



Moonless Night: *The Defense of Goblin's Tooth* **Volume II - Faces Of Love**



By Lorne Marshall

Moonless Night:

The Defense of Goblin's Tooth

Volume II - Faces Of Love

An adventure for use with the First or Second Edition of the
Advanced Dungeons and Dragons game

By Lorne Marshall

This is the second installment of the Goblin's Tooth adventure series. The scenario presented herein is intended for use as a sequel to the first two adventures (Scenarios A and B) presented in Volume I of the adventure series; Volume I is available for free download at www.dragonsfoot.org. The Dungeon Master is advised to obtain the first volume if at all possible, as that module contains the map and key for the Village of Goblin's Tooth and other useful information about the adventure setting.

This adventure may be used to continue the story from the first volume, or it can function equally well as a stand-alone adventure for six to eight characters of the first to third experience levels. In such a case, the Dungeon Master will probably need to generate his own map of the village, which should include the various points of interest described in the following pages.

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Scenario C: The Faces of Love

God is Love, I dare say. But what a mischievous Devil Love is.

Samuel Butler, Notebooks

It is common knowledge that love and death are interrelated. The events that unfold during *The Faces of Love* are drawn from this relationship, which would normally make the plot similar to countless other romantic tales; fortunately, the participants in this ancient dance are anything but normal, and the result is an adventure worthy of the stoutest adventurers.

The Faces of Love is, as the title implies, a love story. It is a twisted love story with its own internal logic, but a love story nonetheless. The scenario is also something of a murder mystery, requiring the heroes to be as quick with their wits as they are with weapons and spells if they hope to succeed.

Dungeon Masters Background

This adventure will in all probability write the last chapter of the life of Yzdrok the doppelganger. Yzdrok was born into a small tribe of doppelgangers that laired about 50 miles east of Goblin's Tooth. There, he learned the subtle arts of changing his appearance and voice mimicry, and to utilize the extrasensory powers of his keen intellect. By the time he was old enough to hunt, Yzdrok was deception incarnate.

As Yzdrok continued to hunt and learn the subtleties of human behavior, he noticed some relational qualities the humans had that were foreign to his own society. While all of doppelganger culture was rooted in illusion and outright falsehood, the human 'cattle' seemed to develop loving, caring relationships that enabled them to endure incredible hardships. To try and discover what this 'love' was, Yzdrok began experimenting with caring gestures and extending trust to members of his tribe; his efforts were first met with dumbfounded stares, and later with therapeutic beatings, but Yzdrok was intent upon solving the mystery.

Several months before the heroes arrived in Goblin's Tooth, Yzdrok suggested to his tribe that they reveal themselves to the local humans and extend their hands in friendship, so that they could be loved and accepted for what they truly were. The tribe summarily cast out Yzdrok, lest his lunacy bring a party of human mercenaries to their very door. Yzdrok wandered westward, lonely and confused, seeking peace from his tormented thoughts.

He traveled near a homestead on the outskirts of Goblin's Tooth. After studying the behavior of the homesteader's family for several days, he slew them all and ate the youngest son, Myathas (natural instincts die hard). The doppelganger then traveled to the village and reported the dastardly act, playing the role of Myathas

to the astonished citizens. The Reeve conducted an investigation, but with so little evidence and no apparent motive the murders remain unsolved.

The homesteader's family had to be properly interred so that Yzdrok would arouse no suspicions in the villagers' minds. While deprived of feasting on the dearly departed, Yzdrok saw his new situation as an opportunity for living quite comfortably. It seemed that the true Myathas was something of a recluse who almost never visited town, and now that Myathas' family was gone it was unlikely that the homestead would receive any visitors. Yzdrok happily moved in to his new lair, consuming the provisions stored there while he contemplated his next move.

By the time the homestead's supplies were exhausted, Yzdrok had recruited a small band of kobolds to his service. The doppelganger started leading the kobolds in minor banditry, waylaying lone travelers and small merchant wagons on the Baron's Road for food and supplies. Realizing that continued predations would result in investigation and/or armed reprisal sooner or later, Yzdrok sought a secondary lair, in case the first should be discovered. A ruined, long-abandoned priory in the woods northeast of the village, shunned by the locals as haunted, proved to be an ideal site for Yzdrok and his minions.

Of course, Yzdrok continued to maintain his identity as Myathas, and on one of his trips to town he had cause to visit the Shady Oak Inn. There he saw a maid of surpassing beauty (Carla the barmaid) speaking of her betrothed (David, son of Shedhrig) in a way that reawakened his curiosity about human love; Yzdrok reasoned that this human seemed to be particularly vulnerable to love and would therefore be an ideal candidate for falling in love with him.

The more the monster ruminated upon the gentleness and kindness the beautiful Carla showed to “Myathas,” it slowly began to feel what is as close to love as a doppelganger is able to feel. Yzdrok became obsessed with winning Carla’s affections, and began to daydream about a day when she would love him so intensely that he could show her his true form without fear of rejection. To this end, he assumed the form of Myathas and asked Gerald Chanteur, the Bard from the Staggering Dragon Tavern, for advice about courting customs. Gerald convinced Yzdrok that song is the path to a woman’s heart, and taught the monster the rudiments of music.

So it came to be that the doppelganger embarked on a musical and poetic quest to win Carla from David. As this scenario opens, Yzdrok’s attempts at romance have largely resulted in humor; the Gentle Reader will remember the ill-fated attempts at romance made by “Myathas” from the opening moments of Scenario B.

Yzdrok eventually came to the realization that music wasn’t helping his efforts to win Carla’s heart. While he truly wanted Carla to choose him over David in the same manner as she might another human, Yzdrok’s utter lack of success was driving him toward eliminating David in a more permanent fashion. Fortunately, the monster’s own remarkable intelligence-gathering abilities identified an opportunity for Yzdrok to remove David from the romantic equation without drawing suspicion to himself.

Yzdrok had been spending a great deal of time in the village wearing the form of Myathas. He explained to the townsfolk that his family home ‘held too many memories,’ and that he enjoyed having some company; in reality, Yzdrok was using his *ESP* ability on everyone he met. While reading the mind of the Goblin’s Tooth Watch Captain, Alsted Stormsword, Yzdrok found a personality flaw that played right into the monster’s plans.

From reading Alsted’s mind, the doppelganger discovered that the watch captain was intent upon being knighted and promoted to the position of Reeve of Goblin’s Tooth. Of course, Sir Derrick’s relative youth and ability in that post would leave Alsted waiting quite some time for the promotion, and Alsted was trying to develop some half-baked plans for quietly eliminating the current reeve when Yzdrok probed his mind.

Yzdrok, in the form of a nondescript commoner, met privately with the captain. He took a calculated risk and showed Alsted his shape-changing ability. Before Alsted could cry out for help, the doppelganger made an offer that echoed the desires of the captain’s mind: help the creature eliminate David, and the creature would eliminate Sir Derrick. After Alsted was promoted, the two could continue to work toward their

mutual benefit.

The terms of the agreement were rather vague; Alsted would assist in a manner prescribed by the creature when the creature called for it. The doppelganger also indicated that it would ask nothing of the captain that was beyond the normal capacities of his office. The doppelganger would then kill the reeve for Alsted, who could bluff through an investigation of the murder on his way to knighthood.

At the start of this scenario, Yzdrok seizes an opportunity to put his plan in motion. A public disagreement between David and a visiting officer from a Baronial Guard detachment sparks a bar brawl at the Shady Oak Inn. Both David and the officer leave the premises before the reeve and village watch arrive and break up the fight. A short while later, screams of panic pierce the night air – the baronial officer lies slain, and witnesses saw David commit the crime.

David is charged with murder and brought before a tribunal. Witnesses are brought forth to speak of what they saw, and their testimony is magically verified: each saw David kill the officer. But when David testifies in his own defense, his story also reads true when magically tested (since the murder was committed by Yzdrok in David’s form, all witnesses told the truth as they knew it)!

Since magical verification yielded conflicting information, the crime must be solved with old-fashioned detective work. The Reeve asks the heroes to assist, placing them under the authority of himself, his sergeant and his ‘loyal’ captain, Alsted; he grants the player characters authority over all other persons in the village and command of the watch in the absence of its officers.

The investigation eventually leads the heroes to the homestead of Myathas, but they find the homestead to be guarded by the village watch, who won’t let the heroes enter (this action is one of Yzdrok’s commands to Alsted). When the heroes find a way to circumvent the guards, they find the interior of the homestead to contain some of Yzdrok’s minions, a crude map to the secondary lair in the ruined priory, and evidence of the plot on the reeve’s life, to be carried out the very next day!

The heroes will probably hurry back to the village, intending to stop the plot and confront the captain. They arrive too late; the reeve has already been poisoned (by Alsted), and Brother Rothsby is busily engaged in finding a cure. According to the good cleric, Captain Alsted has departed to the countryside in search of the ‘assassin’ that poisoned the reeve. Before the heroes can develop a plan in response to this new information, a second problem emerges: David has carried off Carla!

Of course, the heroes may have already deduced that their true quarry can change shape, and that David is probably not responsible for the abduction. Heroes wanting to verify David's innocence will find him still imprisoned in the village barracks. In actuality, Yzdrok kidnapped Carla; he simply chose David's form because he knew Carla would trust that shape, at least at first.

Yzdrok's plan is to bring Carla back to his lair at the priory. After attending to checking his defenses and dealing with any pursuers, the creature will show Carla

his true form. If she agrees to love Yzdrok, she will live. If not, he will devour her in a jealous rage.

It therefore falls upon the heroes to save the day by traveling in all haste through the perilous woods, exploring the ruins, and rescuing Carla before the doppelganger can test her 'devotion.'

If the heroes succeed, the scenario ends with the reeve's recovery and the party being invited to David and Carla's wedding. If they fail, the adventure ends with Carla's funeral.

Part I. Differences of Opinion at the Shady Oak Inn.

The common room of the Shady Oak has an uncommonly large crowd this evening. A detachment of the Baronial Guard is in town, having answered the Reeve's summons after Thrask Three-Teeth's warning about the Hooded One. While the threats of days ago have been removed, the baron's soldiers have lingered for a few days, encamped just east of the village, before returning to their home garrison. By order of the reeve, the troops don't wear their armor or weapons in the village, although they do wear their bright red tabards, each emblazoned with the Baron's white chevron.

The villagers of Goblin's Tooth have been positively jubilant since you defeated the Hooded One and defused the diplomatic crisis he was planning. Shanson the innkeeper, moved by the high spirits of his patrons, has just announced that your party shall have free rooms and meals for the next week, as long as you agree to tell your tale to Gerald Chanteur, the local bard. After all, such a grand adventure should be immortalized in a song the villagers can enjoy for years to come.

Just as you begin to share the details of your adventure with Gerald, you hear another musician: it's poor Myathas, composing yet another ballad to Carla, and this time he accompanies himself with a triangle. The latest composition from the ill-fated suitor reads thus:

*Ode to Carla's Beauty
By Myathas the Merry Minstrel*

*There once was a barmaid named Carla
Whose beauty was known near and far-la:
When a minstrel drew near
Ape-man David appeared
And knocked him out with a guitar-la.*

Carla, retaining her polite demeanor, begins explaining to Myathas that she needs to go feed the pigs now, but another voice, a raspy bass, calls out: "Is that what passes for a love song in Goblin's Tooth? Step

aside, you whelp! I, Lieutenant Aeotan of the Baronial Guard, will show you how to win the heart of a lady!" The brave lieutenant then drops to one knee before Carla, and taking her hands in his, recites the following:

*Gaze with thine eyes into mine,
Hear with thine ears my heart's earnest cry;
For apart from thee the slowness of time
Brings a dozen deaths, yet I do not die.
But this touch of thy hand sets my soul alight,
Though thy spirit is sweet as a lamb,
I lay down my sword and my armor bright
For I, thy heart's prisoner, am.*

While Gerald the Bard is clearly unimpressed, the lieutenant's wordsmithing stands head and shoulders above the work of Myathas, and a cheer goes up from the soldiers. The townsfolk seem about to join in, but their cheer dies in their throats – David, Son of Shedhrig, stands glowering a few feet from Carla, clearly not amused by goings on.

Myathas, acting in trained response, dives out the same window he used as an escape route last time; observant PCs will note that someone has crudely carved Myathas' name into the window sill. The Lieutenant, however, is not so easily frightened. In a voice roughened from years of barking orders, he asks David, "Have ye come for a poetry lesson, too, or have ye come to learn a different lesson, lad?" David tenses and lifts his fist to strike, but the officer is too quick. The Lieutenant punches David full in the face, sending the Son of Shedhrig sprawling across a table. After a tense, silent moment, the guardsmen and townsfolk spring at each other and a tavern brawl erupts!

Each hero must choose whether or not he or she will be taking part in the brawl. It is common knowledge that while assault with a weapon is punishable by indentured servitude or death, brawling is usually punished by payment for damaged property and/or unpaid menial labor for the church, if it is punished at all.

Heroes who don't want to join the melee may take refuge behind the bar with Shanson or behind one of several tables upturned in the conflict. Characters interested in taking part can simply jump right in; both the guardsmen and townsfolk will attack heroes who attempt to break up the fight. The statistics for the combatants are as follows:

Baronial Guardsmen (15): AC 10; MV 12; HD 1-1; hp 4 each; #AT 1; Dmg 1d3 (bare hands); THAC0 20; AL CG-NG; XP 15 each.

Townsfolk (10): AC 10; MV 12; HD Zero-level; hp 3 each; #AT 1; Dmg 1d3 (bare hands); THAC0 20; AL CG-NG; XP 15 each.

The DM is invited to use the weaponless combat system of his choice to resolve the brawl, or use the optional system presented in the sidebar.

Players with a flair for the dramatic could conceivably carry on this bar brawl until no one else is standing, but this melee will only continue for a maximum of five combat rounds, outlined as follows:

Round 1: The fight breaks out as described in the boxed text above. As the fight sweeps through the common room, guardsmen and townsfolk rushing into the fray will separate David, the visiting lieutenant, and the heroes.

Round 2: Unless specifically watched by a player character, both David and Aotan slip out of the inn unnoticed. If a hero is watching, they both disappear behind a crowd of brawlers for a moment, and the observing character is himself attacked; this 'distraction' should allow even the most astute players to temporarily lose sight of one or both NPC's, which is all the time the DM needs. The brawl continues for the next few rounds.

Round 5: The reeve arrives on the scene, along with a detachment of armed and armored watchmen. The townsfolk and the visiting guardsmen stop fighting and leave peaceably. The reeve explains that a full investigation will be conducted in the morning, but until then the townsfolk must return home and the Baronial Guardsmen must return to their encampment.

This encounter presents a special challenge for the Dungeon Master. To further the adventure's plot, both Aotan and David must escape the heroes' view, so that reasonable suspicion will exist when the lieutenant's murder is discovered after the brawl. Fortune almost guarantees that there will be at least one player who will fixate on tracking the positions of David and/or the lieutenant; if that hero follows one or both of the NPC's out of the inn, it will be difficult for the DM to explain how that character failed to witness the crime.

There are two possible solutions to the 'curious PC' problem. First, the DM could have the watchful character(s) attacked by some of the brawlers. Perhaps the brawlers may even receive an attack bonus, as the PC is busy watching goings-on at the far side of the melee. After the brawlers have been dealt with, both NPC's are out of sight. Of course, even after losing track of these NPC's, some heroes are persistent enough to then leave the inn via a window or back exit with the intention of following their quarry; this possibility brings the second solution into play. The hero will at first find no indication of either NPC, but will later hear Rebekah's screams when she discovers the crime scene (as described in Part II, below). In such a case, the curious hero may be involved in the search for David and/or immediate questioning of witnesses, and he will have more information before the trial than originally planned, but at least the hero didn't witness the crime itself.

A 'Quick-and Dirty' barroom combat system

- Barehanded attacks inflict 1d3 points of damage, plus strength bonuses. Only 25 percent of this damage is actual; the remaining, temporary damage will heal at the rate of one hit point per turn. If the actual and temporary damage figures combine to a total that exceeds a character's total hit points, that character is knocked unconscious.
- Fighters and fighter sub-classes are entitled to two barehanded attacks per round. All other classes each receive one attack per round.
- Fighter-types may choose to forego their two barehanded attacks and deliver a kick instead. Such a kick inflicts 1d8 damage plus strength bonuses. Like punches, 75 percent of kick damage is temporary.

Weapons of Opportunity

While not actually 'weapons' in the legal sense of the word, there are some items in the common room that an enterprising hero could use, including:

- Chairs inflict 1d6 damage, plus strength bonuses; none of this damage is temporary. A hero attacking with a chair is entitled to no other attacks during that round. Note that a chair will break into kindling if the attack roll is an unmodified 15 or higher.
- Heroes with strength scores of 15 or higher may throw a bench at opponents. An airborne bench inflicts 1d6 damage to 1d3 opponents, none of which is temporary.

- Bottles of Shanson's ale, Olde Giantslayer, fit very comfortably in the palm of the hand and are ideal for throwing. The bottles may be thrown for 1d3 damage at the same range as a dagger. If a hero aims for an opponent's head, treat the smaller target as AC 6. If the bottle hits, it inflicts 1d3 damage and has a 25 percent chance of knocking the target unconscious. If the heroes begin pitching bottles, allow their opponents to do the same.
- Carla left a large bucket of soapy scrub water on one of the tables. If a hero should decide to dump the water on the floor, it creates a slippery patch 10 feet across. Anyone standing in the soapy area must roll their dexterity score or less on 1d20 each round to remain standing. Combatants that slip on the water must roll dexterity or less on 1d20 before being able to regain footing and rejoin the battle.
- A pair of octagonal fixtures, each one about six feet across, provide lighting for the common room. The fixtures are made from heavy timber, and bear a tin candleholder at each of their corners; they are

suspended by stout ropes that pass over pulleys at the ceiling to cleats bolted to the wall near the staircase. The fixtures are typically lowered slowly to replace and light candles, but heroes with a swashbuckling personality may consider untying the rope, enabling the hero to partially climb the staircase and swing into the melee. Another option involves cutting a rope, thereby dropping a fixture on unwitting dupes fighting beneath it. Anyone caught under a falling light fixture must roll their constitution or less on 1d20 or be knocked unconscious for the rest of the brawl. Townsfolk and guardsmen all have a constitution score of 11 for this purpose.

- A hero can also seize a mutton joint (roasted sheep's leg) from a nearby table and use it as a weapon. A mutton joint inflicts 1d6 damage, half of which is temporary. Heroes enterprising enough to wield a mutton joint in each hand should have dual-weapon penalties waived in reward for their enthusiasm.

Part II. At the Scene of the Crime.

The Dungeon Master's Background tells that David will be framed for a murder committed by Yzdrok, and that the heroes will encounter and hopefully defeat the villain through their investigation of the crime. Of course, the Dungeon Master must have a clear knowledge of the events that actually transpired in order to manage the investigation; to this end, the following narrative is provided.

When the bar brawl began in the Shady Oak Inn, Lt. Aeotan departed the building, knowing that there would be some form of investigation and that it would look particularly bad for his unit if his involvement was discovered. The Lieutenant headed west from the inn, planning to collect a group of Baronial Guardsmen he knew were making merry at the Crossed Swords Tavern. Yzdrok, taking the form of David, followed closely behind. Aeotan continued to walk down the packed earth lane from the Inn, passing the barracks; he then departed from the path to walk through the grassy space between the Staggering Dragon and the Church. When the Lieutenant reached the center of the clearing framed by the church, tavern, two private residences, and a line of trees to the west, Yzdrok, dagger drawn, challenged the officer to 'finish what he started.' Aeotan drew his own dirk, but was quickly overcome by his foe's surprising strength and agility. After slaying the lieutenant, the doppelganger removed his victim's heart, to prevent any magical resuscitation. Yzdrok made a point to be abnormally noisy through the entire ordeal (making about as much noise as a normal human), hoping that the altercation would be witnessed. The doppelganger's efforts were rewarded,

as three witnesses saw the scuffle and began running to the scene. Yzdrok waited until the witnesses got a clear look at him wearing David's form, and then darted into the trees. There, he assumed the form of a nondescript human wearing the tabard of the Baronial Guard. The monster then exited the copse from its north-most point, skirted around the front of the two thatched buildings on the lane, and re-entered the clearing at its northern end, arriving just after Rebekah but before the other witnesses. After briefly concurring that all saw David commit the crime, Rebekah called for help while the others searched the woods for David.

Any heroes incapacitated during the bar brawl won't hear about any of these goings-on until the following morning. The Dungeon Master should skip to Part III if this is the case. If the heroes are largely uninjured or didn't participate in the conflict, it is very likely they will hear about the murder moments after the crime was committed:

Things have settled down at the Shady Oak Inn. The reeve and watch have secured all exits from the place, Captain Alsted has taken your statements, and Sergeant Malkin is collecting statements from the other patrons. Shanson is speaking quietly with the reeve; while you cannot hear what is being said, the innkeeper's teeth and fists are clenched.

As if there hasn't been enough excitement this night, another altercation appears to be brewing outside the inn's front door. A female voice argues with the watchmen outdoors, yelling, "Out of my way, you toad-

faced oaf! I'm to see the reeve – there's a dead man at the bottom of Temple Hill!"

Moments later Rebekah, the proprietor of the Staggering Dragon Tavern, rushes into the common room of the Shady Oak. "M'lord!" She cries. "A Baronial Guardsman lies slain behind my tavern! I pray you, come quickly!"

The reeve grows some terse orders to Captain Alsted, and then follows Rebekah into the night.

