

The Night Wolf Inn

Anthony Huso

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THE NIGHT WOLF INN

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A SANDBOX / CAMPAIGN SETTING FOR ALL CHARACTER LEVELS



Author, Design and Map Design: Anthony Huso

Front Cover Artist: Kira Markvirer

Interior Artists: Kira Markvirer, Tom Fayen, Ricardo Rodrigues, Anthony Huso, Catharina Klein

Editing: Anthony Huso

Layout: Anthony Huso

Map Artist: Tom Fayen

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www.anthonnyhuso.com

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FOREWORD

I am perhaps the strongest advocate for 1st Edition Advanced Dungeons & Dragons that I know. (But then I don't get out much)

This is the rule set that carried me through the tumultuous years of my youth when so many things I could not control had gone wrong. With these rules, I found a semblance of control and a sanctuary among dear friends. Here was a game I could relate to. It was a game of simulated struggle, with brutal consequences, where heroes died just as they did in the real world. But here also was a game where you faced those terrible trials together with friends and realized how important that was—to have good friends when you had little else. Then again, here was a game where the dead could be raised and those of righteous intent gained special power. How could I not long for such a thing? And so began my deep desire to master the rules of this admittedly complicated game.

I started by reading (more like poring over) the rules.

A small section of text on p. 57 of the 1979 Dungeon Master's Guide sounded like something I was late to learn of: "Travel in the Known Planes of Existence." What are Planes of Existence? I wondered. And how does one travel to them? Gygas answered these questions and then came his words of encouragement: "For those of you who haven't thought about it, the so-called planes are your ticket to creativity, and I mean that with a capital C!" And then, after reading his sentence which began, "Astral and ethereal travel are not difficult..." I was quickly on my way.

So the Night Wolf Inn was born. As I refereed games each weekend the legend of the Inn grew with my creations. The Inn was for my players. And they delved many parts of it throughout high school. Later I took it to the University of Minnesota and tried it out on a new group of friends. Reactions were surprisingly unified and complimentary. Thus, when I returned to gaming in 2014 and my players decided to head in the opposite direction of what I had planned for the evening's adventure, rather than turn them around, I dug out the old blue spiral notebook labeled "Night Wolf Inn" and for a moment wondered if material I had penned in my teens would end my good name. When the jaded group of middle-aged gamers told me afterward how much they enjoyed the Inn I decided that perhaps after all these years it was time to share it.

What you hold in your hands is a distillation of decades worth of scribbled notes and partial maps. This supplement stays true to the rules of AD&D but you will also find references to old friends like Dragon Magazine. While I borrow sparingly from Unearthed Arcana, I have relied mostly on the core rules prior to 1985. As such there are no non-weapon proficiencies or thief-acrobats. Barbarians in my day were simply fighters with low CHR.

Nevertheless, you will notice new metals, races, monsters and more. Additionally, the true horror of 1st edition monsters is unleashed here with unflinching candor and those beasts infamous for permanently draining hp, levels and ability scores can be found within. It is this author's opinion that 1st edition is best run with an easy-come easy-go mindset. Harsh consequences are balanced by opportunities for scores to be raised, and levels to be restored or gained. If you lack the heart to take away, then the possibilities for gaining such lofty rewards should also be excised with regards to your group. Whole parties may be obliterated or showered in wealth. This setting is not for the timid or the fragile-hearted.

Additionally, I have included my personal rulings for many monsters that are often discussed on forums due to those early—and vague—descriptions in the Monster Manual et.al. Please consider these a charitable attempt to provide DMs who are new to 1st edition with what I feel is the spirit of the rule. You are not obliged to use my recommendations, especially if these beasts are old hat to you.

You will notice that the setting itself is notably more Victorian than most medieval fare, but this may be a strength in underscoring the Inn's otherworldly origins. You will see the creations of a teenage DM from the 80's here, who hung on every word that proceeded from the mouth of Gary Gygas. And you will see those creations not as they were then, but tempered and polished by my 40-something-year-old self who has finally come full circle, returning to the gaming table after many years of raising children, writing novels and doing other things. It is my sincerest hope that I have written something that Gary himself might look down on from whatever cloud he's on and smile.

If you are a person like me who reads the Dungeon Master's Guide even though you have read it many times, if you are a person who longs for settings that can surprise and captivate, then it is my hope that you are holding the correct pile of words in your hands.

A stylized, handwritten signature in black ink, consisting of several loops and a long horizontal stroke extending to the right.

Anthony Huso

8 May 2016

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The Night Wolf Inn

INTRODUCTION

"So—you start in a tavern..."

The Night Wolf Inn is meant to turn this on its head. A status-symbol-establishment that caters to the sordid fantasies of the rich, it is also a guild where adventurers share legends. Here, the wealthy rub shoulders with the dangerous. But underneath that crust of banality, the Inn has a deeply haunted history and an unplumbed number of worlds, dimensions, and lucre strewn from its spires to its cellars.

It is a place of powerful and strange dweomers, filled with secret doors, lost gods, demons and artifacts.

It might become both the safest place in your campaign world and the most dangerous...

WHAT IS THIS?

This is not a module. This is a setting. Instead of a dungeon with a series of levels and challenges, the Night Wolf Inn offers a sandbox of vignettes. Many of these vignettes will kill 1st to 15th level characters with equal ease.

The Inn is a hub and a place to explore not all at once, but incrementally in the "down time" between other adventures.

The Night Wolf Inn will provide characters with powerful friends, news about adventures, good gear, a safe place to relax, a dangerous place to explore and an extra-dimensional mystery to solve.

The setting is a semi-Victorian medieval crossbreed.

Imagine that you have a great aunt with a magical old house surrounded by flowering bushes. She serves you cookies and spiked lemonade on the porch and you totally love being there because interesting people are always stopping by...but there's also something strange about the place. Something that, even on sunny days, makes you avoid looking at the attic windows.

The inn is going to do terrible things. It will give the magic user a pistol, maybe even a disintegration pistol; toss the thief into the abyss; make the fighter vanish for a year, and present some of the most terrifying monster encounters you can imagine coupled with big-ticket loot items—even a few artifacts. It is an easy-come-easy-go wheel-of-fortune housed in a *mostly* serious setting that should scare the crap out of even high level characters and later make them laugh.

HOW MUCH PREP?

Here's the thing...

This is not a module! It's a setting filled with worlds. You can't skim this in 2 hours and then plop down to referee. If you are looking for that sort of thing, buying this will make you sad.

The Night Wolf Inn demands that you read it several times. You must understand the motivations of at least the core NPCs so that you can run the establishment properly and spontaneously: cater to the player characters, cajole them into joining the guild, ad-lib understated warnings about the cellar and so on. You must be able to keep the Inn's back story in mind while offering rumors, hints, relationships, and enticements that bait players toward certain regions of the Inn while giving reasonable warning against places that will surely kill them.

Despite boxed text to describe rooms, suggestions for handling unusual encounters and page references to help novice DMs navigate the rule books, this supplement will not hold your hand.

You may need to come prepared with an idea of how to handle your players stumbling onto the first layer of the abyss—or a different world. You may need to punt at any moment. Ultimately you will have to make the Night Wolf Inn your own, by ad-libbing a great amount.

Each part of the Night Wolf Inn is fully described, but you are not told what to do with those parts.

You may decide after reading this book that the Inn Master is going to throw a summer party on the lawn. Clearly Jeeves will coordinate this and the Inn Master might not be present at all. There will be contests: archery, wrestling, singing, and prizes devised by you. Perhaps an enemy of the guild will come to this party. Perhaps the party is meant to lure that enemy out.

Such a party is not detailed in this book. You will have to create the invitations for your players; depict the busy days of preparation beforehand; introduce dozens of new NPCs as they flock to the Inn for the event. Perhaps there will also be help-wanted fliers in the tavern: "Raiders on the South Road! Heroes needed!" So you will have your work cut out for you.

Additionally, here is a list of books and resources you should have on hand if you'd like to go whole hog:



- *Dungeon Master's Guide*
- *Player's Handbook*
- *Monster Manual*
- *Monster Manual 2*
- *Fiend Folio*
- *Unearthed Arcana*
- *Deities & Demigods (Cthulhu Edition is preferable)*
- *Manual of the Planes*
- *Dungeoneer's Survival Guide (only for gemstone mines)*
- *Dragon #37 May-80: That's not in the Monster Manual! by Arthur W. Collins*
- *Dragon #50 Jun-81 50: Self Defense for Dragons by Gregory Rihn*
- *Dragon #63 Jul-82: A Shifty Character for Your Campaign by Tom Armstrong & Roger E Moore*
- *Dragon #73 May-83: The Duelist by Arthur W. Collins*
- *Dragon #74 Jun-83: Landragons by Ronald Hall*
- *Dragon #89 Sep-84: Creature Catalog by various contributors*
- *Dragon #90 Oct-84: The Enchanting Incantrix by Ed Greenwood & Bats that do More than Bite also by Ed Greenwood*
- *Dragon #91 Nov-84: The Goristro Revealed by E. Gary Gygax*
- *Dragon #94 Feb-85: Creature Catalog II by various contributors*
- *Dragon #98 Jun-85: Dragon Damage Revised by Leonard Carpenter*
- *Dragon #101 Sep-85: Creature Catalog III by various contributors*
- *Dragon #114 Oct-86: The Witch by Bill Muhlhause*
- *Dragon #118 Feb-87: A Hero's Reward by Leonard Carpenter*
- *Dragon #119 Mar-87: The Dragon's Bestiary by various contributors*
- *Dragon #134 Jun-88: The Dragon's Bestiary by various contributors*
- *Dragon #140 Dec-88: The Dragon's Bestiary by Ed Greenwood*

OK, SO HOW DO I USE IT?

When you feel like you know the characters and the Inn personally and when you understand both the back story of the Inn and all the regions of the Inn intimately, tell your players that a huge luxurious estate has popped up on the outskirts of town.

Other options:

- The Inn advertises its grand opening.
- NPCs the party knows have recently joined a guild. They invite the player characters to come check it out.
- In traveling to a new city where they plan to establish themselves, the characters happen upon a large Inn just outside of town.

Ideally, you will position the Inn at a location the characters will return to frequently. You will entice them to join and then use the Inn as a springboard for any adventures you wish.

In between adventures, the PCs will slowly get to know the Inn and its staff and perhaps begin investigating its mysteries.

BEYOND CONTESTATION

The Inn can be placed almost anywhere but works well on the outskirts of a major city where traffic is common and the Inn can entice new recruits.

As a political entity, the Night Wolf Inn is sovereign. It is owned by a seldom-seen personage who does not speak to guests or guild members and who is referred to by the staff as the Inn Master (or) Master for short.

The Master is rumored to be an archmage of such potency that kings and sultans have made concessions to him.

One can think of the Night Wolf Inn as an embassy. The accompanying

influx of rich explorers and travelers brings an enormous boost to the local economy. It also brings added security because powerful people frequent the Inn and support local laws. The downside is that the ambassador living in this embassy can turn your country to ash.

Political powers therefore generally leave the Night Wolf Inn alone. But it isn't all fear and resentment. The Inn Master (who is detailed later) represents not only a cunning businessman, but a powerful ally. Furthermore, he operates his establishment within the laws or hides it well if he does not. He ensures that his guild members do likewise.

Still, it is important to underscore that the Inn represents a nearly unassailable magical and extra-dimensional fortress that has caused entire armies to pause and mill outside its walls before eventually packing up their siege engines and going home.

What is the purpose of establishing the Inn Master and his Inn as so insuperable that the world goes around them like picnickers avoiding a hornet's nest?

The answer is simple. It allows you as the DM to maintain the Inn as an indefinite source of intrigue, adventure, and (most importantly) tension.

HOUSE RULES: PECULIARITIES

The Night Wolf Inn exists simultaneously in up to 7 different locations. Think of this as if the Inn was a house standing on 7 legs.

Each of the feet attached to these legs stands on a different world or country. When the player characters approach the Night Wolf Inn they are seeing only one such foot. But through this foot, the characters can enter the body of the Inn. The date on the Inn's cornerstone comes from the Inn's home world on the Prime Material Plane. More on that later.

The body of the Inn does not exist in any one place. Like the alteration magic of a Rope Trick, it is nowhere. For purposes of planar travel, it is a pocket plane, a dimension unto itself that is connected to other planes by private gates. It is therefore inaccessible from the ethereal and astral planes except by extant means. Armor of Ethereality allows limited access to the border Ethereal but not the Deep Ethereal.

When the Inn Master decides to move one of the feet to a new location, he typically masks the event with disaster. Fire is a favored choice. Such a conflagration typically cascades into a magical or supernatural series of explosions that send the stonework of the building skyward. When the dust and ash settle, rumor and speculation are left to fill the emptiness.

So, how is it possible that the same Inn can take in travelers from 7 vastly different regions?

While the story of the Inn can be read later, the basic principle of the Inn is that it seamlessly binds "things" and dimensions in an active and participatory way.

The Inn will reconcile currencies as a matter of course. All currencies inside the Inn appear local to the viewer and are "exchanged" magically at the time they trade hands. Note that rather than an exploitable feature, this fact is virtually unknown to any other than the staff.

Languages are not reconciled, but the staff of the Inn is able to communicate with patrons regardless of tongue. This does not mean the server at the table can translate an ancient map. The dweomer does not grant linguistic knowledge of any kind. It simply allows the staff to clearly communicate with patrons. This too is an invisible and virtually unknown feature of the establishment.

When a traveler leaves the limits of the property, they return to their own world seamlessly.

Occasionally, travelers do enter the Inn from one location and exit it at another, thereby traveling thousands of miles (from a cold northern town to a tropical sultanate for example) in a twinkling. But this trick is hardly common knowledge and would need to be learned by deeply curious characters bent on unearthing the Inn's secrets. See area 109.

As DM you can infer much from these examples. They will help you convey the environment of the Inn as pleasantly accommodating yet clearly strange.

The Seven Rules are provided to help you arbitrate when players test the limits of the Inn.

Example

An adventuring company steps in from the cold and stamps snow from their boots. They warm themselves by the fire and look out the windows to see that snow is still falling on their home town. They also notice a strange cultural show happening on the stage; the performer is singing in a language they cannot understand. Nearby, a man wearing a light summer tunic, reclines near an open window. He seems oblivious to the flakes that waft in and land on his head. Strange! Thinks the group of northerners. At least it is warm here by the fire...

The man in summer dress is a paladin. When he looks out the window, he sees the distant copper domes of his great city. Though the fireplace is lit, his open window brings him comfort. He notices a band of strange folk dressed in furs. They sit near the fire and warm their hands while talking in a language he does not understand.

On the stage is a freakish minstrel with an outlandish instrument but a soothing voice. This Inn certainly draws an odd crowd, thinks the paladin, but they have the best brandy he's ever tasted.

Toward the end of the evening, the group in furs leave the tavern. The paladin watches them through the window, walking tall despite the rain that has blown in. When they reach the edge of the property, however, they disappear. He blinks but there is no denying they have vanished.

Meanwhile, on the snow-swept road a world away, the company of northern adventurers glance back longingly at the Night Wolf Inn, wishing they were still inside, sipping toddies. Despite the falling snow they can make out the face of the paladin peering out one of the tavern windows as if searching for something...

The minstrel finishes her performance. She has made good money. Every coin that landed in her hat was familiar, stamped with the head of a King from her world. A dark skinned man in strange dress comes up to her. He does not speak her language but he tips her well.

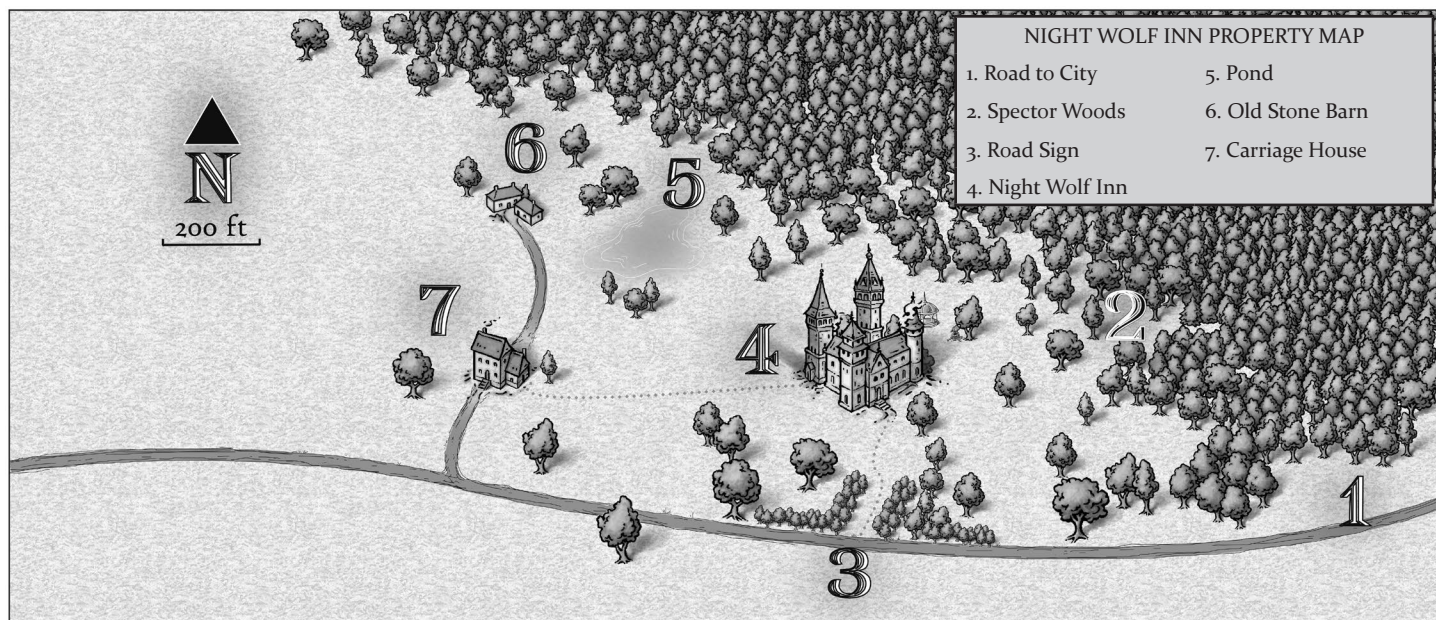
Foreigners, she thinks. But his money is good and his face is kind. She packs up her instrument and bids the concierge good night. Jeeves smiles and waves. "We'll see you next week?" he asks.

"Absolutely," she says. "I made a killing."

THE SEVEN RULES

- I. No known power short of a lesser deity can scry into or out of the Night Wolf Inn.
 - a. Scrying while inside the NWI on individuals who are also inside the Inn is allowed.
- II. In Short, the best guideline for refereeing the Night Wolf Inn is to assume that barring a Wish, the Inn is indestructible; unassailable; and inescapable.
- III. With regards to Pass Wall, Teleportation, Dimension Door, Ethereal Travel, and so forth: none of these will allow the caster to travel into or out of the Inn. Nor will they allow characters to move through walls within the Inn.
 - a. Example: Upon becoming lost inside the Inn, Gob the mage attempts to teleport back to the Tavern and thereby save himself. His spell fails and he realizes too late that he has gotten in over his head. He turns ethereal successfully but even in that form is unable to escape the room.
 - b. Using Dimension Door or Blink may work locally. Crossing from one side of the tavern to the other via dimension door—or blinking about within the immediate room—will meet with success. Whereas attempting to pass through walls or doors will not.
 - c. Summoning, Gating and conjuring will not work in the Inn, but will work in the "wilds" of the guest rooms.
 - d. With regards to entering or leaving by means of doors and windows, note that only guild members are able to manipulate many of the portals (see Joining the Guild).
- IV. If a character leaves the Inn by means of a gate or portal and winds up on a different plane, rules for that plane then take over and the character is treated as being outside the Inn.
 - a. In the "wilds" of any guest room (see Guest Rooms) planar travel is possible. However, once a character leaves the wilds for another plane the character is no longer in the Night Wolf Inn and must find their own way back to a world where the Inn exists in order to re-enter it through the front door.
 - b. With regards to magical objects (See MoP p. 10) the Night Wolf Inn (including its lawns and out buildings are all considered ON THE PRIME MATERIAL. Although the interior of the Inn is extra-dimensional and could exist on an alternate Prime, its position is assumed to be more of an ALTERATION magic similar to Rope Trick albeit on a grand scale. Therefore Magic Weapons do not suffer enchantment loss inside the Inn. Entering a guest room however, does remove the character one plane.

Miss Ironwolf has a +3 sword. She enters the Inn. It is still +3. She enters her rented guest room. The Sword is now +2. She leaves the furniture for the room "wilds" and is now able to travel to the ethereal plane. She does so. Her sword is now +1 and she cannot return to the NWI except by the front door.



V. Nearly all walls (exterior and interior) floors, furniture, railings, windows and various curios and decorations such as globes, curtains, books, rugs and so forth are virtually impervious to damage. A trebuchet missile will fail to damage the exterior, but may squash someone standing in the yard.

- a. Rock to mud, Disintegrate, Alter Reality and even Limited Wish will fail to alter the geometry or property housed on or inside the Inn's common rooms.
- b. A full Wish may accomplish significant vandalism and indeed a full wish might even be able to gain a trespasser entrance to the Inn without making use of the doors. A full Wish might also be able to bring a lost adventurer back from the depths of whatever dimensions they have stumbled into.

VI. Entrance to the Inn can be denied to any personage or creature at the whim of the Inn Master, the Concierge, or the Carriage Master. If any of these three will the Inn to prevent entry, the person or creature (even a guild member) will be blocked and unable to enter via any door. The Inn Master has ultimate authority in this regard.

- a. If a creature or person has already gained entrance to the Inn, they can only be ejected via one of the doors or windows. Such a creature or person is of course able to resist this ejection to the best of their ability.

VII. There are many entrances and exits to the Inn Cellars. Creatures from other dimensions and worlds come and go but only at the Inn Master's pleasure. You may assume the cellars will occasionally take in wandering monsters from other cave systems or worlds, but keep in mind that the Inn Master can deny entrance to any such being. Additional guidelines:

- a. The cellars are populated with beasts and treasures that the Inn Master hopes will entice guild members to continue exploring the Inn. They are not populated with creatures that pose a threat to the Inn itself.
- b. Creatures in the cellars cannot summon or gate in additional creatures. They are bound by the same rules that govern the rest of the Inn.

Following the path from the road, you arrive on a welcoming veranda. Flower-brushed railings enclose a spacious deck where a fleet of walnut rocking chairs idle in the shade. At the back of this porch tall panes of amber glass flank a pair of equally impressive iron-studded doors. The doors smell of fresh polish but look to have been salvaged from a castle.

On each door is varnished an intimidating coat of arms featuring a black wolf's head crossed by a sword, a bone and a long stem rose.

PROPERTY & OUTBUILDINGS

The Night Wolf Inn may be approached from any direction. A player copy of the property map has been included in the back.

1. ROAD TO THE CITY is meant to offer a simple way to attach the Night Wolf Inn to the outskirts of any town or city that you like. The road's name will be the same as whatever west or east-reaching highway extends from your chosen settlement.
2. SPECTOR WOODS should occupy an area of at least 100 acres if possible. The total acreage of the property will vary depending on geographical constraints but should never be less than 50 acres.

Spector Woods will offer plentiful wild game and herbs that are indigenous to the region (if possible). Remember that the limits of the property mark the end of the Inn's influence and to those not sharing a common world origin, characters stepping onto the road will appear to wink out of existence.

3. ROAD SIGN, which declares in local common tongue: Night Wolf Inn.
4. NIGHT WOLF INN with its gazebo and well.

On the north side of the road fans a startling estate. Vast lawns bask in the shadows of venerable sycamores, maples, and oaks and the heavy aroma of roses and lilacs clabbers the air. In the midst rises a manse of cream-gray stone. Though the odd geometry triggers a twitch in the primal part of your brain, the building is so beautiful you cannot look away.

Just ahead, a wooden sign swings in an iron frame. It reads, Night Wolf Inn. This sign marks a lilac-bounded path that conducts your sense of interest to a south-facing veranda with grand doors.

5. POND that the Old Stone Barn overlooks. This pond is stocked with trout and is often used for swimming, reading in the shade, painting and other diversions that members of the guild enjoy between adventures.

6. OLD STONE BARN that can accommodate up to 30 horses at a time (but has never been so full). The loft is filled with hay and there are oats, sugar cubes, saddles, brushes, fetters and so on; all close at hand.

While the front of the barn opens on the Inn's private drive (which curls through the Carriage House) the back side opens into a grand pasture.

The barn has a cellar filled with ancient farm machinery collected from different worlds. A passageway in the cellar connects to area 006 after traveling beneath the lawn for some 1,000 feet.

Occasionally, trolls have burrowed into this tunnel.

7. CARRIAGE HOUSE where:

Flowers dangle beneath windows filled with circular panes of swirled glass. As elsewhere on the grounds, lilacs and rosebushes screen this grand two-story affair. The second floor rides high, straddling a large open shop that tunnels in one side of the building and out the other. A brightly painted door leads into a small set of ground floor offices but all around the roof, dormer windows flocked with lace peak down at you, lids heavy with fresh thatch.

The barrel vaulted shop contains a black carriage, dozens of horseshoes, a furnace, bellows and all manner of tools and equipment. It smells of leather, molten metal and fresh straw.

Garden Blackrest is a natural black smith!

The shop is wide enough for two carriages to pass each other while driving through the tunnel. A locked room contains most of the gear that Jeeves sells from the front desk and it can be picked up here from Garden.

Book keeping is handled in the offices and the staff of the Night Wolf Inn live above in spacious suites. Maggie Frost has a large room here as does Jeeves.

Although the outbuildings have no maps, this is because I have never needed any. The descriptions above have always sufficed to manage whatever takes place here.

Robbing or thieving gear from the Carriage House has never been attempted, but if it is, feel free to give the characters a large haul of whatever they can carry. The Inn Master will be two steps behind and that should put an end to it.

Additional Details:

- There are three regular floors visible from the exterior and a large attic atop the main house.

- This attic is surmounted by an open cupola supporting a wind-haunted bell (area 403).
- There is a cornerstone with a curious date that does not seem to match any known calendar: 25,877 HX.
- Wildflowers dot the back yard and lead to the wood behind the house where a stately gazebo and acorn-peppered well stand in the shade. (see areas 118 & 119 respectively)
- If Detect Magic is used: the sign, lawn and mansion itself all emit strong radiations.

Any intrepid explorer who perambulates the house will notice other points of entry:

1. The servant's entrance on the west (area 117)
2. A high balcony door on the square tower (area 209)
3. A portal to the solarium (area 109) on the east porch (and)
4. A simple door on the southeast portico with a wooden sign stating Tavern (area 105)

These alternate entrances will open only to members of the Night Wolf Inn Excursionist Guild.

Additionally there are many windows of handmade glass without bars or shutters. Tests will prove that even hurled bricks fail to burst these venerable panes. Their simple latches cannot be picked or opened with any known spells and thieves who scout the dormers will be frustrated or worse (see area 306) in all attempts to gain entry.


$$1sq = 5'$$

The House



IT'S ALIVE

Although back story and NPCs are essential to running the Night Wolf Inn, they have been placed in the appendices. Let us move on to the House and its adventures!

As has been alluded prior to this point, the house is aware and is connected to the Inn Master.

If the Inn is somehow destroyed, the Master will go with it. If the Master is destroyed, the Inn will dissolve into the dimensions.

Whenever a character or group of characters enters a new area you may check whether the Inn takes notice.

THE INN AS AN NPC

There is a base 1 in 6 chance of the Inn taking notice of the character(s).

If the character(s) have attempted to vandalize the property you may decide that the Inn notices them with 100% certainty.

Whenever the Inn notices an individual or group, roll once on the table below, modifying the result by the reaction adjustment of the character with the LOWEST charisma in the group. If carelessness or vandalism has occurred, subtract 60 from the roll.

| Adjusted Die Score | Result |
|--------------------|------------------------|
| <01-05 | The Inn snipes |
| 06-25 | The Inn recoils |
| 26-75 | The Inn does nothing |
| 76-95 | The Inn extends itself |
| 96-00+ | The Inn grants a gift |

THE INN SNIPES

The Inn actively attempts to cause whatever target the DM finds most appropriate some form of harm. Feel free to roll 1d6 or choose from the examples below.

1. A floorboard pops up, causing the character to trip and fall (1 dmg no save).
2. The Inn hurls a small object at the character (attacking as a 10 HD monster) causing 1d3 dmg.
3. A bust, book, chandelier or other heavy object falls on the character and does 1d6 dmg (DEX check for half).
4. The Inn creates a trap of whatever type the DM wishes. The target character automatically triggers this trap, which is resolved by DM fiat. Once discharged the trap will conveniently vanish.
5. The Inn reveals a lure to the characters, such as a bobbing sphere of light, a treasure sitting on a mantelpiece or a secret door that swings open of its own accord. All such lures will lead the victims into pocket dimensions with monster encounters or magical traps. Note that a secret door does not have to exist on the map for one to open. The Inn

can fabricate such doors just as it fabricates traps.

6. The Inn steals something from the character. Roll a pick pocket attempt with a base (70%) of success. If the Inn makes this roll, some valuable of suitably small size goes missing from the character's inventory and is never found again.

THE INN RECOILS

This means the Inn actively seeks to inhibit the players. Doors in the immediate vicinity will close and lock. Window latches will stick. Furthermore, any searches conducted will automatically fail. Detection spells *will* work in the immediate surroundings as will Knock. Thieves skills will all suffer a -20% penalty for as long as the thief remains in this room.

THE INN EXTENDS ITSELF

This means the Inn will open itself to the PCs. Doors in the immediate vicinity will unlock or open. Searches conducted will automatically succeed. Thieves gain a +20% to the same skills negatively impacted by "Recoil". Furthermore, up to one extant secret in the room may reveal itself by catching a stray ray of light, making a sound etc.

THE INN GRANTS A GIFT

From its many nooks and crannies, the Inn selects a lost treasure and magically produces it for the character. This treasure is always non-magical and ranges in value from 100 - 1,000 silver. A poor result might mean the character notices a platinum coin on the floor. A high result might indicate a gemstone earring or man's wedding band.

GLIMMER DOORS

In areas numbered 101—408 there is a 1 in 20 chance each time a room is entered of "noticing a door that wasn't there before..."

Such doors are referred to by the staff as glimmer doors for they are fleeting and rarely seen twice in the same location.

When a room is entered, roll a d20. A natural 20 indicates a glimmer door has appeared in the room.

Such a door will always be unlocked. When opened, the door will draw the opener through unless a save vs Spells is made. The area on the other side of the door remains dim and misty. Only by passing through the door will what lies beyond be revealed. A character can always pass through such a door willingly.

Each character that passes through the door has a 40% chance of triggering the door to wink out of existence. Until this happens, the door will stay where it is for the next 24 hours.

The table below is consulted only once for the first character who passes through the door. Only one person at a time may pass through the door and all subsequent travelers will go to the location indicated by the initial roll.

GLIMMER DOOR DESTINATIONS

1. 104: Tavern
2. 106: Spector Tower, at the foot of the stairs.
3. 109: Solarium
4. 114: Library
5. 115: Grand Parlor
6. 204: Gallery

7. 205: Suzie's Bedroom
8. 209: Smoking Room
9. 210: High Tower Balcony
10. 301: Third Story Landing facing 302 (the Black Door)
11. 402: Attic
12. 303: at the Looking Glass
13. 208: Spy Passages
14. 007: The Well Deeps
15. 041: Immund Hall
16. 019: Hall of Knights
17. 032: Whispering Gallery
18. THE BOWERY
19. Room X: Land of Nod
20. Traveler arrives in the Deep Ethereal (see The Ethereal Plane & Planar Advice in the appendices)

Glimmer Doors deliver characters to a new location. The traveler arrives in the location determined by the roll and is left to his own devices. That is, there is never a corresponding door at the destination.

You may periodically determine that a glimmer door confronts the players at any time and in any place within the Inn. If the characters inquire about these doors, the staff will refer to them by the name given and advise the characters to be cautious about opening them because, *"You know little where you're going and even less whether you're coming back."*

THE GROUND FLOOR

The commons are the areas of the Inn that would generally be seen as mundane. They are represented by all areas numbered 101–408 and do not usually present fabulous vistas or extra-dimensional experiences like the Guest Rooms. The commons are a good place for characters to begin exploring the Inn as they are generally less dangerous than the cellars or the wilds of the Guest Rooms.

101. SOUTH VERANDA AKA THE FRONT PORCH

Surrounded by rose bushes and appointed with beautiful walnut rocking chairs, this raised veranda is well shaded and looks like it would stay dry even in most rain storms. The doors to the Inn are made of stout ancient oak and studded with iron. Slender amber windows to either side of these doors allow one to peek murky into the foyer. Varnished images of the guild heraldry snarl proudly on each door.

The Obvious:

There are seven chairs on the porch. They may be configured in any way but no amount of trying will get them off the porch. Strange noises will sometimes be heard overhead (from area 205).

Not So Obvious:

Each rocking chair will magically continue to rock at the rate set by the sitter and will cease when the sitter wills it.

102. THE FOYER AKA THE CONCIERGE DESK

A surprisingly small room serves as the foyer beyond the mighty doors.

At the north end stands a great mahogany desk, topped with leather. On the west wall, beneath a cuckoo clock sits a single high-backed chair. There is a disturbing fresco on the ceiling.

Large six panel doors lead out on the east and west walls.

The Obvious:

The fresco shows a girl, younger than ten, at the edge of a forest being torn apart by a wolf while, nearby, a damsel disregards the calamity. The damsel holds a sword but stares wantonly into the eyes of an equally oblivious lover.

Behind all of this, a woman crowned in roses walks into the sun with her back to the tragedy. Meanwhile, a dark and threatening storm releases a rain of bones over the forest.

Jeeves is 90% likely to be here. See Core NPCs. On his desk is a snifter of brandy and the guild roster: a thick black book with a quill and ink well at the ready. See Joining the Guild and Room Prices for renting rooms.

Jeeves can:

1. Take orders for gear (see Joining the Guild).
2. Set up a night in the ballroom (see area 108).

Not So Obvious:

There is a secret door in the north wall that leads into a narrow passageway. A small button on the underside of the desk opens the door. The passageway thus revealed is extra-dimensional and although it is nearly 5' wide it occupies walls that are only six inches thick.

The secret passageway contains peepholes into all the rooms and hallways that it passes and does not interfere with the double doors in the ballroom, the men's restroom, or the hallway labeled "110". Rather, the extra-dimensional passage runs uninterrupted from area 102 to area 109. Along its length are two trap doors marked "Q" and "P".

"P" is a secret trap in the floor. It leads under the floor and across the hall to a corresponding and identical secret trap in the floor of area 107.

"Q" is also a secret trap in the floor. It, however, leads to the cellars (area 003) to the corresponding trap marked "Q" on the Cellar Map.

103. COAT ROOM

A dim hall set with two doors and an open archway has been fitted with numerous racks and hooks for coats, scarves and the like. There are two taxidermy umbrella stands made of elephant feet. They appear ghastly in the faint rays streaming from a small rose window in the south wall.

The Obvious:

Circuiting the ceiling is a stone border, cut with a series of exquisite bas relief figures. The series runs clockwise as follows, starting on the east wall and ending on the north: A monstrous wolf with a young girl. The girl wears a three pointed crown and is about to be eaten by the wolf. The numeral 27 follows her. After this is a beautiful maiden holding a sword. Behind her head is a six-pointed sinisterly-shaped halo. The Numeral 54 follows her. Next is a woman crowned with seven roses. The numeral 63 follows her. Finally a robed skeleton with a jester's cap bearing 9 points hung with bells is followed by the numeral 81.

Not So Obvious:

There is a trap door marked "T" in the south east corner of the coat room floor, partially concealed by the racks but not otherwise secret. It is made of stone, circular in shape and carved with a simple human skull. Keen investigators will note that it is exactly the same size as the rose window and that the stained glass also depicts a skull. Means of opening it will prove extraordinarily elusive.

This trap opens by itself once per year on a day determined by the DM, when the sun shines through the window at such an angle as to cast the colored pattern from the glass directly on the trap.

Any character who has seen this trap door and then goes to the library (area 114) with intent to research the trap has a 100% chance of discovering the date that the door will open unless the DM determines that the Inn dislikes the researcher.

Knock, Passwall, etc. will not bypass the trap door. Alter Reality or Limited Wish may open the door as if the date for opening has arrived. On the date the window shines on the trap, consult the Coat Room Crawlspace.

THE COAT ROOM CRAWLSPACE

Only one character can enter the crawlspace beneath the trap before the door will seal itself shut separating the single explorer from his or her comrades. If special precautions are taken to hold the trap open, then those precautions will allow the person who entered to exit quickly (or) one additional person may hastily enter (allow the players 3 seconds to decide).

Whatever decision is made, the door will then pull free of the grip or mooring (and/or) destroy whatever object has blocked its path. If a character has used his own body to block or brace the door that character takes 3d6 dmg and is hurled aside. Once the door has shut in this manner it will not open again for another year.

You find yourself in an oppressive room roughly 4' wide by 3' wide by 7' tall. The walls have strange angles and seem to be made of stone. Though the air is dead you find no trouble breathing. You also notice that everything has gone perfectly silent.

If two characters managed to enter the crawlspace together, tell each player privately that they find themselves in the dark cramped space and that they are tightly pressed (nearly entangled with) what feels like a set of skeletal remains. Worse yet, those remains are moving.

If the characters struggle, they have a 50% chance to break out of the room.

Characters may attempt to break out each round. Once the dice indicate success, the character(s) burst through a thin stone wall and find that they have fallen out of an ornate stone coffin which stands vertically against the wall of a low-ceilinged room.

Explain that the affected characters can see in the darkness of the room. If there are two characters, each one also sees a skeleton (clothed in whatever their fellow explorer was wearing).

You should exercise restraint here, divulge only the barest details at first and see if the two skeletonized characters will attack each other.

Each character is now, regardless of former class or level (temporarily) a skeleton with the following statistics: AC 7 / MV 12" / HD 1 / HP 8 / THACo 19 / ATT 1 / DMG 1d6 / Half damage from sharp or edged weapons / See in dark, no need of air / Immune to poison, mind affecting spells etc. as undead.

In fact, you may treat the characters exactly like skeletons. They will take 2d4 dmg from holy water and can be turned or destroyed by clerics. They cannot speak. They cannot drink potions or wind horns.

They cannot verbalize spells, command words, or vocalize scrolls.

A THOUSAND YEARS OF DARKNESS

You may allow them to utilize armor or weapons they carried in life, but their base THACo will be 19 and ability scores are temporarily moot. Rings of protection and other similarly passive items may aid the character.

Immediately after breaking out of the coffin the character or characters are confronted by 1d2 skeletons who attack them on sight. Treat these hostile skeletons as above with no special gear.

If the player character skeleton(s) survive this battle, explain that they spend years, decades and centuries trapped in the dark tomb with no apparent way out. There is a sealed stone door that they are too weak to affect, the upright stone coffin and a few scattered bones in the room. Depending on your cruelty you may opt to leave them thus and have the players roll up new characters, only revealing the truth after 1 year of game time has passed.

Each day that passes in the Inn is a thousand days in the tomb. After a

thousand years pass, tell the players to make saving throws vs ACID at a -4 penalty for each object they are carrying. Objects that fail have disintegrated from great age. The skeleton character(s) will now notice light coming through the top of the stone coffin.

If the character(s) climb out, they will find themselves again in the coat room 1 year later, still skeletons and still cursed. These characters may be attacked unless they retain tokens indicating their identities. A remove curse will be needed to restore them to normal human status and level.

Repercussions:

- The characters have missed an entire year of game time unless they were somehow rescued via Alter Reality or Limited Wish. Keep in mind that any living creatures who enter the coffin become skeletons and cause the trap door to close! The best course is to allow the skeletons below to crawl out (undead will not trigger the trap to close).
- If the skeletonized character's curse is removed, she reverts to her previous class and level, flesh fully restored.
- A restored character is whole and healthy but will have aged 3 days for every 1 day of time spent cursed. (aging 3 years if 1 full year is spent in the crawlspace) No system shock check needed.
- A restored character is 100% afflicted with catatonia insanity (see DMG p. 84). This insanity will remain until a cure disease is cast on the character.
- On the upside, any character enduring the curse for more than 500 relative years as a skeleton has the following permanent changes conferred on him/her:
 - ◊ Total immunity to mind affecting spells, including undead fear effects.
 - ◊ Permanent 120' vision in total darkness

104. THE TAVERN

A dim, perfectly worn space greets you with rich wood and flickering light. The fireplace on the east wall crackles with a tinge of ghostly hues. There is a stage next to it.

Seven great black wolf heads have met the taxidermist and now hang here. Nooks at the edge of the room provide darker spaces for couples while the bar is a gleaming oasis of brass, lights and laughter.

The Obvious:

On warm evenings the door to the portico is left open and only a screen door separates the inside from the out. Nevertheless, this screen door will prove an impassable barrier to any non-guild member.

The barkeep is not a member of the Core Staff and his or her identity will change with time. He or she will usually be 1st level or lower and a fighter.

Roll to determine the barkeep's name and gender:

1. Barnabas
2. Chester
3. Harold
4. Alexander
5. Sabrina
6. Hillary
7. Celeste
8. Audrey
9. Julianna
10. Special*

*Each month there is 15% chance that the bar keep will change. A special bar keep will only ever last one month.

Special Bar Keep

1. A mute perfectly white skeleton in fine dark clothing

2. An 8 HD air elemental that does not speak
3. Three unsettling homunculi working as a team †
4. A shadow demon that only whispers
5. An Astral Monk with a silver sword
6. A roguish and charming satyr

† Immor, Dwell & Mews are three homunculi created by the Inn Master. See Core NPCs.

Keep in mind that each bar keep (excluding the pinch hitters) has been personally approved by Maggie Frost and as such will be competent and friendly. (See Core NPCs for details on Maggie)

Special bar keeps represent beings the Master has coerced or enticed to fill the position until a new one can be found.

Because of turn over, the bar keep will not be a good source of information regarding the Inn.

POINTS OF INTEREST

- The secret door to area 107 is often left open. The bar keep will always know of its existence as it leads to area 003 the wine cellar. Occasionally a small stone golem will haul drinks up from the cellar (see area 003)
- The cushioned bay windows look out on the property and comfortably sit 3 - 4 people.
- The door to Spector Tower is left unlocked but no one is usually foolish enough to enter it.
- Behind the bar is a 10' wide passageway that leads to the Ballroom (by means of double doors) and to hallway 110 (also by means of double doors). Hallway 110 runs under the grand stairs that rise from the tavern to the second story.
- The oriel near the portico contains a tiny table for two

Not So Obvious:

A secret trap door in the ceiling of the oriel designated "L" leads up through the walls to the corresponding L in area 205.

A secret trap door in the floor of the stage marked "O" leads to the corresponding "O" in the cellars (area 032).

FINAL NOTES

The Inn can magically produce any food or drink that a guest requests, but most orders are filled non-magically by the cooks in the kitchen. The Inn buys vast amounts of produce to keep the kitchen running, to enrich the local economy, to make local leaders happy and to avoid drawing ire or suspicion from competing establishments and suppliers.

The menu for the tavern is provided at the back of this supplement as a player hand out.

105. PORTICO

A circular porch without railing, flanked by blue lilacs and topped by a conical roof abuts the tavern. Stone columns support Gothic arches and provide easy access to the yard.

Four walnut rocking chairs (cf. area 101) and a wooden Tavern sign decorate this quaint portico.

The Obvious:

On warm evenings the door to the portico is left open and only a screen door separates the inside from the out. Nevertheless, this screen door (like the oak door that closes over it) will prove an impassable barrier to any non-guild member.

A quaint, awkwardly worded brass plaque bolted next to the door reads:

"Ye Olde Tavern, affectionately referred to as Four Winds Bar since 453 W.C. Year of the Black Cur."

Not So Obvious:

Under one of the rocking chairs is a box of high quality cigars. Neither the box nor the cigars can be removed from the portico. The cigars never run out.

There are four columns supporting the Portico roof and each of them is carved with a slightly different design. This symbolism is related to the clock puzzle detailed later and is unimportant to most guests.

1. The column capital is decorated with clouds and lightning bolts. A decorative column torus below this is carved with nine bouquets of seven roses each. Half way down the column is another torus carved with a strange sequence of numbers: 0 4 5 9 13 14. The base of the column is carved with windy spirals.
2. The next column's capital is notably missing. As if forgotten, there is a void between the top of the column and the portico's circular architrave. Below this void is a decorative column torus carved with nine skulls, each wearing a nine-spired crown. Half way down the column is another torus carved with another sequence of numbers: 0 4 5 9 13 14 0. The base of this column is also carved with windy spirals.
3. The third column's capital is carved with clouds and snowflakes. The torus below it is decorated with nine delicate diadems with three spires each. The numerical sequence is: 0 4 5. The base is also carved with windy spirals.
4. The last column's capital is carved to resemble a vortex of fiery smoke. The torus below it is decorated with nine groupings of six crossed swords. The number sequence below this is: 9 13 14 0. As with all the others, windy spirals decorate the base.

106. SPECTOR TOWER

Spector Tower represents the gateway to the Inn Master's private quarters. The only known method of entering this tower is by means of the unassuming ebony wood door at the back of the tavern stage.

Upon opening the ebony door, you are greeted by a cavernous silo where dust motes float in a shaft of light from a single small high window.

The light from this window allows the upper regions of the tower to hide behind the glare like a figure shining a lantern in your face.

The Obvious:

Regardless of time of day, the tower window will always obscure the upper reaches of the tower, appearing sunlit or moonlit by turns. This is a carefully engineered enchantment. (There is in fact no window in the tower)

A railing-girded staircase climbs the tower wall, which is covered with expertly carved sheoak panels, each being part of a seamless 360° panorama.

These panels flourish with exquisitely smooth, deep cut reliefs of tree vipers. Both foliage and serpents are cut from the lacey-patterned red-gold timber and each snake is called out by pink jewels set as eyes.

There are 7,777 serpents (roughly 1 for every square foot of wall).

Not So Obvious:

If the first step is mounted (or if any other method of ascent is begun: levitation, flight, grapnel, etc.) without the express invitation of the Inn Master, a hiss will be heard.

If the ascent is not immediately abandoned (within 1 round) every serpent in the tower animates, falls or reaches from the wall and becomes a slithering viper.

These vipers will cover the stairs and floor from top to bottom and can anchor themselves in the walls to reach nearby fliers.

Any M size character within 5' of the stairs, walls or floor will be subject to 8 attacks per round if they remain stationary. L size opponents will suffer 12 attacks per round if they too remain stationary.

Sheoak Serpents:

AC 5

MV 15"

HD 2+1 HP: 10 each.

THACo 13 (as a 7HD monster)

DMG Save vs Poison at -3 or be struck comatose.

Magic Resistance: 10%

- These snakes cannot be charmed, slept or frightened and are immune to any mind affecting ability or power. As they are animated, they are further immune to any gas, smoke or poison.

Volume based attacks such as flaming oil, fireball and the like can be assumed to clear (if damage is high enough) the surface area they affect. Therefore a fireball dealing in excess of 20 dmg and overcoming the snakes 10% magic resistance will create a 40' diameter snake free zone since no snake will survive the blast even if it saves.

Keep in mind that Spector Tower's staircase climbs four stories, a total of 52 vertical feet.

Due to the number of snakes in the space any character who is in motion and within 5' of the walls, floor or stairs will be subject to 8 attacks per segment. Ergo Gutboy Barrelhouse (if such a character existed) dashes up the stairs in a single round heedless of the serpents and in so doing subjects himself to 80 attacks.

As the snakes clog the steps, railings and so forth running/walking speeds will be halved.

Anyone succumbing to a serpent's bite and who is unable to be collected and dragged from the tower by their friends will awake 1d3 hours later in a random location on the Ground Floor of the Night Wolf Inn.

Those who manage to reach the top must contend with a heavy trap door that abuts the underside of the room beyond the staircase.

This trap is impossible to manipulate without being subjected to a minimum number of snake attacks. Even if the serpents are thwarted, the trap door is marked with a Symbol of Fear: Each character touching / passing must save vs Spell at -4 or flee in terror.

Lastly the trap door is locked and the Inn Master holds the only key. Pick Lock attempts are impossible if the thief is being attacked by snakes. A knock spell will work normally.

Should any characters manage to actually enter the top floor of Spector Tower, see Top of the Tower:

TOP OF THE TOWER

You push the trap up and follow it part way into the space above. You notice darkness, large scattered stone blocks, stars and a sudden choking realization that you cannot breathe.

The Obvious:

There is little in the way of breathable atmosphere here and characters will

suffer 1d3 points of CON damage per round they remain in this place. CON below 3 indicates unconsciousness. CON of zero or less indicates death. At DM discretion, spells such as water breathing may counter these effects. The trees here are magically unaffected by the lack of atmosphere and moisture.

After the breathing crisis is averted, characters will notice more about the "room".

The trap opens in the middle of an expansive disk of fitted stone blocks. This disk is floating or perhaps flying through space.

Immense undressed slabs serve as haphazard tables and benches. Some have been crudely gouged into chairs or rather, because of their size, you might consider them thrones.

As if the builder overestimated his materials, there are several leftover piles of these mighty blocks stacked near the outer limits of the disk that support twisted, ancient cherry trees. The trees release their pale pink petals into the star-filled abyss. Streamers of blossoms trail out into the darkness, indicating that the disk is moving.

There is an incomprehensible assortment of jars, powders, books, spell components gems and so forth spread across the enormous blocks as if the occupant of this place is in a never-ending state of experiment and research.

In the thin dry air directly over the central table is a sparkling, ever-shifting three-dimensional map composed of tiny motes of light. It is complex and difficult to read but you think it is a map of the Night Wolf Inn.

Not So Obvious:

Exploration reveals the disk to be nearly 100' across with some variety to the terrain. There are mounds, depressions, a few columns and at least a dozen wild-armed cherry trees. The place is littered with fallen blossoms.

In one region, sitting at no specific angle, is a many tiered stone sarcophagus with a mighty peaked lid. The Inn Master never touches the lid but enters and leaves by means of teleportation. It is here that he meditates to relearn his spells.

There is a 40% chance that the Master is here when the characters arrive, and if so he will be amused. Rather than order them out or attack, he will gesture to the great stone chairs and offer them wine. Smoking is impossible here due to the lack of oxygen. If characters manage to enter this room and survive the lack of air, the Master will converse with them via telepathy (never by speech) and may even reveal his true form depending on how the conversation evolves.

Those who attack the Master in this space will most assuredly be attacked in return.

THE MAP

The three-dimensional map in the air above the central table is the ever evolving map of the Night Wolf Inn's many rooms and dimensions. Characters of less than 16 INT can understand nothing from the fast-shifting, intertwined diagrams.

- INT 16: Such a character may learn 1 heretofore unknown secret about the Inn (a passage, door, point of interest, etc.)
- INT 17: learns 1d3 secrets (passages, doors, etc.)
- INT 18: learns 1d6 secrets
- INT 19 to 20: learns 1d12 secrets
- INT 21 to 24: may learn 1d20 secrets
- Only a being of 25 INT (such as the Master himself) can bear to look at

the map long enough to gain a full understanding of the Inn's explored spaces.

Examples of Secrets:

- The character learns there is a secret door in the foyer, operated by a button under Jeeves' desk and that it leads to the solarium.
- The character learns that there is an easily overlooked stone trap in the coat room and that it opens once per year when light from the rose window shines directly on it.
- The character learns that drinking from the fountain in the Solarium could temporarily alter the character's ability scores or increase their movement speed and rate of healing.
- There is a treasure chest lost in the Gray Sands of Room IV. The character now knows exactly where it is but may still not know how to unearth it.

Your familiarity with the Inn will help determine what to reveal. Keep in mind that secrets are not limited to the confines of the Inn but could include any pocket dimension or adventure that is placed in a pocket dimension of the Inn.

THE VOID

Any creature stepping off the disk will float away from it at a rate of 6". The void is the interstellar cosmos of the Prime Material Plane (see "The Starry Curse: Surveying the Stars" for handling this situation). Magical means of flight (barring such useless mechanisms as wings) will likely allow the user to return to the disk and prevent extinction. Gravity is localized to the disk and extends in a dome to an apex of 50'.

THE MASTER'S ASSORTED BELONGINGS

There are various tomes, scrolls, spell components and so forth scattered about the slab tables. Searching for a specific spell component of less than 200 silver piece value results in 1d12 of that component being automatically found. Every round spent searching will also turn up something on the Master's Sanctum Search Results chart.

Each round that a character actively searches the sanctum's tables, roll once on the chart and use tick marks to keep track of the number found. If a result is exhausted, nothing valuable is found on that round.

If a trap is indicated, roll 1d12 on the Trap Table below:

1. Symbol of Death PHB p. 91
2. Character Ages 1d4 years and save vs system shock or die.
3. Character Geased to explore the Inn for a week PHB p. 84
4. Poison needle (Death or No Dmg if save : onset 1 segment)
5. Symbol of Insanity PHB p. 91
6. Symbol of Discord PHB p. 91
7. Poison needle (35 dmg or none if save : onset 1d3 rounds)
8. Fire Trap PHB p. 77. (1d4+29 dmg)
9. Explosive Runes PHB p. 73 (6d4+6 dmg)
10. Sepia Snake Sigil UA p. 56
11. Symbol of Fear PHB p. 91
12. Magic Mouth utters warning.

107. THE BAR & ITS NOT-SO-SECRET SECRET ROOM

The bar is a well-lit space at the north end of the Tavern full of bright lights and gleaming glass.

The barkeep is determined randomly (see area 104).

The secret room behind the bar is typically left open so that the barkeep can easily come and go from area 003 in the cellar.

The Obvious:

Behind the bar, near a pair of great casks, a curiously angled section of masonry stands open, swung aside on clever mechanisms. Beyond this not-so-secret door, you can see a small dingy room of clinker brick, moist with condensation and stacked with a few straw-padded crates of dark bottles.

A lamp burns on the back wall of this small room and flutters in a draft that sighs from a stone staircase in the middle of the floor.

Not So Obvious:

The secret trap door marked "P" leads under the floor, across the hall, and into the extra dimensional passage described in area 102.

The secret door from area 107 to the Solarium is opened by moving a loose brick in the wall.

The wooden boxes stacked in this room, each contain various bottles listed on the menu in the appendix.

There are six mounted stools at the bar, each of comfortable wood. In the center of each seat a star has been carved along with a strange name. From west to east the seats are named: *Abovlion*, *Blud*, *Broochok*, *Cer*, *Pleebugs*, and *Thiefs*.

108. THE BALLROOM

The Ballroom presents you with many reflective surfaces cut from polished marble and quarried in a dazzling array of spark-blue, dawn-pink and sea-foam.

These colors are tempered by the predominance of white: the white granite slab of the fireplace surround, and the tall white double doors of holly.

The floor of hard maple shines as if just polished.

The Obvious:

The lintel of the fireplace is carved with seven stylized wolves all facing the same direction. Above them are six stars and a crescent moon, which cups a city.

Carved in magical script beneath this (and only readable with read magic) is the phrase "Seven Years of Labor".

Not So Obvious:

For a fee of 20,000 silver, Jeeves will provide a guild member (and any number of his member or non-member compatriots) exclusive access to the Ballroom for one evening: defined as Twilight to Midnight.

Non-member guests must arrive at the south veranda (area 101) and will be admitted by Jeeves to area 103 where valuables may be placed.

All doors out of 103 and 108 will be magically locked and non-members are restricted from leaving the ballroom except through area 103 toward the concierge desk.

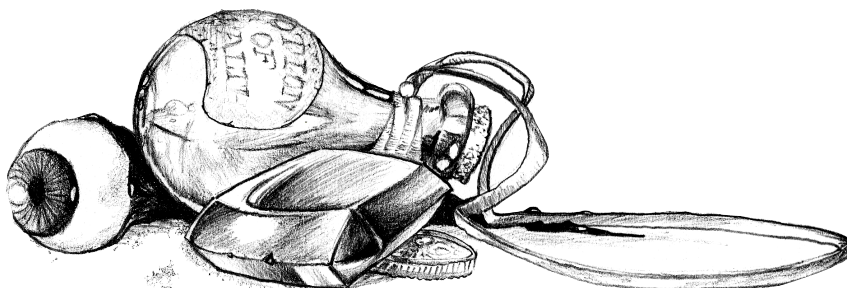
The guild member paying for the rights to the ballroom is given a small burlap bundle of sticks, herbs and magenta-colored lichen. Jeeves explains that this bundle must be tossed into the Ballroom fireplace in order to begin the activities.

When this is done, the fire on the hearth will suddenly change color, racing through wild gaseous blues, greens and purple-reds. The Ballroom floor will turn to stone, the walls will vanish and the area that once resembled a ballroom will now seem to float high above the property, looking down on the moon-lit towers and lawns of the Night Wolf Inn.

Note: Those stepping off the edge, will feather fall onto the lawns and find

MASTER'S SANCTUM SEARCH RESULTS

| %Roll | Result | Value in Silver | Max # Found |
|-----------|---|-----------------|-------------|
| 1. | acid, strong | 400 | 10 |
| 2. | amber, powdered | 2,000 | 10 |
| 3. | art, non-magical: painting, sculpture, tapestry etc. | 1d30 x 2,000 | 4 |
| 4. | bit of giant octopus tentacle | 200 | 10 |
| 5. | black opal, powdered | 100,000 | 4 |
| 6. | blood, rare | 4,000 | 4 |
| 7. | bone, undead | 2,000 | 10 |
| 8. | creature (sacrificial) in suspended animation | 400 | 10 |
| 9. | crystal | 1d3 x 2,000 | 4 |
| 10. | curiosity: hourglass, astrolabe, sextant, spyglass etc. | ? | 10 |
| 11. | diamond | 1d10 x 2,000 | 4 |
| 12. | diamond dust | 1d20 x 10,000 | 4 |
| 13. | dust, rare | 8,000 | 4 |
| 14. | ebony | 3,000 | 4 |
| 15. | emerald dust | 10,000 | 4 |
| 16. | exotic feather | 200 | 10 |
| 17. | gem (random powdered) | 200 | 10 |
| 18. | gem (random) | 1d20 x 20,000 | 4 |
| 19. | gold dust | 200 | 10 |
| 20. | gold tube | 200 | 10 |
| 21. | holy water | 500 | 10 |
| 22. | honey, fermented rare | 1,000 | 10 |
| 23. | horn, tiny jeweled gold | 2,000 | 10 |
| 24. | human flesh, fresh | 2,000 | 10 |
| 25. | ice statue with ruby eyes | 100,000 | 4 |
| 26. | ichor, rare | 4,000 | 4 |
| 27. | incense + herbs, very rare | 20,000 | 4 |
| 28. | ink, magical | 10,000 | 4 |
| 29. | ivory | 10,000 | 4 |
| 30. | jade circlet, perfect and carved | 100,000 | 4 |
| 31. | jewelry, non-magical | 1d30 x 20,000 | 4 |
| 32. | marble, very rare color | 3,000 | 4 |
| 33. | monster part, rare | 10,000 | 4 |
| 34. | ointment aged 6 months, rare | 2,000 | 10 |
| 35. | pearl | 1d6 x 2,000 | 4 |
| 36. | pearl, crushed | 1d10 x 2,000 | 4 |
| 37. | personal item: slippers, mug, pipe, knife etc. | ? | 10 |
| 38. | platinum effigy | 10,000 | 4 |
| 39. | potion of heroism | 30,000 | 4 |
| 40. | potion, randomly determined per UA or DMG | variable | 4 |
| 41. | quicksilver | 1,000 | 10 |
| 42. | ring, magical (randomly determined per UA or DMG) | variable | 4 |
| 43. | ruby dust | 10,000 | 4 |
| 44. | scroll, randomly determined per UA or DMG | variable | 4 |
| 45. | silver mirror, pure intricately adorned | 20,000 | 4 |
| 46. | silver, 2 lbs pure | 4,000 | 4 |
| 47. | smoky quartz | 200 | 10 |
| 48. | spectre or vampire dust | 20,000 | 4 |
| 49. | spell Book with 1d6 random spells and or recipes. | ? | 4 |
| 50. | will-o-wisp essence | 10,000 | 4 |
| 51 to 75. | scraps, odds and ends, refuse | none | unlimited |
| 76 to 00. | mechanical/magical trap, curse, trick or poison | none | 10 |





themselves unable to see the place they have fallen from. Those still in the ballroom will be able to see such fallen comrades clearly for as long as they stay in the yard. Fallen participants can re-enter the event only by returning to the ballroom via the Concierge & Coat Room.

Once the fireplace has been activated, the stone floor stretching out from it will be 300 feet by 300 feet. At the edges of this floor will stand the archway to the coat room and a single door each for ladies and gentlemen.

Refreshments can be accessed from the Concierge at any time during the night.

The guild member who tossed the bundle into the fire may now imagine any setting he or she desires: from a set of galleys on the open sea, to a cavern beneath the earth, to a box canyon, to a battle in the sky. The stone floor will then transform and instantly conform to the imaginer's desire.

The guild member may then imagine any sort of confrontation they wish, from an ancient white dragon, to a company of dark elves with troll shock troops, to a demon prince and his undead minions. These foes will appear and position themselves as the guild member wishes.

The guild member may then position his comrades wherever he likes and then, at his word, combat will commence.

THE MAGICAL SIMULATION

This combat is of course utter fantasy. It is a powerful but harmless illusion of incredible precision made possible by the Inn Master's enchantments.

The party assembled can re-imagine, pause, cancel, restart, change and wholly alter their combat at any time. They may fight as many foes in as many settings as they wish in the time allowed (which is, regardless of season, magically altered to exactly six hours.) At the end of six hours, the fire on the hearth will extinguish and the ballroom will return to normal; all non-member guests must then either depart the inn or have paid for a room.

Of note, each spell caster may select new spells for each battle without stopping to rest or memorize them. All spells cast will be illusory. No actual spells will be discharged or lost during the event.

All participants will leave with exactly the gear they brought, even if they have drunk potions, used scrolls, broken weapons, lost armor, drowned, been incinerated, decapitated, or what have you.

Levels lost, death, disease, insanity, and worse will all be erased (perhaps

many times) during the evening and finally again at the end. The experience is only limited by what the participants bring with them.

Example:

Although a mage will be able to select spells from any she has learned [regardless of whether they are currently memorized] and will be able to rapidly switch between such spells in her spell books, unknown spells or spells that are beyond her level cannot be cast. Likewise, a fighter cannot imagine a vorpal blade and attack with it. Rather, he must have brought one with him to the event. A cleric who has with him: three vials of holy water, a potion of speed and a flask of oil will be able to reset the encounter and use those same three vials of holy water over and over, burn the oil time and again, drink the potion of speed in each scenario; but he will not be able to conjure a potion of giant strength even once if it is not in his pack.

BALLROOM EXPERIENCE POINTS

Monsters slain in these encounters cannot be looted. Furthermore, slaying these phantasmal foes will garner but 15% of the XP normally gained from slaying adversaries of their type. Thus, a party so clever as to imagine fighting the Carriage Master (Garden Blackrest) would gain the knowledge that he is a Pit Fiend, and this would no doubt irk him sorely. If the party managed to slay his shade in the ballroom, it would have no effect on the real Garden Blackrest but might inform the party of their chances against him. The battle would further confer upon the group not 9,448 XP, but rather only 1,417 to be divided amongst them.

The purpose of this room is therefore to test one's mettle and coordination against any sort of foe that the leader can imagine.

Guidance on setting up battles:

1. Always allow the paying character to list the adversaries.
 - a. Player 1: Let's fight an ancient spell-using red dragon and 10 fire newts with a salamander commander. (OR)
 - b. Player 1: I want to fight Player 2 (or) Garden Blackrest (or) Orcus etc.
2. You as DM will now

- a. Determine the spells for the Dragon + HP, gear etc. for it and the newts / salamander. (OR)
- b. Let the players face the specific foes they requested by name.

NEVER reveal to the players this subtle difference but let them work it out on their own. If names are used, they will battle the actual foe.

If a player says, "I want to fight the hill giant and his gnomish underlings that live in the ruins of Castle Xayne," a name was used and you should therefore assume that the hill giant and ALL of her gnomish underlings appear on the field (regardless of how those gnomes are dispersed within the actual ruins). Any requests for adversaries that do not include a name should be generated randomly by the DM.

109. THE SOLARIUM

The humidity in this rustling room catches you by surprise. Exotic plants, shrubs and slender trees brood here and occasionally brush at the glass whenever the irregular breeze moves the air.

This breeze is mysteriously without origin but carries the rich smell of soil mixed with sour compost. You also smell a koi pond and see the pale bodies of fish gliding in it. Deeper inside is a large black telescope aimed at the glass ceiling. A fountain splashes and paths lead you past paper signs printed with technical names.

The Obvious:

Occasionally it rains (magically) or fog rolls through but the temperature remains constant. The glass windows never steam up nor do they develop ice in the winter.

TELESCOPE:

A great black telescope is bolted to the floor here and bears a number of knobs and adjustments. Nearby, on a lectern is a black book filled with star charts and notations.

Near the telescope, at the back of the black book, a penciled ledger shows entries that have been repeatedly erased and edited.

This ledger has seven entries with corresponding sets of coordinates. At the bottom of the ledger is a command that requires Read Magic to decipher and which reads: "Make it so!"

Not So Obvious:

The ledger accurately lists the seven locations where the Night Wolf Inn currently exists. The seven coordinates will allow anyone with an INT of 10 or higher to adjust the telescope in order to look in the direction of the matching location. Once adjusted anyone who looks through the telescope, sees the destination (which will always appear as a distant speck of colored light) and then says "Make it so!" will become bound to that location. This means that the person so doing will exit the Inn at THAT LOCATION rather than at the location they entered.

By this procedure, a knowledgeable person can enter the Inn at the edge of the jungles and exit in the frozen tundra, or on a different world, plane and so forth (see House Rules: Peculiarities for more information).

You may determine where each of the seven Inns are located:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.

The telescope will always magically point at the location the looker is currently bound to. And (since the interior of the Inn is not actually located at that location but exists in extra-dimensional space) the looker will therefore be able to see the location where they will exit the Inn.

Note that the Inn Master can change the seven locations of the Inn at any time but does not usually do so until characters tied to that location have exited the Inn.

Using the above setup, it is possible for characters to unwittingly bind themselves to different locations and therefore become separated upon exiting the Inn. Re-entering the Inn and its property will reunite such characters.

FOUNTAIN:

A fountain of pale brown stone bubbles clean-looking water from the algae covered lips and genitals of half a dozen leaf-draped sprites and satyrs.

Anyone drinking from the solarium fountain must roll 1d4 to see how the chaotic waters of the Horned God affect the drinker:

1. Rearrange all ability scores of the character in a downward direction, 5 places removed. Thus, the STR score becomes the CHR score. INT becomes STR. WIS becomes INT. DEX becomes WIS. CON becomes DEX. And CHR becomes CON.

Abilities will slide upwards toward their original locations at a rate of 1 per day. Thus in 5 days the character will be back to normal.

If Comeliness is used, it is not affected by the water.

