

THE INN OF LOST HEROES



**A Labyrinth Lord adventure designed for
3-6 characters of 3rd-5th level**



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THE INN OF LOST HEROES

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THE INN OF LOST HEROES

The Inn of Lost Heroes is a **Labyrinth Lord™** adventure for 4-6 characters of 3rd through 5th level (about 15-20 levels total). This adventure was designed as a one-shot that can be dropped into any existing campaign. The party should ideally contain at least one fighter or dwarf, one magic-user or elf, one cleric, and one thief or halfling character. The adventure centers around an inn that has become trapped in the nightmares of a vengeful spirit. Escaping the inn is the primary goal of this adventure, however, resourceful characters may also find the courage to free the trapped souls of former adventurers and finally lay the spirit to rest.

Author's Note: Know your group! This adventure begins by trapping the characters in an extraplanar dream world where some of the game mechanics they are accustomed to are slightly altered or do not work at all. It contains strong elements of horror as well as thematic material that may be disturbing to some. Common horror tropes of isolation, injury, and "taking the toys away" are also present. This is not an adventure that can be overcome by combat alone. If you suspect your players would not have fun with this type of setup, you may want to pass on running this module.

Adventure Background

The Inn of Heroes was an inn and tavern that served as a meeting place for adventuring heroes and their potential employers. Food and lodging were always top notch and on most nights, specialty vendors were present to buy and sell magical items and exotic goods while storytellers and minstrels were on hand to entertain the crowd.

The inn was a family-run business owned by the Mortigan Family. James Mortigan was a retired adventurer and his wife Evelyn was a seeress and healer (some called a witch) who he had met during his travels. The two were very much in love. In fact, about the only point of contention between the pair was Evelyn's disapproval of the room-clearing brawls that erupted almost every night between different adventuring companies staying at the inn. As a healer, Evelyn despised this type of senseless violence while James simply viewed the scuffles as a friendly way for adventurers to blow off steam.

One night, a brawl broke out between two rival adventuring parties, but unlike other nights, the fight quickly escalated to drawn blades and cast spells. When an errant spell ignited the timbers in the taproom, the inn's patrons ran for the doors, causing a pileup that kept many from escaping. James managed to lower Evelyn out of a top floor window, but he and the rest of his family were killed before they could escape the inferno.

Evelyn had to be restrained (by the very adventurers who had started the blaze) to keep her from rushing back into the burning inn. As the fires raged, she screamed until she lost her voice, and was eventually taken away for treatment. Driven insane by grief, Evelyn returned to the Inn of Heroes the next night and hung herself from the windlass above the courtyard well, cursing the pride and arrogance of all adventurers with her last dying breath. The curse took on a life of its own and Evelyn returned as a vengeful spirit, devoted to tormenting adventurers.

Managing the Adventure

The Inn of Heroes exists in a nightmarish dream world created by the tortured memories of Evelyn's restless spirit. This dream world consists of three levels—a living world, an ash world, and a burning world. The Labyrinth Lord should read the adventure thoroughly before running it to make sure he understands how the different levels work. Because of its nature, many of the game's normal rules are altered or do not apply while the characters are trapped within these worlds. These changes are noted in the text.

Living World

The living world version of the Inn of Heroes most closely touches reality and appears much as it did on the night of the devastating fire. Here, adventuring parties are lured by the promise of good accommodations, talented entertainment, and potential employment. Characters can enter and exit this level freely until the inn shifts into the ash world.

Ash World

The ash world version of the Inn of Heroes is a darker version of the living world inn. Here, the inn is deathly quiet and everything is covered by a thin layer of soot. The ash world is subject to being reshaped by Evelyn's whims and desires, so characters may notice subtle differences as they explore the inn. These changes are noted in the text, however, the Labyrinth Lord is free to add his own little creepy details to help set the mood. For example, strange noises might be heard from somewhere down a hall, a bloodstain or burn mark might mysteriously appear on an otherwise bare floor, or any damage done to a room (such as smashing through a wall or breaking down a door) may disappear once the characters leave the room. Or, the characters may explore an empty room and return later to find it the home of some foul creature. The most important difference between the living world inn and the ash world inn is the presence of the **Four Chambers of Light** (see pg. 16).

The world beyond the inn is a realm of never-ending rocky badlands, caves, and ravines that are shrouded in perpetual darkness and covered in ash. The ash world is home to a

variety of giant spiders, scorpions, venomous serpents, bands of mad heroes (see pg. 30), and packs of roving ghouls. Unless the characters have infravision, a light source is required to safely traverse the badlands, however, torches sputter and die within 1d4 rounds, *light* spells last for only 2d6 rounds, and *continual light* spells last only 1d4 turns. Even the light produced by magical items (such as magical swords) produces only a faint glow that extends only a foot or so in every direction. By contrast, the Inn of Lost Heroes stands out as a beacon of light in this dreary and forsaken realm, so characters who venture out into the wastes can always find their way back if they so desire.

Most of this adventure takes place inside the ash world inn. Once the inn shifts into the ash world, no spells, special abilities, or magical items short of *wish* magic can free the characters from this prison. The characters are completely cut off from the real world until they reunite the shards of the *Blessed Medallion of Light* (see pg. 29).

Burning World

The burning world version of the Inn of Heroes is uncomfortably hot and the smell of wood smoke hangs heavy in the air. Everything made of wood (walls, posts, timbers, furniture, etc.) is charred black and smoldering, with burnt embers constantly rising into the air. This level houses the doomed souls of adventurers killed by Evelyn over the years.

The world beyond the inn is a realm of never-ending rocky badlands, volcanoes, and rivers of molten lava. The sky is choked with clouds of black ash, the air is filled with poisonous gases, and the heat is so intense that only creatures immune to fire can survive outside of the inn for more than a few turns.

As with the ash world, the characters are completely cut off from the real world until they reunite the shards of the *Blessed Medallion of Light* (see pg. 29).

Shifting Between Worlds

The shift between the ash world inn and the burning world inn is marked by the steady clang-clang-clang of a town fire bell. All wooden items in the inn glow orange as they begin to

smolder and burn, and the temperature quickly rises. The shift from the burning world to the ash world is less dramatic and much more abrupt. These shifts happen at preset times during the adventure that are noted in the text (see **The Charred Hag Appears** on pg. 14 for an example of such a shift).

Placing the Inn of Heroes

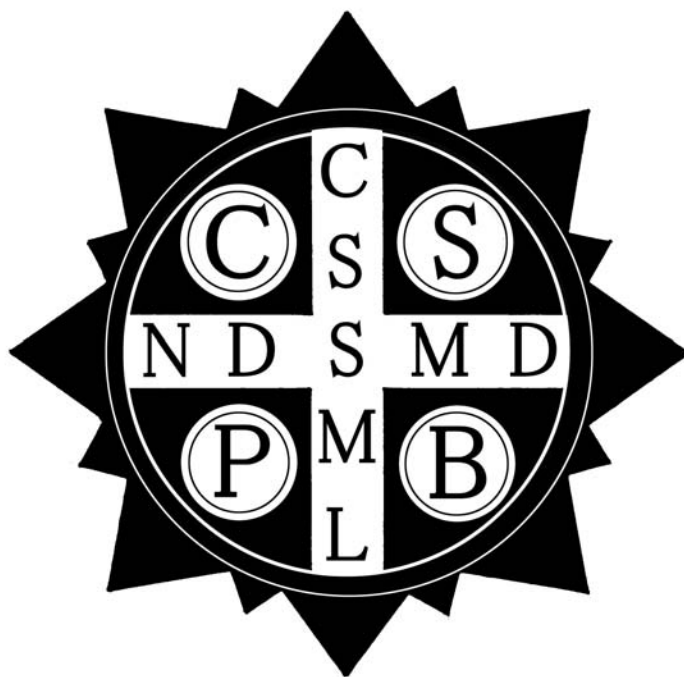
The Inn of Heroes exists in a dream world, only touching reality on the anniversary of the fire that took the lives of the Mortigan Family. It can be placed anywhere an adventurer's inn might be located, such as an abandoned city block, a river crossing, or the outskirts of a frontier town. It stays in the area for a single night and disappears the next morning, usually long before the locals begin to question its presence.

If this adventure is being run as a one-shot, the Labyrinth Lord may add to the theme by having the anniversary of the fire occur during the night of a horror-related holiday such as Día de los Muertos (Day of the Dead), Walpurgis

Night, or Halloween, adding flavor to the game by making note of the appropriate decorations hanging about the inn's taproom.

Beginning the Adventure

The adventure doesn't start until all characters are at the Inn of Heroes. The best way to accomplish this is by having the party check in just as they normally would to any other adventurer's inn. Ideally, the characters should have no reason to suspect that anything is amiss. Other, less subtle methods of getting the characters to the inn include having a magic-user character sense something strange about the inn while passing it by, having a cleric character receive a divine vision that leads him to the inn, or having a friendly NPC ask questions about an inn that he's sure wasn't present the day before. This of course immediately tips the characters off that something strange is going on, but at least has the desired effect of getting the characters to the inn. Once the characters are at the inn, skip to **Living World Encounters**, pg. 9.



The Blessed Medallion of Light

The Inn of (Lost) Heroes

The following descriptions detail the living world version of the Inn of Heroes. Once the inn shifts into the ash world, it becomes known as the Inn of Lost Heroes.

Changes

Changes between the living world and ash world versions of the inn are noted in boxed text.

Ground Floor

- Taproom
- Storeroom
- Kitchens
- Meeting Rooms
—(Chamber of Sight)

Taproom

This large room is the inn's main gathering place. It contains a bar, booths and tables, and a cleared area for performances. A passageway beneath the main staircase leads to the private meeting rooms in the back. The tavern walls are decorated with gear and trophies donated by adventurers (broken swords, tribal orc shields, animal skulls, mounted monster heads, etc.), and tapestries and small paintings depicting heroic events (giant slaying, dragon slaying, princess rescuing, etc.). A crossed axe and sword behind a shining shield is attached to the fireplace above the mantel and a large carved sign above it reads: "Inn of Heroes." The shield is decorated with the Mortigan Family Dragon Crest (see pg. 29).

A board on the wall next to the bar is used for posting notices and employment opportunities. These notices read:

- Brave adventurers needed to deliver a delicate package. See Guildmaster Faunal of the Brewer's Guild for details.

- Armed escorts needed to guide a small party over the Haljak Mountains. Interviews held tomorrow morning in the taproom of the Inn of Heroes. Only skilled guides need apply.
- Goblin infestation in the ruins of Higgins Abbey. See Captain Grimmel at the local watch post. Bring weapons and armor for inspection.

The bar shuts down an hour or so after midnight, at which time this room is converted into a common sleeping area where for 3 sp adventurers may bed down for the night (or pass out at the tables).

Notices

In the ash world, the notices on the board read:

- Adventure in the city. . . and Die!
- Adventure in the wilderness. . . and Die!
- Adventure in the dungeon. . . and Die!

Sign

In the ash world, the word "Lost" has been burned across the sign above the mantel so that it now reads: "Inn of Lost Heroes."

Apparition

The **Barroom Brawl** apparition occurs here after the characters have encountered the charred hag in **The Charred Hag Appears** encounter. See pg. 14 for details.

Storeroom

This storeroom contains nonperishable supplies (crockery, linens, chamber pots, soap, cleaning supplies, etc.) and extra furniture

(chairs, tables, beds, etc.), including pallets for those who pay to sleep in the taproom after hours. A locked chest contains fine dining and silverware (worth 350 gp) that is painted and engraved with the Dragon Crest symbol.



Kitchens

A variety of barroom food is prepared here at the normal costs listed in the **Equipment** section of the **Advanced Edition Companion**. The quality of the food is generally good. A spiral staircase leads down into the inn's cellar. A second spiral staircase located behind a locked door leads up to the Mortigan Family living quarters.

Evelyn Mortigan prepares most of the inn's food here. If the characters enter the living world kitchens, they find the stoves on and food prepared, but Evelyn is nowhere to be found.

Meeting Rooms

These rooms are used to conduct private business, usually with clients who wish their identities to remain secret. **Room a.** contains a secret door in the north wall that opens into the alley outside.

Mark of the Sight

In the ash world, the charred corpse of a former adventurer sits propped up on the floor with its back against the secret door. A charred pattern on the door makes it look as if the corpse is wreathed in black flames.

When the characters enter this room, the corpse lifts its head, opens its mouth, and groans out the words, "In the Chamber of Sight, you must use stealth to walk the faerie path, but know ye that never again shall the night be your friend."

The corpse then returns to its dormant state. The secret door opens into the **Chamber of Sight** (see pg. 16).

