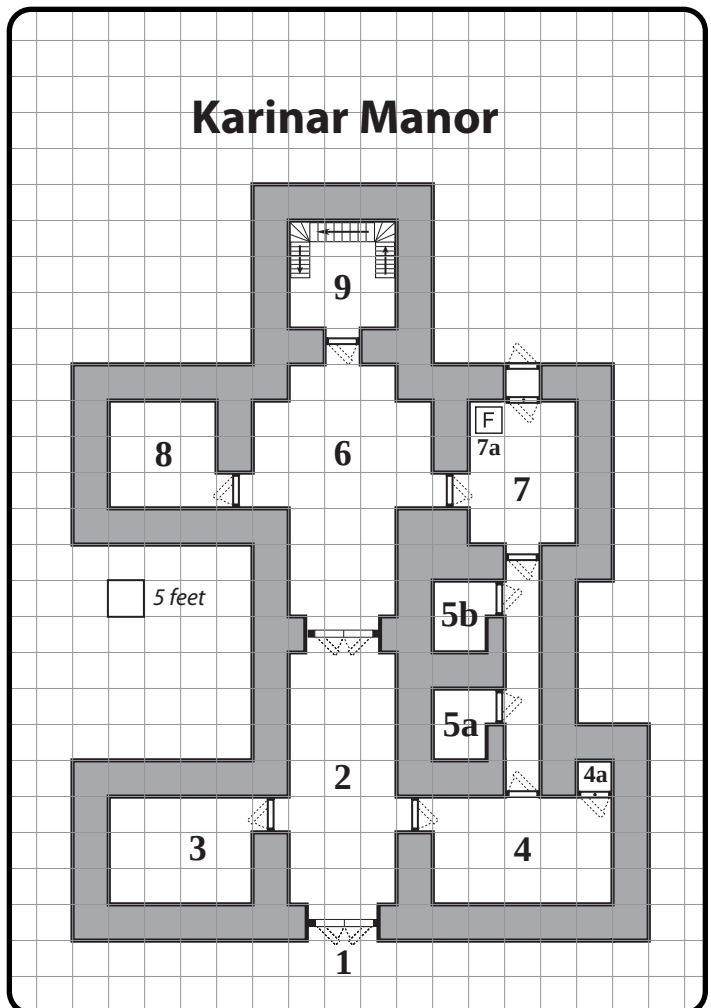
Area 4a) The Cell

This 5'x5' room is the only locked room in the manor that the goblins found the key for. The goblin leaders intended to use it for a jail cell, but since their lone prisoner is more usefully employed as a scullery wench, it goes empty. The rank and file goblins have been using it as a privy in order to avoid having to go outside and risk an encounter with the bear. One of the lieutenants (see [Area 5a](#)) finally became so irritated at this that he locked the cell door.

Kind GMs (if such a thing does exist) might want to place captured players in here rather than having the goblins kill them.

The door has been crudely yet effectively reinforced.

If the PCs attempt to smash open the door, roll d20+15 versus the player's Feat of Strength attempt.



The foul odor that permeates this little room originates from the wastes of the goblins themselves; apparently they've used it as a makeshift privy utilizing several buckets. They just haven't emptied them.

The smell is as bad as in the nursery.

Area 5a & 5b) Servants' Corridor

Encounter: 2 goblin lieutenants & breeders (78 EPs)

Potential Yield: 2 short swords, silver chain, 4d6p cp, 4d4p sp

The old servants' corridor runs from the kitchen (Area 6) to the barracks. It was originally placed here such that the wizard's servants could move about unobtrusively.

There are two doors in the western wall that each lead to former servants' chamber. The witchdoctor's two lieutenants currently occupy them. They both spend most of their time here with some of the "prettier" goblin breeders. Each lieutenant has command authority over the other goblins.

The door opens to reveal nothing more than a corridor leading down 30 feet or so. There are two doors on the western wall with a span of about 10 feet between them.

▶ If players attempt a Listening skill check, an Easy success lets them hear muffled grunts, groans and yelps (the lieutenants mating with their breeder companions).

▶ The goblins should also be permitted an Average Listening check (base Listening skill of 09). If successful, it heard something outside the door - though it believes the noise to be a voyeur if the manor has not been alerted.

The room is dirty and unkempt. A large goblin and a smaller female, both naked, are here entangled on the bed. Your presence seems to have upset both of them quite a bit.

If the PCs attack one of the lieutenants, the other hears it and summons the goblins in the barracks (if they're still alive). Otherwise, he makes his way to the Main Hall (Area 6) to alert the witchdoctor.

The goblin lieutenant in Area 5a has the key to the prison cell (Area 4a) around his neck.

2 Goblin Lieutenants (unalerted): HP 23 (x2); Init +2; Spd 8; Rch 1'; Atk +3; Dmg 2d6p (short swords); Def +4; DR 0 (no armor); ToP 10/ 6, EPV 22 ea.

2 Goblin Lieutenants (alerted): HP 23 (x2); Init +3; Spd 8; Rch 1'; Atk +3; Dmg 2d6p (short swords); Def +6 (leather & sm. shield); DR 2 (4 shield); ToP 10/ 6, EPV 22 ea.

Each lieutenant also has 2d6p cp and 2d4p sp on its person.

Goblin Breeders (2): HP 14 (x2), 16 (x2); Init +2; Spd 6; Rch 0'; Atk +2; Dmg 1d6p-3 (knives); Def +4; DR 0 (no armor); ToP 6/ 4, EPV 17 ea.

The first breeder encountered wears a narrow silver chain worth 8 sp.

▶ Characters with the Appraisal: Armor & Weaponry skill that make an Easy check know that the lieutenants' swords are of human manufacture and salable.

Area 6) The Main Hall

Encounter: 5 goblins & goblin witchdoctor (242 EPs)

Potential Yield: 6 short swords, Wand of Fire and Flame, Wrap of Protection, 12d6p cp, 13 sp, 1 gp

Potential Story Award:

❑ Identifying that the witchdoctor's scarf and wand are identical to those on the murals in the entry hall (70 EPs)

The main hall was once the centerpiece of the manor and where Karinar would entertain guests. Now it is full of churlish goblins and the arrogant witchdoctor that leads them. If the players make too much noise in the kitchen or in the entry hall, the goblin witchdoctor is prepared for their arrival. If any goblins come running into this room warning of intruders, he gathers his thuggish drinking buddies and moves out to confront the interlopers.

There are six goblins here (plus the witchdoctor). One is currently drunk in a corner (number six) and will be of no use regardless of what happens next.

What clearly is the main hall presents a grim site. Six short green creatures sit here dining on ale and foul meats while another lies in a corner passed out with a bottle in hand. Their red eyes gaze at you filled with hatred.

A hairy goblin seated upon a large chair at the head of the table wears a black scarf wrapped around his neck and holds a slender baton in one hand. The look he gives you is the harshest of all.

The witchdoctor always has his Wand of Fire and Flame ready. The black scarf is a Wrap of Protection. Both are identical to those depicted on the murals in the Entry Hall.

Should he become engaged in combat, the witchdoctor attempts to make best use of his Scorch and Magic Projectile spells (though he may also opt to cast Enrage on an unarmored opponent presuming him to be a spellcaster). If he's used up his offensive spells or cannot employ them, he resorts to using his wand to shoot out Fire Fingers. He retains his Springing spell should he need to escape.

Goblin Thugs (5): HP 22 (x2), 21, 20 (x2); Init +3; Spd 8; Rch 1'; Atk +3; Dmg 2d6p-1 (short swords); Def +6 (leather & sm. shield); DR 2 (4 shield); ToP 8-9/ 6, EPV 22 ea.

Each goblin thug also has 2d6p cp on its person

▶ Characters with the Appraisal: Armor & Weaponry skill making an Easy check know that the thugs' swords are of human manufacture and salable. Counting the inebriated goblin, there are six swords in all.

Goblin Witchdoctor: LE goblin mage 2; HP 18; Init +2; Spd 7; Rch 0'; Atk +4; Dmg 2d4p-1 (dagger); Def +3 (thick robes); DR 1*; ToP 8/ 6; Hon 28, EPV 133; 190 Spell Points

**his Wrap of Protection absorbs 1d4p damage per wound inflicted*



Spells: (a) Springing, (j) Enrage, (1) Scorch, (2) Magic Projectile

Quirk & Flaw: Quick-Tempered, Hairy

Notable Skills: arcane lore 26, current affairs 27, intimidation 34, language (goblin 77), listening 11, literacy (Goblin 32, Kalamaran 27), observation 11; *Profs:* dagger

Equipment: dagger, thick robes, Wand of Fire and Flame (16 charges), Wrap of Protection (35 points remain), 'lucky' gold coin (1 gp), 13 sp

Area 7) The Kitchen

Encounter: 3 goblin breeders/cooks (51 EPs)

Read the following if players attempt to enter from the back door:

This old portal is made of swollen planks of wood that hold fast to their stone frame. The handle to the door is old and rusty, not having been used for a good number of years. The entire appearance gives you the idea that it doesn't want to open out of sheer spite.

A Feat of Strength must exceed $d20+7$ rolled for the door.

Once they get past that door, read the following text:

Yet another door lies before you! This one is set about five feet in from the first and is in better condition. The protection from both roof and the original portal have kept this one in much better repair. The handle has a keyhole beneath it.

If anyone looks through the keyhole into the other side, they see a goblin with a large knife chopping something on a table.

▶ A Listening check (Average difficulty) allows the player an idea of what's going on within.

▶ If someone attempts to pick the lock, have them roll $d100 + \text{Lock Picking skill mastery}$ versus $d100-25$ for the rather crude lock.

This door resists a Feat of Strength by rolling $d20+14$. Battering down the interior door alerts the goblins inside to the party's presence.

Read the following if the players enter the room and the goblins aren't aware of their entrance:

The smell of rotten meat cooking assaults you. It is hard to push back the little bit of bile rushing up your throat, but you manage somehow. Inside is the scene of goblins in a domesticated environment. A couple of large rats are on a spit being turned by a goblin. Another is slicing vegetation; something organic and non-animal, but you're not sure if you should call it a vegetable.



Read the following if the players resort to brute force:

The smell of rotten meat cooking assaults you. It is hard to push back the little bit of bile rushing up your throat, but you manage somehow. You catch sight of three knife wielding goblins dashing off...

There are two more doors in the kitchen that lead to other sections of the manor and a trap door set into the floor in the northwest corner of the room.

The kitchen is a bustling place of activity. There are three breeders here cooking various things to keep the tribe fed. If attacked, they try to flee to another location ([Area 4](#) or [5](#)) seeking the protection of the males there. If they cannot, then they'll fight the party as best they can.

Goblin Breeders/Cooks (3): HP 14 (x3); Init +2; Spd 6; Rch 0'; Atk +2; Dmg 1d6p-3 (knives); Def +4; DR 0 (no armor); ToP 6/4, EPV 17 ea.

Area 7a) The Cellar

Encounter: 12 Giant Rats (96 EPs)

Potential Yield: Foodstuffs (13 sp), woolen blankets (2 sp total), Linens of Healing

The trap door moves aside revealing a rickety looking ladder leading down into the darkness. The floor below is dark and uneven. You can see some crates and barrels scattered about but what catches your eye is a glint of something sparkling at the base of the stairs. What it is you can't make out from your current vantage point.

The cellar hasn't been used in quite some time – not since the rats moved in.

The ladder is old and experiencing some dry rot. If more than 150 pounds of weight is applied, it gives way close to the top sending the climber plummeting down 10 feet to the earthen floor (d6p-3 points of damage). The rats are skulking around the corners and so will not be injured by a character falling on them.

- ▶ A Carpentry/Woodworking check (Average) reveals that the ladder cannot bear a typical human's weight.
- ▶ Though not trapped *per se*, an Identify Trap check (Average) reveals that the ladder's rungs may break if weight is applied.

The rats swarm over anyone not actively brandishing a torch to keep them at bay.

The key to the back door is at the base of the stairs, having been dropped there years ago.

The crates and barrels are primarily full of dried foodstuffs. Some have been despoiled by the rats while others have succumbed to mold.

- ▶ A character with the Cooking/Baking skill can determine that a 100 lb. barrel of beans and a 100 lb. barrel of dried peas are still edible (worth 2 sp and 3 sp respectively) as well as a box containing 20 lb. of figs (8 sp).

In a chest containing 10 woolen blankets (2 sp) is a forgotten roll of Linens of Healing.

Rats, Giant (8): HP 7 ea.; Init 0; Spd 10; Rch 2' (short); Atk 0; Dmg 1d4p+1; Def -1; DR 1; ToP 3/10, EPV 12 ea.

Area 8) The Library

Encounter: none

Potential Yield: Spellbook, 27 books, 3 silver nuggets

A lantern suspended from the ceiling lights this spartan room containing a couple of tables upon which a clutter of books and parchment are piled. A nest of blankets lies atop a bed in the corner. Beside it is a bookcase with additional volumes.

This room was formerly the Mage Karinar's study. The goblin witchdoctor has taken it over as his personal domicile and is unsuccessfully attempting to further his magical prowess.

No other goblins are allowed in here. The door can be bolted from the inside, but not locked.

There are a total of 28 books in this room, eight of which are on the table and the balance in the bookcase. They are uniformly in poor condition. All are written in Kalamaran and cover a variety of general interest subjects – none of which is of any particular use to a mage as the witchdoctor has come to learn. The books are fairly bulky, weighing about eight pounds each.

Searching the room finds a handful of loose pages on the floor, each crudely cut with some of the text at the top, bottom, and both sides missing. This is because the witchdoctor transformed one of the books in the bookcase into a 'book safe' by cutting out the center. Hidden within this book are three silver nuggets worth 5, 12 and 14 sp respectively.

- ▶ A character with the Appraisal: Books, Maps & Documents skill may determine that 24 of the volumes are worth 3d6p cp each while the remaining three could fetch 2d4p sp from a book dealer. The 'book safe' is worthless.

Hidden beneath the bed's mattress is the witchdoctor's spellbook. It contains: Springing, Enrage, Scorch and Magic Projectile.

Area 9) The Tower

Encounter: 2 goblins (44 EPs)

Potential Yield: 2d6p cp

Potential Story Award:

☐ Rescue Alimira (500 EPs)

Read the following once the party enters the base of the tower:

Old but sturdy-looking stairs wrap around this 15 by 15 foot room. They no doubt head to the tower's highest chamber.

Alimira is being kept in the chamber at the top of the stairs. The base of the tower is nothing but a flight of stairs leading up to the top. The stairs are only three feet wide forcing PCs to advance in single file.

The steps are old and creak as anyone walks up them.

▶ Sneaking up the stairs involves a contested check (Sneaking vs. the goblin's Listening). The goblins gain +20 to their roll due to the noise of the stairs. If a Sneaking check is successful, the sneak may roll d4 for Initiative while the goblins must roll d12.

Once the players are at the top of the stairs, read the following:

As you make your way to the top of the stairs you see two goblins standing on the landing guarding a door. They stand a few steps from the top with shields and swords in hand.

These two goblins keep guard on the girl. They like to torment her by talking about the different ways that they can cook a human female. Although this amuses them, Alimira has no idea what they're saying.

Goblin Guards (2): HP 21 (x2); Init +3; Spd 8; Rch 1'; Atk +3; Dmg 2d6p-1 (short swords); Def +6 (leather & sm. shield); DR 2 (4 shield); ToP 9/ 6, EPV 22 ea., *Notable Skills:* Listening 09
Each goblin guard also has 2d6p cp on its person

Once the party gets inside the tower, read the following:

The room is in shambles, having been neglected for a considerable time. It has various books and parchments thrown about the place. Windows are missing panes of glass and a shattered chamber pot lies in the corner.

Upon an old bed lies a young girl with long red hair. She gazes at a book, unaware of your presence at first. It's easy to tell that she's been crying for some time.

After a few moments she looks up and her eyes go wide seeing you there. After an expression of disbelief washes away she asks in a whisper, "Are you here to rescue me?"

If players scaled the tower to reach the chamber, getting down with Alimira is going to be a bit more difficult. Climbing down with her is a challenge since her skill mastery of Climbing/Rappelling is only 06. It requires an Average or better skill check in Rope Use to secure a rope and lower her the 25 feet to the ground.

Alimira: NG human mage apprentice; HP 18; Init +6; Def 0; DR 0 (no armor); ToP 6/ 3; Str 6/12, Int 15/55, Wis 9/16, Dex 12/48, Con 7/16, Lks 11/82, Cha 9/14; Hon 13; *Info* Alx1, Klx1, Ulx2

Once the party is safely away with her, her fright begins to fade and she starts to show signs of relief and joy. She cooperates with the PCs and follows normal instructions without question, provided they treat her with respect.

Epilogue

Potential Story Award:

☐ Eliminate goblin presence in Karinar Manor (250 EPs)

☐ Saving Lord Reyifor's reputation (100 EPs)

If the players rescue Alimira without engaging the witchdoctor, he becomes furious, and sends patrols to (vainly) attempt to intercept the PCs.

If the goblins are all killed, the PCs may wish to take over the manor and utilize it as their own base of operations. (The deed to the manor can be found in the *Kobold Brambles* adventure opportunity.) Of course, more goblins (from the *Mine of the Goblin King*) may arrive in force to take possession of the manor from the rogue goblin witchdoctor, unaware that he's already been taken care of. Of course, that won't make a bit of difference in their decision to slaughter the PCs and take the manor house as part of their king's plan.

If the PCs return Alimira to safety without betraying his secret to anyone, and if they treat both him and his daughter with respect, Lord Reyifor befriends them. Should the PCs need a small favor (e.g., access to the Inner Bailey, a personal note of introduction to another noble, etc.) they merely need to contact Lord Reyifor's steward. For greater boons, they must convince the steward (and, if necessary, Lord Reyifor as well) that what they claim to need is truly necessary and will benefit the earl in some fashion (e.g., wealth, political power, etc.).

CHAPTER TEN

The Kobold Brambles

Adventure Synopsis

Suggested Character Level: 2-3

Experience Yield: ~3700

Treasure Yield: ~315 sp

The current center of the local kobold lair is an abandoned deer stand of a one-time local hunter. Before an unfortunate ambush (followed by enslavement and finally a trip into an orc stew pot), the woodsman expanded his deer stand to a platform suitable for sleeping and storing some supplies.

Some years later, a kobold raiding pack noticed the stand. Harried and hunted by their enemies, the alpha-male realized that living up in the trees would allow his kobold pack to hide from the larger humanoids. In time, they pruned the nearby pines to further meet their needs, expanded and built new platforms to enhance their living conditions and nurtured a local briar into a nigh impassible thicket that now surrounds the area. (The brambles are live growth and thus not particularly flammable.)

The Thicket

Several small maze-like tunnels (see the map for reference) allow the kobolds access through the thorny plants, but as these tunnels are only about 3 feet tall and wide, characters larger than halflings must crawl through (at half their normal walking speed). A Tracking check (Average difficulty) reveals which path the kobolds normally take through the brambles, since there is one favored path on each side.

Note that if the PCs alerted the kobolds through talking louder than a whisper, or are heard/spotted marching through the woods (by the lookouts on the platforms that are watching for approaching enemies), the kobolds release the standard weasels (see Area 1a for statistics) into the brambles to harass any invaders.

A small stream runs through the center of the area, running quickly in spring but drying to a trickle by fall. The stream has cut a narrow rut three feet wide by two feet deep and the brambles grow to ground level.

► Characters using this form of egress must belly crawl through the mud, causing their feet/boots (or hands if relevant) to be caked with the mud and thus imposing a -4 to all rolls when standing on the wooden platforms and bridges (since the flat, worn wood will prove slippery). This penalty does not apply in winter when the stream no longer runs and the ground is frozen over.

In the clearing, the kobolds have nurtured a fine, large patch of cannabis (from which they weave their hemp ropes) as well as a decent-sized garden of various roots and vegetables.

The Lair

Potential Story Awards:

- ☐ discovering the treehouse lair (not just the brambles) (50 EPs)
- ☐ gaining entry to the clearing (50 EPs)

If the PCs find their way through to the center of the thicket, read or paraphrase the following text:

Finally, the grasping brambles end and you see what appears to be a roughly oval clearing, perhaps 200 feet long and 150 feet wide, completely hedged in by the brambles. A small creek crosses the clearing beneath a huge tree growing roughly in the center, its trunk surely 10 feet wide and its great canopy throwing much of the clearing into shade. Ringing this central tree is a large wooden treehouse roughly 20 feet up, supported by several large branches.

Looking around, you see a half dozen other large trees growing elsewhere, though none are quite so impressive as the giant in the center. Each of these trees is ringed by a smaller open platform, connected to at least one other tree by rope and plank bridges. There seems to be a small figure or two on each of these platforms you can see.

