



DRAGONSF007

DF31

Garden of the Hao Queen



By John Keane

Garden of the Hag Queen

by John Keane

Editing and Layout:
Antti Hulkkonen

Maps:
Andreas Claren

Proofreading:
Nicholas Partridge
Debra Sims

Illustrations:
Luigi Castellani

Dragonsfoot UK
Free & Original RPG Materials



Visit our website
for more AD&D resources

<http://www.dragonsfoot.org/>

Garden of the Hag Queen

By far the oldest and mightiest creature in the realms is Trosha the Hag Queen. She has ruled in the forested mountains of the north for as long as the records of men have been kept. Her realm encompasses the lands stretching from the western sea and across the southern reaches of the Ironspine mountains of the north. Over the centuries, she has either enslaved those creatures living within what she considers her borders or driven away any who refuse to submit to her will. Throughout the north, the blazon of the green talon is well known and her agents are active.

Long ago, the Hag Queen planted her garden: a collection of rare and useful plants and fungi for her own research purposes. For nearly a century, she or her servants roamed the lands searching for baleful plants and creatures and bringing them back to the garden. In order to feed her pets, she encouraged the increase in population of giant insects. The

garden lies near the southern border of the Hag Queen's realm, far from her basalt tower on Hag Hill, and is only rarely visited by the Queen herself; nevertheless, it did not take long for the woods to acquire an unwholesome reputation.

During this time Katara, a druid from the Elk Tribe, attempted to cleanse the forest. She failed and her tormented spirit became an Odic. Katara patrols the surrounding areas in a clockwise fashion and slays all who are not servants of the Queen.

Today, the garden is administered jointly by three factions: the mages of the Warlock's Tower, the priests of the Temple of Lish, and a troop of guards. The three camps don't always see eye to eye, however, and only their mutual fear of the Hag Queen – and her resident agent, Targhul the Spectre – keeps them from each others' throats...

Starting the Adventure

Suggested Party Character Levels

This adventure is best suited for experienced players with characters between 2nd - 5th level - a total of 15-25 character levels, not including henchmen and hirelings.

Special Note: If the party encounters the Odic Katara, they will die unless the party is at a much higher level than suggested for the adventure. It is recommended they be warned of the danger she presents. Should the party encounter her with Illneth's amber heart, she will let them escape in exchange for it.

Adventure Hooks

While there is nothing to prevent a party from hearing about the location or just stumbling upon it, the following hooks are provided :

Option 1

A few days ago, Hunrik the forester wandered too close to the Queen's border and was attacked by a large wolf. The villagers of Rillton are fairly sure he was bitten by a werewolf and are preparing for the worst. It is 15 days till the next full moon, and they intend to kill him if he is not cured. Life is hard along the border and everyone knows what must be done.

Rurik the village elder and Makla the herb woman believe a potion for curing lycanthropy can be made with wolfsbane and a few other ingredients which can be found in the Hag Queen's garden. The recipe requires two buds of wolfsbane, a sprinkling of amber lotus pollen and the petals of a Vampire Rose. This recipe has a 95% chance of working and a 5% chance of killing the drinker. In exchange for their aid the village will reward them with the recipe, a horse for each and 15 chunks of amber worth approximately 50 gp each. If pushed to it, Hunrik will offer up his Bow +1 to sweeten the deal.

Rillton is approximately 10 miles from the river in a clearing in the forest. The surrounding area has been cleared and provides farmland and pasture for the

inhabitants. The village is built entirely of wood and has a palisade. 15 families reside here, amounting to roughly 75 people. There is an inn, the Red Goose, which serves as the main meeting place.

The village can provide access to the rumors below. If asked, both Rurik and Makla will say there is something very dangerous in the forest, possibly a tree, and that no one crosses the river at night.

Option 2

The party arrives as slaves, having been taken prisoner in a border raid. They begin play in the Tower Garden, area 4.

Option 3 (Evil characters)

The party arrives with the Iron Ring caravan as replacements for staff. All alchemical supplies produced in the garden are harvested and given to the Iron Ring caravan which arrives on a monthly basis with supplies, slaves and additional unique monsters.

Rumors

1. There is a tree in the garden bearing fruit that grants immortality. (F)
2. All plants found within the kingdoms can be found in the garden. (T)
3. There is a tunnel, really a dried out underground river, which leads into the garden. (T)
4. It is safe to travel in the forest at night. (F)
5. There is a garrison of soldiers manning the tower in the center of the garden. (T)
6. The Hag Queen herself planted this garden and visits regularly. (T – although she only visits once a year)
7. Everything in the garden is dangerous. (F)
8. There is an evil spirit that wanders the withered wood; the dead trees are her handiwork. (T)
9. Blow the horn three times and stick to the road if you want to live. (T)
10. There are small creatures in the woods that set traps for travelers. (T)
11. It is safe to camp in the woods near the garden, just don't light a fire. (F)
12. The safest way into the garden is to be found along the southern wall of briars. (T)

Getting into the Garden

The garden is located in the fork of a river. A trail runs past the front gate on the eastern side of the garden, crossing both forks of the river. There is a bridge to the north, the Hag Queen side of the river, and a ford on the southern side. Stationed in the woods near the bridge and ford are small Wood Imp watch posts. The Imps' main lair is within the garden. They watch the trail and the river carefully.

There is a stretch of woodland, roughly 8 miles wide, around the borders of the garden, where Katara patrols. Patrolling includes crossing the river to the south once every 5 days. The garden itself is surrounded by a 10' thick, 15' high hedge of Ironbriar (Ironbriar is very tough and has 3' long straight spikes. The Gnolls of the Beastlands harvest these spikes for arrows and craft armor from the tough stalks). There are two openings in this outer barrier. One is along the southern side of the garden where the outflow from the tower moat runs. This opening is 5' high and 10' wide. The other is at the front gate to the garden proper. This opening is 15' wide and consists of a metal gate set between two iron posts.

The hedge is very dense, and it will take 10 turns to hack an opening in it. A smaller opening can be made in half the time, but passing through the passage will result in damage equal to the character's AC per foot crossed. (For example, a character with an AC of 2 would take 2 points of damage per foot crossed, one with AC 9 would take 9 points, etc.) Ironbriar grows quickly and will close any large gaps in a week; smaller gaps will close in 3 days. Parties burning their way through will be immediately noticed, day or night, by the garden inhabitants. Chopping through the wall will result in a wandering monster roll each turn, unless magical precautions are taken.

Inside the wall of ironbriar is the garden proper where smaller plants and flowers are cultivated. At the center of the garden is the tower. The tower is surrounded by a 20' high wall. Inside the tower live the human occupants of the garden proper.

Entry to the garden area is typically signaled by

blowing on a horn when the river, north or south, is crossed. 3 blasts denotes a visitor. 1 blast is a call for help. If the horn is not blown, people found in the area are assumed to be up to no good. Blowing a horn will attract the attention of the Wood Imps, who will follow the party at a distance. If the visitors do not appear to belong in the area, they will be harassed.

If the alarm is sounded, getting out of the area will be difficult since the entire tribe of Wood Imps will rush to the garden hoping to get in on the fighting. The forest off the main path is riddled with snares and deadfall traps set by the Imps. They will try to lure travelers off the path and into their clutches. Approved visitors to the tower either have a token of the Queen's service, which they show, or know enough not to leave the path for any reason.

A party that makes a successful reaction roll at the gate will be allowed into the garden and can negotiate with Johan Blackhammer, captain of the guard, for some components found in the garden. He will not sell components but will exchange them for services. Typical tasks include spider reduction in areas 13 and 14; killing half the Giant Ants in area 1; or battling the Giant Slug. Should the party get in trouble, his forces will not offer aid, and in the case of the Giant Ants may simply wait for the ants to win and then loot the corpses. Johan is evil but lawful, and will keep to the terms of any agreement made. He will not grant protection from Katara – it is beyond his authority – but he can provide quarters in the stables for a party stuck overnight. They will be allowed to eat with the troops in the barracks. A Skeleton will keep watch over the party the entire time they are in the area, travelling with them and keeping the more intelligent members of the community from attacking them.

In the bank of the southern branch of the river is a hidden entrance which leads to the Undergarden: an underground Slime, Mushroom and Jelly complex. The tunnel between the river and the complex is small and cramped. The entrance is visible when the river is not running at peak, or if there is a prolonged drought in the area.

Encounters Near the Garden

The Larkins

Werewolves live in the forest with a pack of wolves as their allies. They guard the approach to the garden and watch the village of Rilton for the Hag Queen. There is one older male and his daughter. Grandpa has been a servant of the Queen for a long time and has been injured by adventurers before. He is very cautious and will abandon his daughter, Irina, if it becomes necessary. It will not prevent him from seeking revenge for her death, however. Irina, has bitten one of the local woodcutters (Hunrik) because she is attracted to him. Irina is drunk on her new power and highly overconfident.

Their cottage is fairly well kept, but clever individuals will notice deep claw marks in the doorway. They will claim to be charcoal burners, but a check of the surrounding area will not reveal any charcoal bunkers.

If the party has problems getting into the garden, the DM may allow Grandpa Larkin to offer them one of the Hag Queen's tokens in exchange for his life. However, he is first and foremost a survivor and will not hesitate to betray or sacrifice others. He could be used as a recurring low-level villain, should the DM need one.

Their treasure consists of an ornate silver service – forks, knives, spoons – in a wooden box, 1,000gp value.

Grandpa Larkin: AC 9/5; HD 4; HP 21; Move 180/60; Attacks 1; Dam 2-8; Morale 8; Silver or Magic to Hit

Irina Larkin: AC 9/5; HD 4; HP 18; Move 180/60; Attacks 1; Dam 2-8; Morale 8; Silver or Magic to Hit

Iron Ring Caravan

The caravan consists of 5 wagons of supplies, 15 cattle, 6 horses, 6 pigs and 15 goats for delivery, along with 4 replacement slaves. The caravan has 4 merchants, 10 drovers and 20 guards. Half of the drovers will be left behind at the garden to care for the creatures. On the way back, the caravan will carry alchemical products from the garden – highly

valuable and portable items. As a consequence, the returning caravan will be cautious and a lot more aggressive in dealing with strangers met along the road. One wagon contains rock salt only (used to keep the Slimes and Jellies at bay). A careful party will hear this group approaching long before seeing them.

Delquar (Head Merchant), Thief 4: AC 7; HP 12; Move 120; Attack 1; Dam 1-6 (short sword); Morale 10; Treasure: 5pp, 10gp, 20sp, a pass to the tower, *Potion of Healing*, Stink Bomb x 2 (user cannot be tracked by scent; will also drop the morale of an attacking animal by 4).

Morvis (Guard Captain), Fighter 4: AC 4; HP 20; Move 90; Attack 1; Dam 1-8+1; Morale 10; chain mail, shield, long sword, dagger, spear; mounted on a Warhorse; Treasure: 15 pp, 20 gp, 11 sp, *Blessed Sharpening Stone* (adds +1 to hit on the first attack in a fight; has 10 uses left).

Shavers (Guard Sergeant), Fighter 2: AC 4; HP 11; Move 90; Attack 1; Dam 1-8+1; Morale 10; chain mail, shield, long sword, dagger, spear; mounted on a Warhorse; Treasure: 4pp, 11gp, 28 sp.

Magic User 2: AC 9; HP 6; Move 120; Attack 1; Dam 1-4 or spell; Morale 8; silver dagger; Spells in book: *Read Magic, Detect Magic, Charm Person*; memorized: *Charm Person, Detect Magic*.

Cleric 2: AC 5; HP 8; Move 120; Attack 1; Dam 1-6 (mace); Morale 9; Spells: *Cure Light Wounds*; chain mail, shield, mace; Treasure: 6pp, 5gp, 11sp, 24cp.

Cleric 1: AC 5; HP 4; Move 120; Attack 1; Dam 1-6 (mace); Morale 9; chain mail, shield, mace; Treasure: 2gp, 11sp, 4cp.

Caravan Guards, Fighter 1 (20): AC 5; HP 4 each; Morale 9; scale mail, shield, short sword, spear, javelin or short bow; mounted on Light Warhorses; Treasure: 1d6gp, 2d6sp, 3d6cp.

Drovers, Normal Man (10): AC 9; HP 3 each; dagger; Morale 7; Treasure: 1d4gp, 1d4gp, 2d6cp

Merchants, Thief 1 (3): AC 8; HP 3 each; dagger, short sword, leather armor; Morale 7; Treasure: 1d4pp, 1d6gp, 2d6sp, 3d6cp.

Slaves (4): AC 9; HP 3 each; Move 60 (shackled); Morale 6.

Lizard Man Delivery Team

The group is traveling with an urn full of Rot Grubs, an urn full of Giant Leeches and some papyrus plants. They are under orders from the Emperor to deliver these items to the garden, in an effort to renew diplomatic ties with the Hag Queen. They have been traveling in secret for several months and are finally approaching their destination. They flee from large groups and wipe out smaller ones. If they must, the Troglodytes will camouflage themselves in order to set up an ambush for pursuing forces, then flee in a different direction. Their intent is to leave half the guards and all the spellcasters behind to learn what they can from the garden. This includes a pair of Troglodytes, who will donate some of their scent to the researchers in the Garden's laboratories and also act as spies for the Lizard Men within the tower. The sergeant made the journey 50 years ago and knows the drill. They are not expected at the tower. They have 115pp, 200gp, 500sp in a chest.

Ironscale (Lieutenant) Ikhassak: AC 2; fights as HD 4; HP 16; Morale 12; commands the infantry; mounted on a Horned Chameleon: AC 2; HD 5; HP 24; Move 120; Attacks 2; Dam 2-8/1-6; Morale 7 (10 while mounted).

Bronzscale (Sergeant) Sikhasha: AC 3; fights as HD 3; HP 14; Morale 12; mounted on a Horned Chameleon: AC 2; HD 5; HP 20; Move 120; Attacks 2; Dam 2-8/1-6; Morale 7 (10 while mounted).

Lizardman Soldiers (10): AC 4; HD 2; HP 14, 13, 12, 11, 10, 9, 8, 8, 7, 6; Attack 1; Dam 1-6; Morale 12; spear, shield, 3 javelins.

Gecko Lizards (2): AC 5; HD 3+1; HP 19, 14; Move 120/40; Dam 1-8; Morale 7.

Draco Lizard: AC 5; HD 4+2; HP 21; Move 120/40, fly 210/70; Dam 1-10; Morale 7.

Wokans (2): AC 4; HD 2; HP 14, 12; spear; Dam 1-8

or spell; Spells: *Detect Magic*, *Sleep* (#1), *Darkness*, *Protection from Good* (#2). Both have the above spells in their books along with *Read Magic*. The first also has a *Wand of Magic Missiles* with 14 charges left. The second has a scroll with *Detect Invisible*.

Shaman: AC 4; HD 2+1; HP 12; spear; Dam 1-8 or spell; Spells: *Cure Light Wounds*, *Darkness*. He has a small pot of healing ointment (treat as *Potion of Healing* with 3 doses).

Troglodytes (5): AC 5; HD 2; HP 14, 13, 12, 11, 10; Move 120/40; Attacks 3; Dam 1-4/1-4/1-4; Morale 9; Surprise 1-4 on d6; Strength Stealing Stench (Save vs Poison or -2 on attacks).

Giant Frog: AC 7; HD 2; HP 9; Move 30/30; Attack 1; Dam 1d4.

Wandering Undead

Skeletons (7): AC 7; HD 1; HP 5 each; Move 60/20; Attacks 1; Dam 1-6; Morale 12. These skeletons are not the pawns of anyone, just victims of Katara. Their clothing is totally rotted away; they are just bones stumbling through the woods. If they encounter the party, they will follow until destroyed.

Wood Imp Patrol

The patrol consists of 1d6 Imps, one of which is mounted on a Wood Spider. This group may decide to shadow a strong party, sending a messenger back to the main lair. In this case, 2d8 more Imps and 1d4 more Spiders will show up in 2d10 turns. If detected, they will attack and then flee into the forest. If possible, they will lure pursuers into a trap.

Wood Imps (1d6): AC 6; HD ¼; HP 1d6 each; Move 90/30; Attacks: bite 1-3 or weapon 1d4 (both bows and spears do the same damage); Surprise 1-3 on d6; Morale 7.

Huge Wood Spider: AC 6; HD 1+3; HP 8; Move 120/40; Attacks 1; Dam 1d6 + poison (Save vs. Poison at +2 or suffer additional 1d8 dam and become sluggish for 2d4+2 rounds, initiative at -2 and move at ½ speed); The mounted Wood Imp can get spider venom on his arrows and strike with the same poison effect.

Wood Imp Trap

A trap is triggered on 1-2 on d6 for each person moving through the area. Roll d4 to determine type:

1. Snare: Save vs. Paralysis to avoid being snared and pulled into the air. 50% will pull those caught into a spiked tree trunk for 1d4 dam.

2. Pit Trap: Save vs. Paralysis or fall in for 1d6 dam. 50% have sharpened stakes for an additional 1d4 dam.

3. Falling Log: Save vs. Paralysis or be struck for 1d6 dam.

4. Multi Trap: all of the above in a master trap where the snare is triggered and the others are set to catch those coming to help.

Outer Garden

Random Encounters

1. Giant Ant: AC 3; HD 4; HP 17; Move 180/60; Dam 2-12; Save as Fighter 2; Morale 7.

2. Giant Fire Beetle: AC 4; HD 1+2; HP 5; Move 120/40; Attacks 1; Dam 2-8; Save as Fighter 1; Morale 7

3. Oil Beetles (5): AC 4; HD 2; HP 11, 7, 9, 8, 4; Move 120/40; Attacks 1; Dam 1-6 + special; Save as Fighter 1; Morale 8. Squirt fluid 5' with successful attack, welts rise causing attacks at -2 for 24 hours.

4. Wood Golem: AC 7; HD 2; HP 10; Move 120/40; Attacks 1; Dam 1-8; Save as Fighter 1; Morale 12; -1 to initiative, -2 to save vs. fire, +1 die damage from fire; Immune to cold and missile attacks including *Magic Missile*. Wood Golems work the area outside of the tower garden, tending the trees, etc. All constructs will ignore people in the area unless they attempt to interfere with their duties.

5. Robber Flies (3): AC 6; HD 2; HP 8, 10, 12; Move 90/30, Fly 180/60; Attacks 1; Dam 1-8; Save as Fighter 1; Morale 8; Surprise 1-4 on d6. Can leap and attack 30'. These creatures prefer to eat Killer Bees but will attack anyone. The garden inhabitants kill them on sight, and there is a 5 gp bounty per head at the tower.

6. Killer Bee: AC 7; HD ½; HP 3; Move 150; Dam 1-3 + poison; Save as Fighter 1; Morale 9.

7. Giant Rats (32): AC 7; HD ½; HP 4 (10), 3 (12), 2 (10); Dam 1-3 + disease; Move 120/40; Save as Normal Man; Morale 8. A bite by any of these rats has a 1 in 20 chance of inflicting a disease. They will attack in a wave but will take a Morale check each round regardless of the outcome. If more than 5 rats swarm an individual, they will force a Save vs. Death Magic. A failure results in the character being knocked down and being unable to fight until they regain their footing.

8. Giant Centipedes (4): AC 9; HD ½; HP 7, 5, 4, 2; Damage poison; Move 60/20; Save as Normal Man; Morale 7.

9. Giant Crab Spider: AC 7; HD 2; HP 9; no web; Surprise 1-4 on d6; Dam 1-8 + poison (+2 to Save).

10. Insect Swarm: AC 7; HD 4; HP 18; Move 30/60; Attacks 1; Dam 2 pts (4 pts if no armor). The swarm covers a 10' x 30' area. Weapons do no damage. A torch does 1-4 damage, and smoke, fire and cold will drive them away. The swarm will pursue if it takes damage.

11. Tower Patrol (only during daytime unless specifically deployed)

Sergeant, Fighter 2: AC 2; HP 14; Move 90; Attacks 1; Dam 1-6+1 or 1-8+1; St 14, In 12, Wi 9, Co 14, Ch 15, Dx 14; banded mail, shield, short bow, broad sword, *Potion of Healing*, 2 vials of oil for throwing.

