

Under Tenkar's Tavern

A Low-Level Group Adventure
Tunnel Levels One to Three

By Thom Wilson
For Swords & Wizardry™

A group adventure for 1st through 2nd level characters
Covers Levels 1 to 3 of Ancient Tunnels Below the Tavern!

10 pages of material!



Old school stat blocks!

Under Tenkar's Tavern

Adventure Background: Once a boisterous and popular bar, Tenkar's Tavern has recently become a place shrouded in mystery and despair. Members of the kitchen staff have disappeared and have not returned in several days. Additional hired hands have also since gone missing. An empty kitchen means unhappy customers and the barkeep Nerik is losing money! He needs outside help to solve his dilemma. Can the adventurers help find the kitchen staff or the source of the tavern's problems?

Detailed Background: Unknowingly, the tavern was built close to a collapsed entrance to a massive labyrinth of tunnels. Recently, a fanatical Wererat priest has discovered the old exit to the surface, and has begun to use it for trips into the city. Unfortunately for the tavern, the labyrinth's exit is adjacent to the kitchen floor drain that empties into the sewers. Bewitched giant rats have entered the kitchen tavern and taken unsuspecting workers down to their rat temple, to be sacrificed to their vile god.

Adventure Summary

Adventure Difficulty:	Easy (Levels 1-3)
Number of Characters:	3-5
Adventure Locale:	Dungeon (urban)

Adventure Start: Characters have either heard of the reward offered by tavern owner and barkeep Nerik Tenkar, or happen to enter the bar seeking refreshment. Read the introductory passage to the players:

A dark and quiet space greets you as the tavern door swings closed. You thought you've heard stories of this place and its rowdy and cheerful atmosphere. Instead, you see a few sullen faces and empty tables throughout. A grey haired man approaches your group as you're taking in the dismal scene.

"Ah, are you here for drink or to answer our call for assistance? I'm afraid if it's food you're after, we lack kitchen help at the moment. Sadly, our kitchen is closed."

Nerik Tenkar will answer any and all questions about the kitchen disappearances and will offer the reward of 250 gp for solving the mystery. If the characters offer to help, Nerik will usher them into the kitchen and say:

"Each day, one more would disappear. They were always alone when they vanished. Within a few days, none of my workers remained. I hired temporary help and they left too. There are no other

doors out of the kitchen except through the bar. No one saw any of them leave. Now, no one will work here and I've had to close my kitchen down." He looks at each of you as he twists his bar towel in worry.

The Tavern Kitchen

Nerik will know nothing more than what he has already told the adventurers. He truly has no idea what has happened. The only other tavern workers are three bar wenches that refuse to go anywhere near the kitchen. Kina, Olsa, and Yasmel will happily provide theories to the disappearances, none of which are remotely close to the truth.

A thorough search of the tavern kitchen will reveal two important details. The floor drain grate to the sewers looks to have been recently used (i.e. removed and replaced), and blood splattering is found underneath the floor drain grate itself. A successful investigation of the sewers below the drain will indicate many long and flat footprints in the area.

The Sewer Entrance to the Ancient Labyrinth

A well concealed entrance to the labyrinth is found in a twisted crevice in a nearby wall.

The sewer stretches as far as the eye can see in opposite directions, to your left and right. As you ponder your next step, your eye catches a strange crack in the wall in front of you, well hidden by discolored bricks and piles of refuse. Is that an opening?

Covered up by sewer masons many years ago, an ancient entrance to the labyrinth was finally reopened by its denizens seeking a new way out. Although there are other exits from the tunnels throughout the city, only this particular exit opens directly into the massively connected sewer system.

Area L1-1: Inside the Ancient Entrance

Slipping through the narrow entrance, you move into a small antechamber. Dim light from a single oil sconce in the ceiling allows you to see the exit at the opposite end of the room and several markings in the dust covered floor. Several wooden crates are piled nearby.

Analyzing the tracks in the dusty floor divulges the frequent passage of rodent creatures and larger objects, obviously dragged alongside the rats (kidnapped kitchen workers). Occasionally, a lone rodent guard stands watch over the exit (1 in 6 chance).

The crates are filled with rotting bolts of cloth. Faded red and purple fabric was once used for clerics in forgotten temples many years ago.

Area L1-2: Giant Rat Nest

A smell of wet fur mixed with rotting meat attacks your senses as you near the open doorway. Peeking in, you can see several large rats curled up in various mounds throughout the room. A single rat standing on its hind legs stirs a wooden utensil in a boiling black pot. Another open doorway can be seen in the opposite wall.

Although most of the rats are sleeping, they will awaken to any level of noise. The lone standing rat humanoid is actually one of the three wererats in the tunnels. Ghrashnik the Wererat cannot be surprised easily (characters must roll a 1 on a d6).

Giant Rats (8): HD 1d4 hp; AC 7 [12]; Atk: 1 bite (1d3); Move 12; Save 18; CL/XP A/5; Special: Disease (1 in 20).

Additional GM Notes:

"Ghrashnik", Wererat: HD 3 (14 hp); AC 6 [13]; Atk: 1 bite (1d3) or dagger; Move 12; Save 14; CL/XP 4/120; Special: Lycanthropy, Control rats, Surprise.

Additional GM Notes:

A thorough search of the warren will uncover **3d6 sp** and **1d4 gp** amongst the nests. Ghrashnik carries an ornate yet non-magical dagger, worth 100 gp.

