

A5

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Dungeon Module A5

Kill Marquessa!

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AN ADVENTURE FOR CHARACTER LEVELS 7-11



Of the infamous Flesh Traders, perhaps none was more fearsome than the twisted elven enchantress known simply as The Marquessa. Her unspeakable experiments that twisted the flesh and bones of the innocent into horrific abominations continue to fill the good folk of the land with dread even now, fifteen years since the slavers ring was smashed by a band of legendary heroes and she was forced to flee into the night. At last, however, her whereabouts have been uncovered and a new group of adventurers has been assembled to bring her to justice!

This module was originally used for tournament play at GaryCon IX. It contains a challenging scenario and twelve pre-rolled, playtested tournament characters. A5 is a complete adventure in and of itself and it may thus be used for competition among players (or groups of players) or as a non-scored adventure included in the context of an ongoing game. Also included are referee's maps, notes, encounter descriptions for players, and a background scenario allowing the module to be easily placed within a pre-existing campaign.



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Background:

In 584CY, heroes assembled from across the world's vast landscape to put a final end to the predations of the infamous Flesh Traders that had marauded the shores of the Sea of Tanraeg, selling hundreds of souls into a life in shackles and manacles. Against all odds, these legendary figures braved the very sanctum of the powerful slavers, putting each to the sword and drowning their hidden stronghold within Mahredus in fiery blood of the world itself. Yet the threat of the terrible Flesh Traders was far from finished. Like the hydra, their organization had heads aplenty and many of their leaders managed to escape just retribution, fleeing into the night to plan a revenge most dire against the forces of weal. One such survivor was amongst the most fearsome of their number: A woman known simply as "The Marquessa". Even now, fifteen years later, the tales of her unspeakable experiments upon the flesh of the innocent fills the hearts of good folk with dread and brings spider-legs to climb the ladderwork of their spines.

Of those that cannot forget the nightmares found in Marquessa's laboratories is Leander Hatgled: One of the members of the fellowship responsible for putting an end to the Slave Lords' marauding. Once called "Dread" Hatgled, after crossing purposes with them, his fate became inextricably linked to that coterie of villains. In the sixteen years since their fellowship was smashed, he has spent his life dealing with the aftermath of that epic struggle. Even after a legion of them had been put to the sword, he quickly discovered that many were the agents of the Flesh Traders that yet survived and thirsted for revenge against those that had laid their leaders low. He has survived no less than a score of attempts upon his life from such blackguards and their hired assassins and mercenaries. He counts himself fortunate, still. None of his fellow heroes that stood at his side during that final battle has been so lucky, each one felled by blade, spell, or poisoned cup.

Hatgled fled to the city of Diver, where he built a great interdicted tower in which to dwell. From there, he has dedicated his life to amassing information regarding the Flesh Traders and their surviving agents. It is quite likely that no one in the world knows more about their comings and goings, their organizational structure, and their whereabouts as he. He hires the region's most notable and accomplished heroes with the incredible largesse he acquired in his own adventuring career, supplying them with the information he has gained through this research, sending them forth to systematically destroy what remains of their organization.

Recently, Hatgled has learned much regarding one of the most fearsome of all the Flesh Traders: The brilliant and depraved elven enchantress, Marquessa. Surviving the assault upon the fortified stockade that formerly served as her home and the base for her unholy experiments on sentient life, she yet lives and continues to haunt the shores of the Tanraeg Sea, just as she did sixteen years hence. Ironically, like Hatgled himself, she realizes that no few would like to see her suffer for what she has wrought and has taken great pains to ensure that such attempts are thwarted at every turn. She maintains several fortifications throughout the region and moves swiftly between them, taking care never to tarry within any of them overlong. So it is that she continues to conduct her horrific experiments undisturbed and unabated.

Yet Leander Hatgled is a brilliant magus in his own right. He has detected a discernible pattern to Marquessa's movements and is certain that he can predict where she might emerge at any given

time. Specifically, he has pinpointed a three-hour window of time in which she will be present in her most vulnerable stronghold, inspecting the progress of one of her terrible projects. Consequently, he has assembled the Player Characters – who collectively represent the most powerful and renowned adventurers he can muster – to conduct a sudden and overwhelming strike upon this fortification. Too, he is shrewd enough to ensure that each one of these heroes has some personal score to settle with the Flesh Traders and their agents. There should be no small incentive for these brave men and women to bring all the might in their possession to bear against such malefic personages. The consequences of failure would be catastrophic. Not only would Marquessa become aware that the system she relies upon for her safety is compromised, but the Player Characters could well pay for their defeat with their lives. Perhaps worse, the enchantress would likely vanish from sight, never to be so easily be found again. Certainly, the good folk of the land would pay dearly, in such a case. If they somehow manage to succeed, however, their rewards would be great. Not only would Leander Hatgled pay them handsomely for their victory, but a decades-long nightmare could be at last put to rest.

Can these heroes *Kill Marquessa*?

Module History:

This module was used as a tournament adventure at Gary Con® IX gaming convention, 2017. Instructions are given for using this module to reconstruct the tournament should players and the GM wish to do so. Information included for this purpose consists of the tournament maps, descriptions of encounters, a scoring sheet, and the original characters used in the tournament.

That said, this module may also be used as a regular adventure campaign just as easily. Information which does not apply to tournament use will be clearly marked where it occurs.

Notes for the Game Master:

This module was designed for tournament use, and is intended for characters from 7th to 11th level. A balanced mix of character classes and abilities will have the best chance of success, and the party may be allowed to use henchmen and hirelings to supply needed skills. The GM should compare campaign characters and their magic items with the characters and items included in the module, in order to assemble an appropriate party.

Before beginning play, the GM must read all parts of the module thoroughly. If the module is being used as part of an ongoing campaign, the GM will want to take notes, making changes in the module text to fit the module into the campaign.

A Wandering Monster Table with attached explanations is included before the key for the dungeon. The table is used only for the campaign adventure. There are no wandering monsters in the tournament dungeons.

Doors are constructed of heavy wood with iron bindings and open out into the corridor unless otherwise noted. Typically they are locked and must either be forced open or opened by lockpicking as per the **OSRIC Reference and Index Compendium**.

All hallways are 5' wide and 10' high unless otherwise noted in descriptions or on the map. Secret passageways are 5' wide and 8' tall unless noted otherwise.

Because of the dust and muck on the floors, tracking is somewhat different than in the wilderness. The most that can be seen are

shapeless blobs where the dust has been disturbed. Something of the frequency of travel in an area can be gathered from the tracks, but nothing of the types of creatures that have passed.

Many of the areas in the module are guarded by traps and player characters will not detect these devices unless they are searching the specific areas in which traps are located. Each character may search a specific area only once. In some cases, there are no traces of a trap to be found, and this is noted in the appropriate encounter sections.

Fortification Strategy:

Once a party of adventurers is detected inside the fortification complex, the guards will raise the alarm. This will generally be done by means of an alarm switch (with which every room is equipped) that sounds a great klaxon within the facility. If, for some reason, this switch fails to sound the alarm, the guards will voice a great hue and cry that is much more limited in effectiveness (only the rooms or halls on either side of the area in which this is raised will be alerted to trouble). Should the alarm switch be thrown, the entirety of the fortification will be alerted at the end of the turn in which it is sounded. If a shouted alarm is used, the fort will be alerted at the end of the turn *following* the one in which the characters are spotted.

Once the complex is alerted, guards in barracks will proceed to the area in which the alarm was thrown. Storm Zothculb (possibly accompanied by one or more of his pet giant weasels) will likewise speed to said area, if he yet lives. Marquessa will begin casting defensive spells upon herself and her bodyguard in anticipation of their approach. The exact details of fort defense are left to the GM.

Note: Once the fortification is alerted, no one inside it will be found unawares. The GM will have to modify some encounter descriptions accordingly.

Should the adventuring party retreat, and later return to the complex, they will find the defenses strengthened, ambushes prepared, and the garrison reinforced. Marquessa (along with her bodyguard) will have long fled to another, more secure of her strongholds. Countermeasures will be taken against any magic the party may have used. The exact amount of additional preparation will depend on the amount of time between the first and second attacks.

If the party surrenders to the complex's guards, they will be disarmed and their magic items, weapons, and armor confiscated. Once the party members have been rendered harmless, Marquessa will question them as to what they know of slaver activities and Leander Hatgled, using all means available, including torture, if necessary. Once she has learned everything she can, Marquessa will immediately kill every one of them. She has long since learned never to leave loose ends untied.

Tournament Notes:

The stronghold complex was designed to be used as a single tournament session, featuring eight players and lasting 3 hours. Timing begins when the character sheets are distributed, and all participants should be periodically reminded of the time limit. The players' objective is quite simple: Proceed through the fortification as far as possible in order to kill Marquessa. The more rooms the players get through, the more points they will score. The players should be informed of the scoring outline before play begins.

Certain conventions were followed in tournament play to insure

that many situations were handled in the same way:

1. The players are presented with pre-generated characters. All characteristics have been listed, along with equipment, spells, and magic items. Players may not add to or alter this list. This will guarantee that all players start with the same chances. Players would be allowed the use of the **OSRIC Reference and Index Compendium** geared towards players but not those portions meant for Game Masters. All magic items they possess will be known and understood by the owner completely.
2. There are no wandering monsters in tournament play. All encounters have already been listed and there is no need to have random encounters; these are only for campaign play.
3. Monsters will fight intelligently and to the best of their ability. They show no mercy or quarter to invaders. Monsters encountered in tournament play need never check morale and will fight to the death, unless otherwise noted in the text. Monsters will be fully aware of the power and limitations of their weapons, magic items, and spells and will use them to best advantage. In many cases, specific tactics have been listed for monsters to use in melee. If these plans are frustrated by the players' actions, the GM must find an alternative. If the players are unusually inventive and find something that is not covered, a few minutes may be taken to establish some sort of defense for the monsters – possibly having them regroup and counterattack if necessary. In tournament play, monsters will not pursue fleeing adventurers out of an encounter area unless otherwise noted. Players will not know this, however. Monsters will make a lot of noise and will make feint attacks to give the impression of pursuit.
4. A scoring system has been provided at the end of the module to help standardize the scoring for the tournament sessions. This scoring sheet is not identical to the one used in the GaryCon Tournament but may be used as a method of determining top players from session to session.
5. Players will never know the function of special treasures they acquire unless they should happen to discover their powers by examination or experiment.

Player Information:

The information regarding the nature of Marquessa's complex is limited. The fortification is protected against all forms of scrying and Hatgled has no agents capable of infiltrating it to report its situation back to him. What he is able to tell the Player Characters is that Marquessa is a formidable combatant and spellcaster, both. He knows that she possesses a magical short sword and many wands. She is likely to have an elite house retinue stationed within the stronghold to see to its security, probably composed of the most powerful and disciplined orcish forces in the region. She may or may not be accompanied by one of her several lieutenants. Of particulars regarding the mission, he can offer little more, other than to warn the Player Characters that they would certainly prefer death to being taken alive by Marquessa and being made the subject of one of her diabolical experiments best left to the imagination.

Night Boat from Dyvers

Tournament play begins with the Player Characters standing outside the open door to Marquessa's stronghold. Leander Hatgled had them ferried to the location under the guise of slaves to be delivered to the mistress of the house. The grizzled orcish captain of the boat, however, was an agent of the wizard's, having been captured and tortured by Slave Lord elements after fleeing the destruction of the hidden city of Mahredus in 584CY. When guards emerged from the complex to receive their bounty, they were easily surprised and overpowered by the Player Characters. The way ahead looms open for their exploration.

For the campaign adventure, the GM may wish to run the journey to stronghold. In this case, the party begins in Diver. All normal supplies are for sale in the city at the prices listed in the **OSRIC Reference and Index Compendium**. Marquessa's fortification is set into the cliffs along the shore of the Tanraeg coast, where a hidden cove conceals a thin strip of beach. The entrance to the complex lies here, in the form of a heavy iron door. The party has one of two choices as to how they will make the voyage to the stronghold: Overland or by sea. Because the party has a map provided by their patron to help guide them, there is only a 5% chance per day of becoming lost on the plains they must cross to their destination and a 3% chance per day of becoming lost while at sea. A lost party may backtrack to the point where they got lost and try again. Random encounters are checked three times each day. The chance for an encounter is 1 in 12, no matter which route they take. The normal encounter distance is 6" - 24" (6d4). If a random encounter takes place, check the following **Wilderness Encounter Table** or **Water Encounter Table** to determine exactly what is encountered.