Second Floor

- Private Rooms
- Mortigan Quarters
—(Chamber of Books)

Private Rooms

These private sleeping chambers were designed specifically for adventuring parties. They contain one to three beds, several padlocked chests, a small table, desk, and chairs. Sleeping pallets from the storeroom can be requested at no extra charge. A small closet near the stairs contains cleaning supplies and fresh linens.

Mortigan Quarters

These are the private living quarters of the Mortigan Family. The Mortigan Family Dragon Crest is carved on the door to this hallway. The door is locked at all times and the lock contains a simple dye trap. If the lock is picked without disarming the trap, indelible red ink sprays all over the character's hands, marking him as a thief.

Old Beast

In the ash world, a fierce, nightmare version of the family dog Old Beast (pg. 27) guards the hallway. His coat is jet black, his eyes burn with fire, and smoke and flames belch from his nose and mouth. Characters who attempt to open the door hear him growling from the other side.

Old Beast attacks anyone who enters the hallway unless someone in the party displays a Dragon Crest symbol. Any characters who befriended Old Beast in the living world taproom (by feeding him, petting him, etc.) are attacked last. Any characters who were mean to him are attacked first. Characters bitten by Old Beast

must make a saving throw vs. breath attacks or catch fire, suffering 1d6 hit points of damage per round until the flames are put out (by rolling on the ground, dousing with water, etc.).

Old Beast fights to the death, at which time he lets out a mournful howl as his body is consumed by fire.

Old Beast: AL N; MV 150' (50'); AC 5; HD 4; hp 24; #AT 1 (bite); Dmg 1d8; SV F4; SA bite causes fire; ML 12; XP 190.

Room a. is the girls' room where Fiona, Charlotte, and Tamis reside. The room is painted pink and white, with white furniture and frilly bedcovers and drapes. A basic healer's kit containing common herbs, bandages, splints, etc. lies beneath Charlotte's bed.

A jewelry box atop one of the vanities holds three gold and silver necklaces (75 gp each), four gold bracelets (60 gp each), six gold and silver rings (75 gp, 50 gp, 50 gp, 50 gp, 15 gp, and 5 gp), and a dozen pairs of gold and silver earrings (25 gp per pair) in addition to a variety of costume jewelry that looks real at a glance. One of the gold and silver necklaces contains a Dragon Crest pendant and one of the gold bracelets contains a Dragon Crest charm.

Room b. is the boys' room where Garan and Mikel reside. The room is decorated much like the taproom, with heroic paintings and donated weapons and gear. A set of toy weapons and armor are strewn about the floor, including two small round wooden shields with the Dragon Crest symbol painted on the front.

Room c. belongs to Keth and Eva Alwell. The room contains a wide desk and chair in addition to normal bedroom furniture. Eva's jewelry box contains three gold necklaces (100 gp each), a gold brooch containing the Dragon Crest symbol (100 gp), two gold and silver bracelets (65 gp each), four gold rings (50 gp each), and six pairs of gem-studded gold earrings (200 gp each). A locked strongbox beneath the bed contains a bag of 10 emeralds (250 gp each), and 300 gp, 175 sp, and 77 cp in coins.

Room d. is the family gathering room. It contains a padded sofa and chairs, table, and other furniture. A number of common and a few of the more exotic games (dice, castles,

mahjong, mancala, etc.) are stored here in a tall cupboard on the west wall.

Mark of the Book

In the ash world, the desiccated corpse of a former adventurer has been crucified to the cupboard doors.

When the characters enter this room, the corpse lifts its head, opens its mouth, and groans out the words, "In the Chamber of Books, you must speak the ancient tongue to recover the prize, but know ye that the fire of knowledge burns the very windows of the soul."

The corpse then returns to its dormant state. Closer examination reveals that its eyes have been burned out. The cupboard opens into the **Chamber of Books** (see pg. 17).

Room e. is the family's private storeroom. It contains spare furniture, linens, and boxes and trunks full of personal effects (clothing, old toys, etc.) and souvenirs from some of James's past adventures (oddly shaped weapons, rolled tapestries, exotic pottery, surcoats bearing the crest of various nobles and kings, etc.) that are occasionally exchanged for the others decorating the taproom.

Dark Portents

In the ash world, the family storeroom contains several items that hint at things to come in the various Chambers of Light (see pg. 16).

- A book on faeries and faerie glamour is covered in a moldy red and yellow fungus, similar to that found in the Chamber of Sight. The mold causes slight numbness and tingling in the fingers, but produces no other ill effects.
- A battered Lawful holy symbol rests atop a small pile of gnawed animal bones (rats, mice, birds, etc.) heaped in the center of the room. A handful of small bones fall from the ceiling and land on any character who examines the pile more closely. This encounter is reminiscent of the setup in the Chamber of Bones.
- A locked trunk contains a jar with two scorched eyeballs floating in a strange

liquid as well as several dusty books and tomes detailing magical places, creatures, and spells, similar to those found in the Chamber of Books.

- A mannequin in one corner of the room is dressed in a suit of plate mail, shield, and helm exactly like those worn by the animated knight in the Chamber of Battle. This is one of the first things the characters see upon entering the room, which may cause some consternation if the party has already faced the animated knight.

Room f. is James and Evelyn's master bedroom. It contains a king-sized bed with carved wooden posts surrounded by typical bedroom furniture. The Mortigan Family Dragon Crest is carved into the bed's headboard. A worn leather satchel inside a closet holds Evelyn's healing kit. The kit is *arcane locked* shut and contains common and exotic herbs, several potent poisons, bandages, splints, a pair of scissors, a small knife, and 5 *potions of healing*.

Evelyn's jewelry box contains a cameo locket (500 gp), a diamond and ruby studded ring (250 gp), a gold and silver bracelet (200 gp), four gold necklaces (100 gp each), and six pairs of gold and silver earrings (25 gp per pair). An *arcane locked* wooden strongbox beneath the bed contains 765 gp, 210 sp, and a bag of ten large rubies (500 gp each). Lying in front of the mirror atop the dresser are a pair of gold wedding bands worth 250 gp each, that have been crafted in the shape of the Mortigan Family Dragon Crest.

Apparition

The **Death of the Family** apparition occurs here after the characters have encountered the charred hag in **The Charred Hag Appears** encounter. See pg. 14 for details.

Cellar Level

- Cellar
—(Chamber of Bones)

Cellar

The cellar contains kegs of beer and ale, a small wine rack, and a variety of foodstuffs in bins and pantries. The temperature in the cellar is noticeably cooler than that upstairs.

Mark of the Bone

In the ash world, the grisly skull of a charred hero has been nailed to an imposing door in the east wall.

When the characters enter the cellar, the skull's eyes bulge out, its mouth drops open, and its dead voice says, "In the Chamber of Bones, you must ward off those who have passed on to become king of Dead Mountain, but know ye that the gods will never again hear your prayers."

The skull then returns to its dormant state. The skull door opens onto the **Chamber of Bones** (see pg. 18).



Inn Exterior

- Courtyard
- Stables
 - (Chamber of Battle)
- Courtyard Well

Courtyard

This courtyard is open to the sky and the ground is covered with cobblestones, except for a wide grassy swath on the southernmost side. Adventurers are allowed to train here during the day, and the stone benches surrounding the courtyard are often lined with spectators.

Apparition

The **Suicide Curse** apparition occurs here after the characters have encountered the charred hag in **The Charred Hag Appears** encounter. See pg. 14 for details.

Stables

The stables consist of rows of stalls topped by a hayloft that runs half the length of the building. The characters' horses are stabled here, as well as horses and ponies belonging to the Band of Furies and Kohn's Explorers. A storeroom at the north end of the stables contains tack and harness, horseshoes, nails, and other common tools. One of the rigs belongs to James Mortigan, including a matching saddle, bridle, and blanket that each bear the Dragon Crest.

Mark of the Blade

In the ash world, the charred corpse of a former adventurer sits on the floor with its back propped against the hayloft ladder. The corpse wears a rusted helm on its head and still grips a rusted sword and shield in its cold dead hands.

When the characters enter this room, the corpse lifts its head, opens its mouth, and groans out the words, "In the Chamber of Battle, you must take up sword, helm, and shield to ward off the silent knight, but know ye that you may never bear arms again."

The corpse then returns to its dormant state. In the hayloft, an imposing wooden door where the hayloft window should be leads to the

Chamber of Battle (see pg. 18).

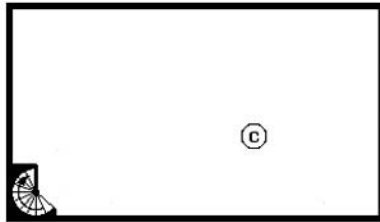
Courtyard Well

The courtyard well is covered by a pitched roof, winch, and windlass. The water from this well is cool and clear.

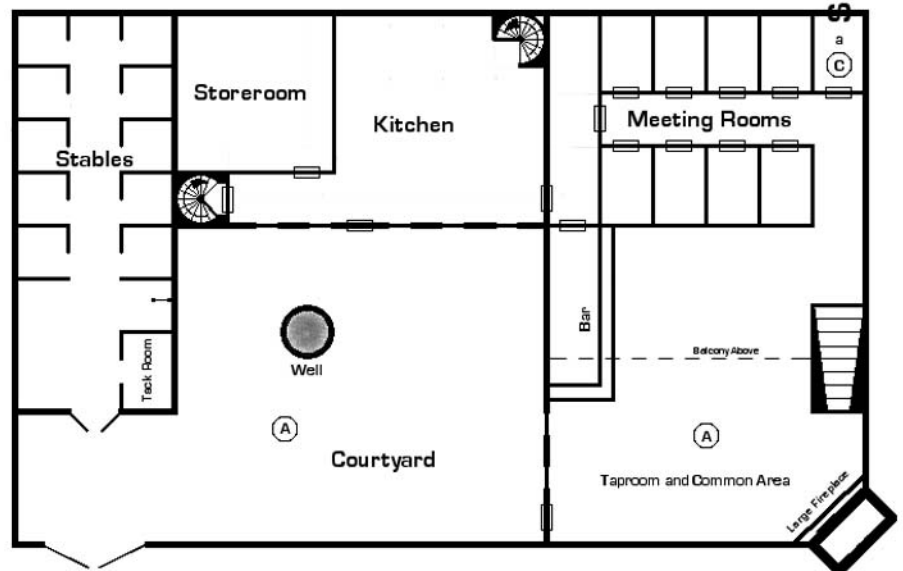
Hanging Rope

In the ash world, a hanging rope dangles from the windlass, and the water tastes of smoke and death.