Magic User 1: AC 8; HP 3; Move 120; Attacks 1; Dam 1-4 or spell; Spells memorized: *Sleep*; Spell on scroll: *Charm Person*; St 9, IN 15, Wi 10, Co 11, Ch 11, Dx 13; silver dagger. He carries a sealed, 4' long tube filled with Amber Lotus pollen: when both ends are uncapped and the tube is blown through, a jet of pollen is released covering a 10'x10' area. Anyone caught in the cloud of pollen must Save vs. Spells at +2 or fall asleep for 2-4 rounds. These tubes are crafted locally from materials harvested from the garden.

Cleric 2: AC 4; HP 10; Move 90; Attacks 1; Dam 1-6 or spell; Spells memorized: *Cure Light Wounds*; chain mail and shield; silvered war hammer (crafted to look like a screaming skull – vents cut into the head make the weapon moan when swung). St 13, In 8, Wi 14, Co 15, Ch 12, Dx 10. Spell on scroll: *Darkness*, 2 vials of (un)holy water, and a Crawler Tentacle Rod. The rod is a sealed tube of glass with a Carrion Crawler Tentacle suspended within it. A successful strike breaks the glass, bringing the tentacle in contact with the victim – Save vs Paralysis at +2 or paralyzed for 2d4 turns. The rod is of local produce and only good for one use.

Ghoul: AC 6; HD 2; HP 15; Move 90; Attacks 2 claws/1 bite; Dam 1-3 each + paralysis; Save as Fighter 2; Morale 9; turned as a Spectre.

Skeletons (4): AC 7; HD 1; HP 8, 8, 7, 7; Move 60; Attacks 1; Dam 1-8 (longsword); Save as Fighter 1; Morale 12; turned as a Ghoul.

Guards, Fighter 1 (10): AC 3; HP 10, 9, 9, 8, 7, 6, 6, 5, 5, 5; Move 90; Attacks 1; Dam 1-6 (spear) or 1-8 (longsword); chain mail and tower shield. Each has a long spear which they will set vs. charge.

The patrol will fight as a unit, making a shield wall and fighting in double ranks with those in the second rank attacking over the shoulders of those in the first rank. If flanked or surrounded, they will form a circle with the Sergeant, the Cleric and the Magic User in the center. This unit is very experienced in using group tactics against creatures in the garden.

12. Illneth the Ogress: This huge Ogress is 9' tall and bulging with slabs of muscle and scar tissue. She wears a leather jerkin and cap. Her high boots are heavily waxed and oiled – these are her Undergarden boots. She is very smart for an Ogre and has served in the Hag Queen's bodyguard. She carries a *Halberd +1* which she wields with no initiative penalty (this weapon bears the mark of the Queen's personal guard). In addition, she carries a net crafted from Shroud Spider silk, which acts as a web trap (Save vs. Paralysis at +1, single use only). This can be thrown 30'. Over the years, she has collected piles of loot from slain visitors to the garden, particularly from those slain by Golems or plants which do not value treasure. The other inhabitants of the tower hate her for this, but are afraid to try to force her to give up her treasure. Because of this, they are likely to take their time before coming to help her in a fight. With the right inducement she could be convinced to allow a party of adventurers to enter the tower secretly. She pushes a large cart full of food for the plants and animals. She knows the garden very well and will flee into the more dangerous parts if in trouble. She communicates with the Shrews with whistles and by stomping on the ground.

Ogress: AC 5; HD 4+1; HP 28; Move 90; Attacks 1; Dam 1-10+4; Save as Fighter 4; Morale 10. Treasure: amber heart (4,700gp), garnet collar (2,500gp), brooch (500gp).

Giant Shrew Pets (3): AC 4; HD 1; HP 8, 7, 6; Attacks 2 bites; Dam 1-6/1-6; Move 180/60; Save as Fighter 1; Morale 10. These blind creatures are able to

"see" 60' using echolocation, both above and below ground. They are ferocious and very fast, always having initiative on their first attack and a +1 on the initiative roll for the second. Any creature of less than 3 HD attacked must Save vs. Death or run away (as if affected by *Fear*).

Special (This encounter replaces any previously used wandering monster).

Giant Slug: AC 8; HD 9; HP 27; Move 60/20, burrowing 20/10; Attacks 1 Bite or Spit; Dam 1d12 or acid spit (as dragon breath). The first spit will always miss. It can spit its acid 45 feet. A successful Save will halve damage. This creature can squeeze through any opening at least 5' wide. Blunt weapons only inflict magic damage, edged weapons inflict half damage + magic adjustment.



Illneth the Ogress and her Shrews.

Entrance

The iron gate is 20' high and 15' wide and surrounded by Ironbriar. The gate has a solid sheeting of iron from its base to a height of 4'. Above that is an elaborate metalwork of iron bars arching at the top. There are 5 inch gaps between the bars. Eternally stationed here (except on nights of the first full moon) are some of Targhul the Spectre's servants: Verkoth the Wight, a Ghoul and 2 Zombies. The latter three are pawns of the Wight, who in turn is a pawn of Targhul. In addition, the Ghoul has 4 Skeletons under its own command.

The Ghoul and the skeletons stand on the other side of the door, looking down the road. If anyone approaches within 50', the Ghoul will ask them to state their business. Appropriate responses will result in them opening the door. There is no need for an audible alarm; any activity at the gate is continuously monitored by Targhul, and he can notify the gate guards, the current garden patrol and the tower guard at will. An attempt to force the gate will result in a coordinated response. There is a Wizard Lock on the door, as well as a large iron bar which the Zombies will raise when the gate needs to be opened. Each half of the gate is 7 ½ ' wide. Under no circumstances will the gate guard leave the front gate area. Should visitors be allowed into the garden, they will be escorted by two Skeletons.

Verkoth prefers to work through the Ghoul. He will not personally approach the gate unless the guards are attacked and it looks like an easy fight, or unless apparently important visitors have come. He normally resides 40' down the main road to the tower amongst the Ironbriar. He can move through it without taking any damage, springing out without penalty, but it takes him 4 rounds to move all the way through a 10' stand. If a group quickly overwhelms the gate guards, he will wait for them to pass him by and attack from the rear. Everything he does is known by Targhul.

Verkoth the Wight: AC 4; HD 3; HP 19; Move 90/30; Attacks 1; Dam Energy Drain 1 level or Bastard Sword 1d8+1; Save as Fighter 3; Morale 12; hit only by silvered or magical weapons; turned as a Spectre. Verkoth wears an enchanted mithril helm worth 1,600gp; the faceplate is carved to resemble a snarling boar. It adds +1 to the AC of the wearer. The lining is completely rotted away and some work needs

to be done on it before anyone else can wear it. (If someone insists on using it as it is, then each time they are hit in battle the helmet will slip down over their eyes, blinding them until it is removed. This will take 2 melee rounds.) He also has a pair of elaborate silver bracers. These are heavily tarnished, but are worth 500 gp each. If he does not wish to drain levels he fights with a bastard sword.

Ghoul: AC 6; HD 2; HP 15; Move 90; Attacks 2 claws/1 bite; Dam 1-3 each + paralysis; Save as Fighter 2; Morale 9; turned as a Wight.

Zombies (2): AC 8; HD 2; HP 13, 15; Move 120/40; Attacks 1; Dam 1-8; Save as Fighter 1; Morale 12; turned as a Wight.

Skeletons (4): AC 7; HD 1; HP 8, 8, 7, 7; Attacks 1; Dam 1-8 (longsword); Save as Fighter 1; Morale 12; turned as a Ghoul.

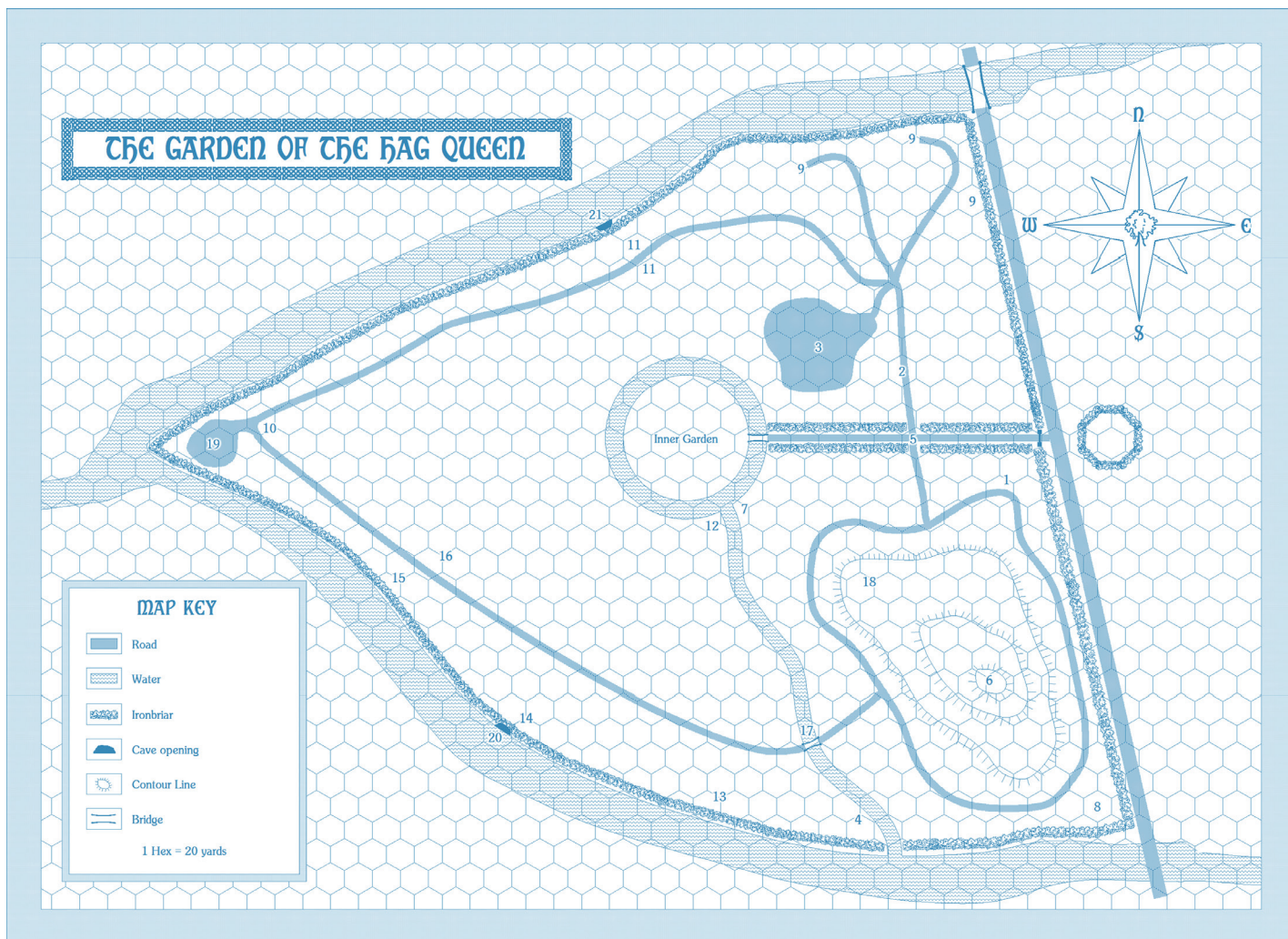
Inside the Garden

1. Giant Ant Nest: Above ground, the nest is a circular sloping 10' high, 20' wide mound with a 6' wide hole in the middle. Two Driver Ants (HP 16, 18) stand guard outside the entrance to their lair. These 6' long Ants will fight to the death once battle begins, even crossing fire to reach their opponents. Immediately inside the entrance of the nest is a chamber where another 4 Ants (HP 11, 15, 20, 26) are on guard. These Ants will not come to the aid of the pair in front. Typically there are 1d8 Ants wandering the garden foraging for food. They are terrified of the Spectre and the Wight and will flee to their holes if they detect their presence.

Driver Ants (21): AC 3; HD 4; Move 180/60; Attacks 1; Dam 2-12; Save as Fighter 2; Morale 7.

The Giant Ants mine gold. The Spectre keeps track of the amount mined, and once a year it is collected and sent to the Hag Queen. Currently there is 3,000gp worth of gold within the nest. The gold is usually collected by leaving out a few drugged slaves as bait; the Ants eat the slaves and fall asleep, and then more slaves empty the nest. Navigating the Ant tunnels entails crawling or wiggling through narrow 3 dimensional passages with rarely enough room to turn around. Entering the nest without preparation means almost certain death. These are probably

(A larger version of the map provided at the back.)



the most dangerous creatures in the area. The gold nuggets are piled up near the nursery.

2. Giant Centipedes: These creatures have managed to overpower a Giant Wood Spider and are feasting on the carcass. They will rush to attack anyone approaching too close along the path.

Giant Centipedes (7): AC 9; HD ½; HP 3, 4, 2, 3, 4, 2, 1; Damage poison; Move 60/20; Save as Normal Man; Morale 7.

3. Dead Treant: There are 190 Giant Centipedes living in the carcass of a dead Treant. The creature attempted to cleanse the garden but fell prey to the inhabitants. The corpse remains upright, but its limbs touch the ground. Its mouth is open. If the body is touched, all the Centipedes will boil out in a huge

swarm, biting and stinging. If a creature takes as many bites as it has Constitution points, an additional Save vs. Poison must be made. If failed, it will die. In a ratty sack strapped under the Treant's armpit are 4 ingots of silver worth a total of 200 gp.

Giant Centipedes (190): AC 9; HD ½; Damage poison; Move 60/20; Save as Normal Man; Morale 7.

The Giant Centipedes are kept for their poison, which is used for drugging the Ants. They are caught and milked by the garden's slave workers when it is time to harvest the gold. The Ants and the Centipedes do not get along and will on occasion raid each others' territory. The guards bet on the outcome if their captain is not around to force them to drive the two groups apart with torches and oil, or if the Wight or the Spectre don't interfere.

4. Giant Rat Nest: These Rats have nested in the remains of a river punt. This boat was going up the northern channel towards the tower when it encountered the Vapor Ghouls. All on board were driven insane and slain, and the punt drifted back downstream. Currently it is lodged in the briars on the western bank. The punt itself is 8' wide with a pointed bow and a square stern. It is 15' long and in fairly good condition, having only been abandoned here for a week. It is flat bottomed, with a steering rudder and two poles for pushing against the current. There are bundles of reeds on board, which have been gnawed open by the rats. As a result, the interior of the punt looks like a brown haystack. The Rats came on board to feast on the corpses and have moved in. There are currently 5 Giant Rats hiding among the piles of reeds.

Giant Rats (5): AC 7; HD ½; HP 4, 4, 3, 2, 1; Dam 1-3 + disease; Move 120/40; Save as Normal Man; Morale 8. A bite by any of these rats has a 1 in 20 chance of inflicting a disease. It is fairly common and can be treated by a successful application of the healing skill. If the skill is failed or not attempted in 1d3 days, the victim becomes ill. A test against the character's Constitution will reveal if they will recover from the illness on their own: a failure will result in death in 1d6 days from the onset of the disease unless *Cure Disease* is administered.

There are 4 skeletons on the boat, stripped to their bones by the rats. Three are in the front of the punt in a tangled pile. The last lies in the water, tied to the steering oar by a 12' length of rope. It will take a Strength of 12 to dislodge the body intact from the



The Dead Treant.

thorns and pull it out of the water. If the body is removed intact, a careful search will reveal a hammered silver torc around its neck. It is worth 200gp due to the elaborate decorations, showing otters swimming in the river. The Otter Tribe will pay 1,200gp for the torc, but will be very suspicious of anyone in possession of the item. It belonged to one of the younger sons of the clan shaman. Scratched into the steering oar are two runes, one for Death and one for Fog. It is a warning about the Vapor Ghouls upstream. The Ogre actually lodged the boat on the bank, hoping to lure more people into the garden. The boat is worth 400gp.

5. Shriekers: A pair of shriekers are kept in this area, chained to spikes driven into the ground to keep them in place. They will hoot quietly when the characters come within 30'. If they are not fed fresh meat in the next 10 rounds, or if they are attacked, they will begin to shriek in earnest. Shrieks which continue for more than 3 melee rounds will be answered by a patrol from the tower. The patrol will arrive in 2 turns.

Shriekers (2): AC 7; HD 3; HP 14, 13; Move 9/3; Attack shriek; Dam nil; Save as Fighter 2; Morale 12.

6. Giant Bees: On top of a small hill there is a rectangular clay structure standing 10' high and 20' wide. There are 6" holes along the four sides, spaced roughly 2' apart. In the center of each of the sides, there is a 3" cleft carved into the hill under the hive. There is a clay censer full of wood shavings and special herbs within each cleft. These are lit on a monthly basis, and the smoke released will lull the Bees into complacency. Running across the center of each of the walls is a long strip of wood, 2' wide, with handles. Two characters can remove this slat of wood and get at the honey inside. Each side of the hive has approximately 2 pints of honey ready for harvesting. This honey acts as half strength *Potion of Healing*. The Bees will attack anyone coming within 30' of the hive during the day. At night the Bees are all asleep and will not attack unless the hive is disturbed. There are 20 Giant Bees in the hive. If Bees are encountered outside of the 30' area, they will ignore characters unless attacked. The Bees will also not approach within 30' of the Shriekers.

Giant Bees (20): AC 7; HD ½; Move 150; Dam 1-3 + poison; Save as Fighter 1; Morale 9. The 4 King Bees have 1 HD, the Queen has 15hp and can sting repeatedly without dying.

7. Amber Lotus Flower: There are 7 Amber Lotus Flowers in the area where the tower moat drains into the outlet to the southern river. Their spores do not reach the tower, but they can reach over the outer wall if the wind is just right. The flowers will not release their spores when a guard moves along the wall. These flowers are kept for their pollen which acts like a *Sleep* spell, causing those who come within 10' of the flower to be caught in the 40' x 40' cloud released. A failed Save vs. Spells results in the victim falling asleep for 4d4 rounds. The spores are harvested weekly and are used for sleep potions as well as traps, where the spores are released via tubes. Lotus spores are a high-value commodity.

Amber Lotus Flowers (7): AC 9; HD ½; HP 4, 4, 3, 3, 2, 2, 1; Move 0; Attacks 1 spray; Dam special; Save as Normal Man; Morale 12.

8. Archer Bushes: There are 5 Archer Bushes in the southeastern corner of the outer garden. They will attack anything which comes within range of their thorns. They sense vibrations in the ground, so they do not generally attack the Giant Bees in the area.

Archer Bushes (5): AC 7; HD 2; HP 12, 14, 8, 6, 6; Move 3/1; Attacks 1; Dam 1-4; Save as Fighter 1; Morale 12. They can fire 3 sprays of thorns once a day. The range is 20'. They have no treasure.

The guards have placed a movable 10' wide pavise next to the path. They use it to move safely through the area. The Ogre also uses the pavise when she comes to throw meat into the corner where the bushes feast on it. Once a month, an animal is left tied to a stake for the Bushes.

9. Killer Trees: There are three Killer Trees in the northeastern sector of the outer garden. The inhabitants of the garden do not like the Trees, and patrols only move through the area in groups of at least 10. The Trees recognize the Ogre and will not attack her, as she brings them their food once a month. The Trees are arranged to cover the entire northeastern perimeter with their limbs: there is even some overlap in the areas between the Trees. They have no treasure. Observant players will notice there is no undergrowth anywhere within the reach of the Trees, except grass.

Killer Trees (3): AC 5; HD 6; HP 31, 23, 21; Move 0; Attacks 4 limbs/1 bite; Dam 0/3d6; Save as Fighter 3;

Morale 12. Each limb has a reach of 20'. The round after being grabbed the victim will be deposited in the creature's maw and chewed for an automatic 3d6 dam each round. Breaking a Killer Tree limb requires a successful attack doing 5 points of damage or more.

10. Sirenflower: This Flower is stationed at the western tip of the path around the garden. All the inhabitants are aware of its nature, and as such it is no threat to them. Camouflaged amongst some ferns, it will use its feeble glow and the shiny egg-like objects at its center to lure characters into its grip.

Sirenflower: AC 9; HD 5; HP 23; Move 0; Attack 0; Dam special; Save as Fighter 5; Morale 12. Victims caught in the Flower's grip are automatically squeezed for 1-4 dam each round until all the branches are chopped off; the plant also secretes a flesh-eating enzyme that does 1-10 dam each turn. Caught victims fight at -4 To Hit.

