

ADVANCED ADVENTURES MODULE #22

Stonepick Crossing

by Mark Morrison

AN ADVENTURE FOR CHARACTER LEVELS 1-3



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STONEPICK CROSSING

Mystery surrounds the tiny protected town of Stonepick Crossing and rumors abound: locals disappearing in the middle of the night, strange noises from underneath the dam and even rumors of a monster in the lake percolate through the community. Which rumors are true and which are the ale-addled ramblings of old men fearful of their own shadows?

STOP! If you plan to participate in this adventure as a player, then stop reading here. Prior knowledge of this module's contents will only spoil your enjoyment of the game.

Background: The tiny thorp of Stonepick Crossing sits on top of an old dwarven dam holding. The dam was built some 500 years ago, ending a long war between a clan of dwarves and a clan of goblins that infested a highly-defensible cave complex. Recognizing the futility of direct assault, the dwarves built the dam to flood the goblin caves, flushing the foul creatures out of their caves and into the slaughter of honest combat. Now 500 years later, the dwarves have moved on and a small thorp has sprung up. The town is named for the dwarven clan leader who waged war against the goblins, Eltoren Stonepick. Near the protected town atop its dam, farmers till the soil around the lake created by the construction.

Notes for the Game Master: Stonepick Crossing is an adventure for 6-8 players of level 1-3. It takes place in the foothills of the extensive Garvian mountain range in the thorp of Stonepick Crossing. At the dam, the reservoir is around 120 feet deep, and the lake stretches some 12 miles behind the dam.

There's a lot going on in Stonepick Crossing. But before getting into all the various small plots, the numbered encounter locations at Stonepick don't have to be the only locations in the town. A GM should feel free to add as many other homes and business as is appropriate for his campaign. With a little effort, Stonepick Crossing can be easily expanded into a larger city if such is desired. It's suggested that the GM take a bit of time to fully customize the adventure to his group and world.

The thorp is run by the thorp counsel, composed of three of the local inhabitants, **Kearen Featherblade** (area 22) **Jerry the Shrew** (area 30) and **Shelly Bellows** (area 47). The counsel is ineffective, being more of a mouthpiece than a fist, for they know that strange things happen to people who ask too many questions.

There are three levels to Stonepick Crossing. The upper level is built atop the dam, with stairwells down to a walkway just above the waterline. The second level is accessed via those walkways and features rooms dug into the body of the dam. The third level is unknown to the current residents, but if the PCs descend the old iron spiral stairways, they'll find a long forgotten dwarven temple (area 58) and a flooded cave complex (area 66) in which a rare **freshwater sea hag** inhabits along with her **crabmen** henchmen.

Amber VonSole is the primary evildoer in Stonepick. She's the apothecary (area 49) and runs a small slave ring out of her shop. She has enlisted the help of some goblins living in a cave several miles from Stonepick Crossing. She sells those she captures to **Grouk**, a half-orc assassin who arrives every two weeks in the slaving vessel, *The Second Wind*, at the eastern docks (area 29B). Currently, VonSole is holding a merchant (from area 25), a small boy (from area 38), as well as a farmer and another child.

A less specific evil is the black market and thieves' guild (area 34) run by **Roderick Nimblefinger**. Nimblefinger has paid the town guards (led by the ill-mannered **Tom Blackblade** who's found in area 16 in the day and area 4 at night) to look the other way. Poisons and false documents are available for purchase in this hidden market that draws thieves from the surrounding area.

All houses and buildings are made of cut stone featuring tiled roofs, unless otherwise noted.

There is a 1-in-6 chance of encountering a wandering villager or monster is every 6 turns.

Day time encounters (roll 1d6)

- 1-4 **merchants**
- 1-4 **fishermen** bringing fish to market
- 1-3 **town guards**
- 1-6 **villagers**
- 1-4 **farmers** bringing wheat to the mill
- 1 **thief** (1st-level)

Night time encounters (roll 1d6)

- 1-2 **villagers** heading home from the inn
- 1-4 **thieves** (all 1st-level)
- 1-3 **town guards**
- 1-4 **goblins** sneaking off with some food
- Borin Chisselwood** out looking for his wife (from area 11 for more details)
- 1 **Crabman** jumping into the lake.

Rumor list: Below is a list of fact and fiction rumors. All have spread through the thorp at one time or another. The players can get any of the rumors from the inn or talking to any of the locals. A GM should roll 1d12 or chose.

- 1- The dwarf who runs the smithy hates humans but will give other dwarfs a deal. (True, area 1)
- 2- Amber VonSole, the local apothecary, is a kind person, always willing to help someone. (False, area 49)
- 3- A local merchant came up missing just last week. His family is offering a reward for his safe return. (True, he was kidnapped by Amber's goblins. His house is area 25.)
- 4- One day when I was out fishing, and I saw a women just walk out from water and enter town! (True, it's the sea hag from area 66.)
- 5- One of the abandoned homes on the waterfront is said to be haunted. (Somewhat true, area 39)
- 6- Just last week, there was a powerful warrior who came through town. He dropped his magical sword into the reservoir and jumped in to get it. He was never seen again. (False)
- 7- I have seen people at all hours of the night come and go from the pawn shop on the waterfront. (True, the pawnshop, area 31, leads to the black market.)
- 8- The net dealer is actually a famous ranger from the west. (False)
- 9- A group of goblins have set up camp just on the other side of the lake. (True, Amber VonSole from area 49 is using the goblins to capture local villagers.)
- 10- The River Rat Inn is a den of thieves. (False)
- 11- A drunk dwarf told me that there is a goblin temple buried in the middle of the dam. (False, it's a dwarven temple, area 58)
- 12- Every 14 days a vessel docks during the night on the east dock; by morning it's always gone. (True, the slave vessel, *The Second Wind*, docks in area 29B.)

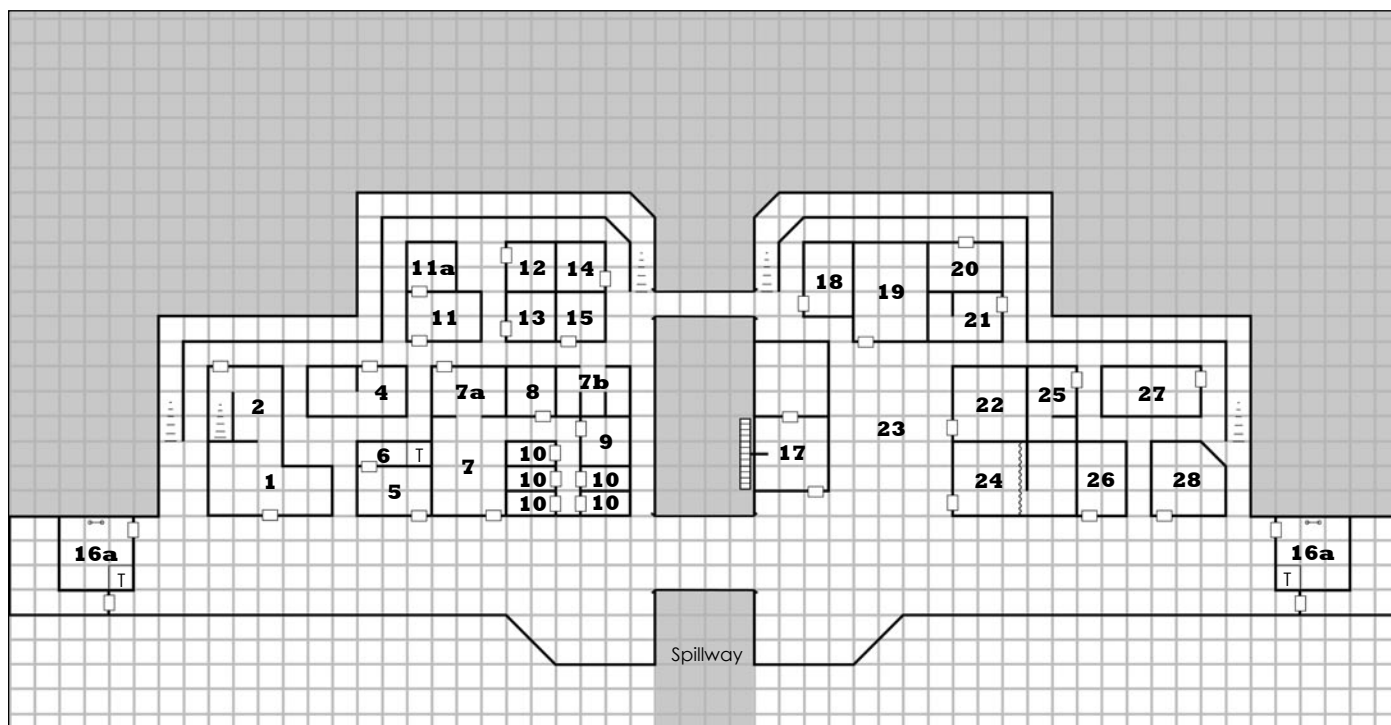
The Town Level

1. SMITHY: This is the only two-story building on the dam. A chimney stack bellows smoke, and the sounds of metal being worked comes from within. The smithy is run by a very brash dwarf by the name of **Rangor Hammershield** (Male dwarf, 3rd-level fighter: SZ S; AC 5; MV 90 ft.; HP 16; #AT 1; Dmg 1-6+1 hammer; AL LG). Rangor dislikes humans and makes no qualms letting others know of his opinion.

