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CH-I



DUNGEON MODULE CH:I THE KING'S CASTLE
BY CHANTEL JONES

The Final Dream I

The King's Castle

By Chantel Jones

An adventure for 4-6 players of levels 1-3

For many years, King Stonewall and his city guarded the way to the gods. Then one day, all the forces of Darkness attacked the city. When the city fell, King Stonewall disappeared and no one knows what happened.

Introduction to the adventure:

The players are called to Dragon Valley in a dream sent to them from Zeus, in which they learn they are chosen to find the King and restore the city to its glory.

When the players reach the city of Dragon Valley there are 6 Goblins; AC: 6; Move: 6; Hit Dice: 1-7 hit points (hp: 3, 4, 5, 7, 6, 6); Treasure type: K; No. Att: 1; Damage: 1-6; XP: 91; Treasure: 30 s.p.

Because the only people that are in the city are Father Bob, his help, Dr. Treelove, and his wife, Angel, there are no rumors to be had.

The Battle Arena: This area is overrun with grass and is not useable now.

The Fighter's School: The door to this building is jammed. It can be pulled open with a strength of 15 or higher. Inside the building

Dry Goods Store: The door to this building is not locked, and it is empty, but there are some Giant Rats here. No. Appearing: 7; AC: 7; Move: 12"/16"; Hit Dice: 1-4 Hit Points (hp 4, 3, 4, 2, 1, 4, 2, 1, 1); Treasure Type: C; No. Att: 3; Damage: disease; XP: 71; Treasure: 4 gems worth **1,000 g.p. each.**

The Temple: The double doors to the temple are always open. No one of evil alignment can enter the temple, because of the basin of the Angel that is in the fountain. That is in the center of the Temple.

The priest of this temple is Father Bob and his helper Timothy. Father Bob; AC: 3 outside the temple; 0 inside the temple; Hit Dice: 4 (hp 35); No.Att:1; Damage: 1-8; special attack: Spells. Timothy: AC: 10; Move: 12" Hit Dice: 1 (hp 10); No. Att: 1; Damage: 1-8; Special attack: spells.

Note about Father Bob: he can cast any healing spell. He will offer the heroes any healing they need at any point they might need it and he will also let them use the temple as a base of operation.

The Farm: When the players enter the farm, they will be met by Brass, the Cooper Dragon. The Dragon will talk with the players as long as they will let him. Anyone that will not talk with him will be buried until they talk with him, or he eats them.

The Farm is owned by Dr. Treelove and his wife, Angel. Dr. Treelove: AC: 8; Move: 12"; Hit Dice: 3 (hp 18); No. Att: 1; Damage: 1d6; Special Attack: Spells. His wife Angel is a normal human, with no class.

The Tangle Root Trees: These trees produce berries that break up and cast the web spell when they hit the ground. The trees are growing at different Rates. Every year a tree will add 1d10 to the number of berries it produces.

The Armor Shop: The Armor Shop is run by Sam. Sam is a Ghost, so the shop is a mess, there are some items and gold on the

floor. Sam will invite the player to help him restore the shop. He will pay 3 times as much for items to get it restocked.

After the players have cleared the King's Castle, Sam will inform the players that he has a living family member coming to run the shop, and then he will leave.

The Magic School: This building is empty and covered in dust. If the players search the room, they will find a **spell book**. The book is **an Illusionist book** and has the following spells: **Dispel Illusion, Fear, Suggestion.**

The Magic Shop: This building is also empty and covered in dust. There **are three bottles** on the counter. Inside the first one is a clear liquid and animal. The middle one seems empty, but it is a **Potion of**

Invisibility. The last one is pink: it is a **Potion of Healing**.

The Bay: In the Bay is where Eric spends all of his days. When the players enter the bay, Eric will talk to them "The time has come for the rightful heir to take his place. You can join the Dark Master, or you can die."

Eric: AC: 2; Move: 12"; Hit Dice: 3 (hp 28), No. Att: 1; Damage: 1-8; XP: 3,000; Treasure: +1 scale mail, shield +1

Note on Eric: His sole job is to kill any one that is looking to restore the king to his throne. If he is asked who the Dark Master is, his answer is: "He is who he is."

The King's Castle: There is a set of double doors a person can enter from, or there is a secret door on the back wall.