11. Stranglevine: A patch of Stranglevine is cultivated on either side of the northern path within the outer garden, where two large oak trees lean into each other, forming a triangular arch 10' wide and 15' high. The guards typically pass by spraying water onto the Vines from their waterskins. They have found out the Vines do not like water, as it confuses their senses. When they are doused with water, the Vines contract to their central stalk for 10 minutes. Close observation will reveal the path is damp on both sides of the arch.

Stranglevine (2): AC 9; HP 8, 8; Move 0; Attack 1-4 dam per round; Save as Normal Man; Morale 12. They have no treasure. Seedlings are harvested and sold as guardians. Both of these patches are kept small.

12. Whip Weed: This nasty plant lives on the northwestern bank of the irrigation canal. The entire area in a 15' radius is clear of all debris. This should serve as ample warning concerning the nature of the creature within.

Whip Weed: AC 5/3; HD 3+1; HP 9, 17 (2 stalks) 11 (base); Move 3/1; Attacks 2; Dam 1-8 + entangle for 1d8 Acid damage on following rounds. If killed, the Weed will go into a frenzy with each stalk attacking 3 times each for 1d6 damage (no acid and no entanglement risk).

The guards harvest a stalk each week, collecting its acid for sale. There is a silver dagger with an elaborate wolf's head on the bank near the Weed. If the Weed is attacked by missile fire, it will retreat over the edge of the bank and out of sight. The dagger is worth 25gp.

The Sky Kingdom of Archenai (13-16)

The trees along the southern perimeter of the garden serve as the lair of Archenai, a Shroud Spider, and its allies. They have their webs high up in the trees; any ground level webs are carefully burned away by the patrols. The Spiders generally stay away from the path.

13. The Old Oak: The branches of a dead oak tree reach over the Ironbriar barrier, and parties wishing to avoid the front gate may try to enter the garden here. However, three Crab Spiders live in the oak. They have carefully camouflaged themselves to be able to pounce on prey on either side of the border. There are no webs to reveal their presence.

Crab Spiders (3): AC 7; HD 2; HP 9, 8, 12; no web; Surprise 1-4 on d6; Dam 1-8 + poison, +2 Save. Their treasure consists of the remains of a dead adventurer; all equipment is rotted away, but on the corpse is a pouch with 16cp, 12 gp and a 1,000gp ruby earring. The body lies outside the border of the garden. These creatures will attack singly, lacking organization, and will flee if one is killed.

14. Ironwood Grove: In the trees above the river entrance to the Undergarden is the lair of 5 Black Widow Spiders. They live in an abandoned grove of elven ironwood trees. The entire area is mazelike and strewn with empty web sacs. Anyone entering the area and staying for more than two rounds will find their return route blocked with web. Soon the Spiders will begin to appear and attack; first singly, and then in groups. Five more will arrive in six rounds.

Black Widow Spiders (10): AC 6; HD 3; HP 10, 8, 15, 21, 22, 11, 16, 5, 22, 14; Dam 2-12 + poison.

The Spiders guard the trees, which are very valuable, and kill creatures escaping from the Undergarden. They do not enter the tunnel but have set web snares near the entrance to detect creatures

coming out of the tunnel. The ironwood trees are several hundred feet tall and exceedingly tough. They are immune to normal fire and will not burn. The wood is used in crafting magical staves, arrows, bows and shields. The trees bloom once a decade and the flower is typically a foot in diameter. Nearly all the web sacs are those of giant insects and forest animals, but one has a corpse with 6cp, 71gp, a 900gp gold necklace decorated with an alternating pattern of flowers and honeybees and a matching 800gp bracelet. Both of these are easily damaged by fire or combat, resulting in a decrease in value of ½ to ¾. The web sacs are harvested regularly by the tower occupants, boiled and woven into bolts of spidersilk. This silk is used to make clothing, bandages and spell scrolls. There are actually too many Spiders in the area for the tower folk to be comfortable. If the Shroud Spider does not cull the Black Widows' numbers, the inhabitants will start a fire to burn them out, knowing it won't harm the trees. Occasionally the guards capture a Spider to harvest its venom.

15. Rhagodessa Lair: There are 3 Rhagodessa living in the massive oaks of this area. While their webs are above the ground, they will drop from the trees or attempt to snag a character with their sucker legs and carry them up to the top of the tree. They are perfectly capable of dragging a fully armed warrior with them. Once hidden among the branches, they cannot be struck by arrows. These creatures will attack the guards if they get hungry enough, but will avoid large groups of people. Their sucker legs are removed and boiled to make magical glue.

Rhagodessa (3): AC 5; HD 4+2; HP 9, 20, 27; Dam 2-16.

Webbed to the top of one of the trees is the corpse of a warrior. In his belt pouch are 67gp and around his neck is a golden torc worth 1,400gp. When worn, the torc acts like a *Medallion of ESP*.

16. Archenai's Palace: This is the tree lair of Archenai the Shroud Spider. She will let those bearing the token of the Hag Queen pass safely. There are a number of web traps (Save vs. Paralysis, +1 save) placed around her tree, and if brought to battle she will lure attackers into them. She starts her attack by shooting webs at targets from cover. In the following rounds, she will attack aggressively, leaping from the trees, biting and then attempting to retreat to one of the web traps. If seriously hurt, she will flee to

one of the other Spider-populated areas. Archenai provides a valuable service to the tower. Her webs are harvested for their paralytic capabilities. Important items which must be kept fresh are also encased in one of her web cocoons for shipment; live items are kept in a state of suspended animation until the cocoon is opened. The tower guard usually trades a live slave for this service.

Archenai: AC 4; HD 5; HP 34; Move 120/40; Dam 1-10 + poison; Paralysis (web) 2d4 turns; hit only by silver or magic weapons; Shoot web 30'.

There is a bag stuffed in the bole of her tree. In it are four pieces of jewelry: a ring crafted from a single garnet worth 900gp, a medallion made of adamant depicting the new moon worth 1,500gp, a garnet bracelet made of individual stones, each cut to resemble a forest creature, worth 800gp and a headdress crafted of silver and jet, which resembles a spider web, worth 1,400gp.

17. Hunting grounds of the Vapor Ghouls: The bridge over the moat outlet is only 10' long, but it is patrolled by a group of Vapor Ghouls. They typically wander the length of the outlet, lurking in the heavy vegetation on both sides of the stream. There are eight of these creatures, nominally under the command of the Spectre, but other than staying within their boundaries and not attacking members of the tower guard they do what they want.

Vapor Ghouls (8): AC 2; HD 3; HP 17, 17, 16, 16, 11, 13, 8, 14; Move 160/40; Attacks 1; Dam 1-4 + Intelligence drain; Save as Fighter 5; Morale 9; hit only by magic weapons; no treasure. Creatures drained of their Intelligence go insane for 2d10 days, regaining a point each day.

These creatures are occasionally used to break unruly slaves by continuously subjecting them to Intelligence drain. These creatures are not pawns of Katara.

18. The Lair of Targhul the Spectre: Targhul is in charge of the garden, but he leaves the day to day administration to the captain of the tower. He typically moves about the garden at night, but does not come close to any of the valuable plants or insects. His presence causes the plants and insects to immediately attempt to flee or become quiescent – a very valuable trait in the garden. Targhul is the

pawn of Katara and must be turned as if he were an Odic. If successful, the link between the two is broken and a second turning action is then required to actually turn him.

Targhul is old and clever and will use his immaterial nature to move through the grounds and attack enemies by surprise. He will also put his ability to fly to good use. He will not fight in the cave and if confronted by a serious threat will flee immediately after trying to drain his first opponent. His servants have been instructed to collapse the entrance to the cave, which they can do in 5 melee rounds if left undisturbed. If put in danger he will flee, receding into the ground. He has survived several determined raids on the garden and will quickly drain lesser creatures, including tower guards, if he must to regain his health. He sees his undead minions as disposable. He will summon Katara, if necessary, but she will not be able to come during the day. At night she will arrive in 1d4 hours.

The lair consists of a single cave cut into a barrow mound covered in flowers. The entrance is a 5' wide, 15' deep hole straight down. There are handholds carved into the western side for the Ghouls and Skeletons to come and go. A successful Detect Traps check by a dwarf or a thief will reveal that the entrance is rigged to collapse with little effort. Two Skeletons stand guard outside the entrance. Another attends to Targhul's needs within the single 10' x 20' chamber. There are also two Ghouls who act as his messengers. They were once adventurers who raided the garden years ago and were trapped in his cave with the rest of their party when it collapsed. They turned to cannibalism prior to their death and rose as Ghouls. They are pawns of Targhul and are turned as Spectres.

Targhul: AC 2; HD 6; HP 48; Move 150/50 or Fly 300/100; Attacks 1; Dam 1-8 + double energy drain; Save as Fighter 6; Morale 11.

Targhul's treasure consists of 9,000cp in a large clay urn and 10,000sp in a second large clay urn. Inside the second urn is a dose of Amber Lotus Pollen; upending or breaking the urn will spread the pollen throughout the chamber. A failed Save vs. Spells will result in the victim falling asleep for 4d4 rounds. (If you want to be cruel, have the Ghouls throw the urn at the party to force a Save.) There is a huge golden platter (the size of a large shield) on

the wall. It is decorated with an image of a group of men feasting. It is very fragile; undamaged it is worth 8,000gp. The gold itself is worth 1,000gp. Under Targhul's throne of stone lies additional treasure, placed here by Katara: "Corpse Cutter" (*Bastard Sword +1/+3 vs Undead*) and "Wolves' Bane" (*Short Sword +1/+2 vs Lycanthropes*). The pommels of both weapons glow when within 30' of their chosen nemeses. Corpse Cutter has a skull-shaped pommel and Wolves' Bane a wolf's head. In addition, there are 3 *Potions of Healing* and a scroll of *Protection from Undead*. It takes a combined strength of 20 to move the throne. These items have rested here for 30 years. (If you want to make Targhul a tougher opponent, give him the abilities of a 5th level Cleric and include two additional Spectres.)

In addition to the one serving Targhul, there are 5 more Skeletons within the barrow. They are pawns of the Ghouls, as are the pair outside. Thus, the two Ghouls each have 4 Skeleton pawns.

Skeletons (8): AC 7; HD 1; HP 8, 8, 7, 7, 7, 6, 6, 5; Attacks 1; Dam 1-8 (longsword); Save as Fighter 1; Morale 12; turned as a Ghoul.

Ghouls (2): AC 6; HD 2; HP 15, 14; Move 90; Attacks 2 claws/1 bite; Dam 1-3 each + paralysis; Save as Fighter 2; Morale 9; turned as a Spectre.

The Ghouls have their own treasure, consisting of 7 huge ingots of copper each worth 50gp. The Ghouls will paralyze as many as possible, attacking behind a screen of their skeletal pawns. The Spectre will be watching from under the floor with his eyes looking out through the eye sockets of a dismembered Skeleton in the corner closest to the exit. The floor of the chamber is littered with bones. He will attack from this position if anyone stumbles close enough to him. He will be noticed on a roll of 1 on d10. Otherwise he will circle around to the rear of the party and attack, and given the opportunity will also drain paralyzed or sleeping characters. This may not be immediately apparent to the rest of the group. Using the walls and floor will give him partial cover, making him -4 to hit.

All undead are locked in Targhul's barrow the day prior to the full moon and only released after control is restored the following day. During this time the humans take over guarding the gate. The next night Targhul and Katara meet and their bond is restored.

Targhul keeps two Ghouls and their pawns with him in the barrow. Another stays at the tower to keep tabs on what is happening there. The last one patrols with the guards. The Ghouls are very useful in keeping control over the plants, slimes, and insects, as their touch renders them paralyzed so their parts can be harvested.

An encounter with any undead in the garden will result in Targhul becoming aware of the situation. It is important to note, however, that all humans appear roughly the same to him, the only exceptions being tower notables.



Wood Imp on a Spider.

Forces under Targhul's control

Guarding the front gate to the outer garden:

Verkoth the Wight

Verkoth's pawns: Ghoul and 2 Zombies

Ghoul's pawns: 4 Skeletons

Within the barrow:

2 Ghouls

Ghouls' pawns: 4 Skeletons each

As well as 2 Ghouls: one at the tower, one patrolling the garden.

19. The Lair of the Wood Imps: These creatures are charged with patrolling the surrounding forest. In addition, they keep an eye on travelers heading down the river by having their main nest right on the point of land where the river branches. The point is a maze of Ironbriar and spiderwebs, complete with snares and secret doors where the briar can be opened to reveal new passages or moved to close off existing ones. The Imps can move through the briar without harm at $\frac{1}{4}$ normal speed.

Wood Imps (42): AC 6; HD $\frac{3}{4}$; HP 1d6; Move 90/30; Attacks 1 Bite or by weapon; Dam 1-3 or by weapon; Save as Normal Man; Morale 7 (9 with leader); Surprise 1-3 on d6; short bow 1-4 dam. Those with Wood Spider mounts can shoot arrows dipped in spider venom: Save at +2 or take additional 1-8 damage and become sluggish for 2d4+2 rounds, Initiative -2 and move at half speed.

There are 4 Leaders with 1 HD and 7 HP each, a Chief with 2 HD and 13 HP, and three Shamans of differing levels, one 3rd, one 2nd and one 1st. Each of these rides a Wood Spider. The Leaders carry a half strength *Potion of Healing* made from Killer Bee honey.

Wood Spiders (13): AC 6; HD 1+3; Move 120/40; Attacks 1; Dam 1-6 + poison (Save or take additional 1-8 damage and become sluggish for 2d4+2 rounds, Initiative -2 and move at half speed).

The Wood Imps' treasure consists of 110pp, 320gp, 500sp and 11cp in leather sacks webbed inside a

small chamber made from Ironbriar. Also stored there are 2 suits of chain mail and a *Spear +1/+2 vs Animals* named Heartfinder. This spear is artfully crafted and has 4 edges instead of the usual two: if used to slash it does 1d6 damage, if used to pierce it does 1d8 by nature of the wounds it causes. Its name is etched in silver runes along the haft. It is too big for the Wood Imps to use, and they will trade it for the release of any tribe members taken captive or disabled. There is also a *Tower Shield +1* in the hoard, as well as a collection of clothing and rusted weapons gathered from captured and eaten slaves.

The Imps are currently holding four captives, caught in or near the garden. None of them are detailed here, but it is assumed that their presence here is in some way related to the garden. If the party manages to free them, they are likely to reward their rescuers with information or aid, or offer them additional incentive in the form of a side quest. After all, the Imps' captives tend to meet a grisly end – either in the tower or on the Imps' dinner table – in very short order.

Typically, only half of the Imps are in residence with the rest being on patrol in the wood. Standard patrols consist of a Leader, a Shaman and 1d12 additional Imps. There will be 3 or 4 Spiders with the group.

20. Underground River: Hidden beneath the ironbriar hedge and the stand of ironwood trees is the mouth of the old underground waterway running under the garden. While the caves are now dry, the mouth lies low on the bank and is usually submerged. It can be detected, however, by the swirling currents around it. The tunnel leads to the Undergarden.

21. Underground River: The upper end of the river is completely submerged and leads to a dead end; the river was dammed to provide water for the fountain and the irrigation system in the Tower Garden. Should anyone venture into the dark tunnel, they will find it blocked with stone after some 150 yards, with only a set of narrow pipes channeling the water upwards.

Undergarden

Wandering Monsters

1. Blast Spore: AC 9; HD 1; HP 1; Move 30/10. If damaged, causes a 6d6 explosion, 20' radius. If not damaged, sprays a shower of spores (20 x 20 x 20 volume; Save vs Poison or die within 24 hours and grow 1d6 additional spores). There is an ointment in the Tower which can be used to kill the spores. Illneth rubs it on prior to entering the Undergarden. It is also slathered on the Shrews.

2. Illneth the Ogress: See p. 10 for details.

Ogress: AC 5; HD 4+1; HP 28; Attacks 1; Dam 1-10+4; Save as Fighter 4; Morale 10. Treasure: amber heart (4,700gp), garnet collar (2,500gp), brooch (500gp).

Giant Shrew Pets (3): AC 4; HD 1; HP 8, 7, 6; Attacks 2 bites; Dam 1-6/1-6; Move 180/60; Save as Fighter 1; Morale 10; echolocation 60'; win initiative on first attack, +1 initiative roll for second. Any creature less than 3 HD must Save vs. Death or run away (as if affected by Fear).

3. Rat Swarm (45 Normal Rats): AC 9; HP 1; Move 60/20, Swim 30/10; Dam 1d6 per pack + check for disease; Save as Normal Man; Morale 5. The rats will break into swarms of 10 and attack individuals. After a successful attack the victim must Save vs Death or be knocked down: it takes a combat round to stand up again. This swarm moves through the entire lower level of the complex, fleeing from the horrors contained here. They will not willingly enter area 1 since they have learned it's a one way trip. They raid area 2 on a daily basis but are always driven out by the Living Statue. If they hear the squeaking of the cart they will flee, being terrified of the Ogress' Shrews.

4. Insect Swarm: AC 7; HD 4; HP 22; Move 30/60; Attacks 1; Dam 2pts (4pts for no armor). Covers a 10' x 30' area. Weapons do no damage, a torch does 1-4 damage. Smoke, fire and cold will drive the insects away. The Swarm will pursue if it takes damage.

5. Cave Locust: AC 4; HD 2; HP 11; Move 60/20 or Fly 180/60; Attacks 1 bite or 1 bump or 1 spit; Dam: bite 1-2, bump 1-4, spit horrible stench (Save vs Poison or be unable to do anything but gag for 1 turn; anyone who comes within 5' of the victim must also save or be sickened. The spittle can be washed off in one turn). Bumps are a random event where the locust is attempting to escape and jumps in the wrong direction. Additionally, this creature will start shrieking in fear, +20% to Wandering Monster checks.

6. Giant Snake (Pit Viper): AC 6; HD 2; HP 11; Move 90/30; Attacks 1; Dam 1-4 + poison; Save as Fighter 1; Morale 7. The Snake can see in the dark with Infravision and heat sensing ability. In addition, it is so quick it always wins initiative. The Snake has only recently wandered in and has not encountered the Ogress yet.

Special (This encounter replaces any previously used wandering monster).

Giant Slug: AC 8; HD 9; HP 27; Move 60/20, burrowing 20/10; Attacks 1 Bite or Spit; Dam 1d12 or acid spit (as dragon breath). The first spit will always miss. It can spit its acid 45 feet. A successful Save will halve damage. This creature can squeeze through any opening at least 5' wide. Blunt weapons only inflict magic damage, edged weapons inflict half damage + magic adjustment.

The Undergarden

This area was created when an underground river was dammed in order to create the irrigation channels in the Tower Garden. The old channel was allowed to dry out, and two entrances into the caves were dug: one from the tower cellars and another from the tower garden. There is an entrance from the southern branch of the river, just barely visible when the river is low. The difference in current is detectable. The Black Widow Spiders have set a large number of snares near the entrance as well. Those approaching from the shore will have to be careful to avoid tripping any of them. Use suitable

racial ability, Thieves' skills or Dexterity as a percentile roll to avoid the snares. Failure results in 1d3 Black Widow Spiders arriving in 2 melee rounds.

Black Widow Spiders (1-3): AC 6; HD 3; HP 10, 8, 15; Dam 2-12 + poison.

Should the characters make it into the tunnel before the Spiders show up, the Spiders will industriously cover the exit with webbing and wait outside to see if any prey comes back out. The tunnel entrance is 15' wide and 10' deep. Swimming underwater is required for approximately 20 feet before the tunnel starts to slope gently upwards above water level. The passage is slippery with a thin stream approximately 3' wide and 1' deep running down the center. After about 300' it opens into the backwash chamber (see 1 below). Walking is noisy, but the sloshing is partially covered by the sound of the stream. For the most part the passages are unworked stone and resemble an inverted triangle in cross section.

1. Backwash: This chamber is roughly 20' x 30' with a ceiling 30' high. There is a small pool created by the water falling from the river channel, entering 25' above the surface of the floor. Carved into the rock to the left of the waterfall are a series of handholds. They are cleverly hidden (Find Trap). Climbing using the handholds requires a Dexterity check to avoid falling off. Climbing without the handholds can only be accomplished by a Thief at a -20% chance. The chamber is strewn with debris, rotten tree branches, mud, broken stone etc. Lurking amongst the debris are 3 Cave Locusts.