Rangor has the following items for sale:

- 10 spears for 1gp each
- 4 daggers with scabbards for 2 gp each
- 2 dwarven battle axes for 5 gp each

Stonepick Crossing - The Town Level



- 1 longsword for 15 gp
- A suit of dwarf-sized mail for 75 gp
- 2 small steel shields for 10 gp each
- 1 large steel shield for 15gp

2. **STORAGE AND BED:** This is Rangor's storage room and where he sleeps. Calling it a bedroom is a disservice as there are numerous crates and boxes littered about the room between which a small sleeping pallet rests. Inside one of the boxes is Rangor's personal items: a **+1 suit of dwarf-sized mail**, a silver dagger, and 300 sp, 400 cp and 256 gp.
3. **RANGOR'S REST:** (*not mapped*) Rangor also runs Rangor's Rest, a small tavern and inn in the second floor of his shop. The ceiling is only 5 feet tall and all beds are sized for small humanoids. He will only serve dwarves and gnomes. The tavern has only 3 sets of tables, and the inn has one large room with 6 beds for rent. Each bed rents for 2 sp per night. Rangor tends bar only at evening and at night, and he exclusively serves dwarven ale for 5 sp per mug.
4. **BLACKBLADE'S HOUSE:** This mostly-empty house has only one door and no windows. The door to this home is locked. This is the home of the town garrison commander **Tom Blackblade** (see area 16 for more details). The house has little in the way of furniture, just a small desk, one chair and a cot for a bed. The floor is covered in trash and a pile of rotten fire wood. Tom will only be here at night. Under a loose stone in the back room is a small pouch with 134 sp and 39 gp.
5. **LEATHER GOODS:** This small shop has a large window at the front and a sign of a leather glove. Inside the shop are boots, pouches and all types of leather goods hanging from pegs on the walls. The shop is run by **Tanerd Slimblade** (Male human, 2nd-level thief: SZ M; AC 7; MV 120 ft.; HP 6; #AT 1; Dmg 1-4+1; AL NE) a thin man standing around six and a half feet tall. Tanerd wields a **+1 dagger**, 4 darts and wears a suit of leather armor. He carries 45 gp, 55 sp, a gem worth 25 gp and a key to the door to room 6. He is a member of Roderick Nimblerfinger's thieves' guild. He is tight-lipped about any questions about the guild and reports any such things to Roderick.

Tanerd has the following items for sale:

- 5 leather backpacks for 2 gp each
- 10 leather pouches with belts for 4 sp each
- 4 pairs of heavy leather boots for 2 gp each
- 4 leather scroll cases for 1 gp each
- 1 suit of human sized studded leather armor for 15gp
- 1 suit of halfling sized suit of leather armor for 5gp

6. **WORKROOM:** The door to this room is locked (Tanerd from room 5 has the key). This small room has a work table with some leather working tools, 6 cow hides hanging from a rack and a pile of deer skins in the east corner. The work bench has a secret compartment underneath the top. It contains a **potion of healing** and 50 gp. Underneath the pile of deer skins is a trap door. It leads down to area 35 on the second level. The trap door handle has some contact poison smeared on it (save vs. poison or be paralyzed for 12 turns).
7. **THE RIVER RAT INN:** This inn is the largest building on the dam. A sign hangs above the door showing a rat rowing a boat. The inside of the inn is well kept and very clean. The windows are always open to let in the fresh air. The smell of good food and fresh baked pies invite the PCs if they walk by. The inn's proprietor is an odd looking halfling who goes by the name of **Milo** (Male halfling, 4th-level thief: SZ S; AC 4; MV 90 ft.; HP 15; #AT 1; Dmg 1-6+1; AL CN). Milo is a unique halfling with long hair dyed various colors. Milo wields a **+ 1 shortsword**, wears a suit of **+1 leather armor**, and carries a **bag of holding** containing a wide range of worthless goods along with 39 gp, 20 gems worth 10 gp each, and a key to his room.

His staff includes 2 barmaids, **Anna** and **Peggy** (Female humans, 0-level: SZ M; AC 10, MV 120 ft.; HP 2 each, #AT 1, Dmg 1-4 dagger; AL LN), and a stable boy by the name of **Jimmy** (Human male, 0-level: SZ M, AC 9, MV 120 ft.; HP 3, #AT 1, Dmg 1-4 dagger; AL NG). The bouncer goes by the name of **Isamu** (Male human, 4th-level fighter: SZ M; AC 6, MV 120 ft.; HP 26, AT 1; Dmg 1-4 club or 1-6 shortsword; AL NG). Isamu wears studded leather armor, carries a club, a shortsword, a **potion of healing**, 29 gp and 60 sp.

The inn has three meals per day at the following prices:

- Plain breakfast 1 sp
- Fancy breakfast 2 sp
- Plain lunch 14 cp
- Fancy lunch 3 sp
- Plain supper 22 cp
- Fancy supper 4 sp

The inn has several different types of alcohol:

- Ales range from 1sp to 2gp
- Beer range from 5cp to 2gp
- Wine range from 5sp to 5gp
- Import's range from 1 gp to 5gp

The inn has the following room for rent:

- 5 single rooms for 1gp per night
- 1 double room for 2gp per night.
- Stabling for up to 6 horses for 2 sp per night

There is a 10% chance per room that it is already rented for the night. Also there is a 25% chance that **Aron Brushweed** (see area 16) will be out front begging for some coins. At any given time, there will be 3-12 patrons drinking and eating.

7A. KITCHEN AND STORAGE: This room is the kitchen and storage room for The River Rat. A large oven with an open coal pit for cooking abuts the western wall. A wide range of food stuffs weigh down the shelves lining the walls. The door to the north is barred shut from the inside.

7B. STABLES: This area is the stables. A hay loft is filled with fresh straw and several bags of oats sit by the door. There are 3 stalls here that can fit two horses each. **Jimmy the stable boy** is found here most of the time.

8. MILO'S ROOM: A large goose feather bed, a small desk and a wide range of junk fill this room. Items range from a box full of carpet pieces to a jar full of ear spoons. There is little of value in the room, except for a **+1 small wooden shield** being used to level his desk.

9. DOUBLE ROOM: This room is a double room for rent. It has 2 goose feather beds with wool blankets, a table with 2 chairs, and a chamber pot.

10. SINGLE ROOMS: These rooms are the single rooms of The River Rat. Each has single goose feather bed with a wool blanket, a single chair, and a chamber pot.

11. CARPENTER. This is the best looking building on the dam. A mix of stone and carved woodwork can be seen on the outside, ranging from elaborate life-like fish carvings to the fine handcrafted dragon heads that loom above the entrance of the shop. The inside of the shop has wood carvings of all kinds. Wood working tools and sawdust cover the shop.

The shop is run by a human named **Borin Chisselwood** (Male human, 2nd-level retired ranger: SZ M; AC 7; MV 120ft.; HP 16; #AT 1; Dmg 1-6 arrow or 1-8 longsword; NG), If the PCs enter his shop, Borin seems to be upset. If questioned about his state, he will inform the PCs that his wife has gone missing. **Patty Chisselwood** has been missing for 4 days now (she has been abducted by Amber VonSole, area 49). She was coming home from the baker's shop 4 nights ago and never made it home. When out looking for his wife, Borin carries the following items; leather armor, a longsword, and a longbow with 24 arrows. In the back room he has hidden 102 gp, 200 sp and 46 cp.

The following items are for sale by Borin:

- 3 hand crafted wooden staffs for 3 gp each
- 2 10-foot poles for 2 sp each
- 5 small wooden chests for 2 gp each

- 1 set of woodworking tools for 10 gp
- 1 woodaxe for 2gp (1-6 damage)
- Many woodcarvings 10-20 gp each

12. ABANDONED HOME: The door to this building is boarded up. If the players break in, they'll find the room cluttered with junk. Empty boxes, broken dishes, and a broken table fill the room. There is nothing of value here.

13. TOWN BEGGAR: The door to this house is hung only by some pieces of rope. This is the home of the town beggar and drunk. The house is full of garbage and filth. There is a dirty cot in the north corner of the room. The resident of the house, **Aron Brushweed** (Male human, 0-level: SZ M; AC 8; MV 120 ft.; HP 3; #AT 1; Dmg 1-3 knife; CG), is here only 25% of the time. Aron is an elderly man of around 70 years in age. Aron has a **+2 ring of protection** (he does not know it is magical for it is just a plain copper ring) a knife, 2 sp and 34 cp.