The heroes will probably want to accompany the reeve. The captain has no objection to their so doing, as he already has their statements. The Dungeon Master is invited to share whatever evidence the party is able to glean from the crime scene and from speaking with Rebekah, whose account they will hear en route to the scene:

- She was in her chambers at her tavern when she heard the commotion from the brawl at the Shady Oak Inn.
- She walked out of her place of business and walked toward the barracks, with the intention of calling the watch to settle the problem at the inn.
- Once outside, she heard the sounds of men fighting behind her tavern. Looking behind the building, she saw David and the victim fighting with daggers. Before she could cry out, David struck a killing blow, crouched over the body for a moment, and fled into the trees.

- She ran to the victim, and found that his heart had been removed.
- She called for help, and two of the baron's men came, along with one of Brother Rothsby's aides from the temple. The first Baronial Guard came charging from alongside the church; the priest came from the same direction a few moments later; the second guardsman came a short while later, from the north of the clearing.
- When the priest arrived, she ran to the Shady Oak Inn to summon the Reeve.

Little can be accomplished by way of investigation tonight. The heroes can assist with finding David; he can be found at home, cleaning blood from his face (the lieutenant struck him solidly in the face during the bar fight, and David's nose might not heal straight). The party may also want to help Rothsby bring the body to the temple, so that the corpse may be prepared for burial.

If the players want to conduct an immediate investigation, allow them to do so. All those who saw the crime (with the exception of the doppelganger, who took the shape of 'Seth,' a fictitious guardsman) are present and willing to talk to the heroes. The Dungeon Master may relate accounts based on the testimonies outlined for each witness in Part III. Note that if the heroes interview Rory the Baronial Guardsman, he will refer to 'Seth' as "Some green recruit I've never seen before – I think his name was Seth."

In any event, the trial won't begin until mid-morning, so the heroes would be well-advised to retire and get some rest. The following day will be a long one.

Part III. A Most Unusual Trial.

If the heroes took an active role in the discovery of the Lieutenant's body and the subsequent search for David, they will already know much of the information presented here. If not, this scene opens the morning after the brawl at the Shady Oak Inn.

It is a somber breakfast at the Shady Oak Inn. The damage to the common room from last night's 'excesses' looks even worse in the morning light: shards of broken glass lay strewn about, intermixed with splintered furniture, shreds of draperies, smashed casks, upturned tables and broken tankards. Shafts of light reach through the broken windows, reflecting upon drying puddles of ale, wine, and other fluids. Splotches of blood, now dried brown, punctuate the rubbish that was at one time a thriving business. After serving your breakfast, Carla drags a barrel into the common room and begins picking up the debris. Shanson picks his way through the mess, tossing away broken objects and muttering to himself through

clenched teeth.

Your group is breaking bread at one of the inn's two remaining intact tables. The uncomfortable silence is broken when Myra, the carpenter's daughter, bursts into the inn, tears streaming down her face. "Carla!" She cries. "There's been a murder! The lieutenant from the baron's men lies slain, and the reeve's taken David as the accused! Father's finishing a platform for the trial even now!"

Myra is a bit of a gossip, but she is genuinely concerned for both Carla and David. As a shocked Carla stares in disbelief, Myra shares the following, either as a babbling rant or in answer to the heroes' questions:

- Her father is Jacob the Woodworker, and the reeve paid a visit to him in the middle of the night.
- Lt. Aeotan of the Baronial Guard was murdered at the bottom of Temple Hill after the bar fight; the

lieutenant's heart was cut out and nobody has found it yet.

- More than one witness saw David kill the officer. The Reeve arrested David a quarter-hour after the body was discovered.
- Her father is building a platform for the trial. The proceeding will begin as soon as the platform is ready.
- Lord Meldrin, the commander of the visiting infantry regiment (he's very dashing) will serve as judge for the trial.
- The trial will be public, and the heroes can attend, along with dozens of villagers that can't believe this has happened.
- Myra has heard that Brother Rothsby will be using Arwythan's Chalice, a magical relic from the church, for this trial. The chalice glows blue if anyone speaks a false statement in its presence, so any liars are identified immediately. Everyone knows that the chalice can only be used a certain number of times before its magic is spent, but when the accused is descended from Shedhrig, the village council will take no chances.
- It is permissible in trials like this for friends or family members to ask questions of witnesses, to bring out information that may influence the judge's verdict. Myra views the heroes as people who can do the impossible, so she asks that they consider asking the reeve for the right to question witnesses and help save David.

Carla nearly faints when she hears the news. She knew that someone was dead from Rebekah's intrusion, but had no idea her betrothed was involved. Shanson only lets out an exasperated sigh. The heroes may try to discuss the events with these NPC's, but with limited success. Carla is too shocked by the turn of events to offer any real insight, and Myra has already shared all the gossip she knows. If the heroes took part in the brawl that nearly ruined his business, Shanson will only tell them that he'll have a bill ready for their share of the damage when they get back from the trial, and any earlier promises for free room and board are withdrawn for obvious reasons; if the heroes actively tried to stop the fight, Shanson will hang his head and sigh, saying, "A cursed end to a cursed day. I pray we don't dishonor Shedhrig any further."

The heroes will likely attend the trial. The proceedings are held in the town square. When the heroes arrive, read the following:

Word of the killing has quickly spread, and the town square is already crowded with murmuring villagers

when you arrive. A hastily constructed wooden platform stands in the shadow of the statue of Shedhrig. Two wooden chairs have been placed atop the platform, facing each other in such a way that the throng will be able to see the profiles of those seated in them. The seat on the left is obviously intended for the accused; it is of simple but stout construction, and a sturdy wooden railing surrounds it on three sides. The chair on the right is clearly for the judge; it is ornately carved, and bears the crest of Squire William Derelson.

The crowd jostles for place for several minutes. A group of children play near the stage, each of the boys pretending to be Shedhrig and the girls all pretending to be Goewin; apparently, one of the less popular children has been forced to play the entire goblin horde that held the valley before the arrival of the Fey. Before the humans and Fey can liberate the village, the children begin to argue about which weapon is more powerful – Fafnir, the Sword of Shedhrig, or Ellydyr, Goewin's sword.

Before the argument can be resolved, an expectant hush then falls over the assemblage as a procession makes its way to the square from the barracks. It is led by the aging squire himself, followed by the reeve and Lord Meldrin, commander of the victim's Baronial Guard detachment. Behind these officials march ten village watchmen who serve as an escort to the accused: David, son of Shedhrig. David's hands have been tightly bound with coarse rope; his ankles are secured by a pair of iron shackles, connected by a short length of heavy chain. Brother Rothsby and the seven village council members follow the soldiers, and the village justicar, wearing a black executioner's hood and carrying a gleaming two-handed sword, walks at the rear of the procession.

The squire offers the carved seat to Lord Meldrin, and leaves the stage. The reeve chains David to the railing that surrounds the seat of the accused, then joins his lord at the foot of the platform. Brother Rothsby draws forth a silver chalice from the folds of his vestments and addresses the crowd. "Hear Ye, Hear Ye!" The priest begins. "All persons having knowledge of the murder of Aeotan of Silverston, lieutenant from the third infantry company belonging to His Grace, Lord Baron Ulric Norithion of Blackstone, are commanded by this court to come forth and give testimony. This magical chalice, once the property of Saint Leonil Arwythan, will verify the truth of each word hereafter spoken. If any would choose to speak on behalf of the accused, let them step forward now. May justice be served!"

The level of detail presented in the trial sequence is left to the Dungeon Master's preference. If the players are already looking listless, waiting for the next goblin to swing at, the DM may want to simply summarize the information provided by witnesses, show that the

witnesses and the accused are all telling the truth, and move the adventure into the next part. Players with a flair for the dramatic may want to linger here and take part in the trial. If this is the case, assume that no one has volunteered to question witnesses for David. The reeve will grant permission to a well-meaning and moderately intelligent hero to question the witnesses; in any event, Rothsby uses Arwythan's Chalice to check the truth of what is being said. All the townsfolk know that the chalice glows when a lie is told nearby, and most people pay more attention to the chalice than the speakers.

One important custom during legal proceedings in Goblin's Tooth is related to questioning witnesses in the presence of the chalice. The first question asked must always be answered in a lie, so that those in attendance will know the chalice is in operation. It befalls the asker, be it judge or hero, to phrase the question in such a way that all present would know that the answer must be untrue. For example, when Rebekah stands on the platform between the judge and the accused, it would be appropriate to ask her, "Are you an old man?" She obviously isn't, so when she answers, "Yes," the chalice will reveal the lie.

Whether the heroes are involved in the questioning or not, the witnesses have the following information to relate:

Rebekah, council member and proprietor of the Staggering Dragon:

- She was in her chambers at her tavern when she heard the commotion from the brawl at the Shady Oak Inn.
- She walked out of her place of business and walked toward the barracks, with the intention of calling the watch to settle the problem at the inn.
- Once outside, she heard the sounds of men fighting behind her tavern. Looking behind the building, she saw David and the victim fighting with daggers. Before she could cry out, David struck a killing blow, crouched over the body for a moment, and fled into the trees.
- She ran to the victim, and found that his heart had been removed.
- She called for help, and two of the baron's men came, along with one of Brother Rothsby's aides from the temple. The first Baronial Guard came charging from alongside the church; the priest came from the same direction a few moments later; the second guardsman came a short while later, from the north of the clearing.
- Rothsby's aide stayed with the lieutenant's body

while she summoned the reeve and the others searched the surrounding area for David.

Rory, infantryman, Baronial Guard:

- He was celebrating with some of his fellow guardsmen at the Crossed Swords Tavern, and stepped outside to get some fresh air.
- He walked along the path, getting as far as the watchtower before hearing the commotion from the Shady Oak Inn. More interestingly to him, he heard a man's voice challenging another to 'finish what he started.'
- He ran between the copse of trees and the temple, toward the sound of the argument. He almost knocked over another person as he passed the north corner of the church, but he pressed ahead. As he neared the base of Temple Hill, he saw the accused plunge a dagger into the heart of his lieutenant.
- Rory then saw David run into the trees. He saw a beautiful lady rushing to the lieutenant's aid, so he charged up the hill towards the trees in pursuit of his officer's killer.
- Once in the copse of trees, Rory lost sight of the accused.
- He returned to the lieutenant's body, and found that his officer was dead. The lady (Rebekah), a priest, and another baronial guardsman who called himself 'Seth' were present at that point.
- Rory thought that Seth must have been recruited into the Guard earlier that day, as he had never seen Seth before and Seth's uniform didn't seem quite right. Strangely, Seth was nowhere to be found in the encampment the following morning, and no one in the camp seems to know who Seth is.

Galen, temple aide to Brother Rothsby:

- He was strolling outside the church during his mediation at Vespers, when he was alarmed to hear the fighting at the Shady Oak Inn.
- At almost the same moment, he heard the sounds of an argument coming from the far side of the church. He ran to investigate.
- As he rounded the northern corner of the church, he was knocked over by a fighting man. He rose to defend himself, but found his assailant was more interested in a single combat taking place at the base of Temple Hill.
- Looking in that direction, Galen saw the accused fighting with a Baronial Guard officer. Galen saw David land a killing blow and run into the trees.

- Galen ran to assist, but the lieutenant's heart had been removed; no healing spell of Galen's could save him.
- He left the body with Rebekah, and helped two more guardsmen (one of whom had knocked him over moments before) find David.

Borhulf, captain, Baronial Guard:

- Borhulf is in charge of recruitment for this unit.
- He has recruited no one during the guard's stay in this area, and has never recruited anyone named Seth.
- He thinks that Rory drinks too much.

During all of this testimony, the chalice detects no untruths. David, obviously nervous about the way events have unfolded, tells his own story.

David, potter, son of Shedhrig:

- He admits to having a disagreement with the lieutenant, and of instigating a fistfight with him.
- After being separated from the lieutenant in the bar brawl, his good judgment returned; it's foolish enough to tangle with a baronial officer, but to go after one twice is inviting execution.

- He left the inn, and immediately walked home.
- He was tending to his injuries when he was arrested. David complied willingly with the authorities, thinking that the issue at hand was the altercation at the inn.
- It was when he was locked in the cell at the barracks that David first heard that the lieutenant had been killed with a weapon, and he was stunned that he was being accused of the crime.
- David plainly states that he did not kill Aeotan.

David is much relieved to discover that the chalice discovered no lies in his testimony either. The crowd and dignitaries begin muttering that something must be wrong – the chalice has indicated that conflicting testimony is all true!

The reeve quickly ascends to the platform, and announces that the proceedings are concluded for the day, and that they will resume at a later date when more information has been collected. He dismisses the crowd, and they leave with expressions of stark disbelief and fear on their faces. Many make a primitive sign of protection from evil as they depart. The reeve invites the heroes to his office at the barracks, to discuss taking new measures toward discovering the truth.

Part IV. Investigations.

Magic has failed to identify the murderer of Lieutenant Aeotan. The townsfolk, visibly shaken by the chalice's inability to solve the crime, are already talking about the return of ancient curses and the awakening of 'hates' from older times. Some of the more vocal residents, such as Lantrin the Cooper, are circulating the idea that the whole affair is the result of a goblin plot to avenge the fallen Hooded One (See Scenario B).

The reeve, understanding that adding superstitious panic to the town's list of problems is an unwise course of action, is resolved to find an explanation. To this end, he summons the heroes, his 'loyal' Captain Alsted, Brother Rothsby, and the heroes to his office to discuss how to obtain that answer.

After the trial adjourns, read the following to the players:

As the townsfolk return to their tasks, you join that part of the procession that returns to the barracks. Once within the palisade, village watchmen escort David to his cell and securely lock the door. Two remain outside the door, standing guard.

The reeve calls Brother Rothsby, Captain Alsted, and your party into his office. When the door closes, he

invites you to sit, and matter-of-factly says, "Wizardry has failed us. The people already grow fearful. We must have an answer to this riddle, and soon. Any suggestions of how we might obtain that answer are welcome."

This is an opportunity for the heroes to show their enlightened vision for solving the crime through old-fashioned detective work, then plot out a series of leads to investigate. If the heroes show no such vision, the reeve can provide it; after all, he has solved crimes in Goblin's Tooth without the aid of a saint's relic to discern fact from fiction. In his experience, answers were found by asking the right questions of the right people, and he proposes this same course of action now. He asks the party for their help.

If the heroes agree to assist, the reeve deputizes them as investigators, answerable only to himself, Sergeant Malkin, and Captain Alsted. They are granted the authority to question anyone, arrest anyone who resists questioning, and search any person or premises in the village. The watchmen are notified of the heroes' new authority, as the heroes may command the watch in the absence of the captain, sergeant or reeve. The reeve then asks the heroes to collect alibi statements from the

villagers (a list of names taken from records at the church will be provided to help the heroes in this task), while the captain is ordered to scour the countryside for information.

Again, the temperament of the players may dictate the level of detail the Dungeon Master brings to this part of the adventure. If they are weary of staying in the town and are wistful for exploration or combat, the DM may want to gloss over the investigation process, saying something like, "After asking around the village all day, it seems that Myathas the 'Minstrel' is the only person whose whereabouts cannot be verified for the time of the murder. Perhaps a visit to his family's homestead is in order."

If the players seem interested in actively investigating the mystery, the DM can engage some of the personalities of the town to dramatic advantage. If the heroes seem uncertain of where to begin, the reeve says it would be wise to investigate places of business first, perhaps followed by the guard encampment at the edge of town and any private residences whose owners haven't yet been cleared. The process takes all morning and most of the afternoon, and some possible results are outlined below.

Visiting the Shady Oak Inn: The Shady Oak can easily account for townsfolk present, as Hazel has been busily working on a list of people who owe payment to the inn for damages (if the heroes took part in the brawl, their total share is 50 gold coins). Note that 'Myathas' will be on Hazel's list, as she didn't see him dive out the window before the brawl began.

Visiting the Staggering Dragon Tavern: Rebekah deduced that a full investigation would soon be conducted, and she therefore crafted a list of her patrons that night. Nearly all of them stayed the entire evening, since a visiting merchant by name of Elryth was sharing news and tales from other parts of the realm in exchange for wine. People departing the Staggering Dragon included Gerald Chanteur (who went to the Shady Oak Inn before the bar brawl), Rumden the Trader, and Lantrin the Cooper.

Visiting the Crossed Swords Tavern: Thul Bonegrinder explains that he had the 'usual crowd,' along with a few of the baron's men. Between the sergeant's records at the barracks and Thul's recollection, all of the village watchmen are accounted for. The names of the baron's men included Rory, Herrick, Dylan, Morris, Klayton, and Illmar. Thul came to know the baron's men well enough; they spend the entire evening arm wrestling and sparring in the rope ring. Thul is certain that no one by name of Seth was present the night of the murder.

Visiting the Baronial Guard encampment: Their investigation of the crime may lead the heroes to the

Baronial Guard encampment, where they are taken to a sergeant by name of Edmund. Edmund was assigned as Sergeant of the Guard on the night of the murder, and was therefore responsible to know the whereabouts of all the baron's men overnight. He is grieving the loss of his lieutenant, for Aeotan was a good officer; Edmund is therefore eager to help. He acknowledges that he did grant leave for about a third of the detachment that night, most departing with Lt. Aeotan, while a few others left about an hour later with a sergeant by name of Klayton. All of Aeotan's men returned at the same time, marching in formation; the only person missing from their party was the lieutenant himself. All of Klayton's men returned shortly thereafter, bringing news of the killing and of their role in the search for the suspect, adding that the fellow that tried to hit the lieutenant at the inn was arrested for the crime. In short, all of the baron's men but the victim are accounted for on the night of the killing. If the heroes should think to ask Edmund about a guardsman possibly named Seth, he will answer that no one in his entire company has had that name in the two years he's been in the baron's service.

Visiting private residences: After comparing the lists obtained during the business visits, the following people still lack an alibi: Rumden the Trader, Lantrin the Cooper, Edward the Grocer, Martin the Blacksmith, Sarah the Potter (David's mother) and Silas the Weaver. Visiting these people at their homes or businesses yields some interesting information:

- **Rumden the Trader.** Rumden is outraged that he is even being questioned in this matter; the very thought that he may be considered a suspect makes him so angry that he actually sheds small tufts of hair from his mutton-chop side burns. He refuses to answer any questions and will resist arrest if the heroes attempt it (Rumden is a zero-level human with no exceptional abilities). When brought before the reeve, he says that he was in his shop, alone, the entire night. The chalice verifies his answer as truth. After being exonerated, Rumden will stomp out of the barracks in righteous rage.
- **Lantrin the Cooper.** He and his wife, Etta, were home with their children all evening. He'll take the opportunity to share his 'goblin conspiracy theory' about humanoid influences working right under the reeve's nose for as long as the heroes can stomach it.
- **Edward the Grocer.** If the heroes were able to return his brother's ring at the end of scenario B., they will find that Edward has sobered. His home is clean, his business is in order, and he himself is bathed and shaven. His alibi is also encouraging; he was out for a moonlit walk with Sarah the Potter (David's mother) on the east side of the village. The two have been courting for about a week. David

doesn't yet know about their arrangement.

- **Martin the Blacksmith.** Martin was working with his son, Kreth. They can verify each other's whereabouts.
- **Silas the Weaver.** Silas says he hasn't left his house in three days (which is true) and has been alone all that time (which is not). If the heroes threaten to take him in to see the reeve and, more importantly, the chalice, he loses his composure, saying he'll tell everything if the heroes promise not to tell the baron. If the heroes agree, he confesses he was a thief in his adventuring days, and that he was preparing a shipment of items stolen from a merchant caravan (a few bolts of fine cloth, some casks of wine and some copper house wares) two months ago. He only held the items for another thief known as Bartok, who took the items to be fenced in Ander's Fen this morning. Silas was working with Bartok all night to package the items for shipment. Silas was paid 100 gold coins for his services, which he still has in a leather pouch. If the heroes bring Silas to the reeve, the little thief's story rings true before the chalice. Silas is forced to pay the 100 gold into the village treasury and is summarily sentenced to two weeks of breaking rocks for Talbert the Stonemason, who resides in the church. The reeve then dispatches a rider to Ander's Fen to retrieve the stolen items and

apprehend Bartok.

The heroes may be disappointed that all their hard work yielded nothing of concrete evidentiary value. They will probably make a report to the reeve, who tells them that the captain's search of the homesteads around the village yielded nothing, either. He instructs the party to get some rest and await further orders in the morning.

Once back at the inn, astute heroes may want to review their findings to see if there are any patterns or inconsistencies in their findings; after all, when interviewing so many people some meaningful information may have been missed. If the heroes don't think to check their work, the reeve may suggest the heroes do so while awaiting further orders.

To simulate reviewing the assembled evidence, allow each hero to roll 1d20 and compare it to his intelligence or wisdom score, whichever is higher. Heroes who roll a number less than or equal to their ability score remember that 'Myathas' left the inn via a window *before the brawl began*; since the crime was committed during or immediately after the tavern brawl, his whereabouts at the time of the murder cannot be verified by Hazel's list. A visit to Myathas' homestead is probably in order to complete the investigation. Anyone in the Shady Oak Inn knows where the homestead is located: it's about an hour's walk north of the village. When the heroes decide to talk to Myathas, proceed to Part V.

Part V. Stonewalled!

The party's investigations have revealed that 'Myathas' lacks a credible alibi, and the heroes will likely visit the unfortunate minstrel's homestead in the hope of questioning him. While Yzdrok the doppelganger didn't expect anyone to deduce that his identity as 'Myathas' would be connected to the crime, he did arrange for Captain Alsted to keep intruders away from his primary lair, to prevent its discovery at this sensitive point in the monster's plot. As a result, the heroes find the homestead guarded by the captain and 18 watchmen; they are denied admittance and sent back to the village.