Wilderness Encounter Table

Die Roll	Encounter	Number	AC	MV	HD	HP	#AT	Damage
01-03	Bear, Brown	1-4	6	12"	5+5	27	3	1-6 / 1-6 / 1-8
04-11	Bugbear	2-8	5	9"	3+1	14	1	2-8
12-14	Boar, Wild	1-6	7	15"	3+3	16	1	3-12
15-17	Dog, Wild	3-12	7	15"	1+1	6	1	1-4
18-21	Giant, Hill	1-3	4	12"	8+1	37	1	2-16
22-25	Ghoul	1-6	6	9"	2	9	3	1-3 / 1-3 / 1-6
26-33	Gnoll	3-12	5	9"	2	9	1	2-8
34-45	Goblin	5-30	6	6"	1-1	4	1	1-6
46-48	Griffon	1-3	3	12" / 30"	7	32	3	1-4 / 1-4 / 2-16
49-60	Hobgoblin	4-24	5	9"	1+1	6	1	1-8
61-63	Horse, Wild	2-12	7	24"	2	9	1	1-3
64-70	Ogre	1-6	5	9"	4+1	19	1	1-10
71-72	Ogre Mage	1-3	4	9" / 15"	5+2	24	1	1-12
73-83	Orc	3-18	6	9"	1	5	1	1-8
84-86	Stag	2-8	7	24"	3	13	1	2-8
87-89	Wereboar	1-2	4	12"	5+2	24	1	2-12
90-92	Werewolf	1-3	5	15"	4+3	21	1	2-8
93-95	Wight	1-3	5	12"	4+3	21	1	1-4
96-00	Wolf	2-12	7	18"	2+2	11	1	2-5

Water Encounter Table

	Encounter	Number	AC	MV	HD	HP	#AT	Damage
01-05	Men, Buccaneers	5-20	7	12"	2	13	1	1-8
06-25	Men, Merchants	10-25	8	12"	1+1	8	1	1-6
26-30	Men, Patrol	10-20	7	12"	2	13	1	1-8
31-35	Men, Pirates	10-30	7	12"	2+2	15	1	1-8
36-40	Men, Slavers	10-20	6	12"	3	21	1	1-8
41-00	Use Standard Encounter Table							

CAMPAIGN START

After a harrowing journey from the city of Diver, the adventurers have at last arrived at the location indicated by the map given them by the wizard Dread Hatgled and are scouting the fortification from concealed positions on a nearby ridge. The complex is nestled in the bosom of a small hidden cove on the shores of the Tanraeg Sea. The tide encroaches and withdraws upon a thin strip of beach that abruptly rises into a sheer cliff wall of deep grey granite. Set into the face of the stone is a thick and foreboding iron door. Clearly the entrance to Marquessa's stronghold. If there was any doubt of it, such concerns were put to rest by the number of armed sentries that patrolled the beach from the shelter of a post constructed along the cliff. Tucked so, the well-built garrison of stone and heavy wood would be invisible to passing ships at sea.

From the shoreline, the beach of fine, dark sand runs almost thirty feet to the cliff and the plains beyond. The garrison is positioned so that it would be impossible to reach the complex's iron door without passing it by. The small outbuilding resembles a squat, square tower 30' in height. A battlement rings its top, where sentries can oversee both land and sea. A trio of archers station themselves there, ever-vigilant for any sign of intruders.

Inside, the guard house is sparsely-appointed with a table, three chairs, and a straw cot. A ladder extends upwards from its floor to a trap door by which the structure's roof can be accessed. Its confines have been built to accommodate four guards, though six could fit within its walls, if necessity demanded it. It is usually manned by nine guards, who periodically rotate their positions from the roof, to the building, to the beach. An alarm switch has been built into the wall and on the roof of the structure, so that sentries may sound a warning from either position. The guards have been specifically trained to keep a close eye out for unexpected footprints in the sand that might reveal an invisible intruder.

Orc Guards. AC 4 (chain mail + shield), MV 9", HD 1, hp 8, THAC0 19, #AT 1, Dam 1-8 / 1-12 (longsword) or 1-6 / 1-6 (short bow), AL LE.

Marquessa realizes that these sentries will be quite useless against any determined party that might actually pose a threat to her or her experiments. They are not meant to serve as real opposition, however. Their role is simply to serve as lookouts: Warning her of any possible intrusion to her stronghold and buying her time to prepare herself against any threat with their lives.

The structure contains a set of knucklebones on the table, which the guards use to amuse themselves with. 47gp currently rests on its surface in the way of a pot. A small armory with two long swords, a shield, and 40 arrows in a quiver lines one of its walls. Looped about the alarm switch within the building is a large metal key that unlocks the complex's iron door.

Eliminating or otherwise neutralizing the guards allows free reign to the stronghold's iron door, which is locked but otherwise untrapped.

TOURNAMENT START

The orcish boat captain has kept his word and ferried the Player Characters into the hidden cove where Marquessa's stronghold lies, under the guise of a slaver laden with fresh bounty. As the guards arrived to inspect their lot and conduct them inside, they were taken totally unawares when each one threw off their false manacles and set upon them with sudden violence. The fight was over before it truly started and in the blink of an eye the bubbling tide went scarlet with the blood of the guards.

Their key to Marquessa's stronghold was located in their shelter easily enough and the iron door that barred the way inside was carefully opened. The mistress of the fortification lay awaiting within....

Stronghold Wandering Monsters

Wandering monsters will be encountered in the campaign game only, and then only in hallways, empty rooms, or areas cleared by the party. However, wandering monsters will never be encountered in the stronghold's upper floor.

The GM should check for wandering monsters each turn, with a roll of 1 on d6 indicating an encounter. When an encounter is indicated, use the Stronghold Encounter Table to determine what creature is met.

Stronghold Encounter Table

Die Roll	Encounter	Number
1-2	Orcish Patrol	1-6
3-6	War Dogs	1-6
7	Giant Weasel	1-2
8	Storm Zothculb	1

Orcish Patrol. Occasionally, Marquessa's elite retinue of orcish guards patrol the corridors of her stronghold to inspect its security. Now that she is actually present within its bounds, however, they are particularly vigilant and at the ready. If they cannot ascertain the identity of a particular individual within the complex immediately on sight, they will immediately sound the closest alarm (raising a hue and cry, at the very least) before attacking. Any orcs killed as wandering monsters should be removed from the garrison in **Area #1**.

Elite orcs: AC 4 (chain mail + shield), MV 9", HD 3, hp 24, THACO 16, #AT 1, Dam 1-6+1 / 1-8+1 (spear) or 1-6 / 1-6 (short bow), AL LE.

War Dogs. Making use of their superior senses, Marquessa's guards often let their dogs roam the corridors of the complex in search of potential intruders. They have been trained to bark immediately when they see strangers. The sound of their barking within earshot of a guard (one area away, in either direction of the dog) will certainly result in a thrown alarm. Any war dogs killed as wandering monsters should be removed from the garrison in **Area #1**.

War Dogs: AC 6, MV 12", HD 2+2, hp 11, THACO 16, #AT 1, Dam 2-8 (bite), AL N.

Giant Weasel. In the same way that the orcs utilize their dogs, Marquessa's spymaster, Sturm Zothculb, often lets his beloved pet giant weasels roam the rooms and corridors of the stronghold in search of possible threats. He also knows that such creatures need to play often to remain happy, so he indulges them whenever he can. Any giant weasels killed as wandering monsters should be removed from their lair in **Area #3**.

Giant weasel: AC 6, MV 15", HD 3+3, hp 27, THACO 16, #AT 1, Dam 2-12 (bite), SA bite drains blood for an additional 2-12 damage each round, until it is somehow loosed from a victim, AL N.

Storm Zothculb. Marquessa's spymaster sometimes personally wanders the halls of her stronghold, either to see to its security or simply to break the monotony of long hours on guard. He finds the orcs his mistress employs repellent and tries to have as little contact with them as possible. Because of this, 50% of the time he is encountered outside his chambers, he is using his magic ring to become *invisible*. If Storm Zothculb is killed as a wandering monster, he should be removed from his chambers in **Area #4**.

Storm Zothculb: See **Area #4** for details.

KEY TO MARQUESSA'S STRONGHOLD

Note: The hallways in Marquessa's stronghold are but 5' wide. This prevents the use of many slashing weapons within its confines (a fact that its guards take full advantage of by using spears and bows as their weapons of choice). Even travel through the lengths of the corridors two-abreast will be uncomfortable and restrictive.

a. **PIT TRAP.** At the end of the entry hallway to the stronghold, a covered pit trap lies. The trap is either triggered by 100lbs of weight crossing its area or by a lever located in **Area #1**. The pit itself is 20' in depth and a colony of **Green Slime** coats its bottom.

Green Slime: AC 9, MV 0", HD 2, hp 10, THACO 16, #AT 0, Dam Nil, SA Turns creatures into green slime in 1-4 rounds after contact, AL N.

When the pit trap is triggered, the stronghold's alarms are automatically activated. An orcish patrol from **Area #1** will arrive in 1-2 rounds thereafter.

1. **BARRACKS.** This large room serves as the main quarters for Marquessa's house retinue of orcs. These foul sorts have been specifically selected for their aggressive behavior, skill at arms, intelligence, and discipline. Therefore, the place looks much more like a traditional mannish garrison than the refuse pit many orc dens resemble. Against the stone walls, ten straw beds rest, a bound footlocker at the end of each. A table for dining and recreation sits at the far wall, flanked by two mostly-empty racks used for the storage of weapons and armor. Iron plates with half-eaten meals litter the table amidst flagons of strong drink. Two levers are built into the wall, near the door – one controlling the pit trap at **Area a**, the other triggering the stronghold's alarm – and a wide, short metal grate is set into the floor in the same corner (northeast, with respect to the room's placement) of the chamber.

Should the Player Characters manage to enter this room without raising an alarm, the party should be considered to automatically surprise them. With Marquessa – of whom they live in mortal terror, thanks to her fearsome reputation – present in the facility, they are on full watch, always armed and armored. Each one possesses a war dog and these canines generally rest in the southeast corner of the room. Even if the party manages to arrive at this room in relative stealth, they are very difficult to surprise (1-2 on a d6). If

they sense the presence of the party, they will begin barking loudly to warn their masters of intruders. Naturally, both the alarm and pit trap levers will be pulled shortly thereafter.

10 Elite orcs: AC 4 (chain mail + shield), MV 9", HD 3, hp 24, THACO 16, #AT 1, Dam 1-6+1 / 1-8+1 (spear) or 1-6 / 1-6 (short bow), AL LE.

10 War Dogs: AC 6, MV 12", HD 2+2, hp 11, THACO 16, #AT 1, Dam 2-8 (bite), AL N.

Within the (locked, but untrapped) footlockers are various personal treasures belonging to the guards. A total of 532gp can be found amongst the whole of them, which represents their mistress' generous pay. In the captain's footlocker, two **potions of hill giant strength** can be found (one will be quaffed by its owner, of course, if he has the time to do so). The metal grate is a refuse chute, down which trash and offal are discarded by the orcs. It slides down some distance before eventually emptying in **Area #5**.

b. **PIT TRAP.** At the foot of the secret door that leads from the stronghold's entry corridor, a covered pit trap lies. The trap is either triggered by 100lbs of weight crossing its area or by a lever located in **Area #2**. The pit itself is 20' in depth and a colony of Green Slime coats its bottom.

Green Slime: AC 9, MV 0", HD 2, hp 10, THACO 16, #AT 0, Dam Nil, SA Turns creatures into green slime in 1-4 rounds after contact, AL N.

When the pit trap is triggered, the stronghold's alarms are automatically activated. An orcish patrol from **Area #1** will arrive in 1-2 rounds thereafter.

2. **INPROCESSING CHAMBER.** This room has an ominous timbre to it, lent by its macabre décor. Near its back wall, a heavy wooden table sits, a single chair at its rear. The south wall is unadorned but for the heavy iron manacles and chains built into its substance and the dried blood stains of hundreds of its previous visitors. The west wall is empty excepting a metal grate in the floor (identical to the one in **Area #1**). Against the north wall are two broad benches, upon which no small few surgical implements and instruments of torture lie. All are dirty and caked with vitae. It is clear that they are quite frequently used.

In the middle of the room, 3 **trolls** huddle together for warmth and comfort. Marquessa absolutely adores these creatures – or more precisely, loves vivisectioning them to study their biological functions, delighting in the way their bodies knit back together, regardless of the pain or trauma she inflicts upon them.

These monsters have long since gone mad for the unspeakable tortures Marquessa has visited upon them and would likely murder everything in the stronghold, were it not for the way she has repeatedly *charmed* their broken minds into absolute obeisance. They now follow their orders to rend anyone they do not recognize as allies into bloody ribbons, gathering together to wallow in their mutual misery when they are left to themselves.

3 Trolls: AC 4, MV 12", HD 6+6, hp 46, 42, and 38, THACO 13, #AT 3, Dam 5-8 / 5-8 / 2-12, SD Regenerates 3hp/round 3 rounds after being damaged, AL CE.

Though there are levers in the room's walls that activate both the alarm and the pit trap in **Area b**, their madness has left the trolls with the capacity to use neither. If taken, the surgical tools are worth 150gp to the right buyer.

c. **PIT TRAP.** At the foot of the door that leads from the Inprocessing Chamber, a covered pit trap lies. The trap is either triggered by 100lbs of weight crossing its area or by a lever located in **Area #3**. The pit itself is 20' in depth and a colony of Green Slime coats its bottom.

Green Slime: AC 9, MV 0", HD 2, hp 10, THACO 16, #AT 0, Dam Nil, SA Turns creatures into green slime in 1-4 rounds after contact, AL N.

When the pit trap is triggered, the stronghold's alarms are automatically activated. An orcish patrol from **Area #1** will arrive in 2-4 rounds thereafter and Storm Zothculb will come to investigate from **Area #4** in 1-2 rounds.

3. **SLAVE TANKS.** Player Characters entering this room immediately notice that its temperature is close to 20° colder than in any other place within the complex. Its expanse is nearly bare but for the eight stone tanks evenly placed around its perimeter. Like great grey sarcophagi, each one is almost 15' in length and 5' in width. For the exception of these containers and the refuse grate on the floor near the west wall (identical to the one in **Area #1**), the room is completely unadorned. The air is still and utterly silent. The whole of the place is very much reminiscent of a mausoleum.