Typical Kobold Tactics

In all likelihood, the whole complex will be alerted fairly quickly; the PCs will be spotted on approach, harassed in the brambles by common weasels, attacked by giant weasels and then dogs on the ground (alerted by sounds of combat or disturbances in the brambles).



From the kobold point of view, the ideal tactical scenario is to stand on the platforms and shoot the PCs from a distance. If intruders make their way towards the kobold, it flees to the central platform.

▶ If the PCs gain a foothold on any of the platforms, the kobolds may cut one strand of the rope bridges to keep the PCs from crossing easily; the kobolds wait for a PC to make it halfway across before severing the rope, dropping any PC that fails a Dex check against half his Dexterity, plummeting to the ground beneath. Note that this means cutting just the left or right side of the bridge so it hangs down sideways in a helix pattern. (Cutting a rope takes 5 seconds with a dagger or 2 seconds with an axe.) The kobolds are reluctant to completely sever a bridge from a platform if they can avoid it, since it will be difficult to climb up and reattach it later.

▶ Moving across a partially severed bridge requires a successful Climbing/Rappelling check (Average; with a +20% penalty if covered in mud) with a movement rate of 1 foot per second. The kobolds completely sever a hanging bridge if an invader persists on climbing toward them.

▶ The heights of the bridges vary from just over 15 feet at the outlying platforms to 20 feet where they attach to the central platform. Any fall from a small platform or a bridge is treated as “up to 15 feet” (*i.e.* 2d6p damage) due to the mitigating effect of the dirt landing.

1) Storage Platform

Encounter: kobold lookout (17 EPs)

Potential Yield: 75 feet of hemp rope, two soiled woolen blankets, ax-hammer, four torches, two weeks worth of trail rations, large canvas sack, empty wineskin, miscellaneous junk

Potential Story Awards:

❑ taking control of this platform for the first time (50 EPs)

When the players eye this tree from the ground below, you may read or paraphrase the following text.

Looking up at the tree in the most northwesterly part of the clearing, you see a kobold standing guard, keeping an eye on the nearest entrance into the thicket. Straining your eyes, you also catch a glimpse of a pile of... something... piled against the trunk.

A rope and slat bridge connects this open platform to the large treehouse in the great central tree.

▶ Characters that succeed at an Observation check (Average) also spot a small hole in the ground, leading into the base of the tree.

The kobolds store their supplies and food on this platform, close to the trunk. One kobold stands here as lookout, watching the nearest entrances/exits through the thicket and into the surrounding forest. When it spots intruders, it uses its shortbow and shouts an alarm to the other open platforms.

Roll (d20) Searching the pile reveals...

01	two dozen pine cones
02	three soiled dog hides
03	a ripped bag half full of sawdust
04	four dried squirrels
05	a small pouch of irregular creek stones
06	a dead weasel
07	two sacks of moldy potatoes
08	a shattered lyre
09	a case of drying cannabis
10	a basket of roots and berries (3 cp)
11	a small basket of rotting berries
12	a wooden chair missing three legs
13	nineteen cockroaches
14	75 feet of hemp rope (6 cp)
15	two dirty woolen blankets (2 cp)
16	an ax-hammer (7 cp)
17	three torches (1/2 cp)
18	14 days worth of trail rations (10 sp)
19	a large canvas sack (1 cp)
20	an empty wineskin (4 cp)

If the PCs decide to search the pile, they find one item every 10 seconds, or one item every 5 seconds once about half the pile has been searched (assuming they're separating out the items they've found...).

▶ Characters with the appropriate Appraisal skills may attempt a skill check to learn to approximate value of an item. Without these skills, PCs simply have to accept whatever is offered should they attempt to sell the items (merchants typically offer 50% of an item's true worth). Those PCs with Appraisal: Armor & Weaponry (*e.g.*, all fighters) know that kobold-made weapons and items are poorly constructed and have no resale value.

▶ Characters with the Agriculture skill can recognize what food is edible (the basket of roots & berries plus the trail rations).

Kobold Lookout: HP 17; Init 3; Spd 6; Rch 0; Atk +2; Dmg 2d6p (shortbow), 2d4p-3 (dagger); Def +4; DR 2; ToP 6/4; Size S; Move 5 ft./sec.; Equipment quiver of 11 arrows.

1a) Weasel Nest

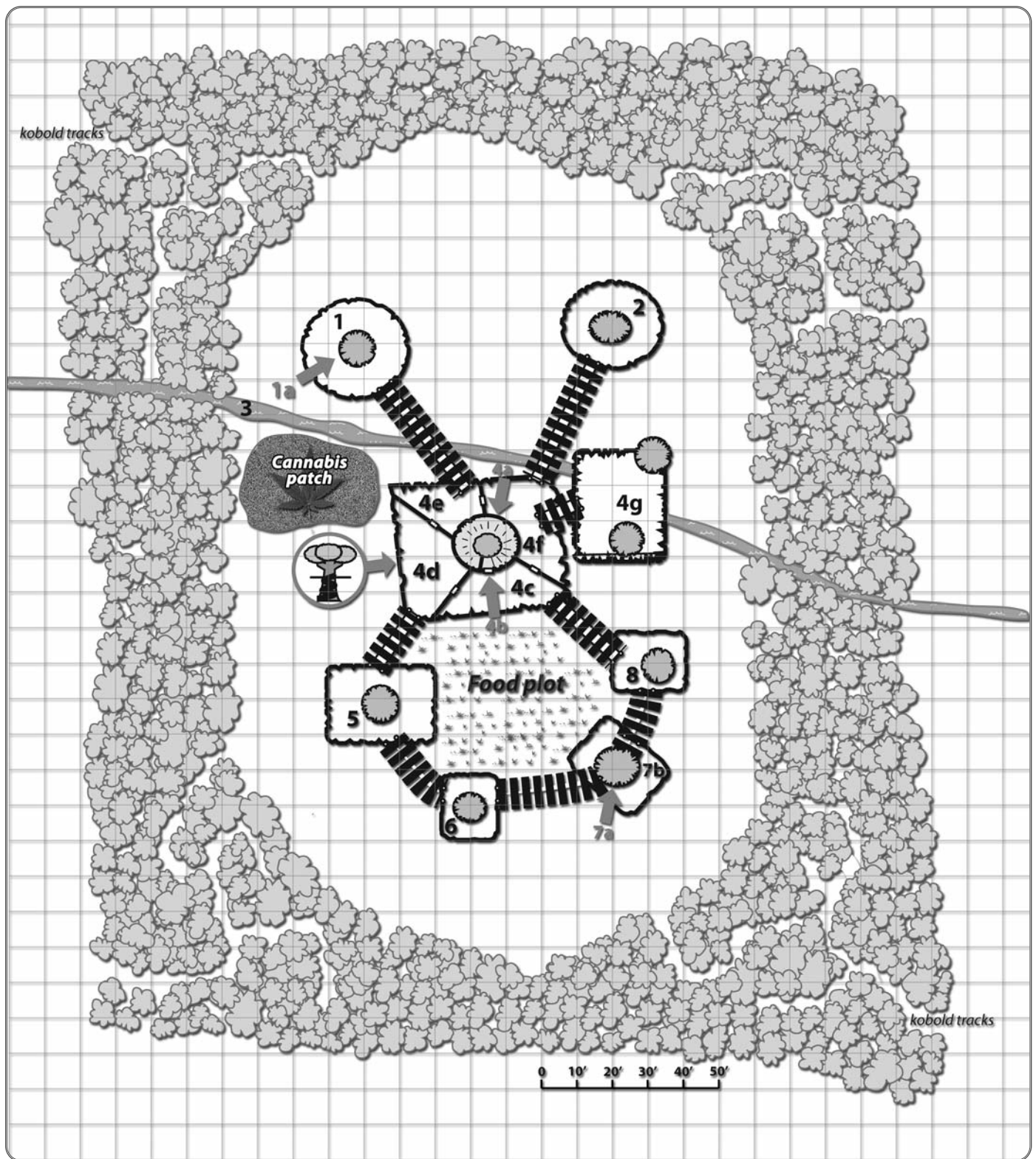
Encounter: 13 weasels (10 EPs each)

Potential Yield: 11 cp, 6 sp, deed, miscellaneous junk

Potential Story Awards:

❑ discovering the nature of the deed (100 EP)

❑ claiming Karinar Manor and filing the deed at the Keep (100 EPs)



Several weasels nest in a burrow at the base of this tree and hunt for food in the thicket (where the PCs probably encountered most of all of them already). Their burrow is a roughly 3-foot-diameter den accessible only by an unarmored halfling or elf.

Searching inside the smelly nest, which is lined with fur from various small animals (mostly rabbits) that the weasels ate, reveals the following items.

- ❑ bones from scores of small creatures
- ❑ a rusty and bent knife
- ❑ 3 belt buckles (one dented)
- ❑ 6 sp
- ❑ 11 cp
- ❑ a soiled, dirty piece of parchment (Karinar Manor deed)

The parchment is actually the deed to Karinar Manor (written in Kalamaran) and worth 200 sp to anyone also

controlling the manor house (see *The Rescue* adventure). The deed was originally in the hands of an ambushed goblin (who found it when he helped loot the manor house), but his kobold attackers tossed it aside as trash when they divvied up the spoils from their ambush. It was then quickly snatched up by the weasels for use as bedding.

Weasels: HP 9 (x8), 8 (x5); Init -2; Spd 10; Rch short; Atk +1; Dmg 1d3p; Def +0; DR 1; ToP 3/7; Size S; Move 5 ft./sec.

2) Archery/Armory Platform

Encounter: 3 kobolds (17 EPs each)

Potential Yield: large shield, ringmail, 36 wooden spears, 13 small wicker shields

Potential Story Awards:

- ☐ taking control of this platform for the first time (50 EPs)

When the players focus their attention on this platform, read or paraphrase the following text.

Gazing up at the tree closest to the northeastern edge of the clearing, you see a kobold guard alternately shifting his gaze between the nearest entrance to the thicket and two other kobolds who seem to be dueling with daggers. The silhouette of a larger creature, possibly an orc, watches the combatants as well. Around the trunk, you also catch a glimpse of a pile of metal items glinting in the sun.

A knotted rope, the upper end seemingly tied into a knothole in one of the plank ends, hangs down to the ground. A rope and slat bridge connects this open platform to the large treehouse in the great central tree.

▶ If a PC succeeds at an Observation check (Novice), he notices that the larger creature doesn't move at all. A success greater than 20 points of his mastery level reveals that the creature is a wooden silhouette. (If the PC circles the open platform and views the silhouette from different angles, the skill check is automatically successful.)

A single kobold stands here on guard, watching the nearest entrances/exits through the thicket, while two other kobolds duel with each other. When they see (or hear) the PCs, one of the duelists shimmies down a knotted rope connected to the platform to roust the weasels while the other runs to the main living quarters to alert the others. The lookout pulls up the knotted rope, keeps tabs on the invaders, and yips and growls updates to the others. If he is spotted and has an open shot, he takes it (he will not, however, give away his position if the PCs are not aware of him).

Although most kobolds rarely walk about without some kind of personal weapon, they also keep a supply of extra gear on hand, such as for use on raids. Thus, this platform serves as the kobold armory and general dumping ground for some of their loot. Like the storage platform (Area 1), it is poorly organized and most items have just been piled up against the trunk.

The kobolds also use this platform to practice their archery. A 6-foot-tall, crudely carved, wooden humanoid silhouette (actually, an orc) has been nailed to a post on the northeast corner of this platform. It seems almost completely covered with crude graffiti and lewd drawings, as well as notches from arrow strikes. A single arrow remains in the target (a groin hit).

A rope bridge connects this platform to the central one.

Searching this platform finds:

- ☐ a large shield of dwarven manufacture (60 sp)
- ☐ a suit of human-sized ringmail (65 sp)
- ☐ 36 wooden spears (7½ foot-long sharpened wooden sticks; 2d6p weapon damage; functional for 1 battle only); if the kobolds are alerted or if this is the PCs' second attack within two weeks, 28 of these are distributed amongst the kobold bitches (worthless).
- ☐ a baker's dozen of small wicker shields (worthless after use in one battle; worth 5 cp each to an arms dealer)

Kobolds: HP 15, 14; Init 3; Spd 6; Rch 0; Atk +2; Dmg 2d4p-3 (dagger); Def +4; DR 2; ToP 6, 5/4; Size S; Move 5 ft./sec.

Kobold Lookout: HP 17; Init 3; Spd 6; RoF 12; Rch 0; Atk +2; Dmg 2d6p (shortbow), 2d4p-3 (dagger); Def +4; DR 2; ToP 6/4; Size S; Move 5 ft./sec.; Equipment quiver of 10 arrows.

3) Creek

A tiny creek flows from the western brambles, across the clearing between the central tree and the two northern ones, before disappearing into the eastern thicket.

This creek is less than three feet wide and barely two feet deep, but serves as a decent supply of water for the kobolds. Gnoles, frustrated by their inability to pierce the brambles, periodically stop upstream to defecate and urinate in the water.

4) Central Platform

Potential Story Awards:

- ☐ taking control of this platform for the first time (50 EPs)

Read or paraphrase the following text when the PCs turn their attention to the central platform.

Resting on the largest lower branches of the central tree is a great square platform bigger than any of the others, also with no ceiling or outer walls, but with what seems to be dividing walls to separate certain areas.

Rope and plank bridges connect this platform to both of the northern platforms and the two closest southern ones.

If the PCs can see the eastern side of the main platform from their current location, continue with the following.

On the eastern side of the great central platform you can find another, smaller platform connected to it by what seems to be a plank ramp.

The great tree is the center for kobold activity in the clearing. Its treehouse is divided up into two common rooms and the bodyguards' lodgings, with a large extension serving as the chief's den. The platforms have no ceiling and only dividing walls between rooms but not to the outside, since no one has ever actually penetrated the brambles to necessitate any serious fortifications.

Note that, although they do not generally accompany the males on raids, each bitch keeps a crude dagger on her person – useful for cooking, gardening, and sticking in the ribs of unwanted would-be suitors as well as from the machinations of other bitches seeking to improve their position in the pecking order (the older ones love to remind the younger kobolds of their inferior position).

If the treehouse is alerted or has been assaulted within the past two weeks, the bitches are armed with wooden spears (affording them 2d6p-6 damage and standard spear speeds; the spears allow the kobolds to attack from a second rank and/or with reach). There are many wicker shields about as the kobolds generally use them as part of their bedding.

4a) Giant Weasel Nest

Encounter: 3 giant weasels (84 EPs each)

Potential Yield: studded leather (small), Dagger +1, Short Sword +1, backpack, 3 emeralds, gold ring

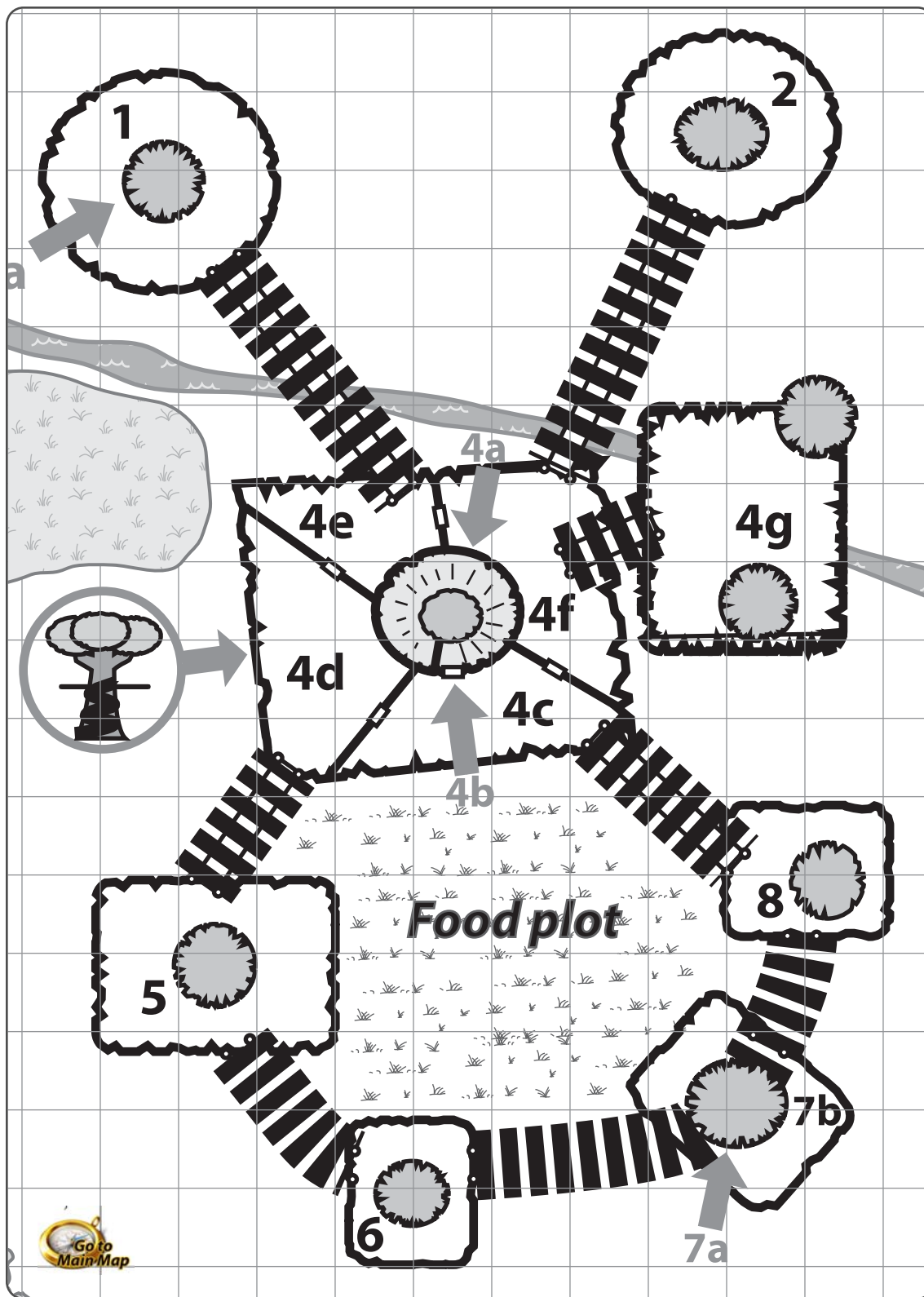
Several giant weasels nest in a fur-lined burrow at the base of the central tree, opposite the stairs. The kobolds throw them the occasional corpse or other bit of meat, and have trained them to defend the area. They only attack creatures that don't smell or look like kobolds. If a general alarm is raised or the PCs come within 10 feet of the stairs or the entrance to the giant weasel nest, the creatures scurry out and attack.

The giant weasel burrow is a roughly 10-foot-diameter den at the end of a curved 10-foot-long, 3-foot-diameter tunnel accessible only by unarmored halflings or elves. Inside the burrow is a halfling adventurer corpse with:

- ☐ halfling-sized studded leather armor (40 sp)
- ☐ Dagger +1
- ☐ Short Sword +1
- ☐ backpack (7½ cp)
- ☐ belt pouch (1 cp) with three tiny emeralds (20 sp, 10 sp, 5 sp)
- ☐ a thin gold ring (12 sp)

Giant Weasels: HP 33, 27, 32; Init -2; Spd 10; Rch short; Atk +3; Dmg 2d4p+2; Def +3; DR 2; ToP 13, 10, 12/ 7; Size M; Move 15 ft./sec.





The kobolds gain entrance to the central platform here. Small creatures (like kobolds and halflings) can move easily up and down the stairs, but humans, elves and dwarves must crouch and can only move at half their normal walking speed.

The crude steps spiral upwards some 20 feet then, rather than continuing upwards, the passage simply levels out and stops inside a small oval room roughly five feet wide and just over three feet tall. The only other exit from this room is through a trapdoor in the ceiling, which the kobolds can bolt from above.

► If the kobolds are alerted to the PCs' presence, they latch the trapdoor. A character must succeed at a Feat of Strength (*vs. d20p+7*) to bust it open from beneath.

Once the trapdoor opens, a Small creature needs to pull himself up over the edge or get a helping hand from someone beneath or above. Larger PCs only need to stand up to bring their head and shoulders above the floor.

4b) Stairs

When the PCs approach the base of the central tree, read or paraphrase the following text.

You see a roughly 3½-foot-diameter hole carved into the trunk of this great tree. It seems to be some sort of crude spiral stairway leading up inside the trunk itself!

4c) Large Common Room

Encounter: 8 kobolds (17 EPs each), 6 kobold bitches (17 EPs each), 2 weasels (10 EPs each)

Potential Yield: 8 small wicker shields

This room is one of two that serves most of the kobolds as a place for eating, sleeping, mating, and all of the other miscellaneous activity that an off-duty kobold gets up to.