After about an hour of walking, you reach the homestead of Myathas the Minstrel. The place is in an alarming state of disrepair, and it is unclear what crops or livestock, if any, are being raised here. Stranger still, you see that Captain Alsted and about 20 village watchmen seem to have the place under guard. Before you are close enough to enter any of the buildings, the captain approaches your group.

"We have this area secured," he says. "Myathas is not here. We've sent militia parties to search the countryside for him." The officer then tersely adds,

"Your assistance is not needed here. You are return to the reeve, and report that we have not yet discovered any meaningful evidence."

Captain Alsted is actually disobeying the reeve's orders by deploying his watchmen here. The Dungeon Master will remember that the monster made a pact with the captain. Alsted was to render aid to Yzdrok to fulfill his side of the bargain, and for that aid the monster instructed the captain to keep intruders out of the homestead of 'Myathas' until the matter of the trial was settled. Alsted was also explicitly instructed to keep himself and his men out of the buildings, as well. Since the captain has only seen Yzdrok in the form of a nondescript villager, he has no idea that the monster has actually slain Myathas and is using the dead homesteader's form. He doesn't understand the connection between the monster's instructions and the plot against the reeve. As far as the captain knows, Myathas could be inside one of the buildings.

Not surprisingly, the captain has been hard-pressed to make this guard assignment appear relevant to the investigation, and has had to assert his rank several times during the day to silence his men; they are

justifiably surprised at spending an entire day guarding a run-down homestead that none of them are permitted to enter. The captain is growing increasingly uncomfortable with the way things are beginning to appear to his men and the heroes. He is certainly in no mood to explain anything to the party, even if he knew how to explain what he was doing.

The heroes will probably wonder why the watch is sitting here instead of searching for clues. They will notice that none of the watchmen are searching the premises; they seem to simply be here to keep the party out. If the heroes should question the captain about the strange deployment of his watchmen, he will answer, "This morning, the reeve placed you under my authority. Thus far, I have received no orders that have reversed our roles. I will thank you to return to the reeve and report as ordered – unless you would rather return as insubordinate prisoners."

Obviously, the heroes are outnumbered, and the watchmen are fully armed and armored (chain mail, medium shields, clubs, and longswords). While the watchmen may be suspicious of their captain's actions, they will obey their lawfully appointed commander if the heroes do not comply. Perceptive heroes will probably recognize this reality, and will withdraw to report to the reeve and find another way to investigate the homestead.

Once back at the town, the reeve will seem puzzled by the captain's behavior, and makes a note to ask him about it in the morning. The reeve adds that he will have new orders for the heroes at daybreak, and asks them to report to the barracks at dawn for an update of the investigation.

As the afternoon progresses to evening, the heroes notice that the captain and most of the watchmen have returned to the village. Clever heroes will deduce that the homestead is therefore either lightly guarded or perhaps unguarded, and unless the reeve, sergeant or captain are at the homestead, the party has authority over the watchmen. A hero with a roguish bend could take a discreet walk through the town, discovering that the reeve, captain and sergeant are all at the barracks; if the heroes wait until a few hours after nightfall, they can lawfully visit the homestead without the captain's knowledge.

When the heroes depart for the homestead, read the following:

The townsfolk have been shutting themselves in earlier with each passing night since the unsolved murder. Now that Lord Meldrin has ordered the Baronial Guard to stay in their bivouac at all times, the only traffic at night consists of a few easily avoided watch patrols. Clouds obscuring the waning crescent moon give you scant light by which to travel, but you strike for

the homestead nonetheless.

The night carries a chill, but the cold encourages you not to tarry. In less than an hour, you find yourselves approaching the homestead of Myathas. As you draw to within a couple of bow shots of the place, you get a clearer view of its layout: a barn, house, well, and storage shed face into a crudely paved yard. A campfire has been built on the stones in the center of the courtyard, and you can see two armored figures seated near it.

The figures are Roland and Sebastian, sons of Olaf the dairyman who serve in the village watch. If the heroes advance without announcing themselves, both draw crossbows and take cover, one behind the well and the other behind an appropriate corner of a nearby building. When the brothers are in position, one will call out, "Reeve's watchmen! Be ye friend or foe? Speak, or we shall loose our quarrels!"

Hopefully, the heroes will give their names, and the watchmen will return to the center of the courtyard, stand at attention and give their report: "My Lords (and Ladies), no one has made attempt to enter these structures so far this evening. In accordance with orders, we have not ourselves entered the structures. We have heard some noises from within the dwelling, but no one has exited the building. We await further orders."

The watchmen have little information to give the heroes. When they reported to the barracks for their overnight guard detail, they received written orders from the captain to relieve a squad of men that were guarding this homestead all day (both still carry the parchments). The orders specified that the two were to remain until dawn, when they will be relieved by another group of watchmen. During their watch, the men are to refrain from entering any of the structures, and are ordered to prevent all others from doing so as well. The only person not to be challenged is Myathas, if he should arrive. The guardsmen are permitted to defend themselves if attacked, but are not to leave their posts regardless of what may happen within the buildings.

Another directive is scrawled across the bottom of the page. It is written in a different hand than the captain's, and explains that the heroes speak with the same authority as the reeve and the captain. Sergeant Malkin wrote this directive; he hastily added a note describing the heroes' authority on all the orders prepared the morning of the trial. The men recognize the handwriting of both their captain and sergeant.

The two watchmen have little else to report, saying only that they believe that Myathas keeps dogs within the house, as they have heard periodic yelps and barks from inside the structure.

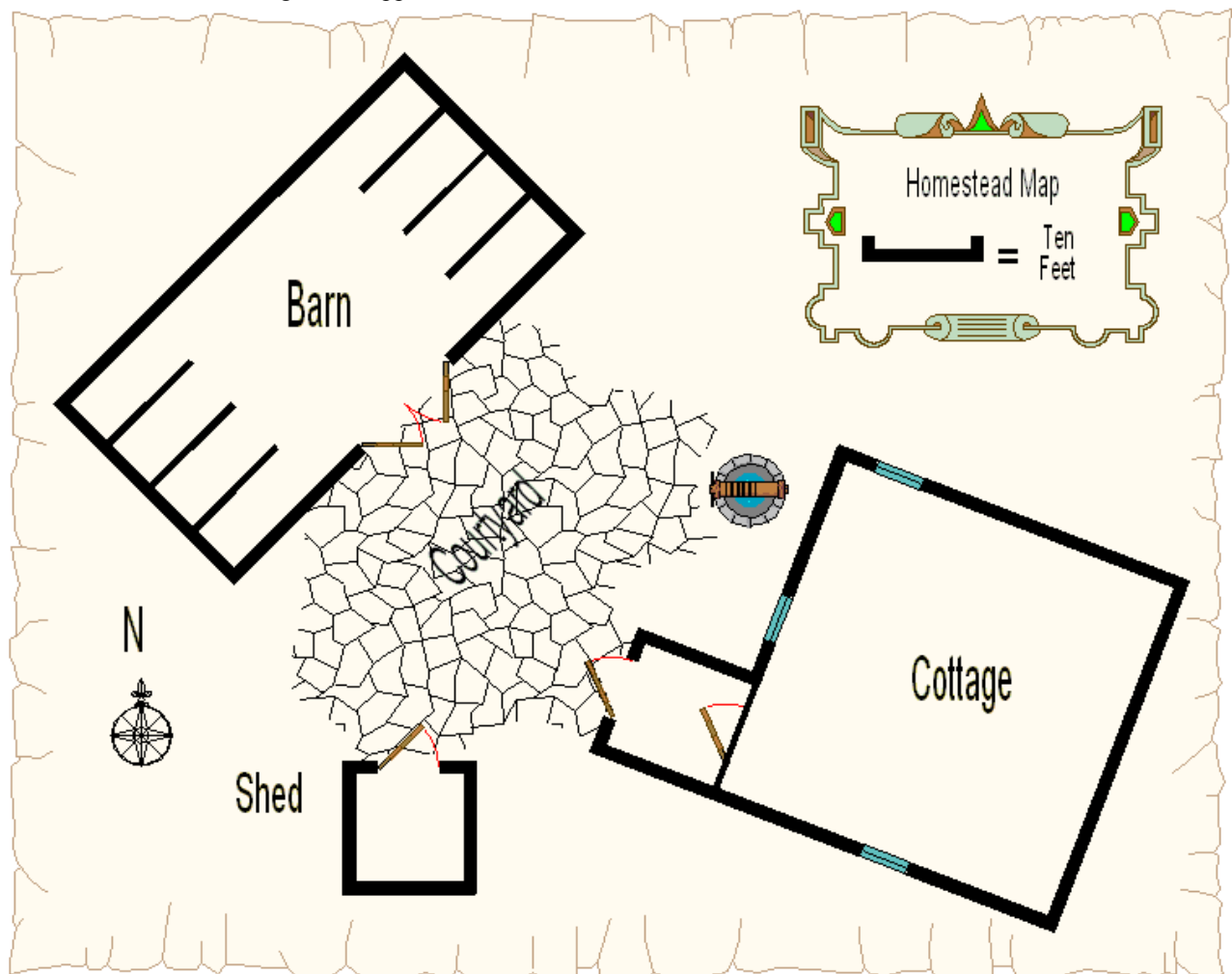
A delicate situation may arise for the Dungeon Master if the heroes take their command of the watchmen too seriously. Notably, the players may try to use their authority to force the watchmen to take risks for them, perhaps by ordering them to enter buildings before the heroes, or by sending them to 'scout ahead,' hoping the guards might trigger traps or suffer initial attacks from monsters.

If the heroes should suggest such a course of action, the watchmen will first remind the heroes that drawing them from their post specifically countermands the captain's orders: that offense is punishable by flogging under the reeve's military law. If the heroes persist, the men will enter the buildings in a support role, but the

expectation is that the heroes will bear the brunt of the danger. After all, both the reeve and captain actually *lead* their watchmen, which in conventional wisdom means going in first.

Should the players persist in such un-heroic behavior as requiring zero-level guardsmen to face danger for their benefit, the Dungeon Master is entirely justified in allowing the monsters within to refrain from attacking the guardsmen (monsters know the difference between a town guard and a seasoned adventurer) and focus the brunt of their wrath on the heroes.

The layout of the homestead is depicted on the accompanying map:



The Shed.

All manner of rubbish is haphazardly thrown into this small shed. While there are some shelves and hooks on the walls that would allow for orderly storage, it seems as these have been forsaken in favor of making a great pile of wood and cloth scraps, broken tools, empty crates, and rotting leather items, such as tack for livestock. Apart from the pile of material in the center of the structure, the area appears unremarkable.

Yzdrok and his kobolds have thoroughly looted the

entire homestead, including this place. When Yzdrok took up residence, he rifled through the shed, taking any consumables and throwing broken or useless items back into it.

The heroes are in no danger if they leave well enough alone here. If they should search, they disturb a nest of giant centipedes; there is one centipede for each hero in the party.

Centipedes, Giant (One per hero): AC 9; MV 15; HD 2 hp; #AT 1; Dmg 0; SA Poison (save at +4 or be

paralyzed for 2d6 hours); THAC0 20; AL N; XP 35 each.

The centipedes have no treasure.

The Barn.

Your entrance into this dilapidated structure frightens a group of ravens; these rooks take flight through gaping holes in the roof. Your nostrils explain why the scavenger birds were present: in the center of the floor is a disgusting pile of gnawed bones and decaying animal matter, and the stench is enough to turn a goblin sick.

The barn is otherwise deserted, although several well-used stalls obviously held horses and cows, as evidenced by dry-rotted saddles and other tack in two of the stalls, and a haphazard pile of wooden milk pails. An empty chicken coop, desperately in need of cleaning, is set against the wall opposite the entrance.

Yzdrok and his kobolds killed and ate all the livestock, then threw the bones and entrails into this barn. Heroes inspecting the bones and decaying viscera will be pleased to find no human remains, but will be horrified to discover that the pile is infested with rot grubs. If a hero searches through the pile (or moves the carrion outdoors with the intent to burn it), there is a percentage chance equal to the hero's armor class (shield excluded) that 1d6 rot grubs will burrow into his or her flesh:

Rot Grubs (25): AC 9; MV 1, Burrow 0; HD 1 hp; #AT 0; Dmg 0; SA Burrow into host, killing in 1d3 turns; THAC0 Nil; AL N; XP 15 each.

There is nothing of monetary value in the barn.

The Cottage.

There is only one entrance to the cottage, a reinforced wooden door set upon heavy, iron hinges. There is a chimney, but it is too narrow for even a halfling to make a descent. There are three windows, all of which have been tightly boarded up. While no sound emits from the structure at present, a faint light diffusing from between the boards indicates some sort of occupancy.

The door is obviously the only means of entrance. Cautious heroes may decide to creep up to one of the windows and peek between the boards before entering; such a hero sees a couple of squat forms crouched around a candle or nearly-closed lantern. Before anything else might be seen, a mastiff-sized hound bounds up and places both of its mighty paws against the boards, barking viciously.

The cottage is the currently occupied by a group of kobolds and war dogs, all minions of Yzdrok; the doppelganger is currently in the village. Originally, Yzdrok planned to fulfill his promise to Captain Alsted

by killing the reeve just after the trial that morning. Since the doppelganger didn't want his minions to draw attention from the watchmen, he locked the kobolds in with the dogs, expecting to return by early afternoon to dismiss Alsted and the watchmen. Unfortunately, Yzdrok didn't have an opportunity to be alone with the reeve until well after dark.

The kobolds have been expecting their master's return for several hours when the heroes arrive at the homestead. Conversation or even combat outside the cottage won't alarm them, as Yzdrok issued these simple orders to the kobolds before leaving: (1) stay in the house and don't let anybody know you're there; (2) humans will be outside all day – don't worry, they might make a lot of noise, but they won't come inside; (3) if anybody but me (the doppelganger) does force their way in, sic the dogs upon them and kill them.

When the heroes prepare to enter the cottage, explain that the exterior door is unremarkable, and the door at the far side of the entryway is secured with a crude padlock. Yzdrok carries the only key, but a hero with lock-picking ability may pick the lock with a 25 percent bonus to the lock-picking roll. If the lock cannot be picked, the door may be smashed in with a bludgeoning weapon. The door can sustain 20 points of damage before being rendered to kindling; the door may be automatically struck thrice each round for normal weapon damage.

Heroes approaching the door will alert the dogs; of course, the dogs have been barking at things all day, and even bark at Yzdrok, so the kobolds will think nothing of the noise. If the heroes manage to pick the lock, the kobolds will mistake the removal of the lock to be the work of their master, and will be accordingly surprised for two segments if the party enters under such circumstances. If the door must be smashed in, the kobolds will know that their master is not present, and prepare for battle. In either case, combat statistics for the kobolds and war dogs follow.

Kobolds (2 for each hero): AC 7; MV6; HD ½; hp 3 each; #AT 1; Dmg 1d4 (Daggers); THAC0 20; AL LE; XP 7 each.

War Dogs (1 for every 3 heroes): AC 6; MV 12; HD 2+2; hp 10 each; #AT 1; Dmg 2d4; THAC0 19; AL N; XP 65 each.

During the melee, the kobolds' goal is to escape the cottage. Unless a hero specifically states he or she is blocking the door, 1d3 kobolds escape into the night per round of combat; those escaping retreat to Yzdrok's lair at the ruined priory, which is detailed in Part V.

Kobolds who cannot escape remain in the battle. Each of the humanoids has three crude daggers: two are thrown at the heroes while the dogs attack, and the third

dagger is used for melee. When the dogs have been slain, any kobolds that have not yet escaped kneel and drop their weapons in a gesture of surrender.

Managing captured kobolds is tricky business. None of them speak human common, although one, Snik, speaks a few words of Goblin. If the heroes cannot overcome the language barrier, they may decide to arrest the kobolds and bring them back to the reeve for questioning. If they manage to communicate with the kobolds, either by conversing in broken goblin with Snik or via *Comprehend Languages* or similar magic, they learn the following:

- Snik works for a powerful master. The only name he gives is 'Shrrin,' which is the kobold word for 'change.' He cannot describe Shrrin's appearance, as it is always changing.
- The kobolds only live here sometimes, when they attack humans on the road. 'Home' is an old stone building in the forest north of the homestead. There are lots of places to hide at 'home.'
- The kobolds cannot articulate the particulars of 'home,' and since mapping is a foreign concept to them, they cannot draw a map for the party, either of the priory or to its location. They will refuse to lead the heroes there, as they believe their master is more powerful than the heroes and their master will kill them when the heroes are dead.

There is little in the way of treasure here. The kobolds were gambling with a set of crudely carved bone dice, and a small pile of 152 copper coins is scattered across the floor. The heroes will also notice a wooden chest in the northern corner. It is locked (the lock is the same complexity as the padlock described above), and Yzdrok carries the only key. The chest contains several changes of clothing for a human male of slight build (a couple of outfits the heroes might recognize as belonging to 'Myathas'), a small sack containing 48 gold coins, a leather scroll case, a book, and four vials: two *Potions of Healing*, one vial of holy water, and a bottle containing a sickly, greenish liquid (a plant-based toxin).

The scroll case holds a map, depicting the town and surrounding countryside. A prominent 'X' has been marked inside of Landrin's Woode (the location of the priory).

The book is a journal; while the name of the author is unknown, the text is written in human common. Since a reading of the entire tome would require a time investment of about eight hours, it is likely that the heroes will briefly skim the book and read the last few entries. A quick perusal of the text indicates that the author is not human; no direct reference is given to the author's race, but many passages speak about 'learning

the subtleties of human behavior,' and similar concepts. Important lines from the last fortnight's entries are listed below.

- (Two weeks ago) . . . My love for Carla is consuming . . . I cannot bear for her to be united with that orc-faced hog. Gerald's suggestion that I woo her with song isn't working . . . I must find a way to eliminate David . . .
- (Twelve days ago) . . . While probing the feeble minds of the townsfolk, I heard some interesting thoughts from Alsted, captain of the local guard. He seeks to eliminate Sir Derrick as Reeve and assume the title himself. Perhaps I will show him my power and offer to help him . . . for a price.
- (Ten days ago) . . . I met with Alsted, first in the form of a common peasant. I changed to the shape of the squire, then the reeve, then to his shape. My changing gave the fool quite a start. I've never seen a human become so pale, at least not before killing it. He saw things as I did, though, and will agree to help me when the time comes, so I might help him eliminate the reeve.
- (Nine days ago) . . . The kobolds have developed a virulent plant toxin, which I will use on the reeve. It would be easy enough to administer – perhaps I'll take the shape of the sergeant, or even Derrick's mother. This is too simple.
- (Six days ago) . . . Fate played into my hands this night. Wearing the shape of the Son of Shedhrig, I killed again, and David is now in chains. When he is executed for murder, Carla won't be so . . . distracted. I shall watch the trial with relish, but command Alsted to keep anything pertaining to me out of his investigations as his part of our bargain.
- (Five days ago) . . . The trial was a disaster. That fool priest brought out the chalice, and a full-scale investigation will undoubtedly follow. I asked Alsted to post guards outside my homestead to deter anyone wishing to question 'Myathas,' but he refused unless I agreed to kill the reeve this very night. Since I won't be able to return to the village for quite some time after poisoning him, I will take my love with me when I depart from the town. I made enough verses this past month – tonight is a time for action.

The journal belongs to Yzdrok; if the heroes want to conduct more than a cursory study of the book, the Dungeon Master can share to share a few details from Yzdrok's personal history without giving away the monster's true nature.

The heroes should be able to discern from the text that whoever wrote this journal is in love with Carla, wants

to eliminate David, and has made a bargain with Captain Alsted for the murder of the reeve. The last entry indicates that the writer plans to poison the reeve with a vegetable toxin from the forest around 'the lair.'

These new developments will doubtless send the heroes rushing back to the village, in the hopes of preventing an attempt on the reeve's life and accusing Captain Alsted of treason. As the heroes prepare to return, read the boxed text below.

You emerge from the filthy homestead into the velvet night, as a freezing drizzle descends from the darkness above. The drizzle grows into a heavy, cold rain as you hurry back, and your marching is punctuated by the sound of thick, slimy raindrops pelting your armor. The storm has turned the road into a slurping morass, and between the poor footing and the growing weight of your rain-soaked cloaks, it is difficult to maintain a quickened pace. At last you arrive, mud-caked, breathless, and soaked to the skin. The barracks is still fully lit.

The heroes enter the barracks to find Sergeant Malkin seated at the reeve's desk. His armor is caked with grime, and his red-rimmed eyes exhaustedly look up at the heroes from his unshaven face. "Where have you been?" He asks. "I sent for you at the inn, but you weren't there. We have some serious problems."

To elaborate on those problems, the sergeant relates the following in conversation with the heroes:

- The reeve has taken mysteriously ill. He's been brought to the church, where Brother Rothsby is attending him. The sergeant hasn't received an update on his superior's condition in about two hours, and will ask one of the heroes to go to the church and check on the reeve's welfare. If the checking hero has herbalist knowledge, that hero can identify the poison as coming from the bottle found at the homestead and brew an antidote from common plants in the church's herb garden (a gesture worth 250 xp to the well-meaning hero). If the hero knows nothing of medicinal plants, Rothsby begins using curative scrolls from the church library in a hit-or-miss manner, eventually landing upon a Neutralize Poison that saves the reeve's life. In either event, the reeve will survive, and this information can be relayed to the sergeant.
- Almost immediately after the reeve took ill, Shanson from the inn rushed into the barracks, claiming that David had forcibly taken Carla from the kitchen. Strangely, David is still sitting in his cell at the barracks, and has been under continuous guard since being brought there. Captain Alsted left with half the watch three hours ago, in order to comb the countryside for Carla. It now befalls the sergeant to create a plan for the town's defense with

using only half of its normal garrison.

