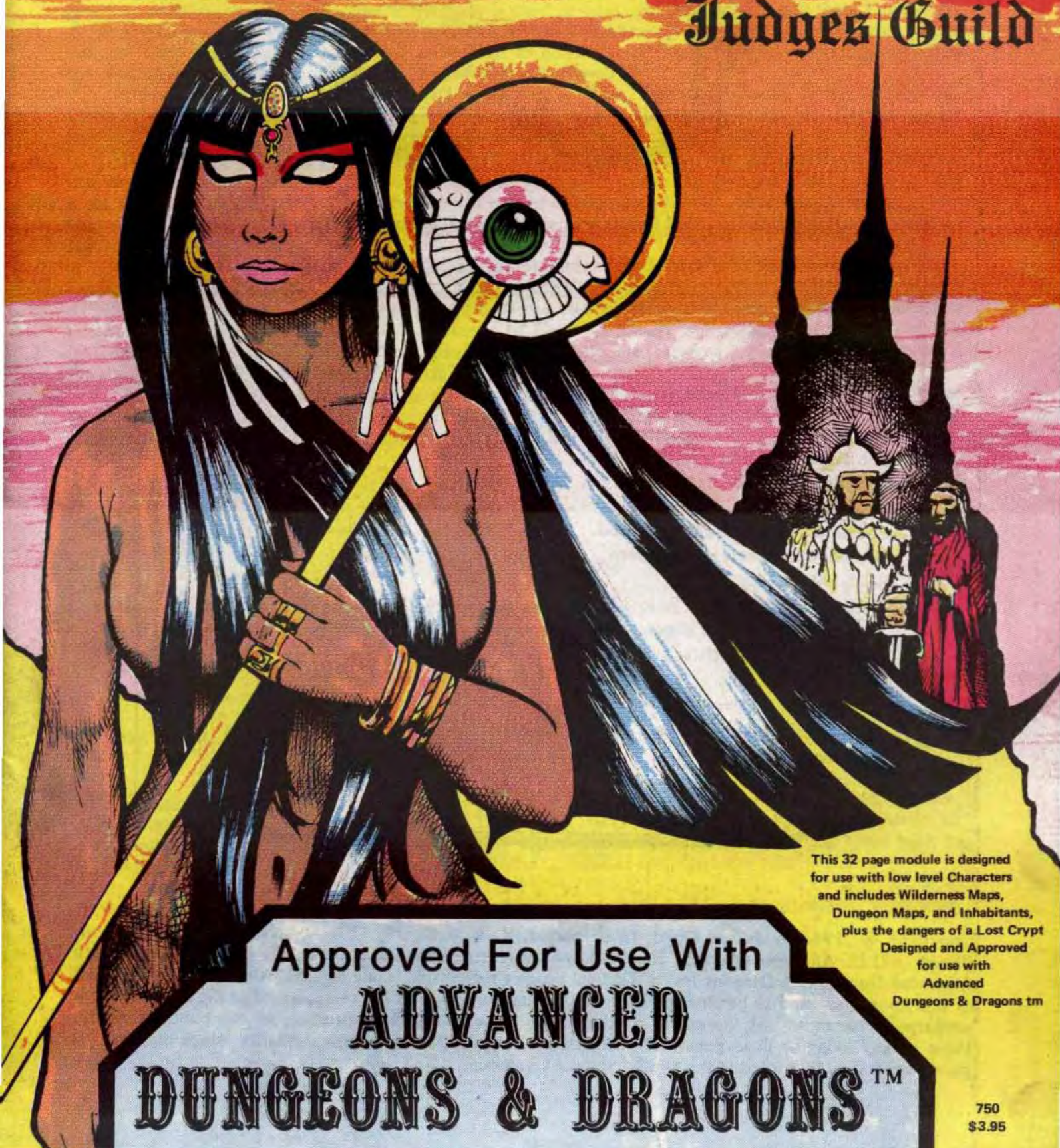


THE ILLHIEDRIN BOOK

by DANIEL HAUFFE



Judges Guild



This 32 page module is designed for use with low level Characters and includes Wilderness Maps, Dungeon Maps, and Inhabitants, plus the dangers of a Lost Crypt
Designed and Approved for use with Advanced Dungeons & Dragons tm

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Introduction

This scenario is designed for very low level characters, either brand new ones for the beginning of a campaign, or simply an evening of something different, or parties composed of a few second level characters with a group of first level characters. Any more powerful group will probably walk over everything.

The amount of fighting is kept small (unless the players wish to provoke more) simply because putting first level characters into multiple melees leading to lost time as the players roll up new characters. If your group seems capable of handling (or wanting) more melee, you may wish to increase the size each group encounters. On the other hand, if the party is small or weak, you may wish to give them a chance by assigning maximum Hit Points rather than rolling them. This is true especially if the scenario is being played separate from any campaign as it allows all Fighters to be able to take a hit or two without dying rather than having Fighters running around with 1 Hit Point.

The scenario assumes the players start at Alcastra's Tower. The party should contain at least one Cleric. The Judge may prefer to start them in Tassin's Wood or one of his own towns, allowing the players to pick up rumors about employment themselves.

The objective of this scenario is the recovery of the Illhiedrin Book. For the players to accomplish this, they must take the information and items given them by Alcastra the Wizardess, and journey to the town of Tassin's Wood to find information concerning a long-dead Wizard. After that, they must clean Orcs out of a Tomb, obtain more information from there, and finally defeat a unique creature in order to recover the Book.

That, at least, is the great theory. Players, however, have been known to not follow such great plans. Enough information has been provided (hopefully) to allow the Judge to handle the deviations the players will make. Not every possibility can be foreseen, however, and the Judge will have to make his or her own decisions, adjustments, obligations, and additions in order to handle the situations. Alteration of this material to suit the Judge's own taste is heartily encouraged as it is useless if playing it fails to provide the enjoyment which we all seem to find with this game.

Experience Points gained for killing the creature are listed behind most creature's Hit Points. Those which do not appear are the 1HD creatures whose Experience Points are equal to $10 + 1$ per Hit Point. Rather than waste time and space, this simple calculation is left to the Judge.

Daytime Encounter Table

- 1-2) Players catch a long-range glimpse of Kaystar Saru following them. He will ride away if they move toward him, but will always reappear later. (See page 4 for Statistics.)
- 3) Players catch a long-range glimpse of the Thief they will meet, (Drallio Feinfinger), in the tavern along with his cohorts. (See page 4 for Statistics.)
- 4) Orc Patrol: 5 Orcs, HD: 1, HP 8, 7, 5, 3, 1, AC: 6, Short Swords, Shortbows, 3D6 GP, 1D6 x 10 SP per Orc.
- 5) Cavalry Patrol from Alcastra's Tower: FTR, Level 1, HP: 10, 8, 8, 7, 5, 4, 4, 2, 2, 1, AC: 4, Lance, Longsword, led by Perllingale Lasmind: FTR, Level 2, HP: 12, AC: 4, Longsword, Lance, Spear. All Medium Cavalry. Their objectives will simply be to capture any strangers and take them back to Alcastra's Tower unless the party has encountered Lasmind at some previous time.
- 6) Orc Patrol: 3D4 Orcs, HD 1, HP: 8, 7, 7, 6, 5, 5, 4, 4, 4, 3, 2, 1, AC: 6, Short Swords, Shortbows, 3D6 GP, 1D6 x 10 SP per Orc.

At night the Judge may elect to have 1, 2, or 3 monster checks, according to his own preference, with a 6 indicating something has shown up.

Night Encounter Table

- 1-2) Kaystar Saru attempting to steal horses or equipment. (See Page 4 for Statistics.)
- 3) Drallto Feinfingers and two of his companions raiding the players camp. (see Page 4 for Statistics).
- 4) Orc Patrol: 6 Orcs, HP: 6, 5, 3, 2, 1, 1, AC: 6, Shortbows, Shortswords, 3D6 GP and 1D6 x 10 SP per Orc.
- 5) Orc Patrol: 9 Orcs, HP: 8, 7, 6, 5, 5, 5, 3, 1, 1, AC: 6, Shortbows, Shortswords, 3D6 GP, 1D6 x 10 SP per Orc.
- 6) Orc War Band: 13 Orcs, HP: 8, 8, 7, 7, 6, 6, 5, 5, 4, 4, 3, 1, 1, AC: 6, Shortswords, Shortbows, 3D6 GP and 1D6 x 10 SP per Orc.

Kaystar Saru: Align: CE, Class: Fighter, Level 4, HP: 27, AC: -1 (+1 Shield, +2 Dexterity Bonus), +2 to Hit, +3 Damage due to Strength, +1 Bow.

Kaystar is working for a Magic User who wants the book the players are seeking to recover. Rather than find it himself, he prefers merely to follow someone else (in this case, the players) and steal it once the party has recovered it.

In the meantime, he will simply shadow the party. Kaystar's trademark is his deep, demonic laugh. He rides a Massive Black Warhorse.

Drallto Feinfingers: Align: CN, Class: Elven Thief, Level 5, HP: 18, AC: 6 (Leather, +2 Dexterity Bonus), Longsword, Dagger.

Drallto's mission is similar to Kaystar Saru's, but he will not present as high a profile as Kaystar Saru. He is employed by another Wizard who wishes to possess the book, and he, like Kaystar, would prefer someone else found it. He is accompanied by 4 other Thieves. Thief No. 1: Level 1, HP: 4, AC: 5 (Leather +3 Dexterity Bonus), Longsword; Thief No. 2: Level 1, HP: 2, AC: 8, Longsword; Thief No. 3: Level 1, HP: 5, AC: 6 (Leather, +2 Dexterity Bonus), Longsword; Thief No. 4: Level 2, HP: 8, AC: 7 (Leather, +1 Dexterity Bonus), Longsword. All are mounted on light riding horses.

Alcastra the Fairspoken: Align: CG, Class: Wizard (Female), Level 12, HP: 29, AC: 3 (Bracers of Defense), +2 Dagger, Staff of Striking, Spells: *Sleep, Read Magic, Magic Missile* (fires 6 Missiles), *Charm Person, ESP, Invisibility, Web, Stinking Cloud, Hold Person x 2, Dispel Magic, Protection from Normal Missiles, Fear, Polymorph Other, Wall of Fire, Polymorph Self, Bigby's Interposing Hand, Cloudkill, Wall of Stone, Teleport, Guards and Wards.*

After having reached the Tower, the players will be escorted to the second floor of the Tower, where they will meet Alcastra. She will be escorted by two Female Servants: Level 0, HP: 4, 2, AC: 10, Daggers; Lt. Manestall: FTR, Level 4, HP: 26, AC: 3, Two-handed Sword; and two Mercenaries of the Guard: FTR, Level 1, HP: 7, 4, AC: 4, Longswords. After the exchange of greetings and introductions, Alcastra will motion for the group to be seated and begin speaking.

"It has come to my attention that one, Charellsfane, a Wizard who lived in this area over 300 years ago, possessed a work known as the Illhiedrin Book, the contents of which are beyond your knowledge. I have carefully searched through all records concerning the time after his death, and nowhere is any mention made of the fate of this tome. I must therefore assume that either it was spirited away immediately upon the death of Charrellsfane by persons unknown, or it remains hidden in his Tower, the location of which remains a mystery. I do not possess the time to spare to search for the location by magical means, and therefore I must turn to someone like you, possessing the necessary courage, abilities, and intelligence to search out the location of the Tower. I wish you to either return here with the Book, or, if you feel the challenge too great, return having seen the Tower and reveal its location to me. The rewards will, of course, be much greater if you return with the book.

I offer aid to those willing to accept a *Geas* to return to this place within a fortnight either with the book or without it. If you return with the book, those items which I give to you shall remain yours. If you return without the book, these items will be returned to me. In addition, to all those who are here today and return upon completion of the mission, 500 Gold Pieces will be paid. One half this amount will be paid in advance to those who accept the *Geas* in order that you might be able to better equip yourselves.

I have but one suggestion to offer as a location in which to begin your search. In the town of Tassin's Wood, is a Temple of Bastiken at which Charrellsfane's funeral rites were performed. I have dealt with the High Priest in several locations and a letter from me will enable you to receive all the information he possesses, which I fear is very little. However, it is a beginning, which all things must have before they have an ending."

At this point, the Mercenaries will bring forth the aids promised by Alcastra. The are: 1) a +1 Two-handed Sword (a Longsword may be substituted if the Judge prefers); 2) a Wand of Secret Door and Trap Detection with 11 charges left (Alcastra will inform the person who takes it as to the number of charges); 3) A Scroll containing two spells: *Sleep* and *Magic Missile* (treat both as 12th level - Alcastra will throw *Read Magic* on the character accepting the Scroll so that they will be able to use it at any time). The Judge should feel free to substitute for items if no character is capable of using them, i.e., give out a Clerical Scroll if there are no Magic Users.