The purpose of the chamber is not unlike that of a larder. Here, the various subjects of Marquessa's diabolical experiments are kept until she is prepared to work with them. Placing bare flesh atop any of the stone tanks instantly causes their tops to become transparent and reveal that which is contained within. These lids can be easily removed by any character with a Strength score of 12 or higher (they are more bulky than they are heavy) to provide access to what lies within. Every one of the tanks is filled with a light blue substance of a strange consistency: Thinner than a gel, yet much more viscous than water. The inventor of the stuff, Marquessa refers to it as **suspension fluid**. Brief contact with the gently glowing substance has an anesthetic effect, completely numbing the body part touching it for 5-10 rounds (depending on what is immersed and for how long, this may or may not have an effect on a Player Character's combat or spellcasting effectiveness; it falls to the Game Master to determine this on an individual basis). Complete body immersion within the substance paralyzes the individual so submersed within it. Curiously, however, they are able to breathe normally within it, neither drowning or suffocating as one might normally expect. Complete immersion in the substance also has the effect of placing the character into complete *stasis*. Regardless of the amount of time they spend within its body, they do not age or decompose in any way. No saving throw is provided against the effects of the strange alchemical substance. So it is that Marquessa is able to keep test subjects indefinitely at her disposal.

The contents of each tank are as follows:

1. Garad Millerstoil, formerly a halfling merchant from Kranst. Marquessa purposely lobotomized him and hopes to transplant the brain of another halfling, a gnome, and a kobold into his body at a later date. Assuming he survives the series of operations, of course. He is quite catatonic, even if removed from the suspension fluid.
2. Ilanil Mirilad, an elven ranger from Selani. Approximately of the same height and build as Marquessa, she intends to sculpt her flesh in such a way that she becomes one of her infamous duplicates. If rescued from the suspension fluid, she will be incredibly grateful to her rescuers and will be willing to join their number to bring Marquessa to justice. If she is especially impressed with

a particular member of the group, she may be willing to become their follower.

Ilanil Mirlad: AC 7 (dexterity bonus), MV 12", 2nd level Ranger, hp 17, THACO 20, #AT 1, Dam Nil, SQ Bonus damage vs. Giant-class creatures, Tracking, AL CG.

3. Ailena Kirilee, a elvish maiden from the Ruush Forest. One beautiful beyond easy description, Marquessa's vanity compelled her to ruin her. She is now only barely human, her shape broken and twisted, her flesh pale and scarred. Her face is pitted and leprous and her body bears massive bulges where grafts with the skin of various beasts have alternatively taken hold and failed. Her sanity snapped like a twig, she is able to do little more than howl in piteous agony, if removed from her suspension fluid. It would truly be an act of mercy if the Player Characters were to put her out of her misery.
4. Jareth Mikan, a human fighter from Diver. Marquessa has subcutaneously embedded thousands of aspis eggs all throughout his body, so that he is a breathing honeycomb. She has a pet theory that subsisting upon the flesh of a living creature from the egg will cause them to grow stronger and more robust than if they were hatched in their natural manner. Removing him from his suspension fluid brings him to begin wailing in incredible pain, the eggs in the thousands of tiny holes in his body beginning to writhe and shudder with life. He is another poor wretch that would be far better dead than be allowed to exist in such a state.
5. A sickening miasma of human vitae and organs. What purpose Marquessa might have for such detritus, one can only imagine.
6. Empty.
7. A captured doppelganger. Marquessa is fascinated by this creature and enjoys taking it from its tank to vivisect it and divine the secrets of its alien physiology. Its unique body chemistry renders it partially immune to the anesthetic and stasis properties of the suspension fluid in its container, rendering it helpless, yet quite conscious and able to feel pain. It went mad long ago and the removal of the lid of its tank will cause it to burst forth and attempt to murder any living thing it sees.

Doppelganger: AC 5, MV 9", HD 4, hp 28, THACO 13, #AT 1, Dam 1-12, SD Regenerates 3hp/round 3 rounds after being damaged, AL N.
8. Empty.

All creatures within the tanks are nude and without equipment.

The chamber is not without guardians. Storm Zothculb has allowed his 3 pet giant weasels free reign of the place, turning it into their personal playpen. The weasels have been trained to attack strangers on sight and, when the Player Characters enter the room, they do exactly that.

3 Giant weasels: AC 6, MV 15", HD 3+3, hp 27, THACO 16, #AT 1, Dam 2-12 (bite), SA bite drains blood for an additional 2-12 damage each round, until it is somehow loosed from a victim, AL N.

The sound of combat in this chamber will immediately cause Storm Zothculb to take action. He will throw the alarm switch in **Area #4**, then *invisibly* charge forth from his quarters to assist his

pets in attacking their foes.

d. **PIT TRAP.** At the foot of the door that leads from the Slave Tanks, a covered pit trap lies. The trap is either triggered by 100lbs of weight crossing its area or by a lever located in **Area #4** or **Area #6**. The pit itself is 20' in depth and a colony of Green Slime coats its bottom.

Green Slime: AC 9, MV 0", HD 2, hp 10, THACO 16, #AT 0, Dam Nil, SA Turns creatures into green slime in 1-4 rounds after contact, AL N.

When the pit trap is triggered, the stronghold's alarms are automatically activated. An orcish patrol from **Area #1** will arrive in 2-4 rounds thereafter and Storm Zothculb will come to investigate from **Area #4** in 1 round. Floating atop the green slime (a hint to the nature of its power) is all that remains of a former enemy of the Flesh Traders: A **ring of water walking** that has survived the stuff's bottomless appetite.

4. **STORM'S CHAMBERS.** This bedchamber is relatively spartan in decor, but appears to be very comfortable, the same. It belongs to Storm Zothculb, Marquessa's spymaster, to whom she has entrusted seeing to the security of her stronghold while she works. The walls of the room are bare but for a pair of tapestries on the east and west walls, reflecting the establishment of the Barrier Lands (Storm's home, from where these were stolen). On the floor at the union of the west and south walls, another metal grate (identical to the one in **Area #1**) has been set into the stone. Against the walls near the door are a weapons rack and table, upon which a handsome cut of ham, silverware, and a flagon of mead sit. Across from these are his voluminous feather bed, flanked by end tables, atop one of which is an oil lantern that lights the room. Upon the other is a loaded heavy crossbow. Finally, at the foot of his bed is a great iron-bound trunk of fine wood.

Storm himself generally sits upon his bed. He dislikes the moments when Marquessa is at work, as during those periods, he can do little but wait for her to complete whatever horrid experiment at which she toils. He has a great deal of nervous energy and much prefers when they travel between her lairs or, better still, when she returns to her secure sanctum (located upon an island near the Jramop) and leaves him to his own devices.

Storm Zothculb: AC 2 (leather armor +2, boots of striding & springing, & dexterity bonus), MV 12", 8th level Thief, hp 40, THACO 17, #AT 1, Dam 3-6 + special (dagger of venom +2), SD ring of invisibility, AL NE.

Storm is paranoid, a trait he acquired while running for his life from authorities of the Barrier Lands after stealing several priceless relics from a Temple of the Invincible One and murdering its High Priest (the event that brought him to the region and the eventual acquaintance of the Flesh Traders to begin with). He wears his armor and weapons at all times, unless he is asleep, and spends much of his time (50%) in an invisible state. If he is warned in some way (either by the sound of the complex's alarm or by the sound of combat in **Area #3**) of the presence of intruders in the stronghold, he will immediately sound its alarm, if it hasn't been triggered already. He will then turn invisible, grab his crossbow and run to the source of the disturbance. When he finds the intruders, he will fire a crossbow bolt, drop the weapon, then wade into combat with his envenomed dagger. However, if he finds that the intruders are engaged with other attackers when he comes upon them, he will eschew his crossbow, instead taking the opportunity to backstab a promising target (preferably a spellcaster).

Storm is a sly, shrewd man. He is a convincing liar and will suffer much in Marquessa's defense – though he will try to surrender if

brought beneath 10hp. He will attempt to bargain for his release with the Player Characters on the strength of his knowledge of the complex. He knows the layout of the stronghold's ground floor well and can point out its traps and the presence of the Greater Laboratory in **Area #9**. He will feign ignorance of its guardians, however, claiming that Marquessa changes them often in hopes that they might slay the intruders before they make it to the upper floor. He knows absolutely nothing at all of the location of Marquessa's other strongholds, however, nor anything of her personally (this, thanks to a series of **forget** spells she casts upon the spymaster; the enchantress is nothing if not both careful and thorough).

In addition to the magical treasures he wears and employs, Storm keeps an emergency fund of 500pp in his trunk (which is locked and trapped (it releases a cloud of poison gas that does 2-20hp damage in addition to stunning those within the room that fail saving throws vs. poison). He keeps a **beaker of plentiful potions** (capable of producing draughts of **black dragon control**, **flying**, and **treasure finding**) in the container as well: A gift from Marquessa, though Storm is embarrassed to admit he hasn't the capacity to use it.

e. **PIT TRAP.** At the foot of the door that leads to the Refuse Pit, a covered pit trap lies. The trap is either triggered by 100lbs of weight crossing its area. The pit itself is 20' in depth and a colony of Green Slime coats its bottom.

Green Slime: AC 9, MV 0", HD 2, hp 10, THAC0 16, #AT 0, Dam Nil, SA Turns creatures into green slime in 1-4 rounds after contact, AL N.

When the pit trap is triggered, the stronghold's alarms are automatically activated. An orcish patrol from **Area #1** will arrive in 3-5 rounds thereafter and Storm Zothculb will come to investigate from **Area #4** in 2-3 rounds.

5. **REFUSE PIT.** Player characters entering the circular room are immediately overwhelmed by a horrific scent issuing forth from a great well in its center. This is the stronghold's refuse pit, into which the grates mentioned in each room description eventually empty themselves through a system of narrow, sharply sloping chutes. The stone well that leads down to the pit itself was created in the event the immense cistern required some type of maintenance, though in the history of the complex, this has never proven necessary. It descends downward 100' feet (at the halfway point of this drop, the chutes spill their cargo) to a terrible morass of waste better left to the imagination. Responsible for ensuring that the effluvium never backs up are a pair of **otyughs**, more than happy to feast upon the awful detritus.

2 Otyughs: AC 3, MV 3", HD 7, hp 45 and 37, THAC0 13, #AT 3, Dam 1-8 / 1-8 /2-5, SA 90% chance for bite to cause disease, SD Never surprised, AL N.

Should the Player Characters, for some reason, choose to explore the refuse pit, each must make a saving throw vs. petrification each round at -4 to avoid being nauseated until they are well clear of the place for at least 3 rounds. Nauseated characters suffer a -1 penalty to their AC, to hit, damage, and saving throws.

If the otyughs are defeated and their lair is searched, a total of 64cp, 22ep, 16gp, 1pp and a malfunctioning **scarab of protection** (it has 10 charges against life draining attacks, but attracts all **magic missile** attacks within its range, whether cast by enemies or allies) can be found amongst the filth.

f. **PIT TRAP.** At the foot of the door that leads to the Lesser Laboratory, a covered pit trap lies. The trap is either triggered by 100lbs of weight crossing its area or by a lever located in **Area #6**. The pit itself is 20' in depth and a colony of Green Slime coats its bottom.

Green Slime: AC 9, MV 0", HD 2, hp 10, THAC0 16, #AT 0, Dam Nil, SA Turns creatures into green slime in 1-4 rounds after contact, AL N.

When the pit trap is triggered, the stronghold's alarms are automatically activated. An orcish patrol from **Area #1** will arrive in 3-5 rounds thereafter and Storm Zothculb will come to investigate from **Area #4** in 2-3 rounds.

6. **LESSER LABORATORY.** As in **Area #3**, characters entering this chamber will immediately notice that it is significantly colder than the other rooms in the stronghold. They will also recognize the four stone tanks arranged against the far wall, though the tops of these are always transparent and it can be plainly seen that all are empty. This has the effect of bathing the entirety of the room in an eerie, gentle blue radiance. A table is set against the north and the south wall, the latter next to a sturdy iron door like the one barring the entrance to the complex. Upon these tables are all manner of surgical tools and apparatus, neatly arranged upon flats of pure, new white gauze. The wall that bears the entrance door has a metal refuse grate near its furthest north point, twice as wide as any of its like, above which are set the levers that trigger the stronghold's alarms and pit trap at **Area f**. It also bears a small forge and bellows (cold from disuse) and a long wooden table, atop which are an extensive set of beakers and burners, along with an elaborate alchemist's glassworks and a neatly-stacked pile of books. The air is still and sterile here.

Against the iron door stands a hulking brute of a figure. Eight feet in height and incredibly muscular, it is clad in black lacquered plate mail armor, making it impossible to see the figure within its metal shell. It holds a two-handed sword at parade rest position and could very easily be mistaken for a statue. In truth, the thing is a **flesh golem** that has been instructed to attack any living thing that enters the room for the exception of Storm, Azraak, or Marquessa (along with anyone she personally conducts into its confines). As the player characters enter the room, unless they somehow manage to avoid the golem detecting them, it drops its sword to the ground and attacks.

Armored flesh golem: AC 2 (plate mail armor + tough skin), MV 8", HD 9, hp 40, THAC0 12, #AT 2, Dam 2-16 / 2-16, SD Immune to normal weapons, SD Lightning attacks heal 1hp damage for every HD of the bolt striking it, SQ Fire attacks slow creature by 50% for 2-12 rounds, AL N.

