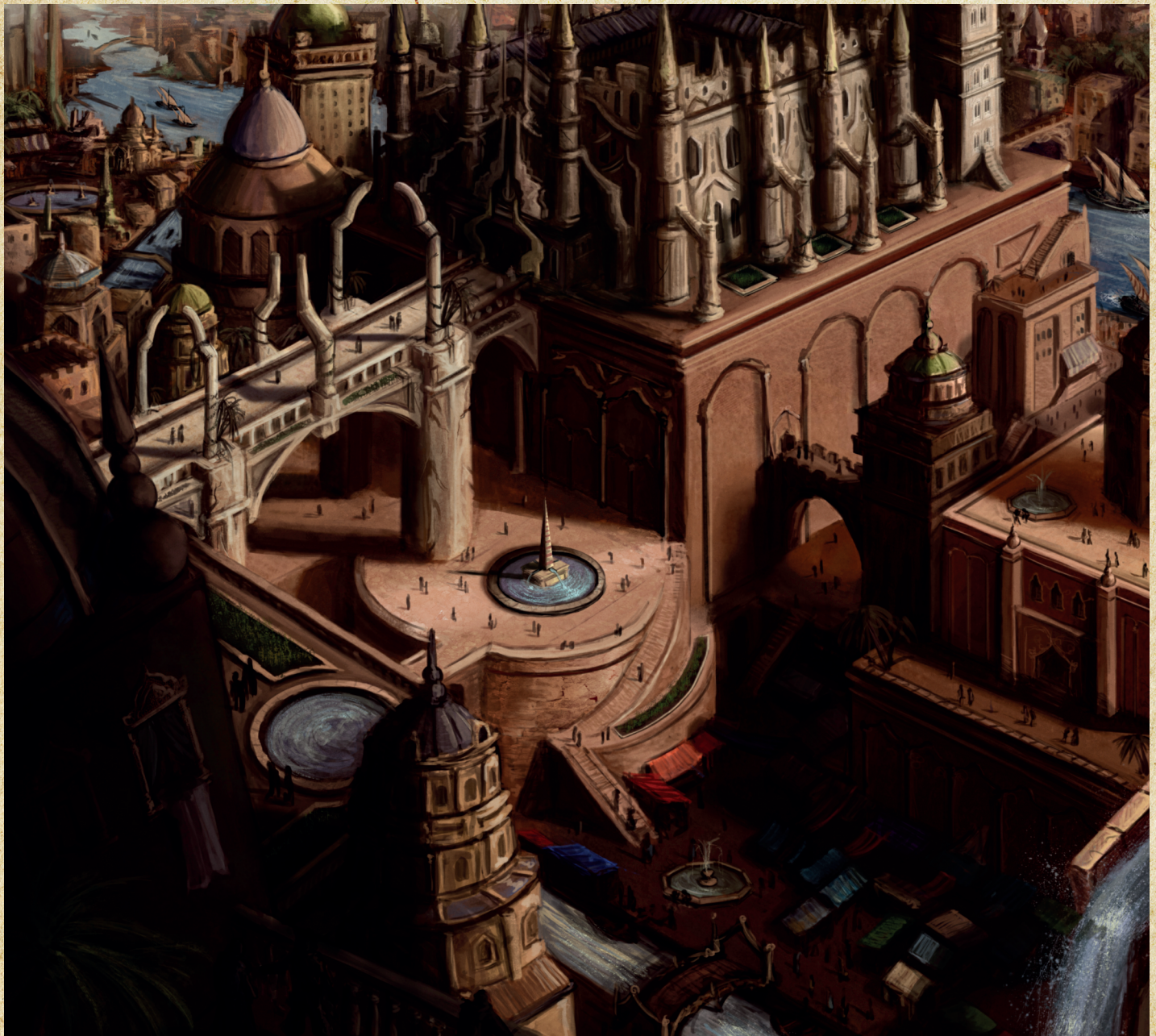


City of Illanter: Kellerin's Rumble



The deed to the warehouse takes you to the city of Illanter, the City of Broken Swords. Your luck increases as your party receives a random invitation to the mysterious Kellerin's Rumble, a annual gambling event. Gossip and rumors fly around the city about the event and YOU, the new warehouse owners. Suddenly, several job opportunities arise before the Rumble if your party is willing to take em....

An adventure for Levels 3 to 5.

City of Illanter: Kellerin's Rumble

By

Malrex



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Author's Note

This adventure is an example of the type of adventure you receive per month on my Patreon. I admit, city adventures are tough for me to create and organize. But during the process of developing this city, several more ideas started to emerge. I think one day I will return to Illanter...Thanks to my supporters on Patreon for supporting me and making this adventure happen!! <https://www.patreon.com/malrexmodules>

Kellerin's Rumble

Introduction: Congratulations are in order for an individual in the party as they have discovered, bequeathed, or won a deed for a warehouse in Illanter. Illanter, the City of Broken Swords, a true gem amongst the fertile valleys of the Vhurakian River. Surrounded by rugged, rocky wastelands, Illanter and its lush valleys, is always a welcoming site to any traveler!

The deed states to present it to Illanter's Chancery, which matches the duplicate found in the cartulary. The deed includes a map of the city and a marker for the warehouse. The warehouse is located along the Vhurakian River in the Rivercliff District. The warehouse and all that is inside or on the property, belongs to the new owner. An errand boy, Jolif, is offered by the Chancery to guide the party to the warehouse.

GM's Notes: If the party decides to head to the warehouse, a tall, gaunt, head-shaven albino man in purple robes is waiting outside and offers an intricately carved, palm-sized, wooden box. If plied, he responds in a dry, husky voice that inside is an invitation for an event from the Kellerin House in one week's time. He doesn't offer anything else and departs quickly. If Jolif is present he gets very excited about the box and invitation—"Open it!! You are incredibly lucky!!"

The invitation states the time (5 pm—a week from now) and directions to the mansion. It also provides a few rules: **1.** Costumes are not required, but heavily encouraged. **2.** 8 rounds of gambling at 100 gp per round. **3.** Winners of each round stay for the 9th and final round with starting bets at 500 gp.

If Jolif is with the party, he encourages party members to costume dress for the occasion and recommends Lady Darla's Clothing shop, a hoity-toity costume store (and expensive) located in the high-end part of the Market District.

Summary: Ellundor Kellirin, Lord of the Kellerin House, was once a successful adventurer and thief. He discovered a **Ring of Wishes** in his journeys and immediately bought a few decrepit buildings for cheap and wished for a mansion, among other things. Word spread swiftly of the strange mansion appearing overnight, and rumors emerged of the strange, hairless, albino servants, Ellundor, as well as his lovely wife Coralis. To further increase the rumor-mongering, once a year, Ellundor puts on a mysterious gambling event known as the Kellerin Rumble, which seems to have a random guest list each time.

Curiosity abounds around the city about the Kellerin Rumble as anyone who has attended does not speak about it as if honoring some code of secrecy. Of course, this causes an outbreak of outrageous rumors and wild tales about the event. Speculation on who gets invited for this year is the buzz around the city and word spreads rapidly about the new Rivercliff warehouse owner and his/her party being invited. Vast opportunities arise for the party as jobs are offered from those who have interest in the event and/or the house.

Code of Secrecy

Elludrin, knows well the honor among thieves, and wished for an item that would protect the secrets within his house. His wording during the wish could have been better, but alas the **Code of Secrecy** is magical and 'programmed' only for the Kellerin House. Any who attend the Kellerin Rumble are required to sign or they are asked to leave. Those who sign the Code can't speak about the interior of the house, its items, or much of its activities. It's almost as if the details are forgotten and an instilled code of ethics/honor is put upon the signee not to look for ways to divulge the information. The details that can be remembered (as they relate to this adventure) include costumes, guests, the food, and the final winner. A *Remove Curse* negates the effects if the signee fails a saving throw vs. spells. A *Dispel Magic* cast from a 10th level caster or higher destroys the **Code of Secrecy**.

Important Note: Although there are a few combat situations, this adventure is designed to be completed mainly through roleplay and/or stealth depending on the actions of the characters. Bonus XP should be rewarded to those completing jobs or for clever play. City adventures are all about the people! The GM is encouraged to create and roleplay memorable characters to make the city feel alive. Please refer to the Random NPC table for quick assistance if needed.

Random NPC Table

M= Male; F=Female

Roll	Name	Appearance	Personality	Notes
1	Romlut	M, bald, huge beard	jubilant, positive	Very loud, can be obnoxious, if opportunity—gets party drunk
2	Jhenna	F, long brown hair, pretty	Quirky, goofy, interrupts others	Rolls eyes a lot, dry delivery of jokes
3	Farley	M, old, haggard, wrinkly	Speaks softly, know-it-all	Penetrating blue eye gaze, feeble
4	Koilev	M, squinty eyes, rugged features	serious, bland, loyal, confident	May trail party out of curiosity. Knows Rumors # 2, 7
5	Helena	F, Gorgeous, blonde, well-kept	Haughty, judgemental, gossips	Drinks a lot, usually drunk, annoying
6	Norra	F, plump, ill-kept	quiet, suspicious	Knows Rumors # 6, 11. Shares rumors for coin
7	Vint	M, muscular, friendly eyes	Good-natured, curious, outgoing	Knows Rumors #1, 4. Works in fields
8	Garel	M, lanky, tall	nervous, awkward	Asks dumb questions—"how long have you been awake today?" "Is that your weapon?"
9	Veronica	F, lithe, athletic, short black hair	Sad, negative, disgruntled, rude	Knows Rumor #8, scar on cheek
10	Olina	F, chubby, freckles, wears lot's of earrings	skittish, hard-worker, distrustful	Dislikes those that break rules or carry weapons/wear armor.

GM's Notes: The players should receive the Player's Map of the City of Illanter. Two taverns in the Rivercliff District-The River Guppy and the Broken Barrel can provide rumors for savvy party members. Please refer to the Rumor Table.

Roll	Rumor
1	Asirel attended the Kellerin's Rumble last year...haven't seen her since.
2	The Kellerin House appeared in one night! No construction crews, no lengthy construction times...it smells of magic!
3	Kellerin's House servants are strange looking. I call them the Hollow Men, as they lack personality...and hair and skin color too I may add.
4	I heard a group of adventurers just took ownership of that haunted warehouse. Good luck to em.
5	I heard Hellri's Shades have been busy lately. Lot's of dem boys been pilfering around the Market District. They doubled up the guards. Not much fun anymore during the farmer's market with everyone eyeballin each other.
6	I heard a lady's lovely singing the other night coming from the Kellerin House. I doubt it was Lady Coralis though!
7	House Morgan has finally been quiet. Lot's of yelling/arguments from that House for almost a year. Between me and you, I heard that Lord Morgan lost a valuable trinket.
8	I swear I saw some old woman staring at me from the attic in that warehouse. She looked all....misty. Gave me the creeps!
9	Dem damn lepers! Da city should oust em out of the city once and for all. Although, to be honest, I've seen less of em around lately.
10	Ol Runnel swears he sees white critters scurrying around the sewer openings and grates. Not sure how they would survive down there with the Globules.
11	Baron Geldrek wore the best outfit last year to the Rumble. Although not sure how he gambled with such floppy sleeves and the flamboyoant mask.
12	Strange, most times only nobles, the rich, or adventurer's are invited to the Rumble, but usually there are always a few random nobodies that are invited. Must be some sort of lottery of names they pick from.