Area L1-3: Central Hall

Once used by temple acolytes and servants, this area provided underground access to other parts of this level. Archways extend to the north, south, east and west [*areas to the east and west are not covered in this part of the adventure*]. Light emanates from the northern hallway, while the halls to the east and west are dark.

Area L1-4: Meeting Room and Study

A lone ceiling scone illuminates a room filled with dozens of bookshelves, stacks of dusty old tomes, and a few tables and chairs. A lone occupant intensely studies a massive book, his hairy head tilted downward nearly touching the pages. A slender blade rests upon the table nearby.

Honskato the Wererat is studying an ancient book when the characters arrive. Like his brethren, he is hard to surprise (characters must roll a 5-6 on a d6).

"Honskato", Wererat: HD 3 (12 hp); AC 6 [13]; Atk: 1 bite (1d3) or rapier; Move 12; Save 14; CL/XP 4/120; Special: Lycanthropy, Control rats, Surprise.

Additional GM Notes:

The rapier is a finely crafted blade, worth triple the normal weapon price. Honskato carries **25 sp** and **5 gp** in his pockets. Many of the tomes in this room are valuable (*GM to decide number and topics*).

Area L1-5: Rat-god Temple

A single rat humanoid stands with arms outstretched before a large ebony idol, the low murmur of prayer barely heard from this distance. The idol is of a pregnant rat standing on its hind legs, its fangs bared. Several urns billow purple smoke near a blackened table, slick with blood.

Fallow Gax, the wererat priest of Quaznipotal is in the middle of his prayer-cycle.

"Fallow Gax", Wererat: HD 4 (20 hp); AC 5 [14]; Atk: 1 bite (1d3) or dagger; Move 12; Save 13; CL/XP 5/240; Special: Lycanthropy, Control rats, Surprise, Spells: 1L) Protection from Good, Cause Light Wounds; 2L) Hold Person.

Additional GM Notes:

The wererat priest will summon 1d6+6 Giant Rats when intruders are first detected. They will arrive within 1 round through three of the four doors in the room (two north doors and the south door). Any character within 10' of the purple urn smoke must Save versus Poison or feel ill for 1d4 rounds.

Fallow Gax carries an evil sacrificial dagger, adding **+1 to-hit against good** creatures. Additionally, he has a **Potion of Healing**, **50 sp** and **25 gp** in his belt pouch.

Several steel containers behind the sacrificial table contain the various body parts of humans and their clothing, including those from the Tavern (identified by aprons, and other kitchen apparel).

The eyes of the evil idol of Quaznipotal are made from two massive rubies, each worth 500 gp. There is a 5% chance that any character touching the idol will convert to the vile rat-god (Save versus Magic allowed).

Area L1-6: Priest Prayer Room

The high priest Fallow Gax and his acolytes use this area for prayer and study.

A simple wooden door opens to reveal a small dark room filled with bookshelves, tables and chairs. A small idol perched upon a stone pedestal sits alone on one side of the room. Purple smoke wisps up from a short brazier directly beneath the idol of a pregnant rat.

Inhaling the purple smoke has the same effect as that found in area L1-5. The idol has two small rubies for eyes, each worth 50 gp. Hundreds of old tomes and scrolls fill the many bookshelves; several are notable and should fetch a few gold coins from collectors. A book at the top of one of the shelves entitled “*Prayer Services and Suggested Donations*” has a hidden compartment in the back cover. Within, a note has a phrase transcribed on one side, “reveal thyself”. This phrase opens the magical mirror portal in area L1-7.

Area L1-7: High Priest Quarters

Pushing aside a simple curtain, you see the furnishings of a small bedroom. Ornate glassware and cutlery rest upon a simple wooden table, a single chair tucked underneath. A low bed in one corner is neatly made and covered in several layers of furs. An old wardrobe and a shimmering full length mirror occupy two walls.

Detect magic spells will indicate that the mirror is magical. The magic phrase “reveal thyself” will turn the mirror into a portal to Area L1-8. Breaking the glass in the mirror will inactivate the portal, making entry through the stone wall into the secret chamber impossible. Once the mirror is activated, it no longer displays a reflection but the room beyond.

Area L1-8: Secret Treasure Chamber

[Read only if the portal to the area is activated] You look through the shimmering opening and can see into a small chamber. Just in front of the portal are several piles of bones, likely from small animals. A large wooden chest and three metal boxes are piled in the center of the room.

Fallow Gax keeps a large viper here to guard his treasure room. He occasionally throws in a baby giant rat or small mammal to keep it fed. A small nest is behind the wooden chest, opposite of the magical entrance.

Each steel box contains two pairs of rubies (large and small) that can be used to replace the eyes of the rat-god idols in areas L1-5 and L1-6. They have the same value as the rubies in the corresponding areas. The wooden chest contains an assortment of armor, shields,

weapons, and coins. Only one item in the chest is magical; an ornate dagger with a sharp edge is actually a **Dagger +1, +2 versus Undead**. There are **327 cp, 101 sp, and 22 gp** in the chest.

Large Viper: HD 1d6 hp (4 hp); AC 5 [14]; Atk: 1 bite (1 hp + poison); Move 18; Save 18; CL/XP 2/30; Special: lethal poison (+2 save).