Cellar



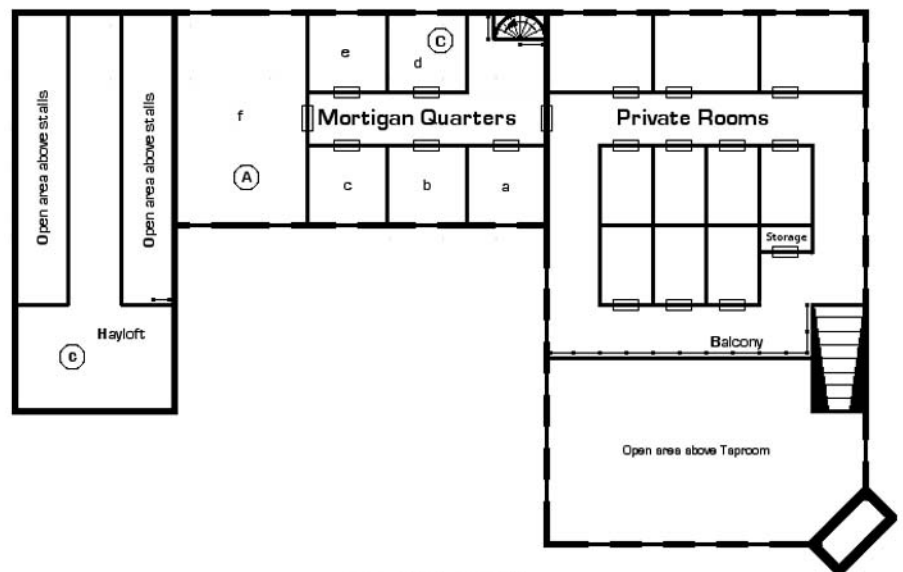
Ground Floor

The Inn of Lost Heroes



(A) Apparition

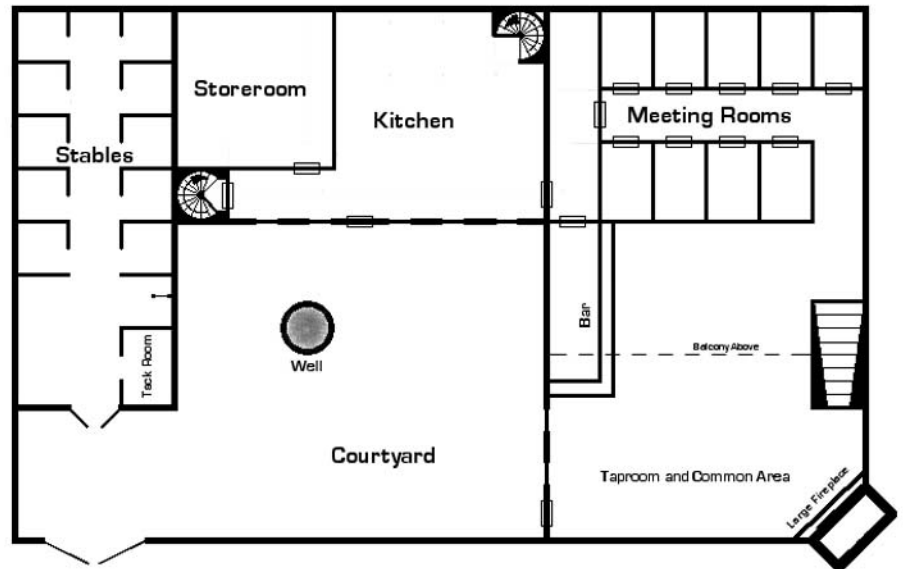
(C) Chamber of Light



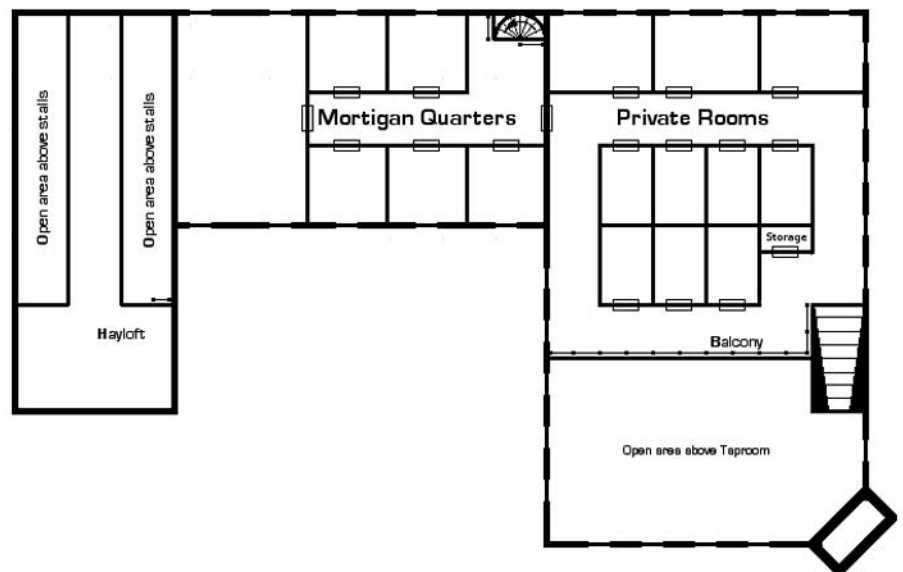
Second Floor



Cellar



Ground Floor



Second Floor

The Inn of Lost Heroes

Player's Map



Living World Encounters

The following encounters may occur in any order, whenever the characters frequent the taproom. They are designed to give characters the opportunity to meet and interact with the Mortigan Family and the other adventuring companies staying at the Inn of Heroes before the adventure shifts into full gear. Even though the Mortigans passed away long ago, getting the characters to see them as real people is very important as it may provide extra incentive to free their souls later in the adventure. If, for some strange reason, the characters attack any of the Mortigans, the Mortigans disappear and the Labyrinth Lord should skip ahead to **Flames Rising** (pg. 12).

Adventuresome Boys

At some point early in the night, the boys Garan and Mikel are seen laughing and fighting each other with toy swords. Later, they boldly approach the PCs and talk about their plans to take up adventuring like their father. The boys pay particular attention to fighter characters, asking questions about previous battles, the weaknesses of certain monsters, and the merits of various sword fighting techniques.

Old Beast

Old Beast, the family's aging hound dog, wanders through the kitchens and taproom throughout the night looking for scraps and handouts. Old Beast rewards characters who feed him with sloppy wet dog kisses. If treated badly, the characters may pay for their mistake later while exploring the Mortigan family living quarters (see pg. 5).

Meeting of Heroes

While waiting tables, Fiona Mortigan brings the wrong food and/or drinks to the characters' table. As she hurries off to get the correct order, James Mortigan introduces himself, apologizes

for the mix-up, and says that the meal is "on the house." James smiles and waves off any protests, but reminds the characters to tip the waitress.

If the characters seem friendly, James tells them that he was an adventurer once, but has settled down to raise his family and run the Inn of Heroes. He speaks lovingly of his wife Evelyn and offers to introduce the characters to her later, once she is done in the kitchens. James enjoys discussing adventures, the more heroic the better, but is modest about his own exploits.

Comrades in Arms

The cleric Xander Kohn introduces himself as leader of the Explorers. Kohn is looking for skilled adventurers to join his company for a foray into a newly discovered nearby dungeon. The Labyrinth Lord can add more details to the discussion as needed and even use this encounter to foreshadow a future adventure of the Labyrinth Lord's design. If the characters seem friendly, Kohn asks the party to join him at his table.

Future Allies

If the characters are without a magic-user or thief, the Labyrinth Lord should make sure to introduce Athreena Lisel and/or Kipp Tuttle to the party. These NPCs are always looking to make friends and contacts among other adventuring parties in order to trade tips, secrets, and plunder. Athreena has a gold coin with a *continual light* spell cast upon it that she offers to sell for 10 gp. Kipp is selling a *potion of healing* for 50 gp. The Labyrinth Lord should roleplay these NPCs as friendly encounters set against the backdrop of the Furies's unruliness. This may make the characters more likely to join forces with them later in the adventure.

Wandering Minstrel

The traveling thief and minstrel Helen Cross is dining alone, but has very little coin. At some point, she sets up by the fireplace and begins tuning her lute, hoping to earn a free meal from the Mortigans. Despite some crude comments from the Band of Furies, she sings several songs before taking a break. Helen welcomes friendly company and conversation, and lets it be known that she is looking to join a Lawful adventuring company.

Not so Furious

At some point early in the night, Kris Hamblin removes himself from the company of the Band of Furies and settles down at the bar. It should be obvious to the characters that he is embarrassed by his companions' actions. Hamblin orders Helen Cross a drink at the end of one of her sets and the two strike up a friendly conversation. If the party has befriended Helen, she introduces Hamblin to them and indicates that like her, he is looking to join a Lawful adventuring company.

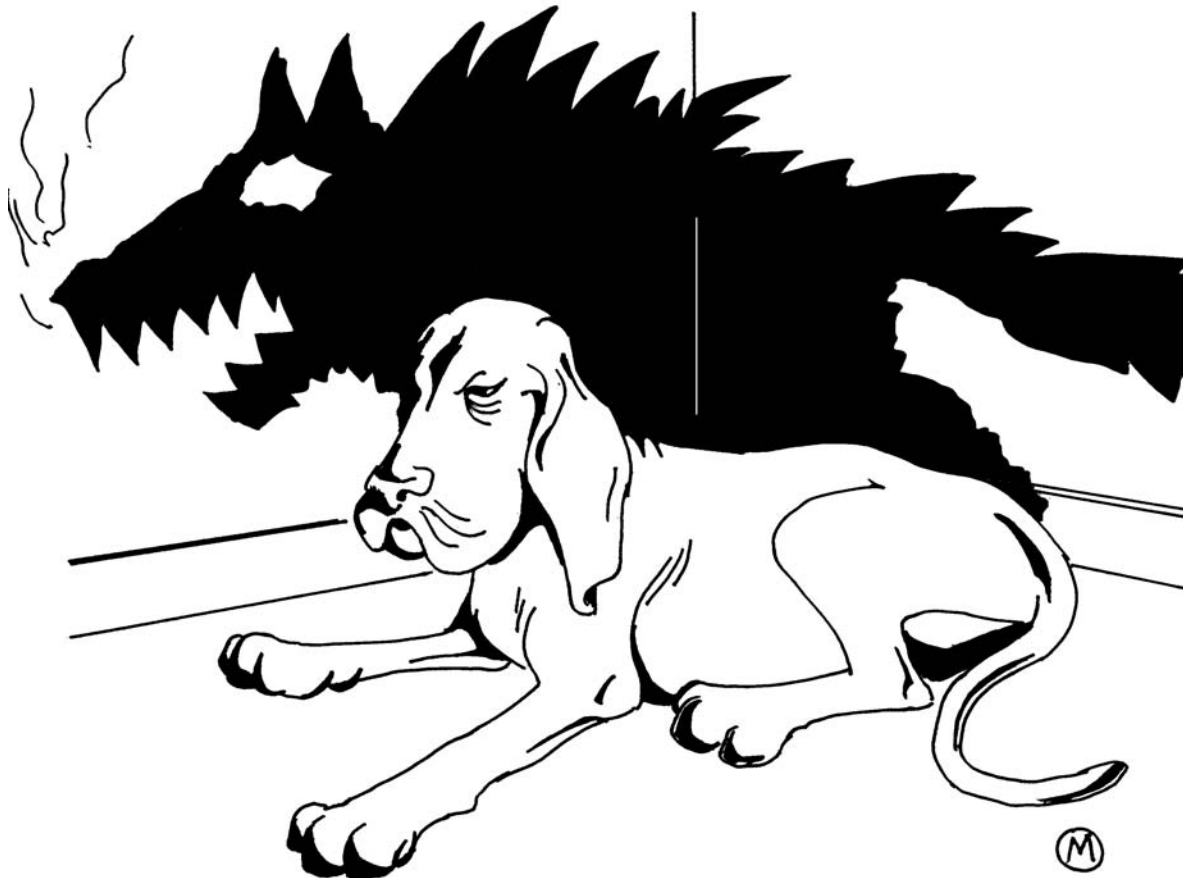
Mysterious Stranger

The deranged former cleric Alan Harker is brooding in the darkest corner of the tavern. Strangely, no one saw him enter and sit down. If approached, he says, "The fire burns us all. In the end, we are nothing but ash." Harker then stares into the fireplace and occasionally mumbles something incoherent, responding to all further questions with, "Ash. All is but ash."

Trouble Brewing

- Rowdy Drunks
- Lechers on the Prowl
- Bullies
- Magic Hater
- Little Man Syndrome

When all is said and done, this entire adventure hinges on a brawl breaking out in the taproom. The Band of Furies are drunk and spoiling for a good fight, so any confrontation with one of their company quickly turns into a (non-lethal) brawl with the rest. Although it makes for a more interesting night if the characters are involved in the fight, the



Labyrinth Lord has several other ways to kick things off if the party is slow to take the bait. Any or all of the following encounters may be used to set up a confrontation between the Band of Furies and either the player characters or Kohn's Explorers. None of the Mortigans are present during these encounters.

If a fight breaks out, skip to **Tempers Flare**.

Rowdy Drunks

The Furies drink heavily and make rude comments about the food, the drinks, and the general atmosphere at the tavern. At one point, the halfling Milo Krebbs jumps onto the table and does a jig while the rest of the company bang their mugs on the table and sing a bawdy song. During the performance, crockery is kicked off the table, chairs are overturned, and the PCs and Kohn's Explorers are splashed with food and ale. The Furies aggressively confront anyone who complains (Athreena and Kipp only barely manage to restrain Kohn).

Lechers on the Prowl

Gunther Faist and Willem Camlet make catcalls and crude comments towards all the females in the tavern (including any female PCs). Any who protest are subject to more jeers from the whole band.

Bullies

Gunther Faist and Willem Camlet begin throwing pieces of bread at Alan Harker. Harker seems unaware of their actions, provoking gales of laughter from the Furies as he mumbles to himself and absently brushes away the crumbs.

Magic Hater

The dwarf Burk Turkman singles out a magic-user or elf character and says, "I don't like your kind. I see you casting a spell in here, even one to warm up your soup, and I'll split your skull from crown to jaw. You've been warned." Turkman waves off any protests and refuses to speak further. If challenged, or if the character casts a spell, the dwarf attacks with his large pipe (treat as a club).

Little Man Syndrome

Milo Krebbs swaggers through the taproom, elbowing roughly past anyone who gets in his

way. If confronted, he knocks the drink out of the largest character's hand and challenges him to a bare-knuckled brawl.

Plan B

If the characters do not confront the Furies, Xander Kohn finally gets fed up with their antics and calls Burk Turkman out. The dwarf responds by hurling a mug of ale at Kohn and then charging the distracted cleric.