The heroes will likely share the information they found in the homestead. Astute heroes may have already connected the 'changeable' nature of the kobold's leader with David's appearance in two places at once. They may even see the mysterious shape-changer as the explanation for the discrepancies in the trial testimonies. In any event, all clues currently point to this 'Shrrin,' leader of the kobolds, and the map the heroes found may show the route to his lair.

Even though the map has no words on it, the color fades from Sergeant Malkin's cheeks when he sees the location marked by the 'X.' "This map leads to a cursed place," he says. "The answers you seek may be found there, so you had best hear the story of the evil that unfolded there before you depart. To us, it seems half a children's tale, but it may be of some use to you." He invites them to sit, and relates the following:

The Curse of Bloodstone Priory

Ages ago, humans and the fey folk dwelt in harmony in the area now known as Goblin's Tooth. The land was a sylvan paradise then; even the weather carried out the bidding of the gentle Druids who ruled the vale, and man and beast and fey lived in peace for centuries.

Sadly, this time of peace and safety ended several generations ago, when the fey retreated from the land, beyond Dimshadow Woode. With the departure of the elves and other fairy folk, the peace between man and beast was broken, and the hated goblin savages tried to take the land; thus began the troubled times in which we now live. Legend says that the fey promised to return one day, but only children believe such tales now.

While no one knows for certain why the fey left, many guess that the events that transpired at Bloodstone Priory served as the primary motivation for the fairy folk to leave.

Back in the days of the fey, the humans built a priory in the forest north of the village. The wood was protected by the elves, and the monastery was a symbol of the friendship between man and fey. The buildings were collectively called Greystone Priory.

All was well for decades, until one dark day when Landrin, one of the friars, ran into the village, his flesh and robes terribly burned. He brought ominous news. The cleric stammered out that the prior, an aging fellow by name of Ormond, had a secret laboratory beneath the priory. There he had imprisoned a number of the fey folk, with the intention of divining the secret of their immortality before death could take him. Landrin had stumbled upon the place quite by accident, and was aghast at the torments the captive fey were suffering.

Before Landrin could escape the laboratory unnoticed, the prior returned and discovered the friar. Intent upon keeping his secret, the prior used spells to slay the young priest, eventually calling down a column of fire upon the poor monk. Satisfied that Landrin was dead, Ormond went back to the upper levels of the place, presumably to make sure no one heard any noises from the conflict, and intending to dispose of Landrin's body after sunset.

While the flames would have killed a normal man, Landrin wore a magic ring – it appeared as a plain band of worthless iron, but it allowed its wearer to regenerate from injury. In a short while, the friar was able to rise and walk, and he quickly exited Greystone while the prior and the other monks were breaking bread in the refectory. He made his way to the village to tell his story.

Saint Leonil Arwythan, then an itinerant cleric, used his magical chalice to verify the monk's tale. When it was found that Landrin spoke the truth, an armed party of humans departed from the village, intent upon rescuing the fey and dragging the prior back to the village for trial. More than two hundred men set out into the forest. Barely one-quarter of them returned.

Ormond knew what Landrin would do after escaping the laboratory, and set the priory in an immediate posture of defense. Entrances were boarded over, and the monks fought bitterly over every flagstone, all the while screaming accusations of heresy and sacrilege against Landrin. Apparently, the prior had whipped his clerics into battle-readiness by claiming that a heretic was intent upon destroying their monastery.

The battle was long and brutal, and men returning from the fray spoke of enchanted traps, horrible spells, fire and bloodshed; they accordingly renamed the monastery Bloodstone Priory. No trace of the secret laboratory was ever found.

But the woe did not end with the battle. A few of the men had small, reddish welts upon their skin immediately after returning. During the next fortnight the welts grew in size and other symptoms, such as a high fever and a deep chest cough appeared, as other villagers noticed

small, reddish welts upon their skin. The men returning from the Battle of Bloodstone Priory had brought plague with them, and more than half the village would die before the efforts of Saint Arwythan brought the sickness under control.

The humans were uncertain of what happened at the priory. While Landrin's words were magically verified as true, the laboratory was never found. Those who survived the battle were stricken down with plague, an occurrence that was generally associated with divine disfavor. Had the villagers made a mistake? At a town gathering, it was decided that the priory was a cursed place and that no one would ever again speak of the battle, for fear of either the plague or Prior Ormond's returning. Now only the very old and those involved in local military matters are aware that the ruined priory exists, let alone what happened there. The forest came to be known as Landrin's Woode, named after the bold monk who warned the town.

The sergeant reacts with disbelief when the evidence of Alsted's treachery is presented, but will waste no time in responding to it. Since the reeve is unable to perform his office, leadership of the village falls to the captain; but since there are now questions about the captain's loyalty, Alsted cannot lawfully perform the reeve's duties either. Control of the village therefore passes to Malkin. His first act is suspending Village Watch involvement in the murder investigation and recalling all troops to Goblin's Tooth. He re-deputizes the heroes under his authority and gives them three commands, in order of priority: (1) locate and rescue Carla; (2) arrest the captain and bring him back to the village for trial – if he resists, the heroes are authorized to use force; and (3) continue their investigation of Aeotan's murder, as time and resources allow.

It is likely that the heroes will decide to investigate the priory, as that ruin seems to be the lair of 'Shrrin,' who may very well have abducted Carla. If the heroes don't think of this course of action, Sergeant Malkin will make that connection and suggest that the heroes investigate the ruins. When the heroes accept the mission, the sergeant provides each of them with one week's dried rations and water skins for the trip. Any other equipment the heroes may need must be purchased with their own funds.

Part VI. Journey to the Ruin.

The ruins of Bloodstone Priory are located about three and one-half leagues (a little more than 20 miles) northeast of Goblin's Tooth, a journey that should take almost three days. The first day involves passing the outlying farmsteads, fording the river and reaching the forest edge; travel is slower in the forest itself, and it will require nearly two full days of hiking to reach the ruin.

Travel through the settled areas is safe, so there is no need for the Dungeon Master to check for random encounters during the first day of the journey. Passing through the forest is another matter entirely: while the heroes are in Landrin's Woode, check for random encounters once each day and once each night. To check for encounters, roll percentile dice and find the result on the following table:

Note that any given encounter can occur more than once.

Die Score (d100) Encounter

01-30	No Encounter
31-40	The heroes encounter or camp in the foraging pattern of 1-3 Fire Beetles: AC 4; MV 12; HD 1+2; hp 5 each; #AT 1; Dmg 2d4; THAC0 19; AL N; XP 35 each. While these monsters have no treasure, each beetle has three glands, which emit a reddish glow in a 10' radius; these glands will continue to glow for 1d6 days after the creatures are slain, and would make a water-resistant light source for exploring the ruins.
41-50	The party blunders into the hunting ground of a Huge Spider: AC 6; MV 18; HD 2+2; hp 10; #AT 1; Dmg 1d6; SA poison type A – save at +1 or suffer 15 points of damage in 15 minutes; THAC0 19; AL N; XP 270. This massive arachnid measures six feet in diameter, and can leap from a camouflaged position in the undergrowth up to 30 feet, usually with surprise (AD&D 1 st edition heroes are surprised on a roll of 5 or less on 1d6, while 2 nd edition characters are surprised on a score of 9 or less on 1d10). The spider has no treasure.
51-60	As the heroes are crossing a brook muddied by the spring rains, they are beset by a Giant Toad, easily five feet long: AC 6; MV 6; hop 6; HD 2+4; hp 12; #AT 1; Dmg 2d4; SA Surprise if motionless before attacking (1 st edition characters surprised on 4 or less on 1d6, 2 nd edition heroes are surprised on 7 or less on 1d10); THAC0 17; AL N; XP 120. The toad has no treasure.
61-67	The heroes march too close to a Copperhead, a normal-sized poisonous snake, which attacks a randomly selected hero: AC6; MV 15; HD 2+1; hp 6; #AT 1; Dmg 1; SA poison – save at +3 or be incapacitated for 2d4 days, onset time 1d4 turns; THAC0 19; AL N; XP 175. If this encounter is rolled at night and the Dungeon Master is feeling particularly devious, the snake could curl up into a sleeping hero's backpack, belt pouch, or boots, creating a nasty surprise when the hero uses the 'occupied' item.
68-74	A small flock of 1-4 Stirges takes notice of the party, and swoops down for a quick meal: AC 8; MV 3, fl 18; HD 1+1; hp 5 each; #AT 1; Dmg 1d3; SA Blood Drain for 1d4 damage each round automatically after first hit, up to 12 points per stirge; THAC0 17; AL N; XP 175 each. These stirges are far from their nest, and therefore have no treasure.
75-80	The heroes encounter or camp in the foraging pattern of 1-4 Land Lampreys: AC 7; MV 12; HD 1+2; hp 7 each; #AT 1; Dmg 1; SA Blood Drain for 1 damage each round after successful hit is scored; THAC0 19; AL N; XP 120 each.
81-86	If this encounter is rolled during daylight hours, the party crosses paths with 1-3 Giant Worker Ants: AC 3; MV 18; HD 2; hp 8 each; #AT 1; Dmg 1d6; THAC0 19; AL N; XP 35 each. If this encounter is rolled at night, treat the result as 'No Encounter.'
87-92	A Giant Tick drops upon a randomly selected hero from the trees above: AC 3; MV 3; HD 2; hp 7; #AT 1; Dmg 1d4; SA Blood Drain for 1d6 damage each round after successful hit is scored; THAC0 19; AL N; XP 35. While this monster's good armor class may be difficult for heroes to hit in melee, the creature moves slowly enough that even a dwarf or halfling could easily outdistance it in retreat.
93-96	If this encounter is rolled during the night, treat this result as 'No Encounter.' If rolled during the day, the party passes through the territory of a Needleman; while this humanoid plant form may be mistaken at first for a zombie, when it begins 'firing' the needles imbedded in its flesh the heroes will likely be surprised: AC 6; MV 9; HD 3+4; hp 18; #AT 1d6 needles; Dmg 1d2 per needle; SA achieves surprise 75 percent of the time; SD 75 percent undetectable when amidst conifers and heavy undergrowth; Weakness – vulnerable to magic, and takes triple normal damage from spells, although the fact that it is a plant makes it immune to certain spells; THAC0 17; AL N; XP 420. Unlike all the other randomly encountered monsters, the needleman carries treasure: in a rotting leather pouch hanging from its neck the monster keeps four perfectly-formed pine cones and six lumps of uncut amber worth 10 gold coins each.
97-00	If this encounter is rolled during the day, treat this result as 'No Encounter.' If rolled as a night encounter, the heroes' scent has been picked up by a ghoul, which follows the scent to the party's camp: AC 6; MV 9; HD 2; hp 16; #AT 3; Dmg 1d3/1d3/1d6; SA Paralysis for 1d6+2 rounds, not effective on elves; Special Weakness – <i>Protection from Evil</i> holds ghouls completely at bay; THAC0 19; AL CE; XP 175. The creature will seek to quickly paralyze a small, unarmored character and carry him or her off into the night. Any heroes standing watch have a full round to attack the monster before it makes its escape. If the paralyzing attempt fails or if it the ghoul takes damage from vigilant heroes, it flees without its prize. Should the monster succeed in paralyzing the hero, it carries him away to a 'devouring place' about a quarter-mile away and dines on its unfortunate prey. In the event that the heroes pursue the ghoul, it lays down its victim and seeks to attack stragglers searching for their paralyzed friend. If the monster takes damage while hunting the searching heroes, it flees for the night, but will hunt the party on each successive night until it is destroyed.

Part VII. The Ruins of Bloodstone Priory.

On the condition of the ruin: The ruins themselves are in remarkably good condition, due in no small part to Fey influence on their original construction. Since the Fey were closely connected with the forest, they viewed the use of timber (dead wood) in construction the same way humans would view building a house from the bones of departed friends. The builders therefore used only cut stone in construction of the place, down to perfectly balanced exterior stone doors. Of course, the place was anything but a fortress, for there were entrances to the compound that had no doors at all, and many walls had large openings for stained glass windows.

Thus, while the humans did bring wooden doors and furniture into the priory after its completion, virtually all roof and wall supports in the ruin are carved from stone. Since stone supports don't rot away as wooden ones do, the priory has been remarkably resistant to the ravages of time. Thus the ruin is structurally sound, apart from a handful of fallen slate roof tiles and smashed windows.

Of course, evidence of the battle for the priory surrounds the complex. From as far away as a hundred paces, heroes can see large scorch marks on the building's exterior, shattered windows near the roof and in the tower, and missiles from catapults and ballistae scattered the site.

It is also important to note that there is a secret third level of the priory, the Undercroft. The undercroft is as yet undiscovered by the doppelganger, and it contains Prior Ormond's secret laboratory. Whether or not the level will remain a secret will be decided by the heroes' actions.

On the priory's current defenses: Yzdrok has used the last several months to make the Ruins of Bloodstone Priory a highly defensible lair. When he first arrived at the place, the doppelganger recognized that some non-intelligent beasts had taken up residence on the ground level. Yzdrok decided to leave the monsters in place for three reasons: (1) the creatures would unwittingly serve as a first line of defense against intrusion; (2) the ground floor of the priory is too large and has too many entrances to be easily defended – a concentrated defense on the cellar level makes more military sense; and (3) the presence of slimes, centipedes and jellies might be construed by a casual observer to mean the place is abandoned. For this reason, Yzdrok and his minions only enter the priory by means of the cloistered walkway at area C17.

For more discriminating observers exploring the ground level (such as pursuing heroes), the doppelganger has included an interesting diversion.

Anticipating that heroes may look for footprints or other signs of passage around the priory before entering, Yzdrok used his shape-changing ability to lace the ground around the ruin's perimeter with footprints of various dimensions. The tracks range in size from a goblin-sized foot to what appears to be tracks made by a young ogre. There's even a trail of barefoot human female tracks, accompanied by the 'young ogre,' leading to the vestibule doors (Area C5 on the Priory Map).

All heroes, even those without tracking ability, can see the various tracks made by the doppelganger. Heroes with tracking ability who successfully roll for finding a trail will make an interesting discovery, however: All of the false tracks, from the goblins to the ogre, sink into the muddy ground to an equal depth. A qualified tracker would deduce that all the false footprints were made by a creature of the same weight, so unless a goblin and ogre weigh the same, there is something unnatural about the tracks. Trackers making successful rolls can also discover a set of 'true' tracks – two humans and several small humanoids – that enter the priory through a covered walkway on the southeast side (Area C17). A proficient tracker can deduce that the 'true' tracks were made about three hours before the party's arrival.

Yzdrok has made most of his defensive modifications on priory's the cellar level. While his kobold servants are comparably weak troops, their lawful nature makes them trainable, and Yzdrok wasted no time in teaching them effective ways of keeping intruders out. Details of the kobold 'intrusion drills' are provided in the key to the cellar level.

On a difficult decision to be made upon arriving at the ruin: The heroes arrive at the ruin just before dusk on the third day, forcing them to make a difficult decision: should they enter the ruin immediately, or wait until the sun rises the next morning?

Either option presents concerns for an adventuring party. If the heroes have been weakened by encounters in the forest, they may be tempted to wait overnight and explore the ruins in the morning, with full hit points and a full complement of memorized spells. To wait, however, is to gamble against three potential hazards: (1) if Carla is being held within the ruin, there is no guarantee that she will remain safe until the party decides to enter the complex; (2) since the party set out just three hours after Carla was abducted, it is reasonable to assume that the kidnapper arrived here only a short while ago - waiting overnight would give any defenders of this ruin time to make preparatory traps and other defenses; and (3) the party would be vulnerable to a night attack, from either the denizens of the ruin or beasts indigenous to the forest. The option

of immediately entering the ruin reduces the defenders' preparation time and increases the chances of the party recovering Carla alive, but entails the risk of exploring with less than full hit points or spells, with the added disadvantage of exploring at night.

A merciful Dungeon Master may decide to make the decision easier for the party by not rolling for random encounters on the last day of the journey, or by reducing the numbers or hit points of monsters encountered, thereby ensuring the party arrives at or near full strength.

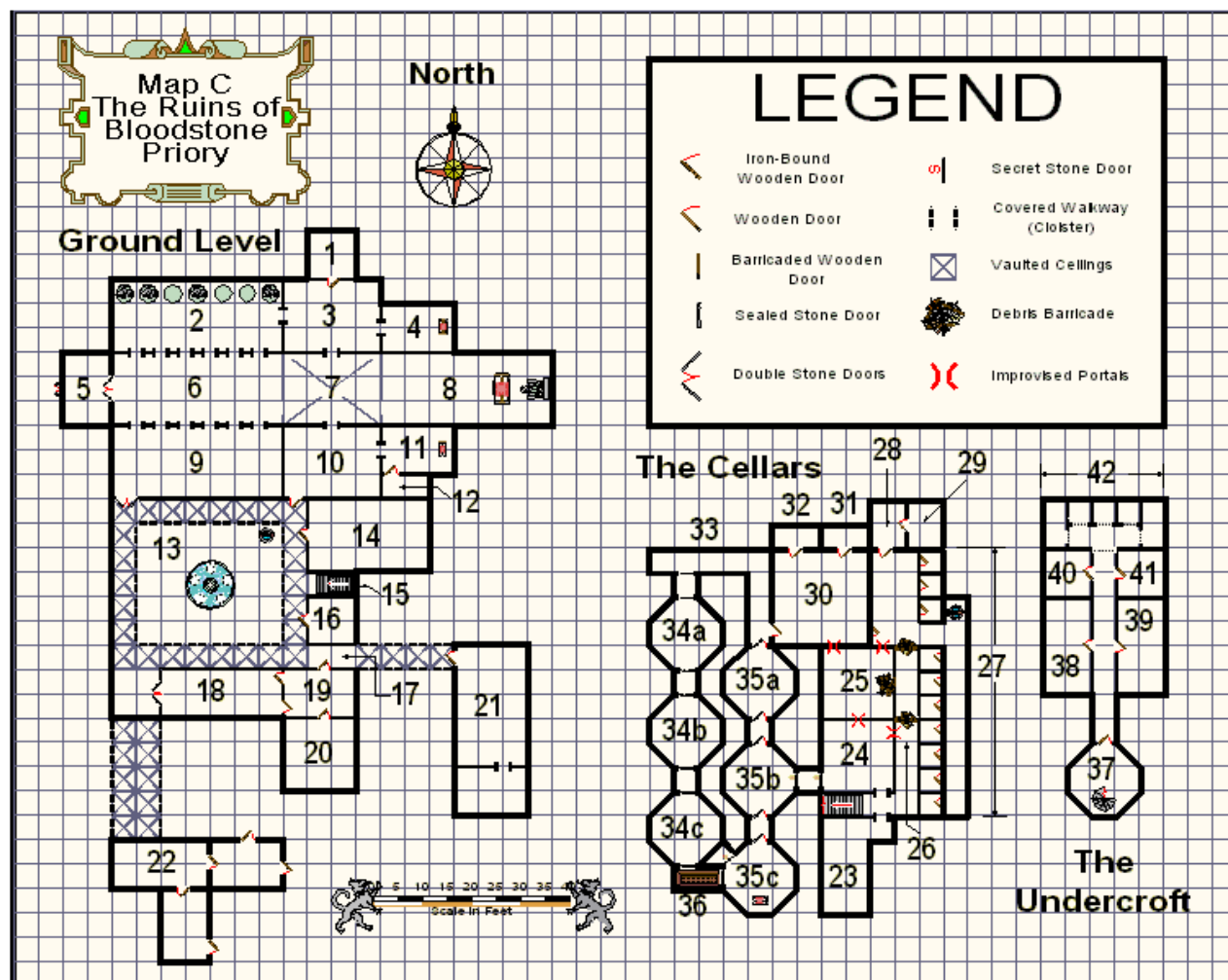
When the heroes do decide to explore the ruin, read the following:

Indeed, Bloodstone Priory is appropriately named, for you can tell many perished here from as far as two bow shots away. Even in the dying sunlight, you can see the white glint of bleached bone scattered across the broad clearing that surrounds the priory. Strangely, nature has not seen fit to reclaim the clearing in all these years. The priory itself crouches upon a low hill, its gray,

moss-covered stones still largely intact. The church building rises to a height of about twenty feet, and the ruined shell of a tower in its center rises to about twice that height. The remnants of stained glass windows along the top of the church walls and in the tower seem to stare at you like empty eye sockets. Other single-story buildings sprawl outward from the church.

A brief walk around the edge of the clearing shows that the priory was assailed on all sides. Outbuildings have been burned to the ground, and large burned patches can still be discerned on the walls of the priory's main buildings. Numerous rocks that could only be launched by catapult litter the field.

The normal sounds of the forest are absent here. In this stillness, your own breathing seems loud. Even as you wonder if Carla might be held in the lightless ruin before you, the silent chill of evening descends; and as the scent of damp earth rises to meet it, you realize that you have no other choice but to enter and see.



Key to the Ruins of Bloodstone Priory:**Ground Level****C1.Sacristy.**

You sense that no living thing has entered this dusty storeroom in ages. The area appears to have once served as a sacristy, or storeroom for religious accoutrements. The opposite wall is dotted with numerous wooden pegs, doubtless hanging places for the black cloaks and vestments that lie in rotting heaps beneath them. Wide shelving covers the walls to the left and right, and upon the shelves you see dust-covered bells, small idols, chimes, folded vestments, ceremonial masks with various animal heads, and boxes of candles and incense. This chamber appears deserted.

The rotted cloaks are worthless, as are the bells, chimes and idols. The masks are intact, but the leather straps that would hold them on a wearer's head tear like parchment if touched. One box contains 31 serviceable candles. Another box holds 22 blocks of incense; two of these blocks are Incense of Meditation, although they cannot be distinguished from the other blocks without the use of a Detect Magic spell. Most of the folded vestments literally crumble when touched, but one vestment seems to have been unaffected by the ages. This intact vestment is enchanted as a Cloak of Protection +1, and the animated statues from area C2 will not attack a character wearing it.