Additional GM Notes:

Area L1-9: Empty Hall

The long hallway finally opens into a square room. Your footsteps echo in this empty chamber, void of anything except for two sconces on the southern wall that surround an exit.

As long as the sconces remain lit, this room will be empty. If the room becomes dark, a Shadow will escape from its imprisonment within one of the sconces. There is nothing else of interest in this room.

Shadow: HD 2+2 (12 hp); AC 7 [12]; Atk: 1 touch (1d4 + Str drain); Move 12; Save 14; CL/XP 4/120; Special: Strength Drain.

Additional GM Notes:

Area L1-10: Ancient Feasting Chamber

You enter into a long narrow room filled with piles of debris covering nearly every inch of the floor. It appears as if all the junk of the surrounding chambers were dumped into one place.

Once filled with a long table and dozens of chairs, nothing remains within this feasting area except rotting cloth and broken wood. Additional refuse, broken furniture, and bent metal have been haphazardly piled throughout. If any of the characters wade into the detritus, or move junk around, read the following:

The sounds of scurrying and moving debris alerts you to something within the piles. As you scan the heaps of refuse, you see several tiny centipedes, no larger than your arm, emerge from under a broken table nearby. Your chuckle is cut short when a massive centipede also emerges, a bit farther away but much larger than its broodlings.

A female centipede and its newly hatched brood uses this large room as its home.

Tiny Centipedes (6): HD 1d2 hp (1 hp); AC 9 [10]; Atk: 1 bite (0 damage); Move 13; Save 18; CL/XP 1/15; Special: Lethal Poison (+4 save).

Additional GM Notes:

Giant Centipede: HD 2 (10 hp); AC 5 [14]; Atk: 1 bite (1d8); Move 15; Save 16; CL/XP 4/120; Special: Lethal Poison (+6 save).

Additional GM Notes:

Several trinkets and items of interest are found within the centipedes nest, located well below the piles of debris. Twelve silver necklaces (each worth 10 gp), five gold bracelets (each 20 gp), and a pair of pearl earrings (worth 50 gp) are found amidst a mound of coins. There are **116 cp**, **33 sp**, and **7 gp** in the pile. Additionally, a quiver of nine **+1 Arrows** can be found nearby.

Area L1-11: Acolyte Chambers

Rows of beds line the north and east walls of the square room, while three tables and several chairs occupy its center. Three young rats, each standing on its hind legs, look up in surprise.

Fallow Gax has but three wererat acolytes at this time. When not in prayer service, they generally remain here resting or studying. They have nothing of value.

Wererat Acolytes (3): HD 2 (9 hp); AC 7 [12]; Atk: 1 bite (1d3) or dagger; Move 12; Save 15; CL/XP 3/60; Special: Lycanthropy, Surprise.

Additional GM Notes:

Area L1-12a-c: Holding Cells

Moving through the long hallway, you come to three doors, side by side on the east wall. All three are barred from this side.

Captured prisoners from the surface are first brought here before their eventual sacrifice to the rat-god. Currently, the first and third cells (marked 'a' and 'c') are empty. The middle cell holds a delirious young woman, a pot washer from Tenkar's Tavern. Her mind

is gone, shattered from her brief yet frightful captivity. She will attack anyone or anything that enters her cell. She may recover from the trauma, if the appropriate healing is administered and enough time is allowed.

Area L1-13: Stairs to Level 2

Turning a corner in the long hallway, you find a set of stairs leading downward into darkness.

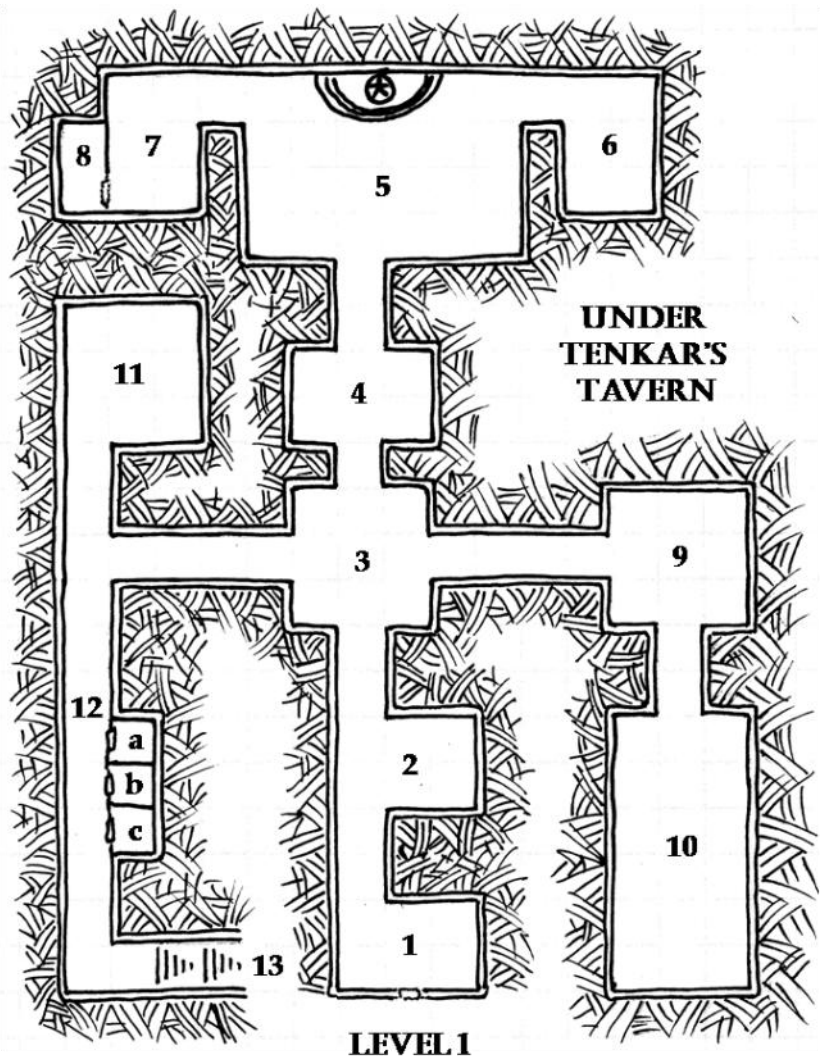
The stairs here lead down to the second level of the adventure for 'Under Tenkar's Tavern'.