The players may attempt to bargain with Alcastra for more items. If Alcastra's reaction roll (on 2D6) is 9 or more, she will offer the party a Potion of Healing for 200 GP (which may be taken out of their initial payment). Players may continue to negotiate with Alcastra but with a -1 die roll modifier for each successful negotiation (including the one for the Healing Potion). A successful negotiation (on a modified roll of 9 or more), indicates that Alcastra will sell one minor Potion or Scroll at one-half its normal value. Any roll of 5 or less indicates that Alcastra has had enough and that the bargaining is over. (In addition to the -1 modifier for each successful negotiation, do not forget to add any bonus due to the Charisma of the character doing the bargaining.)



The following is a suggested list of items which the players may purchase following successful negotiation with Alcastra:

- 1) Potion of Invulnerability – Players Cost: 250 GP.
- 2) Scroll: *Charm Person*, *Tensor's Floating Disc* (12th level) – Players Cost: 300 GP.
- 3) Up to 10 +1 Arrows – Players Cost: 60 GP per Arrow.
- 4) Potion of Speed – Players Cost: 225 GP.
- 5) +1 Dagger, +2 vs. smaller than Man-sized Creatures – Players Cost: 375 GP.
- 6) Potion of Healing – Players Cost: 200 GP.

For each successful negotiation, the Judge may roll randomly, pick, or simply go in order down the chart. If the players request some specific item, the Judge will have to decide on whether or not they receive it, keeping in mind that it should be a lesser magical item, or one which will be used up (i.e. Potions, Wands with less than 15 charges, etc.).

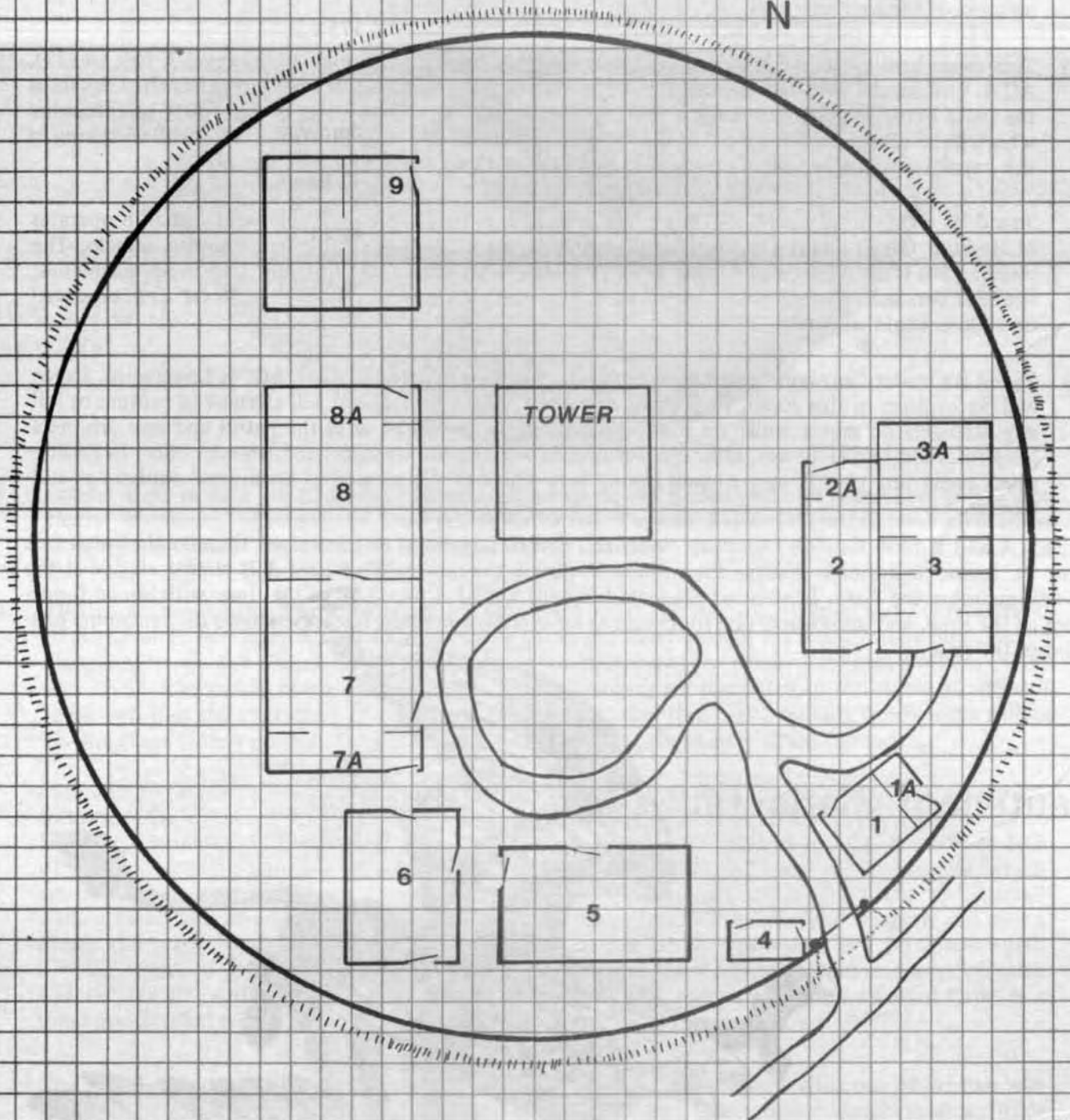
Those characters accepting (not buying) magic items or 250 GP in advance pay will be *Geased* by Alcastra using a necklace which she possesses just for that purpose. The players will then be led out of the Tower (after having received the Gold and items coming to them) and set back on the road to Tassin's Wood.

Kaystar Saru



Alcastra's Tower

1 sq. = 10ft.



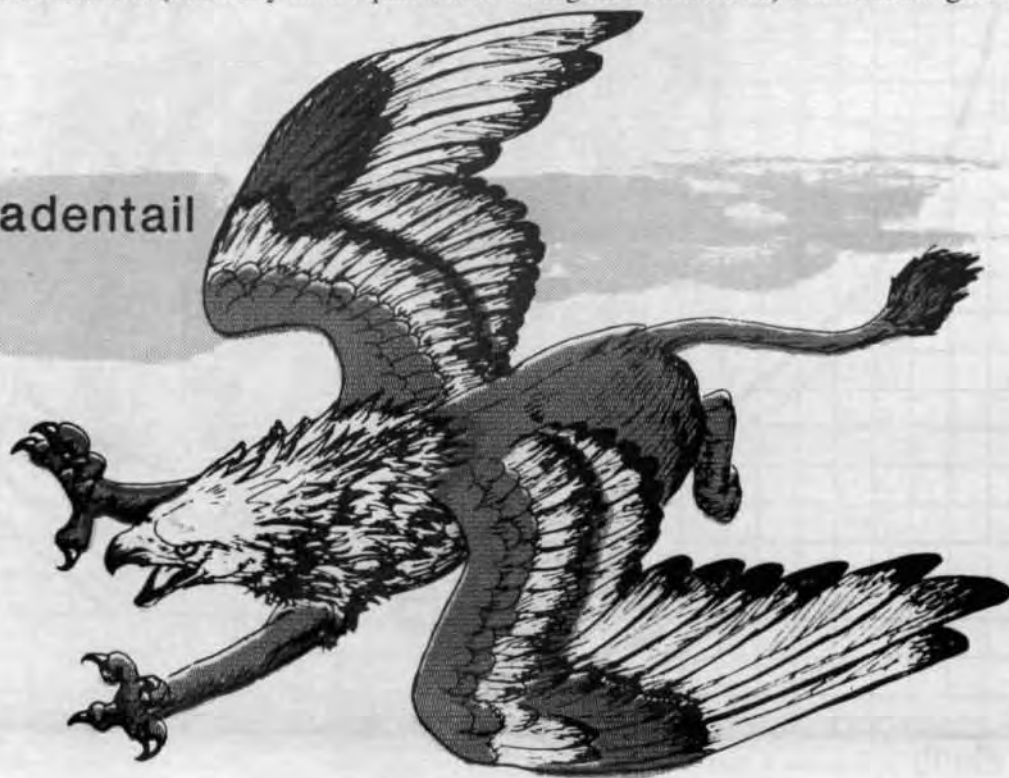
Alcastra's Tower

The Wizardess Alcastra's Tower sits astride the trail leading from the main road to the village of Ghastknight (which is outside the area we are dealing with). It is a square tower, 50 feet tall, 40 feet on a side. It is surrounded by a 10 feet earthen rampart which is topped with a 12 feet wooden pallisade with a catwalk. 40 Mercenaries live in wooden buildings within the courtyard, broken into 10 Man Squads. The walls bear many scars, mute testament to repeated assaults.

- 1) Squad A: FTR, Level 1, HP: 10, 10, 7, 6, 5, 4, 4, 3, 1, 1, AC: 4, Longswords and two Throwing Axes each. Standard barracks furniture, with 10 bunks, each with one or two small locked chests full of personal belongings. Each Mercenary keeps 12 GP hidden either in his bed or chest. There is one weapon rack on the east wall and one on the west wall, each fitted with six Spears. A large fireplace takes up most of the southern wall.
- 1A) This room belongs to the leader of Squad A, Sergeant Forn Wallstormer: FTR, Level 2, HP: 14 (77), AC 4, Longsword and two Hand Axes. Forn is a veteran of several Orc wars, and after the Captain is the most battle experienced soldier in the force. As Keeper of the Gate, it is his duty to determine who will be allowed to enter the walls. He has become highly susceptible to bribes while working in this capacity. In his personal chest, he keeps 18 GP and two Rings worth 50 and 60 GP.
- 2) Squad B: FTR, Level 1, HP: 10, 8, 8, 7, 5, 4, 4, 2, 2, 1, AC: 4, Lance, Longsword. Squad B operates as Medium Cavalry during normal times, manning the walls as normal infantry during attacks. The building is a standard barracks, containing 12 bunks, with locked chest beside 10 of them. Each chest contains personal belongings and 14 GP each. In a secret compartment in one is a 50 GP Gem mounted on a Silver chain worth 30 SP.
- 2A) Squad B's leader, Sergeant Perllingale Lasmind: FTR, Level 2, HP: 12 (71), AC: 4, Longsword, Lance and Spear, lives in this room. He regards all strangers as enemies, and will attempt to capture or kill any strangers he meets while on patrol. No questions are asked until the patrol and any prisoners have returned to the Tower, although Perllingale will ask the strangers to surrender once. In Parllingale's room are 11 GP, and a small Ebony box worth 60 GP as well as his normal equipment and clothes.

Squads A and B form Griffon Company under the overall command of Lieutenant Emmiss Sladentail (see Area 9). Squad B normally patrols the wilderness during the day, while Squad A is almost always at the Tower, guarding the Gate. Lieutenant Sladentail is with Squad A one-third of the time, with Squad B one-third of the time, and somewhere else (normally in his quarters or riding his horse alone) the remaining one-third of the time.

Lieutenant Sladentail



Alcastra's servant



- 3) Stable: Kept in here are 12 Medium Warhorses which Squad B uses while on patrol (1 spare); Three Heavy Warhorses, belonging to Lieutenant Sladentail, Captain Zaillo Ollenstask, and Lieutenant Allegredd Manestall. There are also four Light Riding Horses.
- 3A) This room belongs to the Stablemaster: FTR, Level 1, HP: 6, AC: 10, Dagger, and his Assistant: FTR, Level 1, HP: 2, Pitchfork (1D6 damage). There are two bunks in the room, with a large locked chest beside one and a small pouch hidden inside the mattress of the other. The chest contains 40 GP and 27 SP. The pouch contains only 43 SP. As no strangers are permitted in the stable, if either of these two find the characters there, he will first demand that they leave, quickly followed by calling for the guard if they do not. The guards have a 70% chance of hearing his calls per round.
- 4) Captain's Quarters: Captain Zaillo Ollenstask, a gray-haired excavalryman who turned to the Infantry following the onset of frequent black-out spells while riding. Captain Ollenstask: FTR, Level 5, HP: 30 (330), AC: 3, Longsword, Dagger, Shortbow, and Darts. He is away from the Tower 40% of the time leading Squad C in patrols in a three mile radius of the Tower. In his quarters, which are much more luxurious than those of any other member of the Garrison, is a very large bed, a small writing table, and several cupboards full of personal mementos, including several weapons and over a dozen campaign banners. In a secret compartment in one of the cupboards is a Necklace worth 370 GP. Next to his bed, the Captain keeps a large locked chest full of clothes and a pouch with 131 GP, 22 PP, and 40 EP. Hidden deeper within the chest, concealed within a folded Cape, is a small pouch filled with 15 tiny 50 GP Gems.
- 5) The Supply Storehouse is kept securely locked, but some of the boards covering one of the rear windows are extremely loose, as some members of the Garrison tend to do some midnight raiding. Inside the building is enough stored food and water to last the Garrison for a month. Also kept in here are various Military supplies, such as Bows, Arrows, Spears, a dozen Longswords, sixteen Shields and five sets of complete Chainmail. Non-military supplies are also kept in the building, including Blankets, Ropes, Sacks, Oil, and Torches. If the characters attempt to break into this building, they have a 25% chance of encountering some member of the Garrison doing the same thing.