C2.North Gallery.

A line of ancient archways forms the south wall of this chamber, and your torches cast eerie shadows between them into the nave behind you. You have apparently entered a gallery of sorts. Several statues, carved from a smooth, gray stone, gaze sightlessly at you from atop circular stone pedestals that line the north wall.

There are seven pedestals in all, although some of the statues seem to have been removed. A name is carved into the base of each pedestal; the names read, from left to right, 'Elgareth,' 'Nordrix,' 'Keveron,' 'Zephron,' 'Phytosor,' 'Sorinir,' and 'Ormond.' The pedestals for Elgareth, Zephron, and Ormond have no statues.

Three human skeletons, apparently the remains of a friar and two militiamen, serve as a grim indication that this area saw part of the fighting when the priory was attacked. All three bodies were obviously looted long ago. A pile of gray stones, many with carved facets, lies in the approximate center of the place.

The statues are part of a magical trap in the priory's tower area (location C7). While the heroes are in no immediate danger, one or more statues from this room will animate and attack priory 'defilers' if the trap is triggered in C7:

Living Statues (4): AC 4; MV 9; HD 3; hp 18 each; #AT 2; Dmg 1d6/1d6; SD Immune to Sleep, Charm, Hold, and similar magic; THAC0 17; AL N; XP 120 each.

When the militia of Goblin's Tooth attacked the priory generations ago, two of the statues were animated during the fighting. The statue of Ormond was torn down and destroyed by militiamen who didn't trigger the trap; the pile of gray stones is all that remains of Ormond's likeness.

C3.North Transept.

Many religious structures from this period have transepts, or short 'wings' extending to either side of the central sanctuary, and Bloodstone Priory is no exception. More skeletons lay broken against the flagstones in this transept, their bodies looted and abandoned amid splintered wood and rusted weapons. It appears that no less than five combatants died here, suffering wounds so grievous that it is possible to tell how some perished by the condition of their skeletons.

Shards of glass, stained in various colors, are scattered on the floor before an archway to the east. The eastern wall seems to have suffered some structural damage; the bricks seem to bulge into the chamber along the southernmost portion of the east wall.

An intact wooden door, an uncommon sight in this place, is situated in the north wall.

There is nothing of interest or value here.

C4.North Chapel.

The glass fragments scattered outside the archway is a telltale sign that the rubbish before you once served as a minor chapel for the priory. A stained glass window once graced the east wall; without doubt it once cast breathtaking rays of color when the sun rose, but now only a few bright fragments of glass remain in the delicate frame. The cause of the broken window is evident enough – a large rock, perhaps three feet across and obviously fired by catapult, landed hard against the southwest corner. Wedged between the rock and the brick wall is another skeleton, apparently the remains of one of the priory's defenders. A second skeleton, wearing one of the priory's iron medallions, is slumped near the first.

Apart from the rock and skeleton, a burned area about ten feet across also attracts your notice.

More information about what happened here would be hard to discern, as looters did their grisly work ages before your arrival here.

The fire was caused by a thrown torch, which set fire to

the religious trappings in the chamber. A mid-level priory cleric doused the flames with a well-placed *Create Water* spell, but was then killed by one of the militiamen while attending to his friend trapped behind the rock.

C5.Vestibule.

A pair of stone doors once guarded this entrance, but they lay smashed to pieces like parts of a child's sand castle. Looking through the yawning doorway you see a vestibule, about twenty feet across and thirty wide. Another set of stone doors directly across the room is similarly smashed inward. Between the two doors are some rusted iron bands and chains, an enormous rock, and a human skeleton, all unceremoniously scattered across the center of the chamber.

The doors were originally crushed by catapult; one of the rocks used to break the doors remains in the chamber. The iron items are all that remain of a battering ram assembly that was used to break the second set of doors, and the skeleton is from one of the militiamen who attacked the priory.

While heroes may have initial interest in the skeleton, the real challenge in this room is the green slime that has recently taken up residence here. It is presently attached to the ceiling, and will drop down upon a randomly determined hero:

Green Slime (1): AC 9; MV0; HD 2; hp 10; #AT 1; Dmg 0; SA Attaches itself to living flesh, turning the target into green slime in 1d4 rounds, can dissolve through plate armor in 3 rounds; SD immune to weapon and spell attacks, although *Cure Disease* kills it; THAC0 19; AL N; XP 65.

Note that if the heroes fail to look at the ceiling before entering the vestibule, the slime will strike the targeted hero if it rolls to hit the hero's surprised armor class. If the heroes think to look upward immediately after entering, they see the slime; in such a case, they have the option to enter and burn the slime away (allowing the slime a single attack against the torch-bearing character's frontal armor class) or choose another way into the priory.

The slime has no treasure.

C6.Nave.

The battle that raged outside the priory pales in comparison to the carnage found here. Judging from the stone pew fittings set into the floor, this area served as the nave for the priory church, but it now appears to be more of a mass grave. More than twenty combatants died in the area illuminated by your light sources alone, and the hollow echo of your footsteps indicates that this cavernous nave and the remains of fallen warriors extend well beyond your range of vision. The skeletons

before you are strewn across the floor like dried leaves. All manner of debris, including broken weapons, catapult and ballista missiles, shards of stained glass and fragments of slate roof tiles, are scattered amid the bones of the fallen.

To your left and right you can make out a series of stone archways, although your lights are too feeble to penetrate their shadowy depths.

In total, more than one hundred souls came to their final rest in this room. Heroes searching the debris will find that all of the bodies have been looted, but they also find two peculiar piles of gray rocks that are suggestive of smashed statuary. The rocks were once statues from location C2, animated by the magical trap at C7; they were destroyed during the fighting.

There is nothing of monetary value here.

C7.Tower.

The nave of the church vanishes into the darkness of the west, and choir stalls can be vaguely made out in the darkness to the east. You now find yourselves at the nexus, where the nave and transepts intersect and the tower thrusts skyward. Archways lead north and south, into what would probably be the transepts.

The most interesting feature of the area is found in the northeast corner of the tower, where a group of five heavy ropes dangle like tentacles, stopping about three feet from the dusty flagstone floor. The ropes are spaced about two feet apart, and are threaded through globular iron fittings that measure about two hand spans across; each rope is knotted just below the fitting, so that the rope could be comfortably pulled by grasping the fitting. Your light sources show that the ropes extend at least 30 feet overhead, but anything to which the ropes might be connected is lost in the darkness above. The ropes sway slightly, though you sense no breeze in this forsaken place.

As the heroes take in their surroundings, the Dungeon Master should roll 1d10 for each hero. On a die score of '1,' that hero hears a faint sound from above: it is rather like a pennant flapping in the wind or the rustling of a leather robe. In truth, the sound is made by a small group of descending stirges, and any hero hearing their approach cannot be surprised by the beasts as they descend upon the party for a quick meal:

Stirges (4): AC 8; MV 3, Fl 18; HD 1+1; hp 5 each; #AT 1; Dmg 1d3; SA Attack as 4 HD creatures, Automatic blood drain for 1d3 dmg per round after attaching; THAC0 17; AL N; XP 175 each.

After the stirges have been dealt with, the heroes can examine the ropes. Not surprisingly, the ropes connect to bells in the crumbling belfry overhead. Pulling on a

given rope produces one of the effects listed below.

Rope No. 1: Sounds a low, resonating tone.

Rope No. 2: Sounds a slightly higher tone, and brings the stirge nest crashing down to the floor. The stirges have collected a number of reflective objects including twelve worthless glass beads, a few fragments of stained glass, and two small gemstones: a blue quartz valued at 10 gold coins, and a star rose quartz worth 30 gold.

Rope No. 3: Connects to a bell that would sound a tone moderately higher than bells 1 and 2, but the rope is rotted through. If a hero pulls upon this rope, it simply snaps and falls to the floor.

Rope No. 4: This bell sounds the highest tone of the four, and is still in working order.

Rope No. 5: This rope connects to a bell that serves as the focal point for a magical trap. When the rope is pulled, the bell doesn't sound, although heroes able to see the bell will detect that it is moving. The bell animates two of the living statues from area C2; with the unnerving sound of stone grinding on stone, the heroes will hear the statues approaching the tower. The statues will attack anyone in the place not wearing the religious raiment of the priory (the magical vestment from C1 qualifies for this purpose). The statues attack until destroyed or a command word is spoken to order them back to their pedestals. Unfortunately for the heroes, knowledge of the command word was lost when the priory was attacked.

Note that sounding bells 1, 2, or 4 will produce a tone loud enough to alert the denizens of this ruin of intruders. If the heroes should ring any of these bells, it will be impossible for the PCs to surprise any monster with an intelligence rating of low or better in the complex during the next eight hours.

C8.Presbytery.

At last, you can see the far side of this enormous chamber. There are still more of the stone pew fittings here, but there is no sign of any of the wood which must have served for the bench seats. More skeletons, landing at their final rest in painful-looking contortions, appear dark against the cold stone floor. Judging from the weapons and rusted armor fragments scattered about, another dozen guardsmen and perhaps half that number of priests died here.

A great statue, easily 18 feet in height, graces the eastern wall. It is a likeness of a supernaturally beautiful woman with a decidedly elven cast to her features, seated upon a throne-like chair. The statue gazes kindly down at you, and at the stone altar constructed at its feet. While the altar cloth has long since rotted away, several objects remain intact. They

include a large bowl carved from amber, a golden sickle, and a sprig of mistletoe that remains green. Strangely, none of the dust which coats everything in this place has settled upon any of these items.

The statue is of Goewin, founder of the settlement that came to be known as Goblin's Tooth. The items are holy to the nature-based priesthood that once thrived here, and are magically protected from age, dust and vermin.

Closer visual inspection of the artifacts shows that the bowl is carved from a single piece of amber, and the sickle looks to have been fashioned completely from gold.

Astute heroes will find it odd that virtually every room in the priory has been looted, yet several thousand gold pieces worth of religious artifacts in plain sight have apparently been overlooked. Such heroes may be hesitant about touching the three items, and they would be wise for so doing.

The items bear a curse against those who would defile the priory. Anyone not of the priory's priesthood who reaches to touch the items must save versus spells; those who succeed feel nauseous just before touching, and have the option to withdraw their hand. Those who fail manage to touch the item, but fall victim to the curse, against which there is no saving throw. Cursed heroes immediately notice small, reddish welts upon their skin; heroes who paid attention to Sergeant Malkin's tale of Bloodstone Priory will recognize the symptoms of the plague that the militiamen brought back to Goblin's Tooth.

Afflicted heroes will be disabled by the symptoms in seven days, and will die another week afterward, unless a Cure Disease spell is cast upon them.

If an afflicted hero plans on keeping one or more of the items, or if the heroes attempt to take the items without touching them (say, by using weapons to push the items into a sack or some similar plan), the curse intensifies, magically inflicting one hit point of damage to each hero in the party per round (no saving throw) until the items are returned.

C9. South Gallery.

A line of open archways forms the northern boundary of this chamber, while a set of stone double doors provides an exit in the south wall. The doors stand ajar, and a chill draft, bearing the scent of wet earth and rotting vegetation, drifts into the room through them. Several more skeletons from the battle lay upon the floor, along with an assortment of broken weapons and armor, spent torches, and catapult missiles.

The floor itself is more interesting than the debris atop it. At a glance, you notice that the regular pattern of

flagstone seams has vanished; brushing aside some of the dust and drawing your light closer, you notice hundreds of small, colorful fragments of glass and stone set into the floor. Taking a few steps back, you see that the entire floor in this gallery is a grand mosaic depicting a scene from the earliest days of Goblin's Tooth.

The mosaic depicts the battle fought when the Fey first claimed the valley. A beautiful woman, obviously Goewin, is leading a charge of elves and centaurs against an unruly mob of goblins. The level of detail in the mosaic is striking – the artisans even included runes on the blade of Goewin's sword.

The battle is a popular tale among the children of Goblin's Tooth, and the heroes will probably be reminded of the children's game before the trial that re-enacted this contest (with artistic license).

The runes are an archaic form of elvish. Characters who know the elven tongue, are familiar with ancient languages, or have the roguish ability to Read Languages can read them. The runes form a single word: Ellydyr, which translates as 'goblin-slayer' in the Fey language.

Even if the heroes closely examine this great work of art, there is only one chance in 20 that any given hero will notice anything unusual about the stones that form Goewin's heart; prying up the 50 or so stones in that area (about one square foot of the mosaic) reveals a square slate tile, which covers a deep, narrow cavity, measuring a little less than a foot across and about five feet deep; within is a long, thin object wrapped in oilskin.

Heroes who remove the oilskin will see that the item within is a sword, if such a casual word could be applied to so magnificent an object. The scabbard is covered with a strange, reddish-orange leather (goblin hide), its fittings are iron, fashioned to resemble interweaving vines that bristle with thorns, and the scabbard is studded with bloodstones; the sheath alone is worth 500 gold coins. The hilt of the sword is wrapped in braided, golden wire, and the pommel is set with a brilliant fire opal, easily worth 1,000 gold. The setting for the opal is of iron, and is shaped like a clawed hand. The sword's tang, or crosspiece, is also made from iron, and is fashioned with the same vine and thorn motif as the scabbard fittings. Four teeth, apparently goblin fangs, have been mounted into either side of the crosspiece, pointing in the direction of the blade's point.

Drawing the weapon produces yet another wonder. Beyond being perfectly balanced and practically weightless, the sword emits its own light, a soft, red glow that extends about twenty feet in every direction. Most remarkable, however, is the construction of the

blade. It isn't made from any metal, but appears to be made of a glasslike substance that is as hard as steel. The light shines forth from a thin line that runs along the center of the blade, except where a handful of Fey runes are carved into it; these runes glow slightly brighter than the rest of the blade, and read 'Ellydyr.' The weapon's statistics are provided in the appendix to this scenario.

While the possibility of the heroes discovering the weapon is remote at this time, the Dungeon Master is advised that a very direct clue to the sword's location is provided in location C38, on the secret level. Thus, while it is unlikely that the heroes will find the weapon on their first visit to this area, they may very well be in possession of the sword before leaving the priory or on a subsequent mission to explore the secret level.

C10. South Transept.

A large hole in the roof above leaves nearly half of this transept exposed to the elements. The flagstones are covered with a greenish-brown moss in the unprotected area; the moss has partially grown over the skeleton of one of the priory's priests, but no other combatants apparently died here. There is a heavy wooden door, reinforced with iron, set into the south wall, but it has been boarded over on this side with wooden planking. The planks have a width similar to the stone pew fittings in the nave. An archway is set into the east wall.

This room may appear to be the least affected by the carnage of the battle thus far, but it harbors far more danger than many of the others. The priest whose skeleton rests here died attempting to trigger the statue trap in area C7. He died believing that he could have thwarted the siege by releasing all the statues, and as he breathed his last felt responsible for the death of his fellow monks. When he died, the priest's spirit didn't go to its final rest, but remained here as a haunt, intent upon ringing the bell to release the statues and save his brethren.

Haunt (1) AC 0 (or victim's AC); MV 6 or as victim; HD 5 or as victim; hp 30 or as victim; #AT 1; Dmg 0 or by weapon; SA Touch drains 2 points of dexterity, haunt can possess target hero if dexterity reaches zero; THAC0 15; AL N; XP 2,000.

The haunt will rise from the moss-covered bones, appearing as a skeletal apparition in a tattered monk's robe. It will attack the first hero to step into the room, and will continue to attack only that hero, draining two points of dexterity per hit; to the victim, the draining sensation feels like a growing chill or numbness that starts at the extremities and works its way toward the victim's heart. When dexterity reaches zero, the haunt can possess the victim's body. The target hero's dexterity returns to normal at the time of possession.

The haunt then uses its host body to complete its unfinished task; the possessed hero will be seen to run at full speed into area C7 and ring the appropriate bell until all of the remaining statues are animated. The haunt then leaves the hero's body for the next world, its task finished. Unfortunately, its departure leaves the hero standing in the tower area, surrounded by any of the remaining statues.

Whether the haunt is defeated in combat or if it is able to complete its unfinished business, the heroes should receive the creature's experience award for releasing the unfortunate priest's spirit.

The wood has decayed to a point where the heroes can pull the boards away from the door without any extraordinary effort or noise.

There is nothing of value in this area.

C11. South Chapel.

This small chapel appears to be one of the only places in this entire complex that was untouched by the fighting. An intact stained glass window, depicting the sun and moon, is set into the far wall. A simple stone altar is situated beneath the window, and several pews, complete with wooden planking for seats, face it. Two simple, iron candlesticks and a rotting altar cloth are the only furnishings in the place, and a thick layer of dust covers everything. There is a closed door in the south wall.

The wood will crumble at the slightest touch; if a hero tries to sit on one of the benches, it falls to pieces beneath him. Heroes inspecting the area closely find some rodent tracks and droppings in the room, but nothing of any interest.

C12. Vestry.

The door creaks angrily as you pull it open. It gives way to a large closet, perhaps ten feet in depth and twice as wide. The far wall is lined with empty wooden pegs; the rotting remains of several vestments and cloaks lay in a heap beneath them. A moldy scent hangs in the air of this deserted area.

There is nothing of interest here.

C13. Cloister.

The portal gives way to a square courtyard, about two spear-throws across. A tangle of briars and thick underbrush has taken over the garden that was once kept here, reaching the height of a man in some places. The once-majestic form of a fountain can still be made out in the center of the area, a silent echo of the beauty that could once be found here. Trying to hack through the interwoven weeds and thorn-bushes would be a time-consuming task; fortunately, a cloister, or covered

walkway, follows the perimeter of the garden. While weeds creep up from between the paving stones of the cloister, this covered walk presents a quicker and quieter way of traversing this area.

There appear to be several exits from this courtyard. The northern wall of the place has two openings: a set of intact stone double doors is set in the northwest corner, and a heavy, iron-reinforced door is set in the northeast corner. The stone doors are slightly ajar. The walkway continues south of the courtyard, ending in a set of smashed stone doors that lead outside the complex. A total of five exits face eastward: a wooden door in the southern portion of the walkway, an archway that leads towards some priory outbuildings, and two wooden doors with a wide, descending staircase between them.

This courtyard apparently saw much of the fighting when the priory was attacked, as five human skeletons can be seen sprawled between the smashed southern exit and the open stone doors in the north wall. A round catapult stone has apparently come to rest in the western side of the walkway.

When he first arrived at this ruin, Yzdrok took note of the undergrowth, and used it as an opportunity to give his kobolds a defensive advantage. The doppelganger ordered his small minions to cut several paths for themselves through the thorns and briars, a difficult task as many of the intertwined vines have a diameter exceeding that of a man's wrist. These paths enable the kobolds to move at normal speed through the garden, while taller or wider foes must blunder through at one-third of their normal movement rates, even if they try to travel along a kobold path.

The garden is abandoned during daylight hours, but the kobolds use it as an advance guard post by night. Two kobolds keep watch here from dusk to dawn, usually perched near the fountain.

The northwest area of the cloister is a kobold ambush site. If heroes enter this area, the two kobolds strike.

Each of the kobolds have a shortsword and a dozen darts. They begin their assault by creeping to within short range (just less than 20 feet from the heroes) and releasing a full volley of three darts from pre-established firing positions within the briars. All of these darts will be thrown at the hero carrying the light source, or will be evenly divided among light-bearing characters if the party has more than one source. Heroes struck by multiple darts must save vs. wands or drop their light sources; those slain by the attack automatically drop their lights for obvious reasons.

Unless at least one hero states that he is watching the garden for potential attacks, the heroes are twice as likely to be surprised by the kobold attack. If the heroes

are surprised, they have no way of knowing precisely where the darts originated; the Dungeon Master should inform the players that the arrows could have come from the north, south or eastern roof sections of the cloister or the garden itself. If the heroes weren't surprised, they note that the darts came from the garden, but not precisely where.

If all light sources are dropped, the kobolds unleash a second volley (the party is clearly visible to kobold infravision), and continue to throw darts until they run out of ammunition, the party restores light, or any heroes enter the briars. If any heroes enter the underbrush, the kobolds retreat in a southeasterly direction, moving quietly along their paths. It will be impossible to hear the kobolds moving while heroes are slowly crashing through the underbrush. The kobolds retreat to the east side of the garden, where they quickly cross the cloister path and scamper down the stairs to warn their fellows. Unless the heroes left a rear guard in the vicinity of the east side of the cloister, the kobolds can escape without detection.

If the heroes entered the cloister area but don't enter the ambush site, the kobolds wait. If the party doesn't enter the ambush site but goes down the stairs at C15, the kobolds wait a few moments and follow the party, joining the ambush at C26 at an inopportune moment for the heroes.

Kobolds (2): AC 7; MV 6; HD ½; hp 4 each; #AT 3 or 1; Dmg 1d3 x 3 (Darts) or 1d6 (Shortsword); SA missile use; THAC0 20; AL LE; XP 15 each.

Each kobold carries 2d6 copper coins. If caught by the heroes, the monsters surrender. Unfortunately for the heroes, they only speak kobold. Even if the party can question them in their native language, the kobolds lie, saying only that they just discovered the ruin themselves and were exploring it as a potential lair. The kobolds add that that when they heard the party coming they attacked, in the hope of causing enough confusion in the party to for the kobolds to make their escape.

Heroes thoroughly investigating the garden will find both the fountain and a well, neither of which is remarkable in any way.

C14. Chapter House.