When the PCs reach this room, read or paraphrase the following text.

As you peer into this room, you see rags and leaves piled around the walls and scattered around the room. Crude drawings of kobolds killing, looting and copulating decorate the walls.

There is a simple wooden door on the eastern and western walls, and an open entrance to the rope bridge on the southeast corner.

If the PCs reached this room without alerting the kobolds inside, continue with the text below.

There must be over a dozen kobolds in this room! A handful of them seem to be napping, but the others are clustered in small groups of two or three, with some chattering, some gnawing on bones, some carving pictures on the walls, and even two in the corner engaged in some intimate activity that makes you want to scrub your eyes clean again.

The doors on the eastern and western sides lead to the other common room and to the bodyguards' room, respectively. The rope bridge leads to the platform at [Area 8](#).

There are currently 14 kobolds in this room, as well as two pet weasels, though this number may change if one or more kobolds flee into here while alerting them to the PCs' presence.

Kobolds (unalerted): HP 17 (x3), 16 (x5); Init 3; Spd 6; Rch 0; Atk +2; Dmg 2d4p-3 (dagger); Def +4; DR 2; ToP 6/4; Size S; Move 5 ft./sec.

Kobold Bitches (unalerted): HP 14 (x6); Init 3; Spd 6; Rch 0; Atk +2; Dmg 2d4p-3 (dagger); Def +4; DR 2; ToP 5/4; Size S; Move 5 ft./sec.

Kobolds (alerted): HP 17 (x3), 16 (x5); Init 3; Spd 6; Rch 0; Atk +2; Dmg 2d4p-3 (dagger); Def +8 (w/small wicker shield); DR 2 (armor/hide), 4 (wicker shield); ToP 6/4; Size S; Move 5 ft./sec.

Kobold Bitches (alerted): HP 14 (x6); Init 3; Spd 12 (8); Rch 61/2; Atk +2; Dmg 2d6p-3 (wooden spear); Def +4; DR 2; ToP 5/4; Size S; Move 5 ft./sec.

Weasels: HP 9 (x2); Init -2; Spd 10; Rch short; Atk +1; Dmg 1d3p; Def +0; DR 1; ToP 3/7; Size S; Move 5 ft./sec.

4d) Small Common Room

Encounter: 8 kobolds (17 EPs each), 5 kobold bitches (17 EPs each), 2 dogs (22 EPs each)

Potential Yield: 8 small wicker shields

This room resembles the large common room ([Area 4c](#)), except that it seems to have even more graffiti on the walls and the individual beddings are cramped closer together.

The doors on the north and south walls lead to the kitchen and the large common room, respectively. The rope bridge in the southwestern corner leads to [Area 5](#).

There are currently 13 kobolds in this room, plus two pet dogs. (Again, note that the number of kobolds here may change if one or more kobolds enter and alerting them to the PCs' presence.)

The kobold males assigned to sleep in this room are considered the lowest males in the pack hierarchy.

Kobolds (unalerted): HP 16 (x5), 15 (x3); Init 3; Spd 6; Rch 0; Atk +2; Dmg 2d4p-3 (dagger); Def +4; DR 2; ToP 6/4; Size S; Move 5 ft./sec.

Kobold Bitches (unalerted): HP 14 (x5); Init 3; Spd 6; Rch 0; Atk +2; Dmg 2d4p-3 (dagger); Def +4; DR 2; ToP 5/4; Size S; Move 5 ft./sec.

Kobolds (alerted): HP 16 (x5), 15 (x3); Init 3; Spd 6; Rch 0; Atk +2; Dmg 2d4p-3 (dagger); Def +8 (small wicker shield); DR 2 (armor, hide), 4 (wicker shield); ToP 6/4; Size S; Move 5 ft./sec.

Kobold Bitches (alerted): HP 14 (x5); Init 3; Spd 12 (8) spear; Rch 61/2; Atk +2; Dmg 2d6p-3 (wooden spear); Def +4; DR 2; ToP 5/4; Size S; Move 5 ft./sec.

Dogs: HP 20 (x2); Init -2; Spd 10; Rch short; Atk +2; Dmg 1d4p+1; Def +4; DR 2; ToP 8/10; Size M; Move 20 ft./sec.

4e) Kitchen

Encounter: 1 kobold (17 EPs), 2 kobold bitches (17 EPs each), 2 weasels (10 EPs each)

Potential Yield: Minor Healing potion, 4 knives, miscellaneous food

If the PCs enter this room without alerting the kobolds, read or paraphrase the following text.

Inside this room are a few kobold-sized tables bearing the slaughtered remains of what you think (or hope) are animals. The tables and floor are covered in stains of many colors.

In the northernmost part of the room, two bitches seem to be preparing a meal while a randy male tries to distract them from their duties.

Two small weasels roll about the room, fighting with each other over a scrap of meat.

► Characters with the Cooking/Baking or Survival skill recognize the meat as a half dozen skinned rabbits and marmots and a small gutted deer.

The doors on the east and south walls lead to the bodyguards' room and the small common room, respectively. The rope bridge on the north leads to [Area 1](#).

One small table holds:

- ❑ four crude, dull knives
- ❑ a clay jar (3 cp) with a half pound of dried dates (2½ cp)
- ❑ a clay jar (3 cp) with 4 ounces rock salt (4 cp)
- ❑ a clay jar (3 cp) with a half-gallon of cooking oil (½ cp)
- ❑ a clay jar (3 cp) with a liquid that smells like raspberries*

▶ *The liquid can be identified with a successful Arcane Lore check (Difficult). This is, unknown to the kobolds (who simply stole it from a caravan and thought they'd use it in the kitchen), a minor Healing Potion.

Kobold (unalerted): HP 15; Init 3; Spd 6; Rch 0; Atk +2; Dmg 2d4p-3 (dagger); Def +4; DR 2; ToP 6/4; Size S; Move 5 ft./sec.

Kobold Bitches (unalerted): HP 15 (x2); Init 3; Spd 6 (dagger); Rch 0; Atk +2; Dmg 2d4p-3 (dagger); Def +4; DR 2; ToP 6/4; Size S; Move 5 ft./sec.

Kobold (alerted): HP 15; Init 3; Spd 6; Rch 0; Atk +2; Dmg 2d4p-3 (dagger); Def +8 (small wicker shield); DR 2 (armor, hide), 4 (wicker shield); ToP 6/4; Size S; Move 5 ft./sec.

Kobold Bitches (alerted): HP 15 (x2); Init 3; Spd 12 (8) spear; Rch 6 1/2; Atk +2; Dmg 2d6p-3 (wooden spear); Def +4; DR 2; ToP 6/4; Size S; Move 5 ft./sec.

Weasels: HP 9 (x2); Init -2; Spd 10; Rch short; Atk +1; Dmg 1d3p; Def +0; DR 1; ToP 3/7; Size S; Move 5 ft./sec.

4f) Bodyguard Quarters

Encounter: 5 kobold bodyguards (22 EPs each), 10 kobold bitches (17 EPs each), piercing dart trap (67 EPs)

Potential Yield: 5 short swords, silk garments, ornate box, 3 bronze bracelets, 2 engraved copper rings, 5 small wicker shields

Potential Story Awards:

- ❑ finding the lost huntsman's treasure (150 EP)

This room resembles the other common rooms, but is exclusively for the use of the chief's bodyguards and their own personal harem. Doors on the western and southern walls lead to the kitchen and the large common room, respectively. The rope bridge on the northern corner leads to [Area 2](#).

The bodyguards were chosen for their unusual size and power and should serve as a greater challenge to the PCs. To most humans and demi-humans, the harem bitches look no different from other kobolds, but the males prize them for their scent, fertility and aggressiveness.

The kobold bodyguards wield short swords of human manufacture.

Kobold Bodyguards (unalerted): HP 21 (x3), 20 (x2); Init 3; Spd 8; Rch 2; Atk +3; Dmg 2d6p -1 (short sword); Def +4; DR 2; ToP 8/4; Size M; Move 10 ft./sec.

Kobold Bitches (unalerted): HP 15 (x2); Init 3; Spd 6 (dagger); Rch 0; Atk +2; Dmg 2d4p-3 (dagger); Def +4; DR 2; ToP 6/4; Size S; Move 5 ft./sec.

Kobold Bodyguards (alerted): HP 21 (x3), 20 (x2); Init 3; Spd 8; Rch 2; Atk +3; Dmg 2d6p -1 (short sword); Def +8; DR 2 (armor, hide), 4 (wicker shield); ToP 8/4; Size M; Move 10 ft./sec.

Kobold Bitches (alerted): HP 16 (x6), 15 (x4); Init 3; Spd 12 (8); Rch 6 1/2; Atk +2; Dmg 2d6p-3 (wooden spear); Def +4; DR 2; ToP 6/4; Size S; Move 5 ft./sec.

On the tree trunk, at a height of five feet, is a secret compartment originally crafted by the huntsman. The kobolds never actually noticed that a portion of the bark removes to reveal a small niche.

- ▶ A successful Identify Traps check reveals the following danger:

Piercing Dart Trap: Disarm Traps (Average); Range 5 ft; Dmg 2d6p

Hidden in the secret compartment are the remembrances of a wife lost to the hunter that lived here. The first item is a neatly folded set of fancy women's garments (12 sp - sized for a very slender/petite human female or largish elf female, although an elf male could wear the ensemble if so desired) and a small, ornate box.

- ▶ Opening the box requires both a successful Mathematics check (Average) and an Open Locks check (Average).

The box itself is worth 10 sp (or nothing if the PCs break the lock when opening it), while inside it holds three bronze bracelets (2 sp, 5 sp, 4 sp) and two copper rings nicely engraved with flowers and ivy (6 and 7 sp, respectively).

4g) Chief's Room

Encounter: kobold chief (34 EPs), 5 kobold bitches (17 EPs each)

Potential Yield: Battle Axe +1, cloth bag, three gold nuggets, 2 small wicker shields, Scroll of Cure Trifling Injury and Moderate Emotion: Cause Fear

Potential Story Awards:

- ❑ taking control of this platform for the first time (50 EPs)
- ❑ finding the kobold chief's treasure (150 EP)

When the PCs enter this room, read or paraphrase the following text:

As you enter this room, you see a large, enraged kobold barking a torrent of words at you (no doubt words you wouldn't want your mother to hear) and wielding a sharp-looking axe in his hands.

Behind him, five bitches look at you with hatred and... is that hunger...? in their eyes.

The kobold chief's private room and harem sits on higher branches than the central platform, and can only be accessed via a ramp in the bodyguards' room.

▶ A successful Observation check (Very Difficult) reveals scuff marks on one of the tree branches that supports this platform. If a character shimmies out along this branch and looks around, he sees a small bird's nest about eight feet above, nestled in a crook of another off-shooting branch. (The scuff marks are from the kobold chief shimmying along the branch and hiding his treasure.)

▶ It takes a successful Climbing/Rappelling check (Easy) for a halfling PC to reach the nest, or an Average difficulty check for elves and most human females. Dwarves and human males are simply too heavy for the branches to support them. Inside is a small purple cloth bag containing three tiny gold nuggets (worth 2, 5 and 7 sp, respectively). The bag itself is worth 1 copper piece.

Nailed to the wall is a clerical Scroll with Cure Trifling Injury and Moderate Emotion: Cause Fear spells. The kobold chief doesn't know exactly what the scroll is, but he feels that it has some power in it and placed it here as a ward to the others.

The chief's Battle Axe +1 is of dwarven manufacture.

Kobold Bitches (unalerted): HP 17 (x2), 16 (x3); Init 3; Spd 6 (dagger); Rch 0; Atk +2; Dmg 2d4p-3 (dagger); Def +4; DR 2; ToP 6/4; Size S; Move 5 ft./sec.

Kobold Bitches (alerted): HP 17 (x2), 16 (x3); Init 3; Spd 6 12 (8) spear; Rch 61/2; Atk +2; Dmg 2d6p-3 (spear); Def +4; DR 2; ToP 6/4; Size S; Move 5 ft./sec.

Kobold Chief: HP 29; Init 0; Spd 8; Rch 3 ft; Atk +5; Dmg 4d3p+1; Def +2; DR 3; ToP 11/4; Size M; Move 10 ft./sec.

5) Dog Training Area 1

Encounter: kobold lookout (17 EPs), 2 dogs (22 EPs each)

Potential Story Awards:

❑ taking control of this platform for the first time (50 EPs)

As the PCs approach this tree, you may read or paraphrase the following text:

Viewing the tree platform in the southwesterly part of the clearing, you see a kobold standing guard with two ferocious-looking dogs.

You can clearly see that this platform has two rope and slat bridges, one connecting it to another platform in a nearby tree to the southeast and the other connecting it to the central tree-house.

The kobolds use the platform and ground level here as training areas for their dogs. Currently, two dogs and a lookout are on the platform. If alerted, the kobold assesses the situation and fires at the PCs. He'll keep the dogs with him until [Area 4f](#) is under attack or PCs come from [Area 6](#), at which point he releases the dogs across the bridge. The dogs fight on the bridge at no penalty.

The lookout waits here and observes any battle on the adjacent bridges, using one of two 3-foot-square wooden slats as cover. These slats can also be used to block the bridges (to keep dogs in the training area). If the battle goes so poorly for the dogs that it appears he will be overrun, the kobold cuts a line to drop the dogs and (hopefully) anyone fighting them to the ground.

Kobold Lookout: HP 17; Init 3; Spd 6; Rch 0; Atk +2; Dmg 2d6p (shortbow), 2d4p-3 (dagger); Def +4; DR 2; ToP 6/4; Size S; Move 5 ft./sec.; Equipment quiver of 10 arrows.

Dogs: HP 22, 17; Init -2; Spd 10; Rch short; Atk +2; Dmg 1d4p+1; Def +4; DR 2; ToP 8, 6/ 10; Size M; Move 20 ft./sec.

6) Breeding Area 1

Encounter: kobold lookout (17 EPs), war dog (84 EPs)

Potential Story Awards:

❑ taking control of this platform for the first time (50 EPs)

You may read or paraphrase this text when the PCs move towards this platform.

Eyeing the southernmost tree platform, you see a kobold standing guard with what seems to be a particularly large and vicious dog.

This platform has two rope and slat bridges that connect it to a tree platform to the northwest and another to the northeast.

On the platform stands one lookout and a war dog. If intruders are spotted, the kobold barks an alarm and fires arrows. An iron ring has been hammered into the tree trunk, with two 10' ropes hanging from it. A leather belt is attached to the end of each. The kobolds use this device to tie up two dogs for breeding. They hope to eventually have a small army of war dogs.

Kobold Lookout: HP 17; Init 3; Spd 6; Rch 0; Atk +2; Dmg 2d6p (shortbow), 2d4p-3 (dagger); Def +4; DR 2; ToP 6/4; Size S; Move 5 ft./sec.; Equipment quiver of 10 arrows.

War Dog: HP 33; Init -2; Spd 10; Rch short; Atk +3; Dmg 2d4p+1; Def +3; DR 2; ToP 13/10; Size M; Move 20 ft./sec.

7a) Dog Den

Encounter: 5 dogs (22 EPs)

Several dogs resting in a den burrowed under the bottom of this tree. If a barked alarm is raised or intruders enter the clearing, the dogs arrive in 20 seconds, ready to fight for their masters. Any dog injured for more than half its Hit Points flees. They heal any wounds of 5 points or less within a week.

Dogs: HP 22 (x3), 21, 20; Init -2; Spd 10; Rch short; Atk +2; Dmg 1d4p+1; Def +4; DR 2; ToP 8/10; Size M; Move 20 ft./sec.

7b) Lookout and Weasel Breeding Area

Encounter: 2 kobold lookouts (17 EPs), 2 war dogs (84 EPs)

Potential Story Awards:

☐ taking control of this platform for the first time (50 EPs)

You see a pair of kobolds standing guard atop this platform with two large, savage-looking dogs.

This platform has two rope and slat bridges that connect it to the tree platforms to the southwest and to the north. In addition, a sharply sloped plank runs from the ground up to this platform.

If the kobolds spot intruders, one runs to [Area 6](#) while the other takes cover behind the trunk and shoots his bow. The bowman brings the dogs behind the tree with him for their protection.

The kobolds previously used this platform to breed giant weasels. They had some success, but the weasels appeared better equipped to breed naturally (which hinders the selective breeding process, but is easier). Thus, they gave up on the task and now use this platform as a lookout and an access point to the upper/treehouse level for their quadrupedal friends.

▶ Characters need a successful Climbing/Rappelling skill check (Trivial) to walk up the sloped platform. The kobolds, dogs and weasels can travel up and down the ramp at walking or jogging speed.

Kobolds: HP 17, 15; Init 3; Spd 6; Rch 0; Atk +2; Dmg 2d4p-3 (dagger); Def +4; DR 2; ToP 6/4; Size S; Move 5 ft./sec.

War Dogs: HP 30, 28; Init -2; Spd 10; Rch short; Atk +3; Dmg 2d4p+1; Def +3; DR 2; ToP 12, 11/10; Size M; Move 20 ft./sec.

8) Weasel Training Area

Encounter: giant weasel (84 EPs)

Potential Story Awards:

☐ taking control of this platform for the first time (50 EPs)

Read or paraphrase the following text when the PCs approach.

There seems to be a large, furry creature lying atop this platform, though you're not really sure what it is at first glance.

This platform has two rope and slat bridges that connect it to the central tree and another platform to the south.

The kobolds use the platform and ground level here as training areas for their animals; in this case, the animals are giant weasels. A lone giant weasel lies on the platform. It's being trained to 'stay' and is currently tethered to the tree with a 3-foot-long rope; thus, it cannot leave unless a kobold comes here to release it.

Giant Weasel: HP 32; Init -2; Spd 10; Rch short; Atk +3; Dmg 2d4p+2; Def +3; DR 2; ToP 12/7; Size M; Move 15 ft./sec.

Conclusion

Potential Story Awards:

☐ eliminating the kobold lair (including forcing them to flee and never return) (1000 EPs)

Wiping out the kobold lair certainly puts a feather in the cap of the PCs, particularly if they were able to eliminate all the kobolds with little to no loss of life (of player characters, of course).

If the PCs are smart, they'll not only gather up all of the loot, but also take all the heads to the bounty master at the Keep in exchange for an additional bit of silver. Otherwise, what happens to the treehouse platforms depends heavily on what you, the GM, decide to do with it.

The PCs will probably just leave the spoils to rot, which gives you the opportunity to eventually move in another gang of humanoids. If the PCs claim the lair for themselves as a temporary base or waystation, however, they may want to invent some good defenses to keep it safe and spend some time fixing up the treehouse (walls might be a nice idea...). This isn't likely unless the party is mostly composed of halflings, who can pass through the bramble tunnels with ease, but you never know.

Of course, if the PCs go nuts and start spending all their time living inside a thicket and ignoring all the hustle and bustle – and adventure – that occurs at the Keep, don't worry. Just remember two words: *forest fire...*

CHAPTER ELEVEN

Mine of the Goblin King

Adventure Synopsis

Suggested Character Levels: 3-4

Experience Yield: ~4200

Treasure Yield: ~1150 sp

This former gold mine houses the closest and largest goblin tribe in the area. Originally a war party sent by the goblin king in the Krond Heights to scout and raid the area of Frandor's Keep and the Padiras valley below, the band discovered this abandoned mine and used it for a base of operations. After several successful raids, include two against other goblin tribes that yielded breeders, the leader went AWOL and has now established his own tiny kingdom. Most of his subjects believe that their chieftain still reports to their faraway king; a few of the cleverer ones know something is amiss, but care little as long as things are going well for them personally.

Spurred on by success and with an ever-growing ego, the chief (who now refers to himself as the 'King') has initiated a plan to cut Frandor's Keep off from the surrounding lands and lay siege. Around the same time as he began his operation, he received an envoy from a mysterious human seeking to enlist goblinoid aid in a joint plan to defeat Frandor's Keep. The king, however, ignored the messengers (or rather, captured and ate them) and chose to launch his own plan; he feels there is no need to join others and allow *them* to share in *his* glory.

The goblin king's plan is now in play. His first actions were to capture one of the local signal towers and establish a base on either side of the keep (Karinar Manor). Unfortunately for the king, his hotheaded witchdoctor has some ambitions of his own and has now gone rogue himself, further splintering the tribe.

General Lair Information: The lair's defenses were created to deter and humiliate humanoid assaults (particularly orc and gnomish assailants). The entrance path is filled with traps designed for just such a purpose. The goblins seek to further discourage invaders through judicious use of light crossbows, scheduled retreats and barricades with further ranged support. As such, the goblins often fire and flee, but entice enraged attackers to follow so they can be run afoul of dangerous traps and/or ambushed and surrounded. With the recent raiding successes and exciting plan of conquest, the goblins have unprecedented morale.