2. The character is able to walk and move at one MV rate higher than normal for the next week.

A character who moves at 12" can move at 15". A character in armor and carrying a pack who normally moves at 9" can now move at 12" and so on.

3. The character heals at double normal rates for the next week, gaining 2 hp per night of rest instead of 1.
4. The character's prime requisite is increased by 1 for the next 24 hours. Fighters move to the next bracket in the exceptional STR range and only if they are already 18⁰⁰ do they move to 19.

Once the fountain is drunk from, whatever effects are bestowed must wear off before drinking from the fountain will again have any result.

KOI POND:

The pond is partially blanketed in duck weed and pale, painted koi can be seen gliding underneath. The bottom of the pond is hard to discern both in depth and composition. The koi are large and unusually colored. The dark uncertainty of the water's depth make the fish stand out and you feel unsettled.

A swim in the koi pond with an eye toward exploration has a 75% chance of revealing slimy, algae covered human bones. These blackened relics belong to an assassin killed by Garden Blackrest and thereafter fed to the fish.

Each round a swimmer searches the bottom, roll 1d6:

1. 1d4 platinum
2. 1d4 gold
3. 1d6 silver
4. 1d10 copper
- 5 & 6. Nothing



Additionally, there is a cumulative 5% chance per turn of searching that the swimmer will discover the small magical object that the assassin was carrying. Once this object is located, make a note of it. This object must be determined by the DM and can be balanced to the level of the party or act as a trailhead to a new adventure.

DANGER NO SWIMMING

Anyone entering the koi pond will be beset by the fish, who will mouth and brush against the swimmer relentlessly. No damage will be taken, but each swimmer must save vs Spells once per turn or be forced from the pond due to fear (mind affecting magic).

Any failed save causes the swimmer to suffer a penalty of 1 to all rolls for the next 48 hours and to experience terrible recurring nightmares about the pond.

FINAL NOTES:

The secret doors from area 109 are manipulated by hidden stone switches on the walls.

The solarium should further be inhabited by an ever changing variety of magical plants both beneficial and threatening, which are representative of the many locations the Inn Master has moved the Inn.

Some of these plant encounters may be transplants from other dimensions and planes and therefore incidental treasure that the plant has been unable to digest might be found inside along with, say, a hand for example. While you may design specific encounters, the sidebar may serve in a pinch.

110. BACK HALL

This lamp-lit hallway connects the tavern and bar to the kitchen. It offers no windows, smells a bit murine and provides access to the Inn's privies: one spacious room for *ladies* and a smaller one for *men*.

The Obvious:

The back hall runs underneath the grand stairs that ascend from the bar to the second floor.

Paintings line the walls. One shows a wolf standing at the edge of a forest looking toward the moon. Another shows a deranged man rubbing his hands over a large black mirror.

Not So Obvious:

Each time this hallway is entered, there is a 10% chance of noticing a door that wasn't there before... See The House: Glimmer Doors.

1. Basidiron 5HD (MM2 p. 15)
2. Fire Flowers 1HD per tendril (AC 4 / Each tendril has one burning flower that spits flame (1-8 dmg) / #ATT 1-8 / immune fire, x2 dmg from cold.)
3. Fungi, Violet 3HD (MM p. 42)
4. Mantrap/Giant Venus Flytrap 4-9HD (MM2 p. 83)
5. Needleman 3+4HD (FF p. 67)
6. Phycomid 4HD (MM2 p. 101)
7. Pilfer Vine 1-10HD (Creature Catalog III p. 51 [sept 1985 Dragon])
8. Retch Plant 5-8HD (MM2 p. 106)
9. Twilight Bloom 3+8HD (MM2 p. 122)
10. Wolf in Sheep's Clothing 9HD (MM2 p. 127)
11. Yellow Musk Creeper 3HD (FF p. 97)
12. Strange Lotus (each character within 10' save vs poison or contract random insanity)
13. Rare herbs. Roll 1d6 for the number found. Each herb heals 1d4 dmg when eaten and cures any ability point loss suffered. Shelf life of each herb is 3 days [or] 3 years if powdered.
14. Rare magical plants recognized by any magic-user. 1d6 such plants may be harvested and each will reduce brewing cost of any potion by up to 400 gp. Unfortunately each plant has a shelf life of only 2 weeks.

111. KITCHEN

An enormous fireplace makes the hanging copper kettles appear molten. The room smells of onion, sage and spices. It feels intolerably hot.

A steep wooden staircase descends (presumably) to the cellar.

Several servants dressed in white give you raised eyebrows as you enter. Something about them seems off.

The Obvious:

The kitchen staff numbers only three individuals: a man and two women. All of them have pale gray skin and fiery golden irises. Their hair is white but seems to glow faintly at the roots. Aside from these anomalies, they are clean and professional looking.

Not So Obvious:

These are three Azer (MM2 p. 12) who are under enchantment to alter their appearance and further permanently charmed by the Inn Master.

Azer x3: AC 2 / MV 24" / HD 2+1 / HP 7, 12, 8 / THACo 15 / ATT 2 (cleaver) / DMG 1d4+2 (+1 from heat and +1 from STR) / Immune to fire / Suffer x2 dmg from cold / Magic Resistance 5%.

If grappled by an azer, creatures not immune to fire will take 1d4+1 dmg.

They are unfriendly, stoic and without emotion but love clear purple or red gems and in exchange will accommodate requests that do not contradict the Inn Master's power over them.

Dispel Magic may reveal the azers' true forms (Subtract the caster's level from 29 and multiply the remainder by 2. Subtract this amount from 50 to determine the chance of Dispel Magic actually working). It will not however break the charm. To break the charm, each azer must remove an amethyst ring it wears. Due to their love of this stone, they will not willingly do so. If the rings are removed, the azer will immediately attempt to flee the Inn and return to the Elemental Plane of Fire.

These three azer are permanently hasted: thus their number of attacks and movement rate. It is by virtue of this haste that they are able to serve the entire Inn.

At the bottom of the fireplace pit, buried in ashes is a garnet worth 100,000 silver pieces. This stone will instantly modify the heat of any fire it resides in according to the mental desires of those near it.

112. STAGING AREA

This large room with lavender and ochre tiled floor broods in windowless gloom. A darkened fireplace hulks against the east wall. Three doors in the room indicate it must see occasional heavy traffic.

The Obvious:

This room is normally dark and empty unless a dinner, ball or similar event is taking place. In the which it fills with tables, chafing dishes and other implements to help cater large meals and the like.

Not So Obvious:

There is a hidden trap door in the ceiling marked "J" that leads directly to the corresponding "J" labeled on the Second Story map. It is opened by means of a stone button hidden under one of the purple tiles in the room's floor.

113. DINING HALL

A gleaming walnut table runs the length of this room. To the south, a bank of full story windows washes the room in light. You further notice a fireplace, boisterously carved with leaping wolves.

Five statues flank the windows or otherwise lurk in the corners.

The Obvious:

Each statue is different and bears an inscription at its base:

1. **Northeast corner:** A robed skeleton wearing a nine-pointed jester cap. Inscription: "King of Fools. 81"
2. **Southeast window:** A buxom young woman with a sword and the number 6 graven on her hand. Inscription: "Demimonde. 54"
3. **South mid window:** A beautiful woman crowned with seven roses. Inscription: "Empress. 63"
4. **Southwest window:** A young girl with an angelic face. Inscription: "The Princess. 27"
5. **Far west corner:** A rampant wolf with jaws gaping. Inscription: "The Devourer."

Not So Obvious:

The symbolism might be clear to anyone who knows the Inn Master's story. The Inn Master sees the Inn as a hungry monster that swallowed his daughter, thus the statues represent the Inn Master, his family and the house (wolf).

Anyone examining the wolf statue may (2 in 6 chance) be attacked. The statue sometimes bites: THACo 10 for 1d4+1 dmg. Like most decorations in the Inn, the statue cannot be harmed or removed.

The statue bites only once and never moves from its base.

There is a base 20% chance of encountering a Glimmer Door in the Dining Hall. It will usually appear on the north wall of the room.

The secret door in the fireplace leads back and forth between the library and is opened by pressing a wolf's eye on the fireplace surround.

Anyone who examines the King of Fools Statue has a 1 in 6 chance of noticing that the palm-up hand extended over the Jester's head has something in it: a large, thick, heavy coin minted from white gold and set with seven half-pearls that line the body of a dragon.

The Pearled Dragon is native to the world of Adummim and is rare even there. Its value is 20,000 silver.

114. LIBRARY

Two-story windows spill light onto expertly crafted book cases and scroll racks. These cases, loaded with grimoires and immense tomes, subdivide the room. The ceiling is open and a second story balcony gazes down on you. You feel a strange cool breeze in this library and hear the faint ticking of a grandfather clock.

The Obvious:

- The balcony above is strung with a railing, and supports an interior oriel (see area 207).
- There is a spiral staircase at the back of the library housed in a shadowy alcove and constructed of wrought iron with wooden treads (rises to area 206).
- An ancient grandfather clock ticks against the east wall.
- There is a large marble statue of a woman with a nomadic headdress foreign jewelry and an impish smile. She is draped below the waist in thin chiffon and cradles an hourglass in one of her arms. The other hand is upturned as if waiting for something to be placed in it.

Not So Obvious:

The statue has an inscription "Nisbal the Immortal, Luthier of the Sunset Palace."

Any small object (rare coin, gem, etc.) placed in the statue's upturned hand and worth 20,000 silver or more will vanish, never return. This fee, much like a pay phone, will connect those in the room with Nisbal on the Elemental Plane of Air. Her voice will emanate from the statue.

Nisbal will inquire whether a student seeks musical training. If the answer is no she will say, "Then thank you for the gift," and promptly end the connection. If the answer is yes she will:

1. Ask for the student's name.
2. Inquire whether they have the Four Winds Bar.
3. If NO: "Very well, contact me again when you have it." She will then end the connection.
4. If YES: "Excellent. Bring it and enough rare perfume to pay a guide. The Sunset Palace will admit you anytime this year."
5. If she is asked where the Sunset Palace is, "He doesn't tell you much, does he? It's on the Elemental Plane of Air, of course. The Four Winds Bar will get you here. I'll see you soon." She then abruptly ends the connection.

It will be difficult to get more information even if additional calls are made. All of this will be very mysterious and confusing for most players, which is as it should be. If you wish to know more about this, see The Starry Curse appendix.

THE CLOCK

The wind in the room seems to originate from the grandfather clock. This clock has a diamond-shaped face with four hands. It is topped by a zero followed by the numbers 1 thru 17 running clockwise. The ivory face bears intricate designs with notations in numbers and symbols.

- If the clock is examined, give the players the clock handout.
- From longest to shortest, the hands are named: King of Fools, Empress, Demimonde, Princess
- The words "Four Winds Bar" require a Read Magic to decipher.
- The clock only chimes on the following numbers:
 - o. Chimes 18 times
 4. Chimes 4 times
 5. Chimes 5 times
 9. Chimes 9 times
 13. Chimes 13 times
 14. Chimes 14 times

SOLUTION TO THE CLOCK PUZZLE

1. All four hands must be set to position ZERO. The clock will then chime 72 times. Following this, the clock will make a rapid ticking-whirring sound, then all four hands will snap backward simultaneously and stop on the number 17.
2. The King of Fools Hand must be moved in this sequence: 0 4 5 9 13 14 0. This will cause the clock to chime a total of 81 times. If the King of Fools Hand is then left untouched for nine minutes a horrible stench of decay will belch out around the clock carried by the wind. The Empress Hand will then snap forward to the ZERO position but will not chime.
3. The Empress Hand must be moved in this sequence: 4 5 9 13 14 0. This will cause the clock to chime a total of 63 times. If the clock is left undisturbed for 7 minutes, a peal of thunder will sound accompanied by the sweet smell of flowers and honey carried on the breeze around the clock. Then the Demimonde Hand will leap forward to position NINE and will chime 9 times.
4. After chiming 9 times, the Demimonde Hand must immediately be moved to 13, then 14 and finally to 0. After chiming a total of 54 times the clock will cease to tick and become silent save for the wind whining around its edges. If the clock is left undisturbed for six minutes, smoke will stream from around the clock's backside and the smell of burning will fill the library. The Princess Hand will then snap forward to the ZERO position and chime 18 times.

5. The Princess Hand must then be immediately moved to position 4 and then to 5. After chiming a total of 27 times, the grandfather clock will stand silently for 3 minutes. If it is not disturbed during this final three minutes, the temperature of the library will plummet, frost will appear over the clock and everyone's breathe will be visible. The clock will then open like a door and reveal a dark passageway.

The passageway is extra-dimensional and cannot be entered unless the clock puzzle is solved. The clock is impervious to harm and attacks on it are 100% likely to result in a sniping response from the Inn.

The passageway is an intensely dark sepulchral vault not quite 2' wide and not quite 5' tall. Characters weighing more than 199 lbs will become stuck in the passage and must retreat (taking 1d3 dmg in the process). Those over 220 lbs will not fit into the passage at all.

Hewn of rough black granite, the passageway travels nine feet before ending at a small black door.

If this door is pushed open another door is seen nine feet further ahead.

These doors are one-way, open inward and will automatically close if not held. Beyond the second door is a third door, also nine feet away. Beyond the third door is a door-less gate, again nine feet distant. It frames a black void and hanging in the air before this void is a gleaming rod.

The rod is made of chromium, 9 inches long, 1 inch in diameter and is easily grasped. The person grasping it, however, will automatically be pulled through the gate into area 018, The East Crypt. Anyone following through the passageway can also enter the gate voluntarily and proceed to area 018.

Those unable to fit through the passageway will be unable to follow.

The chromium rod is of course the Four Winds Bar.

FINAL NOTES

Regarding the secret door in the fireplace: there are seven wolves carved in the surround and the door opens by pressing one of the wolves' eyes.

There is a trap door designated "R" near the statue of Nisbal that is well camouflaged. It bears a keyhole (which key only the Master possesses) but can be opened via Knock. This trap will close silently by itself if left unattended. It leads to area 029 on the cellar map.

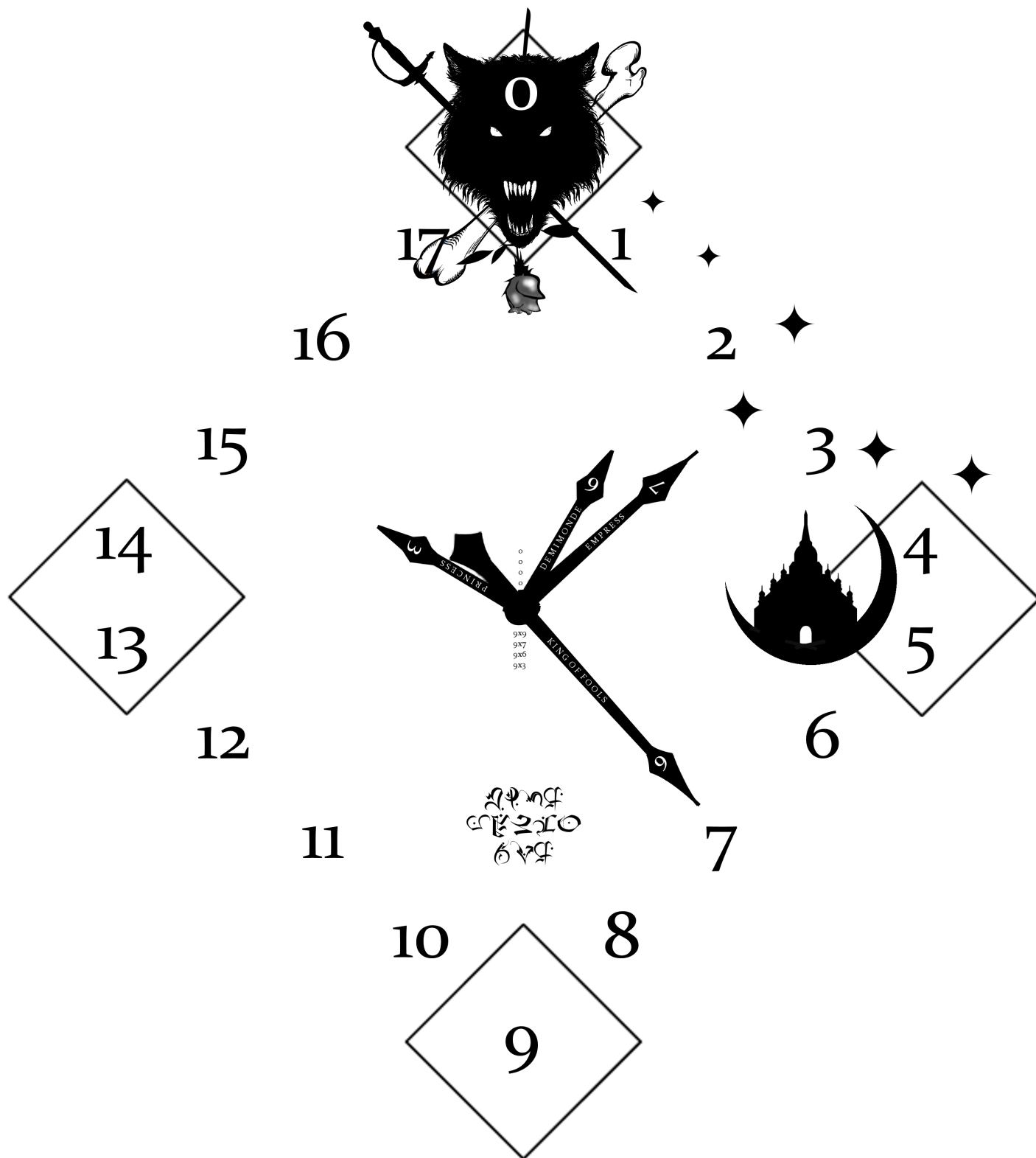
The Library can be used to help in spell research and in other types of sage-like research. How the lore contained in the library can be utilized is up to the DM, but this library contains a wealth of knowledge, secrets, adventure trailheads, lurking portals, curses, and so on.

It is not a room that is explored once and then understood. Each time the library is browsed, something new should be discovered or revealed.

Some ideas for Library Adventures:

- A globe of the world featuring moving clouds and realistic water and terrain. Bending a rule of the Inn, it teleports the toucher to the exact location touched.
- Book on homonculous creation (requires laboratory) containing the spells: mending, mirror image, wizard eye + the necessary instructions. See MM p. 53. A homonculous so created will have 1 hp / HD per level of its creator. Thus a level 8 magic user will create a maximum hp homonculous (16hp).

The cost of the homonculous is a result of its hp x 125 or 2,000 gold for a level 8 creation. When this creation dies, the creator always takes 2d10 dmg.



FOUR WINDS BAR

value: 700,000 sp / xp: none

This wand is usable by any class and is considered a minor artifact. It constantly emanates an unstoppable cool breeze which will be detectable within 30' of the wand regardless of barriers.

Characters carrying the wand will therefore suffer in their attempts to surprise, hide, or even conceal themselves by means of etherealness (the breeze will cross the planar boundary between the Prime and Ethereal Planes). This breeze will make most nearby creatures suspicious.

The wand is 9" long, 1" in diameter, made of blemishless chromium and is etched with a single phrase: "Four Winds Bar".

The powers of the wand:

Radiance

Either the holder may once per day cause the wand to unleash a burst of electrical energy in a 60' radius around the holder that affects friend and foe alike, doing 4d8 dmg (a successful saving throw vs Spells will reduce damage by half)

Or the holder may once per day touch a creature with the wand and cure serious wounds (healing 2d8+1 HP)

Smoke

Once per day the wand can unleash Pyrotechnics as the spell PHB p. 58. No fire is needed and the fireworks or smoke will pour from the wand itself.

Fireworks will blind those within 120' of the wielder (no save) unless they have closed their eyes. Blindness lasts for 1d3 rounds.

Smoke will pour from the wand in a cone and fill an area up to 60'x60'x20'deep. All creatures in this area are unable to breathe or speak and cannot see beyond 2'. Creatures needing air to survive will take 1d6 dmg per round after the first if they remain inside the cloud.

Ice

Once per day the wand can create a perfect sphere of ice which will function as a crystal ball DMG p.141 and last for 1 hour. After this hour, the ice will have melted to the point that the scrying device is no longer useful. Keep in mind rules regarding scrying inside the Inn (see House Rules)

Vacuum

Once per day the wand can drain one level or HD from a target up to 30' distant. The target is allowed a save vs Spells. If the save is successful, the target is instead affected for 1d12 rounds as if by a Ray of Enfeeblement (losing 25% of STR and damage from physical attacks). See PHB p.71.

As an innate power, the holder of the wand is able to Fly as the spell any number of times per day for as long as is desired, however, the bar must be held in one hand in order to remain flying.

Finally, the Four Winds Bar is useful in other areas of the Inn. See area 018 the East Crypt & area 031 the Chamber of the Lost Gates.

- Spell Book with a Guardian Familiar that will fight the party but will not leave the library. See FF p. 49.
- A rolled up scroll is found which appears to be a valid contract binding a named devil into service. The devil's signature is present but the name of the person he is bound to serve has yet to be penned in.
- Located around the library are four small devilish statues of satyrs with bat wings. One palms his genitals with his right hand. One plays a small harp with both hands. One bites a fruit from his left hand. One beckons with both hands empty.

A bust of a devilishly handsome man (Asmodeus) located on the fireplace mantle will ask a riddle when touched: "The lyre leaves how many hands free? Choose wisely or dye."

The trick is in the homophones.

Not "liar" but "lyre" (small harp). The correct answer is none. A heroic point (see joining the guild) is given to any character who answers correctly on the first attempt. Any character who answers incorrectly will notice their skin changing color (not die but dye) over the next 1d3 days:

1. Chartreuse
2. Magenta
3. Slate Gray
4. Sickening Ochre

This change will happen slowly so that there is no immediate visible repercussion to an incorrect answer. Nevertheless, the statue will chuckle in a low evil way for each wrong answer given. The color change is permanent and lowers the character's CHR by 5 and CMS (if used) by 8. There is no save.

If research is done or a sage is consulted, it can be discovered that this devilish curse can be removed by the application of 7 remove curse spells cast consecutively within a time frame of 7 minutes.

If the riddle is answered correctly, a key appears on the desk along with a treasure map. Where this leads is up to the DM.

115. GRAND PARLOR

This exquisite wallpapered room is appointed with comfortable chaises and chairs, an enormous fireplace and many windows. There is a wrought iron spiral staircase that rises near the center and several musical instruments.

The Obvious:

A large Harp, A Piano, and a Great Tribal Drum comprise the trio of instruments.

Not So Obvious:

THE HARP, when played by a proficient musician, can cast a Sleep Spell over the entire room PHB p. 68.

THE DRUM, if struck thrice, will transport the player character into the room wilds of the Forest of Dreams (Room I).

THE PIANO, if played for one hour, increases the player's DEX by 1 point for the next 24 hours. The player must be proficient at playing piano in order to gain this benefit.

There is a Horn of Blasting DMG p. 146 hidden in a cubby under the seat cushions of the bay window. It will automatically return to this cubby 24 hours after being removed, regardless of its location. The horn cannot be carried outside the Inn but can be carried to other planes via gates or portals

within the Inn. The horn has been used six previous times and currently has a 12% chance of shivering itself when winded.

116. THE HIGH TOWER

There is no way into the High Tower from the ground floor. Rather this tower must be entered from the Inn's cellar. The staircase inside this tower offers no railing—only a naked and treacherous set of stone steps that cling to the tower walls.

117. SERVANT ENTRANCE

A sturdy wooden door with a half-pane lattice window exits the Inn here, shadowed by the steep walls of the Library Tower and the square tower to the north. A flagstone path leads away from the Inn over the lawn and toward the Carriage House, where the servants apparently reside.

The Obvious:

This door cannot be used by anyone who is not either employed by or a member of the Night Wolf Inn.

Not So Obvious:

There is a brass key hidden behind a loose wall stone and further concealed by a rose bush. This key is a skeleton key to all the doors of the Carriage House and the Old Stone Barn.

118. GAZEBO

A railing-girded gazebo stands in dappled light at the edge of Spector Woods. Within, a bench swing suspended from the rafters, sways softly in the breeze.

The Obvious:

The Gazebo is decorated with a pattern of two faces, both girls. One appears older than the other but both are young and beautiful.

Not So Obvious:

The gazebo conveys an unaccountable sense of isolation to anyone who stands in it and anyone who swings upon the bench will be struck by wanderlust and a desire to plumb the mysteries of the house:

- Loitering causes a -1 penalty to all rolls for the next 24 hours due to distracted thoughts.
- Swinging requires a save vs Spells or be Geased to join the Night Wolf Inn.

There is a secret trap (designated "S") in the floor of the gazebo that leads to the corresponding "S" on the cellar map (002 Secret Passage to Gazebo). This secret trap door cannot be opened by anyone who is not a member of the Night Wolf Inn.

There is a 30% chance per visit of Suzie's apparition being in the gazebo. If this occurs, the chance drops to 5% for future visits. (See the Inn Master for more information).

119. THE WELL

An acorn peppered well stands in the shade of oaks and maples.

The Obvious:

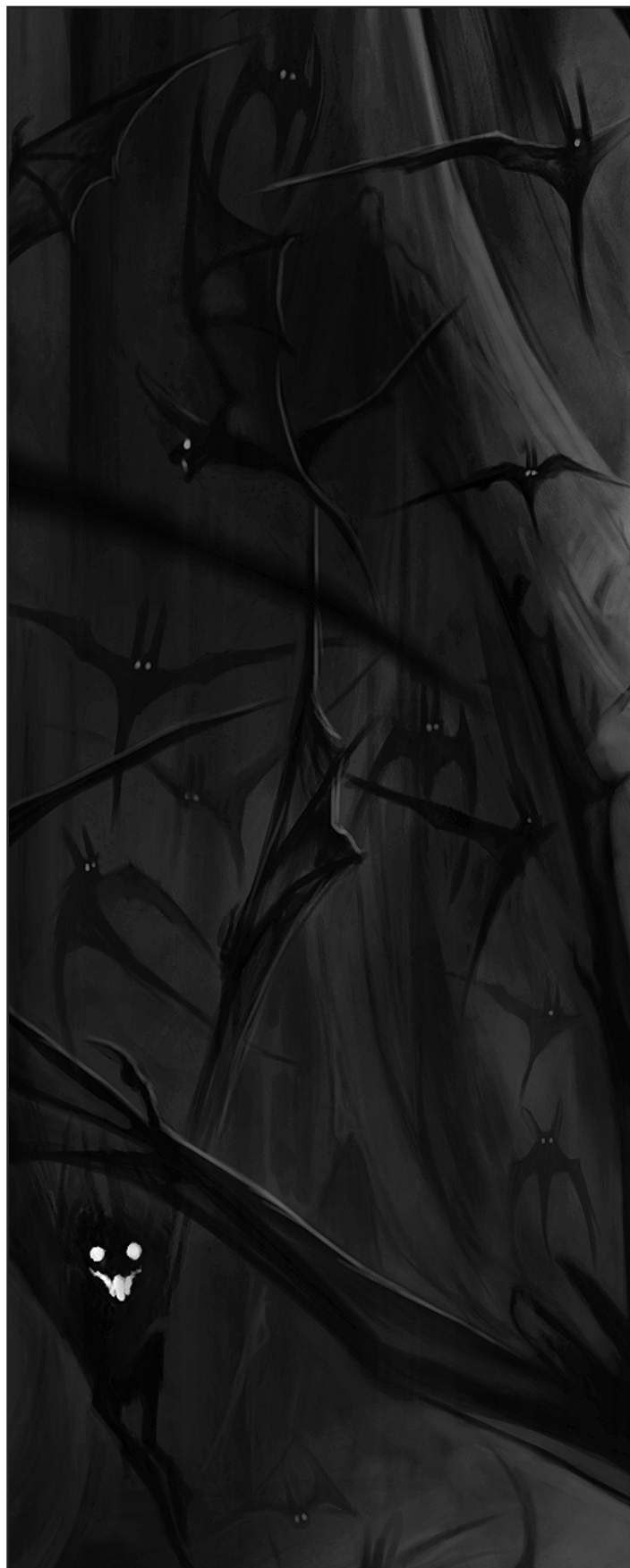
The well is circular and roofed. Its winch, rope and bucket are all in good working order and can support a single person or a maximum of 300 lbs. More than this will break the rope.

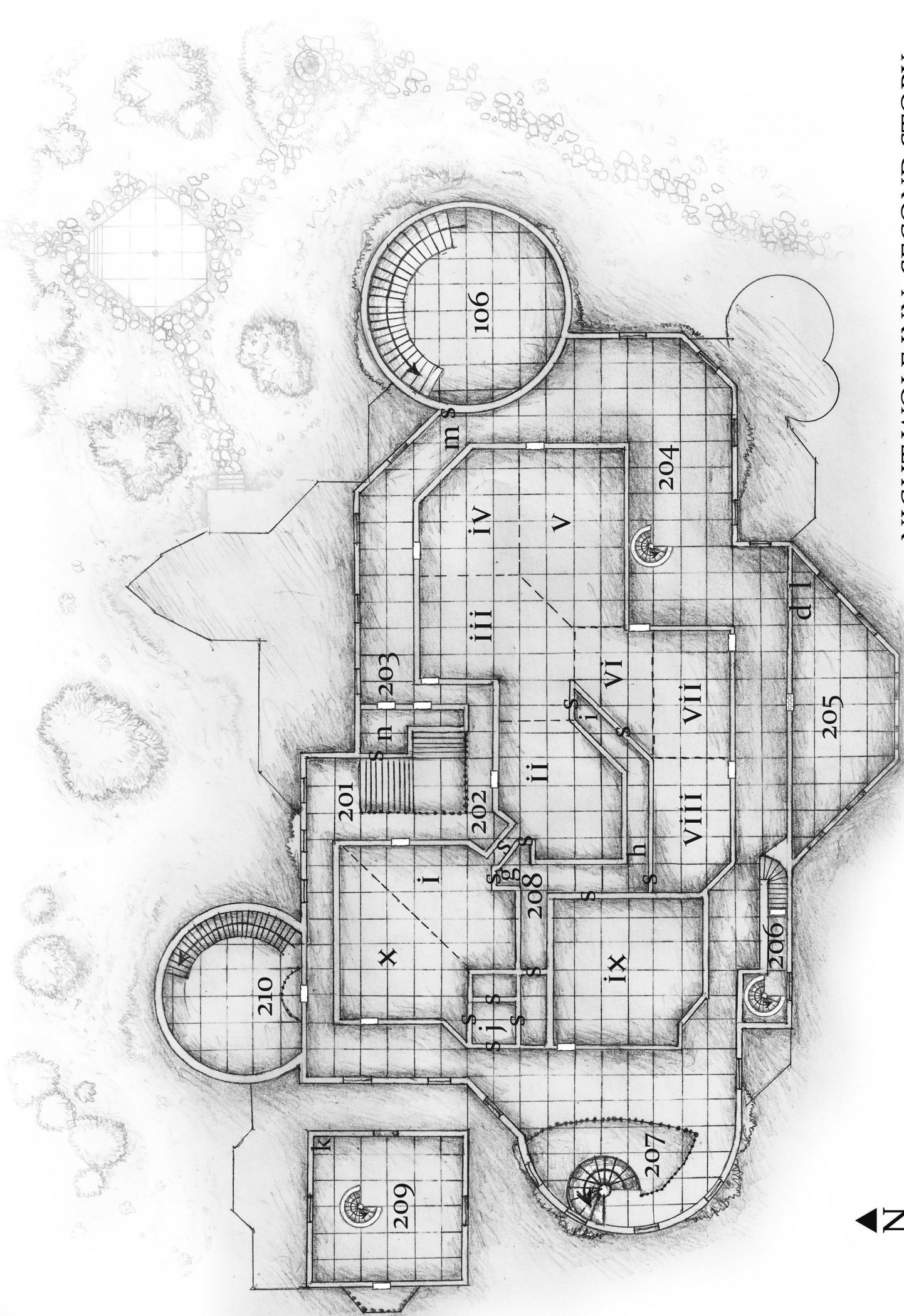
Not So Obvious:

The well drops 90' to the water table and deposits interlopers into the cellar map at area 007 Well Deep.

Anyone who tosses a platinum piece into the well and makes a wish has a 1% (00) chance of that wish being fulfilled. If a 01 is rolled on the dice,

however, the wisher is stricken with a curse and polymorphed (no save) into a deformed & hideous version of a bat, frog, raven or similar yard animal. See PHB p. 78.





NIGHT WOLF INN: SECOND STORY

1 sq = 5'

SECOND STORY

The second story is comprised mostly of guest rooms. These are indicated on the maps with Roman numerals I – XVIII. Guest rooms aka fantasy closets are detailed under their own section “Guest Rooms”.

The door to each guest room bears a brass plaque with the name and numeral of the room. These rooms can be rented from Jeeves at the front desk. See area 102. A price list for all rooms is also found in the appendices.

201. SECOND STORY LANDING

A broad staircase rises from the ground floor to a window-decked landing with an impressive view over the solarium and the back yard. You can see the woods, a gazebo and the rose-cradled exterior of the High Tower.

The Obvious:

All the doors of the hall that circuits the second story (excluding the bricked up door to area 205) bear brass plaques with the name and number (if appropriate) of the room. This hall is carpeted with runners and illuminated at night with magical flames in glass sconces.

Not So Obvious:

The secret door designated “N” opens in the wall-paper half way up the staircase.

It leads to a pocket dimension behind the linen closet. This dimension is murky, roughly 15'x15'x15' and composed of soft ambiguous clay like material. In the floor of this place is a trap door that leads to any world of the DM's choosing via a Rope Trick per PHB p. 71.

202. SINISTER ALCOVE

A deep alcove in the elbow of the hallway broods in shadows. There is a mark on the floor as if a large statue used to stand here.

The Obvious:

An indentation in the wood floor indicates whatever object used to be here must have been lifted straight up rather than dragged away and that it was heavy. The boards are still compressed as if under great weight.

Not So Obvious:

There is, in fact, an invisible statue still standing in the alcove. Anyone walking into the alcove to inspect it without feeling ahead first will take 1 dmg from the unexpected collision.

The statue is 4½' tall, composed of stone and cannot be made visible by any normal means. Mud, flour, paint and the like will be quickly repelled from the statue and attempts to make it visible in this way will qualify as vandalism.

Detect invisibility, true seeing and the like will temporarily reveal the statue to the caster/owner of this power. In such case the viewer can discern that the statue is of a young girl.

NOTE: Anyone who physically attacks or attempts to vandalize the statue (painting it to make it visible etc.) becomes permanently invisible and mute. This terrible curse must be refereed with painful attention to detail insofar that the player owning the cursed character should not generally be allowed to speak. Each Remove Curse spell cast on the character has only a 5% chance of removing the effect. At each attempt, you should roll dice for the player's benefit, consult them and then inform the player that the attempt was either a failure or a success.

The secret door behind the invisible statue leads into area 208, the Spy Passages. It can only be opened by whispering Suzie's name.

203. LINEN CLOSETS

Twenty feet of hallway, comprising the entirety of the west wall of the corridor is occupied by double closet doors and cupboards. To the north, a grand view of Spector Woods can be seen from the windows.

The Obvious:

Opening the closets and cupboards reveals great stacks of sheets, pillow cases, fresh towels, new bars of soap and the like.

Not So Obvious:

Any character stealing towels, bathrobes, etc. from these cupboards will be teleported utterly naked onto the Front Porch (area 101).

All items carried and worn by the offending character are deposited in orderly fashion in the Coat Room (area 103). The stolen towels or robes will be teleported to the Carriage House for laundry.

204. THE GALLERY

Strange and unnerving paintings and sculptures fill this wide portion of the second story hallway. One painting in particular shows a skeletal crone in a rocking chair bathed in the light of a huge window. At her feet, resting her head in the crone's lap is a young spectral girl with her eyes closed.

The Obvious:

None of the art detects as evil and all of it is obviously expensive. Each piece is an original and shows the touch of a master artist.

Attempts to steal or vandalize should be met with a response from the Inn (see The Inn as an NPC).

Not So Obvious:

At night, there is a 50% chance that Suzie's apparition will be here (reduced to 5% after an initial sighting. (See the *Inn Master: It's Alive?* for more information).

The northern secret door designated “M” is opened by pressing a grimy section of wallpaper.

Opening it reveals a tight 2' deep 3' wide chute with rungs set in the stone walls. Note that characters weighing over 210 lbs. cannot fit into this chute.

The chute is lightless and descends 200' with ever more oppressive and claustrophobic smells, sights and sounds.

If a character ignores these descriptions and perseveres the full 200', their light source will fail, the rungs will turn to mist between their fingers and they will fall 10' (1d6 dmg).

Each such climber who falls will appear in a random location in the Inn Cellars. Roll 1d6 and consult the table below:

1. Wine Cellar (area 003)
2. Outside the Vaults (area 034)
3. Hall of Adventurers (area 014)
4. Doth Lorn (area 025)
5. At the door to the Temple of the Moon (area 009)
6. The Ennead (area 047)

FINAL NOTES

The wrought iron spiral staircase in the gallery ascends to area 301 in the Lofts & Towers.

The bricked up doorway to area 205 offers no clue as to what might be behind it. Attempts to physically break the wall will result in a response from the Inn (see The Inn as an NPC).



205. SUZIE'S ROOM

Your throat convulses on dead musty air as you survey a landscape of undisturbed dust and mummified insects. A bed canopied in webs and a forlorn collection of toys seem to be the only furnishings. Six windows chalked with dirt stare vacantly over the front yard.

The Obvious:

The door is bricked up. All windows have been nailed shut with strange black nails that bear a silver glyph in their heads. The bricks in the doorway bear a vague smoky smudge as if someone waved a torch there or something burning left its silhouette.

Not So Obvious:

Each nail will deliver an electrical shock of 1d10 dmg to every creature within 5' if removed. There are six windows and each window bears 13 nails.

There are several cursed toys in the room.

ROCKING HORSE: If mounted, it begins rocking and grafts the character's hands to the handles. Remove curse will free the character. Tearing the rider's hands loose will remove all skin from the palms and deal 1d3 dmg. This damage is permanent and can only be healed with a Regenerate Spell PHB p.53.

Value: 20,000 sp. XP: none.

SNOW GLOBE: Anyone disturbing the snow is imprisoned inside, able to breath the liquid but unable to breathe air. Breaking the globe will expose the character to air and cause them to die of suffocation in 1d3 rounds + 1 per hp adjustment provided by the victim's CON. A remove curse has a 20% chance per attempt of extracting the character from the globe.

Value: 20,000 sp. XP: none.

MORBID DOLL: This looks like a mummified child but is clearly carved of wood. It has glass eyes and real baby teeth glued into its mouth. Long gray human hair pushed into holes in its crown give it a disjointed, ancient look.

If the doll is touched, the thing's horrible eyes will turn on the holder and a dry whisper will issue from it in the Ghnall tongue (a language from the Inn's home world). "Mamma" or "Dadda" will be the translation depending on gender of the holder.

Once it has been touched, it cannot be gotten rid of. Whether left behind, sold, or incinerated it will always reappear among the character's belongings within 1d20 hours. Although the character receives no initial ill effects from picking up the doll, each time the character "discovers" it among his/her possessions, the character will be stricken with horror and suffer a -1 penalty on all rolls for 1d4 hours thereafter. Note that even if the character does not attempt to get rid of the doll, the doll will reposition itself in 1d20 hours so that the PC will discover it and become horrified.

Value: 20,000 sp. XP: none.

Sitting on a windowsill is a small glass bottle with a handwritten label and cork stopper. The label is written in a language native to the Inn's home world and can only be translated through research in the library or by magical means. Translated, it reads "Moondrop".

For details on the Moondrop's powers and purposes, see The Starry Curse & All The Secrets. It is unlikely that characters will realize the full value of what they have found.

A thorough search will reveal a pale sapphire ring set in white gold and flanked by diamonds, the whole worth 300,000 sp. This treasure is lodged in a crack between the floorboards. If it is picked up the character touching it will hear the words "As my own precious gem slipped through the cracks of this house..." whispered in their mind.

That character will be able to keep the treasure for lucre but will be haunted

by a desire to solve the mystery of the Inn.

The secret doors, designated “D” and “L” lead to corresponding “D” and “L” on the third floor (Lofts and Towers) and the ground floor respectively. “D” is in the ceiling. “L” is in the floor.

FINAL NOTES

There is a base 100% chance of encountering Suzie’s apparition in this room (reduced to 10% for each future visit). Suzie’s apparition is a lovely spectral girl. This apparition will not speak unless it is asked specifically, “Where are you?” To this single question the phantasm will respond, “Between Starlight and Hellfire.” It will then vanish.

206. SECRET ASCENT TO THE ATTIC

This area is different depending on which direction it is approached from. If it is entered via the stairs from the library the following is true:

The iron stairs climb through the ceiling into a strange unfinished space with exposed framing and a single window sprinkled with dead blue bottle flies. Webs and dust are thick here. A single stooped door barely over 5’ tall is wedged at the end of a narrow hall.

If this door is opened without knocking, it will temporarily replace area 302 (the Black Door) on the third floor and deposit the characters in the hallway leading to area 301. If the black door is closed and reopened however, it will not lead back to area 206, but will instead lead to area 302 as normal.

Only if the door is knocked on (any number of times) and then opened, will it lead to the wooden (and very dusty) staircase beyond the door that is shown on the map.

If this area is reached by characters traveling downward from the eastern stairs, then the rules change—and the following is true:

The wooden stairs end at a small door of darkly stained oak. This portal is barely 5’ tall and appears to be locked.

Picking the lock from this side works as well as a Knock spell. Trying to force the door or break it will meet with failure and a response from the Inn (see The Inn as an NPC).

- If the door is picked or magically unlocked, it will open directly into the attic at area 402 via a glimmer door.
- If the door is knocked on 3 times, any light beneath the door will fade and it will open into the room wilds of Room III: The Comet’s Tail.
- If the door is knocked on 6 times, a reddish light will bloom beneath the door and it will open in the room wilds of Room VI: The Node.
- If the door is knocked on 7 times, a heavenly light will blossom under the door and it will open into the room wilds of THE BOWERY.
- If the door is knocked at 9 times, light beneath the door fades entirely and it will open to area 047 The Ennead.

At the point where the wooden staircase turns sharply there is a small picture on the wall. It is hung at a crazy angle and depicts a wild dark thing with long talons and eyes like cinders.

Although it might be a werewolf or demon its exact form eludes you in the muddy hues of a dusk-colored sky. All you know for certain is that the creature appears to be inside some kind of bell tower near a bell. Six faint stars shine in the murky heavens, comprising the six brightest specks of paint on the canvas.

A title at the bottom of the frame reads, “Cupola Thing”.

If this painting is straightened or adjusted, a blood-curdling howl will be heard from above.

If the painting is removed from the wall, a number 7 will be revealed, scratched into the wood behind it.

In either case, the Cupola Thing (area 403) will arrive at this location in exactly 5 rounds, traveling from the cupola through the attic and down these stairs. It will re-hang the picture (which is indestructible) at the same crooked angle at which it is originally found. If the player characters are still here when it arrives, it will also attack them.

207. LIBRARY OVERLOOK

The hallway widens here into a spacious balcony that looks down on a library below. Two-story windows light much of the space, which is decorated with paintings of fantastic twilight landscapes on seemingly imaginary worlds. A portion of the balcony reaches out to a wooden oriel suspended over the library. This oriel houses a wooden spiral staircase that climbs to the third floor.

The Obvious:

The ticking of a clock can be heard from below and a strange cool draft rises out of the library (unless the Four Winds Bar has been found and removed). At the top of the spiral stairs is a trap to the BOWERY which cannot be entered without a special golden key held by Jeeves.

Not So Obvious:

A name has been scratched into one of the wood balusters as if with a claw: “Thin Chamberlain.”

This is the name of the Master’s quasit familiar, carved into the wood by the creature itself.

If the name is spoken aloud there is a 50% chance that the quasit is invisible nearby and hisses. This will be followed by the sound of small clawed feet skittering away down the hall.

208. SPY PASSAGES

This network consists of the passageway marked “208”, the 5’x10’ hall and the 10’x10’ secret room with the letter “J” in it.

All of these areas are connected via secret doors. They are unlit, unfinished, between-the-walls spaces that feature wooden floors, exposed load-bearing beams and irregular geometry.

Those in these passageways will smell odd things: cinnamon one minute and mummified mouse carcass the next. They will hear inexplicable sounds and perhaps even the dimensional grinding of the Inn itself.

As the map indicates, there are secret doors into most of the guest rooms on the second floor, with the exception of Rooms IV, V & VII. All other rooms have not only a secret entrance, but also a set of peepholes that allow spying and listening. These secret doors and peepholes are not hidden to those inside the Spy Passages.

Opening the peepholes to any room allows a 5% chance of being noticed by any occupants. What can be seen through the peepholes is determined by room. Consult the Guest Rooms section of this supplement.

The secret traps labeled “G” “H” “I” & “J” connect to other regions of the Inn as follows:

- G. Opens in the ceiling to “G” on the 3rd Story (Lofts and Towers)
- H. Opens in the ceiling directly into Room XV.
- I. Opens in the ceiling directly into Room XIV.
- J. Opens in the floor directly into area 112, Staging Area.

There is a 10% chance per visit to the spy passages of encountering the ghost of Carrie (see area 404 Forsaken Nursery)

Also note that the secret door from area 208 to area 202 can only be opened by whispering the name Suzie.

209. SMOKING ROOM

The wrought iron staircase from the Grand Parlor rises through the floor. You find yourself in a lounge set with strange animal trophies and oxblood leather couches and chairs. The room smells of pipe tobacco and faint cologne. Windows look out past other towers and gables, granting a tremendous view of the property. To the west, these windows stare directly over a 10' gap into the opposing windows of a second story hallway.

A door set in the west wall must lead outside, possibly to a balcony

The Obvious:

A box of high quality cigars and some jars of pipe tobacco stand on a convenient table along with the necessary tools for smoking.

The door does indeed lead to a small stone balcony that looks over the lawns toward the Carriage House. This door cannot be opened by anyone who is not a member of the Night Wolf Inn.

The walls are hung with many paintings of regal-looking men and women, each with a different name on the frame but the same wise light in their eyes. (These are portraits of high level adventurers that have been members of the guild)

Some of the names:

- Jeeves Everbleed: (the Concierge)
- Phantomas "the Archmage": a noble man with a dark beard.
- Rill Teroth: a small swarthy man with a cunning expression.
- Lafria Frostlace: a beautiful woman with long dark tresses.
- Rain: a milk-white elfin woman with blue hair & soulful eyes.
- Karakaël "Celestial Knight": An elfin man in black armor.
- Ashara the Dark: A buxom woman with white hair & black armor.
- Vlondril "the Avaricious": a smiling man with a mandolin and a gold tooth.

The DM can add portraits of heroes from his or her own campaign as warranted.

The spiral stairs continue up to area 305, THE GUEST ROOM.

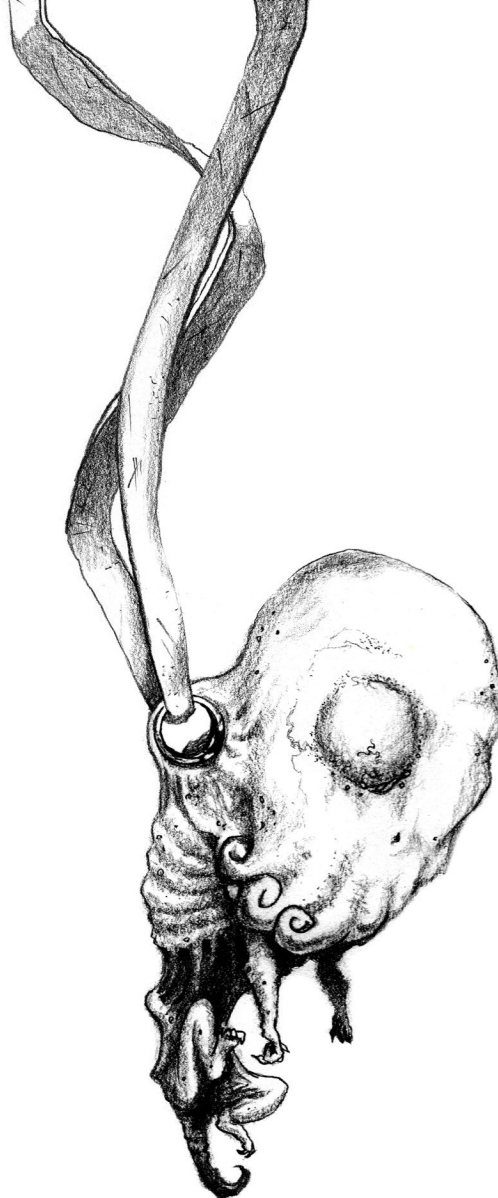
Not So Obvious:

The secret door designated "K" is a trap in the floor that leads into a cramped and irregular chute set with rungs that allows the brave to climb all the way down to the corresponding "K" on the Inn's Cellar Map (area 006).

If the cigars or pipe tobacco from this room are used, the animal heads on the walls will begin whispering and their black eyes will seem to luminesce. If a Tongues spell (PHB p. 49) is used the caster will understand the animals to be endlessly repeating the following poem:

*Hell's cunning Beauty snared
The Faceless One of old
'Neath polar mountain'
Lightless cold—
& pursued by a flight
Of odd-colored stars.*

*So from the Gates of Death
Brew ye the lasting drug
To eschew living—
Life so smug,
With the couatl egg
In your blackened jar.*



*Thereby the swart mirror
Shows forth those Blissful Lands!
A moondrop to melt
Ice that spans
A buried City of
Deviled cinnabar...*

*But oh! Beware noble
knights! Drawers of the bow!
Your blood is not the first
to thicken in the snow!
What lure?—the Princess' body jerks
'low that cadaverous hook of light!
The Devil waits within the ice
And rides the starry night!*

For the larger meaning of this poem, read The Starry Curse & All The Secrets in the appendices of this supplement. The short of it is that the Faceless One was trapped by Asmodeus (the Beautiful) but knows that if six sacrifices are made to him, he will be free. The princess is the bait to encourage the necessary sacrifices.

There is a pull-down trap with a folding ladder that grants access to THE GUEST ROOM above the Smoking Room.

210. HIGH TOWER BALCONY

This door opens into a windowless silo. A small balcony provides some vantage. You can see a staircase on the far wall, following it in both directions: up to uncertain heights and down into what must be cellars or basements.

The Obvious:

See areas 004, 116, 307 & 408 for more info on this very tall tower. A small coffer of carved stone sits on the balcony. The lid is easily lifted off to reveal an interior lined with black velvet.

Resting in this void and smelling waxy and foul is something wrapped in white linen. It appears to be a mummified fetus of terrifying appearance, mostly head, its dead white eyes staring, its tiny spine and limbs curled inward like a fern. The terrible thing has a small tail and instead of a proper face, tentacles are curled around a tiny mouth. It is a grayish mauve color where its mummified flesh stretches between black bones that have in some places cut through the taut skin. A steel ring has been fitted into the back of the fetus's neck and a leather thong passed through so that it might be worn, possibly as a talisman.

Not So Obvious:

This horrible amulet will radiate evil in a 10' radius that is easily detected.

BRAIN EATER AMULET: Wearing it is an evil act but the thing will grant its holder a resistance to magic. All magical damage inflicted upon the holder is reduced by 1 point per die of damage done. In addition, the holder is permanently under the protection of a Mind Bar PHB p.115. Any mind flayer (MM p.70) who sees this amulet will attack the holder with all available resources.

Destruction of this amulet is a good act and will confer a minor blessing upon any good character who does so. It may be destroyed easily with fire. Value: 500,000 sp. XP: 7,500


$$1sq = 5'$$

LOFTS & TOWERS

Like the Second Story, the third story is comprised of guest rooms.

The door to each guest room bears a brass plaque with the name and numeral of the room.

301. THIRD STORY LANDING

The staircase from the gallery rises to a low-ceilinged landing that crouches beneath the angles of the roof. The floor boards creak underfoot and you see several doors in the immediate vicinity bearing brass plaques with various names. A narrow corridor burrows west, paneled in rich wood and lit with burbling, hissing lamps. There are no visible windows to orient you and even the gas-light seems oppressive and vaguely dangerous.

The Obvious:

There is a base 25% chance of encountering Suzie's apparition in this area or in the corridor. After the first sighting, this base chance will drop to 5% per visit.

Not So Obvious:

The nearby secret room is not accessible from the landing; it can only be entered via a trap designated "C" which leads to the attic. Note the corresponding "C" on the Attic & Spires map for the connection point.

302. THE BLACK DOOR & THE DARK PASSAGE

As you walk down the hallway from the landing you are confronted head on by a small ominous door. Unlike the others, this door has no plaque or name. It is 5' tall and painted black. There are no visible hinges so it must open inward. Even the doorknob is finished in black enamel. The corridor jogs to the right around this door before continuing its westerly route.

The Obvious:

The door is cool to the touch and the knob startlingly so. If this door is opened a stone passage 10' wide is seen, traveling directly west into utter darkness. After only 10' the darkness is absolute and no light, power or special vision is able to penetrate it.

Not So Obvious:

If this hallway is entered, characters will notice it is exceedingly dark.

Torches, lanterns, candles and so on will illuminate a 5' radius around the holder and will likewise be visible from 5'. Beyond this range, such light sources will be completely obscured and useless. Light Spells of all sorts will illuminate only a 10' radius around the source and will likewise only be visible within 10'. Ten feet is the maximum visibility in the Dark Passage and even a Gem of True Seeing will not extend this range.

Each character who travels more than 10' into the passageway will lose sight of the Black Door/Doorway (it will grow dimmer with each step as if seen through a black mist).

Once a character loses sight of the doorway, they will be unable to return to it by any means and will be trapped in the Dark Passage.

Attempting to return to the door after losing sight of it results in traversing a seemingly endless hallway into darkness. This endless march will grow colder and more foul smelling as the passage is traversed. If the party has enough food and water to make the journey, they will (after 6 days, 6 hours, 6 minutes of traveling down the 10' wide corridor) emerge from a cave-like opening at the edge of a vast sinkhole. The air will be so foul with the smell of decay that an immediate save vs Breath Weapon is required to avoid retching for the next 1d10 rounds.

You stand at a cave-like terminus to the passage, horrified. You see no obvious path forward. The cave mouth opens in the throat of a vast sinkhole, miles across, whose depth cannot be determined. Climbing or flying out of this pit, up the steep walls seems a daunting task considering the vile stench and howling winds that make the air nearly unbreathable. In the distance, silhouetted against a hideous gray-pink sky, is an alien-looking fortress of dark metal—possibly iron as it shows heavy lines of rust.

It is bitterly cold where you stand, chokingly foul and maddeningly loud. You are certain the wind carries the sound of distant screams...

The characters have navigated a long conduit through the astral plane and are now on Pazunia, the first layer of the Abyss. Here they will find enormous sinkholes dropping to deeper abyssal layers, the River Styx, and the iron fortresses guarding the physical bodies of demon lords who are astrally projecting. See MoP p.101.

This (along with Room IX) represent the Inn's only "direct" connections to the outer planes. Keep in mind that the characters are now 2 planes removed from the Prime Material and magical weapons will be reduced by 2 points. Happy adventuring in the land of demons!

Most parties will never reach the abyss and will turn around long before 6 days. Such individuals will find themselves trapped in the Dark Passage.

THE DARK PASSAGE

The Dark Passage is a true pocket dimension and is one plane removed from the Prime Material. All magical weapons are reduced by one plus.

Navigating the Dark Passage must be conducted without visual aids. Players are free to attempt mapping the passage, but the DM should provide no help in doing so. Remember to apply combat penalties to those fighting beyond the reach of light sources. This place is pitch black and very cold.

Although characters will initially enter from the east and be traveling west toward DP1, any combat will disorient characters so that you should thereafter resort to "left" and "right" as you describe the environment.

DP1. THE DEMON IDOL

Buried in the black mist is a shape—equally black and glassy. A large statue, cut from obsidian emerges. The black mist clings to it as if loath to reveal all of its parts at once.

The thing is fat and smooth and grinning. Large rubies fill its eyes and it holds an empty bowl in its lap.

The Obvious:

The gems can be removed. Each is a base 100,000 sp value (5,000 gp per DMG p. 25) You should roll for each gem per DMG p. 26 with results of 1 thru 3 being heeded and rolls of 4 thru 6 being treated as if a 3 had been rolled.

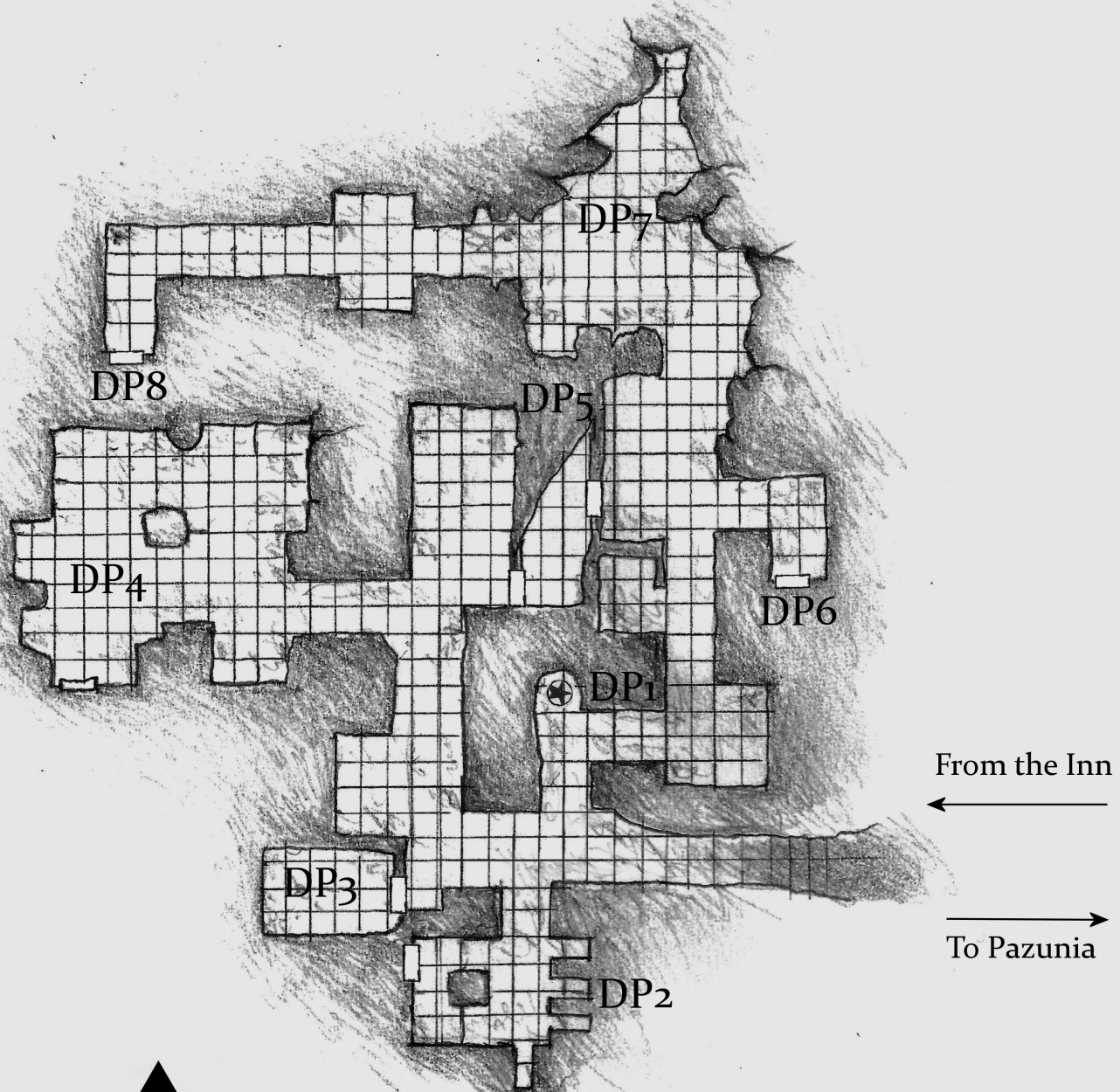
It will require a full round to remove each gem and if a gem is molested the bowl in the statue's lap will burst into flame (this will also notify the demon inside the statue: see below).

This flame will illuminate a 10' radius and cause 1d8 dmg to anyone standing in or on the bowl when it ignites.

Not So Obvious:

Deep inside the Demon Idol is a jeweled phylactery filled with liquid and a silver ball inscribed with unholy writing. This phylactery can only be found by breaking the statue open (10 structural points as a merlon per DMG p. 110).

Normal implements will be useless against it, but a sledge or the like inflicts ¼ point of damage per round of use. Keep in mind that after 1 turn, a character will be forced to rest for an equal amount of time so that a single character



1 sq = 5'

with a sledge might break the statue open in 8 turns, whereas a team using the same hammer in shifts could sunder the idol in as little as 4 turns. An earth elemental will deal 1 dmg per round as dictated by the chart on DMG p. 109.

Keep in mind that all of this will be very difficult based on the fact that once per round the party will be under attack from the thing in the phylactery!

Inside the Phylactery is a Type VI Demon that has lost its physical form. Its only attack is by Magic Jar, which it can attempt 1/round at a range of up to 60'. For purposes of the Saving Throw, assume the demon's intelligence is 17. See PHB p. 81 for Magic Jar attacks.

Once the demon has possessed a character, it will immediately attack the rest of the party, attempting to destroy them in whatever way is quickest.

If the possessed character is in danger of dying, the demon will spend 1 round returning to the phylactery before attempting to possess a new character.

The phylactery is worth an additional 100,000 sp if it is not destroyed.

DP2. THE BLACK CRYPT

In the dark mist, you smell a mealy rottenness, an old-death-stink that has settled into unpleasantness.

On the black floor dull yellow remnants of living things lie scattered.

The Obvious:

The bones will make noise unless a thief succeeds in clearing a path and this threat will be obvious to anyone with a desire to enter the area.

Any sound (including party discussion) south of the short entry passage to this place will rouse the occupants.

Not So Obvious:

Crouched in funerary wrap, huddled in the depths of four burial niches are four withered black corpses with empty sockets and ghostly thin limbs.

Mummies x4: AC 3 / MV 6" / HD 6+3 / HP 36, 23, 32, 34 / THACo 13 / ATT 1 / DMG 1d12 + disease / Sight necessitates Save vs Spell or paralyzed 1d4 rounds from fear (humans save at +2) / Disease on hit, no save: diseased characters cannot gain hp from healing spells until cured. / Magic weapon to hit but all damage from such weapons is halved and rounded down. / Vulnerable to fire. See MM p. 72 for further details.

If the player characters are weak, remember that the mummies only move at 6" and have low intelligence. They will proceed toward noise. Keep careful track of their movements as they may corner careless PCs.

Each mummy wears various jewelry worth 1d30 x 1,000 sp value.

There is a silver door decorated with a moon cupping a city that requires an 8-digit combination to open.

If this door is opened, treat it as a Glimmer Door, except that it will not disappear. It will always transport travelers to Room III The Comet's Tail.

DP3. CRÈCHE OF THE KING

A door of black stone hung upon six great iron hinges stands closed. The door is carved in a language reminiscent of claw marks.

The Obvious:

The language is Demonic and reads, "Crèche of the King." The door is not locked but is sealed with black wax which will have to be prised out with knives and fingers or melted with good heat.

Beyond the door is a room dressed in black stone.

Moving carefully through the mist you discover a slab of similar stone hewn into a rough trough. Inside the trough, a skeleton in brilliant colored satin and taffeta lies broken, decked in ruffled sleeves and shoes with bells.

Atop its crooked, gaping skull a fool's cap lists—sewn with golden thread and hung with nine bells of lustrous similar metal.

Jeweled rings sheathe the finger bones that clutch a wand over the breast.

Not So Obvious:

The gold bells and jewelry are all faux glass, paste and plating but will fool even skilled appraisers so long as they remain in the Dark Passage.

Once this lucre is brought out, it is easily identified as junk by those of even low intelligence.

The wand is of course, a Wand of Wonder.

The King of Fools' Wand is a jester's marotte with a white laughing face and jeweled eyes. It has 69 charges and each use consumes one charge.

Any class may use this wand and any attempt to use it results in a roll on the King of Fools' Wand Table.

Under the skeleton is an inscription that reads:

So
Wise The
Architect of Loss
If Only His Death
Had Not Been Faked
He Will Perish
Chasing The
City

If the bones are very closely examined the entire skeleton will be revealed to be made of paper and paste.

The Dark Passage is a found-crevice at the edge of the Abyss, a tiny fragment of that plane that has become encysted in Astral Space. The Inn Master has been here. Long ago he found it a fitting place for his own tomb. The Crèche of the King is therefore a dark commentary, a hint as to the Inn Master's true nature and a black joke. After he became a lich, the Inn Master interred the false bones here with private ceremonial dementia, wishing that he had truly died.

He has not returned to the Dark Passage since that time.

The number of words in each line form a numerical pattern: 1,2,3,4,4,3,2,1

This series of numbers is the combination to the silver door in area DP2 and it is one of only two ways to return to the Night Wolf Inn from the Dark Passage.