You are without doubt the first people to enter this chamber in several lifetimes. The decaying remains of two massive, wooden tables and corresponding benches litter the floor, barely discernible through a thick coating of dust. A stained glass window once graced the upper portion of the east wall, although only tiny, tooth-like fragments remain around the edge of the window frame. A large iron arrowhead, easily two hand spans in width and likely the working end of a ballista missile, is wedged between the stones of the

west wall; it serves as the probable explanation of the destroyed window.

This chamber has been deserted since the priory was attacked. There are no tracks, not even from rodents, in the dust, and there is nothing of interest to be found in the chamber.

C15. Stairs.

A yawning archway in the center of the east wall leads to a descending stone staircase. The way down is littered with dead leaves, rotten wood and other debris, mixed with mud and other runoff from the courtyard. The stair is a full ten feet in width, and it appears that each step was carved from a single piece of stone. The descent is rather steep; you find yourselves about 15 feet below ground after about the same distance of linear travel.

The steps give way to a passage leading east, and at the base of the stair you see open archways to your left and right. The passage continues a few feet beyond the alcoves, and then turns sharply to the north.

A horrible stench, seeming to mix rotting meat, decaying vegetation and body wastes, issues from the northern archway.

Heroes with tracking ability who successfully use their skills will note numerous tracks from small humanoids (the kobolds), and two humans of differing stature (Yzdrok and Carla). The smaller tracks tend to lead in all directions, while the larger tracks head down the corridor.

There is nothing else of interest here.

C16. Parlor.

At one time, this area may have served as a parlor or waiting area for the prior's guests. In the years since the priory's fall, the area has been thoroughly looted; any furniture not decayed into dust was obviously smashed long ago. A rusted iron sconce is set into the east wall, and an unlit torch rests inside it. The place appears deserted.

The only item of interest in the parlor is the torch. Clever heroes may wonder why the wooden furniture in the room has decayed, while the torch has not; the answer is that the torch is a magical Everburning Torch, the details of which are described in the appendix.

C17. Eternally Vigilant Watch-Fungus.

In the shelter of a covered walkway connecting the cloistered courtyard to the outdoors grows a large, mushroom-like fungus, easily four feet in height. It is colored a mottled greenish brown, with a pinkish shade under its crown. (If the heroes are approaching at

night, continue reading) As soon as you lay eyes upon it, it emits a piercing shriek that seems to rattle the very bones of your skeleton!

The fungus is a shrieker, and it is currently doing what it does best: alerting villains of approaching heroes. If the heroes bring light within 30 feet or if they move within ten feet of the creature during daylight hours, this dedicated watch-fungus emits a piercing shriek for 1d3 rounds, alerting all monsters with an intelligence rating of low or better to the heroes' presence.

Shrieker (1): AC 7; MV 1; HD 3; hp 18; #AT 0; Dmg 0; SD Shriek betrays heroes' position; THAC0 Nil; AL N; XP 120.

After the shrieker has been silenced, the party can search the area where the fungus was rooted. While the area contains nothing of monetary value, an explanation can be found for the shrieker's great size: someone has been feeding it, apparently by emptying chamber pots at its base.

C18.Refectory.

A set of stone double doors blocks immediate entrance to this chamber. They open with surprising ease, however, and give way to a long, narrow room. Judging from the decayed wood and rusting iron fragments, a long trestle table was the central feature of the chamber. In all likelihood, the gentle friars took their meals here when the priory was active.

While two stout-looking wooden doors are set into the far wall, an object leaning against the wall between the doors captures your attention: It appears to be a tightly woven straw mat, stretched over a light wooden frame. The frame stands at about the height of a man, and measures perhaps half again as wide. Two crude humanoid outlines, one man-sized and the other dwarf-sized, have been painted on the mat, with splotches of dark red added to the head and chest regions of the outlines. A pair of war darts is lodged in the makeshift target.

Heroes with tracking ability will find evidence of extensive traffic in this area, mostly small humanoids standing at various distances from the target and footprints leading to and from the target. A few of the tracks lead through the doors into C19. It doesn't appear that any human-sized creatures have entered this room recently.

As the tracks suggest, Yzdrok's kobolds use this area for weapons practice, throwing darts against hypothetical enemies. There is nothing of value here.

C19.Malthouse.

It is apparent that the friars of old once aged their ale here, for a great number of smashed and rotten casks

lay in a disorganized pile against the east wall. The air still carries the slightest smell of the brew.

Three cloaked figures stand in the center of the chamber: one human-sized, one elf-sized, and one dwarf-sized. While they carry no weapons openly, the glint of armor can be seen through their threadbare robes, and visored helms conceal their faces.

The figures are straw practice targets, lashed to crude wooden frames of differing height and embellished with armor scraps from the battlefield outside. Close inspection indicates that the figures are used for sword practice; the angle of the sword cuts into the dummies suggests that those practicing stood at about half a man's height.

The casks were haphazardly piled after the militiamen celebrated their victory, but before they looted the priory itself. The attackers missed two of the casks during their drinking bout; they can be found at the bottom of the pile after two turns of searching. Miraculously, the two casks remain perfectly preserved, and the ale within is so perfectly aged that either cask would bring 50 gold coins anywhere but Goblin's Tooth – the local townsfolk would never touch, let alone ingest, anything that came from the priory.

C20.Brewery.

The massive vats and bundles of dried herbs hanging from the ceiling identify the original purpose of this chamber as a brewery. Three massive fermentation vats are evenly spaced along the far wall, while work benches and bins for storing herbs are found in the eastern side of the room.

A simple stepladder is set before the central vat. The vat itself stands about eight feet in height, and unlike its fellows, the center vat has a yellowish mold growing about its rim.

During the final battle, a cowardly friar tried to hide in one of the vats. He drew the stepladder to its current position, climbed up and jumped in, breaking his leg when he landed. He was eventually discovered by the attackers and dispatched with a crossbow bolt. His body was left to rot in the bin.

Since the friar was cowardly and allowed his temple to be defiled before being shot like a fish in a barrel, his spirit was denied final rest. The friar's spirit remained in his skeleton, complete with its broken leg. Obviously, the undead creature couldn't walk, and it definitely couldn't climb out of the vat. Over the ages, a sort of slumber came over the pitiful creature, and the presence of creatures as near as the room to the north only brushed against its sleeping consciousness.

Unfortunately, heroes stomping around the room will wake the skeleton. It is a bit sluggish, and will require a round or two before trying to rise. As fate would have it, the skeleton tries to stand at roughly the same time the heroes investigate its vat; the Dungeon Master will remember that the vat is lined with yellow mold, which may (50 percent chance) be disturbed enough by the crippled skeleton's thrashing around to release its deadly spores:

Yellow Mold (1): AC 9; MV 0; HD n/a; hp n/a; #AT 1; Dmg n/a; THAC0 n/a; SA Rough handling has a 50 percent chance to release poison spores in 10' radius, heroes in spore cloud must save vs. poison or die; Special Weakness – can be destroyed by any form of fire; AL N; XP 65.

Crippled Skeleton (1): AC 10; MV 3; HD 1; hp 2; #AT 1; Dmg 1d3; SD immune to *Sleep*, *Charm* and *Hold* magic; AL N; XP 65.

There is nothing of monetary value to be found in the brewery.

C21. Scriptorium.

Only the shell of this outbuilding remains, although the covered walkway that connects it to the rest of the priory remains intact. A handful of windows set high along the walls of this structure have been smashed in, and the areas surrounding the window frames have been blackened by fire. A closed stone door, the area surrounding its jamb also stained by smoke, blocks your entrance. Directly in front of the door is a low mound of earth; the presence of the mound seems a bit odd, as it is located under a covered walkway and rests atop paving stones.

Examining the mound reveals that it is composed of more than just earth. There is a great deal of rotted wood, iron banding and nails, and even a few stone blocks in its construction. Astute heroes may deduce that the mound is composed of decayed and overgrown remnants of wooden objects and other items used to barricade the door while the interior was put to the torch, and they would be correct. When the heroes decide to enter the area, continue reading the following.

It is impossible to determine what this building was used for, as the entire place has been gutted by fire. Soot blackens the walls, floor, and ceiling. A small room, set apart by an open archway in the southern portion of the place, is similarly devoid of any furnishings. Suddenly, you hear a faint crumbling noise, as four fire-blackened skeletons rise from the ashes! Tiny, red pinpoints of light glow in their eye sockets as they lurch toward the party!

These skeletons are the remains of four friars, who were trapped in the scriptorium by the barricade and died in the fire subsequently set by the militiamen. They have

no weapons, but try to unleash their vengeance upon the living by making two claw-like hand attacks each round:

Skeletons (4): AC 7; MV 12; HD 1; hp 5 each; #AT 2; Dmg 1d3 x 2 (open hands); SD immune to *Sleep*, *Charm* and *Hold* magic; THAC0 19; AL N; XP 65 each.

The skeletons have nothing of value.

C22. Kitchen, Butcher, and Bakery.

It appears that this set of outbuildings bore the brunt of the assault on the priory. Several catapult stones punched holes through the walls, and more than one missile must have struck the roof supports, for the slate roof has collapsed. At one time, the building was composed of three interconnected rooms, although their purpose cannot be discerned from the jumble of rocks, slate roof tiles, and other debris that remains.

Heroes willing to spend three turns searching the area will discover the remains of four stone ovens in the eastern area, and rusting fragments of butcher's tools in the southern portion of the place, but nothing else of interest.

Cellar Level

Dungeon Master's Notes on the Cellars: Realizing that a line of kobolds blocking a corridor couldn't keep a meandering cow out of his lair, let alone a band of seasoned adventurers, Yzdrok was faced with the tactical challenge of using small, weak troops to keep experienced adventurers at bay. The doppelganger needed to devise a mobile ambush strategy that would theoretically allow his kobolds to pepper the heroes with attacks and quickly retreat, while remaining safe from any attempts at retaliation.

Yzdrok determined to modify the ruin so that he could emphasize his troops' small size, cunning and mobility in its defense. To this end, he made holes in many of the interior walls at floor level (indicated as red 'improvised portals' on Map C); the holes enable the kobolds to quickly move from room to room and attack an opponent's flank or rear, only to retreat again through such an opening before the heroes can close to melee range.

The holes are only about two feet across. They are small enough for the kobolds to scurry through unimpeded, but any hero larger than a halfling must stoop or crawl through to the other side, greatly slowing pursuit. The holes all lead to a central strong point (Area C25), which has been barricaded from entrance, save through the holes.

Yzdrok coupled the physical modifications to the ruin with the training of his troops. All of the kobolds are trained in the use of the dart and shortsword; Yzdrok choose these weapons for their speed, affordability,

lightness, and usability in tight spaces.

The training also included basic combat tactics. Of course, kobolds aren't the finest students, so the doppelganger needed to draft this small group of 'combat maxims' that any of the kobolds can recite from memory:

- Darkness is my friend. Make the humans fight in the dark. The first intruder to kill is the one who carries the light. (The heroes were introduced to this idea at location C13.)
- The second intruder to kill is the one who doesn't wear metal armor. Intruders without armor can cast spells or hide, and it's easier to kill them than the bigger ones in metal armor.
- The third intruder to kill is the dwarf or elf, for they can see in the dark.
- Don't let intruders get close enough to hit you. Attack, then run before they can catch you. Run to where they can't follow.
- Don't fight the big intruders face-to-face. Throw your darts and run back to the lair. If they really want to fight you, they'll need to crawl in after you, and then you'll have the advantage.
- If an intruder is standing right outside your hole, use a different hole to get out or wait.

The doppelganger also taught his minions how to cover a retreat. Whenever kobolds leave the holes, one kobold remains on guard just inside the hole, shortsword at the ready. If, after his companions have returned, a hero should enter the hole (probably stooped or crawling), the guard is ideally positioned to decapitate the unfortunate hero. A kobold attempting to decapitate a hero makes an attack roll against on the base armor class of the crawling hero with a +4 bonus; obviously, shield and dexterity bonuses cannot apply to a character crawling on all fours. For example, a hero wearing chain mail has a base AC of 5, so the kobold would be able to make an attack against AC 5 with a +4 bonus, while a hero in studded leather armor would have a base AC of 7 for this determination. Due to the vulnerable position of the hero, if such an attack succeeds, the hero is decapitated and immediately slain.

Yzdrok has helped his kobolds practice these drills and maxims by assuming different forms and pretending to assault his own lair, changing tactics as necessary.

In summary, the kobold defense strategy involves attacking quickly at range, then darting to an inaccessible area to avoid or minimize heroic retaliation. Just by looking at Map C, a Dungeon Master could easily configure a half-dozen potential ambush

sites and retreat routes by combining the 'improvised portals' with standard-sized archways and doors. It is the Dungeon Master's responsibility to make the kobolds worthy opponents.

Fortunately for the heroes, the kobolds are not especially intelligent; if the heroes adopt tactics that the kobolds haven't encountered in training, the kobolds will either flee or surrender. Scenarios the kobolds haven't practiced include heroes standing guard outside all the holes (Yzdrok is only one person, so the kobolds have always had multiple exits to choose from during practice), or a concerted attempt to break down the door to C25 from the corridor (it turns out that the door isn't so solid after all).

It is highly unlikely that the heroes can reach the cellar level undetected. If the party's explorations result in the sounding of the bell at C7 or the shrieker at C17, or if the kobolds successfully return from the ambush at C13, Yzdrok's minions are waiting for the party.

When the heroes first descend the stairs (area C15), there is a minimum of eight kobolds defending the cellar level. The Dungeon Master may add the two kobolds from the Cloister (C13) if they escaped without being detected, as well as any kobolds that escaped from the melee at the cottage in Part V. Starting positions for the kobolds are as follows:

- Two 'hole guards,' one at the opening from C25 to C24, and the other waiting at the hole from C25 to the wide, northern portion of C26;
- Three more in the upper portion of C26, in a defensive position behind the northern barricade;
- Another three near the hole from C25 to C24, waiting for the heroes to pass the first barricade and launch an ambush; and
- Any additional kobolds placed as the Dungeon Master sees fit.

Thus, while the statistics for the kobolds appear in the key for room C25, the monsters will move in response to the party's movements, and may be located anywhere on this level after the heroes begin exploring.

C23. Root Cellar.

A number of small metal hooks are fixed into the ceiling vaults of this cool, damp chamber, revealing its original use as a root cellar. The area has since been converted to a more contemporary use, however, as dozens of new-looking wooden crates and barrels are neatly stacked about the place. The area appears deserted.

The crates contain dried rations and similar provisions, along with a number of crates obviously stolen from

caravans. The stolen items include a case of copper ingots (total value 15 gold coins), seven crates of fine linen (25 gold each), two crates of household utensils made from tin (10 gold each), two crates of ceramic items bearing the mark of Sarah, the Potter from Goblin's Tooth, and a crate of wooden ale mugs (5 gold). The two barrels contain low-quality ale that Yzdrok uses to reward his kobolds; one of the barrels has been broached, and is about half-empty.

C24. Wine Cellar.

If the heroes have managed to enter this area without alerting the kobolds of their presence (either through the bell at C7, the ambush at C13, or the shrieker at C17), the Dungeon Master will need to include the kobolds in the following room description. Most of them will be seen lounging in the central area around a small fire, gnawing on carrion scraps or sharpening weapons, while a couple will be gambling by the water barrel. If the kobolds are aware of the party's intrusion, they will have assumed the starting positions described above.

The stench in this room is overwhelming, seeming to be an odd mix of body wastes, stale wine, and an unfamiliar scent reminiscent of a wet animal. Through your watering eyes you see several wooden wine racks lining the walls, though many have collapsed and none have any wine bottles remaining.

The center of the room apparently serves as a crude barracks for about a dozen small creatures. Flea-infested bedrolls, made from untanned furs, are arranged in a roughly circular pattern around a makeshift fire pit. The pit was created by prying up a few flagstones, which are now placed around the edge of the hole. Some steam still rises from the blackened logs in the pit.

A large barrel is positioned a couple of feet away from the walls in the northwest corner. A simple ladle, made from tin, hangs from its rim. A small pile of oddly-shaped objects is on the floor in front of the barrel.

If the heroes have caught the kobolds unawares, they may surprise the kobolds at the normal chances. If discovered in this room, the kobolds' only action will be a disorganized retreat into their strong room (C25), though a couple of the kobolds may die in the process.

Whether or not the kobolds are present, the contents of the room are uniformly dirty and smudged with carrion. Apart from the bedding, the heroes see gnawed remains from various forest animals, droppings that didn't quite make it into the chamber pots, and an assortment of unidentifiable rubbish. Apparently, some sort of game involving sticks and worthless colored rocks was being played by the water barrel; the game looks to remain unfinished, for a small pile of 41 copper coins is next to

the playing pieces.

The heroes will immediately notice the 2' tall 'improvised portal' in the east wall. The hole in the north wall may be easily spotted by the heroes, but to pull it out far enough for a human to follow a kobold into it is a feat that requires a combined strength total of 32 points to accomplish. The kobolds are aware of the secret door in the west wall, but won't use it unless the heroes are entering area C35b.

C25. Dry Goods Storage.

The only practical way for the heroes to see the inside of this room is for them to break down the door and remove or climb over the debris piled in front of it. In order for that to happen, the party must have either slain all the kobolds or driven them to flee, in which case the room must be deserted.

It is impossible to determine what use this chamber may once have served, but it appears to have been the hub of the constant ambushes that have plagued your explorations. No less than three of the 'attack portals' lead from this room alone, and they probably lead to more chambers from which the rodent-like humanoids could launch other attacks.

There are virtually no furnishings here; nearly everything that was once stored here has been haphazardly thrown against the door, presumably to prevent your entry. A large barrel of stagnant water and a massive wooden crate are the only furnishings here.

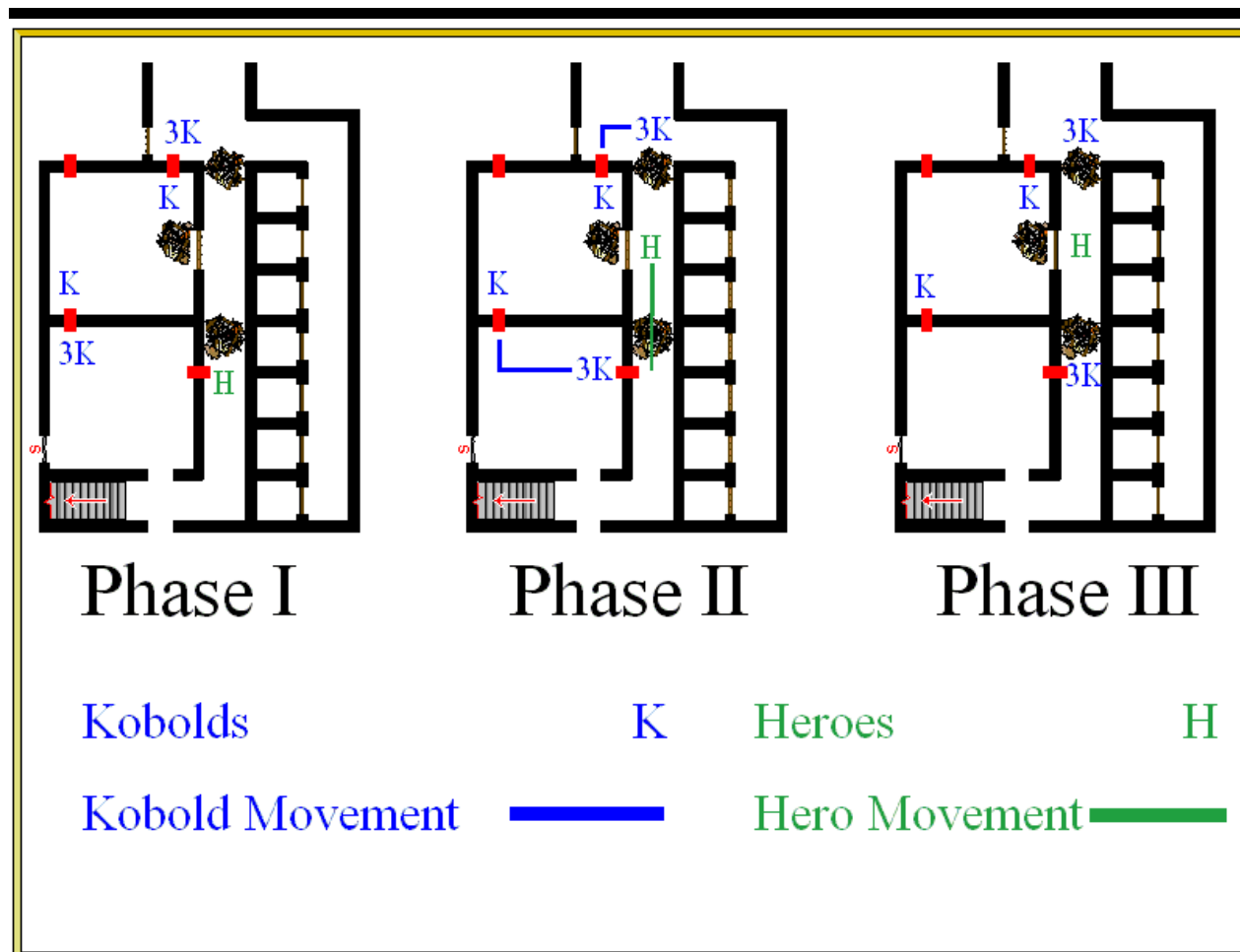
The crate contains darts – perhaps one hundred of them – and a pair of extra shortwords.

As described in the Dungeon Master's notes for this level, this chamber is the strong point to which the kobolds rally after their ambushes. The kobolds' statistics are given here, for ease of reference:

Kobolds (8 or more): AC 7; MV 6; HD ½; hp 4 each; #AT 3 or 1; Dmg 1d3 x 3 (Darts) or 1d6 (Shortsword); SA missile use; THAC0 20; AL LE; XP 15 each.