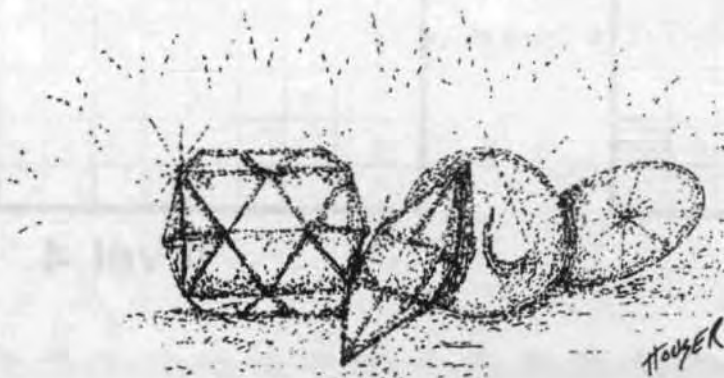
- 6) Garrison's Mess is crowded only during the morning and evening meals when 20 + 3D6 Men and Officers will be present, along with the Cook: FTR, Level 0, HP: 2, AC: 10, Daggers, and his four young Assistants: Level 0, HP: 1, 1, 1, 1, AC: 10, Daggers. At other times, there will be a 50% chance of 1D6 Garrison personnel present, along with the Cook and his Assistants.
- 7) Squad C: FTR, Level 1, HP: 9, 8, 8, 7, 6, 4, 4, 2, 1, 1, AC: 4, Longswords, Javelins. Squad C normally patrols close to the Tower (within three miles) and is often commanded by Captain Ollenstask. The room is a normal barracks, with 10 bunks, each with a locked chest next to it. Each chest contains 12 GP, and one contains a jeweled Dagger worth 150 GP, and another contains an Emerald Cloak Clasp worth 60 GP.
- 7A) The leader of Squad C, Sergeant Theodurn Trelway: FTR, Level 2, HP: 9 (62), AC: 4, Longsword and two Throwing Axes. Theodurn heartily resents Captain Ollenstask's personal direction of his squad, and could be convinced to go along with the characters if a full share was guaranteed for him. The players will normally meet him as an encounter in the village (see The Scarlet Moon). In his room he keeps 60 GP, 190 SP, and a loaded set of dice locked in the chest next to his bed.
- 8) Squad D: FTR, Level 1, HP: 9, 9, 6, 8, 6, 5, 5, 4, 4, 4, 2, AC: 5, Shortbows, Shortswords. The Garrison's Missile Troops remain at the Tower almost all the time as they are considered one of the keys to a successful defense. The room itself is a normal barracks containing 13 bunks, with locked chests beside 10 of them. Each chest contains 13 GP. Large quantities of Arrows are stored in various areas around the building.
- 8A) Squad D's leader, Sergeant Shadwraith the Shakey: FTR, Level 2, HP: 14 (77), AC: 4, Longbow and Shortsword, resides here. 30% of the time, he is drunk. 30% of the time, he is drinking and 30% of the time, he has a hangover. In his room he keeps a considerable quantity of wineskins, both full and empty, as well as a large locked chest containing only 23 GP and 12 SP. "Shakey" will talk to anyone for a drink.

Squads C and D make up Pegasus Company under the overall command of Lieutenant Allegredd Manestall (see Area 9). As Allegredd is Second-in-Command of the Garrison, he normally remains at the Tower due to Captain Ollenstask's frequent absences.

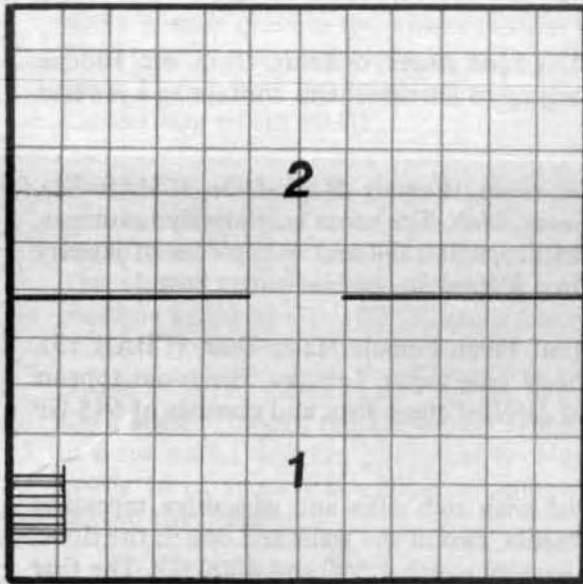
- 9) The two Lieutenants live in this building, Lieutenant Manestall occupying the western half, and Lieutenant Emmiss Sladentail occupying the eastern half. Lt. Manestall: FTR, Level 4, HP: 26 (220), AC: 3, Two-handed Sword, Handaxe and Shortbow, is a short, aggressive man with an intense desire for the +1 Two-handed Sword which Alcastra will offer to the party, and he may meet the party as a later encounter when he attempts to take it. In his room, besides the normal bunk, table and chest, he keeps a large collection of ears (Goblin, Orc, Human) which he always removes from his victims. In the locked chest is a pouch with 112 GP and 321 SP. Buried deeper in the chest, concealed inside the hollow hilt of an old rusty Dagger, is a 500 GP Gem. Lt. Sladentail: FTR, Level 4, HP: 22 (200), AC: 2, Longsword, Lance and Javelin, will challenge any stranger on a Heavy Horse to a race, as his large black War Horse is capable of beating 80% of the Horses it runs against. A suitable wager, with a minimum of 10 GP, will have to be agreed to before the race. In his room are the normal furnishings (bunk, table, and locked chest), and 348 GP hidden in the mattress of his bed. Hidden under one of the floorboards is a pouch containing 63 PP.

The Tower

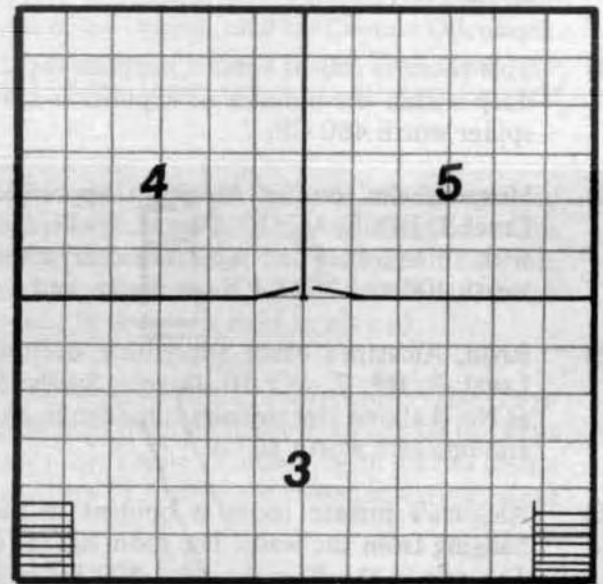
- 1) The area is used for eating and entertainment purposes. Several valuable tapestries hang on the walls, and a large table with a dozen chairs stands in the center of the room. The area is normally unoccupied.
- 2) The kitchen is usually occupied by a Cook, Level 1, HP: 2, AC: 10, Daggers. Stored in cabinets along its walls are many expensive and exotic spices. There is also a fine set of platinum dinner service worth 600 GP.
- 3) This room is full of various supplies for the tower including food stores, bedding, cloth, etc. Hidden deep within the mounds of supplies is a small pouch belonging to Mirranschein containing a jeweled spider worth 480 GP.
- 4) Mirranschein, one of Alcastra's apprentices lives in this room, Female Magic-User, (CHAR 12), Level 3, HP: 8, AC: 10, Dagger, Spells: *Sleep, Unseen Servant, Web*. The room is relatively luxurious, with fine clothes and tapestries everywhere. Mirranschein keeps 312 GP and two pieces of jewelry worth 100 and 250 GP respectively, and a potion of ESP in a *Wizard Locked* invisible chest.
- 5) Rhall, Alcastra's other apprentice, occupies this room. Half Elven Female Magic-User, (CHAR 13), Level: 3, HP: 7, AC: 10, Dagger, Spells: *Sleep, Comprehend Languages, Levitate*. Her room appears as No. 4 above. Her treasury is hidden in an invisible *Wizard Locked* chest also, and consists of 645 GP and one gem worth 50 GP.
- 6) Alcastra's private room is opulent in the extreme, filled with rich silks and expensive tapestries hanging from the walls. The room has (3) secret compartments, two in the walls and one in the floor. The one in the floor contains 500 PP and two pieces of jewelry worth 1,500 and 4000 GP. The first compartment in the wall contains a Wand of Illumination with 82 charges, and a Scroll with *Stone to Flesh, Passwall, Polymorph Self*, and *Dispel Magic*. In the last compartment are those objects which Alcastra will give or sell to the party. In an invisible, *Wizard-Locked* chest which also has had *Leonard's Trap* thrown on it are 6,000 GP and 12 gems, 2 x 100 GP, 5 x 250 GP, 4 x 500 GP, and 1 x 2,500 GP.
- 7) This room belongs to Alcastra's two female servants. There are two simple bunks in the room and two unlocked chests full of clothing. Hidden in one mattress is a pouch with 15 GP in it, in the other, a pair of 10 GP gems.
- 8) Alcastra's work area is a mass of papers strewn about and books lying open on Warriors Tables. Much of the paperwork is involved with Charrellsfane's life. In the mess are a pair of scrolls, the first of which has three spells: *Haste, Remove Curse*, and *Dispel Magic*, and the second of which has five spells: *Conjur Earth Elemental, Passwall, Fireball, Magic Missile*, and *Tenser's Floating Disc*.



The Tower

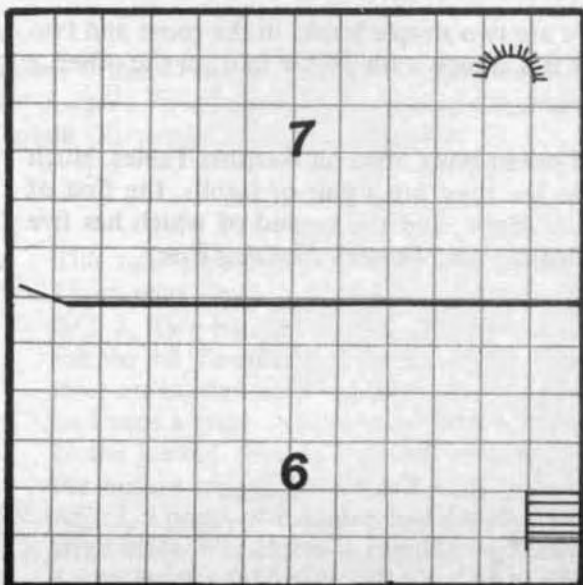


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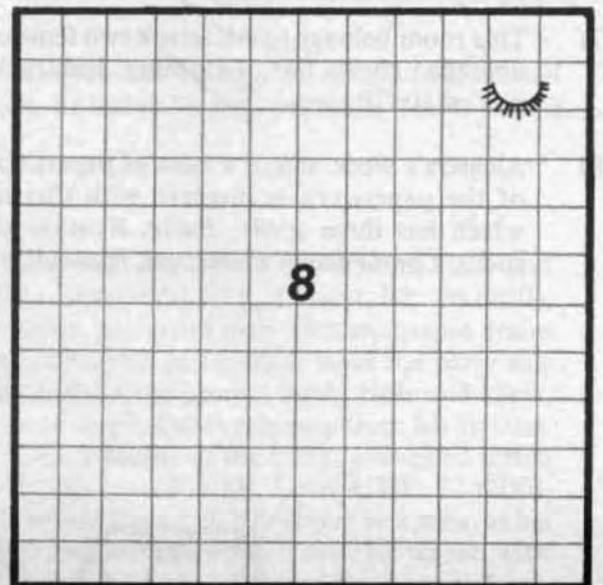