The King's Castle

Level 1 Wandering Monsters List

1. Goblin; No. Appearing: 5; AC: 6; Move: 6"; Hit Dice: 1-7 hit points (hp 5, 5, 6, 5, 1); treasure type: K, C; No.Att: 1; Damage: 1-6 or by weapon type; XP: 72; Treasure: 200 g.p. These goblins are in room 1

2. Goblin; No. Appearing: 7; AC: 6; Move: 6"; Hit Dice: 1-7 hit points (6, 5, 4, 2, 6, 4, 3); Treasure type: K, C; No. Att: 1; Damage: 1-6 or by weapon; XP: 100; Treasure: 200 g.p. These goblins are in room 4.

3. Giant Spiders; No. Appearing: 4; AC: 4; Move: 3"/12"; Hit Dice: 4+4 (hp 40, 37, 31, 38); Treasure Type: C, No. Att: 1; Damage: 2-8; Special Att: Poison, web; XP: 730;

Treasure: 1,000. The spiders are in the Garden.

4. Goblin; No. Appearing: 4; AC: 6; Move: 6"; Hit Dice: 1-7 hit points (hp 4, 5, 1, 4); Treasure type: K, C; No. Att: 1; Damage: 1-6 or by weapon type; XP: 54; Treasure 200 g.p. These goblins are in room 17.

5. Goblin; No. Appearing: 3; AC: 6; Move: 6"; Hit Dice: 1-7 (hp 4, 7, 2); Treasure type: K, C; No. Att: 1; Damage: 1-6 or by weapon type; XP: 43; Treasure: 300 g.p. These goblins are in room 18.

6. Goblin; No. Appearing: 10; AC: 6; Move: 6"; Hit Dice: 1-7 hit points (hp 7, 5, 1, 6, 7, 7, 1, 5, 2, 5); Treasure type: K, C; No. Att: 1; Damage: 1-6 or by weapon type; XP: 144; Treasure 100 g.p. These goblins are in room 22.

7. Goblin; No. Appearing: 10, AC: 6; Move: 6"; Hit Dice: 1-7 hit points (hp 4, 4, 4, 1, 1, 1, 6, 7, 7, 6); Treasure type: K, C; No. Att: 1; Damage: 1-6 or by weapon type; XP: 141; Treasure: 30 s.p. These goblins are in room 33.

8. Goblin; No. Appearing: 6; AC: 6; Move: 6" Hit Dice: 1-7 hit points (hp 2, 4, 4, 2, 1, 3); Treasure type: K, C; No. Att: 1 Damage: 1-6; XP: 78; Treasure: 100 g.p. These goblins are in room 34.

9. Goblin; No. Appearing: 3; AC: 6; Move: 6"; Hit Dice: 1-7 hit points (hp 2, 1, 6); Treasure type: K, C; No. Att: 1; Damage: 1-6 or by weapon type; XP: 39. Treasure: none. These goblins are in room 37.

The Kings Castle Level 1

Monsters and Treasure

Room 1: Encounter 1; there are Goblins in this room. On the south wall is a desk and a chair. In a drawer is a bag with **10 c.p.** in it. On the south side of the room is a bed, and on the East side is an empty chest.

Room 2: In the middle of the room is a carpet. The carpet could be sold for **75 g.p.** In the Northeast corner is a bed and a foot locker. In the footlocker is a suit of **Human-sized leather armor** and a **Long Sword.** On the East wall is a chest, in side is a **Phylactery of Long Years (c),** and a **Robe of Blending.** On the West wall is an empty wardrobe.

Room 3: In the Northeast corner is an empty chest. On the West wall is a desk and a chair, one the East wall is another empty chest. In the Southeast corner is a bed and a foot locker. In the foot locker is a **Long Sword and a light wood shield.**

Room 4: Encounter 2; there are Goblins in this room. This room is a small chapel.

There is a red carpet that goes from the door to the altar. On the altar is a holy symbol of Zeus. There are benches in the center of the room, 20 of them. On the East side of the room are booths for people to confess their wrongdoings.

The Garden: Encounter 3 Giant Spiders; The Garden was once a very lovely place, but it has been many years since anyone cared for it. There are four flower pots, there is nothing in the pots. There are six other pots. There are dead stalks in these pots, but nothing else. In the South end of the Garden is a fountain. Most of the water has dried up, but there is still a little at the bottom. There is also something green in the bottom of the fountain. Green Slime; No. Appearing: 1; AC: 9; Move: 0"; Hit Dice: 2 (hp 21); Special Def: can only be killed by fire. XP: 614.