A thick bramble grows over the north side of this valley disguising both the entrance to the goblin caves and shielding a decrepit, empty old cabin from observation (although an Observation check (Average) reveals both. Further, an Average Tracking check produces goblin bootprints covering much of the area and heading to the entrance of the goblin lair, while a Difficult check reveals wolf prints near and around the dilapidated shack).

Approaching the Lair

Encounter: 4 wolves (336 EPs)

Potential Story Award:

- ☐ Bypass wolves without alerting goblins (50 EPs)
- ☐ Discovering the goblin lair (50 EPs)

The ramshackle cabin is now home to a pack of wolves and a litter of pups. These wolves are not pets of the goblins *per se*, but rather feral creatures they find useful to deter the odd prospector or traveler that might report their whereabouts back to the Keep. They occasionally toss scraps to keep the pair from roaming too far away and the wolves now recognize the goblins by scent. They don't perceive the goblins as a threat, and won't attack unless the goblins approach too closely or attack the wolves.

However, orcs, gnomes or humans (and their ilk) do elicit a reaction. Should the wolves catch the odor of such a creature, two scamper out of the brush and investigate, while one female guards the young (the remaining male is out hunting, but may (50%) be here if the party returns another day). They've developed a taste for flesh (thanks in no small part to the goblins) and use their superior speed to attempt to bring down a victim in a small band. If the party numbers five or more, the wolves bark and howl at them (incidentally warning the goblins of intruders) but take no action other than to cautiously circle the party. Should an adventuring party retreat from the goblin's lair all cut up and bloody, the scent of blood makes the wolves more aggressive and they attack the party regardless of numbers.

Wolves (3): HP 28, 32, 31 (out hunting); Init -2; Spd 10; Rch 2' (short); Atk +3; Dmg 2d4p+2; Def +3; DR 2; ToP 11, 12/ 10; Size M; Move 20 ft./sec; 84 EPV each



Should the party find the cabin, read:

The old cabin itself is in bad shape. One-half of the roof has caved-in, the door is now (due to the cave-in) propped open and splintered and the outer walls are rotting. Strewed about the outside of the cabin are gnawed bones, bits and pieces of armor, a few coins and rent equipment and bits of leather.

1d6p sp and 1d8p cp are here, most of which has been gnawed on by the wolves and their pups. If the party insists on searching the cabin, the remaining bitch attacks viciously (effectively employing the **Aggressive Attack** special combat move thus gaining +5 to Attacks but -2 to Defense).

She-wolf: HP 29; Init -2; Spd 8; Rch 2' (short); Atk +3 (+8); Dmg 2d4p+2; Def +0 (-2); DR 2; ToP 12/ 10; Size M; Move 40 ft./sec.; 84 EPV

When defeated, read:

The interior is a mess of bones, armor, blood, meat, fur and wolf-stench. Five wolf pups frolic amidst the bones of former victims and their clothing and gear.

Inside, the party find the remains of a gnomelike and two orcs (mostly bones, bits of armor, the remains of a badly chewed flail, two scimitars with destroyed/gnawed grips (these can be repaired at 25% item cost) and 3d6p sp and 2d6p cp (gnawed, chewed and dented) scattered about). The wolf pups can be sold for 10 sp each to the right buyer (for example, **Jiric Helsan** (M20)), but must be transported properly and fed. This requires an Animal Handling check (Easy) for wolves or an Average one specialized in any other animal.

The Goblin Mines

If the party searches the brambles with an Observation check (Easy) or a Tracking check (Easy), they discover a cave entrance (and possibly bootprints if tracking) that leads into the hillside.

Lighting. Beyond 20-30 feet, the party needs a light source to see. The goblins use torches, but douse most of them during the day. A few remain lit and hang in sconces deeper in the complex (Areas 3, 7, the mines and outside of Area 4). At night, torches are lit in almost every room, but will be snuffed if the complex is under alert.

Goblinoid Weapons and Armor. Characters with the appropriate Appraisal skills may attempt a skill check to learn to approximate value of an item. Without these skills, PCs simply have to accept whatever is offered should they attempt to sell the items (merchants typically offer 50% of an item's true worth). Those PCs with Appraisal: Armor & Weaponry (e.g., all fighters) know that goblin-made weapons and items are poorly constructed and have no resale value (Easy check). Human or other manufacture are specifically noted in the text.

Goblin Personal Treasure. Unless otherwise noted, each male goblin has carries a small pouch with d4p-1 items as indicated on the [chart on page 133](#).

1) Entry Passage

A rough-hewn passageway travels into pure darkness. The damp walls and ceiling are shorn with, and supported by, timbers. The air is damp and smells of earth.

▶ A Mining check (Trivial) confirms this is a mine entrance and a second (Average) check also dates the supports as a decade or more in age. A Mining or Carpentry check (Average) reveals that some repairs have been made to the timbers near the entrance and an Observation check (Easy) reveals that the timbers nearest the entrance were relatively recently bludgeoned and hacked (by enraged gnomes unable to penetrate the lair), but to little actual structural effect. A Mining check (Difficult) reveals this as a silver mine and a Very Difficult check indicates a former gold mine.

The tunnel ranges from 8-12 feet wide and high.

Any PCs in this tunnel, the entrance or up until the four-way intersection are nicely back-lit by light from the entrance. Goblins even in complete darkness ahead can easily target such PCs.

1a) Octagonal Foyer

Encounter: 2 goblin crossbowmen (actually in [Area 2](#)), 2 goblin spear men (also in [Area 2](#), reloaders)

Potential EP Award: ☐ Disarming pit traps (10 ea.)

Potential Story Award:

☐ Bypassing the pit traps without falling in any of them (50 EPs)

The passage travels about 30 feet before opening into a 30-foot-deep octagonal chamber, then the passage continues on the opposite end. Torch sconces are set into the eastern and western walls, but these are currently empty.

The goblins have trapped this foyer with a number of pit traps. Each consists of a hinged lid covering a 10-foot-deep pit. The hinges are rusty, easily allowing the lid to remain shut despite the weight of the loose soil covering and concealing them. Only weight heavier than a goblin causes them to open up. A crawling thief won't trigger the trap, nor will prodding with a pole. There are four 10-foot planks (one cracked) leaning against the wall on the far side of the octagonal chamber that the goblins use when carrying a heavy load. Unfortunately, the planks won't support the weight of an unarmored human or dwarf (but will support an elf) or anyone in heavy or medium armor.

Anyone searching or examining the empty wall sconces triggers the side pits.

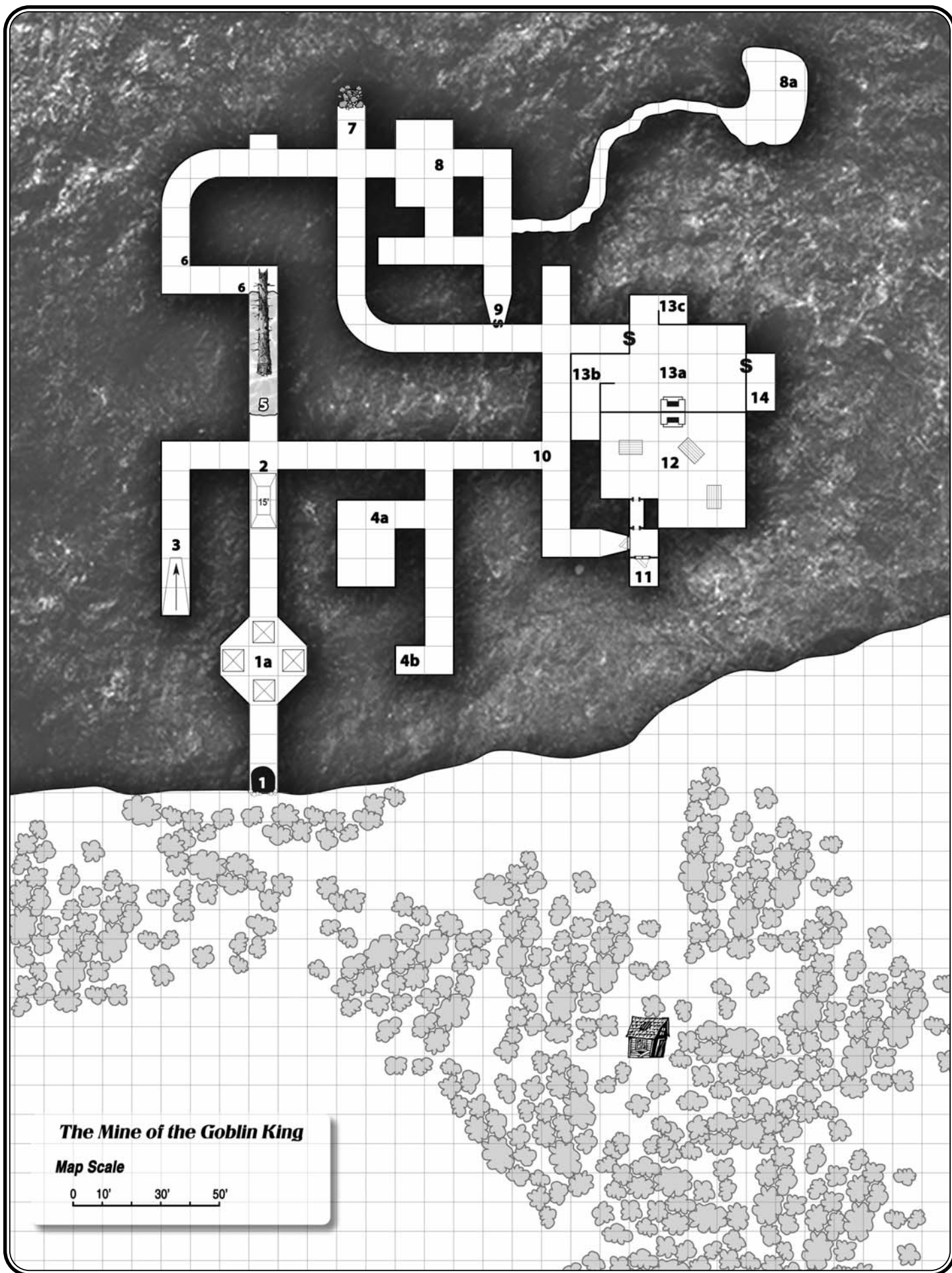
Alerted goblins fire crossbows down the hall at PCs after they cross the first pit. Their plan is to force the PCs to seek cover in the sides of the octagonal room, thereby triggering the side pits, force a charge to trigger the further pit, or both.

The goblins do not pursue invaders that flee, but check for bodies after a couple of hours (and also reset the pit traps).

Goblin Bag Contents

Roll	Item
1	String
2	Desiccated frog
3	Dried dung
4	Large beetle
5	Cockroach
6	Twig
7	Rusty fishhook
8	Fish bones
9	Dead mouse
10	Frog leg
11	Dirt
12	Rusty metal shavings
13	A bit of fur
14	Pine cone
15	Desiccated bug
16	Live bug
17	Dead bee
18	Sticky goo (unknown)
19	Dried fish eye
20	Stale cracker
21	Dried leaves
22	Fresh leaf
23	Pine tree needles
24	Rusty metal needle
25	Thread
26	Strip of leather
27	Broken knife tip
28	Crude stone arrowhead
29	Feather
30	Oily feather
31	Squirrel head
32	Rabbit tail
33	Rabbit foot
34	Squirrel teeth (d4)
35	A marble
36	Smooth stones
37	Pebbles
38	Inedible berries
39	Goblin tooth
40	A bit of cloth
41	Wolf tooth (canine)
42	Wolf tooth (molar)
43	Dried guano
44	Fish tail
45	Dried mushroom

Roll	Item
46	Claw nail, wolf
47	Hair
48	Dead chipmunk
49	Button
50	Half-eaten bird
51	Dried wad of chewing tobacco
52	Lint
53	Ball of earwax
54	Leaky wooden cup
55	Fresh twig
56	Ball of string
57	Clump of moss
58	Bit of honeycomb
59	Rusty ankle shackle
60	Rusty, bent key
61	Severed fingertip
62	Acorn
63	Broken quill
64	Dried scalp
65	Rusty, bent nail
66	Link of chain
67	Rusty, bent belt buckle
68	Piece of charcoal
69	Half-eaten potato
70	Flint
71	Length of twine (d20 inches)
72	Strip of rawhide (d10 inches)
73	Sling stone
74	Dried twig
75	Flint arrowhead tip
76	Meat jerky
77	Dirty red ribbon (d12 inches)
78	Small wooden carving
79	Whittling stick
80	Sawdust
81	Dirty rag
82	Dented metal mirror
83	Badly loaded bone dice
84	A visor (goblins hate sunlight)
85	Collar and leash for a pet rat
86	A wet piece of chalk
87	Elf ear
88	Tonail clippings
89	Shiny rock
90	Candle stub
91-00	Empty (there's a hole in this bag)



2) Open Pit

Encounter: 2 goblin crossbowmen (22 EPs each), 2 goblin spear men (22 EPs each)

Potential Yield: 2 light crossbows, miscellaneous junk

Potential Story Award:

❑ Bypassing the open pit without falling in (50 EPs)

The passage continues another 30 feet before ending in an open pit fully 20 feet across and 10 feet deep. Any character running or sprinting down the hall only have a 25% of noticing the open pit (failure to notice indicates the character has fallen). Subsequent allies receive a 25% bonus per for every five feet behind the leader (assuming they can see him fall...characters running into and through complete darkness get what they deserve).

On the far side of the pit are four goblin guards – two armed with crossbows and two with spears. The goblins attempt to remain concealed behind the corners until an invading force reaches the pit. The goblins with crossbows then shoot at them (ducking around the corner to reload) while those with spears reload a second set of light crossbows, but they stop that activity and attack anyone climbing over the edge of the pit (note that such a character will be prone, have no shield bonus and no other bonuses while the goblin receives a +4 attack bonus against a prone, unmoving opponent). A successful attack forces a Feat of Strength check against d20p + damage done or the damaged character falls back into the pit.

▶ A successful Climbing/Rappelling check (Easy) is needed to scale this rough pit.

Each goblin carries a small pouch with d4p-1 random items from the [Goblin Bag Contents chart](#).

Goblins with Light Crossbows: HP 19, 20; Init 3; Spd 20; Atk +3; Dmg 2d6p; Def +2; DR 2; ToP 7, 8/ 6; Size S; Move 5 ft./sec.

Goblins with Spears: HP 20, 21; Init 3; Spd 8; Rch 9'; Atk +3; Dmg 2d6p-1; Def +2; DR 2; ToP 8/6; Size S; Move 5 ft./sec.

If invaders make it out of the pit, the two spear men engage while one crossbowman flees through area 5 and the other flees to area 3. The crossbowmen continue to reload and move only 2½ ft/second down the respective halls until the enemy breaks through (at which time they fire if reloaded or flee to area 5 or 3, respectively). The crossbowman are trying to lure the trespassers into their cleverly devised goblin traps. If intruders head east, the crossbowmen sneak back and fire at the party's rear.

3) Boulder Trap

Encounter: 2 goblins (22 EPs each)

Potential Story Award:

❑ No PCs get crushed by the rolling boulder (50 EPs)

The passage turns left and continues into the darkness.

The southern part of this passage has a wooden ramp atop which is perched an enormous boulder. Characters without ample light are unlikely to even notice the set up unless halfway down the corridor as the boulder is shrouded in darkness. A lone goblin lurks behind the boulder waiting for intruders to enter the passage, while a second goblin and any survivor from [Area 2](#), position themselves with cover (80%) under the ramp and loose crossbow bolts at the interlopers (in an attempt to force them to advance into the room).

When anyone enters at least 20 feet into the room, he pulls the chock securing the boulder and sends it careening down the ramp at a rate of 10 feet/second for the first second, then 20 feet per second until it hits home or the far wall. Characters caught in its path will be crushed for 4d6p points of damage (no saving throw), while the second rank suffer 2d6p or d6p with a successful save (Dex plus d20p versus the boulder's d20p + 10).

2 Goblins: HP 16, 17; Init 3, Spd 8 (short sword) 20 (crossbow); Rch 1'; Atk +3; Dmg 2d6p-1 (short sword) or 2d6p (crossbow); Def +2; DR 2; ToP 6/ 6; Size S; Move 5 ft./sec.

The goblins' short swords and armor are too crude to be of any worth to the PCs, but the crossbow(s) is worth 25% of the going rate.

4a) Goblin Barracks

Encounter: 2 goblin crossbowmen (22 EPs each), 6 goblin spear men (22 EPs each), goblin commander (67 EPs)

Potential Yield: 2 light crossbows, short sword, ringmail (dwarf size), 4 sp, 6 cp, miscellaneous junk

If the complex is alerted, these goblins creep up to the nearby T intersection (between [Areas 2](#) and [10](#)) and peer around the corner, hoping intruders will head west or north into trapped [Areas 3](#) or [5](#).

If the enemy moves their direction, the crossbowmen loose bolts, then sprint toward [Area 10](#) to alert the others and draw the attackers their way while the commander and remaining spear men hide by [Area 4a](#) waiting for the adversaries to run past them so they can surround and attack the party's rear guard.

Partially filled sacks are piled around the walls and occasionally in the midst of this foul-smelling, leaf-strewn room. Crude markings deck the walls.

This room serves as sleeping and living quarters. The sacking is crude bedding (filled with leaves and pine needles), while the loose leaves are merely lost stuffing. The crude markings are foul goblin graffiti (all violent, vile and/or pornographic).

Currently nine goblins billet in this room. The PCs can gather up the light crossbows and the commander's human-crafted weapons and armor. Any other goblin weapons or armor here are too crude to be of any value.



While each of these goblins carries a small pouch with d4p-1 random items from the [Goblin Bag Contents chart](#), the commander's pouch also includes 4 sp and 6 cp.

Goblins with Light Crossbows: HP 19, 20; Init 3; Spd 20; Atk +3; Dmg by range; Def +2; DR 2; ToP 7, 8/ 6; Size S; Move 5 ft./sec.

Goblins with Spears: HP 20, 21, 19, 21, 22, 23; Init 3, Spd 12 (jab 8); Rch 9'; Atk +3; Dmg 2d6p-1; Def +2; DR 2; ToP 8, 8, 7, 8, 8, 9/ 6; Size S; Move 5 ft./sec.

Goblin Commander: HP 26; Init 4, Spd 8 (jab 7); Rch 1'; Atk +5; Dmg 2d6p+1 (short sword); Def -1; DR 4 (ringmail); ToP 10/6; Size S; Move 5 ft./sec.

4b) Bear Bait

Encounter: Chained black bear (138 EPs)

Potential Story Award: ☐ Letting the bear loose on the goblins (200 EPs)

A vicious black bear bellows and snarls at you from the darkness.

Anyone approaching within 10 feet of the western wall of this alcove will be attacked by this half-mad bear. However, since the bear is chained up, the PCs can simply stand outside its reach and kill it with ranged weapons if so desired (thus, the bear's EP value has been reduced to compensate).

Some months ago the goblins managed to subdue a black bear and subsequently chained it to the far wall of this L-shaped passage. They now routinely torture it (from afar with spears) and use it as a disciplinary measure for unruly slaves and disobedient tribal members. The chain restricts the bear's reach to a mere 10 feet from the far wall. The bear is crazed from its mistreatment and viciously mauls anyone it can reach.

If the PCs somehow manage to free the bear from its shackles, it attacks whomever it can reach (goblin or otherwise).

Black Bear: HP 45; Init 1; Spd 4; Rch 2' (short); Atk +8; Dmg 2d6p+4; Def -1; DR 9; ToP 18/ 11; Size L; Move 20 ft./sec.

5) Balance Beam

Potential Story Award: ☐ first time crossing the balance beam without falling off (50 EPs)

Fleeing goblins move across the tree-bridge and then pull it back into the passage ten feet so enemies have to wade through the water to reach them. They want intruders to follow them, but angry and humiliated, so goblins may tarry near the end of the passage and insult pursuers.

If a goblin was able to pull back the log, read:

The passage here is submerged in water. The end of a log bridge floats about 15 feet from your side and stretches into the darkness.

If a goblin was unable to pull back the log, read:

The passage here is submerged in water. A log bridge rests on your side and stretches into the darkness offering a path over the murky liquid.

The floor of this 30-foot-long stretch seems to have sunk about 3 feet and is now filled with water, thanks to minor flooding. Rather than wade through the water, which is stagnant and mixed with goblin eliminates, the goblins felled a tall pine tree, roughly chopped off its branches, and brought it in to serve as a rudimentary bridge. The goblins move across this bridge at half their normal movement rate.