If Aron is here, he will be recovering from an all night drinking spell. He will awaken when the players enter his home and immediately ask for a silver piece, seemingly unperturbed by uninvited guests. If asked for some information, he will tell the players he has a juicy bit of gossip if they give him a gold piece. If the coin comes, he tells the party that he saw the pretty potion maker (Amber VonSole from area 49) talking to those mean little green humanoids along the east dock around 6 weeks ago. Feeling emboldened by the first coin, Aron knows another useful bit of information that he'll sell to the party for 2 gold pieces. He'll tell the party that if you go to the pawn shop and tell the clerk "*I have a golden fish for you*" they can get a prize (area 31, the password to get into the black market area). He won't say what the prize is however, he'll just cackle and laugh before trying to make a swift exit for more drink.

If Aron is not encountered here, he will be at the market (25% chance), in front of the inn begging for some coins (25% chance), or fishing along the docks for something tasty to eat (25% chance)

14. TAILOR: A sign of a needle and string hangs above the door of this corner shop. Rolls of fabric line the back wall. A large cutting table with several scissors stands in the middle of the room. The shop is owned and run by **Fiona** (Female half-elf, 1st-level druid: SZ M; AC 8; MV 120 ft.; HP 5; #AT 1; Dmg 1-6 staff; AL N) She carries a staff, a **potion of climbing**, and 19 gp. Her spells are **animal friendship** and **entangle**. Fiona has no information for the players and appears slightly offended if asked for gossip of any kind.

Fiona has the following items for sale:

- 4 bedrolls for 2 sp each
- 7 wool blankets for 5 cp each
- 2 sets of traveling clothes for each race for 1 gp each
- 4 heavy wool cloaks for 5 sp each
- 1 blue silk cloak sized for an elf for 20 gp

15. BAIT SHOP: This shop has a sign of a fishing pole and a worm. A large box of dirt sits in the middle of the shop. A sign hangs on the box that reads "Nightcrawlers 1 doz. 1cp." A metal drum with minnows stands in the back of the shop as well. The shop is run by **Gregor the Worm** (Male human, 0-level: SZ M; AC 10; MV 120 ft.; HP 2; #AT 1; Dmg 1-3 knife; AL CG). Gregor carries only a small knife. He has no information for the players but will make up a grandiose story if pressed for information. Once the player's realize they're having their leg pulled, he'll laugh and grin in a friendly manner. If the players wish to buy some bait, it will be 3 cp for one day worth of fishing. Hidden in a hollow leg of a chair, he has 12 gp, 23 cp and a pearl worth 100gp.

16A and 16B. GUARD TOWERS AND GATES: Sitting on the southern face of the dam are two towers at the western and eastern

reaches of Stonepick Crossing. Each tower has a rooftop level with battlements on top. The doors to these towers are made of iron. Inside are two bunkbeds, a small table with 4 chairs and a footlocker for each man. A weapon rack is mounted on the wall. Each rack has the following items: 2 shortbows, 60 arrows, 4 spears and 4 shortswords. A ladder leads up to the roof, and a trap door leads down to room 42. A guard is always at attention at each of the gates leading into town.

Each guard tower houses 4 **guards** (Male humans, 0-level: SZ M; AC 6; MV 120 ft.; HP 6 each; #AT 1; Dmg 1-6 spear or handaxe; AL LN). Each wears studded leather armor, a wooden shield, and carries spear and handaxe. Each guard has 2-20 sp and 1-10 gp.

The town garrison commander **Tom Blackblade** (Male human, 5th-level fighter: SZ M; AC 4; MV 90 ft.; HP 37; #AT 1; Dmg 2-4+3 morning star and Strength; AL CN) is between both towers at any given time during the day. He wears **+1 scale armor**, a **+1 small shield**, and wields a **+1 morning star**. He carries a **potion of healing** and 400 gp. Tom is being paid off by the thieves' guild to look the other way to their activities.

17. **MILL**: Surrounding this building are piles of wheat and sacks of flour. Three workers haul sacks out to any waiting wagons outside. A very large waterwheel sits in the spillway and slowly spins along. The mill is owned by **Jasper** (Male human, 0-level: SZ M; AC 10; MV 120 ft.; HP 4; #AT 1; Dmg 1-4 dagger; AL LG) and his family. His wife and 3 sons help (all 0-level humans) with the business.

18. **NET SHOP**: Hanging outside of this building are over a dozen fish nets. A red headed man is hanging one of the nets to be repaired. The man is **Nestor** (Male human, 3rd-level illusionist: SZ M; AC 8; MV 120 ft.; HP 10; #AT 1; Dmg 1-4 dagger; AL LN), and he wears the following items: a **+1 ring of protection**, a dagger and a **wand of invisibility** (13 charges). His has memorized the following spells:

First: **color spray**, **wall of fog**
Second: **blindness**

In his spell book (hidden in an iron box under a loose flagstone) he has the following additional spells: **audible glamer**, **change self**, **improved phantasmal force**.

Nestor has been sent by a neighboring baron to investigate the odd things in and around Stonepick Crossing. He has been here for a few months, playing the role of a retired ranger (very badly to those who would know better). If the players gain his trust, he informs them about his mission tells them that someone is using a small band of goblins to abduct the locals, but he does not know where the goblins lair. He also thinks that the garrison commander (Tom Blackblade) is corrupt and on the take from some unknown person or persons. Nestor will not directly help the party as he has orders to report back to Baron Wilheinstein before taking any serious actions, but he will provide indirect assistance if he thinks such is appropriate.

19. **HOME**: A family of 5 live here. All are 0-level humans fishermen. They have nothing of value nor any information. They do know how to make a nice cup of tea, however.

20. **EMPTY HOUSE**: The door to this building is locked shut and has been for as long as any remember. Inside the room is a particularly powerful **poltergeist** (SZ M; AC 10, MV 60 ft.; HD 3; HP 10; #AT 1; Dmg 1-6 + fear; SA fear; SD invisible, only damaged by silver and magic, turns as ghoul; AL LE) capable of throwing objects with enough force to cause injury. If the PCs spend more than a round in the house, the poltergeist attacks. Inside the garbage of the room is a skeleton of a fallen elf wearing a pair of **boots of elvenkind**. Next to the ancient remains are 190

cp, 89 sp, and a broken broadsword. The door to this house closes and locks itself when not deliberately held open.

21. **IFOREN'S HOME**: This small home belongs to a gnome by the name of **Iforen** (Male gnome, 0-level: SZ S; AC 9; MV 90 ft.; HP 3; #AT 1; Dmg 1-4 dagger; AL LG). He has lived in town for only a year or so. He tends to keep to his self, living mostly by fishing, but will tell the party that he sometimes hears strange noises from the empty house next door (area 20). He has only 58 cp, 26 sp and 5 gp.

22. **BAKER**: The smell of fresh bread radiates from this building. The house has several shelves laden with fresh loaves of bread as well as rolls. This is the town's bakery. It is owned by **Kearen Featherblade**, (Female half-elf, 0-level: SZ M; AC 10; MV 120 ft.; HP 4; #AT 1, Dmg 1-3 knife; NG), a very beautiful young lady. She is close friends with Patty Chisselwood (wife of Borin - area 11) and is on the counsel of three for the town. If asked any questions, Kearen will politely give the players no information because she is suspicious of newcomers. Kearen knows that there is a black market somewhere inside the thorp and that it is run by a group of thieves. She has 109 cp, 56 sp, 22 gp and a jeweled ring worth 100 gp.

23. **MARKET**: This large area will be bustling with people during the sunlight hours. There are always 3-12 merchant stands selling their goods every day. Below is a random list of vendors to determine what is being sold on any particular day. In the daytime, 3-36 customers will be coming and going - most of them farmers or craftsmen from the local area.

1. Selling fresh and smoked fish.
2. Selling dried meats
3. Selling cheap jewelry
4. Selling fresh vegetables
5. Selling ropes and strings
6. Selling live stock
7. Selling and trading normal books
8. Selling arrows
9. Selling oils
10. Selling clothing (boots, cloaks and gloves)
11. Selling spices and seasonings
12. Selling wine
13. Selling nuts and honey
14. Selling and trading weapons
15. Selling copper wear
16. Selling and buying horses
17. Selling and buying jewelry
18. Selling ales and beer
19. Selling and buying glasswear
20. Special vendor* (up to the GM or roll again)

When the PCs are at the market, there is a 25% chance that a thief named **Maybell Quickstep** (Female halfling, 1st-level thief: SZ S; AC 4, MV 90 ft.; HP 5, #AT 1, Dmg 1-4 dagger; AL CN) attempts to pick the pockets of one of the PC's. She has a 45% chance of success given her 18 Dexterity. Maybell is dressed as a little human girl. She is just passing through town. She has a suit of leather armor, a dagger, and 40 sp. There is a 25% chance that Aron Brushweed will be here begging for coins or food.