Room 5: This room is just like room number 4, but there is no holy symbol on the altar.

Room 6: There are two chests on the North side of this long room; they are both locked. Inside chest one are **200 c.p., 300 s.p.** Inside chest two are **300 s.p.** and a **Long Sword.**

Rooms 7-8: These rooms are empty.

Room 9: On the West wall there are two chests, they are both locked. Inside chest one are **200 c.p., 100 g.p. and 5 gems worth (100 g.p.) each.** Chest two is empty.

Room 10: This room is empty.

Room 11: On the South end of this room is a bed. There are 5 g.p. under the bed. On the East side is an empty chest, and on the West side is a desk and a chair.

Room 12: On the West wall is a wardrobe, inside are three robes. They are all black. On the South wall is a bed, and on the East wall is a desk and chair.

Room 13: On the West wall is a bookcase. The books are of no value. On the South wall are three chests. They are all locked. Inside chest one are **4 daggers.** Inside chest two are **300 g.p. and 200 p.p.** Inside chest three are **1,000 g.p.**

Room 14-15: These rooms are empty.

Room 16: There are three chests in this room. In the West chest are **500 g.p.** In the South chest are **300 g.p. and two daggers.** In the East chest are **100 c.p., 100 s.p., and 500 g.p.**

Room 17: Encounter 4 Goblins; In the center of this room are two round tables. On the West wall are two weapon racks; they

are both empty. On the South wall are five beds.

Room 18: Encounter 5 Goblins; This room is just like room 17.

Room 19: This room is empty.

Room 20: On the North wall is a desk and a chair. In the Southwest corner is a bookcase; there is nothing of value. On the South end of the room is a bed. On the East wall is an empty chest.

Room 21: On the South end of this room are two chests; they are both locked. One Chest is empty, in the other chest are **300 c.p.**

Room 22: Encounter 6 Goblins;

Room 23-24: These rooms are empty.

Room 25: In this room there are three bookcases. In the one on the North wall is a **Wizard's Spell Book**, with the following spells: **Detect Invisibility, Shatter, Locate Object.** In the bookcase on the East wall is a **Cleric's Prayer Book** with the following spell in it: **Commune.** The bookcase on the South wall is empty.

Room 26: On the North wall is a desk and chair, in the desk is a bottle of ink and **5 c.p.** On the East wall is an empty wardrobe. Behind the wardrobe is a secret door. On the South wall of the room is a bed.

Room 27: This room is empty

Room 28: In this room are two empty bookcases.

Room 29: This room is empty.

Rooms 30-31: These rooms are empty.

Room 32: When anyone enters this room, the Skeletons from the secret room will start

shooting their bows through the wall.
Encounter 7 Skeletons: No. Appearing: 6; AC: 7; Move: 12"; Hit Dice: 1 (hp 3, 4, 8, 5, 6, 6); No. Att: 1; Damage: 1-6; Special Def: Half damage from sharp weapons. XP: 116

In the Northwest corner of the room is a desk and chair. On the West wall are two beds, and on the South wall is an empty wardrobe.

Room 33: Encounter 8 Goblins; on the North wall are three chests. Inside chest one are **3,000 g.p.** Inside chest two are **5 long swords** and **3 daggers**. Inside chest three are **1,000 g.p.**

Room 34: Encounter 9 Here there be Goblins.

Rooms 35-36: These rooms are empty.

Room 37: Encounter 10 Goblins. In this room is a secret door.

Rooms 38-39: These rooms are empty.

Room 40: The stairs to the next level up are in this room.

Rooms 41-48: These rooms are empty

Room 49: The door to this room is very strange. Players can see frost on the door, but when anyone tries to open the door it is warm. The door will not open all the way, because of the frost on the ground.

When the door is opened, in the Northeast corner is a very large fire. Encounter 11 A. Fire Elemental; No. Appearing: 1; AC: 2; Move: 12"; Hit Dice: 12 (hp 41); No. Att: 1; Damage: 3-24; Special Att: Set things on Fire; Special Def: +2 Magical weapons or better to hit; XP: 3,465.

On the West side of the room is covered by frost, in the middle of the frost is a tent. Encounter 11 B. Mr. Ice: No. Appearing: 1; AC: 5; Move: 12"; Hit Dice: 4 (hp: 10); No. Att: 1; Damage: 1-8+1d6 frost bite (Long Sword) Special Att: Ice Blast; XP 165.