Refer to the Events Table for possible situations the party may find themselves in while wandering the city.

Roll	Event/Situation
1	Priests of the River God march to the river every morning, going waist deep, offering a weaved mat, basket, or even a casket to be floated downriver. This happens outside the player's warehouse....every morning!
2	Partymember narrowly misses dumped chamber pot from 2nd story along an off-street.
3	Group of kids, up to no good. Follow the party, cat-calling, being an annoyance.
4	A woman gasps loudly and draws attention to herself if a PC is armored or equipped with several weapons. Random Town Guard may ask questions.
5	Beggar asks for alms. Has leprosy. Sneezes on characters that refuse to donate, 5% to catch leprosy.
6	Pickpocket steals an item from PC. If noticed, a merry chase through the streets may occur. 50% thief will be captured-roll 3 times, adding a +5% of being caught by the party if clever tactics are used.
7	A heated argument quickly escalates into a brawl. Town Guard comes in 1d6+2 rounds. Question everyone invovled--back at the jail.
8	Roll random PC--a old woman offers a 'magic apple'. Swears it's magical. If eaten, has same effects as Goodberry spell.
9	Town Guard confuses a PC for a wanted criminal. Severe amount of questioning. Depending on roleplay, the character may go to jail for a night or only be held up for a hour or so.
10	Merchant hollers thief, and chases a young man down the street. Young man is running towards the party.
11	Roll random PC--finds a 50 gp gem lying in the muck in road near an ally.
12	Roll random PC--flirted with by someone of the opposite sex. Could be way older so that its creepy.

Although the Rivercliff District consists of mainly warehouses, docks and humble abodes, there are a few rich homeowners on the higher cliffs with views.

Some examples are House Kellerin and House Morgan. These Houses may be in competition with another as desired by the GM.

There is also a general store, mainly with tools and items that are useful along the docks or on boats is near the player's warehouse as well as a small temple dedicated to some River God.

The GM is encouraged to mold Illanter to fit in their campaign. However, suggested information for Illanter can be found in **Appendix I**.

The descriptions for the areas around Illanter are broken up by Warehouse (Room #), Sewer (Sewer #), and Kellerin House (Area #). While the Kellerin Rumble is the main hook for this adventure, let the players decide if they wish to attend, or if they wish to employ stealth to complete some of the other hooks below, or if they don't wish to attend at all!



Hooks: News of the invitation travels fast and soon party members become popular for curiosity's sake.

They are stared at, some people may be overly friendly, and others engage in conversation trying to learn more about them. The party may be approached to see if they would be interested in work. The GM may roll a 1d6 or incorporate several as desired:

1. A Young Boy's Plea: A young boy named Delan (mental disorder, innocent, loyal, stutters) is a new young acolyte of the River God temple. His ramblings are ignored by most, but the priests enjoy his energetic work around the temple. Delan urges and begs the party whenever he sees them to rescue his friend, but is very vague with the details. He believes she is a prisoner in the Kellerin House and has heard her singing once in a while at night. He only offers that she is an exceptional swimmer.

Delon's friend is actually the mermaid in **Area #12B** inside the Kellerin House. He had made friends with her while swimming in the river and because of her, has made the goal of becoming a priest of the River God.

Reward: A clever party able to rescue a mermaid out of the Kellerin House and somehow back into the river should receive a bonus of 1,000 XP each. Party is also given a shell horn by Delan. If on the ocean or freshwater, the horn can be used to gain the assistance of a mermaid, merman, or other friendly aquatic folk for one full day.

2. Hellri's Shades: A rogue (shady, cautious, grim) of Hellri's Shades, one of the Thieves Guild in the city, approaches the party and informs them that Hellri wishes to speak to them. If the party agrees and follows the rogue, he leads them towards a dark warehouse. "Hellri" (actually a guildsmen impersonating Hellri), has seven men with him, while Hellri (very intelligent, proud, bold, quick to anger) observes in the shadows of the warehouse with a guild mage. "Hellri" offers the party a beautiful golden chain inlaid with several sapphires (5,000 gp) for completing a task. The task consists of stealing the House Kellerin's gambling books to determine how much money the Kellerin House makes off the event, and the noted winners. In addition, if the party is successful, "Hellri" offers that his gang won't give the party's warehouse any trouble. Refusal to the offer results in Hellri and his men departing quickly with the guild mage casting *Darkness* to cover their escape. Refusal by the party makes their warehouse a number one target for their thieves' guild.

(7) Thieves: AC 8, Move 12, Level 2 Thieves, hp 8 ea, THACO 19, Attack 1 (by weapon), Size M, Morale 10, XP 35 ea. Equipped with clubs, daggers, and short swords.

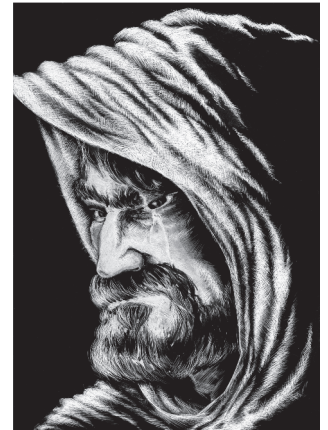
Reward: 5,000 gp necklace. Warehouse is off limits to the Hellri's Shade thieves guild; however, they eventually try to steal back the necklace.

3. House Morgan: Lord Morgan (sheepish, impatient, always seems annoyed) seeks an audience with the party. He tells the sad story that he lost an heirloom during last year's Rumble. The heirloom is a vase with a colorful peacock on it (3,000 gp). It belonged to his wife and he failed to realize how much sentimental value it held over his wife. Sometimes trinkets are thrown back in the pot during betting and he offers 1,500 gp if the party has an opportunity to win it back and return it to him.

Reward: 1,500 gp.

4. The Mouse Mage:

Lochren (licks lips a lot-not necessarily a nervous reaction, straightforward, nasally voice), a mage from the now disbanded Krathe's Reavers adventuring group, wishes to hire the party for a task while inside the Kellerin House. He wants the party to put a purple crystal orb inside House Kellerin's library (**Area #18**). He claims the



room has a huge wyvern chandelier in it. He explains that one of his old companions "accidentally" stole it when he was invited to the Rumble and he merely wishes it to be returned without any fuss or embarrassment. He offers 300 gp for their trouble. Of course, this is all a lie.

The purple crystal orb is the size of a grapefruit (approximately 50 gp) and is a container carrying special cargo. Inside is Lochren's familiar, a mouse, that he hopes to set loose in the Kellerin's library. Lochren is able to see through the mouse's eyes with magic and plans to copy a book called "Mystery of the Seahorse People" and other important documents for a client. Of course, Lochren is not aware of the many cats inside the house...

Reward: 300 gp.

5. Damsel in Distress: The small-time Lord of the Jackaldam House sends a servant to bring the party to a quiet and private audience. Vorn Jackaldam (laughing eyes, honest, fair, charismatic) explains that his drunk, now exiled son, gambled off Vorn's daughter, Sarissa, in last year's Rumble. He believes she is a servant within the House but has not seen or spoken to her in a year. He wishes the mission to be very discreet and suggests the party splits up (some attending the Rumble, while others look for his daughter inside the house during the Rumble). He offers a rough map of the sewers. He offers 6,000 gp for her safe return.

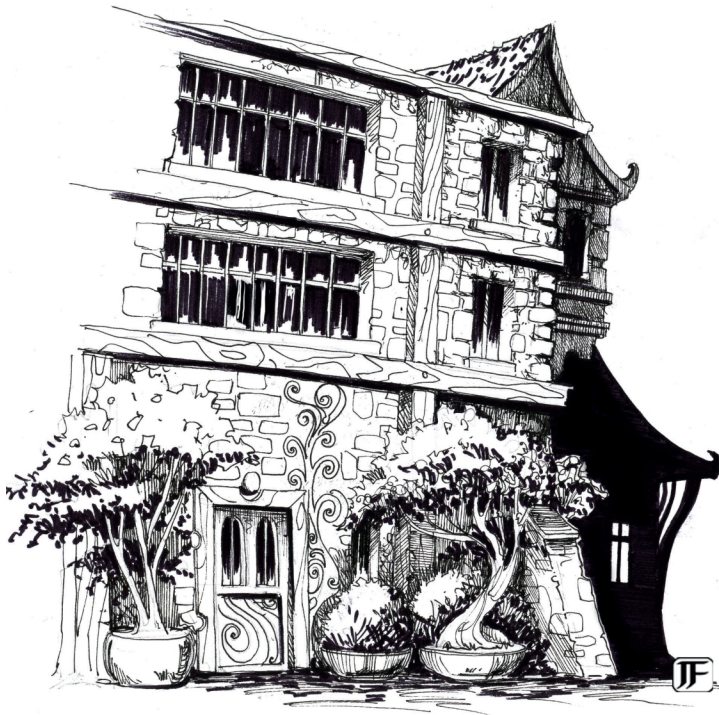
Reward: 6,000 gp.

6. Wedding Ring: Halkor (convincing, habitual liar, good-looking, distrustful), a brave warrior (actually a thief), has convinced himself that the Kellerin House was created by the use of a **Ring of Wishes** (he is correct!). He offers 3,000 gp and a month as a bodyguard for a ring he claims he lost in a gambling round two years ago. He believes Lord Kellerin may be wearing it. He explains that it used to be his wedding ring from his now deceased wife and wishes it back for sentimental reasons.

Reward: 3,000 gp, month of a free bodyguard—but once given the ring, Halkor tries not to pay or uphold his end of the bargain. He is not aware there are no more wishes left.

The Warehouse

The warehouse looks like a typical abandoned warehouse with broken, boarded up windows, vandalism, and weatherworn along the River Vhalkurian.



1. Office: A small trio of bells ring when door is opened. Parchment is scattered all over the floor, an overturned table and two chairs lie in the corner. Dried ink stains cover the floor and table to the east.