24. **TEMPLE**: The door to this building has a holy symbol of the minor water god Dergoss, god of safe passage and travel. Inside the small temple are two rows of benches and a tapestry hanging on the back wall. Living here is **Curate Quentin** (Human male, 5th-level cleric: SZ M; AC 4; MV 90 ft.; HP 28, #AT 1; Dmg 1d6+2; AL CG). He is a jolly fellow full of jokes. He has no knowledge of the evil events going on in the town. Quentin will aid the party if they come to the temple for healing at the much reduced cost of 25 gp. If his services are used more than thrice, however, his prices quadruple. He wears a suit of banded mail, wields a **+1**

heavy mace, and has **2 potions of healing** along with a gold holy symbol. His has prayed for the following spells:

First: **bless, cure light wounds, light**
Second: **hold person, slow poison, resist fire**
Third: **cure disease**

In the back room are the temple's coffers containing 350 cp, 400 sp and 145 gp along with Quentin's modest personal belongings - a cot and a writing table.

25. HOME: A family of four humans lives here. There used to be five, but the father, a fat merchant named **William** has recently disappeared. The wife, **Eliza** (Female human, 0-level: SZ M; AC 10, MV 120 ft.; HP 2, #AT 1, Dmg 1-4 dagger; AL LN), is desperate for his return as she has no way to support herself and her children. She believes that hussy VonSole is behind William's disappearance for she often caught him looking at her when he didn't think anyone could see. She'll offer 100 gp if someone can go get her husband. She's tried herself, but has always been strongly rebuffed by VonSole as a crazy woman whose husband probably left her because she nagged too much.
26. ISAMU'S HOME: This is the home of the bouncer at the River Rat Inn, Isamu. Inside the home, there is little but a bed, a table and chair. There is nothing of value here.
27. HERBALIST: This is the only all-wooden building on the dam. Inside the building is a wide range of jars, tubes, and pots. Paintings of trees and flowers hang on all of the walls. This is the home of **Zark Mossree** (Female human, 5th-level druid: SZ M; AC 7; MV 120 ft.; HP 21; #AT 1; Dmg 1-8 scimitar; AL N). Zark is short for a human (only standing 4' 11" tall) and is often mistaken for an elf. She wears leather armor, a wooden shield, wields a scimitar, and has a **potion of hill giant strength**. She has prayed for the following spells:

First: **detect magic, faerie fire, predict weather, speak with animals**
Second: **barkskin, cure light wounds, warp wood**
Third: **plant growth, water breathing**

She has little information for the party, but she will tell them that just last week she killed three goblins just outside of town.

Along with the items listed below, Zark has many wild herbs mainly used in cooking. Below are the more adventurous items she has for sale:

6 Healing herbs paste (cures 1 point of damage) for 5 gp each
10 Belladonna for 4 sp each
5 Wolfsbane for 10 sp each
20 Garlic buds for 5 cp each

28. SAGE: This stuffy, book-filled building is the home of **April the Wise** (Female elf, 5th-level magic user: SZ M; AC 9; MV 120 ft.; HP 12; #AT 1; Dmg 1d6+1 staff; AL NG). She has a **+1 ring of protection**, a **+1 staff**, a **wand of magic missiles** (19 charges) and 50 gp. She has elven history, human law and magic as major fields of study and elven art as minor. She has memorized the following spells:

First: **burning hands, detect magic, identify, magic missile**
Second: **forget, web**
Third: **suggestion**

In her spell book (hidden in a locked secret compartment on the underside of one of her armchairs) she has the following additional spells: **read magic, shield, continual light, knock, lightning bolt**.

The room has two large, comfortable armchairs and a round table in the center. Strange books of many different languages

fill the shelves. The table is littered with scrolls and parchments. In a locked chest she has 120 cp, 200 sp, 101 gp and 5 pearls worth 100gp each.

The Water Level

This area of Stonepick Crossing is along the water line and features a 10 foot walk way spanning the length of the thorp. There is a 1-in-6 chance of encountering a wandering villager or monster is every 6 turns.

Day time encounters (roll 1d6)

- 1-4 **fishermen**
- 1-3 **town guards**
- 1-3 **merchants**
- 1 **thief** (1st-level)
- Aron Brushweed** (from area 13)
- A boat with 1-3 **fishermen** unloading their catch.

Night time encounters (roll 1d6)

- 1-3 **town guards**
- 1-4 **bandits**
- 1 **giant water spider**
- 1-4 **goblins**
- Strange lights coming from the lake.
- A dead goblin washes up along the walk way. He has nothing of value.

- 29A and 29B. DOCKS: Both of the dock areas have numerous small fishing boats and rafts. In the day time, there is 3-18 **villagers** going about their daily business such as heading out to the lake to fish or repairing boats and nets. At any given time there will be 1d4+2 boats in each dock area. If the PCs decide to investigate this area at night, a group of 4 **Batrachian frog-men** (SZ M; AC 5; MV 90 ft.; HD 1; HP 3, 5, 7, 8; #AT 1, DMG 1-6 spear; AL CE) will attack the party. They are here on an ill-timed raid of the village. Each carries a spear and a shield. They have no treasure and this is a one time encounter.

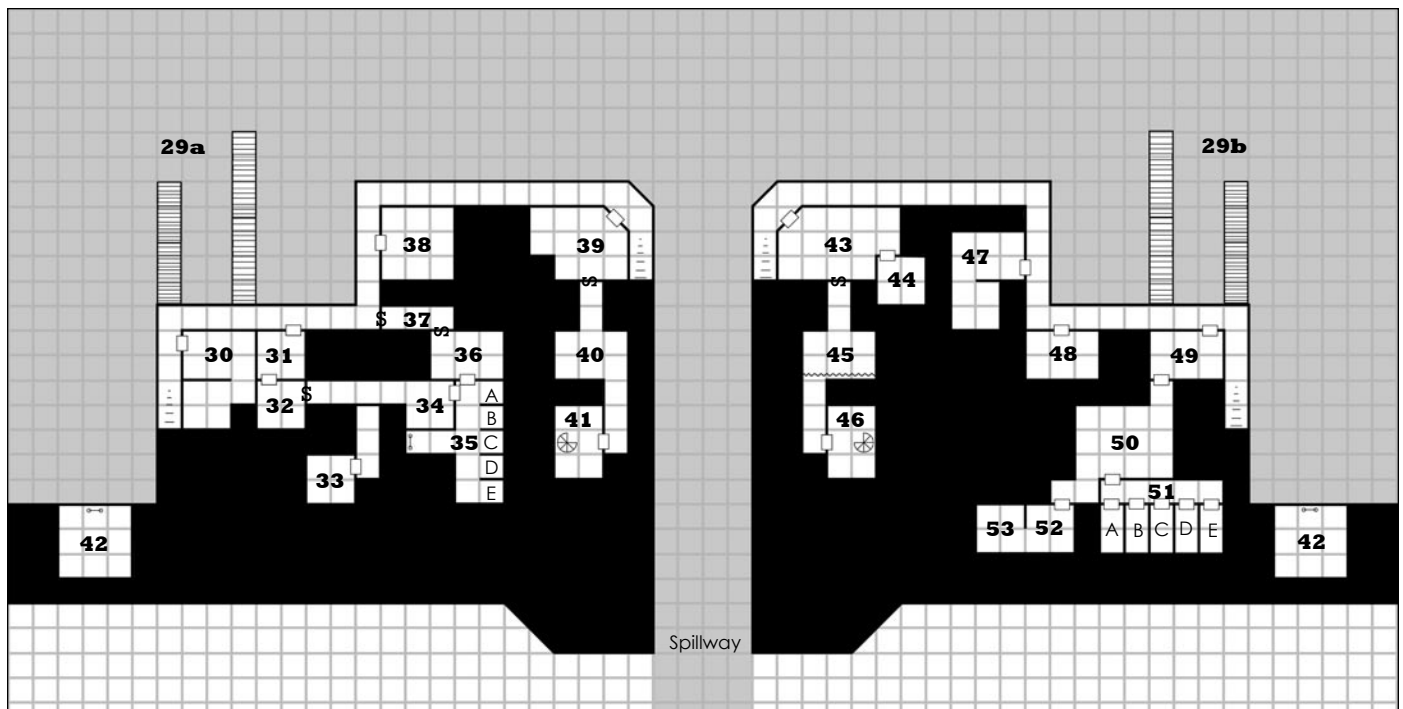
Every 14th day a small boat pulls into the eastern docks. The 30 foot vessel is named *The Second Wind* and is a slave ship that hauls Amber VonSole's slaves away from Stonepick Crossing. The boat is captained by **Grouk** (Male half-orc, 2nd-level assassin; SZ M; AC 6; MV 120 ft.; HP 9; #AT 1; Dmg 1-8; AL NE) who wields a longsword, wears a **+1 suit of studded armor**, a **cloak of elvenkind** and a ruby ring worth 100 gp. He has a crew of 3 **orcs** (SZ M; AC 6; MV 90 ft.; HP 5, 6, 7; #AT 1, Dmg 1-6). Each orc carries a short sword and has 2-12ep. The ship has a holding pen in the lower deck.