Mr. Ice will only fight if he is attacked. Mr. Ice came to Dragon Valley after he was exiled from his tribe, when he stood up to his chief who wanted to join forces with a clan of Fire Giants.

The Kings Castle Level 2

Wandering Monsters

Fire Bats: No. Appearing: 6; AC: 8; Move: 6"/20"; Hit Dice: 2(hp 10, 11, 2, 13, 6, 9); Treasure type: I; No. Att: 1; Damage: 2-8; Special Def: Immune to fire; XP: 261; Treasure: 13 gems worth **500 g.p.** each. The Fire Bats are in room 3.

Stacy: No. Appearing: 1; AC: 6 (**Studded Leather +1**); Move: 12"; Hit Dice: 2d6+2

(Hp 21); No. Att: 1; Damage: short sword 1-6 +Back stab X2 or 1-4+2 + Back stab X2 (**Dagger +1**); Xp 3,000. Stacy is in room 6.

Ghoul: No. Appearing: 9; AC: 6; Move: 9"; Hit Dice: 2 (hp 5, 12, 5, 10, 9, 13, 6, 7, 7); Treasure type: B,T; No. Att: 3; Damage: 1-3/1-3/1-6; Special Attacks: Paralyze; Special Def: Immune to sleep and charm; XP: 1,797;

Treasure 3,000 s.p, 3,000 p.p, two magic user scrolls of level 2. The Ghouls are in room 20

Ghast: No. Appearing: 5; AC: 4; Move: 15; Hit Dice: 4 (hp 16, 24, 11, 24, 20); Treasure Type: B, Q, R, S, T; No. Att: 3; Damage: 1-4/1-4/1-8; Special Att: Magic Jar, Paralyze; Special Def: Immune to sleep and charm; XP: 2,000; Treasure: two gems worth **1,000**

g.p each, 6,000 g.p, two gems worth 500 g.p each. The Ghasts are in room 31.

Ghost: No .Appearing: 1; AC: 6 (5); Move: 9"; Hit Dice: 10 (hp 50); Treasure type: B, S; No. Att: 1; Damage: 10-40 years; Special Att: Panic, Magic jar; Special Def: Ethereal vs. Weapons and spells; XP: 4,750; Treasure: **4,000 e.p. and 4,000 g.p.** The Ghost is in room 46.

The Kings Castle Level 2

Monsters and Treasure

Room 1: The stairs to the lower level are in this room.

Room 2: In this room are 16 kegs of Dwarven Ale.

Room 3: Encounter 1 Fire Bats. The only thing in this room are pile of bat droppings. If the players search any of them that will find the treasure of the bats.

Room 4: On the East wall is a bed and two night stands, both empty. On the South wall is a desk and chair. Behind the desk is a secret door.

Room 5: This room is full of empty crates.

Room 6: Encounter 2 Stacy. On the West wall is a wardrobe with three dresses inside. A Black one a **Cloak of Poisonousness**, a Green one a **Cloak of Evenkind**, and a Purple one, a **Cloak of Protection +2**.

On the South wall is a bed; the silk sheets can be sold for **500 g.p.** On the East wall is a desk and chair.

Room 7: This room is empty.

Room 8: On the North wall are three chests, all locked. Inside chest one are **4,000 c.p, 2,000 e.p., and 2 gems worth 500 g.p. each.** Inside chest 2 are 20 gems worth **50 g.p.** Inside chest three are **2,000 g.p.**, and 32 gems worth **50 g.p. each.**

Room 9: On the North wall is an empty wardrobe. On the West wall are two empty chests. There is also an empty bookcase. Behind the bookcase is a secret door. In the center of the room is a summoning circle.

Rooms 10-12: These rooms are empty.

Room 13: In the Northwest corner is a desk and chair. On the East wall is an empty bookcase.

Room 14: This room is full of empty crates.

Room 15: On the South wall are three beds, the two beds on the ends have footlockers. One of the lockers is empty, but the other has **200 g.p.**

Room 16: This room is empty.

Room 17: There are 11 beds in this room, each one has a footlocker at the end of it.

Inside chest one is **1 g.p.** Inside chest two are **8 g.p.** The third chest is empty. Inside chest four are **7 g.p.** Chest five is empty. Inside chest six are **6 g.p.** and **2 daggers**. The seventh chest is empty, inside chest eight is **1 g.p.** The rest of the chests are empty.