- Barely readable parchment contains old records of stored and shipped items in the warehouse (grains, alcohol, lumber, etc.).
- Dusty footprints lead to **Room #3**.
- Bells alert Lepers in cellar (**Room #13**).

2. Closet: Stuck door, roll Open Doors check. Pungent order of decay erupts out of room when door is opened. Three skeletons, each with broken necks are stuffed into this closet. A rotted brown cloak hangs in tatters on a hook.

- *Speak with Dead* or other type of magic reveals three victims to The Gripper, a murderer that roamed the city several years ago.
- Guards may suspect one of the party members to be The Gripper if alerted to the skeletons and seeing the broken necks, The Gripper's signature of his/her marks.

3. Delicate: A few broken crates, wisps of old straw, and broken colored glass litter the floor. A ripped painting of a sailing ship lies in tatters against the north wall. Dusty footprints continue down the stairs.

- Searching broken crates reveals a purple vase (10 gp).
- Footprints lead down to cellar (**Room #13**).

4. Study: Stuck door, Open Doors check.

Comfortable reading room with two overstuffed chairs near a cold fireplace is beyond the door. A rustic shelf contains a few dusty books.

- Books contain "Horad's Tome of Monsters" (25 gp), "Urati's Underwater Adventure" (20 gp), and "Vornikin's Guide to Trading" (200 gp). The rest have water/mold damage.
- A rusty key is under some ashes in the fireplace. It opens up **Room #15**.

5. Dining Room: A warped table with six chairs and a few dirty dishes upon it rests in the center of the room. A thick candle squats on the center of the table.

- Silver utensils may fetch 15 gp for the 6 piece set.

6. Kitchen: Serviceable equipment are scattered about the kitchen. A sack contains coal and an interesting pipe comes down from the ceiling and ends at an open barrel. A lever is attached to the pipe and within easy arm's reach.

- Pulling the lever causes water to come out of the pipe from **Room # 17** and into the barrel.

7. Pantry: Smells rank in this cramped pantry. Barrels, kegs, and old food supplies are covered in a yellowish fungus or mold. A chest is located against the back wall.

(Continued)

- Inside the chest are several spices that are still useable. The collection contains some rare spices and can fetch 250 gp.

MONSTER: Yellow Mold: AC 10, Move 0, HD N/A, THACO: N/A, Attack: N/A, Size S, XP 0. Special Attacks: When touched, releases spore cloud in 10' diameter. Those in spore cloud roll a saving throw vs. poison or fall unconscious and die in 2 turns unless a Cure Disease is applied.

8. Spiral staircase: A beautiful spiral staircase carved to resemble a sea serpent reaches towards the second floor. A picture of a bearded river boat captain hangs on the west wall.

- Picture is worth 50 gp.

9. Bathroom: Simple shitter. A pipe with lever enters the room from the ceiling. An empty bucket is under the pipe.

- Pulling the lever down brings water to the bucket. Water comes from **Room #17**.

10. Bedroom: A simple bedroom, a window looks over the river. A chest rests at the foot of the bed.

- The chest is filled with moth-eaten clothing. A short sword, with the handle shaped as a fish is wrapped in oil cloth (provides a +1 to hit).

11. Interrogation: *Mumbled yelling can be heard on the other side of the door.* An immense room filled with a three wheeled wagon, several crates, and boxes litter the room. A wet, bedraggled man hangs upside down over an opening through the floor that leads to the river below. One man is operating a crane, raising and lowering the captive. A group of rough-looking, jeering men surround the pit.

- The jeering men challenge the party once noticed, demanding why they are here and telling them to leave. This crew of misfits realized their river boat captain has been skimming off the top and now they want their revenge or pay. The captain pleads to the party for help.
- The majority of boxes and crates are empty or filled with hay, long ago looted. A few bundles of half-rotted cloth, rope, and a box of spikes can be discovered if searching.
- 1 crate is filled with parchments, a box is filled with different colored inks and a few quills. The ink is special and used by mages for copying spells (400 gp to a mage).
- 1 chest is filled with 7 vials of lantern oil.

- Stairs lead up to an open loft overlooking the room on the second floor (**Room #14**).
- **Note:** Bonus of 300 XP to each party member if a negotiation is successful in releasing the captain. The crew wants 500 gp or they plan to drown Beorn. If freed, Beorn may offer free passage transporting the characters by boat in the river...if he finds a new crew.

MONSTER: (15) Crewmembers: AC 8, Move 12, Level 1 Fighters, hp 8 ea, THACO 19, Attack 1 (by weapon), Size M, Morale 10, XP 35 ea. Equipped with clubs, daggers, and short swords.

River Captain, Beorn Qwattleimp: AC 10, Move 12, Level 3 Fighter, hp 6 (22), THACO 18, Attack 1 (by weapon), Size M, Morale 13, XP 65.

TREASURE: Crewmembers have a collection of 47 cp, 17 sp, and 7 gp.

12. Docks: Besides a few rotted and warped boards, the dock seems sturdy. A submerged row boat is still tied to a pier.

13. Cellar: Stairs lead down into a dank cellar that smells of crab, body odor, and overall filth. A rocked fire pit is nestled near a rough, damp passageway to the east. Figures are sprawled about the room, most swaddled in dark robes and cloaks.

- These men are lepers, scorned by society.
- They plead to the party to help them with a creature in the sewers that took over their living area (**Sewer #2**). They can give no reward, but the GM could give an extra 300 XP.
- If attacked, they attempt to spit on their opponents, giving a 5% chance that characters may be infected with the leprosy disease. They attempt to flee after 3 rounds out the eastern passage.
- Eastern passage is filled with rubble, debris, and tiny river crabs that the lepers have been feeding on. The short passage leads to the river.
- The secret door leads to the sewers.

MONSTER: (13) Lepers: AC 10, Move 12, HD 1, hp 5 ea, THACO 20, Attack: 1 (by weapon), Size M, XP 15 ea. Equipped with clubs, four of them have daggers. Special: Spit has 5% chance of spreading leprosy to attacker.

14. Loft: Light barely penetrates the dirt-caked windows set in the western walls. The loft has a crane for bringing up items from **Room #11**, and serves as extra storage in the warehouse. Several cloth sails for river boats are stacked against the south wall. A coffin lies under the window amidst the odds and ends of the room.

- Most of the crates are filled with useless junk (rusty nails, shards of pottery, etc.). Some crates contain some useful items: chalk, leather strips (for belts), 7 grappling hooks, 2 100' silk rope, horseshoes, 80 flight arrows, 8 various flower-painted vases (25 gp ea), and three sets of human sized black-dyed leather armor.
- The coffin contains the skeletal remains of one known as Doretha Loramama. It wears a white silky gown and a silver necklace shaped like a swan with a sapphire eye (475 gp).
- There is a 50% Doretha notices the party here (she wanders the entire attic). She is now a ghost and haunts the attic. She died an elderly woman and is a bit confused as to why she is here and asks ample questions, sometimes interrupting the answer with another question. "Why are you here?", "Why is my body still here?", "Why do you keep staring at me?", "Don't touch my necklace! My mother gave that to me!", "Why is your building so messy?", "Why are you hovering over my body?" Doretha is quite harmless and disappears if attacked or becomes annoyed by the party.
- Burying the coffin with a priest puts Doretha to rest. Otherwise, Doretha stays in the warehouse and could become an interesting companion for the party.

15. Locker: *The door is reinforced steel and locked, the key is in Room # 4.* The stout door opens into a cramped room. Five 3' tall garden statues are lined up against the southern wall depicting elves and faeries (100 gp each). A heavy (175 lb.), dry fountain of entwining serpents sits in the middle of the room (100 gp). A stack of paintings rest against the fountain.

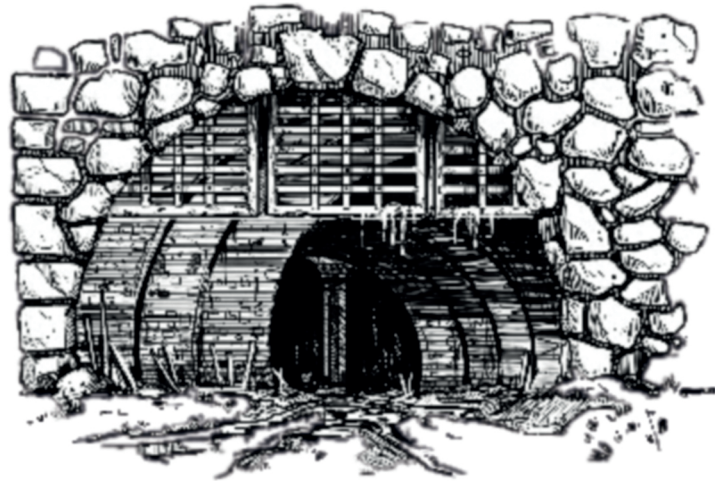
- The stack of paintings consist of a castle (1,200 gp), a portrait of a woman (1,500 gp), a group of adventurers (500 gp), and a unicorn in a dappled light wooded setting (2,200 gp).
- All these smuggled paintings are highly sought by their owners (and collectors) and once the word is out, they hire mercenaries if necessary to retrieve them or take revenge on the thieves (who they mistake being the party).

16. Game Room: Attempts were made to make this area into a game room of sorts. A small table with four chairs has a few bone dice on it. A target with knives embedded in it hangs on the northern wall next to a cabinet. A window overlooks the river.

- The cabinet has several small drawers. Most are empty. A hidden drawer has three intricately detailed silver throwing knives (250 gp) in a velvet pouch. These well-crafted knives are shaped like birds with oversized beaks (the blades) and give a +1 to hit rolls.

17. Rainwater Catchment: This room holds an oversized barrel (10' high). A hole in the ceiling and clever contraption allow rainwater to be captured from the roof, feeding water into the bathroom below and to a pipe leading to the kitchen.

The Sewers



Illanter, through clever use of engineering, uses the river to flush out the sewers once per day, usually around 5 PM, through a series of floodgates. Water surges through the 8' high passages (about 5-6' deep), carrying filth and loose objects to be dumped into the river through numerous gated openings. Characters in the sewer during this time need to make a saving throw vs. paralyzation or be swept off their feet and dragged through the sewers taking 1d4 damage per round until a successful save vs. paralyzation allows them to grip something to stop moving. Most of the creatures inhabiting the sewers are able to cling to walls or be above the water surge to avoid the effects.

Several openings lead to streets throughout the city and several grated shafts lead to individual or community houses where it connects to pit toilets. The water in the passages range from 2-3' in depth. Pools in some rooms can be up to 5-6' deep as noted in the descriptions.

Lizards have made their sewers their home. There are hundreds of 2' long, albino lizards that are relatively harmless to the party, and can easily climb on the walls and ceiling. Locals call them filth lizards as they feed on a variety of things within the sewers.