Cave Locust (3): AC 4; HD 2; HP 11, 10, 7; Move 60/20 or Fly 180/60; Attacks 1 bite or 1 bump or 1 spit; Dam: bite 1-2, bump 1-4, spit horrible stench (Save vs Poison or be unable to do anything but gag for 1 turn; anyone who comes within 5' of the victim must also save or be sickened. The spittle can be washed off in one turn). Bumps are a random event where the locust is attempting to escape and jumps in the wrong direction. Additionally, these creatures will start shrieking in fear, +20% to Wandering Monster checks. Given the option, these creatures will flee up the waterfall and down the tunnel. It is, however, quite possible that the players will drive these stinking, shrieking Locusts before them into the complex.

2. Garden of the Giant Beetles: This large cavern area has a series of stone columns created when stalactites

and stalagmites meet. Some of these columns are quite large, being nearly 10' in diameter. The room echoes with the sound of dripping water. There is a riot of giant fungi – giant mushrooms, shelf fungi, puffballs – kept here for the beetle farm. Rumbling through this area are 18 Giant Beetles. They eat the fungi and have their valuable parts harvested on a regular basis. Standing guard at the entrance to the garden is a Living Rock Statue, carved to look like a ferocious cave ape. It will allow humanoids who know the password to enter and leave the cavern unmolested. If anyone approaches within 20' a Magic Mouth cast on the statue will activate, asking in a gravelly voice, "What is it that I guard, Fire or Light?" The correct answer is "Fire without light and light without fire."

Living Rock Statue: AC 4; HD 5; HP 31; Move 60/20; Attacks 2 jets of hot magma from fingers; Dam 2-12/2-12; Save as Fighter 5; Morale 11.

Fire Beetles (10): AC 4; HD 1+2; HP 8, 7, 7, 6, 5, 4, 4, 3, 3, 2; Move 120/40; Attacks 1; Dam 2-8; Save as Fighter 1; Morale 7. There are 1d12 Fire Beetle eggs in the chamber at any time.

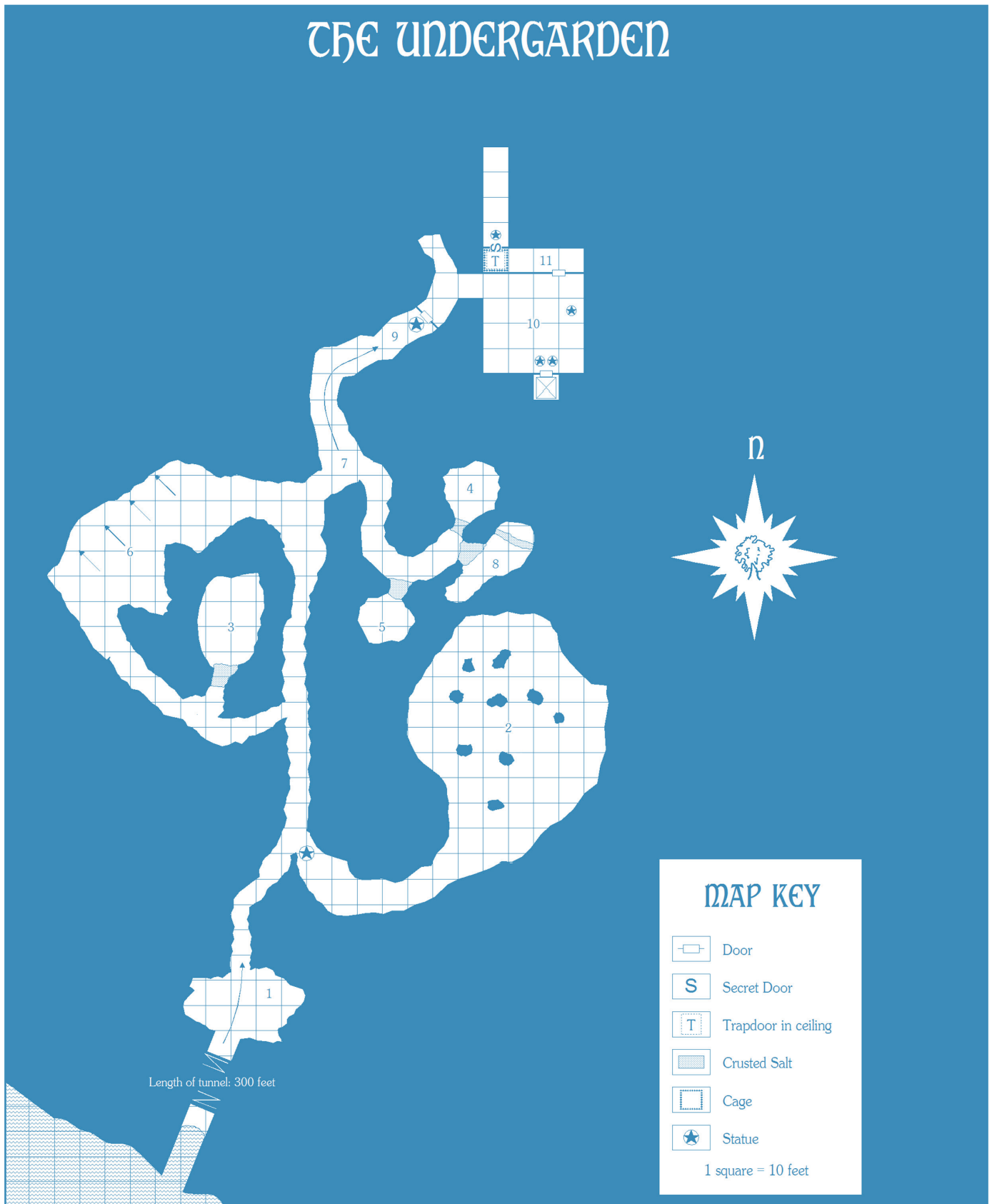
Oil Beetles (8): AC 4; HD 2; HP 16, 14, 13, 11, 10, 8, 6, 5; Move 120/40; Attacks 1 bite + special; Dam 1-6 + oil (causes -2 to attack rolls due to painful blisters for 24 hours); hit roll for oil made separately. There are 1d6 Oil Beetle eggs in the chamber at any time.

3. Pudding Chamber: The entrance to this chamber has been coated with dried salt. The salt covers the tunnel walls from floor to ceiling in a band approximately 10' wide. It is visible as a white crystalline substance. It is set up to keep the occupant of this chamber inside. A Black Pudding lurks far in the back and is fed weekly with offal from the kitchens. There are tracks in the salt showing overlarge footprints and a single wheeled cart.

Black Pudding: AC 6; HD 10; HP 16; Move 60/20; Attacks 1; Dam 3d8; Save as Fighter 5; Morale 12. Only harmed by fire.

4. Ooze Cave: The entrance to this chamber has been coated with dried salt. A Gray Ooze lurks far in the back and is fed weekly with offal from the kitchens. There are tracks in the salt showing overlarge footprints and a single wheeled cart.

THE UNDERGARDEN



Gray Ooze: AC 8; HD 3; HP 12; Move 10/3; Attacks 1; Dam 2-16; Save as Fighter 2; Morale 12. Immune to cold and fire but normal weapons and lightning will affect.

5. Slime Grotto: The entrance to this chamber has been coated with dried salt. A Green Slime lurks far in the back and is fed weekly with offal from the kitchens. There are tracks in the salt showing overlarge footprints and a single wheeled cart.

Green Slime: AC (automatic hit); HD 2; HP 8; Move 3/1; Attacks 1; Dam scrape or burn off or turn into Slime; Save as Fighter 1; Morale 12. Hurt only by fire or cold.

6. Insect Swarm: AC 7; HD 4; HP 22; Move 30/60; Attacks 1; Dam 2pts (4pts for no armor). Covers a 10' x 30' area. Weapons do no damage, a torch does 1-4. Smoke, fire and cold will drive the insects away. The Swarm will pursue if it takes damage.

7. Rat Swarm (45 Normal Rats): AC 9; HP 1; Dam 1d6 per pack + check for disease; Move 60/20, Swim 30/10; Save as Normal Man; Morale 5. The rats will break into swarms of 10 and attack individuals. After a successful attack the victim must Save vs Death or be knocked down: it takes a combat round to stand up again. This swarm moves through the entire lower level of the complex, fleeing from the horrors contained here. They will not willingly enter area 1 since they have learned it's a one way trip. They raid area 2 on a daily basis but are always driven out by the Living Statue. If they hear the squeaking of the cart they will flee, being terrified of the Ogress' Shrews.

8. Jelly and Mold: The entrance to this chamber has been coated with dried salt. The salt area runs approximately 10' along the floor, walls and ceiling. It is visible as a white crystalline substance. It is set up to keep the occupant of this chamber inside. An Ochre Jelly lurks far in the back and is fed weekly with offal from the kitchens. There are tracks in the salt showing overlarge footprints and a single wheeled cart.

Ochre Jelly: AC 8; HD 5; HP 21; Move 10/3; Attacks 1; Dam 2d6; Save as Fighter 3; Morale 12. Can only be harmed by fire or cold, weapons will only create additional Jellies.

Also stored in this chamber, behind a secondary set of salt lines at the northern end, is a patch of Yellow Mold. The Cave Locusts keep it in check as far as size goes, and the Ochre Jelly keeps the Locusts from staying in the area for too long. The spores are often harvested for trap poison.

Yellow Mold: AC (automatic hit); HD 2; HP 14; Attacks spores; Dam 1d6 + special. Can only be killed by fire. If exposed to spores, Save vs Death or choke to death in 1d6 rounds. The spray covers a 10' x 10' area.

9. Entrance to the Upper Complex: There is a definite incline in the passage as it makes a wide 90 degree turn to the right. At the end of this ramp lies a huge wooden door, with a mesh grate set in the lower portion to allow the water from the upper tunnels to run through. In front of the door is a large Living Statue, carved to resemble a Minotaur, holding the door closed. When the characters are 20' away, a Magic Mouth on the Statue will activate and ask, "What is it that I guard?" The answer heading into the upper complex is "earthly delights". The answer heading into the lower complex is "a bad lunch".

Living Rock Statue: AC 4; HD 5; HP 22; Move 60/20; Attacks 2 jets of hot magma from fingers; Dam 2-12/2-12; Save as Fighter 5; Morale 11.

The passage here is very slippery, requiring a Dexterity check to retain footing. Failure will result in the character slipping down the ramp. The Statue will not slip down the incline. Fighting on the ramp requires a Dex check for each attack. The amount by which a character has failed to hit the statue is subtracted from the character's dexterity for the check. (Example: Roghar the Warrior attacks the Statue and misses by 4. His Dex is 14. He needs to roll 10 or under to keep his footing.) Should the Living Statue be defeated, the door will have to be opened with a Thief's Open Locks skill or bashed open, requiring 100 points of damage. Should the appropriate password be given, the Statue will open the door.

10. The Statuary: Once past the gate, the passageway continues to the north with a branch to the east. The cart tracks continue along this branch. The northern passage is the original waterway; it is blocked by a wall of smooth stone blocks (the dam built to divert

the water – see 21: Underground River, above) after 15'. The eastern passage is hand-carved and opens into a 40' x 40' room. There are wooden doors in the northern and southern walls. Clustered around the southern wall is a group of statues depicting 3 men attempting to open the door. Their faces are turned back towards the northern door and bear expressions of horror. There are two immediately in front of the southern door with the third standing in the middle of the room crouching slightly behind a shield with his spear extended towards the northern door. (These are petrified adventurers from elsewhere in the Hag Queen's empire. They have been moved here to mislead intruders.) When opened, the southern door reveals a 10' deep pit. Carved into its northern side are a series of handholds leading down. Breaking down the door will require a Dex check to keep from falling into the pit. There are several inches of water at the bottom of the pit. Climbing or falling down will trigger a trap: four stone plugs in the walls of the pit (one on each wall, at 2', 4', 6' and 8') will burst from water pressure, striking for 1d2 dam each. The pit will then fill with water in 2 melee rounds. The water will force a Strength check to climb up using the handholds. The water stops some inches below the top of the pit. As usual, Dwarves have a bonus when detecting traps.

11. The Lift Chamber: This room is 10' x 40', the westernmost section being dominated by a 10' x 10' wooden cage. This cage is the lift used by the Ogress to enter and exit the Undergarden through the barracks kitchen above. There is a large winch set into the wall immediately in front of the cage. It requires a Strength of 18 to raise the lift. In front of the winch is a large, empty two wheeled cart. When the complex is on alert, the lift is raised and the winch

locked in place. The chain will break before the winch. If the lift itself is down in the lower cage, the Ogress is in the lower garden. The cage wall to the north conceals a secret door. Opening the door reveals a 50' long passage running north. Standing inside the entrance is the last Living Statue, carved to look like a Medusa. She is painted, wears a hooded black robe and is quite lifelike. Characters trying not to meet her gaze will attack at -4. As soon as the door opens, it will hiss, "More decorations for the garden!" If the appropriate response is not immediately given, it will tear out the chain for the winch, causing the lift to fall on characters standing in the winch room (2-12 dam). The appropriate response is "Dawn take you!" If the response is given, she will allow passage. If the party is moving south, the appropriate response to the challenge is "Be like the stones!" If it is given, she will open the door – and pull the chain, raising the lift should it be in the lower position – so the party can enter the winch room.

Living Rock Statue: AC 4; HD 5; HP 31; Move 60/20; Attacks 2 jets of hot magma from fingers or snakes; Dam 2-12/2-12; Save as Fighter 5; Morale 11. Her speech is actually a *Magic Mouth* spell.

This passage ultimately links up with that heading north from the Mage's Tower, dungeon level 2.

Special Note:

Blast Spore/Sporacle: these are allowed to wander freely in the Slime and Jelly area. They are kept for their explosive properties. If the tower is attacked, the guards will try to limit return access to the tower by seeding key areas (those with low defender traffic) with these creatures.

Tower Garden

Random Encounters

1. Bone Golem: AC 2; HD 6; HP 30; Move 120/40; Attacks 4; Dam 1-4 (bony fists); Save as Fighter 4; Morale 12. Two Bone Golems work the grounds using all six arms with a variety of pruning tools, rakes etc. All constructs will ignore people in the area unless they attempt to interfere with their duties.

2. Guard Patrol:

Sergeant, Fighter 2: AC 2; HP 14; Move 90; Attacks 1; Dam 1-6+1 or 1-8+1; banded mail, shield; St 14, In 12, Wi 9, Co 14, Ch 15, Dx 14; short bow, broad sword, *Potion of Healing*, 2 vials of oil for throwing.

Magic User 1: AC 8; HP 3; Move 120; Attacks 1; Dam 1-4 or spell; Spells memorized: *Sleep*; Spell on scroll: *Charm Person*; St 9, IN 15, Wi 10, Co 11, Ch 11, Dx 13. Armed with a silver dagger. He carries a sealed, 4' long tube filled with Amber Lotus pollen: when both ends are uncapped and the tube is blown through, a jet of pollen is released covering a 10'x10' area. Anyone caught in the cloud of pollen must Save vs. Spells at +2 or fall asleep for 2-4 rounds. These tubes are crafted locally from materials harvested from the garden.

Cleric 2: AC 4; HP 10; Move 90; Attacks 1; Dam 1-6 or spell; Spells memorized: *Cure Light Wounds*; chain mail and shield; wields a silvered war hammer crafted to look like a screaming skull – vents cut into the head make the weapon moan when swung. St 13, In 8, Wi 14, Co 15, Ch 12, Dx 10. Carries a Clerical scroll with the spell *Darkness*, 2 vials of (un) holy water, and a Crawler Tentacle Rod. The rod is a sealed tube of glass with a Crawler Tentacle suspended within it. A successful strike breaks the glass, bringing the tentacle in contact with the victim – Save vs Paralysis at +2. The rod is made of local materials and only good for one use.

Ghoul: AC 6; HD 2; HP 15; Move 90; Attacks 2 claws/1 bite; Dam 1-3 each + paralysis; Save as Fighter 2; Morale 9; turned as a Spectre.

Skeletons (4): AC 7; HD 1; HP 8, 8, 7, 7; Move 60; Attacks 1; Dam 1-8 (longsword); Save as Fighter 1; Morale 12; turned as a Ghoul.

Guards, Fighter 1 (10): AC 3; HP 10, 9, 9, 8, 7, 6, 6, 5, 5, 5; Move 90; Attacks 1; Dam 1-6 (spear) or 1-8 (longsword); chain mail and tower shield. Each has a long spear which they will set vs. charge.

3. Nikal, Vicar of the Temple of Lish, Cleric 4: AC 1; HP 21; Attacks 1; Dam 1d6+2; St 14, In 13, Wi 15, Co 13, Ch 15, Dx 11; Spells memorized: *Cure Light Wounds*, *Fear*, *Hold Person*; plate mail, *Shield +1*, mace, 2 *Potions of Healing*, *Tentacle Rod*, *Scroll of Darkness* and *Neutralize Poison* x2.

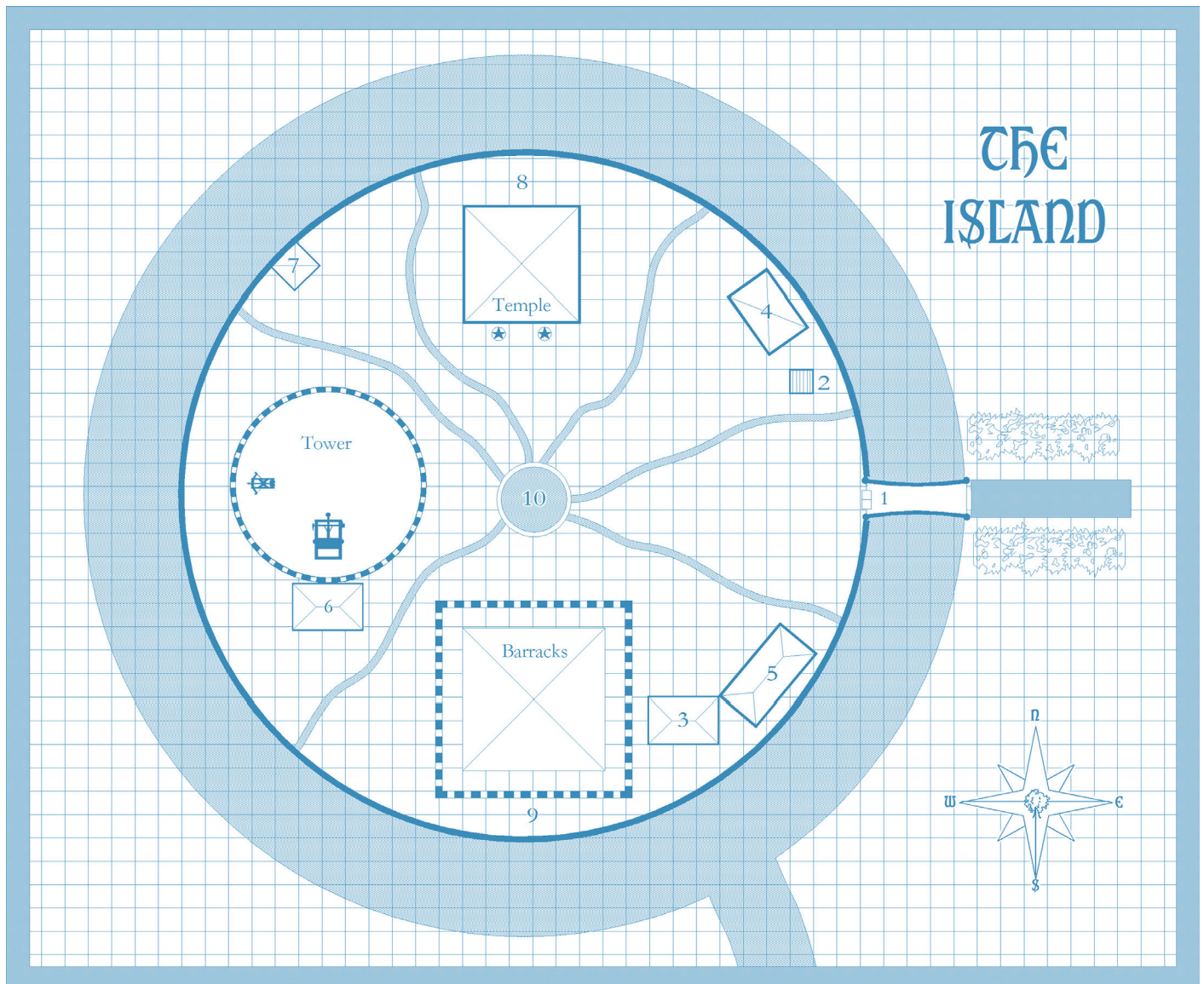
4. Johan Blackhammer, Captain of the Garden, Fighter 6: AC 0; HP 37; Attacks 1; Dam 1-6+5; St 14, In 15, Wi 13, Co 14, Ch 17, Dx 14; *Plate Mail +1*, *Warhammer +2*, shield, 2 *Potions of Healing*. He is skilled with the warhammer, and his to hit rolls are at +5 (Weapon Mastery rules). He also receives a bonus of +2 on his damage rolls and an additional -2 to his AC against missile attacks for the first two attacks.