Although sounds of combat in this room will surely draw Marquessa's notice, she will not respond to them, choosing to throw the stronghold's alarm in her false chamber, cast **project image**, then retreat to **Area J** to await her foes.

Should the Player Characters manage to defeat the armored flesh golem without doing significant damage to the room (as area-effect spells and two-handed weapons often inflict), they may loot its tables for several valuables. The surgical tools are collectively worth 150gp to the right buyer and the alchemical equipment is worth thrice that, if sold to one who understands its uses. One of the books in the pile near the alchemical equipment is a **manual of flesh golems**. Finally, three fluid-filled (and labeled!) beakers contain **potions of extra-healing**, **flying**, and **oil of sharpness +3**. The armored flesh golem's sword is a trap, however: It is a **-2 cursed two-handed sword**, that in addition to penalizing its wielder's to-hit and damage rolls, it also negatively impacts their

saving throws in a like manner.

g. **PIT TRAP.** At the foot of the door that leads from the Greater Laboratory, a covered pit trap lies. The trap is either triggered by 100lbs of weight crossing its area or by a lever located in **Area #7**. The pit itself is 20' in depth and a colony of Green Slime coats its bottom.

Green Slime: AC 9, MV 0", HD 2, hp 10, THACO 16, #AT 0, Dam Nil, SA Turns creatures into green slime in 1-4 rounds after contact, AL N.

When the pit trap is triggered, the stronghold's alarms are automatically activated. Storm Zothculb will come to investigate from **Area #4** in 3-5 rounds thereafter (the orcs are unaware of this location's existence, being forbidden to pass the door to **Area #6**). He is well-aware of what lies on the other side of the door to **Area #7**, however and will pass its threshold under no circumstances.

7. **GREATER LABORATORY.** As cold as Marquessa's clinical rooms might be, this circular chamber is still colder. Despite the presence of the forge and bellows (an odd black stick laying on the edge of the former) in the center of the chamber, the air here is kept only a hair's breadth above freezing to better facilitate its mistress' foul experiments. Three stone tanks, identical to the ones in **Area #6** ring the room, equidistant from one another. Next to the forge is a metal refuse grate in the floor and beside that, a curved wooden table that bears the same surgical and alchemical equipment as does the Lesser laboratory in **Area #6**. The table is covered with neat stacks of books and carefully-scripted notes, along with a strange off-white ovoid. Atop the gently glowing blue surfaces of the tanks are 3 **owlbears**. They appear to be sleeping.

Of course, they are not. These are the results of Marquessa's current experiment: An attempt in permanently altering the will of creatures through a series of surgical procedures upon their brains. If she manages to succeed in this endeavor, she will be able to produce captured slaves that will never wish to be freed: An army of utterly loyal worker-soldiers at her (and the Flesh Traders, perhaps) personal disposal. Certainly, if her experiments were to bear fruit, the lamps of weal in the Flanaess would dim significantly. And they are very close to a complete success, indeed – as can be clearly seen in the form of the three owlbears in the room, reprogrammed from their base instincts to worship Marquessa...and reduce anyone else they see to a stew of bloody fist-sized chunks.

3 Owlbears: AC 5, MV 12", HD 5+2, hp 33, 33, and 33, THACO 16, #AT 3, Dam 1-6 / 1-6 / 2-12, SA On a successful to-hit roll of 18 or better, it will hug and rend a victim for 2-16hp damage that round and every round after until the owlbear is killed, AL N.

Should the Player Characters somehow manage to defeat the creatures without destroying the room (GMs should remember that berserk owlbears leave wakes of wanton destruction in their paths!), they may take its plunder freely. The room's surgical tools and alchemical equipment are much more extensive than those found in **Area #6** and are worth 300gp and 600gp respectively to a buyer who is cognizant of their value. A black-bladed and rune-etched dagger laying next to the scalpels and forceps is a **+2 dagger of sharpness** (as the sword), which Marquessa uses for especially fine work. One of the glass decanters on the table, decorated around its sides with scenes of young maidens drawing water from a rushing stream in great clay pots is an **alchemy jug**.

The laboratory's forge is actually a magic item in and of itself. It

can, by using the stick of ebony lying upon it, be stoked into producing a cold, blue flame from its center that burns without producing any kind of heat. If the stick is removed from the Greater Laboratory, it quickly begins to lose its enchantment, but acts as a **wand of ice storms** (3 charges) in the meantime.

h. **PIT TRAP.** At the foot of the door that leads to the stronghold's Upper Level, a covered pit trap lies. The trap is triggered when either the slide trap at Area I is tripped or by a lever located in **Area #9**. The pit itself is 20' in depth and leads to the mouth of the geothermal furnace that heats the entirety of the complex. Characters plunged into this pit of flame and molten lava will suffer 5-50hp damage a round until they either somehow manage to escape the inferno or they are snuffed to ash.

When the pit trap is triggered, the stronghold's alarms are automatically activated. An orcish patrol from **Area #1** will arrive in 5-7 rounds thereafter and Storm Zothculb will come to investigate from **Area #4** in 4-6 rounds.

i. **SLIDE TRAP.** Past the pit trap that protects **Area #8**, the stairs have been designed with a devious trap. When either 100lbs of weight or more is placed upon the upper 10' of the stairway or an activating lever is thrown in either **Area #8** or **Area J**, the stairs turn until they become flat and the pit trap in **Area h** is opened wide. The substance from which they are created is nearly frictionless (treat as if coated with **oil of slipperiness**), sending anything standing upon the stairs careening into the flames of the geothermal furnace at the bottom of the pit 95% of the time. Marquessa will observe the situation in the stairwell carefully (a tiny, permanent **wizard eye** has been hidden above the door at the top of the stairs), activating the trap manually if the Player Characters have somehow found a way to scale them without triggering the slide.

8. **MARQUESSA'S FALSE CHAMBERS.** This voluminous room is opulently decorated. Each of its stone walls is covered with a heavy velvet tapestry of deep, blood red. In its southeast and southwest corners are desks of fine, dark wood, both appointed with comfortable-looking cushioned chairs. Each desk has a full bookshelf built into its back and many well-kept, neatly-stacked notes atop their flats. The northeast and northwest corners of the room hold a pair of tables: The former bears a matching silver platter, carafe, and cutlery along with a wicker basket, laden with sweet meats, fresh bread and expensive wine, while the latter is covered with a detailed and much-notated map of the region. A metal grill is set into the floor of both walls, between the two. At the back of the room is an elegant canopy bed, its dark wood matching that of the tables and desks. Hammered silver is tastefully inlaid into the substance of the bed, and its silk sheets and pillowcases are colored the deepest ebon. Dark, silver-bound trunks lie at the foot of the bed, while two end tables flank it, silver lanterns that glow with an inner magical light resting atop both.

By the map-laden table, a beautiful elven woman with cold amber eyes and a strapping giant of a man in banded armor with a shield slung across his back pore over one of the unfurled parchments. While the man is a mystery, the woman's face is utterly unforgettable. Marquessa at last reveals herself!

...Or, at least, she *seems* to.

If Marquessa has not been alerted to the presence of the Player Characters within her stronghold thus far, this room will be empty of both her presence and that of her bodyguard. The party may act as they see fit, unmolested. However, playtesting of this module indicates that this will be a **highly** unlikely situation. In the much

more likely case that the enchantress awaits the approach of the Player Characters, what they see is actually the result of Marquessa's **project image** spell. Her bodyguard, Azraak, is all-too-real. They feign surprise at the party's approach simply to dissuade the Player Characters from suspecting that the diabolically-brilliant elf is actually somewhere else entirely.

Azraak Tolin: AC -1 (+1 **banded mail**, +2 **shield**, and dexterity bonus), MV 12", 10th level Fighter, hp 102, THAC0 9, #AT 3/2, Dam 11-17, +2 **bastard sword** and **girdle of hill giant strength**, AL LN.

Azraak will be under the influence of a **minor globe of invulnerability** cast by Marquessa before sending him out to make war in her name.

Once a well-known and respected knight in a northern kingdom, Azraak was terribly disfigured in the Northern Crusade by a nabassu that mauled his handsome face and stole from him his life and vitality. He spent his vast fortune drifting from town to town in search of a cure for his condition, but when spells and prayer failed him, he fell into a life of drunken degeneracy, living as a mercenary on the Tanraeg's coast. This brought him into contact with Marquessa who promised that she could restore him to his former glories, provided her fight at her side in return. After a year of agonizing surgeries, the enchantress carefully sculpted his flesh until Azraak's strength and beauty were his once more. Grateful beyond measure, he now serves her as a fanatical henchman. He would gladly give his life for her.

Marquessa's trap for the Player Characters here is a simple one: She hopes that they will expend valuable strength, spells, and magic items against Azraak and her projection while she safely waits in **Area J**. Of course, she hopes that her bodyguard will slay them, but if he is unable to do so, she is unworried. Azraak has been instructed to flee through the tapestries at the back of the room to **Area 9** if he is brought below 25hp, grabbing and quaffing the **potion of extra-healing** secreted in **Area J** on his way to her side. Should the Player Characters manage to make it to her true chambers, they will make their last (?) stand there.

But before that can happen, Marquessa has yet another surprise or two in store for them. Behind the tapestries that serve as a false back wall to the chamber, she has stationed a pair of **stone guardians**. The golems are ordered to remain in place until Azraak runs past them, at which time they attack anyone that does not resemble either he or Marquessa.

2 Stone Guardians: AC 2, MV 10", HD 4+4, hp 28 and 28, THAC0 , #AT 2, Dam 2-9 / 2-9, SD Immune to normal missiles, immune to mind-affecting spells, 75% resistant to edge attacks, SQ: Stone to flesh, transmute rock to mud, dig or stone shape destroy instantly, no save, AL N.

As if to add insult to injury, all of the furniture in the room is not nearly so valuable as they seem. Gilt and veneer have been carefully employed so as to make them seem like priceless antiques. In truth, nearly everything in the room is worthless. Even the map is a fake, being little more than made-up gibberish. However, Marquessa did leave a **vacuous grimoire** amongst the books in the eastmost desk in the chamber, as doing so tickled her utterly black sense of mirth.

j. **PIT TRAP.** This short hallway contains nothing more than a small shelf that runs across its east wall. Upon the shelf are three fluted glass containers, each bearing a light blue fluid, pleasant in scent and appearance. Next to those is a glass sphere, about a foot in diameter, perched upon a concave stone pedestal. Finally, a lever is built into the wall near the door leading ahead. Two of

these decanters hold **potions of poison**, while the last holds a **potion of extra-healing**. One is completely indistinguishable from the next but for a small ring of roughed glass near the thin top of the latter (naturally, both Marquessa and Azraak know to feel for this difference immediately). The glass sphere is a scrying device, allowing Marquessa to see through the permanent **wizard eye** in **Area I**. Finally, the lever represents the manual control for the slide trap in the same location, simultaneously opening the pit trap in **Area h**.

However, the hallway itself is trapped, as well. When 100lbs or more is placed upon it or a lever is thrown in **Area 9**, the floor falls away into a 20' pit trap. At the bottom of this descent, a series of razored spikes awaits the unfortunates who plunge into its depths. In addition to the normal 2-12hp of damage incurred by falling into the pit, these needle-thin points inflict another 1-10hp, impaling its victims on their foot-long lengths.

If forced to flee from **Area #8**, Azraak will run through this room (thereby triggering the False Chamber's stone guardians), grabbing the potion of extra-healing from the shelf as he does. If he is wounded, he will quaff it on the run; if he is in good health, he will shatter it upon the ground to prevent the Player Characters from using it. In any case, he will join Marquessa in **Area #9**, warning her to ready the trapped floor in the short hall and preparing to rejoin the battle with the intruders likely pursuing him.

9. **MARKESSA'S TRUE CHAMBERS.** This room is identical in shape, dimension, and décor to **Area #8**. It is also where the ultimate confrontation between the Player Characters and Marquessa (along with her bodyguard, Azraak, if he yet lives) will take place. As has been mentioned, it is highly probable that the enchantress will have much advance warning regarding the party's incursion. However, if they have managed to make their way to her true chambers without somehow alerting the stronghold's mistress (these are a formidable lot and should be congratulated on their skill!), she will be found working at her desk in the room's corner, performing the myriad and arcane calculations necessary to affect her current project in **Area #7**. Azraak will be looking over the map in the chamber's opposite corner (he enjoys whiling away time in this pursuit, wondering what the strange places indicated on its face might be like). They have great confidence in the stronghold's defenses and will be taken completely by surprise: In this case, they will both be unarmed and unarmored, and the Game Master should adjust their statistics appropriately.

Much more probably, however, both will await the Player Characters, ready to do battle with them to the death. She will have cast **protection from good** and **mirror image** upon herself before her chambers are breached, making her a truly terrifying combatant.

Marquessa: See **Appendix A** for details.

Azraak: See **Area #8** for details.

Marquessa will open combat at the back of the room, by the side of her bed. She will generally begin her first round by casting **charm person** on the most-formidable-looking fighter in the party, ordering them to defend her against her attackers. She will follow this by casting **charm monster** against the Player Character that has been most effective against her and her bodyguard (she enjoys taking advantage of the saving throw penalty her victims suffer because of her **black robe of the archmagi**). Only when she feels that she and Azraak have the upper hand against their foes will she begin casting her offensive spells like **magic missile** and **death spell**. If a character truly gains the advantage on her, she will swiftly turn the tables upon them with **power word: stun**. Marquessa is an incredibly intelligent and utterly ruthless foe. She

displays no mercy towards her enemies whatsoever and cares not a whit if she catches Azraak in the range of one of her damage-inflicting spells (nor does he, for that matter, believing in his heart that Marquessa will arcano-surgically undo whatever damage she "accidentally" does to him).