► Crossing the bridge without falling into the sewage requires a successful Dexterity check every 10 feet if moving at walking speed (every 5 feet if running, or every 20 feet at half walking speed). Falling into the water results only in the loss of one Honor, but no physical injury. However, the water is contaminated and disease-ridden. Any non-goblin coming into contact with it must check to see if they have contracted flux (reference the disease rules on page 148).

6) Spike Traps

Encounter: 2 tripwire plate traps

Potential Story Award: ☐ Bypassing the two traps without injury (25 EPs for each trap)

The goblins have trapped this passageway with two spiked boards. Each consists of a small, dirt-covered and spiked wooden board pulled back under tension. The first trap is three feet off the ground and in the open, merely out of sight around the corner. Any creature rounding the corner trips the wire and release the trap, which slams a spike into anyone within a 5-foot arc of the corner.

The western trap lies around the next corner, but springs from the ceiling to a height of 4 feet (halflings pass right under it, but others catch the brunt of it). After leaving the water-filled corridors, the safe route is to hug the eastern and northern wall until nearing the next corner, then hugging the southern and western walls.

The goblins obviously know about the traps and lead pursuers through them.

Tripwire Plate Trap (2): Disarm Traps (Average), Atk +10; Dmg 2d6-1, Manual Reset.

7) Impasse

Encounter: 4 giant rats (12 EPs each)

A noxious stench emanates from the massive pile of debris, refuse, rubble and junk that blocks this passage.

The goblins made this area a dumping ground for rubble and garbage. Even some body parts of their victims can be seen sticking out from under the great mound of filth. Naturally enough, the trash pile has attracted some vermin – giant rats, to be precise. They attack anyone who enters this northern passage (the goblins simply stay back and throw their garbage at the pile from a distance). If the PCs search the trash pile, they find mostly rotten food and broken items, along with d4p-1 items from the [Goblin Bag Contents chart](#) every 5 minutes spent searching. Anyone spending more than a fleeting moment searching the trash heap loses one point of Honor and must check to see if they have contracted flux (reference the disease rules in the appendix)..

Rats, Giant: HP 9, 10; Init 0; Spd 10; Rch 1' (short); Atk 0; Dmg 1d4p+1; Def -1; DR 1; ToP 3, 4/ 10; Size S; Move 5 ft./sec.

8) Miners' Barracks

Encounter: 8 goblin miners (22 EPs each), goblin foreman (67 EPs)

Potential Yield: Ringmail (dwarf size), flail, miscellaneous junk

Filled with piles of bedding, this room reeks of goblin stench.

This room serves as the barracks for the goblin miners, where they lie sleeping in their piles of bedding, exhausted from hours of duty in the newly excavated mine tunnel. The goblins assigned to mining duty are the males lowest in the pack hierarchy.

Each miner carries a small pouch with d4p-1 random items from the [Goblin Bag Contents chart](#). The foreman uses a flail and ringmail of solid construction.

Goblin Miners: HP 20, 20, 18, 19, 19, 20, 21, 19; Init 3, Spd 7; Rch 0'; Atk +2; Dmg 2d4p -1 (dagger); Def +2; DR 2; ToP 8, 8, 7, 7, 7, 8, 8, 7/ 6; Size S; Move 5 ft./sec.

Goblin Foreman: HP 25; Init 4, Spd 13; Rch 3'; Atk +5; Dmg 2d8p+1 (flail); Def -1; DR 4 (ringmail); ToP 10/6; Size S; Move 5 ft./sec.

If alerted to an invasion, the foreman rouses the tired miners and either defend their area (if the attackers arrive from [Area 6](#) or [7](#)) or move through the secret door at [Area 9](#) and attempt to attack the enemy from the rear.

8a) Mining Area

Encounter: 8 goblin miners (22 EPs ea), goblin foreman (67 EPs)

Potential Yield: Ringmail (dwarf size), flail, miscellaneous junk

A rough hewn passageway, merely 4 feet high and three feet wide heads off from the main passage here. You can hear the din of a loud commotion up ahead, including shouting and the ring of metal striking metal.

If explorers continue down the passage, continue:

The tiny winding passage opens into a wider area, although the ceiling remains a confining 4-feet in height. An obvious mining operation is underway, powered by goblins led by an armored foreman.

This new tunnel is the goblin king's experiment in honest labor (not that he'd do any digging himself, of course, but he's certainly greedy enough to make others do the work for him). He's even using a dwarven captive (see [Area 11](#)) to advise them on their efforts, though they listen to his advice only when it won't take too much effort. As such, the tunnel has not been shored up, so the more the goblins work at it, the more likely it becomes to collapse. Currently, the tunnel is only about 4 feet tall, meaning that characters larger than halflings must stoop or crawl through (at half their normal walking speed). When at work, a goblin foreman keeps a close eye on the miners, making sure they don't rebel against the king's enforced labor.

Each miner carries a small pouch with d4p-1 random items from the [Goblin Bag Contents chart](#). Otherwise, the items here are too crude to be worth anything. The foreman does use a flail and ringmail of dwarf construction, however, so the PCs should want to grab those.

Each PC who uses the mining tools in this area has a 20% chance/hour to find a silver nugget worth 1d8p sp (up to a maximum of 440 sp in nuggets before the vein runs dry). Unfortunately, there's a 7% chance (plus a cumulative +2% per hour of digging) that the ceiling caves in instantly killing all within!

► To avoid a potential cave-in, a character can use the Mining skill (and lumber from the surrounding woods) to shore it up with beams.

Goblin Miners: HP 19, 20, 18, 21, 19, 20, 20, 19; Init 3, Spd 11; Rch 1 ft.; Atk +3; Dmg d6p+d8p -1 (mining tools; hacking); Def +2; DR 2; ToP 7, 8, 7, 8, 7, 8, 8, 7/ 6; Size S; Move 5 ft./sec.

Goblin Foreman: HP 25; Init 4, Spd 13; Rch 3 ft; Atk +5; Dmg 2d8p+1 (flail); Def -1; DR 4 (ringmail); ToP 10/6; Size S; Move 5 ft./sec.

Unless alerted by a desperate, fleeing goblin, the miners here remain ignorant to any assault as the area is far too noisy to hear combat from other areas of the complex.

9) Secret Door

Potential Story Award:

❑ Finding and opening the secret door (25 EPs)

This goblin secret door is cunningly concealed as part of the rocky wall. If a character states that he's looking for a secret door, he's got a 1 in 6 chance to locate it (or 1 in 3 if he's a thief). Locating the opening mechanism is part of finding the secret door (an automatic success). The goblins use this door to surround and trap intruders or to escape them as needed.

10) Assault Zone

The first time the party reaches this area, they find only an empty intersection of two passageways. However, if the party attacks the main goblin den ([Area 12](#)), some goblins (either from [Area 12/13](#), [4](#) or [8](#)) surely use this intersection to surround the PCs and create a two-front situation. Further, if the party is on its second (or third, or fourth, etc.) assault on the goblin's lair, this section makes an ideal place for the goblins to set up barricades (the tables from [Area 12](#)). Suggested locations are: one in the north-south passage, about 10 feet north of the intersection; and another in the east-west passage, only a few feet beyond the intersection.

11) Prison Cell

Encounter: Bargrum Tardek

Potential Story Award: ❑ Rescuing the prisoner (150 EPs)

This small room holds a dwarf merchant named Bargrum. The goblins captured him five days ago, and have been tormenting him mercilessly. They draw the line at killing him only because the goblin king learned of his profession and wants to keep Bargrum as a pet appraiser and advisor for any valuables the goblins might pull out of their new mine. One of the goblin commanders (see [Area 12](#)) has the key to the Bargrum's cell.

► If someone attempts to pick the lock, have them roll d100+Lock Picking skill mastery versus d100 for the lock. The door may be forced open with a Feat of Strength check vs. d20+15 for the door.

Bargrum Tardek: N dwarf merchant; HP 8 (normally 26), Init +2, Def +2, DR 0, ToP 10/7, appraisal (gems & jewelry) 53, geology 48, language (Baparan 29, dwarven 72), mining 33

12) Male Goblin Den

Encounter: 13 goblins (22 EPs each), 2 goblin commanders (67 EPs each), goblin shaman (167 EPs)

Potential Yield: 2 suits of ringmail (dwarf-size), staff, 2 short swords, 16 sp, 24 cp, miscellaneous junk

Three crudely constructed tables, each with small boulders or short, upended logs for seats fill the center of this room. On

the northern wall is a large hole about 4 feet in circumference, which serves as a fireplace for heating and occasional cooking (the smoke travels upward through a small vertical tunnel less than 1 foot in diameter).

When not in use, the fireplace also serves as a shortcut to the room on the other side of the wall. Several small piles of rags and refuse near the fireplace serve the goblins as beds. Thirteen male goblins, plus the goblin shaman and two of the king's commanders, can be found here.

Each of the common goblins here has a short sword and shield of crude goblin construction and carries a small pouch with d4p-1 random items from the [Goblin Bag Contents chart](#). The commanders' pouches also include 8 sp and 12 cp each, with one them including the key to [Area 11](#). The commanders use human-crafted weapons and armor.

Goblins: HP 23, 21, 18, 21, 19, 20, 20, 21, 22, 23, 20, 22, 20; Init 3, Spd 8; Rch 1 ft.; Atk +3; Dmg 2d6p-1; Def +6; DR 2; ToP 9, 8, 7, 8, 7, 8, 8, 8, 9, 8, 8, 8, 8/6; Size S; Move 5 ft./sec.

Goblin Commanders: HP 25, 26; Init 4, Spd 8 (jab 7); Rch 1'; Atk +5; Dmg 2d6p+1 (short sword); Def +4; DR 4 (ringmail); ToP 10/6; Size S; Move 5 ft./sec.

Goblin Shaman: LE goblin cleric 3; HP 28; Init 4, Spd 11; Rch 1'; Atk +4; Dmg d6p+d8p-1 (mace); Def +4; DR 4 (ringmail); ToP 10/6; Size S; Move 5 ft./sec. Spells: (1) alleviate trauma (2) cure minor wound (3) safe haven

13a) Goblin King's Sleeping Quarters

Encounter: Goblin king (200 EPs)

Potential Yield: 14 sp, 9 cp, 3 nuggets worth (9 sp), dwarven-sized scalemail, Battle Axe +1

The goblin king sleeps in this area, which boasts an actual human-manufactured bed (child-size) and straw mattress, obtained on a raid.

Goblin King: HP 34; Init 6, Spd 12; Rch 2'; Atk +8; Dmg 4d3p +2 (Battle Axe +1); Def +2; DR 5 (scalemail); ToP 13/6; Size S; Move 5 ft./sec.

The king's pouch also contains 14 sp, 9 cp, and three silver nuggets each worth 2 sp, 3 sp and 4 sp respectively, and the king uses dwarven-crafted (and dwarven-sized) scalemail, a small shield and a Battle Axe +1 of human manufacture.

The king is unlikely to be found in this area. He generally spends most of his time in [Areas 12 and 13](#) and will certainly be found in [Area 12](#), leading his troops against assailants (safely, from the rear, of course). If the going gets thick, he runs to his treasure chamber and then attempts to flee the lair.

13b) Brood Den

Encounter: 15 goblin breeders and 11 runts (no EPs)

Potential Story Award: ❑ Finding and opening the secret door to [Area 14](#) (25 EPs)

The King confines his breeders and young (runts) here, and comes here to satisfy his baser impulses. He also allows his more loyal troopers to do the same on any breeders they choose. The king personally checks on the growth of any young males. If the male pups seem particularly weak (or when food supplies are lean), he dashes them young against the rocks and feeds on the remains. Likewise, if the king sees any male pups that are growing particularly strong and fast, he kills them to eliminate any potential contenders for his position as early as possible. Once the male pups are weaned, they are moved to the male goblins' den or the mines.

In appearance, this room is similar to [Area 12](#), with piles of rags and refuse for beds. There is a secret door in the north-west wall and another in the eastern wall. If a character searches for a secret door, there's a 1 in 6 chance to locate it (or 1 in 3 if he's a thief). Locating the opening mechanism is part of finding the secret door (an automatic success). The north-western secret door is used by the goblins to surround and surprise attackers entering [Area 12](#) from the south.

If the party enters this room, the breeders and runts cower back in fear. They are non-combatants, and none garner the party any EPs for slaughtering them.

Goblin Breeders: HP 18; Init 3, Spd 8; Rch 1' (short); Atk +3; Dmg 0; Def +2; DR 0; ToP 7/ 6; Size S; Move 5 ft./sec.

Goblin Runts: HP 9; Init 3, Spd 8; Rch 0' (short); Atk +1; Dmg 0; Def +0; DR 0; ToP 3/ 6; Size S; Move 5 ft./sec.

13c) Privy

Potential Story Award:

❑ locating and reading the letters (150 EPs)

This is the privy for the communal rooms [12](#) and [13](#). Obviously, it's a filthy disgusting mess. Any character that searches it finds two pieces of parchment that have been used as toilet paper by the king. Each is a letter (well-written in Kalamaran) suggesting that the goblin king join an unnamed individual (the author, presumably) in his plan to assault Frandor's Keep. Neither parchment is signed but both are dated recently (three weeks apart).

Any non-goblin handling these disgusting papers must check to see if they have contracted flux (reference the disease rules in the appendix).

14) Treasure Room

Potential Yield: Short Sword +1, 83 cp, 44 sp, silver nuggets (86 totaling 143 sp)

Potential Story Award: ❑ locating and looting the goblin king's treasure room (150 EPs)

This secret room contains the treasure hoarded by the greedy goblin king. Of all the male goblins, only he knows exactly how to open this secret door. He's never even considered the fact that several of the females have watched him open it, and so could copy his actions if they chose to do so.

The treasure room contains a Short Sword +1, two leather pouches holding 83 cp and 44 sp respectively and a small burlap sack containing 86 silver nuggets worth 143 sp in total.

Further Assaults

Unless the characters are both incredibly careful and particularly lucky, the odds are good that they'll only get part-way through the goblin den before they need to retreat and nurse their wounds. Of course, when they return, the goblins have made some changes.

The goblin den doesn't magically 'respawn' its occupants – there are a set number of goblins, and however many remain when the PCs leave is the number there when the PCs return. However, eight goblins are out raiding and return in 2d4p-2 days.

If a serious assault (5 or more goblins dead or penetration to the sleeping areas) has occurred, these troops remain and reinforce the others, staying on high alert for 8 + d4p days before a new group of raiders is sent out again in search of food and loot. Be sure to take this into account when planning goblin defenses against future raids.

The goblins are not above saving their dead and using them as decoys and to draw fire from invaders. Possibilities include 'sleeping' sentries, 'guards' with spears or crossbows barricaded behind tables, and so on. The idea is to draw crossbow fire (or unwitting spells, although the goblins certainly do not intend this happy result unless they've witnessed some ranged magics) to the already-dead and avoid taking hits on the living.

2) Open Pit

On the northern side of the open pit, the goblins set up an overturned table (taken from [Area 12](#)), which they hide behind and attack characters as they try to exit the pit. If the players looted the crossbows and spears from the original assault, the goblins use their short swords to jab at the intruders. Otherwise, they use the crossbows and spears – shooting at the PCs, then ducking behind the table to reload, while those with spears attack anyone attempting to climb up the far end of the pit and over the table.

When only two goblins remain, they flee and attempt to lure the intruders through as many traps as possible (but not smart to enough to realize that the assailants may know about the traps... but then again some players are dumb enough to spring a trap multiple times). Four goblins from [Area 10A](#) run to [Area 2](#) in support when they hear combat, reaching the intersection in 20 seconds.

10) Intersection

If the party is on its second (or third, or fourth...) assault on the goblin's lair, this section makes an ideal place for the remaining male goblins to have set up barricades (two of the tables from [Area 12](#)). Suggested locations are: one in the north-south passage, about 10 feet north of the intersection; and another in the east-west passage, only a few feet beyond the intersection. If completely overwhelmed, they may fall back into their den, where only one PC can enter at a time (unless they've already discovered the secret door) and so can be easily flanked.

13b) Brood Den

The goblin breeders and runts remain in their den and do not serve as reinforcements for the slaughtered males.

Conclusion

Potential Story Award: ☐ Eliminating the goblin lair (including forcing them to flee and never return) (1000 EPs)

When the goblins are nearly defeated and their lair almost completely wiped out... they surrender. "Okay," they cry (or however you want to paraphrase it), "we surrender! Lower your sword and tell your boss we accept his offer. We'll join you, all right? Just don't kill us!"

Two of the goblins in [Room 12](#) (translators sent on the original scouting mission) can speak Baparan at 26% and 31%, respectively.

Unless the players are particularly bloodthirsty, this might just halt combat in its tracks, as the players turn to look at each other with a confused look on their faces. If their PCs question the goblins, they learn only what little the goblins know – that an envoy representing some human scum showed up a few weeks ago and asked them to join him, and their king refused. The goblins don't volunteer the information about the mine or the skeletons therein (see [The Mercy's Fortune Mine](#) adventure opportunity), in case the PCs happen to clear out the skeletons or get killed in return.

The question of just who this human is, and his plans, must wait for the next part of this exciting narrative in *The Mines of Chaos* adventure! Join us then!

APPENDICIES

This appendix compiles the new monster and character rules for your *HackMaster Basic* game.

MOUNTS

Horses (or ponies for dwarves and halflings) are desirable purchases in that they permit much speedier overland movement particularly in open country or along roads.

Riding Horses

Riding horses are typified by the hobby breed, a lightweight horse of about 13 to 14 hands (*i.e.*, 52 to 56 inches). They are quick and agile beasts capable of traversing long distances. Like all horses, they exhibit a wide array of coat colors and distinctive markings. Horses must be trained to accept a saddle and rider by a trainer (*e.g.*, an individual with the Animal Training: Equine skill possessing at least average mastery).

Horses may only be ridden by human or elven player characters although a halfling may accompany such a rider.

Ponies

Compared to horses, ponies have thicker manes, tails and overall coat, as well as proportionally shorter legs, wider barrels, heavier bone, thicker necks, and shorter heads with broader foreheads. Their temperaments are typically calmer than horses. Dwarves and halflings with the Riding: Equine skill may use ponies as mounts.

Mounted Combat. The mounts presented here possess neither the temperament nor training to serve as war steeds. Thus while outfitting these animals with barding and charging down opponents with a lance is beyond the capability of these mounts, the possibility of engaging in mounted combat is nonetheless real.

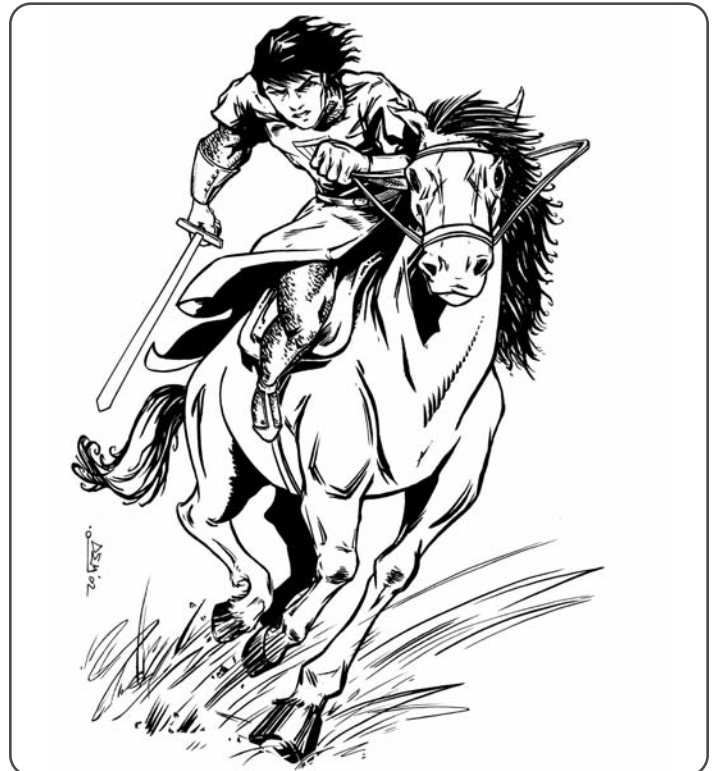
These mounts are nervous animals and their natural reaction to danger is to flee. As such, whenever they encounter a hostile creature they will attempt to run in the opposite direction – regardless of the wishes of their rider. An average Riding skill check is required to rein in the mount.

Fighting from horseback requires a minimum of average mastery in riding (see the Riding skill for full details). Note that melee penalties apply to both attacks and defense.

Intelligent opponents will usually target the rider with their attacks as he is the greater threat. Predatory animals or unintelligent monsters are, however, equally likely to attack the mount or the rider. A mount struck for damage will make a determined effort to flee – necessitating a Riding check (Very Difficult) to prevent this. The rider must attempt the check every time the animal is wounded.