5. Velka, Mage from the Tower, MU 3: AC 6; HP 10; Attacks 1; Dam 1d4 or spell. St 10, In 16, WI 11, Co 13, Ch 11, Dx 7; *Belt of Defence* (AC 5, functions as a Bracer), *Silvered Cold Iron Dagger* (effective against creatures vulnerable to either, otherwise as a normal dagger); Spells memorized: *Charm Person*, *Read Languages*, *Levitate*; Spells in book: *Read Magic*, *Detect Magic*, *ESP*; scrolls for each of the spells above, *Potion of Healing*, *Scarab of Protection* (5 charges).

6. Slaves (1d6): AC 9; HP 3; Move 120/30.

7. Robber Fly: AC 6; HD 2; Move 90/30, fly 180/60; Attacks 1; Dam 1d8 (bite); Morale 8.

8. Insect Swarm: AC 7; HD 4; HP 22; Move 30/60; Attacks 1; Dam 2pts (4pts for no armor). Covers a 10' x 30' area. Weapons do no damage, a torch does 1-4. Smoke, fire and cold will drive the insects away. The Swarm will pursue if it takes damage.



The Garden Compound

1. Gate and Drawbridge: The main road from the front gate through the outer garden ends at the moat, across from the gate to the tower garden. The wooden drawbridge is usually down, unless the alarm has been raised. The tower garden is surrounded by a wall 20' high with a parapet running along the top; three pairs of guards patrol the wall at all times. The gate is guarded by a troop of four guards led by a sergeant (see Barracks, below, for more details).

A cage containing two Fire Beetles is situated over the main gate to provide light. The Beetles are fed

weekly and are content to remain where they are. They provide good illumination on both sides of the gate in a 30' radius.

Fire Beetles (2): AC 4; HD 1+2; HP 6, 5; Move 120/40; Attacks 1; Dam 2-8; Save as Fighter 1; Morale 7.

Located in a grated pit just across the moat from the gate is a Rust Monster. This creature's tentacles can reach up through the grate to the height of a man on foot. When the drawbridge opens, it drops down to cover the pit. The facing of the drawbridge is all wood, although there are metal bars behind it. The grate over the pit is also of wood. The guards

throw scrap metal to the Rust Monster on a regular basis, but not often enough to keep it well fed. As a result, if anything approaches the entrance while the bridge is up, it will rush to the opening and start looking for metal to consume. This is an experiment to see if a creature like this can deter attackers and sieg equipment.

Rust Monster: AC 2; HD 5; HP 17; Move 120/40; Dam 0 (destroys metal); Morale 7.

2. Carrion Crawler Cage: This large 10' x 10' cage has wooden sides, except on the northern side where there is a metal grate. Inside are two Carrion Crawlers. They are regularly stunned and have their tentacles harvested – currently each has 3 functional ones. They are fed bits of garbage and are content to remain in their cage. If they see a Ghoul they will retreat to the back of the cage.

Carrion Crawlers (2): AC 7; HD 3+1; HP 15, 11; Move 120/40; Attacks 3 (normally 8); Dam paralysis; Save as Fighter 2; Morale 9.

3. Blacksmith's Quarters: This is a 30' x 20' stone building, its western side being open on the last 10' to allow horses to be led in to be shod. Alger the Smith (HP 6) is a large fellow with two assistants, Marfin (HP 4) and Wayne (HP 5). They are noncombatants and kept busy repairing the soldiers' gear. They are well liked by the tower staff. Wayne crafts the slaves' collars and chains. He takes his duties very seriously as an escape could be blamed on his workmanship. During the day there will be 1d3 soldiers and 1d2 slaves here picking up or dropping off equipment to be mended. If forced to fight, the smiths will wield their hammers, attacking as 4th level Fighters. Alger typically carries 3gp and 11sp. The assistants carry 1d12sp each. Most of their wealth is stored in their foot lockers. Alger has two perfectly crafted daggers (+1 to hit) which could be enchanted to a +1 quality as well as 50gp and 5 gems worth 70gp each. Marfin has 11gp, 45sp, and 18cp as well as a set of Thieves' tools, crafted for the Iron Ring. Wayne has 18gp, 32sp and 45cp as well as a set of silver slave collars and chains worth 125gp. They are highly decorated but solid, and picking the lock is at -20%.

4. Slave Quarters: This two story building is made of stone with a slate roof. There are 5 doors (doors 4a–4e are on the ground floor, along the southwest wall; 4f is on the second floor), all kept locked and

bolted at all times. On the northwest side is a set of stairs leading up to the second floor where the slave master's quarters are. Each door has a small grate set near the top, covered with a sliding hatch. The bottom of the door has a small flap which can be pulled back from the outside to push food in. The doors lead to 10' x 10' cells which hold 4 slaves each. All cells hold 2 bunk beds with straw bedding. At night, the slaves are shackled to metal hoops driven into the bed posts to keep them from assisting each other in an escape attempt. In addition, the slaves' work groups are switched around randomly each night. Each cell also has a small metal grate in the ceiling where the slave master can look down and see what is going on.

4a. The cell holds 4 male slaves. The most experienced is Strago, a farmer from Aethenar. He has been a slave for 6 years and held here for 2. At 28 he is in his prime as a slave and knows his way around the garden well, having survived many of the pitfalls which typically claim the lives of the garden slaves. He noticed the boat the other day and is contemplating using it in an escape attempt. He knows the best time to try would be in the morning when the Imps are less active, but needs at least one other person to join in. He does not trust any of the slaves in his cell.

Strago: AC 9; HP 5; Move 120 (30 when shackled).

4b. This cell holds 3 male slaves. The fourth, Sharvis, is in the Tower Dungeon (5). All are asleep. One of the slaves, Hal Inguldi, has managed to hide a piece of wire and has learned to pick the locks on his shackles and collar. The other two slaves are aware of this and are trying to determine the benefit of keeping quiet about it.

Hal Inguldi: AC 9; HP 3; Move 120/30.

4c. This cell holds 2 male slaves, the other two having been killed recently in the garden. One, Frast, is missing two fingers from his right hand. They were gnawed off by a Ghoul – as a punishment for staring – when he first arrived. He is a snitch and gets light duty by informing on the other slaves. Strago and Sharvis are well aware of this.

4d. This cell holds 4 kitchen slaves. They are all female and work in the tower kitchen and the barracks kitchen. Kitchen duty is considered low risk,

though abuse by guards is not uncommon. Making a mistake with Pinky around can result in a savage beating, but he is aware of the difficulty of getting replacements to the tower in a timely manner. At night Brugar makes extra money by granting lonely guards access to the cell. One slave, Larsha, is very popular due to her enthusiasm. She is hoping it will help her escape. She is new to the garden and does not know she is only making Brugar richer.

4e. This cell holds 3 kitchen slaves and one field slave. They are all female. The field slave is named Pamda, and she has fought fiercely to protect herself and her virtue. Her nose has been broken several times and she has many scars on her face, back, and arms. She has been a slave here for one year. Before that she was a Mystic of Yowra. She is waiting for an opportunity to escape, but is cautious: when she first arrived, she saw several slaves killed by the creatures in the garden and some more hunted down by the Imps.

Pamda, Mystic 3: AC 7(5); HP 14; Move 140/50 (in shackles); Attack 1; Dam 1d6; ST 13, IN 12, WI 14, CO 14, CH 13 DX 16; open hand attack as silver weapon; Acrobatics skill 51%; Thief Skills: Find Traps 20%, Remove Traps 20%, Move Silently 30%, Climb Walls 89%/45%, Hide in Shadows 20%; Awareness (surprised only on a 1).

She is confident in her abilities and, after working in the garden for the last year, close to reaching 4th level. No one has any idea how potentially dangerous she is. The kitchen slaves with her will try to aid her in whatever she attempts and bring her extra food from the kitchens.

4f. The second level is the domain of Brugar the slavekeeper and his two assistants. The door is locked from the inside. The front of this 10' x 50' room contains the bunks of the assistants. In the back behind a curtain is Brugar's area. He usually has one of the kitchen slaves here to do his bidding – but not Pamda. Brugar is quite striking, being a mix of human and something else (hobgoblin).

Brugar, Fighter 2: AC 5; HP 10; ST 15, IN 11, WI 9, CO 15, CH8, DX 11; chain mail, dagger 1d4, short sword 1d6, whip 1d2.

Assistants, Fighter 1 (2): AC 8; HP 4, 5; dagger 1d4, short sword 1d6, whip 1d2.

In a locked box under Brugar's bed are 107gp, 521sp, and 300cp. He charges the guards one silver for time with one of the slaves. He has been a slave keeper most of his life and knows all the tricks.

5. The Stables: This is a stone building with a slate roof. Inside are 14 stalls, each capable of holding two horses. Currently there are only 12 horses and 6 mules in residence. All the windows and doors are heavily barred. All the horses are trained warhorses and the mules have a steady temperament. The nature of the area is such that most horses do not do well here – it just smells too dangerous. The animals are not hobbled, just in case they need to defend themselves. Should they all get out, without any guards or keepers to keep them in line they will stampede around the inner tower area for 1d2 turns before calming down. There are two stablehands around to care for the horses at all times.

Stablehands (2): AC 9; HD 1; HP 3; Dam 1-4 dagger; Morale 6.

Tack and saddles are stored in locked cabinets in each stall. The hayloft runs the length of the roof. It would be a good place to hide were it not for the stablehands who always loiter up there. The last two stalls are for sick or injured animals and are off limits for the hands. There are a total of 4 hands working in the stables. Parked around the back are two wagons.

6. Illneth's Quarters: This 30' x 20' stone building backs up against the tower proper. The door is 9' high and requires a Strength of 17 to open when unlocked. It is typically kept locked. The roof of the building is made of slate shingles, each approximately 2 inches thick. The two windows on either side of the door are narrow and covered with a fine wire mesh to keep out the creatures.

Inside the building is a single large room, with the eastern wall being the wall of the tower itself. Along this side of the room are three large nests where the Shrews sleep at night. Currently there are 4 young living here. They have learned that bipedal creatures are not food and will not attack, but they will scamper about looking for a handout. Should they be fed, there is a 20% chance one will decide to bond with the feeder and follow him around for the rest of the adventure. Each has only 1 hp and can bite for 1d2 points of damage. Should the party

enter here at night, the Shrews will attack as will the Shrewlings, the Ogress and any guests. There is a 15% chance that Dorcas the Huge will be here (Tower #4). Over the years the two have become quite friendly, the small number of female tower occupants being what it is... Along the north wall is Illneth's bed, which is a real bed made by the tower slaves to fit her bulk. There is a bearskin blanket worth 75gp, and on the wall over the bed is an impressive collection of skulls. Along the south wall is a wardrobe which contains several extra sets of boots, clothes etc. There is also a box filled with Blast Spore ointment, two *Potions of Healing* and a vial of Shroud Spider venom. In a pouch sealed with wax is a web made from Shroud Spider web (good for only one use, covers a 10' x 10' area). Should Illneth be trapped in her own quarters, she will climb up to the ceiling of her building and remove the slate shingles to escape. She can throw the shingles at 20' increments for 1d6 dam. There are several casks of ale, some dried sausage, a wheel of bitter cheese and some bread stored in a locked iron chest (to keep the Shrews out). The key is on a hook next to the chest.

7. Wood Imp Quarters: This curious building looks like a child's tree fort attached to the top of the inner wall, 10' above the ground. These are the quarters for the Wood Imps when they are in the inner tower area. Currently there are 6 Wood Imps staying here. They are a part of a permanent garrison and rotate in and out from their nest.

Wood Imp Leader with 1 HD and 7 HP, riding a Spider mount.

Wood Imp Shaman with 1 HD and 5 HP, riding a Spider mount. Spells memorized: Sleep.

Wood Imps (4): AC 6; HD ¾; HP 1d6; Move 90/30; Attacks 1 bite or weapon; Dam 1-3 or by weapon; Save as Normal Man; Morale 7 or 9; Surprise 1-3 on d6.

Hunting Spiders (2): AC 6; HD 1+3; Move 120/40; Attacks 1; Dam 1-6 + poison (Save vs Poison or take additional 1-8 dam and become sluggish for 2d4+2 rounds, Initiative -2 and move at half speed). These are the mounts of the Leader and the Shaman.

Wood Imps use short bows for 1-4 damage. Those with Spider mounts can shoot arrows dipped in Spider venom (Save vs Poison at +2 or take additional

1-8 dam and become sluggish for 2d4+2 rounds, Initiative -2 and move at half speed).

8. Vampire Roses: Located in the area between the temple and the wall is a small garden holding 3 Vampire Rose bushes. This area is fenced in.

Vampire Roses (3): AC 7; HD 4; HP 24, 20, 18; Move 30/10; Attacks 1; Dam 1-8 blood drain. Once the Roses start draining blood, they release a hypnotic anaesthetic which causes the victim to lose all will power (Save vs Spells or remain until death).

The tower is working hard to extract this drug for sale. It is a common poison used in non-lethal traps. Vampire rose petals make excellent coagulants and if applied to a wound will stop the bleeding instantly.

9. Grab Grass: Located in the area between the barracks and the wall is a patch of Grab Grass.

Grab Grass: AC 9; HD 4; HP 14. If caught in the Grass, a victim has a 5% chance per round of escaping. For each point of ST above 12 the chance increases by 5%.

This area looks like a large patch of untended 3'-5' high grass.

10. The Fountain: In the center of the inner compound is a pool of water with a stone fountain in the shape of a huge demonic face. It looks very much like some giant creature buried in the ground with only its face sticking out, spitting out a huge column of water. Six irrigation canals run from the pool and across the garden, draining into the moat through narrow pipes under the wall. The canals are 3' wide and 5' deep.

The fountain contains a mechanism for controlling the flow of water. Under the tongue of the statue are six hidden levers, each of which becomes active when a different part of the fountain is pressed. The triggers are located in the right and left eyes, the bottom two fangs and inside each nostril. It will take at least three people to push the triggers down at the same time. All must be pushed in order to activate the levers. Two persons could stretch out and reach an eye and a bottom fang on each side, and the third would need to push inside each nostril. A fourth person could then work the levers under the tongue. If the tower residents need to work the fountain they

will have one person on each trigger. If the levers are moved all the way down, the volume of the water coming out of the fountain will increase. If the levers are moved up, the mouth will close and the flow of water will stop. There will be a grinding sound as blocks forming the dam in the Undergarden break loose and the underground river returns to its original course. The Undergarden will flood completely in 1d6 hours. This is a drastic measure and will only be done if too many monsters or adventurers get loose in the Undergarden, but it has been done before. None of the slaves know about the triggers, but Illneth, Johan, Jarna and Targhul all know how to work the fountain.

Main Buildings

The tower garden is dominated by three buildings: the tower itself, the temple of Lish and the barracks. In addition, there is a variety of valuable plants and herbs growing within its boundaries – mandrake, wolfsbane, annis and Vampire Roses. In the early days of the garden there was little factionalism, but today that is no longer the case. Each building has its own guardsmen, and the leaders of the three factions (mages, guards and priests) often have different views regarding effective management of the place. However, any order given by Targhul or one of his pawns supersedes those given by anyone else. Offenders are given to the Ghouls.

The barracks hold the largest contingent with 30 guards, led by a captain of the tower (Fighter 6), a lieutenant (Fighter 4) and two sergeants (Fighter 2). Garden duty is considered hazardous, and the force is a mix of ambitious volunteers and individuals sent to the tower in hopes that they will die here. There are also 10 slaves who perform menial duties within the tower and dangerous duties in the garden itself. There are three squads of 10 soldiers (Fighter 1), each led by a sergeant. Each wears a black tabard with the standard clawed hand blazon of the Hag Queen. Typically, one squad is on patrol within the garden along with representatives from the tower and temple. A sergeant from the barracks is in charge of the garden patrol. The second squad is charged with guarding the tower wall. This is considered light duty, with a sergeant and four

soldiers at the gate and the other six patrolling the parapet in pairs. The sergeant at the gate can see two of these wall patrols at any time, with the third set being out of sight behind the tower itself. The sergeant at the gate has two Darkness Bombs at his disposal. (See Shrine of Lish #6)

The temple is a shrine to Lish, the god of darkness, tended by an Elder (Cleric 6), a Vicar (Cleric 4), three Adepts (Cleric 2) and ten Acolytes (Cleric 1). All wear black robes with the blazon of the Hag Queen on the right shoulder over their armor if they are on business within the temple. Posting to this shrine is considered a fast track to promotion for the lower level clergy, due to the regular opportunities to increase in skill, but being in charge is considered a dead end job at a low ranking outpost. This group retains its position thanks to their monopoly on healing magic, and they resent the healing potions being manufactured in the tower. They have 15 guards of their own.

The tower is a round keep 80' high and 70' wide. It has five levels above ground with another two below. This is where most of the alchemical work – extracting the contents of the garden into useful spell components – is done. Residing in the tower are a Warlock (Magic User 6) with a Conjuror (MU 3) lieutenant, two Seers (MU 2) and three Medium (MU 1) apprentices. They are in charge of packaging the products of the garden for shipment to Hag Hill. This includes packaging the Slimes and Jellies in glass and ceramic containers for shipping. If attacked, they will throw these containers at their assailants. These Magic Users have their own contingent of guards: lieutenant (Fighter 3), sergeant (Fighter 2) and ten level 1 Fighters. Also living in the tower are two glassblowers and a potter. This is considered a highly desirable post due to the large numbers of spell components readily available. Only the best Magic Users are considered eligible for posting here. All Magic Users carry scrolls with copies of any spells in their books.

The captain of the tower originally lived in the tower, but over the last century he has been pushed out to the barracks. He still has ranking authority over the tower and temple, but the other two factions are particular about how they acknowledge it.

Barracks

This large 80' x 80' two story building is made of stone with a slate roof. The walls are 3' thick and the windows are just arrow slits. The windows are also shuttered from the inside to keep critters from the garden out. The shutters are hinged and made of metal. The lower story is wider than the upper, and a parapet runs around the second level; the stairs in the main hall lead there. In the middle of the main hall there is also trapdoor leading up; the ladder is kept along the southern wall. When put in place, the ladder must be placed at the edge of the firepit. The ladder is unusable if there is a fire in the firepit, and those jumping down will land in the fire.

Level 1

1. Kitchen: The winch to area 11 in the Undergarden is located here in the kitchen area. This large room is 20' x 30' square with the eastern 10' x 20' section being dominated by the winch itself and the opening for the platform. The remainder of the room consists of a large fireplace running the length of the northern wall. The fireplace is large enough to cook two cows at once, and there are spits sturdy enough to handle their weight. There is also a series of three food preparation stations with cabinets, each running north to south. Within the room are 3 kitchen slaves (AC 9; HP 3; armed with knives). They will not act unless directed to do so by Pinky Roundbottom, the Halfling cook. (Halflings are scarce in the lands west of the city states and practically unheard of in the lands of the Hag Queen.)

Pinky Roundbottom, Halfling 3: AC 5; HP 12; Attacks 1; Dam 1-4+1; St 11, In 12, Wi 9, Co 13, Ch 8, Dx 15; leather apron, *Ring of Protection +1*, *Dagger +1*.

Pinky will hide (1-2 on d6) as soon as the winch begins to turn on his level, unless he is sure it is Illneth. He has been stationed here for the last year and has been learning to cook with the exotic ingredients found in the garden. He is one of the Hag Queen's favorite cooks. He will use any ingredient – including children – in his recipes. If he remains undetected, he will simply wait for the party to leave. If he is detected, he will berate the intruders for entering his clean

kitchen and do his best to get them out of the room as quickly as possible. Should he be attacked, he will take cover behind a cabinet (-4 to hit, AC1) and throw a bowl of flour at the group. The flour will fill the air around the winch area, making it impossible to see the rest of the room (-4 to hit). Then he will flee through the southern door, screaming for help. He is called "Pinky" because he actually cut off his pinky and cooked it in order to see what he tasted like. Other than the food stored in the cabinets there is nothing of value in this room.