Of course, if the Player Characters somehow manage to actually do Marquessa grievous harm, she will **dimension door** back into **Area #8**, turn **invisible**, and flee her stronghold to fight another day. If they prevent her from doing that, they must contend with her active **contingency** if they wish to truly defeat her. If they trigger it without killing the enchantress, Marquessa simply offers their number an evil sneer, taking a moment to sweep her gaze across the entirety of their number. She wants dearly to memorize each one of their faces. Marquessa forever holds a grudge and nevermore will they, or that which they hold dear, be safe again. She **teleports** to the safety of her prepared manse, leaving them with aught but a darksome chuckle hanging in the air of her empty chambers.

If the Player Characters overcome all of her many defenses and kill her, they have done the good folk of the world a great service. They have rid of the world of one of its most infamous and black-hearted villains. Fewer will be the disappearances in the night amongst the innocents of the region. For her death, they will sleep much more easily, come the eve. The Player Characters have gained much respect and renown throughout the region for their triumph. Ownership of land or even title might be extended them, depending upon their situation and the Game Master's wont. Of course with such fame, the Player Characters have made targets of themselves, as well. Many were Marquessa's allies that might seek to revenge their fallen mistress' name. And of course, other Flesh Traders yet survive. These blackguards will certainly move against the Player Characters to ensure that they escape the same fate that befell the enchantress.

But these are concerns for later days.

For those victorious, the time has come for the spoils of plunder. In addition to the magical items carried by Marquessa and Azraak, her bedchamber is laden with many valuables. Her fine desks are each worth 1,200gp, her tables worth 1,000gp, her end tables 500gp, and her magnificent bed, 1,750gp (though the Player Characters may have great difficulty removing these prizes from the stronghold). Her collection of books is worth 800gp and the dining set and cutlery can fetch 1,000gp. Hidden in the false tops of the end tables are her monetary treasures: 2,000pp in one and 10 black diamonds, each worth 1000gp.

Amongst her books, she keeps her personal spellbook (filled with every spell listed on her character sheet), and a **toque of stealthy pilfering** (which she planned on giving Storm Zothculb as a reward for some future service). In the top drawer of one of her tables is a **wand of enemy detection** (15 charges) and a **luckstone** (which she was trying to find a use for; it will only function in the hands of a good-aligned character).

Perhaps most valuable of all, however, are the personal notes she keeps on her desk regarding her various experiments and the map laying on the table in the corner of her chamber. Her notes are a veritable litany of ghastly, unspeakable journeys into the nature of human life and how it might be manipulated by a skilled sculptor of flesh. Her most recent work, detailing the permanent domination of sentient will, should be enough to send shivers down the spine of anyone that understands its implications. These are atrocities all, and any good-aligned character will wish to destroy them immediately. Of course, these documents would be priceless to a handful of individuals, as well. A significant moral dilemma exists for those to whom they fall. Then, the matter of the map must be considered. Its face, which detailed the whole of

the Wild Coast and surrounding regions, is marked in several areas, but unlabeled. It is possible that the places indicated are other strongholds of Marquessa's. They could lead to places held by other surviving Slave Lords, just as easily. What is certain is, with the death of Marquessa, the tale of the Player Characters' legend is not close to ending.

Indeed, it has only begun.

CREDITS

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Special thanks to Harold Johnson and Tom Moldvay for inspiring Marquessa: Truly one of the World of Greyhawk's most legendary villains.

Extra-special thanks to my wife, Amanda Lising, for putting up with all the silliness that is wound into being married to a writer. I love you.

Dedicated to E. Gary Gygax. Thank you for painting the skies of my imagination.

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Appendix A: Notable Personages

The Marquessa

Race / Gender: Grey Elf Female

Level / Class: 13th level Fighter / 14th level Magic-User

Alignment: Neutral Evil

Strength: 14 TH Bonus: ±0 Dam. Bonus: ±0 Op. Doors: On 1-2 B. Bars: 7%
Intelligence: 16 5 Additional Language Known
Wisdom: 12 Magical Attack Adjustment: ±0
Dexterity: 18 Reaction / Attack Adjust.: +3 Defensive Adjust.: -4
Constitution: 17 Hit Point Adjustment: +3 System Shock: 97%
Charisma: 14 Reaction Adjustment: +10%

Saving Throws	
Paralyzation:	2
Petrification:	2
Rods/Staves/Wands:	3
Breath Weapon:	2
Spells:	4

Armor Class: -2 (Black Robe of the Archmagi & Ring of Protection +3)

Hit Points: 93

Movement Base: 12"

Weapon in Hand: Short Sword of Speed +1 (Space Required: 1, Speed Factor: 3)

To-Hit Armor Class 0: 7

Weapon Damage Base: 1-6 (S/M), 1-8 (L)

Attacks Per Round: 5/2

Non-Proficiency Penalty: -2

Languages Known: Common, Dwarvish, Elvish, Gnome, Halfling, Goblin, Hobgoblin, Orcish, and Gnoll

* Enjoys 5% Magic Resistance.

Magic Weapon Descriptions	Special Racial Abilities
<i>Short Sword of Speed +1.</i> Attacks first in each round, regardless of effects that would otherwise slow user. Improves attacks per round by one "step". Cumulative with <i>haste</i> and like effects.	<i>Infravision:</i> 60'; <i>Resistance to Sleep & Charm:</i> 90%; <i>+1 To Hit with Bows & Swords;</i> <i>Detect Secret or Concealed Doors</i> 1 in 6 (if passing by), 2 in 6 (if actively searching), 3 in 6 (if door is concealed, not secret); If alone or ahead of party, <i>surprise monsters</i> on 1-4 (d6). Lowered to 1-2 if some sort of portal must be opened.
Other Magic Items	Spells & Special Class Abilities
<i>Black Robe of the Archmagi</i> , <i>Wand of Frost</i> (20 charges), <i>Wand of Polymorphing</i> (11 charges), <i>Ring of Free Action</i> , <i>Ring of Protection +3</i> .	<p>Spells Memorized (5/5/5/4/4/2/1): 1st: <i>Charm Person*</i>, <i>Magic Missile</i>, <i>Protection from Good</i>, <i>Sleep</i>, <i>Unseen Servant</i>; 2nd: <i>ESP</i>, <i>Invisibility</i>, <i>Mirror Image</i>, <i>Ray of Enfeeblement</i>, <i>Stinking Cloud</i>; 3rd: <i>Dispel Magic</i>, <i>Flame Arrow</i>, <i>Fly</i>, <i>Hold Person*</i>, <i>Suggestion*</i>; 4th: <i>Charm Monster*</i>, <i>Dimension Door</i>, <i>Evard's Black Tentacles</i>, <i>Minor Globe of Invulnerability</i>; 5th: <i>Cloudkill</i>, <i>Hold Monster*</i>, <i>Telekinesis</i>, <i>Wall of Force</i>; 6th: <i>Death Spell</i>, <i>Project Image</i>; 7th: <i>Power Word: Stun</i>.</p> <p>* Saving Throws against these spells are at -4. * Marquessa has a <i>contingency</i> operating that will <i>teleport</i> her to the house of a charmed ally if ever brought below 11 Hit Points.</p>

Distribution of All Items Carried					
Left Side		Center, Back, or Feet		Right Side	
Item	Location	Item	Location	Item	Location
Ring of Free Action		Soft leather boots	Feet	Longsword	Sheathed
		Robe of the Archmagi	Worn	Wand of Frost	In Belt
		Cloak of Protection	Worn	Wand of Polymorph	In Belt
				Ring of Protection	Worn

Gold & Wealth: 8 1,000gp diamonds.	Experience Gained: 0

Special Notes: It is said that the notorious villain known to the world as “The Marquessa” gained her unusual *nom-du-guerre* purely as a statement of fact: Such accounts claim that she was once, indeed, a noblewoman in some small county within the elvish nation of Seleni. Whether this is true or not has never been confirmed; there is no place on the face of the good and kind world that would acknowledge the perpetrator of the sorts of atrocities The Marquessa must answer for as one of their own. So it is that the real name and birthplace of the wicked shaper of flesh remain matters of mere speculation.

What is not mere speculation is that The Marquessa is a monstress wearing the flesh of a beautiful elf-maid. Working under the aegis of the organization known as The Flesh Traders, she was given leave to take a share of the prisoners captured by the slavers, upon whom she was known to conduct deadly experiments. Warping their skin and bone to whatever shape befit her whim, she is known to have had no regard for the health or safety of her victims – most of whom she rendered little more than disfigured and monstrous wrecks of once-humans and demi-humans. Indeed, the litany of her deeds are enough to strike cold fear into the hearts of even the most hardened souls and she exists in the legends of the folk of the Tanraeg coast as a horror too terrible to be contemplated.

Indeed, there is no question that The Marquessa must be stopped before she can ply the flesh of even one more victim.

Do heroes exist of such a mettle to put an end to the nightmare she represents, however?

Appendix B: Pre-Generated Characters

Player Name:

Character Name: Marya Hammerfist

Race / Gender: Dwarf Female

Level / Class: 8th level Fighter

Alignment: Chaotic Good

Strength: 18.47% TH Bonus: +1 Dam. Bonus: +3 Op. Doors: On 1-3 B. Bars: 20%
Intelligence: 9 1 Additional Language Known
Wisdom: 9 Magical Attack Adjustment: ±0
Dexterity: 15 Reaction / Attack Adjust.: ±0 Defensive Adjust.: -1
Constitution: 18 Hit Point Adjustment: +4 System Shock: 99%
Charisma: 12 Reaction Adjustment: ±0%

Saving Throws	
Paralyzation:	10
Petrification:	11
Rods/Staves/Wands:	7
Breath Weapon:	12
Spells:	8

Armor Class: 0 (Splint Mail +1 & Shield +1)

Hit Points: 96

Movement Base: 6"

Weapon in Hand: Hand Axe +1 (Space Required: 1', Speed Factor: 4)

To-Hit Armor Class 0: 12

Weapon Damage Base: 1-6 (vs. S/M), 1-4 (vs. L)

Attacks Per Round: 3/2

Non-Proficiency Penalty: -2

Languages Known: Common, Dwarven, Elvish, Gnome, Goblin, Kobold, Orcish

* Saves vs. Poison: 5

Magic Weapon Descriptions	Special Racial Abilities
<i>Hand Axe +1. "Mithrasaín" is forged from purest adamantite and blessed by the priests of Moradin. It ignores metal armor, treating all foes clad in such protection as AC10.</i>	<i>Infravision: 60'; Detect grade or slope in passage: 75%; Detect new construction: 75%; Detect sliding or shifting walls or rooms: 66%; Detect traps involving pits, falling blocks or other stonework: 50%; Determine approximate depth underground: 50%. Attacks vs. Half-Orcs, Goblins, Hobgoblins, or Orcs are +1 To Hit. Attacks from Ogres, Trolls, Ogre Magi, Giants, or Titans are at -4 To Hit.</i>
Other Magic Items	Spells & Special Class Abilities
<i>Splint Mail Armor +1, Shield +1, Potion of Rainbow Hues.</i>	<i>Attacks 3 times every two rounds. During round of two attacks (Player's discretion), attack comes at beginning and end of round. Allies and enemies benefiting from haste or the like supersede this advantage.</i>

Distribution of All Items Carried					
Left Side		Center, Back, or Feet		Right Side	
Item	Location	Item	Location	Item	Location
Shield +1	Carried	Backpack	Back	Hand Axe +1	Carried
Large leather pouch	Belt	Hard leather boots	Feet	Waterskin	Sling from belt
		2 Oil Flasks	Back (Backpack)		
		50' Rope	Back (Backpack)		
		2 Large leather sacks	Back (Backpack)		
		3 Torches	Back (Backpack)		
		Tinderbox, flint, & steel	Back (Backpack)		
		2 weeks Iron Rations	Back (Backpack)		
		Potion	Back (Backpack)		
		Splint Mail +1	Worn		

Gold & Wealth: 47gp.	Experience Gained: 0

Special Notes: From a Dwarven stronghold in the Principality of Kelu. Made a name for herself fighting the orcish forces from the Jramop to the east of her native land. Is haunted by the memory of K'verik: An empty shell of a Dwarven town where every man, woman, and child was sold into slavery or given to the orcs to fill their stew-pots.