If the players encounter the ship, **Amber VonSole** (see area 49 for more details) will be loading her captives onboard (all of her captives from area 50 and 51) with help from her goblin guards. Amber sends in her guards to attack the party, but if it looks like her guards are being defeated, she tries to escape. If the players foil Ambers plan's before the ship arrives, the Second Wind stays at dock for only 3 turns before sailing away, never to return.

30. ADVENTURER'S SHOP: A sign hangs above the door with a sword and a backpack. This shop is run by **Jerry the Shrew** (Human, Male 0-level: SZ M; AC 10; MV 120 ft.; HP 2; #AT 1; Dmg 1-4 dagger; AL NG). His shop has a 50% chance of having anything from the equipment list (except for items of questionable morality such as thieves' picks) in his shop. All items are of book price, and Jerry will not negotiate. Jerry is one of the members of the town council. Jerry has heard rumors that there is a group of thieves that operate from within the thorp.

At night Jerry bars his door shut. In the back room, he has a locked box with the following items: 245 cp, 156 sp, 98 gp, 24 ep, 4 gems worth 50 gp each and a **potion of flying**.

Stonepick Crossing - The Water Level



31. **PAWN SHOP:** The door to this building is made of solid iron. A sign hangs above the door featuring three spheres hanging from a bar. Inside the shop is a counter with another iron door to the south. In the shop are two humans. The first is **Sam Wormwood** (Human male, 2nd-level thief; SZ M; AC 8; MV 120 ft.; HP 7; #AT 1; Dmg 1-8; AL CN) who wears a suit of red leather armor and wields a silver longsword. The second human is a very large man who goes by the name of **Hue** (Human male, 2nd-level fighter; SZ M; AC 7; MV 12- ft.; HP 12; #AT 1; Dmg 2-8+2 from strength; AL NE) who wears a suit of studded armor and carries a morning star. Sam Wormwood will buy items from players for 60% of market value.

If the players have learned the password from Aron Brushweed (from area 13, the password is "I have a golden fish for you.") Sam Wormwood will quickly escort the players through room 32 to room 34.

32. **STORAGE:** This small room has 4 shelves filled with items ranging from worthless items to armor and weapons. All items in the room are mundane and are of book value.

33. **SECRET VAULT:** The door to this room is trapped with an acid spray (save vs. breath weapon or take 2-12 damage). Inside the room are 4 large chests (all locked, Roderick Nimbelfinger from area 36 has the keys) and a weapons rack. On the weapons rack are 4 silver tipped spears, a light war hammer, and **12 +1 arrows**.

Chest 1: Trapped with weak contact poison (a failed +4 save vs. poison does 10 hp of damage). The chest contains the following items: 4 bags containing 200 sp, 1 bag containing 200 gp.

Chest 2: Not trapped. The chest contains the following items: 10 jars of honey (worth 10 gp each), a small bag of pepper (worth 25 gp), a small carved wooden box filled with sugar (worth 25gp), and a set of cheap silverware (worth 25gp).

Chest 3: Trapped with fear gas (save vs. poison or run in fear for 2-8 rounds). The chest contains the following items: 1 bag containing 100 cp, and 1 bag containing 100 sp.

Chest 4: Not trapped. The chest contains the following items: 1 bag containing 200 cp, and 1 bag containing 100 gp that are actually made of lead and washed with gold.

34. **GUARD ROOM.** This room has two bunkbeds and a makeshift wooden table. Sitting in the room are two guards; one is a halfling called **Buckgrim Holfo** and the other an elf named **Randolir**, both are guards (1st-level thieves: SZ S & M; AC 6 and 7; MV 90 ft. & 120 ft.; HP 2 and 4; #AT 1; Dmg: 1-6; AL CN). Each wears leather armor, wields a shortsword and carries 2-12 sp and 3-18 gp. Under one of the beds is a set of thieves' tools.

35. **BLACK MARKET:** This long and narrow room has 5 stalls, each dealing with a particular aspect of unsavory activities. The door leading to area 36 has a sign that reads, "Knock First!"

Booth A. **Poison Dealer:** This booth has a small case with 6 vials inside. A rather greasy looking human named **Hoam Creet** (Human Male, 0-level; SZ M; AC10; MV 120 ft.; HP 3; #AT 1; Dmg 1-4 plus type A poison; AL NE) mans the stall. He carries a poisoned dagger and 50 gp. Items for sale include 3 vials of ingestive poison of the A variety for 10 gp each, 2 vials of the weak contact poison found on chest 1 in area 33 for 15 gp each, and a single vial of a contact poison that deals 25 hp of damage if a save vs. poison is failed costing 100 gp.

Booth B. **Thieves' Tools of the Trade:** This booth is stuffed with all manors of thieves' tools. The booth is occupied by a female gnome named **Buckella Riverrun** (Female gnome, 3rd-level thief; SZ S; AC 3; MV 90 ft.; HP 10; #AT 1; Dmg 1-6; AL NE) who wears a suit of leather, wields a shortsword, and has 100 cp, 100 sp and 200 gp. The items she is selling range from thieves' tools to grappling hooks. All prices are 5% above book cost.

Booth C. **Empty:** An empty table with a small chair and a foot stool. The booth is currently empty.

Booth D. **Fake Papers:** This booth has a table with a bookcase filled with scrolls, stacks of papers and tomes. An elderly man with a long red beard and no hair on top sits behind the desk. **Jasper Penfref** (Human Male, 0-level; SZ M; AC 10; MV 120 ft.; HP 2; #AT 1; Dmg 1-3 knife; CE) makes false land deeds as well

as seals from kingdoms and heralds. Prices will vary from 1 gp to 500 gp.

Booth E. Weapon Dealer: This booth has 4 weapon racks full of weapons. The dealer is a thin man with no hair named **Roger Black** (Male human, 2nd-level fighter: SZ M; AC 4; MV 90 ft.; HP 13; #AT 1; Dmg 2-8; AL CE). He wears a suit of **+1 chain armor**, wields a broadsword, and carries 250 sp and 59 gp. He sells all sorts of weapons, and if he doesn't have it in stock, he will be able to get it within one week.

At first, the PCs will be met with skepticism. If they try to fit in and do not start an incident, they should be able to shop in peace. If a fight breaks out between the players and the NPCs, the guards from room 34, NPCs from booth B and E, and Roderick Nimblefinger from room 36 will charge in and attack the party. If the party seeks information, Jasper Penfrex knows about a vile sea creature that takes the shape of a woman and dwells somewhere deep within the dam (up to you as the GM, what the price of the information worth).

36. NIMBLEFINGER'S ROOM: The door from room 35 is locked at all times. If the players knock, **Roderick Nimblefinger** (Male half-elf, 3rd-level Thief/Magic User: SZ M; AC 5; MV 120 ft.; HP 20; #AT 1; Dmg 1-6+1; AL NE) will answer the door and ask the players to state their business. Roderick has long black hair and a scar that runs down the length of his right arm. He wears leather armor, a **ring of protection +1**, a **staff +1**, dagger, a **potion of invisibility**, and 3 gems worth 50 gp each. He has prepared the following spells:

First: **shield, burning hands**

Second: **wizard lock**

The room has a nice oak desk with a leather arm chair. A small goose feather bed with a heavy wool blanket sits along the north wall. A bookshelf containing only a single book stands behind the desk. In the desk is a small bag with 20 gems worth 5 gp each. The book is Roderick's spell book containing the following spells: **burning hands, detect magic, read magic, shield, write, ESP**, and **wizard lock**.

If a battle breaks out in room 35, Roderick will cast shield and then head into combat. If combat goes poorly for Nimblefinger, he will attempt to escape through the secret door to room 37 and **wizard lock** the secret door.

37. TRAP: This short hallway has a spear trap in the center of it dealing 1-6 damage to any that trigger it. The secret door that exits to the waterfront is barred from the inside. There is nothing of value here.
38. HOME: A family of 5 lives here. All are 0-level human fishermen. The father, **Donal Creel**, has a longsword and shield for defending his home. They have 39 cp, 12 sp and 9 gp. Donal's youngest son Timmy disappeared last week, and the family fears him drowned or worse. Timmy has been captured by Amber VonSole (see area 49).
39. HAUNTED BUILDING: The door to this building is boarded up with a "DO NOT ENTER" sign. This home is considered "haunted" because of the skeletons from room 40 occasionally wander by the secret door.

The home is a mess. Broken chairs, tables and cobwebs are everywhere. There is a 10% chance per turn that the players will hear scratching from behind the secret door. There is nothing of value in this room.

40. SECRET ROOM: If the secret door is opened, 5 **dwarven skeletons** (SZ S; AC 7; MV 90 ft.; HD 1; HP 3, 5, 7, 8; #AT 1; Dmg 1-6; AL N) will attack until destroyed. A large tapestry depicting

a large battle between dwarves and goblins hangs upon the southern wall. A hallway can be seen behind the tapestry. There is nothing of value in this room besides the tapestry, which is worth 110 gp.