Each kobold carries a dozen darts and 2d4 copper coins.

The door to this room is barricaded almost to the top with wrecked furniture and other rubbish; two heroes would require two rounds to clear enough trash out to allow passage through the door. Fortunately for the party, the door itself is partially rotted, and it can be smashed through with any weapon in one round.



C26. Corridor.

The passage turns abruptly to your left, giving way to a vaulted passageway of smooth, gray stone. Cobwebs stretch between the arches, waving silently in a draft you cannot feel. At the limits of your vision, you see a pile of debris that partially blocks the corridor.

Walking closer to the debris pile, you see that it is roughly four feet tall and about as thick. The pile is composed of wood and stone scraps, a considerable amount of broken glass, and sharp metal fragments, intermixed with mud and other filth. About 30 feet ahead, you see a second barrier of similar construction. A heavy-looking door is set in the left wall about halfway between the two piles of debris.

This corridor is the site of the primary kobold ambush; to simplify the encounter, please refer to the tactical drawing, above:

The kobold attack comes in three phases. During the first phase, the kobolds assume guard posts and three of them take up firing positions on the north barricade.

Phase II begins whenever the heroes climb over the southern barricade. The first step of the climb is easy (the kobolds use the first foot of height for firing platforms), but becomes more difficult above that because of the broken glass and metallic protrusions.

Heroes who don't take sufficient time climbing over (a process that takes a full round) suffer 1d4 damage from cuts, and must save versus poison or catch a disease from the glass shards fouled with kobold body wastes. Of course, heroes in field plate or heavier armor may climb over without fear of damage, but all lighter armors have enough unprotected areas to allow damage and require the save. At least the heroes taking damage from the glass have an explanation of where the wine bottles from area C24 went. Note that bolts of linen from area C23 can be used as padding over the barricades to prevent damage.

When the heroes reach the door to C25, each of the kobolds along the north barricade unleash a volley of three darts, following the combat maxims Yzdrok taught them (going after light-bearers and so forth). As these initial attacks are carried out, three more kobolds take up firing positions at the south barricade. Kobolds behind the barricades enjoy 75 percent cover for an armor class bonus of +7 from missile attacks, giving them an effective armor class of zero if engaged at a distance.

Phase III ideally involves dart attacks from both sides, but if the heroes are charging one side or the other, the charged side retreats (remember the heroes take damage if they try to rush climbing over the barriers) while the other side attacks.

Use the various doors to coordinate ambush after ambush, continuing to use hit-and-run tactics until three-fourths of the total number of defending kobolds are slain, all of the heroes are slain, or area C25 is breached. If any of these conditions arise, the kobolds retreat in total chaos.

As the key for location C25 indicates, it will take three rounds to gain access to that room: one round to smash through the door and two clear out the debris pile in front of it. Heroes able to endure dart attacks for that duration will be rewarded with plunging their foes into retreat. If the heroes simply rush over both barricades and leave the ambush site behind them, allow the kobolds to follow at a safe distance or set up another ambush by use of the secret door in C24.

An especially nasty Dungeon Master may be inclined to assign the kobolds a specific retreat route; for example, the kobolds could escape through the Lower Chapel (area C30), south through the catacombs at C35, back through the secret door into C24, and thence to the surface. Of course, the kobolds would release the zombies from the cells at C27 to give the heroes something to do while the kobolds escape.

C27.Cells.

A vaulted side passage runs east for about 20 feet before turning sharply south. Several stout-looking wooden doors are evenly spaced along the right-hand wall, perhaps one every 10 feet or so. The air here is thick and chilly, and you can faintly make out the sound of dripping water from far down the corridor. A much more definite sound reaches your strange ears shortly thereafter: a heavy thump, as if someone was striking one of the cell doors at the end of the passage!

Each of these simple monastic cells served as living quarters for two friars when the priory was in operation. All but the southernmost two are empty now. When the heroes reach the second cell from the end of the corridor, read the following shaded text:

While most of the cells you have passed have been empty and unsecured, this cell has been recently fitted with a heavy oaken bar. Even as you examine the portal, you hear a faint thump upon the door from the other side: it sounds as if someone is trapped inside!

Someone is trapped inside – two people, in fact. Unfortunately for the heroes, both people are zombies. The monsters were found when Yzdrok was exploring area C35, and they were subsequently corralled in here by doppleganger and his kobolds. Once freed, they attack any living creature present, including any stray kobolds:

Zombies (2): AC 8; MV 6; HD 2; hp 9 each; #AT 1; Dmg 1d8; SD Immune to *Sleep*, *Charm*, and *Hold* magic; THAC0 19; AL N; XP 65 each.

Apart from a puddle in the cell floor (the source of the dripping sound), the zombies have no treasure.

When the heroes reach the southernmost cell, they realize that it too was recently fitted with a bar. The bar has been removed, however, and the contents are a bit surprising:

This cell has been furnished, and not with the decaying rubbish that is found throughout this complex. A bed of very recent construction is set against the far wall, complete with mattress. A table bears a washing bowl and pitcher, and an empty chamber pot is situated near the door. A large, wooden chest completes this surprising image.

This cell was Carla's home, until quite recently. The chest contains clothing, all sized to fit a human female (Yzdrok salvaged it from the homestead). While the cell is deserted now, the heroes find an ominous clue: Carla's apron, the one she wore each day at the Shady Oak Inn, is on the floor next to the bed.

C28.Office.

The great wooden writing desk indicates this chamber once served as an office. While time and dampness have taken their toll on the piece, the desk still appears structurally sound; it must have been a work of art in its day.

The desk originally had three drawers. The topmost drawer is missing, and burn marks mar the area where it was once situated. The other two drawers remain unopened.

A wooden door, showing signs of recent repair, is set into the east wall.

The prior once kept records and personal papers here, and the desk was the central feature of his office. As astute heroes might guess, the top drawer was trapped, and the fate of the unfortunate looter deterred further investigation from others of his ilk.

The two other drawers are locked, but not trapped. The ancient locks are of poor quality, however, and a character with lock-picking ability may attempt to open them at a bonus of +25 percent. The first drawer contains parchments related to the operation of the priory: orders of supplies, records for their use, schedules for property maintenance, and so forth. The third drawer contains a bone scroll tube sealed with wax. Heroes opening the seal will still be able to smell ink when the stopper is removed. The tube contains four priest scrolls, elegantly written on sheets of vellum: *Cure Light Wounds* (x2) and *Cure Disease* (x2).

C29.Prior's Bedchamber.

This chamber is considerably cleaner than the other

rooms in the priory. The floor has been carefully swept, cobwebs have been removed, and a bed graces the northeast corner. A stout table and two stools are set in the center of the room. A hooded lantern, a vial of ink and an open book have been neatly placed atop the table. Two large, wooden chests, reinforced with iron bands, have been pushed up against the south wall. A water barrel, chamber pot, and bowl and pitcher for washing complete the furnishings.

Yzdrok moved some of his possessions into the prior's old bedchamber, effectively creating a secondary lair.

The two chests are locked, but can be picked at the normal chances. Each chest contains clothing: one for male garments, and the other for female. Strangely, the clothing doesn't seem to belong to any particular age, height, weight or even race, and the quality of these garments varies from those worn by peasants to those worn by well-to-do merchants. Yzdrok has collected the clothing and accessories from his victims; while he is able to change his physical substance to mimic the color and texture of different fabrics, he found that wearing real clothing is more convincing and requires less concentration. There are two garments of value here, one in each chest: the men's item is a leather doublet with gold buttons (appraised at 25 gold coins), while the women's clothing includes a white silk dress valued at 75 gold.

In addition, the chest of ladies' clothing has a false bottom. It contains a velvet-lined, lacquered wooden case that contains a slender wand, apparently fashioned from a single piece of blue quartz. It is a *Wand of Magic Missiles* with 36 charges. Yzdrok hasn't yet devised the secret to using the wand, and has kept it here for safekeeping. Any hero with spell ability can divine the secret by casting *Detect Magic*; when that spell is cast upon the wand, it will radiate a strong evocation enchantment and a command word, 'pikros,' appears in faint white letters along the shaft. A leather sack is also hidden in the secret compartment, containing the doppelganger's monetary treasure: 324 coppers, 181 silver, 104 gold, and 16 platinum coins.

A box under the bed, bearing the mark of Rumden the Trader, contains nine flasks of lamp oil and a common-to-kobold dictionary. Unless one of the heroes already speaks kobold, the party will only be able to deduce that the dictionary translates common human directions ('come,' 'leave,' 'carry,' 'fight,' and so forth) into a foreign tongue.

The greatest treasure in the chamber is the book on the table: it is Yzdrok's second journal (the heroes probably took his first one from the cottage in Part V).

There are only a couple of entries, and they read as follows:

- (Four days ago) . . . Took Carla a bit more roughly than I wanted to, but she will come to understand. Returned to homestead to find it ransacked and minions slain. Grug, my picket in the woods, saw that band of mercenaries come to the homestead twice today . . . That inept Alsted couldn't keep a cow out of my lair. The sellswords are probably behind the whole investigation . . . Map to ruin missing. Returning to ruin to prepare for them.
- (The current day) . . . Back at ruin. Adventurers in pursuit. Carla exhausted, cold, and not receptive to affection. Had kobolds make a comfortable cell for her. I have only a few hours before they arrive . . . I will review the drills with minions one last time, then take Carla to a quiet place where I can remove my masks and profess my undying love for her. I hope she will respond positively. I don't know what I shall do if she does not.

The book is also ready proof of David's innocence and Alsted's treachery.

C30. Lower Chapel.

You have entered yet another chapel, this one probably designed for private ceremonies. It is apparent that the battle for the priory raged in this room as well. A large scorched area has scarred the north wall, and five more skeletons lay upon a stone dais set against the east wall. From a look at the rusted armor scraps and weaponry of the skeletons, two more priests and three militiamen fell in contest for this chamber.

A simple stone altar rests upon the dais, but all the other furnishings show the ravages of time: the altar cloth is reduced to threads, and shreds of rotting tapestries surround several rows of smashed and rotting benches. A small hole, perhaps two feet across, has been crudely excavated in the south wall, while closed doors are situated in the north, east and west walls.

The tapestries once depicted scenes of sylvan creatures living in harmony with humans. Some of the topography, such as the cemetery hill overlooking the town, will be familiar to the heroes. There is nothing of value here.

C31. Sacristy.

The rows of wooden pegs identify this small chamber as another sacristy. Like its counterpart above ground, this area once held the numerous cloaks and vestments that were used in priory ceremonies, and like the vestments upstairs, these have rotted into piles of threads beneath the hooks that once supported them. Two large wooden crates are set against the south wall, to the left of the door.

Searching through the rotted cloth reveals a small monetary find: a set of ten buttons carved from blue quartz, which fell from one of the ceremonial robes. Silas, the weaver/tailor in the Village of Goblin's Tooth, would pay five gold coins each for the buttons, or 75 gold for the set.

Both of the crates contain candles; sadly, the great blast of heat that scorched the north wall of the lower chapel (C30) melted the candles together, making them useless.

C32.Storage.

While it seems this small chamber was ignored during the battle for Bloodstone Priory, it was apparently targeted by the looting that followed the fighting. The floor of the place is littered with the rotting remnants of wooden crates. Judging from the thick layer of dust that covers everything in this room, all were smashed open and looted long ago. The place appears deserted.

There is nothing of interest here.

C33. Hall of Priors.

The door from the lower chapel gives way to a corridor. To your left, it runs about twenty feet south to an ancient stone door that stands slightly ajar. To your right, the passage extends north for about the same distance before turning sharply to the west.

If the heroes examine the southern door, they will find that it was once sealed with what appears to be a mixture of wax and powdered silver. There is very little dust on the sealing material, implying that the seal was broken quite recently.

When the heroes examine the northern leg of the corridor, read the following to them:

The corridor continues west for about forty feet past the turn. All along the right-hand wall, several loculi, or burial niches, have been carved into the bedrock. While most are unoccupied, a handful of them have been sealed; the sealed loculi bear runes, carved in a strange language.

In the center of the left-hand wall is a great stone door. It has been sealed from this side with what looks like a mixture of wax and ground silver. The area is deathly still.

The southern door is sealed, although the seal can be easily broken by applying a total of 24 strength points toward opening the door.

The loculi were the intended burial places of the priors. After the death of Elgareth, the first prior, successive priors were given special honor by being interred here. The runes are names, written in the Fey language. They read as Nordrix, Keveron, Zephron, Phytosor,

Gestareth, and Sorinir. Another burial niche has been carved with the name of 'Ormond,' but that loculus has obviously never been used.

C34.Sealed Catacombs.

If the heroes have entered these areas, they must have broken the seals on the doors leading into areas C34a or C34c. The Dungeon Master may remind the players that it is unlikely that Carla has been taken through a sealed door, and that perhaps these doors have been sealed for a reason.

Wise heroes intent on exploring these areas may decide to rescue and retrieve Carla first, and explore this area on a subsequent mission. Those deciding to press on now in spite of the seals deserve whatever they get.

C34a.Friars' Tomb.

The sealed doors give way to an octagonal chamber, about a spear-throw across. Another stone door, also sealed, is set into the opposite wall. Three loculi have been carved into each ten-foot wall section, and in each of these burial niches lay the skeleton of one of the priory's devout servants. While most of the figures lay in silent repose with arms folded across their chests, two of them have heads that are turned toward your group. Their sightless eyes seem to leer at you, and their dead jawbones are set in a mocking grin.

There are a total of 18 loculi, three in each ten-foot wall section that doesn't have a door. There is nothing remarkable about the skeletons; their heads simply turned in their burial shrouds when the bodies were put into the loculi. Of course, the heroes have no way of knowing that, so the Dungeon Master is invited to play up the leering corpses to their maximum dramatic effect.

C34b.The Restless Dead.

This chamber is of the same shape and size as the last, and is similarly honeycombed with loculi. A skeleton, wrapped in a burial shroud, occupies each loculus. As your party nears the center of the room, you hear an unearthly sound: it's rather like a combination of a winter wind's moaning with the sound of several people suddenly gasping for air. At that same instant, tiny pinpoints of red light appear in the eye sockets of many of the skeletons, as they rise from their graves and advance upon your party!

Three skeletons animate for every hero in the party. These undead are infuriated at the defilement of their resting place, and while they weren't buried with weapons, they attack with their bony hands twice each round:

Skeletons (3 per hero): AC 7; MV 12; HD 1; hp 5 each; #AT 2; Dmg 1d3 x 2 (open hands); SD immune to Sleep, Charm and Hold magic; THAC0 19; AL N; XP

65 each.

The skeletons have no treasure.

C34c.The Crypt of Elgareth.

The sealed door opens into an octagonal chamber, some thirty feet across, and a door has been set into the opposite wall. Iron brackets are set high upon the angular walls, near where the ceiling vaults climb into the shadows overhead. It appears that the brackets once supported tapestries, which now lay in tattered, rotting piles at the base of the walls. A great stone sarcophagus, apparently carved out of a single piece of living bedrock, rises from the center of the chamber. The air is cold here, and wisps of your steaming breath claw at the air before you. There is a thick layer of dust on the floor, and each footstep kicks up tiny clouds as you advance into the crypt. As you draw nearer, you see that ancient runes have been carved into the side of the sarcophagus.

A hero translating the runes will read them as 'The final rest of Elgareth, founder and first prior of Greystone Priory.'

Two rounds after the heroes enter the chamber, they feel a sudden chill creep through them, as if a cold wind had whipped across the room. Anyone looking to the sarcophagus will see the dust from within whirling into a humanoid shape: it is the undead form of Elgareth, who is heartbroken at the bloodshed in his priory, ashamed of the actions of Prior Ormond, and enraged at the heroes who have violated his tomb and called him back to the land of the living.

Elgareth has returned as a special form of undead. His form can loosely be described as dusty skeleton with six hit dice that has the strength-draining ability of undead shadows. It isn't necessary for the creature to touch a hero to drain strength; the draining ability can be conducted through a weapon, such as the bronze Footman's Mace +1 with which the creature was interred. Elgareth also wears a Ring of protection +2 on his left hand, another of his favorite treasures from his life in this world.

Elgareth, Special Undead: AC 5 (includes bonus from ring); MV 12; HD 6; hp 40; #AT 1; Dmg 1d6+2 (Mace +1); SA each hit (with or without weapon) drains one point of strength, as per a shadow; SD immune to *Sleep*, *Charm*, and *Hold* magic; THAC0 17; AL N; XP 650.

When the last of Elgareth's hit points are lost, the heroes will feel that same chill run through them as the dust collapses into a harmless heap on the floor. When the heroes inspect the dust, they find Elgareth's magical treasures along with a gold pectoral inlaid with turquoise and amber (worth 250 gold).

C35.Unsealed Tombs.

Yzdrok has been slowly expanding his underground realm, seeking to plunder the sealed chambers for the enrichment of himself and his minions. The monster was disappointed to find that virtually none of the friars were buried with anything of value, but he persisted nonetheless, at least until his infatuation with Carla and the heroes' involvement in his affairs has pushed further exploration out of Yzdrok's immediate agenda.

C35a.Friars' Tomb.

The stone door opens into an octagonal chamber, perhaps thirty feet across at its widest point, with another stone door set into the opposite wall. Numerous loculi, or burial niches, have been delved into the walls. Three more skeletons, presumably from the final battle, litter the floor, and the haphazard placement of one of the skeletons seems to suggest that a friar crawled into one of the lower loculi to die in peace. It appears that both doors leading from this room were sealed long ago with what looks like a mixture of wax and powdered silver, but the seals on both doors have been recently broken.

The skeletons on the floor are the remains of two militiamen and a friar. The skeleton in the loculus was indeed a friar who wanted to pass into the next world with some semblance of an honorable burial; any player who suggests formally saying last rites over the body should be rewarded with an individual award of 250 experience points.

There is nothing of value in this room.

C35b.Converted Crypt.

Like the room before it, this chamber is octagonal in shape and roughly a spear-throw across, with eighteen loculi carved into the walls. A stone door, just slightly opened, is set into the opposite wall. The walls and vaulted ceiling of this crypt speak of ages long past, but the pile of crates and barrels in the center of the chamber implies a much more recent occupation of the place.

The barrels and crates contain foodstuffs, of a much higher grade than those found elsewhere in the complex. The heroes will find sixteen weeks' worth of dried rations, along with three barrels of mediocre wine (valued at 10 gold each). These were all stolen from caravans on the Baron's Road. Although Yzdrok prefers to eat fresh meat (preferably human), he is able to subsist on these rations while waiting between hunting expeditions. The food stored here is wholesome and consumable by the heroes if they so choose.

Each loculus holds the remains of a friar; any hero of a priestly bend examining the corpses will note that the proper observances were carried out. Apparently, whoever stacked their provisions here has little regard

for the sanctity of the dead.

C35c.Altar Chamber.

Like so many other chambers beneath the priory's flagstones, this crypt is octagonal in shape and has two exits. The ever-present loculi, all filled with the departed, are carved into those walls that have no door. Unlike the other octagonal rooms, this chamber features a large, stone altar positioned near the south wall.

What happens next depends upon whether the heroes explored the ruins immediately upon arrival or if they waited overnight to rest and regain spells before entering the ruin. If the heroes didn't wait, they hear Carla scream at the moment they enter; Yzdrok has taken her to this lonely chamber to reveal his true form and profess his love for her, and the heroes have arrived just in time to confront the beast before it can harm Carla. If this situation applies, read the following:

As you step into the chamber, you hear a scream – obviously a human female. You look to see Carla, clad in a white silk dress, seated upon the altar, her hands covering her face. She is gazing upon a vile-looking humanoid creature, perhaps six feet in height, with pale, gray skin and angular features. It has white, pupil-less eyes and a wicked-looking fanged mouth.

“This is my true form, my love,” the thing hisses. “I can take any shape you want, any at all. I have killed for you, and I would gladly die for you as well. Would you have me as your love?”

At that moment, the creature senses your presence, and turns to face your party. “My love may see my true form and live, but you cannot! Prepare to die!”

If the heroes **did** wait to rest and regain spells, the situation described above happened hours before the party even entered the ruin. If this is the case, the heroes are too late; the monster professed his love to Carla, she refused, and the doppelganger slew her in jealous rage. If the heroes waited to enter the ruin, read the following:

Your eyes then take in a sight that has come from nightmare. Seated atop the altar is a vile-looking humanoid creature, perhaps six feet in height, with pale, gray skin and angular features. It has white, pupil-less eyes and a wicked-looking fanged mouth.

In its disgusting arms, the creature cradles the form of Carla. She is clad in a white silk dress, although large crimson stains have soaked into the bodice of her garment. Her pale arms hang limply, marred by dried rivulets of a reddish fluid that run down to her outstretched fingertips. Beneath her hand, a reddish-brown puddle has formed on the floor.

The beast suddenly looks upward with a look of absolute hatred crossing its inhuman features. “Villains!” It hisses. “Meddlers! It is your hands that have forced me to this! Had I been able to proceed without the pressure of your nosing about, my love would yet live! Your doom is at hand!” It rises with a surprising leap, casting Carla’s lifeless body aside like a child’s toy.

In either case, immediate combat with Yzdrok is a foregone conclusion. The beast is positively enraged at the party, and throws itself into the melee with reckless abandon, forming its hands into vicious-looking claws as it charges.

Yzdrok the doppelganger: AC 5; MV 9; HD 4; hp 30; #AT 1; Dmg 1d12; SA ESP, Imitate humanoids with 90 percent accuracy; SD Immune to *Sleep* and *Charm* spells, saves as tenth-level fighter; THAC0 17; AL N; XP 420.

Note that the DM has the option of increasing Yzdrok’s hit points if the heroes are largely uninjured, or allow any kobolds from C25 who have been following the party to attack the heroes from the rear after the melee begins.