2. Pinky's Quarters: This 10' x 20' room contains a bed, a dresser, some trunks and large rack containing herbs and spices that Pinky is experimenting with. A successful Apothecary check will reveal that a number of the ingredients are poisonous. In the trunk is his recipe book; reading it will make even the most broadminded gourmet queasy. It is worth 500gp to the right buyer, however.

3. Cold Storage: Magic keeps this room freezing at all times. Cold meat – beef, pork, Giant Spider etc. – is stored here.

4. Main Hall: This large 30' x 50' room has three large tables laid out, each capable of seating 15 men. On a raised dais along the southern wall is another table capable of seating another 6. Meals are served 3 times a day with 15-20 soldiers eating at a time. There will usually be 1-2 slaves cleaning or setting up for a meal here at any time. The central firepit in this room is under the roof trapdoor mentioned above. There is also a set of stairs running up to the second floor along the southern wall. These stairs are made of wood and are hinged in the middle, enabling them to be pulled up to the ceiling in the event the floor is taken over.

5. Western Barracks: This 80' x 20' room contains a double row of bunk beds running north to south. There are 7 beds per row, making room for 28 soldiers. There will always be 12 soldiers sleeping here at any time – 10 regular soldiers, a corporal and a sergeant. There is a door from room 4 in the southwestern wall and a reinforced door in the northern wall.

6. Eastern Barracks: Identical to 5 above, except that most of the beds are not in use. This room is used to house regular soldiers when the Hag Queen or other important visitors come. There is a door from room 4 in the southeastern wall and a reinforced door in the southern wall. Chances of encountering guards is only 10% and then only 1d6.

Level 2

1. Captain's Quarters: This 20' x 20' square room serves as the quarters of Johan Blackhammer, captain of the garden.

Johan Blackhammer, Fighter 6: AC 0; HD 6; HP 37; Attacks 1; Dam 1-6+5; St 14, In 15, Wi 13, Co 14, Ch 17, Dx 14; *Plate Mail +1, Warhammer +2, shield, 2 Potions of Healing.* He is skilled with the warhammer, and his to hit rolls are at +5 (Weapon Mastery rules). He also receives a bonus of +2 on his damage rolls and an additional -2 to his AC against missile attacks for the first two attacks.

Johan is in residence 20% of the time, the rest of the time he will be in the war room (20%), downstairs in the main hall (10%), or wandering around the tower garden (50%). He was posted to the garden as a young man and rotated out to serve in the Hag Queen's fortress in Barrowton. While he was there, a group of adventurers raided the fortress. He was made the scapegoat and stationed to the tower to be its captain. He hates adventurers, is familiar with their tactics and has made plans to defend the tower against them. He is of average height with brown hair and a short beard. Now in his forties, he stays in shape by sparring with members of his staff. He is well liked by his men despite his harsh disciplinarian streak. His hammer is coveted by the leader of the local temple of Lish. The room contains a bed, a trunk, a small shrine to Vom the god of war in the northeastern corner and a desk containing information about tower expenses, staffing and other day-to-day matters. Defense plans are not written down; neither are passwords or other secrets. In a locked trunk there are three sets of clothes, a pouch containing 75pp, 40gp, and 3 gems (opals, each worth 150gp). Hidden under the floorboards beneath the trunk (treat as a secret door) there is a small box containing a *Potion of Undead Control*. Johan keeps its existence a secret. The door to the room is always *Wizard Locked*, no matter where

Johan is. In addition, there are always two guards stationed in the hallway outside.

Guards (2): AC 3; HD 1; HP 9, 7; Attacks 1; Dam 1-6 (spear) or 1-8 (longsword); chain mail and tower shield. Both have a long spear which they will set vs. charge.

When Johan is outside the barracks he will have two identical guards with him as well as a Ghoul, one of Targhul's pawns.

Ghoul: AC 6; HD 2; HP 15; Move 90; Attacks 2 claws/1 bite; Dam 1-3 each + paralysis; Save as Fighter 2; Morale 9. When the captain is not on duty, the Ghoul will be with whoever is in charge, the lieutenant or one of the sergeants. This Ghoul is forced to bathe regularly, does not eat in public and wears a uniform which is kept as clean as possible. It will be identified as undead only 50% of the time at distances greater than 15'.

In addition, the captain of the garden wears an ornate steel ring bracer on his left arm. This bracer is actually a Huptzeen.

Huptzeen: AC 3; HD 4; HP 19; Move 30/10; Attacks spell; Dam spell; Save as Magic User 4; Morale 12; Int 11; Spells: *Hold Portal, Darkness, Entangle, Wizard Lock.*

This item has been handed down from captain to captain since the tower was raised. It will not serve anyone but the captain of the tower, and if captured will attempt to prevent the party from leaving the garden alive. Should it fail, it will attempt to escape on its own or force the players to destroy it, receiving 1d6 dam +2 points for each unused spell. It will keep its nature secret, casting spells at the least beneficial time for the party.

Should the garden come under serious attack, Johan will place the inner garden under lockdown. All guards will be awake and armed; the second shift will assemble as an emergency patrol identical to the regular patrol and act as a strike force to push back any attacks; all other guard points will be doubled. Intruders will be shot at from the wall or tower, but no sorties will be launched unless the actual garden appears to be in danger. Johan will then sit tight and wait for nightfall and the arrival of Targhul and Katara to deal with intruders. Should

this happen, the slaves and captives in the area will know what is going on and do their best to escape and/or warn the intruders of the danger. Johan considers the Wood Imps a waste of food and will encourage them to attack intruders, hoping to keep the invaders pinned down until the Spectre and the Odic arrive. Illneth, Nikal the Vicar and Malvius the Warlock along with their personal guards will also join the strike force.

2. Lieutenant's Quarters: This 20' x 20' square room is in sharp contrast to the captain's quarters. It is lavishly decorated with tapestries and carpets. The bed is a large four poster with black bed curtains. There is an elaborate desk with a series of drawers. The drawers are not locked, but in order to open a particular drawer the others must be pushed gently in a particular sequence. A successful Find Traps roll will reveal the correct sequence for a drawer. There are 5 visible drawers and one hidden in the desk leg.) Hidden under the bed is a long, flat chest; it is attached to the bed on a set of rails, enabling it to slide out. Inside are 4 changes of uniform, 2 elaborate dress uniforms and a satchel with 70pp, 120gp, 56sp and 10 gems worth 100gp each. The furniture in the room is worth 2,000gp. The occupant of this room is Travis "Trotter" Vaughn.

Travis "Trotter" Vaughn, Fighter 4: AC 1; HP 24; Attacks 1; Dam 1-10+1; St 13, In 10, Wi 11, Co 14, Ch 15, Dx 14; *Plate Mail +1, Two-Handed Sword +1, 2 Potions of Healing.*

The Vaughn family has connections with the Lizard Man empire to the south, and Travis speaks Scale tongue fluently. He is here because the family business is located in Barrowton and service in the army is expected. Judicious use of money has gotten him placed at the garden, and more money will get him out again. The family has plans of recreating the garden (in a much tamer form) at the family fortress. Travis has been taking copious notes about the flora and fauna and made some useful connections, including a few guardsmen and one of the mages of the tower. His smarmy charm has gotten him ignored by the captain, and he is of no value to the Spectre. Given the opportunity, he might let some folks escape the garden with samples of the rarer plants as long as there is no risk to him and the items are delivered to his family. It would be easy to dismiss Trotter as a bored political poser, but he will fight ferociously if forced to. Should he be in

danger of getting killed (HP 8 or below), he will offer to surrender and pay a ransom of up to 5,000gp delivered to a location of the party's choosing. He will honor this deal. Should Trotter be killed, inquiries will be made by the Vaughn clan. The notes are in his desk and, if recovered, would be quite useful to a party exploring the garden. Trotter is tall and lean, with black hair carefully pulled back in a ponytail.

3. War Room: This 20' x 20' room is dominated by a highly detailed scale model of the garden on a table in the center of the room. In a small box there are miniatures depicting all the inhabitants of the garden. These are used in planning strategies but always put away at the end of a session. There are also fairly good maps of the area, but no notes, patrol lists or schedules. The officers gather here in the morning and at the end of the day. If the area is under attack, there will be 2 guards posted here.

Guards (2): AC 3; HD 1; HP 9, 7; Attacks 1; Dam 1-6 (spear) or 1-8 (longsword); chain mail and tower shield; Both have a long spear which they will set vs. charge.

4. Sergeant's Quarters: This 10' x 20' room is filled with trophies of war: captured weapons and armor, monster body parts etc are all on display here. Dorcas the Huge has been a fixture at the tower for nearly a decade. Big, bad-tempered and ill suited to serving in a professional military unit, his undeniable combat prowess has kept him alive and useful to the tower.

Dorcas the Huge, Fighter 2: AC 1; HP 17; Attacks 1; Dam 1-8+3; St 17, In 10, Wi 11, Co 17, Ch 8, Dx 14; banded mail, *Tower Shield +1, 2 Potions of Healing.*

Dorcas is a Boar Tribesman, a fat bully and a braggart. He thinks he is the biggest, meanest and most ruthless person new recruits to the tower are likely to have ever met. He will fight first and think second. He never gets the watch assignment alone. His only friend in the tower is Illneth the Ogress. Stuffed under his mattress is a satchel with 25gp and 11sp. There is also a map leading to a location outside the garden where he has stashed the money he has extorted from the newer recruits. Stuffed inside the bole of a tree are 7 clay urns containing a total of 650cp, 200sp, 95gp and 11pp, a platinum bracelet worth 75gp and an ebony ring worth 10gp.

5. Sergeant's Quarters: This 10' x 20' room has just recently been occupied by Sophia Sajinda. She is a new arrival at the tower, and her gender makes her something of a curiosity: only about ¼ of the garden's staff are female.

Sophia Sajinda, Fighter 2: AC 0; HP 11; Attacks 1; Dam 1-8+1 (+ poison); St 13, In 15, Wi 11, Co 13, Ch 13, Dx 17; banded mail, *Tower Shield +1*, *2 Potions of Healing*.

Sophia is originally from Shegthar, the city of the Scorpion Men. A fairly recent altercation there forced her to flee the city and seek service with the Hag Queen. She is dark haired with scorpion braids and has the red skin common among the inhabitants of the city. On duty she is cold and professional, speaking in clipped monotone. Off duty she is a completely different person, wearing the elaborate tunic of her home city, singing and dancing when even marginally appropriate. When she arrived here she was amazed by the opportunities to study new forms of poison. She is very popular with the troops as well as several mages of the tower, each of whom thinks her interest in him is romantic in nature. Her interests are purely academic, but she is not about to correct any misconceptions as long as she gets what she wants.

Her other interest is getting a letter out to her contacts in Shegthar, to get some Scorpions sent in and some

of the more exotic poisons sent out. She is a bit of an alchemist herself and has been experimenting with simple poisons here. Her longsword is covered in Killer Bee poison (good for 3 hits), her dagger with Ghoul saliva (Save vs Paralysis at +4 or be paralyzed as per Ghoul), and she has a packet of Amber Lotus pollen in her belt pouch. The Ghoul saliva is an item of her own invention, and the mages of the tower would be quite interested in it if they were to find out about it. The Hag Queen's agents have long wanted a reliable contact in Shegthar. Her placement here is no accident, and her activities are discreetly encouraged until it is time for her to return home as an agent. The captain and the mages of the tower are in on the secret. She has 14pp, 21gp and 120sp in a satchel in her trunk. There is also an alchemy lab set up on her desk. The components are worth roughly 200gp. One of the vials contains distilled Tarantella venom (if introduced into blood, treat as a Tarantella bite except onlookers are not affected).

6. Sergeant's Quarters: This room is currently empty, its previous inhabitant having met his end on garden duty.

7. Storage room: Alcohol, some food, ammo for the ballista and the catapult, spare uniforms, etc. are stored here. There is always one guard posted outside on the southern door. If the tower is on alert, two guards are here and both doors in this room are propped open.

Shrine of Lish

This building is a single story construction, faced with black basalt slabs which seem to absorb light. The entrance is bordered by two Living Iron Statues. During the day they block the doorway. At night, when the temple is open for worship, they stand to either side. Both are cast to look like temple guards. There is a small gong in front of the entrance. Striking it will summon a Cleric in 1 round. The Statues will move aside for anyone accompanied by a Cleric of Lish. Individuals who attempt to get past the Statues will be caught and pushed out of the entry area. If the Statues are actually damaged, they will attack but not leave the entryway.

Living Iron Statues (2): AC 2; HD 4; HP 21, 13; Move 30/10; Attacks 2; Dam 1-8/1-8 + absorb metal; Save as Fighter 4; Morale 11.

All Clerics wear black robes, with the blazon of the Hag Queen on the right shoulder, over their armor if they are on business within the temple. Posting to this shrine is considered a fast track to promotion for the lower level clergy, due to the regular opportunities to increase in skill, but being in charge is considered a dead end job at a low ranking outpost. This group retains its position thanks to their monopoly on healing magic, and they resent the healing potions being manufactured in the tower.

Upper Level

1. Main Hall: The main hall is approximately 50' x 50' with an altar to the god of darkness in the center of the northern wall. The rest of the room contains two sets of benches with an aisle in the middle. There are two sets of stone stairs leading down to the lower level along the southeastern and southwestern walls. There are no light sources in the temple except for a startlingly small number of candles. The altar is a single slab of obsidian resting on a large basalt block. Recessed into the obsidian is the shape of a screaming man. Should the altar be desecrated, the altar will shatter, releasing the Obsidian Golem contained within.

Obsidian Golem: AC 3; HD 6; HP 30; Move 120/40; Attacks 1; Dam 2d4; Save as Fighter 3; Morale 12.

The shattering of the altar will alert all inhabitants. The Golem will pursue the desecrators until it is destroyed. Should the altar shatter and the Living Statues be functional, they will move to prevent anyone from escaping out the front door. During the day there will always be one Adept and two Acolytes present. Five guards are stationed here at all times as well (Cf. Room 8 "Guard's Quarters").

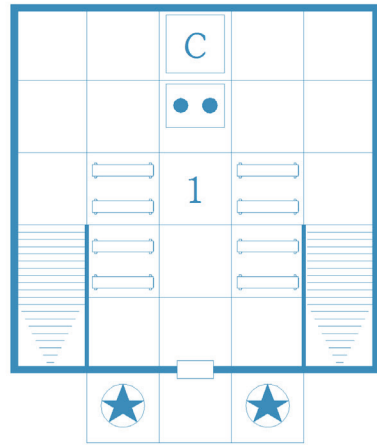
Adept, Cleric 2: AC 4; HD 2; HP 10; Attacks 1; Dam 1-6 or spell; Spells memorized: *Cure Light Wounds*; chain mail and shield; wields a silvered war hammer crafted to look like a screaming skull – vents cut into the head make the weapon moan when swung. Carries a Clerical scroll with the spell *Darkness*, 2 vials of (un)holy water, and a Crawler Tentacle Rod. The rod is a sealed tube of glass with a Crawler Tentacle suspended within it. A successful strike breaks the glass, bringing the tentacle in contact with the victim – Save vs Paralysis at +2. The rod is only good for one use.

Acolytes, Cleric 1 (2): AC 5; HP 5, 5; Move 120; Attacks 1; Dam 1-6.

Behind the altar is a concealed trapdoor that leads down to the second level. Resting on the altar is a scroll with the following spells on it: *Cure Light Wounds* x2, *Bless*, *Know Alignment*, *Neutralize Poison* x2.

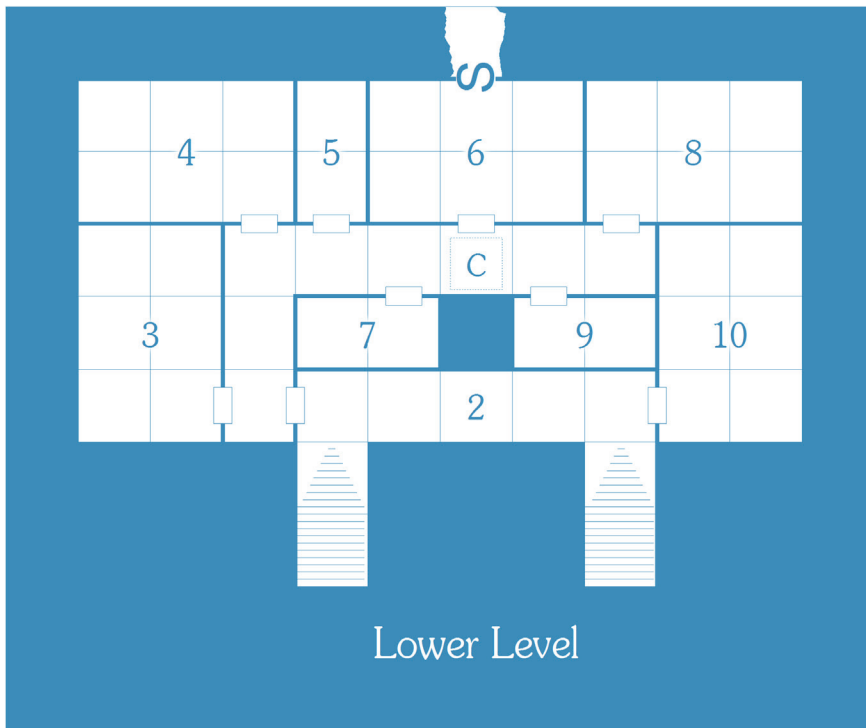
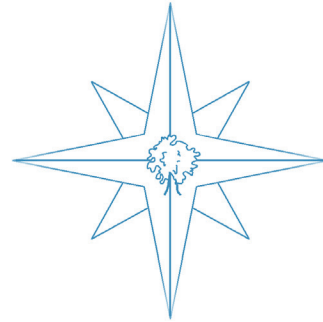
Lower Level

2. Entry Hall: All areas past this point are under the influence of a permanent *Darkness* spell. Torches will only emit light in a 2' radius and lanterns in a 3' radius. In addition, both will burn three times as fast as normal. Candles already lit in the main hall will shed light as normal, 5' radius, but any rapid movement will extinguish them. Clerics of Lish can see perfectly well in this darkness, and within any *Darkness* spell cast from the scrolls the Acolytes carry.



Upper Level

SHRINE OF LISB



Lower Level

MAP KEY

- Door
- Locked Door
- Secret Door
- Concealed Trap Door
- Altar
- Bench
- Statue
- Stairs

1 square = 10 feet

3. Acolytes' Quarters: There are 3 bunk beds in this 20' x 30' room. There are usually three off-duty Acolytes sleeping here. Should the garden complex be on alert, they will be in room 1 defending the altar.

Acolytes, Cleric 1 (3): AC 5; HP 5, 5, 5; Attacks 1; Dam 1-6.

There are six trunks in the room. Each contains robes, some personal items of little value and 1d6gp. The other three Acolytes are on duty, often with the Elder or the Vicar.

4. Adepts' Quarters: Three Adepts share these quarters. One will always be on patrol in the garden, one

on duty in the main temple (room 1) and one will be sleeping here. If the temple is on alert, the off-duty Adept will be on guard with two Acolytes in area 2.

Adept, Cleric 2: AC 4; HP 10; Attacks 1; Dam 1-6 or spell; Spells memorized: *Cure Light Wounds*; chain mail and shield. Carries a Clerical scroll with the spell *Darkness*, 2 vials of (un)holy water, and a Crawler Tentacle Rod (Save vs Paralysis at +2).

5. Vicar's Quarters: This 20' x 10' chamber is the quarters of Nikal, a 4th level Cleric of Lish.

Nikal, Cleric 4: AC 1; HP 21; Attacks 1; Dam 1d6+2; St 14, In 13, Wi 15, Co 13, Ch 15, Dx 11; Spells memorized: *Cure Light Wounds*, *Fear*, *Hold Person*; plate mail, *Shield +1*, mace, 2 *Potions of Healing*, Tentacle Rod, Scroll of *Darkness* and *Neutralize Poison* x2.