King of Fools Wand: *value: 240,000 sp / xp: 7,000 (roll d%)*

1. 6 die fireball detonates on the wand holder
2. Slow the creature pointed at for 1 turn
3. Every creature within 20' is blind for 1 turn
4. The wand detects all traps within 60'
5. Creates extra-dimensional 10' pit under the holder
6. The wand detects the alignments of all creatures w/in 60'
7. Conjures an enraged Wyvern within 20' that attacks randomly
8. Head of the wand lights up as a Light Spell for 4 turns
9. All dead insects within 20' are animated as zombie insects
10. The wand produces 1d20 platinum pieces
11. User hit by invisible force (1d10 dmg) Items save vs crushing blow
12. Target must save vs Spell at -2 or be charmed
13. User + 20' radius save or Tasha's Uncontrollable Hideous Laughter
14. Disintegrate target (saving throw applies)
15. User paralyzed for 1d4 rounds no save
16. Anti-magic shell surrounds user for 1 turn (PHB p. 82)
17. 6 die fireball detonates on the target pointed at
18. Target affected by Faerie Fire for 24 rounds per PHB p. 54
19. User is plagued with flatulence for 1d4 rounds and -2 DEX
20. 1d20 random gear items / weapons / armor appear in a pile
21. User's body odor alerts all creatures w/in 20' for next 48 hours
22. User is clairvoyant for 6 turns per PHB p. 73
23. User is deafened for next 24 hours
24. User gains ESP for next 12 rounds per PHB p. 70
25. User suffers compound fracture. 1d6 dmg + 1 week bed rest.
26. User gains 4 Mirror Images per PHB p. 71
27. User becomes a magnet for children who pester for 48 hours
28. User permanently gains Psionics per PHB p. 110
29. User acquires random insanity per DMG p. 83
30. User becomes a magnet for the opposite sex for 48 hours
31. User's CHR drops to 3 for 4 weeks
32. User can turn undead as a 3rd level cleric for 48 hours
33. User assumes gaseous form per DMG p. 126 for 2d6 hours
34. A random magic item (Table III on DMG p. 121) appears
35. User's sex changes permanently
36. User becomes Ethereal
37. User becomes drugged (Great Intoxication per DMG p. 82)
38. User automatically rolls 6 for initiative checks for next 20 rounds.
39. User automatically ties all initiative checks for 20 rounds.
40. Telekinese the target up to 300 lbs per PHB p. 82
41. User levitates uncontrollably for 1d4 rounds, then falls.
42. User refreshed as if having rested 8 hours in bed.
43. User is ravenous and must eat for 1 turn or suffer 1d4 hp/round
44. Target affected by Ray of Enfeeblement per PHB p. 71
45. Rain of chocolate tortes cover 60' radius: Slowed & -2 combat rolls
46. Wand conjures Rope Trick per PHB p. 71
47. Target gains 1 HD permanently
48. User gains Stoneskin per UA p. 57
49. Target gains Stoneskin per UA p. 57
50. User gains 1 level for the next 24 hours
51. User can only shout when speaking for next 24 hours
52. 4 magic missiles strike the target
53. User becomes magnet for cute furry animals for next 48 hours
54. Conjures an 8 HD elemental of random type
55. User's breath is visible as green vapor (-5 CHR for 24 hours)
56. Wall of Iron 20' range per PHB p. 82
57. Teleports user to a "Very Familiar" location per DMG p. 82
58. A large tree appears near the target of the wand.
59. User affected by Tree spell per PHB p. 58
60. Wand detects treasure per Locate Object for 12 rounds PHB p. 47
61. User loses 1 level permanently
62. Target is Slowed for 1d6 rounds (no save)
63. User is Slowed for 1d6 rounds (no save)
64. Target is Hasted (system shock + age 1 year) for 6 rounds
65. All magical weapons w/in 30' become non-magical for 1d4 turns
66. User is Hasted (system shock + age 1 year) for 6 rounds
67. User's Prime requisite lowered to 3 for 1 turn
68. All non-magical weapons w/in 30' become +1 for 1d4 turns
69. User must save vs Spell at -2 or be charmed by target of wand
70. User can Fly per PHB p. 73 for 1d6 turns
71. All provisions carried by user rot and evaporate.
72. Wand creates a banquet table full of delicious food and drink
73. Random item user is carrying is Vanished per PHB p. 89
74. Target affected by Fear spell per PHB p. 76
75. User affected by Heat Metal spell. PHB p. 56
76. User's Prime requisite raised to 25 for 1 turn
77. Target gains 100 phantom HP for 1d4 rounds
78. User gains Hill Giant STR for 1d4 turns
79. Target gains Hill Giant STR for 1d4 turns
80. Target affected by Otto's Irresistible Dance PHB p. 90
81. User affected by Otto's Irresistible Dance PHB p. 90
82. Wand user may speak with dead at 13th level. PHB p. 48
83. User silenced for 20 rounds no save.
84. Target must save or be polymorphed. PHB p. 78
85. User attacked by Spiritual Hammer for 5 rounds. PHB p. 46
86. Death spell affects a 60' cone in pointed direction. PHB p. 83
87. 4 magic missiles emerge and strike the wand user.
88. Target Geased by the user per PHB p. 84
89. Target is Healed per PHB p. 51
90. User affected by Tenser's Transformation per PHB p. 86
91. Target Affected by Tenser's Transformation per PHB p. 86
92. User granted Limited Wish per PHB p. 88
93. Target granted Limited Wish per PHB p. 88
94. Target affected by Vanish per PHB p. 89
95. User affected by Vanish per PHB p. 89
96. Meteor Swarm cast at target per PHB p. 92
97. User affected by a Harm spell PHB p. 51
98. Monster Summoning VII per PHB p. 93
99. User attacked by Sepia Snake Sigil UA p. 56
100. Time Stop for 19 segments per PHB p. 93

DP4. THE SHADOW DRAGON

The black stone of this place devours light as elsewhere, but here the mist feels thicker and more tangible.

Something in the mist, or the mist itself seems to move.

The Obvious:

On the south wall is a silver door decorated with a single star. This door leads to the Astral Plane and will show a silvery blue brightness when opened.

Not So Obvious:

Lairing here, coming and going through the silver door as it wishes (due to its long serpentine body), is a Shadow Dragon.

Nithyq the Shadow Dragon : AC -2 / MV 18" | 24" / HD 6 +1 per die / HP 54 / THACo 13 / ATT 3 + 1 whip tail / DMG 2d6, 2d6, 3d8 & 3d8 for tail / (Note that this damage stems from the Dragon Damage Revised variant by Leonard Carpenter in June 1985 Dragon Magazine and Gregory Rihn's Tail Attack Variant from June 1981 Dragon Magazine) / Magic Resistance 20% / Hide in Shadows 63% base / Magic Weapons to hit / Immune to level drain and darkness / See MM2 p. 58.

This ancient and huge beast is the largest of its kind and very intelligent.

Spells Known:

1st Level: Darkness 15' radius PHB p. 69; Audible Glamer PHB p. 69
2nd Level: Mirror Image PHB p. 71; Blindness PHB p. 95
3rd Level: Paralyzation PHB p. 97; Fear PHB p. 76
4th Level: Phantasmal Killer PHB p. 98; Improved Invisibility PHB p. 97

Assume the dragon's tail can attack only those not in front of the dragon.

Thrice per day the dragon can breathe a cloud 40'x30'x20'. All inside this cloud must save vs Breath Weapon: Save Succeeds = Level loss of 50% round all fractions up. Save Fails = Blinded & Level loss of 75% round all fractions up.

The effects of this breath weapon last for 8 turns.

Nithyq saves as a 13th level Fighter/Magic-User, automatically detects hidden and invisible creatures and emanates fear as any ancient dragon.

Nithyq is neutral evil but has seen adventurers come this way before. She will terrorize adventurers with illusions and spells, drain their levels and whisper all while remaining invisible.

Once the adventurers are demoralized, she will offer them a choice. Either they can leave ALL magical items here and depart the way they came, or they can each leave 1 magical item and then venture through the silver door, never to return.

Nithyq will then amuse herself by speculating on the party's fate while examining her new treasures. Only if the party is arrogant or aggressive will she seek to attack them physically and slay them.

NOTE: There is a 40% chance that Nithyq is NOT in her lair. If this is the case, her hoard can be picked through. If this is done, it will be 100% likely that she is in her lair the next time any character enters it and she will seek to slay these characters immediately.

Nithyq's Hoard:

1 Black Diamond base 200,000 sp value; 3 Black Sapphires base 100,000 sp value; 62 Jet Stones cut to 10,000 sp value each; A Coffin of 1,000 Black Tunsian Coins (each coin is worth 300 silver); 1 Potion of Dragon Control DMG p. 125; 1 Potion of Delusion DMG p. 125; 1 Potion of Speed DMG p. 127; Ring of Vampiric Regeneration in a trapped box DMG p. 130; A Tome

detailing the Construction of a Death Worm FF p. 67; A Spell Book containing all of Nithyq's spells; A Long Sword of Wounding DMG p. 166; A Cloak of Arachnidia UA p. 98; and Gem of Insight UA p. 100

DP5. WHERE ANGELS FEAR

The door to the room is made of silver, engraved with a mouth and surrounded by black stonework featuring demonic images of sacrifice. Each time you touch it, the mouth speaks in a language you cannot understand and is then silent.

The Obvious:

If a Comprehend Languages or Tongues spell is used, the mouth will be understood to say "Where Angels Fear" in the Demonic Tongue.

Opening the door reveals a wall of blackness that no light can penetrate. The entire inside of DP5 is cloaked in a Continual Darkness spell that cannot be canceled by any means short of Wish or Alter Reality.

Not So Obvious:

Lurking inside this room is a Sphere of Annihilation DMG p. 154. You should determine its initial location by random means or simply place it at the center of the chamber. You should never tell the players what it is.

It is advisable to track carefully the movements of characters entering the room. If you determine that a character walks into the sphere, that will be the end of the character and there will be no scream or clue as to what occurred.

Nithyq, the Shadow Dragon knows of the sphere but will not attempt to move it. She will however tell characters that a great magic item exists in the heart of this room and that if one concentrates on finding it, it will come to them.

Such concentration will of course likely lead to death. Keep in mind that the sphere moves very slowly. Even at its fastest it will move half as fast as a character with a 3" movement rate.

DP6. DOOR OF DAMNATION

The door before you is forged of black lusterless metal and is ice cold. A single Demonic sigil marks the door, filling you with a sense of dread.

The Obvious:

If a Comprehend Languages spell is cast, the sigil will be understood to mean "Damnation" in the Demonic tongue.

If this door is opened a beautiful garden of scarlet blossoms surrounding a fountain is seen. The light coming from this garden is syrupy, warm and comforting.

Not So Obvious:

Anyone entering the garden must check Alignment. There is no save.

| | |
|-----------------|---|
| LAWFUL GOOD | Character enters the room wilds of the BOWERY and gains 8,000 XP (XP gain once only). |
| NEUTRAL GOOD | Character enters the room wilds of the BOWERY and gains 4,000 XP (XP gain once only). |
| CHAOTIC GOOD | Character enters the room wilds of the BOWERY and gains 1,000 XP (XP gain once only). |
| LAWFUL NEUTRAL | Character enters the room wilds of the BOWERY safely. |
| TRUE NEUTRAL | Character enters the room wilds of the BOWERY and loses 1,000 XP. |
| CHAOTIC NEUTRAL | Character enters the room wilds of the BOWERY, loses 2,000 XP and can no longer gain XP until a remove curse is cast. |



| | |
|--------------|---|
| LAWFUL EVIL | Character is knocked back into the Dark Passage, takes 1d4 dmg, loses 4,000 XP and can no longer gain XP until a remove curse is cast. |
| NEUTRAL EVIL | Character is knocked back into the Dark Passage, takes 1d8 dmg, loses 8,000 XP and can no longer gain XP until an Evil Cleric of 17th level casts remove curse. |
| CHAOTIC EVIL | Character is knocked back into the Dark Passage, takes 3d6 dmg, loses 16,000 XP [or] 2 levels (whichever is greater) and can no longer gain XP until an Evil Cleric of 17th level casts remove curse. |

It is recommended that the cause of these results not be explained. Rather than openly asking for alignments, consult the character sheet quietly and then declare the consequences without explanation.

DP7. AWFUL GROTT

A barely audible wind whimpers and vacillates. It is very cold here and very dark. You sense the stonework has become rough, natural and that the area around you is spacious and open.

You sense a great void over your head and notice that the floor is slippery with ice and seeping water.

The Obvious:

There are splinters of bone and bone fragments in the floor, glazed over by the ice. If the characters are very quiet they will hear a faint scratching, chewing noise coming from the north cul-de-sac. If the party is loud or talkative, the wights will surprise them 4 in 6.

Not So Obvious:

A pair of wights croodle in the darkness, gnawing at the scraps of bone from their last meal over a month ago. They will fight to the death. Attached to them is an invisible, nearly undetectable Trilloch that will attach itself to whoever slays the larger wight.

Wights x2: AC 5 / MV 12" / HD 4 +3 / HP 14, 24 / THACO 14 (due to Trilloch) / ATT 1 / DMG 1d4(+1 from Trilloch) + level drain / Silver or Magic to hit / The 24 hp wight wears a Brooch of Spell Reflecting. This brooch confers a base 5% Magic Resistance on the wearer and each time it protects its wearer it reflects the spell back at the caster. See MM p. 100 for more on wights.

Trilloch x1: MV 12" / No other stats are relevant / See FF. 89 / The trilloch can only be "seen" with a Detect Magic spell, in which case a delicately colored plasma will be discerned shedding strange radiations in the vicinity. A Dispel Magic is required to drive the thing away. All melee occurring in its presence is at +1 to hit and +1 dmg.

At the very north portion of the grotto are a few scraps of gear, frozen in the ice and easily missed. A careful search will reveal them 4 in 6.

Among the bones and cloth are: a pouch of 43 gold coins; a Potion of Planar Adjustment; A sling +2 and a tiny case containing 6 Sling Bullets of Impact (UA p. 105)

DP8. THE ASTRALS

A silver door in the end of the black stone passageway is locked and featureless. The dark, freezing mists drag over its surface as if longing to escape.

The Obvious:

This locked door incurs a -15% chance to pick lock attempts unless the lock picker has extensive experience with mechanisms on the Astral Plane.

POTION OF PLANAR ADJUSTMENT

value: 30,000 sp / xp: 600

This draught is a smoldering blue color containing intermittent flashes of gold, as if lightning is happening inside the fluid. It has a sweet aroma and heavy biting taste. Sippers will surmise a subtle change in their bodies, a sudden expanding and tightening of their cells.

Once drunk, the drinker's planar origin is reset to the plane they are currently on. They become native to that plane and all gear they are carrying also becomes native to that plane. Thus, magical weapons that have lost plusses due to planar travel regain all such lost plusses (until they are carried to a new plane).

Furthermore, the drinker will be able to breathe and survive normally on the plane in which the potion was consumed, breathing elemental water, walking through elemental fire and so forth. No alignment changes or physical abilities (such as flight) are conferred. Only basic survival is accounted for. The potion's effects last for 1d4 days and may inconvenience those returning to their home plane early.

Furthermore, the door has a Magic Resistance of 10% which may deny the use of Knock or other magical means of entry depending on the level of the caster.

Not So Obvious:

If the door is opened a chute of slick black stone is seen ascending in an upward direction. There are no rungs, stairs or ropes in sight.

Entering the chute will cause the traveler to become weightless as they will have crossed fully into the Astral Plane. See MoP p. 60 for more information on the Astral Plane.

In the Astral Plane there is no up or down just as there is no gravity. Whether the characters enter the Astral Plane here or via the door in DP4, they will now be 2 planes removed from the Prime and all gear will need to be verified for enchantment retention. Also of note, because the Dark Passage is a dimension between the Astral and the Abyss the door in DP4 enters Astral Space many thousands of miles away from where the door in DP8 enters Astral Space.

The chute beyond the door will carry the brave into a small outpost, a fortification of black rock floating in the silvery blue void of the Astral Plane. The rooms of this outpost provide vantages in every direction, contain no stairs or ladders, and hold the ceremonial body wraps, armor, weapons, and lich-queen effigies of the Githyanki who dwell here.

This outpost houses only 12 individuals and its details are left to the DM to flesh out. The Githyanki have not explored the Dark Passage connected to their lair. They know only of the wights, which they feed prisoners to occasionally and never venture beyond the Awful Grotto.

When the Player Characters enter the outpost, roll 2d6 to determine how many Githyanki are present. Based on party strength you may assign a mix that gives players a fighting chance. Remember that the Githyanki will not be suspecting an incursion from their own cellar and may not even have a guard posted at the top of the chute.

Here then are twelve Githyanki with basic stats to use in a pinch. Treasures, spells and so forth are left to the referee.

GITHYANKI OUTPOST

Knight:

Anti-Paladin lvl 8 / AC -3 / MV 9" / HP 51 / THACo 9 / ATT 3 every 2 / DMG 1d10 +6 / Cause Fear / Immune Disease / Inflict Disease / Heal Self or Harm Other 16 hp / +4 Backstab / Protection Good 10' radius / Poison use / All Saves +2 / Control Undead as 5th lvl Cleric / Plate +4, Two-Handed Silver Sword +3 of Sharpness/ STR 18,⁵⁰ DEX 16 INT 18 / Psionics: 178 (89 ATT/89 DEF) All attack modes | Add defense modes except J

Warlock 1:

Magic-User lvl 7/ AC 2 / MV 12" / HP 18 / THACo 15 / ATT 1 / DMG 1d4+5 / Spells: 4 x 1st; 3 x 2nd; 2 x 3rd; 1 x 4th / Bracers of AC 4 / STR 16 DEX 16 INT 18 / Psionics: 166 (83 ATT/83 DEF) Attack & Defense modes as above.

Warlock 2:

Magic-User lvl 5/ AC 2 / MV 12" / HP 16 / THACo 17 / ATT 1 / DMG 1d4+4 / Spells: 4 x 1st; 2 x 2nd; 1 x 3rd / Bracers of AC 4 / STR 16 DEX 16 INT 17 / Psionics: 208 (104 ATT/104 DEF) Attack & Defense modes as above.

Champion:

Fighter lvl 7/ AC -2 / MV 9" / HP 25 / THACo 10 / ATT 2 every 2 / DMG 2d4+5 / Splint +4, Silver Bastard Sword +3 / STR 18 DEX 16 INT 16 / Psionics 184 (92 ATT/92 DEF) Attack & Defense modes as above.

Gish:

Fighter/Magic-User lvl 4&4 / AC 1 / MV 9" / HP 14 / THACo 15 / ATT 1 / DMG 1d8+2 / Splint +2, Silver Long Sword +1 / STR 17 DEX 15 INT 16 / Psionics 174 (87 ATT/87 DEF) Attack & Defense modes as above.

Psychic Veterans (7)

Fighters lvl 2 / AC 3 / MV 9" / HP 9 each / THACo 18 / ATT 1 / DMG 1d8 +2 / Splint +1, Long Sword +1 / STR 16 DEX 14 INT 16 / Psionics 150 each (75 ATT/75 DEF) Attack & Defense modes as above.

Keep in mind that movement speed on the Astral Plane is linked to INT score. See MoP p. 64. INT scores provided for all the Githyanki will supersede the MV rates given for Prime Material movement.

303. THIRD FLOOR SPY PASSAGES

See area 208 for the look and feel of these spaces. The third floor spy passages are more of the same but on a smaller scale.

The trap designated "G" drops directly into area 208 and the corresponding "G" printed there. The trap marked "A" opens into the Attic: area 402 underneath a pile of debris (and is therefore not easy to use). Only an 18⁵⁰ or higher STR pushing against the debris will manage to enter the attic here.

The third floor spy passages include the strange tunnel between Room XVI and Room XVII. The "doors" at either end of this short east-west tunnel are actually full length mirrors located in each room. They are one-way mirrors allowing those inside the tunnel to survey the extra-dimensional spaces. In the middle of the north wall of this short tunnel is a third mirror: the Looking Glass. This reflects everyone in the tunnel.

The images so reflected in this Looking Glass distort the characters, so that they appear to be dark, thievish versions of themselves, crouched in the secret passageway and leering with malevolent grins.

This is a special kind of Mirror of Opposition (DMG p. 150) in that the reflections will only attack if the mirror is actually touched or broken.

304. THE BOWERY (Lens Use: Yes | See Star Adj: -5%)

A ring-shaped bower dangles greenery over a dais of ancient stone and bursts with orange and purple blossoms that cast prismatic light. Beyond the immediate foliage, regal trees of titan stature sway with silvery acorns and luminous apricot-like fruit.

The light in this place is smooth like cream and when it touches you, you feel elated and calm.

The furnishings are carved from an otherworldly olive toned wood and lavished with silver. Vibrant lilies and orchids splash dapples of orange and violet color, glowing near the bath and the four poster bed.

From somewhere nearby you hear the slow resonant tick of a clock.

Room Particulars:

The sky can be discerned as pale lilac smoldering into heliotrope. Vanilla clouds occasionally pass overhead. The fruits and nuts are edible:

- Each Clysman Acorn eaten by a mortal has a 50% chance of either causing or healing 1 dmg. Each acorn consumed after the 20th (within 24 hours) will 100% cause 1 dmg. A Clysman Acorn has a shelf life of three months.
- A single Supernal Apricot will count as food and water for a full 24 hours for 1 person and heal that person 3 hp. If more than 1 apricot is consumed in a 24 hour period there is a cumulative 10% chance of radiant explosion in the digestive tract which will cause 3d10 dmg no save. A Supernal Apricot has a shelf life of 15 days after being picked.
- There is a knife on the bedside table of celestial platinum. It can be wielded as a dagger of quickness and is +4 to hit and dmg with a base damage range of 1d3 vs all size creatures. Any evil creature it touches must save vs Death Magic or die. A successful save still inflicts 10 dmg. If taken, the knife returns here exactly 24 hours later.

Dimensional Guidelines:

The BOWERY is an actual fragment of the Seven Heavens, crumbled from its original location and pulled here among the Inner Planes. The BOWERY represents the Master's failed attempt at seizing the Seven Heavens by force in order to locate his wife, Issolbine.

- All Illusion/Phantasm spells and magic will automatically fizzle and fail in the BOWERY.
- Neutral Characters who enter the "wilds" (See Guest Rooms) of the BOWERY must save vs Spells every 6 turns or become afflicted with Suicidal Mania DMG p. 84. The condition can be treated normally either in an asylum or by Remove Curse.
- Evil Characters who attempt to enter the "wilds" will automatically be stricken with Hebephrenia DMG p. 84 and this condition can only be cured by an evil cleric of 17th level or higher who pronounces an Unholy Word over the victim.
- Good Characters who enter the wilds must make a one-time WIS check. If this check fails, the character will desire to stay in the BOWERY forever. Such a character will fight to the death to stay in the BOWERY wilds and even Charm Person will not change their mind. Rather they must be rendered unconscious by some means and then hauled out.
- Gates from this dimension will tend to lead to the Ethereal Plane (see MOP p. 11) and will often appear as magical pools of silvery water.
- The BOWERY is one plane removed from the Prime and magical items will be affected accordingly. No Astral-based magic works.

The BOWERY becomes even more beautiful the farther one travels from the furniture and the DM is encouraged to use every descriptor available to convey the splendor beyond the trees.

Not far from the furniture is a meadow of alabaster lilies and on the edge of this meadow, in a 200' tree with leaves of pure gem-green light and blossoms of sapphire flame, nests a snow-white couatl. The couatl is mated and has three eggs, but only one will hatch. She may be persuaded to give an infertile egg to an adventurer of good alignment provided the reason is righteous and the supplicant does not lie.

The couatl's mate is nearby. If the female is attacked assume the male arrives in 1d3 rounds and that his stat block is identical to the female. Normal money will be useless in bargaining for the egg. Nor will it buy other services such as spell-casting. Objects the couatl will barter for:

1. Living evil creatures to feed herself & hatchling
2. Magical Items
3. Extra planar currency (See "The Ethereal Plane & Planar Advice")

Couatl x2: AC 5 / MV 6"18" / HD 9 / HP 40 / THACo 12 / ATT 2 / DMG 1d3+save vs poison or die, 2d8 constriction per round / Polymorph Self at will / Ethereal at will so long as she stays in the room wilds / Psionic Ability 70 (35 ATT/35 DEF) Psionic ESP (2 points / round from each ATT & DEF) Attack Modes: ALL Defense Modes: ALL (See MM p. 15)

Magic-User Spells:

1. Charm Person, Magic Missile (3 missiles), Shocking Grasp x2
2. Mirror Image, Strength, Slow

Cleric Spells:

1. Sanctuary, Protection from Evil, Command
2. Hold Person, Silence 15' Radius, Slow Poison
3. Dispel Magic, Continual Light
4. Sticks to Snakes* (7 snakes 35% for each to be poisonous)

*Constrictors are AC 6 / MV 9" / HD 3+2 / HP 16 / THACo 16 / ATT 2 / DMG 1 bite & 1d3 constriction / Open Doors check at penalty of +1 to escape constriction.

*Poisonous Snakes are AC 6 / MV 15" / HD 2+1 / HP 9 / THACo 16 / ATT 1 / DMG 1 + poison (see MM2 p. 111 for poison types)

Adventuring Starters:

- A weakened Deva (movanic) sleeps in the shade of a beautiful tree. Her +1 Flaming Sword of Dancing guards her. Her god has been imprisoned and she is too weak to escape this place. She has been trapped here since the BOWERY was formed. She will give her sword to any good character that helps her reach Lunia (the first layer of the Seven Heavens).
- A bathing nymph will slay any onlooker unless a save vs Death Magic is successful. However, if this peril is avoided she may desire a good-aligned character of 18 CHR or higher. She will promise herself to this hero if he or she brings her a Phoenix Feather from the Olith Peak (a seven-day journey). Consummating a relationship with the Nymph will increase the hero's level by 1 and each visit to her in the BOWERY (provided gifts are brought) will allow the character to interact with her as if using a Contact Other Plane spell (1 plane removed) See PHB p. 80.
- Legend of a wishing well in the far wilds of the BOWERY is divulged to the characters by the Couatl.
- A Holy Avenger is said to rest in the tomb of a paladin across the Blissful Sea. If the tomb's puzzles can be solved and the seeker is worthy, the sword will gladly attach itself to a living cause.

THE STAR CLOCK

Almost unnoticed due to the heavenly motions of blossoms and clouds, the stone dais underfoot is embedded with seven countersunk crystals of pale blue. It is from beneath the dais that the hypnotic tick of a clock sounds.

The seven crystals follow a graven spiral that flows clockwise toward the center of the stone. If the crystals are touched in order along the spiral from outer to inner the dais will slide east revealing a great clock face underneath. Touching the crystals in reverse order will close the dais.

The clock face appears to be made of glass with numerals etched in pure light. Beneath the glass floats a dark but colorful array of planets, moons and nebulae. Clock hands levitate above the glass and move with each tick.

The clock can be stopped only temporarily by blocking the hands. After seven minutes the hands will semi-dematerialize and leap ahead to regain their proper count. They will slowly become solid again over the next seven hours; ergo the clock can only be stopped once every seven hours. See The Starry Curse & All the Secrets appendix for more on this clock.

FINAL NOTES

As stated in area 207, the BOWERY cannot be entered without a special golden key. Jeeves possesses one and the Inn Master holds the other.

There are six windows in the BOWERY, levitating around the furniture. These windows mark the edge of the room and look out onto the lawns of the Night Wolf Inn. No matter how pastoral and regal the Inn's lawns are, they must be described as dreary compared to the incredible beauty of the BOWERY.

There is a rope hanging from a branch above the furniture that is only noticed 1 in 4. If this rope is pulled down, a trap will open as if in thin air and a staircase will unfold leading to area 406 Second Attic.

In general, the BOWERY should offer more fetch quests, puzzle quests, help quests and story/interaction quests than combat quests.

Always remember that the BOWERY is a fragment of the Seven Heavens and its beauty and paradisaical components should startle characters at every turn.

BOWERY ENCOUNTER LIST

- | | |
|-----------------------------|------------|
| 1. Aleax (lawful good) | FF p. 11 |
| 2. Baku | MM2 p. 12 |
| 3. Baluchitherium | MM p. 8 |
| 4. Blink Dogs | MM p. 10 |
| 5. Bronze Dragon | MM p. 32 |
| 6. Brownies | MM p. 11 |
| 7. Cooshee | MM2 p. 26 |
| 8. Couatl | MM p. 15 |
| 9. Deva | MM2 p. 42 |
| 10. Disenchanter | FF p. 27 |
| 11. Djinni | MM p. 28 |
| 12. Dragon Horse | MM2 p. 59 |
| 13. Elfin Cat | MM2 p. 63 |
| 14. Faerie Dragon | MM2 p. 57 |
| 15. Firefriend | MM2 p. 65 |
| 16. Flumph | FF p. 39 |
| 17. Giant Crane | MM2 p. 26 |
| 18. Giant Eagle | MM p. 36 |
| 19. Giant Owl | MM p. 77 |
| 20. Giant Sea Horse (water) | MM p. 86 |
| 21. Gold Dragon | MM p. 32 |
| 22. Gray Elves | MM p. 39 |
| 23. Guardian Naga | MM p. 72 |
| 24. Hippocampus (water) | MM p. 51 |
| 25. Hollyphant | MM2 p. 75 |
| 26. Hybsil | MM2 p. 76 |
| 27. Issek of the Jug | D&D p. 100 |

| | |
|---------------------------|------------------------|
| 28. Ki-Rin | MM p. 57 |
| 29. Lammasu | MM p. 59 |
| 30. Lost Knight of Renown | D&D p. 17 |
| 31. Moon Dog | MM2 p. 92 |
| 32. Nihrain Horse | D&D p. 92 |
| 33. Nymph | MM p. 74 |
| 34. Opinicus | MM2 p. 97 |
| 35. Pegasus | MM p. 78 |
| 36. Phoenix | D&D p. 52 & MM2 p. 100 |
| 37. Planetar | MM2 p. 101 |
| 38. Pseudo-Dragon | MM p. 79 |
| 39. Roc | MM p. 82 |
| 40. Shedu | MM p. 87 |
| 41. Silver Dragon | MM p. 34 |
| 42. Sprite | MM p. 92 |
| 43. Swanmay | MM2 p. 116 |
| 44. Sylph | MM p. 93 |
| 45. Thork (flock) | FF p. 88 |
| 46. Titan | MM p. 94 |
| 47. Triton (water) | MM p. 96 |
| 48. Unicorn | MM p. 98 |
| 49. Wandering Hero | (Good NPC) |
| 50. Werebear | MM p. 63 |
| 51. Wood Elves | MM p. 40 |
| 52. Xag-ya | MM2 p. 128 |

305. THE GUEST ROOM (Lens Use: No | See Star Adj: Nil)

As you enter this room your jaw drops. Every detail, every piece of furniture, every color and nuance is exactly as you think it should be. It is as if you decorated the room yourself. It is a perfect reflection of your preferences, your interests and (your cheeks warm) even your subconscious passions and dreams.

It is the most perfect room you have ever seen.

The Obvious:

Unlike any of the other Guest Rooms (including the BOWERY) THE GUEST ROOM is not a pocket plane. It is nevertheless under a powerful enchantment to render each piece of itself in the way that each occupant would desire.

Once THE GUEST ROOM is seen, the viewer will forever long to return. It is the viewer's most perfect version of "home".

Not So Obvious:

A discrete trap is hidden in the northwest corner of the ceiling. To anyone who dislikes trapdoors it will be utterly invisible. This trap leads to area 407 Widow's Walk.

THE GUEST ROOM can only be entered with a special golden key. One is carried by Jeeves and the other is carried by the Inn Master.

As with the BOWERY, this is a special room that cannot be rented normally but is available upon special request and approval of the Inn Master.

THE GUEST ROOM has no secret rooms, peep slots or other means of spying. It is a perfectly secure room and those who have stayed in it say they have had no better sleep.

A night of rest in the bed of THE GUEST ROOM will heal a character 6 hp during the night and magically remove the need for bed rest. This magic will only work if there are two or fewer individuals in the bed.

306. THE GARGOYLES

Ranged around the roof's precipices are seven statues. They do not appear to be water spouts. Carved of black basalt, each one conforms to the shape of a gaunt winged wolf with a long muzzle full of teeth.

The Obvious:

The statues are securely affixed and can be seen from a variety of angles, both from the property exterior and from certain windows.

Not So Obvious:

As one would expect, these guardians will animate any time the Inn Master wills them to. They will also animate if the Inn is under attack or if there is an uninvited (non-member) prowler on the roof tops.

Night Wolf Gargoyles x7: AC 2 / MV 9" | 15" / HD 7 / HP 32 each / THACO 9 / ATT 2 claws, 1 bite + 2 claws / DMG 1d6, 1d6, 2d4 / If one of the front claws hit, the thing will use it to pull the victim under its rear claws for 2 additional attacks: 1d6 & 1d6 / +1 or better weapons to hit / once per turn can cast Silence 15' Radius as the spell PHB p. 45.

Beyond 300' of the Inn, the gargoyles will not pursue but will return to their perches.

307. HIGH TOWER CLIMB

Steep stone steps cling treacherously to the wall of the tower. No railing guards against plummeting into the central shaft. Above there is darkness. Below is more of the same.

The Obvious:

See areas 004, 116, 210 & 408 for more info on this very tall tower.

Anyone running or fighting on these stairs must make a DEX check each round or fall. If a fall occurs, roll a d6. On 4-6 the character falls down the stairs a short distance and suffers 1d6 dmg. On a 1-3 the character falls down the central shaft.

You may assume that a fall from:

Area 004 = 1d6 dmg (roughly 10')

Area 116 = 3d6 dmg (roughly 25')

Area 210 = 10d6 dmg (nearly 40')

Area 307 = 20d6 dmg (55 - 80')

Not So Obvious:

There is a 5% chance of encountering Carrie (see area 404) in this leg of the tower. She will be flying and the characters will be in a dire situation.

308. SECRET ASCENT TO THE ATTIC (continued)

The steep wooden steps continue to twist and (rise [or] descend) within the cramped lightless passageway. There are footprints here, but they look months old, blended into the other dust.

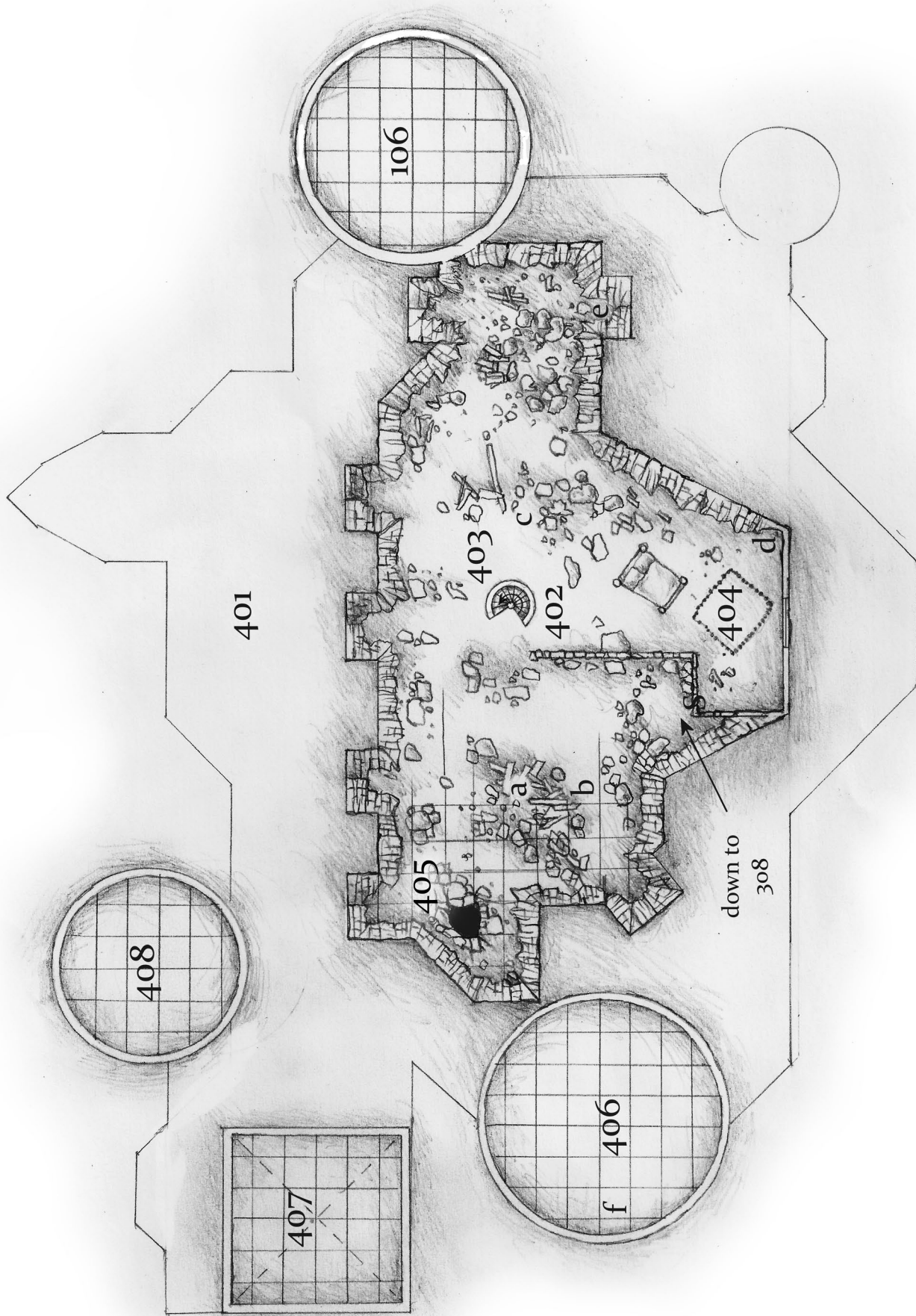
The Obvious:

Some drops of dried blood might be discerned by the careful observer. The stairs will twist to the north near the top and deposit the climber in the attic via the secret door denoted "down to area 308". Characters will arrive on the north side of the secret door facing north. They will have emerged from an extra-dimensional space.

Not So Obvious:

The secret door to Room XVIII Island of Slumber will open seemingly out of the air into that room.





NIGHT WOLF INN: ATTIC & SPIRES
1 sq = 5'

ATTIC & SPIRES

The attic and spires of the Night Wolf Inn are not safe places. It is up to the DM to convey a shift in mood here.

Warnings can be given via strange noises generated on the Attic Search Table. But make sure to describe the environments adequately as desolate, cold and forlorn.

401. HIGH ROOF

Roofed in slate, menaced by the gaunt black statues of winged wolves and lorded over by the great cupola and four towers, the high roof is a wind-swept and ominous place bounded by stone gutters full of leaves.

The Obvious:

See area 306 for details on the statues. See area 403 for details on the cupola.

Not So Obvious:

There is a ring of protection +1 resting in one of the stone gutters, partially hidden by some leaves. Each thorough search will reveal it in 6.

402. ATTIC

This attic is spacious and tall and filled with every kind of dust and shadow-shrouded thing. Sheets and webs obscure faint gleams and unseemly silhouettes. You hear noises and notice the air is very cold.

The Obvious:

Each round that a character searches, you may roll on the Attic Search Table. If a container is found, additional time must be spent investigating it.

Over the great stacks of trunks, debris and old furniture a wrought iron staircase can be seen in the center of the attic.

Check each round (see Attic Search Table) to see if there is a sound.

Not So Obvious:

Each round spent in the attic, roll 1d20. On a roll of 1 the ghost of Carrie has found the party. See area 404.

If the party is loud or destructive, it is 80% likely that the Cupola Thing will slip down into the attic and investigate. You may describe a distant thud and a brief draft of fresh air followed by a low animal-giggling sound similar to that of a hyena.

It is not recommended to throw both the Cupola Thing and the Ghost of Carrie at the party.

Typical forays in the attic should last around 10 – 15 minutes before pandemonium is unleashed.

The trap designated “A” is underneath a great pile of debris which must be moved in order to find it. Only a character with 18⁵⁰ or better STR pushing from underneath will be able to foist their way in from area 303 below.

The trap designated “B” will open into Room XVIII below, dropping the brave onto the Island of Slumber.

403. THE DREADFUL STAIRCASE & CUPOLA

A black iron staircase bolted to the attic floor rises here to a flat space beneath the peak of the inn. Its upper reaches are brushed by strange vacillating patterns as if invisible cobwebs, disturbed by a draft, are casting shadows on the ceiling. Near the trapdoor, you notice a hole roughly three inches in diameter that seems to punch through to the sky.

The Obvious:

Touching the staircase is instantly uncomfortable. It is cold and makes

the skin crawl. A trapdoor is visible at the top. The entire flat section surrounding this trap looks like it was whitewashed half-heartedly several decades ago.

Not So Obvious:

At the half-way mark, a climber must save vs Spells or be affected by a Fear spell (PHB p. 76)

At the top, the climber must again save vs Spells in order to open the trap. Failure results as above with a chance of dropping whatever they are holding and fleeing the attic at top speed, not stopping until they reach the ground floor.

Opening the trap blasts you in the face with fresh air. You emerge in a large octagonal cupola with a domed roof, bounded by a railing and open on every side. Overhead hangs a tremendous iron bell, the rope of which has been cut short and no longer reaches through the hole in the floor.

The first person to enter the cupola will hear whispery laughter coming from inside the bell.

Looking into the bell reveals nothing.

After 6 rounds, if the bell has not already been rung by the player characters, it will begin ringing. This ringing continues for 1d12 rounds.

Those in the cupola while the bell is ringing are automatically deafened and off balance (+2 to hit such targets). No spells can be cast within 30' of the ringing bell. Efforts to stop the bell will typically meet with failure.

For combat purposes, the cupola can be considered a circular space 20' in diameter with the bell suspended 10' above the floor. If combat moves to the rooftop, checks for falling must be made every round.

1 round after the bell begins ringing the Cupola Thing will drop from the bell like a hideous spider.

The Cupola Thing : AC 4 / MV 15" / HD 66 hp / THACo 10 / ATT 3 / DMG 1d4+4, 1d4+4, 1d6+4 / Magic Resistance 25% / Once per 2 rounds it can Magic Jar / Regenerates 5 hp per round even after death / Continual Fear Aura (save each round if within 10')

The Cupola Thing is part of the Inn and cannot be permanently destroyed. This thing is an avatar of the Devourer's will and will only die permanently if the Devourer is slain or freed (See the Starry Curse). It appears roughly humanoid, is 7' tall, gaunt and bat-like. Though at first it appears to be covered in black fur, a slow realization will dawn that the short pulpy tendrils are actually moving and seem to be made of skin. The thing is black overall with a spattering of pink flesh coloration spotting its smoother abdomen, chest and face. The face is utterly horrifying, wrinkled and bat-like with large ears and burning eyes. Its hands and feet both end in great talons.

Apart from resisting magic, regenerating from all types of injuries and projecting a permanent 20' radius of fear, the Cupola Thing can Magic Jar.

Every other round it will attempt to take control of a character, leaving its body to fall and be hewn as if slain. Most adventurers will believe it dead until their friend suddenly begins attacking them. See PHB p. 81.

In the case of the Cupola Thing, its own body IS the jar. Therefore, if the Jar attack succeeds it will appear to die (though the body will continually regenerate even while the Cupola Thing is possessing another).

Failure to possess another simply means the Thing must stay in its own body (attacking &/or regenerating) until it can make another attempt.

Successful possession will be utilized by the Cupola Thing thus:

1. Destroy all those in the immediate vicinity or die trying.
2. Once the above is accomplished, commit suicide

ATTIC SEARCH TABLE

| | | | | | | | |
|----|--------------------|----|-----------------------|----|----------------------|----|------------------|
| 01 | Alembic† | 26 | Coffin* | 51 | Manacles | 76 | Stool |
| 02 | Alter Cloth | 27 | Couch | 52 | Mattress | 77 | Stuffed Animal** |
| 03 | Armchair | 28 | Crate/Cage* | 53 | Mortar & [or] Pestle | 78 | Table |
| 04 | Bag† | 29 | Cupboard† | 54 | Oil | 79 | Tank† |
| 05 | Barrel† | 30 | Curtain/Tapestry | 55 | Parchment | 80 | Telescope |
| 06 | Bed | 31 | Decanter† | 56 | Phail† | 81 | Thongs (leather) |
| 07 | Bellows | 32 | Desk† | 57 | Pillow | 82 | Throne** |
| 08 | Bench | 33 | Dressers Mannequin | 58 | Pipes | 83 | Thumbscrews |
| 09 | Blanket | 34 | Flask† | 59 | Pot† | 84 | Thurible |
| 10 | Book** | 35 | Funnel | 60 | Prism | 85 | Tongs |
| 11 | Bottle† | 36 | Furnace† | 61 | Quill | 86 | Torches |
| 12 | Bowl† | 37 | Gong | 62 | Quilt | 87 | Tripod |
| 13 | Box† | 38 | Grindstone | 63 | Rack (torture) | 88 | Trunk* |
| 14 | Brazier | 39 | Harp | 64 | Retort† | 89 | Tube† |
| 15 | Bucket† | 40 | Hogs Head* | 65 | Ropes | 90 | Urn† |
| 16 | Cabinet† | 41 | Holy Symbol | 66 | Rug | 91 | Vial† |
| 17 | Candelabrum | 42 | Hooks | 67 | Sack† | 92 | Vice |
| 18 | Carpet | 43 | Hourglass | 68 | Sconce | 93 | Waterclock |
| 19 | Cask† | 44 | Idol** | 69 | Scroll** | 94 | Wheel |
| 20 | Casket (small)† | 45 | Iron Maiden* | 70 | Sheet | 95 | Whips |
| 21 | Chair | 46 | Jar† | 71 | Skin (any kind) | 96 | Whistle |
| 22 | Chandelier | 47 | Jug† | 72 | Skull (any kind) | 97 | Wire |
| 23 | Chest† | 48 | Keg† | 73 | Sofa | 98 | Workbench |
| 24 | Chest of Drawers‡ | 49 | Lamp (1d2 empty/full) | 74 | Staff** | 99 | Yoke (oxen) |
| 25 | Closet (Wardrobe)‡ | 50 | Loom | 75 | Statue** | 00 | Magic (Table C) |

* 15% Remains / 85% Table A

** 15% Table C / 85% Mundane

† Roll on Table A for contents

‡ 50% Clothes / 50% Table A



TABLE A

| | |
|-------|----------------------------|
| 01-04 | Ashes |
| 05-07 | Bark |
| 08-10 | Bone |
| 11-13 | Chunks |
| 14-16 | Cinders |
| 17-19 | Crystals |
| 20-22 | Dust |
| 23-25 | Fibers |
| 26-28 | Gelatin |
| 29-31 | Globes |
| 32-34 | Grains |
| 35-37 | Greasy |
| 38-40 | Husks |
| 41-43 | Leaves |
| 44-46 | Liquid: 25% Type A Poison |
| 47-49 | Lumps |
| 50-52 | Oily |
| 53-55 | Paste |
| 56-58 | Pellets: 25% Type A Poison |
| 59-61 | Powder: 25% Type A Poison |
| 62-64 | Semi-liquid |
| 65-67 | Skin / Hide |
| 68-70 | Splinters |
| 71-74 | Stalks |
| 75-77 | Strands |
| 78-80 | Strips |
| 81-83 | Viscous |
| 84-89 | Roll on Table B |
| 90-92 | Treasure Type Q |
| 93-95 | Roll on Table D |
| 96-98 | Roll on Table E |
| 99-00 | Treasure Type X |

TABLE B

| | |
|-------|----------------------|
| 01-20 | Continual Light Coin |
| 21-30 | Cursed Ring |
| 31-40 | Magic Ring |
| 41-50 | Cursed Scroll |
| 51-60 | Magic Scroll |
| 61-70 | Bad Potion / Poison |
| 71-80 | Potion |
| 81-90 | Small Cursed Weapon |
| 91-00 | Small Magic Weapon |

TABLE C

| | |
|-------|-------------------------|
| 01-25 | Magical: Cursed |
| 26-50 | Magical: Cantrip Effect |
| 51-75 | Magical: Trap |
| 76-00 | Magical: Major |

TABLE D

| | |
|-------|---------------------------|
| 01-25 | Guardian Daemon FF p.49 |
| 26-50 | Guardian Familiar FF p.49 |
| 51-89 | Drelb MM2 p.60 |
| 90-00 | Xeg-Yi MM2 p.128 |

Only 1 of each may be encountered

TABLE E

| | |
|-------|-----------------------|
| 01-20 | Mechanism 1d6 dmg |
| 21-30 | Poison save or 10 dmg |
| 31-40 | Mechanism 1d12 dmg |
| 41-50 | Poison save or 20 dmg |
| 51-60 | Mechanism 3d6 dmg |
| 61-70 | Poison save or die |
| 71-00 | Magical Trap* |

*Glyph of Warding, Fire Trap, etc.

ATTIC NOISES

| | |
|-------|------------------------|
| 01-56 | Silence |
| 57 | Chiming |
| 58 | Coughing |
| 59 | Distant Laughter |
| 60 | Dragging Chains |
| 61 | Dragging Cloth |
| 62 | Faint Giggling |
| 63 | Floor Board Creak |
| 64 | Fluttering |
| 65 | Footsteps Ahead |
| 66 | Footsteps Approaching |
| 67 | Footsteps Behind |
| 68 | Footsteps Receding |
| 69 | Footsteps To The Side |
| 70 | Jingling |
| 71 | Knocking |
| 72 | Low Groan |
| 73 | Murmuring |
| 74 | Rattling |
| 75 | Rustling |
| 76 | Scraping Metal on Wood |
| 77 | Scratching/Scrabbling |
| 78 | Scuttling |
| 79 | Slithering |
| 80 | Splintering |
| 81 | Squeaking |
| 82 | Tapping |
| 83 | Thud |
| 84 | Tinkling |
| 85 | Weeping |
| 86 | Whining |
| 87 | Whispering |
| 88 | Whistling |
| 89 | Windy Moan |
| 90-00 | Soft Sigh |

Death while possessing another only forces the Cupola Thing back to its regenerating body.

The body cannot be dismembered for when it is reduced to -20 HP or lower, it assumes gaseous form and returns to the bell.

If it is forced into gaseous form, the Cupola Thing will not re-emerge or ring the bell for a full week. If the body is forced into gaseous form, Magic Jar possession immediately ends—though this should not be telegraphed to the players.

Each time the Cupola Thing is forced into gaseous form it leaves behind 1d10 small perfect diamonds, each worth 7,000 sp.

404. FORSAKEN NURSERY

Decomposing in the watery light of a huge circular window is a four poster canopy bed. It rises like something that has dragged its burial shroud with it and stood up unexpectedly. The canopy conceals an unwholesome darkness, which you can just make out through rents in the fabric.

You notice other unsettling objects: a large tapestry rug and a dust-covered rocking chair. For a moment you think you see a small flame in the web-wrapped lantern on the floor at the foot of the bed, then realize it must have been a trick of the light coming through the window.

The Obvious:

The tapestry rug is badly worn and the image is hardly discernible. There appears to be a tall horned figure walking in a city of icy stone and darkness. There are stars in a black sky and what looks like blood on snow.

After 1 round in this area a cracked whisper will issue from within the canopy asking if the group is here to tuck it in. This voice will demand that the lamp be lit (because it is frightened of the dark), that a bedtime story be read (story books are close at hand in the attic), and finally that a kiss be given upon its brow.

So long as the canopy curtains are never parted, the instructions are followed, and the kiss is given with eyes closed “by touch” the PCs will suffer no attacks and no ill effects. In fact, they will buy themselves up to 1 hour of peace in the attic.

If the instructions are not followed, the curtains are parted, or the PC gazes upon what he or she is kissing, the ghost of Carrie is found in the bed, along with her brown bones.

Carrie Spector: AC 0 (8 on the ethereal plane) / MV 9” / HD 10 / HP 30 / THACo 10 / ATT: 1 / DMG Her touch ages 1d4 x 10 years / She can only be attacked if she semi-materializes (see MM p. 43) in the which silver does ½ dmg and magic weapons do full. / Only spells cast by an ethereal creature will affect her.

Carrie Spector is a hideous sight. She appears ghastly thin, pale, with empty black eyes and an inky halo behind her head. Her teeth are long needles as are her fingernails and she looks stricken by disease despite her spectral form.

Anyone viewing her must save vs Spells or age 10 years and then flee in panic for 2d6 turns (note that characters of ALL levels are affected by this power and high level characters do not gain a bonus to their saving throws). Treat as a gaze attack every round upon any within 20’.

Carrie is a unique undead, and lacks the magic jar attack most ghosts possess. In lieu however, she has the following special powers/abilities:

- She is turned as “Special” on the Cleric Matrix (Vanishes for 24hrs.)
- Once per day (only within the Inn) she can Alter Reality. Cf. PHB p. 88 Limited Wish.
- If “killed” she will wink out of existence only to reform 24 hours later.

Carrie cannot be permanently killed by any known means.

Carrie’s use of Alter Reality will be terrible. No saving throw is generally allowed against her use of this power owing to her deep connection with the Inn and its dimensions. Examples of things Carrie has done before:

- Transport the entire party to a room of the DM’s choice
- Cause the entire party to lose half their levels for a week
- Make a single character’s Max HP = 1 for a month
- Reduce all ability scores for one character to 3 for a week
- Turn a character’s weapon into a stone for a month
- Make all of a character’s equipment Vanish for 2 weeks
- Banish a single character to a location 1,000 miles from the Inn
- Cause the entire party to go insane for a week

Carrie is deranged and has no memory of her former life. She imagines herself a girl, prior to her sister’s birth and does not know who Suzie is. She will however fly into a rage if pressed.

If Carrie is encountered outside the canopy bed she will automatically (and unintentionally) use her aging gaze attack each round while determining whether to attack or converse with the party.

Carrie refers to herself as “Carrie Sword.” She says she’s being punished by “father” for not carrying her sword and that her name is a cruel punishment meant to remind her that she should have protected someone...though she cannot remember who that someone was.

She does not know her father’s name or even what he looks like. Her knowledge of the house is extensive but extracting information from her is difficult and often results in her becoming enraged and attacking.

Not So Obvious:

There is a secret trap in the floor, designated “D”, which leads down to area 205. It is operated by a simple latch under a loose board.

Additional hidden traps are also located at “C” and “E”, both leading to corresponding letters near area 301 and found and operated in similar ways to trap “D”.

Searching the Forsaken Nursery uses the Attic Search Table.

405. BLACK HOLE

The floorboards have been torn up and tossed aside, revealing a spinning black pit with no bottom. As you look into it, you sense something looking back.

The Obvious:

The black hole appears to be extra-dimensional as it does not pierce any of the lower floors of the Inn.

Tossing objects in, lowering rope, dropping light sources and so on will result in the objects vanishing or the rope simply dangling and spinning in what feels to the holder like a strong spiral wind.

Not So Obvious:

If a character is lowered into the hole, they will reach the end of the rope (however long that might be) and see only more spinning darkness. Such a character is able to climb or be pulled back out of the pit with no ill effects.

Objects thrown into the pit can be found later in area 040.

Anyone jumping into the hole will fall for a period of 1d12 days. Food and water will be a problem during this time.

You should allow characters to eat and drink whatever rations they have while falling provided they make a successful DEX check for each such attempt. One successful attempt will count as food and water for the day.

Failure indicates the water and rations are lost and no benefit is gained.

Consult the table below for the effects of falling without provisions. Note that this table is primarily concerned with thirst and the effects of going without water. Wise players rationing drink will avoid nearly all of these consequences provided their DEX checks succeed.

| Consecutive Days Without Drinking &/or Eating | Effects |
|---|---|
| 2 | No adverse effects |
| 3 | -1 on all to hit and saving throw rolls. |
| 4 | -2 on all to hit and saving throw rolls. After 2 turns of strenuous activity will collapse. HP max reduced to 75% of normal. Needs 2 days bedrest to recover. |
| 5 | -3 on all to hit and saving throw rolls. Collapses after 1 turn of strenuous activity. HP max reduced to 50% of normal. Needs 1 week of bedrest to recover. |
| 6 | -4 on all to hit and saving throw rolls. Cannot cast spells or perform any strenuous activity. HP max reduced to 25% of normal. Needs 1 month bedrest to recover. |
| 7 | -5 on all to hit and saving throw rolls. Character is unconscious at 0 hp. If rescued, requires 3 months bedrest to recover. |
| 8 | Automatic Death from dehydration. |

After the fall, characters arrive unharmed (no falling damage) in area 040 on the cellar map. See area 040 for more information.

406. SECOND ATTIC

Above the BOWERY, sitting like a strange conical cap atop the otherworldly splendor below, is a dusty attic. Very small circular panes of glass let in light but offer no means of opening. You feel uneasy here.

The Obvious:

The position of the trap is designated "F". There is a bookcase here of bizarrely titled volumes.

One prominent book resting on the shelf is entitled, *The Filth Your Finger Finds*. If this book is read, the reader's CHR score is permanently reduced by one and their WIS score is permanently increased by the same amount.

Each character is allowed up to 5 rolls (maximum) on the Attic Search Table in this room.

Not So Obvious:

Lurking in this attic are three jenglot (see Monsters & Races).

The jenglot will hide until characters begin searching the room, then they will attempt to attack from all sides.

Jenglot x3: AC 4 / MV 18" / HD 4+6 / HP 22, 28, 22 / THAC0 13 / ATT 1 / DMG 2d4 + Slow (no save; lasts 1d10 rounds) / Attacks as a 6 HD monster / Magic or silver to hit / Turned as wraith / 50% of damage done by the jenglot is absorbed as regenerated hp by the jenglot.

These foul undead are the remains of three chaotic evil adventurers who entered the BOWERY, were stricken with insanity and then holed up in the attic where they died of dehydration.

Their gear—and bones—can be found by delving deep behind the crates and trunks.

Skeleton One: Plate Mail +1, Potion of Poison, Long Sword +1 NSA.

Skeleton Two: Broken short bow, 6 arrows +1, Jade Ring of Preservation*.
Skeleton Three: Silver scimitar, Leather +1, Heward's Handy Haversack.

JADE RING OF PRESERVATION

value: 50,000 sp / xp: 250

*If a character wearing this ring would be reduced to zero or fewer HP by any means, they are instead reduced to 1 HP and the ring snaps, its magic gone. Note that causes of death unrelated to HP loss such as Disintegrate, lethal Poison, Power Word Kill and so on are *not* prevented.*

407. WIDOW'S WALK

Above the GUEST ROOM is a widow's walk, enclosed by wrought iron. From here you can look down on all the other towers of the Inn save for one, which rises a considerable distance above you to the north.

The air is fresh here; there is a simple wooden chair—badly weathered—and a jug of what looks like water.

The Obvious:

The water is drinkable but may be frozen or hot depending on the weather.

If the chair is hurled over the fence, it will shatter in the yard and then instantly reappear in its usual place atop the roof, fully restored.

Not So Obvious:

The chair is infested with ear seekers. Anyone sitting or handling the chair must pass a secret surprise check (rolled by the DM). If the character is surprised, then he or she does not notice that an ear seeker has entered his or her ear.

Alternatively, you may have the player roll a d6 and inform you of the result without telling them what this roll was for. This alone may generate enough suspicion to investigate the chair closely.

If the chair is closely inspected the ear seekers will be discovered before they are able to attack. There are four of them.

Ear Seekers (x4): AC 9 / MV 1" / HD 1 hp / Can only hit if they gain surprise / Hit = lay 1d8+8 eggs in ear / 4d6 hours later = 90% chance of death. / See MM p.36

There is a rusty and lichen covered key lying on the roof in the southwest corner of the widow's walk. It is detected only 1 in 6 by a thorough search (as a secret door).

If this key is cleaned up, it can be used to open area 027 without discharging any traps.

Finally, anyone on the widow's walk who gazes toward the cupola will notice a dark form crouching in the shadow of the bell. Before they can get a closer look, or even vocalize, this thing will seem to reach up into the bell and draw its whole body in, vanishing without a sound. (See area 403).

This creature is the Cupola Thing and it will keep an eye on those atop the widow's walk. It will not, however, leave the cupola to attack them.

408. HIGH TOWER SPIRE

After the long climb, you are greeted by a disappointing view. The echoing cone of the roof with its crescendo of dark rafters sulks in gloom.

Four lancet-windows screened by louver boards provide almost no light. Inlaid in the center of the walnut floor is a perfect circle of ebony.

Ranged around the outside of this circle are six black telescopes on tripods, each pointed in a seemingly random direction. This leaves you bemused over the lack of windows. As the mustiness and draftiness wrap around you, you notice old shelving constructed to house a collection of large lenses.

Each lens is over a foot in diameter and framed in metal. There are many empty slots indicating most of the lenses have gone missing.

The Obvious:

Each of the lenses weighs 10 lbs.

Each time the High Tower Spire is entered roll 2d4 to determine the number of lenses present. As lenses are taken and lost, they are occasionally restocked by Garden Blackrest under the Inn Master's direction.

There is no indication what these lenses are for. A book on a workbench contains a long list of repeating names with different coordinates accompanied by dates, most of which have been crossed out. The only coordinates not crossed out are those that are dated very recently, within the past few days.

Not So Obvious:

Flipping through the pages will reveal that only six names are ever listed, but in seemingly random order and frequency. Those names are: Abovlion, Blud, Broochok, Cer, Pleebugs and Thiefs.

Hidden in shadow and draped under dark rags is a full length mirror of obsidian glass. The beauty of this thing is jaw-dropping. It floats above the floor and cannot be moved.

Anyone who gazes into the mirror for more than 1 round must roll on the table below:

| | |
|--------|---|
| 01-10: | Stricken with Megalomania Insanity |
| 11-20: | Attacked by 1d4 shadows |
| 21-49: | Mentally unsettled: penalty of -1 on all rolls for the next 24 hours. |
| 51-89: | Glimpses the future: sees an encounter, treasure, weather event or anything else the DM wishes. Whatever is seen will happen within the next 24 hours and the character will not be surprised by it. This is a beneficial effect so the DM should give the character some advantage, whether it be avoiding a monster, enriching his purse or avoiding a lightning storm. |
| 99-00: | The character has a perfect vision of some future event or gains some insight into matters that concern him. |

Examples of a 99-00 result:

- Give the player an unnumbered map of the entire dungeon they are headed toward and include marks for traps and secret doors, but offer no hint at room descriptions or denizens.
- Tell the player exactly what is happening in the political background of the city or kingdom in which they live. Or convey the plot of the neighboring hostile kingdom.
- Reveal all the powers and command words to a previously unidentified or yet-to-be-discovered magical item.

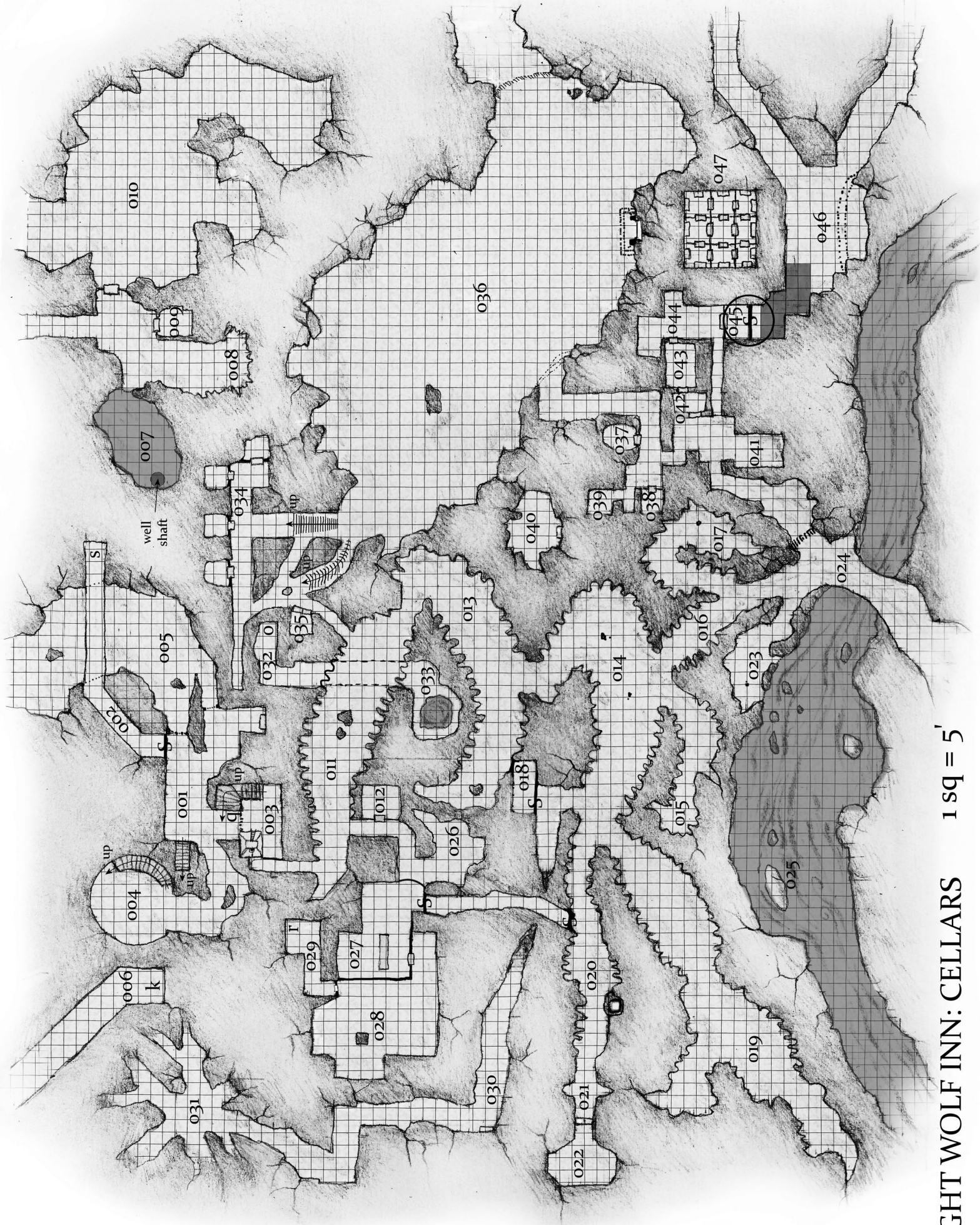
- Tell the player the exact contents of a treasure room and how to enter it, but do not tell them exactly where it is: only that it is located in this or that ruins, dungeon, etc.

Gazing into the mirror can be done once per day without greater risk. Anyone who gazes into the mirror more than once per 24 hours gains no additional benefit and must save vs Spells or be stricken with megalomania insanity.

The words "World Without End" have been expertly carved into the bottom portion of the mirror's frame.

For more information on the purpose of the lenses and the telescopes, see The Starry Curse & All The Secrets.





NIGHT WOLF INN: CELLARS 1 sq = 5'

CELLARS



The cellars of the Night Wolf Inn are magical and extra-dimensional. As such, elevation changes will not always make sense.

Furthermore, low level characters do not normally hope to survive here.

Great perils can be stumbled upon by low level characters just as easy-pickings may fall into the laps of high level veterans.

Telegraphing the need for flight might be better in some cases than scaling the encounter.

001. KITCHEN CELLAR

This cool, relatively dry cellar has a low (7') ceiling and seems to be the nexus of several passageways. All manner of fresh produce is stacked here along with barrels and crates of grains and cured meat.

To the south you see a railing that looks down into a deeper cellar. To the west, sturdy gates hung with locks peer into natural caverns.

Westward is a rough passageway that slopes down into the dark.

The Obvious:

The western stairs rise to area 111 The Kitchen. The steep southern stairs descend 20' to area 003. Converging onto this staircase by means of an archway and short passage is the spiral staircase leading up to area 107 behind the bar. This short passage is not shown on the map.

The kitchen is safe and nothing evil will befall adventurers who limit their explorations to area 001.

Not So Obvious:

The trap designated "Q" leads up to the secret passage from 102 (also designated "Q").

The locks on the gates leading to area 005 are good and subject thieves to a -10% penalty on pick attempts.

The secret door to area 002 is opened with a stone button hidden behind a barrel of grain.

The door set in the southern dead end is made of rusted iron and seems stuck. Its pull ring is small and normally only one person can attempt to tug on it at any given time.

If a character with 19 STR pulls, or if a rope is secured to the ring so that a group may pull together, the door will come loose and reveal a stone wall

SWORD OF SECRETS

value: 440,000 sp / xp: 4,400

This bastard sword remains magical regardless of how many planes removed it is from the Prime Material. It offers no bonus to hit or damage but it can hit creatures requiring +2 or better weapons to hit. The sword ignores all magical pluses to AC bestowed by rings, shields, armor etc. It also ignores bracers of AC. Therefore, a fighter in +3 plate, carrying a +1 shield and wearing a +2 ring (assuming no DEX bonus) would be AC 2 to the wielder of the Sword of Secrets.

The holder of the Sword of Secrets gains a bonus of 1 [or] 5% (whichever is greater) to any die roll associated with searching for hidden or secret things.

behind it, heavily carved with organic spiral shapes.

These carvings continuously ooze a puce ichor that drizzles upward, defying gravity and seeping away near the top of the frame.