41. WEST STAIRS DOWN: When the door to this room is opened, a seal is broken, releasing the smell of wet musty books. The small room features two bookcases filled with musty old books and a rusty iron spiral staircase heading down. The staircase leads down to the deep level, room 54. The bookshelf has nothing of value for the books simply fall apart when picked up. However, in one of the books are 3 **book worms** (SZ S; AC 10; MV 30 ft.; HD 1/4; HP 2 each, #AT special; Dmg special; AL N). The worms will be attracted to any magic books and scrolls the party carries.
- 42A and 42B. GUARD TOWER BASEMENTS: Both basements have a bunkbed, a cask of water, 30 days of iron rations, 20 javelins, 20 pints of oil and a few clothing items. These are backup supplies were the dam to come under attack.
43. JEWELER SHOP: If the players enter this shop, they interrupt a battle between the shop owner **Hugo the Gemcutter** (Male gnome, 3rd-level fighter: SZ S; AC 9; MV 90 ft.; HP 15 (currently at 7); #AT 1; Dmg 1-6; AL NG), and 2 **Crabmen** (SZ M; AC 4; MV 90 ft., 60 ft. swimming; HD 3; HP 12 (currently at 5), 14; #AT 2; Dmg 1-4, 1-4; AL N) that has just begun. Hugo is carrying a small shield, a silver shortsword, and a potion of healing. The crabmen just came out from the secret door and surprised Hugo. As he was polishing his silver sword at that very moment, the Crabmen went into a frenzy and attacked.

The Crabmen are some of the sea hag's henchmen from the deep level. As the PCs enter, the unharmed Crabman attacks the party, while the injured one continues attacking Hugo. If the party saves Hugo and defeats the Crabman, he will thank the party and give them a ruby worth 100 gp. If asked, he did not know that the secret door was there. Hugo's shop has around 600 gp of jewelry for sale. Individual pieces range from 1sp to 50 gp in value.

44. HUGO'S BEDROOM: The door to this room is locked shut from the inside. Hugo's wife and 2 kids (all 0-level with 2 HP each.) are within hiding under the bed. There is a loose stone in the floor where Hugo keeps his own treasure: a **+1 dagger**, 200 sp, 200 gp and a jeweled crown worth 500 gp. The dagger is currently in the hands of Hugo's brave wife, and the loose stone lies next to the compartment from which she retrieved the dagger.
45. TAPESTRY ROOM: This room is empty except for a torn up tapestry depicting a dwarf sitting on a throne. The tapestry can be salvaged for about 5 gp, but other than that, there is nothing of value here.
46. EAST STAIRS DOWN: The door to this room is open and within is a large pile of old rotting clothing. The smell of mold hangs heavy in this room. Along the eastern wall a rusty iron spiral staircase heads down. Along the south wall is a bookcase with a dozen old books. The books are a compiled history of the building of the dam as well as the history of why it was built. One of the books tells the story of Eltoren Stonepick, the great dwarven warrior who fought in the goblin wars for many years and who was responsible for the dam. In the end of the book, it details of how he was entombed in his creation. The book collection, if sold to the right sage, will be worth 250 gp.

If the players search through the pile of clothing, 4 **giant centipedes** (SZ S; AC 9; MV 150 ft.; HD 1/4; HP 2 each; #AT 1; Dmg poison; AL N) will attack the party. At the bottom of the pile is a **+1 small wooden shield**.

47. CANDLE MAKER: This shop is run by a lady by the name of **Shelly Bellows** (Female human, 0-level: SZ M; AC 10; MV 120 ft.; HP 3; #AT 1; Dmg 1-4 club; LG). Shelly only opens her shop in the morning and closes by noon, but there is a 50% chance she'll answer a knock on the door even when closed.

Shelly is afraid to tell anyone locally about the many mysterious things going on around town for she believes it might get her into trouble as she is on the town council. She believes herself very suspicious of all newcomers to Stonepick Crossing, but she can't help gossiping with the best of them. After some persuasion, the PCs can get the following information from her if they swear to tell no locals their information source: she knows of a strange boat arriving every 14 days (The Second Wind, dock 29B), little green humanoids running around at night (goblins from area 50) and a ugly female thing swimming around the east side of the dam (the sea hag from area 66). She has 40cp, 28 sp and 8gp. All of her items for sale are of book price.

48. HOME: This is the home of an elderly couple. **Evan** and **Heather Willowbrook** (0- level humans). These two humans are in their mid 70's and are quite poor. Amber VonSole leaves this pair alone (for who wants to buy such an old slave?). They have no information for the players. They have only 19 cp and 4 sp.

49. APOTHACARY: This shop has a sign above the door of a mortar and pestle. This shop is owned by **Amber VonSole** (Female human, 5th-level Magic User: SZ M; AC 6; MV 120 ft.; HP 17; #AT 1; Dmg 1-6; AL CE). She has a **ring of protection +2**, a **wand of charm person** (13 charges), a staff, a **potion of flying** and a **potion of healing**. She has prepared the following spells:

First: **enlarge, magic missile, sleep, spider climb**
Second: **darkness 15 ft. radius, stinking cloud**
Third: **protection from normal missiles**

Amber is a very beautiful lady and exceptional with words (18 Charisma). If the players stop at her shop, it always seems to be closed and the door locked. If the players force their way in, they will find Amber sitting behind her desk. At first, she will indignantly ask the party what they want and demand they leave or she'll call for the town's guard. If the PCs tell her any information they might have gathered about her, she will call for aid from the goblins in room 50 and attack. The goblins will be in the room in one round. If the battle goes poorly, VonSole will make a quick break for the exit and drink her **potion of flying** to escape.

The room contains Amber's desk and the counters feature mostly knickknacks and gewgaws. Inside the desk are two scrolls. The first is a scroll with five different dates. All are 14 days apart and 3 of the dates have already passed. The next 14th day is up the GM to determine based upon when *The Second Wind* shall next arrive. The second is a map to a goblin camp on the far side of the lake (a possible location for future adventures at the GM's discretion).

50. GOBLIN GUARD: This somewhat-filthy room has 4 straw mats, a small table and 4 chairs. Upon the table is a pair of bone dice. 4 **goblins** (SZ S; AC 6; MV 60 ft.; HD 1-1; HP 2, 4, 5, 7; #AT 1; Dng 1-6 hand axe or 1d4+1 light flail; AL LE) are resting here. Each goblin has 2-10 sp and 1-10 gp. Hanging on the wall is a set of keys for the jail cells.

51. SLAVE JAIL: This hallway has five locked doors along the south wall. A barrel of water sits at the end of the hallway, above which a single torch provides dim illumination. This room is where Amber keeps her prisoners.

Cell A: In this cell are 2 humans. Both have been beaten. One is a younger man (a local farmer named **Teller**, 0-level), and the

other is an older fat man (the missing merchant **William** from area 25, 0-level). Once William sees the PCs are not his captors, he promises a 100 gp reward for his release. Both men tell the party they were captured 6 days ago.

Cell B: This cell contains 2 young children. One goes by the name **Timmy** (from area 38) and **Jill** (a local farm girl). They will not fight and will run home at the first chance.

Cell C: Within this cell lies a **bugbear** (SZ L; AC 5; MV 90 ft.; HD 3+1; HP 14; #AT 1; Dmg 2-8; AL CE). He was captured last week. He will attack as soon as the cell door is opened, hoping to free himself and make a quick escape.

Cell D: Inside this cell are two female humans and a female wood elf. One of the human females is Borin Chisselwood's wife **Patty** (from area 11). The other, **Logora Holms**, is a pilgrim from the west. The wood elf, **Sylvia Leafbright**, is from a local wood elf tribe. All are 0-level.

Cell E: Inside this cell is a young stone giant boy named **Wusk** (SZ M; AC 3; MV 120 ft.; HD 2; HP 15; #AT 1; Dmg 1-6; AL N). He looks like a tall human with grey skin. Wusk is the son of a stone giant living in the Garvian Mountains. He will not fight for he is just a boy who wants to play, although his fun might be too much by human standards. His father will pay handsomely for his safe return.

52. AMBER'S STUDY: A large walnut desk covered in a mess of papers sits in the corner of this room. Behind the desk rests a small scroll rack and a rack containing vials of liquid. A large work bench with beakers, vials, and many different mortars and pestles rests against the east wall.

The papers on the desk are Amber's notes she's cobbled together from various sources on potion making. If pieced together, an action taking several day's worth of effort, they contains recipes for potions of climbing, flying and growth. Inside the desk is Amber's spell book containing the spells: **comprehend languages, enlarge, magic missile, detect magic, read magic, sleep, spider climb, darkness 15ft. radius, forget, stinking cloud, haste, protection from normal missiles.**

The scroll rack is stuffed full of papers. All are notes of past slave trades. If the GM desires, a map to a larger slaver camp may be found among the papers. All of the vials on the vial rack contain various rare alchemical substances. The rack is worth 250 gp to an alchemist or apothecary but is rather worthless to anyone else.