Player Name:

Character Name: Quenden Tasander

Race / Gender: Elf Male

Level / Class: 6th level Fighter / 6th level Magic-User

Alignment: Chaotic Good

Strength: 15 TH Bonus: ±0 Dam. Bonus: ±0 Op. Doors: On 1-2 B. Bars: 7%
Intelligence: 16 1 Additional Language Known
Wisdom: 8 Magical Attack Adjustment: ±0
Dexterity: 14 Reaction / Attack Adjust.: ±0 Defensive Adjust.: -±0
Constitution: 15 Hit Point Adjustment: +1 System Shock: 91%
Charisma: 10 Reaction Adjustment: ±0%

Saving Throws	
Paralyzation:	11
Petrification:	11
Rods/Staves/Wands:	11
Breath Weapon:	13
Spells:	10

Armor Class: 6 (Bracers of Defense AC6)

Hit Points: 42

Movement Base: 12"

Weapon in Hand: Longsword +1 / +3 (Space Required: 3, Speed Factor: 5)

To-Hit Armor Class 0: 15 or 13 (vs. Undead)

Weapon Damage Base: 1-8 (S/M), 1-12 (L)

Attacks Per Round: 1

Non-Proficiency Penalty: -2

Languages Known: Common, Dwarvish, Elvish, Gnome, Halfling, Hill Giantish, Goblin, Hobgoblin, Orcish, and Gnoll

Magic Weapon Descriptions	Special Racial Abilities
<i>Longsword +1 / +3 vs. Undead. Lothandre (E: "Final Rest") was forged from metal drawn from a falling star and hits all ethereal and out-of-phase targets as if they were completely tangible.</i>	<i>Infravision: 60'; Resistance to Sleep & Charm: 90%; +1 To Hit with Bows & Swords; Detect Secret or Concealed Doors 1 in 6 (if passing by), 2 in 6 (if actively searching), 3 in 6 (if door is concealed, not secret); If alone or ahead of party, surprise monsters on 1-4 (d6). Lowered to 1-2 if some sort of portal must be opened.</i>
Other Magic Items	Spells & Special Class Abilities
<i>Wand of Lightning Bolts (3 charges), Bracers of Protection AC6, Potion of Gaseous Form.</i>	Spells Memorized (4/2/2): 1 st : <i>Charm Person, Magic Missile, Protection from Evil, Spider Climb</i> ; 2 nd : <i>Invisibility, Levitate</i> ; 3 rd : <i>Haste, Hold Person</i> .

Distribution of All Items Carried					
Left Side		Center, Back, or Feet		Right Side	
Item	Location	Item	Location	Item	Location
Bracer of Defense	Worn	Backpack	Back	Longsword	Carried
Large leather pouch	Belt	Soft leather boots	Feet	Bracer of Defense	Worn
Hemp Rigging	Belt	2 Oil Flasks	Back (Backpack)	Wineskin	Sling from belt
Potion	In Rigging	50' Rope	Back (Backpack)		
Scroll Case	Belt	2 Large leather sacks	Back (Backpack)		
Mapping materials	In case	3 Torches	Back (Backpack)		
		Tinderbox, flint, & steel	Back (Backpack)		
		2 weeks Iron Rations	Back (Backpack)		

Gold & Wealth: 64gp.	Experience Gained: 0
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Special Notes: A military captain from a small elven hamlet in Seleni, along the Attendant River. Currently in strong consideration for a position in the Knights of the Moon, he feels one more notable accomplishment would push his bid for the group into a certainty. Well-acquainted with the acts of the so-called "Flesh Traders" over a decade ago, his place within the Seleni military hierarchy has put him into a position to receive intelligence that indicates that elements belonging to the infamous flesh merchants never stopped conducting their dire trade in the region after the public defeat of their leaders. When an opportunity arose to damage that group yet further...all considered, how could he refuse?

Player Name:

Character Name: Sildan Enathwrel

Race / Gender: Elf Male

Level / Class: 8th level Magic-User

Alignment: True Neutral

Strength: 10 TH Bonus: ±0 Dam. Bonus: ±0 Op. Doors: On 1-2 B. Bars: 2%
Intelligence: 18 3 Additional Language Known
Wisdom: 13 Magical Attack Adjustment: ±0
Dexterity: 15 Reaction / Attack Adjust.: ±0 Defensive Adjust.: -1
Constitution: 8 Hit Point Adjustment: ±0 System Shock: 60%
Charisma: 8 Reaction Adjustment: -5%

Saving Throws	
Paralyzation:	12
Petrification:	10
Rods/Staves/Wands:	8
Breath Weapon:	12
Spells:	9

Armor Class: 5 (Bracers of Defense AC7, Ring of Protection +1)

Hit Points: 24

Movement Base: 12"

Weapon in Hand: Wand of Paralyzation (Space Required: Nil, Speed Factor: 2)

To-Hit Armor Class 0: 19

Weapon Damage Base: Special

Attacks Per Round: 1

Non-Proficiency Penalty: -5

Languages Known: Common, Dwarvish, Elvish, Fey, Gnome, Halfling, Goblin, Hobgoblin, Orcish, Gnoll, and Draconic (Silver)

Magic Weapon Descriptions	Special Racial Abilities
None.	<i>Infravision: 60'; Resistance to Sleep & Charm: 90%; +1 To Hit with Bows & Swords; Detect Secret or Concealed Doors 1 in 6 (if passing by), 2 in 6 (if actively searching), 3 in 6 (if door is concealed, not secret); If alone or ahead of party, surprise monsters on 1-4 (d6). Lowered to 1-2 if some sort of portal must be opened.</i>
Other Magic Items	
<i>Wand of Paralyzation (12 charges), Bracers of Protection AC7, Ring of Protection +1, Potion of Fire Resistance, Scroll of 3 Spells (Mirror Image, Slow, Evard's Black Tentacles).</i>	Spells & Special Class Abilities
	Spells Memorized (4/3/3/2): 1 st : <i>Magic Missile (x2), Protection from Evil, Sleep</i> ; 2 nd : <i>Invisibility, Knock, Web</i> ; 3 rd : <i>Dispel Magic, Fly, Lightning Bolt</i> ; 4 th : <i>Charm Monster, Ice Storm.</i>

Player Name:

Character Name: Ilsandre Sunshower

Race / Gender: Gnome Female

Level / Class: 6th level Illusionist / 6th level Thief

Alignment: Chaotic Good

Strength: 11 TH Bonus: ±0 Dam. Bonus: ±0 Op. Doors: On 1-2 B. Bars: 2%
Intelligence: 16 5 Additional Language Known
Wisdom: 9 Magical Attack Adjustment: ±0
Dexterity: 17 Reaction / Attack Adjust.: +2 Defensive Adjust.: -4
Constitution: 7 Hit Point Adjustment: ±0 System Shock: 55%
Charisma: 12 Reaction Adjustment: ±0%

Saving Throws	
Paralyzation:	12
Petrification:	11
Rods/Staves/Wands:	7
Breath Weapon:	13
Spells:	8

Armor Class: 5 (Ring of Protection +2)

Hit Points: 30

Movement Base: 12"

Weapon in Hand: Short Sword +1 (Space Required: 1, Speed Factor: 3)

To-Hit Armor Class 0: 18

Weapon Damage Base: 1-6 (S/M), 1-8 (L)

Attacks Per Round: 1

Non-Proficiency Penalty: -3

Languages Known: Common, Dwarvish, Elvish, Gnome, Halfling, Goblin, Kobold, Burrowing Mammal, and Orcish.

Magic Weapon Descriptions	Special Racial Abilities
Short Sword +1. No Special Abilities.	<i>Infravision:</i> 60'; <i>Detect grade or slope</i> in passage: 80%; <i>Detect unsafe walls, ceilings, or floors:</i> 70%; <i>Determine approximate depth</i> underground: 60%; <i>Detect direction of travel</i> underground: 50%. Attacks vs. Kobolds and Goblins are <i>+1 To Hit</i> . Attacks from Gnolls, Bugbears, Ogres, Trolls, Ogre Magi, Giants, or Titans are at <i>-4 To Hit</i> .
Other Magic Items	Spells & Special Class Abilities
<i>Ring of Protection +2, Figurine of Wondrous Power (Smoky Quartz Mouse).</i>	Spells Memorized (4/3/1): 1 st : <i>Chromatic Orb, Color Spray, Phantasmal Force Phantom Armor</i> ; 2 nd : <i>Alter Self, Improved Phantasmal Force, Invisibility</i> ; 3 rd : <i>Spectral Force</i> .
	Thieving Abilities: <i>Pick Pockets:</i> 60%; <i>Open Locks:</i> 62%; <i>Find/Remove Traps:</i> 55%; <i>Move Silently:</i> 57%; <i>Hide in Shadows:</i> 47%; <i>Hear Noise:</i> 30%; <i>Climb Walls:</i> 77%; <i>Read Languages:</i> 30%.

Distribution of All Items Carried					
Left Side		Center, Back, or Feet		Right Side	
Item	Location	Item	Location	Item	Location
Short Sword	Carried	Backpack	Back	Ring	Worn
Wineskin	Slung from belt	Soft leather boots	Feet	Large leather pouch	Belt
		2 Oil Flasks	Back (Backpack)	Mouse Figurine	In pouch
		50' Rope	Back (Backpack)	Thief's Tools	In Pouch
		2 Large leather sacks	Back (Backpack)	Hemp Rigging	Belt
		3 Torches	Back (Backpack)	Potion	In Rigging
		Tinderbox, flint, & steel	Back (Backpack)		
		2 weeks Iron Rations	Back (Backpack)		

Gold & Wealth: 22gp.	Experience Gained: 0
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Special Notes: From the hill-barrows at the edge of the Gnarled Wood, a respected friend of the gnome-folk (and a powerful wizard, no less!) has implored the village elders for aid in putting to rest surviving elements of the so-called "Flesh Traders" thought finally put to rest over a decade ago. Having proved herself a capable and resourceful adventurer in the often-dangerous region up and down the Tanraeg coast, they offered her as their representative to help put an end to the terrible vanishings in the night of the good folk of the land.

Player Name:

Character Name: Jaran Braxx
Race / Gender: Half-Elf Male
Level / Class: 7th level Ranger
Alignment: Chaotic Good

Strength: 13 TH Bonus: ±0 Dam. Bonus: ±0 Op. Doors: On 1-2 B. Bars: 4%
Intelligence: 14 4 Additional Language Known
Wisdom: 14 Magical Attack Adjustment: ±0
Dexterity: 17 Reaction / Attack Adjust.: +2 Defensive Adjust.: +3
Constitution: 18 Hit Point Adjustment: +4 System Shock: 99%
Charisma: 8 Reaction Adjustment: -5%

Saving Throws	
Paralyzation:	8
Petrification:	9
Rods/Staves/Wands:	10
Breath Weapon:	10
Spells:	11

Armor Class: 3 (Studded Leather Armor +1)

Hit Points: 82

Movement Base: 12"

Weapon in Hand: Heavy Crossbow of Speed (Range: 8 (S)/16 (M)/24 (L))

To-Hit Armor Class 0: 11

Weapon Damage Base: 2-5 (S/M), 2-7 (L)

Attacks Per Round: 1

Non-Proficiency Penalty: -2

Languages Known: Common, Elvish, Gnome, Halfling, Goblin, Hobgoblin, Orcish, Gnoll

Magic Weapon Descriptions	Special Racial Abilities
<i>Heavy Crossbow of Speed.</i> Allows first attack in a round. Doubles typical rate of fire. Possibly of ancient Flan manufacture – possibly made specifically to kill Rakshasas – it has a beaten-up, weathered appearance. All bolts fired from it are considered <i>blessed</i> .	<i>Infravision:</i> 60'; <i>Resistance to Sleep & Charm:</i> 30%; <i>Detect Secret or Concealed Doors</i> 1 in 6 (if passing by), 2 in 6 (if actively searching), 3 in 6 (if door is concealed, not secret).
Other Magic Items	Spells & Special Class Abilities
<i>Ring of Free Action, Potion of Invisibility. Heartwood Ring</i> (given as a sign of affection from a Wlekwood Dryad and composed of a woven lock of her hair), provides +2 bonus to all Saving Throws.	Ranger Abilities: +7 <i>Damage bonus</i> against “giant-class” creatures; <i>Surprise</i> opponents 50% of the time; <i>Tracking</i> ability.

Player Name:

Character Name: Telvas Thistlewine

Race / Gender: Halfling Male

Level / Class: 8th level Thief

Alignment: Chaotic Good

Strength: 13 TH Bonus: ±0 Dam. Bonus: ±0 Op. Doors: On 1-2 B. Bars: 4%
Intelligence: 10 0 Additional Language Known
Wisdom: 7 Magical Attack Adjustment: -1
Dexterity: 18 Reaction / Attack Adjust.: +3 Defensive Adjust.: -4
Constitution: 16 Hit Point Adjustment: +2 System Shock: 95%
Charisma: 15 Reaction Adjustment: +15%

Saving Throws	
Paralyzation:	12
Petrification:	11
Rods/Staves/Wands:	8
Breath Weapon:	15
Spells:	9

Armor Class: 2 (Leather Armor +1, Boots of Striding & Springing)

Hit Points: 56

Movement Base: 12"

Weapon in Hand: Dagger +2 "Longtooth" (Space Required: 1, Speed Factor: 2)

To-Hit Armor Class 0: 19

Weapon Damage Base: 1-6 (S/M), 1-8 (L)

Attacks Per Round: 1

Non-Proficiency Penalty: -3

Languages Known: Common, Dwarvish, Elvish, Gnome, Halfling, Goblin, Orcish

* Save vs. Spells Involving Will: 10

* Save vs. Poison: 8

Magic Weapon Descriptions	Special Racial Abilities
<i>Dagger +2 "Longtooth". In all respects as a dagger, but in the hands of a Halfling, attacks as if a +2 short sword.</i>	<i>Infravision:</i> 30'; <i>Detect sloping passage:</i> 75%; <i>Detect direction:</i> 50%; If alone or ahead of party, <i>surprise monsters</i> on 1-4 (d6). Lowered to 1-2 if some sort of portal must be opened.
Other Magic Items	
<i>Leather Armor +1</i> (glamered so as to provide an additional 10% bonus to Hide in Shadows ability), <i>Boots of Striding & Springing</i> , <i>Potion of Speed</i> .	Spells & Special Class Abilities
	Thieving Abilities: <i>Pick Pockets:</i> 80%; <i>Open Locks:</i> 77%; <i>Find/Remove Traps:</i> 65%; <i>Move Silently:</i> 82%; <i>Hide in Shadows:</i> 84%; <i>Hear Noise:</i> 30%; <i>Climb Walls:</i> 81%; <i>Read Languages:</i> 35%.