Touching the carvings will summon an Ooze Elemental which will gush from the carvings and congeal on the ceiling. It will mumble down at the PCs, inquiring whether they wish to enter "the realm of the slime baron."

Any who say yes, will be grabbed by one of the elemental's tendrils and pulled through the doorway and onto the Elemental Plane of Ooze. If no one wishes to go, the elemental will return whence it came until the door is shut and opened again.

Repeated openings may enrage the guardian.

Ooze Elemental: AC 3 / MV 36" / HD 12 / HP 43 / THACo 9 / ATT 1 / DMG 2d8 constrict / +1 or better weapon to hit / constriction continues automatically until the elemental is dispelled or leaves / any number can be constricted but only 1 foe can be attacked at a time (see MM2 p.99).

The nature of the Slime Baron and adventures on the gray, cloudy plane of Ooze are up to you. For more on the Plane of Ooze, see MoP p.51.

002. SECRET PASSAGE TO GAZEBO

The secret passage is low, composed of rough clinker brick and heavily patched with phosphorescent mold. A fresh draft blows from the east.

The Obvious:

There is a 50% chance of encountering 1d4 shadows in this passageway.

If shadows are encountered, subsequent visits will present only a 10% chance of additional shadows being present.

Shadows (1d4): AC 7 / MV 12" / HD 3+3 / HP 18 each / THACo 16 / ATT 1 / DMG 1d4+1 + 1 STR point drain / 90% undetectable / STR returns in 2d4 turns after last touch / +1 or better weapon to hit. See MM p. 87.

Not So Obvious:

There is a stone sword set into the north wall of the passage half-way between the Gazebo and the first elbow. It is not likely to be noticed (1 in 6 for passersby) but will immediately be seen by anyone searching the wall.

This stone sword appears to be carved into the wall. Its stone blade has an etching on it that reads "Sword of Secrets". If a Remove Curse is cast, the sword will turn to steel and drop out of the wall.

Nothing outside of a wish or remove curse will free this sword and there are no clues in the Inn as to its history or purpose. If the holder of the Sword of Secrets is slain the weapon will return to its socket in the wall and once again become stone.

003. WINE CELLAR

This sunken room is 20' lower than the kitchen cellar and accessed by a steep stone staircase. In the northwest corner of the room is a 10 x 10 x 10' pit with a ladder in it. An arched doorway can be seen in this pit at the bottom of the western wall.

Dark bottles cluster along the walls and corners. There are many casks set in recesses in the walls. A rope and pulley system support a large sling that hangs from the ceiling.

Among the casks and bottles you think you see a glimmer of rose-colored flame flickering over a barrel, then a small wisp of amber light.

The Obvious:

There are various expensive bottles in this cellar and their value is left to the DM to balance. Taking these will be frowned upon and might cause the Inn

itself to snipe.

Typically, only the cellar golem (which stands just beyond the archway in the pit) brings beverages to and from the wine cellar. The other creatures living here are a happy accident, which the Inn Master uses to protect his beverages.

Not So Obvious:

Cider Glows (x3): AC 6 / MV 9" / HD 3 / HP 14, 12, 16 / THACo irrelevant / ATT 0 / DMG none / Magic Resistance 15% / Invisible at will / +2 or better weapon to hit / regenerate 2 hp per round / 50% dmg from all eligible weapons except blunt +2 or better; enchantments and STR bonuses cannot be counted towards damage / See Monsters & Races appendix.

These dangerous creatures are new beasts introduced from the world of Adummim. They will work in concert to inebriate and slay the party and will pursue their prey up to 120' from the wine cellar, though they will never leave the Inn Cellars proper.

They are intelligent and will play cat and mouse, blinking on and off, always trying to keep the majority of the party inside at least one of their intoxicating auras.

Just past the archway in the pit is a small but powerful stone golem. It will not move or respond unless it is attacked or summoned by the Inn Master to deliver beverages to the bar.

If it is attacked, it will fight back until the attackers retreat.

Stone Golem : AC 5 / MV 6" / HD 60 hp / THACo 8 / ATT 1 / DMG 3d8 / Every other round casts Slow on all within 10' of its front side / +2 or better magic weapons to hit / Immune to almost all spells / See MM p. 48.

This stone golem is smaller than most, being M-sized and designed to ferry heavy kegs of beer up to or down from the tavern.

004. HIGH TOWER FOUNDATIONS

You stand at the bottom of a large circular silo that extends into upward darkness. A narrow staircase of stone begins here, in the clay and rock foundations, and rises up the walls, spiraling away from you.

This staircase offers no railing or other visible hand holds.

The Obvious:

See areas 116, 210, 307 & 408 for more information on this tower.

Not So Obvious:

A single Meazel dwells beneath the stairs and haunts the dark niche south of the rock column in the passageway.

It will remain hidden, only attacking a solitary character from behind and only if it seems very safe to do so. The creature steals food from the Kitchen Cellar and is thin enough to fit between the bars that lead to area 005. In fact, this is where it arrived from and has made a safe lair here in the dark.

It is slightly more intelligent than most of its kind and wears an electrum ring set with a fire opal that confers a +1 to all dmg rolls. The value of this ring is 100,000 sp or 1,000 XP.

Meazel : AC 8 / MV 12" / HD 4 / HP 19 / THACo 15 / ATT 2 / DMG 1d4+1, 1d4+1 due to ring [or] 2d4+1 from broadsword / Pick Pocket 45%; Move Silent 33%; Hide in Shadow 25%; Climb Wall 88%; Rear attack +4 to hit x2 backstab / Gains +30% to stealth related skills in this area due to favorable conditions and familiarity / Strangle: If a rear attack hits, the Meazel kills its victim in 2 rounds. Victim may attempt to break free by trying to hit the Meazel at a -4 penalty. See FF p. 63

The Meazel keeps no treasure aside from its ring and is clever enough to ferry the bones of its victims through the gates and hide them in area 005.

005. SPECTOR WOOD CAVERNS

Beyond the barred gates, a large natural cavern opens up, sloping downward and northward into the cool and humid earth. You notice small piles of bones along the eastern wall.

The Obvious:

The bones are from the Meazel in area 004.

This cavern leads down below Spector Woods and far north of the Night Wolf Inn. The DM is free to attach whatever cave system or cavernous module she or he sees fit to expand this area northward.

Not So Obvious:

There is a 40% chance that the Il-Belliegha that makes this cavern its home is resting in the northern part of the cave. Any sound at the gates will alert it and it will hide behind the northern column in the shadows of various rock formations.

Any group that travels far enough north to pass under area 002 will be set upon by the beast.

Il-Belliegha : AC 5 / MV 15" / HD 6+2 / HP 32 / THACo 13 / ATT 3 / DMG 1d3, 1d3, 1d3 + poison / Magic Resistance 5% + 5% incrementally / For details on the creature's special attacks and defenses see Monsters & Races appendix / the beast's poisonous bite will cause sleep for 2d4 hours with an onset time of 1d3 rounds.

The Il-Belliegha is a beautiful creature with a brightly colored leopard body, a long snake like neck and a head shaped like an adder's.

It has collected the following treasures in its lair:

- Equestrian Boots: These allow the wearer to perfectly control any one non-magical equestrian creature at a time and grants a +25% reaction adjustment to interactions with all magical horse-like creatures. Value: 50,000 sp. XP: 500
- A rosewood coffer filled with 842 gold coins and 11 padparadschas (each with a base value of 20,000 silver pieces).
- The Harp of Arocken: A small harp of gold wood inlaid with mother of pearl that grants a +5% to Bard Legend Lore checks. Proficient players may grant allies (so long as they are within 30') a phantom hp boost of 5 hp. This hp boost lasts for 12 hours and can only be bestowed once in 24. All damage sustained will be deducted first from these phantom hp. Value: 700,000 sp. XP: 6,500.

006. PASSAGE TO THE OLD STONE BARN

This stone passageway is 15' wide and carved with thousands of laughing androgynous faces on both walls. The ceiling is composed of pitched slabs that meet at an acute angle some 25' overhead.

The floor has been carved into a vast landscape of hands, palms up. It is as if you are standing on an unseen horde who tirelessly support your every step.

The Obvious:

There are gaps between the fingers and a dark cavity can be seen below the hands. It is difficult to determine how deep the cavity is.

Any small object dropped on the floor is 80% likely to fall into these gaps and be irretrievable. If this happens, all the faces will emit a laughing sound.

The passage travels over 1,000 feet and enters the basement of the Old Stone Barn.

Not So Obvious:

If a continual light coin or similar object is dropped into the floor a throng of screams will be heard and many moving shadows will be seen below before the light is blotted out.

Attacking or attempting to damage the hands results in a cacophony of laughter from the faces on the walls. This effect propagates to the vandal cf. Tasha's Uncontrollable Hideous Laughter UA p. 54 so that by turns and bouts the vandal becomes incapable of assaulting the hands due to nearly perpetual mirth.

Any being assuming Gaseous Form, Diminution, using Wizard Eye or the like in order to explore the region beneath the hands must make a save vs Death Magic or be immediately stricken with Hallucinatory Insanity per DMG p. 84.

Avoiding this, the brave explorer will find themselves forced out of the abscess beneath the hands by indescribably horrifying shadow-things but will have seen a golden ring on the floor prior to escaping.

Each physical foray (I.e. not gaseous or ethereal) offers a 40% chance of retrieving the ring prior to being chased out by the thronging shadows.

If the ring is successfully retrieved, it is a ring with 1d3 wishes remaining.

Lastly, there are rungs in the south wall designated "K" that lead up through the walls to area 209 and emerge from a secret trap in the Smoking Room.

007. WELL DEEPS

The ceiling of this large dripping cavern rises toward the well shaft and descends below the waterline to the east.

The Obvious:

Explorers must submerge and swim beneath the rock ceiling for 15' when passing from the well toward area 008. Take note of articles that could be spoiled such as scrolls or spell books, or rendered temporarily useless such as torches or lanterns.

Also remember that anyone clad in anything heavier than leather cannot swim and anyone carrying more than 20 lbs will sink to the bottom. Only thrusting weapons such as spears can be used underwater and landlubbers will always lose initiative to aquatic creatures. (see DMG p. 56)

Not So Obvious:

There is a Weird in the pool.

It has been long dormant and will require 3 full rounds to form. Anyone still in the pool (or near it) at the end of 3 rounds will be subject to attack. What is attacking the party will be impossible to discern if combat takes place underwater.

The weird will make one attack each round and if the target of that attack fails its save vs Paralyzation it will be rendered helpless [or pulled into the pool and rendered helpless] and essentially held within the weird's powerful currents. Suggested rulings for this attack form run as follows:

- Each round the weird may attack a new victim. The weird can hold up to three M size creatures in its watery-coils at a time.
- Each round, including the first, that a victim is pulled in or held, that victim will take 25% of its max HP in subdual damage*. When the victim reaches zero HP or fewer it is rendered unconscious and will automatically die on the following round.
- Victims who fall under the weird's power by failing their save will be helpless to escape unless they have a STR score equal to or greater than 18⁰⁰ [or] friends with ropes who are not themselves under the weird's power can assist in pulling them free.

*75% of subdual damage will be temporary and vanish within 1 turn of

escaping the pool.

Water Weird : AC 4 / MV 12" / HD 3+3 / HP 12 / THAC0 13 / ATT: 1 / DMG save vs Paralyzation or dragged down / See MM p. 100

Stabbing or slashing weapons will only cause the weird 1 dmg.

Resting in a mound beneath the well shaft are the accumulated coins of many decades' worth of wishers: 1,347 copper; 2,967 silver; 1,891 electrum; 2,797 gold; 987 platinum. Those snatching handfuls as they swim past will get a mixture of coins.

008. SHIMMERING DUPLICITOUS MISTS

Partially rough-hewn and partially natural, this 20' wide low-ceilinged tunnel is formed of marbled multi-colored stone. To the south, the passageway becomes obscured by a bubbling wall of milky vapor.

The stuff is thick and cohesive like the fog that pours off party ice.

The Obvious:

Anything that enters the mists has a 50% chance of being doubled and returned. If not, it is irrevocably destroyed.

Anything thrown or fired into the mists will therefore either vanish forever or two of those things will instantly return following a mirrored trajectory at the same velocity. Thus rocks or arrows have a 90% chance of striking the person who launched them (and there will be two of them).

If a character enters the mists check for each possession carried and then check for the character. If the character is doubled, then two of the same being will return from the mists, each believing themselves to be "real".

Such characters are not likely to exit with all their possessions, but those possessions that survive will have doubled. Therefore, each such surviving character will have the same inventory as the other.

It is left to the DM to decide whether a player may control a pair of duplicate characters or if one must become an NPC.

Not So Obvious:

Anything that is duplicated and returned cannot enter the mist again without catastrophic results. E.g. all repeat entries roll on the table below:

| | |
|-------|--|
| 01-50 | The object returns but it is horribly disfigured and partially destroyed. Creatures will have their DEX, CHR, CMS (if used) all reduced to 5 and their maximum HP will be reduced by 25%. Their STR score will however increase by 2. Magical objects will be ruined. Potions will become potions of delusion or potions of poison. Gold will become iron or lead. Provisions will return in a state of inedible putrefied metamorphosis, etc. |
| 51-75 | The object returns as above but visibly swollen/blistered and immediately explodes. Those within 10' take 2d6 dmg. Those within 20' take 1d4 dmg. |
| 76-95 | The object is catastrophically incinerated at the moment of entry and a gout of flame discharges from the mist, streaking back in a path parallel to the ground. Treat this as a horizontal flame strike cf. PHB p.49. The fire fills a 10' wide 30' long area and deals 6d8 or 3d8 to those in its path as indicated by a save vs Breath Weapon. |
| 96-00 | The object is blasted out of existence with such force that every creature within 80' of the mists is struck a sonic blow (4d4+5 dmg and automatically stunned for 1 full round). |

The 10' wide passage that leads north off the map may connect at some point with the same caverns that connect to area 005—or the referee may decide this passage goes somewhere else.

A careful search of the area reveals very small mummified or burned bits of both organic and inorganic matter strewn over the floor in front of the mists.

009. TEMPLE OF THE MOON

This room is extra-dimensional and does not conform to the shape represented on the map.

The threshold of the door drops into an abyss before you. A strip of paper has been affixed by uncertain means to the lip of this abyss and it trails out, fretting on air currents that rise or fall. Though distance and perspective make of it a white thread, you can see the far end is attached to the lowest step of a great stone staircase that hovers above the endless deeps. This staircase rises up the front of a stone temple of gargantuan proportions to where a vast black door with silver writing seems to grant entry.

The Obvious:

If the paper is watched, a portion of it appears blackened. This blackened portion travels the length of the strip of paper from one end to the other and then reverses its direction. It is as if an invisible flame is eating the paper, moving forward, and the paper regenerates as soon as the flame moves on.

The strip of paper is approximately 2 inches wide. Repeated on it from one end to the other is a short phrase that appears to have been penned with quill and ink:

"He is looking ill. He is looking worse. He is dying. He is dead. Here is a body, cold as marble; light as a feather, stiff as a board!"

Attempting to fly over the void will result in the flight magic weakening suddenly and failing. A save vs Spell is required. Success indicates the flier was able to return to solid land prior to plummeting into the abyss. Failure means the character falls and is lost forever.

WORLD WITHOUT END value: 950,000 sp / xp: 8,000

1 small moonstone
7 oz. holy water
7 perfect Supernal Apricots
7 pearls dissolved in 7 oz white wine
1 couatl egg-white
7 Clysman Acorns
7 perfect diamonds cooled to 7 degrees.
1 continual light spell.

Pulverize one small moonstone to powder and mix in 7 ounces of holy water. Crush 7 perfect Supernal Apricots and add their juice to the mixture. Take 7 perfect pearls dissolved in 7 ounces of white wine and to this add the white of one couatl egg. Grate 7 Clysman Acorns of perfect sheen and add their silvery shells to the egg-wine. Whip both concoctions into one until even the moonstone is held in suspension by the frothing egg. Take a cold 56 ounce bottle of blackest glass and into it put 7 small diamonds that have been frozen to 7°. Pour the suspension into the bottle and into the bottle cast Continual Light. Cork it promptly and submerge the neck in black sealing wax. Leave undisturbed in a lightless place for seven weeks, then the potion is done.

Not So Obvious:

Solution: Those who levitate or turn ethereal and stand at the head of the paper bridge must wait for the invisible flame to reach them. Then, the flame will pull them with it as it travels back across the deeps. Those who become ethereal will be able to see that there is an actual flame making its way back and forth across the paper (though it is an ethereal one) but they will be unable to cross the abyss on their own. Any undead creature can cross the bridge automatically without falling.

The distance across the abyss to the temple stairs is 100 feet. Ropes, grapnels, and other mundane solutions to the puzzle will all fail as a result of the magic here. Only passive weightlessness will allow the ethereal flame to bring the participant across the bridge.

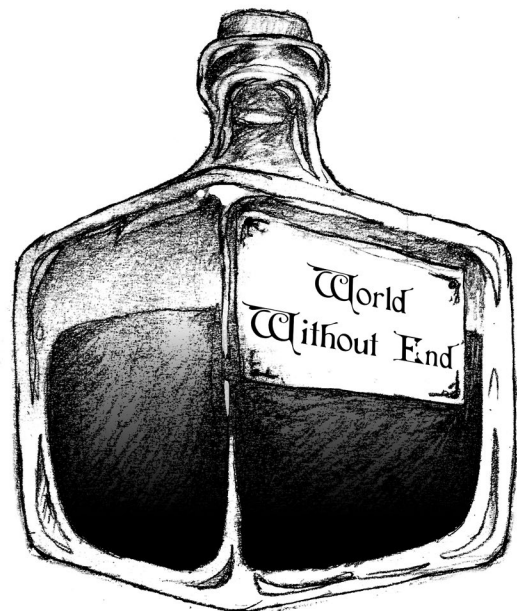
Once the bridge has been crossed, the stairs are easily mounted. There are 777 steps. At the top, the black double doors are each 100' tall and 50' wide. They cannot be opened by any living creature. Only an undead being can pass these doors and what lies beyond (though likely a gate to the negative plane or some associated demi-plane) is entirely up to the individual DM.

Written on the doors in silver script and in the language of magic is a recipe and below the recipe is a hemispherical socket set with a glowing moonstone. This moonstone is easily plucked from the socket and will regrow once every lunar cycle (roughly 1 month). After one month the moonstone will be sufficiently large to qualify for the recipe. If it is harvested early it will be worth 33 sp for each day it was allowed to grow (1,000 sp max). A premature moonstone will ruin the recipe and the waiting must begin again.

Note that this recipe cannot be made in the kitchen sink! A properly furnished lab (such as that in area 027) is required.

If a moonstone of sufficient value can be found by other means, it will work in the recipe. Many of the ingredients are, however, meant to limit the number of times the recipe can be used in a given amount of time. A re-do should not be a simple thing.

Although a portion of the ingredients might be obtained by expending coins the cost will still be significant:



COST OF THE RECIPE

Moonstone (1,000sp value) 7 oz. Holy Water (875sp value) Supernal Apricots (unique to the BOWERY) 7 pearls & white wine (700sp total value) Couatl Egg White (can be found in the BOWERY or *perhaps* purchased from black-hearted individuals for 900,000sp) Clysmian Acorns (unique to the BOWERY) 7 diamonds (7,000sp each)

Thus the total cost for the brute-force buyer will be on the order of 951,575 silver per attempt not including those ingredients that can only be found in the BOWERY.

World Without End always has a 15% failure rate. If the potion is a failure, it will have no effect when applied to the black mirror (see area 408) and, if a failed potion of World Without End is drunk (instead of being applied to the mirror) it will act as a potion of delusion, causing the drinker to believe they have acquired ESP. This effect is permanent but can be removed by a Remove Curse.

If the potion of World Without End is a success, there are two possibilities for use:

1. If it is applied to the surface of the Black Mirror in area 408 (High Tower Spire) with bare hands it will put the person so doing into a frenzied mental state whereupon they will see each of the Seven Heavens in the mirror in turn and be unable to stop themselves from drawing a map of each. This vision and madness will last seven hours and if the character is separated from the mirror during this time, or forced to stop sketching the map, the affected character has a 50% chance of dying instantly. Upon completing the final map, the character will fall unconscious and will be unable to be roused for seven days. At the end of this time, they will rise fully refreshed, and their WIS score will be increased permanently by 1. The above can happen only once per character per lifetime. If a character attempts to repeat this process failure will result and the character will be stricken with a random insanity DMG p.83.
2. If World Without End is consumed as a potion, allow the drinker to roll his or her own fate on the chart below accompanied by the admonition that this roll cannot be modified, re-rolled or undone by any known power, ability or blessing and that the result will be final.

(Breaking a Mandolin of Eternity would be the only exception, but do not tell your players this!) Further do not reveal the possible outcomes but privately roll d% and consult the following table! There is no limit to the number of these potions a character can consume.

| | |
|-------|--|
| 01-30 | Instantly slain no save. The drinker will rise in seven days as a lich (if formerly a magic-using class) skeletal warrior with no circlet (if formerly a fighter class) or vampire (all other classes). Alignment will change automatically to the alignment of the respective undead and it is up to the referee whether the player may continue to play this creature as a monster, following the new alignment and general guidelines for the beast. This new form will likely be of little use in the party but may serve a temporary role as an antagonist who blames the party for his/her fate. |
| 31-40 | Drinker instantly loses 1 level and is permanently blinded. A Restoration is required to reverse the level loss, but only a Heal will restore sight. |
| 41-99 | Instantly gains 1 level. |
| 00 | Instantly gains 1 level. One of the character's prime requisites (chosen by the player) is increased permanently by 2 to a maximum of 20. If this increases an ability score higher than 18 the drinker must make a system shock check or die. |

010. RUBY MINES OF YLSVUN UL

The door before you is 10' broad and again as high. It is made of white stone and hung on mighty hinges of tarnished silver. There is a bizarre carving upon the face that displays three great tick-like creatures, stubby legs raised, and some kind of mental or spiritual energy radiating from their gross bodies toward a field of stars.

The Obvious:

The door is sealed on all four sides with heavy white wax, which must be cut, dug or melted out in order for the door to open.

The door opens high above the floor of a large grotto that flashes your light back at you in sparkling array.

It is almost 20' down to the floor and nearly as far to the upper limits of the stalactite-covered ceiling.

You notice what appear to be red crystals or gemstones spread all throughout the cave.

This is a ruby laden cave that opens on a vein. The dark, scabby, bloody-colored stones are unfinished but can be collected. The Inn Master has no interest in mining and will not permit a mine or mining equipment on the property.

There is, however, a great tunnel to the north that connects to other caverns and eventually to the surface world of an alien planet, many light years removed from the world on which the Inn sits.

If the gems are mined from this world, the Inn Master will not care. It will be another problem for the PCs to solve how to ship their riches back to their home planet.

For details on operating a mine, and the monetary value of its weekly output, see Dungeoneer's Survival Guide p.51 where rubies are rated at 1d10 ÷ 3 x (200 x 1d8) [or roughly 1,600 gp per week on average] (which in the silver piece standard of the Night Wolf Inn equates to about 32,000 silver a week).

Those simply gathering up visible gems from the cave without mining will be able to cart away a one-time load of up to 100 lbs of unfinished gems per person (depending on STR) without drawing the Inn Master's ire.

Each 100 lbs of unfinished gems will have a market value of 20,000 silver. Each 100 lbs of unfinished stones that are cut and polished will produce a number of rubies with a total *base* value of 200,000 silver.

Not So Obvious:

In the great southern cul-de-sac of this grotto rest three Cu'Syth. The sounds of a party clambering down the rock face from the door, gathering up gems and so forth will immediately alert them and they will return from Astral Space and be fully present in their bodies by the time the characters discover them.

As you move south into the great cul-de-sac you notice more scarlet gems emerging from the pale rock. The cul-de-sac slopes down to the south and glistens with mineral water. In the deep shadows there you think you can see three huge slippery boulders of pale stone and what looks like piles of bleached branches near their base.

This is of course the three Cu'Syth surrounded by the bones of their victims.

Anyone venturing more than 10' into the southern arm must make a DEX check or slip down the incline, taking 1d4 dmg and arriving in the nest. It will take such an unlucky character 1 full round to regain his feet.

See Monsters & Races for details on these giant psionic ticks.



WARNING: this is a deadly encounter!

Cu'Syth (x3) : AC 0 (front) 7 (rear) / MV 3" / HD 10 / HP 45, 40, 48 / THACo 10 / ATT 2 / DMG 1d12, 1d12 / Psionic Blast / Domination / Reverse Gravity at 60' range / Note that reverse gravity in this grotto will not cause victims to hit the ceiling but they will sustain 3d6 dmg upon returning to the floor. Furthermore, the Cu'Syth have positioned themselves at the bottom of a slippery incline so that those affected by reverse gravity or mind blast may need to make an additional DEX check at a penalty of 2 in order to avoid sliding to the bottom.

The Cu'Syth will not likely have reason to leave their nest and will focus on drawing victims into it, nevertheless, the slippery incline is not a problem for them.

The alien world of "Ylsvun UI" (eels'vun-uhl) in which the grotto actually exists is home to this race of tick-like creatures.

Among the many bones of their nest is a trove of odd treasures:

- A tick idol made of silky white alien stone and beryllium set with lustrous gray jewels (worth 880,000 silver)
- 21 cut and polished rubies each with a base value of 20,000 silver.
- Scroll of Protection from Water Elementals DMG p. 128
- Scroll of Protection from all Missile Weapons cf. UA p. 92
- Potion of Climbing DMG p. 125
- Seven darts +1
- Trident of Submission DMG p. 155
- Potion of Plant Control DMG p. 127
- 20 crossbow bolts +1
- Zagyg's Spell Component Case UA p. 104
- Ring of Fire Resistance DMG p. 130
- Long Sword +1 / +3 vs regenerating creatures NSA DMG p. 165

011. HALL OF SLAVES

This catacomb sits above the passageway between areas 032 & 033.

The rough-hewn walls of this cavernous chamber are gouged with burial alcoves three high. The ceiling appears to be slightly over 20' tall and formed of dark natural rock. A pair of large flowstone pillars glisten with moisture at the center of this dreary catacomb.

The Obvious:

The floor near the entry point from area 003 is carved with the words "Hall of Slaves".

All of the bodies here appear to be poor and wrapped in simple linen. There are a few scattered bones on the floor where it seems some of the remains have been disturbed and thrown out of their niches.

A cool and steady breeze flows from the south; it smells damp.

Not So Obvious:

Hidden in the blackness between the two columns are a pair of exceptionally large carrion crawlers.

Carrion Crawlers (x2) : AC 3 (head) 7 (body) / MV 12" / HD 5 / HP 40, 27 / THACo 15 / ATT 8 / DMG each hit = save vs Paralyzation / Paralyzation lasts 1d6 turns / any paralyzed creature left alone with the monster for 1 full round will automatically be slain, partially devoured and infested with carrion crawler eggs. The crawler will not kill its prey until it is left undisturbed for at least one full round. See MM p. 13.

The crawlers will stay hidden in the dark space between the columns (if the columns are searched they will automatically be discovered). Once the party passes, they will move out and attack from behind.

There is no treasure here.

012. CONJURING ROOM

The door before you is made of cold black iron, studded and decorated with a pentacle.

The Obvious:

The door is locked. Attempts to pick it suffer a -10% penalty. Once open:

Before you, a 15' x 15' x 15' room soldered with dull slabs of dark metal stands mostly empty. Perhaps it is the sheath-like liner over the walls, floor and ceiling that is producing a bad sweet smell here—a chemical-mustiness.

Small glittering objects on the floor near the center of the far wall catch your eye. There is what appears to be a 12-inch circle of bright metal with magical writings inlaid into the floor. Beside this, a miniature three-leg stool has been tipped over just outside the circle. Lastly you see a strange tiny red fleck beside the stool on the floor.

All of it looks smaller than doll-sized.

The room is lined on all sides with lead. Those who take but one step inside the room will not notice anything irregular. Those who walk, leap or fly toward the east wall, however, will become instantly disoriented:

As you approach the tiny magical circle the east wall appears to race away from you, the circle too and the stool. You are walking quickly toward these objects yet they are getting farther away from you. Even stranger, they seem to be increasing in size. The magical circle now appears to be enormous, the east wall towering, the stool looks correctly sized and the red fleck resolves into a small flask (cut from ruby perhaps). It flutters with a fiery inner light. You can now see that its stopper is made of iron.

Not So Obvious:

Reaching the magic circle will take vastly longer than it should because anyone and anything that approaches it is shrunk to a scale of 1 inch = 1.6 feet. This shrinkage takes place over the course of 5' beginning from the western wall. A normally 6' character will be reduced to 3¾ inches. The magic circle (at 12 inches across) will appear to be 20' across.

You may therefore treat the distance from the door to the magic circle as if it were 280 feet rather than 14. This will be useful when determining the time it takes characters to reach the circle—or flee back to the door.

Once the circle is finally reached, careful examination will reveal a section of it that can be lifted out by grasping small tabs and pulling directly up, essentially breaking the circle. This one section appears to have been expertly crafted so as to fit tightly like a jigsaw piece.

Inside the great 20' circle is a Type VI Demon, which has turned itself invisible and crouched at the center. He is watching the party carefully and silently. Anyone stepping inside the circle—or breaking it by lifting out the jigsaw piece—will be attacked explosively. Those who investigate the room cautiously and then leave will be addressed by the invisible demon before they go, inquiring whether they would like to be made powerful by breaking the circle...

Remember that the combat space for this demon encounter is roughly 280' east by west; 300' north by south and includes 300' of vertical space.

Bállöc the Type VI Demon : AC -2 / MV 6" / 15" / HD 8+8 / HP 55 / THACo 12 / ATT 1 [or 2] / DMG 1d12 + 1 [plus whip & immolation for 4d8] / 4 in 6 chance each round of whip + immolation / +1 or better weapons to hit / Magic Resistance 75% / 50% or No Dmg from: cold, electricity, fire or gas / Infravision / Size L / See MM p. 19

The Demon has the following additional powers:

- Darkness 10' r. (at will)
- Fear in 60' cone (Save vs Wand or flee for 6 rounds)

- Detect Magic (at will)
- Read Magic & Read Languages (at will)
- Detect Invisible Objects (at will)
- Pyrotechnics (at will) see PHB p. 58
- Dispel Magic PHB p. 47
- Suggestion PHB p. 75
- Telekinetic 600 lbs. PHB p. 82
- Symbol of Fear/Discord/Sleep or Stunning PHB p. 91
- Teleport no error (at will)
- Cannot Gate within the Inn's dungeon

Those attempting to flee the room will generally be outpaced by the flying demon and their path will be blocked.

The flask on the floor is an Efreeti Bottle (also marked with a pentacle on its iron top). It contains a powerful Efreeti Emir who will serve the opener for 1,001 days.

Sadoon the Efreeti Emir : AC 0 / MV 9" | 24" / HD 13 / HP 63 / THAC0 9 / ATT: 1 / DMG 4d8 / Immune to normal fire / Magical fire -1 to hit and -1 per die of dmg / Can carry 900 lbs. unencumbered (STR 23) / Will seek to pervert his master's commands by following them to the letter.

Powers & Abilities:

- Grant 3 wishes and go free (Each wish granted reduces his servitude by 334 days)
- Invisibility (at will) PHB p. 70
- Gaseous Form (at will) cf. DMG p. 126
- Detect Magic (at will) PHB p. 65
- Enlarge (at 13th level) 1/ day. PHB p. 65
- Polymorph Self 1/day PHB p. 78
- Audio-visual Illusion 1/ day See MM p. 37
- Fire Charm 1/ day PHB p. 76
- Wall of Fire 1 / day PHB p. 78
- Produce Flame (at will) PHB p. 57
- Pyrotechnics (at will) PHB p. 71

In exchange for his freedom, Sadoon will provide a map to the City of Brass. See City of Brass sub section under the Ethereal Plane appendix.

Sadoon will (if commanded) aid the party against the demon. The Demon will be resistant to the Efreeti's fire-based attacks, but will suffer full damage from the great black sword (4d8). A wish will go a long way toward winning the battle but Sadoon is not obliged to propose this solution (for if the party is killed he will go free immediately without having to grant wishes).

Sadoon is an exceptional efreeti as indicated by his powers and stats. He is also exceptionally intelligent (INT 17).

013. HALL OF WIZARDS

There is a stone plaque inlaid into the floor between area 011 and area 013 that reads "Hall of Wizards"

You pass through a momentary constriction of the tunnel—marked by a stone plaque in the floor. The narrowness of it gives you a sense of being peristaltically pushed into the Hall of Wizards, which appears to be a dreary catacomb not unlike the Hall of Slaves. There are many niches here, also stacked three high and though the bodies are wrapped in richer shrouds, decay is still decay.

Beyond the skeletons in cryptic garments, at the end of this intestinal-shaped catacomb is another pillar of dark and slippery flowstone. Partially hidden behind it, sitting in inch-deep water, you see the corner of a wooden chest poking out into your light.

The Obvious:

The Hall of Wizards is enchanted with a powerful illusion. There is no save unless Player's indicate a desire for their character to "disbelieve". In this

case a save vs Spells at a -2 penalty is allowed. Those saving are no longer affected by the illusion:

As you traverse the hall you notice the shrouded craniums pivoting with a brittle sound, as if to watch your movements.

The dead wring their whitened claws, sounding like corn husks, seeming to anticipate a coming spectacle.

Horror grips you at the sheer number of skulls gazing at you.

Those who believe the illusion will lose any DEX surprise bonuses and be susceptible to surprise 3 in 6 so long as they remain in the Hall of Wizards.

Not So Obvious:

The column is actually a large roper, which has positioned the chest in a precise way to lure the unwary. It further uses the illusions to its advantage.

Roper : AC 0 / MV 3" / HD 12 / HP 54 / THAC0 9 / ATT 6 "arms" + 1 bite / arms shoot out up to 50'. Victims hit automatically lose half STR over 1d3 rounds. STR loss lasts 1d3 turns after escaping the roper's grasp. Further, the victim is dragged toward the roper's maw at 10' per round. Breaking free requires open doors roll. Victims reaching the maw automatically take 5d4 dmg per round until consumed / Roper is immune to electricity & takes half or no dmg from cold / Saves vs fire at a -4 penalty. See MM p. 83.

In the roper's gizzard are 14 sapphires each worth a base 20,000 sp.

FINAL NOTES

The wooden chest is filled with human bones. The same cool breeze felt in area 011 is also felt here, blowing from the south.

014. HALL OF ADVENTURERS

There is a stone plaque inlaid into the floor between area 013 and area 014. It reads "Hall of Adventurers"

This great sac-shaped crypt slopes down from the north while its grotto-like ceiling rises. Beneath the stalactites, rows of burial niches vary from three to seven high with haphazard irregularity. Skeletal forms of equal eccentricity peer from the arches, differing in height and apparel—some clad in threadbare religious robes, others in mineral encrusted armor.

The Obvious:

It has probably begun to dawn on players at this point that the Night Wolf Inn Excursionist Guild has buried many of its members.

If the party has been following the cool breeze, it now whistles steadily from the tunnel leading to area 116.

Small rivulets of seepage trickle over the floor from north to south, causing the catacomb to be treacherous.

Any combat that takes place here will cause critical fumbles on natural to-hit rolls of 1 (usually indicating a fall & or weapon loss requiring the rest of the round to recover). Obviously this rule should only apply to bipeds that are standing on the slippery floor.

If the referee already uses a fumble variant, then the range for fumbles may be expanded in this room.

Not So Obvious:

There are 11 piercers among the stalactites. Assume a moving character may be attacked by up to 3 piercers in any given round. Stationary characters who watch the ceiling are susceptible to but a single attack.

For each attack, roll 1d4 to determine the size of the falling piercer:

1. Piercer HP: 1 / THAC0: 19 / Dmg: 1d6
2. Piercer HP: 7 / THAC0: 16 / Dmg: 2d6

3. Piercer HP: 15 / THACo: 16 / Dmg: 3d6
4. Piercer HP: 23 / THACo: 15 / Dmg: 4d6

Once a piercer has fallen it cannot attack again, being roughly as helpless as a shellfish.

The sound of even a single piercer attack will (65% likely) draw interest from those in area 015 who will arrive in a single round to investigate and will likely be heard (splashing feet).

There is no treasure to be found in the Hall of Adventurers.

015. HALL OF STRANGERS

There is a stone plaque inlaid into the floor between area 014 and the beginning of area 015. It reads "Hall of Strangers"

These lower catacombs are narrow and oppressive. Many of the niches have eroded and collapsed, spilling their skeletal contents unceremoniously on the floor. Water pools underfoot, 1 to 3 inches deep and splashes loudly when you walk.

The Obvious:

Moving silently here suffers a penalty of -30%.

At the very back of this crypt is a higher, drier space where a pair of bone devils crouch. They roam the southern regions of the cellars so there is only a 65% chance they are in their lair.

If here, the devils will parlay first and attempt to entice or force a melee to move out into area 014 where they have more room for combat.

A melee in their lair will cause them each to strike at -2 to hit due to their cramped conditions.

Bone Devils (x2) : AC -1 / MV 15" / HD 9 / HP 32, 40 / THACo 12 / ATT 1 / Dmg 3d4 + 50% to be stuck fast / Stuck victims may free themselves by successfully hitting the devil (at a -2 penalty per grapple rules) but are subject to tail stings each round / Tail Sting for 2d4 dmg + save vs Poison or lose 1d4 STR points. This STR loss lasts 1d10 rounds but is cumulative. If STR is reduced to zero the victim dies. / Magic Resistance 40% / See MM p. 21

Powers & Abilities:

- Charm Person PHB p. 55 (at will)
- Suggestion PHB p. 75 (at will)
- Illusion cf. PHB p. 75 Phantasmal Force (at will)
- Infra and Ultravision
- Teleportation No Error cf. UA p. 62 (at will)
- Know Alignment (at will)
- Cause Fear in a 5' radius PHB p. 76
- Animate Dead at 9th Level Ability PHB p. 46 (these will be skeletons from the catacombs)
- Fly (at will)
- Invisibility (at will)
- Detect Invisibility (at will)
- Cannot Summon another devil within the Inn

These devils may not immediately attack and may even extend a parlay into a contract if sufficient sacrifices or gifts are made.

This contract will not include servitude but may include a temporary truce and information about the Inn cellars, especially the southern region. The bone devils have no treasure.

016. HALL OF THIEVES

There is a stone plaque inlaid into the floor between area 014 and area 016. It reads "Hall of Thieves"

A damp cold breeze rushes north out of this narrow catacomb. The skeletons here are conspicuously missing their hands.

The Obvious:

Roughly half-way through this catacomb, roll % dice (for the sound) and then inform the players that their characters have noticed a tipwire stretched across the 10' wide tunnel. This wire appears to be recently placed and runs a foot above the floor. There are dark scorch marks beneath it and on the walls to either side. If the ceiling is examined closely, a black scorch mark can be seen there as well, mirroring the position of the wire.

Not So Obvious:

The tripwire appears to be made of gold wire and there are some mechanisms on either wall that seem to hold it taut.

Touching the wire or the mechanisms in anyway (including an attempt to remove traps) causes the "golden wire" to assume its true form: a wall of fire.

The reddish-blue flames create a curtain that bisects the passageway. Those triggering the wall will be engulfed by it and will suffer 2d6 + 30 dmg no save. Those within 10 of the north side of the wall will take 1d6 dmg per round and those within 20' will suffer 1d3 dmg per round.

Undead will take double dmg and those susceptible to fire may also take extra damage.

Once this wall is triggered it will burn for 30 rounds and then revert to its golden tripwire form. The walls and floor will remain hot enough to cause 1d4 dmg to anyone who touches them during the next 3 turns.

If Dispel Magic is cast on the wire, treat the wire as a 30th level enchantment per PHB p. 47. Success will neutralize the trap until the Inn Master re-sets it.

The bone devils from area 015 know of this trap and simply fly or step over it.

017. THOUGHT EATER

The burial niches become irregular and dissolve into natural cave formations. Then a cul-de-sac opens before you revealing a deep pit heaped with bones. The back side of this irregular cave seeps continually over grisly mineral deposits and trickles down into the pit.

The Obvious:

The seeping water has created an glassy amber coating over many of the bones and any search of the pit will require either violence and noise or time and persistence in breaking bones free of their mineral coats.

Some glitters of gold and gems are visible under the transparent stone.

Not So Obvious:

Trapped by the Inn, but still ethereal is a hibernating Thought Eater.

It will be invisible to and unaware of the party. If noise is made however, it will awaken.

Having not eaten in some time, this thought eater will eat 200 psionic points or the equivalent before becoming sated.

Thought Eater : AC 9 / MV 6" / HD 3 / HP 10 / THACo irrelevant / ATT 0 / Dmg See Below. See MM p. 94

If psionics or spells are cast within 60' of the awakened thought eater they will automatically be canceled and consumed according to the chart below.

| Food Source | Points Consumed | Rate per Round |
|-------------------|--------------------|----------------|
| Psionic Abilities | 1 to 1 points | Unlimited |
| Spells | Level x 5 = points | Unlimited |
| INT points | 1 INT = 10 points | 3 per round |

If no spells or psionics are being used, the Eater will begin sampling the minds of the party (it must be within 10' of a character to eat INT).

Sampling minds will be accomplished by draining 1 point of INT from up to three different characters (within range) per round. Note that the eater will remain ethereal while it does this.

Characters who flee can outdistance the eater if their movement rate is greater than 6".

Once it has drained 1 point of INT from all available targets it will choose the target with the highest INT score and begin draining INT from it at a rate of 3 points per round until the target is dead or the eater is sated.

Spells or Psionics cast or used in the presence of the eater will be consumed in favor of INT points and the eater will not drain INT during rounds in which it has the choice of consuming a spell or psionic ability.

The thought eater will follow a party ethereally throughout the cellars. If the party's movement rate is too fast for the eater to follow, it will return to area 017 and resume hibernating.

The treasure in the bones consists of the following items:

- Gold and peridot ring worth 14,000 silver
- A potion of super-heroism DMG p. 127
- Oil of fumbling DMG p. UA p. 90
- A scroll of three random spells
- Lodged near the bottom of the pile and only found if the entire bone pile is tirelessly excavated is a small coffer of beautifully carved translucent soapstone that glows from something shining within.

The coffer itself is worth 5,000 silver. Inside is a Gem of Brightness (DMG p. 145) with an added ability. If 5 charges are expended, the gem will additionally turn undead as a 5th level cleric. The gem has 35 charges remaining.

018. EAST CRYPT

You stand in a room with walls of pure white stone, similar to the richness of marble. The ceiling is an icy blue panoply of silver that overspreads the room like rings in an inverted pool of water.

Beneath your feet moves a brilliant magical fresco of clouds every color of fire and the rainbow, a mix of sunsets and molten storms.

You stare at this floor, bewitched by its movements. After what might be several minutes, you lift your eyes and realize there are no doors. Only then do you see half a dozen skeletons lying among the heavenly clouds.

The Obvious:

The skeletons have simple attire, a few coins, an empty goblet or two and nothing else of value.

Those who arrive from area 114 will have accomplished this by grasping the chromium rod floating before the black gate.

Whoever holds the Four Winds Bar will notice that the clouds in the magical fresco follow their movements and spiral slowly under their feet.

Not So Obvious:

The only method of entering the East Crypt is via the extra dimensional passageway behind the clock in area 114. The secret door cannot be found from the outside by any means short of a wish.

The secret door in the southwest corner of the room cannot be found by any means. The smooth white walls yield nothing to searches—even those aided by magical devices. Magical means of escaping the room will also fail.

The secret door will open of its own accord only when the Four Winds Bar has been touched to each of the four corners of the room. The order in

Thought Eater Example:

Psionic Mind Blast = 20 points toward the 200-point max that the thought eater can consume.

Psionic ESP = 4 points per round of use (2 each from ATT & DEF) toward the 200-point max that the eater can consume.

A fifth level spell cast in the eater's presence = 25 points toward the 200-point max that the thought eater can consume.

Consuming 1 point of INT = 10 points toward the 200-point max that the thought eater can consume.

which this happens is unimportant, but all four corners must be touched by the bar within 1 round. Each time the bar is touched to a corner a chime will be heard.

However: the room's perimeter measures 120 feet, therefore a character with a movement rate of 12" is required to accomplish this simple task!

This puzzle must be solved or the characters are doomed. Spells such as contact other plane for the purpose of solving the puzzle will not function. It is down to the players themselves to apprehend from the behavior of the floor fresco that the chromium bar they possess is useful in this room and that the single phrase "Four Winds Bar" etched upon it corresponds with the four corners of the room.

If supplies run out and death occurs, the Four Winds Bar will return to its place in area 114.

The essences of those who die here are devoured by the Inn itself and cannot be recovered by any means.

IF THE PUZZLE IS SOLVED

The secret door will open and the clouds in the floor will become tangible. This colorful, luminous mist will flow out through the secret door and into the rubble-choked passageway that leads to area 030. The trail will persist for a full turn with the mist being drawn into crevices in the rubble. An audible whine of wind will be heard during this entire time. After 1 turn, if no-one remains in area 018, the secret door will close and vanish.

The passage toward area 030 runs underneath the secret passage from area 027 to area 020. As such, excavating it will not intersect the passage above.

Excavating the passage can be done manually at a rate of 10' per day or with the use of spells such as Dig or Rock to Mud. Successful excavation will grant access to area 030.

019. HALL OF KNIGHTS

There is a stone plaque inlaid into the floor between area 014 and area 019 that reads "Hall of Knights"

Although pooling water rests an inch deep over the plaque naming this hall, the catacomb beyond is grand and nearly symmetrical.

The dead wear armor of ornate and antiquated design and are draped in white cowls that contrast sharply with the black rocks.

The roof of this place is high and the length of it unknowable from where you stand.

The Obvious:

A total of 250,000 sp worth of golden clasps, brooches, jeweled rings and so forth can be gathered from the niches at floor level in this room by the unscrupulous at a rate of roughly 2,000 sp per round.

Note that more valuable loot is located in the loftier niches (treat as slightly slippery with projections & ledges for thief: double chances of falling, but with a climb rate of 12' per round.) Those searching the second level niches can gain up to 500,000 sp worth of grave goods at a rate of 5,000 sp per round. The third level of niches offers the same amount at the same rate.

If the entire catacomb is looted the trove will amount to approximately 325 items of jewelry made of various metals and adorned with a variety of gems. Selling these en masse to one buyer will reduce their value by 25-50%.

Not So Obvious:

There are 4 apparitions here that will appear simultaneously and attack any despoilers. They will surprise 5 in 6 per FF p. 12.

Apparitions (x4) : AC 0 / MV 24" / HD 8 / HP 38, 44, 33, 35 / THACo irrelevant / ATT: 1 / Dmg: see below / Hit only by silver or magic / Emotive ESP / see FF p. 12.

Each apparition will attack a different character each round. Because they are only semi-material they can move freely between opponents.

No to hit roll is required. Rather the chosen victim rolls 3d6:

Result: Less than victim's INT = immune to that specific apparition.

Result: Equal or Greater than victim's INT = Roll 3d6 again.

2nd Result: Less than victim's CON = Flee in terror for 1d4 rounds.

2nd Result: Equal or Greater than victim's CON = Instant death.

020. FAMILY HALL

There is a stone plaque in the floor between area 014 and area 020 that reads "Family Hall"

This catacomb is narrow and poorly maintained. Its ceiling is barely 12'. Perhaps more disturbing than the crumbling walls is the dark empty niches that line the passageway.

The Obvious:

There are no bodies interred here nor any bone fragments to be found. See area 027 for details on the secret door.

Half-way to area 021 a blasphemous yet beautiful shrine of sorts fills an 8' x 8' section of the southern wall. This location is referred to by those who have seen it as the Black God's Monolith:

A block of lilac-colored stone, four feet on a side and deeply carved with graceful beautiful spirals rests atop an undecorated 4' pedestal of white rock. Below this, resting in a depression in the floor and surrounding the pedestal completely is a thick black tar-like substance that clings to the white stone and vibrates like mucus in a quaking throat.

Not So Obvious:

This is an enormous black pudding that is content to draw energies from the purple block of stone. It will neither attack nor move unless it or the purple block is molested.

Elder Black Pudding : AC 6 / MV 6" / HD 12 / HP 96 / THACo 9 / ATT 2 / Dmg: 3d10 / Dissolves wood and metal / Immune to blows, cold & lightning / Fire causes normal damage. See MM p. 10.

This monstrous pudding can attack with two pseudopodia and does greater damage than regular black puddings.

Any wood struck is automatically destroyed. If you are a stickler, feel free to make the character's clothing and monster-facing gear save vs acid.

Armor and metal will also be destroyed, chainmail from one hit and plate mail from two hits (add one hit for each magical plus the armor possesses)

Most horrifying of all, the pudding regenerates even from fire at a rate of 3 hp per round so long as it is in contact with the white rock pedestal. The only likely way to destroy it is by hurling multiple fire based spells from afar sufficient to finally evaporate its great supply of hp

THE LILAC BLOCK

The Lilac block is beautiful and warm to the touch. The effects of touching it cycle in a predictable way. Note that it is impossible for multiple individuals to touch the block at the same time and attempts to do so will result in a random roll assigning an order to the touches.

Consult the chart:

| | |
|-----------|--------------------------------|
| 1st Touch | Toucher gains 8,000 XP |
| 2nd Touch | Toucher gains 4,000 XP |
| 3rd Touch | Toucher gains 2,000 XP |
| 4th Touch | Toucher loses 20,000 XP |
| 5th Touch | Return to top of chart |

Per DMG p. 86, xp gained cannot put the character above level cap and that character will be capped from gaining additional xp until training is completed.

XP lost will cause the character to drop in level or levels and if the character does not have sufficient total accumulated XP to cover the drain, the character is automatically slain and will rise as a shadow.

Note that these effects only pertain to humans and demi-humans and the pudding is not so affected; other beings (or those immune to level drain) will not trigger progression on the chart.

The block may be touched as many times as desired but keep in mind the following:

- Touching the block triggers the pudding to attack
- The XP cap will tend to prevent abuse
- Once the mechanic is understood, premeditated sacrifice or trickery that causes another to make the 4th touch is an absolutely evil act.

Note that the Inn itself will prevent the summoning of scapegoat beings and only members of the guild are likely to be able to access this place. Scapegoating another member of the guild will certainly be noticed and dealt with by the Inn Master.

021. THE GOLDEN VAULT

Just beyond two deep alcoves are a pair of mighty golden valves wrought with angelic shapes and etchings suggestive of heavenly rays. These doors offer neither pull rings nor hinges nor handles of any kind. A name is engraved in a golden plate affixed to the doors. It reads: "Issolbine"

The Obvious:

Touching the doors with bare skin will cause a visible vapor and golden light to spill from the alcoves ten feet back. In addition, keen-eared individuals will hear a very faint, far off chorus of angelic voices.

The instant that the doors are not touched by living human flesh, the light, clouds and voices will fade.

The golden doors are impervious to all attempts to open them.

Not So Obvious:

If an alcove is entered while lit the alcove will instantly turn dark and silent and the first person (human or demi-human) to enter it will vanish.

Note the sex of the person.

So long as that person remains vanished the alcove will not light up even if the golden doors are touched.

The remaining alcove will vanish the first person of the opposite sex who enters it and likewise become dark and silent.

If two persons of the same sex enter the activated alcoves at the same time, determine randomly which one is taken.

The other alcove will remain lit and the remaining person will not vanish.

Only after two persons (male and female) have vanished, can either one of them have any chance of returning. Once this pair of persons have disappeared, the alcoves will no longer light up by touching the doors.

Any person (or pair of persons) vanished by the alcoves arrive in area 022 and must fend for themselves.

022. THE LIE

The walls floor and ceiling of this place appear to be made of moonstone that phosphoresces softly. Above an oval pool at the back of the chamber glow a pair of golden rings whose combined light is that of a single candle flame.

The moonstone surrounding you glows so dimly that only the walls, floor and ceiling are lit while the air of the room remains somehow shadowy and indistinct.

Your view of the fiery rings is obscured by hundreds of pale rose blossoms that float in the air around you. These roses have no stems and offer no resistance. They glance off your body weightlessly as you move toward the rings.

When you near them, you realize that a sculpture of a man and woman embracing stands in the middle of the pool. The rings are halos that float above each stone head. Further, you now see small matching rings of flame wrapped around each of the statues' ring fingers.

The Obvious:

The room is 12' from floor to ceiling. The great golden valves to area 021 are visible but cannot be opened. Touching them has no visible effect. On this side of the doors, each door bears a relief of a skeleton holding a fiery circlet in its hands. This important clue must be given to any who examine the door.

The man and woman are sculpted nude and although the embrace is intimate, it is not pornographic.

Close inspection of the fiery rings reveals that the halos are linked, one hoop passing through the other. This is possible by virtue of the couple having been sculpted in a kiss.

Not So Obvious:

At the foot of the statues, submerged in water, is an inscription that reads "The Lie". This inscription can only be found if the statues and pool are explicitly and thoroughly examined.

If a Detect Lie spell is cast it will resolve as if a True Seeing spell had been cast, both spells functioning identically in this room.

Under this (or similar) magic, the female statue will disappear entirely as will her halo and ring, leaving the male statue alone in the room. The male

statue will become a statue of a skeleton and the ring on his finger will turn to cold lead. His halo will remain but it will change from fiery gold in appearance to pale and cold light.

Lastly, the floating roses will also vanish.

Note that the roses' disappearance will put a time limit on solving the rest of the puzzle! See below.

Although Detect Lie or True Seeing will make the illusions easier to dismiss, a player who declares that his or her character attempts to disbelieve will be allotted one saving throw at -4 per week vs Spells. Success will dispel the illusions for that character only.

ILLUSORY INTERACTIONS

Characters who have yet to disbelieve or dispel the illusions will interact with them as follows:

- Touching the Female Statue's Halo: Causes 6 fire dmg per segment.
- Touching the Female Statue's Ring: Causes 4 fire dmg per segment.
- Touching the Male Statue's Halo: Causes 6 fire dmg per segment.
- Touching the Male Statue's Ring: Causes 4 fire dmg per segment.
- Eating one of the Floating Roses: Satisfies food requirements for one day.

The water in the pool and the roses in the air can sustain a pair of characters almost indefinitely at the cost of many weeks of entrapment. Once the illusion is successfully disbelieved the halo above the skeleton can be easily grasped. It will be cool to the touch and semi-solid. It must be handled slowly and carefully or it will pass through the character's hands and float to the floor.

Because of this, the maximum movement rate of a character carrying the halo will be reduced to 3".

Each time the halo is removed from above the skeleton's head it will teleport back to that position after 1 round, allowing the carrier to move only 30' with it.

If the halo is touched to the golden doors (25' away from the statue) the fiery circlet held by the left skeleton on the door will glow with a rich yellow light. This light will last for only 1 round and will then fade out.

The doors must be touched a second time by the halo while the circlet on the door is still aglow. Because of the speed limitations for carrying the halo, a second person must stand at the statue and take it the instant it teleports back, carry it to the doors and touch the doors a second time. Only then will the second circlet on the door's second skeleton illuminate, at which point the doors will open and release both characters back into area 021.

If a single character is trapped in the room, they will remain there forever until a character of the opposite sex can join them to solve the puzzle. Solving this puzzle bestows 30,000 XP upon each of the two characters who escape. This is a one-time award and other characters are not given it unless they too solve the puzzle without aid or information.

023. RIVER GALLERY

This gallery overlooks an underground river. The river rushes some 30' below and churns violently over partially submerged boulders.

Directly across from you and perhaps 40' out into the torrent stands a tall boulder that rises ten or twelve feet above the river, creating a great frothy skirt around itself.

The sound here is quite loud and a cold breeze rushes through the tunnels.

The Obvious:

Careful examination will reveal burrows akin to giant rat tunnels in the walls of this gallery and a great quantity of small scattered bones.

Not So Obvious:

Lurking in the tunnels are 19 Osquips. They are territorial but may not initially notice intruders. There is a 10% cumulative chance per round spent in the area that an osquip will emerge and attack. If this happens it will raise an alarm and the following round the other 18 will pour forth, attacking en-masse.

Osquips (x19) : AC 7 / MV 12" / HD 3+1 / HP 15 each / THACo 16 / ATT 1 / DMG 2d6 / Up to 8 may attack a Medium sized target each round! / See FF p. 70

The burrows of the osquips can be entered via shrinking magic and careful exploration will reveal a litter of 8 helpless pups in the central chamber plus a Medallion of ESP. See DMG p. 150

024. BRIDGE OF SORROW

The wind here is brisk, cold and damp. The tunnel opens on a large natural stone bridge that spans a violent underground river.

When you peer out over the raging water, you make out a tiny island that appears to emit a fume of lucent purple smoke.

Glancing south, across the bridge, is a gaping dark tunnel that howls in the wind.

The Obvious:

The cave that looks down into area 024 from the north and that leads to area 041 is a full 20' above floor level and will be noticed only 1 in 6 by passersby.

The island in the distance emitting the purple fume is area 025, Doth Lorn.

The great southern tunnel leads into the underdark and will be inhabited by such races as live there. That region will be up to you as the DM to develop or assign a connecting module.

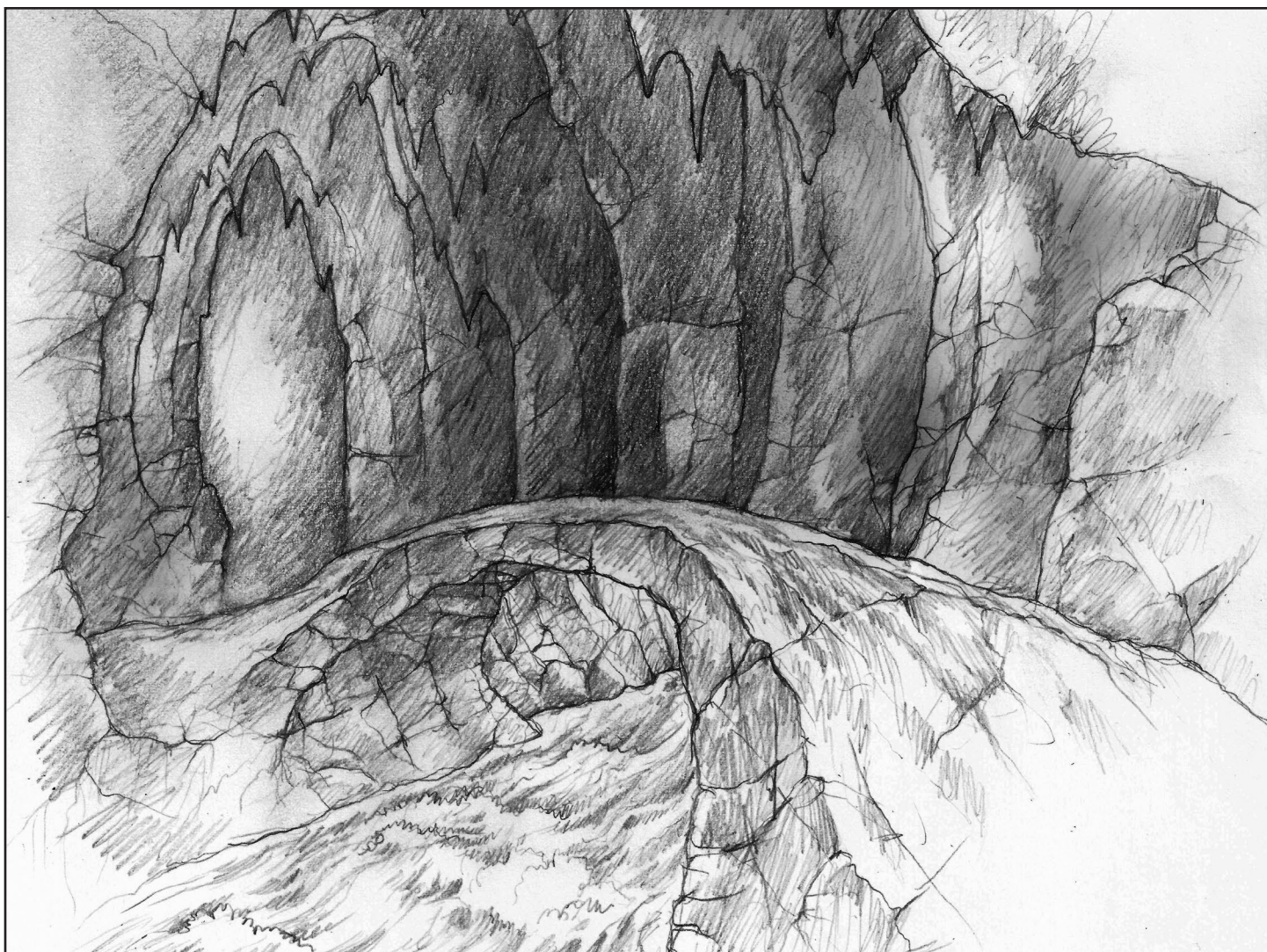
Not So Obvious:

In the northern cave is perched a Pelysit (see Monsters & Races), which is gazing down upon the bridge.

Pelysit : AC 3 / MV 9" | 30" / HD 7 / HP 49 / THACo 13 / ATT 3 / DMG 1d8+1, 1d8+1, 1d6 / Mirror Image Production / Color Spray Breath Weapon / Can divide attacks among up to 3 creatures and cannot be flanked.

The beast will drop down behind the party if possible and force them to do combat on the bridge. As with other slippery surfaces, combatants on the bridge who roll a natural 1 will automatically fall into the river and be swept away. The four legged Pelysit will not be susceptible to this fate.

In the Pelysit's cave is a hoard of 2d100 gems of rainbow hue with base values of 1,000 sp each; 12,456 silver pieces, 9,540 electrum pieces; a portable hole DMG p. 152; a Luckstone DMG p. 154; and a short sword +1 luck blade with 2 wishes remaining DMG p. 165.



025. DOTH LORN

You have braved the river to reach this place and although its lurid appearance has grown more fey with your approach, you can at least see it clearly now.

The interior of a small fumarole roars with magenta light and tints a smoking plume violet before the wind wipes it away. Why the light is not volcanic orange is hard to say, but it bathes the entire 15' isle in a faerie glow.

Though the surrounding water steams, you see un-melted coins on the island accompanied by gems and other lucre, all glittering purple. Near the smoking vent you also see what appear to be a pair of strange, spherical and beautifully iridescent eggs.

The Obvious:

Estimating the value of the trove without setting foot on the isle of Doth Lorn is difficult, but one could call it a king's sum without exaggerating.

Visible objects include:

- A two-handed sword of dark metal
- A mace of silver & white marble
- A vase of ancient design
- A thick book resting in a golden salver
- A pair of black boots with a silver symbol in the sole of each heel
- Many thousands of scattered coins

Not So Obvious:

Directly above the isle of Doth Lorn is a deep recess in the ceiling of the river tunnel. Unless a player specifically mentions that they look up and/or shine a light in that direction this dark place will not be noticed.

Lurking in the recess is the mother of the eggs. An enormous 6' diameter beholder that has come here from the under dark at area 024 to spawn.

This island is oft' used by beholders for hatching eggs and even if this one is slain, it is 50% likely that another female will arrive in 2d8 months to hatch another brood. The treasure here is real and is maintained as a lure to draw the foolish onto the island where they will fight at a significant disadvantage and feed the hungry mother.

Beholder : AC 0 | 2 | 7 / MV 3" / HD 16 / HP 75 / THACo 7 / ATT 1 / DMG 2d4 / Magic Rays / Anti-magic Ray / see MM p. 10.

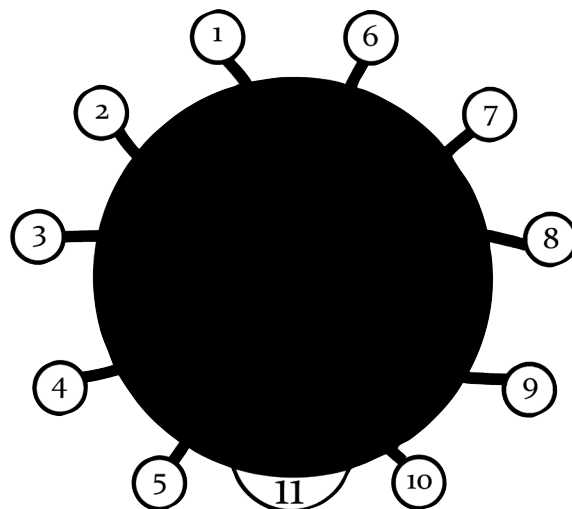
The beholder will wait until at least one character has set foot on the isle before dropping from her hiding place in the ceiling.

She will remain out of reach (some 12' above the island) and doggedly avoid melee combat. She will focus most of her rays on one character at a time, preferably the weakest or most vulnerable first; reserving her other rays for those in the periphery.

For those who have never actually run a beholder, the horror will only die when the body sustains 50 dmg. You may use the diagram to cross off eyes as they are destroyed. Characters may choose to aim for the stalks; or the main eye; or the body.

You can assume that eyes 11, 4, 5, 10 & 9 will attack an opponent directly in front of the beholder and that up to 4 appropriately positioned eyes can attack opponents that are located in corresponding directions.

Each eye can fire every round. This author assumes the following:



| Body | AC 0 | HP 50 | Bite 2d4 dmg | |
|----------|------|-------|---------------------|------------|
| 1st Eye | AC 2 | HP 12 | Charm Person 120' | PHB p. 55 |
| 2nd Eye | AC 2 | HP 12 | Charm Monster 60' | PHB p. 75 |
| 3rd Eye | AC 2 | HP 12 | Sleep Spell 190' | PHB p. 68 |
| 4th Eye | AC 2 | HP 12 | Telekinese 250 lbs | PHB p. 82 |
| 5th Eye | AC 2 | HP 12 | Flesh to Stone 30' | PHB p. 86 |
| 6th Eye | AC 2 | HP 12 | Disintegrate 20' | PHB p. 83 |
| 7th Eye | AC 2 | HP 12 | Fear 60' cone | DMG p. 135 |
| 8th Eye | AC 2 | HP 12 | Slow 40'x40' @ 250' | PHB p. 75 |
| 9th Eye | AC 2 | HP 12 | Cause S. Wound 50' | PHB p. 48 |
| 10th Eye | AC 2 | HP 12 | Death Ray 40' | PHB p. 83 |
| 11th Eye | AC 7 | HP 25 | Anti-Magic 140' | PHB p. 82 |

No to hit rolls are required for eye attacks.

1. **Charm Person** allows a save vs Spell.
2. **Charm Monster** allows a save vs Spell.
3. **Sleep** affects up to 4+4 HD creatures and offers no save.
4. **Telekinese** offers no save.
5. **Stoning** allows a save but remember System Shock when curing.
6. **Disintegrate** allows a save vs Spell.
7. **Fear** requires a save vs Wand or flee at top speed for 6 rounds.
8. **Slow** offers no save & up to 16 creatures can be affected.
9. **Cause Serious Wounds** offers no save (2d8+1 dmg).
10. **The Death Ray** automatically slays any creature of up to 8+3 HD. There is no save but magic resistance does apply.
11. **The Anti-Magic Ray** prevents a spell caster or magic item from casting/functioning. There is no save.