MONSTER: (1) Giant Sewer Spider: AC 4, Move 18, hp 40, HD 5, THACO 15, Attack: 1 (bite 1d10 + special), Size L, Morale 13, XP 650. Special: Each successful bite attack, the victim must save vs. poison or be paralyzed for 2d6 turns.

Roll	Sewer Wandering Encounter
1	(15) Globules: AC 10, Move 3, HD 1-1, hp 3 ea, THACO 20, Attack 1 (special), Size S, Morale 13, XP 15. The globules are covering a human (leper) and digesting. If saved, the leper thanks the party and may become an informant for the party.
2	(9) Thieves: AC 8, Move 12, Level 2 Thieves, hp 8 ea, THACO 19, Attack 1 (by weapon), Size M, Morale 10, XP 35 ea. Equipped with clubs, daggers, and short swords. They are moving towards Sewer #7. They hide if aware of the party, or attempt to negotiate if surprised, but won't mention their secret room.
3	Several filth lizards eat a corpse of a bat.
4	(1) Monster Crocodile: AC 3, Move 6 (15 swimming), hp 47, HD 5+1, Attack: 2 (bite 2d8, tail 1d8) Size L, Morale 12, XP 420. Several filth lizards rush through the passage, the crocodile chasing them, on the hunt for a snack.
5	(5) Lepers: AC 10, Move 12, HD 1, hp 5 ea, THACO 20, Attack: 1 (by weapon), Size M, XP 15 ea. Equipped with clubs, four of them have daggers. Special: Spit has 5% chance of spreading leprosy to attacker. These men are looking for a new place to live. They warn the party of the Sewer Spider in Sewer #2 .
6	(35) Globules: AC 10, Move 3, HD 1-1, hp 3 ea, THACO 20, Attack 1 (special), Size S, Morale 13, XP 15. The globules are in the water and may surprise the party.

TREASURE: The backpack contains a water proof spellbook with four spells: *Featherfall*, *Floating Disc*, *Hold Portal*, and *Sleep*. There is also a pouch with 55 cp, 110 sp, 15 gp, and a golden bear statuette (150 gp).

Sewer #3. Whirlpool: This massive room has a narrow, slippery pathway surrounding a swirling whirlpool of sludge and gunky water. Solid stone bridges span the sludge rivers that exit the room.

Sewer #1. Bats: This musty circular room smells of bat guano in addition to the other filth drifting through the wet tunnels. Several stone bridges cross the grungy water to connect to several other passages.

- Bright lights cause a colony of bats to swarm, creating confusion and blindness amongst the party. As determined by the GM, dexterity may need to be checked to keep footing or fall into the murky water. The pools in this room are 5-6' deep.
- The 100's of bats are easy to dispatch having 1 hp. As a swarm, they cause 1d4 damage per round for three rounds before flying deeper into the sewers unless fire or other protection is used to ward them.

- Reckless characters may need to roll a dexterity check as determined by the GM.
- The water is 12' deep and has a series of metal paddles at the pool's bottom, designed to push and keep sludge moving through the room.
- Characters falling into the whirlpool get sucked downwards and without assistance may drown (Constitution score – 1d6 rounds).

Sewer #4. Globule Heaven: A few rat skeletons litter the floor of the entrance to this chamber, but everything else seems surprisingly clean....ish. The watery areas are full of puny, slimy, and glistening maroon jelly blobs. A few seem to be attempting to absorb some sort of flat rock or scale. A humongous blob jiggles near the east wall. They quiver as they move and slide past each other.

- The scale is white and from the Monster Crocodile in **Sewer #5**.
- Globules—See **Appendix III New Monster**.
- The humongous globule are 50 globules that have formed a “creep”.

Sewer #2. Spider Lair: The passage to the room is littered with webbing about 2-3' tall from the floor, with a few squirming critters—characters move at half their movement rate through the webs.

The room is triangle-shaped with the eastern edge wet with 6 inches of water. Debris composed of broken wood, clothing, and a backpack lay against the south wall.

- The critters consist of filth lizards, rats, and even stuck globules.
- Webs are visible in the southwestern corner in the ceiling.
- The long-legged sewer spider attacks to protect its nest.
- A few cocoons in the web are desiccated humans (lepers).

MONSTER: (20) Globules: AC 10, Move 3, HD 1/4, hp 3 ea, THACO 20, Attack 1 (special), Size T, Morale 20, XP 15. See **Appendix III: New Monster**.

(50) “The Creep” Globule: AC 10, Move 3, HD 4, hp 37, THACO 17, Attack 5 (special), Size L, Morale 20, XP 225. Special: This globule uses five tendrils that can adhere 1d6 globules on a target on a successful hit.

Sewer #5. Monster Crocodile: Slow moving water widens and covers most of this slimy chamber. The narrow walkway continues through the darkness and stench.

- Perceptive characters may spot eyeballs watching them from the 5' deep pool.
- The albino, giant crocodile attempts to snap and drag the last member of the party into the pool.
- The mystery of one of Lord Kellerin's missing crocodile has been discovered!

MONSTER: (1) Monster Crocodile: AC 3, Move 6 (15 swimming), hp 47, HD 5+1, Attack: 2 (bite 2d8, tail 1d8) Size L, Morale 12, XP 420.



Sewer #6. Kellerin's Shitter: A 7' deep pool with submerged metal paddles rests below a shaft to a pit toilet. A rusted grate covers the hole.

- The shaft is 20 feet high. A well-thrown grappling hook to the grate allows access or other creative means (levitate, etc.).
- The grate is easily manipulated with tools or a successful bend bars/lift gates at +15%.
- The pit toilet entrance enters **Area # 21** of the Kellerin House.

Sewer #7. Secret Room: A dusty, dry room with a wooden table and eight chairs. Three chests rest against the south wall. There are footprints in the dust throughout the room.

- Hellri's Shades utilize this room for secret meetings.
- Two chests hold a wide variety of different clothing (for disguises).
- Third chest is locked. **Trap:** Tampering with the chest, without using a key or disarming the trap, causes a pit trap to open (1d6 damage) which is full of 15 globules (see **Appendix IV: New Monster**). Inside the chest is a coiled whip known as **Corrosion** and a **Potion of Gaseous Form**.

MONSTER: (15) Globules: AC 10, Move 3, HD 1/4, hp 3 ea, THACO 20, Attack 1 (special), Size T, Morale 20, XP 15.

Corrosion

Corrosion is a 7' bullwhip with several braids of leather thongs. A rust monster's antenna is braided within the leather braids as well as magical enhancements making it a **Whip +2**. On a successful hit on metal plated opponents, the metal receives a saving throw vs. Rust (12 or higher) at +2 or turn to rust (basically 50% chance). Magic armor has a +4 bonus to their saving throw and an additional +1 per magic +1.

The Kellirin House

The Kellirin House is a fortified and immaculate mansion surrounded by a wall. It's situated on a hill, overlooking the river.

GM's Notes: Please read **Appendix II** before running the gambling encounter if the party is attending the Rumble.

Refer to Timetable for events that occur in the house during the Rumble.

Time	Event
5:00 PM	Costumed, invited guests arrive, first mingle Area #6. Drinks and appetizers. Morjen Busk or Liana Voss begins to flirt with a party member of the opposite sex.
6:00 PM	The Rumble begins
7:30 PM	Poor loser and enraged Lord Whathper Aronulus knocks over tables, causes a ruckus, and taken away by Servants.
8:00 PM	Break--second mingle and losers asked to leave.
9:00-10:00	Game of Champions
10:00	Everyone leaves except the champions.
11:00	Shut the Box

Refer to Wandering Encounters if the party decided to avoid the event and instead employ stealth to infiltrate the house.

Beautiful and charming, Lady Coralis looks at men with almost a predatory stare. She expresses a fond love for Lord Ellundor and even more for her various cat pets.

Roll	Encounter
1	Three house cats meow, hiss and/or watch the party. Eventually they move on.
2	(3) Servants . They are carrying trays of finger foods. They question the party and attempt to escort them back to the Gambling Room (Area #10) or outside the house. They defend themselves.
3	A fat housecat rubs against the legs of the party, purring loudly. It finally leaves at the first sign of trouble.
4	(7) Servants . These servants are looking for the party. Perhaps observed by Lady Kellerin and sent, or if the party made noises. They attempt to capture the party and perhaps use them in a Shut-The-Box game.
5	Lady Coralis . She may shift to werecat and attack for three rounds before fleeing. She may try to lead the party to Area # 11 to fight there. Once the sabre-tooth cat joins the fray, she may attempt to escape once again to look for other allies.
6	A random guest from the Rumble. Roll on Guest Table.
7	(3) Thieves : AC 8, Move 12, hp 30, 27, 24, Level 5 Thief, THACO 18, Attack 1 (shortsword) Size M, AL N, XP 420. Items: 32 sp, 45 gp total. One distracts while two attempt to backstab. These thieves are using the Rumble as a distraction so they can steal items from the house.
8	Ellundor Kellerin . If Ellundor stumbles into the party, he immediately attempts to talk himself out of the situation. If this goes poorly, he flees and look for allies.

Lady Coralis Kellirin (weretiger):

AC 3, Move 12, HD 6+2, hp 54, THACO 15, Attack: 3 (2 claws 1d4, bite 1d12), Size M, AL N (evil), XP 1,400. Items: Silver bracelet with matching necklace and earrings inset with rubies (600 gp).

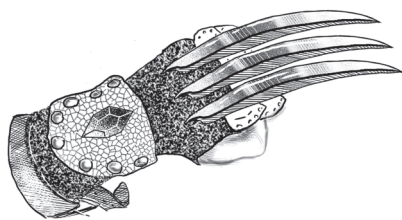
1. Main Gates: An hour before the Rumble, a gathering of people sit/stand outside,

watching the guests enter in their costumes.

Reinforced steel gates, engraved with a pegasus attempting lift-off with outspread wings. The walls are 10 feet tall.

NPC's

The Kellirin House Servants are all hairless, bald, albino men wearing purple robes, who barely speak or only converse in a whisper. During combat, they become ferocious opponents, putting on special gloves with claws and hissing and/or roaring like a jungle cat as they wade into battle.



(22) Kellirin House Servants:

AC 8, Move 12, Level 3 Fighters
hp 23 each, THACO 17, Attack: 2 (cat claws 1d4 +2), Size M, Morale 15, XP 120.

Dignified and graceful, the Lord of the house is a confident and smooth-tongued individual, usually able to talk himself out of any situation. His skills as a thief has slacked a bit since leaving the adventuring life, but his wit is sharp and deviousness hard to match. He has always loved the sea, and used the last wish from a **Ring of Wishes** to create a mansion that could incorporate his love for the sea, and his wife's love of cats.