Room 18: On the North wall is an empty bookcase. On either side of the book case is an empty nightstand.

Room 19: This room is empty.

Room 20: Encounter 3 Ghouls. In this room are three bookcases. In one bookcase is a **Magic User's Spell Book**, with the following spells: **Magic Missile, Knock, and Fireball**. In the bookcase on the South side of the room is a **Magic User's Spell Book** with the following spells: **Anti-magic Shell, Stone to Flesh, Repulsion, Death Spell**.

Room 21: This room is empty.

Room 22: In the center of this room is a purple and gold carpet worth **2,000 g.p.** On the East wall is an empty bookcase, there is also a desk and a chair. In the desk there is a necklace worth **500 g.p.**

On the North wall are two chests, both locked. In chest one are **1,000 g.p** and **three daggers**. Inside chest 2 are **3,000 p.p.** and **2,000 s.p.** On the West wall are two beds.

Rooms 23-24: These rooms are empty.

Room 25: On the South wall are two chests, they are both empty.

Room 26-27: These rooms are empty.

Room 28: In this room there are 13 chests, all locked. The first chest is empty. Inside chest 2 are **4 Long Swords, 3 daggers, 1 suit of studded leather sized for a dwarf**.

Inside chest 3 are **500 g.p.** The fourth chest is empty. Inside chest 5 is **2,000 c.p., a suit of man-sized chain mail +1**. Chest 6 is empty. Inside chest 7 are **2 Long Swords**. Inside chest 8 are **1,000 s.p., a Potion of Animal Control, a Philter of Love, a Potion of Clairvoyance**. Chest 9 is empty. Inside chest 10 are **4,000 c.p. and 7,000 g.p.** Inside chest 11 are **2,000 s.p, 4,000 c.p, 5,000 g.p, a Potion of climbing, a Potion of water breathing, oil of etherealness**. Inside chest 12 is **a crossbow and 20 bolts**. Inside chest 13 are **4,000 c.p.**

Rooms 29-30: These rooms are empty.

Room 31: Encounter 3; The Ghouls will attack as soon as the door is opened. There are three chests in this room. One of them is the treasure from the Ghouls, the other two are empty.

Room 32: This room is empty.

Room 33: On the West wall are three beds.

Rooms 34-36: These rooms are empty.

Room 37: On the East wall is a chest. In the chest is a Mace and a Dagger.

Room 38: On the East wall are two bookcases, the south bookcase is empty. The other bookcase has one **Magic User's Spell Book**. Protection vs. Magic.

Room 39: On the East wall is a desk and chair. In the desk is **50 g.p.** On the North wall is an empty bookcase. On the West wall are two beds. On the far North wall is an empty chest.

Room 40: This room is empty.

Room 41: On the West wall of this room are four chests, all four locked. In the first chest are **2,000 g.p, 7 gems worth 1,000 g.p.** Inside chest 2 are **400 s.p., 1,000 e.p.** The

third chest is empty. Inside chest 4 are **1,000 g.p.**

Room 42: On the North wall are two desks with chairs. In one of the desks is **15 g.p.** On the South wall are two beds, and on the West wall is an empty wardrobe.

Room 43: On the South wall is a large bed, on either side of the bed are night stands. On the West is an empty Bookcases.

Room 44: This room looks just like room 43, but it is an Illusion.

Room 45: This is the **Throne Room** of the castle. There are two Thrones in the center of the room. Behind each Throne is a chest, both locked. One is empty. The other one is the treasure of the Ghost. Encounter 4 Ghost.

Room 46: In this room are seven chests, one locked. Inside chest 1 are **1,000 c.p.** Chest 2 is empty. Inside chest 3 are **4 maces.** Inside chest 4 are **2,000 g.p.** Chest 5 is empty. Inside chest 6 are **6,000 g.p.** Inside chest 7 are **700 c.p., 500 s.p., and 1,000 g.p.**

Room 47: There are three empty bookcases in this room.

Room 48: There are nine chests in this room. Chest 1 is empty. Inside chest 2 are **1,000 c.p., 1,000 s.p., and 10,000 g.p.** There are also 15 gems worth **17 g.p.**, A **Potion of Poison, a Potion of Healing, a Potion of Undead Control.** Inside Chest 3 are **1,000 g.p.** Chest 4-6 are empty. Inside

chest 7 are **1,000 c.p., 2,000 s.p., 1,000 g.p., and 1,000 p.p.** Inside chest 8 are **1,000 g.p.** Inside chest 9 are **two Long Swords.**

Rooms 49-53: These rooms are empty.