Adventure Credits and Notices

Written by Thom Wilson, owner at NomadGaming.
Designed for Swords & Wizardry™.

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Under Tenkar's Tavern

Adventure Background: Although the initial threat of the wererat priest and his minions has been neutralized, the presence of a stairwell at the end of the first level suggests that further horrors and problems may surface for Nerik Tenkar's tavern. In fact, a band of dopplegangers have been infiltrating the wererat cult, seeking their ultimate treasure, a golden idol of Quaznipotal. They have no idea that part of the cult has been thwarted by the adventurers, and continue their guise as rat-creatures as they search for the idol in the labyrinth levels underneath the tavern.

Adventure Summary

Adventure Difficulty: Easy (Levels 2-4)

Number of Characters: 3-5

Adventure Locale: Dungeon (urban)

Adventure Start: After clearing the level just beneath Tenkar's Tavern, the characters find a dark stairwell descending even deeper. Deciding to delve farther, they continue downward...

Area L2-14: Stairwell Supply Room

The stairs from L1-13 empty into a small chamber filled with old crates, barrels and boxes.

Hundreds of rotting barrels, broken boxes, and opened crates fill the small room. Piles of disorganized containers nearly reach the ceiling in several places. It appears a narrow path winds between the cluttered mess.

Three tripwires (seen on the map as A, B and C) will topple a nearby tower of boxes, barrels and crates on to the unfortunate victims. Each character caught in the collapsing mess suffers 1d4 damage (Dexterity save halves damage, rounding up). There is nothing of value in this area.

Area L2-15: Hallway Split

The long hallway finally ends, splitting in opposite directions. A breeze from the left corridor wafts cold and damp air from below. A faint light can be seen at the far end of the right corridor.

Area L2-16: Natural Cavern

The sloping corridor opens into a large, natural cavern cluttered with several dozen stalagmites and stalactites. A quick running stream breaks the area in two parts, the side you're on and the opposite side where a mysterious looking archway leads into darkness.

Tall stalagmites and stalactites clutter the area, making movement complicated. The characters will have to

weave their way around the natural rock formations to get to the obvious stream crossing, a fallen stalactite. Unfortunately, several Piercer groups have positioned themselves above the open areas (marked A on the map). Each Piercer group has 2-5 Piercers.

Piercers (1d4+1): HD 2 (10 hp); AC 3 [16]; Atk: 1 drop and piece (2d6); Move 1; Save 16; CL/XP 2/30; Special: Drop.

Additional GM Notes:

The quick moving stream will pull any character underwater and out of the cavern in a matter of seconds. The stream eventually exits into an underground lake in Level 3.

Area L2-17: Mysterious Archway

Ornate carvings and intricate markings decorate the strange doorway, out of place in this natural cavern. The area beyond is abnormally dark.

A permanent *Darkness 15-Foot Radius* spell has been cast on the archway, making visibility beyond its opening nearly impossible from either side.

Small symbols of a pregnant female rat are found on archway upon careful inspection. The markings are in an ancient language, their "words" celebrating and praising the rat-god Quaznipotal.

Area L2-18: Lost Temple

The area beyond the archway is as equally large as the previous cavern, but appears to have had some work done by craftsmen. The walls are smoothed by tools and the floor appears faintly polished. The opposite wall has an immense statue, seemingly carved out of the rock floor and wall, that rises to a height of thirty feet. The statue is of a female rat, fully pregnant. She holds her clawed hands outward, palms up and joined at the sides, in a cupping motion.

A layer of dust covers the many stone benches and tables throughout the room, although small footprints are seen in many places along the floor and walls.

Once a temple of Quaznipotal, the area was abandoned when the tunnels beyond collapsed. The forgotten temple is now home to a brood of Carrion Creepers, who scurry out into the area when they hear even the slightest of noise. Several small cracks in the surrounding walls and holes in the statue are exits into the temple from the collapsed areas beyond.

Carrion Creepers (5): HD 2+4 (20 hp); AC 7 [12]; Atk: 1 bite (1 hp + 6 tentacles); Move 12; Save 14; CL/XP 4/240; Special: **Tentacles cause paralysis (2d6 turns).**

Additional GM Notes:

Closer inspection of the statue indicates that the rat-god visage once held something important in her hands. Several inches of dirt and dust in the cupped hands suggests that what was once there has been gone for some time. The golden idol of Quaznipotal was once found here, but has moved into the lower levels of the labyrinth.