Distribution of All Items Carried					
Left Side		Center, Back, or Feet		Right Side	
Item	Location	Item	Location	Item	Location
Dagger	Carried	Backpack	Back	Large leather pouch	Belt
Waterskin	Sling from belt	Soft leather boots	Feet	Thief's Tools	In pouch
		2 Oil Flasks	Back (Backpack)	Hemp Rigging	Belt
		50' Silk Rope	Back (Backpack)	Potion	In Rigging
		2 Large leather sacks	Back (Backpack)		
		3 Torches	Back (Backpack)		
		Tinderbox, flint, & steel	Back (Backpack)		
		2 weeks Iron Rations	Back (Backpack)		
		Scroll Case	Back (Backpack)		
		Mapping materials	In case		

Gold & Wealth: 111gp.	Experience Gained: 0

Special Notes: From the fields outside Newell, on the Tanraeg coast. One of his earliest memories is that of his entire Halfling caravan being hauled from their wagons onto the yellow-sailed ships of the so-called "Flesh Traders". Hidden by his mother, he escaped durance and grew up an orphan on the streets of the city. He grew up a beggar thief, but was so skilled he made a name for himself in the underworld as one of the greatest living robbers in the region. Tough and resourceful, he has a very "Robin Hood"-esque sense of justice.

Player Name:

Character Name: Khâzratha Ironthews

Race / Gender: Half-Orc Female

Level / Class: 7th level Cleric

Alignment: Neutral Good

Strength: 16 TH Bonus: ±0 Dam. Bonus: +1 Op. Doors: On 1-3 B. Bars: 10%
Intelligence: 7 No Additional Languages Known
Wisdom: 17 Magical Attack Adjustment: +3
Dexterity: 9 Reaction / Attack Adjust.: ±0 Defensive Adjust.: ±0
Constitution: 16 Hit Point Adjustment: +2 System Shock: 95%
Charisma: 6 Reaction Adjustment: -10%

Saving Throws	
Paralyzation/Poison:	7
Petrification:	10
Rods/Staves/Wands:	11
Breath Weapon:	13
Spells:	12

Armor Class: 4 (Chain Mail +1)

Hit Points: 53

Movement Base: 12"

Weapon in Hand: Spade of Colossal Excavation (Space Required: 3', Speed Factor: 4)

To-Hit Armor Class 0: 16

Weapon Damage Base: 1-8 (vs. S/M), 1-10 (vs. L)

Attacks Per Round: 1

Non-Proficiency Penalty: -3

Languages Known: Common, Dwarven, Orcish

Magic Weapon Descriptions	Special Racial Abilities
<i>Spade of Colossal Excavation</i> (1 cubic yard of normal earth can be excavated in 1 round. Every 10 rounds, the user must rest for 5 rounds. Hard clay and gravel takes twice as long to dig; loose soil takes half as long).	<i>Infravision:</i> 60'; <i>Detect grade or slope</i> in passage: 25%; <i>Detect new construction:</i> 25%; <i>Detect sliding or shifting</i> walls or rooms: 33%; <i>Detect traps</i> involving pits, falling blocks or other stonework: 25%; <i>Determine approximate depth</i> underground: 25%.
Other Magic Items	Spells & Special Class Abilities
<i>Chain Mail Armor +1, Potion of Clairaudience, Potion of Diminution.</i>	Default Cleric Spells (5/5/3/1): 1 st : <i>Bless, Cure Light Wounds</i> (x2), <i>Magic Stone, Protection from Evil</i> ; 2 nd : <i>Aid, Dust Devil, Find Traps, Hold Person, Spiritual Hammer</i> ; 3 rd : <i>Create Food & Water, Cure Disease, Meld Into Stone</i> ; 4 th : <i>Spike Stones</i> .

Distribution of All Items Carried					
Left Side		Center, Back, or Feet		Right Side	
Item	Location	Item	Location	Item	Location
Large leather pouch	Belt	Backpack	Back	Spade	Carried
Hemp potion rigging	Belt	Hard leather boots	Feet	Waterskin	Sling from belt
2 Potions	In rigging	Cloak	Back		
Holy Water Vials (2)	In rigging	2 Oil Flasks	Back (Backpack)		
		50' Rope	Back (Backpack)		
		2 Large leather sacks	Back (Backpack)		
		3 Torches	Back (Backpack)		
		Tinderbox, flint, & steel	Back (Backpack)		
		2 weeks Iron Rations	Back (Backpack)		
		Holy symbol	Around Neck		
		Chain Mail +1	Worn		

Gold & Wealth: 52gp.	Experience Gained: 0

Special Notes: From Arenkarnat – a Dwarven stronghold in the Bargsnehcarn Hills. Born of unhappy union between a Jramop Orc and a Dwarf. Raised as an equal despite the fact that she may well be one of the ugliest creatures under the sun's bright gaze. Much of family taken by the Flesh Traders during their reign of terror in region. Has dedicated her life to finding as many of them as possible. *Torgrava 'Iltharn* ("Steel Bulette"), her enchanted spade, once belonged to her miner mother.

Player Name:

Character Name: Lyandra Yrsanthi

Race / Gender: Human Female

Level / Class: 6th level Cleric / 6th level Magic-User

Alignment: Lawful Neutral

Strength: 10 TH Bonus: ±0 Dam. Bonus: ±0 Op. Doors: On 1-2 B. Bars: 2%
Intelligence: 17 6 Additional Language Known
Wisdom: 17 Magical Attack Adjustment: +3
Dexterity: 12 Reaction / Attack Adjust.: ±0 Defensive Adjust.: -±0
Constitution: 10 Hit Point Adjustment: ±0 System Shock: 70%
Charisma: 7 Reaction Adjustment: -5%

Saving Throws	
Paralyzation:	8
Petrification:	10
Rods/Staves/Wands:	8
Breath Weapon:	12
Spells:	9

Armor Class: 6 (Bracers of Defense AC7 & Cloak of Protection +1)

Hit Points: 36

Movement Base: 12"

Weapon in Hand: Horseman's Mace (Space Required: 2, Speed Factor: 6)

To-Hit Armor Class 0: 18

Weapon Damage Base: 1-6 (S/M), 1-4 (L)

Attacks Per Round: 1

Non-Proficiency Penalty: -3

Languages Known: Common, Dwarvish, Elvish, Gnome, Halfling, Goblin, Orcish

* Save vs. Spells Involving Will: 8

Magic Weapon Descriptions	Special Racial Abilities
None.	None
Other Magic Items	Spells & Special Class Abilities
<i>Bracers of Protection AC6, Cloak of Protection +1, Ring of the Ram, Potion of Gaseous Form.</i>	Default Cleric Spells (5/5/3) 1 st : <i>Command, Cure Light Wounds (x2), Detect Evil, Protection from Evil</i> ; 2 nd : <i>Aid (x2), Hold Person, Silence, 15' Radius, Spiritual Hammer</i> ; 3 rd : <i>Animate Dead, Negative Plane Protection, Speak with Dead.</i> Spells Memorized (4/2/2): 1 st : <i>Burning Hands, Detect Magic, Light, Magic Missile</i> ; 2 nd : <i>Invisibility, Ray of Enfeeblement</i> ; 3 rd : <i>Dispel Magic, Lightning Bolt.</i> Exception night vision and hearing, through link with familiar.
Animal Companions, Familiars, & Mounts	
<i>Spirit.</i> A ghost white cat, the unusually intelligent feline serves as her familiar. She seems to universally dislike all other creatures, aside of her mistress (who, in typical cat-fashion, she simply tolerates).	

Distribution of All Items Carried					
Left Side		Center, Back, or Feet		Right Side	
Item	Location	Item	Location	Item	Location
Bracer of Defense	Worn	Backpack	Back	Mace	Carried
Large leather pouch	Belt	Soft leather boots	Feet	Ring	Worn
Hemp Rigging	Belt	2 Oil Flasks	Back (Backpack)	Bracer of Defense	Worn
Potion	In Rigging	50' Rope	Back (Backpack)	Wineskin	Slung from belt
Holy Water Vials (2)	In Rigging	2 Large leather sacks	Back (Backpack)		
Scroll Case	Belt	3 Torches	Back (Backpack)		
Mapping materials	In case	Tinderbox, flint, & steel	Back (Backpack)		
		2 weeks Iron Rations	Back (Backpack)		
		Holy symbol	Worn		

Gold & Wealth: 64gp.	Experience Gained: 0
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Special Notes: A priestess from the Ruby Cathedral in her home town of Diver, her church elders have sent her southward to the Wild Coast to put a stop to the alarmingly high number of grave robberies and desecrations in that region. After spending some time in the area, she has become aware that elements formerly belonging to the so-called Flesh Traders that operated across the land over a decade ago are responsible for the acts. An opportunity has arisen to put a stop to their activity, perhaps forever. For the devoted of her death goddess...such a chance is impossible to refuse.

Player Name:

Character Name: Merranen Eagleheart

Race / Gender: Human Male

Level / Class: 8th level Druid

Alignment: True Neutral

Strength: 14 TH Bonus: ±0 Dam. Bonus: ±0 Op. Doors: On 1-2 B. Bars: 7%
Intelligence: 9 1 Additional Language Known
Wisdom: 18 Magical Attack Adjustment: ±4
Dexterity: 14 Reaction / Attack Adjust.: ±0 Defensive Adjust.: ±0
Constitution: 16 Hit Point Adjustment: +2 System Shock: 95%
Charisma: 17 Reaction Adjustment: +30%

Saving Throws	
Paralyzation/Poison:	7
Petrification:	10
Rods/Staves/Wands:	11
Breath Weapon:	13
Spells:	12

Armor Class: 6 (Leather Armor +2)

Hit Points: 70

Movement Base: 12"

Weapon in Hand: Staff of Slinging (Space Required: 3, Speed Factor: 4 ; Range: 4 (S)/8 (M)/16 (L))

To-Hit Armor Class 0: 15

Weapon Damage Base: [Staff] 1-6 (S/M), 1-6 (L) or [Sling] 1-6 (S/M), 1-6 (L) or [Special] 3-30 (All)

Attacks Per Round: 1

Non-Proficiency Penalty: -4

Languages Known: Common, Elvish

* Save vs. Spells Involving Will: 8

Magic Weapon Descriptions	Special Racial Abilities
<i>Staff of Slinging</i> (16c). Acts as either +1 Quarterstaff or +1 Sling when attacking in either fashion. May expend a single charge to throw a large stone or boulder as a Stone Giant.	None.
Other Magic Items	
<i>Ring of Chameleon Power</i> , <i>Potion of Healing</i> , <i>Potion of Hill Giant Strength</i> .	Spells & Special Class Abilities
	Druidic Abilities: <i>Identify plants; Identify animal; Identify Pure Water; Pass without trace</i> through overgrown areas; <i>Immunity to charms</i> cast by woodland creatures; <i>Shapechange</i> 3/day into animal between the sizes of a small bird and a black bear, healing 10%-60% of Hit Point damage in the process. Default Druid Spells (6/6/4/3) 1 st : <i>Entangle</i> (x3), <i>Faerie Fire</i> , <i>Shillelagh</i> , <i>Speak with Animals</i> ; 2 nd : <i>Barkskin</i> , <i>Charm Person or Mammal</i> , <i>Cure Light Wounds</i> , <i>Flame Blade</i> , <i>Heat Metal</i> , <i>Obscurement</i> ; 3 rd : <i>Protection from Fire</i> , <i>Neutralize Poison</i> , <i>Spike Growth</i> , <i>Stone Shape</i> ; 4 th : <i>Cure Serious Wounds</i> (x2), <i>Dispel Magic</i> .