Those standing on the isle of Doth Lorn will not suffer heat damage. The river-misted loose coins, however, prove treacherous and any character on the isle who rolls a "to hit" roll of 1 or 2 must then make a DEX check to avoid falling into the river.

Those who fall into the river will immediately be scalded for 1d12 dmg before being swept downstream into cooler waters.

It is suggested that characters without magical means of surviving and with STR scores of less than 15 be automatically assumed to drown in the torrent

and thereafter dashed to pieces by some underworld cataract tumbling into the depths.

A STR of 15 may provide a character a 20% chance of grabbing hold of some rock or crevice prior to being swept off the cellar map. A STR of 16 would mean a 40% chance; 17 would mean 60% and so on.

You are of course free to be kinder than I.

TREASURES OF DOTH LORN

- 985,200 silver pieces spread in loose coins.
- 38,641 electrum pieces mixed into the silver.
- 9,570 gold pieces mixed into the hoard.
- A golden salver worth 5,000 silver.
- An ancient vase (very fragile) worth 50,000 silver
- A mace of disruption DMG p. 169
- Endless Universe: This is a +3 two-handed sword made of tunsia* with an INT of 14. It is Lawful Neutral and speaks alignment tongue plus common. It detects secret doors in a 5' radius, grants flight 12" up to 1 hour per day and its special purpose is to overthrow chaos. Any chaotic being struck by Endless Universe must save vs Death Magic or be disintegrated. It has an ego of 12 and a personality score of 26. See DMG p. 167-168

Value: 1,000,000 sp. XP: 10,000. Due to the metal it is made of, the sword will float in water and is +4 to hit (but only +3 dmg).

- A spell book of magic-user spells containing 8 random spells of 4th-6th level and 4 random spells of 7th-9th level.
- Pritchard Cordy's Sinister Boots of Planeswalking (see side bar). These boots, once owned by a paladin named Pritchard Cordy were lost when dissension and secret affairs brought his company of formerly stalwart companions to ruin. The boots' real name is unknown. They are classified as an artifact.

The boots are black suede-type leather and bear a silver holy symbol of Mizraim (God of Travel, Luck, Weather & Protection whose power number is 8) in the heel of each boot.

This symbol is known as the Mark of Sure Passage.

Mizraim has been known to personally recover these boots when the owner has been slain.

The only command word that comes with the boots is "Ought-Thripteenth". Command words that allow the boots to travel to other planes are left to the DM to offer, perhaps as quest rewards.

- Two Beholder Eggs. Suggested market value for these is 80,000 silver pieces each.

FINAL NOTES ON THE RIVER

The river is a torrent and use of non-magical boats on it will likely (75%) be doomed to failure. Reaching the Isle of Doth Lorn will require magical transport or dangerous and ingenious use of ropes.

The water immediately close to the Isle is super-heated. Those in the water and within 5' of the island take 1d12 dmg. Those in the water and within 10' of the island take 1d4 dmg.

It has always been assumed that there is a falls downstream (east) that plummets into the underdark. Those exploring in that direction via flight etc. may descend into a cavern a mile or more in diameter.

To the west, the river may lead anywhere, even to another plane or world.

*For details on tunsia see the Ethereal Plane appendix

PRITCHARD CORDY'S SINISTER BOOTS OF PLANES WALKING

value: 1,700,000 sp / xp: none

These boots, in addition to their other powers provide a +2 bonus to AC if the wearer is on any plane other than the Prime Material. This adjustment overrides the normal enchantment reduction that happens when traveling the planes. On the Prime Material Plane this benefit is reduced to +1. Regardless of the plane the wearer is on, the boots provide a +1 bonus to all saving throws.

To sum up the way the boots work: if a command word is known for a particular plane, that word must be spoken. The wearer may then walk directly to that plane over the course of 3 minutes.

The boots bypass the rule that the Outer planes can only be accessed through their first layer and only from the Ethereal or the Astral Planes. These boots are capable of transporting a character and her comrades directly to any layer of any plane so long as the command word is known.

The wearer has 1 hour to decide if they wish to return to their plane of origin; after that, they will be trapped on the destination plane for 24 hours, after which the boots may be activated again.

Note that after arriving on the destination plane, the only immediate choice is to return to the plane of origin or remain on the destination plane. The wearer cannot activate another command word even if one is known. Only one command word may be used every 24 hours.

Although the boots can carry the wearer forward to a number of planes (provided the command words are known) they only ever carry the wearer back to the most recent plane of departure.

Therefore, if the boots carry the wearer to the abyss from the Prime Material, the wearer may return to the Prime Material immediately or wait 24+ hours and then return. If, however, the wearer utters a new command word after arriving in the abyss and leaves for the Plane of Concordant Opposition, the wearer cannot return to the Prime Material plane unless a command word for the Prime Material is known. Rather the wearer may choose to either remain on the Plane of Concordant Opposition or return to the Abyss.

One of the command words for these unique boots is stitched in the Unknown Tongue inside the left boot and can be phonetically rendered in common as "Ought-Thripteenth".

When Ought-Thripteenth is uttered, a half dome area in front of the wearer (whatever direction she faces) will darken and the boots will leave glowing footprints if the wearer walks into this darkness. Anyone who follows closely (each glowing print bears the symbol of Mizraim but lasts for only thirty seconds) can share the boot wearer's ability to enter a layer of the Abyss known as Laborantibus. For details on Laborantibus see The Ethereal Plane & Planar Advice Appendix.

After walking for one minute into the darkness the wearer of the boots feels uneasy. But the light of the Prime Material can still be seen behind the walker if she glances over her shoulder.

After 2 minutes the darkness is absolute and the light of the Prime Material is gone. A profound cold begins to seep into the travelers' bones. Breath is visible.

After 3 full minutes of walking, the blackness opens onto the nighted world of Laborantibus. The darkness that the wearer passed through is now behind the wearer (in a half dome). If the wearer deactivates the boots at this point the darkness will vanish and the wearer and her friends will be trapped in Laborantibus for a full 24 hours.

Returning to the plane of origin always deposits the wearer in a random non-solid location within 5 miles of where they departed.

026. EMPTY LAIR

To the south, a natural cave descends about 6 vertical feet into a large cul-de-sac strewn with filthy straw. The cave smells of beast excrement and wild sweat.

To the west, a great room opens up, lit with lamps and sparkling with dusty bottles, retorts, flasks, ingredients and lab equipment of all sorts.

There is a large workbench in the middle of the place piled with glass jars bearing meticulous paper labels.

The Obvious:

Those walking toward the lab from the east will run into an invisible force field. At "searching" speed this will cause the lead character(s) 1d2 dmg each. If the party is not searching, but walking at normal speed the collision with the field will cause 1d3+1 dmg.

The force field is convex toward the east and can be touched and felt without ill effect. Very close inspection indicates the field may be generated from a strange mechanism in the lab and might not be magical at all.

Not So Obvious:

Sleeping together in the extreme northern finger of the empty lair are a pair of Disenchanters, which the Inn Master occasionally feeds.

At the sound of a collision with the force field, they will awaken and come to investigate.

If they are slain, the Inn Master will replace them in 1d4 months as he has a deep affection for the creatures.

Disenchanters (x2) : AC 5 / MV 12" / HD 5 / HP 26, 21 / THACo 15* / ATT 1 / DMG none / Disenchants on a successful hit / see FF p. 27.

*For the purpose of hitting various magical items, use the following table and assume the Disenchanter will always go for the most powerful item that is easy to hit before moving on to more protected items.

Any successful hit automatically disenchants the object without save.

| ITEM LOCATION | DISENCHANTER NEEDS TO HIT |
|--------------------------------|---------------------------|
| Worn as Clothing or Armor | AC 8 |
| A Shield in Hand | AC 6 |
| Weapon or Other Object in Hand | AC 5 |
| Worn on Belt, Finger or Foot | AC 3 |
| Inside a Belt Pouch or Purse | AC 0 |
| Inside a Backpack | AC -2 |
| Inside Extra-Dimensional Bag † | Impossible |

† Note however that if the Disenchanter disenchants a Bag of Holding (or any similar extra-dimensional container) this author rolls % dice on the following table:

| | |
|-------|---|
| 01-40 | All items in the container are destroyed. |
| 41-74 | All items in the container are shunted into the Astral Plane and lost. |
| 75-89 | A random percentage and assortment of items are ejected from the container. Those not ejected are shunted into the Astral Plane and lost. |
| 90-00 | All objects in the container are ejected from the container. |

The Disenchanters will not pursue anyone beyond the door to area 012 for they can smell the carrion crawlers and fear them.

027. LABORATORY

This room is lined with shelves and glass jars containing obscure ingredients. A large workbench is similarly clustered with jars, bottles and alchemical equipment.

You surmise that this is a potion-making laboratory for there are a number of labeled potions here in addition to the raw ingredients.

The Obvious:

There are only two ways into the Laboratory.

- The south door, which is made of oak and bound in iron is locked and trapped with a poison gas trap: (30' x 30' cloud) save vs poison at +3. Save = 15 dmg. Fail = 30 dmg. Onset 1d3 rounds. The key from area 407 will open it without discharging the gas.
- The secret passage from area 020 consists of a dark tunnel that travels ABOVE the collapsed passageway between area 018 and area 030. Both secret doors are locked. The key from area 407 will open these as well and without it, they must be forced or broken.

Within the room are the following potions:

| | | | |
|------------------|------------|-------------------|------------|
| Clairvoyance | DMG p. 125 | Gaseous Form | DMG p. 126 |
| Fire Giant STR | DMG p. 126 | Oil Slipperiness | DMG p. 127 |
| Fire Breath | UA p. 90 | Philter of Love | DMG p. 127 |
| Elixir of Life | UA p. 90 | Invisibility | DMG p. 126 |
| Hill Giant Ctrl | DMG p. 126 | Water Breathing | DMG p. 127 |
| Treasure Finding | DMG p. 127 | Human Control | DMG p. 126 |
| Persuasiveness | DMG p. 127 | Elixir of Youth | UA p. 90 |
| Fire Resistance | DMG p. 126 | Water Invuln. | UA p. 90 |
| Oil Etherealness | DMG p. 126 | Elixir of Madness | UA p. 90 |
| ESP | DMG p. 125 | Delusion | DMG p. 125 |

On the workbench is a piece of paper that references a special kind of potion called "World Without End." It does not offer a recipe but does say that this potion can be either drunk or poured onto a black mirror in order to induce some kind of heavenly vision. It warns that drinking the potion may result in eternal life or "worse".

For details on this potion see areas: 408, 009 and The Starry Curse Appendix.

Not So Obvious:

There is a force field in the southeast portion of this room indicated by a curved line on the map. This field is invisible and silent. Those who walk into it while searching take 1d2 dmg. Those who walk into it at full speed take 1d3+1 dmg.

A strange machine on the laboratory-side of the force field emits a greenish-blue light from several openings.

If it is fiddled with, roll 1d10 on Table 1:

TABLE 1

- | | |
|-----|---|
| 1-6 | Continue Fiddling? Roll again on Table 2 |
| 7-9 | Continue Fiddling? Roll again on Table 3 |
| 0 | Shocked for 5 dmg & Roll again on Table 4 |

TABLE 2

- | | |
|-----|--|
| 1-5 | Force Field Turns OFF (or ON if it was off)* |
| 6-8 | Continue Fiddling? Roll again on Table 3 |
| 9-0 | Continue Fiddling? Roll again on Table 1 |

TABLE 3

- 1 Continue Fiddling? Roll again on Table 2
2-0 Continue Fiddling? Roll again on Table 1

TABLE 4

- 1-7 Continue Fiddling? Roll again on Table 2
8-9 Continue Fiddling? Roll again on Table 1
0 Machine explodes & Force Field is destroyed.**

*If the machine is successfully turned on or off, that character has learned how to operate it and can instruct others in its use.

**If the machine explodes, all creatures within 10' take 4d6 dmg and all their gear must save vs Lightning. Those within 20' take 1d6 dmg and their gear must save vs Electricity. The potions in the room are far enough from the machine that they will not be harmed.

FINAL NOTES

If the recipe is found and all ingredients are gathered, this laboratory is a suitable place to brew World Without End.

028. THE FOSSICKING WASTRELS

The rotting stonework of this sunken cellar is black as raw sewage—strangely unilluminated by the 40' pool of blasphemous pudding that fluoresces white-blue, moaning and sluicing around a great central pillar.

This black pillar endures the undulations of the pool and looks fattened by the weight of the ceiling. It is carved with vile abstractions and you instantly hate it for preventing the collapse of the chamber and the merciful darkness that would otherwise hide the sight from your eyes.

The Obvious:

It looks impossible to cross through this room without getting some on you.

A mind-shattering moment of examination reveals what look like hundreds of 2 inch spheres of tapioca rising to the surface of the pool and then submerging again. These spheres are pale and much like eyes except that they bear no irises or pupils.

The ceiling is low (barely 8') so flying over the pool is a nail-biting endeavor.

Not So Obvious:

The pool was created by the Inn Master. It is a colony of pudding-like creatures that behave as a single organism.

What they do here in the dark is a matter of alchemy. Their metabolisms slowly turn other mineral deposits found in the room's crevices into gold and thereby help defray the costs of the Inn. The room is perpetually increasing in size as a product of their transmutations.

An amount of uncollected gold lies beneath the pool equivalent to 10,000 coins.

The pool is non-intelligent but reflexively attacks those within 10' of it by means of pseudopodia. It does this as a matter of exploration and can make any number of such exploratory attacks per round on as many creatures as are in range. It is however, only 50% likely to make such an attack. Flip a coin once for each available target.

The Wastrel Pool: AC 8 / MV 1" / HD 40 / HP 240 / THACO 7 / ATT unlimited but only 50% likely to strike each available target / DMG 3d8+4 /

Dissolves animal or vegetable material in a single round / Does not dissolve metal but can transmute certain minerals to gold. / Immune to Cold, electricity and weapons.

The pool will retreat from fire as it takes full damage from it, but will then reflexively strike any targets in range 100% of the time. Magic missile does full damage.

It is possible to carve a path through the pool with wall of fire or similar spells but those flying over the pool are 50% likely to be attacked.

If fire is used to drive the pool's bulk, deposits of gold will be discovered underneath at a rate of 1d20 x 100 coins worth per round.

029. LIBRARY DUNGEON

This room is clearly a holding cell of some kind. There is a small clean wooden table set with some bread and a bowl of fresh stew. Beside the bowl is a lantern and a ceramic goblet of wine.

You notice a pair of manacles strung to the center of the floor by 10' chains.

The Obvious:

If the trap door designated "R" was used to enter this place and if it was left unattended, then the party hears it shut with an ominously solid "thud" & "click."

This trap, while it can be opened with a Knock Spell from above, has anti-magic wards on its underside that prevent any means of returning. If the Master's Key to this place is held, the trap can be opened from within, otherwise it is a one-way door.

The stew is warm and the bread is fresh, but there is no visible occupant.

Not So Obvious:

There is a Rakshasa in the manacles that has turned itself invisible.

It will of course be easily discovered if the manacles are even casually examined.

Discovery, however, is part of the Rakshasa's plan. Once discovered it will drop the invisibility illusion and appear as a young man with dirty-blond hair and thin features. He has bright hopeful green eyes and is dressed in soiled magic-user garb.

He says his name is Ganesh Som and that he is or was an apprentice to the Inn Master but that the Master grew impatient with his mistakes, treated him cruelly and eventually locked him up here.

He promises to either help the party or cause them no trouble and go his way if they will free him.

Ganesh Som the Rakshasa: AC -4 / MV 15" / HD 7 / HP 42 / THACO 13 / ATT 3 / DMG 1d3, 1d3, 1d4+1 / ESP at will / Create Illusions at will / Immune to all spells below 8th level (including detection magic) / Magic weapons to hit / 50% dmg from weapons less than +3 / A crossbow bolt blessed by a cleric will kill him instantly / see MM p. 81.

Ganesh Som has the following spells:

1st Level:

- Protection from Good PHB p. 44
- Command PHB p. 43
- Charm Person PHB p. 55
- Magic Missile PHB p. 67 (4 missiles)
- Shocking Grasp PHB p. 68 (1d8+7)
- Spider Climb PHB p. 68

2nd Level:

- Mirror Image PHB p. 71
- Ray of Enfeeblement PHB p. 71

3rd Level:

- Gust of Wind PHB p. 74
- Suggestion PHB p. 75

He will maintain his false identity until he is free from both his manacles and the Inn's cellars, then he will invite his benefactors to his "mother's house" who is a rich gypsy queen and will certainly pay the heroes a handsome reward.

Once the party is far from the Night Wolf Inn, Ganesh will lead them to a gypsy train populated by 5 other Rakshasas and together they will attempt to devour the party.

Ganesh Som has no treasure of his own when found but the treasures held by his troupe at the gypsy train will be considerable.

In reality, Ganesh is of course an evil man-eater that the Inn Master is currently dealing kindly with. The Inn Master intends to find the rest of the Rakshasa's troupe (when he gets around to it) and then destroy them—for they have been plotting how to infiltrate the Night Wolf Inn.

If the party manages to take care of this business for the Inn Master, they will certainly be promoted if eligible and will further be gifted several magic items.

Note that this thanks will not come directly from the Inn Master but will likely be administered by Jeeves.

030. STARLIT LAVATUBE

The walls here are a deep puce and look glassy as if once melted. Deep cheese-like holes perforate them and the entire effect resembles an alien organ wrapped around you, glistening in the pale light of a Gate some 60 or 70' to the west.

The tunnel becomes more cylindrical the deeper you go.

The Obvious:

Methods of accessing this place include excavating the tunnel from area 018 or by gaseous form; see area 018 for details.

If the tunnel is excavated so quickly that the colored mist from area 018 is still flowing through it (or if some magical means is used to see into this area) the vapors can be traced down the tube to area 031.

In regards to the pale glistening gate, it appears as a silvery oval stuffed with pale blue cloudiness. Small silvery flakes float from beyond the Gate into the lava tube and persist for several seconds before winking out.

Not So Obvious:

This tube was actually made by an ancient and extraordinarily large Thoqqua. The worm still nests in area 031 and comes and goes from the Elemental Gates of Fire or Earth whenever it pleases. It no longer approaches area 030 because of the Gate.

The Gate was opened here by a powerful magic-user who managed to bypass the Inn's laws (with a miraculous roll), thereby forcing the retreat of the terrible elemental worm.

The Gate opens onto the Para-Elemental Plane of Ice and the drifting motes are snowflakes. Those standing within 10' of the Gate take 1d6 dmg per round (per turn if dressed in warm clothing).

Entering the Gate will transport the traveler to the Plane of Ice, see MoP

p. 51-53. Note that the Plane of Ice is mostly solid ice and does not offer many open regions to either walk or breathe. It must be dug through as though within a dimly lit and endlessly deep glacier.

If the Gate is shouted at (or perpetually disturbed) there is a 15% chance of an Ice Elemental stepping into the lava tube where it will evaluate the party and is 50% likely to attack them.

Ice Elemental : AC 3 / MV 6" / HD (roll 1d3 for: 8, 12, or 16) / HP variable / THACo 12, 9 or 7 / ATT: 1 / Dmg 3d12 / +1 or better weapon to hit / 1d4 cold dmg to all creatures within 10' / Double damage from fire / see MM 2 p. 98.

031. CHAMBER OF THE LOST GATES

The tunnel has wound north and a stone's throw ahead you see that it now opens into a strangely lit cavern or grotto with deeply fractured walls.

You detect colors playing over the walls: oranges, purples and blues and a great quantity of pale mist perpetually settling over the floor.

Coiled in the middle of the cave you see what looks like an enormous sausage, glowing rhythmically with an inner fiery light. Pink-orange flames dance over the skin of the thing and you feel its heat even from here.

The Obvious:

This is of course the giant Thoqqua, which is resting but will notice adventurers who have been talking or less than cautious.

A silent thief may scout the beast and the room so long as her feet do not cause any vibrations in the ground.

If it is roused, it will attempt to make a charge attack first before resorting to its standard flailing behavior.

Thoqqua : AC 2 / MV 12" / 3" / HD 7 / HP 56 / THACo 13 / ATT 1 or 1 / DMG 6d8 charge or 2d6+4 from contact / Double damage from cold / Heat adds to its HP total / Any hit requires all gear facing the Thoqqua to save vs Normal Fire / See FF p. 87-88

This monster is 8' in diameter and 40' long. It will bulrush the tunnel first if possible.

Note that the stone floor of area 031 is very hot and foot gear must save vs Normal Fire (typically as leather) every round or be rendered useless. If foot gear is rendered useless characters will suffer 1d6+1 dmg from the hot stone each round thereafter.

If cold is used, the monster may be driven off and will usually depart into the Gate of Elemental Fire if it takes more than 50% of its hp in dmg. It has no treasure.

Not So Obvious:

With the fiery worm taken care of you can now see that this void in the bedrock looks like it was detonated with tremendous force for it is fractured in every direction and opens on deep fissures. To the west, the fissures fall into orange and purple flame. To the north you detect white mist and the smell of rain. Eastward a fish-smell assails you and the vapors grow clammy and fetid. In looking south, the cracks fall into deep voids of rich clay.

Entering these Gates will transport travelers to the four main Planes of Elemental Fire, Air, Water & Earth. These planes are incredibly hostile to Prime Material life, see MoP p. 22-50.

When the Gate to the Plane of Elemental Air is approached, the Four Winds Bar will begin humming and the person holding it will feel a magnetic tug in that direction. For more information on the Four Winds Bar, see area 114

and The Starry Curse Appendix.

032. WHISPERING GALLERY

The way down has been longer than you expected; some 40' if you guess correctly.

You are now in a gray crypt by the looks of it, though there are no catafalques or sarcophagi to be seen. Indeed, the place is puzzling for tall gothic arches have no obvious audience—not even the dead.

You also notice immediately that all the sounds you never hear, your hand brushing against your belt, your own breathing—they are alarmingly audible. To the west a passageway turns south into darkness and it is from that direction that you hear water lapping, a sporadic dripping sound, and a perfectly clear and perfectly chilling whisper.

The Obvious:

The only method of entering this room is through the trap designated “O” from area 104 (the tavern stage). This trap is secret.

Not So Obvious:

The Whisperer is located in the pool of area 033, but the architecture of this place is such that it can be heard easily. Likewise, even the softest whispers in this room will be heard by the Whisperer in 033. Take note of what the players say among themselves!

The Whisperer will ask who has come. It will request names, even if they are false, by which to address speakers. The Whisperer will warn against taking the southern passageway out of respect for the “safety” of its guests.

The Whisperer will answer questions and talk with its guests for exactly 15 minutes before politely asking them to leave and return another day. See area 033 for more information on the Whisperer.

Note that the southern passageway runs below and is separated from area 011 by 20' of rock (the cellars are extra-dimensional). If anyone begins walking down this passageway, the Whisperer will abruptly become silent and will not speak again.

033. THE WHISPERER

The long passageway is gray and coated with a mucus-like substance. After 60' it opens into an equally gray cul-de-sac strung with milky secretions.

Great globs of it float in a pool and vacillate there like unholy ejaculate mixed with rotting fish flesh. The amount is obscene and the smell is vaguely alkaline and very sour. You notice subtle colors in the spew—pale pink, abalone blue, oyster gray and the maddening yellow of fresh pus.

You begin to doubt your choice in coming here.

The Obvious:

Characters will notice that they can clearly hear any compatriots who remained behind in area 032. The acoustics of the two rooms make it impossible to speak quietly enough to keep secrets.

The pool's water is polluted with excretions but is otherwise clear. Its depth is sufficient that even powerful lights shone into it will eventually fail and be lost in the deeps.

Not So Obvious:

For those who never venture to this room, the Whisperer will always ask “Who has come?” when it hears characters entering area 032—and it will always remember the voices of these visitors.

It will ask for the names of the guests so that it may address them individually.

It will remain lethally polite at all times but arrogant or rude responses will be noted and thereafter associated with the voice that made them.

The Whisperer will warn against venturing into the southern passageway for fear of its guest's “safety”.

It will not elaborate on this warning.

If this warning is ignored and anyone begins down the southern passageway, the Whisperer will stop talking and never speak again to the one who entered the hall.

Once formalities are out of the way, the Whisperer will ask what the guests have come to inquire about.

The Whisperer is bound to answer all questions that are unrelated to itself to the best of its ability and for anyone who remains in area 032 its voice will function identically to a Contact Other Plane Spell at 5 planes removed (see PHB p. 80).

Note that all present in area 032 who listen to the Whisperer's voice will be subjected to a 25% chance of insanity per question asked.

Up to 5 questions may be asked of the Whisperer per day but after 15 minutes it will politely ask its guests to leave and return another day.

LIES IT WILL TELL

- When asked who it is, the Whisperer will always claim first to be a powerful Djinn imprisoned by the Inn Master.
- If this is not believed it will claim to be a beautiful siren whose true voice was stolen by the Inn Master and whose beauty has been erased by a horrible disease.
- If this story is also treated with skepticism the Whisperer will politely suggest that the inquirer create their own story since they clearly do not like the ones they are hearing.

THE TRUTH

The Whisperer is one of Blibdoolpoolp's rare daughters who resembles her mother in a basic way but is half her size.

She therefore appears more or less as a 10' tall nude human female.

A woman-like-thing towers before you. Its face is tiny-eyed and scream-inducing, broad and gaping with a maw full of fangs. From the center of her forehead sprouts a long tendril with a bioluminescent droplet at the end.

Behind this face, instead of hair, a mass of fatty sucker-laden tentacles churns. Her blasphemous skin sheds gelatinous cakes of mucus and she reaches toward you with talons resembling the sawtooth barbs of a stingray.

Daughters are devoured by Blibdoolpoolp—this one has been granted asylum by the Inn Master in exchange for making herself available as an informational conduit to the planes.

Blibdoolpoolp may or may not know the location of this abominable lost spawn but would certainly destroy her if she could.

The Whisperer is therefore a unique being with a TRUE NAME.

She may leave the Inn at any time for the pool is bottomless and connects to the darkest regions of the Elemental Plane of Water. So long as she is within the Inn, however, she cannot be found by her mother.

The Inn Master has agreed that she is free to devour any guild members who do not heed her warning in passing into the southern hall and if this



happens she will delight, grow silent, and wait for her meal to approach.

"The Whisperer" Öolpoollib—Minor Godling : AC -1 / MV 12" | 48" (swim) / HD 16 / HP 128 / THACo 7 / ATT 6 / DMG 2d6 (bite) 1d4+1 (x4 tentacles) 1d8 (x2 hand attacks) / +1 or better weapon to hit / Insanity / Magic Resistance 20% / Psionics 210 (105 ATT/105 DEF) Attack Modes: ALL / Defense Modes: ALL / Energy Control PHB p. 115; Psionic Invisibility PHB p. 113; Psionic ESP PHB p. 112; Psionic Clairvoyance PHB p. 112 / S:20 I:19 W:9 D:20 C:22 CH:3 / Makes all saves unless a natural 1 is rolled. / Alignment: LE

For each claw that hits, the target must save vs Poison or become paralyzed for 2d4 rounds.

Her bite has a 20% chance per hit of causing a waterborn fungal disease that is otherwise identical to mummy rot (cf. MM p. 72)

All those within 30' (who look at her) must save vs Spells each round or go insane (DMG p. 83)

In addition to her normal attacks and psionics, Öolpoollib can use the following powers once each per round at will:

- Command cf. PHB p. 43 but lasting 2 rounds
- Quest cf. PHB p. 50 (no saving throw)
- True Seeing (continual) cf. PHB p. 50
- Protection from Good (48 rounds) PHB p. 44
- Poison (save or die on successful hit) PHB p. 48
- Heal Self PHB p. 51 (1/day)
- Regenerate PHB p. 53 (1/day)
- Summon 1d8 16 HD Water Elementals (1/Day) This ability is prevented by the magic of the Inn.

If the Whisperer is actually seen she may be appeased if offered pearls or gems and magic items immediately and without condition. The minimum value of this offering must be 1,000,000 silver pieces.

The Whisperer will be invisible (to up to 16HD creatures see PHB p. 113) waiting for the approach of her meal and will only become visible if she wishes to attempt to cause insanity with her appearance.

Note that psionic invisibility is not dispelled by attacking.

She will likely open with Mind Blast, followed by Command in the same round.

Remember that she is obligated to always warn guild members against entering her domain in the interest of her guests' "safety". This is a requirement of her bargain with the Inn Master and she will always honor it.

Amid the slime of her excretions is a collection of 999 exquisite pink pearls from the Elemental Plane of Water, each worth 1,000 silver pieces.

034. THE VAULTS

This hallway is lit by ghostly flames in sconces on the wall. From the south, a low wind moans and ruffles the lights—which appear to be magical and in no danger of being blown out.

There are four doors here of burnished steel, overlaid with copper studs and runic inscriptions. Each conveys the intimidating presence of a vault door. You suspect you have found the Inn's private holdings.

The Obvious:

To the south, the stairs are rough-hewn and descend toward windy darkness. A faint musical giggling can be heard, echoing softly from area 035.

Each of the vault doors has a steel operating wheel and below that, a large steel human eye that appears to be closed. If a door is approached to 1' distance or touched in any case, read the following:

When you approach the door, the steel eyelid lifts, revealing a glassy wet eyeball of 1' diameter size with an iris of cascading psychedelic colors. You feel instantly panicked as your lips and face well with a pins-and-needles numbness. Immediate retreat causes the eye to close.

Not So Obvious:

If no retreat is made, those within 10' must roll their HD or lower on a d20 (even if they are not looking at the eye). Failure indicates the character is blinded for 2d4 turns no save and must roll again on the following table:

| | |
|---|--|
| 1 | 10 dmg |
| 2 | 20 dmg |
| 3 | 40 dmg |
| 4 | Save vs Poison or Die |
| 5 | Save vs Petrification or Turned to Stone |
| 6 | Save vs Wand or Insane |
| 7 | Save vs Spells or Shifted to Another Plane |
| 8 | Roll Again Twice & Ignore All 8's. |

A character who rolls their HD or less on a d20 will not be affected by that particular door and need never save again, however, that character will still feel a strong antipathy toward the door and will have an incontrovertible belief that opening the door will result in something "very bad" happening.

Each of the four doors can only be opened by command word followed by turning the operating wheel.

The command words are:

Door 1: "Sword"
Door 2: "Bone"
Door 3: "Rose"
Door 4: "Missing"

There is no indication on the doors that a command must be uttered. The interior of each vault is an extra-dimensional 40'x40'x40' space.

| | |
|----------|---|
| Vault 1: | Contains the personal items of guild members who have requested that said items be held for safe-keeping. |
| Vault 2: | Contains the personal items of the Inn Staff and guests staying at the Inn. |
| Vault 3: | Contains the personal items of very important guests: Kings, Godlings, Arch-Devils and so forth (should they wish to make use of the vault) This vault has a 90% chance of being empty. |
| Vault 4: | Contains the personal treasures, artifacts and wealth of the Inn Master. |

The contents of each vault are up to the DM.

The likelihood of player characters breaking into the vaults and escaping with their lives is not high but the treasure inside could make the characters quite powerful and dangerous.

Vault 4 in particular might house 1d3 artifacts plus a mountain of other lucre and magical items.

035. THE LAUGHING GATE

Set into the rough corridor wall are a pair of golden valves decorated with beautiful nymphs and devilishly handsome satyrs attended by cherubs. The doors emit a tittering-giggling sound that is a blend of children at play mixed with youthful coquetry. It is a soothing and musical lure that reminds you of a bubbling brook.

The Obvious:

There seems to be light coming from under the door. Occasional moving shadows cut the light as if people or children are at play on the other side.

Not So Obvious:

Anyone touching the door or its large golden pull rings must save vs Spells. Succeed or fail, the toucher will experience surreal waking and sleeping visions of a hand-painted & illustrated book featuring the most beautiful and erotic characters they have ever imagined. This brightly illuminated manuscript is so beautiful and so compelling that the characters will desire to find out if it is real. The problem is their visions never display the name of the book.

Visions and dreams of this book will persist for 1d6 months, rolled individually for each character. If the doors are ever touched a second time the saving throw must be made again, this time at a -2 penalty. A third touch will be at -4; a fourth at -8 and so on until saving becomes impossible.

The pull rings are false. The doors must actually be pushed inward and will only open if pushed by a person who has actually found and read the Nameless Book.

Those who fail their saving throws upon touching the doors will be placed under a Quest (cf. PHB p. 50) to find the Nameless Book—which the Quested characters will believe is somewhere inside the Night Wolf Inn.

BEYOND THE LAUGHING GATE

The Nameless Book can be found in Room XVII Veil of Visions and more details on it are to be had there.

If the book is read and the laughing gate is pushed open, the opener(s) will see the Palace of Chariptys, while those who did not read the book will see only an empty 10' x 10' dirty cellar room.

Take the readers aside and inform them of the following.

Long sylvan rays of a golden evening move fitfully over the pitted, fallen stones of an imperial palace. Purple shadows of leaves glide to and fro over ancient marble cheeks and lips—exquisite sculptures you presume of the proud but dead.

It is a glorious ruin, dappled in celestial roses and flowering vines, which laughs with fountains and pale distant figures at play: sylphs or nymphs cavorting with satyrs and seraphic children.

Despite the earliness of the hour, you see several moons above the trees, like colored eggs in the sky. And the breeze that beckons you through the gate is sweet with opiate incense and woodland honeysuckle.

Those who have read the book may enter the Palace of Chariptys freely and enjoy its many diversions.

To those who have not read the book, the guests at the palace will appear to do nothing more than enter the dirty cellar room and mill about as if dazed or mad.

Nevertheless, the experience for the readers will be genuine and will have real and lasting repercussions.

See below for guidelines on this Astral-esque Projection of the Psyche:

- Those who eat and drink in the Palace of Chariptys will neither hunger nor thirst while their physical bodies mill about the cellar room.
- Experience points gained or lost, hp gained or lost, ability scores altered, psionic points spent and in fine, any personal but immaterial alteration to the character sheet will be real in both worlds.
- The bodies milling in area 035 while the self is roaming the Palace of Chariptys can be automatically slain.
- Items gained in the World of the Palace cannot be brought back. Nor can any object be brought from the real world into the World of the Palace. Those who enter, enter naked.
- Going to the Palace of Chariptys is accomplished by walking through the Laughing Gate in the real world. Coming back is accomplished through a corresponding golden door in the Palace World, which stands bereft in the ruins, empty and seeming to lead nowhere.

PALACE OF CHARIPTYS

The palace is a vast Romanesque Ruin overgrown by an idyllic sylvan setting. Free-spirited chaotic good creatures inhabit the ruins of a formerly powerful but lawful evil empire.

The palace is nearly all that remains of the once majestic capitol.

Although the Palace of Chariptys is outside the scope of this document, this author suggests a goodly influence from both the Greek and Cthulhu Pantheon (especially Aphrodite) at the Palace.

A shoggoth (D&D p. 46) or lesser cyclops (D&D p. 67) may inhabit the Palace dungeons.

Although no physical treasure can pass between the worlds, many characters may level up or advance in other ways. If they establish relationships with creatures at the Palace, those creatures may even hold possessions acquired by the character in the Palace World and deliver them at a time when the character returns.

Getting started:

1. Naked newcomers will be welcomed without gibes by the equally naked satyrs and sylphs (not actually nymphs) at the fountains.
2. Newcomers will be invited to dance and “play” for several days and nights before anything more serious can be discussed.
3. After this introductory period the newcomers may be asked if they too will leave like the others before them—the DM may build a history of prior visitations through the Laughing Gate.
4. If the newcomer(s) are persistent about adventure, the satyrs may tell that a wondrous shield is lost in the Palace and that it alone would make even a naked explorer difficult to harm.
 - a. Indeed, lost in the Palace of Chariptys is the *Aegis*, detailed in D&D p. 63. It will be usable only in the World of the Palace

If your characters are under Quest to find the book that will open the Laughing Gate, you may begin planning for the Palace well in advance of said characters actually opening the doors.

Thereby, your sylphs and satyrs will already have names and personalities and there will already be adventures and treasures waiting.

FINAL NOTES

I have never slain anyone whose body has been left milling around area 035 while the psyche is enjoying feral pleasures at the Palace. You may assume that the chamber where characters mill is a relatively safe place even for

long durations.

Time at the Palace of Chariptys passes at a 1-to-1 ratio with the real world.

Those who return to the real world after an extended stay at the Palace will certainly be in need of a bath but will not be hungry or exhausted unless they were also hungry and exhausted when they left the World of the Palace.

Characters leaving the Palace will simply vanish from that world, as will any character who is slain in the World of the Palace.

You may choose to rule that those slain in the World of the Palace can never again return to it.

Lastly, it is assumed that moving back and forth between the Palace World and real world changes nothing with regard to HP totals, levels lost or gained, insanity, disease, wounds or afflictions and so on.

Those slain in the Palace World will be forced back to the real world and will find themselves standing in the cellar of area 035 with only 1 hp remaining—no longer able to see the wonderful ruins or the sylvan landscape.

A character whose body is slain in the real world will be trapped in the Palace World but will not necessarily know what has happened. They will simply find that the golden doors no longer carry them anywhere and death in that world will then be permanent.

036. THE GREAT CAVERN

A constant bitter wind howls through the narrow rough-hewn staircases at the north end of this cavern.

More centrally, an immense column of natural flowstone spans the distance between floor and ceiling. The entire cave is punctuated with strange formations. Great draperies crawl over the walls and further on, gardens of gypsum flowers mingle with ice.

To the south, a rectangular dais of smooth dun-colored rock has been drizzled with low humps of mineral deposits. They resemble melted wax on its flat surface. The dais abuts the south wall and a 10' x 10' mirror at the back of it reflects the entire cavern.

The Obvious:

Winds whistle both from area 024 and the large upper tunnel to the east. It is bitterly cold here.

At its most spacious, the cavern is 125' north by south and 145' east by west.

Because of the treacherous footing (stalagmites and patches of ice) all bipeds will fight at -3 to hit here but each +1 missile adjustment allowed by a character's DEX will negate one point of disadvantage—so that a character with an 18 DEX fights at no disadvantage in the cavern.

Not So Obvious:

Although an ancient red dragon once inhabited this cavern, it was slain and is therefore no longer here.

Nevertheless, something horrible has taken its place. The tunnel to the east exits on the face of a snowy mountain in a snowy range lit by a pink sun and rumbling with nearby volcanoes.

This smoldering-freezing landscape is one plane removed from the prime and represents the wilds of Room VIII. See Guest Rooms. It is a dangerous place as evidenced by the beast that has crawled into the cave.

Remorhaz : AC 0 (body) 2 (head) 4 (belly) / MV 12" / HD 14 / HP 112 / THACo 8 / ATT 1 / DMG 6d6 / Magic Resistance 75% / Natural 20 to hit = instant death from swallow whole + intense heat / see MM p. 82.

Up to 2 characters may attack its head and if the bite misses, they may instead attack the belly. Anyone attacking the body has a 50% chance of being attacked by the tail (and the hot protrusions). Only one such tail attack may be made per round but if it hits it will do 10-100 dmg.

For those attacking the creature's body, there is a 60% chance per successful hit that the weapon has struck the cherry-red protrusions. If the weapon is non-magical it is instantly destroyed. A magical weapon must save vs Fireball (target number 6 for hard metal) and will get a +2 bonus, plus an additional +1 per point of enchantment that it possesses.

The other remorhaz is not present but there are five eggs here, each worth a base 100,000 silver.

The tunnel to the east is at the top of a 20' ice wall. The tunnel is 40' long and drifted with snow.

The dais with the mirror is just west of the remorhaz nest, which is in the south-easterly (and coldest) corner of the cavern. The dais is of no interest to the worm and as such has not been molested.

You mount the brown dais, which is lumpy with translucent urine-colored mineral deposits, indicating the thing was constructed long ago. Atop it and set into the wall is a 10' circular mirror of ice with a strange inner chatoyancy.

Your own reflection is difficult to make out, indistinct and streaked by iridescence as if your twin stands gazing back at you through a driving blizzard.

Anyone who touches the mirror and thereby touches the reflection of their own hand will have a strange sensation of looking back at themselves from the other side of the mirror and will feel an even deeper and more stinging sense of cold than that already provided by the cavern. The toucher must save vs Spells or their alignment will permanently shift 1 degree toward true neutral. Regardless of whether this shift occurs, check the chart below:

| Mirror Toucher's INT | Result |
|----------------------|---|
| </= 8 | No effect |
| 9 | Gain 1 INT & Stunned 2d4 turns |
| 10-13 | Gain 1 INT & Confused 1d4 turns per PHB p. 63 |
| 14-15 | Gain 1 CHR* point & Slept 1d4 turns. |
| 16+ | Gain 1 CHR & Become Psionically Endowed |

* If the CHR gained raises the character's CHR score to 16 or higher, that character also becomes psionically endowed. Use the formula under Psionic Ability PHB p. 110 to determine the Psionic Strength of the character.

If you do not use psionics you may choose to give the character a spell-like ability that mimics a psionic discipline and which may be used at will 1d3 times per day.

If a character already endowed with psionics touches their reflection in the mirror, their Psionic Strength will increase by 1d30 points and they will gain 1 point of CHR.

This ice mirror can repeatedly stun or confuse but boons gained from it are one-time events. It is a lost prayer conduit to Garthane: Solon of the Seven Sages whose power number is 7. Those speaking the deity's name before the mirror have a 5% chance of receiving a reply.

037. THE OPALINE CYST

An oval door of white gem-like appearance fills a socket in the north wall and transforms your light source into a blinding retaliation.

The Obvious:

Careful examination of the door is impossible as any light used, held at any angle, will blind the examiner. Note that detection magic will also be obscured by the blinding reflection of the door unless all light sources are extinguished. The door can only be examined by touch.

There is a glyph of warding on the door (cf. PHB p. 47). This special glyph will discharge if the door is touched and do 32 frost dmg to all within 20' of the door. Save vs Spell for half. Those failing their save are also Slowed (PHB p. 75) for 19 rounds.

An open doors check must be made to open the door.

The gem door pulls open reluctantly against inward suction and you hear the air in the passageway snap as the seal is broken.

Beyond the door is a large spherical space—compressed somewhat into an ovoid—whose surfaces appear to be made of smooth lustrous fire opal. The inside of this space radiates a pleasant warmth and you see a speck of ruby light scintillating in the room's center.

As with many other extra-dimensional places in the Inn, this room is considerably larger inside than what its surrounding geometry accounts for.

The space is actually 30' in diameter on its north-south axis and 20' on its east-west axis. The red light flashes from a fire opal spinning in the center of the sphere.

Those who enter the space will immediately sense a shift in gravity and will be able to walk on all surfaces of the sphere's interior at one MV category worse than usual due to walking uphill in every direction.

The fire opal emits red continual light from within and spins 10' above the east-west surfaces and 15' above the north-south surfaces.

Not So Obvious:

The fire opal has been carved into an intricate egg-like shape; hollow, with the appearance of intertwined serpents on both sides. The referee should make a secret saving throw vs Spells for each character that sees the fire opal. Privately inform the owner of each character who fails that their character has heard rumors of this thing: that it is called the Opaline Oubliette, that is very rare, and that it could be worth 1,000,000 silver or more.

The Opaline Oubliette currently contains a fallen angel.

Anyone who touches it will become possessive of it. Consult the following table for all interactions with the Opaline Oubliette:

| Character Actions | Results |
|-------------------|--|
| Owning the Opal | The opal owner must roll less than her WIS score on 5d6 in order to allow anyone else to touch or hold the opal. Failure indicates that after the other person has touched or begun holding the opal, the owner immediately attacks them with a Rage modifier: +1 to hit, +3 dmg, +3 temp hp. This Rage will last for 2d4 rounds after which the owner may stop attacking. |
| Touching the Opal | The toucher must roll less than his WIS score on 4d6. Failure means they grab the opal and become the new owner. |

| | |
|---------------------|---|
| Stealing the Opal | Using pick pocket to steal the opal is difficult because the opal puts the stealer into a panicked lust. Pick pocket attempts will be at a penalty of -25%. |
| Looking at the Opal | Looking at the opal closely while not actually touching it requires the looker to roll less than her WIS score on 3d6. Failure means they grab the opal and become the new owner. |

The Opaline Oubliette can be plucked from the center of the room by any means.

The owner of the Oubliette will dream of a black haired temptress with dark angelic wings. In these dreams, the woman will either use reverse psychology to caution a good aligned dreamer against destroying the Opaline Oubliette [or] encourage an evil aligned dreamer to do so (with promises of carnal favors, wealth and service offered in exchange).

The Opaline Oubliette is easily crushed and, in fact, saves as Non-Magical Crystal on the Item Saving Throw Matrix.

If the Oubliette is destroyed two things immediately happen:

- Kandyl, the fallen angel (or the current occupant) is released.
- The current OWNER of the Oubliette is trapped in a new Opaline Oubliette that reappears at the center of area 037!

Kandyl : AC 0 (armor) 2 (nude) / MV 6" | 21" flight / HD 6+6 / HP 43 / THACo 13 / ATT 1 / DMG 2d4 + 3 (unholy broadsword) + save vs poison or faint for 1d6 rounds / Magic Resistance 30% / +1 or better weapon to hit / At will: all looking at her save vs Wand or Fear per DMG p. 135 / 50% or no dmg from cold & gas / Immune to fire / Lawful Evil / cf. exceptional version of an Erinyes MM p. 22

Kandyl also has the following powers:

- Detect Invisible (at will)
- Locate Object (at will) PHB p. 47
- Invisibility (at will) PHB p. 70
- Polymorph Self (at will) PHB p. 78
- Produce Flame (at will) PHB p. 57
- Summon an Erinyes (25% chance) The Inn prevents this
- Charm Person (at will) PHB p. 55
- Suggestion (at will) PHB p. 75
- Illusion PHB p. 75 & 95 cf. Improved Phantasmal Force
- Infraision 120'
- Fireball (6 die) 1/ day PHB p. 73
- Teleportation No Error PHB p. 82
- Know Alignment PHB p. 45
- Animate Dead PHB p. 46 (6 skeletons or zombies)

If Kandyl is freed she will keep any bargains she has made with an evil character and may even become a consort if the character is 9th level or higher. Note, however, that such an evil character is likely imprisoned in a new Opaline Oubliette—unless they were NOT the owner when Kandyl was freed.

Kandyl will attempt to destroy all others.

NOTE: The owner of the Opaline Oubliette rolls twice on every attempt to hit in combat and takes the better of the two rolls. Conversely, the owner must roll twice on every saving throw attempt and take the worse of the two rolls.

In order to willingly give up or discard the Oubliette, the owner must roll less than their WIS score on 5d6. Only one such attempt can be made per week.

Any creature trapped in an Opaline Oubliette may communicate with the owner via dreams.

FINAL NOTES

The door to area 037 as well as the gem-like material in the room is virtually indestructible.

038. THE SANGUISUGA

A door of bright red marble stands in a black marble frame. The thing is beautiful. Within the slab, petrified scarlet mud purls around white fossils, suggestive of blood flowing around bones.

The Obvious:

The door is sealed with black wax which will have to be gouged out with knives and fingers or melted in some way. There is no lock, latch or other visible means to secure the door. It swings easily outward on six strong hinges of dark metal and only the wax keeps it closed.

Make note of the first character who actually steps into the room.

Upon opening the door, it swings outward under the influence of an icy gust of air.

(Light sources will flutter and torches have a 50% chance of going out)

You smell something wet and ferric. Beyond the door is a 10' square chamber composed of the same brilliant red marble. You detect a subtle angle to the floor that converges on a 1' diameter hole in the center of the room. This hole blows wet cold air and passes through the marble floor, connecting the room you are in with some chamber or void below.

Not So Obvious:

If the room is thoroughly searched describe the ceiling as coffered with circular designs. There is only a 3 in 6 chance of noticing the hole in the center of the ceiling because it is camouflaged by the architecture.

In reality, the characters are standing in a stack of rooms that slide up and down within an empty shaft.

You should consult the character sheet of the first character stepping into the room and note that character's weight. If the character's weight (including gear) exceeds 200 lbs, there is a 75% chance that the room will slide downward 1d3 slots (each slot being the height of one room).

As there are infinite rooms in this stack, it will be important to keep track of how many slots removed each character or group of characters are from the point of intersection with the NWI cellar map. Each time 200 lbs enters or is added to any of the rooms in the stack, there is a 75% chance that the stack will slide downward by an additional 1d3 slots.

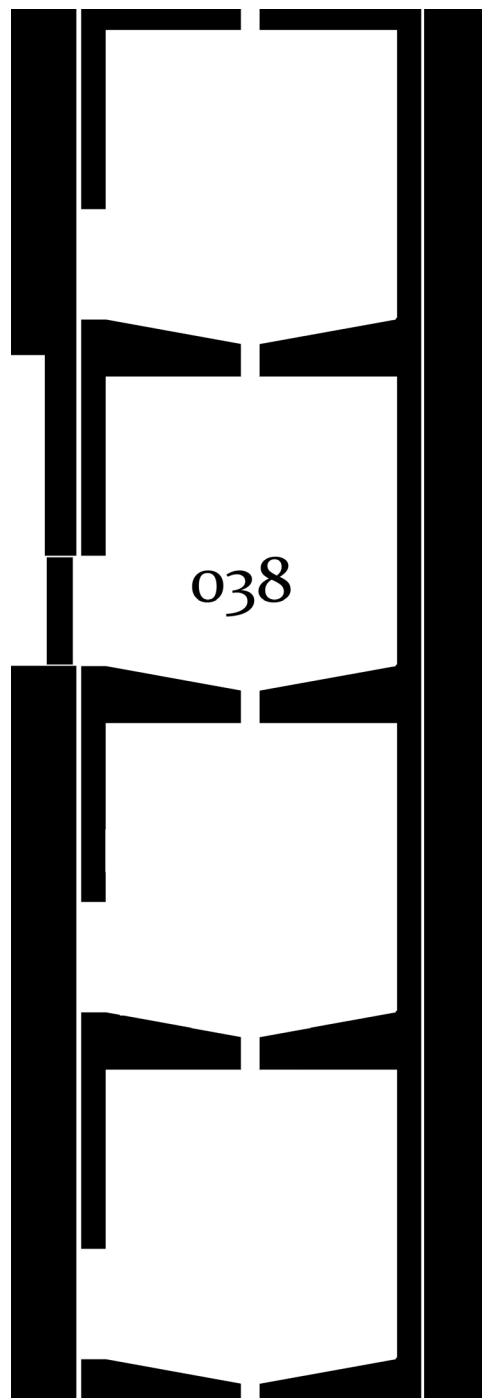
Only one character may enter at a time without running the risk of being crushed if the stack slides.

If multiple characters attempt to rush into the room you should determine each character's weight individually, roll to see if the stack slides and if it does, inform the next character in line that they must make a DEX check on 1d20 to avoid being killed instantly.

Success indicates that the character managed to make it inside the room before the stack moved. Note that this character's added weight may cause the stack to slide even farther down.

The rooms are 10' x 10' x 10'.

Note that this is a magical rather than a mechanical contraption and it does not obey the laws of physics—only the rules prescribed.



Escape from the stack is most easily accomplished with a potion of gaseous form. Rock to Mud (PHB p. 61) Stone to Flesh (PHB p. 86) and other such alterations will typically only affect one target, that being the ceiling directly overhead.

For those trapped several slots down, multiple castings will be required.

Note that Rock to Mud in particular will drain through the hole in the floor and descend infinitely toward the bottomless depths of the stack.

Those without spells must either die of dehydration (see area 406 for guidelines) or break through one ceiling after another in order to return to the Inn cellar. Weapons will be of no use in gaining freedom. Even hammers and other tools will be difficult to use without ladders or other means of supporting the laborer. As the floors are thick, you may rule that if good tools are possessed one ceiling per day can be broken through sufficient to

allow the ascent of a man-sized character.

This infernal trap may be a method of ferrying sacrifices to underworld gods but it has now been inhabited for decades by a Crimson Death, which was sealed inside with wax by another group of adventurers. The nightmare creature always stays within a dozen or so slots of the cellar access point.

It can pass freely between to the rooms by virtue of its mist form.

Crimson Death : AC 0 (unfed) 4 (fed) / MV 12" | 6" after feeding / HD 13 / HP 59 / THAC0 9 / ATT 1 / DMG 3d10 / Magic Resistance 100% / Hit only by +2 weapons [or] +1 weapons after feeding / MM2 p. 32

The creature is lurking in the chambers *below* when party members first enter the room. It will therefore attempt to kill isolated characters before moving upward to continue feeding.

The Crimson Death has no treasure.

039. OBDORMITION OF TIME

You have followed a strange irregularity in the passageway only to find that it dead ends abruptly in a 10' x 10' dirty alcove. You notice a brass line sunk into the floor, which looks like an instantiation of meridian lines drawn on certain maps of the world. This line bears numbers and degrees along its length and creates a clean line of separation between the 10' x 10' dead end room and the corridor you stand in.

The Obvious:

The room is dressed in stone and shows dirt in the corners, small patches of mold and nothing else of interest.

The brass line is embedded in the floor and cannot be dug up without tools.

Not So Obvious:

The meridian may be crossed simultaneously by up to 2 M size creatures, 4 S size creatures or 1 L size creature. Note that if simultaneous crossing is not explicitly attempted, it will never happen and there will always be 1 creature that crosses the line first.

For the creature that crosses the line first, time will appear to move normally. That creature may ambulate the room, examine it and perform any actions they wish including spell casting, resting and so forth.

However, when this creature looks back across the meridian line, she will notice that anything on the other side appears frozen. Companions, torch flames, even missiles in flight will all be in a state of suspended animation.

The 10' x 10' room is under a curious and permanent Time Stop. The creature inside its area continues to age and requires normal intervals of rest, food and so on. Anything the creature tosses or fires across the meridian will instantly freeze in place.

Only when the creature passes back over the meridian (i.e. leaves the 10' x 10' room) will the rest of the universe begin moving again.

Players will of course devise many ways to use this room to their advantage.

Things that have happened here:

- The Magic-User relearned spells in what seemed like an instant to the rest of the party.
- The ranger fled to this room pursued by a foul creature, turned and fired all his arrows. When he exited the room all 24 arrows resumed their flight toward the beast.
- The Magic-User cast identify on an object and then rested 8 hours in the room to regain his CON. To the rest of the party, this passed instantly.

Remember that it is impossible for anything to enter the room while a

creature is inside it. Time only passes for the creature(s) in the room.

Note that neither the size of the room nor the size of the passageway leading to it can be altered per the rules of the Inn.

040. THE OUBLIETTE

You have arrived in a geode of black glittering sharp-edged crystals. Every surface is covered with them, presumably the floor as well—though the large heap of bones obscures your view.

Above you, a dark chute ascends into uncertainty.

Embedded in one of the crystalline walls is a stone plug fashioned to resemble an ogive-shaped door.

There can be little doubt, despite its shape, that the plug is immovable for there are no hinges, handles or seams.

A single word is graven on the door-shaped plug: *Ennead*.

The Obvious:

Digging through the 15' x 15' x 8' deep bone pile may reveal treasures. Each round spent searching, roll 1d12 on the following table. Cross off each treasure as it is found. Duplicate rolls indicate nothing is found during the round. Using this method, it is likely the party will give up before discovering all the items in the pile.

1. Pouch containing 72 platinum coins, 23 gold coins, and 33 silver coins.
2. A scroll in a bone tube containing seven random spells of level 1 thru 8
3. A staff of thunder & lightning with 10 charges UA p. 95
4. Gauntlets of Ogre Power DMG p. 145
5. Boots of Elvenkind DMG p. 139
6. Helm of Opposite Alignment DMG p. 146
7. An intact and usable lens from area 408
8. Plate Mail +2
9. 3 suits of regular chain mail
10. 1d12 random non-magical weapons
11. Wooden Mouse: this small wooden coin with a hole through the center is very rare and valued at 300 silver pieces
12. An Elixir of Life UA p. 90

Not So Obvious:

Any creature touching the stone plug is immediately transported to room 1 of area 047. Upon arrival, the creature will always be facing north.

There is no way (short of Wishing) out of the Oubliette other than touching the stone plug and entering the Ennead.

Note that anyone who dies in the Ennead (either of old age or any other reason) will instantly be teleported to the bone pile of area 040, adding their corpse and treasures to those already here.

041. IMMUND HALL

It is difficult to speak or even think of a more unholy sight than this irregularly shaped room. The once whitewashed—now peeling—walls display rings as in a bathtub, which indicate the space has seen tidal inflows of liquid filth. Added to this are stringy bits of meat, congealed blood and clumps of gristle as if a mad butcher with cleaver in high motion has flung slaughter to and fro. Overspreading this blasphemy, on walls, floors and ceiling are mind-numbing expanses of black mold.

The gagging stink of feces and death causes your toes to do grasping motions inside your boots.

The Obvious:

In the very south of the room there is a pile of offal and dung that is seeping into a thick puddle of curdled blood and pus. There are numerous bones nearby, most of which have been cracked open as from a predator seeking marrow.

The door to area 042 is wood, covered in beaten bronze depicting a relief of a thin court jester with nine-pointed cap kneeling at an altar while a cadre of 4 stoic priests gesture and appraise his penitence.

Not So Obvious:

The pile of offal is actually a huge Otyugh that lives in symbiosis with the Pelysit in the hallway/cave near area 024. The Otyugh greatly fears the Pelysit's dazzling breath weapon and will shrink from it, but dines on the droppings and left-overs it leaves behind.

Ancient Otyugh : AC 0 / MV 6" / HD 12 / HP 72 / THAC0 9 / ATT 3 / DMG 2d6, 2d6, 2d6 / Bite is 90% likely to inflict disease / Hates bright light / This monstrosity is so large that on an unadjusted roll of 20 it swallows whole any M size creature targeted by its bite attack.

For swallowing rules see MM p. 80 cf. Purple Worm. For the otyugh, See MM p. 77

Note that if the Pelysit has not been slain, it will be notified of the party's rear approach by sounds of combat with the Otyugh.

Every 10 minutes spent in Immund Hall presents a 5% chance of contracting disease. Check for each character individually.

042. UNCLEAN VESTRY

The sharp sour smell of mold fills your lungs as you open the door to this black room. You see the gleam of gold—a fallen goblet you think—and then suddenly, a shuffling motion in the corners fills your mind with horror.

The Obvious:

There are a dozen robes of imperial yellow silk hanging on hooks in this room. Four mind-killing nightmares in tattered and filthy remnants of these robes step from the corners of the room. Each wears a tall golden headpiece of clerical design and each is a putrid corpse writhing with visible worms.

Each of these robes is magical, provides base AC 9 and protects the wearer from the following spells/spell-like abilities: Curse, Bestow Curse, Cause Blindness, Cause Disease. See area 043 for more information.

Sons of Kyuss (x4) : AC 9 / MV 9" / HD 4 / HP 32 each / THAC0 15 / ATT 1 / DMG 1d8 / Each son is surrounded by 30' radius of Fear (save vs Spell or flee in terror for 6 rounds) / Regenerates 2 hp per round / Each hit has 25% chance of inflicting advanced leprosy: infected characters cannot be magically cured of wounds / 1 worm attack per round on characters within 5' / turned as mummies / See FF p. 83

Not So Obvious:

The sons bear a striking resemblance (due to their garments and headdresses) to the priests depicted in beaten bronze upon the door to the room.

Each headdress is worth 10,000 silver. There are two golden goblets on the floor worth 2,000 silver each.

The door to area 043 is made of wood and covered in bronze. A relief on its surface depicts the naked jester laid on a sculpted slab while three priests in ceremonial robes make gestures over his body.

043. THE CURSING PLACE

A grand catafalque presides over the center of this room and is watched over by ornate friezes that support a barrel vault. The catafalque resembles the one depicted on the door from the vestry. It is decidedly ominous, being composed of black marble and ornamented with large gold fixtures that indicate a more ceremonial purpose—perhaps related to embalming—rather than a vessel for permanent interment.

The ornamentation is outré, sinister and sweeping with golden bat wings and bat heads featuring leaf-like membranes around their nostrils.

The Obvious:

The friezes in the ceiling are cut from black stone and difficult to make out even under direct light. Examination reveals them to be an interment story of the jester that proceeds clockwise over nine total panels showing a danse macabre and the ultimate return to unlife of the interred.

- Panel One: The Jester prays while 4 skeletons observe
- Panel Two: The Jester drinks a potion
- Panel Three: The Jester removes his clothing
- Panel Four: The Jester is shown clutching his throat
- Panel Five: The Jester on the catafalque is encircled by 4 skeletons
- Panel Six: The Jester is carried to a tomb by 4 skeletons
- Panel Seven: The tomb stands quiet
- Panel Eight: The Jester as a skeleton emerges from the tomb
- Panel Nine: The skeletons give the jester a robe and take his cap

Not So Obvious:

ANY CHARACTER WHO ENTERS THIS ROOM WITHOUT FIRST DONNING ONE OF THE YELLOW SILK ROBES FROM AREA 042 WILL FALL UNDER THE CURSE. THERE IS NO SAVING THROW.

Note that wearing one of the robes over other clothing or armor is possible but it will not confer its AC bonus if worn with other armor. These robes save as cloth at a +2 bonus.

THE CURSE

Those who enter this room without donning one of the yellow robes (or having some similar protection against curses) will return as undead upon dying. The cursed individual cannot be raised or resurrected by spells after they have died. Only a Holy Word will remove this curse—and may be recommended by a high-level cleric. Creatures of non-good alignment must endure the effects of the Holy Word if they wish to be free of the curse.

While living, the cursed creature can only be hit by +1 or better magical weapons (a boon) but healing spells will not heal the cursed.

Potions of healing have a 50% chance of working if drunk by the cursed.

Keoghtom's Ointment will always work on the cursed but will not remove the curse.

When the cursed dies it will rise after 24 hours as one of the following, determined randomly (1D8):

1. Zombie
2. Ghoul
3. Wight
4. Ghast
5. Son of Kyuss
6. Spectre
7. Vampire
8. Ghost

Although the room and the curse make for a nice story, keep in mind that the Inn Master did not become undead in this way.

The Inn Master's transformation was a product of drinking a potion of World Without End, which is detailed fully in area 009 Temple of the Moon.

The gold ornaments on the catafalque can be removed and carted off. They have a total value of 45,000 silver pieces.

044. ALTAR OF ATONEMENT

This vaulted room is twice as tall as it is wide, giving it a lofty cathedral-like appearance. An arch frames a soaring stone door to the south.

In an arched alcove to the east is an altar draped in yellow silk set with a golden monstrance, cruets, censer, holy water font and sprinkler.

Filling the northern portion of the room is an enormous stone sarcophagus nearly 20' long and 8' wide. It is decorated with mountain vistas and majestic rocs, or giant eagles.

The Obvious:

The door to the south is 25' tall and 8 wide. It is made of stone and sealed with wax. There are no obvious handles or pull rings.

The monstrance on the altar is in the shape of Palan's Mark: the Blade of Gold—this is a god of Infinity and Artifice with ties to suns that govern planets and the power of bedazzlement/hypnosis. All the gold on the altar is worth 73,000 silver pieces. There is the equivalent of 4 vials of holy water in the font. A faint good aura is present here if detections are used.

Opening the northern sarcophagus will require a combined total of 70 STR or a single creature with a STR of 22 or higher. It contains a female stone giant skeleton in thin white raiment wearing a pair of huge electrum bracers set with sunstones—worth 44,000 silver.

Not So Obvious:

If even 50% of the wax is melted or dug out, the door will fall out of its frame crushing those in front of it. Once fallen, it occupies a space 8' wide by 25' long—nearly the entire floor of the room. Normal trap detection will not reveal this but a Detect Traps spell will.

Those in the way of the door must roll 4d6 and roll their DEX or lower. Success indicates 1d6 dmg as the door grazes them on the way down plus outer gear such as armor, shields, backpacks (as appropriate) must save vs crushing blow. Failure means 20d6 dmg and ALL gear carried must save vs crushing blow.

Beyond the door is a peculiarly dim room of surprisingly small size. See area 045.

045. THE GELATINOUS CUBE

The dimness of the room beyond the door is slightly unsettling, but you can see the extent of it clearly enough. There appears to be a secret door directly across from you, on the far wall—though the plaster that once concealed it has dissolved or been eaten away, thus revealing its seams.

The Obvious:

Very careful inspection prior to stepping into the room may reveal what look like small bubbles in the air of the room. These bubbles do not move and hang motionless. The chances for observing these bubbles is only 40% if a careful examination is requested by the players.

Not So Obvious:

An enormous gelatinous cube fills the entire room, being 10' x 15' x 30' high (nearly four times the usual size). It is an impressive specimen with equally intimidating stats.

Giant Gelatinous Cube : AC 8 / MV 6" / HD 15 / HP 84 / THACo 8 / ATT 1 / DMG 7d4 / Immune to cold (or slowed by 50%) / Immune to electricity / Each hit requires a save vs Paralyzation at -2 or be paralyzed for 5d4 rounds / cf. MM p. 43

This atrocity will be able to flow out of the room, modify its shape and pursue the party wherever they run, however it will not pursue into area 036.

Those paralyzed by the cube are automatically engulfed by it the following round unless pulled away by a friend. Those engulfed will automatically suffer 7d4 dmg per round until the cube is slain and the victim can be doused in wine or water to flush the acids from their skin.

046. THE BISHOP'S REST

The secret door from the chapel-like room virtually crumbles before you, presumably from its long exposure to the cube's acids.

Before you, a roughly cut space dressed in huge blocks forms a tomb with an elevated burial niche and grand arch to the south accessible by 4' tiers. Atop this is a niche and under the arch lies a great gray cadaverous form dressed in plate mail and wearing an ostentatious crown.

You catch a glimpse of jewels, relics of holy design, and coffers of gold but the mighty corpse stirs, rises, its deep set eyes burning with cold light—and you lose track of the treasure.

The Obvious:

Two great passageways exit this chamber. Both lead to the Dead Halls of the Giant Ancients, which is an underground necropolis of Brobdingnagian proportions. You of course are free to have the passageways lead anywhere you like.

Not So Obvious:

The lich-like thing confronting the party is a unique undead stone giant (and rising quickly from the foot of the niche: an undead cave bear of tremendous size).

Rhähing, Primate of the Urebus: Clerical Stone Giant Lich : AC 0 / MV 9" / HD 16 / HP 64 / THACo 7 / ATT 1 / DMG 1d10+8 (sword) [or] 1d10 + save vs Paralyzation or be paralyzed for 5d4 rounds (hand) / Hit only by magic / Those below 5 HD automatically flee in terror / Immune to Charm, Sleep, Enfeeblement, Polymorph, Cold, Electricity, Insanity, Death Magic / Hurl boulders (there are many 1'-3' rocks in the tomb) for 3d10 dmg.

Mulgah, Undead Cave Bear : AC 5 / MV 9" / HD 8 / HP 50 / THACo 10 (due to hate) / ATT 3 / DMG 1d10, 1d10, 2d6 [hugs: 2d8] / Aura of Fear 20' radius: save vs Wand or Flee for 1d3 turns / Each hit 15% likely to cause random disease.

Rhähing's Spells

Casting Time etc.