Lord Ellundor Kellirin: S 12, I 15, W 12, D 17, C11, Ch 15, AC 2, Move 12, Level 7 Thief, hp 37, THACO 17, Attack 1 (**Haze** 1d6 +1), Size M, Morale 12, AL NE, XP 975. Skills: PP 90, OL 75, F/RT 0, MS 50 HS 20 DN 10 CW 40 RL
Items: elvish chain, **Haze**, platinum ring inset with cat's eye emerald 400 gp (could be confused for **Hook #6**), and a **Potion of Gaseous Form**.

Haze

Haze is a **Short Sword +1**. Its blade is a strange, light metal that appears hazy when wielded during combat. Three times per day, when commanded, **Haze** can cast *Blur* on its wielder.

- Purple robed, hairless, albino servants wordlessly open the gates when the party arrives—if they are attending the Rumble.
- Just inside the gate is Drakurim (charming, witty, humorous, always says 'as you command'—sometimes in a foppish manner) who greets the party. He attempts to have the party sign the **Code of Secrecy** and leads them inside the house to **Area #6**. Those who refuse to sign, are kindly asked to leave and not allowed entry.

MONSTER: (2) Servants

Drakurim: AC 5, Move 12, Level 5 Fighter, hp 42, THACO 16, Attack: 1 (longsword 1d8 +1 to hit, +2 damage), Size M, Morale 13, XP 420.

2. Towers: These towers are 15 feet high. A ladder is near each tower and ends at a walkway along the wall.

- There are always two Servants patrolling here at any time. There is a 2 minute gap where it may be possible to pass the wall unnoticed.

MONSTER: 2 Servants



3. Caretaker: Far in the corner is the caretaker's simple dwelling. Near the hut, a trunk of a tree is shredded and bark litters the ground.

- The Caretaker patrols the yard and tends to the indoor garden (**Area # 12**). He patrols with two panthers and is usually the main guard in the courtyard surrounding the mansion at night.
- The hut has simple furnishings. A locked chest contains 122 sp, 34 gp, and 45 pp.

MONSTER: Caretaker (cat animal-tamer) : AC 6, Move 12, Level 4 Fighter, hp 35, THACO 17, Attack 2 (cat claws 1d4+2), Size M, Morale 17, XP 175.

(2) Panthers: AC 6, Move 12, HD 6, hp 53, 47, THACO 16, Attack 3 (2 claws 1d4+1, bite 2d6+ special), Size L, Morale 10, XP 420. Special: If both claws hit, it may attempt to rake with back claws for 3d4 damage.

TREASURE: Each panther has a diamond collar (200 gp each). The Caretaker wears a cat mask that fits over the eyes—it allows infravision 30'. He also wears a platinum armband worth 40 pp.

4. Fountain: This white marble fountain is shaped like a cupped hand with water jetting out from each fingertip. A few coins glitter in the depths of the water below.

- Upon command by Lord Kellerin, the Caretaker, or a Servant, a water serpent forms to guard the front door area, usually at night. It is not 'turned on' the night of the Rumble.

MONSTER: (1) Water Serpent: AC 4, Move (swim 12), HD 3+3, hp 28, THACO 15, Attack: 0, Size L, Morale 13, XP 650. Special: Attack as 6 HD monsters. On a successful attack, the victim must save vs. paralyzation or be pulled inside the watery serpent's body. Each round thereafter, the victim must roll a successful save vs. paralyzation or drown.

TREASURE: Scattered coins at the bottom consist of 111 cp, 77 sp, and 14 gp.

5. Front Door: The enormous door depicts a unicorn about to impale a landing pegasus.

- A Servant opens the door at the Party's approach. Drakurim leads the party to **Area # 6**.

MONSTER: (1) Servant

6. Happy Hour: Refer to *Timetable*. The eastern wall is made completely out of glass that looks from behind a cascading waterfall that is part of an outside garden (**Area # 12**). A bar with shelves full of hard spirits rests against the south wall. A few cushioned seats are grouped in twos about the room.

- Between 5-6 pm on the night of the Rumble, this room is filled with other guests in extravagant costumes. Refer to *Guest List Table*. A bald, hairless Servant services the bar.
- Five bottles of spirits are rare and of high quality (1d4x100 +50 gp).
- A four piece wine glass set complete with decanter (300 gp) is on display on the bar.

MONSTER: (1) Servant

7. Coat Check: A cozy room holds two stuffed chairs. A weapon rack rests along the south wall.

- Servants disarm guests and take cloaks into **Area #8** during the Rumble. The weapon rack is full during this time.

8. Closet: The walls of this cramped room contain pegs for cloaks. A fat cat is sprawled upon a fallen cloak and sleeping.

9. Arrow Slits: The secret door leads to an alcove with two arrow slits that face the front door. A barrel of arrows rests between the arrow slits and two shortbows hang from the wall.

- Total of 80 arrows, 10 are silver tipped.

10. Gambling Den: Refer to *Timetable*. This lavish round chamber has walls of glass around half of it looking outside. A humongous red carpet covers most of the room and several lacquered wood tables are scattered about the room. An elaborate candelabra hangs above the room. An immense blood-red curtain hangs along the northeastern part of the circular room. Several candles are set upon the tables and a series of dice and card decks are on each table.

- This room is busy with activity from 6-11 pm on the night of the Rumble. **Important Note:** Please see **Appendix II** for details of the games.
- Six Servants attend to all the guests, pouring drinks, offering food, and monitoring for cheaters.
- 7 tables each have one Servant dealing the games. The servants are wordless during their efforts.

(Continued)

- Each Servant writes the winner and earnings in a book at each table. After the 8th round, the gambling books are taken to **Room #18**.

MONSTER: (13) Servants

Lord Ellundor Kellerin

11. Hall of Statues: A broad, soundless hall contains several life-sized statues of various feline creatures. The statues include housecats, panthers, lions, cheetahs, jaguars, and even a giant sabre-tooth cat in the middle of the chamber.

- After 4 rounds, if the party is still in the room, the house cat statues begin to purr and meow.
- After 6 rounds, the sabre-tooth cat slowly shimmers and becomes a real one. It roars before attacking (check for Wandering Encounters).

MONSTER: (1) Sabre-tooth Cat: AC 6, Move 12, HD 7+2, hp 57, THACO 13, Attack 3 (2 claws 1d6+1, bite 2d8+ special), Size L, Morale 14, XP 975. Special: If both claws hit, it may attempt to rake with back claws for 4d4 damage.

12. Garden: This humongous garden is open to the sky. A total of three wondrous waterfalls cascade down into small ponds and enter a stream that meanders throughout the garden. Trees, boulders, flowers, and other miscellaneous bits of vegetation dot the landscape. The air smells of the sea and feels invigorating.

- The water is seawater.
- On top of each waterfall is a 2'x3' shimmering portal that water pours out of. Entering the portal puts the traveler in the bottom of the pool in **Area #14**.
- **Note:** **Area #20** and **# 22** has views into the garden and the party has a 50% to be noticed by Lady Coralis. She sends a squad of 7 Servants to investigate.

12A. Mermaid's Grotto: A seaweed covered boulder emerges from a deep pool. Multiple colorful urchins, starfish, and sea anemones cover the underwater boulders.

- The eastern waterfall hides an underwater cave.
- A mermaid has been held captive in this garden for several years and is friends with the boy, Delan (**Hook #1**). She helps as much as she can to escape, suggesting the sewers.
- A giant clam, in the deepest part of the pool, holds a fist-sized pearl (500 gp). If not careful while prying open the clam, the shell may slam shut causing 2d6 damage.

MONSTER: Swalena (mermaid): AC 7, Move (swimming 15), HD 1+1, hp 9, THACO 20, Attack 1 (by weapon), Size M, AL N, XP 65. Swalena is a gorgeous mermaid of the rare anadromous species and currently has brilliant scarlet scales much like the sockeye salmon when ready to spawn.

12B. Animal Bushes: Bushes in this corner of the garden are shaped like animals. Two bushes are shaped as lions roaring, another of an elephant with trunk upraised, and a fourth is of a crocodile.

- At night, the vegetated lions shimmer and begin to move to prow the garden.
- During the day, the vegetated crocodile shimmers and moves to patrol the garden.

MONSTER: (2) Lions: AC 5, Move 12, HD 5+2, hp 42, 37, THACO 15, Attack 3 (2 claws 1d4, bite 1d10 + special), Size L, Morale 17, XP 420. Special: If both claws hit, it may attempt to rake with back claws for 2d6+2 damage.

(1) Crocodile: AC 4, Move 6 (15 swimming), hp 41, HD 5+1, Attack: 2 (bite 2d8, tail 1d8) Size L, Morale 12, XP 420.

12C. Statue: A marble statue depicts a bowman standing 12 feet tall. An arrow is knocked in the huge longbow, and a quiver of arrows dangles over one shoulder. An engraving at the bottom reads 'Vorolik Kellerin.'

- Anyone trying to follow the river into **Area #13** may get shot by a giant arrow for 2d12 damage. The statue continues to shoot anyone trying to enter **Area #13** but stops if they enter back into the garden or successful in entering beyond into **Area #13**.
- The statue attacks as a 6HD monster.

12D. Fishing Hole The seawater stream slows as it enters a deeper pool covered in different, colorful sea life. Mussels, hermit crabs with colorful shells, sand dollars, a few giant sea urchins, sea anemones, starfish, and even some fat fish sluggishly move about the pool. Tracks from a big cat are apparent around the edges of the pool.

- During the day, coins glitter from the bottom.
- Tracks are from Lady Coralis Kellerin in cat-form (see **Area #22**).
- Three large sea urchins shoot spines up to 20 feet to anyone swimming in the pool.

(Continued)

MONSTER: (3) Sea Urchins: AC 8, Move 0, HD 2, hp 14 ea, THACO 19, Attack 1 (spines 1d4 damage + special) Size S, Morale 10, XP 65. Special: Target needs to make a successful save vs. poison or be paralyzed for 2 turns.

TREASURE: A scattering of 145 cp, 75 sp, and 175 gp litters the bottom of the pool.

13. Step Stones: Slow-moving water, approximately 3' deep, covers the passageway and several stepping stones go to an opposite stairway and door. Two narrow (2' wide) openings allow water to travel through to another area (**Area #14**) and the sea water enters from the garden area (**Area #12**).

- There is a 50% chance that two crocodiles from **Area #14** are here.
- Crocodiles are trained not to harm servants or any of the Kellerins.
- The stepping stones are easy to cross. However, if fighting crocodiles, characters may need to make dexterity checks at the GM's discretion or slip into the water.
- Anyone entering the garden (**Area #12**) may get shot by the statue (**Area #12C**).