Tempers Flare

At the start of any argument or fight, Alan Harker swiftly moves between the two sides and says, "No, no! You should not have come here. This place is cursed. Only suffering and death await those who stay. Leave now or be trapped here forever. As I am trapped. As all heroes who have come before are trapped, here in this world of fire and ash where we are all at Her mercy."

Xander Kohn attempts to calm Harker and find out what he means, but Harker waves him off saying, "There is no time! If you would not share our doom, you must flee now."

To Go or Stay?

The characters must decide whether to follow Harker's advice and leave the inn or ignore it and stay. If the characters leave the inn, skip to **Narrow Escape**. If the characters stay, skip to **Sucker Punch**.

This is a crucial juncture of the adventure and it is important that the Labyrinth Lord give the characters plenty of time to decide whether or not to leave the inn. The characters have been sufficiently warned that if they stay, bad things are likely to happen, so they should already be prepared for the worst. Most groups will not turn down the chance for adventure, but it is important that the choice is there, nonetheless.

Note: If this adventure is being played as a one-shot, the Labyrinth Lord may choose to simply skip to the **Flames Rising** encounter after any fight begins. While this removes player choice, it also ensures the characters participate in this adventure. This type of decision will not please every group.

Narrow Escape

The characters can avoid becoming trapped in the Inn of Heroes by leaving the inn immediately. If this happens, the characters hear a fight break out in the taproom a few rounds after they exit, right before the entire inn catches fire. The characters can hear cries for help coming from within and are free to respond if they wish. If any characters enter the inn, skip to **Flames Rising**. If no one enters the inn, this adventure is effectively over as the inn quickly burns to the ground. If the characters ask around, they may learn the inn's true history from the locals and the Labyrinth



Lord may give them another chance to enter the inn later in the campaign. See **Concluding the Adventure** on pg. 25 for tips on how to do this.

Sucker Punch

Inside the taproom, Xander Kohn continues to try to calm Harker down. Kohn is intrigued by the possible mystery Harker has presented and is in no hurry to leave the inn. The Band of Furies, however, are looking to fight, not talk.

Gunther Faist steps up to Harker and says, "Shut up, old man," before delivering a sucker punch that knocks Alan Harker to the floor.

Kohn flattens Faist with a punch of his own and the fight is on, as Camlet, Turkman, and Krebs tackle Kohn and drag him to the floor. Athreena Lisel and Kipp Tuttle try to pull the men off Kohn and any characters present are free to intervene.

Flames Rising

After two rounds of fighting, all wooden items in the tavern begin to smolder and burn. Alan Harker staggers to his feet and shouts, "Fools! All is as it was. The circle remains unbroken and the mistakes of the past are repeated in the present. Prepare yourselves. Now you shall taste the fires of Her rage!"

With that, the entire inn bursts into flame, filling each room with heat and smoke. The flames cannot be extinguished and the smoke cannot be dispersed. There is no way to escape this blaze. The characters already had their chance to leave the inn, but declined to take it.

Characters who attempt to exit through a door or window find themselves disoriented by the smoke. Characters who attempt to break through a wall, floor, or ceiling are consumed by unquenchable flames. The Labyrinth Lord can allow the characters to flail around a bit before smoke inhalation makes them pass out or they catch fire and lose consciousness.

Note: The characters lose consciousness even if they have some means of protecting themselves against smoke and fire. Remember, the characters are trapped in Evelyn's nightmare where normal rules no longer apply.

Ash World Encounters

After the fire, the inn shifts back into the ash world. At this point, the characters are trapped in the inn and have no choice but to find the way out.

Quiet Before the Storm

The characters awaken in one of the **Private Rooms**. They are fully healed, possess all of their normal spells, and have all of their normal equipment. The Labyrinth Lord may allow the characters to explore the desolate inn for a few turns, making note of any ash world changes listed in the descriptions of each room they enter. This is a good time to describe the ash world's eerie silence and oppressive atmosphere and perhaps let them discover one of the Chambers of Light. If the characters attempt to leave the inn, the Labyrinth Lord should skip ahead to either **Meeting the Explorers** or **Harker Cornered**.

The Chambers of Light

The four Chambers of Light are scattered throughout the ash world inn. More information on the Chambers of Light may be found on pg. 16. The characters should be allowed to explore these chambers if they desire, however, if the characters recover one of the medallion shards, the Labyrinth Lord should skip ahead to either **Meeting the Explorers** or **Harker Cornered**.

Other Companies

After the fire, Kohn's Explorers awaken in the kitchens while the Band of Furies awaken in the inn's stables. Both companies immediately begin scouting the ash world inn on their own.

Meeting the Explorers

At some point, the characters run into Kohn's Explorers. The Explorers have seen the blasted land beyond the inn and believe they have been transported to an alternate plane of existence.

They have discovered the door in the cellar that leads to the Chamber of Bones, but wanted to explore the rest of the inn before investigating it further. Neither Xander Kohn nor any of his company know for sure what is going on, but he suggests joining forces with the characters until they figure things out. The Labyrinth Lord should skip to **Harker Cornered** soon after the meeting with Kohn's Explorers (whether the party joins forces with the Explorers or not).

Harker Cornered

The characters hear a commotion coming from the main taproom. If they investigate, they find the Band of Furies roughing up Alan Harker. Harker is kneeling on the floor with blood coming from his mouth, and the characters can now see the true extent of the burn scars on his arms and face.

The Furies believe Harker is responsible for whatever is happening at the inn. They want answers and are ready to beat the information out of him. Kohn's Explorers also respond to the commotion (with or without the characters). Kohn too wants information, but he refuses to let Harker be tortured. As tempers escalate, the characters are free to pick sides.

Revelation

At some point during the confrontation, Harker begins to speak. The Labyrinth Lord may read or paraphrase the following text, as needed.

"Death comes for you all. It is Evelyn Mortigan who has trapped you here. She watches and waits. Full of anger and rage. She will take from you that which you hold most dear. Your sword, your spells, your faith. Your very lives. As you took the lives of her children on the night of the fire, so long ago. Now her spirit, and the spirit of her family, can find no rest."

If the characters deny having killed her children, Harker says, "It matters not. They were killed by you and your kind. Heroes. Champions. Adventurers. Evelyn formed this prison after her death to punish you all. This is her nightmare. It is shaped by her whims and all within it bow to her. All save the medallion. The Blessed Medallion of Light. It is that which you must find if you are to win your freedom."

If the characters ask about the medallion, Harker tears open his cloak, revealing the sunburst shape of the medallion burned into his chest. "This is what you seek," Harker says. "I brought it here with me long ago and sought to free her spirit, but to my eternal shame my courage failed and she took it from me. Its power is great. Even Evelyn could not destroy it. Instead, she sundered it into four pieces and scattered them throughout the inn. You must recover the shards and restore the medallion, but know this: she will punish you if you try."

If any of the characters have suffered a Penance (see pg. 16), Harker points at the character and says, "You already bear her mark. You have felt the agony of her touch. It is nothing compared to what you must yet face."

If any of the characters possess a medallion shard, Harker says, "You possess a shard of the Blessed Medallion of Light. There is yet hope, but you must act quickly. When this night ends, you shall be trapped in her nightmare forever."

"Hear me now," Harker says. "You must gather the shards and restore the medallion if you are to face the charred hag. Otherwise, she will destroy you with unholy fire."

If the characters ask about the charred hag, Harker says, "The charred hag comes with the change. With the fires. She is the essence of Evelyn's voiceless rage. It is she you must defeat, but no weapon or spell may truly harm her. Always she returns from death, her hatred bringing her back, fueling the fires of her wrath. Only the medallion's power can give you the strength to banish the charred hag and free yourselves from this eternal prison of ash and flame."

The Charred Hag Appears

At this point, a town fire bell begins its steady clang and Alan Harker, the inn, and all

its contents (not counting the adventurers) begin to smolder, blacken, and burn as the taproom slowly shifts into the burning world.

Alan Harker's face twists in agony as he shouts, "The charred hag comes. Flee this place. Flee now. Find the shards of the Blessed Medallion of Light. Use it to free us all."

With that pronouncement, Alan Harker screams and bursts into flames. When the flames die down, the charred hag stands in his place.

The Charred Hag: see pg. 29 for statistics.

Combat

Listed below is a round-by-round breakdown of combat between the NPCs and the charred hag. The Labyrinth Lord should feel free to describe the chaos as the burning room is filled with shouts, curses, and screams of pain. The characters are free to attack the hag with whatever weapons or spells they desire, but the Labyrinth Lord should make it clear that their attacks have limited effect.

The damage total done by the NPCs is given after each round of combat. This does not include any damage done by the PCs. The hag regenerates 1d6 hp per round, so make sure to add that number after all damage has been assessed. The hag targets the characters after all NPCs have been killed or driven off. If the hag is killed, skip to **Aftermath**. If the characters flee the taproom, skip to **Flight!**

Round One: Xander Kohn says a prayer and tries to Turn the hag, to no effect. The Band of Furies draw their weapons and encircle the hag, preparing to attack. The thief Helen Cross draws her dagger, but hangs back from the melee.

Damage Total: 0

Round Two: The hag extends a gnarled hand towards Kohn, causing him to burst into flames. Athreena and Kipp both try unsuccessfully to extinguish the fire while the Furies attack the hag. Helen Cross leaps over the bar and flees down the hall.

Damage Total: -18 (+1d6)

Round Three: Kohn's burning form writhes in agony upon the ground as Athreena and Kipp continue to try to put out the flames. Kris

Hamblin attempts to help by dumping a pitcher of beer on him, to no effect. The hag picks up a screaming Gunther Faist and tears him in half as the rest of the Furies continue to attack her.

Damage Total: -14 (+1d6)

Round Four: Kipp pulls Athreena away from Kohn's body and the two flee through the inn's front door. The hag targets Burk Turkman, causing the dwarf to burst into flames. Milo Krebbs and Willem Camlet flee down the hall beneath the stairs, and Kris Hamblin leaps the bar and flees down the kitchen hall.

Damage Total: 0 (+1d6)

Round Five: The hag attacks any player characters left in the taproom. The Labyrinth Lord should roll 1d6 each round. On a roll of 1-4 she attacks with her claws. On a roll of 5-6 she targets a character with her devastating spontaneous combustion attack.

Damage Total: 0 (+1d6)

Aftermath

If the charred hag is reduced to 0 hp, its body bursts into flames and dissolves to ash leaving a char pattern on the floor in the shape of the *Blessed Medallion of Light*. As the fires die down, the inn reverts back to the ash world.

Any NPCs left alive in the taproom are too angry, afraid, and/or suspicious of strangers to join forces with the characters at this time (even if asked). The Band of Furies is in chaos without the dwarf Turkman to guide them. Milo Krebbs declares himself the new leader of the band, but it is obvious Kris Hamblin is not happy with the decision and Willem Camlet is just looking for a chance to bolt. Krebbs warns the characters not to follow them as the Band of Furies heads upstairs. After a brief discussion, Kipp and Athreena say a prayer over Kohn's ashes and decide to leave the cursed inn altogether, striking out alone into the ash world. The thief Helen Cross slips away during this encounter without speaking to anyone.

At this point, the characters are free to continue exploring the inn and entering the Chambers of Light. If the adventure starts to drag, the Labyrinth Lord may roll for or choose an encounter from the **Ash World Random Encounters** table (see pg. 19).

Flight!

If the characters decide to flee, the charred hag does not pursue. As soon as the party exits the taproom, the inn reverts back to the ash world, leaving the characters free to continue exploring the inn and entering the Chambers of Light. If the adventure starts to drag, the Labyrinth Lord may roll for or choose an encounter from the **Ash World Random Encounters** table (see pg. 19).

Apparitions

- Barroom Brawl
- Death of the Family
- Suicide Curse

Apparitions are a series of ghostly images or events that are triggered whenever the characters enter a particular area or room, similar to the way a *programmed spectral force* spell works (see the **Illusionist Spells** section of the **Advanced Edition Companion™**). Apparitions do not harm the characters and their sole purpose here is to shed some light on the adventure's background. Three major apparitions are scheduled to occur during the characters' exploration of the inn. They may be encountered at any time after **The Charred Hag Appears** encounter (see pg. 14). A few minor apparitions may also be encountered randomly (see **Ash World Random Encounters** on pg. 19).

Barroom Brawl

Location: Taproom

Trigger: Approaching the fireplace

The characters witness an argument between two adventuring companies turn into an all-out battle. An errant fire spell from a wizard's fingertips ignites several tapestries, and the flames quickly spread, despite James Mortigan's efforts to put them out. The adventurers scramble for the doors, causing a pileup that results in further fighting and death. Evelyn Mortigan rushes out of the kitchen shouting, "James! The children are upstairs." She and James then run upstairs.