Narrow tunnels used by the Carrion Creepers are uncomfortably small and precarious but eventually lead to their nest. Several skeletal remains are found, including the deceased's treasures; **139 sp, 33 gp**, and a **silver dagger**. A concentrated search in the nest turns up a **Ring of Protection +1, +2 versus Missiles**.

Area L2-19: Empty Chamber

A single unlit brazier in the center of the room is all that is found here. An exit looms across from your location.

A Detect Magic spell will indicate that the brazier is enchanted. Lighting the brazier summons an angry Smoke Elemental, trapped within the braziers for hundreds of years.

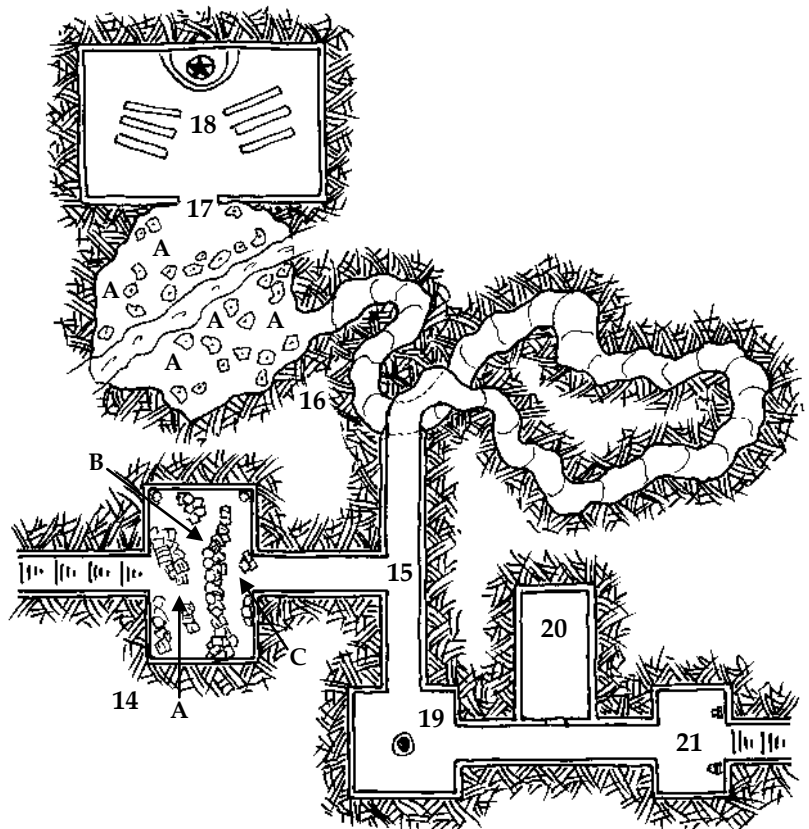
Smoke Elemental: HD 6 (31 hp); AC 2 [17]; Atk: 1 strike (2d6); Move 24; Save 10; CL/XP 6/400; Special: **immune to non-magical weapons.**

Additional GM Notes:

Area L2-20: Doppelganger Hideout

A secret door hides the entrance to the Doppelganger hideout. If the characters triggered the tripwire traps in area L2-14, the doppelgangers will have changed their forms to wererats, and will try take another cult member's place. When they see the characters instead, they will either send one of their group to follow the characters (50% chance), or attack the group, thinking that the characters are also golden idol treasure-seekers.

Several wererat remains are found in a corner of the area. No valuables are found on the dead creatures.



Doppelganger (1 or 3): HD 4 (20 hp); AC 5 [14]; Atk: 1 claw (1d12); Move 9; Save 13 (5 against magic); CL/XP 5/240; Special: **immune to sleep and charm spells.**

Additional GM Notes:

Each doppelganger carries **1d100 gp** and a **Potion of Invisibility**.

Area L2-21: Exit Chamber

Two wooden chairs bookend a narrow doorway in this small chamber. Beyond, a set of stairs descends sharply into darkness.

Stairs lead down to Level 3 of the adventure...

Adventure Credits and Notices

Written by Thom Wilson, owner at NomadGaming.
Designed for Swords & Wizardry™.

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Under Tenkar's Tavern

Adventure Background: Although the characters may have thought that they destroyed the shrine to the rat-god Quaznipotal on the first level, the true temple to the evil goddess lies within this deeper section. Quaznipotal is worshipped by all were-creatures within the city—she is a mother to all those afflicted with lycanthropy. The high priest and his shape changing acolytes conduct their services each night, begging the goddess mother to return to cleanse the city of the unbelievers...

Adventure Summary

Adventure Difficulty:	Easy (Levels 2-4)
Number of Characters:	3-5
Adventure Locale:	Dungeon (urban)

Adventure Start: After passing through the corridors and rooms in level 2, the characters will find another set of stairs leading deeper under the city. These stairs will deposit the group in area L2-22.

Area L3-22: Stairwell to Level 3

A set of ancient stairs descends into darkness, each step slick with condensation. Strands of old webs stretch from wall to wall in several places. These stairs seem infrequently used.

Most worshippers access the temple on this level through areas L3-30 or L3-31. The stairs are used occasionally by wererat priests on the upper two levels or by acolytes fetching supplies from area L2-14 for the high priest.