The rack contains the following vials:

Vial 1: a cross between a **potion of healing** and an **animal control potion**. When the potion is used a PC is healed 1-6 points if damage, but will also attract the nearest animal. That animal will follow the player for 1 day.

Vial 2: contains one dose of **oil of slipperiness**.

Vial 3: a **potion of climbing**

Vial 4: a cross between **delusion** and **gaseous form**. When the potion is used a PC undergoes the effects of gaseous form but will think that he has not. The PC tries to do all of the normal things he normally does.

53. AMBER'S BEDROOM: This room has a large four-post bed featuring a goose-feather mattress and silk sheets. A solid chest sits at the foot of the bed and a large bear skin rug covers the floor. The chest contains 5 sets of silk clothing worth 100 gp, a jeweled dagger worth 50 gp, and a pair of diamonds earrings worth 200 gp. The bear skin rug is worth 100 gp. In one of the bed posts is a secret compartment. Inside the compartment is a **+1 dagger** VonSole uses to kill those she beds.

The Deep Level

This area of the dam has no wandering monsters nor lighting. Hallways and rooms are 7 feet tall unless noted otherwise, and all doors are made of iron. However, the flooded rooms and tunnels (area 64 to 70) are 10 feet tall and are partially flooded 5 feet deep unless otherwise noted. The Deep Level is composed of two separate areas, the dwarven crypt area (areas 54-60) and the sea hag's lair (areas 61-70).

When the dwarves constructed this area, they hired a friendly magic user to enchant two water-proofing runes inscribed in areas 54 and 61. These runes were preventative runes, designed to prevent flooding this level were a crack to appear in the dam. The runes are weakening over time, with the rune in area 54 having utterly failed. The rune in area 61 continues protecting the level, but its weakness has allowed partial flooding. The runes are recharged by casting spells upon them, but the dead rune cannot be revived without considerably more effort. For more information on the effects of recharging the remaining rune see area 61.

54. DWARVEN CRYPT: The PCs enter this room from the rusty iron spiral staircase after traveling 30 feet down. Covering the walls of this room are decorative paintings of a great dwarven warrior. Most of the work is faded or crumbles at the touch, including the rune mentioned just above. A large iron door sits to the north and is barred shut from the other side; when the dwarves left, they artfully sealed Eltoren Stonepick's tomb. The PCs will have to make a bend bars/ lift gates to open the door. More than one PC can help out at a bonus of +5% chance per helping PC. Up to 3 players can try at one time.

55. BOOK ROOM: This room holds 3 large shelves upon which rest around 200 books, manuals, and tomes. A small table sits in the middle of the room with three chairs around it. If a PC touches one of the books, crazy winds whip up and blow the books off the shelves forming a golem-like creature during two rounds. On the third round, the **book guardian** (SZ M; AC 4; MV 60 ft.; HD 4+4; HP 26; #ATK 1; Dmg 1-6, 1-6; AL N; see *new monsters* for more details) will attack the party. The guardian will pursue only to the top of the stairs leading into this area and will fight until destroyed. Behind the books on the top shelf of one of the bookshelves is a **cursed -1 dagger**. If the book guardian is destroyed, the books composing it crumble to dust.

56. WATER FOUNTAIN: The door to this room is locked shut. When opened, the sound of running water is easily heard from the large marble fountain on the wall opposite the door. This holy fountain has healing powers, but only for dwarves. When a dwarf drinks from the fountain, he or she is healed 2-8 hit points of points of damage and cured of any diseases. The healing powers of the fountain can only be used one time a year. If any non-dwarven character drinks from the fountain, the player grows a beard. The water within the fountain is treated as holy water, but such blessing lasts only for an hour. Undead will not enter this room.

57. VALVE ROOM: The door to this room has a large round iron handle. The players must make an open door check to turn the handle. Within the room are several rusty pipes as round as a grown human and a large metal plate bolted to the stone in the northeast corner. Valves, handles, and levers cover this room and lurking behind the wall of pipes is a **shadow** (SZ M; AC 7; MV 120 ft.; HD 3+3; HP 20; #AT 1; Dmg 1-6 plus drains strength; AL CE) that attacks the party a round after they enter the room. The valves and other apparatuses appear to have no effect on the dam, but the metal plate bolted to the floor could lead deeper into the dam and more adventures if the GM wishes.

58. DWARVEN TEMPLE: This room has 10 foot ceilings. Along the walls are three pillars with dwarven decorations carved into them. Each depicts scenes of dwarven legend. Along the

south wall is an altar made of polished marble. Sitting on the altar is a jeweled cup and a golden hammer.

The altar is trapped. On the south side of the altar is a pressure plate where a dwarf performing holy services would normally stand to face his congregation. If the jeweled cup or the golden hammer is removed from the altar without an adequate counter weight on the pressure plate, a stone slab drops in front of the entry way into this room and seals it shut. However, if someone stands on the pressure plate or puts something weighing more than 60 lbs. upon the plate, the items can be safely removed.

If the trap is triggered, water starts to fill the room after the stone slab falls. The room fills up in 2 turns. To stop the water flow, the PCs need to step on the counter weight plate. The water stops flowing as long as there is pressure on the plate and recedes at the rate of 1 foot per minute. Once there is no more water in the room, the plate resets and the stone slab lifts.

The golden cup is not magical but is worth 500 gp. The golden hammer is a magical item. The hammer is a dwarven forge hammer, a magical forging tool. When used in the process of forging, it provides a weapon a +1 to damage, but it is not a magical enchantment. When used in the creation of armor or a shield, it reduces the weight of an item by half and the item is very resistant to rust.

59. SKELETON CHAMBER: Within the middle of this room is a large pile of dwarven bones. The pile is actually a group of 9 **skeletons**. The skeletons (SZ S; AC 7; MV 90 ft.; HD 1; HP 1, 3 (x2), 5(x3), 6, 7, 8; #AT 1; Dmg 1-6; AL N) will not attack unless the party starts to search the pile, then they all will spring up and attack. The 8 hp skeleton attacks with a **+1 light mace**.

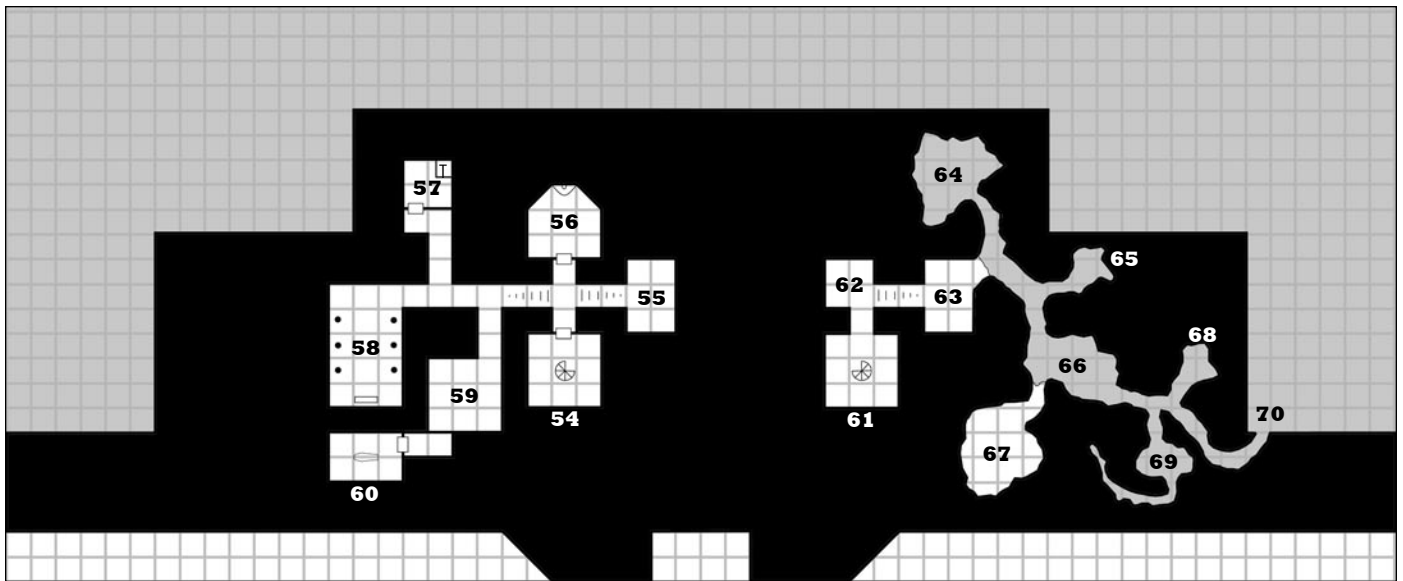
60. STONEPICK'S TOMB: The door to this room has a warning written in dwarven, reading "DO NOT ENTER THE TOMB OF ELTOREN STONEPICK FOR DEATH AWAITS YOU." The door opens easily. In the center of the room, a small casket sits upon an ornately carved stone block. This is the resting place of Eltoren Stonepick. Eltoren has turned into a **wight** (SZ S; AC 5; MV 90 ft.; HD 4+3; HP 27; #AT 1; DMG 1-4 + energy drain; AL LE). He attacks the party only if his casket is opened, screaming nonsense the entire time. He wears the tattered remains of his royal robes, and he focuses his attacks on PCs who bear the symbol of any good deities. Within the casket are the remnants of glory from Eltoren's life: a gold crown is worth 800 gp, a **+1 heavy pick**, a **+1 suit of dwarf-sized scale armor** and a **rope of climbing**.