Death of the Family

Location: Room e.

Trigger: Approaching the south window

James and Evelyn Mortigan have gathered the younger children and are preparing to exit out a window as the flames rise around them. James says, "Evelyn, I'll lower you down so you can catch the children." James drops Evelyn to the ground outside, but before he can get the children out, the roof collapses in flames. The apparition fades with the sound of Evelyn's tortured screams.

Suicide Curse

Location: Courtyard

Trigger: Approaching the well

A soot-covered, grief-stricken Evelyn staggers into the courtyard. Sobbing, she goes to the well, ties one end of a rope to the windlass, and places the other end around her neck. As Evelyn steps onto the side of the well, she appears to look right at the characters as she rasps, "I curse you all. May your suffering last for eternity. As my family has suffered. As I have suffered. May you never know peace for all the days of your wretched lives!"

With that, Evelyn steps over the edge and falls into the well, snapping her neck.

The Four Chambers of Light

- Chamber of Sight
- Chamber of Books
- Chamber of Bones
- Chamber of Battle

The Chambers of Light were formed when Evelyn sundered the *Blessed Medallion of Light* into four shards and scattered them throughout the ash world inn. Evelyn never meant for the shards to be reunited, but the medallion's holy power warped Evelyn's nightmare and made recovery possible. Evelyn responded by creating a series of challenges designed to punish any adventurers who dared attempt to reclaim the shards.

The Chambers of Light only appear in the ash world. Each chamber is circular in nature, with damp stone walls that reflect the courtyard well where Evelyn hung herself. A dwarf character or any character with a background in masonry or construction should immediately recognize the

similarities to a well. Other characters must make an Intelligence check at -4.

Penance

Each time a shard is recovered, the characters are subject to a punishment appropriate to their adventuring class. If the character is in possession of a Mortigan Family Dragon Crest, however, the item is consumed by flames instead, inflicting 1d3 hit points of damage, but sparing its bearer the effects of the Penance.

Chamber of Sight (Thief's Challenge)

This natural underground cave is blanketed by mist and filled with large rocks and clusters of yelloweyes growing on the floor, walls, and ceiling (see **New Monsters**, pg. 29). The first medallion shard is located on a pedestal in the center of the cave and must be removed by hand (no attempt to rope or magic it off has any effect).

This challenge is best suited for a thief or halfling character. The character must quietly navigate through the clusters of yelloweyes and take the medallion shard from the pedestal. Thieves must make one Move Silently check, halflings must roll a 1-3 on 1d10, and any other character must roll a 1 on 1d10 to succeed. If the roll fails, the yelloweyes open, forcing thief characters to attempt a Hide in Shadows check, halfling characters to roll 1-2 on a 1d6, and all other characters to roll a 1 on a 1d8 to remain to remain undetected. Characters who state they immediately remain motionless once the eyes open receive a +30%, +2, and +2 to their rolls, respectively. If the roll fails, the characters are hit by a cloud of yelloweye spores.

Spells such as *levitate* or *flying* may also be utilized to avoid the yelloweyes, however, the yelloweyes also grow on the walls and ceiling, so the Labyrinth Lord may still wish to have the character make a Dexterity check to see if the character's passing disturbs the clusters of fungi.

If the characters take a moment to observe the chamber before entering, they see a rat picking its way through the clusters of yelloweyes. When the yelloweyes open, the rat

freezes in place and waits for the eyes to close before scurrying down a hole. A short time later, a large green lizard crawls out of a different hole, nose to the ground, searching for food. Two-dozen yelloweyes open as it approaches, dispersing a cloud of spores when the lizard keeps moving. The lizard writhes on the ground for a few moments, then staggers off, unable to get its limbs to function correctly. This should give the characters some indication of what they are up against.

Yelloweyes: AL N; MV N/A; AC 7 (natural); HD 1 per cluster; hp 6; #AT 1 (toxic spores); Dmg special; SV F4; SA toxic spores (save vs. poison or Dex reduced by 1/2); ML N/A; XP 13.

Penance

The character who first touches the medallion shard is bathed in the pale green glow of *faerie fire*, making him visible in darkness at a distance of 80', or 40' if the character is near a light source. The *faerie fire* does not harm the character, however, it does grant attackers a bonus of +2 to-hit because of the greater visibility and makes it almost impossible for a thief character to Hide in Shadows or utilize his Pick Pockets and backstab abilities. The effect is permanent while the character remains trapped in the Inn of Lost Heroes. If the character escapes the inn, it may be dispelled by a *remove curse* spell from a caster of 12th level or higher.

Chamber of Books (Magic-User's Challenge)

The walls of this circular chamber are lined with books of all types, from the magical to the mundane. A spellbook rests atop a pedestal in the center of the room and an alcove in the west wall holds a glass case covered with arcane writing. This case cannot be moved, opened, or harmed by normal means. Inside, the characters see the second shard of the *Blessed Medallion of Light*.

This challenge is best suited for a magic-user or elf character or a thief character of level 10 or greater. The spellbook is opened to a variation of the *knock* spell and the book's pages cannot be turned. Characters who possess the *knock* spell may make a Wisdom

check to notice some unidentified changes to the spell written in the language of magic. A *read magic* spell cast upon the book reveals a hidden curse that may cause blindness to the caster. Because of the debilitating effects of the blindness, smart characters may choose to recover this medallion shard last.

Characters without a magic-user or elf in the party may search the room for an alternate method of opening the case. On a roll of 1 on a 1d6 (1 or 2 on 1d6 for elves), a secret compartment is discovered behind a tome on magical wards, locks, and portals (+1 to the roll if the character actively searches for such a tome). This compartment contains a pair of magical glasses that allows any character to *read magic* directly from a spellbook or scroll. These glasses are consumed by flame during the Penance noted below.

Penance

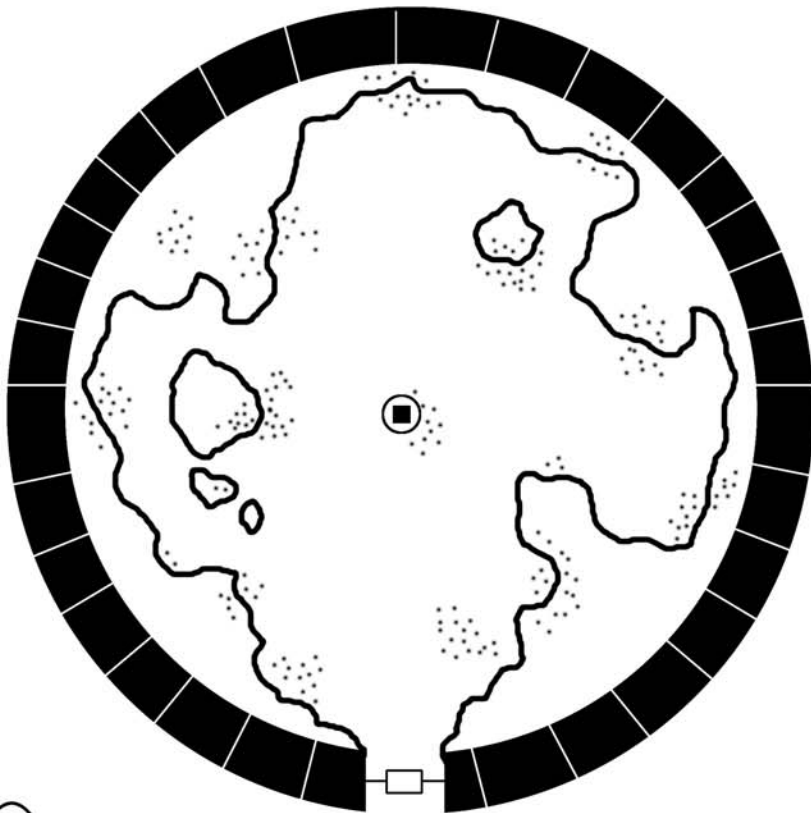
If the spell is read aloud, the glass case bursts into flame and disappears. At the same time, the magic-user's eyes smolder and burn, inflicting 1d2 points of damage and requiring the character to make a saving throw vs. spells (at +2 if the character detected the curse). If the save fails, the character suffers complete and total blindness, receiving a -4 to-hit and rendering the character unable to cast spells that require him to see. If the saving throw is successful, the character suffers partial blindness, receiving a -2 to-hit and having a 75% chance of miscasting any spell at a distance of over 5'. If a spell is miscast, roll 1d6 and consult the table below for its effects.

Healing spells such as *cure light wounds* heal the damage, but the partial blindness and blindness last as long as the character remains trapped in the Inn of Lost Heroes. If the character escapes, it may be dispelled by a *remove blindness* spell from a caster of 12th level or higher.

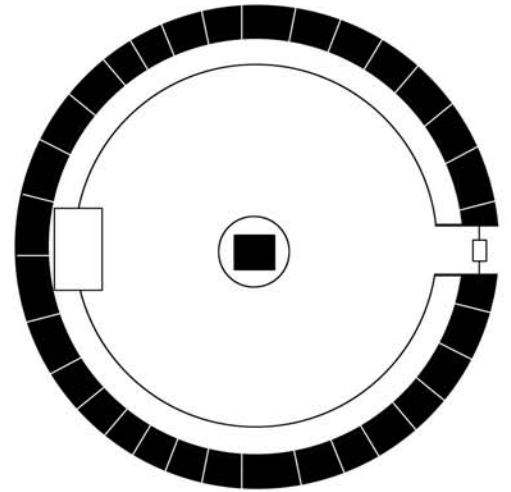
Miscast Spell Table

- | | |
|-----|--|
| 1-3 | No effect. |
| 4-5 | The spell strikes an alternate target (chosen at random). |
| 6 | The spell backfires, causing 1d4 hit points of damage per level to everyone within 10' of the caster (half damage if a saving throw vs. spells is made). |

Chambers of Light

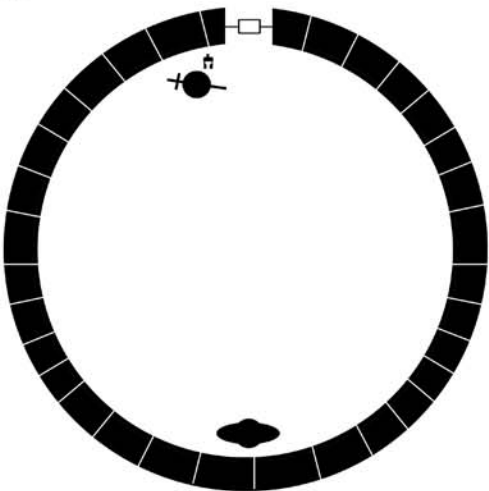


Chamber of Sight

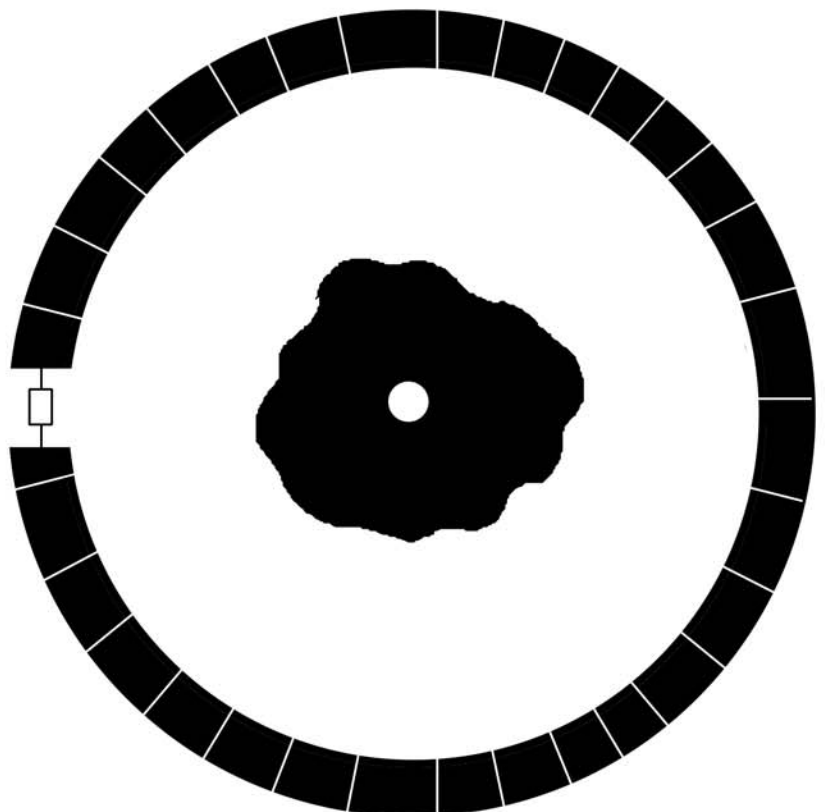


Chamber of Books

1" = 10 yards



Chamber of Battle



Chamber of Bones

Chamber of Bones (Cleric's Challenge)

This large domed chamber is filled with thousands of bones—human, animal, and monster. The bones are embedded in the walls and piled high in the center of the chamber, forming a 20' tall mound. A beam of white light shines down on top of the mound, revealing the third shard of the *Blessed Medallion of Light*.