First Level

| | |
|------------------|---------------|
| • Command | 1s. PHB p. 43 |
| • Command | " |
| • Command | " |
| • Cause L. Wound | 5s. PHB p. 43 |
| • Cause L. Wound | " |
| • Detect Magic | 1r. PHB p. 44 |
| • Darkness | 4s. PHB p. 44 |
| • Darkness | " |
| • Sanctuary | 4s. PHB p. 44 |

Second Level

| | |
|----------------|---------------|
| • Augury | 2r. PHB p. 45 |
| • Detect Charm | 1t PHB p. 45 |
| • Find Traps | 5s. PHB p. 45 |



- Know Alignment 1r. PHB p. 45
- Withdraw 3s. UA p. 35
- Hold Person “”
- Hold Person “”
- Resist Fire 5s. PHB p. 45
- Silence 15’ 5s. PHB p. 45

Third Level

- Dispel Magic 6s. PHB p. 47
- Dispel Magic “”
- Dispel Magic “”
- Dispel Magic “”
- Glyph of Warding PHB p. 47
- Bestow Curse “”
- Bestow Curse “”
- Meld Into Stone 7s, UA p. 36

Fourth Level

- Cause S. Wound 7s. PHB p. 48
- Cause S. Wound “”
- Cloak of Fear 6s. UA p. 37
- Spell Immunity 1 r. UA p. 38
- Poison 7s. PHB p. 48
- Poison “”
- Protection Good 7 s. PHB p. 49

Fifth Level

- Animate Dead M 7s. UA p. 39
- Spike Stones 6s. UA p. 40
- Flame Strike 8s. PHB p. 153
- Slay Living 1r. PHB p. 50
- Slay Living “”

Sixth Level

- Animate Object 9s. PHB p. 51
- Harm 1r. PHB p. 51
- Stone Tell 1t. PHB p. 52

Seventh Level

- Unholy Word 1s. PHB p. 53

Rhähing will open with an Unholy Word to Kill, Paralyze, Stun or Deafen every non-evil creature within 30’ of his voice. Stunned characters will attack at -4 and be attacked at +4. Deafened characters will attack at -2 and be attacked at +2.

Likely follow-ups to the Unholy Word will be:

- Have the undead bear automatically slay 1 character per round if that character is paralyzed.
- Rhähing may also slay 1 character per round from among those who are paralyzed.
- Stunned characters will be attacked with Slay Living, Flame Strike, Poison & Bestow Curse. Remember that any spells requiring touch will include 1d10 dmg and a save vs Paralyzation on a successful hit.
- Use of Withdraw or Sanctuary will allow Rhähing to cast Cause Wounds spells on himself and thereby heal.
- Cast Silence on Spell Casters
- Cast Animate Dead Monster on Mulgah when the bear dies, thereby restoring it to full health and power (this is clearly a special version of the Animate Dead Monster spell).

Note that if the party has engaged in combat with the cube, Rhähing will cast the following spells before the party enters the room:

- Glyph of Warding (centered just south of the secret door and represented by the circle on the map): All characters within this circle when the glyph is triggered must save vs Spells or Lose 1 level.
- Protection from Good 10’ radius: Lasts 16 turns
- Spike Stones (just south of the Glyph of Warding and represented by the darkly shaded area on the map): Each M size character in this area is subject to 1d4+1 spike attacks per 5’ square they pass over. Each spike has THACo 7 (as 16 HD monster) and deals 1d4 dmg.
- Resist Fire: Lasts 16 turns

Note that Rhähing cannot be turned and Mulgah can only be turned as Special so long as Rhähing is alive.

If Rhähing is killed, Mulgah can be turned as a ghast.

THE STORY of RHÄHING

The crypt of Rhähing, which is normally only found deep within the Dead Halls of the Giant Ancients was connected to the Inn cellars because the Inn Master found Rhähing’s fate so similar to his own—occasionally even commiserating with the undead stone giant.

The story is that Rhähing’s beloved was of a kinder heart, a truly good priestess and follower of Palan.

Her name was Hale’sumtha and she was murdered by a stone giant Cult of Mastak when her faith was discovered.

Enraged by her death, Rhähing turned immediately to darkness and called upon the Urebus to grant him power in unlife so that he might have his vengeance.

Rhähing then slew all members of the cult and retired deep into the Halls of the Giant Ancients with Mulgah at his side. It is his lost love, Hale’sumtha, who lies without inscription in the stone sarcophagus of area 044.

RHÄHING’S TREASURES

- Coffers of 1,985 gold pieces
- Coffers of 1,376 platinum pieces
- Small Chest of 8,839 electrum pieces
- A platinum bowl (4,000 silver) filled with:
 - ◊ 200 gems (base 500 silver)
 - ◊ 80 gems (base 1,000 silver)
 - ◊ 10 gems (base 5,000 silver)
 - ◊ 3 gems (base 10,000 silver)
 - ◊ 1 gem (base 50,000 silver)
- Also unrolled on the burial niche is a 6’x9’ Carpet of Flying DMG p. 140
- Scarab of Death DMG p. 153
- Girdle of Stone Giant Strength DMG p. 145
- Spade of Colossal Excavation DMG p. 154
- Hammer +2
- Two Handed Sword +1 Flame Tongue DMG p. 165
- Jewel of Attacks DMG p. 149
- Cloak of Displacement DMG p. 140
- Necklace of Missiles DMG p. 150
- Necklace of Strangulation DMG p. 151
- Stone of Controlling Earth Elementals DMG p. 154
- Libram of Silver Magic DMG p. 149

Optional Foreshadowing:

If the DM wishes to connect this to the Dead Halls of the Giant Ancients, you may further place a large wooden chest here with a lock that subtracts -15% from all attempts to pick it.

The chest is not trapped.

Inside the chest is a bag of powdered Trindixahht, which is a yellow-gray plant whose leaves are covered with soft white down. If this powder is touched with bare skin a save vs Poison is required.

Failure indicates that the flesh so touched has turned to leather and will need to be excised. This results in a permanent loss of 1d3 hp and a permanent loss of 1 point of either CMS or CHR depending on DM choice. These terrible and permanent effects can be reversed with a Regenerate Spell (PHB p. 53)

Trindixahht is used by the giants for embalming their dead.

Next to the Trindixahht is a signet ring of tremendous size, wearable only by a giant. The enormous thing is made of iron, weighs 25 lbs., and bears the face of a bearded giant in profile with the words “Emperor Tumulous—Now And Always” written in giant tongue.

047. THE ENNEAD

You find yourself suddenly standing in a room without light, save for the faint glimmers of four equidistant points that might (or might not) correspond to the cardinal directions.

One of these points is directly in front of you: a soft green light arising from a gem. To your right is an identical gem. To your left is a white glowing gem and to your back another of the same.

These glowing gems appear to be set in stone doors with ogive-shaped frames. In the light of the gems you think you can make out inscriptions in each door.

The Obvious:
The doors are not true doors and cannot be opened by any means. Interaction with a door is by touch alone. Touching a door immediately ages the toucher 6 months and transports the toucher to one of the nine rooms (see hereafter). Each room is roughly 8’ x 8’ x 8’.

Not So Obvious:
Any character transported to area 047 always arrives facing north in room 1. Up to 4 M size characters can occupy the same room without difficulty. If occupancy exceeds this, it becomes 60% likely that a random character will accidentally brush up against one of the doors and so be transported (and aged).

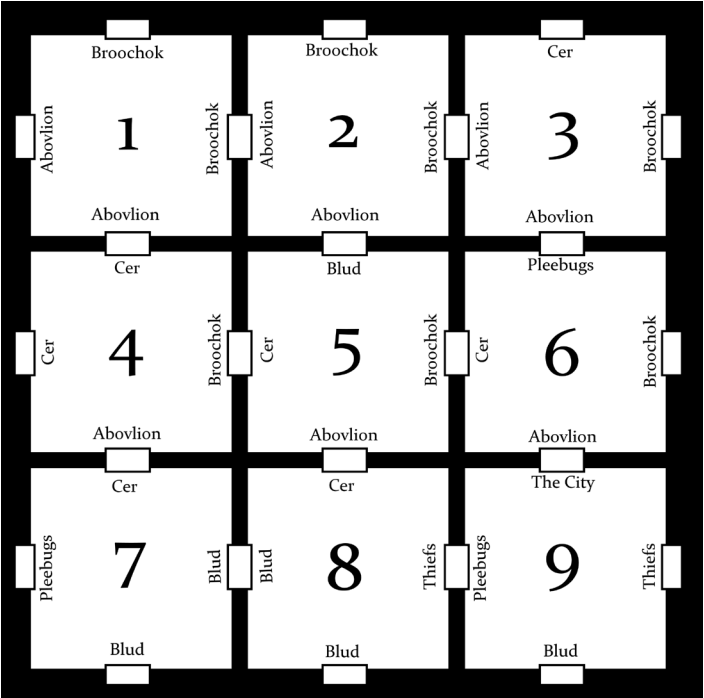
Each gem represents a star and the name of that star is engraved in the door just below the gem. Notice that as the doors do not open, 12 of them have two sides with different gems and engravings on each.

The rooms of the Ennead are inescapable except by means of a wish. Characters must find their way through the rooms until they reach room 9 and touch “The City” with blood.

When a character is transported, they always arrive facing north in the room indicated by the die. Roll individually for each toucher (carrying others, linking arms, touching doors at the same time, etc. will not allow characters to stay together. Each individual must make their own journey through the Ennead.

Remember that each transport ages the traveler ½ a year. You may opt to have the character make system shock checks against this aging at regular intervals of 1 to 3 years. Note that all characters escaping the Ennead will age a minimum of 1 year in doing so.

Dying from old age or other means while in the Ennead instantly teleports the deceased to area 040 where their corpse will land at the top of the bone heap.



Whenever a door is touched, consult the tables below:

| Touched Door / Gem Glow | Touch Transports to: |
|------------------------------|--|
| Abovlion: white and misty | D8 1. ROOM 1 2. ROOM 2 3. ROOM 2 4. ROOM 3 5. ROOM 3 6. ROOM 4 7. ROOM 5 8. ROOM 6 |
| Broochok: pale green | D8 1. ROOM 1 2. ROOM 1 3. ROOM 2 4. ROOM 2 5. ROOM 3 6. ROOM 4 7. ROOM 5 8. ROOM 6 |
| Cer: pale blue | D8 1. ROOM 3 2. ROOM 4 3. ROOM 4 4. ROOM 4 5. ROOM 5 6. ROOM 6 7. ROOM 7 8. ROOM 8 |
| Blud: dim red | D6 1. ROOM 3 2. ROOM 4 3. ROOM 4 4. ROOM 4 5. ROOM 5 6. ROOM 6 |

| | |
|------------------------------|---|
| Pleebugs: flickering pink | D ₃ 1. ROOM 6 2. ROOM 7 3. ROOM 9 |
| Thiefs: ghostly gray | D ₂ 1. ROOM 8 2. ROOM 9 |

You should allow players to compare notes only if their characters are currently in the same room.

“The City” Door bears no gem but displays a polished black obsidian symbol of The City and a corresponding engraving beneath it:



Note that the gems are not removable, nor is the city symbol. The engravings are not susceptible to erasure or disfigurement but could be painted over or otherwise concealed with illusory magic.

There is no treasure in the Ennead other than the promise of escape.

Characters must touch “The City” door with at least one drop of blood in order to escape. Those who touch the door with blood on their hands are immediately transported to the center of the black circle in area 408

Touching The City Door does not age the toucher.

Guest Rooms

AND WILDS

The guest rooms of the Night Wolf Inn are sometimes referred to as fantasy closets, but this term is deceptive for each room exists on the threshold of a pocket dimension that, despite its name, is of vast (but not limitless) size.

The pocket dimensions of the Night Wolf Inn can lead in two directions: either back to the Inn or out to the known planes of existence. All Guest rooms are 1 plane removed from the Prime Material; as such magic items will lose 1 point of enchantment. (See MoP p. 10) Further, each Room consists of "The Furniture" and "The Wilds".

THE FURNITURE is a (mostly) safe place, consisting of a king size four poster bed, a standing magical bath tub, a wardrobe, a free-standing full length mirror, a few folding screens, a magically plumbed commode, a dressing stand and various small tables and comfortable chairs.

All of this furniture is arranged in a roughly 30'x30' area and any secret doors, peep holes or entrances will exist within this zone. A free-standing full length mirror, for example can be walked all the way 'round yet the glass might open into a hallway that leads back into the guts of the Inn. Room doors will appear as free-standing frames that can be opened in either direction but lead back to the Inn from either side.

THE WILDS represent the entirety of the pocket dimension that extends in every direction beyond the furniture. This region is not safe and may contain monsters, treasures, cities, countries, oceans and worlds. Nothing can enter the safe space of the furniture from the wilds unless it is physically carried there by a character that has arrived in the pocket dimension from the Inn.

Thus people, animals and so forth that are native to the wilds cannot launch missiles, spells, or otherwise enter the region of the furniture. Note that the wilds are NOT fully detailed here. Rather, enough information is provided to ad lib a single adventuring session in a pinch and then allow the DM to flesh out the dimension more fully should his or her group decide to linger.

SECOND STORY ROOMS

Each room is also listed at the back of this supplement. Details and general guidelines for each room are presented here in numerical order.

I. FOREST OF DREAMS (suite 763 sp/night)

Lens Use: YES | See Star Adj: -5%

The furniture stands in the deep shadows of giant trees that shift at the edges of your sight and play parallax games. The forest floor offers only sparse underbrush and is illuminated by multicolored flowers that bleed into the air like paint meeting turpentine.

The luminescence of these ever-melting flowers creates gaseous halos in the sweetened gloom of a woodland so abstruse you are not certain whether it is physical at all.

Room Particulars:

A secret door and peephole offer full view of the bedroom. In the context of the room, these secrets are housed in the base of one of the massive trees.

The secret door leads into area 208 Spy Passages.

In every direction, the Forest of Dreams is aqueous in its motions and thronged by fleeting shadows. A trail of delicate, glowing lily bells create a haphazard, natural trail of tiny golden lights that lead away from the furniture.

The psithurism of leaves in rushing wind never ceases, like waves against a beach; sleep comes easily here, deepened by cool temperatures and honeyed smells.

Dimensional Guidelines:

- Shadows and illusions haunt the wilds of this towering forest. Any creatures encountered are likely to be non [or] semi-corporeal with most taking the form of Demi-Shadow Monsters (see PHB p. 98).
- Tracking in this dimension is penalized by -40% and chances to become lost are +40%.
- Time in the wilds passes at a rate of 10 days to 1 actual day in the Night Wolf Inn.
- Gates from this dimension will tend to lead to the Ethereal or Shadow Planes (see MOP p. 11 & 21) and will often appear as magical pools of silvery or dark water respectively.
- Each day spent in the wilds has a cumulative 5% chance of causing psychasthenia insanity, whereupon the character(s) will develop neurotic lassitude, indecision, doubts and phobias that cause the character to be surprised 50% of the time and suffer a penalty of 1 to all initiative rolls.

Adventuring Starters:

- Lady of the Lake encounter/quest including a magical weapon and a Nymph or Nereid. (MM p. 74 or MM2 p. 95)
- Storm of flower petals rages through the wood, blinding all who fail a save vs Spells each round (as color spray). The characters take shelter in a ruin of insubstantial shadow that neutralizes the glowing colors. Somewhere in the ruins is a smoky quartz gem of true seeing (DMG p. 145) guarded by a Shadow Demon (FF p. 78).
- Sleeping Beauty/cursed kingdom discovered in the woods. Possible romance/treasure for lifting curse.
- A faerie dragon with a clutch of eggs asks the PCs to eliminate the slithering trackers (MM p. 88) in the vicinity in exchange for a magical device.
- Will-o-wisps guard a portal to the ethereal plane, feeding on those who use it.
- The golden trail of lily bells leads to a lake full of thick fog rather than water. A dark ship at the dock is manned by shades (MM2 p. 108) who are embarking to slay a shadow dragon (MM2 p. 58). They enlist the party's help. This quest may lead to the Astral Plane and from there into the Dark Passage (see the Dark Passage)

In designing and describing encounters, locations and so forth, keep in mind that the dimension is centered on a tidal ebb-and-flow sense of motion.

All things are shadowy, smudged or bleeding into other things. Details are elusive, but wider sights, sounds and smells are rich, evocative and almost overwhelming.

A list of monster encounters for the Forest of Dreams follows; note that corporeal monsters in the list are 50% likely to be Demi-Shadow versions of those monsters: cf. PHB p. 98.

- | | | |
|----|-----------------|----------|
| 1. | Aerial Servant | MM p. 6 |
| 2. | Air Elemental | MM p. 37 |
| 3. | Apparition | FF p. 12 |
| 4. | Astral Searcher | FF p. 13 |
| 5. | Carbuncle | FF p. 17 |

| | | |
|-----|---------------------|----------------------|
| 6. | Cerebral Parasite | MM p. 14 |
| 7. | Daemon | MM2 p. 27 |
| 8. | Demon | MM p. 16 & MM2 p. 34 |
| 9. | Disenchanter | FF p. 27 |
| 10. | Displacer Beasts | MM p. 28 |
| 11. | Djinn | MM p. 28 |
| 12. | Drelb | MM2 p. 60 |
| 13. | Eye Killers | FF p. 35 |
| 14. | Eye of Fear & Flame | FF p. 35 |
| 15. | Faerie Dragons | MM2 p. 57 |
| 16. | Fire Bats | MM2 p. 16 |
| 17. | Firefriend | MM2 p. 65 |
| 18. | Flumphs | FF p. 39 |
| 19. | Ghost | MM p. 42 |
| 20. | Gold Bugs | FF p. 46 |
| 21. | Gorbels | FF p. 46 |
| 22. | Groaning Spirit | MM p. 50 |
| 23. | Grue Elemental | MM2 p. 72 |
| 24. | Gryphs | FF p. 48 |
| 25. | Haunt | MM2 p. 74 |
| 26. | Hellcat | FF p. 50 |
| 27. | Imorph | FF p. 52 |
| 28. | Intellect Devourer | MM p. 54 |
| 29. | Invisible Stalker | MM p. 55 |
| 30. | Jaculi | FF p. 53 |
| 31. | Luck Eater | MM2 p. 80 |
| 32. | Mihstu | MM2 p. 84 |
| 33. | Mist Dragon | MM2 p. 58 |
| 34. | Moon Dog | MM2 p. 92 |
| 35. | Mud Men | MM2 p. 93 |
| 36. | Myconid | MM2 p. 94 |
| 37. | Needlemen | FF p. 67 |
| 38. | Nereids | MM2 p. 95 |
| 39. | Night Hag | MM p. 73 |
| 40. | Nightmare | MM p. 74 |
| 41. | Nymph | MM p. 74 |
| 42. | Ooze Elemental | MM2 p. 99 |
| 43. | Phase Spiders | MM p. 91 |
| 44. | Quasit | MM p. 80 |
| 45. | Salamanders | MM p. 85 |
| 46. | Satyr | MM p. 85 |
| 47. | Shades | MM2 p. 108 |
| 48. | Shadow Demon | FF p. 78 |
| 49. | Shadow Dragon | FF p. 58 |
| 50. | Shadow Mastiffs | MM2 p. 84 |
| 51. | Shadows | MM p. 86 |
| 52. | Shocker | FF p. 79 |
| 53. | Slaadi | FF p. 80 |
| 54. | Slithering Trackers | MM p. 88 |
| 55. | Smoke Elemental | MM2 p. 98 |
| 56. | Specter | MM p. 89 |
| 57. | Spirit Troll | FF p. 91 |
| 58. | Sussurus | FF p. 84 |
| 59. | Thought Eaters | MM p. 94 |
| 60. | Time Elemental | MM2 p. 120 |
| 61. | Transposer | MM2 p. 121 |
| 62. | Twilight Blooms | MM2 p. 122 |
| 63. | Unicorn | MM p. 98 |
| 64. | Vagabond | MM2 p. 123 |
| 65. | Vargouilles | MM2 p. 123 |
| 66. | Vision | FF p. 93 |
| 67. | Volts | FF p. 94 |
| 68. | Water Weird | MM p. 100 |
| 69. | Wind Walker | MM p. 101 |
| 70. | Wraiths | MM p. 102 |



II. WEB OF DROWSINESS (decadent suite 6,954 sp/night)

Lens Use: YES | See Star Adj: +0%

The furniture stands on the flat plane of a tetrahedron that is suspended point down in a tangled silver web. Other convex polyhedrons of varying complexity and size can be seen hanging in the web; each is constructed of the same slate-gray satiny material.

The webbing appears to be wet or sticky and glistens against an endless void of orchid-black mist. What appear to be giant soap bubbles with magenta flames in their centers drift aimlessly through this bizarre yet lovely convolution.

Room Particulars:

There is a set of black dice on a low table with a marble top. The table is engraved with a circle and inside the circle is the eight pointed symbol of Chaos. The dice are 3, 4, 6, 8, 10, 12 and 20 sided and seem to be made of marble. They are surprisingly heavy and very magical.

NOTE: These dice cannot leave the Inn/wilds but they allow the character carrying them to reroll any die roll that the controlling player fails to make. Limitations are that any roll can only be re-rolled once and the character must be in a position to actually take the dice out and roll them. In situations such as falling through space, or where the character has fallen asleep or died as a result of a failed roll, re-rolls will of course be impossible.

The secret door is a large oval mirror levitating in the room, which can be manipulated to swing open like a door, granting access to area 208.

Dimensional Guidelines:

- The web is dangerous. Any object coming into contact with it for even the briefest moment will become instantly bonded to the web. Gear, clothing and the like will need to be left behind and a DEX check will be necessary to extricate oneself from more complicated apparel without allowing the web to touch bare skin.
- If bare skin touches the web it must be torn free and this action will cause 1d12 dmg. This wide range represents anything from a small patch of skin being stripped off all the way up to tearing flesh from bone or an avulsion that opens a body cavity.
- The methods of dissolving or affecting the web's bond follow:
 - ◊ Oil of Etherealness (dissolves bond)
 - ◊ Ultimate Solution (dissolves bond)
 - ◊ Oil of Slipperiness (prevents bonding)
- Because of the web, flying within this dimension is also dangerous. Fliers of Large+ size automatically become entangled. Fliers of M and S size must roll 1d20 each round they are in flight. A roll equal to or greater than the number shown indicates the flier remains safe.

| Maneuverability Class | Size M | Size S |
|-----------------------|--------|--------|
| A | 1 | -2 |
| B | 4 | 1 |
| C | 8 | 2 |
| D | 16 | 4 |
| E | 20 | 8 |

Note: If a flying creature sustains damage during the round, it must subtract 4 from this roll.

Creatures who become entangled are helpless unless their STR score is 18 or higher, in which case they may tear themselves free (automatically inflicting 1d12 dmg).

The bubbles with magenta flames at their centers burst if touched. Any missile weapon that misses its mark has a 5% chance of bursting a bubble within 60'. If this happens, all fliers in the vicinity must make a check on the table at a -2 penalty to avoid the shock wave pushing them into the web.

Note that the bubbles cause no damage when popped and only disrupt flying creatures. Furthermore, it is assumed that flying creatures are able to avoid the bubbles under normal circumstances—though clever use of Gust of Wind et.al. may blow bubbles into flying creatures.

Visibility is poor in this dimension because of the polyhedrons, the web, the mist and the drifting bubbles. Those who stray from the furniture have a high likelihood of becoming lost in the endless web—never to find their way back to the room.

Adventuring Starters:

- The phase spiders that inhabit this dimension are cannibals and opportunists. Their ability to turn ethereal means they can move about the web freely, phase in and anchor themselves to it, then phase out and move on. Though they have no treasure, they are everywhere and will likely be the first adversaries encountered.

Phase Spiders (1d4): AC 7 / MV 15" / HD 2+2 (young) 5+5 (adult) 6+6 (great ancient) / HP 11, 27 or 33 respectively / THACo 16, 15 or 13 / ATT 1 / DMG 1d3, 1d6 or 1d8 + save vs poison at -0, -2 or -3 (or die) / Size M or L / Can phase at will. See MM p. 90.

This author assumes the spider's phase ability is nearly instantaneous and that it is only in phase during the segment on which it attacks. Because of this, spells will fail unless they resolve on the segment the spider is in phase. Furthermore, only characters already adjacent to the location the spider appears in may attack it. Lastly, missile weapons may strike it, but rather than using standard fire rates, only one shot per round is allowed.

- Aside from the spiders, this dimension is populated almost entirely by rogue Monodrones and Quadrones that have been affected by chaotic forces. The rusting bodies of these creatures can be found throughout the dimension like fly husks in the web. See MM2 p. 87 & 88 respectively.
- Encounters with rogue Modrons will prove unpredictable but they may spread rumors of a strange polyhedral fortress within the dimension that they call the tesseract. Apparently they are searching for the tesseract, but those that find it disappear inside and are not heard from again.
- In a three dimensional cube-shaped labyrinth of moving parts known as the "Puzzlid" by the Modrons are many mechanical traps. The Modrons believe that secreted at the cube's center is the Mighty Servant of Leuk-O (DMG p. 159)
- Found on a strand of web not too far from the furniture is a dead adventurer whose mummified skin bears the guild tattoo of the fool's bone. Along with an assortment of gear is a journal with a strange date, detailing the dead man's quest.

The gear consists of: 1 lens from area 408, a potion of speed (DMG p. 127), chain mail +1, 53 silver coins, a morning star +2 and a Jewel of Attacks (DMG p. 149)

An encounter list for the Web of Drowsiness follows:

- | | |
|------------------------|---------------------------|
| 1. Abishai Devil | MM2 p. 45 |
| 2. Avari | Dragon Magazine Sept 1985 |
| 3. Berbalang | FF p. 14 |
| 4. Cerebral Parasite | MM p. 14 |
| 5. Firestar | Dragon Magazine Feb 1985 |
| 6. Flumph | FF p. 39 |
| 7. Galltrit | FF p. 40 |
| 8. Gorbel | FF p. 46 |
| 9. Lightning Elemental | MM2 p. 103 |
| 10. Monodrone (rogue) | MM2 p. 87 |

- | | |
|------------------------|---------------------------|
| 11. Phantom Stalker | FF p. 72 |
| 12. Phase Dragon | Dragon Magazine Feb 1985 |
| 13. Phase Spider | MM p. 90 |
| 14. Quadrone (rogue) | MM2 p. 88 |
| 15. Screaming Devilkin | FF p. 77 |
| 16. Spectator | MM2 p. 112 |
| 17. Terithran | FF p. 87 |
| 18. Thendar | Dragon Magazine Sept 1985 |
| 19. Volt | FF p. 94 |
| 20. Wraith | MM p. 102 |

JOURNAL OF SIR ERETH AKBE

War Count 367, Drownth 12

What we know so far is that the gathered coordinates must be copied into a scroll and written in magic. The available telescopes will, of course, each be aimed at one set.

This accomplished, we will stand inside the black circle while Phantomas reads the scroll six times. After that, we believe we will somehow make for the stars.

I myself am uneasy, not only because the coordinates have a limited lifespan, but because I sense that we are somehow missing a step—perhaps many steps.

Baldrick assures all we need is to gather the coordinates and return to the spire, but I suspect he is wrong.

If not, then what are these other references to the potion, the black mirror, the seven years of service and the moon drop? What indeed, Baldrick are we neglecting? And what will that neglect educe?

What is the Mark of Eternal breath? And why is it mentioned if we do not need it?

I have talked with other companies in the guild. Each has its own opinion about the riddle of the Inn. But they are tight-lipped and optimistic that their path will lead to treasure instead of death.

III. THE COMET'S TAIL (royal suite 27,045 sp/night)

Lens Use: YES | See Star Adj: +25%

You stand in a fountain of serpentine glass. Like ice sculpted by wind, the forms are confusing and beautiful. Slowly, you understand function within the menagerie: a bed, a chair, a glazed folding screen.

The liquid forms of the furniture tremble with a gas-blue radiance, leading your searching eye up. There, a celestial thing burns cold against the starry sky, seemingly fixed. But the candent specter of its tail impugns this illusion. You must be chasing the comet! The constant is your speed.

Room Particulars:

The secret door to area 208 is disguised as an orb weaver web camouflaged by the silvery and reflective surfaces that surround it. This magical web

cannot be destroyed but can be passed through like a curtain.

Those in this room must save vs Spells against the ebbing auroral colors of the comet, which move through every spindle of glass. Failure results in profound ataraxia so that the affected is unable to engage in any hostile act. Closed eyes or blindness will immediately suspend this effect, but those who are already affected must roll their WIS score or less on 3d6 in order to voluntarily reject the hypnotic display.

The furniture stands on the tip of a sizable rock nearest the comet. This rock has low gravity and jumping will result in leaps of 20' or more. Strenuous activity is made easy in this room.

There is a silver frame atop a permanent stand, designed to hold one of the lenses from area 408 and a lens mounted here has a +25% chance of sighting a star. See the Starry Curse & All the Secrets.

In a saucer on the bed stand is a ring of shooting stars (DMG p. 130). This ring can be taken and worn even outside the Inn but it will always return to the room 24 hours after being removed.

Dimensional Guidelines:

- The entire rock (known as Antiope) upon which the furniture sits has low gravity and breathable air.
- There are some caves and fissures in the rock that can be explored.
- Flying or leaping more than 200' from Antiope will break the gravitational pull and release the traveler into the void of space.
- Individuals in space typically take 33% of their current HP in dmg per round due to radiation and cold and die at the beginning of the 4th round. See the Starry Curse for more information.
- This room exists because it is one of the best places to attempt a survey of the ethereal stars and there is little else of interest other than Antiope itself.

Adventuring Starters:

- The Caves of Antiope are composed of fissures, tubes, toxic gas, glassy grottos and globs of molten minerals. They are alien, magical and may contain treasure in the form of rare elements such as platinum, palladium, beryllium, gold, silver, and magical metals such as tunsia, mithril or adamantium.
- There is a rumor that a former occupant of the room hid a powerful object in the Caves of Antiope but also perished and therefore never left the Inn. An investigation was demanded by local authorities, which prompted the Inn Master to move the Inn to a new location.
- While staying in the room a craft approaches (but is of course unable to enter the area of the furniture). It may land on Antiope and the crew may request a conversation regarding the bedroom set standing in the middle of a cosmic void. If a Star Frontiers, Gamma World or Spell Jammer crossover is desirable, this room is a good place to do it.

Alternately, the skeleton of an ancient astronaut might be discovered, along with a Mark VI Blaster (4 shot hydrogen cell, fire rate 2, range 450', 7d6 dmg per shot: see Room IV for additional guidance in using and learning about firearms). This skeleton's ruined suit might provide a beacon that, once activated, summons a craft to Antiope. Module S3: Expedition to the Barrier Peaks can also provide you with plenty of fodder for a short interaction with an advanced civilization.

Should black ray pistols, blasters and the like not be in your wheelhouse, you can also consider more magical star-going craft or ethereal ships.

This author wrote a yet-to-be-played adventure featuring a stone pyramid standing in a desert that actually serves as an ethereal destroyer capable of carrying itself and all those in it to other planes via the ethereal.

Finding such a structure/craft empty and sealed could provide for a number of sessions wherein the party attempts to break in, bypass magical security measures, understand the arcane workings and then find themselves accidentally traveling to the otherworldly outskirts of the City of Brass for example.

Only you can determine how far down the rabbit hole your group is willing to go.

The encounter list for Antiope goes something like this:

| | | |
|-----|-------------------|---------------------------|
| 1. | Crysmal | MM2 p. 26 |
| 2. | Crystal Ooze | MM2 p. 27 |
| 3. | Dustdigger | MM2 p. 61 |
| 4. | Earth Elemental | MM p. 38 |
| 5. | Glasspane Horror | Dragon Magazine Sept 1984 |
| 6. | Ice Elemental | MM2 p. 98 |
| 7. | Ihagrim | Dragon Magazine Sept 1984 |
| 8. | Imorph | FF p. 52 |
| 9. | Khargra | FF p. 56 |
| 10. | Lava Children | FF p. 61 |
| 11. | Magebane | Dragon Magazine Dec 1988 |
| 12. | Millikan | Dragon Magazine Sept 1984 |
| 13. | Mind Flayer | MM p. 70 |
| 14. | Protein Polymorph | FF p. 73 |
| 15. | Righteous Clay | Dragon Magazine Sept 1985 |
| 16. | Star Leviathan | Dragon Magazine Sept 1984 |
| 17. | Sussurus | FF p. 84 |
| 18. | White Pudding | MM2 p. 102 |
| 19. | Xaver | Dragon Magazine Feb 1985 |
| 20. | Xorn | MM p. 102 |

IV. RESTFUL SEAS (suite 763 sp/night)

Lens Use: YES | See Star Adj: +20%

Brightly painted weather-beaten wood forms a rustic bungalow shaded by whispering tropical trees. The floor might be the deck of a scuttled sloop, sun-burnished to a hoary finish. Nevertheless, all the furniture stands perfectly level on this makeshift "raft", which in turn rests on a gray sandbank in the middle of the ocean.

There is a hammock strung between palms and colorful pillows scattered about. The canopy on the bed is vanilla-colored linen and frets like a sail.

The color of the ocean is an unnatural turquoise and the sky burns oxygenated pink: dappled with clouds of blue and copper flame.

Room Particulars:

There are no windows to remind the guests they are at the Inn. This room also contains no spy holes or secret doors. It is perfectly secure.

The colors of this dimension are startlingly vivid and over-saturated.

The trees are rooted to the decking and the entire "room" will rise and lower with the tides (see below).

In a large rum-colored wardrobe is an array of pirate clothing that will magically fit anyone that tries it on. There are fetishized costumes for both men and women in the thing as well as a pair of cutlasses (both equivalent to +1 scimitars).

On a barrel used as a nightstand is a fine pistol (similar to an 1851 Colt .44 Dragoon). This six-shot percussion cap revolver is fully loaded; there is a bag of 24 additional balls, wads, caps and a powder flask with measuring spout.

This weapon should inform Players about the dimension into which they have stepped.

UM, NO

If sprinkling gunpowder in your Night Wolf Inn sounds too silly or gross, you can always modify:

- Black powder becomes inert outside of the room & its wilds.
- Black powder is extremely rare even in the room's wilds.
- Replace the Dragoon with a crossbow of speed and ignore all references to firearms, replacing cannons with ballistae etc.

If you choose to embrace the Boot Hill cross-over and allow the characters to bring firearms, dynamite and or kegs of powder back into the campaign world, you can still rule that due to some chemical difference in source materials black powder cannot be replicated by alchemists in your campaign world and can only ever be obtained via commerce through Room IV (which will certainly be limited by the Inn Master!)

Dimensional Guidelines:

- You may wish to use DMG p. 113 for Boot Hill conversions and or reference the Boot Hill rules manual for more information.
- This is the chance to have pirates, ship battles, cannon fire and explosions aplenty!
- Rather than cowboys, however, this is a world of island nations, merchants and pirates + sea monsters and magic.
- The furniture of Room IV rests in a greatly feared area of the ocean known as the Gray Sands.
- As this is an Alternate Prime Material Plane, magical items will still be reduced by 1 level of enchantment while in the room wilds. Furthermore, spells above level three do not function in this dimension.
- Reference DMG p. 53—57 for additional guidelines.

Adventuring Starters:

- The Gray Sands upon which Room IV's furniture floats is a shallow part of the ocean occupied by a vast body of sand.

The depth of water in the region of the Gray Sands ranges from 8'-12' during high tide but drops to 0'-4' during low tide. The tidal cycle from high to low and back again is just 18 hours. Because the sand in this area is the consistency of quicksand, ships tend to become hopelessly mired here and non-aquatic creatures typically sink into the sand and vanish.

As such, large vessels will not willingly enter the region (which extends in a 50 nautical mile radius around Room IV). Only rowboats and small skiffs may pass through the Gray Sands and even these do so at great peril of becoming stuck.

Those who can fly or are magically aided in passing out of the Gray Sands have a 50% chance per day of encountering a vessel.

In determining the type of vessel encountered, you may opt to use the following chart:

| | |
|-------|---|
| 01-30 | Pirate vessel |
| 31-70 | Merchant vessel |
| 71-80 | Military vessel |
| 81-90 | Exploration vessel |
| 91-95 | Scientific vessel |
| 96-00 | Magical vessel + Roll again for purpose, ignoring rolls >95 |

As a general rule, sailors will follow MM p. 67 for Buccaneers. Regulars will have only a 15% chance of having a firearm while all officers, mates,

THE DRAGOON

value: 300,000 sp / xp: 3,000

This weapon is engraved and enchanted and includes a fine holster.

Fire Rate: 3/round

Range: 30' Short / 70' Medium / 120' Long / 260' Extreme

Hit Range Modifiers: +3 Short / +1 Medium / 0 Long / -4 Extreme
VS AC Modifiers:

| | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|----|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| -5 | -5 | -4 | -4 | -3 | -3 | -2 | -2 | -1 | -1 | 0 |

The gun grants the holder +1 to initiative vs opponents who are not using a firearm (it will usually fire before other missile weapons).

No DEX adjustments to AC are allowed vs the revolver.

The revolver is +2 to hit due to magical enchantment. There is a 4% chance per shot that the shot is a dud. There is a 0% chance of explosion with this magical revolver.

Each hit deals 1d8+2 dmg.

Reload: Once empty, the revolver requires 1 segment to load 1 ball, but you may assume a full round to reload all six cylinders.

There is only enough powder and balls for 30 total shots including those already loaded.

The loaded gun and powder flask save as follows:

| | Fireball | Magic Fire | Norm. Fire | Lightning | Electricity |
|-----------------|----------|------------|------------|-----------|-------------|
| Loaded Revolver | 25 | 22 | 19 | 22 | 17 |
| Loaded Flask | 22 | 19 | 16 | 19 | 14 |

Failure will cause the gun to discharge all cylinders (& or) cause the flask to explode.

For each loaded cylinder the gun will cause 1d4 dmg to the holder. For each loaded cylinder there is a 20% cumulative chance that the weapon will explode and be destroyed.

If the powder flask explodes it will cause 6d6 dmg to all within 10' (save vs Paralyzation for half).

lieutenants and captains will 100% be so armed. No armor will typically be worn but a breastplate, magic ring or bracers may be present among the elites.

Characters encountering a vessel will either be rescued, conscripted or chained below decks depending on the nature of the encounter and the results of any combat.

It is recommended that the Gray Sands be at least twenty days from any port and at the edge of all navigational maps. This will give time for DM preparation. A system of random island generation on hex paper may be in order.

A collection of treasure chests was lost (sunk) in the Gray Sands and a map to it might exist in a secret compartment of Room IV. Searching for this

treasure will likely involve an encounter with pirates, explorers or aquatic monsters, which are either searching or hunting in the vicinity.

Character's may need to learn the languages of the dimension, become familiar with a new currency system (perhaps fiat paper money in addition to precious metals), and may even become merchants, pirates, or crown-paid explorers.

Typical Weapons For Dimensional Natives:

- 1. Knife/Dagger
- 2. Short Bow
- 3. Cutlass (scimitar), short or broad sword
- 4. Cap & Ball Revolver (like the Dragoon but non-magical and with a 1%

chance of explosion for 1d8 dmg + gun is destroyed)

- 5. Scatter Gun
- 6. Rifle
- 7. Cannon
- 8. Stick of Dynamite

Note that many of these are accounted for per DMG p. 113 but you may choose to acquire a copy of Boot Hill 2nd Edition to aid in your own conversions or assume the following for quick reference:

| Weapon | Fire Rate | Damage | Short | Medium | Long | Reload | Dud | Explosion | Jam |
|---------------------|-----------|--------|-------|--------|------|---------|-----|-----------|-----|
| Cap & Ball Revolver | 3 | 1d8 | 30' | 70' | 120' | 1 round | 4% | 1% | 0% |
| Scatter Gun* | 1† | 1d8† | 20' | 40' | 80' | 1 round | 1% | 0% | 0% |
| Rifle | 1 | 2d4 | 150' | 300' | 600' | 1 round | 1% | 0% | 2% |
| Cannon | 1 | 3d4 | | | | | | | |
| Dynamite | | 4d6** | | | | | | | |

VS AC MODIFIERS FOR ALL FIREARMS

| AC -2 | AC -1 | AC 0 | AC 1 | AC 2 | AC 3 | AC 4 | AC 5 | AC 6 | AC 7 | AC 8 | AC 9 | AC 10 |
|-------|-------|------|------|------|------|------|------|------|------|------|------|-------|
| -6 | -6 | -5 | -5 | -4 | -4 | -3 | -3 | -2 | -2 | -1 | -1 | 0 |

* Scatter guns are always +4 to hit

† 2 if double barreled. The scatter gun affects targets in an AOE cone as shown, where each square equals 5'.

** This is per stick. No save allowed and optionally save vs Paralyzation or stunned 1d3 rounds

Dud:

A dud simply misses.

Explosion:

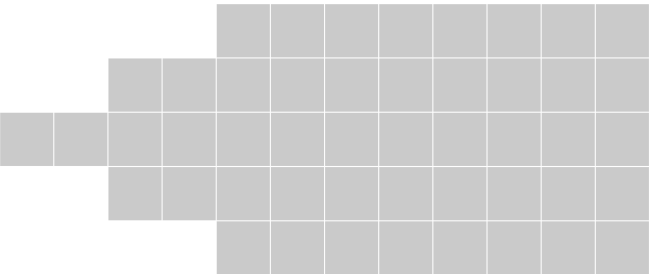
An explosion causes 1d8 dmg to the shooter and may destroy the gun (at DM discretion).

Jam:

Jams require 3 segments (or optionally) 1 full round to clear.

A Pistol in Each Hand:

Firing two pistols incurs a -6 penalty to hit with both weapons.



Optional Stray Bullet Rule

Any miss checks a straight line behind the target out to maximum range; those in the line of fire have a 1% chance of being struck.

FINAL NOTES

In the case of firearms, DEX Adjustments to AC are disregarded.

Range modifiers to hit for all firearms are +3, +1, +0 for short, medium and long range respectively.

You may opt to include a magical boat (cf. DMG p. 138) at the edge of the room if you feel your players are interested in exploring the wilds but worry that the risk is too great. Such a magical boat cannot be removed from the room/wilds.

Obviously, the delivery/piracy of cargo can be a great source of wealth in this dimension. You will need to balance the value against whatever economy you devise and further limit the transference of such wealth back to your regular campaign world.

The door to Room IV should serve as a reasonable bottleneck.

Typical cargoes might include: Coffee, Rum, Spice, or other more exotic items.

While adventuring in the Restful Seas beyond the Gray Sands, sea monsters will be a certain occurrence:

| | | |
|----|---------------------------|----------|
| 1 | Afanc 15 HD | MM2 p. 8 |
| 2 | Aquatic Elves 1+1 HD | MM p. 39 |
| 3 | Archelon 7 HD | MM p. 24 |
| 4 | Barracuda 1 to 3 HD | MM p. 8 |
| 5 | Crabmen 3 HD | FF p. 21 |
| 6 | Crocodile, Giant 7 HD | MM p. 15 |
| 7 | Dinichtys 10 HD | MM p. 25 |
| 8 | Dolphin 2+2 HD | MM p. 29 |
| 9 | Dragon Turtle 12 to 14 HD | MM p. 35 |
| 10 | Dragon, Any Flying | Variable |
| 11 | Eel, Giant 5 HD | MM p. 36 |
| 12 | Elasmosaurus 15 HD | MM p. 25 |

| | | |
|----|--------------------------|----------------|
| 13 | Ghost Ship | |
| 14 | Hippocampus 4 HD | MM p. 51 |
| 15 | Island | |
| 16 | Ixitachitl 1+1 HD | MM p. 55 |
| 17 | Kelpie 5 HD | FF p. 55 |
| 18 | Koppocinth 4+4 HD | MM p. 42 |
| 19 | Kraken 20 HD | MM2 p. 79 |
| 20 | Lacedon 2 HD | MM p. 43-44 |
| 21 | Lamprey, Giant 5 HD | MM p. 59 |
| 22 | Locathah 2 HD | MM p. 62 |
| 23 | Manta Ray 8 to 11 | MM p. 81 |
| 24 | Merman 1+1 HD | MM p. 70 |
| 25 | Mosasaur 12 HD | MM p. 26 |
| 26 | Nothosaurus 14 HD | MM2 p. 53 |
| 27 | Octopus, Giant 8 HD | MM p. 75 |
| 28 | Plesiosaur 20 HD | MM p. 27 |
| 29 | Man-o-War 1 to 4 HD | MM p. 79 |
| 30 | Pteranodon 3+3 HD | MM p. 27 |
| 31 | Sahuagin 2+2 HD | MM p. 84 |
| 32 | Scrag 6+12 HD | MM2 p. 121-122 |
| 33 | Sea Dragon 11 to 13 HD | FF p. 28 |
| 34 | Sea Hag 3 HD | MM p. 86 |
| 35 | Sea Horse 2 to 4 HD | MM p. 86 |
| 36 | Sea Lion 6 HD | MM p. 86 |
| 37 | Seaweed | |
| 38 | Seawolf 2+2 to 9+2 HD | MM2 p. 81 |
| 39 | Shark, Giant 10 to 15 HD | MM p. 87 |
| 40 | Spider, Giant 6+6 HD | MM p. 90 |
| 41 | Squid, Giant 12 HD | MM p. 92 |
| 42 | Storm Giant 15+2-7 HD | MM p. 45 |
| 43 | Swordfish 1+1 to 3+3 HD | MM2 p. 117 |
| 44 | Tennodontosaurus 10 HD | MM2 p. 55 |
| 45 | Tritons 3 HD | MM p. 96 |
| 46 | Turtle, Giant Sea 15 HD | MM p. 97 |
| 47 | Wereshark 10+3 HD | MM2 p. 82 |
| 48 | Whale 12 to 36 HD | MM p. 100 |
| 49 | Whirlpool | |
| 50 | Will-o-the-wisp 9 HD | MM p. 101 |

V. THE BELFRY (decadent suite 6,954 sp/night)

Lens Use: YES | See Star Adj: +5%

The chamber is dark but light and music waft up to you. You stand in the open belfry of an ancient cathedral, looking down on a lively city far below. The spire above you is tarnished brass.

It is night—or late evening—for there are merrymakers in the avenues and the pubs, cafés and lounges all gush with light. You make out what looks like a wedding procession wending its way over the cobbles, drawn by fine stallions and attended by groomsman on foot; yet there is something spectral about the entire scene.

Room Particulars:

The furniture is wrought iron but comfortably formed and tastefully morose. The grand bell that hangs above the bed from a solid yoke has no clapper—a reassurance to any sleepers.

Open arches on every side of the “room” gaze down on a nameless City, which thrives despite existing in a perpetual state of night.

A deep burgundy violin stands on a chair, accompanied by its bow, both somewhat conspicuously displayed.

There is a black folder of loose music resting on the nightstand.

This is the violin and music of Zach Irenn. The Belfry exists in a cathedral

that looms over the nameless City but is unable to be reached by the citizens.

If the violin is sounded in anyway, the black folder will throw itself open and the sheets of music will fly throughout the room on a vortex before settling once again.

The violin, bow and folder will all three return to their proper positions in the room 24 hours after being moved, destroyed etc.

Dimensional Guidelines:

- The City is always referred to by its inhabitants as “The City” and has no other name.
- The Cathedral sits behind a tall wall crowned with iron spikes and no streets lead to it. If the party leaves the room, however, they will emerge from a narrow alley with a signpost reading “Atarian Lane”. Natives to this dimension can neither see, locate nor travel this street unless carried by someone from the Inn; nor can they reach the cathedral itself.
- Magic does not exist in this dimension except in the form of demons & witchcraft. Therefore, characters who possess magical items (and weapons that retain an enchantment of at least +1) will be viewed as incredibly powerful.
- People of the city pray and make offerings to the demons out of fear, hoping to placate them and prevent as much terror as possible. They walk a fine line between fending the demons off and appeasing them.
- The City is ruled by a witch named Mari (whose symbol is a red fox) and a demon named Sugaar (whose symbol is a yellow dragon).
- There is no sun, but warm winds reach the city from a boiling ocean several miles away. All plants, flowers, vines and so forth live only in the City’s artificial pools of light or are of a fungal nature.
- Esoteric writings of the Mad Prophet Yuzgul say much about the “Travelers from the tabernacle” (those who arrive in the City from the Inn) and ascribe strange predictions of a coming age of death and cold that those from the tabernacle might save them from. Therefore, player characters will be looked upon with awe by the natives and will be endlessly bothered, worshiped and pleaded with for favors.
- The economy of the City is built upon copper, with one copper coin having the same relative value as a silver piece in the world of the Inn. Silver, gold and other precious metals do not exist natively in this dimension.
- You may think of the City as a preindustrial Paris peopled by intelligent but powerless humans trapped in a version of Lovecraft’s Dreamland and ruled by supernatural overlords. Those of power will seek to slay the PCs and take their magical items while the citizens will generally revere, succor and hide the PCs from the powers that be—provided of course that the PCs are better than demons.

THE STORY OF THE CITY

This City is actually The City Buried in the Stars before it became the City Buried in the Stars. (See The Starry Curse & All The Secrets).

To visit this City (by entering the guest room) is to travel back in time to a point prior to the cataclysm that covered the City in ice and sent it hurling end-over-end between the dimensions.

The Inn Master crafted powerful dweomers to access the City before it slipped from the Prime Material Plane—and became impossible to reach. He keeps an open connection to it by means of this guest room.

Eventually sufficient time will pass that the cataclysm will occur: the planet where the City exists will crumble into disparate frozen asteroids—one of which will carry the City out of the Prime Material Plane (See the Starry Curse & All The Secrets). A thousand years after this, the Devourer will be imprisoned; shortly after that, Suzie Spector will be taken.

Through all of this, the Inn Master hopes that the gate will hold so that he

The City

100 ft

Palace Neurasthenia

The
Ardent
Sallows

Bleak Tabernacle

Offering
Place

City Gate



can use Room V to access the City directly without resorting to the dangers of area 408. Then he can confront the Devourer and reclaim his daughter. However, all of this is only a distant possibility and one that presupposes an interminable wait.

Careful records should be kept of player actions in the City, particularly those that might leave a trace when and if they ever visit the frozen version detailed in the Starry Curse.

Actions of players inside the cathedral should similarly be carefully recorded.

The City should be handled in a dream-like way, wherein the good people find themselves part of an endless nightscape but carry on: lighting their lamps, laughing and loving while ignoring as best they can the demons that plague them.

Writings of the Mad Prophet Yuzgul will certainly be made available to player characters by the local inhabitants if relationships are forged.

The meaning of these writings remains, for the most part, a complete mystery to the people of this dimension. Mostly, they can only agree that some cold catastrophe will unfold and that the player characters must have a way of saving them from it.

Adventuring Starters:

- Though the citizens are pushovers, the monsters are not and the party is offered great piles of copper to slay various nightmares that lair in the sewers and catacombs. Perhaps a Type II demon will be the first such quest.
- Almost all monsters in this dimension are demons. The only native magic in this dimension is based on that provided by demonic abilities and powers. Therefore, although there is little to be had in the way of treasure (copper only) or regular magic items, the party may find other sorts of wealth: a scroll of demonic true names or of protection from demons; advice on how to bargain with and or control demons; wealth in the form of Larva (MM p. 59) or infernal metals and gems—note that this sort of treasure will only ever be gotten from demons and never from the citizens.
- The Cathedral itself (which the citizens call the “Bleak Tabernacle”) can only be examined closely by the player characters. All six entrances are sealed with mighty demonic dweomers that can only be neutralized by painting or splashing them with demon blood. This secret is known to the demons inhabiting this dimension.
- The interior of the Cathedral is left to the DM to populate with non-living guardians and—because the cathedral is not native to this world—the possibility of powerful good-aligned magic items.
- Mari and Sugaar are a sadomasochistic pair that spend time cutting each other with perverse pleasure and ignoring the City they “rule”. They reside in the Palace Neurasthenia but take no actual interest in the people beneath them. They allow the City to elect burgomasters; employ a police force and so forth because the populous of zero-level humans has no method of challenging them. You may consider Mari either a 12th level witch (see October 1986 Dragon Magazine #114) [or] a 12th level magic user that originally came from the Inn. Sugaar is a Type VI demon with at least four Type III demons under his control. Ridding the City of these overlords should be difficult for even a well-gearred party of 6th-8th level.

THE VIOLIN OF ZACH IRENN

value: 700,000 sp / xp: 8,000

This magical instrument will only function in the hands of a bard or other person similarly trained.

Each time it is played there is a 5% chance that a gate will open, drawing an Arcanadaemon (MM2 p. 28) out of Hades. Note that this gate will open in the guest room wilds, but cannot open in any other part of the Inn.

When the violin is played, all allies within 60' gain a bonus of +4 to hit and +4 dmg with all weapon types for 2d4 rounds. However, each ally so affected also loses 10 HP for the same amount of time. This loss of HP will never reduce an ally's HP below 5.

When the effect ends, the HP are instantly regained.

Note that the player of the violin is never affected by the music.

If the music of Zach Irenn (found in the black folder) is played on the violin, all creatures (except the player) within 60' must save vs Spells or be stunned (-50% movement, -4 attack dice, cannot cast spells, enemies gain +4 to hit bonus). This effect lasts for 2d4 rounds.

Furthermore, while the music of Zach Irenn is being played, any creature from the lower outer planes that is within 60' of the violinist must check each round and roll a 13 or higher on a d20 to avoid being turned (move away at max speed for 3d4 rounds). Susceptible creatures will therefore always target the violinist in order to stop the music.

WRITINGS OF THE MAD PROPHET YUZGUL

Those that come in that time come not for us, but for the child in the tabernacle they alone can unseal.

They will not see us in that time for it is a time of empty halls and frozen tombs.

They are strange Travelers, for they travel from the tabernacle to the tabernacle and their comings and goings cannot be known.

In that time, they will come to the tabernacle in the Age of Nighted Ice. Beneath the Shilja Massif they will find it girdled in ice, closed with ice. Beneath darkness will they open the ice and the ice will speak of devils.

In that time, beneath the massif, which points at six stars, the City will thirst for blood. The ice will drink it up and the devils will croon over it and the tabernacle will stand in darkness and hold the body of a child.

Then the Travelers from the tabernacle to the tabernacle will chip her out and take her from the ice to the spire where stands the Atarian Door as an answer to the infinite cold.

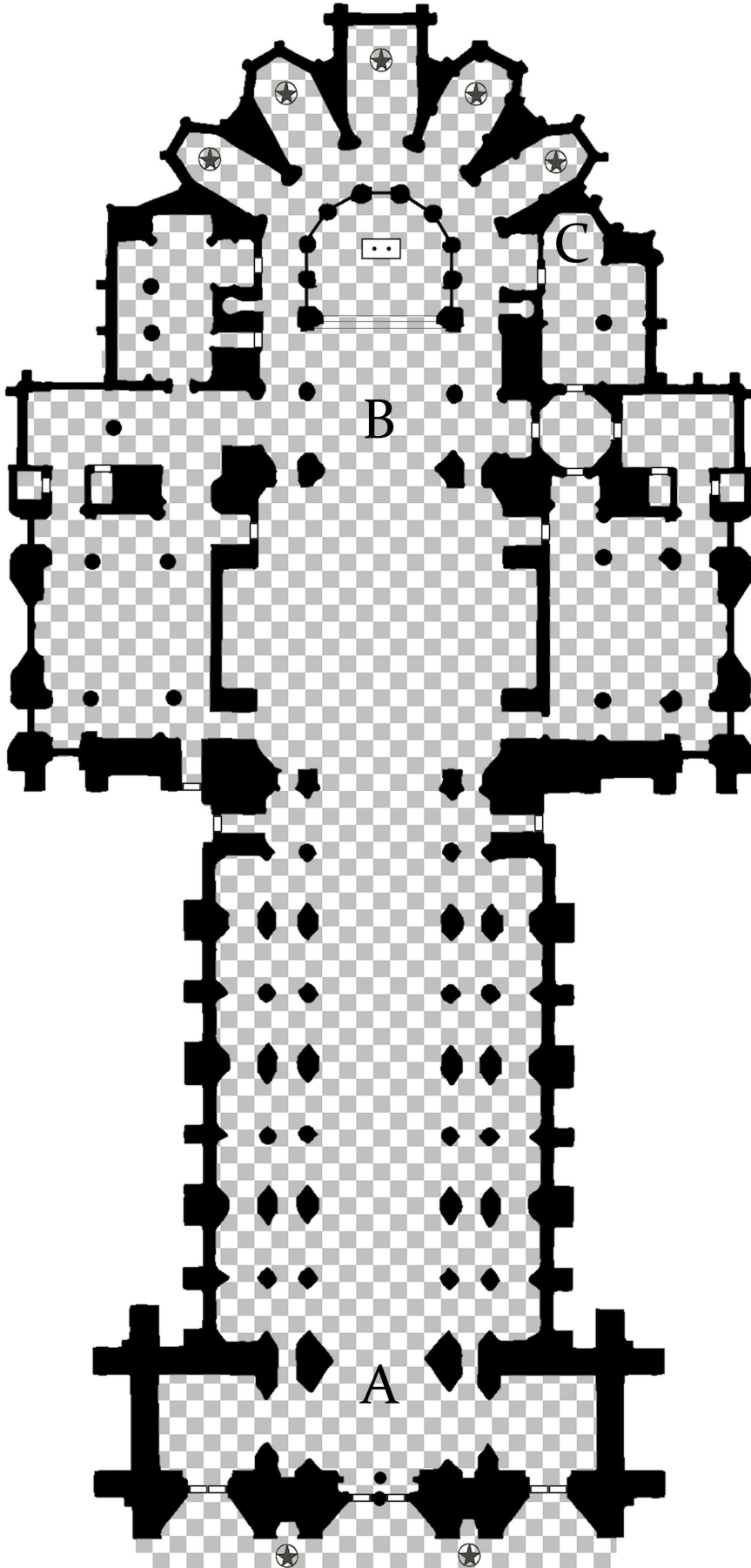
So it will be in that time, which none can see. For your eyes will be closed and your breath will have passed away.

THE BLEAK TABERNACLE

- A. If the tabernacle is reached during the end of the Starry Curse quest, the front doors of the tabernacle will be open and there may be a devilish encounter here.
- B. Likewise, in the Starry Curse quest (see the Starry Curse & All the Secrets at the end of this supplement) area B might be the location of a group of Bone Devils.
- C. In the Starry Curse quest, this is the suggested location for Suzie's body.

Prior to the icy cataclysm, during the time that the City is alive the following list of demonic creatures can be added to the alleys and sewers.

- | | | |
|-----|-----------|-----------|
| 1. | Alu-demon | MM2 p. 35 |
| 2. | Babau | MM2 p. 36 |
| 3. | Bar-Lgura | MM2 p. 37 |
| 4. | Cambion | MM2 p. 37 |
| 5. | Chasme | MM2 p. 38 |
| 6. | Dretch | MM2 p. 38 |
| 7. | Manes | MM p. 17 |
| 8. | Oozlum | Appendix |
| 9. | Rutterkin | MM2 p. 41 |
| 10. | Succubus | MM p. 18 |
| 11. | Type I | MM p. 18 |
| 12. | Type II | MM p. 18 |
| 13. | Type III | MM p. 18 |
| 14. | Type IV | MM p. 19 |
| 15. | Type V | MM p. 19 |
| 16. | Type VI | MM p. 19 |



THE BLEAK TABERNACLE: 1 sq = 5 feet

VI. THE NODE (decadent suite 6,954 sp/night)

Lens Use: NO | See Star Adj: Nil

The floor of this room is a perfect hexagon, as is the ceiling.

Both are made of a smooth, white, silky, iridescent and—to you—unknown material.

All of the furniture is of similar construction: smooth, simple ergonomic masses that each correlate to an obvious purpose. This is not to say the shapes are ugly, only that they are strange. Of comfort there can be no doubt, for each is perfectly formed.

The roof of your shelter is perhaps two inches thick, free-floating and not linked to the ground in any way.

The hexagon under which you stand is one of millions that surround you in all directions. None of the others, however, have popped up to reveal a bedroom set.

Room Particulars:

There is a white five gallon pail with a lid standing on the edge of this room. Opening it reveals a magical and endless supply of Nolzur's Marvelous Pigments DMG p. 151.

This jar will refuse to leave the room/wilds, but can be poured out in this dimension and spread with brushes or hands with the usual effects. Indeed fortresses, lakes, boats, forests and so on can all be created; though no animate creatures, golems or the like. The great void of white hexagons can be filled up with these creations but will also absorb them after a period of 48 hours.

Therefore, anything created in this dimension is temporary. The effects of the creations, however, might not be. Painting a delicious meal and eating it, for example, will still satisfy the eater and the effect of being well-fed will not disappear even after the feast has dissolved into the white hexagons.

Dimensional Guidelines:

- This world is essentially an endless pad of hex paper but the hexes are formed of an indestructible plastic-like material.
- There are no native inhabitants of this dimension, nor is there any variation in its design.
- Each Hex is exactly 30' across.
- The first being to step onto any Hex becomes the controller of that Hex until they step off the Hex, are rendered unconscious or are slain.
- The controller of a Hex becomes mentally aware of their ownership and can change the color of the hex, cause it to grow into an endless tower or sink to any depth. Upon losing control, the Hex immediately resorts to its default state before responding to the wishes of a new controller.

Adventuring Starters:

- There are no treasures to find in this dimension, nor are there any creatures to encounter or lands to conquer. Rather it is an ephemeral wasteland that responds to transients with momentary rewards.
- Those venturing out into this wasteland must take care, for the sameness of it can cause confusion and those lost here will perish unless they have the pail of Nolzur's Marvelous Pigments with them.
- There are, however, rumors that the Pigments in the room are not the first—that the pail has had to be replaced twice—meaning that two other such pails have gone missing. The only plausible explanation is that somewhere out in the vast emptiness at least two groups of former Inn guests might be wandering, creating what they need as they go, and living what is left of their lives in an ever fading finger-painting of their own design. Whatever treasures or dangers these two groups

represent is left to the DM to determine.

VII. MURMURING GRASSLAND (suite 763 sp/night)

Lens Use: YES | See Star Adj: +5%

A grassland of perfect flatness stretches in all directions. The grass presents a variegated mixture of deep purple, lilac, orange and bright pink blades. These bizarre autumn colors burn beneath an unnaturally blue and cloudless sky.

Your room appears to hover just above this field of grass, being a circular enclosure bounded by a screened porch on all sides. Two doors on opposite ends of the room access this ring-shaped porch and windows set in all other portions of the wall look out to it. The ceiling overhead is conical and supported by strong timbers. Though the living space is well-appointed and feels secure, you detect a slight movement—a rocking motion—whenever the wind gusts.

Room Particulars:

The room has a whimsical character to it, almost like a tree fort, and indeed the rocking motion heightens this impression along with a creaking sound not dissimilar to those of swaying branches.

Out on the porch, guests will discover a single door leading to the screened-off grassland. This door, despite being only a screen door, has a significant-looking lock.

The key to this door can be found in a wardrobe within the room next to a curious compass. See the Orcanthium Compass.

The Orcanthium Compass, if taken, becomes a permanent belonging

ORCANTHIUM COMPASS

value: 820,000 sp / xp: 8,000

This device looks like an ornate compass made of a greenish purple iridescent metal. The intertwined symbol of Mizraim is engraved on its back. The compass needle is attached to a central pin where a large dark gem is set. There are silver markings on the compass written in the Unknown Tongue that indicate "Power North". The needle on the compass remains dead on the Prime Material Plane and the compass will appear to be broken. On any other Plane, however, it will spring to life.

This is a Planar Compass, and the gem in the center is a Power Compass. It is an extraordinarily rare device in that it houses both types of planar compasses in one mechanism.

On any Plane outside the Prime Material, the compass needle will find the direction of whatever entity rules that plane. If no ruling entity exists, the needle will simply spin.

The gem on the compass is a Power Compass and it will begin to flash a steady bright light if a Demi-, Lesser, or Greater Power is within one mile. This power does not function if the Power is disguised or has assumed a form other than its true godly form.

Example of Use:

On Nessus, the Ninth Layer of Hell, the compass would point toward Asmodeus' current location. If Asmodeus was not presently on Nessus, the compass would spin. If Asmodeus was within one mile of the compass, it would not only point at him but would begin to flash.

of the character. It is a device of the Inn Master's manufacture and it is meant to assist curious parties in their explorations of the Inn and its many dimensions.

Should the compass be taken, the Inn Master will replace it with another in 2d4 months.

With regards to the aforementioned screen door, brash guests can easily break it and crash through to the outside. Any forced exit of this manner, however, has a great likelihood of meeting with disaster. See below.

Dimensional Guidelines:

- The Murmuring Grassland is not what it appears. It is, in fact the collective wispy top of a great forest. The upper reaches of this forest are extremely dense, bearing an abundance of long sky-ward reaching leaves. These grass-like leaves connect to willowy branches below and these to thicker boughs until at last the trunk is reached.

Because the tops of these trees intermingle at the same elevation, it appears to those above to be a grassland.

Furthermore, although the top of this forest is dense, the upper branches are willowy and cannot support great weight. The number of branches rapidly thin as they feed downward to larger boughs, so the upper canopy once pierced gives way to a dark spacious void only twenty feet below.

Those stepping out into the "grassland" are not likely to catch themselves and will instead plummet a thousand feet to the desolate bottoms.

Room VII truly is a tree house, supported by magical scaffolding that is in turn anchored to the main trunk of one of the great trees.

- It is recommended that those falling, jumping or being defenestrated into the grass be allowed only one chance at survival. If the character knows the true nature of the grassland, they must roll LOWER than their DEX on 3d6. Failure equals a fatal fall. Those who do NOT know the true nature of the grassland, must roll LOWER than their DEX on 5d6 owing to the fact that they will be completely surprised by the lack of solid ground.
- The canopy is of course, not without occasional gaps. There are "pools" or "ponds" as the natives call them, which gaze down into the black reaches of the "Sea of Grass".
- The bottom of the Sea of Grass is generally dead and dark but may contain, among other things: fallen remains; wrecks; glowing fungal blooms as well as scavenger-types.

Adventuring Starters:

- Upon the surface of the Sea of Grass go the cunning sailing skiffs of

the Thri-Kreen. See MM2. p. 119. These deadly warriors have designed very broad, shallow, and light-weight boats, pulled by the strong winds and steered with magical rudders. These ships have a circular pan-like hull and an arrow-head shaped prow—making them roughly the same shape as the holy symbol of Mizraim, God of Travel.

These skiffs can carry up to four beings of Medium size and no more than 1,500 lbs total. Although these craft are magically assisted, they are not immune to being over-burdened and dropping through the canopy.

Furthermore, spells like fireball can create a hole in the canopy through which these boats will plummet. Very strong winds or disturbances can also flip them so that they either become entangled and hang below the surface or slip down between the branches and fall.

Encountering the carnivorous Thri-Kreen may generate a host of possible adventure trailheads. Killing a crew of mantis warriors might put a skiff into the party's hands and there might be a star chart and navigation equipment in addition to maps of the Sea of Grass.

- Areas of interest within the Sea of Grass are difficult to reach because they almost always rest on the forest floor and necessitate a "dive". While flight and levitation are easily used in the cavernous void below the canopy, climbing will be arduous and dangerous unless magically assisted. Furthermore, the initial step of breaching the canopy is always hazardous as equipment can get tangled and gusting winds can unbalance the endeavor.