Room 54: On the North wall is an empty bookcase, On the East wall is a desk and a chair.

Room 55: On the East and West wall are an empty bookcase. On the North wall is a desk and a chair. In the desk are **15 g.p.**

Room 56: This room is empty.

Room 57: On the West are two chests. In the first chest are **4 short Swords.** In the second chest is **a suit of Dwarven-sized Leather armor.**

Room 58-60: These rooms are empty.

Room 61: On the South wall are two chests, both locked. Inside chest 1 are **two Long Swords, two short swords and two daggers.** Chest 2 is empty.

Room 62-63: These rooms are empty.

Room 64: On the North wall are two empty bookcases. On the East wall are two large chests, in the first one are **3 Long Swords.** In the second chest are four gems worth **500 g.p. each.**

Room 65-67: These rooms are empty.

Room 68: There are five tables in this room, each with one chair.

Rooms 69-72: These rooms are empty.

Conclusion

With the castle cleaned out, if the players have not yet fought Eric, there is still that. There is also the Mine. The players won't know that it leads to the Undercity unless they go

down it. After the players have defeated the two encounters in the mine, they will receive 2,000 xp for completing The King's Castle Adventure.

The Mine

Encounter 1: Carrion Crawler; No. Appearing: 1; AC: 3/7; Move: 12"; Hit Dice: 3+1 (hp 15); Treasure Type B; No.Att:8; Damage: Paralysis; Special Att: Paralysis; XP: 640; The only treasure is some mining equipment.

Encounter 2: Skeletons; No. Appearing:12; AC:7, Move: 12"; Hit Dice: 1 (hp 4, 6, 5, 1, 8, 2, 3, 6,1, 5, 7, 2); Treasure nil, No. Att: 1; Damage:1-6; Special Def: only half damage from sharp weapons; XP: 200

Appendix A

Father Bob: is a 6 feet 5 inches, the robes he wears are white and blue. He fights with a mace, if ever needed.

Timothy:

Dr TreeLove: is a Human who stand 6 foot even. He has a white beard, and wears a green robe and cloak. He doesn't leave the Farm much. He will give a thief and a ranger two Tangle Root Tree roots. He will give a druid two to use, and two more to plant in their grove. The spells he uses are Level 1: Animal Friendship, Detect Magic, Shillelagh; Level 2: Barkskin and Warp wood. Level 3: Tree.

Stacy: Stacy wears a black leather corset (Studded Leather +1), and black leather pants. She is 6 ft. 2 inches with blue eyes and Red hair. She came to the castle with the army, and when they all left she stayed at the castle. She believes it is hers. If questioned, she knows Eric and that she worked for the Dark Master. That is all she knows. Her job, however, is to kill anyone looking for the King of Dragon Valley. She will join a group so she can do that from the inside, or she will just follow them, if need be.

Appendix B: Pre-gens

Dirk: Half-orc; Fighter, Alignment: CG; Hit Dice: 1d10+4 (hp 14); AC: 4; No. Att:1 Short Bow +3 to hit or Long Sword +1 to hit; Damage: Short Bow 1-6 or Long Sword 1-8+3; Abilities: Str 18/36, Int 18, Wis 18, Dex 18, Con 18, Cha 15; Saves: Rod 16, Breath Weapon 17, Poison Paralysis Death 18, Polymorph Petrify 20, Spell 19; Gear: Studded Leather, Large Shield, Short Bow with 20 arrows, Long Sword, Boots High Hard, Cloak, Backpack Leather, 10 flasks of oil, 50ft rope, 10 iron spikes, rations 1 week, 23 g.p.; Bonus Languages Hobgoblin, Sylph.

Dirk is 6 feet 3 inches tall with light gray skin. He weighs 219 pounds. He has black eyes and black hair. Aside from being called on this quest, he is looking for his cousin Duff who he thinks was also called on this quest.