This challenge is best suited for a cleric character. When the characters enter the chamber, thirty skeletons rise up from the bone pile and attack. The skeletons position themselves so as to keep characters from recovering the shard. Up to six skeletons can attack each character at a time. Two skeletons attempt to grapple the character while up to four attack the character with clawed skeletal fingers. Grappling requires a to-hit roll against the character's natural armor class, adjusted for Dexterity. A successful attack causes no damage, but keeps the character from advancing and provides a bonus of +2 to-hit on all attacks directed against the grappled character. The character may make a Strength check each round to break free of a grapple.

The skeletons are unaffected by *dispel magic* spells and when reduced to 0 hp, a new skeleton rises up out of the bone pile to continue the fight. If the attacking skeletons are avoided by flying, levitating, or similar magic, 12 more skeletons animate from the chamber walls and attempt to leap onto the flying character.

Skeleton (30): AL C; MV 60' (20'); AC 7; HD 1; hp 8; #AT 1 (claw); Dmg 1d6; SV F1; SA unaffected by *sleep* or *charm* spells; ML 12; XP 13.

Penance

A cleric who attempts to Turn the skeletons is in for a terrible surprise. As he grasps his holy symbol and calls forth the power of his god, the animated skeletons explode, delivering 1d3 hit points of damage to everyone in the chamber. In addition, the force of the explosion forms a cloud of searing heat that hovers above the bones and then flies right into the cleric's mouth, burning his throat for 1d2 hit points of

damage and rendering him unable to speak. The damage may be healed normally, but unless otherwise noted, the loss of speech is permanent so long as the character remains trapped in the Inn of Lost Heroes. If the character escapes the inn, it may be dispelled by a *remove curse* spell from a caster of 12th level or higher.

The skeletons stop animating and the characters are free to retrieve the shard once a Turning attempt has been made.

Chamber of Battle (Fighter's Challenge)

The walls of this chamber are covered with a 360-degree mural that resembles a crowd of onlookers gathered at a tournament, with the chamber itself representing the arena. A suit of plate mail, helm, sword, and shield stands on the west side of the chamber. This suit cannot be moved, damaged, or affected in any way. A sword, shield, and helm rest on an ornate rack on the wall opposite the suit.

This challenge is best suited to an elf, fighter, or dwarf character. When a character dons the sword, shield, and helm, the plate mail suit magically animates and attacks. The animated knight is immune to all attacks and spells except attacks by the wielder of the sword, shield, and helm. All three items must be worn to have any effect on the knight and they cannot be removed from the chamber (magically returning to the rack if the character leaves the room). Any spell effects the characters attempted to utilize against the knight prior to its animating are instantly dispelled. If the characters exit the chamber before killing the animated knight, the knight returns to its post and is restored to full hit points.

Animated Knight: AL N; MV 90' (30'); AC 2 (plate mail + shield); HD 3; hp 18; #AT 1; Dmg 1d8 (long sword); SV N/A; SA immune to weapons, immune to spells and spell effects; ML 12; XP 245.

Penance

When the animated knight is reduced to 0 hp, the knight and the character's shield, sword, and helm burst into flame and dissolve to ash.

The character suffers 1d6 points of damage from the flames, and his hands are burned so badly that all future attacks are made at -4 to-hit. The damage may be healed normally, but the tenderness of the burned hands can only be removed by a *heal* spell cast by a cleric of 12th level or higher. When the smoke clears, the fourth and final shard of the *Blessed Medallion of Light* is seen lying amidst the knight's ashes.

Ash World Random Encounters

As the characters explore the ash world inn, the Labyrinth Lord may either choose an encounter or roll 3d6 and consult the chart below once every few turns, or if the adventure starts to drag.

Ash World Random Encounters

3. Apparitions
4. Cautious Thief
5. Charred Hero
6. Drunk and Angry Halfling
7. Fire Beetles
8. Ghoul Pack
9. Giant Flies
10. Harbinger of Death
11. Haunting
12. Lost Adventurers
13. Mad Heroes
14. Phase Spider
15. Shadow
16. Terrified Fighter
17. Wary Fighter
18. The Charred Hag

Apparitions

These brief ghostly images are formed by Evelyn's fondest memories and are always happy in nature. Unlike the major apparitions noted above, these last only a few seconds, and are here mainly to reinforce the knowledge that the Mortigans truly were a loving family.

Roll 1d6 and consult the number below.

1. James or Evelyn telling heroic stories to their children.
2. Keth and Eva stealing a kiss in a dark corner of the room.

3. Mortigan children running and laughing through the halls.
4. A smiling James hanging a family picture on the wall.
5. Evelyn teaching her daughters how to cook or how to care for a sick or wounded animal.
6. James having a heart-to-heart talk with his sons about the meaning of honor, loyalty, and upholding the family crest.

Cautious Thief

Helen Cross has been cautiously wandering the inn ever since the fight with the charred hag. She has already fled from a terrifying encounter with a charred hero, and is hoping to join a trustworthy party. Helen attempts to hide when the party enters the room. The Labyrinth Lord may make a Hide in Shadows check for her with a +30% bonus because of the darkness to see if the party spots her. If successful, she observes the party until she feels safe enough to approach them. If the characters act aggressive or irrational, she remains hidden until they leave the room. If the characters do not have a thief in the party, Helen may be used to meet the challenge presented in the Chamber of Sight.

Helen Cross: see pg. 27 for statistics.

Charred Hero

The characters encounter a charred hero that is groaning and dragging itself across the floor. Once the characters enter the room, it shambles to its feet and attacks until destroyed.

Charred Hero: AL C; MV 90' (30'); AC 9 (natural); HD 2; hp 9; #AT 1 (weapon); Dmg 1d6 (short sword); SV F1; SA unaffected by *sleep* or *charm* spells; ML 12; XP 10.

Drunk and Angry Halfling

Milo Krebbs has recovered a keg of ale and decided to make a last stand. He is very drunk and attacks anyone who enters the room. A Charisma check is needed to calm Milo, who then joins the party if asked. If the characters do not have a thief or halfling in the party, Milo may be used to meet the challenge presented in the Chamber of Sight, however, his drunk and

violent nature may become a constant source of conflict with some of the other characters.

Milo Krebbs: see pg. 27 for statistics.

Fire Beetles

These fire beetles normally dwell in the blasted lands of the ash world beyond the inn. They are digging through the room's contents looking for food and do not attack unless bothered.

Fire Beetle (6): AL N; MV 120' (40'); AC 4; HD 1+2; hp 6; #AT 1 (bite); Dmg 2d4; SV F1; ML 7; XP 15.

Ghoul Pack

A pack of ghouls has crept into the inn looking for fresh meat. These ghouls attack on sight.

Ghoul (6): AL C; MV 90' (30'); AC 6; HD 2; hp 10; #AT 3 (claw/claw/bite); Dmg 1d3/1d3/1d3 + paralysis; SV F2; SA attacks cause paralysis (save vs. paralyze), turn as 3 HD undead, unaffected by *sleep* or *charm* spells; ML 9; XP 47.

Giant Flies

These giant flies buzz around the remains of a mad hero who was killed and eaten by ghouls. The flies' faces are a cross between a giant carnivorous fly and the Mortigan children. The sight is so disturbing that anyone seeing the flies must make a saving throw vs. petrify or be stunned and unable to act for 1d3 rounds (this effect is negated if the character is attacked). The flies attack if the characters do not exit the room immediately.

Giant Fly (6): AL N; MV 90' (30'), fly 180' (60'); AC 6; HD 2; hp 9; #AT 1 (mandible); Dmg 1d8; SV F1; SA surprise on a 1-4 on 1d6; ML 8; XP 29.

Harbinger of Death

The characters come upon Alan Harker wandering aimlessly through the inn. Harker flees when he sees the characters, shouting: "No! I am the death bringer! I am the harbinger of flame! Seek out the medallion to save us all!" If the characters pursue Harker, he magically disappears after rounding a corner or entering a room.

Haunting

A haunting is a relatively harmless ghostly manifestation or other event designed to enhance the eerie nature of the ash world inn. The Labyrinth Lord should feel free to develop and insert his own hauntings throughout the adventure.

Roll 1d10 and consult the number below.

1. A bloodstain suddenly appears on the floor, wall, or ceiling.
2. A door shakes violently just as the characters are about to open it. If they open it, no one is there.
3. The walls ooze a putrid-smelling gray-greenish colored slime causing everyone in the room to make a saving throw vs. breath attacks or become nauseated, suffering a -1 to-hit for 1d6 turns.
4. The characters hear footsteps coming from a nearby hallway or room. If they investigate, no one is there.
5. The characters feel a cold chill as the words "Where are you James?" slowly burn themselves into the wall. If they return to the room later, the words are gone.
6. One of the characters (chosen at random) feels a light, feathery touch on the back of his neck.
7. The characters see flies buzzing around a dark hole in one of the walls. Characters who shine a light source into the hole see a breadbox-sized parcel wrapped in bloody butcher paper. If they retrieve and unwrap the parcel, they discover the severed forearm of a mad hero wearing a gold bracelet that bears the Dragon Crest symbol (worth 75 gp).
8. The characters hear the howls of a ghoulish pack roaming the badlands beyond the ash world inn.
9. A noose suddenly appears around the neck of one of the characters (chosen at random). The character suffers 1d2 hit points of damage as he is hoisted up to the ceiling to hang, but the rope disappears just as suddenly as it

appeared, dropping the startled character back to the floor.

10. One character (chosen at random) opens his backpack or pouch (or perhaps drinks from his waterskin) and finds it full of writhing maggots. These maggots have spoiled the character's entire food and water supply.

Lost Adventurers

After the encounter with the charred hag, Athreena Lisel and Kipp Tuttle fled into the desolate world outside the inn and almost ran afoul of a pack of roving ghouls. The two have determined that the key to escaping the ash world must lie with the medallion shards Harker spoke of and they are on their way back to the Chamber of Bones to see if they can recover the first shard. These NPCs are happy to join forces with the party and if the characters do not have a magic-user or thief in the party, they may be used to meet the challenges presented in the Chamber of Books and/or the Chamber of Sight.

Athreena Lisel: see pg. 28 for statistics.

Kipp Tuttle: see pg. 28 for statistics.

Mad Heroes

The characters hear the screams of dying horses coming from the stables. If they investigate, they find a pack of mad heroes slaughtering the horses and eating them raw. The mad heroes kill the NPCs' horses before moving onto the characters'. If attacked, six mad heroes stay to fight while the rest grab chunks of horsemeat and flee back over the courtyard wall.

Mad Hero (12): AL N; MV 120' (40'); AC 8 (Dex); HD 1; hp 7; #AT 1 (weapon); Dmg 1d6 (short sword) or 1d4 (club) or 1d4 (knife); SV F1; ML 5; XP 13.

Phase Spider

A phase spider has phased into the Inn of Lost Heroes and become trapped in material form. It attacks anyone who stumbles into its webs. The dried husks of two mad heroes (a halfling and a human) hang cocooned in the web. One of the heroes contains a *dagger* +1 thrust into its belt. If the characters return to

the room after this encounter, the spider and its webs are gone.

Phase Spider: AL N; MV 60' (20'), on web 150' (50'); AC 7; HD 5+5; hp 25; #AT 1 (bite); Dmg 1d6 + poison; SV F5; SA poison; ML 8; XP 660.

Shadow

A shadow has crossed into the Inn of Lost Heroes and is wandering aimlessly through its halls. It attacks on sight.

Shadow: AL C; MV 90' (30'); AC 7; HD 2+2; hp 12; #AT 1 (touch); Dmg 1d4 + STR drain; SV F2; SA may only be struck with magical weapons, touch drains 1 STR, surprise on a 1-5 on 1d6, unaffected by *sleep* or *charm* spells; ML 12; XP 83.

Terrified Fighter

The characters hear movement coming from inside a closet, under a bed, or from some dark corner of the ash world inn. If they investigate, they find a terrified Willem Camlet hiding from the charred hag. Willem cowers from the characters and begs them not to hurt him, but joins up with the party if asked. If the characters do not have a fighter in the party, Willem may be used to meet the challenge presented in the Chamber of Battle, however, he flees in terror from any encounter with the charred hag. If this happens, the Labyrinth Lord must decide whether or not he turns up again later.