level 2

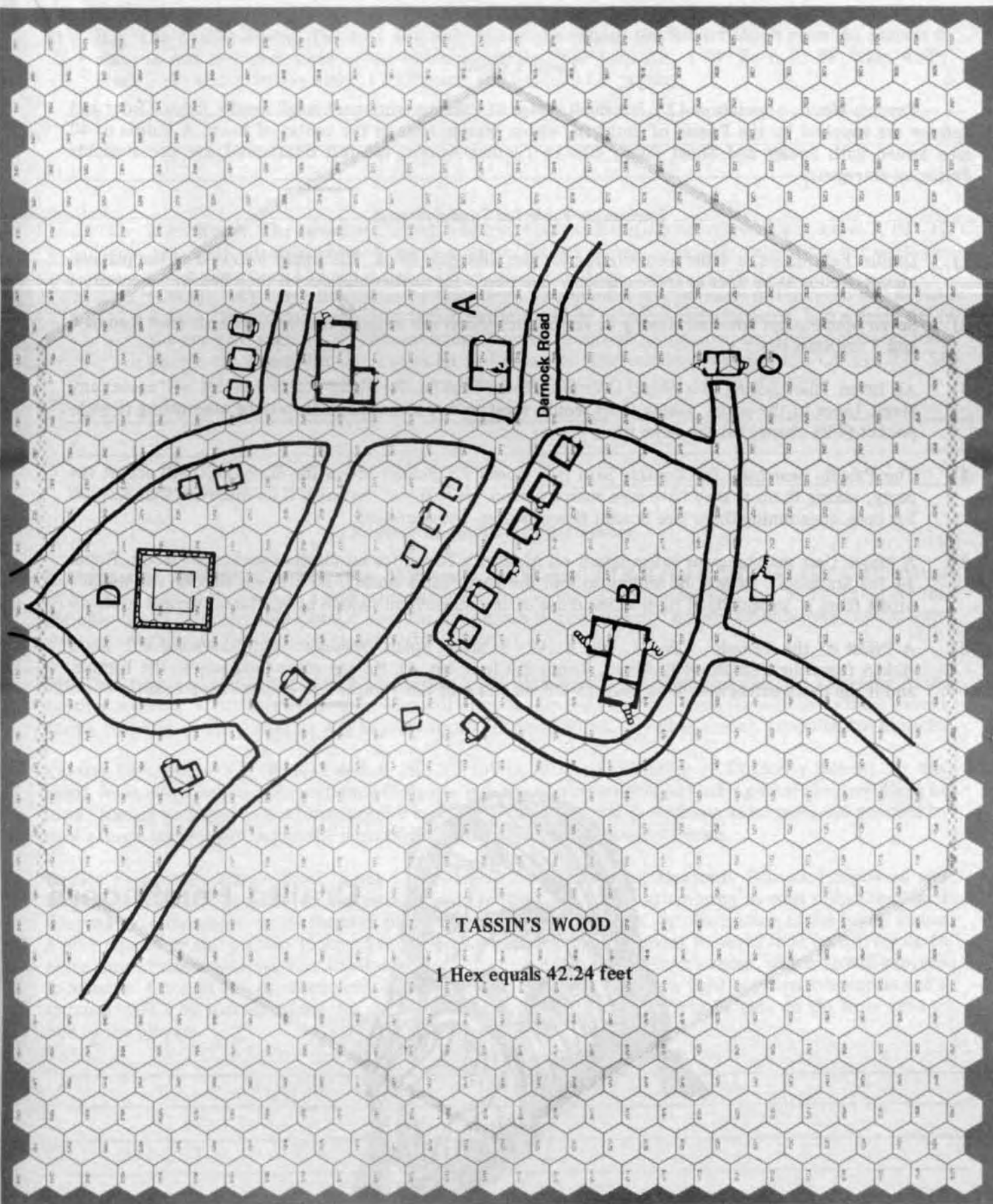
1 sq. = 3 ft.



level 3



level 4



Tassin's Wood

Tassin's Wood, population 117, is a small village of Farmers who work small nearby fields. Order and defense are supplied by the Priests of Bastiken, whose temple rests in the center of town. A Militia of 40 men armed with Spears and Short Pikes, 40% in Leather Armor, the rest unarmored, are also available during an emergency.

Encounter Table for Tassin's Wood

- 1) Drallto Feinfingers, a Thief also looking for the Illhiedrin Book, will bump into one of the players, pickpocketing as he does so (60% chance). (See page for further Statistics if they become necessary.)
- 2) Seven Mercenaries who are staying at the Scarlet Moon are looking for employment. (See Rooms 6 and 7 for Statistics.)
- 3) An Elven Thief posing as a Magic User (see Room 9 in Scarlet Moon for Statistics), will accost any Magic Users in the party, asking if he would want to buy some spells. He will be attempting to pick-pocket (45% chance) at the same time.
- 4) The Paladin searching for Kaystar Saru (see Room 12, Scarlet Moon for Statistics), will accost the party, asking them if they have seen such a person. He will join the party if he discovers that Kaystar has been questioning them (see Scarlet Moon, Room 1 encounters).
- 5) A Magic User searching for information on Alcastra's Tower for his master (see Scarlet Moon, Room 14 for Statistics). He will be willing to join the party for a while if he believes that he can make a profit from it, especially if he is offered use of any magic item (which he will later attempt to steal).
- 6) A Priest of the Temple: Level 1, HP: 4, AC: 5, Mace, Spells (Wisdom: 16): *Command x 2, Light* (taken from the Temple of Bastiken, Room 9, Cleric No. 4). He can guide the party to the Temple, and if the party offers him more than 25 GP, he will quit the Temple and join the expedition.



Drallto Feinfingers

- A) Inn, The Scarlet Moon: The best and only Inn in the village, the Scarlet Moon gives the players a place to rest and meet some of the numerous NPCs. Price List: Ale, 1 SP; Beer, 25 SP; Wine, 4 SP; Meal, 5 SP; Room for the night, 12 SP; room and board, 1 GP per day.
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- 1) Main Room: The owner of the Inn, a retired Fighter, Kreagold Natripper: FTR, Level 3, HP: 12, AC: 10, loaded Crossbow beneath counter, Dagger in belt, is usually behind the bar while two of his daughters, Alcrecia: Level 1, HP: 4, AC: 10, (CHAR: 14); and Iano: Level 0, HP: 2, AC: 10, (CHAR: 14), carry the drinks to the tables. The number of customers in the room will depend on the time of day, with 1D6 customers in the early morning and afternoon, and a room full in the evening, with 10 + 3D6 customers. Most of these will be villagers, but listed below are some people the characters can encounter in the tavern. The cashbox contains 135 GP and 977 SP, but it is securely locked and the key is on a leather strap around Kreagold's neck.
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Possible Encounters in the Tavern

A member of Alcastra's Garrison, Sgt. Shadwraith the Shakey: FTR, Level 2, HP: 14, AC: 4, Longbow, Shortsword, who will strike up a long conversation with anyone he can convince to buy him a drink. About the only useful information he would have for the players is directions for getting around town, unless they want information on the Garrison at Alcastra's Tower.

Sgt. Theodurn Trelway, Align: LN, FTR, Level 2, HP: 9 (62), AC: 4, Longsword and two Throwing Axes, another member of Alcastra's Garrison, who will offer to join the party for a full share of everything gained during recovery of the book. He will be carrying 60 GP and 190 SP, as well as a week's supplies for himself.

Kaystar Saru, Align: CE, FTR, Level 4, HP: 27 (395), AC: -1 (+1 Shield, +2 Dexterity Bonus). At this point, he is merely after information, offering to buy the players a drink and asking what they are doing in town. Having gathered any information he can, he will leave the party, laughing as he goes, and proceed to steal a horse (preferably one of the players) from the stables and ride out of town.

Drallto Feinfingers: Elven Thief, Level 5, HP: 18, AC: 6 (Leather, +2 Dexterity Bonus), Longsword and Dagger. Drallto will attempt to pickpocket any Cleric in the party, attempting to steal either the letter Alcastra gave the party or else the map given to the party by the Cleric. By observation of the party, he has a 60% chance to successfully pickpocket the player carrying the document he seeks, and he will try up to three times before deciding that the document must be hidden in the player's room, which he will proceed to ransack. Once he has the document, he will cover his tracks by starting a fight between the players and a group of NPCs by pickpocketing one of the NPCs and leaving whatever Gold he gets on the floor next to one of the players.

- 2) Stable: Only horses belonging to guests are kept here, and there will be 1D6 horses in addition to any the players may bring in. The owner's son, Matthelemew Natripper: Level 0, HP: 4, AC: 10, Dagger, is normally in the stable caring for the horses. At night, he sleeps in the loft above the stable.
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- 3) Kitchen: The owners Wife: Level 0, HP: 3, AC: 10, Daggers, and one Daughter: Level 0, HP: 3, AC: 10, Dagger, prepare the meals in this room. Customers are not normally allowed in the room, and if the characters do enter it, Kreagold and several of his regular customers will throw him out of it.
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- 4) Storeroom: Casks of Ale and Beer and Wine are stored on shelves along the wall next to several week's supply of food for the tavern. Also stored here is a large supply of blankets and sheets given to those renting a room for the night.
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- 5) Owner's Room: A normal bedroom, with a single large bed, two chests of drawers full of clothing, and a large chest full of paperwork related to running an Inn, i.e., receipts, IOUs, etc. One of the many pieces of parchment is a Scroll of Protection from Evil given to the owner by a penniless Cleric.
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The remaining rooms are those rented out to the customers for the night. They are all about the same, containing a single bed, a chest of drawers, and a small table with 1D4 chairs. Some of the rooms are occupied and those in them should be considered as possible encounters in the main room or around town. The empty rooms may either be filled with the Judges own NPCs (remembering to leave at least one empty for the players) or left empty.

- 6-7) Rooms 6 and 7 have been rented by a group of unemployed Mercenaries: FTR, Level 1, HP: 9, 6, 6, 4, 4, 3, AC: 4, Spears and Longswords, led by a 2nd level Fighter: HP: 16 (83), AC: 4, Broadsword, Javelin. Each Mercenary carries 22 GP, their leader carries 40 GP, 80 SP, and two 10 GP Gems. They would be willing to hire on with the party for 1 GP per man per day, 5 GP per day for the Sargeant. They will not accompany the characters into the Tomb or the Tower, although they will go into the areas just outside the Tomb.
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8) Empty.

- 9) An Elven Thief: Level 2, HP: 8, AC: 9(+1 Dexterity Bonus), 6 Daggers, posing as a Magic User. Having recently killed a Magic User during a robbery attempt, he has much of the paraphernalia necessary for an effective disguise. He has the Magic User's Spell Books, and he will sell the spells for only 500 GP per level of the spell. Spells in the books: *Hold Portal*, *Spider Climb*, *Read Magic*, *Erase*, *Find Familiar*, *Friends*, *Enlarge*, *Audible Galmer*, *Rope Trick*. Calling himself Tristan the Mighty, he will offer to join the party for first choice on any magical items found. If he can't get that, he will agree to go along for a full share, always finding some excuse not to throw his spells. He will also try to pickpocket (45% chance) whenever possible.
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10) Empty.

11) Empty.

- 12) A Paladin: Level 3, HP: 18 (157), AC: 1 (+1 Shield), +1 Longsword, Darts, Dagger, hunting for Kaystar Saru. Halloos Fermind by name, he will be willing to join the party if he discovers that the players have been questioned by Kaystar. He knows that Kaystar is working for a Magic User although he is not aware of the specific mission. He carries only 13 GP, receiving free room and board from Kreagold.
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13) Empty.

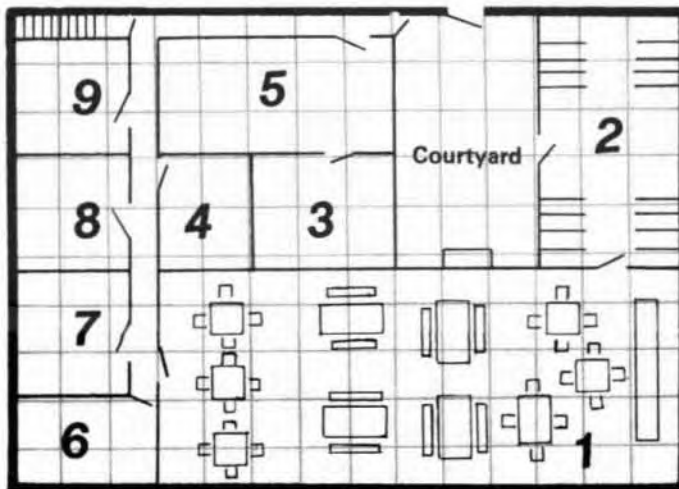
- 14) A Magic User: Align: CE, Level 1, HP: 2, AC: 10, Dagger, Spell Books: *Read Magic*, *Hold Portal*, *Push*, *Message*. His main objective is to gain information about Alcastra for his master, but he would not be loath to accompany the party for a while, giving himself a chance to steal some magic item. He carries 45 GP and 77 SP.
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15) Empty.

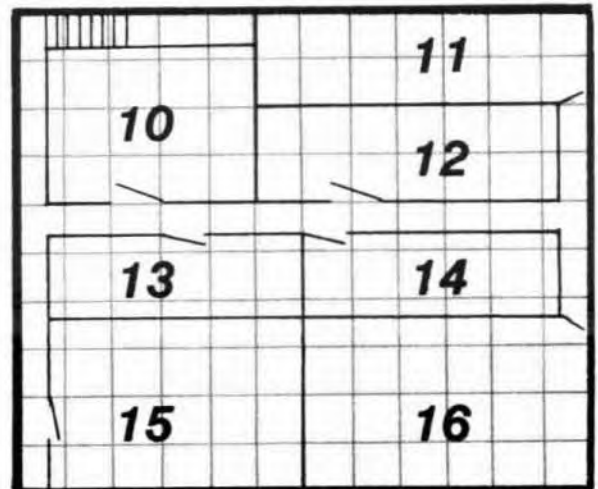
16) Empty.