The creature’s treasure is located in area C29; it carries the keys to the various chests and locks in this complex and the homestead on a large key ring tied to its belt.

There are four exits from this room. The north door was once sealed, but the seal was broken before the heroes arrived. The seal remains unbroken on the western door.

There are two secret exits from this chamber, and Yzdrok wasn’t aware of either. The first is a secret door in the northwest wall; it leads into a small area containing a winch mechanism and locking lever, used to set and/or disarm the trap in area C36. The second secret door is under the altar, and the Dungeon Master may decide to allow any hero examining the altar to automatically find it. The altar pivots toward the south wall, exposing a narrow, spiral stair that leads down to the secret level, the undercroft.

C36.Defunct Trap.

As your party reaches the midpoint of this empty corridor, you sense something is very wrong. The flagstone your foot has landed on gives way under your tread, descending only a fraction of an inch before giving off a loud ‘click.’ At that same instant, dozens of spears spring out from the walls, toward your group! Fortunately, the trap misfires; the spears only extend about a foot before losing their momentum.

Centuries-old traps just don’t work as well as they used to. The heroes may pass without danger to the sealed doors leading to areas C34c or C35c. The area is

otherwise unremarkable.

Undercroft Level

Dungeon Master's Notes on the Undercroft: The militiamen from Goblin's Tooth who stormed the gates of Greystone Priory never found what they sought - namely, the secret laboratory where the mad Prior Ormond was reputed to conduct experiments on living Fey folk. The lab does indeed exist, but the secret entrance to the Undercroft was never found: not by the invading militiamen, the looters who came after the battle, or Yzdrok and his kobolds. Whether or not the heroes find it is the purview of the Dungeon Master.

When the townsfolk battered through the gates of the priory, the cowardly Ormond ran to his secret lair and hid while his fellow monks were dying at every step. The prior pulled the altar over the secret stairway, trusting to the cleverly concealed entrance to his sanctum to ensure his safety. Ormond's ruse worked as he had planned. None of the invaders or the looters that sacked the priory halls above ever found where the prior himself had hidden.

But something happened that Ormond didn't plan. The prior's act of sacrificing the lives of loyal monks to cover for his own crimes was more than any good-aligned supernatural power would tolerate. At the instant the last monk fell, Ormond became a creature of evil, and was accordingly unable to touch or even approach any properly sanctified item. The altar that camouflaged the entrance to his perverse laboratory was so consecrated, and the prior's sense of relief evaporated when he discovered that he was physically unable to approach the only exit to the surface.

There were some provisions stored on the Undercroft level, mostly poor-quality food for the Fey prisoners. Ormond took the food and drink for himself, but even then he only had enough water for a few days. The evil prior spent that time in frantic but futile research in his meager library on how to bypass the altar he had consecrated with his own hands. On the last day of his life, Ormond slew those Fey prisoners who had not yet died from deprivation before he fell to the floor, spent from dehydration himself. As his last act before dying of thirst, Ormond muttered a curse through his parched lips: he vowed not only to see the deaths of the invading militiamen, but of their offspring as well.

Powers beyond mortal comprehension granted Ormond's vow, but not in the manner he had intended. Six days after collapsing, Ormond awoke as an undead creature. He retained a withered husk of his former body, and his throat seared with an eternal, burning thirst. The creature resigned itself to research a way to escape its self-made prison and quench its thirst from the fluids of the living, but as the years blurred into centuries, the creature gradually lost its mind.

By the time the heroes enter the Undercroft, Ormond has devolved into ravaging beast with only animal intelligence, driven only by the desire to slake its maddening thirst. When it first hears the heroes enter, the beast wildly attacks the first hero it sees, continuing until the hero dies (and he selects another target) or the creature is destroyed; the creature will attack the moment the entire party has entered area C37.

C37.Landing.

The dusty spiral stair, delved out of the very bedrock, winds down into the darkness. The ancient steps are broad and descend gently, finally ending in a chamber of familiar dimensions: it is octagonal in shape, and about a spear-throw across. A stone door is set into the opposite wall. Some curious scribbling can be seen on the flagstones near the foot of the stair; the words are scribed in an archaic form of common, and read, 'cannot get out.'

As your group assembles into a marching order for exploration, the stone door opens with a low, grating sound. In a single, fluid motion, a humanoid creature leaps into the chamber, kicking up clouds of dust about its clawed feet as it lands before the party. The beast appears at least partially human, although its flesh is drawn tightly across its ancient skull; it wears the ceremonial robes of a prior, and the creature is so painfully thin that you can count its ribs when the folds of its robes open.

The beast eyes your group for a fraction of a second, then springs to the attack!

The creature is Ormond's undead form, and it has the following statistics:

Ormond, Special Undead (1): AC 4; MV 18; HD 6; hp 20; #AT 2; Dmg 1d3 x 2 (clawed hands); SA drains body fluids; SD immune to *Sleep*, *Charm*, and *Hold* magic; Special Weakness – can be held at bay by any consecrated item (such as a priest's holy symbol) and turns as skeleton, in spite of hit dice; THAC0 15; AL N (CE); XP 1,400.

When Ormond successfully strikes in combat, his clawed attack drains the body fluids of his victims, inflicting 1d6 damage in addition to the 1d3 his claw causes. Hit points drained from body fluids are added to Ormond's total, to the maximum of 48 points allowed by his hit dice. Whenever Ormond drains moisture from a character, describe the fluid transfer to the targeted player: the dizziness caused by sudden loss of fluid, the painful sensation of life being drained out, and of course mention that the creature has regained some physical fullness and improved facial color.

When Ormond's undead form is destroyed, the heroes may explore the rest of the level at their leisure. The beast carries no treasure, but the prior did store wealth

in other rooms on this level before his transformation. Ormond etched the writing on the floor, when he realized the altar barred his exit.

C38.Library.

The door yields to a large, vaulted chamber, perhaps twenty feet in depth and twice as wide. Deep shelves have been masterfully carved out of the rock walls, and the tattered remnants of books and scrolls protruding from them identify the original purpose of the chamber as that of library. A long, wooden table once dominated the center of the chamber, but it was obviously smashed long ago. A pile of moldering fragments and parchments and a few books are scattered around the broken table, with crumbling fragments of other written works scatted throughout the floor. Other furniture once included a few chairs and a lectern, but these have been handled as roughly as the table. One item does seem to be more or less intact; it is a table, made from a solid block of stone, measuring roughly a yard on a side. The table is situated in the northwest corner of the chamber, and a small stack of books is stacked atop it. The place seems otherwise deserted.

The area was indeed Ormond's library, but he destroyed most of the books and scrolls with his own hands in the frustration that accompanied the last few days of his life. The only written works to survive Ormond's wrath were those kept in the recessed shelving and on the table. The former have all but rotted away, and will crumble at the slightest touch, while the latter are bound volumes with leaves of vellum; these books are largely untouched by time, and include the following:

- Worship and Spiritual Practice at Greystone Priory, by Prior Elgareth (Brother Rothsby at the church would pay up to 25 gold coins for this ancient volume);
- The Pfsiologie of Immortalitie, by Mage Lurgen;
- Treatise on Ye Restoratione of Deade Tissues, no author credited;
- Autobiography, by Tianok the Lichlord (likely a fake, as the writing shows little in the way of literacy. The illustrations are quite good, however);
- Characteristics of the Fey, by Sage Selinor;
- Ye Spelle Recherche Manual, no author credited (This is an early version of what every wizard's academy gives to new apprentices. It has no value, except perhaps as a collectible); and
- Unlocking the Secrets of the Deade, no author credited.

The first text may be sold in the Village of Goblin's Tooth, while the heroes must travel to a much larger settlement to find buyers for the other texts.

One other document of value is hidden in this room, among the tattered scrolls surrounding the broken table. It is a single sheet of vellum, folded in half, mixed in a pile of old grounds-keeping assignments (the paperwork generated by a communal vow of silence is awe-inspiring). The vellum was apparently a reference work for artisans who were involved in construction of the priory, or more specifically, the floor mosaic in area C9. A small area of the mosaic, perhaps a square foot of the tiny stones in the vicinity of Goewin's heart, has been conspicuously marked on the scroll. Heroes prying up the stones in that area of the mosaic will discover Goewin's lost sword, Ellydyr.

Heroes closely investigating the stone 'table' will find that it has a cleverly concealed lid. The stone cube is in fact hollow, and it served as a depository for all the wealth Ormond skimmed from the priory's coffers to fund his research. When the lid is pushed aside, read the following to the players:

The stone lid makes an unnerving grinding sound as you push it from the top of the stone table, and it lands with a dull thud. The table is hollow, but before you are able to investigate its contents, you hear a noise that sounds like jingling coins. Rising from the recesses of the stone cube is a skeletal snake, easily twelve feet long, topped by a fanged, human skull. A scintillating light of alternating colors glows from within its lifeless eye sockets, and it begins a soundless, rhythmic swaying to some long-forgotten music that escapes your hearing.

The creature is a Necrophidius, or Death Worm. It is a magical construct, created for the express purpose of guarding Ormond's treasure. The construct has begun its Dance of Death, a semi-magical swaying that will cause those viewing it to stare, dumbfounded, at the worm, even as the worm attacks them; treat the effect as a Hypnotism spell. Any hero looking at the Necrophidius must save against spells or fall under its power:

Necrophidius (1): AC 2; MV 9; HD 2; hp 16; #AT 1; Dmg 1d8; SA Surprises opponents 50 percent of the time, Dance of Death, successful bite causes magical paralysis (save vs. spells to avoid); SD immune to *Sleep*, *Charm*, and other mind-affecting spells; THACO 19; AL N; XP 420.

Note that heroes affected by the Dance of Death are unable to defend themselves, and the worm may strike them automatically for 1d8 damage each round. Heroes paralyzed by the construct's touch remain so for 1d4 turns. Note also that in spite of its appearance, the worm is a magical construct and not of the undead class; it

therefore cannot be turned by a cleric or priest.

The Necrophidius caused the jingling noise when it rose from its coiled position atop the treasure it guarded: 1,034 coppers, 619 silver coins, 195 electrum coins, and 106 gold pieces. The party also finds the following gems: an eye agate (9 gold), a bloodstone (40 gold), a rock crystal (40 gold), a zircon (50 gold), and a violet-colored garnet (450 gold).

C39.Laboratory.

The remnants of long tables and workbenches, smashed glassware and other apparatus for experimentation identify this chamber as a laboratory. The place may have been looted long ago; glassware has been thrown against the walls, furniture has been tossed about like children's toys, and moldering books and scrolls have been shredded or even burned. The place is absolutely silent, and generations of dust have covered the ruined equipment.

The area was Ormond's laboratory; he destroyed most of it in a fit of rage when he realized that, even if he attained immortality, he would be eternally trapped within the confines of his own dungeon. Nothing of value in the laboratory escaped his anger, except for a single bound volume hidden in the rubbish.

The volume is bound with an exceptionally fine grain of leather (elf skin). The pages are made from the same material, and the ink was a lumpy, reddish-brown liquid (pixie blood). The writing within is in a coded form of ancient common; a hero with spell ability could decipher the writing, but it would take days in a library setting to decode and re-translate the words (if the heroes insist upon trying to translate the work immediately, explain that the text could be loosely compared to a modern person taking the original *Beowulf* and decoding it – translating such a work to modern language simply can't be done in a ruined dungeon). When the book is translated, it proves to be a journal written by Ormond. It details his horrific experiments on the Fey folk, his quest for immortality, the truth of Landrin's tale, how the altar Ormond consecrated with his own hands prevented his escape, the prior's subsequent descent into madness, and the burning thirst and curse that occupied his final thoughts. When the contents of the book are identified, Brother Rothsby would gladly pay 100 gold coins for the tome, based on its historical value to the village.

C40.Rectory.

At one time, this chamber must have been an opulent bedroom. Sadly, like so many other chambers on this level, the furniture has been smashed and cast about, as if by someone in a rage. All that now remains are fragments of rotted furniture, shreds of tapestries, an upturned chamber pot, and an empty tin brazier. The

walls are covered with strange writings.

The writings appear to have been made with soot-smearred fingers, and can be recognized as archaic form of human common. The content of the writings represent the ravings of one gone mad; the phrases run from absolute gibberish to the recurring 'can't get out' theme.

Two lines may be of particular interest for solving what happened here. The first reads, "Even if I draw their life forces, I'll never escape," while the second reads, "The thirst! I shall live to drink from their descendants!" Ormond wrote the musings before his transformation.

C41.Torture Chamber.

You have entered what was obviously a torture chamber. This vaulted room seems to have suffered less from time and vandalism than the others on this level, perhaps because of the durability of its furnishings. A quick glance around the place reveals an impressive variety of dust-covered devices for inflicting woe, including a brazier with branding irons, a stained copper vat, an iron maiden, a table with restraining chains, and a wall rack for hooks, chains, pincers, knives, and whips. A large wooden chest is set against the far wall. A skeleton, apparently of an elf or young human, rests atop the table.

The skeleton is simply an elven corpse; it does not animate. The wooden chest is unlocked, and contains several sets of chains and manacles, many of unusually small size. The smaller restraints were used for Ormond's Fey captives. There is nothing else of interest here.

C42.Cell Block.

The dusty corridor ends in an iron portcullis, with a winch for raising it on your side of the barrier. The winch squeaks angrily as you work its levers, but the iron barrier slides into the right hand wall, leaving a furrow in the dust where it had remained for so long.

The area beyond the portcullis is essentially a corridor, running thirty feet from east to west, and measuring about ten feet north to south. A number of cells surround the walkway: three small, square affairs in the center and a double-sized cell at either end. The doors of the cells are all completely open, and judging from the dust on the floor, have been open for ages.

From where you now stand, you can see into the three small cells easily enough. Each contains a skeletal form; all are humanoid, but none are human. The various heights of the skeletons imply that one or more elves and perhaps a brownie or leprechaun were imprisoned here. The center cell contains a wire cage about a yard wide; inside, several small skeletons with

delicate wings indicate that Ormond also held sprites or pixies captive. From where you stand, you can see nothing in either of the larger cells, although the walls of the western cell don't appear to be made of stone.

The center cells were indeed used to hold elves, fairies, and their ilk. Investigation of the skeletons shows that

all of the skulls have been cracked, and many of the skulls have had pieces smashed out of them. The heroes will probably deduce that blows to the head with a blunt object killed the captives.

The eastern and western cells each hold the skeletons of six more elves.

Part VIII. Resolutions.

The return trip from the priory can be as eventful as the Dungeon Master chooses. If Carla survived, a harrowing return journey using the random encounters from Part V can add some tension to the story; any monster attacking the person they set out to rescue is guaranteed to get a response from players. On the other hand, if Carla didn't survive, the heroes are low on hit points and spells, or if some of the heroes are infected with the magical plague from area C8, the players might not be in the mood to drag out this section of the plot.

The heroes' arrival in the Village of Goblin's Tooth causes great excitement. If Carla survived the adventure, she has a joyous reunion with her family, as well as with Shanson and Hazel. Of course, the expectation resting on the party is to first report to the reeve, who asks them to recount the details of their mission.

The reeve begins by describing events since the heroes' departure. Although the investigation is still considered open, Lord Meldrin needed to return to Timberton with his garrison; it is the reeve's responsibility to report any new findings to him. Captain Alsted hasn't been seen since the day the heroes departed for the ruins, and has been accused of treason. An edict has since been issued, declaring Alsted Stormsword to be an outlaw on the evidence presented by the party. A bounty of 500 gold coins, from the reeve's personal savings, has been placed on the former captain's head (There is no need for the Dungeon Master to worry; Alsted will be back in Scenario D, and the heroes can even the score then).

Sergeant Malkin has been promoted to the captain's position, leaving a vacancy in the billet of Sergeant of the Village Watch. Any capable player-character fighter can be offered the position, which pays 25 gold coins per month.

The various journals, Carla's testimony (if available) and other evidence the heroes obtained during their quest are likewise sufficient to prove David's innocence, and the Son of Shedhrig leaves the barracks a free man. As he steps outside, a waiting crowd of townsfolk begins cheering.

Brother Rothsby, who is serving as a witness and is

using the chalice to prove the veracity of the party's tale, will show great interest in Ormond and/or his secret laboratory. If the heroes discovered the secret door but chose to leave the exploration of the secret level for a later expedition, Rothsby suggests they investigate it in all haste, even promising to magically cure the party's wounds so that they might depart sooner.

If the party recovered Ellydyr, both the reeve and Rothsby are struck dumb with the sight of the legendary weapon. Eventually, the reeve will stammer out, "If the weapon will have you, I suppose it is yours to wield." News of the weapon's recovery sends a wave of gossip through the town, eliciting phrases like, 'I can't believe it' from the adults and, 'I told you so' from the children.

Later, the unpopular child forced to play at being the goblin horde before the trial sheepishly approaches the heroes, asking if he can touch the legendary blade. If the heroes allow him to do so, the little boy lays his hand upon the weapon for a moment, then turns to his friends and yells, "See? I touched it and everybody knows that goblins can't touch it! From now on somebody else has to be the goblin horde!" He then scampers away.

Events following the heroes' report depend upon whether Carla survived the ordeal or not.

If Carla was killed by the doppelganger, the mood in the village is somber. While the townsfolk rest easier knowing that the monster that plagued their town is slain, Carla's death casts a cloud of sorrow over the town. Jacob the woodworker fashions a coffin from his finest hardwood, and the adventure ends with Brother Rothsby conducting a funeral, at which the heroes are honored for attempting to save her life.

If Carla lived, there is a celebration of Biblical proportions at the Shady Oak Inn. Shanson, acting from the realization that his inn is still a shambles from days ago, decides that he "can put off tidying up for another day" and broaches almost every ale keg in the place. After the villagers have had a few days to recover from their revelry, David and Carla are joined in marriage, with Brother Rothsby officiating. The heroes are considered guests of honor, both at the wedding and at the banquet that follows the ceremony. The high point

of the wedding feast is a performance by Gerald Chanteur, who composed a ballad titled, "The Rescue of a Maiden." The song describes the harrowing experiences the heroes underwent for the sake of the two young lovers, and it doesn't leave a dry eye in the assembly of guests.

The heroes may spend the next few days in the village, relishing in the comforts of its inn, the wares of its merchants, and the admiration of its citizens. But as every Dungeon Master knows, the events of one adventure set other adventures in motion, and it is only a matter of time before the heroes will be asked to raise their swords again.

Like the other adventures in the Goblin's Tooth series, there is little in the way of monetary treasures to be found in this scenario. It is suggested that, instead of awarding experience for treasures obtained, the Dungeon Master may decide to divide a 'story goal' award evenly among the surviving heroes. The exact

amount of the award is determined as follows:

- Begin with a base of 10,000 xp, to be divided among surviving heroes;
- If the heroes brought Carla back to Goblin's Tooth alive, add another 5000 xp to the base figure. If the best they could do was return her body for a proper burial, only add 1,000 xp.
- If the heroes discovered and cleared the undercroft level, add another 5,000 xp to the base figure. Note that if the heroes explore the undercroft on a separate mission, they can earn the 5,000 points upon their successful return.

Thus, if an eight-member party had an immensely successful adventure, completely exploring all three levels of the ruin and returning Carla to the town, the group 'story goal' xp award would be 20,000, or 2,500 xp per character, added to the character's total in addition to any xp earned for combat and magical items.

Appendix: New Magic Items

Arwythan's Chalice: This chalice was once the property of Saint Leonil Arwythan, a prominent local cleric of a few generations ago. The chalice itself is a simple item, being fashioned from silver with some golden accents but otherwise unadorned. The item has a certain number of charges, and it cannot be recharged. A charge may be expended by mental command from the user, causing the chalice to function as a Detect Lie spell for two hours; during that time, it gives off a blue glow if falsehood is spoken within 15 feet. The item may be magically circumvented in the same ways as a Detect Lie spell.

Experience Point Value: 1,000

Ellydyr, Sword of Goewin: Ellydyr is obviously a magical weapon. It is a longsword +1, +3 versus goblins. The sword's title is a bit misleading, though, for the weapon was designed to combat all the humanoids that plague the forest. For game purposes, the higher bonus should be applied not only to goblins, but also to a 'goblin class' of monsters, including hobgoblins, kobolds, ogres, and orcs. The weapon has a handful of other abilities as well, which manifest when drawn in the presence of its hated goblin class foes:

- The wielder is able to speak and understand the languages of 'goblin class' foes, rather like a limited version of the Tongues spell.
- The sword grants the equivalent of a Bless spell to

its wielder when used in combat against goblin-class monsters. This effect is cumulative with effects cast by the wielder or his allies, such as additional Bless or Prayer spells.

- When used against goblin-class monsters, the sword actually 'salivates,' shedding droplets of pure water that fizzle loudly into steam before striking the ground. While the water itself has no practical use (it evaporates before it can be collected), the visual effect is disconcerting to these evil humanoids, to say the least. Local goblin tribes tell legends about this sword in much the same way humans keep tales about the Fey folk. Actually seeing this weapon is a fearful experience for a goblin-class monster; to reflect this fear, all such creatures suffer a morale penalty of -2 when faced with the threat of Ellydyr.

Experience Point Value: 2,500.

Everburning Torch: The Everburning Torch is a highly useful item; while it conforms to the standard size, weight, and appearance of standard torches sold at nearly every trading post, the Everburning Torch never burns out. Of course, it must still be ignited (and may be extinguished) in the same manner as a normal torch, and the Everburning Torch cannot be lit if it is wet. The flame is identical to a normal torch flame, i.e., it doesn't qualify as 'magical fire' for saving throw purposes, nor can it be considered a magical weapon.

Experience Point Value: 500