Willem Camlet: see pg. 27 for statistics.

Wary Fighter

Kris Hamblin has been slowly exploring the inn after the fight with the charred hag. He has discovered the Chamber of Bones in the cellar and believes there is a secret door behind the charred corpse marking the Chamber of Sight, but he cannot locate it. Hamblin joins the party if asked, but he lets the characters know that so many strange things have happened in the past few hours that he cannot trust anyone fully. If the characters do not have a fighter in the party, Hamblin may be used to meet the challenge presented in the Chamber of Battle.

Kris Hamblin: see pg. 28 for statistics.

The Charred Hag

A fire bell begins to clang and the room starts shifting into the burning world version of the inn. A pillar of flames rises up and begins to take the shape of the charred hag. If the characters exit the room, the hag does not pursue. Otherwise, the charred hag attacks until reduced to 0 hp or all characters are either killed or have fled. Once the characters leave the hag's presence, the inn shifts back into the ash world.

Charred Hag: see pg. 29 for statistics.

Restoring the Medallion

The four shards of the *Blessed Medallion of Light* bond seamlessly with one another when placed together. Once whole, the medallion and the character wearing it glow with a holy white light that summons the charred hag like a beacon (See **The Charred Hag Returns**, below).

The Charred Hag Returns

As a fire bell clangs, the inn shifts into the burning world and the charred hag rises up from a pillar of flames. The hag attacks the medallion's bearer first, attempting to rend the character apart with her talons. The characters are immune to the hag's spontaneous combustion attack and all characters deliver full damage with any weapon or spell that successfully strikes the charred hag. The hag cannot regenerate this damage.

Death of the Hag

Once reduced to 0 hp, the hag bursts into flame. However, unlike the other hag encounters, the characters hear Evelyn's screams reverberate throughout the inn as the hag is consumed. The hag then collapses into a pile of blackened flesh that flakes away to reveal a badly burned and dying Alan Harker.

Death of Alan Harker

Harker knows he is dying and attempts to stop any who try to heal him by saying, "No. It is my time. The hag's fires have burned me from within. I am dying and I thank you for that. Too long have I suffered Evelyn's rage. But

I fear even my death shall not free me from this prison."

A glowing doorway slowly appears in one of the inn's walls. Harker weakly points towards the door and says, "Look. The way is open to you now. Freedom is yours. But there is one more thing you can do to help us. You alone can free my soul and the souls of all who are trapped within this nightmare."

If the characters ask how to do this, he says, "That which was once Evelyn has grown lonely. She seeks a consort to join her for all eternity. If you would free us from this horror and finally lay her soul to rest, you must go to her. All of you, together. For only one among you may be found worthy and that worth may only be decided through your pain and suffering. You must take up sword and spell and prayer, and fight one another. To the death. Only then may the victor step forth and place the *Blessed Medallion of Light* around Evelyn's neck."

If the characters mention the injuries suffered by their Penance or ask for more details about having to kill each other, Harker says, "This be a dream, a most terrible dream, and what happens here tonight cannot last if the dreamer is laid to rest. I believe the powers of Light would not have guided you this far only to forsake you now."

If the characters decide not to face Evelyn, Harker says, "Go then. Be free. And pray for us all. Pray that this time, my death will be eternal and that my spirit may somehow find its way home."

If the characters agree to face Evelyn, Harker says, "In the courtyard she waits. Go to her now. May the gods of Law and Order shine upon you this night and may we meet again in the great hereafter."

With that last prayer, Alan Harker dies.

Crucial Decision

The characters have a choice to make. They can either exit the Inn of Lost Heroes now or enter the courtyard to face Evelyn Mortigan.

If Milo Krebbs or Willem Camlet are with the party, they immediately head for the glowing doorway unless they are physically restrained. If Athreena Lisel and Kipp Tuttle are with the

party, they vote to stay and help lay Evelyn's spirit to rest, feeling that is what Xander Kohn would have wanted them to do.

If the characters decide to leave the inn, skip ahead to **Concluding the Adventure** (pg. 25). If even one character exits through the glowing

door, all characters are transported back to the real world.

If the characters decide to face Evelyn, the inn shifts to the burning world and the characters are free to make their way to the courtyard.



Burning World Encounters

Once the characters enter the burning world, all damage is healed, all effects of Penance are dispelled, and all of their normally memorized spells return. Only two encounters are listed for the burning world inn, however, the Labyrinth Lord may include more encounters if the characters venture out into the fiery world beyond.

Tavern of the Dead

The blackened timbers of the taproom hold the lost souls of two-dozen charred heroes that are doomed to drink and eat here for eternity. The charred heroes cease their feasting when the characters enter and stare at the party in silence.

If the characters take a moment to observe the charred heroes, they notice a charred Xander Kohn sitting at a table with two chairs, and a charred Burk Turkman and Gunther Faist sitting at a separate table with two chairs. As the characters look on, Burk Turkman points to an empty table that contains enough chairs to seat the whole party (any party member killed by the charred hag is already seated at this table). The characters should feel a chill, knowing that this is their eventual fate, should they fail here tonight.

If the characters attack the charred heroes, the entire room bursts into flames, forcing the party into the courtyard outside.

Courtyard of Fire

The courtyard is ringed by burning walls and the ground is littered with the blackened skulls, charred bones, and melted weapons and armor of fallen adventures that the characters cannot avoid crushing beneath their feet. When the

characters enter the courtyard, Evelyn rises up out of the well, wreathed in flames. No spell or weapon may harm her and the heat from the flames makes it impossible to get close enough to her to use the *Blessed Medallion of Light*.

Evelyn says, "I seek a consort. One who would cast off the life of an adventurer and spend eternity with me. Take your sword, your spell, your prayers, and slay your brethren. Show me you are worthy of the immortality I can bestow."

Battle Royale

The characters must fight each other to the death. There are no rules for this battle so the characters may choose to engage in a series of one-on-one duels or gang up on each other in one giant melee. The fight ends when only one character is left standing, so this is a great time for players to settle those age-old bragging rights arguments about whose character would win in a fair fight between the two.

Accepting the Prize

Once the fight ends, the flames surrounding Evelyn die down and she steps forth to embrace the winner saying, "Long have I searched for you, James. Long have I waited. Now we shall be together again. Forever." The character may place the *Blessed Medallion of Light* around her neck at any time during the embrace (no to-hit roll needed).

The Passing of Evelyn Mortigan

Evelyn shrieks in fury once the medallion is placed over her head and flames begin to rise up around her, but the medallion glows with a holy white light and the flames die down. A

large column of white light parts the cloudy skies above the courtyard, bathing Evelyn in its glow, and the characters see her face twist from an expression of rage to one of sorrow and regret. Swirling globes of light, the souls of trapped adventurers, begin drifting out of the inn and up towards the light. As Evelyn's body begins to fade and become translucent, she is joined by the ghostly apparitions of James Mortigan and the rest of her family. With tears in her eyes, she embraces James and her children, and the world dissolves around the characters in a glow of bright white light.

Concluding the Adventure

The characters find themselves standing amidst the aging ruins of the Inn of Heroes, with dawn just over the horizon.

If the characters stayed to face Evelyn, any characters killed during the **Battle Royale** encounter are alive and present, all characters are restored to full hit points, and all of their normally memorized spells return. PCs and NPCs killed during any of the other encounters may also be present, at the Labyrinth Lord's discretion. Any horses that survived the **Mad Heroes** encounter are also present. The *Blessed Medallion of Light* does not cross over into the real world with the characters, however, it occasionally appears in the dreams of a Lawful character (preferably a cleric) who may attempt to locate it one day when he has attained a higher level (at least 9th).

If the characters did not stay to face Evelyn, any characters killed inside the inn remain trapped there for all eternity. Characters that escaped the inn do not regain any lost hit points or spells and suffer the full effects of any Penance they received. If the Inn of Lost Heroes was played as part of a larger campaign, the Labyrinth Lord can drop hints later that let the characters know that Evelyn is still out there somewhere, using the inn to trap unfortunate adventurers (perhaps even friends of the characters). The characters may one day even try to revisit the inn and finally lay Evelyn's spirit to rest, if the Labyrinth Lord desires. Again, the *Blessed Medallion of Light* does not cross over into the real world with the characters.

Any treasure taken from the Inn of Lost Heroes magically retains its form and value. If the characters ask around about the inn or display the Mortigan Family Dragon Crest, a few old timers can shed some light on what happened at the inn on the night of the fire.



NPCs and Factions of Note

The following NPCs may be encountered in various parts of the Inn of Heroes.

Alan Harker

Alan Harker was a Lawful cleric who possessed a ghost-hunting artifact called the *Blessed Medallion of Light*. Harker came to the Inn of Heroes seeking to lay Evelyn Mortigan's spirit to rest, but his courage failed when he came face-to-face with the charred hag. Evelyn took the medallion from him and has since consigned him to a life of torment. Harker's soul is bound to the charred hag, which now manifests through him. His body is covered with burn scars from her many appearances and the blackened imprint of the *Blessed Medallion of Light* is burned into his chest. Harker wears a tattered, soot-stained cloak. He is barely sane and has lost all of his cleric abilities. Harker cannot be killed by normal means. If reduced to 0 hp, the inn shifts into the burning world and the hag immediately manifests.

Alan Harker: treat as Neutral 0-level human.

The Mortigan Family

The Mortigan Family owned and operated the Inn of Heroes. The family was very happy and close knit. The following information reflects the Mortigans as they were at the time of their death. It is provided here as flavor for the Labyrinth Lord to be used during roleplaying encounters between the characters and the Mortigans. If, for some reason, the characters attack any of the Mortigans, the Mortigans disappear and the Labyrinth Lord should skip ahead to **Flames Rising** (pg. 12).

James Mortigan

James Mortigan is a retired adventurer who spent most of his fortune opening the Inn of Heroes. These days, he oversees the running of the inn, spends time socializing with adventurers, and helps his wife in the kitchen when needed.

Evelyn Mortigan

Evelyn Mortigan was a seeress and a healer (some even said a witch) who met James during his travels with his old adventuring company. Evelyn is an excellent cook who has taken over the duties as the inn's head chef. She has hundreds of recipes from all over the world, and traveling adventurers sometimes make extra money by selling her exotic meats and spices.

Eva Alwell

Eva Alwell is James and Evelyn's oldest daughter. She is an attractive and friendly young woman who waits tables and helps her mother in the kitchen and her father with the books when needed. She likes to tease her husband Keth, but the two are deeply in love.

Keth Alwell

Keth Alwell came to work as a bouncer for the Mortigans several years ago and eventually fell in love with and married their oldest daughter Eva. Keth now tends bar and backs up James in case of trouble. Keth is a friendly fellow, who is not too smart, but is totally devoted to Eva and his new family.

Fiona, Charlotte, and Tamis Mortigan

Fiona (age 16), Charlotte (age 11), and Tamis Mortigan (age 9) are responsible for

cleaning the inn and helping their mother in the kitchen. Fiona also waits tables in the taproom, where her good looks produce many tips and crushes. Fiona is happy working at the inn, but Charlotte and Tamis have set their sights on becoming healers like their mother.

Garan and Mikel Mortigan

Garan (age 14) and Mikel Mortigan (age 13) are two young boys who work in the stables and handle the heavy lifting around the inn. Named after legendary heroes, the pair has grown up on tales of adventure and plan to become adventurers themselves one day.

Old Beast

Old Beast is the family's aging hound dog. In his prime, he was a trained war dog that accompanied James on adventures. Now, he is a beloved pet and a favorite of the inn's regular patrons.

Adventurers

There are two bands of adventurers and one lone thief staying at the Inn of Heroes, not counting the PCs. These NPCs begin the adventure in the living world taproom.

Helen Cross

Helen is a young female thief who recently broke from the local Thieves' Guild when they began hiring out as assassins. She is a talented musician with a good singing voice. Helen was born and raised in the city and prefers urban environments, but has decided to become an adventurer, fearing that the guild might seek retribution for her desertion and/or try to keep her from revealing its secrets.

Helen Cross: AL N; MV 120' (40'); AC 6 (Dex); T3; hp 9; #AT 1; Dmg 1d4 (dagger); S 10, D 18, C 13, I 14, W 12, Ch 8; SV T3; SA backstab, thief skills; ML 9; XP 110; pick locks 27%, find/remove traps 20%, pick pockets 30%, move silently 30%, climb walls 89%, hide in shadows 20%, hear noise 1-3; *potion of healing*; one pair of gold earrings (25 gp), 3 gp, 7 sp, thieves' tools, lute.