- B) Armorer/Weaponmaker: Whillingbill Ramblinggate: Level 0, HP: 4, AC: 10, Hammer. He has a 55% chance to have any nonstandard item requested except for Plate Armor. Standard weapons are all Swords, Daggers, Helmets, Shields, and Axes, all of which he has a small supply. He has one suit of Plate Armor, which has a 40% chance to fit a Human Fighter. All prices are normal (same as in **Player's Handbook**). Whillingbill has two Assistants: Level 0, HP: 3,2, AC: 10, Hammers. He keeps a cashbox under the counter with 30 GP and 270 SP, but most of his hoard is hidden in a small metal chest which is kept under the floorboards. The chest is trapped, firing two Crossbow Bolts out of the hole if it is picked up. They strike as 3 HD monsters for 1D4 each. In the chest is 675 GP, 412 SP, three Gems worth 100 GP each. Whillingbill makes weapons and armor for the Clerics of the Temple for ½-price, and they will ask him to do the same for the party if the characters request it. His main source of work is Alcastra's Garrison.
- C) Stable: Dorain the False: Level 0, HP: 3, AC: 10, Dagger, runs the stable along with two Assistants: Level 0, HP: 2, 1, AC: 10, Daggers. He has a dozen Draft Horses, four Mules, and five Riding Horses. His prices are double those listed in the **AD&D Players Handbook**, and once paid, he will claim that the characters short-changed him by 10%. He will demand that the remaining money be paid to him immediately or he will report the "thieves" to the Clerics at the Temple (who serve as the local law enforcement authorities). However, if the players agree to go to the Clerics to resolve the matter, Dorain will back down as the Clerics are aware that Dorain pulls this routine on every group of strangers in town.
- D) Temple of Bastiken: The Temple serves as the basis of order in the village, enforcing the laws. There are a total of 16 Clerics serving the Temple, most of them first level. The Temple is surrounded by a 12 feet tall stone wall with a bar of iron grill gates at the single entrance. This entrance is guarded by two Clerics: Level 1, HP: 8, 3, AC: 5, Maces (hidden in robes). Spells: 8 HP Cleric (Wisdom: 14): *Command* x 2, *Cure Light Wounds*; 3 HP Cleric (Wisdom: 13): *Cure Light Wounds*, *Bless*. The doors into the Temple itself are made of intricately carved Bronze, 12 feet tall. The carvings depict the god, Bastiken, crushing the Orc hordes under his heel. These doors, as well as the wall gate, are normally open to allow worshippers to enter. The walls of the Temple are made of the same deep blue stone as the outer wall, all interior walls are constructed of wood.
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Scarlet Moon

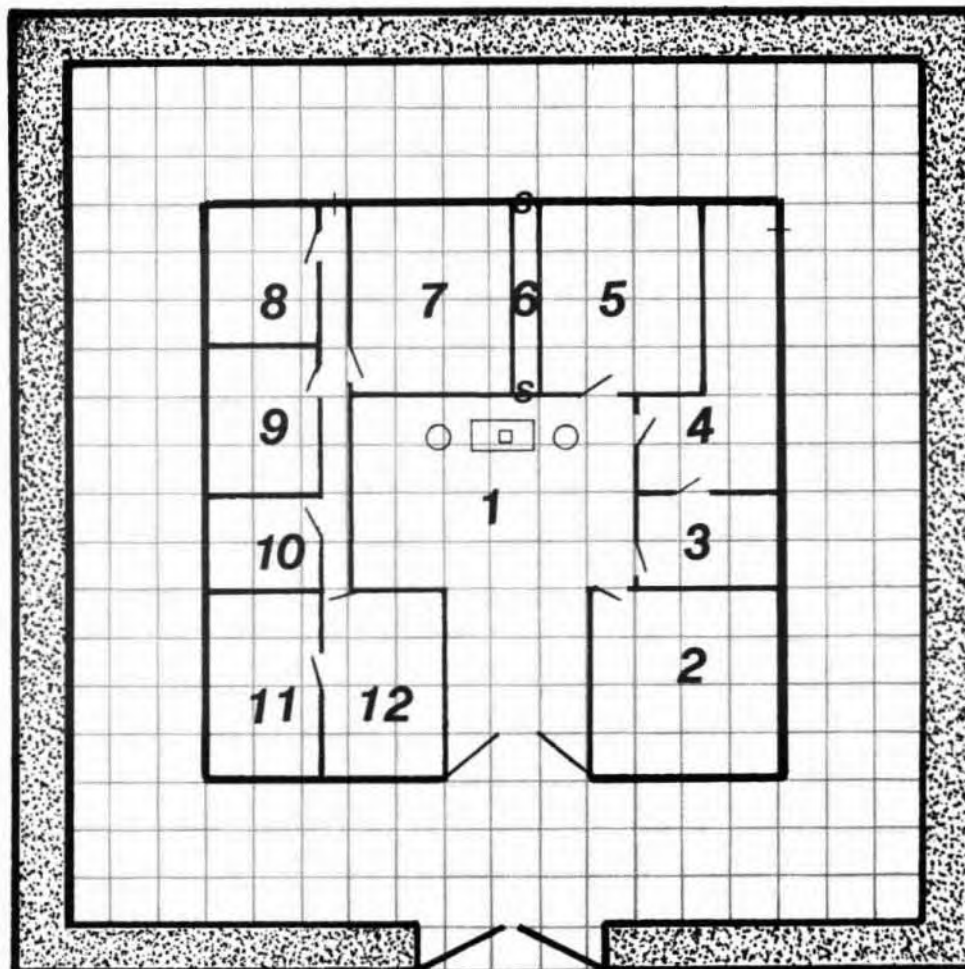


1st FLOOR



2nd FLOOR

1 square equals 10 feet

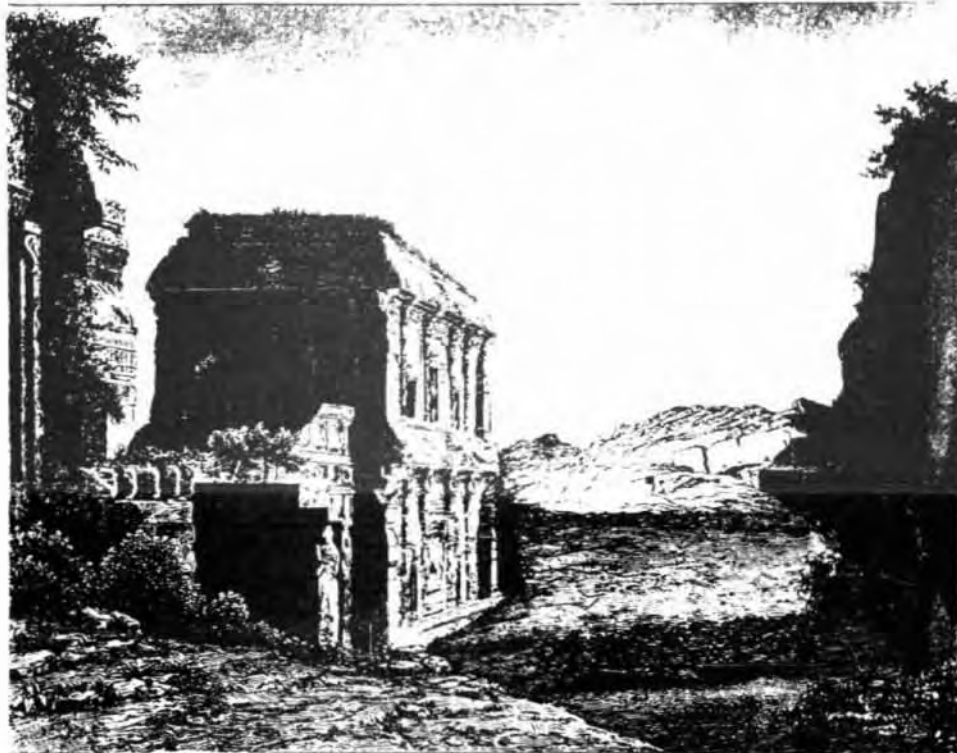


Temple of Bastiken

- 1) **Worship Area:** An 8 feet white statue of Bastiken stands on a 2 feet high square pedestal made of the same blue stone as the Temple. Bastiken, the local god of Farmers and Fields, appears as an aged man with flowing beard and robes. On each side of the statue is a 3 feet diameter Brazier filled with a mild incense. At the base of the statue is a small pile of coins, 61 CP, 93 SP, 12 GP, as it is customary to leave some offering whenever entering the Temple. The floor is covered with a mosaic of Bastiken wandering in fields of crops, and the walls are covered with tapestries depicting similar scenes. Standing near the statue are two Clerics of the church, heads bowed in prayer. Cleric to left of statue: Level 2, HP: 12 (126), AC: 5, Unarmed, Spells (Wisdom: 15): *Cure Light Wounds, Bless x 2, Command*; Cleric to right of statue: Level 1, HP: 2, AC: 5, Unarmed, Spells (Wisdom: 13): *Cure Light Wounds, Command*. It is not permitted to carry weapons in the Worship Area, and anyone who enters will be asked by the 2nd level Cleric to either leave the room or set his or her weapons in Room 2, and the characters will not be permitted to see the High Priest until one of these is done. After the players have complied with the demand, those that agree to leave their weapons in Room 2 will be ushered into the High Priest's Room (Room 4). If the players choose to begin fighting with the two Clerics, all Clerics in the Temple will arrive in 1D3 rounds and destroy the invaders.
- 2) The only furnishings in this room are a pair of tables and a dozen chairs. The Clerics occasionally meet here with non-believers, and it is also the room where strangers weapons must be stored while in the Temple. Any weapon left in here is perfectly safe.
- 3) **Room of Records:** Massive bookshelves line the walls with old books and Scrolls (non-magicked). In here are kept the records of the Temple, including the burial of Charrellsfane. A rough map is with the records, yellow with age and in some danger of crumbling to dust if not carefully handled. The High Priest will allow the characters to make a copy of the map if they agree to his terms. This map is found on Page 30 and the Judge should make a photostat or rough hand drawn copy to give to the players at this time.

Alcastra





- 4) High Priest's Room: Lassering Thay, the High Priest of the Temple: Align: NG, Level 10, HP: 41 (2974), AC: 10, Staff of Striking, Spells (Wisdom: 17): *Command* x 2, *Bless*, *Curse* (Reverse of *Bless*), *Cure Light Wounds* x 2, *Hold Person* x 3, *Silence 15' Radius*, *Spiritual Hammer*, *Slow Poison*, *Dispel Magic* x 2, *Prayer*, *Remove Curse*, *Protection from Evil 10' Radius*, *Neutralize Poison*, *Cure Serious Wounds*, *Cure Critical Wounds*, *Raise Dead*. He will meet the players here in his private room. Furnishings include a simple bed, small table with a single chair, and a pair of large closed cupboards. After having read the note from Alcastra, he will begin speaking:

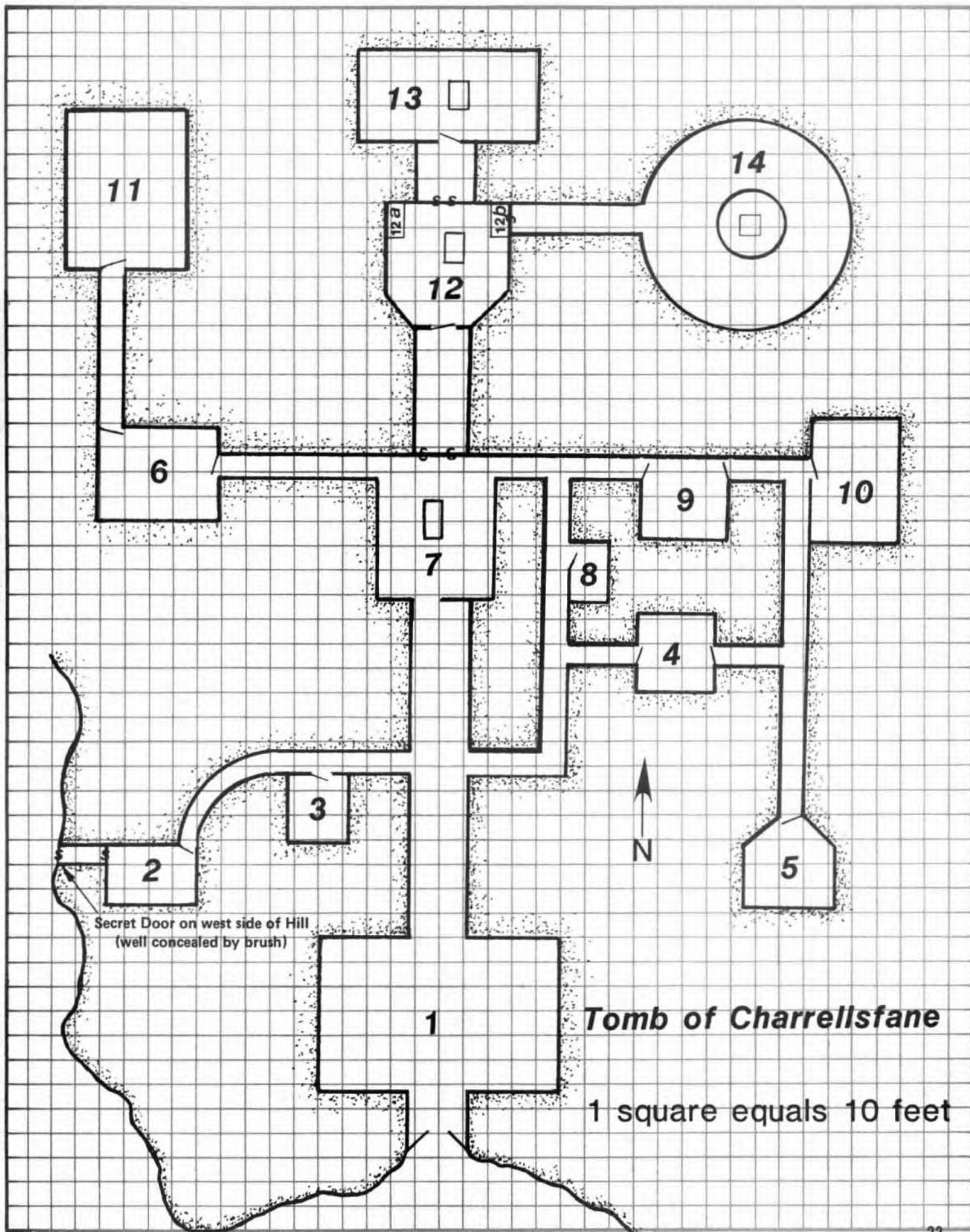
"Alcastra was correct when she wrote that she feared there was little I could do for you. The location of Charrellsfane's Tower was a well kept secret while he was alive, and those servitors with him when he died never revealed its location. The only person who could possibly tell you is Charrellsfane himself. Even talking to him would not be impossible were these normal times, as I believe I could assist you in this matter, and I do know where his Tomb is located. Unfortunately, we have recently received word that the Tomb has been invaded by the Orcs of the north. It is our duty to protect the Tombs as Charrellsfane bequeathed a considerable sum to our church just for that purpose. I fear, though, that this is part of a plan by the Orcs to draw our strength away from the town to deal with the invasion of the Tomb, while their main force attacks the town itself.

I see the possibility of a bargain here, gentlemen. You need to speak to the Charrellsfane, and I need his Tomb cleared of invaders without removing our strength from the defense of the town. I will provide you with what maps I possess, as well as the means to speak with the long dead Charrellsfane, if you agree to drive the invaders out of the Tomb, and reseal its entrances. Furthermore, you must agree not to plunder the Tomb, although anything you take from the Orcs you may keep as your own. As to what Charrellsfane will say, I couldn't even guess. He might be properly grateful for the cleansing of his Tomb, or he might be angered that we did not fulfill our duties to protect it personally. That is not my concern, however. I only offer you the chance to speak with him. I do not guarantee the results. Do you gentlemen agree?"

Lassering is not prepared to negotiate, simply because the players have no other means to get the information they seek, and he will impress this fact upon them if they refuse his terms. When they agree, Lassering will open a secret compartment in one of his cupboards and remove an Ivory Scroll tube with a *Speak With Dead* Scroll capable of working on Charrellsfane inside. He will then lead them into Room 3 and let them copy the map found there. He will recommend that they purchase horses or some other means of transportation, as the Wilderness is crawling with Orcs, and it is safer to move fast. He has nothing else to offer and will wish them good luck. (If the players have no Clerics capable of using the Scroll, Lassering will send the first-level Cleric in Area 1).

- 5) This room is the residence of one of the Priests of the Temple. Cleric: Align: NG, Level 5, HP: 26 (431), AC: 5, Mace, Spells (Wisdom: 16): *Bless, Command, Cure Light Wounds, Light, Protection from Evil, Hold Person x 2, Know Alignment, Silence 15' Radius, Resist Fire, Dispel Magic*. As with all Priests of Bastiken, he has no money of his own, however, as second in the Temple's chain of command, he carries a Staff inlaid with Gold worth 130 GP.
- 6) Treasury: The door to this room can only be opened by pushing a secret catch in the statue's beard. Anyone searching the statue has a 1 in 10 chance of finding the catch, Elves - 2 in 10. However, anyone seen touching the statue will be forced to leave the temple. In the room, neatly stored in various bags and chests, is 3,165 GP, 9,772 SP, and 5,412 CP.
- 7) Two Clerics: Align: NG, Level 3, HP: 12 (173), 10 (165), AC: 10, Maces, Spells: 12 HP Cleric (Wisdom: 14): *Cure Light Wounds, Command, Light, Bless, Hold Person*; 10 HP Cleric (Wisdom: 15): *Command x 2, Cure Light Wounds, Light, Hold Person x 2*. They have nothing of value.
- 8) Two Clerics: Align: NG, Level 2, HP: 13 (129), 6 (108), AC: 10, Maces, Spells: 13 HP Cleric (Wisdom: 13): *Cure Light Wounds, Command x 2*; 6 HP Cleric (Wisdom: 14): *Command, Cure Light Wounds, Bless, Sanctuary*. The room is a standard living quarters for Priests of Bastiken, with simple furniture and no personal wealth.
- 9) Sleeping Quarters: Nine simple bunks fill most of this room, six of them occupied by 1st level Clerics. Cleric No. 1: Level 1, HP: 6 (72), AC: 10, Unarmed, Spells (Wisdom: 13): *Cure Light Wounds, Command*; Cleric No. 2: Level 1, HP: 5 (75), AC: 5, Mace (preparing to go on guard duty), Spells (Wisdom 14): *Command, Light, Sanctuary*; Cleric No. 3: Level 1, HP: 1 (67), AC: 10, Mace, Spells (Wisdom: 12): *Bless*; Cleric No. 4: Level 1, HP: 4 (73), AC: 5, Mace, Spells (Wisdom: 16): *Command x 2, Light*; Cleric No. 5: Level 1, HP: 8 (81), AC: 10, Unarmed, Spells (Wisdom 14): *Cure Light Wounds x 2, Protection from Evil*; Cleric No. 6: Level 1, HP: 5 (75), AC: 10, Mace, Spells (Wisdom: 13): *Fear (Reverse of Remove Fear), Light*. As with all Clerics of Bastiken, they have no wealth.
- 10) Food donated by local Farmers fills the shelves which line the walls. The Clerics will allow characters to collect one week's rations a piece as there is a large excess of food and some will go to waste if not used soon.
- 11) Kitchen: Normally deserted, there are two first level and one third level Clerics in here for the hour preceeding mealtimes. (Select from those already listed if the need arises.)
- 12) Eating Room: Four simple long tables, each a pair of benches beside, are normally empty. At mealtimes, all Clerics in the Temple except for those two on duty guarding the gate are present. At other times, there is a 20% chance of finding one Cleric (dice for which one) in here meditating.





The Tomb of Charrellsfane

In order to gain access to the Tomb, the Orcs were forced to remove a great deal of rubble blocking the door. As the players approach the door, they will see this rubble strewn about near the 10 feet tall Bronze doors. The doors bear obvious signs of age as well as more recent scars, apparently from a magical explosion. There is also some evidence that several Orcs were caught in the explosion (burnt piece of armor, piece of slain Orc, etc.). The doors are ajar, being blocked open with several large stones.

As reported by the Clerics, the Tomb has been invaded by Orcs. However, unknown to the Clerics (or the Orcs, for that matter), a second invader has entered the Tomb and has begun killing the Orcs.

While the players are busy in the tomb, Kaystar Saru will show up outside the Tomb. He will steal any horses or equipment which the party left outside or just inside the door. If any guards were left, he will lure them away from whatever they are guarding and then double back to steal the equipment. He will then ride out of missile range and wait for the party to reappear, giving them a chance to see who stole their equipment. If no equipment is left out, he will simply fire two Arrows at the first party member to come out of the Tomb.

- 1) Antechamber: The walls of the room are covered with murals of death and funerals. Near the center of the room is the body of an Orc who was obviously crushed to death. There are no furnishings in the room. The doors leading North resemble those at the entrance of the Tomb including evidence of a magical blast.
- 2) A pair of Orcs: HD: 1, HP: 7, 3, AC: 7, Longswords, Daggers, are busy chopping up a heavy wooden table which they believe contains a secret compartment. The table is the only piece of furniture in the room. The Orcs are correct, there is a secret compartment in the table, and in it is a small Signet Ring worth 125 GP. The Orcs have 12 GP and 30 SP each. The secret door leading to the secret entrance is well hidden, with $\frac{1}{2}$ normal chances to find.
- 3) Five straw pallets brought in by the Orcs are scattered on the floor, teeming with lice, ticks, etc. Half-eaten food and other garbage are thrown in the corners. Hidden in one of the pallets is a pair of Daggers with small Ornamental Stones mounted in the hilt, each worth 20 GP. However, anyone digging in the pallet has a 20% chance to pick up lice. Hung on the west wall are Wineskins full of good Wine, and stored in an unlocked chest next to the north wall is a large quantity of Orc food which conceals a small pouch hidden at the bottom of the chest. In the pouch are 30 GP and a pair of 20 GP Gems.
- 4) The Tomb's second invader, a Giant Constrictor Snake: HD: 6 + 1, HP: 26 (433), AC: 5, 2 Attacks, Bite: 1D4, Constriction does 2D4 each round after it bites. Both doors are battered ajar, but are not open wide enough to permit seeing into the room until the viewer gets to the door. In the room, besides the Snake, are the bodies of three dead Orcs, each with a small pouch full of coins. The first has 18 GP and 82 SP; the second, 1 PP, 4 GP, and 32 SP; and the third has 23 GP and 42 SP. Each also has a Shortsword, two Daggers and a Shortbow. One also carried a pair of Throwing Axes.
- 5) Stacked against the east wall are 13 wooden crates, 10 of which are fitted with dried food for the Orcs. Of the remaining three boxes, one has six 25 feet long Ropes with knots every 2 feet and grappling hooks tied at one end; one has a dozen Flasks of Oil, two Tinderboxes, and 14 Torches; and the last contains 160 Arrows.
- 6) Two Orcs: HD: 1, HP: 8, 7, AC: 4, Silvered Longswords (worth 85 GP each), Daggers; Five Orcs: HD: 1, HP: 6, 6, 3, 3, 1, AC: 7, Shortswords, Shortbows, are sitting at a table of recent crude manufacture, arguing over whether to leave or not. On the floor are six straw pallets and a pair of small locked chests. Hidden in one of the pallets is a small Gold Chain worth 35 GP; in another, a Silver Necklace worth 60 GP. In one of the locked chests, which is trapped with a dart firing out of the front is 290 GP, 870 SP, 21 PP, two Rings worth 40 GP and 150 GP, and five Gems, 2 x 10 GP, 2 x 100 GP, 1 x 250 GP. The other chest contains only Orc clothes. The Orcs carry, respectively, No. 1: 30 GP and 160 SP; No. 2: 22 GP and 24 SP; No. 3: 15 GP, 45 SP and an Amulet worth 25 GP; No. 4: 20 GP and 62 SP; No. 5: 8 GP and 51 SP; No. 6: 17 GP, 25 SP, and a pair of Silver Bracelets worth 60 GP; No. 7: 24 GP and 110 SP. Total carried by the Orcs: 136 GP, 337 SP, an Amulet worth 25 GP, and a pair of Silver Bracelets worth 60 GP.