Thrown from the Saddle. A character fighting on horseback is thrown from the saddle if he suffers a knock-back or if his mount succumbs to a Threshold of Pain check. Should this occur, the rider suffers 1d3p damage and is delayed 10 seconds while he regains his bearings.

Overland Movement. Determining travel time for your players is important when they gain some experience and feel



confident enough to explore the untamed wilderness. Below you will find some general movement rates applicable to various modes of travel.

Open terrain is any area with few impediments to travel. A flat prairie is the optimal example but rolling hills and old growth forests offer nearly equivalent ease of movement. Any terrain through which a road has been build offers similar speed of travel provided one remains roadbound.

Impeded terrain presents challenges that serve to slow travel. These may be the result of topography (steep hills, sandy deserts or frequent water crossings), flora (dense undergrowth typical of second growth forest) or weather (snow cover).

Restricted terrain is characterized by features that necessitate frequent backtracking or lengthy detours. Marshes, bogland and mountains are examples of this type of terrain.

Impassible terrain is left to the discretion of the GameMaster to determine. High mountain ranges or broad rivers are two such candidates for explorers without special skills to surmount these challenges.

Movement Rates (miles/day)			
Movement Type	Open	Terrain Impeded	Restricted
Walking	20 m/day	10 m/day	5 m/day
Mounted (riding horse)	60 m/day	20 m/day	5 m/day
Mounted (pony)	30 m/day	15 m/day	5 m/day

Costs and Sundry Riding Gear. If your players wish to acquire mounts, they must seek out an animal trainer specializing in horses or contact a horse trader. The price listed in the equipment section assumes that the animal is broken and saddle trained. Riding equipment is generally available from specialized leatherworkers catering to the equestrian market.

	Light Riding Horse	Pony
Initiative:	-1	0
Speed:	10	10
Reach:	Short	Short
Attack:	+2	0
Damage:	1d6p -2 (biting)	1d6p -4 (biting)
Special Attack:	none	none
Defense:	+3	+1
Damage Reduction:	2	2
Hit Points:	20+4d8	18+3d8
ToP Save:	5	6
Size:	Huge	Large
Move:	30 feet/second	20 feet/second
EPV:	30	15

EQUIPMENT

HackMaster Basic presented a relatively brief selection of goods available for purchase. This section expands upon that utilitarian list with additional items available in and around Frandor's Keep (prices in the Keep are usually double these standard prices, due to freight surcharges and other inflation).

Ammunition Accessories

item	Cost
bowstring	2 cp
quarrel case, 20 bolts	5 cp
quarrel case, 32 bolts	8 cp
quiver, 12 arrows	3 cp
quiver, 20 arrows	6 cp
quiver, 4 javelins	6 cp

Cloth & Furs

A bolt of cloth is a yard wide and contains 40 linear yards of material. Cloth is often encountered in less than full bolts – such a case consider each yard to be worth $\frac{1}{40}$ th of a bolt.

Cloth of gold is a fabric woven with a filling yarn wrapped in a band of high content gold filé. Cloth of silver substitutes the wrapping material. *Samite* is a luxurious and heavy silk fabric while *satin* is a linen weave with a glossy surface and dull back.

Common furs include cat, dog, opossum, rabbit and raccoon. Beaver, fox and otter are more desirable while rare animals like ermine and mink fetch the highest prices.

cloth	Cost
cloth of gold	100 sp / bolt
cloth of silver	20 sp / bolt
cotton	4½ sp / bolt
linen	7½ sp / bolt
samite	50 sp / bolt
satin	12 sp / bolt
silk	35 sp / bolt
wool	3 sp / bolt
accessories	
gold thread	6 sp / spool
lace	1 sp / spool
ribbons	½ sp / spool
silver thread	1½ sp / spool
furs	
common	¾ sp / pelt
uncommon	1 sp / pelt
rare	5 sp / pelt

Mounts & Sundry Riding Gear

Mounts	Cost
Pony	30 sp
Riding Horse	75 sp
Tack & Harness	
Bit and Bridle	15 cp
Halter	1 cp
Horseshoes & shoeing*	1 cp
Saddle, riding	10 sp
Saddle bags, large	4 sp
Saddle bags, small	3 sp
Saddle blanket	2 cp

* monthly expense - must be performed by a proficient farrier

Tools

Carpenter's Tools: This kit provides the basic tools required to perform carpentry work (iron hammer, mallet, auger, crosscut saw, chisel, plane and broad hatchet).

Miner's Tools: These iron tools are necessary for any excavation work and include a gad, pick, sledgehammer and several chisels and wedges.

Item	Cost
Anvil	25 cp
Bellows	30 cp
Block & Tackle	50 cp
Carpenter's Tools	62 cp
Chain (per foot)	3 cp
Chisel	3 cp
Crowbar	6 cp
Fishing Net (hand)	10 cp
Fishing Pole w/ line & hook	5 cp
Grappling Hook	15 cp
Hoe	6 cp
Ladder, wooden (10')	6 cp
Miner's Tools	55 cp
Pick, Miner's	25 cp
Pitchfork	8 cp
Plow, Iron	72 cp
Shovel	7 cp
Sickle	4 cp
Sledgehammer	18 cp
Wheelbarrow	30 cp

Spices

These are highly desired, as their substantial values indicate. While the costs listed may seem very dear, bear in mind that these are given *per pound*. This represents a very significant quantity of the particular listing. In practical usage, it is far more likely to encounter these spices already partitioned into ounce portions (valued at $\frac{1}{16}$ th the price listed in the chart).

Spice	Cost (lb)
Camphor	85 sp
Cinnamon	70 sp
Cloves	20 sp
Frankincense	125 sp
Ginger	50 sp
Ginseng	275 sp
Mace	100 sp
Mustard	100 sp
Myrrh	250 sp
Nutmeg	85 sp
Paprika	60 sp
Pepper	90 sp
Rock Salt	1 sp 7 cp
Saffron	45 sp
Spikenard Oil [nard]	165 sp
Vanilla	300 sp

Other Items

item	Cost
Soap (1 lb.)	5 cp
Tent	
large	25 sp
small	5 sp
Wagon	
two-wheeled	60 sp
four-wheeled	125 sp

LEECH MAN

Also Known As: Shepherd's Bane

I remember one time I was in this mountain stronghold full o' soldiers — you'd reckon a place like that would be safe — and some of the local leech men slipped up outta the river and into the stable, so they could start feedin' on the horses. The stable boys noticed a few bite marks each night, but the lazy sods didn't do anythin' about it until one of the prize stallions dropped dead at an officer's feet.

It took a few days fer them to call me in, since they figured that a guard patrol oughta spot any intruders and tried that first, but the guards had no joy at it. The horses kept gettin' bit each night even with guards watchin' the stable doors — from a safe distance, I bet.

Well, I suspected what was goin' on, so once they showed me some coin I went to work. I cleared the horses outta the stables and made

right sure there was only one workin' door and one open window. Then I commissioned a couple of sheep from the main pen and tethered them up right in the center of the stable floor, and splattered a bunch of cow blood around fer good measure.

It didn't take long after night fell fer those blood thieves to come climbin' up the outer wall and slippin' in through the stable window. Once they started feedin', I slipped around and barred the window behind them. Then me and a dozen soldiers went in through the only remainin' door and slaughtered the whole lot o' them. It was a hell of a mess. Took days to get the stink out. - ⚔

These cowardly, disgusting blood thieves feed off their victims while they sleep.



Leech men can infest an area for months, going undetected while killing local livestock.



Leech men is a pejorative term given to these little bastards ('blood thieves' is another), since their true name is a mystery. These spindly creatures stand about a yard high with lanky black hair, large dark eyes and mere slits for a nose. A leech man's mouth is large and protruding, filled with razor-sharp teeth like that of a lamprey. Their hands and feet are clawed, but these are for maneuverability rather than combat.

Leech men feed on mammalian blood exclusively. Since this tends to coagulate quickly and cannot be ingested in

that state, they prefer to suck the blood from a live animal.

They are nocturnal and utilize the cover of darkness to forage. They make use of low light vision to find prey from a distance and then sneak up under cover of darkness, using intervening terrain to hide their movements. They possess the Climbing/Rappelling, Hiding and Sneaking skills at 40% mastery and use both to gain silent access to their next meal. They are also unusually swift and agile, capable of better speed than many other creatures of their size. Their darting movements make them difficult to both strike and defend against in combat.

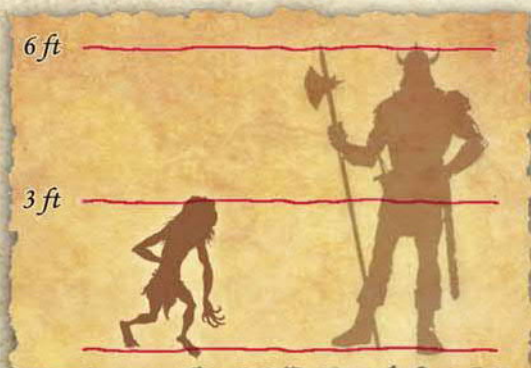
SIGN/TRACKS



RANGE ON TELLENE



SIZE COMPARISON



Combat/Tactics:

Leech men try to avoid battles completely, preferring not to chance injury. If forced to defend themselves from attack, they will bite fiercely. Cowards, they will seek to flee any encounter with armed foes, fighting only if cornered. Their razor maws are capable of inflicting serious wounds but, more insidiously, inject an anesthetic. Anyone bitten by a leech man must save vs. Virulence Factor 8 poison or suffer a 1-point penalty to Attack and Defense for 30 minutes. Subsequent bites compound this penalty.

They are most dangerous against sleeping or prone foes; they are just as capable as a thief of completing a coup-de-grace by biting a creature's jugular.

Habitat/Society:

Leech men seek out a good locale for feeding (a barn or corral where large animals are kept is ideal), then take up residence nearby in a thicket, a hollow old tree or even a hole in the ground and emerge at night to prey on the herd.

A leech man typically makes a small bite in a sleeping animal and then sucks the blood from the wound, draining d4p Hit Points before becoming sated. A mild anesthetic allows the leech man to go undetected in most cases. Of course, they have no qualms about feeding on humans either, emerging from the sewer at night to suck the blood of derelicts, or even being so bold as to sneak into a home through an unlocked window.

As noted previously, leech men are cowardly creatures who avoid getting embroiled in a pitched battle. However, if they are being systematically hunted, they may launch a stealthy raid in the middle of the night to murder their foes in their sleep. Though cunning and potentially malicious, they are not particularly bright. Since they must feed daily, they are quite susceptible to being baited and trapped using a readily accessible sheep or goat as a lure.

Ecology:

Leech men are parasites, living off the blood of larger creatures. They never attack a smaller animal as the effort is not worth the payoff. They can survive by eating rats, squirrels, rabbits and the like, but never willingly do so. A herdsman can detect their presence by the tell-tale round sores on the undersides or hind quarters of his larger beasts of burden (horses and cattle are favorites). Large predators that hunt similar herd animals are their main natural competitors. Lions and hyenas, for example, hunt the same prey and actively kill leech men.

On Tellene:

Leech men can be found across Tellene. They avoid colder climates and alpine settings for lack of prey, but may migrate to the valleys along with their prey as the cold weather strikes. They are very prevalent in Tarisato, Mendarn, northern Zazahni and other locations where year-round grazing is readily available for large bovines and herd animals. They avoid central Svimohzia because of the prevalence of big hunting cats.

LEECH MAN

HIT POINTS:	10+d4
SIZE/WEIGHT:	S/30 lbs.
TENACITY:	Cowardly
INTELLIGENCE:	Obtuse
FATIGUE FACTOR:	-3

MOVEMENT

CRAWL:	2½
WALK:	5
JOG:	10
RUN:	15
SPRINT:	20

SAVES

PHYSICAL:	+3
MENTAL:	+3
DODGE:	+6

SPEED 6	INIT -1
ATTACK +4	DMG REDUCTION 0
DEFENSE +7	DAMAGE 2d4p
short REACH	TOP SAVE 2

ATTACK:

Bite deals 2d4p points of damage and requires a save vs d20p+8 or suffer 1 point penalty to Attack and Defense for 30 minutes; leech men drain 1d4p HP of blood before becoming sated

SPECIAL ABILITIES:

Mastery of the Climbing, Hiding, and Sneaking skills at 40% each; can coup de gras as a thief

GENERAL INFO

ACTIVITY CYCLE:	Nocturnal
NO. APPEARING:	3-10
% CHANCE IN LAIR:	10%
FREQUENCY:	Infrequent
ALIGNMENT:	Non
VISION TYPE:	Low Light Vision
AWARENESS/SENSES:	Standard
HABITAT:	Any, usually isolated spot near prey
DIET:	Sanguivorous
ORGANIZATION:	Individuals or band
CLIMATE/TERRAIN:	Temperate to tropical, near water

YIELD

MEDICINAL:	healers may use leech man venom as anesthetic
SPELL COMPONENTS:	nil
HIDE/TROPHY:	nothing you'd want to hang on your wall
TREASURE:	nil
EDIBLE:	no
OTHER:	nil
EXPERIENCE POINT VALUE:	50

SKILLS

Jewelrymaking

Relevant Abilities: Intelligence
Cost: 2 BP
Universal: No
Prerequisite: Appraisal (Gems & Jewelry) 10 or better
Materials/Tools: Yes

Characters with this skill can appraise, design and work with jewelry and jewelry tools (pliers, tweezers, and so on). They can create rings, necklaces and other ornamental jewelry. Their work can fetch prices many times the costs of the raw materials used (although a buyer must still be found).

A successful skill check means the work is well done, and worth at least the amount shown in the chart below (though the PC may attempt to sell it for more or less, if desired). A failed result indicates the work was botched or flawed in some way and the resulting piece is worth no more than the original materials.

Skill Check Roll		Repairing/Creating Jewelry	
Modifiers		Value of Work	Time Spent
Trivial (-90)		Repairs only	Minutes to hours
Easy (-80)		x1½	One day
Average (-40)		x3	Two days
Difficult (0)		x5	Four days
Very Difficult (+10)		x10	Seven days

Mastery Level	The character can...
Unskilled	Not use this skill.
Novice	Operate jeweler's tools and handle materials; finish rough gems; cut gems
Average	Repair minor damage to jewelry (usually replacing clasps and pins)
Advanced	Mend broken jewelry (usually crafting replacement pieces); copy an existing piece of jewelry (with sample in hand)
Expert	Repair a severely damaged piece of jewelry; design a piece of jewelry based on an existing style (without a sample)
Master	Design a completely new style or piece acclaimed as a work of art

PROFICIENCIES

Butcher (3 BP): A butcher knows the proper procedure to slaughter livestock or game animals, and how to cut up the carcass to provide the most meat. He knows how to trim away the fat, if desired, and get rid of everything that is inedible.

As a general rule, assume that most mammals provide about 50+2d4% of their weight in usable meat. This may vary

depending upon the genus, species (pigs provide an incredible 68+1d6%) or individual. A butcher needs a sharp knife (and the animal, of course) in order to use his proficiency. Large or greater animals also require a large hammer or similar tool.

Farrier (3 BP): A farrier is a specialist in equine hoof care, including the trimming and balancing of a horse's hoof and the placing of shoes to the horse's foot.

Prerequisite: Blacksmithing/Metalworking 26 or better.

QUIRKS AND FLAWS

Some residents of Frandor's Keep have quirks or flaws that the PCs do not. As GM, you may impose one or more of the following quirks through some traumatic event that occurs to the PC while adventuring, or use these charts for character creation (instead of those in *HackMaster Basic*). Players may spend 1 Building Point to re-roll as usual.

Animal Phobia: A person with this quirk has an irrational fear of a certain animal. When encountering a feared animal, the character's morale drops from Hero level to Nervous and he must make an immediate morale check. Failure indicates that the character freezes (50% — even if being attacked he will simply stand there and cry out) or attempts to flee (50%) until the animal is gone, he escapes or dies, frozen in fear. Roll a d20 on the chart to determine what animal the character fears.

Roll (d20)	Type of Animal Phobia
01-03	Arachnids
04-05	Bats and Birds
06-09	Canines
10	Felines
11-12	Rodents
13-15	Snakes
16	All Reptiles
17-18	Flying Insects
19-20	All Insects

Claustrophobic: Characters with this quirk have an irrational fear of confined or enclosed spaces. Every time the character wants to enter or finds himself in a confined space (such as hiding in a crate, crawling through a tunnel or possibly even entering a dungeon), he either refuses to enter or panics until he's back in a more open area. If escape is impossible, the character huddles in a corner or runs around in circles, suffering a -2/-10% penalty on all die rolls. Your GM may apply additional penalties if the character comes under additional heavy stress while in tight quarters.

Gambling Addiction. Characters with this quirk can't seem to hang onto money for long. If they are in the vicinity of any gambling activity, from a cock fight to a discussion on whether it will rain before noon, they try to make a bet. If they run out of money, they put up their equipment/mount, borrow from comrades, steal or make deals they'll come to regret later.

Gullible: If there's a sucker born every minute, this character must have been born twice. A character with this quirk is the perfect patsy and likely falls for anything he's told. He's an especially easy mark for chiselers, beggars (never failing to believe their sob stories and donating a few coins to the vagrant), con artists and dishonest shopkeepers. A gullible character pays 2d10% higher than the asking price for any item he purchases and cannot differentiate between quality and junk at the time of purchase (but can figure it out later, generally the hard way).

Gullible characters also suffer a -2 Saving Throw penalty versus any sort of Charm effect (either via magical or innate means).

Inappropriate Sense of Humor: A character with this quirk is apt to laugh or blurt out playful but insulting comments at the most inopportune moments and play practical jokes on people he should not (such as pious priests and well-armed soldiers). He's also the first to laugh when bad things happen to others (like falling in a pit) and might also inadvertently add injury to insult (such as pulling back his helping hand at the last second so his friend falls back into the pit just as he's about to climb out).

Lusty: A character with this quirk thinks about sex even more than most people and seems to know the location of every whore in every town he's ever visited. A lusty character must take advantage of a brothel's services whenever the opportunity presents itself (e.g., when passing one with coin in his pocket, when bored, etc.). He also suffers a 20% penalty against any Art of Seduction checks against him by a member of the opposite sex.

Merciless: These characters are hard and without compassion, seemingly unmoved by emotion. Widows and orphans with sob stories, for example, need not apply. The character is tough on any in his employ and even on companions, pets and mounts. Such a character cannot take a prisoner and suffers a -20% to all interrogation efforts as he is unable to play anything other than the 'bad cop' role and can never (duplicitously) gain the trust of the subject.

Shy. A shy character finds it difficult to speak out or voice an opinion, and becomes tongue-tied when talking to a member of the opposite sex. He or she also avoids all social engagements when possible, even if that means offending important people. The character suffers a 10% penalty to relevant skill checks (e.g., Fast Talking, Recruiting, Salesmanship, etc.)

Flaws

Bad Limp: the character has a heavy, ugly and severely off-kilter hobble that is obvious to an observer looking for the individual (+40% to Observation checks when looking for the moving character). The character can only move half as fast as is normal for someone of his race and may not sprint. Female characters (except dwarves) suffer a -50 fractional points to their Looks score.

Roll (d%)	Quirk
01-03	Absent-Minded
04-07	Animal Phobia
08-12	Claustrophobic
13-14	Close Talker
15-17	Compulsive Liar
18-28	Fear of Heights
29-33	Foul-Mouthed
34-38	Gambling Addiction
39-43	Glutton
44-53	Greedy
54-56	Gullible
57-60	Inappropriate Sense of Humor
61-64	Lusty
65-67	Merciless
68-70	Miserly
71-72	Needy
73-74	Nosy
75-78	Paranoid
79-83	Quick-Tempered
84-90	Racist
91-93	Shy
94-00	Superstitious

Roll (d%)	Flaw
01-17	Allergies
18-21	Anosmia
22-26	Bad Limp
27-34	Colorblind
35-39	Facial Scar
40-45	Flatulence
46-52	Hairy
53-59	Hard of Hearing
60-62	Lisp
63-69	Myopia
70-78	Pocking
79-83	Prematurely Gray
84-86	Sleepwalker
87-91	Sterile
92-95	Stutterer
96-00	Tone Deaf

DISEASES

Diseases and plagues are common in medieval realms such as the Kingdoms of Kalamar. Poor sanitation, lack of knowledge of the methods of disease transmission and simple ignorance all add up to very deadly factors.

Fortunately, the worst diseases tend to be rare, as they kill off the entire afflicted population and then die off when they have nowhere else to go. However, some of the most advanced diseases can lie dormant for decades (or even centuries) while waiting for a living victim. Thus, disease can strike anywhere at any time on Tellene.