Player Name:

Character Name: Ravella Zaar

Race / Gender: Human Female

Level / Class: 8th level Illusionist

Alignment: Chaotic Good

Strength: 7 TH Bonus: -1 Dam. Bonus: ±0 Op. Doors: On 1 B. Bars: 0%
Intelligence: 16 5 Additional Language Known
Wisdom: 10 Magical Attack Adjustment: ±0
Dexterity: 18 Reaction / Attack Adjust.: +3 Defensive Adjust.: -4
Constitution: 7 Hit Point Adjustment: ±0 System Shock: 55%
Charisma: 16 Reaction Adjustment: +25%

Saving Throws	
Paralyzation:	13
Petrification:	11
Rods/Staves/Wands:	9
Breath Weapon:	13
Spells:	10

Armor Class: 4 (Bracers of Defense AC8)

Hit Points: 24

Movement Base: 12"

Weapon in Hand: Wand of Magic Missiles (Space Required: Nil, Speed Factor: 2)

To-Hit Armor Class 0: 20

Weapon Damage Base: Special

Attacks Per Round: 1

Non-Proficiency Penalty: -5

Languages Known: Common, Dwarven, Elvish, Gnome, Halfling, Orcish

Magic Weapon Descriptions	Special Racial Abilities
None.	None.
Other Magic Items	Spells & Special Class Abilities
<i>Wand of Magic Missiles</i> (15 charges), <i>Bracers of Protection AC8</i> , <i>Ring of Feather Falling</i> , <i>Potion of ESP</i> , <i>Potion of Flying</i> .	Spells Memorized (4/3/2/1): 1 st : <i>Chromatic Orb</i> , <i>Color Spray</i> , <i>Light</i> , <i>Phantasmal Force</i> ; 2 nd : <i>Improved Phantasmal Force</i> , <i>Invisibility</i> , <i>Mirror Image</i> ; 3 rd : <i>Paralyzation</i> , <i>Spectral Force</i> , <i>Suggestion</i> ; 4 th : <i>Shadow Monsters</i> .
Animal Companions, Familiars, & Mounts	
<i>Smoke:</i> An insubstantial wisp of a creature resembling a roiling cloud of black smoke in the shape of a slender and sinuous dragon. The strange, nonesuch creature is the Illusionist's familiar and enjoys perching on her shoulder or sliding about her neck affectionately, like a snake. Smoke is absolutely silent and invisible in even semi-darkness. The Illusionist may communicate with it telepathically. It has a wicked personality (towards anything but her) and seems inordinately preoccupied with treasure. She does not know what can and cannot harm it, but the creature seems to recoil at exposure to bright light and flame. The Illusionist has reason to believe that the creature may be, in fact, a hatchling Shadow Dragon.	

Player Name:

Character Name: Brother Lyrwend

Race / Gender: Human Male

Level / Class: 8th level Monk

Alignment: Lawful Neutral

Strength: 15 TH Bonus: ±0 Dam. Bonus: ±0 Op. Doors: On 1-2 B. Bars: 7%
Intelligence: 10 2 Additional Language Known
Wisdom: 16 Magical Attack Adjustment: +2
Dexterity: 17 Reaction / Attack Adjust.: +2 Defensive Adjust.: -3
Constitution: 15 Hit Point Adjustment: +1 System Shock: 91%
Charisma: 10 Reaction Adjustment: ±0%

Saving Throws	
Paralyzation:	12
Petrification:	11
Rods/Staves/Wands:	12
Breath Weapon:	15
Spells:	13

Armor Class: 1 (Unarmored)

Hit Points: 36

Movement Base: 22"

Weapon in Hand: Open hand (Space Required: Nil, Speed Factor: 1)

To-Hit Armor Class 0: 19

Weapon Damage Base: 2-12 (All)

Attacks Per Round: 3/2

Non-Proficiency Penalty: -3

Languages Known: Common, Dwarvish, Orcish

* Save vs. Spells Involving Will: 11

Magic Weapon Descriptions	Special Racial Abilities
None.	None.
Other Magic Items	
<i>Keoghtom's Ointment, Periapt of Proof vs. Poison, Potion of Clairvoyance, Oil of Impact +3.</i>	Spells & Special Class Abilities
	Monk Abilities: <i>Speak with animals</i> at will; <i>Resistance to ESP</i> : 78%; <i>Immune to disease</i> ; <i>Immune to slow</i> effects; <i>Immune to haste</i> effects; May <i>Feign death</i> for up to 16 turns; May <i>Heal</i> 1d4+2 hit points of damage to himself 1/day; <i>Speak with plants</i> at will.

Distribution of All Items Carried					
Left Side		Center, Back, or Feet		Right Side	
Item	Location	Item	Location	Item	Location
Waterskin	Sling from belt	Backpack	Back	Large leather pouch	Belt
		Soft leather boots	Feet	Hemp Rigging	Belt
		2 Oil Flasks	Back (Backpack)	Potions	In Rigging
		50' Silk Rope	Back (Backpack)	Holy Water Vials (2)	In Rigging
		2 Large leather sacks	Back (Backpack)		
		3 Torches	Back (Backpack)		
		Tinderbox, flint, & steel	Back (Backpack)		
		2 weeks Iron Rations	Back (Backpack)		

Gold & Wealth: 3gp.	Experience Gained: 0

Special Notes: He is one of the denizens of the *Redoubtable Abbey*. The only known place sacred to the martial Hero-Deity he reveres in all the land. Along the banks of the Attendant River, near Roucwood, the monks of the Abbey are well-familiar with the evil posed by the so-called “Flesh Traders” of the Jramop. Historically, they have sent some of their most formidable martial artists to do what they can to rescue those unfortunates captured by the slavers and give alms to those who have suffered under their tyranny. The elders of the Redoubtable Abbey have sent this monk forth to complete a mission of the utmost importance. Failure would certainly dim the lights of weal in the world ever so slightly....

Player Name:

Character Name: Kendrel Rilsheven

Race / Gender: Human Male

Level / Class: 7th level Paladin

Alignment: Lawful Good

Strength: 16 TH Bonus: ±0 Dam. Bonus: +1 Op. Doors: On 1-3 B. Bars: 10%
Intelligence: 9 1 Additional Language Known
Wisdom: 15 Magical Attack Adjustment: +1
Dexterity: 9 Reaction / Attack Adjust.: ±0 Defensive Adjust.: ±0
Constitution: 16 Hit Point Adjustment: +2 System Shock: 96%
Charisma: 18 Reaction Adjustment: +35%

Saving Throws	
Paralyzation:	8
Petrification:	9
Rods/Staves/Wands:	10
Breath Weapon:	10
Spells:	11

* Save vs. Spells Involving Will: 10

Armor Class: 1 (Plate Mail Armor & Shield +1)

Hit Points: 78

Movement Base: 6"

Weapon in Hand: Bastard Sword +2 (Space Required: 4+, Speed Factor: 6)

To-Hit Armor Class 0: 12

Weapon Damage Base: 2-8 (S/M), 2-16 (L)

Attacks Per Round: 3/2

Non-Proficiency Penalty: -2

Languages Known: Common, Orcish

Magic Weapon Descriptions	Special Racial Abilities
<i>Bastard Sword +2 "Liberator". Detects invisible objects and creatures on command, in 10' radius.</i>	None.
Other Magic Items	
<i>Shield +1, Potion of Sweet Water.</i>	Spells & Special Class Abilities
	Paladin Abilities: <i>Detect evil</i> , 60' (when concentrating); <i>Immune to disease</i> ; <i>Lay on hands</i> heals 14 hit points of damage per day; <i>Cure disease</i> 2/week; Emanates <i>Protection from evil aura</i> , 1" radius; <i>Turn undead</i> as 5 th level Cleric.
Animal Companions, Familiars, & Mounts	
<i>Shayala:</i> A night-black heavy warhorse, the mare serves as the paladin's special mount. She is especially loyal, brave, and intelligent. She is skittish about crossing bodies – of any size – of running water.	

Distribution of All Items Carried					
Left Side		Center, Back, or Feet		Right Side	
Item	Location	Item	Location	Item	Location
Shield	Carried	Plate Mail Armor	Worn	Bastard Sword	Carried
Large leather pouch	Belt	Holy Symbol	Worn	Leather rigging	Sling from belt
Waterskin	Sling from belt	Backpack	Back	Holy water vials	In rigging
		Hard leather boots	Feet		
		50' Rope	Back (Backpack)		
		2 Large leather sacks	Back (Backpack)		
		2 weeks Iron Rations	Back (Backpack)		

Gold & Wealth: 21gp.	Experience Gained: 0
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Special Notes: Born as a slave in the city of Mahredus, he was the son of the leader of that city's underground resistance. He had a first-hand view of the atrocities inflicted by the so-called "Flesh Traders" and suffered terribly under the deplorable conditions with which that group kept their chattel. After that city's destruction and his subsequent freedom, he committed his life to the God of Freedom and Liberty, serving that faith as a knight-errant within the region of his former home. He is all-too aware that the vestiges of the Flesh Traders former empire exist and that the folk that disappear in the night within their former reach continue to find themselves on boats and in shackles to this day.

APPENDIX C: TOURNAMENT SCORING

For this tournament, the highest scores will be awarded for completing the most area encounters before time runs out. Scoring also takes into consideration the number of characters surviving.

		Areas Encountered								
		1	2	3	4	5	6	7	8	9
Number of Characters Surviving	1.	5	65	125	185	245	305	365	425	485
	2.	10	70	130	190	250	310	370	430	490
	3.	15	75	135	195	255	315	375	435	495
	4.	20	80	140	200	260	320	380	440	500
	5.	25	85	145	205	265	325	385	445	505
	6.	30	90	150	210	270	330	390	450	510
	7.	35	95	155	215	275	335	395	455	515
	8.	40	100	160	220	280	340	400	460	520
	9.	45	105	165	225	285	345	405	465	525
	10.	50	110	170	230	290	350	410	470	530
	11.	55	115	175	235	295	355	415	475	535
	12.	60	120	180	240	300	360	420	480	540

Scoring Adjustments

For each pit trap detected / circumvented: +5

For each area encountered where an alarm is not sounded: +10

Area 1 2 for each orc / war dog defeated
Area 2 +10 for each troll defeated
Area 3 +5 for each giant weasel defeated

+5 for each prisoner rescued
+5 for euthanizing insane prisoner
+5 for letting ranger accompany party
-15 for allowing doppelganger to accompany party

Area 4 +25 for defeating Sturm Zothculb

Area 5 +5 for avoiding refuse pit
+5 for each otyugh defeated

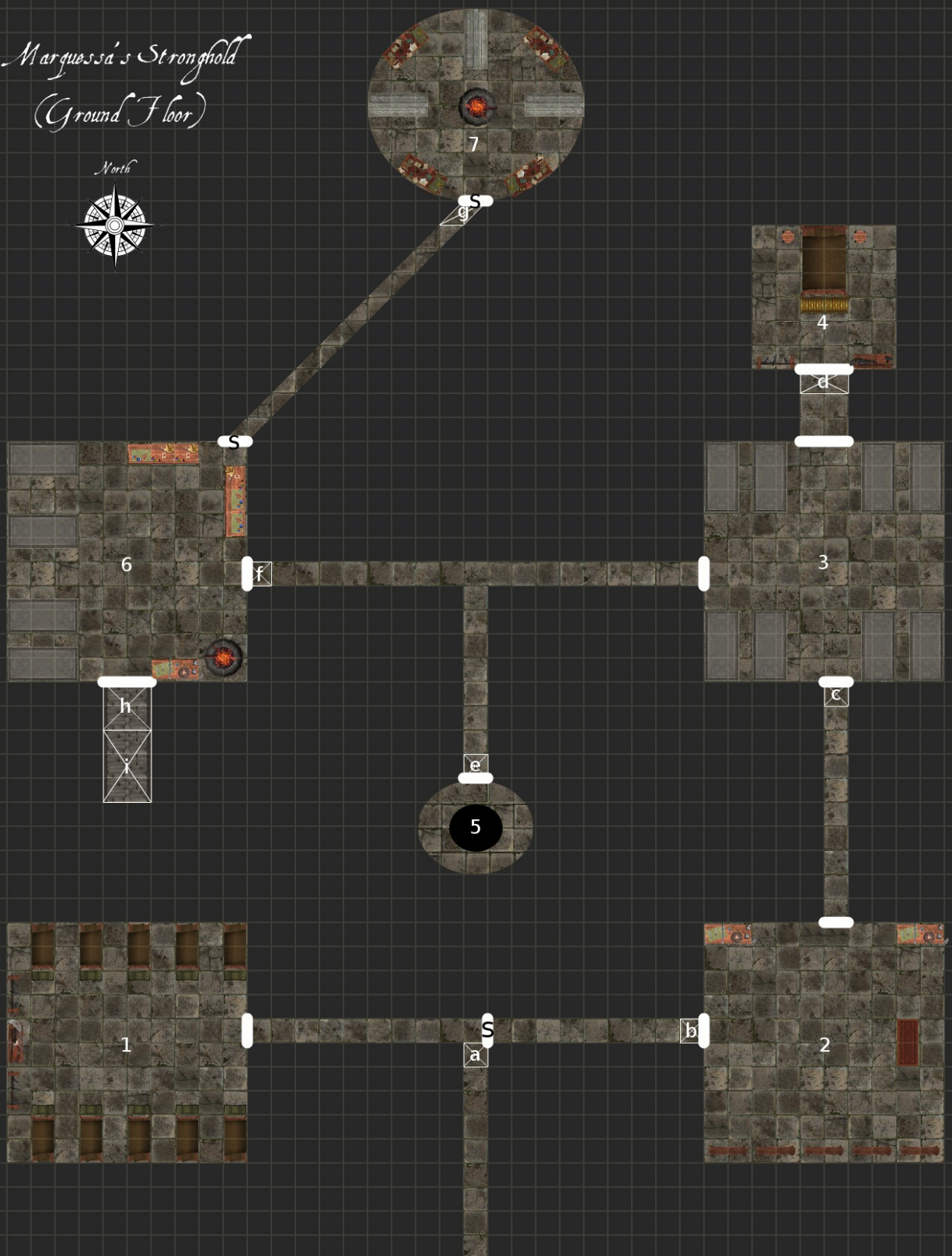
Area 6 +15 for defeating flesh golem
+5 for detecting secret door to Area 7

Area 7 +10 for each owlbear defeated
Area 8 +5 for disbelieving illusion

+30 for defeating Azraak Tolin
+15 for each stone guardian defeated
+100 for defeating Marquessa

Area 9

Marquessa's Stronghold
(Ground Floor)



Marquessa's Stronghold

(Upper Floor)



(To Ground Floor)

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