MONSTER: (2) crocodiles: AC 3, Move 6 (15 swimming), hp 24, 23, HD 3, Attack: 2 (bite 2d4, tail 1d12) Size L, Morale 12, XP 120.

14. Crocodile Lagoon: This bizarre room holds a dining room table with seats for 14 guests set upon a sandy beach that overlooks a long, deep, seawater pool. Sandy islands are situated along the eastern wall and a statue of a tribal-looking lizardman raising its arms towards the sky is surrounded by a few low lying shrubs. A few lazy looking crocodiles sprawl on the beaches. White draperies cling to the walls to the west and match the bright white table cloth on the table.

- Anyone not with a Servant or a Kellerin is attacked by the crocodiles in 1d3 rounds. There is a 50% chance that two of the crocodiles are in **Area #13**.
- Three portals, half-hidden by boulders in the pool, takes water to the top of the waterfalls in Area #12. Treat as a permanent dimension door, but is only 2' high by 3' wide.

MONSTER: (5) Crocodiles: AC 3, Move 6 (15 swimming), hp 28, 26, 26, 24, 23, HD 3, Attack: 2 (bite 2d4, tail 1d12) Size L, Morale 12, XP 120.

TREASURE: Two fist-sized rubies are the eyes of the statue (300 gp ea).

15. Kitchen: Impressive kitchen with numerous pots, pans, grill fires, and work tables for food preparation.

- During the Rumble, there are two Servants preparing food. One Servant is a pretty woman, with a shaved head--Sarissa Jackaldam. She gladly joins the party to escape the house.

MONSTER: (1) Servant

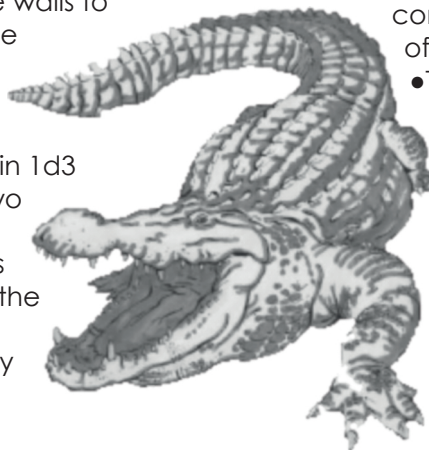
Sarissa Jackaldam: AC 10, Move 12, 0-level, hp 5, THACO 20, Attack 1 (by weapon), Size M, AL NG, XP 15.

16. Pantry: Typical pantry with barrels and crates of food stuffs. Door leads to closet with cleaning equipment.

17. Servant Bedrooms: Typical bunk bedrooms, footlockers hold extra clothes and personal items.

18. Relaxation Room: Magnificent circular room with the northwestern and southern wall composed of glass. The northwestern view is the courtyard, while the south looks upon the crocodile lagoon and dining room. Glowing lanterns hang from a wyvern skeleton chandelier. Two cats lay on comfortable stuffed chairs near the northwestern glass with a low table and a plush divan. A few book shelves free stand in the middle of the room. A pedestal with a strange shell rests in the middle of the floor.

- Most of the books describe the sea environment and ocean creatures, although a few are worth some coin to a collector: "Gandolay's Charts on Ocean's Rivers" (200 gp), "Sea Devils" (50 gp), "Mystery of the Seahorse People" (400 gp).
 - The shell (size of a basketball), when commanded, emits the soothing sound of crashing waves.
 - The cats flee if attacked.



19. Wardrobe: The room acts as a magnificent closet stuffed with different colored clothing, belts, boots, shoes, cloaks, robes, and hats. Towels hang on hooks next to the doors on the south wall.

- Some of the clothes are valuable and of good quality. A cloak is made purely of peacock feathers (100 gp), a shirt has diamonds for buttons (600 gp), and a pair of boots have platinum buckles (75 pp).
- Nestled upon a fallen robe, lies a mother cat with three young feeding. She hisses at anyone reaching for a kitten but has no fight in her.

20. Bath: The south wall is glass and looks out upon the garden area (**Area #12**). Two steps lead up to an enormous marble tub that takes up most of the room. Runes are mixed with engravings along the lip of the tub.

- When commanded, any water that enters the tub becomes warm and a perfect temperature for a bath.

21. Toilet: Normal pit toilet.

- Entrance to sewers (**Sewer #6**) through the toilet. The shaft is 20 feet down.

22. Master Bedroom: A massive platform along the east wall is topped with a variety of sizes and colored pillows and blankets. Above the platform is a colorful painting depicting a group of adventurers, one includes Lord Kellerin. Two iron-reinforced chests rest against the north wall. A circular, glass-walled sitting area contains two plush cushioned chairs and a hookah that overlooks the garden (**Area #12**).

- If the party has been loud and Lady Coralis Kellerin is aware, she hides amongst the cushions of the bed. She feigns being frightened, but attacks when the opportunity is right.
- Both chests are locked. The keys are hidden amidst the cushions of the bed.
- **Chest #1:** 3,000 cp, 300 sp, 989 gp, 275 pp. A velvet bag contains three emeralds (50 gp each) and a fiery opal (300 gp).
- **Chest #2:** a human-sized suit of **Leather Armor +1**, **Belt of the Centaur**, two dark blue cloaks, and a drained **Ring of Wishes**.
- Grounded herbs near the hookah can be sold for 50 gp, and the hookah is made with some electrum (75 gp).

MONSTER: Lady Coralis Kellerin (werecat)

Belt of the Centaur

This strange belt appears to be made from thousands of strands of horsetail hair with a silver horseshoe for the buckle. Whoever wears the belt and uses the command word, the wearer's bottom torso, including armor and equipment, shapechanges into that of a horse. The wearer essentially becomes a centaur and can travel much like a horse, even matching the speed. However, this belt can only be used twice per day, with a duration of 1 hour. After using it for speedy travel, the wearer must eat twice as much during the next meal and/or sleep for a full day. **XP 750.**

Appendix I: Illanter

Illanter:

Illanter is a city that has prospered with trade due to the easy trade routes along the Vhurakian River. It is separated into 13 districts, such as the Rivercliff and Market Districts. It is ruled by a 13 person Council, one for each District, voted on by the residents every two years. Each Councilmember takes turns addressing the City when needed on important events or announcements. A total of three Councilmembers is required for decisions on small day to day matters. Lanterns are lit on the main streets or near night establishments (taverns, inns, etc.) at dusk by a few men.

Illanter's Laws:

1. Equipped armor and weaponry is frowned upon unless during war. Daggers, short swords, quarter staves and other simple or small weapons are ok as well as leather armor.
2. Use of magic should be discreet and not used for one's profit or trickery.
3. Combat in the streets is strictly forbidden. Both guilty parties are taken in for questioning by the Guard. Consequences include whipping, a day in the stocks, or a cell for two days depending on severity of the crime.
4. Roof top travel is strictly forbidden, and anyone observed doing so is brought in for questioning.
5. Curfew is 9 pm in the Merchant district, Midnight for other districts and no one is allowed to be on the streets until 5 am.
6. Consequences for stealing are strictly enforced, including the cutting of hands to death depending on the value of the item and depending on how many occurrences.



Appendix II: The Kellerin Rumble

There is a little homework for the GM before play depending on how they decide to handle the gambling game. Suggestions for card games are below, but the GM may choose to roll dice—highest between each individual character vs. the GM wins the round, or blackjack, and/or any other dice or card game they wish to play.

Suggestions for medieval card/dice games include: Karnöffel

<https://en.wikipedia.org/wiki/Karn%C3%B6ffel>; and

Stýrivolt

<https://www.pagat.com/karnoeff/styrivolt.html>.

The Guests

The GM decides how many guests are at the event from the Guest Table or can roll randomly. It's suggested that those in bold are attending. The GM can place guests at whichever table they wish or follow the Guest Table's table suggestion. One character should be assigned to each different table.

Some guests may not have the 800 gp and instead use various items as their bet for the round, as desired by the GM. Suggestions are listed below:

Roll	Item
1	Eyes of Minute Seeing.
2	Lord Warcrown's daughter's hand in marriage. Plus 2 acres of land.
3	Scimitar +1. The handle and hilt shaped like a flying phoenix.
4	Lord Morgan's vase with a peacock on it (3,000 gp)
5	Two bodyguards paid for one year. (2nd level Fighters).
6	Three Potions of Healing.
7	Yorlem Corm's livestock (12 cows) and 1/2 acre of land
8	A Ring of Truth.

The Rumble

Each table has 2-4 patrons and it's suggested the GM splits up the party so that they are at their own individual table versus strangers. There are eight rounds of gambling; each round of gambling lasts approximately 15 minutes; and costs 100 gp per round (or an item of worth). The winner wins the 100 gp for each round. Whoever wins the most rounds gets moved up to be eligible for the Final Round and there should be a total of 8 winners. After 8 PM, all the losers are asked to leave the gambling room (**Area #10**) and can either leave the property, or if preferred, can wait for the final winner in the bar (**Area #6**).

Roll	Table	Name	Personality	Notes
1	3	Ferjeck Narl	gruff, honest, boyish	Fur trapper, dressed as a sasquatch
2	1	Morjen Busk	Flirty with party member, charming, earthy	Level 2 Fighter (hp 16), muscular. Flirts with highest charisma (or comeliness) female party member. Protects her if anything dangerous happens.
3	4	Liana Voss	Flirty with party member, charming, earthy	Level 3 thief, lithe. Flirts with highest charisma (or comeliness) male party member. Tries to steal from them later.
4	4	Yorlen Corm	shy, nervous, very quiet	Peasant, may be the only person not dressed in a costume
5	5	Zarep Tram	humorous, makes funny quirps	Candlemaker, wears a feathered mask
6	7	Lady Ovila Welkin	snotty, disdainful, artificial	Looks down upon the poor. Wears an exotic dress and has a hard time walking.
7	3	Meldorian Elmsdor	Competitive, formal, artful	Level 5 Mage, planned to use a sleep spell to steal all the riches, but losing his nerve once there.
8	6	Vaneris Helkor	kind, smug, witty	Dressed as a fairy
9	6	Lord Whathper Aronulus	Dominating, crisp, competitive, temper	A counter...always counting and re-counting his coins. He did not dress up. See Timeline
10	5	Horek Asilim	abrasive, bland, stubborn	Has a tendency to tell outrageous tales—"I killed a bear once with my bare hands..."
11	6	Ulig Bhormassum	Gruff, rude, to-the-point, loud, impatient	Level 2 Fighter, barbarian adventurer. Doesn't really understand the game, but loves to drink.
12	2	Alerik Vargus	polite, good-mannered, graceful	Wood-worker and carpenter.
13	7	Percila Recvorda	Sweet, old-lady, cute, frugal	Wears a brilliant-colored butterfly costume, compliments everyone and giggles at all the costumes
14	1	Rivel Gordsman	stutters, nervous, awkward	Wears a full mask of some demon. Constantly bumps his mask with glass when drinking before lifting it up.
15	2	Lord Taramek Warcrown	Sadistic, charming yet haughty	Wears a golden costume. Very judgemental and opinionated
16	3	Peltar Frodosbanks	Nervous, laughs at everyone's jokes, even if not funny	Has a nasaly voice, dressed as a elf, blacksmith's assistant
17	4	Lord Azarimore Kelts	Serious, questions everything, suspicious	Nervous without his guards, always looks over his shoulder. Costume looks like a gargoyle
18	5	Lady Evelyn Borokai	Older, pessimistic, droll	Dressed as a peacock, keeps losing feathers of her costume
19	2	Vintar Gees	shady, soft spoken, arrogant, callous	Always has a look of scorn, has a eyepatch, does not like nobles
20	1	Lord Bartel Fordkik	drunkard, fop, silly, anxious	Costume is a bumblebee, belligerent when drunk

Important Note: Lord Whathper Aronulus is a very poor loser. He becomes enraged after the 5th round and tips the table over, punches other guests, and finally restrained and taken away by Servants.