Area L3-23: Forgotten Guard Station

Once used by soldiers guarding the stairwell, the secret room is unknown to all the denizens of the lower levels.

The secret door lifts up into the ceiling revealing a narrow room beyond. Stacks of decaying spears, crossbow bolts and arrows appear to have been left here, forgotten for many years. A small metal box sits upon an old stool to one side.

A successful search will uncover a leather quiver containing **12 magical +1 arrows**. The metal box holds **39sp** and **8gp**.

Area L3-24: Study Chamber

A well lit room with two tables, six chairs and two small bookcases is found at the bottom of the stairwell. The shelves are filled with old books and scrolls. An open archway on the opposite side of the room appears to be the only other exit.

Wall torches and table candles provide adequate reading light for worshippers wishing to learn more about Quaznipotal or lycanthropy. Several tomes and ancient scrolls provide useful insight to both topics. There is a 50% chance that two studying acolytes are found here when the characters arrive.

Wererat Acolytes (2): HD 2 (9 hp); AC 7 [12]; Atk: 1 bite (1d3) or dagger; Move 12; Save 15; CL/XP 3/60; **Special:** Lycanthropy, Surprise.

Additional GM Notes:

Area L3-25: Visitor Chambers

Six wooden doors, three on each side, are evenly spaced at the end of this hallway. Several oil lanterns provide excellent light in the area. As you approach the first set of portals, one of the doors at the far end of the corridor opens, and a large hairy man enters the narrow area. He pauses as he sees you...

Guests invited by the high priest are given a room in this hallway to use between services. The large man is a werebear and is exiting area L3-25a. He is surprised when he sees the group and will attack if he suspects they are not worshippers of the rat-god.

"Boralsh", Werebear: HD 7+3 (35 hp); AC 2 [17]; Atk: 2 claws (1d3), 1 bite (2d4); Move 9; Save 9; CL/XP 8/800; **Special:** Lycanthropy, (bear hug 2d8 damage).

Additional GM Notes:

Area L3-25a: Boralsh's Room

Boralsh has recently been affected by lycanthropy and is struggling to control the disease. He has been staying in this room for several weeks to learn more about his affliction and the techniques to control his rage.

A journal found on a table near his bed details his journey from a simple blacksmith to a shape-changing bear. A small leather pouch inside a table drawer holds **100sp** and **20gp**.

Area L3-25b-f: Empty Visitor Rooms

Each door is locked, the keys held by the high priest or one of his trusted servants. A search of each of the rooms will uncover little of value.

Area L3-26: Temple Guard Chamber

The Quaznipotal high priest has hired a group of devout followers to protect the temple from non-believers. The temple guards use this area when off duty.

A foul stench emanates from a square, dimly lit room just a few steps from the intersection behind you. Three small tables and several stools fill the center of the area. Debris is strewn about the floor, a mixture of rotting food and broken cutlery. Four shapes at the opposite end of the room move silently toward you...

Four wererat temple guards attack the group as they enter the room. The other four guards are on duty in the temple (area L3-33).

Wererat Guards (4): HD 2 (11 hp); AC 6 [13]; Atk: 1 bite (1d3) or shortsword; Move 12; Save 15; CL/XP 3/60; Special: **Lycanthropy, Surprise**.

Additional GM Notes:

At the intersection between areas L3-26, L3-27, and L3-28, read the following:

Muffled sobs and low moans faintly echo from the southern hallway. A deep chuckle followed by a stifled scream hint to something sinister.

Area L3-27: Prison Chamber

A diabolical torturer works on a prisoner in one of the cells as he attempts to extract information from the dying woman. The prisoner had tried to infiltrate the temple to find her missing daughter.

You see the wide back of a man as he bends over a bound prisoner. Hearing your footfalls, he turns, angry to be interrupted from his work. His boar-like face grins, tusks gleaming in the torchlight. Standing to his full height, you have but a second to appreciate his size before he bounds toward you!

"Günther", Wereboar: HD 5+2 (27 hp); AC 4 [15]; Atk: 1 bite (2d6); Move 12; Save 12; CL/XP 6/640; Special: **Lycanthropy**.

Additional GM Notes:

The female prisoner is near death having been steadily tortured for information for several hours. Her daughter has been dead for several days—her remains are found with the other corpses nearby.

Other deceased victims of the torturer are found in one of the three cells. In the center cell, a scared young man awaits his turn. He will be desperate to be rescued, offering to carry gear or help in some way.

"Olanth", young man (prisoner): HD 1 (4 hp); AC 9 [10]; Atk: none; Move 9; Save 18; CL/XP none/0; Special: none.

Additional GM Notes:

The wereboar has a stash of gold hidden under the dead bodies, a year's worth of payments from the high priest. The bloody, leather sack contains **176gp**.

Area L3-28: Torturer's Personal Chambers

Günther sleeps upon a pile of old clothes, torn carpets, and dry straw. After he strips his dead victims of their gear, he piles up their belongings in two heaps—one discard pile and one keep pile. Günther isn't smart enough to always know what has real value.