Use of Diseases in Play

Perhaps because disease is something everyone can relate to (certainly more so than sorcery or dragons), there has been a trend to mimic real-world pathology when incorporating contagions into a RPG. The results have usually been unworkably complex with the net result being underutilization except in the case of those specific to a monster.

While such efforts have been admirable, they fall prey to a couple of key conceptual flaws. First is the fact that any RPG is by its very nature an abstraction. Player characters are never so detailed as would be required to perform a proper immunological study. The simple constitution score does not reflect all the nuances (endocrinology, genetic susceptibility or resistance, etc) required to 'realistically' determine the progression of a disease. Attempting to do is comparable to precisely cutting a beam to a sixteenth of an inch tolerance with a woodsman's axe. The tools available don't support the job.

The second flaw is that the very concept of pathology is an anachronism. Disease agents, vectors of transmission and inoculations are completely unknown concepts. Cities did not have proper sanitation methods and even the use of soap for personal hygiene is centuries off. Much as with guns, the building blocks to implement these modern concepts are present but neither the knowledge nor the methodology (*i.e.*, Francis Bacon's concept of scientific inquiry that today we take for granted) is present.

Disease should therefore take on more folksy nomenclature ('the shakes' versus acute nervous system disorder). Their method of transmission cannot be systematically determined (and is undoubtedly wrongly ascribed by the afflicted population).

Infection (Catching Diseases). As a GameMaster, you should view disease as another tool in your kit with which to challenge your players. As such, it should be knowingly placed into a scenario with the same care you would position a monster or a poison needle trap. For example, a village the players may travel to could be noted as having the plague. If they enter the village they are exposed. It simply isn't necessary to denote that the plague is transmitted by flea bites, contaminated drinking water or an airborne retro-virus. It's an area effect and if they enter the area – they're affected.

Similarly, a specific well, offal pit or even an entire monster lair can be listed as containing disease 'X.' The presence of the disease becomes another challenge.

Disease Statistics. Diseases have two important baseline characteristics: Communicability and Severity.

Communicability represents the ease with which a person exposed to the disease may become infected. Severity is a measure of how difficult it is for the victim to withstand the disease.

When exposed to the disease, a character (or the GM secretly on his behalf) rolls d20p and adds his CON score while the GM rolls a competing d20p adding the disease's Communicability rating. If the GM's roll exceeds the player's, the PC has contracted the disease.

If the PC contracts the disease, he must repeat this process with the GM rolling d20p + the disease's Severity rating. If the GM exceeds the PC's roll, that character suffers the Full Effect of the disease. If the PC matches or exceeds the GM's roll, he still contracts the illness but only suffers the minor effect of the disease. These effects are detailed under the specific listings.

Note that while the diseases may mention stages in their effects, this is for illustrative purposes only.

Death from Disease. While some diseases are explicitly terminal, others may prove fatal to the weak and elderly. If a disease causes a penalty to an ability score that lowers said score to zero, the victim dies from the illness.

Treating Disease. A PC with Advanced mastery in First Aid can attend to a sick victim and add a +1 bonus to his d20p roll versus severity. A Master of First Aid applies a +2 bonus.

Advanced HackMaster will introduce clerical magic that allows for supernatural treatment of diseases.

Specific Diseases

BRAIN FEVER

Brain fever is a waterborne disease. Check for communicability if a character drinks from a water source contaminated with the disease.

Communicability: 5

Severity: 6

Minor Effect. A day after contracting the disease, the character develops a severe migraine. This causes the temporary loss of 1 point of Intelligence and Charisma, a -1 penalty to Attack and Defense rolls and a 10% handicap on all skill checks.

The disease persists for 1d3p months during which time the symptoms become worse affecting mood, sleep patterns and concentration. The patient incurs an additional -1 penalty to Intelligence, Charisma, Attack and Defense (and 10% handicap to skill checks) per month.

Once the disease has run its course, ability scores and combat effectiveness are restored at a rate of 1 per week. Skill check penalties lessen at 10% per week.

Full Effect. As above, but the disease progresses until either Intelligence or Charisma reaches 0 and the victim dies. Victims of brain fever are often completely unable to work (because of skill check penalties) long before they die.

FLESH ROT

Flesh rot is typically found in conditions of filth – particularly excrement. Check for communicability if a character searches filth or excrement containing the disease, or physically handles items so coated.

Communicability: 10 **Severity:** 8

Minor Effect. Beginning 3d4p hours after contracting flesh rot, the victims may notice a brownish discoloration where the contagion contacted the skin. This discoloration spreads over the next 24 hours until its effects become somewhat debilitating. The victim initially suffers -1 to both Dexterity and Looks. The disease persists 1d3p weeks during which time an additional -1 penalty to Dexterity and Looks is applied per week.

Once the disease has run its course, ability scores are regained at a rate of 1 point of Dexterity and Looks per week.

Full Effect. As above, but the disease persists 2d4p weeks.

FLUX

Flux is a disease of filth and may be contracted from contact with garbage or feces, immersion in polluted water, or by drinking from a contaminated source. Check for communicability whenever an individual is exposed to one of the aforementioned conditions.

Communicability: -2 **Severity:** 4

Minor Effect. d4+1 days after contracting the disease, the victim may experience any number of the following symptoms: nausea, abdominal cramping, frequent watery defecation, vomiting, and loss of vitality. For the next 2d3p days, he or she suffers a penalty of -4 to Strength and Dexterity.

Full Effect. Once the disease manifests itself, the victim suffers symptoms similar to those described above. However, they are so intense as to incapacitate the individual for 2d4p days. Complete bed rest is necessary. Once the symptoms alleviate, the person is upgraded to the minor effect and must pass through that stage before recovering completely.

PLAGUE (AKA THE KISS OF MANGRUS)

Plague is found throughout Tellene. It is one of the most potent diseases due to its high communicability and severity. It is most common in urban areas, especially large cities and towns. Check for communicability if the character enters a village or town in which the disease is present.

Communicability: 15 **Severity:** 9

Minor Effect. Beginning 1d6p days after infection the victim manifests symptoms including fever and itching and blackened skin around the lymph nodes. This persists for 2d4p days after which the patient begins feeling tired and dizzy with heightened fever and swollen lymph nodes. (Characters suffer -1 to Strength and Intelligence and -5% to all skill rolls for the next 1d6p days). The fever then breaks and all penalties are removed.

Full Effect. As above, however the fever does not break. For the next d3p days, the victim is bedridden with symptoms including continued high fever and chills; severe, bloody cough; large, painful puss-filled buboes; blackened, infected lymph nodes and swollen glands. (Character disability increases to -3 Strength, Constitution and Intelligence. Spell casters cannot cast spells).

Following this stage, the symptoms become far more painful and ugly. (Character disability increases to -6 Strength, Constitution and Intelligence and -3 to Dexterity, Wisdom and Charisma. Spell casting is impossible.) Within 4d6p hours the patient expires.

RAT BITE FEVER

Certain rats are carriers of this disease. Check for communicability if bitten by a diseased rat.

Communicability: -2 **Severity:** 7

Minor Effect. Within d3p hours of contracting this disease, a rash appears around the wound. Within an additional hour, this spreads over the entire body. For the next 24+3d12p hours, the victim suffers -1 to attack, defense and damage rolls. The rash then begins to dissipate.

Full Effect. As above, however the rash grows more severe and irritating. For 3d3p days, the victim suffers -3 to attack, defense and damage rolls. The rash then begins to dissipate.

THE SHAKES

'The shakes' is a disease found on wild edible plants. Humans and other intelligent beings (dwarves, elves, Halflings and the 'monster' races such as kobolds, goblins, orcs, hobgoblins, gnomes and bugbears) infected with the disease may also be carriers. Check for communicability if the character physically touches an infected victim or eats contaminated food (which appears no different from unaffected varieties, though a Botany check (Difficult) reveals this).

Communicability: 6

Severity: 7

Minor Effect. Two days after contracting the disease, the character develops a twitch in some part of his body. This increases in severity for the next three days until muscle spasms are frequent. The character is then assessed a -1 penalty to Dexterity. Symptoms persist for an additional 1d4p weeks during which time the character is beset by muscular tremors (hence the disease's name). An additional -1 Dexterity penalty is added for each week the disease rages. Once it dissipates, lost Dexterity is restored at 1 point/day.

Full Effect. As above, but persisting for 2d4p weeks.

WASTING

Humans and other intelligent beings (dwarves, elves, halflings and the 'monster' races such as kobolds, goblins, orcs, hobgoblins, gnomes and bugbears) carry this disease. Check for communicability if the character has close contact with an infected victim (*e.g.*, normal speaking distance).

Communicability: 0

Severity: 7

Minor Effect. A week after contracting the disease, the victim will begin to feel tired and run down (and is penalized -1 to Strength and Constitution). The disease persists for 1d4p months during which time the patient gets progressively more lethargic, loses weight and his hair begins to fall out. Each month the victim loses 2.5% of his initial body weight and an additional point of Strength and Constitution.

Once the disease runs its course, ability scores return at a rate of 1 per week. Body mass returns to normal at 1%/week assuming an adequate diet.

Full Effect. As above, but the disease progresses until either Strength or Constitution reaches 0, whereupon the victim dies.

POISON

As with monster poisons (see HackMaster Basic), the character is allowed a contested die check versus the poison. The player rolls d20p+CON, while the GM rolls d20p+Virulence Factor. If the GM rolls above the PC's score, the victim suffers the full effect of the poison. If the PC's score is higher ('success'), he suffers minor or no effects, as described.

POISON IVY

Poison ivy is found in most temperate woodlands and adjacent regions. It grows as a shrub, ground cover or as a climbing vine. An exposure check (d20p+CON vs. d20p+6) should be made when an individual enters an area containing poison ivy.

Virulence Factor: 6

Effect if save made: No effect.

Effect if save failed: A successful First Aid check (Average) relieves the condition if made within 10 minutes of exposure.

Otherwise, 12+d12 hours after exposure, a severe itching of the skin develops, followed by a red inflammation and, if serious, a blistering of the skin. In severe cases, oozing sores develop.

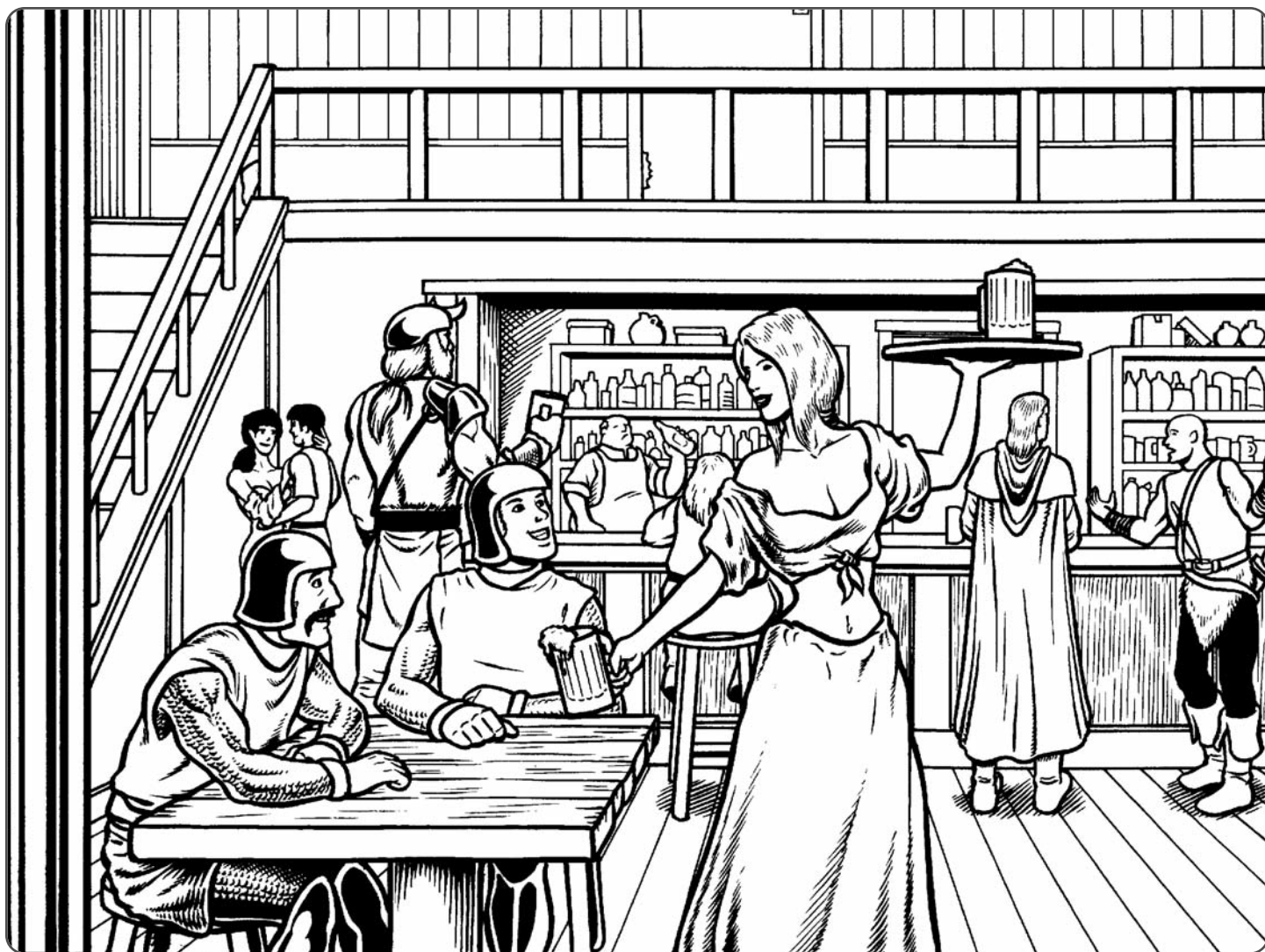
To determine the exact severity, roll d12.

01-09: -1 Dex, 5% penalty to skills w/ DEX as relevant ability

10-11 (serious): -2 Dex, 10% penalty to skills w/ DEX as relevant ability

12 (severe): -3 Dex, 15% penalty to skills w/ DEX as relevant ability

Symptoms last for 4+2d4p days, after which any lost Dexterity is immediately restored.



NPC Quick Reference Chart

Because Frandor's Keep is home to many Non-Player Characters, we've compiled a listing of the notable NPCs in a chart beginning on the following page. Each NPC is listed numerically by location, and includes the following attributes.

Name: A character's name tends to be representative of his race, so the more your players adventure in the Kingdoms of Kalamar setting, the more likely they are to recognize a character's origin by his name alone, even before you've finished describing him.

Mundane NPCs often encountered with notable NPCs are listed by their profession, such as apprentice carpenter, typical guard, typical vendor and so on. Choose any name you feel is appropriate.

Sex/Race: When multiple sexes are provided, the choice of male or female is the GM's option.

Location: This is the character's primary location, which is usually his home and/or place of business.

Position: This is how most other characters might describe the character's place in the Keep environment.

Information Known: This entry indicates how many rumors or bits of information the character knows in a particular category: General, Area, Quarrytown, Keep, Upper Rung and Lower Rung Information.

For example, an NPC with Glx1 and Klx2 means the character knows one bit of General Information and two pieces of information about goings-on in the Keep.

See page 23 for the full rumor and information charts. Select an appropriate rumor from the list or roll randomly.

Places Frequented: This latter reference indicates where an NPC may be found (other than his residence or place of work) throughout the day. The GM may choose others as desired.

Associates: This entry lists other characters that the NPC deals with on a fairly regular basis.

Factions: An NPC may belong to an affiliation of other NPCs (primarily the Black Fists or Rikar's Ravens).

NPC Quick-Reference (Quarrytown, Palisade, Lower Bailey, Middle Bailey M1-M10)

NAME	SEX/RACE	LOCATION	POSITION	INFORMATION KNOWN
"Mumbling" Jakar Mer	M/Baparan	Q1	Merchant	Qlx1
Kramidar Temlon	M/Baparan	Q1	Merchant	Glx1, Qlx2
Ganodira Temlon	F/Baparan	Q1	Merchant	Glx1, Qlx1
Nyrash	M/Dejy	Q1	Trapper/Hunter	Glx1, Qlx3, Llx2, Alx3
Typical Vendor	Mostly M/F/Baparan	Q1	Merchant	Glx1, Qlx1, Alx2
Rikar's Ravens	Mostly M/Baparan	Q and various	Thieves/Fighters/Gang	varies
Kamyar (Shorty the Prophet)	M/Fhokki	Q3	Vagrant	Glx2, Klx1, Qlx2
Harga Pateris	M/Baparan	Q4	Blacksmith	Glx1, Klx3, Qlx2
Vesina	F/Baparan	Q6	Whore	Glx1, Klx6, Qlx4, Ulx2
Rikar	M/Baparan	Q7	Gang Leader	Glx4, Klx5, Qlx8, Llx3, Ulx1, Alx3
Darnon Galborn	M/Brandobian	Q8	Farmer/Hostel Keeper	Glx1, Klx2, Qlx2
Gulda Galbron	F/Brandobian	Q8	Cook/Hostel Keeper	Qlx2
Narva	M/Dejy	Q10	Peddler	Glx2, Qlx2
Goazaar	M/Reanaarian	Q11	Cleric	Glx4, Klx1, Qlx3
Haren Vitara	M/Baparan	Q12	Pimp	Glx3, Qlx3
Fela Vitara	F/Baparan	Q12	Pimp	Glx2, Qlx2
Anali	F/Kasite	Q12	Whore/Slave	Glx1, Qlx2
Gundril	F/Brandobian	Q12	Whore/Slave	Glx1, Qlx3
Kibata	F/Baparan	Q12	Whore	Glx1, Qx2
Larkka	F/Fhokki	Q12	Whore/Slave	Glx1, Qlx1
Ralsha	F/Dejy	Q12	Whore/Slave	Glx1, Qlx1
Rolna	F/Dejy	Q12	Whore/Slave	Glx1, Qx1
Tokanu	F/Koraki	Q12	Whore	Glx2, Klx2, Qlx2
Larzon Bayz	M/mixed race	Q13	Bounty Hunter	Glx4, Klx3, Qlx5, Alx3
Kylsha	F/Dejy	Q15	Thief/Guide	Glx2, Klx2, Ulx2, Qlx4
Fekur	M/Kasite	Q16	Interpreter/Scribe/Appraiser	Glx2, Klx2, Ulx2, Qlx4
Gamgee	M/Dwarf	Q17	Sword for Hire	Glx2, Klx2, Qlx3, Alx3
Marak Donar	M/Baparan	Q18	Tavern Keeper	Glx4, Klx2, Qlx5
Bavigo Esamil	M/Baparan	Q19/Q20	Baker	Glx2, Klx1, Qx3
Lokara Esamil	F/Baparan	Q19/Q20	Baker	Glx1, Qlx2
Pumar Esamil	M/Baparan	Q19/Q20	Apprentice Baker	Glx1, Qlx1
Donifer Genam	M/Baparan	Q21/Q21a	Leatherworker/Tanner	Glx3, Klx1, Qlx3
Harakin Panora	M/Baparan	Q22	Farmer	Glx2, Klx1, Qlx2
Typical Soldier	M/Baparan	P1/P2/P3	Soldier	Glx2, Klx3, Alx2
Rin Foroso	M/Baparan	P1	Master Blacksmith	Glx2, Klx1, Qlx1, Llx3, Ulx2, Alx2
Apprentice Blacksmiths	M/Baparan	P1	Apprentice Blacksmith	Glx1, Klx1
Markin Binsaro	M/Baparan	P2/P3	Stable Master	Glx2, Klx3, Qlx2, Ulx1
Stablehands	M/Baparan	P2/P3	Stablehand	Klx2
Typical Guide	Mostly M/Baparan	L2	Guide	Glx1, Klx1, Alx1
Typical Laborer	Mostly M/Baparan	L2/M11	Laborer	Glx1, Klx1
Raslon Melrodin	M/Brandobian	L3	Prisoner	Glx2, Klx1
Typical Official Interpreter	M/Baparan	L5	Interpreter	Glx3, Klx3, Ulx2, Llx2, Alx1
Typical Official Scribe	M/Baparan	L5	Scribe	Glx2, Klx2, Ulx2
Narm Furli	M/Baparan	L6	Warehouse Master	Glx2, Klx3, Ulx1, Llx3, Alx2
Warehouse Assistant	M/Baparan	L6	Warehouse Assistant	Glx1, Klx1
Nepa	F/Brandobian	L9	Jeweler's Clerk	Glx3, Klx2, Ulx3, Llx3
Typical Man-at-Arms	Mostly M/Baparan	M1	Man-at-Arms	Glx1, Klx1
Dilan Vitisar	M/Baparan	M2	Scribe/Translator	Glx4, Klx3, Ulx3
Sevlon Lelton	M/Eldoran	M2	Scribe/Translator	Glx2, Klx2, Ulx1
Fari Patiros	M/Baparan	M2	Scribe/Translator	Glx3, Klx2, Ulx2
Lakar Vitisar	M/Baparan	M2	Scribe/Translator	Glx2, Klx2, Ulx1, Alx1
Dolm Minel	M/Cosdolite	M3	Trapper/Merchant	Glx2, Klx1, Llx1, Alx3
Elmin	M/Fhokki	M4	Weaver	Glx2, Klx1
Tajela	F/Dejy	M4	Weaver	Glx2, Klx1, Llx1, Alx1
Anari Remosa	M/Baparan	M5	Armorer/Weaponsmith	Glx2, Qlx1, Klx2, Llx2, Ulx1, Alx2
Karoba Remosa	M/Baparan	M5	Apprentice Weaponsmith	Glx1, Klx1
Melisar Remosa	M/Baparan	M5	Apprentice Armorer	Glx1, Klx1
Grond	M/Baparan	M6	Mercenary	Glx2, Qlx1, Klx1, Llx1, Alx3
Belipar	M/Baparan	M6	Painter	Glx2, Qlx1, Klx1, Llx1
Stosh Fortron	M/Brandobian	M7	Cleric	Glx2, Klx1, Ulx1, Alx3
Kiparus Belan	M/Baparan	M9a	Bounty Master	Glx2, Klx2, Qlx1 Llx2, Ulx1, Alx4
Madame Radaama	F/Reanaarian	M9b	Mage	Glx3, Klx3, Qlx1, Llx1, Ulx2, Alx2
"Dasas" Zhenshi	M/Svimohz	M10	Merchant	Glx2, Klx1, Llx2, Ulx1, Alx4