It's possible the party is split up from those who won and those who lost after the 8th round. The GM can have them roleplay NPC's for the Final Round or split the group. The Final Round takes an hour.

Cheaters: Any type of cheating is heavily frowned up on and those that are caught are escorted out of the house. Any violence may lead to the cheater becoming a guest inside the box during Shut-The-Box.

The Final Round

The winners are asked to play a final round with Lord Kellerin called Shut The Box.

https://en.wikipedia.org/wiki/Shut_the_Box.

The red curtain is pushed aside and a giant box is revealed. The plush red carpet is rolled back to reveal a glass floor that seems to have a pit of boiling liquid below it. The giant box has a lid that is held open and has no bottom and rests above the pit. Inside the box are nine people tied to nine wooden boards each attached to a swivel. During the game, as each number is "shut", the board swivels, depositing the victim below into a sizzling vat of acid amongst cheering and jeering by the players.

The victims are all lepers, vagabonds, potentially characters, or people who more than likely would not be noticed if they went missing. However, one person is the sore loser, Lord Whathper Aronulus!

What the character decides to do during this scenario is up to them....

Any fighting brings all the Servants to the room in 6 rounds.

Whoever wins the Final Round wins a golden mermaid statuette with tiny sapphire scales worth 2,000 gp.



Appendix III: New Monsters

Globules:

Climate/Terrain: Sewers, wet caverns, ruins.

Frequency: Rare

Number Appearing: 10d100

Organization: Group

Activity Cycle: Any

Intelligence: 1

Treasure: N/A

Alignment: Neutral

Armor Class: 10

Movement: 3

Hit Dice: 1/4

THACO: 20

Attack: Varies, see below.

Saving Throws: Varies

Special Traits: Multiply by 1d4 with lightning, cold freezes them in place but causes no damage.

Magic Resistance: Immune to Charm and Illusionary magic.

Size: tiny

Morale: 20 (10 if fire is used)

Experience: Varies



Globules are a glistening, slimy rusty-red ooze or blob. They move very slowly, usually with a slurping suction sound. They adhere themselves to nearly any surface but prefer dank, dark and wet environments, such as sewers. Once attached, they are difficult to remove. They survive by eating defecation, filth, rotting matter and any creatures they can capture. Some call groups of the slow-moving globules "The Creep". Due to their slow movement and diet, some believe they are desirable to have a colony of them in a sewer system for cleaning purposes. Globules go through a splitting process after a random amount of time depending on their food source. Each globule multiplies their population. A colony may all "creep" together and this could cover a 10ft diameter area if there are around 100 of them. Otherwise they're spread out over a larger area and are drawn by rotting matter and or vibrations caused by movements. They often capture and consume rats as they are nearly invisible when floating in dark water.

Combat: When within three feet of a target, a single globule attacks by launching itself and attaching themselves to its target. On a successful hit, the globule adheres itself to the target. They are 12 inches in diameter and weigh around 3 lbs. Once attached, they secrete an enzyme that slows their prey. A successful save versus poison must be made or the victim loses 1 point of dexterity. Other globules are attracted by the release of the enzyme and move

towards the same target. Once 0 dexterity is reached, and/or overwhelmed by the weight (check encumbrance) of too many attached globules, the victim can no longer stand or move. Once the target is immobilized, the globules secrete an acid to begin their absorption of their meal and the victim takes an automatic 1 damage per round for every attached globule.

There is a 50% chance that a colony of globules is encountered as a "creep" and are attached to each other. Every 10 globules equal 1 HD of creature for attack roll purposes. The maximum HD attained for attack rolls is 4 HD, however the "creep" can have a maximum hp equivalent to a 10 HD creature if there are 100 attached globules. They also get 1 attack per 10 globs. They do this by forming tendrils that can lash out 5ft away from the mass in any direction. If this tendrils scores a hit, then 1d6 globs have attached to the target. See above description for details. For example, a "creep" formed of 60 globules would attack as a 4HD creature, have the hp of a 6 HD creature, and get 6 attacks per round using its tendrils.

Globules move away from heat and fire, multiply by 1d4 when lightning is used against them, but freeze in place when cold effect spells are applied against them (but take no damage).

Globules die in dry environments in 1d10 rounds, and avoid direct sunlight.



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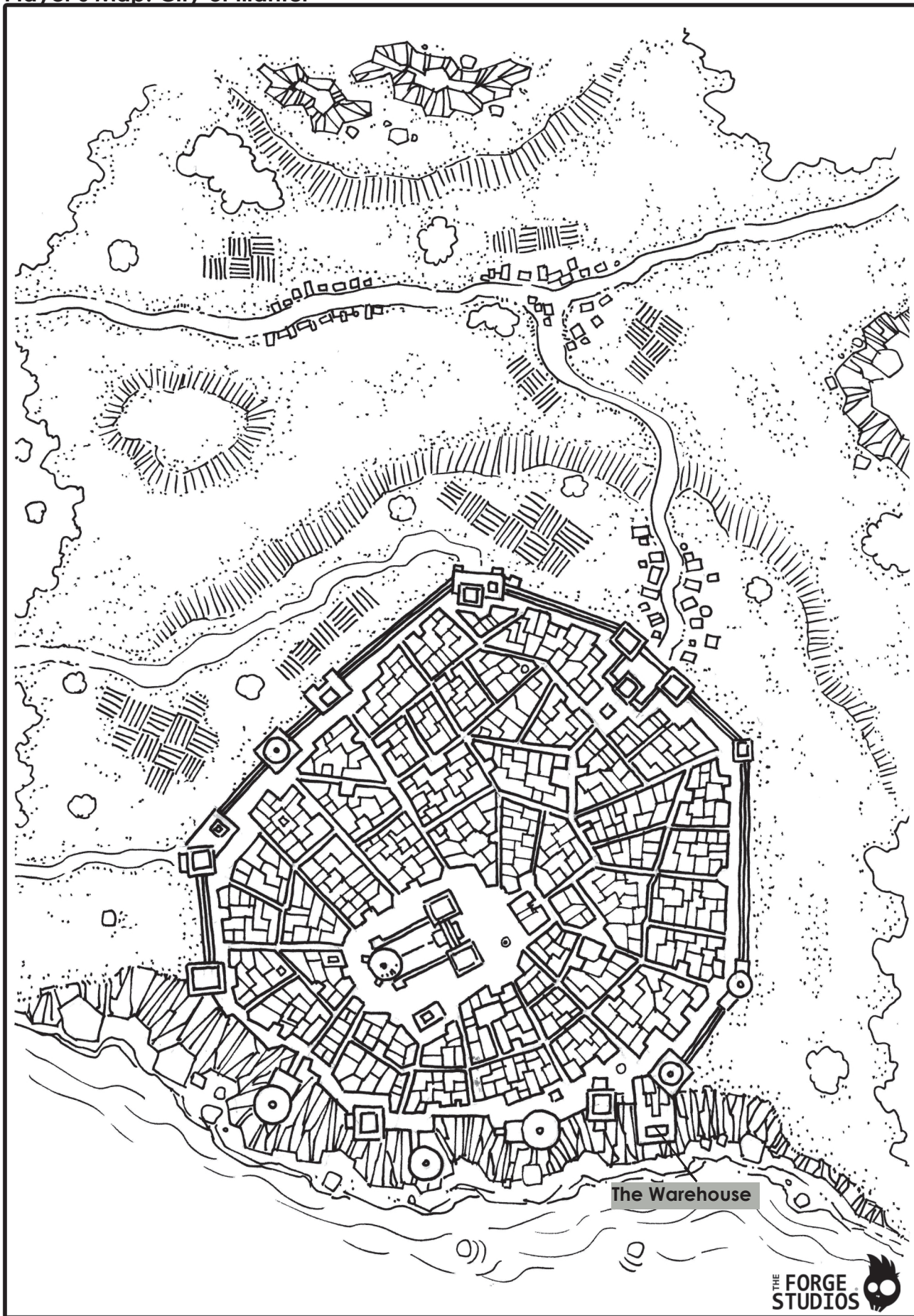
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Player's Map: City of Illanter