- 7) An open stone sarcophagus rests in the center of the room. Inside is the skeleton of a tall man. An empty Scabbard is attached to a crumbling leather belt around his waist. The lid of the sarcophagus which is lying upside down on the floor next to the sarcophagus, clearly identifies the body as that of Charrellsfane's bodyguard if anyone takes the time to look. Immediately after the players enter the room, an Orc: HD: 1, HP: 3, AC: 7, missing his weapons and Shield, will come running into the room after having a recent encounter with the Snake. He is extremely terrified, and will throw himself at the nearest person's feet, begging for mercy. The only direction he will go is out. He knows where the Snake is, and that is the only information the players will be able to get out of him as he continues a non-stop monologue about how terrible the Snake is. He carries 15 GP and 30 SP.
- 8) The door to this room is broken open, and lying on the floor are three dead Orcs, two crushed to death, the other bearing a pair of puncture wounds made by the Snake. There are four straw pallets in the room, one of which has a tiny Spider:HD: 1, HP: 1, AC: 7, Bite injects Poison which cause weakness in those failing their saving throw, fight at a -3 Hit probability and -1 damage, no spell casting allowed for the duration of its effects. Those passing their saving throw fight at a -1 Hit probability for the duration of its effects. The Poison lasts for 2D4 turns. 37 GP and 151 SP can be found on the dead Orcs.
- 9) The doors to the room are all broken open, and the room is empty. On the floor are bloodstains which lead into the corridor leading to Room 10.
- 10) Trying to hold the door shut are two terrified Orcs who encountered the Snake in Room 9. Orcs: HD: 1, HP: 6, 2 (wounded), AC: 6, Longswords, Daggers. Players chances to open the door are halved, but if they succeed, both Orcs will be sprawling on the floor, knocked over by the opening door. In the room are a pair of straw pallets, both filled with lice (10% chance to contract lice if someone digs through them). The unwounded Orc carries 18 GP and 75 SP, the wounded Orc carries 11 GP and 32 SP.
- 11) The room is filled ankle deep with ashes, as if all furnishings in the Tomb were carried in here and burned when Charrellsfane died. Only small metallic parts such as nails and buckles remain. There is nothing of value in the room.
- 12) The first false Tomb contains a tightly sealed sarcophagus flanked by four large braziers. The sarcophagus is made of grey stone and is over 12 feet long. If the lid is removed (requiring a total of 55 Strength points), a cloud of thick green smoke will begin pouring out of the sarcophagus, filling the main room. Those within 10 feet of the sarcophagus must make a saving throw vs. Poison immediately, or fall to the floor choking. Those further away have one round to flee or else must make a saving throw the next round, with results as above. Those who fail their saving throw must roll a D20 each round that they remain in the smoke, with a 1 indicating that they have died. There is a -1 die roll modifier for each round after the first spent in the smoke. Constitution Bonuses for Dwarves and Halflings also apply to this die roll. Those who pass the initial saving throw are considered to be coughing and choking, but able to move at $\frac{1}{2}$ normal speed towards a door. (Those who failed the original saving throw may crawl five feet per round.) If they retreat out of the room into 12A, 12B, or one of the corridors, they may reenter after one round, making a new saving throw vs. Poison, but with a +5 Bonus. If they stay in the room for three or more consecutive rounds, they must make another saving throw vs. Poison at +2 every third round. Failure results in the same results as failing the initial saving throw. The smoke remains in the room for 10 + 1D4 rounds. Once the smoke clears, the players will be able to see that the sarcophagus, like the braziers, is empty.

- 12A) The walls of the room are lined with shelves stocked with dried foods, all now long useless. There is nothing of value in the room.
- 12B) Once fine clothing hangs from overhead rocks, the once fine silks now molding with age. The secret door is extremely well hidden with Humans and Halflings having only a 1 in 20 chance of finding it, Elves, Half-Elves and Dwarves, 3 in 20 chance.
- 13) The second false Tomb resembles the first, although the sarcophagus is much shorter (only 8 feet long) and is made of blue stone. Lifting the lid off this one, however, causes a 4 feet thick block of stone to drop in front of the door, blocking it completely. Any character standing by the door must roll under his Dexterity to jump out of the way. If he fails, the stone will inflict 6D8 damage. There are 180 man-turns (180 turns) of air (i.e. 180 turns for one man, 90 turns for two, 30 turns for six, etc.). A torch consumes air at twice the rate of a man. If all the air is used, and the characters are still in the room, each must roll a Saving Throw vs. Poison each turn to avoid unconsciousness, with a -2 modifier on the second turn after the air runs out, a -3 on the third, a -4 on the fourth, and so on. Those who fall unconscious must roll a D20 on each subsequent turn, with a 1 - 3 indicating death, and a -1 die roll modifier for each turn since the air ran out. Dwarven and Halfling Constitution Bonuses also apply. A close examination of the stone, taking 1D4 + 1 turns (1D3 turns for a Dwarven Thief, 1D4 turns for any other Dwarf) will reveal that it is possible to break it along a hairline crack in its center. 20 spikes and two lengths of rope will be required. Swords and Daggers can be used to replace spikes, but will be ruined. Wooden stakes can also replace spikes, but it will take two wooden stakes to replace one Iron spike. Lengths of rope can be replaced by torn-up tunics, etc., but it will take two man-turns to manufacture one length of rope. To destroy the slab of stone will require 150 + 2D6 man-turns. Subtract four man-turns for each Dwarf working on the project. Keep careful track of how many man-turns the players waste before beginning to work on the stone. Note: The easiest way to keep track of this is to take a piece of scratch paper and make two columns. In the first, keep track of how many man-turns of air is used each turn (equal to the number of live characters there are in the room). When the total reaches 180 or more, the air has run out. In the other column, next to the number of man-turns used, note how many man-turns of work done on the stone (enter 0 until work actually begins, just keep track of which turn things are happening on). Note No. 2: The sarcophagus is empty.
- 14) Charrellsfane's Tomb is very plain, with no gold or ornaments anywhere. In the center of the room on a high, circular dais is a lidless stone sarcophagus made out of red stone. Inside is the perfectly preserved body of a man in Wizard's Robes. There is nothing of value in the sarcophagus room. If the party can use the *Speak With Dead* Scroll which they got in Tassin's Wood, they will be able to converse with Charrellsfane, and he will be willing to answer all questions. Charrellsfane's story is given below, and the Judge will have to use it to answer the specific questions. Also, Charrellsfane was slightly mad when he died, and he tends to rattle on and on about the creature who defeated him.

Charrellsfane's Story

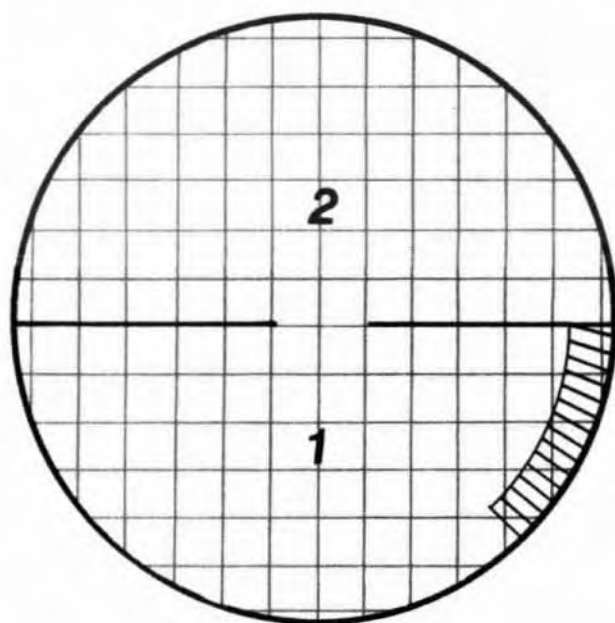
The reason no one has found the Tower of Charrellsfane is that it is invisible, and covered with illusions except under the light of a new moon. To see it, one must stand at the base of the Rock of Kelling's Leap as the new moon rises over it.

Two years before Charrellsfane's death, on a dark and stormy night, an old man appeared at the Tower asking for shelter. How he saw the Tower is not known, but once inside, he proceeded to slay the guards. The spells which Charrellsfane hurled at the creature (for it surely could not truly be a man) failed to destroy it and seemed, if anything, to strengthen it. Soon defeated, Charrellsfane and his surviving servants fled into the storm, abandoning the Tower. They went to the Tomb, living there until Charrellsfane's death, always concealing the defeat and their constant presence within the Tomb.

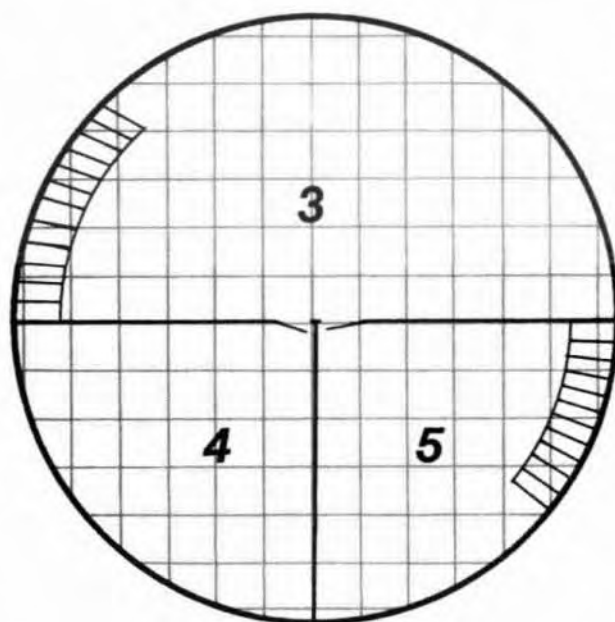
As to the book, as far as Charrellsfane knows, it is still within the Tower, although the creature could have hidden it anywhere within the structure, or taken it with him if he has left the Tower.

Any other details or facts, the Judge should feel free to create as they become necessary.

Charrellsfane's Tower

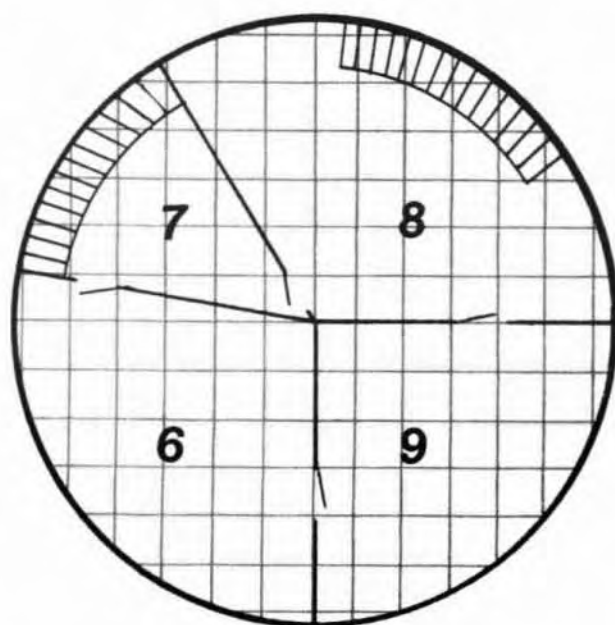


level 1

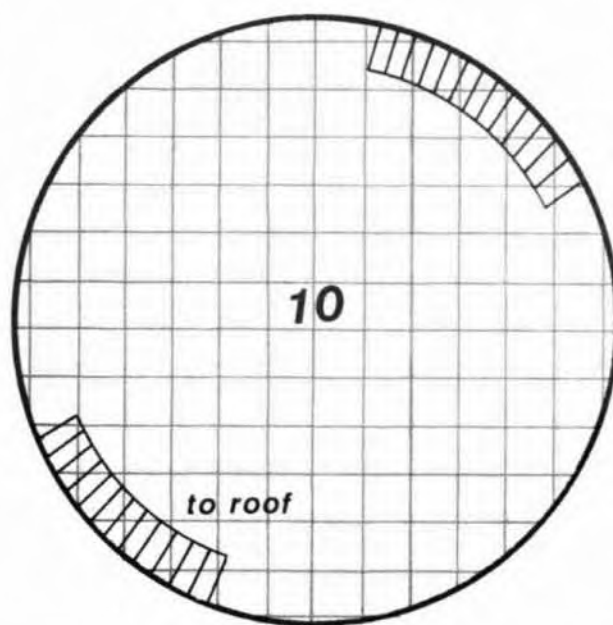


level 2

1 square equals 10 feet



level 3



level 4

Charrellsfane's Tower

The Creature

The creature which defeated Charrellsfane 350 years ago still inhabits the Tower, although it is in a considerably weakened state. The reason it was able to defeat the Wizard is that it feeds off the forces of Magic. When encountered, the creature will be considered as: Align: NE, HD: 2, HP: 15, AC: 10, 2 Attacks for 1D4 plus Saving Throw vs. Paralysis for 2D4 rounds. Normal weapons do normal damage to the creature, but if a spell of any type is cast at it, the creature adds 1D6 Hit Points to its present total per level of the spell (not the caster) and is in no way affected by the spell. Also, if the creature is hit with a magical weapon, the damage which would normally be inflicted is added to the creature's Hit Points instead. As points are added to the creature's total, he appears to slowly get younger after originally appearing as a very old man. As points are subtracted from his total, he appears to grow older. Also, as his Hit Points fluctuate, his Hit Dice change, making it easier or more difficult for him to hit. The changes occur when the creature's Hit Points reach multiples of eight. If the creature drops to 8 or less Hit Points, he fights as a 1 HD monster. If his Hit Points range from 9 to 16, he fights as a 2 HD monster, if they range from 17 to 24, he fights as a 3 HD monster, and so on.