61. RUNE ROOM: The PCs enter this room from the rusty iron spiral staircase after traveling about 30 feet down. A door that once stood in the middle of the north wall is now ripped off its hinges and lying on the floor. The room is very damp and the chill is quite palpable. The air smells of rotten fish and mold. All of the decorative pictures on the walls are defaced. Clicking noises can be heard coming from the hallway to the north. The clicking noises are from the crabmen from room 63. There is nothing of value in the room.

The protective rune mentioned in the introduction to this level is still active in this room. It looks like three wavy lines placed one on top of another, much like a wave. It glows with a very dim blue light. It is very low on power and is barely holding back the water flooding much of this level. Recharging the rune is possible, however, and for each level of spell cast upon the rune, the water level in this area decreases 6 inches. So a 2nd level spell would reduce the standing water by a foot. If, by some means, a dispel magic or some such is used against the rune, the entire level immediately floods as the lake rushes in.

62. GARBAGE ROOM: The clicking sounds heard in area 61 are louder here. This room is a garbage dump for the crabmen

Stonepick Crossing - The Deep Level



and the sea hag. There is a pile of decaying sea weed and rotting fish in the center of the room. Within the pile are 16 **rot grubs** (SZ S; AC 9; MV 10 ft; HP 1 each; #AT 0; Dmg special; AL N) happily munching away at the offal. If any of the PCs search the garbage, 1-4 rot grubs infect each searcher. At the bottom of the pile is a silver ring with a black pearl worth 50 gp.

If the players are noisy or loud (perhaps from the rot grubs), the crabmen from room 63 come up the stairs to investigate.

63. **GUARD ROOM:** This room has four fresh seaweed beds lining the walls. Upon the beds, 4 **crabman** (SZ M; AC 4; MV 90 ft., 60 ft. swimming; HD 3; HP 8, 9, 12, 14; #AT 2; Dmg 1-4, 1-4; AL N) lie relaxing, eating some raw fish. The crabmen attack until killed. Each crabman has 10 sp.
64. **CRABMEN QUARTERS:** This room is around 12 feet tall, and the water depth is about 6 feet deep. The water seems to swirl and bubble. If the PCs make their way here, two sets of eyes come out of the water and 2 **crabmen** (SZ M; AC 4; MV 90 ft., 60 ft. swimming; HD 3; HP 6, 14; #AT 2; Dmg 1-4, 1-4; AL N) attack. The crabmen try to drag the PCs underwater and drown them. Each crabman has 10 sp.
65. **ELECTRIC EEL LAIR:** The entrance to this small room lies underwater and is not easily seen. This is the lair of one of the sea hag's pets, an **electric eel** (SZ M; AC 9; MV 120 ft. swimming; HD 2; HP 9; #AT 1; Dmg 1-4; SA electric shock; AL N). It will not attack the party if they just pass by, but if the players search the hole to the room, the eel will attack. The eel will come to the sea hag's aid if she calls it.
66. **MAIN CAVE:** The tunnel leading south out of this cave is above the water line and a brown-haired woman sits upon a ledge with her lower legs in the water. The woman is the **freshwater sea hag** (SZ M; AC 7; MV 150 ft.; HD 3; HP 20; #AT 1, Dmg 1-4; AL CE) using her magic necklace to appear as a normal woman. She'll try to convince the PCs that she is a captive of the crabmen but will attack as soon as advantageous, opening combat with her death look upon the individual deemed most dangerous. She will then call for her pet eel to her aid. If still alive, the eel arrives after two rounds and it will not perform an electric shock if it could harm the hag. She will fight until she is below 5 hit points and then she will attempt to flee to room 70 and escape to the lake.

The sea hag carries a dagger and a **magical necklace** worth 500gp that makes the wearer (regardless the sex or race) look

like a nondescript, brown-haired human woman. The necklace always makes the same appearance, meaning that regardless who is wearing it, the wearer always looks like the same woman. The wearer can use the necklace twice per day for 3 hours per use. The illusion can be ended at will. There is nothing else of value in this room.

67. **SEA HAG LAIR:** This room is the Sea Hag's residence and bedroom. It has little in furnishings, only a seaweed bed draped upon and over a wooden frame, a small chair and table and a large chest. On the table are several bottles, beakers and skulls. Under the bed, the cave dips down, creating a hidey-hole for the sea hag's other pet, a 250 lbs. **giant frog** (SZ M; AC 7; MV 30 ft., 90 ft. swimming; HD 3; HP 10; ATK 1; Dmg 1-6; AL N). The giant frog surprises on a 1-4 and leaps out and attacks the party until killed.

The items on the table have no value. The chest is unlocked and untrapped. Inside are the following items 3,600 cp, 2,000 sp, 780 gp, 2 gems worth 100 gp each and robe of useful items.

68. **UNDERWATER ROOM:** This room is underwater and watching the tunnel is a lone **crabman guard** (SZ M; AC 4; MV 90 ft., 60 ft. swimming; HD 3; HP 11; #AT 2; Dmg 1-4, 1-4; AL N). He attacks the first party member who goes by the tunnel entrance, attempting to pull the PC underwater and drown him. The crabman has 12 sp.
69. **TRAPPED CAVE:** The water to this room is murky and shallower than the rest of the tunnels at 3 feet deep. Across the room is a tunnel leading off to the south. A small chest rests on a ledge across the room.

Under the waterline, the room is filled with wooden spikes. Anyone who does not move cautiously in the room takes 1-4 points of damage, but if the PCs take their time (moving at 1/4 speed), they can get across the room without damage. The chest is empty. The tunnel leading to the south is a dead end.

70. **EXIT:** This tunnel leads underwater, exiting out of the dam and into the lake. The tunnel exit is 55 feet under the waterline, and the dam goes straight down for another 50 feet before it meets the bottom of the lake. If the PCs are not careful, they may fall down this aquatic ledge and drown, especially if they are encumbered with heavy armor.

Concluding the Adventure

The adventures at Stonepick crossing may end in many different ways. Foiling Amber Vonsole's slave ring and rescuing the villagers will make the party members into heroes. Killing the sea hag and her minions will be met with cheers and a free drink or two. Finding the dwarven temple and the golden hammer will bring some of Eltoren Stonepick's long distance family to the dam, looking to recover the treasure from their revered ancestor. The discovery of the black market could turn very dangerous; depending on the PCs actions, the leader of the thieves guild could put a bounty out on the them.

Further adventures could entail going deeper down into the dam by removing the bolted plate in room 57. The goblin caves that the dam forced underwater could be the lair of a large group of crabmen or be the home of an evil aquatic race. Finally, the PCs could hunt down the goblins camping along the lake (as indicated in the map found in area 49) or work their way deeper into the slave trade in order to destroy it.

NEW MONSTERS

BOOK GUARDIAN

SIZE: Medium (6 ft. tall)
MOVE: 60 ft.

ARMOR CLASS: 4
HIT DICE: 4+4
ATTACKS: 2
DAMAGE: 1-6, 1-6
SPECIAL ATTACKS: Surprise on 1-5
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 100%
TREASURE: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 4 / 200 + 4/hp

General information: A book guardian is a manufactured creature used to guard treasures or guard tombs. They tend to lie in the middle of floors appearing as a large pile of books or upon bookshelves looking completely normal. Because of its appearance, a book guardian surprises on a roll of 1-5 on a d6. A book guardian pounds its opponents with whirling fist-books.

A book guardian takes only half damage from blunt weapons and cannot be harmed by normal missiles. It cannot be poisoned, held, charmed, or affected by fear. It takes double damage from fire.

Physical description: A book guardian is a pile of animated books roughly shaped as a man. When a book guardian moves, the books composing it flex and bend.

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Stonepick Crossing

The tiny town of Stonepick Crossing sits on top of an old dwarven dam holding built some 500 years ago to end a long war. Recognizing the futility of direct assault, the dwarves built the dam to flood the goblin caves, flushing the foul creatures out of their caves and into the slaughter of honest combat. Now 500 years later, the dwarves have moved on and a small thorp has sprung up.

Mystery surrounds the protected town and rumors abound: locals disappearing in the middle of the night, strange noises from underneath the dam and even rumors of a monster in the lake percolate through the community. Which rumors are true and which are the ale-addled ramblings of old men fearful of their own shadows?

If you enjoy this adventure, look for future releases in the **Advanced Adventures** line from Expeditious Retreat Press.



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Stonepick Crossing

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