PLACES FREQUENTED	ASSOCIATES	FACTIONS
Toe Hold (Q18)	Stosh Fortron (M7)	
Toe Hold (Q18)		Ravens
Toe Hold (Q18)	Rikar (Q7), Fekur (Q16)	
Toe Hold (Q18)	Rikar (Q7)	
Pavilion (Q2), others	Vesina (Q6)	
Toe Hold (Q18)	Kylsha (Q15)	
Toe Hold (Q18)	Rikar (Q7), Fela (Q12)	
Toe Hold (Q18)	Rikar (Q7), Haren (Q12)	
Toe Hold (Q18)		
Toe Hold (Q18), Broken Hilt (M12)		
Toe Hold (Q18)		
Toe Hold (Q18)		
Toe Hold (Q18)		
Toe Hold (Q18), Broken Hilt (M12)		
Toe Hold (Q18)	Gamgee (Q17)	
Galborn's Hostel (Q8)	Goazaar (Q11)	Ravens
Toe Hold (Q18)	Shorty (Q3)	
Den of Delight (Q12), Toe Hold (Q18)	Larzon (Q13), Stosh (M8)	
Toe Hold (Q18)		
Toe Hold (Q18)	Stosh Fortron (M7)	
	Stosh Fortron (M7)	
Toe Hold (Q18)	Nyrash (Q1)	
Toe Hold (Q18)		
Broken Hilt Tavern (M12)	Anari Remosa (M5)	
Broken Hilt Tavern (M12)	Rin Foroso (P3)	
Prancing Pegasus Inn (M15)		
Three Leaves to the Wind (M14)		
Prancing Pegasus Inn (M15)		
Prancing Pegasus Inn (M15)		
Prancing Pegasus Inn (M15)	Rikar (Q7)	Ravens
Broken Hilt Tavern (M12), Toe Hold (Q18)	Narm Furli (L6), Rikar (Q7)	Ravens
Prancing Pegasus Inn (M15)		Black Fists
Broken Hilt Tavern (M12)		Black Fists
Prancing Pegasus Inn (M15)	Lakar Vitisar, Fari Patiros, Sevlon Lelton (M2)	
Broken Hilt Tavern (M12), Bathhouse (U7)	Lakar Vitisar, Fari Patiros, Dilan Vitisar (M2)	
Prancing Pegasus Inn (M15), Bathhouse (U7)	Lakar Vitisar, Sevlon Lelton, Dilan Vitisar (M2)	
Broken Hilt Tavern (M12)	Dilan Vitisar, Fari Patiros, Sevlon Lelton (M2)	
Broken Hilt Tavern (M12)	Elmin, Tajela (M4), Athur (M21)	
Prancing Pegasus Inn (M15)	Dolm Minel (M3), Tajela (M4), Athur (M21)	
Prancing Pegasus Inn (M15)	Elmin (M4), Dolm Minel (M3), Athur (M21)	
Prancing Pegasus Inn (M15)	Poram Tiran (M13)	
Broken Hilt Tavern (M12)		
Prancing Pegasus Inn (M15)		
Broken Hilt (M12)	Jakar Mer (Q1), Gamgee (Q17), Bavigo (Q20)	
Toe Hold (Q18)		Black Fists
Broken Hilt Tavern (M12)		
Prancing Pegasus Inn (M15)	Wailyn Daramariel (M19)	

NPC Quick-Reference (Middle Bailey M11+, Upper Bailey, The Ransom)

NAME	SEX/RACE	LOCATION	POSITION	INFORMATION KNOWN
Mal Varasin	M/Baparan	M11	Master Carpenter	Glx4, Klx2, Llx1, Ulx1, Alx4
Feranis Lamal	M/Baparan	M11	Carpenter/Journeyman	Glx2, Klx1
Takane Amora	F/Baparan	M11	Widow/Business Owner	Glx1, Klx1, Ulx1, Alx2
Apprentice Carpenters	Baparan	M11	Apprentice Carpenter	Glx1, Klx1
Lamar Vikara	M/Baparan	M12	Tavern Keeper	Glx3, Klx3, Qlx2, Llx2, Ulx1, Alx2
Dela	F/Baparan	M12	Whore	Glx2, Klx2, Qlx2, Llx2
Fitolima	F/Baparan	M12	Whore	Glx2, Klx2, Qlx2, Llx2
Pakara	F/Baparan	M12	Whore	Glx2, Klx2, Qlx2, Llx2
Helena	F/Baparan	M12	Whore	Glx2, Klx2, Qlx2, Llx2
Inala	F/Baparan	M12	Whore	Glx2, Klx2, Qlx2, Llx2
Asa	F/Baparan	M12	Whore	Glx2, Klx2, Qlx2, Llx2
Dvorn	M/Fhokki	M12	Bouncer	Glx2, Klx2, Qlx1, Llx1, Ulx1, Alx1
Thurvan	M/Fhokki	M12	Bouncer	Glx2, Klx2, Qlx1, Llx1, Ulx1, Alx1
Kibika	F/Baparan	M12	Serving Wench	Glx1, Klx1, Qlx1, Llx1, Ulx1, Alx1
Ilubek	F/Baparan	M12	Serving Wench	Glx1, Klx1, Qlx1, Llx1, Ulx1, Alx1
Thelka	F/Fhokki	M12	Serving Wench	Glx2, Klx2, Qlx1, Llx1
Lindrela	F/Eldoran	M12	Serving Wench/Fugitive	Glx2, Klx1, Qlx1, Llx1
Poram Tiran	M/Baparan	M13	Leatherworker	Glx1, Klx2
Gisela Tiran	F/Baparan	M13	Leatherworker/Dyer	Glx1, Klx2
Apprentice Leatherworkers	M/Baparan	M13	Apprentice Leatherworker	Glx1, Klx1
Demosi Pelik	M/Baparan	M14	Inn Keeper	Glx3, Klx3, Qlx1, Llx2, Ulx1
Dargrum Tukurz	M/Dwarf	M15	Inn Keeper	Glx3, Klx3, Qlx2, Llx2, Ulx1, Alx2
Rama Mosan	M/Baparan	M15a	Butcher	Glx1, Klx2, Qlx1, Alx2
Apprentice Butchers	M/F/Baparan	M15a	Apprentice Butcher	Glx1, Klx1
Baram Seniden	M/Baparan	M15b	Baker	Glx2, Klx2
Apprentice Bakers	M/F/Baparan	M16	Apprentice Baker	Glx1, Klx1
Balan Kasar	M/Baparan	M17	Cleric	Glx3, Klx3, Ulx1, Alx2
Fanam Fapeki	M/Baparan	M18	Cobbler	Glx2, Klx1
Wailyn Daramariel	M/Elf	M19	Fletcher/Bowyer	Glx3, Klx2, Alx3
Apprentice Fletcher/Bowyer	M/Baparan	M19	Apprentice Fletcher/Bowyer	Glx1, Klx1
Jiric Helsan	M/Baparan	M20	Slaver	Glx3, Klx1, Qlx1, Llx2, Ulx1, Alx3
Athur	M/Dejy	M21	Tailor	Glx1, Klx1, Ulx1, Alx1
Anoz Ghanesh	M/Svimohz	U1	Guard	Alx2, Klx5, Llx1
Master of Arms	M/Baparan	U3	Master of Arms	Glx1, Klx1, Ulx1
Cooks	M/F/Baparan	U4	Cook	Glx1, Klx1, Ulx1
Runners	M/F/Baparan	U4	Runner	Glx1, Klx1, Ulx1
Senior Healer	M/Baparan	U6	Healer	Glx3, Klx2, Ulx1
Healers	M/F/Baparan	U6	Healer	Glx1, Klx1
Apprentice Healers	M/F/Baparan	U6	Apprentice Healer	Glx1, Klx1
Bathhouse Attendants	M/F/Baparan	U7	Bathhouse Attendant	Glx1, Klx1, Ulx1, Alx1
Keep Prefect Ganitek	M/Baparan	U8	Keep Prefect	Glx5, Klx5, Qlx2, Llx2, Ulx6, Alx4
Battle Captains	M/Baparan	U8	Fighter/Advisor	Glx3, Klx3, Qlx2, Llx2, Ulx1, Alx2
Miran Kuvar	M/Baparan	U11	Cleric	Glx3, Klx3, Qlx2, Llx1, Ulx2
Greytar	M/Brandobian	U11	Mage	Glx6, Klx4, Qlx4, Llx3, Ulx5, Alx6
Parato Romili	M/Baparan	U12	Cleric	Glx2, Klx3, Qlx1, Llx1, Ulx3, Alx1
Typical Acolyte	M/Baparan	U12	Acolyte	Glx1, Klx1, Ulx1
Vas Foruvar	M/Baparan	U13	Jeweler/Merchant	Glx2, Klx2, Ulx3, Alx1
Gira Foruvar	F/Baparan	U13	Jeweler/Merchant	Glx2, Klx2, Ulx1
Typical Guards	M/Baparan	U13	Guard	Glx1, Klx1, Llx1, Ulx1
Jish	M/Dejy	The Ransom	Thief	Alx1, Klx1, Qlx3
Alimira	F/Baparan	The Ransom	Apprentice Mage	Alx1, Klx1, Ulx2

Random Names

There may be times when you need a name for a hitherto unnamed minor NPC. The charts to the right can facilitate this. Should you desire a particular name to reflect the NPC's heritage or nationality, 1-10 are Kalamaran/Baparan, 11-16 are Brandobian and 17-20 are Dejy.

01	Balindir	02	Bolimel	Male Names
03	Jaseni	04	Keleki	
05	Melinar	06	Narawaki	
07	Pinar	08	Savik	
09	Takeli	10	Vitirin	
11	Alamir	12	Brandril	
13	Corbren	14	Jelvlen	
15	Malbren	16	Vramel	
17	Chonad	18	Darnad	
19	Shathen	20	Thorosh	

PLACES FREQUENTED	ASSOCIATES	FACTIONS
Prancing Pegasus Inn (M15)	Feranis Lemal (M11), Takane Amora (M11)	
Prancing Pegasus Inn (M15)	Takane Amora (M11), Mal Varasin (M11),	
Prancing Pegasus Inn (M15)	Mal Varasin (M11), Feranis Lemal (M11)	
Broken Hilt Tavern (M12)		
Bathhouse (U7)		
Broken Hilt Tavern (M12)		
Broken Hilt Tavern (M12)	Anoz Ghanesh (U1)	
Broken Hilt Tavern (M12)		
Broken Hilt Tavern (M12)		
Broken Hilt Tavern (M12)		
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Broken Hilt Tavern (M12)		
Broken Hilt Tavern (M12)		
Broken Hilt Tavern (M12)		
Broken Hilt Tavern (M12)		
Prancing Pegasus Inn (M15)	Anari Remosa (M5)	
Three Leaves to the Wind (M14)		
Prancing Pegasus Inn (M15)		Black Fists
Prancing Pegasus Inn (M15)		
Prancing Pegasus Inn (M15)		
Bathhouse (U7)		
Bathhouse (U7)		
Prancing Pegasus Inn (M15)		
Pegasus (M15), Hilt (M12), Toe Hold (Q18)		
Broken Hilt Tavern (M12)	Dolm Minel (M3), Elmin, Tajela (M4)	
Broken Hilt Tavern (M12), Bathhouse (U7)	Fitolima (M12)	
Broken Hilt Tavern (M12)		Black Fists
	Rikar (Q7)	
Bathhouse (U7), Prancing Pegasus (M15)	Lord Reyifor, other soldiers	
Three Leaves to the Wind (M14)		
Prancing Pegasus (M15)	Belipar (M6), Madame Radaama (M9b)	
Bathhouse (U7)		
Bathhouse (U7)		
Broken Hilt Tavern (M12)	Goblins	
	Lord Reyifor	

01	Alina	02	Betina
03	Jeni	04	Kara
05	Lara	06	Marisa
07	Pelina	08	Sari
09	Tegan	10	Brovlel
11	Branema	12	Sarleen
13	Panva	14	Yuvril
15	Wenvita	16	Jashko
17	Frinyr	18	Lyada
19	Jenada	20	Thorosh

Female Names



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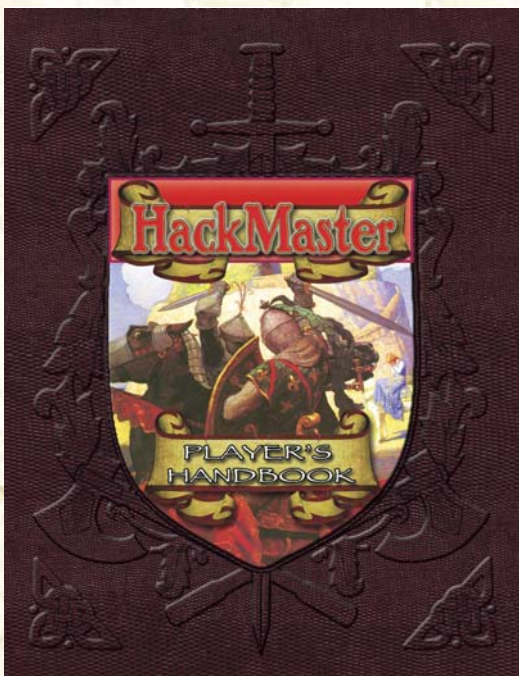
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New Skills

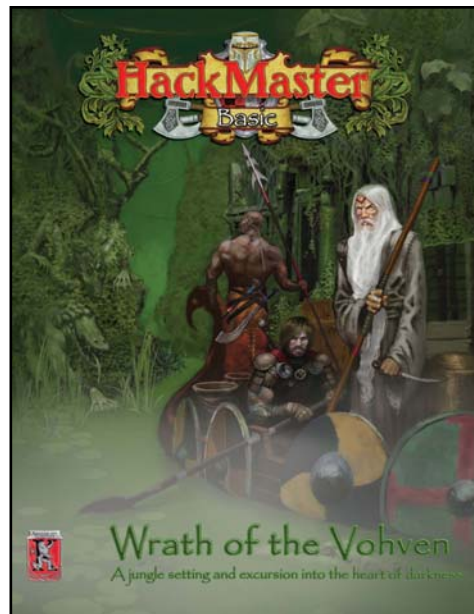
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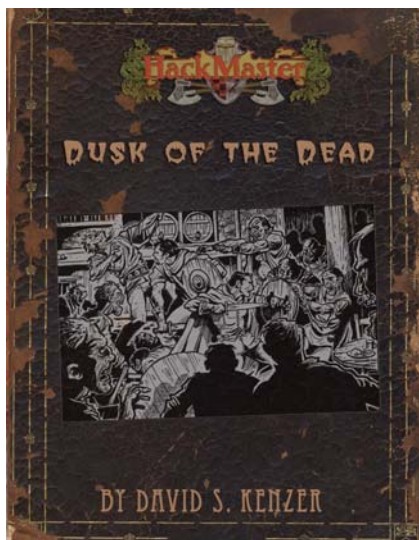
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Two additional HackMaster adventures are available now! Good old print or fancy-schmancy PDF (or choose a specially priced bundle with both). **The Plague of Cosolen** is an urban adventure for levels 3-4 while **Wrath of the Vohven** is an epic quest designed for novice PCs to advance to 4th-5th level by the conclusion. Surf on over to kenzerco.com for more information.



"The long hours on the road have left you yearning for a good night's rest at your favorite way station. Decent food, a clean bed and live entertainment have never sounded so good – especially so with those storm clouds looming on the horizon, mounting winds and periodic raindrops heralding some fouler weather to come. The warm glow of a fire and a hot meal will be welcome, but where is the wait staff?"

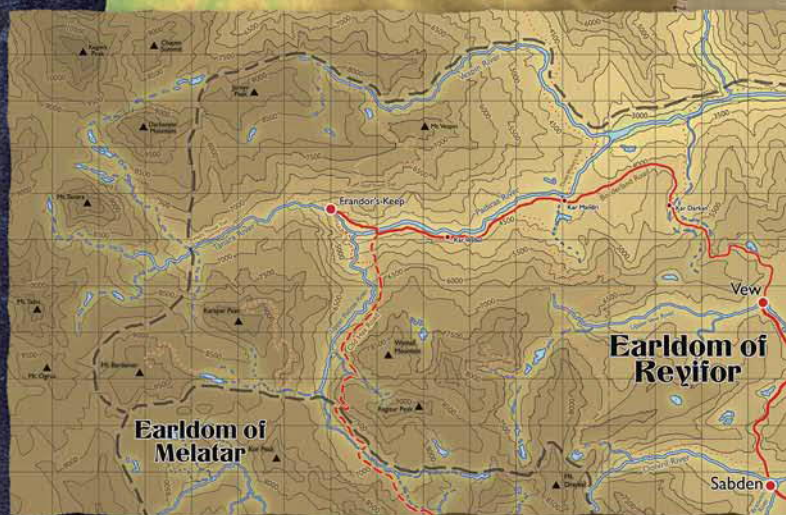
Dusk of the Dead is a new HackMaster adventure featuring a variety of challenges designed for four to six 5th to 7th level player characters.

Detailing a haunted location off the beaten path, *Dusk of the Dead* may be used by itself as a stand-alone one-shot adventure or easily placed anywhere in the wilderness of an ongoing campaign. Located in the wilderness near Frandor's Keep, just off the Borderland Road, *Dusk of the Dead* may also be employed as a follow-on for characters completing the Frandor's Keep mini-campaign and/or as an add-on or segue into the Mines of Chaos series of adventures. The adventure contains a myriad of hooks and ideas for introducing players to the scenario as well as follow-on integration for on-going play with Frandor's Keep, the local towns of Vew and Sabden, as well as direct connections to the City-State of P'Bapar.

Like all Kenzer and Company products, *Dusk of the Dead* was designed with you in mind. The PDF is designed both for traditional use on a PC or to print out on your own as well as being **optimized for tablet use** with internal hyperlinks that allow you to tap on a map and jump right to the description or to follow other internal references direct to the relevant page! We prepare all the details so you can spend less time flipping pages (real or virtually) and more time gaming. Gamemastering has never been so easy or so much fun!

Dusk of the Dead also features maps and illustrations by Knights of the Dinner Table's favorite cartographer Craig Zipse!

Set within the *Kingdoms of Kalamar*, Frandor's Keep is a fully detailed mini-campaign setting for character levels 1-5. A wide array of opportunities, some requiring brawn and others intellect, is presented to challenge players as they explore this environment.



Frاندor's Keep features:

- ▶ A fully detailed garrison and surrounding community
- ▶ Annotated topographical maps covering the surrounding region
- ▶ Three full length adventure modules and five shorter excursions
- ▶ Over two dozen supplemental missions
- ▶ An extensive rumor and information system designed to make the region come alive as NPCs interact with and (often inadvertently) provide tips to players clever enough to pay attention
- ▶ Additional rules (diseases, extra monsters, quirks, flaws and proficiencies) for your HackMaster game