Nevertheless, there are sunken treasures to raise, wrecks to explore, and strange ingredients to collect. There can of course also be significant structures and caves at the bottom as well as dwellings attached to the great trunks of the trees.

Here is a suggested list of creature encounters for the Grasslands

| | | |
|-----|------------------------------|---------------------------|
| 1. | Assassin Bug | FF p. 12 |
| 2. | Bluebottle Fly, Giant | MM2. p. 65 |
| 3. | Bumblebee, Giant | MM2 p. 17 |
| 4. | Carnivorous Flying Squirrels | MM2 p. 114 |
| 5. | Dragonfly, Giant | MM2 p. 59 |
| 6. | Fireball Flies | Dragon Magazine Feb 1985 |
| 7. | Gryphs | FF p. 48 |
| 8. | Hawkdragon | Dragon Magazine Sept 1985 |
| 9. | Hornet, Giant | FF p. 51 |
| 10. | Jaculi | FF p. 53 |
| 11. | Lightning Bug | Dragon Magazine Feb 1985 |
| 12. | Orpsu | Dragon Magazine Sept 1985 |
| 13. | Queezer | Dragon Magazine Dec 1988 |
| 14. | Sashalus* | Dragon Magazine Mar 1987 |
| 15. | Thri-Kreen | MM2 p. 119 |



16. Tick, Giant MM p. 94
 17. Tiger Flies FF p. 88
 18. Wyrms, Great* Dragon Magazine Feb 1985

* These creatures are only found in depths of the forest.

VIII. CEREBRAL CLIFFS (suite 763 sp/night)

Lens Use: YES | See Star Adj: +0%

You are high in the mountains.

A pink sun and the rumble of volcanoes plunge you into a world buried in snow and lashed by howling winds. Yet there seems to be a faint spherical barrier around your room for the driving snow parts and you cannot feel the cold.

A fire burns on a hearth and furs and pillows make cozy an otherwise open vista of cloud-raked peaks.

Room Particulars:

A pair of blue-lensed leather goggles hang from a hook on the bedpost. They are Eyes of the Eagle DMG p. 144. This item may be taken and worn by anyone but will always return to this room 24 hours after being removed from the hook.

If worn around the room, many things become visible that were not initially apparent.

A portion of what you thought were clouds is in fact a bank of steam rising from hot springs a mile or so down-slope. You can make out red-faced snow monkeys bathing in these springs.

Along the ridge you can see different sorts of tracks in the snow. You also see a large cave entrance some two miles in the distance.

The hot springs are perfect for bathing and the monkeys will relinquish their hold if confidently approached.

The cave in the distance leads to area 036 on the cellar map.

Dimensional Guidelines:

- The weather is bitterly cold and those not dressed for it will take 1d3 dmg per turn. Those dressed for the weather will take 1 dmg every six turns. Those with magical protections will of course be unaffected.
- Movement in this dimension is difficult. Per DMG p. 58, consider it very rugged terrain.
- With regards to hazards, this dimension combines all the risk of climbing glaciers and mountains with active volcanism. There may be voids under the snow where lava is flowing, hidden chasms and fissures and so forth.

Adventuring Starters:

- A dead adventurer near the hot springs has a Serpentine Owl DMG p. 144 and a map of the peaks showing a corrie with a frozen lake, two nearby volcanoes and a place called "The Kaldt Mjod" that appears to be a fortified palace.
- There is a frozen lake in the mountains and the ice is quite dark. Beneath it can be seen the shadow of an immense monstrosity, apparently frozen solid. If this thing were to ever break out...
- A red dragon lairs in one of the nearby volcanoes.
- The Kaldt Mjod is a dreamy circular fortress without curtain walls, being composed of a stout central tower buttressed by smaller towers rising directly from steep jags of rock. It is built of golden stone and hung with violet banners. Rosy stained glass windows beckon the

traveler inside.

Kaldt Mjod is the home of thirteen legendary lords. These mighty Fighters, Rangers and Paladins have a court of minstrels, painters, and artisans of all types. Magical armor and weapons are fashioned here along with more frivolous enchanted objects.

Good player characters who establish a rapport with the lords will be able to train here each time they level up at 50% of the usual cost. In addition, eligible men and women can be found for relationships or adventuring companions. Friendly player characters will learn that this dimension is almost completely unexplored. These heroes have arrived here from Valhalla with the intent of exploring; hex-crawling the mountains may reveal all sorts of discoveries.

- Perhaps an expedition is planned to strike into the mountains in order to tame some Wind Steeds
- There's a need to hunt some beasts on the encounter list for pelts
- Evil giants have been growing more bold. Kaldt Mjod sends out a group to drive them back.

You may assume the lords/ladies are all of 8th—11th level. Good aligned characters who are 12th level or higher will be treated with awe and deference, given free room and board as well as provisions—but will NOT be able to gain the training advantage.

Suggested beasts for this dimension follow:

- | | |
|--------------------|---------------------------|
| 1. Alcor | Dragon Magazine Sept 1985 |
| 2. Amitok | Dragon Magazine Sept 1984 |
| 3. Anuchus | Dragon Magazine Mar 1987 |
| 4. Blue Dragon | MM p. 31 |
| 5. Cantobele | Dragon Magazine Sept 1984 |
| 6. Cave Bear | MM p. 9 |
| 7. Disenchanters | FF p. 27 |
| 8. Dracones | Dragon Magazine Sept 1985 |
| 9. Firbolg | MM2 p. 68 |
| 10. Fire Elemental | MM p. 38 |
| 11. Fire Giant | MM p. 44 |
| 12. Fog Giant | FF p. 42 |
| 13. Frost Giant | MM p. 44 |
| 14. Gargorian | Dragon Magazine Sept 1985 |
| 15. Griffon | MM p. 50 |
| 16. Hoar Fox | FF p. 50 |
| 17. Ice Devil | MM p. 22 |
| 18. Ice Elemental | MM2 p. 98 |
| 19. Irish Deer | MM p. 55 |
| 20. Leopard, Snow | MM p. 60 |
| 21. Leucrottas | MM p. 60 |
| 22. Lhiannan Shee | Dragon Magazine Sept 1985 |
| 23. Luposhpinx | Dragon Magazine Mar 1987 |
| 24. Lynx, Giant | MM p. 64 |
| 25. Mountain Giant | FF p. 42 |
| 26. Owl, Giant | MM p. 77 |
| 27. Owlbears | MM p. 77 |
| 28. Perytons | MM p. 78 |
| 29. Ram | MM2 p. 104 |
| 30. Red Dragon | MM p. 33 |
| 31. Remorhaz | MM p. 82 |
| 32. Roc | MM p. 82 |
| 33. Salamander | MM p. 85 |
| 34. Shrike, Giant | Dragon Magazine Sept 1984 |
| 35. Stag, Giant | MM p. 92 |
| 36. Tundra Beast | Dragon Magazine Sept 1985 |
| 37. Umber Hulks | MM p. 98 |
| 38. Werebear | MM p. 63 |

- | | |
|----------------------|---------------------------|
| 39. Whispering Pines | Dragon Magazine Mar 1987 |
| 40. White Dragon | MM p. 34 |
| 41. Wind Steed | Dragon Magazine Sept 1984 |
| 42. Wind Throwers | Dragon Magazine Sept 1985 |
| 43. Winter Wolf | MM p. 101 |
| 44. Wolverine, Giant | MM p. 101 |
| 45. Wood Giants | Dragon Magazine Mar 1987 |
| 46. Woolly Mammoth | MM p. 65 |
| 47. Woolly Yale | Dragon Magazine Sept 1985 |
| 48. Wyrms, Great | Dragon Magazine Feb 1985 |
| 49. Wyverns | MM p. 102 |
| 50. Yeti | MM p. 103 |

IX. STREAM OF CONSCIOUSNESS (suite 763 sp/night)

Lens Use: YES | **See Star Adj:** -25%

You step through the doorway onto a graceful pleasure barge of incredible length. The low-slung craft is spacious and set with chaises, tapestry rugs and many pillows. Bright steel braziers sustain flames that lick wildly over fresh coals.

There is a canopy over the center of the craft, which covers an elevated mattress big enough for a party—though you see no one, not even a pilot.

Still, the barge is moving.

It glides in a straight line down the center of a broad silver river whose mirror-like surface is undisturbed except by your passing. To either side, gray canyon walls shoot up into an uncertain pale mist that shrouds everything in a ghostly radiance.

Room Particulars:

There is a grand pale horn hung from a hook near the canopy. This thing is a Greater of a Horn of Valhalla cf. DMG p. 147.

If the horn is taken, it will return to the barge 24 hours later.

Dimensional Guidelines:

- The weather is cool, mild and damp. This dimension exists in perpetual twilight.
- Those who fly or climb will find that the canyon walls are endless. The diffused light streaming from above can never be found nor can the top of the canyon walls ever be reached.
- The canyon winds endlessly both forward and back without source and without end.
- The river is calm and deep, averaging 50' in depth.
- Anyone swimming in this river can recall anything that has happened in the past with perfect clarity.
 - ◊ This means that if a Player has forgotten a name, command word, or other important detail that his or her character once knew, the referee is obligated to remind the Player of that detail.
- Meditation comes easily while on this river and spells can be memorized in half the time they usually require.

Adventuring Starters:

- Every 1d6 hours there is a branch in the river. The canyon splits and the barge can go one of two ways. There is no indication which way to go. Allow the Players to choose left or right. If no choice is made, the boat will steer itself and the choice will be arbitrary.

After the choice is made, flip a coin.

- ◊ Heads = The Right Branch
- ◊ Tails = The Left Branch

If the party's choice matches the result of the coin flip, the barge continues peacefully through the Stream of Consciousness.

If the party's choice does not match the coin, consult the table below. In each case listed, the barge runs aground after 1d6 turns. Immediately after running aground, the barge fades away, leaving its occupants stranded. Note that until the barge runs aground, player characters can simply exit the room and return to the Night Wolf Inn.

- | | |
|---|---|
| 1 | The waters become foamy and reeking. Enter Avernus: the First Layer of Hell. MoP p. 109 |
| 2 | The waters become turbulent and dark. Enter Pandesmos: the top Layer of Pandemonium. MoP p. 99 |
| 3 | The waters turn red and windy. Enter Asgard: the First Layer of Gladsheim. MoP p. 94 |
| 4 | The waters turn inky and saturnine. Enter Oinos: the First Layer of Hades. MoP p. 105 |
| 5 | The waters slow, becoming calm and cold and faintly luminescent: Enter Nirvana. MoP p. 84 |
| 6 | The waters become more and more shallow and eventually disappear: Enter Concordant Opposition. MoP p. 114 |
| 7 | The waters become blue and fragrant and the river straightens: Enter the First Layer of Arcadia MoP p. 86 |
| 8 | The water becomes perfectly clear, smells of sweet fruits. Enter Lunia: the First Layer of the Seven Heavens. MoP p. 88 |

Each of these journeys is a one way trip from the Room Wild, through the Ethereal and finally to the first layers of these Outer Planes.

Therefore when the barge vanishes, the player characters will be three planes removed from the Prime.

Aside from the hallway to the Abyss located in area 302 (the Dark

GREATER HORN OF VALHALLA

value: 1,200,000 sp / **xp:** 4,000

This device looks like the now-hollow horn of a great beast. It is white; engrailed; and the throat, ring and mouthpiece are all of silver.

It may be sounded only once every seven days and only by a Fighter. Each time it is sounded roll 1d6. Any creatures summoned remain for 6 turns.

- | | |
|----|---|
| 1. | The horn shivers and is destroyed |
| 2. | There is no answer |
| 3. | 1d4 +1 5th level male or female fighters appear |
| 4. | 1d4 +1 5th level male or female fighters appear |
| 5. | 1 Red-Haired Valkyrie astride a Pegasus Appears |
| 6. | 1 Red-Haired Valkyrie astride a Pegasus Appears |

Fighters (x 1d4 +1) : AC 4 / MV 6" / HD 5 / HP 35 / THACo 15 (due to rage if in battle) / ATT 1 / DMG 1d8 (Battle Axe) / Alignment: Chaotic Neutral.

Valkyrie : AC -2 / MV 15" / HD 15 / HP 100 / THACo 6 / ATT 2 / DMG 2d4 (Broad Sword) / Magic Resistance 25% / Alignment: Chaotic Neutral / Charm Person 40% / Legend Lore 25% / Can raise morale by 10% and instill +1 to hit bonus with her presence / Once per day each: Entangle PHB p. 54; Faerie Fire PHB p. 54; Predict Weather PHB p. 55; Cure Light Wounds PHB p. 43; Heat Metal PHB p. 56; Produce Flame PHB p. 57; Call Lightning PHB p. 57; Neutralize Poison PHB p. 57 (all spells at 8th level ability) / See D&D p. 124

Pegasus : AC 6 / MV 24" | 48" flying / HD 4 / HP 32 / THACo 15 / ATT 3 / DMG 1d8, 1d8, 1d3 / Alignment: Chaotic Good / See MM p. 78

Passage) The Stream of Consciousness is the only way to directly reach the Outer Planes. It is however, unreliable and dangerous.

Note that when the barge fades away, it simply returns to the Stream of Consciousness, so those who leave the room and return in order to avoid a trip to Hell will find everything to be as calm and peaceful as when they first entered the room.

- There are several books on the barge. One speaks about the beautiful City of Anthelion located on the Plane of Concordant Opposition. It describes a police force called Godwatch, a Cult of the Tattered King, a Cult of Starry Wisdom, a Church of Whispers and the Holy Order of Diluculum as being among the key power structures of the city.
- There is also an adventurer's journal detailing something called the Starry Curse. It discusses a City hurtling through darkness, beyond the reach of most starlight and frozen shut with ice from the Nine Hells. The gate to this City can only be melted with a moondrop stolen from the Seventh Heaven. The journal goes on to say that there is a great cathedral at the center of this city filled with untold riches, but that before it can be reached a blood sacrifice must be made to the devil that lives there.
- Lastly there is a spell book filled with eight random spells of levels 4-6 & four random spells of levels 7-9.

None of the books can be removed from the barge and if they are destroyed or hurled into the river they will reappear 24 hours later in addition to the Inn sniping at the offender.

There are no creatures inhabiting the canyon or the river and all forays away from the barge will meet only endless silence and spectral mist.

X. LAND OF NOD (suite 763 sp/night)

Lens Use: YES | See Star Adj: +10%

The first thing you notice is the array of pinwheels.

Their gem-like colors flash dramatically, then grow sluggish—ever modulating in the wind. Their ruffling sounds surround you with a muted, dreamy pitter-patter.

Beyond them, poking through the ground mist at odd angles are the graves—ancient and tilted. Hundreds of them. And beyond this, rising up like a dead titan's golden ribcage in the fog, is a gargantuan cathedral standing in ruins.

It is only after this lively, yet deserted landscape sinks in that you begin to notice the "room".

The furniture resides on a cement slab embedded with hundreds of small oval mirrors made of chromium. There is a many-colored pavilion of silk over-head that protects the furniture from the mist.

The furniture itself is all antique, beautifully preserved, but with a whimsical carnival feel.

Room Particulars:

In a wardrobe carved with stylized flying pigs is a sallet helm set with a ring of slender spikes that form a crown.

This helm can be worn by nearly anyone who tries it on. Inside, stitched into the satin liner is a single word: *Praeclarum!*

The helm must be worn when this word is spoken in order for anything to happen. But when this is done, it will become a Helm of Brilliance DMG p. 145.

This extraordinary item will automatically return to the wardrobe exactly 24 hours after being removed.

Dimensional Guidelines:

- This dimension is a fabrication of the Inn Master wherein he has sequestered a version of the Bleak Tabernacle from an Alternate Prime Material Plane and encapsulated it here in a small area of grassland. The purpose of this monumental endeavor was to study the location where he believed his daughter was taken, and allow guild members to do the same. The Inn Master selected a version of the cathedral that was in ruins since such a version would of course be most attractive to treasure-seekers.

It should be noted that this is one of the oldest existing rooms in the Inn and that it was created long before the time-altering magic of Room V (The Belfry) was accomplished.

Adventuring Starters:

- You may devise your own encounters and treasures if desired, even add a catacomb beneath. Listed below are a few suggestions.

THE SLEEPING TEMPLE

This version of the Bleak Tabernacle has no roof and all of the windows are missing, making it more of an outdoor encounter area than a proper dungeon. The structure can be entered from virtually any direction and is utterly open to wind and wildlife.

The Graveyard:

The graveyard occupies an area of 20 acres surrounding the structure.

An occasional small shrub or cluster of fallen masonry disrupt the symmetry but for the most part only tall grass, mist and gravestones occupy the grounds. Despite the usual player-misgivings, there are no undead here; a rare doe might be sighted at the edge of character visibility before she notices the party and bounds away.

The Numbered Areas:

- A. In the shadowy arches of the fallen nave float a pair of Grells. They will attack in unison from opposite directions but will not pursue beyond the temple proper for they understand that the columns give them cover.

Grells (2): AC 5 / MV 12" / HD 5 / HP 27, 36 / THACo 15 / ATT 11 / DMG 1d4 x 10 + save vs Paralyzation at +4, 1d6 bite / Size M / Any hit on a tentacle neutralizes it but does no damage to the main creature / Neutral Evil / See FF p. 46.

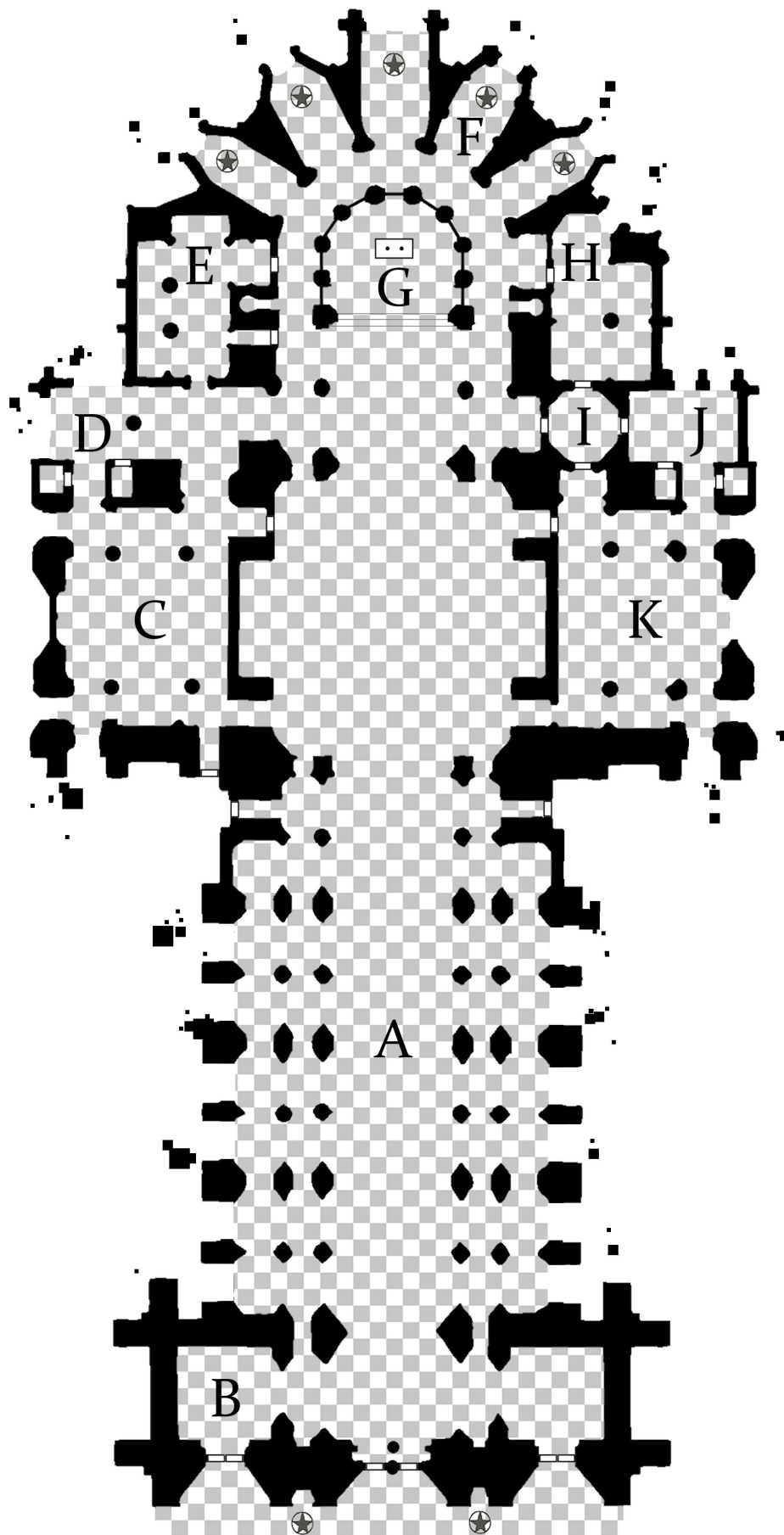
- B. A deer carcass, the last meal of the Grells, is being picked clean by three Gryphs.

Gryphs (3): AC 6 / MV 21" / HD 3, 3, 4 / HP 8, 14, 21 / THACo 16 & 15 / ATT 1 / DMG 2d6 / Size S / The 14 HP gryph is female and will inject her eggs on the first hit, doing no damage on that attack / Neutral Evil / See FF p. 46.

- C. The graceful skeleton of an adventurer lies here, perhaps an elf, long beautiful scarlet hair still trailing from its skull. In its pack is Treasure Type X and a nearly complete map of the Temple. This map has an asterisk in the region of area "H" with a note written in Blood Elf, which reads: "*Maybe here*"

In addition to whatever is in the pack, the skeleton wears an extremely fine set of leather armor, dyed a deep mahogany and finely tooled. It is made from Manticore hide and functions as Leather +3.

- D. The small rooms are shut but not locked. Optionally, one may be a



THE SLEEPING TEMPLE: 1 sq = 5 feet

staircase down to the catacombs—which must be designed by the referee. In a pinch, you may use the map from DMG p. 95 to serve as the dungeon, with the staircase entering from area 1a.

- E. The Winter Choir still has part of its ceiling, which is frescoed with faded angels. Lairing here is a Giant Two Headed Troll along with Treasure Types D & Q, which it has taken from adventurers.

Giant Two-Headed Troll: AC 4 / MV 12" / HD 10 / HP 51 / THACo 10 / ATT 4 / DMG 1d6, 1d6, 1d10, 1d10 / Size L / Surprised only 1 in 6 / Regenerates 1 HP per round cf. Troll MM p. 97/ Chaotic Evil / See FF p. 90.

- F. This chapel to an unknown saint has a small leather pouch laid in front of it and the skeleton of an adventurer leaning against the back, as if he died gazing out at the graves.

Inside the pouch is a Pearl of Wisdom DMG p. 151 and 10 platinum coins.

- G. The altar has a loaf of moldy bread on it and the lid can be slid away to reveal a secret compartment. This compartment is only found 1 in 10 but a detect traps spell will locate it immediately.

The first trap is a Glyph of Warding, which explodes for 36 fire dmg in a 20' x 20' square centered atop of the altar. This explosion will not damage the contents of the compartment.

The second trap can be avoided if the lid is lifted straight up by some means. Sliding the lid crushes glass canisters of poison gas. Determine wind direction randomly and all within 5' plus all standing within 40' downwind must save vs poison. A save indicates 25 dmg while failure means death with an onset time of 1d3 rounds in both cases.

Within the compartment rests a coffer of 2,000 platinum (worth 200,000 silver) a Tome of Clear Thought, a Tome of Understanding and a book detailing the exploits of a band of adventurers called Nicodemus' Nine: who apparently traveled to the Elemental Plane of Air. There, one of them—a bard named Rain—became the willing slave of a cloud giantess for seven years in order to obtain a magical mandolin that she then played for the Prince of Air. The evil Prince then rewarded her with The Mark of Endless Breath. The reasons for this strange quest are not clear from the text.

- H. There is a strange lump of earth heaped in the middle of this room. It bears a vague resemblance to a child that has curled up to sleep. The mound is green with grass, wildflowers and three pinwheels spinning in the breeze.

- I. This vestry is home to a young green dragon which currently has very little treasure, is new to the temple and is small enough to lair among the ruins of the ceiling.

Absinthe the Green Dragon (Young) : AC 2 / MV 9" | 24" / HD 9 / HP 18 / THACo 12 / ATT 4 / DMG 1d4+1 claw, 1d4+1 claw, 2d6 bite, 2d6 tail / Size L / Poison Gas Breath 50' x 40' x 30' : Save vs Breath Weapon for half / No Fear Aura due to young age / 40% chance of being asleep among the rafters but will awaken at any loud noise / Lawful Evil / See MM p. 33.

You may assume the tail can only strike those on the dragon's flank or to its rear. This dragon uses the variants for tail attack and damage found in Dragon Magazine June 1981 & June 1985 respectively. Although it has no treasure or spell use, it does speak and may be subdued as usual.

Once subdued, getting it out of the room will of course present a challenge.

- J. The large area contains the ruins of Howenia's Library as indicated by stone plaques and the many ruined books. One of the small rooms is locked and trapped and is the Temple Treasury. Contents of the treasury & library at DM discretion.
- K. This grassy transept is home to a carbuncle that observes the bloodshed in the temple with great interest FF p. 17. There is a large threadbare tapestry on the west wall depicting a unicorn in a wood. This delicate thing could fetch 10,000 silver from a museum or sage.

LOFT & TOWER ROOMS

XI. PILLOW OF WINDS (royal suite 27,045 sp/night)

Lens Use: YES | See Star Adj: +10%

You stand in a ruin of clouds as from dynasties built in the sky.

Thunderheads tumble around your ghostly furniture, toward an eidolon a thousand yards out, where the apparitions of four giant statues sit back-to-back.

From the center of this arrangement, a pillar of azure light thrusts into clouds that churn with the vibrancy of molten rock. The four ghostly statues send concentric bursts of flamingo-colored plasma roaring outward like planetary rings.

These regular halos pulse like a heartbeat and are accompanied by the crystalline tinkle of chimes that seem to originate from the fabric of the sky.

Room Particulars:

The room is entropic and bothered by wind. Vague shapes of furnishings can be discerned but they ebb constantly and reform.

The furnishings are difficult to interact with as those who enter the room immediately feel light and strange.

Dimensional Guidelines:

- Anyone entering the room is immediately affected as if by a Potion of Gaseous Form cf. DMG p. 126. They become invisible and insubstantial and can move under their own power by slow (3") flight. All gear and clothing worn also becomes gaseous.
- Upon exiting the room or the dimension, this effect is instantly removed.
- Those in gaseous form are powerless to attack, cast spells, or use devices or abilities. Furthermore, they cannot speak and this silence should be enforced. No notes may be written. The player characters will be invisible to each other and unable to coordinate unless they have mental powers.
- Psionics may be used normally while in gaseous form. Disciplines such

as Shape Alteration or Body Control will allow the psionic to revert to their normal shape, but they will then need a method of remaining airborne or they will fall some 500' to the ground.

- Those in gaseous form cannot be harmed except by magical fire or electricity, but may still be psionically attacked.
- Note that potions drunk prior to entering the room may not take effect until after the room is entered per DMG p. 125, therefore potions of ESP, Polymorph Self and so on may prove useful if correctly timed.

Adventuring Starters:

- Housed in the Eidolon of the Four Sages is a suit of armor composed of white and blue dragon scales and trimmed in gold. This armor can be taken provided the player characters can figure out a way to manipulate and carry it. Remember that their gaseous forms will prevent most interactions with physical objects.

The Armor of the Wind God is encased in a glass coffin that floats in a void between the four statues' backs. This void, much like a courtyard

THE WIND GOD'S ARMOR

value: 2,400,000 sp / xp: none

The Wind God's Armor is treated as Scale +4 (MV 9 | AC 2 | Weight 20 lbs). It is composed of a beautiful mix of small white and blue dragon scales and is trimmed in fluid gold.

This armor grants 50% damage reduction (round down) from all electrical and cold damage even if no saving throw is allowed. If a saving throw is allowed and the save is successful, damage is reduced by 90% (also rounded down). A failed save still reduces dmg by 50%.

Attacks from fire are granted no saving throw bonus while wearing this armor and all fire-based attacks are saved against at a penalty of 1. Fire-based damage is also tallied at +2 per die of dmg done.

This armor will sprout white feathered wings when a phrase, stitched into the back of the neck, is spoken. These wings act as wings of flying and will work continuously for up to 2 hours at a movement rate of 32. They are stowed on command. Once stowed they cannot be summoned again for a full 24 hours. The phrase that summons the wings is: "Adrift in an endless sky, you will not fear."

Depending on the level of the wearer, the armor grants:

<Level 5 No effect

Level 5 to 7 +1 DEX

Level 8 to 10 + 7 HP

Level 11 & up Duration of the wings increases from 2 to 6 hours

The above bonuses are cumulative.

Lastly, the armor grants +1 to hit and dmg with any bow while NOT flying and fully counteracts the to-hit penalties normally associated with aerial missile fire WHILE flying (see DMG p .53).

While flying, the armor can carry the wearer plus 200 lbs without impacting performance. It will carry 300 additional lbs at half move. Beyond 300 lbs the wings will act as a feather fall until the wearer touches down. They will then automatically stow and be unusable for 48 hours.

is open to the sky and is the origin of the blue pillar of light. If the glass coffin is broken, the coffin and the armor become gaseous but reform 24 hours later as if nothing had happened.

Although the coffin is floating, it is anchored by four chains, each trailing to the back of a different statue. The eye bolts to which the chains are attached each bear a different word:

- ◊ Radiance
- ◊ Smoke
- ◊ Ice
- ◊ Vacuum

Although the chains and bolts are magically strong, the anchors will break if the Four Winds Bar is owned and the corresponding powers are used on the four chains.

Even if the Bar is not in the party's possession, electricity from even a Shocking Grasp Spell will sever "Radiance"; Pyrotechnics or other common smoke will sever "Smoke"; the touch of common ice or frost will sever "Ice"; and any source of Negative Energy such as a Cause Wounds Spell or Ray of Enfeeblement will sever "Vacuum". It will then be a simple matter to push the floating coffin out the room's door and into the Inn where it can finally be opened and the prize claimed.

- The ground below the four statues is a well ordered grid of fields organized like a chess board and bounded by lovely canals and cherry trees. Far off mountains surround this idyllic valley of fields. Strangely, there are no inhabitants.
- Although creatures do pass through this dimension from the Ethereal, they tend to remain ethereal (or) are gaseous and voiceless during their sojourn. Only those with psionic or similar abilities will be encountered in their true forms. As a result, the dimension is quiet aside from the rumbling sky. The sky may prove dangerous to player characters even in gaseous form depending on where they travel, for lightning and fire both inhabit various regions.
- There is an order of monks in the distant mountains who have such mastery over their own bodies that they can ignore the dimension's transformative powers. Those of lawful neutral or lawful good alignment who study with the monks for three years may be able to learn the psionic discipline of Body Control and gain sufficient psionic points to use it for up to 1 turn per day. This ability in no way confers psionic attack or defense modes, nor does it make the user "psionic" in the usual way.

The Grand Master of Flowers over this order of monks is also a sage specializing in knowledge of the planes. He or she has likely heard legends of the City Buried in the Stars and of the monster imprisoned there. See The Starry Curse & All The Secrets for more information.

Here is a list of some possible travelers in this dimension:

- | | |
|-------------------------|------------|
| 1. Aerial Servant | MM p. 6 |
| 2. Air Elemental | MM p. 37 |
| 3. Cerebral Parasites | MM p. 14 |
| 4. Fire Elemental | MM p. 38 |
| 5. Foo Dog | MM2 p. 65 |
| 6. Foo Lion | MM2 p. 65 |
| 7. Ghost | MM p. 43 |
| 8. Groaning Spirit | MM p. 50 |
| 9. Invisible Stalker | MM p. 55 |
| 10. Kirin | MM p. 57 |
| 11. Lightning Elemental | MM2 p. 103 |
| 12. Smoke Elemental | MM2 p. 98 |
| 13. Spectre | MM p. 89 |

- | | |
|-------------------|-----------|
| 14. Thought Eater | MM p. 94 |
| 15. Vortex | FF p. 94 |
| 16. Wind Walker | MM p. 101 |

XII. MOON CRAZY (decadent suite 6,954 sp/night)

Lens Use: YES | See Star Adj: +5%

The sky is vast. You stand atop one of many grassy bluffs overlooking the edge of the world.

To the north, land ceases. The sky plummets into the dusty colors of an autumn evening and no sun is evident.

Amid the tremulous stars glow thirteen moons of various sizes, colors and intensities. Some are barely visible, some are crescents while others wax full. They float in all regions of the sky, from behind and overhead down into the bottomless gulf beyond the bluffs.

Spread before you is a picnic basket, a bottle of wine and some blankets and pillows. There is a folded card resting atop the basket seemingly for you.

Room Particulars:

The card reads:

"Dear Guest,

You will find that you have no need of toiletries in this room. Enjoy your night under the stars.

—M. Frost, Head Maid."

As indicated, so long as the guest remains at the picnic site, they can watch the moons wheel for hours without fear of bug bites, the call of nature or the need to "freshen up". Guests will remain clean and magically content on the blankets where the weather will remain perfect and the setting will remain magically comfortable.

Closer attention to the moons reveals that some of them have large craters or holes that reveal internal structures, as if at least a portion of them are artificial.

A path from the picnic site leads down the bluff. A stone's throw in this direction floats the dormer window that looks out over the back yard of the Night Wolf Inn. Beyond this and through a twilight cope the path travels a ten minute walk down to a place where the bluffs meet an expansive moor. There is a rutted road that follows the boundary up to a curious structure.

You see a blasted building of pastel orange, destroyed long ago by the looks of it, save for one remaining tower.

The architectural style is unfamiliar and offers no clue to the building's function—as if the builders' only impulse was a now forgotten sense of artistic whimsy.

A few of the blocks from this ruin have been salvaged and re-purposed into a modest one-story establishment that abuts the tower, leaning there for support. There is a wooden sign out front that surprises you: it reads "The Night Wolf Inn" in black calligraphy, which stands out sharply against a brightly painted sequence of 13 overlapping full moons.

For the purpose of clarity, this is "Night Wolf Inn B". Night Wolf Inn B has nothing to do with Night Wolf Inn A but represents an inevitable redundancy of name choice.

The world of Night Wolf Inn B does not even know that Night Wolf Inn A exists.

Dimensional Guidelines:

- This world is populated primarily with Skulks (FF p. 80), most of which are chaotic neutral rather than chaotic evil. They represent the remnants of a now fallen civilization that once built great cities and traveled to the moons.
- These skulks speak common but will not engage with the player characters. Rather they may be glimpsed but will quickly slip away. As a rule, there is only a 10% chance of noticing a skulk and, unless magical detections are used immediately, the skulk will disappear with an 80% probability of success.
- A left-over from their once great civilization, these skulks each have a 25% chance of possessing a possibility weapon. If a possibility weapon is not possessed, it is 90% likely to be carrying a depleted possibility weapon of some kind.

Adventuring Starters:

- Night Wolf Inn B is a simple but good quality Inn with three rooms for rent. It is run by a single werebat who is mute and walks very slowly with a pronounced limp. (Dragon Magazine, October 1984)

Astaroth Elwin the Werebat : AC 7 / MV 3"/14" in bat form / HD 6 / HP 30 / THACo 15 / ATT 1 / DMG 1d2 + weakness & lycanthropy / hit only by silver or +1 weapons / Alignment: CN / Keep in mind this dimension is 1 plane removed from the Prime with regards to weapon enchantments.

You should force all communications from Astaroth to be handled via pantomime or by written notes in order to both accurately truncate and limit the amount of information gained and to potentially cause some laughter at the game table.

Any guests here are likely to be magically slept and infected if Astaroth has his way. Details of his former class, treasures and life story will be up to the DM. He will warn all guests about the skulks in an effort to curry favor and trust, hoping they will then let their guard down.

- Cornered or captured skulks will speak in hissing accusations, calling the player characters *Time Walkers* who have arrived from their civilization's past in order to punish them. (They are not exceptionally intelligent and have many superstitions)
- The skulks have a story about a device capable of carrying people to the moons.
- The skulks fear the ruins of an ancient city that they say is inhabited by land dragons (Dragon Magazine, June 1983), force fields, disintegration zones and strange gravity.
- A clan of neutral skulks seeking to neutralize an enemy clan of chaotic evil skulks possesses a box of potions that they say can suppress the threat. They just need to find a way of tricking the other skulks into drinking them. There are a dozen of these "potions", which are actually genetic modifiers designed by the fallen civilization to create an easily controlled caste of consumer/laborers. If a potion is drunk, all of the drinker's ability scores are set to 9. Although there is no save and the effect is typically permanent, there is a 20% chance that the ancient concoction has become weak and will therefore wear off in 1d3 months.
- The skulks tell of a beautiful woman (weredragon) they call "Darkwind" who has spent many years cataloging the old technologies. If anyone knows how to make them work again (or reach the moons) it is her.

List of Likely Suspects:

- | | |
|------------|---------------------------|
| 1. Anhkheg | MM p. 6 |
| 2. Arack | Dragon Magazine June 1983 |
| 3. Bulette | MM p. 12 |
| 4. Doombat | FF p. 27 |

- | | |
|--------------------------|-------------------------------|
| 5. Foxwoman | MM2 p. 80 |
| 6. Giant bat | FF p. 14 |
| 7. Hydra | MM p. 53 |
| 8. Mobat | MM2 p. 15 |
| 9. Night Dragon | Dragon Magazine, June 1983 |
| 10. Night Hunter | Dragon Magazine, October 1984 |
| 11. Scintillating Dragon | Dragon Magazine, June 1983 |
| 12. Shadows | MM p. 86 |
| 13. Sinister | Dragon Magazine, October 1984 |
| 14. Skulks (chaotic) | FF p. 80 |
| 15. Skulks (evil) | FF p. 80 |
| 16. Skulks (neutral) | FF p. 80 |
| 17. Stone Dragon | Dragon Magazine, June 1988 |

POSSIBILITY WEAPON

value: 30,000 sp+ / xp: none

A possibility weapon appears as a normal weapon (sword, spear, etc.) except that it appears to be carved from a ghoulishly large bone and is further embedded with a jeweled mechanism that can be switched on or off.

Each possibility weapon has 1d100 rounds of life left in its mechanism. These are depleted incrementally whenever the weapon is turned on. Once all the available time has run out, the weapon becomes a normal version of the weapon it resembles.

Each hit from an activated possibility weapon requires a save vs Spells.

Failure requires the target of the weapon to roll on the following table:

1. Victim ages 1d20 years + system shock check
2. Victim grows younger 1d10 years: no system shock required
3. Using 3d6 re-roll the victim's STR: this is permanent
4. Using 3d6 re-roll the victim's INT: this is permanent
5. Using 3d6 re-roll the victim's WIS: this is permanent
6. Using 3d6 re-roll the victim's DEX: this is permanent
7. Using 3d6 re-roll the victim's CON: this is permanent
8. Using 3d6 re-roll the victim's CHR: this is permanent
9. Change the victim's sex
10. Add 1d20 inches to the victim's height
11. Subtract 1d20 inches from the victim's height
12. Add 1d100 lbs to the victim's weight
13. The victim forgets their current class and becomes a fighter of the same level (adjust ability scores to meet minimum requirements)
14. The victim forgets their current class and becomes a cleric of the same level (adjust ability scores to meet minimum requirements)
15. The victim forgets their current class and becomes a thief of the same level (adjust ability scores to meet minimum requirements)
16. The victim forgets their current class and becomes a magic-user of the same level (adjust ability scores to meet minimum requirements)
17. Victim loses one level
18. Victim's race is re-determined randomly
19. Victim's Alignment is re-determined randomly
20. Victim gains one level

Each effect incurred by a possibility weapon must be addressed individually and can only be reversed by the following spells: Restoration, Alter Reality, Limited Wish, Wish.

| | |
|----------------|------------------------------|
| 18. Thork | FF p. 88 |
| 19. Tirapheg | FF p. 89 |
| 20. Werebat | Dragon Magazine October 1984 |
| 21. Werebear | MM p. 63 |
| 22. Wereboar | MM p. 63 |
| 23. Weredragon | Dragon Magazine June 1988 |
| 24. Wererat | MM p. 63 |
| 25. Weretiger | MM p. 63 |
| 26. Werewolf | MM p. 63 |

FINAL NOTES

Lycanthropy seems to “cure” the condition of those who are skulks. Therefore, although the player characters will not know it, any person of relatively normal appearance encountered in this dimension is likely to have lycanthropy linked to one of the many moons. This dimension can have any sort of ominous forgotten technology. The possibility weapons are, of course, greatly feared but you can modify the number of rounds left in any given weapon in order to maintain the balance. Keep in mind that the weapons have no magical advantage to hit and whether they hit or miss during the round, their lifespan will be irrevocably ticking down.

It is recommended that possibility weapons cannot be recharged and that they cannot hit creatures that require magical weapons to hit.

XIII. ANGEL'S DAYDREAM (royal suite 27,045 sp/night)

Lens Use: YES | See Star Adj: +0%

You are in a dimly lit cottage with leaded windows abloom with stained glass flowers. Beyond the windows you can make out beautiful draperies of wisteria and clematis. All the usual amenities are contained here along with a kitchen and hearth. Fresh produce fills a small island and is accompanied by honey, butter, milk and bread; sweet herbs and copper cookware hang from an overhead rack.

The cottage is built to resemble a tiny chapel.

Room Particulars:

There is a Talisman of Pure Good hung from the dressing mirror. Any good cleric who touches it will immediately know what it is. See DMG p. 155.

This Talisman can be taken by anyone (except neutral or evil clerics of course) but if one of its charges is used it immediately returns to this room.

Outside the chapel-cottage, an astonishing billow of fog sweeps past; then you realize it is a cloud and that your cottage stands on a floating island, alive with burning wildflowers of every conceivable hue. There are other islands nearby, all similarly adorned, and they pass over and under you, drifting on the wind.

Puffy white clouds add further interest to the view. In looking down you see no ground, only more islands of flowers and cloud.

Dimensional Guidelines:

- All weapons are extremely heavy in this dimension and feel impossible to wield. Furthermore, no aggressive or antagonistic magic functions here. In fine, combat is impossible. Even grappling, punching and so forth will fail to do significant damage as all creatures in this dimension regenerate 20 hp per round even after death.
- Additionally, any lie spoken here reduces the liar's CHR score by one point. This effect is permanent within the dimension but fades away over 1d2 months after leaving the Angel's Daydream.
- Any intent to commit theft reduces the thief's DEX score by one point in a similar manner.
- Reduction of DEX to 1 means the victim can no longer move under its

own volition and can only flounder around on the ground in circles.

- Because no combat can happen in this dimension and no true deception likewise, the paths for adventure here are limited to role-playing. Since the dimension functions the same for creatures of all alignments, it is sometimes used as a neutral meeting ground for powerful foes (in the same way as certain regions of Concordant Opposition). Note that even falling many hundreds of feet into another island meadow will not kill the individual due to the restorative properties of the dimension. Nor can one perish due to thirst or starvation.
- Death in this dimension is impossible.

Adventuring Starters:

- It is said that Queen Ehlissa's Marvelous Nightingale is contained somewhere in this dimension, but only Unalibeng the sage (who also lives here in the Palace of Flowers) knows where. Unalibeng only trades information for magical items.
- Standing inert amid the wildflowers of a meadow floating nearby, is a comely suit of what looks like strange white full plate armor, made to resemble a lithe young woman. The helm of this suit is particularly strange in that there is only one eye hole and it is occupied by a glass lens. Furthermore, the suit is so small and slender that no one, not even a young elf girl could fit inside. A ruby-red plus sign set between the armor's breasts glows softly. This is, of course, the “Seraphim VII” which you can either allow characters to activate or keep it as an enigmatic relic left behind by otherworldly travelers who had found a dimension where she was of no use!
- Perhaps the architects of Seraphim VII can be found still living within this dimension. They may offer to share some of their great knowledge with peaceful travelers but learning such secrets will require many months and perhaps years of the student's life wherein the character must be removed from regular play until the time-line once again overlaps with current events in your campaign.

SERAPHIM VII (Cici)

FREQ: Very Rare

APP: 1

AC: 0 (AC 7 forcefield with 10 hp)

MV: 15"

HD: 25 hp (uninjured)

THACO: Nil

% IN LAIR: Nil

TR TYPE: Nil

ATT: Nil

DAMAGE: Nil

SPEC. ATT: None

SPEC. DEF: See Below

MR: 25%

INT: High (13)

ALIGN: NG

SIZE: M

PSIONICS: None. Immune to most Psionics

LVL/XP: VII / None. Not applicable

This automaton is the creation of beneficent greater powers. It is unique to the beings that created it.

The Seraphim VII is typically dormant. It is turned on by means of a control bracelet (which the DM must place either in the room, in the dimension, or in some other location of his or her choosing).

Once activated, the Seraphim VII will obey simple commands but will never obey a command that allows one of its “charges” to be in a state of danger. In fine, there is no way to prevent the Seraphim from risking itself for one

of its charges.

The Seraphim will follow the bracelet wearer and will never allow itself to be separated from the wearer by more than 150', which is the distance it can cover in a single round.

Only if the bracelet is removed AND a series of panels are pressed, will the Seraphim deactivate and await activation by the next bracelet wearer.

This control bracelet cannot be worn in conjunction with any other magical hand or wrist gear (Bracers of AC, Gauntlets of Ogre Power, etc.)

In combat, the Seraphim's protocol is to stand behind her primary charge (controller) at a distance of roughly 20' while monitoring all assigned charges.

Seraphim VII cannot share her forcefield unless it is with a charge she is carrying.

Seraphim VII will never agree to carry anything (including back packs, weapons or even small items of jewelry). The only thing she will carry are incapacitated or endangered charges and she may divest those charges of unnecessary burdens in order to transport them. She can carry a single charge of up to 300 lbs without affecting her movement rate by virtue of anti-grav diffusers. She can further carry a single charge of up to 400 lbs at half speed but will attempt to reduce the charge's weight to 300 lbs if possible, selecting gear or treasure that is not related to armor or weaponry.

Seraphim VII will not defend itself against attacks, but will try to reposition itself away from harm. It will never reposition itself to avoid harm if doing so compromises its ability to tend to its charges or if doing so puts it farther than 150' from the bracelet wearer.

Seraphim VII is so named because of an engraving in the white carbon of her left breast plate: "Seraphim VII : CC"

Seraphim VII can communicate in any language via fast algorithmic learning and always speaks in a tone that is well attuned to the moment: typically with a reassuring, psychologically comforting female voice.

She will, upon activation, introduce herself as CC "Cici" [combat caregiver], refer to herself as an empathic medical AI and apprise the bracelet wearer of her abilities and how many charges of each expendable type is currently available.

Cici can see in all spectrums of light including infra to 12" range.

Special Defenses:

Cici has innate magic resistance. In addition, she is immune to cold, gas, paralysis, poison, charm, enchantments and death magic.

She is also immune to backstab and assassination by virtue of her sensory systems and lack of vital organs. Fire does 50% normal damage. Acid can affect her only if her force shield is down. Submersion in water does not harm her unless a depth of 500' is exceeded in which case her force shield will collapse and she will take 3 hp dmg per round.

Electricity does full damage and there is a 1% chance per hp of damage sustained that Cici will malfunction and cease operation due to fused circuitry.

At 10 or fewer hp, there is a 50% chance per round that Cici will cease functioning.

The Seraphim's force shield has 10 hp; regenerates 1 hp/round and has an AC of 7 due to dexterity.

If damaged, Cici will automatically repair herself at the rate of 5 hp per 8

hours of resting immobility. Cici's forcefield extends to up to one M-size creature or thing that is touching her.

Basic Protocols:

Using the control bracelet, the wearer plus up to 20 individuals (which the wearer can "mark") will become the Seraphim's "charges."

The Seraphim cannot heal a charge that is engaged in combat. However, a Seraphim will automatically try to pull any charge reduced to 0 or fewer hp from the fray and stabilize him. If this is not possible, the Seraphim will attempt to shield her charge from attacks, interposing herself between her charge and any attackers. The Seraphim will ignore attacks and attempt to stabilize her charge.

For the purpose of accomplishing goals, all Seraphim VII have 17 STR and 17 DEX.

Stabilization requires 1 full round, is automatic and brings the charge to 1 hp at the end of that round.

Additional Powers:

1. A Seraphim VII has 12 charges worth of flesh-knitting spray. Each charge heals 2d12 dmg and cures any disease. These charges can be replaced only if a proper resupply module is available. These are administered on command or in situations where her charge is below 10% of max hp.
2. Cici carries 2 charges of an adrenaline injection. This injection provides the charge with an instant 20 phantom hp, a +1 to STR and +1 to melee dmg. *Note that the phantom hp will always be used LAST rather than first and liberal use will therefore almost certainly result in instant death when the adrenaline shot wears off.* The duration of the shot is 1 turn. Adrenaline shots can only be recharged if a resupply module is available. Adrenaline is administered only by command word.
3. Cici has anti-grav diffusers which can levitate up to 1,000 vertical feet up or down per day while carrying up to 300 lbs. This power is available by command or at the discretion of the Seraphim in preserving her charges.
4. Cici can supply up to 3 days drinking water and 3 days food. These can be resupplied only if a resupply module is available. Food and drink is available on command.
5. Cici can purify water 12 times by means of chemical tablets. These purification tablets can only be resupplied if a resupply module is available. Additionally the Seraphim automatically detects tainted or poisoned water and will warn her charges of the hazard even if she has no tablets left.
6. Cici can neutralize poison 3 times by means of injection. The ampules can only be resupplied if a resupply module is available. This injection is available upon command but if available will always be administered in a life or death situation.
7. Cici can effect Regeneration as the Spell once (PHB p. 53) This ability can only be recharged if a resupply module is available. This ability is offered by the Seraphim in relevant situations or is available upon command.
8. Cici can, by voice tones and colored lights, sooth her charges. This ability requires a full round and all of the Seraphim's attention. This will cancel any fear or charm effects that the charge is experiencing. This power is inexhaustible and automatic in relevant situations.
9. Further, if the charge is insane, she can treat any insanity with a 10% +

SERAPHIM VII
value: 2,590,000 sp / xp: none

Cici's Power Summary

Unlimited:

- levitation
- cancel fear & charm
- treat insanity
- increase normal healing rates
- those reduced to zero or fewer HP need not adhere to the 7 day rest rule while under her care
- provide breathable air up to three turns to one charge

Exhaustible:

- 12 Charges Flesh Knitting Spray (1d12 upon discovery)
- 2 Charges Adrenaline (1d2 upon discovery)
- 12 Charges Purify Water (1d12 upon discovery)
- 3 Charges Neutralize Poison (1d3 discovery)
- 1 Charge Regeneration (50% chance upon discovery)
- 3 days food & water (1d3 upon discovery)

Final Notes:

Note that if Cici is damaged to the point that she ceases to function, only the above (remaining) exhaustible charges can be salvaged.

Whatever method is used, a success check should be required for each charge being salvaged with appropriate modifiers for repetition.

Under no circumstances can Cici's other abilities be salvaged.

A damaged Seraphim VII can only be repaired by a being with an intelligence of 22 or higher who possesses appropriate tools. Such repair will take 30 days of work per hp minus ten days for each point of intelligence above 22. This work may be paused or interrupted as often as desired but the total number of work days must still be "paid".

Thus:

| INT | Time to Repair from Zero HP |
|-----|-----------------------------|
| 22 | 750 days |
| 23 | 500 days |
| 24 | 250 days |
| 25 | 1 day |

In order to function again, all lost hp must be restored by this means and during this time the Seraphim VII cannot initiate self-repair.

Keep in mind that Cici is relatively fragile against high-level threats and intelligent adversaries will certainly target her first when they realize her purpose. She is therefore likely to be a much-missed ally when she is inevitably destroyed.

5% cumulative chance per day of cure. This power is inexhaustible and automatic in relevant situations.

10. All charges of a Seraphim will heal at triple normal rates during bed rest and double normal rates (2 hp per night) with regular rest. Additionally, any charge brought to zero hp while under a Seraphim's care does NOT need to adhere to the 7 days rest rule. This power is inexhaustible and automatic.
11. The Seraphim can provide breathable air to one charge for up to 3 turns. This ability is automatically recharged over the course of 6 turns in the presence of breathable air.

FINAL NOTES

This dimension offers no suggested encounter list as normal combat situations are not a factor here.

Interesting characters and personalities for players to interact with must be created. Such personages will be the type that might seek out such a dimension either for retreat, sanctuary, meditation or escape from those seeking to do harm.

The goals, aims and endeavors of beings living in this dimension will likewise be cooperative or hermetic and will in either case likely be focused on the advancement of non-violent magics or sciences which might further a more Utopian existence.

XIV. DREAM SANDS (decadent suite 6,954 sp/night)

Lens Use: YES | See Star Adj: -10%

There are field glasses, walking sticks, water skins and other gear hung over chair backs and pegs. Beneath a white pavilion, the enamel tub, mirror, dressing screen and large bed look like they have been brought to this location at tremendous expense, possibly for a wealthy financier.

All the furniture sits among the crates and gear of what appears to be an expedition. Not even a stone's throw away is an archaeological dig, marked with a grid of twine, supplied with pick axes, brushes, water and sifting screens. It looks like the scientists that live and work here vanished not ten minutes ago.

From the tent, details of the dig site are difficult to make out. Nevertheless a deep hole can be seen and the sight of it sends a chill down the spine despite lack of evidence that anything is amiss.

Beyond the archaeological camp, countless stromatolites form a knee-high labyrinth among the shadows of an eerie limestone canyon. The antediluvian sounds of dead sea monsters seem to linger as winds moan around the dream-like tufa formations that tower a hundred feet overhead. Beneath your feet, trilobite-designs make black spirals in a petrified seabed.

When you speak, even softly, your voice echoes.

Room Particulars:

There is an alien-looking canopic jar of translucent pottery, painted with gold. Something hard can be heard rattling inside and if held up to a light, it will be seen that a brilliant sapphire shadow is cast from some small hard object—perhaps a gem.

The jar must be broken in order to open it.

Inside is a resplendent sapphire, which is actually a Periapt of Foul Rotting DMG p. 151.

Dimensional Guidelines:

- As this world was once covered with water, the towering tufa formations and moaning canyons they create stretch for thousands of miles.
- A return of moisture to the planet allowed the stromatolites to grow during a wet epoch prior to a final wide-spread evaporation
- The air is not good to breathe and regardless of healing magic or regeneration, each character's max HP will be reduced by 1d3 per 24 hours. This cap will be removed after returning to the Inn or more breathable dimensions. Note that this slow suffocation can and will eventually kill most visitors.
- The planet houses primarily fossil records of ancient life forms as well as the tombs of a bygone race from the stars. There are few native species left but some opportunists have taken root and there are nefarious visitors.

Adventuring Starters:

- The pit where the archaeological dig is laid out descends into a gray dusty cave mouth some fifteen feet tall and forty feet wide. There are canopic jars stacked near the entrance, labeled with stiff white paper tags, meticulously cataloged in an alien tongue. There are 2d4 of these fragile jars and each is worth 10,000 - 20,000 silver if brought back intact.

THE ARCHAEOLOGICAL DIG SITE

- A. Not far inside is a massive alien statue. This strange squat thing is being studied closely by a Mind Flayer with two small brightly colored lights orbiting its head.

Mind Flayer : AC 5 / MV 12" / HD 8+4 / HP 50 / THACo 12 / ATT 4 / DMG 2 hp each / Lawful Evil / Psionic Ability 290 (145 ATT/145 DEF) Levitation PHB p. 113; Domination PHB p. 112; ESP PHB p. 112; Body Equilibrium PHB p. 111; Astral Projection PHB p. 114; Probability Travel PHB p. 115 (All at 7th level mastery) Attack Modes: B Defense Modes: F,G,H (See MM p. 15) See MM p. 70. See DMG p. 78 for Psionic Blast attack upon non-psionics.

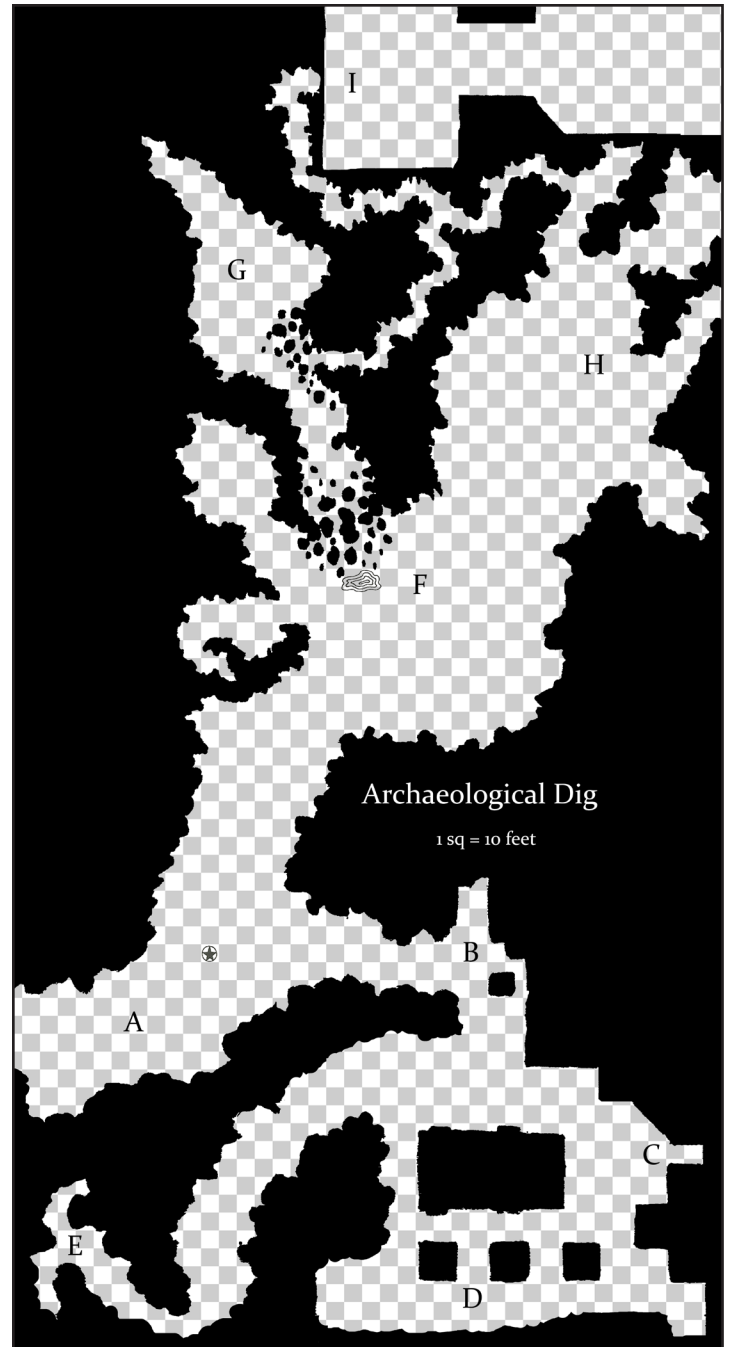
The flayer has a disintegration pistol with 3 shots left which will strike as other firearms listed in Room IV. Any hit from this pistol requires the target to save vs Wand or be disintegrated. It also has a pair of Ioun Stones DMG p. 147 (*Iridescent*: sustains user w/o air & *Pale Blue*: adds 1 point of STR up to 18 max)

Other treasures & the nature of the statue are up to the DM.

- B. A phosphorescent block of stone some 10' square appears to have been removed from the north wall and shoved to one side. The void left by this block is glowing with pale slime and what look like empty egg sacs. There are 1d3+1 hatched Magebanes hiding in the shadows nearby.

Magebanes (1d3+1) : AC 5 (plus invisibility) / MV 13" / HD 2+ / HP 10 each / THACo 16 / ATT 1 / DMG 1d4+1 magical sting or 2d6 plus possible feeblemind upon death / Magic Resistance 100% or 75% / Devour Spells / See Dragon Magazine December 1988

- C. This recess contains strange delicate mechanisms related to mental power that may or may not still work. Details are up to the referee.
- D. Ossified tubing runs from three large sleeping batteries of extraterrestrial appearance to the larger machine north of them. A second Mind Flayer (identical to the one in A) is examining the batteries. This Flayer has a *Pale Lavender Ioun Stone*: absorbs spells up to 4th level & a *Gray Stone*: which increases its Psionic Strength to 300 total. It too has a disintegration pistol with 2 shots remaining.
- E. The digging diverges here in two directions. A third and final Mind Flayer is sorting through unearthed canopic jars here (2d12 of them @



10,000 - 20,000 silver value each if intact). It will come to the aid of the Flayer in D if combat is heard.

This Flayer has no pistol, but it wears a Necklace of Missiles DMG p. 150 with 1x8HD; 2x6HD; 2x4HD; 4x2HD missiles. It also has a single *Bright Crimson Ioun Stone* which grants the owner 25% magic resistance.

- F. This clear, odorless pool appears to be water but is actually acid. It will destroy leather or wood in 1 round. Damage to bare skin is 1d6 on the first round and 1d4 per round for 1 to 4 rounds thereafter. Drinking it without testing requires a save vs poison. Failure results in death and a save meets out 25 dmg.
- G. There are 84 Vilstraks in and around this cavern, with some lurking inside the walls. They may hide among the columns for cover and watch the party until they are ready to attack en-masse. They are wary however, for they fear both the Mind Flayers and the terror in area H.

Vilstraks (84) : AC 2 / MV 9" / HD 1d6 / HP 4 each / THACo 20 / ATT 2 / DMG 1d4+1, 1d4+1 / Surprises 1 thru 4 / Pass Through Stone at will / See MM2 p. 124 (remember that fighter classes will get as many attacks per round as they have levels vs these creatures per PHB p. 25)

- H. Released from the ruins by the delvings of the Flyers is a terrible demon, but one whose low intelligence has allowed the Flyers to hold it easily at bay. It has already been put to sleep several times due to psionic mind blasts.

Goristro : AC -2 / MV 15" / HD 20 +6 per die / HP 261 / THACo 7 / ATT: 2 + stomp / DMG 2d10+10, 2d10+10 & 5d8 stomp / Hit only by +3 or better weapons / Magic Resistance 60% / Each fist blow acts as a Crushing Blow vs gear / Hurl Boulders for 2d12 dmg @ 240' range / Immune to: Cold, Fire, Poison & Poison Gas / Regenerate 1 HP per turn / At will 1 per round: Detect Invisibility, Detect Illusion, Fear (by gaze as wand DMG p. 135), Gloom 60' radius, Levitation, Spider Climb, & once per day Teleport without Error / See Dragon Magazine November 1984

This beast is bound to protect the caves and ruins here due to an ancient pact, but its low INT makes it unable to stop the Mind Flyers.

- I. The slender tunnel leads to a sandstone wall that is thin and already partially breached. A crack shows through to the large area beyond where more strange technology and magic similar to that found at D resides. How far the ruins go and what else is contained therein are up to the referee.

Additional opportunities for adventure may lie in the deserts, salt-wastes, and petrified forests occupying other regions of this planet.

XV. NARCOSIS (decadent suite 6,954 sp/night)

Lens Use: YES | **See Star Adj:** -5%

At first you believe you are standing on a clever construction, then it sinks in that the giant lily pad is real.

It is leathery, but supports the furniture well. You guess its diameter at thirty feet and notice the edges turn up into three foot walls, which form an effective railing around the "room".

There are many of these great pads, green dorsally and salmon-orange where the upturned edges expose spiny underbellies. They float in an endless lake of black syrup that nourishes the most exquisite and delicately colored giant lotuses you have ever seen. The aroma is narcotic.

Room Particulars:

A black soapstone coffer sits on the vanity. Inside it are two powerful magical devices.

A Talisman of the Sphere (see DMG p. 155). This black loop can be touched only by a magic-user else the toucher suffers 5d6 dmg. This talisman is not linked to the Inn and it will not return to this room if it is removed. Rather it becomes a permanent belonging of the magic-user who takes it.

A Talisman of Ultimate Evil (see DMG p. 155). This black hexagonal talisman can be taken by anyone (except neutral or good clerics of course) but if one of its charges is used it immediately returns to this room.

Additional details of the room itself are to be had upon further inspection by the player characters:

The sweet, light scent of lotuses is so delicious that you hope never to leave the room. The sky is a muted blue dwindling into maroon but late evening rays of light streak through the clouds causing the succulent plant life to swell with light. You can hear frog sounds and the occasional thrum of dragonfly wings.

Your furniture is carved of pale wood with a flower motif and has broad flat feet to avoid puncturing the lily pad.

Dimensional Guidelines:

- The water is not water but a deep umber syrup which is dangerous because of its viscosity. Those entering it will become mired and quickly sink.
- The lotus pollen has a two-fold effect:
 - Once per hour, breathing visitors to the dimension must save vs Spells or fall asleep for 1d10 rounds.
 - Breathers experience a lucid waking & sleeping enlightenment where their minds feel suddenly alive and agile. All visitors INT & WIS scores are increased by 1d3 each but may not exceed 18. This effect lasts for 1d6 turns even after leaving the dimension.
- The organic syrup that covers the landscape is not deep, ranging from 2' to 12' in depth. You may roll 2d6 after each turn of movement to determine depth.

Below the syrup one will not find the usual mud or sediment but a soft, endless mass of entrails. These great intestines are a form of plant life that twist and writhe beneath the liquid, drawing their sustenance directly from the fluid in which they lie combined with whatever they can catch. They are hollow and mostly filled with breathable air along with pools containing fluid and digesting organic matter.

Those standing or sinking into the liquid have a 2 in 6 chance per turn of being sucked into these intestines if they are M size or smaller. Those drawn in will be able to breathe normally for the plant produces oxygenated gases inside the gut, but will suffer 1d2 acid dmg per turn and gear worn must save vs acid (at a +2 bonus) once per turn as well.

Whether to remain in this green nightmarish colon or to cut one's way to freedom is a difficult problem, for swimming to the surface is impossible and if the gut is punctured in an area deeper than the victim's height, there will be little hope of survival.

Those who enter the gut will be swept along inside it by peristaltic movement combined with the constant motions of the plant. As such, companions above will be hard pressed to find their lost friends and those inside the plant will be headed in directions they cannot know.

On the up side, the great colon-like tubes are filled with air that is free from lotus pollen so those navigating the gut will not fall asleep.

Each turn spent in the gut there is a 1 in 6 chance of finding a distended region, bloated with air and near to the surface. Such a location can be punctured and (after depth is determined with 2d6) the victim may emerge safely. The point of emergence will be 1d100 yards away from the location they entered multiplied by the number of turns spent entrapped.

Adventuring Starters:

- There is a "Frog Temple" not far from the furniture, perhaps occupied by 300 or more Grippli—a brightly colored and poisonous variety of the species that tends toward Neutral Evil.