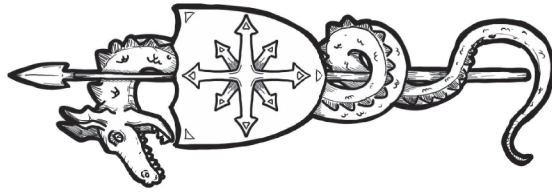


THE WAREHOUSE

To River

BASEMENT

N



■ = 5 Feet

2ND FLOOR

Window



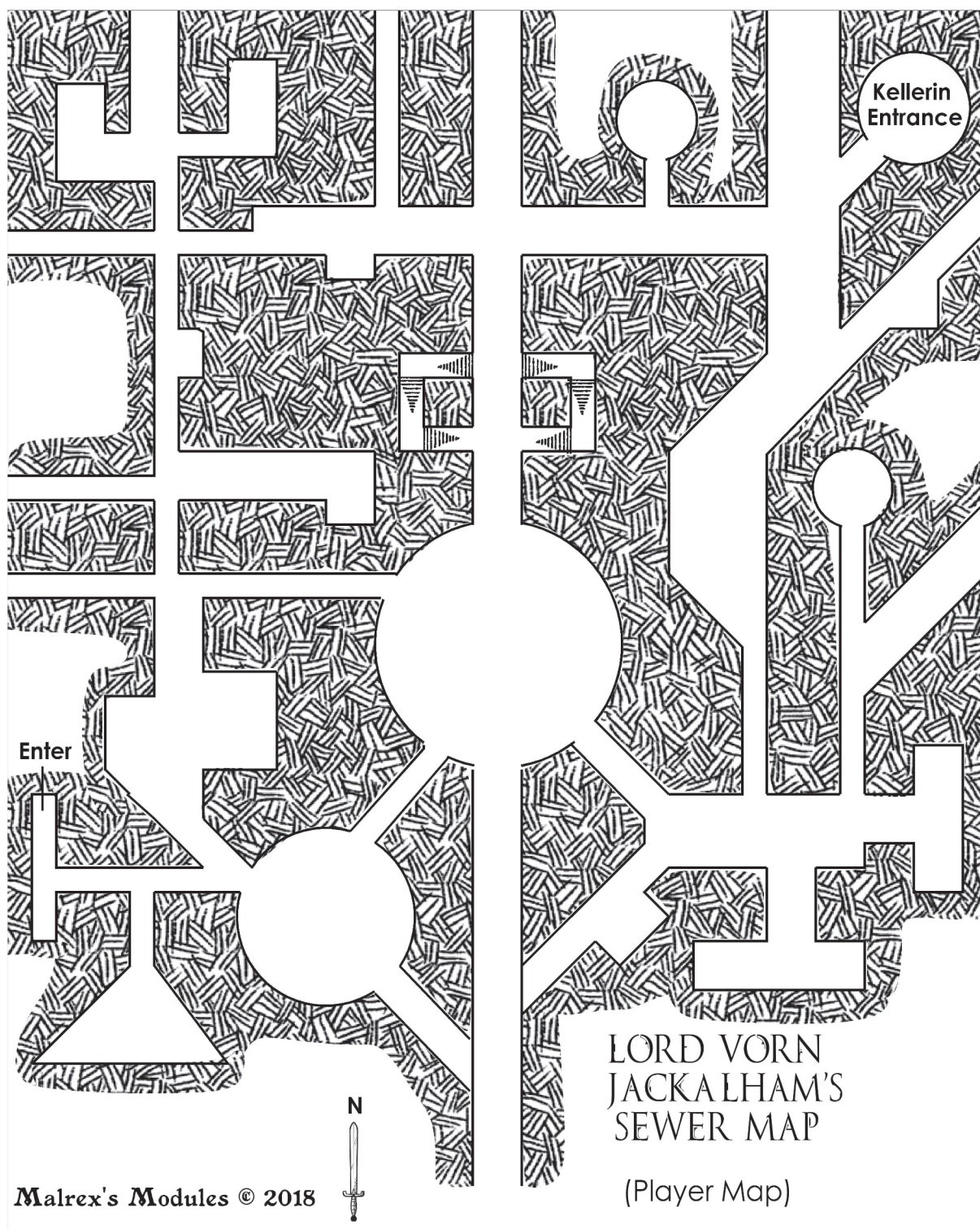
Railing

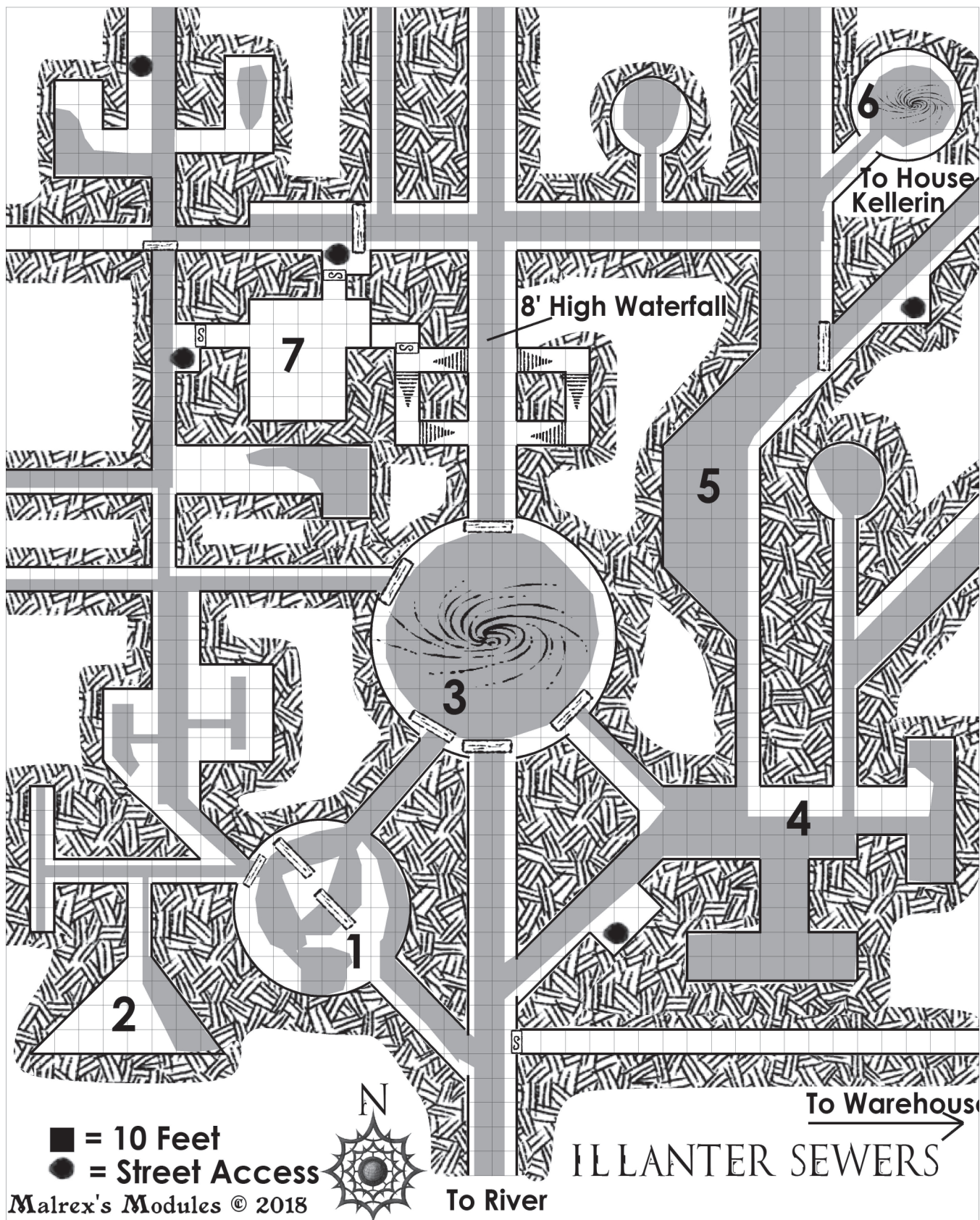
Crane

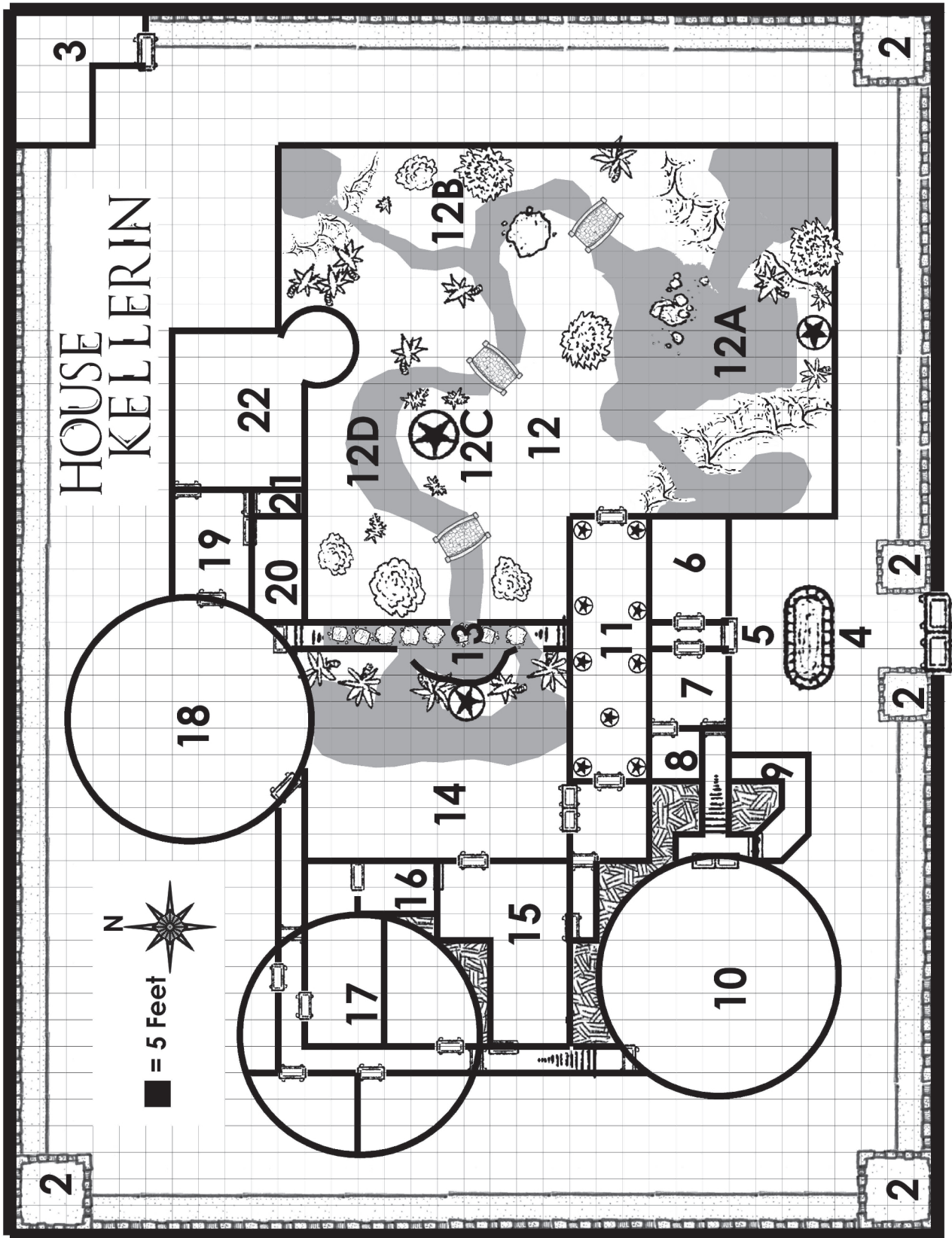
First Floor (Room 11)

Window

To Sewers







City of Illanter: Kellerin's Rumble

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