The Band of Furies

The Band of Furies is an adventuring company made up mostly of warriors. The

Furies are a rowdy bunch that is always eager to pick a fight. They have been banned from several local taverns and only their brave service during the recent Morlock Shaman Conflict (see the **Den of the Morlock Shaman** adventure in the **Labyrinth Lord™** core rulebook) has kept them from being outlawed.

Burk Turkman

The stocky dwarf Burk Turkman is the leader of the Furies. He is a gruff, taciturn dwarf that is fond of pipe smoking. Turkman's dwarf clan was slaughtered by a rogue necromancer and he has grown to hate magic-users, elves, clerics, and magical creatures. Turkman targets these opponents first in any fight.

Burk Turkman: AL N; MV 120' (40'); AC 4 (chain mail armor + shield); D4; hp 25; #AT 1; Dmg 1d8+2 (battle axe + Str), 1d8 (heavy crossbow), 1d6+2 (hand axe + Str), 1d4+2 (dagger + Str); S 16, D 12, C 16, I 15, W 13, Ch 10; SV D4; SA infravision 60', detect traps, false walls, hidden constructions, and sloping passages (1-2 on 1d6); ML 8; XP 300; *potion of speed*; dragon skin belt (25 gp), two gold hoop earrings (30 gp), 34 gp, 22 sp, large carved mountain giant-bone pipe (worth 150 gp) and pouch of tobacco.

Gunther Faist and Willem Camlet

Gunther and Willem are a pair of ex-soldiers who have known each other most of their lives and served together in the King's Army before deserting after a violent altercation with their superior officer. Gunther and Willem are chauvinists who believe women have no business in a true mercenary camp or adventuring company except as cooks or diversions.

Gunther Faist and Willem Camlet: AL N; MV 120' (40'); AC 5 (studded leather armor + shield + Dex); F2; hp 14; #AT 1; Dmg 1d8+1 (long sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 15, D 13, C 13, I 10, W 12, Ch 9; SV F2; ML 7; XP 47; 15 gp, 27 sp.

Milo Krebbs

Milo is a halfling adventurer who is fond of drinking and fighting. He despises tall folk and is quick to take offense at any slight, either real or imagined. Milo usually starts things off by singling out the largest fighter in the room,

swaggering up to him, and throwing a drink in his face. So far, the rest of the Furies have kept him from being seriously injured in any brawl.

Milo Krebbs: AL N; MV 120' (40'); AC 5 (studded leather armor + shield + Dex); H4; hp 30; #AT 1; Dmg 1d6+3 (short sword + Str), 1d4+3 (knife + Str); S 18, D 14, C 17, I 10, W 9, Ch 10; SV H4; ML 10; XP 245; silver-tipped boots (100 gp), gold and silver brooch (45 gp), 16 gp, 17 sp.

Kris Hamblin

Hamblin is a seasoned fighter and professional adventurer who joined up with the Furies while searching for a cousin who had been captured (and later killed) by morlocks. He is currently living off the company's spoils, but is quickly growing tired of their antics and is looking to join a more stable adventuring group.

Kris Hamblin: AL N; MV 120' (40'); AC 1 (plate mail armor + shield + Dex); F3; hp 24; #AT 1; Dmg 1d8+1 (sword + Str), 1d6 (short bow), 1d4+1 (dagger); S 15, D 13, C 16, I 12, W 12, Ch 14; SV F3; ML 10; XP 95; gold brooch with small rubies (200 gp), emerald dagger pommel (275 gp), 45 gp, 13 sp, 30 cp.

Kohn's Explorers

Kohn's Explorers are an adventuring company that specializes in dungeon delving and wilderness exploration. The Explorers have recently returned from a particularly dangerous dungeon adventure where the two fighters of their company were seriously injured. These fighters are currently recovering at a nearby temple.

Xander Kohn

The Lawful cleric Xander Kohn is the leader of Kohn's Explorers. He is a devout worshipper of the gods of Law and Order and believes that good will always triumph over evil. Kohn seems haughty and arrogant to most folk, but he is a kind and compassionate man who would gladly sacrifice his own life for the lives of this comrades.

Xander Kohn: AL L; MV 120' (40'); AC 3 (chain mail armor + shield + Dex); C5; hp 30; #AT 1; Dmg 1d6+5 (*mace*+3 + Str); S 16, D 13, C 13, I 14, W 17, Ch 15; SV F2; SA spell; ML 11; XP 1,100; *potion of extra-healing*,

potion of healing (3), *scroll of warding (lycanthropes)*; silver holy symbol (150 gp), gold arm ring (100 gp), gold and silver ring (25 gp), 88 gp, 65 sp.

Spells: 1st: *cure light wounds* x 2, *protection from evil*, 2nd: *bless*, *hold person*, 3rd: *striking*.

Athreena Lisel

Athreena is a young female magic-user who has been with Kohn's Explorers for the past two years. She is attractive and intelligent, and very knowledgeable about magic and the unknown. A romantic attraction has recently blossomed between Athreena and Kohn, but Kohn has little experience with intimate relationships and appears flustered and embarrassed by even her minor public displays of affection.

Athreena Lisel: AL L; MV 120' (40'); AC 8 (Dex); MU 3; hp 8; #AT 1; Dmg 1d6 (quarterstaff), 1d4+1 (*dagger*+1); S 10, D 15, C 11, I 17, W 16, Ch 15; SV MU3; SA spell; ML 10; XP 110; *potion of healing* (2), *ring of spell turning*; spellbook, gold locket (150 gp), two gold earrings (25 gp), 35 gp, 87 sp.

Spells: 1st: *detect magic*, *magic missile**, *read languages*, *read magic**, *shield*, 2nd: *arcane lock**, *detect evil*, *knock*, 3rd: *water breathing*.

*memorized spells

Kipp Tuttle

Kipp is a young female thief who has only been with the Explorers for a few months. She is friendly and outgoing, loves to laugh, and is often the life of the party. She respects Kohn and has struck up a strong bond of friendship with Athreena Lisel.

Kipp Tuttle: AL N; MV 120' (40'); AC 4 (leather armor + Dex); T4; hp 15; #AT 1; Dmg 1d6 (short sword), 1d4+1 (*dagger*+1); S 12, D 18, C 13, I 14, W 14, Ch 16; SV T4; SA backstab, thief skills; ML 10; XP 435; pick locks 31%, find/remove traps 23%, pick pockets 37%, move silently 37%, climb walls 90%, hide in shadows 27%, hear noise 1-3; *potion of climbing*, *potion of healing*, *potion of heroism*; two gold bracelets (50 gp), silver makeup case (30 gp), three silver bracelets (15 gp), two gold rings (25 gp), two rubies (350 gp), one emerald (250 gp), 44 gp, 56 sp, thieves' tools.

APPENDIX

New Magic Items

Blessed Medallion of Light

The *Blessed Medallion of Light* is a divine Lawful artifact that appears as a gold sunburst. The medallion can detect restless spirits such as ghosts, groaning spirits, wraiths, and other incorporeal undead up to a range of one mile per level of the wielder. When presented by a Lawful character, the medallion glows with a holy white light, Turning incorporeal undead as if the character were a 15th level cleric. If the character is a Lawful cleric, the medallion renders the character immune to physical attacks from incorporeal undead and increases his effective level by two for purposes of Turning corporeal undead. A Chaotic character who touches the medallion suffers 2d6 hit points of damage each round until the character stops touching it. The *Blessed Medallion of Light* is a powerful magical artifact that may also possess additional unknown powers.

The cleric Alan Harker brought the medallion to the inn, but was overcome by fear at the sight of the charred hag and his lack of faith proved his undoing. Evelyn took the medallion from him and sundered it into four shards, scattering the pieces throughout the Inn of Lost Heroes. Restoring the medallion is the key to escaping the inn and laying Evelyn's spirit to rest. Each shard retains a fraction of its former power, providing a +1 to a Lawful cleric's Turn Undead roll, if the Turning attempt is made within 10' of the medallion shard.

The Dragon Crest

The Mortigan Family crest consists of a stylized dragon curled around the letter M and may be found on many items throughout the inn. It is not a magic item per se, but may be used to protect the characters from some of the more deadly and debilitating encounters presented in this module.

Anyone possessing a Dragon Crest is immune to the Penance imposed in the Chambers of Light as well as the spontaneous combustion attack of the charred hag. All crests in the characters' possession burst into flames as they absorb the Penance or the attack, inflicting a total of 1d3 hit points of damage on the bearer. Afterwards, these crests can no longer be used for protection.

New Monsters

The Charred Hag

No. Enc.: Unique
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 5 (natural)
Hit Dice: 64 hp (attacks as an 8HD monster)
Attacks: 2 (claw/claw)
Damage: 1d10/1d10 or special
Save: N/A
Morale: 12
Hoard Class: N/A
XP: 5,000 (1,500 for "killing")

The charred hag appears as an eight-foot tall woman with bloodshot eyes, greasy black hair, clawed hands, and charred, blackened skin. In place of a mouth, the lower part of the hag's face is smooth and bare. The hag is the embodiment of Evelyn's voiceless rage. It cannot be reasoned with or placated, and its innate spell immunity means that no spell may control or hinder it in any way.

The hag is immune to fire. It suffers full damage from combat spells and slashing weapons (swords, axes, etc.), half damage from blunt weapons (maces, clubs, etc.), and one hit point of damage from pointed weapons (arrows, spears, etc.). The hag regenerates 1d6 hp each round. If the hag is reduced to 0 hp, it bursts into flame and turns to ash, however, it is not really dead and may appear again later.

Once per round, the charred hag may cause a living creature to spontaneously combust. The creature receives no saving throw and the flames cannot be extinguished. The creature suffers 3d6 hit points of damage each round until dead. Characters killed by the charred hag become charred heroes (see below), doomed to haunt the Inn of Lost Heroes for eternity.

Many years ago, Alan Harker tried to banish the hag using the *Blessed Medallion of Light*. In doing so, his soul became bound to the hag and the hag now manifests through him. Whenever the charred hag appears, its surroundings shift to the burning world version of the inn while the rest of the inn remains in the ash world.

Mad Heroes

No. Enc.: 2d6 (3d10)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 8 (Dex)
Hit Dice: 1
Attacks: 1 (weapon)
Damage: 1d2 (fist) or by weapon type
Save: F1
Morale: 5
Hoard Class: I
XP: 13

Mad heroes are former adventurers (fighters, clerics, elves, halflings, etc.) who have been driven insane by the horrors they have experienced in the Inn of Lost Heroes. These unfortunate men and women now possess only animal-like intelligence. They wear remnants of their former professions (rusted armor and weapons, tattered robes, broken holy symbols, etc.) and appear wild, unkempt, and covered in soot. Feral bands of mad heroes dwell in the blasted lands of the ash world inn, living off the dangerous wildlife (and each other) found there. Mad hero bands remain in a constant state of conflict with the packs of ghouls who also dwell in the ash world.

Charred Heroes

No. Enc.: 1d6 (3d10)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 9
Hit Dice: 2
Attacks: 1 (weapon)

Damage: by weapon type
Save: F2
Morale: 12
Hoard Class: VI
XP: 10

Charred heroes are the charred, blackened corpses of adventurers who were killed by the charred hag. Only their bulging bloodshot eyes remain unburned. These luckless creatures are doomed to haunt the burning world taproom for eternity, however, a few sometimes escape to prowl the dark corridors of the ash world inn and feast upon the living. Being undead, they are unaffected by *sleep* or *charm* spells. If Turned by a cleric, a charred hero bursts into flames and is burned to ash.

Yelloweyes

No. Enc.: 2d6 clusters
Alignment: Neutral
Movement: N/A
Armor Class: 7 (natural)
Hit Dice: 1 per cluster
Attacks: 1 (toxic spores)
Damage: special
Save: F1
Morale: N/A
Hoard Class: VII
XP: 13

Yelloweyes are clusters of stationary fungi resembling large mushrooms with red caps and yellow spots. The spots are actually closed eyes that open when the yelloweyes are disturbed or when they detect noise within 10' of them. Upon opening their eyes, if the yelloweyes see a creature nearby they release a cloud of toxic spores in a 10' cube that requires any creature inside the area of effect to make a saving throw vs. poison or have his Dexterity reduced by half for the next 1d6 days. After this time, the character must make another saving throw vs. poison or die. A *neutralize poison*, *heal* spell, or other powerful healing magic negates these penalties. Yelloweyes are susceptible to fire, however, unless the attack is instantaneous (such as via a *fireball* spell), any attack directed at the cluster releases a cloud of spores. Yelloweyes live in dark, subterranean places, growing on moldy rocks and carrion. Their spores seep out over time, blanketing the ground with an eerie-looking (but harmless) light mist.

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