Nikal is ambitious and got posted to the garden because of his talents as an able leader and administrator. He has no interest in replacing the Elder since he does not want to be permanently posted at the garden. Should he be injured to 6 HP or less, he will pretend to be killed and attempt to flee at the earliest opportunity. Should the ruse fail or other members of the clergy be about, he will fight to the death. He is of average build with dark hair and a neatly trimmed beard. His armor is lacquered black with the symbol of Lish in the center: the symbol appears as a deeper area of blackness in the middle of the armor. He shares his quarters with a Shadow. It will fight to defend Nikal's quarters. When not acting as a guardian, it carries messages from Nikal to his patron at the main temple of Lish. This particular Shadow has a decidedly feminine shape.

Shadow: AC 7; HD 2+2; HP 12; Move 90/30; Attacks 1; Dam 1d4 + ST drain; Save as Fighter 2; Morale 12; can only be struck by magical weapons; those whose Strength is reduced to 0 will become Shadows themselves. Shadows are hard to spot and surprise 1-5 on d6.

There is a desk, a bed and a trunk in the room. There is a 30% chance Nikal will be present. If he is not, then the Shadow will attack by surprise and, if injured, flee to Nikal the following round. It will take the most direct route, which is probably through the ceiling. Due to the unnatural darkness within the temple the Shadow is hard to spot and can be seen on a 1 on d4 in following combat rounds. The trunk contains

a necklace of jet worth 500gp, two onyx bracelets with silver patterns, worth 250gp together, and an obsidian knife used in the rituals of the temple. If used in combat, the knife will do 1d4 damage and has a cumulative 25% chance of breaking. If the knife is broken, the wielder must Save vs Magic or be struck blind. A standard *Remove Curse* will fix this problem. If the knife is broken intentionally and not held at the time, the curse will not come into play. There is also a satchel in the trunk containing 25pp, 16gp, 43sp and 21cp. Each denomination has its own smaller pouch. Nikal has two temple guards with him at all times.

6. Elder's Quarters: This 30' x 20' room is well appointed with a large bed, an ornate desk, a table and a dresser. These are the quarters of Jarna, a 6th level Cleric of Lish.

Jarna, Cleric 6: AC 7; HP 24; Attacks 1; Dam 1d6+1; St 9, In 9, Wi 16, Co12, Ch 9, Dx 7; Spells memorized: *Cure Light Wounds*, *Fear*, *Bless*, *Silence 15' Radius*, *Curse*; no armor, *Bracers of Defense (AC 6)*, *Snake Staff*, *Scroll of Speak with Plants* x2, *Neutralize Poison* x2, *Speak with Dead*.

Jarna is 75 years old and has been at the garden for 50 years. She is by far the longest serving living member of the tower's garrison. Due to her long tenure and position as the Elder of the temple of Lish, she orders everyone around (including regular garrison troops and mages' tower staff). This causes some conflict with the mages of the tower and the captain, but since her orders are usually sensible they rarely countermand them. She does take orders from the captain, though. In addition to her regular spells, she can cast *Continual Darkness* once a day. She has cast this spell on a number of small pebbles which have been placed in small clay pots. They are used in defense of the garden as *Darkness Bombs*. Three of them are kept at the temple, two at the gate, and she usually has one secreted on her person. These will emit a sphere of darkness 60' across. As she is reaching the end of her life she has decided to petition the Hag Queen for permission to have Targhul make her a Spectre. This request will certainly be granted. If the garden is under attack and it looks like Jarna will be killed, Targhul will kill her himself so she will rise as a Spectre. There are always two Acolytes stationed outside her quarters. These Acolytes are also guarding the trapdoor down from the main hall.

Acolytes, Cleric 1 (2): AC 5; HP 5, 5; Attacks 1; Dam 1-6.

When she is outside the shrine she has five temple guards accompanying her. Inside the room are two Shadows.

Shadows (2): AC 7; HD 2+2; HP 14, 13; Move 90/30; Attacks 1; Dam 1d4 + ST drain; Save as Fighter 2; Morale 12.

If Jarna is not in the room she will always be accompanied by two Acolytes and one of the Shadows (which will hide within her natural shadow). She is a big fan of Pinky's cooking and always sends an Acolyte out to pick up a meal. She knows the command words for all the constructs at the tower. She has helped defend the garden against several attacks by adventurers over the years and will act in the most ruthlessly efficient manner possible. If she is forced to leave the temple in such an event, she will take one of the Living Iron Statues with her to aid in the defense of the garden elsewhere. She hated the garden when she was initially posted here, but over the decades has learned to love it. On her desk is her book on gardening, which contains information on the care and feeding of all the exotic creatures kept presently in the garden and another 1d10 creatures randomly determined. It is worth 2,000gp to the right buyer. She also has a number of additional books on gardening. They are worth 200gp as a collection. Her wardrobe contains a number of impressive robes worth 75gp to another elder of Lish. In the trunk is a suit of *Chainmail +2* and a *Shield +1*. She hasn't worn them in years. Also in the trunk is 50pp, 22gp, 75sp and 15 carved obsidian figurines each worth 15 gp.

The figurines depict people in erotic poses and are a reminder of her youth. She has a collection of dried flowers on the wall. One is an Amber Lotus Flower; if shaken, it will release pollen. In the center of the northern wall, behind a personal shrine to Lish, is a secret door which leads to a short tunnel that comes out near the barracks' well. It is a one way passage. It is intended for the clergy's emergency use (as there is only the single main entrance) and has never been used.

7. Storage: This room holds a collection of ceremonial regalia for the different rites of the Lord of Shadows. There are a number of books on the religion of Lish and a small casket made of ebony. It is unlocked. Inside are three clerical scrolls. The first contains 2 *Cure Disease* spells, the second has *Remove Curse* and the last contains *Word of Recall* set to the temple of Lish in the Hag Queen's realm. There are also several robes and vestments.

8. Guards' Quarters: There are 15 guards who serve the shrine:

Temple Guards, Fighter 1 (15): AC 5; scale mail, shield, spear and short sword; Morale 12.

There are five bunk beds and 15 trunks. Five guards are always on duty. There will always be 5+1d2 guards sleeping here. Each trunk holds a spare tabard, some personal effects and 1d8gp, 2d10sp, 2d10cp.

9. Storage: This small room is currently empty.

10. Acolytes' Quarters: Same as 3.

Warlock's Tower

The tower is a round keep 80' high and 65' wide. It has five levels above ground with another two below. This is where most of the alchemical work – extracting the contents of the garden into useful spell components – is done. Residing in the tower are a Warlock (Magic User 6) with a Conjuror (MU 3) lieutenant, two Seers (MU 2) and three Medium (MU 1) apprentices. They are in charge of packaging the products of the garden for shipment to Hag Hill. This includes packaging the Slimes and Jellies in glass and ceramic containers for shipping. If attacked, they will throw these containers at their assailants. These guys have their own contingent of guards: lieutenant (Fighter 3), sergeant (Fighter 2) and ten level 1 Fighters. Also living in the tower are two glassblowers and a potter. This is considered a highly desirable post due to the large numbers of spell components readily available. Only the best Magic Users are considered eligible for posting here. All Magic Users will carry scrolls with copies of any spells in their books, being able to use the components available here to create them. This is one of the perks of the position.

Level 1

This room is dominated by a large 30' x 30' cage. Running from the ceiling to the floor is a heavy chain holding up a platform within the cage, which drops down to the lower level. Next to the cage, there are three pull chains running up to the second level; two come through the floor from the lower levels and the third ends on this level. Each is attached to a different bell in the winch room on the second level and are used to signal the guards in the winch room when the platform needs to be moved. The pull chains from the lower levels also have bells attached on this level. The bells for each level have different tones so the guards know which level to drop the platform to. On this level there is a large iron bar which locks the platform in place. The bar is removed when the cage is in use. A *Knock* spell or a successful Strength check is required to move the bar. There are always two guards and an apprentice in the room. In addition to the cage there is a large table and several chairs for dining. When the tower is on alert

there will be five guards, a lieutenant (Fighter 3) and a Magic User (MU 2) here. All doors in the tower are kept locked and may be barred if monsters escape from the dungeon. The doors also each have a small peephole to let those in the tower look out. Stairs lead down to Tower Dungeon Level 1.

Level 2: Quarters of the Tower Guard

1. Exercise Area: This room is kept clear and is used for morning assembly by the tower guard. There are racks of wooden swords and other practice weapons on the walls.

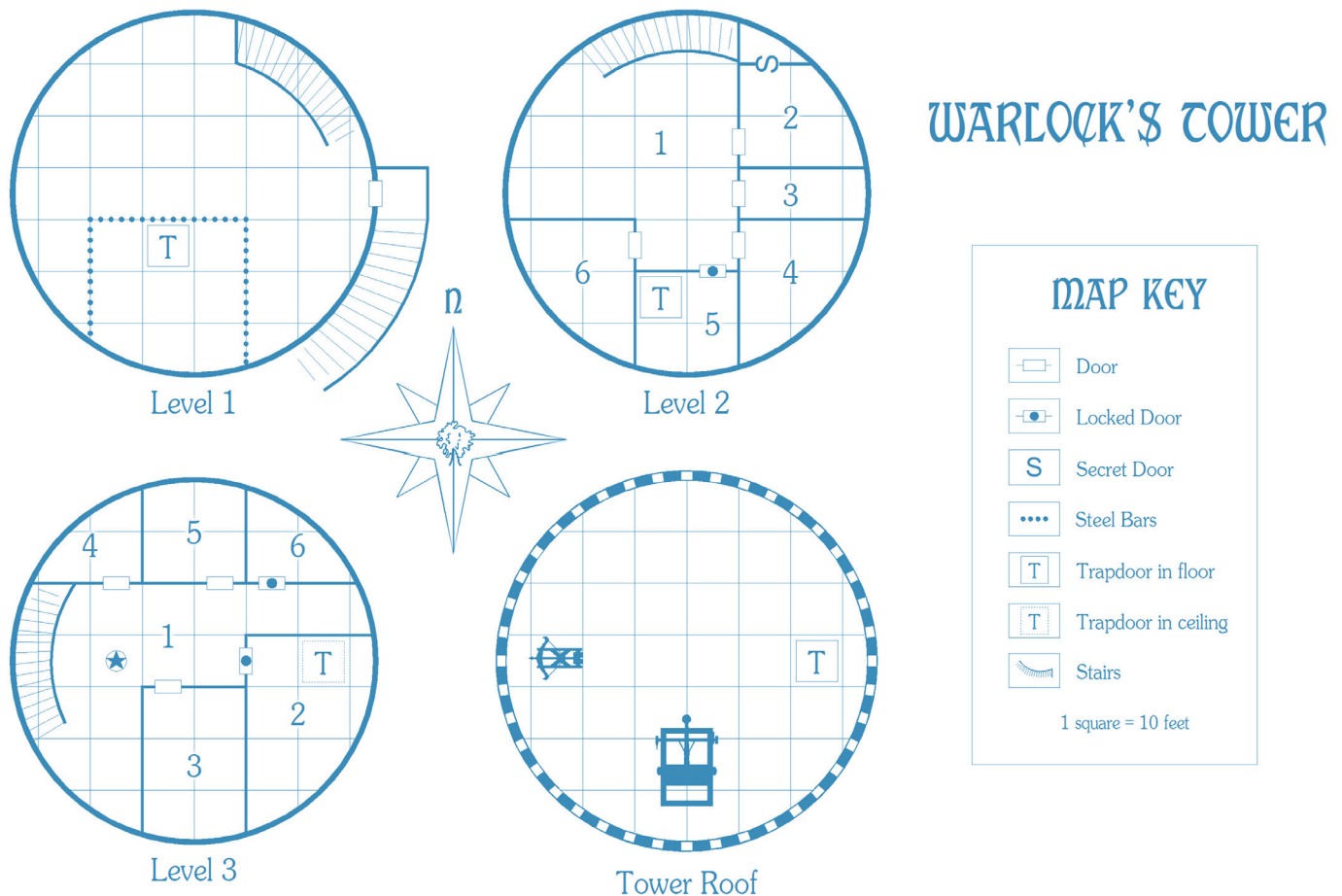
2. Lieutenant's Quarters: O'quar occupies these spacious quarters. The room contains a bed, a desk, a trunk and a small shrine to Torm the god of storms.

O'quar, Fighter 3: AC 2; HP 18; Attacks 1; Dam 1d8+2; St 14, In 9, Wi 7, Co 16, Ch 9, Dx 15; plate mail, shield, *Spear +1*, *Sword +1*.

O'quar is a member of the Wolf Tribe and wears a wolfskin cloak at all times. His shield bears the blazon of the Wolf Tribe. He finds the work at the tower exciting, since it often involves wrestling monsters into and out of cages. He is impulsive by nature, but working with the mages has taught him that it is better to get clear instructions before doing anything. This may cause delay in reacting to an assault on the tower. He has three skull cups chased with silver in his room, each worth 25gp. In his trunk is a pouch with 25gp, 11sp, and 14cp. He also has an amber necklace worth 300gp: the individual amber pieces are carved to resemble wolves. He has a pet Wolf that accompanies him everywhere except the dungeon levels of the tower. He rarely leaves the tower.

Wolf: AC 7; HD 2+2; HP 13; Move 180/60; Attacks 1; Dam 1-6; Save as Fighter 1; Morale 8.

Along the northwestern wall is a secret door which opens into a small room. Inside the room, covered in dust, is a mirror for the captain of the tower to use to communicate with the fortress at Hag Hill in an



emergency. Its location has been handed down over the years to the captain of the tower, but other inhabitants of the tower are not aware of it. In the event of an emergency it is debatable if the tower guard will allow the captain access to this room.

3. Sergeant of the Guard's Quarters: This small room contains a bed, a trunk and a chair.

Sergeant, Fighter 2: AC 4; HP 11; Attacks 1; Dam 1-8+1; St 13, In 10, Wi 11, Co 13, Ch 9, Dx 12; chain mail, shield, 2 *Potions of Healing*.

4. Guards' Quarters: There are three bunk beds and six chests in this room. There will usually be two guards (Fighter 1, HP 6, 5) sleeping here at all times. If they have the opportunity to prepare they will be AC 4 (chain mail and shield). They are equipped with spears and short swords. On the wall are three short bows and three quivers of arrows. Each trunk

contains 1d6gp, 2d6sp and 3d6cp. At night there will be four guards sleeping here.

5. Winch Room: This door is always kept locked from the inside. There are always two guards (AC 4; HP 5, 5; chain mail, shield, short sword and spear) on duty here. There are bell pulls here with three different bells and a huge drum with a chain wrapped around it. These guards will always be awake. The door has a peephole in the center, enabling the guards on duty to communicate with those in room 1. In the event of an emergency, the guards can raise the alarm by ringing the winch platform's signal bells. The door is reinforced with iron bands. There is a crossbow with 15 quarrels, with which the guards can shoot at people coming up the stairs. They do not typically look out the peephole unless the tower is on the alert, in which case they will also lock the winch.

6. Guards' Quarters: As 4 above.

Level 3: Mages' Quarters

1. Entry Hall: This room is decorated with some tables and chairs as well as a Living Iron Statue. The Statue stands in the middle of the room and will not attack anyone accompanied by one of the tower mages or a guard. It spends most of its time inactive, but has been called into service on several occasions when creatures have escaped from the dungeons.

Living Iron Statue: AC 2; HD 4; HP 24; Attacks 2; Dam 1-8/1-8 + absorb metal; Save as Fighter 4; Morale 11. Those striking the statue with metal weapons must Save vs Spells in order to free the weapon to strike again.

2. Warlock's Quarters: The door to this room is *Wizard Locked*. Malvius is the current commander of the tower.

Malvius, MU 6: AC 7; HP 18; Attacks 1; Dam 1d6 or spell; St 9, In 16, Wi 11, Co 13, Ch 14, Dx 15; *Bracers of Defense* (AC 8), *Wand of Cold* (9 charges); Spells memorized: *Sleep*, *Hold Portal*, *Invisibility*, *Web*, *Protection from Normal Missiles*, *Lightning Bolt*; Spells in book: *Read Magic*, *Detect Magic*, *Continual Light*, *Wizard Lock*, *Haste*, *Clairvoyance*; *Potion of Animal Control*, *Potion of Plant Control*, *Potion of Polymorph Self*, *Potion of Human Control* (the first two are always in the possession of the tower warlock and belong to the tower, not the person).

There is also a crystal ball with *Clairaudience* affixed to a podium in the northeast corner. It is used to communicate with the Hag Queen's representatives in Hag Hill. Malvius has been in charge of the tower for a while and is coming to the

end of his tenure. He has been busy making scrolls of all the spells he knows for use and trade, as well as acquiring samples of all tower products, health potions, Lotus dust, Crawler Rods, etc. Some slacking off is to be expected from short timers, but Malvius has taken dereliction of duty to a new height. He is involved with Sophia and is intrigued by her Tarantella venom concoction; he is trying to convince her to give him the samples and not get it logged in the tower records. Sophia wants credit for the invention and intends to have her other paramour log it for her. Malvius is tall and skinny, except for a large paunch. He spends most of his time here, leaving most of the administrative work to the Conjurer. Also living in the room is a Homunculus – an Ulzaq named Mildew. He serves the warlock of the tower, whoever that might be. He is typically in bat form on the inside of the door and can hear what is going on in the hallway.



Malvius and Mildew.

Mildew, Homunculus: AC 0; HD 3; HP 11; Attacks 3; Dam 1-2/1-2/1-4 + special; Morale 8. Each successful attack requires a Save vs Spells or lose a point of ST; can cause *Confusion* once per day, as the spell; immune to nonmagical weapons, cold and fire; can become invisible; *Detect Evil* and *Magic* at will; regenerates 1 HP per round (this ability is passed on to Malvius); can communicate telepathically with Malvius at a distance of up to one mile; if Malvius is touching Mildew, he makes all his Saves at +3.

Mildew has been at the tower since its creation and can use the crystal ball; the Homunculus reports periodically to the Hag Queen with it. Consequently, Malvius will be drained of all his levels and ejected from the tower with nothing but a spell book with *Read Magic* on it when the Hag Queen next visits. Aside from the spell book and scrolls, there are five sheets of blank parchment and enough ink to scribe five spells. There is also a small alchemical lab with components worth 700gp. In a locked box in the trunk is 100pp, 65gp, 45sp and 15 gems worth 125gp each.

3. Conjuror's Quarters: These are the quarters of Velka, the second in command of the tower. The door to this room is unlocked and open while Velka is in and awake. This is because Malvius has basically abdicated all administrative tasks regarding the tower and its research to her.

Velka, MU 3: AC 6; HP 10; Attacks 1; Dam 1d4 or spell. St 10, In 16, Wl 11, Co 13, Ch 11, Dx 7; *Belt of Defence* (AC 5, functions as a Bracer), *Silvered Cold Iron Dagger* (effective against creatures vulnerable to either, otherwise as a normal dagger); Spells memorized: *Charm Person*, *Read Languages*, *Levitate*; Spells in book: *Read Magic*, *Detect Magic*, *ESP*; scrolls for each of the spells above, *Potion of Healing*, *Scarab of Protection* (5 charges).

Velka has been at the tower for several years, having been promoted from senior Seer. She has been keeping careful record of Malvius' activities, and plans to turn in a detailed report when the Hag Queen's people arrive. She is of average height with red hair. Her left leg is wooden, the lower leg having been devoured by a Green Slime some time ago (this accounts for her low Dexterity). As a consequence of this accident, she has studied

Green Slime extensively, practicing on slaves where available and animals where necessary. She has developed an elixir that makes the imbiber repellent to Green Slime: if taken on a daily basis, Slime will not attack. It takes a day for the elixir to take effect. The recipe is in her spell book and there is enough of the elixir for a week's worth of doses on her desk. Next to the elixir is a glass vial full of Green Slime. If attacked, she will throw the vial. Given time to prepare, she will spread the Slime on the wall above the door and wait for it to attack anyone entering the room. Inside her locked trunk is a pouch with 45pp, 11gp and 52sp. Her quarters are a very busy place during the day – there is a 50% chance per turn that someone will come to speak with her, with a 50% chance of it being a guard or one of the Mediums. At night the frequency drops to 10% chance per hour. Velka is well respected within the garden, and the tower guards and other Magic Users are used to taking orders and directions from her. She is very close to 4th level.

4. Storage Room: This room is full of various odds and ends the mages of the tower use in their daily life. There is enough vellum for 20 scrolls, ink for 10 and three blank books suitable for scribing spells. In addition there are 50 large wax candles, 10 robes and cloaks with the tower's blazon, enough food and drink for 10 people for 10 days and some wooden practice daggers and battered quarterstaves. In the southwestern corner is a loose floorboard which can be pulled up. Under it is a stone block with a ring in it. The stone can be removed to reveal a view of the stone staircase below. The opening is too small for a human. It was originally placed there to aid in tower defense.