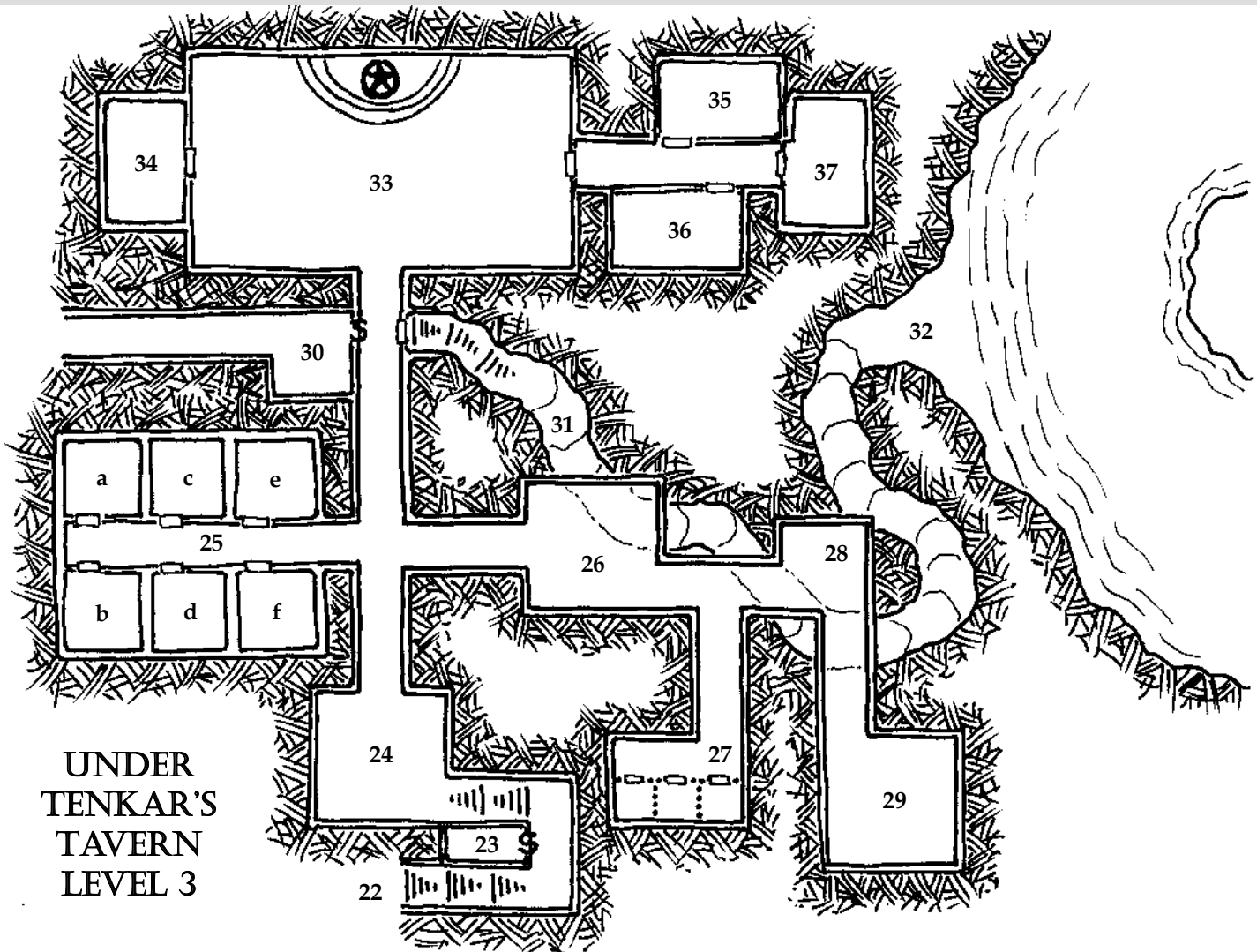
A large pile of various materials in the corner of this room appears to be a bed of some sort. Nearby, two smaller piles look like items have been sorted. Hats, jackets, belts and other items poke out from the left pile while empty glass bottles, steel blades, and out-turned backpacks make up the majority of the right pile. A doorway in the south wall leads into darkness.

A glass bottle in one pile contains a half portion of a **Heroism** potion (adds +1 to attacks and damage). In the other heap, a simple stick is really a **Wand of Magic Missiles** (3 of 10 charges remaining). A thorough and lengthy search of the room will uncover **4d6 sp**.

Area L3-29: Temple Storage Room

Dozens of crates, wooden boxes, and steel trunks are stacked haphazardly throughout the room. Rolled tapestries cover most of the floor and a large statue stands in the corner, covered by black sheet.

Acolytes have stored temple items in this area for years, never bothering to organize or neatly stack any of the tools and utensils. Much of what is in this room is either worthless or has been forgotten. The wooden statue is of Quaznipotal and has been stripped of the valuable gems once covering the rat-god idol. A small wooden box under several crates contains **4 Potions of Healing** (heals 1d8+1 damage when consumed).



UNDER TENKAR'S TAVERN LEVEL 3

Area L3-30: Visitor Waiting Area and Entrance

Assuming the characters enter via the eastern side of the secret door, read the following:

The well hidden door slides into the wall to reveal a small room and connecting long corridor. Two plush couches and four wooden chairs fill the area. The corridor beyond the room is dark. A rope hangs from the ceiling near the hidden door.

Just before and after temple service, this area is filled with shape-changing worshippers who use the connecting corridor to access the level. Exiting the area, the corridor splits off to various parts of the city where worshippers can return to their hidden identities aboveground [note: further sections of Under Tenkar's Tavern may be released in future publications].