The creature is not located in any place within the Tower, his placement being left to the individual Judge. I would recommend placing him on one of the upper floors with Room 9 as a suggested placement.

Experience points for destroying the creature is a matter of opinion. I recommend 800 with a bonus of 250 to anyone who figures out the creature's defenses (i.e. its magic absorption ability).

The Tower itself appears to be in some danger of collapsing. It is old, neglected, and covered with various vines. There is a single wooden door, still sturdy after all these years on the east side, and windows on the 3rd and 4th floors along its 40 feet height. All stairs within the Tower are five feet wide, permitting only one person abreast on them. All interior walls are stone, three feet thick.

Once the players stand on the Rock of Kelling's Leap under a new moon, they will see the Tower 300 yards south of the Rock. It will remain visible through the night and the interior is visible at all times to those inside the Tower.

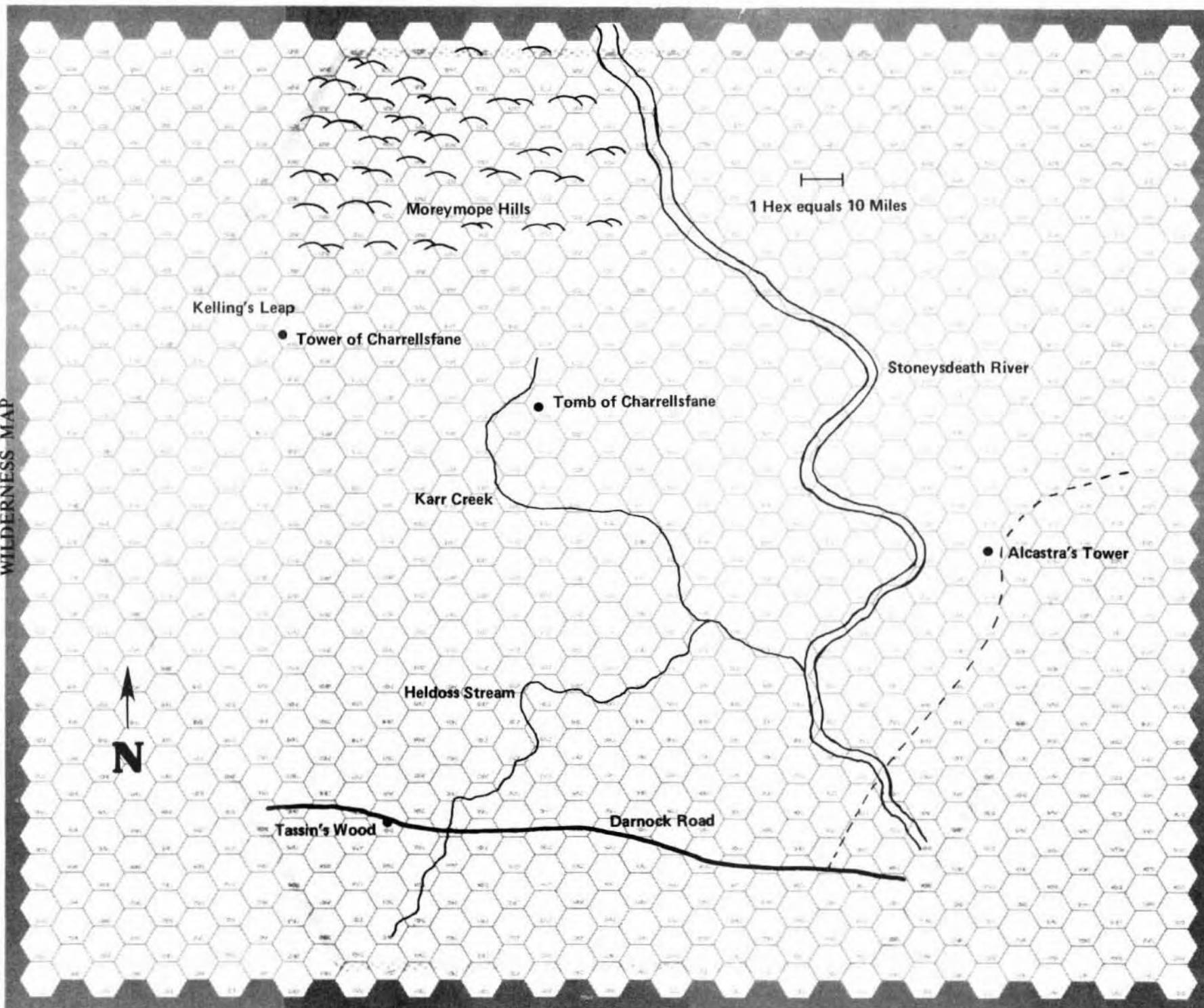
- 1) Crumbling furniture, most if it bearing scars from the battle fought 350 years ago, is strewn about the room. Most is rotted beyond any use, and appears to have been sturdy chairs, bunks, and weapon racks. Several Spear heads are also among the debris.
- 2) A rotted single bunk stands among other furniture which has been reduced to kindling. A thorough search will yield a rotted leather pouch which is hidden inside the remains of the straw filled mattress. In the pouch is a pair of 100 GP Gems.
- 3) The room is bare of furnishings, although there is some dirt and garbage piled against the walls. In the garbage are five Rats (normal, not giant): HD: ½, HP: 4, 4, 3, 2, 2, Bite does 1 Hit Point of damage plus a 5% chance of contracting rabies.

The Creature



- 4) Once comfortable furniture lies in tatters on the floor except for one divan which has had some attempts at repair made on it.
- 5) Four Skeletons (non-animated) of men in rusted Chainmail Armor are scattered amongst piles of other rotten garbage. The room appears to have once been a storeroom, and it is filled with crates of decayed food and spoiled wine. The Illhiedrin Book, invisible by its very nature, floats (also a property of the book) near the ceiling in the southwest corner of the room. It does not radiate magic, and thus has escaped the creature's notice.
- 6) The floor of this room is fairly clean of debris, and there is very little dust. There are no furnishings and even the walls are bare.
- 7) Once a storeroom, now there is only the tattered remains of silk sheets and other cloths. Several of the sheets were interwoven with Gold and Silver strands which still remains. A total of 270 GP and 1570 SP worth of the strands are still in the closet.
- 8) Shattered glassware is strewn over the remains of various tables as well as the floor. Obviously a former Alchemist's Lab, the once numerous vials and bottles are now broken except for a single glass sphere which still contains acid. The acid has weakened with age, but is still capable of doing 2D6 to any creature which it hits and the glass breaks. Also on the floor are many pages of notes, some of which have been ruined by time, but many of which are still legible. They are written in a language unknown to the players, but Alcastra will pay 1000 GP for any notes which the players bring her.
- 9) A heavy oaken desk still stands in the center of the room, its chair collapsed near it. The rusted and tattered remains of several lamps are also strewn on the floor. The room used to be Charrellsfane's Study, and in the desk are three separate sets of notes, written in the same incomprehensible language as the notes in Room 8. Alcastra will pay 300 GP per set of notes if they are returned to her. In a secret compartment in the desk are Charrellsfane's Spell Books, almost totally ruined by the spilling of a lamp's oil all over them during the struggle. The only remaining legible spells are: *Hold Portal*, *Light*, *Magic Missile*, *Tenser's Floating Disk* (all of which Alcastra has), and *Anti-Magic Shell*, for which Alcastra will pay 5000 GP and give a Wand of Illumination with 82 charges or a Scroll with four Spells: *Stone to Flesh*, *Passwall*, *Polymorph Self*, and *Dispel Magic* (treat all as 12th level). She will **not** give both magic items, but will allow the players a choice. If the players successfully negotiate with her, she will throw in two Potions of Healing, but that is her limit (alternately, the players may request a trading of spells and Alcastra will trade 2D4 first level spells for the *Anti-Magic Shell*.)
- 10) Formerly Charrellsfane's personal quarters, the creature has kept the room in repair for his own use (even though he has no need of such physical accoutrements). In spite of his efforts, the large canopied bed and the various chests of drawers are beginning to show the effects of age, as are various Wizard's Robes stored in the drawers. Various small Gems and Jewelry which are attached to some of the robes are still as valuable as ever, however. Thirty-three 10 GP Gems, six 50 GP Gems and two pieces of Jewelry worth 250 GP and 375 GP respectively can be collected from the various garments. In a secret compartment is a rotted leather pouch containing 40 PP and 50 GP.

Once the players exit the Tower, Kaystar Saru will come riding upon his Warhorse, brandishing his Lance and demanding that the players surrender the Illhiedrin Book to him. At the same time, Drallto Feinfingers and his band of four Thieves will ride up demanding the same thing. (Note: If the Judge really wishes to go crazy, he may wish to have other NPCs which the players have encountered previously appear at this time also. Suggested are Lt. Manestall of Alcastra's Guard who wants the Sword Alcastra gave to the party; the Paladin from the Tavern who is out to destroy Kaystar Saru, the Magic User from the Tavern who wants any Spell books he can lay his hands on, etc.) None of them, however, can tell one book from another, and none know that the Illhiedrin Book is invisible. It will, therefore, be easy for the players to throw any book out and run while everyone battles over the book.



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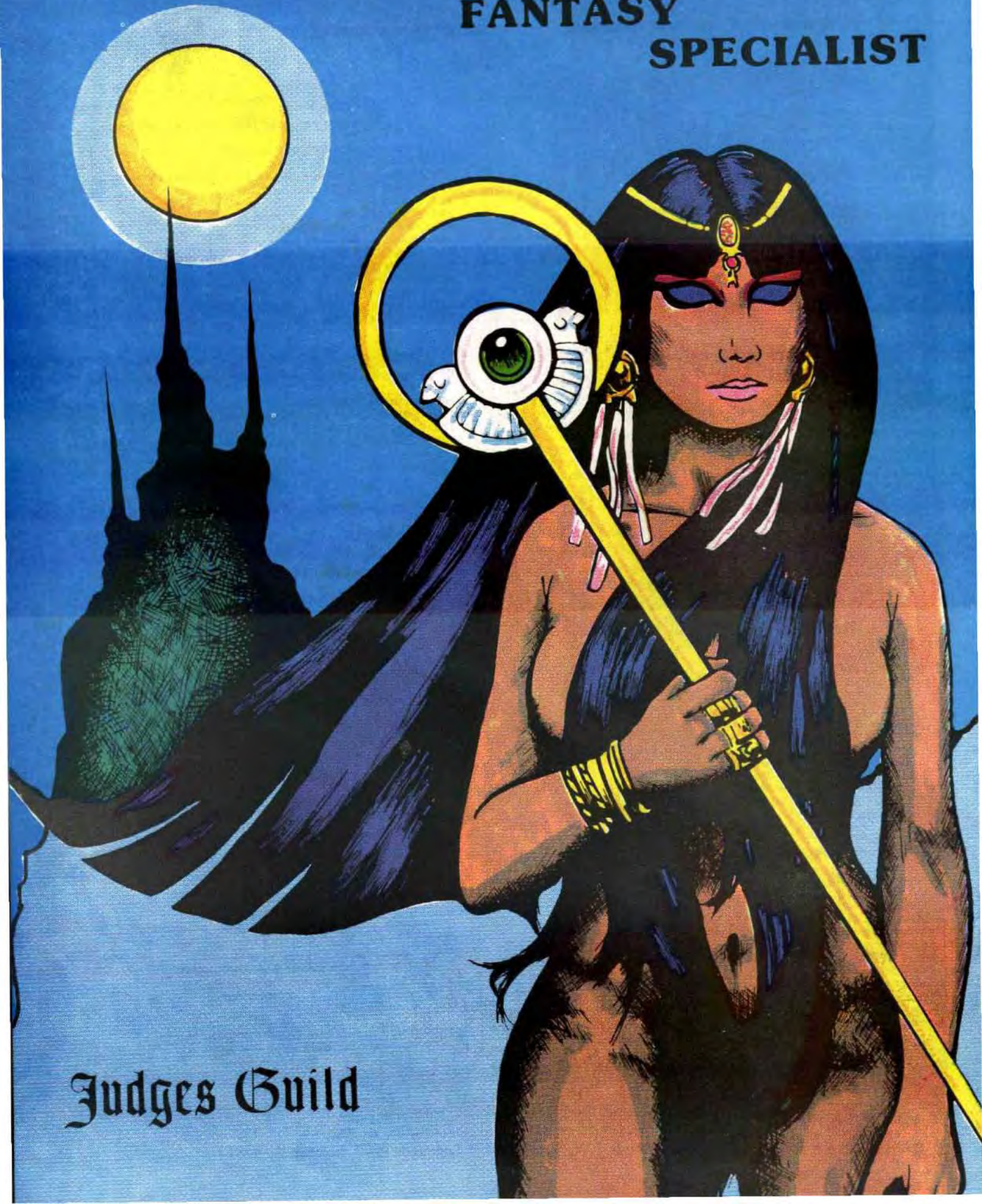
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