5. Mediums' Room: This door does not lock, but it can be barred from the inside. Inside are two sets of bunk beds. During the day there will be one Medium sleeping here.

Medium, MU 1; AC 9; HP 3; Attacks 1; Dam 1d4 or spell (*Magic Missile*).

The other two will be at work, one with the patrol and the other in the dungeon. At night these two will be resting (same stats as above, *Sleep* and *Magic Missile* memorized respectively). Three trunks hold 1d4pp, 2d6gp and 4d6sp each. None of the Mediums trust each other, and they all keep their spell books with them at all times. There is a ladder

along the northern wall that leads up to a trapdoor in the ceiling; this leads to the roof. This entrance is always kept barred from the inside.

6. Seers' Quarters: This door can be locked and it usually is. There are a set of bunk beds, two desks and two trunks, as well as a table with two chairs in this room. During the day this room is usually empty; however, there is a 10% chance Waltger Whitthunder will be "busy" with Sophia from the barracks (#5).

Waltger the Senior Seer, MU 2: AC 8; HP 6; Attacks 1; Dam 1d4 or spell; St 10, In 15, Wi 9, Co 9, Ch 14, Dx 14; Spells memorized: *Sleep*, *Ventriloquism*; Spells in book: *Read Magic*, *Protection from Evil*; scroll of *Detect Magic*, *Read Magic* and *Protection from Evil*.

He intends to scribe the *Detect Magic* spell when he has time, but currently he is too busy with Sophia. In addition, he has a scroll with the spell *Locate Object* which he also intends to scribe when he can. He is a tall, good looking person with a long black beard. He is from a well known wizard family, but due to his moral flexibility is considered the black sheep. At night his roommate Nohrval will also be in residence.

Nohrval, MU 2: AC 9; HP 7; Attacks 1; Dam 1d4 or spell. Spells memorized: *Magic Missile*, *Light*; Spells in book: *Read Magic*, *Detect Magic*, *Read Languages*; Scroll of above and *Phantasmal Force*.

Nohrval is dour, pessimistic and a champion whiner. He is a very competent researcher and will be selected to replace Waltger when he leaves the tower. The two Seers have been working together for the last year and get along well. He is, however, jealous of Waltger's relationship with Sophia, because he would like to be the one learning about the alchemical secrets of the city state of Shegthar. He is all business. Each of their trunks contains 3d6pp, 6d6gp and 6d6sp.

7. Tower Roof: This area is open, with a 4' high parapet and 2' crenellations spaced 5' apart. There is a ballista with 25 bolts and a small catapult with 25 small stones located here. There are three guards stationed here at all times. One has a signal horn.

Guards, Fighter 1 (3): AC 4, HP 6, 5, 5; chain mail, shield, spear and short sword.

The guards resent having to get permission from the Mediums to take their post and will not come immediately to their aid unless the tower is on alert. In that event the trapdoor will be open and the guards will have the run of the tower.

Tower Dungeon Level 1

1. Entry Hall: This room is kept intentionally clear. The door is always kept locked. The Warlock, Conjurer and the Seers have a key, as does the lieutenant of the tower. If the tower is on alert there will always be two guards here.

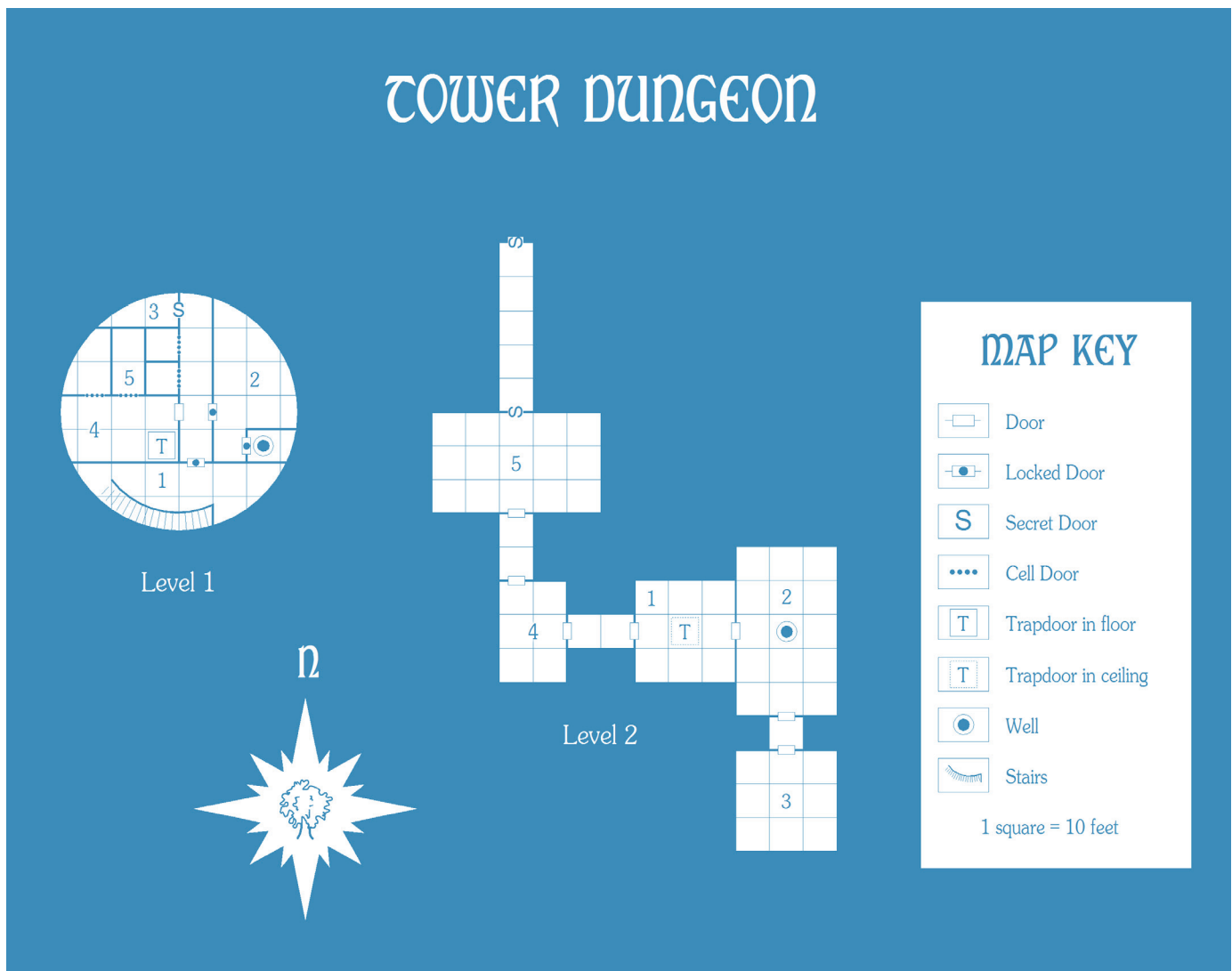
Guards, Fighter 1 (2): AC 4; HP 5, 5; chain mail, shield, spear and short sword.

2. Storage: This room is also always locked. A Thief who has successfully picked the lock in room 1 can add 5% to his chance for success: it is the same lock. The room is used for storage. There are 10 sets of guard uniforms, food (iron rations) for 30 men for a month, 10 gallons of lamp oil and 50 empty potion bottles. There is also a small room in the southeastern corner. The door to this room is also locked. The Warlock, Conjurer and the lieutenant have keys to this room. Inside is a covered well, the water supply for the tower.

3. Secret Room: Inside this 5' x 10' room are four square metal chests, all locked. Packed carefully inside each is a 2' diameter sphere made of clay. The spheres are marked with many warnings of danger. The clay is approximately 1" thick and covers a Blast Spore. A successful Pick Pockets check might enable a Thief to remove the clay without triggering the spore. One point of damage will break the clay and 90% of the time cause the Blast Spore to rupture. Should a Spore be triggered, the explosion will do 3d6 damage to everyone in a 10' radius. Each chest is bound to the floor with four chains, one in every corner. Each chain will take 15 points of damage before breaking.

4. Western Cells and Trapdoor to the Lower Level: There are two tower guards stationed at the winch here. They will only lower the trapdoor if the appropriate password is given.

Guards, Fighter 1 (2): AC 4; HP 5, 5; chain mail, shield, spear and short sword.



There is an emergency bell pull on the lower level and another one here which cause bells to ring on the first level and in the winch room (see Tower Level 2, room 5 for details). When the platform is up on a higher level, the shaft below is blocked by two large wooden doors which are bolted to the stone floor. It takes one turn to remove the doors to allow the platform past this point. In an emergency the platform can be dropped and will probably smash through the doors (65% chance). The guards also guard the prisoners in the cells here, if any – currently the cells are unoccupied. In a metal chest bolted to the floor (as in room 3) there is a Blast Spore bomb. If there is a serious commotion in the area below and it appears something might break through, the guards will open a small hatch and throw the Blast Spore to the level below. Alert characters can make

a Dexterity check to catch the sphere, but must make a second one at -10 to keep it from exploding once they catch it.

5. Northern Cells: These two 10' x 10' cells are used to hold unruly slaves. Currently only one is occupied. The occupant is Sharvis, one of the more experienced slaves. He was caught with a small supply of Amber Lotus pollen and promptly imprisoned. He is naked and malnourished. He has been a slave here for years and people have forgotten that in a previous life he was a Magic User.

Sharvis, MU 2: AC 8; HP 7; Attacks 1; Dam 1d4 or spell; St 13, In 15, Wi 13, Co 13, Ch 9, Dx 14; Spells memorized: *Read Magic*.

Sharvis worked for a long time to get posted to the tower, hoping to gain access to some magic. His spell book was destroyed years ago and he has only managed to retain the *Read Magic* spell in his mind by constantly reviewing the magic in his head. The other slaves think he is a bit mad, since he mutters snatches of magic on occasion. He has been smart enough to control himself in the tower, but it is only a matter of time before he slips up and someone versed in magic will recognize what he is doing. He knows being discovered will spell his doom. He will join a party that frees him, but will only reveal his skills once the party is far from the area. He has watched too many escaped slaves get caught and eaten by the Wood Imps to have any real confidence in his escaping alone. Should he be rescued, he will serve as a henchman for 4 years without pay. He knows where the Blast Spore bombs are kept and what they can do.

Tower Dungeon Level 2

1. Entry Hall: This room is dominated by the winch leading from the level above (room 4). There are two bell pulls located in the eastern corner. The door to the east is typically kept closed but unlocked.

2. Work Room: This is the laboratory where research is conducted. There are five large tables, each with adjustable straps for holding down different sized monsters. The walls are full of alchemical components in beakers, vials, and pots of all sizes. Light is provided by a *Continual Light* spell cast on the ceiling. There will be one Medium (MU 1) here at all times. There is a 25% chance Sophia Sajinda (Barracks, Level 2, room 5) will be here doing research. If she is, there is a 50% chance Waltger (Level 3, room 6) will be with her. There is a 25% chance Malvius (Level 3, room 2) will be here as well. There are two finished Crawler Tentacle rods and a glass vial filled with Green Slime in the room. A Giant Rattlesnake, held in a Shroud Spider cocoon, lies in one corner. In an emergency, the inhabitants will release the Snake and try to escape in the chaos.

Giant Rattlesnake: AC 5; HD 4; HP 17; Move 120/40; Attacks 2; Dam 1d4 + poison.

The alchemical items are worth 2,000gp but not particularly portable. However, each table has a notebook detailing the results of experiments; each

is worth 800gp to the right buyer. Hidden near the south door is a trigger for the Blast Spore bomb in room 3. In the center of this room is a hole which runs from room 2 (Dungeon Level 1) and down into the well 100' below.

3. Laboratory: This 30' x 30' room is used for dangerous experiments. The walls, floor and ceiling near the door are coated in salt. The room is lit with a *Continual Light* spell. There is a 10% chance Malvius will be here and a 25% chance Velka will be here. If the room is in use there will also be 1d4+1 guards present. There is a small box with a hinged bottom attached to the ceiling for emergencies. It contains a Blast Spore bomb which can be dropped if an experiment goes awry. Both doors to this area are heavily reinforced with silvered steel bands and stout locks. Currently imprisoned here is a Galvan Magen named Wrikira. She was captured when her creator was killed decades ago and was transported to the garden to be studied so more could be made. She is kept in a large cauldron full of water to keep her from generating electricity. She does not like being here and will consider travelling with a group that rescues her. She is quite attractively designed, but has absolutely no experience in dealing with anyone except her creator or captor. Rescuing Wrikira is worth 3,000 exp.

Wrikira, Galvan Magen: AC 3; HD 5; HP 15 (35); Move 120/40; Attacks 1; Dam by weapon or *Lightning Bolt* 3d6; cannot generate lightning until free from bonds for 1 turn.

4. Construct Repair Room: This room is a workshop for repairing the various Living Statues and Golems when they get damaged working in the garden. Currently on a table, looking like a huge pile of bones, is a Bone Golem. Its legs are badly mauled so it can only move about slowly. If it is not disturbed, it will not move at all.

Bone Golem: AC 2; HD 6; HP 15 (total 30); Move 120/40 (currently 90/30); Attacks 4; Dam 1-4 (bony fists); Save as Fighter 4; Morale 12.

Next to it on the table, is a manual on Golem repair. It describes how to repair Wood and Bone Golems as well as Living Iron and Rock Statues. It is worth 2,000gp to the right buyer. This room is also lit with a *Continual Light* spell. There is a 10% chance there will be a Medium from the tower working on the Golem.

5. Storage: This huge room is used for storing food, clothing and additional alchemical supplies. Hidden in the center of the northern wall is an escape tunnel. It joins the tunnel exiting north from room 11 in the Undergarden. It is recommended this be a one way secret door, preventing a party from reaching this part of the tower straight from the Undergarden. There are four spell books belonging to killed members of the tower staff stored here, along with their owners' nonmagical possessions. One can be found for each turn spent searching. All books will require a *Read Magic* before they can be read. The last book found will be enchanted with

a permanent *Magic Mouth* spell which will scream "Valthor will get you!" five times before stopping. There is a riddle inside the book which, if solved, will reveal the command word for opening the book without triggering the *Magic Mouth*.

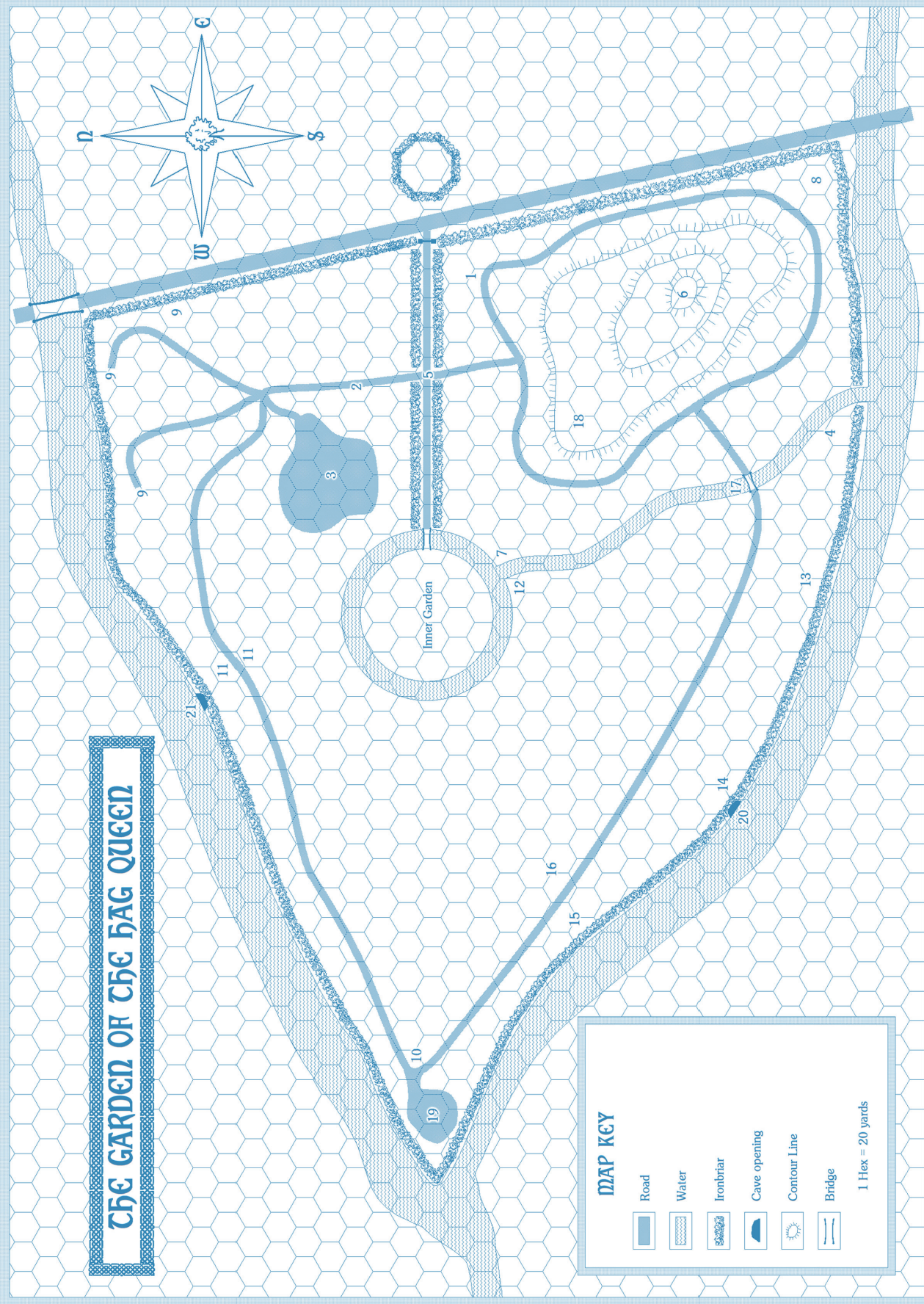
Book 1: *Read Magic, Sleep, Detect Magic*

Book 2: *Read Magic, Charm, Light, Knock*




Book 3: *Read Magic, Magic Missile, Shield, Invisibility, Continual Light, Fly*

Book 4: *Read Magic, Knock, Wizard Lock, Tenser's Floating Disk, Stinking Cloud, Phantasmal Force, Polymorph Other*

THE GARDEN OF THE HAG QUEEN



MAP KEY

-  Road
-  Water
-  Ironbriar
-  Cave opening
-  Contour Line
-  Bridge

1 Hex = 20 yards

The material within this AD&D game resource is Copyright © 2012 John Keane and is used under exclusive permission.

You may download, store, redistribute or generally circulate this material within this publication; but you must keep all copyright information intact and distribute the files as is.

No modification is permitted without express written permission from Dragonsfoot UK. You may not claim this work as your own unless you are the original author. Enquiries may be sent to:

material@dragonsfoot.org

Dragonsfoot UK recognises the intellectual rights of the author(s) of this document and promotes the legal protection of said material.

Dragonsfoot UK acknowledges all copyrights, trademarks and registered trademarks detailed in this work that do not belong to Dragonsfoot UK and in no way make any challenges to the ownership of said property rights.

If you are going to host any files from Dragonsfoot on your website you need to agree to the following terms and conditions.

1. Your site must be non-profit making.
2. Your site must have no affiliation with any roleplay game manufacturers.
3. You may not offer any of the material in hard copy format or compiled on a Compact Disc or other computer media without the express and written permission from the Dragonsfoot Administrators.
4. Suitable credit to Dragonsfoot must be given on the page that details any Dragonsfoot material.
5. All communication between Dragonsfoot and your website staff will be conducted via the Administrators of Dragonsfoot who in turn will act on behalf of the authors, artists and other professionals who have worked on material available from Dragonsfoot.
6. The Administrators of Dragonsfoot decisions will be final.

If you require any more information please email webmaster@dragonsfoot.org.

Dragonsfoot UK is a non-profit organisation that is committed to bringing you the best in free, original roleplay resources. We are not affiliated with any roleplay game manufacturer or distributor.

Work such as this is supplied free of charge by RPG gamers to share with the roleplaying community as a whole. Contribute your material to Dragonsfoot and help keep this free supply of material updated.