Thomas O'Maley: Human; Paladin, Alignment: LG; Hit Dice: 1d10+1 (hp 11); AC: 3; No. Att: 1 Short Bow +3 to hit, Lance +2 to hit, Long Sword +2 to hit; Damage: Short Bow 1-6, Lance 1-6+5, Long Sword 1-8+5; Abilities: Str 18/92, Int 18, Wis 18, Dex 17, Con 15, Cha 15; Saves: Rod/Staff/Wands 14, Breath Weapon 15, Poison Paralysis Death 16, Petrification 17, Spells 17; Gear: Ring Mail, Shield large, Shot Bow, Lance, Long Sword, Riding Horse, Backpack Leather, Wooden Holy Symbol; Special Features: Detect Evil 60', +2 to the dice for every saving throw, Laying on Hands 2hp/level, Cure Disease 1/week; Bonus Languages: Ettin, Satyr, Gold Dragon.

Thomas O'Maley is 5 feet 5 inches tall with blonde hair and green eyes. He is a follower of Sir Lancelot. His riding horse is named Devon.

Gwin: Human; Cleric, Alignment: CG; Hit Dice: 1d8+2 (hp 10); AC: 0; No. Att: 1, Footman's Mace +1 to hit; Damage: Footman's Mace 2-7+2; Abilities: Str 18, Int 18, Wis 18, Dex 18, Con 18, Cha 18; Saves: Rod/Staff/Wand 10, Breath Weapon 13, Poison Paralysis Death 14, Polymorph Petrify 16, Spell 15; Gear: Chain mail, Large Shield, Footman's Mace, Belt, Boots High Hard, Cloak, Backpack Leather, Wooden chest small, Lantern Bullseye, Belt pouch large, Rope 50', Waterskin, Tinder box with flint and steal, 10 flasks of oil, Rations 1/week, Holy Symbol Mirror small silver; Special Features: Turn Undead.

Gwin is a cleric of Zeus, this mission she holds dear to her. Her robes are light blue and white. She is 6 feet even with black hair and blue eyes.

Uma Harnag: Elf; Magic-User; Alignment: CG; Hit Dice: 1d4+2 (hp 6); AC: 6; No. Att: 1 Dart +3 to hit or Staff +1 to hit; Damage: Dart 1-3+2 or Staff 2-7+2; Abilities: Str 18, Int 18, Wis 18, Dex 18, Con 18, Cha 18; Saves: Rod/Staff/Wand 14, Breath Weapon 13, Poison Paralysis Death 11, Polymorph Petrify 15, Spell 12; Gear: 20 Darts, Staff, Belt, Boot High Hard, Cloak, Robe, Guard Dog; Special Features: 90% chance Charm and Sleep won't work; Bonus Languages: Hobgoblin, Darvish, Dryad

Know 1st level spells: Affect Normal Fires, Burning Hands, Charm Person, Dancing Lights, Detect Magic, Enlarge, Erase, Feather Fall, Find Familiar, Hold Person, Identify, Jump, Magic Missile, Mending, Protection from Evil, Push, Read Magic, Shield, Shocking Grasp, Sleep, Spider Climb, Tenser's Floating Disc, Unseen Servant, Ventriloquism, Write

Uma is 6 feet even. She has light skin and dark brown hair. Her cloak and robe are dark green. Her Guard dog is named Muffin.

Dea Tindall: Human; Assassin; Alignment: LE; Hit Dice: 1d6+2 (hp 6); AC: 6; No. Att: 1 Dagger +1 to hit or Long Sword +1 to hit; Damage: Dagger 1-4+2 or Long Sword 1-8+2; Abilities: Str 18, Int 18, Wis 18, Dex 18, Con 18, Cha 18; Saves: Rod/Staff/Wand 13, Breath Weapon 12, Paralysis Poison Death 14, Polymorph Petrification 16, Spell 15; Gear: Studded Leather, 2 Daggers, Long Sword, Belt, Boots High Hard, Backpack Leather, Box Iron Large.

Dea is 5 feet 3 inches tall. Her clothes are dark red and match her hair. She is not sure of the vision, but she is sure she can get rich.

John Bear: Human; Monk; Alignment: LG; Hit Dice: D4 (hp 8); AC: 10, No. Att: 1 Unarmed +1 to hit; Damage: 1-3+2; Abilities: Str 18, Int 18, Wis 18, Dex 18, Con 18, Cha 18; Saves: Rod/Staff/Wand 13, Breath Weapon 12, Paralysis Poison Death 14, Polymorph Petrification 16, Spell 15; Gear: none; Bonus Languages: Elvish, Darvish, Minotaur

John is looking for the Meaning of Life that might come with finding King Stonewall. Then again, it might not. He doesn't need much; he wears a brown robe. He is 5 feet 9 inches.

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