The room serves as a waiting area for visitors when the temple is not in service. Temple guards respond to the ring of the bell, escorting visitors to the acolytes or the high priest.

Area L3-31: Sloping Passage to the Lake

Rusty hinges squeal as the door opens inward. Lichen-covered stone steps, broadly carved into the surrounding rock tunnel, plunge downward.

Crudely carved stairs end after a thirty foot descent. A sloping passage continues, winding in and around natural rock formations and mineral deposits. The cool, moist breeze can be sensed roughly fifty feet from Area L3-32.

Area L3-32: Underground Lake

Light waves lap at a sandy shoreline just beyond the tunnel exit. Darkness envelopes you, hampering your vision, but the slightest of sounds echo as if you are in a massively open place.

A vast, underground lake spans several hundred feet, with a half-dozen cave entrances found along its edges. A lone island emerges from the lake's center, untrod-den and unexplored for centuries [note: further publications of Under Tenkar's Tavern may include an explorable island]. There are no boats on the shore.

Area L3-33: Quaznipotal's Central Temple

You see a massive chamber with a painted dome ceiling through the hideously carved archway. Dozens of rows of low marble benches face an awesome statue of grotesque yet impressive craftsmanship. The massive statue of a pregnant rat is devouring a human while clutching an elf in one hand. Two enormous red gems for eyes glow brightly, seemingly providing light for the first few rows of pews. A large creature in black robes appears to be preparing an altar for service while two other humanoids in red apparel unpack a storage crate nearby. Urns on either side of the statue emit green wisps of foul smoke.

Hefnipsis, the High Priest of Quaznipotal, conducts services in the central temple each evening for the lycanthropes of the city. He is found here with two acolytes (statistics similar to L3-24) and four temple guards (statistics similar to Area L3-26). Two temple guards are standing to either side of the southern door while two guard the storage room.

"Hefnipsis", Werewolf: HD 4+4 (24 hp); AC 5 [14]; Atk: 1 bite (2d4); Move 12; Save 13; CL/XP 5/240; Special: **Lycanthropy, hit only by magic/silver weapons.**

Additional GM Notes:

The high priest cast spells as a fourth level cleric: **1L) Cause Light Wounds, Protection from Good; 2L) Hold Person.** In addition to his spells, he carries a scroll imbued with a special one-time spell, *"Summon Mother"*. When used, the scroll animates the massive statue of Quaznipotal. The stone statue will remain animated for one hour before reforming in its original location. It will attack any living thing in this chamber, including its own servants and worshippers. Hefnipsis will use this scroll only as a last defense.

He carries a magical curved dagger that he uses in sacrificial rituals. In addition to being a **+1 weapon**, it can be covered in a deadly poison once per day, magically appearing when the command word *"Ratmother"* is used. Hefnipsis also carries **20 gp** and **40 sp** in a belt pouch under his robes.

The acolytes are unpacking the solid gold statuette of Quaznipotal from its storage crate, normally found in Area L3-34. The statuette weighs 75 pounds and is worth **750 gp**, but may fetch double or triple the value from collectors. The two rubies in the statue are each worth **1,000 gp**.

"Quaznipotal", Stone Statue: HD 10 (50 hp); AC 5 [14]; Atk: 1 stomp (2d6) or grab/crush (1d6); Move 3; Save 5; CL/XP 16/3,200; Special: **immune to poison.**

Additional GM Notes:

Area L3-34: Temple Storage Room

Dozens of crates and boxes are filled with temple robes, candles, foul lichen incense, and blood-infused wine. These items are extremely important to the high priest and acolytes, but are of little value to anyone else.

Areas L3-35 and L3-36: Acolyte Personal Quarters

Two straw pallets, a writing desk and two stools sparsely furnish the oversized room. A red robe hangs from a hook near the door.

Each of the acolyte rooms are meager living quarters at best. There is nothing of value in either of the rooms.

Areas L3-37: High Priest Personal Quarters

A beautiful ebony table and two high backed chairs sit upon a well made rug to the right of the door. An elegant writing desk and stool are pushed up against the left wall of the room. The far end is blocked by a folding screen, painted with images of thousands of rats overrunning a crowd of fleeing humans.

Hefnipsis' quarters are nicely decorated; he often will bring guests to his personal chamber for private discussions. Beyond the screen, the rest of the room is filled with his comfortable bed and wardrobe, and a wooden chest. The chest is **locked**, and contains several months of temple donations; **789 gp**, and **1,484 sp**. Additionally, Hefnipsis has stored two **Vials of Pain** in his personal chest, lent to Guunther his torturer when necessary (consuming the vial causes 1d8+1 damage).

A note on the high priest's desk indicates that he is helping other cities to form temples to Quaznipotal.

Adventure Credits and Notices

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Designed for Swords & Wizardry™.

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Under Tenkar's Tavern

A Low-Level Group Adventure *Tunnel Levels One to Three*

Once a boisterous and popular bar, Tenkar's Tavern has recently become a place shrouded in mystery and despair. Members of the kitchen staff have disappeared and have not returned in several days. Additional hired hands have also since gone missing. An empty kitchen means unhappy customers and the barkeep Nerik is losing money! He needs outside help to solve his dilemma. Can the adventurers help find the kitchen staff or the source of the tavern's problems? *An Adventure for three to six characters of 1st or 2nd level, designed for Swords & Wizardry™ by Matthew J. Finch.*



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