Poisonous Grippli (200 +) : AC 9 / MV 9" | 15" / HD 1+1 / HP 6 each / THACo 18 / ATT 1 / DMG 1d4 bite (or) 1d6 by spear, short bow or short sword / Whether by bite or weapon, all hits will be poisoned with the

Gripli's bodily secretion: save vs Poison (onset time 2d4 rounds, save = 5 dmg, fail = 10 dmg) Their bright color nullifies the surprise bonus normal Gripli possess / cf. MM2 p. 71

For every 20 Gripli there will be a 2 HD shaman with spells such as Serpent Missile (acts as magic missile cf. module WG6 Isle of the Ape), Entangle PHB p. 54, Enlarge PHB p. 65 and Faerie Fire PHB p. 54.

The referee is encouraged to add more powerful shamans and wise women to the upper ranks at the temple and fill it with gold and jewels as is appropriate. The deity of these slimy little devils can be assumed to be Laogzed D&D p. 112, a powerful Slaad Master, Quaolnargn (D&D p. 93) or you may simply convert Arneson & Ritchie's excellent **Temple of the Frog** module.

- In the shallows, a reasonable distance from the furniture, is a great black Catoblepas grazing among thick reeds.

Catoblepas : AC 7 / MV 6" / HD 6+2 / HP 32 / THACo 13 / ATT 1 / DMG 1d6 + stun for 1d10 rounds (see MM p. 13 for details) / Death Gaze = 60' range death ray (see MM p. 13 for details)

This monstrosity dwells in a region containing a variety of rare and magical plants.

- A small shrine rises from the syrup and contains a font of pure rain water. There are inscriptions all around this font which translate as "Waters of Amnesia". Those entering or drinking from this font will forget their entire lives and be recast as 0-level humans.

This shrine is guarded by a Gargorian who has made many meals from adventurers investigating the pool. Inside the shrine is the trapped crypt of a paladin containing a Holy Avenger DMG p. 165.

Gargorian : AC 0 / MV 10" | 18" flying / HD 12 / HP 59 / THACo 9 / ATT 4 claws, 1 bite, 1 tail slash / DMG 2d4 x4 claws, 3d4 bite, 1d6 tail / +1 or better weapon to hit / Grasp for 7 hp rending dmg per round + normal damage / regenerates 1 hp per round / Chaotic Evil / See Dragon Magazine September 1985

A partial list of suggested denizens:

- | | |
|-----------------------|---------------------------|
| 1. Babbler | FF p. 13 |
| 2. Belabra | Dragon Magazine Feb 1985 |
| 3. Bichers | Dragon Magazine Sept 1984 |
| 4. Black Dragon | MM p. 31 |
| 5. Bloodworm | FF p. 15 |
| 6. Boalisk | MM2 p. 19 |
| 7. Catoblepas | MM p. 13 |
| 8. Disenchanter | FF p. 15 |
| 9. Fireball Fly | Dragon Magazine Feb 1985 |
| 10. Firestar | Dragon Magazine Feb 1985 |
| 11. Flailtail | Dragon Magazine Sept 1984 |
| 12. Frog, Giant | MM p. 41 |
| 13. Froghemoth | MM2 p. 67 |
| 14. Greenhag | MM2 p. 71 |
| 15. Gripli | MM2 p. 71 |
| 16. Hydra | MM p. 53 |
| 17. Il-Belliegha | This supplement |
| 18. Minotaur Lizard | MM p. 61 |
| 19. Mottled Worm | MM p. 80 |
| 20. Ochre Jelly | MM p. 75 |
| 21. Orgautha | Dragon Magazine Feb 1985 |
| 22. Otyugh | MM p. 77 |
| 23. Phycomid | MM2 p. 101 |
| 24. Rekeihs | Dragon Magazine Feb 1985 |
| 25. Rhinoceros Beetle | MM p. 9 |

- | | |
|----------------------------|---------------------------|
| 26. Shambling Mound | MM p. 86 |
| 27. Slaad, Blue | FF p. 80 |
| 28. Slaad, green | FF p. 81 |
| 29. Slaad, Grey | FF p. 81 |
| 30. Slaad, red | FF p. 82 |
| 31. Slithering Tracker | MM p. 88 |
| 32. Slug, Giant | MM p. 88 |
| 33. Snapping Turtle, Giant | MM p. 97 |
| 34. Spider, Giant | MM p. 90 |
| 35. Stirges | MM p. 92 |
| 36. Thessalhydra | MM2 p. 119 |
| 37. Thork | FF p. 88 |
| 38. Tick, Giant | MM p. 94 |
| 39. Twilight Bloom | MM2 p. 122 |
| 40. Venus Flytrap | Dragon Magazine Sept 1984 |
| 41. Water Beetle | MM p. 9 |
| 42. Water Cobra | D&D p. 104 |

XVI. CAVERNS OF REPOSE (suite 999 sp/night)

Lens Use: NO | See Star Adj: Nil

The room is astonishing.

You stand atop a flat-topped pinnacle of rock, sheltered by a spire-like belvedere of jet stone. A vast cavern stretches in all directions around you.

There is a sea lapping the foundation of your pinnacle some 300' below. Strange underwater lights moving in this sea illuminate the cavern and shine upon a white sandy beach.

There are clouds in the cavern and you sight distant rainstorms on the horizon. In the other direction, the beach fades into black jags that rise into a dark and endless underworld, which your tower overlooks but your vision fails to penetrate.

Other huge monuments of stone rise along the beach, some in and some out of the water.

Room Particulars:

All the furniture is cut from ebony and richly polished. The flat-roofed canopy bed is open and grand.

On a storage bench at the foot of the bed is a black soapstone coffer carved into an unsettling and dissonantly beautiful pattern of intertwined worms. This coffer is locked but not trapped. Inside it is a Cube of Force (DMG p. 142) which can be taken and used anywhere, but which always returns to its coffer precisely 24 hours after being removed. (yes the coffer can be stolen)

The full length mirror opens as a secret door into area 303. There is a second secret door to area 303 that is accessed through a back panel in the headboard of the bed.

There is a window in the belvedere that looks out over the Inn's back yard.

There is a chromium pitcher of water on the bed stand that pours a potion of healing into the first glass it fills. It then pours regular water thereafter until a full 24 hours have passed, when it will again pour a potion of healing. The pitcher cannot be removed from the room, nor does it ever run out of water. If left tipped over, it flows through a drain in the floor and exits through a spout over the sea.

Dimensional Guidelines:

- Those with ultravision can see up to three miles even in the cavern's inland-darkness
- The cavern is roughly seven miles wide and thirty miles long with the bedroom tower at the center. There are fifteen miles of sea and fifteen

- miles of inland terrain to explore.
- The sea is a thousand feet at its deepest and filled with luminous jellyfish.
- Beyond the furniture, gravity is doubled. All things will weigh twice as much as normal and characters will need to rest twice as often. Encumbrance of both treasure and gear will be a serious problem as normal plate mail will weigh 90 lbs!
- Those who stay in the wilds of this dimension for 30 days will gain 1 point of STR, however, this bonus point will vanish within four weeks of returning to normal gravity.
- To Hit bonuses due to STR scores are halved (round up)
- Damage bonuses due to STR scores are unaffected
- Movement rates are unaffected unless by encumbrance.
- Flying creatures must rest for ten minutes for every twenty minutes of flight.
- Swimming by normal means is impossible and PCs will sink.

Adventuring Starters:

- The bedroom pinnacle widens as it nears the beach. In a cave at the base of the pinnacle lairs a Behir.
- Behir** : AC 4 / MV 15" / HD 12 / HP 60 / THACo 9 / ATT 2 [or] 7 / DMG 2d4 & 1d4+1 [or] 2d4 & 6 x 1d6 / 20' lightning bolt breath once per turn for 4d6+24 dmg save vs Breath Weapon for half / Immune to electricity & poison / Natural 20 [or] 4 above needed on To Hit roll = swallow whole & death in 6 rounds.
- A white Froghemoth (MM2 p. 67) lairs in the freshwater sea.
 - Beneath the luminous clouds of stinging jellyfish (see MM p. 79) is a city of Locathah MM p. 62.
 - Much further down the beach, a dynasty of Lizard Kings (FF p. 61) rules over a primordial tribe of Lizard Men (MM p. 62). The kings make sacrifices to the froghemoth and have a powerful magical trident.
 - Far back in the cavern, near a steep descent to even deeper regions, hovers a floating outpost of Mind Flayers (MM p. 70). This quorum of illithids pay visits to the Lizard Kings and demand regular sacrifices either of Lizard Men or of captured Locathah.
 - There are many smaller caves riddling the edges of the giant cavern and smaller lairs and strongholds dotting the floor of the space. All are part of a fearsome ecology lorded over by the Flayers. It would be possible to spend months or years exploring the caverns.

A list of likely suspects for the Caverns follows:

| | | |
|-----|-------------------------|-----------|
| 1. | Beholder | MM p. 10 |
| 2. | Jelly, Pudding or Ooze | (various) |
| 3. | Brain Mole | MM p. 11 |
| 4. | Carrion Crawler | MM p. 13 |
| 5. | Cave Fishers | MM2 p. 24 |
| 6. | Dracolisk | MM2 p. 55 |
| 7. | Dragon | (various) |
| 8. | Drow | FF p. 33 |
| 9. | Ettin | MM p. 40 |
| 10. | Fomorian Giants | MM2 p. 68 |
| 11. | Gas Spores | MM p. 42 |
| 12. | Gargoyles | MM p. 42 |
| 13. | Grimlocks | FF p. 48 |
| 14. | Hydra | MM p. 53 |
| 15. | Intellect Devourer | MM p. 54 |
| 16. | Kobolds | MM p. 57 |
| 17. | Lurker Above | MM p. 62 |
| 18. | Russet, Brown Mold etc. | (various) |
| 19. | Neo-Otyugh | MM p. 73 |

| | | |
|-----|--------------|-----------|
| 20. | Piercers | MM p. 78 |
| 21. | Purple Worm | MM p. 80 |
| 22. | Ropers | MM p. 83 |
| 23. | Shrieker | MM p. 87 |
| 24. | Slug, Giant | MM p. 88 |
| 25. | Stirges | MM p. 92 |
| 26. | Trapper | MM p. 95 |
| 27. | Trolls | (various) |
| 28. | Umber Hulks | MM p. 98 |
| 29. | Violet Fungi | MM p. 42 |
| 30. | Xorn | MM p. 102 |

FINAL NOTES

Coming and going from the room presents significant logistical challenges due to gravity and the great height of the pinnacle.

XVII. VEIL OF VISIONS (suite 999 sp/night)

Lens Use: YES | See Star Adj: -5%

The luxury furniture is dawn-gray and stands within an open pagoda of white holly. There is a reflecting pool in the center of the space that catches portions of a salmon colored sky. A folding screen and full length mirror stand nearby. Snowy chiffon drapes the bed. Everything here is lily-pure and luxurious, from astounding bouquets of mythos roses to the white marble floor upon which the pagoda stands. It appears to be a bridal suite.

Beyond the furniture, the landscape is silvery and gray, brumous with ground mist and overspread by flesh colored heavens. Far off, you see a winged figure flitting near wild orchards of luminous fruit.

Room Particulars:

Resting on the bedside table is an old and incredibly beautiful book with an engraved and dyed leather cover depicting a bacchanalian orgy of nymphs and satyrs in a sylvan setting. The heavy tome has no title but those who know of it sometimes refer to it as "The Book of Nuptial Madness". See area 035 for more about this powerful magical tome.

There is a floating window within the room that overlooks the back yard of the Inn.

The full length mirror is a secret door that opens into area 303.

If the folding screen is folded up, it unfolds to reveal a secret room. (see the Lofts & Towers map) This secret room is shown just south of Room XVII and is clearly a part of the Inn. If the folding screen is folded up again and re-opened the room will disappear.

Inside the secret room is a locked trunk with a poison needle trap. Thieves gain a +10% chance to spot it. If a disarm attempt is failed, the trap is only 50% likely to go off. The trap requires a save vs Poison. Failure causes 25 dmg and permanently reduces the victim's DEX by 1 due to nerve damage. Success causes only 10 dmg and no nerve damage. Onset time for both effects is 1d3 rounds.

The trunk contains: a Hat of Difference (UA p. 100); Gloves of Missile Snaring (UA p. 100); Girdle of Dwarvenkind (UA p. 100); A silk shirt that increases the wearer's CHR by 1; A pair of leather pants that prevent the wearer from being unseated against their will whilst sitting in any saddle or chair; Boots of Varied Tracks (UA p.98); and a Cloak of Arachnidia (UA p. 98).

Dimensional Guidelines:

- Veils of rain will pass over the fields and meadows of the landscape but will never wet the furniture. These intermittent showers do not fall

from clouds and their origin is mysterious.

- The veils of rain are in fact gates to the Ethereal Plane and anyone entering them automatically becomes ethereal.
- The sky, weather, temperature and breeze in this dimension remain constant and perfect. There is no day or night cycle, but sleepers find the twilight amenable.
- Those of True Neutral alignment gain one level so long as they remain in the wilds of this room.

Adventuring Starters:

- The winged figure flitting in the distance will only approach those who venture at least 200 yards from the furniture. At such a time, you may opt to read the following:

Not far off now you see the flitting creature again, this time much clearer.

It is a beautiful young boy between the ages of ten and thirteen, slender and angelic, with white iridescent scaled wings and a halo of golden hair.

He sees you and smiles, lifts his hand to wave—but then something dark launches from the silvery grass and strikes him in the chest. You see him gasp, fall from the sky and vanish into mist and weeds.

In answer to Player questions:

- The thing that struck him appeared to be a small creature, but it was so fast no details were apparent.
- The boy's fall looked to have been about 20'.

The "boy" is a Passelkha Devil (See Monsters & Races) and the creature that attacked him was simply an illusion of his own making.

Note that detection magic must first bypass the devil's magic resistance and, due to the tall grass, might still offer only muddy insight: Is it the boy that detects as evil? Or is it perhaps the thing that attacked him?

Passelkha Devil : AC 6 / MV 12" | 33" fly / HD 5+5 / HP 34 / THACo 10 / ATT 1 / DMG 1d6+8 (short sword +2) / Magic Resistance 5% / Pay 3 Ability Score Points to attack / +1 or better weapons to hit / Psionics: 244 (122 ATT/122 DEF) Attack Modes: A, B, C & D; Defense Modes: F, H & I; Disciplines: ESP (PHB p. 112) Levitation (PHB p. 113)

- Summon Bone Devil (70% success) 1/turn until failure
- Charm Person PHB p. 55 (1/round)
- Suggestion PHB p. 75 (1/round)
- Illusion PHB p. 75 & 95 (1/round)
- Teleport No Error UA p. 62
- Cause Fear 30' radius PHB p. 76
- 50% or no damage from cold & gas
- Immune to fire

If the party comes to check on the "boy" he will know this by ESP and attempt to summon a Bone Devil behind the party in order to block their retreat to the furniture.

The Passelkha Devil will then stand up, attempt to stun all viewers on the first round with its beauty and attack at the same time.

By Teleportation and Fear, it will attempt to keep its victims from returning to the furniture.

Make sure to familiarize yourself fully with the Ability Score costs associated with attacking this creature! (See Monsters & Races appendix at the end of this supplement)

If the devil is slain, its +2 short sword remains behind. This sword is

THE NAMELESS BOOK

value: priceless / xp: 6,969 first time read

The book is filled with hand-painted illustrations of the most beautiful and erotic characters imaginable. The colors are bright and vivid and each page bears only a handful of lovely words. Those who open the book willingly and begin reading it should be informed that the pages turn quickly and it is the most compelling piece of illuminated literature they have ever seen.

Only if the would-be-reader attempts to set the book aside should the following be revealed. If this cursed book is viewed and touched with bare skin by a human or demi-human of less than 10 HD, there is no saving throw. The toucher immediately opens the book and begins reading it. If the toucher is 10 HD or more, a normal save vs Spells is allowed. If the book is touched using gloves, a cloth or a similar protective item, the handler always gets a save vs Spells at +4 to avoid becoming engrossed in the book.

Those who become engrossed in the book will finish it at any cost, even to the point of attacking and killing friends to ensure that the book is protected.

The entire book can be read in a single hour and once this is done, it makes no difference whether the reader was a willing participant. Any human or demi-human with the potential to be affected by mind-affecting spells must, upon completion of the book, adhere to the following:

- *The reader will view the book as a profound work of art, poetry and a testament to the power and value of love. They will protect the book with their lives.*
- *The reader will be Geased to find the love of their life and must begin searching for a companion.*
 - ◊ *Selection of this lover is up to the Geased individual.*
 - ◊ *Every 4 weeks that pass without selecting a lover results in a loss of 2 STR points. Below 3, the victim is bedridden; at zero they perish.*
- *Once a lover is chosen, lost STR is regained, the victim's prime requisite is increased by 1 and their maximum HP is increased by 3.*
- *In order to maintain this boon, 50% of the victim's time must be spent in the company of their lover.*
- *If less than 50% of the victim's time is spent with their lover, the relationship has a 50% chance per week of souring.*
- *If the relationship sours, the lover absconds—likely with some of the victim's possessions.*
- *If the lover absconds, dies, or the relationship is ended for any reason, the victim loses 2 points from their prime requisite and their maximum HP decrease by 6. This status will persist for a year and a day, after which the victim will be free from the book's curse (Ability scores and HP return to normal).*
- *Former victims of the book still regard it as the purist thing they have ever encountered and will protect the book with their lives. They are also susceptible to being Geased again upon handling or re-reading it.*
- *Individuals who read the book while already having a lover immediately gain the boon but are then required to abide by the same stipulations listed above to avoid the curse of the break up.*

Note that the book can neither be removed from Room XVII nor can it actually be damaged/destroyed—though affected characters will still attempt to protect it with their lives.

slender, silver and beautiful. Its handle is jeweled with chrysoprase and wrapped in white leather (the hide of a bone devil). Although it is not aligned, it is fully +4 vs Devils and will be recognized by them as a tool of subjugation forged in the Hells. Lesser devils will fear the wielder while greater devils will usually attack on sight. Lastly, anyone holding the sword gains a +1 bonus to AC if they are in the Nine Hells.

If the devil is able to kill or intimidate most of the party, it will demand that the survivor(s) carry it to the furniture so that it may enter the Prime Material Plane.

Doing so is an evil act but the devil will allow those that do so to live.

The devil is not trapped here, but is only looking for a way onto the Prime Material.

If it is offered extra planar currency worth 18,000 silver or more it may spare the character's lives and agree to let them go.

A list of dimension-appropriate monsters for the Veil of Visions follows:

| | | |
|-----|-------------------|------------|
| 1. | Al-mi-raj† | FF p. 11 |
| 2. | Anhkhég† | MM p. 6 |
| 3. | Atomies | MM2 p. 11 |
| 4. | Aurumvorax† | MM2 p. 11 |
| 5. | Boobrie† | MM2 p. 20 |
| 6. | Carbuncle† | FF p. 17 |
| 7. | Dragonfly, Giant† | MM2 p. 59 |
| 8. | Dragonne† | MM p. 34 |
| 9. | Forlaren | FF p. 39 |
| 10. | Gloomwing† | MM2 p. 70 |
| 11. | Gnomes | MM p. 46 |
| 12. | Goblins | MM p. 47 |
| 13. | Grig | MM2 p. 71 |
| 14. | Herd Animal† | MM p. 51 |
| 15. | Hybsil | MM2 p. 76 |
| 16. | Kamadan | FF p. 55 |
| 17. | Lamia | MM p. 59 |
| 18. | Lamia Noble | FF p. 59 |
| 19. | Luck Eater† | MM2 p. 80 |
| 20. | Pixies† | MM p. 79 |
| 21. | Pseudo-Dragon† | MM p. 79 |
| 22. | Pyrolisk | MM2 p. 103 |
| 23. | Quickling | MM2 p. 103 |
| 24. | Rock Reptile† | MM2 p. 107 |
| 25. | Sprites† | MM p. 92 |
| 26. | Termite, Giant† | MM2 p. 118 |
| 27. | Weasel, Giant† | MM p. 100 |
| 28. | Witherstench† | FF p. 95 |
| 29. | Worm, Tenebrous† | MM2. 127 |
| 30. | Zorbo† | MM2 p. 131 |

† These creatures have +1 HD in this dimension

FINAL NOTES

Creatures in the veil tend to be neutral and those of True Neutral alignment gain +1 HD here. There are occasional good/evil interlopers from the ethereal plane.

The glowing fruit in the copses are good to eat and similar to ackee apples (being poisonous when unripe and causing 1d3 dmg on a successful save [or] 1d3 + incapacitating nausea and vomiting for 2d5 hours if unsuccessful)

The main unrest in the dimension is between Hybsils and Lamias. The Hybsils cultivate Gorjian Mushroom fields (see the Ethereal Plane appendix) which the Lamias often raid. These mushrooms are silvery gray in color with glowing blue gills. Each mushroom from the fields is worth an equivalent of 1d4+1 silver coins in the outer planes.

Gorjian Mushrooms are edible and produce a very mild buzz when eaten by most creatures. They represent half the recipe for Gorjian Incense.

Those looking for stars in Room XVII will be disappointed as the unchanging light makes them invisible without a lens from area 408.

The landscape of the dimension is mostly flat, with occasional basins or highland but no true mountains or hills. It is composed of misty meadows, copses and rocky wastes.

There are rumors of a jewel-colored dragon here with an untold hoard (see May 1980 Dragon Magazine # 37). It supposedly lives in a vast caldera lake that has cooled.

There is also a legendary beast the faerie folk call "Niabuel" that has eluded all attempts at capture: a powerful and unholy cross between a nightmare and a unicorn whose stats and abilities are left to the DM to create.

XVIII. ISLAND OF SLUMBER (suite 999 sp/night)

Lens Use: YES | See Star Adj: +0%

You arrive through the doorway to dizzying bands of flaming rose color.

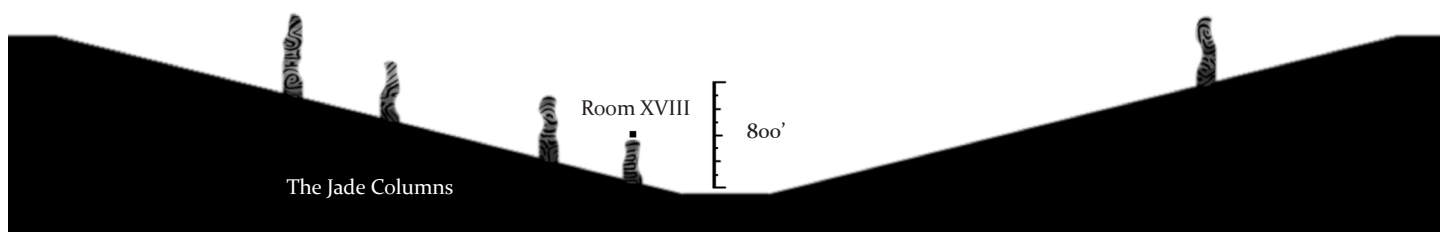
You are within a deep funnel of liquid, perched among slender columns of apple-green gemstone. Some of these stone columns reach high enough to burn in the sunlight.

Your place amid the furniture, however is well below the vortex's horizon, so that you are looking up at a custard-colored sky framed by a cyclopean ring of gem-pink water.

If a full search of the room is conducted:

The furniture is jeweled with watermelon bands of tourmaline and accented everywhere with gold.

Among the beautiful furnishings you discover a small box, also of tourmaline, with a deep red lid and a legged body of variegated green.



BUTTERFLY KALEIDOSCOPE
value: priceless / xp: 6,666 first time used

This ivory and electrum spyglass is strikingly beautiful. It bears a large lens on its business end that contains iridescent butterfly wings.

Using this kaleidoscope is a Chaotic Act and characters such as Monks who use it will need to atone or lose their abilities.

When any object is looked at through the kaleidoscope, it is broken down into its physical and spiritual elements and displayed in a radiant pattern before the viewer's eyes. One look through the kaleidoscope at any given object or being will, at a minimum, reveal any or all of the following information (if appropriate) so long as the target is within 30 feet:

1. True Age
2. Name & True Name
3. Alignment
4. Race & Sex
5. Class & Level
6. General Physical (HP) and Mental (Sanity) Health
7. Current Surface Thoughts cf. ESP
8. Vulnerabilities
9. Special Attacks / Defenses / Magic Resistance etc.
10. General Historical Significance
11. All Powers and Command Words
12. Number of Charges
13. Approximate Value of (&) Materials Composing the Object

In addition, you may assume the kaleidoscope functions in all ways as a Gem of Seeing (DMG p. 145). Note that even an Amulet of Proof vs Detection and Location will not stop the Kaleidoscope!

Each time the kaleidoscope is used, a colorful butterfly is released from the large lens. This creature takes flight and no matter what is done after its release, the following tables must be consulted starting with Table A:

Table A (Roll 1d6)

1. Roll Again on Table C
2. Roll Again on Table C
3. Roll Again on Table B
4. Roll Again on Table B
5. Roll Again on Table B
6. Safe. Stop Rolling Here

Table B (Roll 1d6)

1. User Afflicted with Permanent Random Insanity. Onset Time: 1d3 turns.
2. User Afflicted with Permanent Blindness. Onset Time: 1d3

Rounds.

3. User Afflicted with Blindness. Onset Time: 1d3 Rounds. Duration: 1d3 turns
4. User Afflicted with Confusion cf. PHB p. 63. Onset Time: 1d3 rounds. Duration: 10 rounds
5. User Immediately Stunned cf. PHB p. 53 Holy Word. Duration: 2d4 rounds
6. User Immediately Paralyzed for 1d4 rounds

Table C (Roll 1d10)

Note that Onset Times for the following will be 1d3 weeks and Durations will be either permanent, immediate or lasting 3d6 months as the DM feels is appropriate.

1. Value of silver in current region/country/etc. is reduced by 50%
2. Value of gold in current region/country/etc. is reduced by 50%.
3. Value of platinum in current region/country/etc. is reduced by 50%
4. Treasure tax in current region/country/etc. is doubled.
5. Famine: all food and drink cost 100 times their normal price in the current region + check for NPC mortality. (NPCs native to this region and without extraordinary help/protection roll on Table D once per month).
6. Plague: All characters in current region have a 40% chance of contracting lethal disease per week + check for NPC mortality. (NPCs native to this region and without extraordinary help/protection roll on Table D once per week.
7. Rampant inflation doubles cost of all goods and services (local coins suffer when exchanged in other countries)
8. Rampant inflation quadruples cost of all goods and services (local coins suffer when exchanged in other countries)
9. Regime Change; a coup, assassination or similar event moves the alignment of the ruler from LG to LN or LE.
10. Unseasonal Storm/Tsunami, Earthquake, Volcanic Eruption or similar catastrophe occurs. This cataclysm results in two effects from this chart. You may either roll twice on this list (ignoring future instances of this result) or select two results of your choosing.

Table D (Roll 1d%)

- | | |
|-------|---|
| 01-40 | Dead |
| 41-60 | Missing (no longer active in class/career + moved away in order to survive) |
| 61-80 | No longer active in class/career but is surviving nearby |
| 81-00 | NPC unaffected by the famine/plague |

Room Particulars:

Inside the box is a small spyglass made of ivory, trimmed with electrum. This is the Butterfly Kaleidoscope. It can be taken by anyone but will always return to the room exactly 24 hours later.

For those who wish more detail regarding the scenery beyond the limits of the furniture:

You estimate the vortex to be two miles across, your position to be at least 600 feet below sea level and 400 feet above the dark eye.

Though you are dry here in a pleasant breeze, there is a soporific roar coming from the maelstrom.

At the horizon, light fills the waves with bright colors of pink spinel and flamingo topaz. But looking down into the unsettling depths, the colors deepen to ruby and mulberry with the bottom being indistinct and very dark.

Dimensional Guidelines:

- The ocean does not inhabit a planet but a torus and the whirlpool connects the exterior of the torus with the interior.
- The exterior is lit by an orbiting sun. The interior is unlit except where light penetrates the ocean, creating a dim ruby glow in the darkness.
- There is an apple-green skeleton to the torus made of jade, which is porous and the ocean adheres to this structure. The strange gravity of the dimension is linked to the jade skeleton and further affected by the pressure difference between the interior and exterior of the torus.
- The jade skeleton is graven with massive symbols, which enchant it and support its existence. It is, in fact, a construct of the Goddess Zhaa, the Child of Ooze, whose power number is 3.
- This dimension has portals to the Elemental Plane of Water and these are obvious, appearing as places where blue water meets pink.
- The pink hue of the water is magical. Those drinking or swimming in the ocean will be affected as if by a Philter of Love (DMG p. 127) combined with the effects of unholy water (DMG p. 65). Note that only good clerics, paladins and good creatures from the outer planes will take damage from the ocean. With regards to the Philter of Love, the affect will be ongoing for the duration of contact and will only wear off 4 + 1d4 turns after drying off.

Adventuring Starters:

- There are numerous mermaids (treat as sirines MM2 p. 109) inhabiting the ocean. They are immune to the effects of the water, are chaotic neutral and constantly at war with each other. These mermaids will seek to charm powerful characters and use them as consorts as well as securing a power advantage over rival mermaids.
- An Afanc (MM2 p. 8) of tremendous size inhabits the dimension. It is no less than 2,500 feet long, has 1 hp for each foot of length and its swimming motions tear temporary rents in the dimensional fabric of the plane. Those able to approach it in the deepest areas of the ocean may escape onto the Ethereal Plane.
- The Jade Caverns are a strange nexus of tubules and grottos deep in the dimension's skeleton. There is a temple to Zhaa and a city where a great host of Sahuagin dwell with their king and his many queens. See MM p. 84

Encounter Suggestions:

| | |
|---------------------------|---------------------------|
| 43. Dragon Turtle | MM p. 35 |
| 44. Dunkleosteus | Appendix |
| 45. Hippocampus | MM p. 51 |
| 46. Horseshoe Crab, Giant | Dragon Magazine Sept 1984 |
| 47. Lobster, Giant | MM p. 15 cf. Crayfish |
| 48. Mermaid (Siren) | MM2 p. 109 |
| 49. Mosasaurus | MM p. 26 |
| 50. Octopus, Giant | MM p. 75 |
| 51. Plesiosaurus | MM p. 27 |
| 52. Sahuagin | MM p. 84 |
| 53. Scallion | Dragon Magazine Sept 1984 |
| 54. Seahorse | MM p. 86 |
| 55. Sealion | MM p. 86 |
| 56. Seastar | Dragon Magazine Sept 1984 |
| 57. Whale | MM p. 100 |
| 58. Water Beetle | MM p. 9 |

FINAL NOTE ON GUEST ROOMS & WILDS

Should any of the Rooms or their Wilds not be to your liking, simply replace them with a room of your own design that aligns better with your campaign.

The Rooms in the Night Wolf Inn have never been static. Many that once existed have vanished as the Inn Master continues his search for better vantage points on the six stars.

Lastly, the referee must of course cope with the powerful magical items "on loan" in each room.

It is recommend that the first time a room be occupied by the players, the magical item should be present.

On following stays, however, you may flip a coin to determine whether the item is present. If not, roll a d20 to determine the number of hours before it returns.

Also keep in mind that entering rooms occupied by other guests without permission or entering rooms that have not been paid for will be frowned on by management. The Master always knows what transpires within the Inn.

Joining the Guild

THE GATEKEEPER

Becoming a member of the Night Wolf Inn requires an interview with Jeeves Everbleed, the Concierge.

Jeeves welcomes nearly everyone he meets. His goal is to make all guests feel like family. A master of understatement and politeness, Jeeves will apologize for anything and everything that unsettles a visitor and will immediately and relentlessly attempt to set things right.

Jeeves is more fully detailed under the section Core NPCs. Suffice to say, he is always on the lookout for quality people to add to the guild's roster.

Jeeves is extraordinarily perceptive. Lawful or chaotic, good or evil, all applicants have their uses to a man like the Inn Master. Jeeves understands this intrinsically and sometimes even obvious trouble-makers are enlisted for ulterior reasons.

Good or bad, those who join all receive the same warning.

"Causing the guild problems will only cause you problems."

—Jeeves

All guild members regardless of alignment will extrapolate this and adhere or pay dearly to their everlasting regret.

ENTRY FEE

When a character desires to join the Night Wolf Inn Excursionist Guild, and upon Jeeves' sole approval, Jeeves will charge the character a one-time entry fee that is highly variable. This fee will depend on the relative wealth of the character seeking entrance.

Poor novices might be admitted for a hundred silver while rich peacocks might be charged 10,000 of the same coin. Jeeves is uncannily prescient in determining this cost even in the face of well-planned fraud.

Jeeves is up front about the benefits and responsibilities of guild members. When he pitches the guild, he will cover all the bases and sell aspects of membership as well as the Night Wolf Inn itself.

WEARING THE COLORS

Once entry is obtained a mandatory magical tattoo is applied to the member's left shoulder.

Jeeves does this himself with a normal needle and dweomered ink provided by the Inn Master. This tattoo will always detect as magical.

The basic membership tattoo consists of a nearly featureless black wolf's head with white eyes. The tattoo grants various powers as long as it exists. Expulsion or secession from the guild (for any reason) causes the tattoo to magically self-immolate, removing all associated powers and causing the character a permanent amount of damage depending on their rank. This damage can never be healed short of a full wish.

Guild membership is assumed to be a life-long commitment and those who estrange themselves from the guild (voluntarily or otherwise) will suffer the consequences of tattoo removal.

Characters may "retire" from active guild duty for reasons such as age, family, or responsibilities akin to running a large castle. In such cases yearly dues are no longer paid; the magical benefits of the tattoo remain intact but perks, privileges and obligations are suspended. Retired guild members must remain loyal to the guild and offer shelter and general hospitality to members who call on them.

Retired guild members who betray the guild, reject or repeatedly ignore emissaries of the guild, or who join a group or cause that opposes the guild can be expelled even in absentia and their tattoos will automatically burn themselves off.

ADVANCEMENT

Guild members are ranked into four houses which are visible to all members by virtue of embellishments to the basic tattoo.

Characters of sufficient level can petition to advance within the guild (or) be tapped for advancement if they are notably active and loyal.

There is little ceremony involved in advancement. The tattoo is updated by Jeeves and the increased dues are paid at the time of advancement. After this, the member and his friends generally have drinks in the tavern. Despite this understated transition, advancement is highly esteemed within the guild and guild members generally treat the upper houses with outward deference if not whispered respect.

"Sometimes bringing a bad dog home gets you out of worse situations."

—Jeeves



FIRST HOUSE : *black wolf*

Minimum Requirements: Jeeves' Approval

Annual Dues: 5,000 silver after the first year

Tattoo / Embellishments: Black Wolf with White Eyes

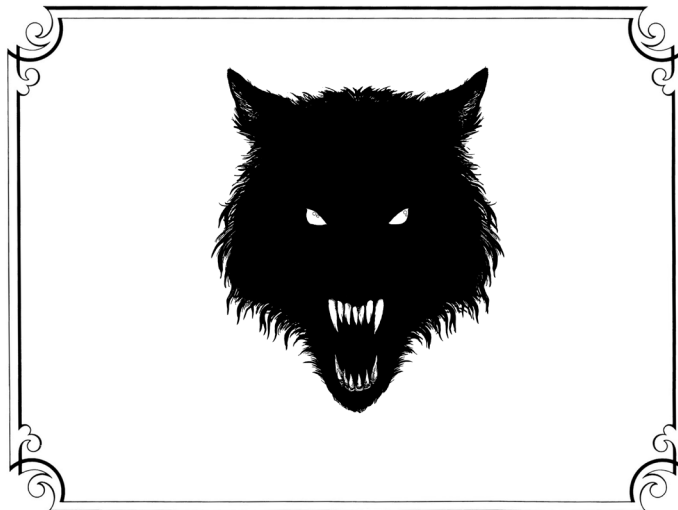
Tattoo Effects:

- +1 Bonus to AC
- Permanent loss of 1 hit point if removed

Perks & Privileges:

- 50% off rooms at the Inn
- 50% off gear purchased for self
- Food and drink on the house

Obligation: Up to one mandatory quest* per year for the Inn Master not to exceed a two week commitment.



SECOND HOUSE : *sword below*

Minimum Requirements: level 3 plus one year service

Annual Dues: 25,000 silver up front

Tattoo / Embellishments: As First House plus saber

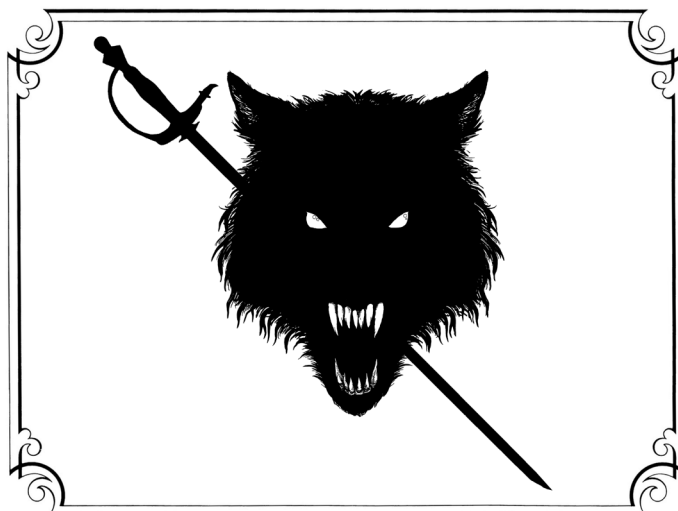
Tattoo Effects:

- As First House plus 1d6 hp added to the character's max hp.
- Permanent loss of 1d6+1 hit points if removed

Perks & Privileges:

- 75% off rooms at the Inn
- Personal gear under 400 sp value is free. All other gear is 50% off.
- Food and drink on the house
- One potion of extra-healing per month, collectible from the concierge.

Obligation: Up to two mandatory quests* per year for the Inn Master not to exceed a total of one month's commitment.



THIRD HOUSE : *fool's bone*

Minimum Requirements: level 7 plus three years' service

Annual Dues: 125,000 silver up front

Tattoo / Embellishments: As Second House plus bone

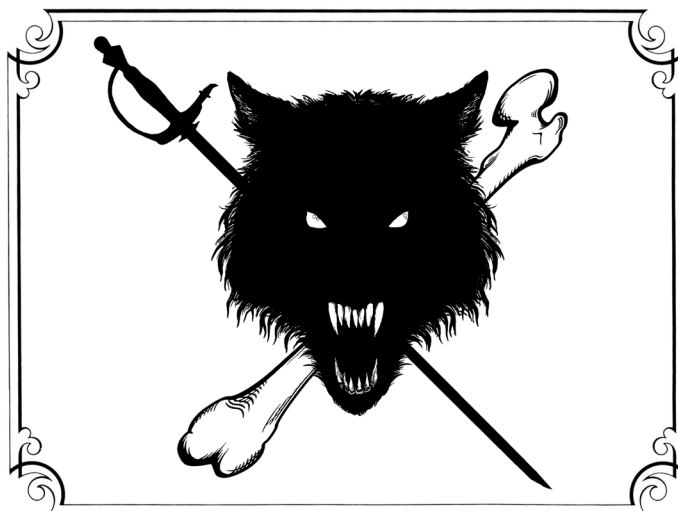
Tattoo Effects:

- As Second House plus:
- The character is bestowed one heroic point† per month of game time. These points cannot accrue beyond one.
- Permanent loss of 1d6+7 hit points if removed

Perks & Privileges:

- All rooms, personal gear plus food and drink are on the house
- Free use of a light or medium riding horse. Limit of one horse per member per month if the horse is killed, sold, lost or given away.
- Rather than 1 potion per month, the character is gifted 5 jars of Keoghtom's Ointment at the beginning of each year.

Obligation: Up to three mandatory quests* per year for the Inn Master not to exceed a total of 2 month's commitment.



* Quests for the Inn Master happen within the confines of the Inn & require members to grapple with the Inn's dimensions. See Core NPCs : The Inn Master.

† A heroic point allows the character to re-roll any one roll they personally have made in order to attempt a more favorable result. Jeeves will describe this perk as "a bestowal of uncanny good luck".

FOURTH HOUSE : *sleeping rose*

Minimum Requirements: level 13 plus five years service

Annual Dues: 625,000 silver

Tattoo / Embellishments: As Third House plus rose

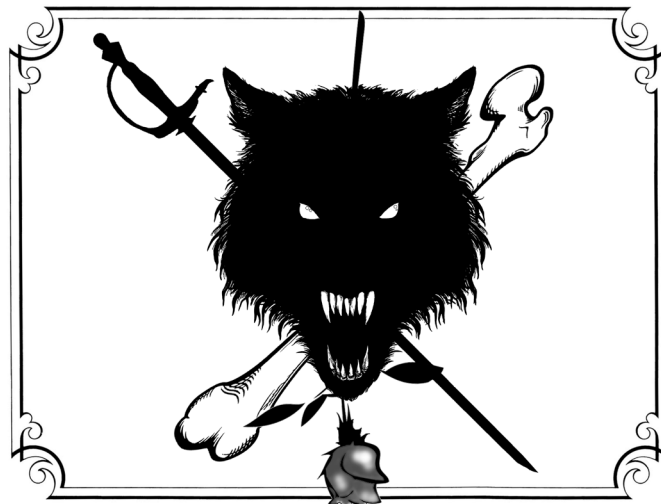
Tattoo Effects:

- As Third House plus:
- A bonus of +1 to each die of damage rolled regardless of type. E.g. A five die fireball cast by the character will do 5d6+5 dmg. A two-handed sword wielded against a size L creature will do 3d6+3.
- Permanent loss of 1d6+14 hit points if removed

Perks & Privileges:

- As Third House plus:
- One ability score of the character's choice is raised by 1 due to the Inn Master's personal intervention (wish magic etc.)

Obligation: Up to four mandatory quests* per year for the Inn Master not to exceed a total of 3 month's commitment.



The Inn Master is cognizant of the alignments of his members and always chooses the correct tool for the job. Good characters will not be sent on evil quests.

Esteemed Member,

Please consider the Inn your home. Feel free to enter any room or door you are able to access. You will not be trespassing! Do remember that the Inn cannot be held responsible for injuries or death caused by such expeditions. Also:

1. Rooms rented are safe so long as you stay with the furniture.
2. Any valuables you discover are yours to keep free of disclosure. Note that certain objects may prove difficult to remove from the Inn.
3. *Your last will and testament is honored for one year. Should the beneficiary not be found in such time, your estate becomes the property of the Guild Master.*
4. *The Inn offers unique combat training to interested companies. Inquire with Jeeves.*
5. *The Inn will recognize your new tattoo and allow you to use the entrances on the East Porch, the Tavern Portico and the Servant's Door in the west. Feel free to open windows. But be advised that doing so may expose you. All non-members are restricted to the entrance on the south veranda.*
6. *Do not be slighted if the Guild Master fails to acknowledge you.*
7. *Please bring any inquiries or requests to the concierge or the carriage master.*

Welcome to the Night Wolf Inn!

—Jeeves

Jeeves provides new members with this salutation, which is of course meant to amuse. It is available as a handout at the back of this supplement. The list should intrigue players and start them poking around.

Jeeves will answer most questions put to him and persistent players will learn much! See Core NPCs for more on what Jeeves knows.

The guild sells a limited range of high-quality gear via the front desk. (See following page)

NIGHT WOLF INN EXCURSIONIST GUILD SHOP

| <i>Miscellaneous Items</i> | <i>Cost in Silver</i> |
|---------------------------------------|-----------------------|
| Acid, vial (half pint) | 400 |
| Air Bladder | 20 |
| Axe | 20 |
| Bath (portable) | 40 |
| Bedroll | 30 |
| Blanket, Saddle | 3 |
| Candle, one | 1 |
| Chain, steel heavy (per foot) | 20 |
| Chain, steel light (per foot) | 5 |
| Chain, steel medium (per foot) | 10 |
| Chalk powder, vial (half pint) | 1 |
| Charcoal or chalk, 20 Drawing Sticks | 1 |
| Coal, 1 bag | 2 |
| Compass, Magnetic | 100 |
| Cook Kit, Pots, Kettle, Utensils | 20 |
| Crampons | 10 |
| Crowbar, long | 20 |
| Drill | 8 |
| Hacksaw | 5 |
| Hammer and Six Wooden Spikes | 6 |
| Hatchet | 8 |
| Holy water, vial (8 oz.) | 500 |
| Insect Repellent, 1 bottle | 2 |
| Journal w/ Graph Paper and Ink Pen | 6 |
| Lantern, bullseye | 240 |
| Lock Picks & Torsion Wrench | 600 |
| Matches, 20 waterproof bottle | 20 |
| Matches, 40 + Tinderbox | 30 |
| Mirror, small simple | 10 |
| Oil, flask (one pint) | 20 |
| Oil: Phosphorescent, flask (one pint) | 50 |
| Perfume, small vial | 40 |
| Pick Ax | 10 |
| Pole, ten foot | 1 |
| Quiver, 24 arrow capacity | 12 |
| Rope, 100 foot | 12 |
| Rope, 200 foot w/ grapnel | 49 |
| Rope, 50 foot | 4 |
| Rope Ladder, 25 foot | 12 |
| Soap, one bar | 1 |
| Spade, small foldable | 12 |
| Spikes, Iron (six) | 3 |
| Spikes, Wood (six) | 1 |
| Spyglass | 350 |
| Tarp, Waterproof 15'x15' | 5 |
| Tent, four man Pavilion | 420 |
| Tent, two man | 250 |
| Torch, half dozen | 3 |
| Water or wine skin | 15 |
| Whistle | 2 |
| Whistle, Dog | 3 |
| Wood for 1 campfire | 1 |

| <i>Basic Arms & Armor</i> | <i>Cost in Silver</i> |
|-------------------------------------|-----------------------|
| Plate Mail | 8,000 |
| Chain Mail | 1,500 |
| Leather Armor | 100 |
| *** | |
| Arrow, one dozen | 24 |
| Arrow, silver (single) | 20 |
| Bow, Long | 1,200 |
| Bow, Short | 300 |
| Dagger & scabbard | 40 |
| Flail, Footman's | 60 |
| Mace, Footman's | 160 |
| Morning Star | 100 |
| Sword, bastard & scabbard | 500 |
| Sword, broad & scabbard | 200 |
| Sword, long (one handed) & scabbard | 300 |
| Sword, short & scabbard | 160 |
| Sword, great two-handed & scabbard | 600 |

| <i>Animals, Transport & Containers</i> | <i>Cost in Silver</i> |
|--|-----------------------|
| Bird (small song) | 2 |
| Cart, for horse or mule | 1,000 |
| Guard Dog | 500 |
| Horse, light riding | 500 |
| Horse, medium war | 4,500 |
| Horse, heavy war | 6,000 |
| Mule w/ Sacks, Harness etc. | 490 |
| Wagon, large for two horses | 3,000 |
| *** | |
| Backpack, Custom | 50 |
| Barrel | 10 |
| Basket, Large (Bushel) | 20 |
| Basket, Small | 5 |
| Box, small gold | 2,000 |
| Box, small lead | 28 |
| Cage, bird | 12 |
| Cage, iron 8'x8' | 500 |
| Cage, wood 4'x5' | 150 |
| Chest, small wood | 8 |
| Chest, large wood | 17 |
| Coffer, Cherry wood (watertight) | 30 |
| Sack, large empty | 1 |
| Scroll case | 15 |

| <i>Provisions</i> | <i>Cost in Silver</i> |
|----------------------------------|-----------------------|
| Beer, gallon | 36 |
| Brandy, 1 flask | 17 |
| Mead, pint | 7 |
| Mixed grain horse feed (one day) | 1 |
| Rations, regular (five days) | 60 |
| Rations, preserved (five days) | 100 |
| Rum, 1 bottle | 2 |

All orders from this list must be paid for at the front desk & then picked up at the carriage house from Garden Blackrest.

Core N.P.C.s

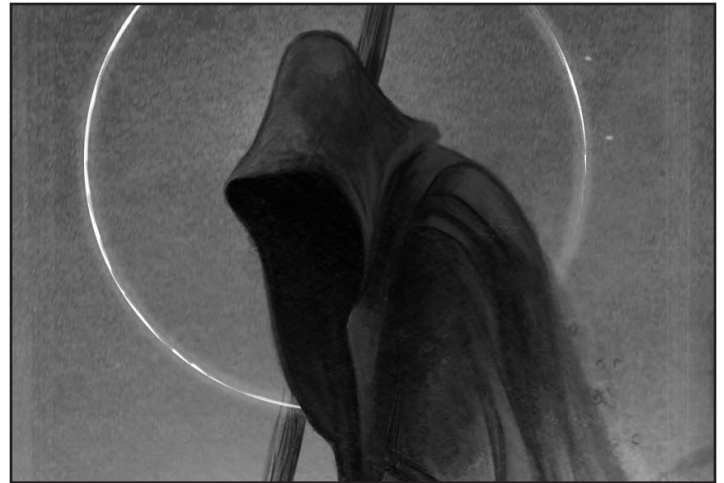
AND STAFF

Core staff of the Night Wolf Inn is composed of a handful of individuals that never check morale. They have 100% loyalty to the Inn and to the Inn Master himself.

These individuals ensure that the Inn runs like clockwork and that the Master's rules are adhered to. None of these core NPCs should be taken lightly. They represent both formidable foes and powerful friends.

Because the power level of any given campaign may vary, a chart has been provided here to illustrate how various NPCs in the Night Wolf Inn should be compared to other personages in the DM's milieu.

By assessing the Relative Power column you will be able to determine whether the Core NPCs need to be adjusted in terms of level, magical items or both.



For example, if most of the city watchmen in your campaign are 3rd or 4th level fighters and most of the great generals in your campaign are 20th level, then Jeeves Everbleed would likely need to be 20th level instead of 10th.

| Level | Examples of Relative Power | Night Wolf Inn NPC | Class of NPC |
|-------|-----------------------------|-----------------------------------|-----------------------|
| 0 | A burly farmer | | |
| 1 | Trained Soldier or Watchman | | |
| 2 | Lieutenant | | |
| 3 | Major | | |
| 4 | Colonel | Maggie Frost, Head Maid | 4th Level Monk |
| 5 | General or Powerful Wizard | | |
| 6 | Hero | | |
| 7 | Hero of Renown | | |
| 8 | Great General | | |
| 9 | Mighty Lord | | |
| 10 | Epic Hero | Jeeves Everbleed, Concierge | 10th Level Duelist |
| 11 | | | |
| 12 | Legendary Hero | Garden Blackrest, Carriage Master | Pit Fiend |
| 13 | | | |
| 14 | | | |
| 15+ | Slew Orcus | | |
| ...29 | Godlike | The Inn Master | 29th Level Magic-User |



JEEVES EVERBLEED

Chaotic Good 10th level Duelist*
Concierge at the Night Wolf Inn

| | | |
|-----|-----|--|
| STR | 16 | +1 dmg |
| INT | 9 | |
| WIS | 11 | |
| DEX | 18† | +3 missile / -4 AC †this stat raised by Inn Master |
| CON | 16 | +2 hp / 95% shock |
| CHR | 18 | +35% reaction |

AC:

| | |
|--------------------|--|
| Vs melee weapon: | -6 (+3 leather, DEX, duelist, +2 ring, tattoo) |
| Vs most other att: | -2 (as above) |

(or no armor)

| | |
|--------------------|------------------------------------|
| Vs melee weapon: | -1 (DEX, duelist, +2 ring, tattoo) |
| Vs most other att: | 3 (as above) |

MV: 12"

HD: 10 (96 hp) includes tattoo bonus

THACo:

| | |
|-------------------|------------------------|
| Vs melee weapon: | 7 with +2 life stealer |
| Vs same weapon: | 5 with +2 life stealer |
| Vs anything else: | 9 with +2 life stealer |

| | |
|-------------------|-------------------------------------|
| NO. ATTACKS: | 2 per round |
| DAMAGE: | 1d8 + 4 1d8 + 4 with life stealer |
| SPECIAL ATTACK: | +1 to every die of dmg |
| SPECIAL DEFENSE: | see below |
| MAGIC RESISTANCE: | none |
| RACE: | human |
| PSIONICS: | none |

SAVES:

| | |
|---------|----------------------------------|
| Poison | 6 (or 2 if poison due to amulet) |
| Petrify | 7 |
| Rod | 8 |
| Breath | 7 |
| Spell | 9 |

All saves have been adjusted by 2 for the ring of protection. Jeeves' +3 armor might situationally lower certain saves even further per DMG p. 81. Jeeves has 1 heroic point per month to re-attempt any failed die roll.

Jeeves wears leather armor +3, a ring of protection +2 and an amulet of proof vs poison that grants him +4 to saves vs poisons of any kind.

Jeeves' fencing sabre functions as a +2 longsword of life stealing: draining 1 experience level from its target on a natural roll of 20 and bestowing on Jeeves as many hp as his opponent lost due to this function (up to a maximum of Jeeves' 96 hp). Jeeves gains +1 dmg per die due to his *sleeping rose tattoo*.

- Jeeves is surprised only on a roll of 1 on a d6.
- When fighting an opponent in hand to hand combat, Jeeves gains a +4 AC bonus and a +2 bonus to hit. If Jeeves uses the same weapon (longsword vs longsword) as his opponent, then Jeeves' bonus to hit rises to +4.
- Anyone fighting on Jeeves' side in combat gains a +10% bonus to morale.
- Against an opponent wielding a weapon, Jeeves may attempt to parry the death blow. If he receives a hit from a weapon that would finally take him to 0 hp, he may save vs Death Magic (for which he needs a 6). Success indicates that no damage is taken. A second such blow during the same fight indicates half dmg from the hit. A third such blow does not allow Jeeves a saving throw and he will be reduced to 0 or fewer hp as normal.
- Jeeves saves vs all Fear effects at +2

Lounging like a leopard in a tree, a middle aged man has draped himself behind a huge mahogany desk. Every part of his clothing and posture betray a love of comfortable things. His shirt is white silk, his necklace: heavy gold.

Once dark hair has grayed at the temples. An immaculate salt and pepper goatee refines his roguish looks. Well-worn breeches and a pair of fencing gloves underscore the sheathed saber cast recklessly across the desk's leather top.

His hand cups a snifter of brandy, but when he sees you he smiles whitely and pulls himself to his feet. "Care for a drink?" he asks. "Name's Jeeves."

- Jeeves' penalty for using two weapons is 1 lower than normal. I.e.: with his 18 DEX, Jeeves normally dual wields at a -1/o penalty per DMG p. 70. However, Jeeves may dual wield weapons at no penalty to hit and may therefore attack up to 4 times per round without cost. Honor, however, prevents Jeeves from seeking this advantage unless sorely pressed.

Because he intentionally wears no ward against Detection spells, his alignment is easily discovered. This generally puts those of good alignment at ease when joining the guild.

Jeeves represents a unique and highly skilled combatant, perfectly capable of defusing most situations through charisma alone. Failing this, however, Jeeves can swiftly put an end to nearly any physical confrontation by virtue of his astonishing martial prowess.

Since many players are not wholly familiar with the Duelist Class, Jeeves provides a set of surprising abilities to players who simply can't help biting the hand that feeds.

Should you prefer to represent Jeeves as a standard fighter, some additional magical items or levels might be needed to bolster him.

PLAYING JEEVES

Jeeves is the charismatic public face of the Night Wolf Inn. He is the doorman, the bouncer, the perfect butler and utterly charming in every way.

As middle-age crises go, Jeeves laid claim to an ordinary one with no more and no less to complain about than the average fading man.

A long career in well-justified revenge and honor killings had earned him enough gold for a lethal amount of brandy; and he might have succeeded in this dénouement had he not come upon the Night Wolf Inn.

The Inn Master was in need of a doorman and Jeeves was in need of a listener.

Eventually the Inn Master's unrelenting silence turned the tables and Jeeves began asking questions.

In the course of three years Jeeves ingratiated himself and listened intently. The Inn Master's story riveted him. Jeeves decided that no matter how much darkness his employer drew around himself the person underneath it was worth helping.

Jeeves knows the Inn Master skirts the edge of true evil, but he also knows the reason he does so.

As such, Jeeves is an apologist for the Inn Master and believes that he is worth saving. To that end, Jeeves recruits all types of treasure seekers (whom he believes are basically selfish people) hoping that eventually the collective efforts of the guild will result in finding what the Inn Master seeks.

When this happens, Jeeves believes that the dark curse on the Inn will vanish and the Inn Master will find the courage to step into the light.

Though the method is radical, Jeeves believes he is doing a good thing.

Rather than a blabbermouth, think of Jeeves as a smooth operator. He wants the player characters (and all guests at the Inn) to be happy.

He understands that he may be the only sympathetic/kind member of the staff that clientele regularly interact with; therefore, he is determined to get it right.

When it comes to food and drink, there is no request too outlandish. (Because the Inn is able to produce food magically, Jeeves has even served a barbarian fermented dog milk upon request.)

Whether it's mending armor, or sending a messenger to town, Jeeves will get it done. He can also sell limited luxury equipment. (See *Joining the Guild*) for a full list of goods. Orders are placed with Jeeves and then picked up at the carriage house from Garden Blackrest.

Jeeves will also let rooms (see *Guest Rooms*).

Jeeves is also in charge of the Ballroom and is happy to make reservations for that facility. (See area 108)

If Jeeves does not like you, you will never know it. In fact, the only individuals capable of turning Jeeves' lethally serious are those who seek to violate the Inn or cause harm to its property or guests.

Exceptionally insipid, rude and or obviously evil guests or guild members will still get his winning smile and undivided attention. He will provide for their requests as he does for any other.

HOWEVER: Jeeves will not seek out such individuals nor make small talk with them, nor will he volunteer information, warnings or advice in an effort to aid or steer such individuals away from harm. Because Jeeves knows so much, this is a significant consequence of landing on the concierge's bad side. Never warn or otherwise admonish your players in this regard. Players will discover on their own that Jeeves is astonishingly accommodating...it's just that for certain individuals (whom he likes) he's also a wellspring of essential information.

PUTTING WORDS IN JEEVES MOUTH

Once you are familiar with the Inn, you will be able to play the role of Jeeves quite well (offering information or withholding it depending on the character he is talking to).

WILL SAY

- Jeeves knows the local gossip of whatever land the player characters have come from. He may have insights.
- Jeeves knows every room from the 100's to the 400's in the Inn. While he may not know every secret, he knows which of these are dangerous. If he is asked about the solarium, for example, he may warn that, "Someone once went missing in the solarium and was never seen again. I don't know the particulars and it hasn't happened since, but do mind your step."
 - ◊ Or, if Jeeves does not like the person: "A lovely place for contemplation: accessible from the hallway directly behind the bar. Enjoy!"
- Jeeves knows about glimmer doors (see *The House*). He will not vouch for their safety.
- Jeeves knows that the Inn is sentient. He will advise that the Inn Master is aware of whatever happens in the Inn. (see *The Inn Master*)

- Jeeves will downplay notions that the Inn is haunted, "A few strange things happen here time to time like they might in any old house, but no good person's ever come to harm."

WON'T SAY:

- Jeeves will never reveal the full name of the Inn Master. At most, Jeeves will refer to him as Mr. Spector, if pressed by someone he likes.
- Jeeves will never reveal the true nature of Garden Blackrest, the Inn Master or anyone else at the Inn. He esteems privacy and will show all guests the same discretion.
- Jeeves will never reveal the alignments as such of the staff or admit that they are "bad" people. Rather he will apologize for them and suggest plausible excuses for whatever may transpire.
- Jeeves will never betray other guild members or gossip about them.
- Jeeves will never display any but the best manners. If a problem arises, he will either apologize, offer compensation of some type (free room, refund, complimentary potion at most) or if there is no way to solve the rift, he will suggest severing ties between the character and the Inn.
- If Jeeves or any member of the Inn's staff or guest list should be accosted or attacked, Jeeves will intervene immediately and attempt to subdue the attacker.
- Jeeves will not kill an opponent unless he has no other choice.

"A Fool deserves a little kindness. He's probably not going to live as long as you."

—Jeeves

* The Duelist first appeared in *Dragon Magazine*, May 1983; my personal thanks to Arthur Collins for a wonderful NPC.

GARDEN BLACKREST

*Lawful Evil (Neutral Tendencies) Pit Fiend
Carriage Master at the Night Wolf Inn*

| | | |
|--|---|---------------|
| STR | 18 ⁰⁰ | +6 dmg |
| INT | 15 | |
| WIS | 17 | |
| DEX | 10 | |
| CON | 18 | |
| CHR | 5 | -15% reaction |
| AC: | -4 (with ring) | |
| MV: | 6" / 15" | |
| HD: | 13 | (86 hp) |
| THACo: | 9 | |
| NO. ATTACKS: | 2 per round | |
| DAMAGE: | | |
| | cold iron dagger | 1d4 + 6 |
| | silver cane | 1d6 + 6 |
| SPECIAL ATTACK: | see below | |
| SPECIAL DEFENSE: | +2 weapons to hit | |
| MAGIC RESISTANCE: | 65% | |
| RACE: | devil | |
| PSIONICS: | 213 Points / attack A, C, E / defense G, H, I | |
| SAVES: | | |
| | Poison | 4 |
| | Petrify | 5 |
| | Rod | 6 |
| | Breath | 4 |
| | Spell | 7 |
| <i>All saves have been adjusted by 1 for the ring of protection.</i> | | |

Garden Blackrest's true name is *Camezoch*. He wears a +1 ring of protection and a ruby medallion of proof vs detection and location. His alignment and true nature are therefore very well hidden.

- Garden takes 50% or NO dmg from cold and poisonous gas.
- Garden takes NO dmg from fire of any kind nor from cold iron.
- Once per day Garden can gate if outside the Inn (70% chance of success) 1d3 barbed devils (60%) or 1 ice devil (40%). Camezoch cannot risk gating in another pit fiend or he could be dragged off to hell.
- Once per day Garden can cast a Symbol of Pain: save vs spells or suffer -4 on attack dice to hit rolls & -2 on DEX for 2d10 rounds.
- Garden regenerates 2 hp per round.
- If Garden is pressed, he may reveal his tail and use it to strike in addition to his other attacks: a hit indicates the opponent is grappled and constricted for 2d8 hp per round.
- If Garden so much as slaps an opponent with his open hand, it will do 1d3+3 dmg. If he attacks with his fists and claws instead of weapons, he attacks twice per round and each blow deals 1d3+6 damage.
- Garden sees infra-visually up to 120'

At will (once per round) Garden can do any one of the following:

- Charm Person PHB p. 55
- Suggestion PHB p. 75
- Create an Illusion PHB p. 75 & 95 cf. Improved Phantasmal Force
- Teleport without error UA p. 62 cf. PHB p. 82 Teleport
- Know Alignment PHB p. 45

A man in black stands slightly away from the brighter light in the room. Though hunched, he is over six feet tall. A gorilla-like physique strains the seams of his black tailored clothing and you notice his hands are thick and very pale.

The same death-like pallor extends to his lower face, but a black hat utterly (and magically) obscures his eyes in deep shadow. Longish black hair emerges from under the brim in a clean but unkempt thatch around his hulking shoulders.

After further surveillance of this frightening person, you become aware of a ruby medallion that he wears on a gold chain and that he carries a black lacquered cane topped with a silver vulture head. The cruel beak of this thing pairs well with the Carriage Master's own hooked nose and thin lips. When he speaks you are startled to notice that his teeth, though exceptionally white, produce a foul odor and that they appear more ursine than human.

- Cause Fear 20' radius PHB p. 76
- Animate dead (up to 13 skeletons or zombies) PHB p. 46
- Pyrotechnics PHB p. 58
- Produce Flame PHB p. 57
- Wall of Fire PHB p. 61
- Detect Magic PHB p. 44
- Detect Invisible PHB p. 69
- Polymorph Self PHB p. 78
- Hold Person PHB p. 74

While most players surmise that the Carriage Master is not human, most wrongly assume that he is a vampire or some form of undead. The truth is far more terrifying.

The name Camezoch (a True Name) is known only to the Inn Master, who rescued the devil from destruction at the hands of Geryon himself.

Unable to return to the hells (for Geryon would hunt him to extinction there) the devil has become the Inn Master's loyal servant. Over the course of the century + during which he has been bound to serve the Master, the devil's cruelty has softened ever so slightly.

Aside from the Master, Garden is the single most intimidating member of the staff, capable of browbeating anyone who becomes an annoyance.

Garden is NEVER seen in his true form. He will assist guild members to the best of his ability but will also make sure they know their place. His threats are implied. His word can more or less be trusted. Much like a vampire who has weaned himself off human blood, Garden now only tortures and murders animals when the urge takes him and makes sure to do so in secret.

If this activity is discovered, he will threaten the witness with a similar fate should they speak of it.

Those who engage him about his hat and the fact that his eyes remain hidden (no matter what method of magical scrying is employed) are often met with a pointed proposal: "You want to see my eyes? Is it that important to you? Then by all means come with me; I will show you—privately."

Such a fool can be taken aside: have the devil attack the character with psionic mind blast; repeatedly; until a suitably horrible condition befalls him or her. Then, assuming that condition is NOT death, have the pit fiend carry the victim back to his comrades and apologize in a lethal tone that, "Unfortunately, the (gentleman's/lady's) nerve seems to have failed (him/her)."

DMG p. 78 should provide helpful guidelines for recovery from such an attack

and the character will have no memory of ever having seen Garden's eyes once they are again able to speak.

Garden is the member of the staff closest to the Inn Master and whereas the Inn Master is never heard to speak, it soon becomes apparent to members of the guild that he must speak to Garden: who will frequently serve as the mouthpiece of the Inn Master.

Garden is also the Inn's manager on many levels.

He:

- Acts as the carriage chauffeur
- Oversees the landscaping
- Tends to the horses and livery
- Schedules maintenance of the Inn's exterior
- Serves as the Inn's legal representative and attorney in all matters

Occasionally, Garden will also oversee the tavern and act as the barkeep when the barkeep has a day off. Garden is capable of accessing the Inn's magic to summon up any sort of food or drink that a patron orders.

PLAYING GARDEN

Garden is a churl and though he will serve the guests of the Inn, he does so with an air of black resentment.

A conversationalist, he is not.

He will speak when spoken to. And he will bear silently a good amount of ribbing over his disposition, dress, hunch and so forth. But always remember that he will hate anyone who is not a good deal nicer and more polite to him than he is in return.

To say that the pit fiend likes Jeeves is perhaps going too far. However, Jeeves represents the most tolerable form of human that the devil has ever interacted with.

Garden believes in natural selection and he will not move to warn or save anyone who goes about the business of exploring the Inn. In fact, if he is queried for advice, he is likely to offer directions or instructions that will precipitate badly on the askers.

Not that he will instruct them toward utter doom, for such would be counterproductive to the Inn Master's designs, but he will have a go at causing them damage and trauma should opportunity present.

When explorers return from the guts of the Inn, bloodied and disfigured, looking to confront him, Garden has been known to say, "Oh, you thought I was serious? That was a joke."

Yes:

An altercation with Garden is the most likely of any staff-related confrontation. As such the possibility must be handled diplomatically.

Before you unleash the pit fiend's enormous potential for party destruction, consider a few things:

1. After familiarizing yourself with the Inn Master's goal, ask yourself: "What would the Inn Master want Garden to do in this situation?"
 - a. The answer is likely to be: suck it up and bite his tongue.
2. If the situation moves to violence without Garden throwing the first punch, then the character is now in trouble since it will be seen by Jeeves (and all other staff) as an attack on the guild itself. Remember that Garden is a lawyer and he understands this. Even if he is attacked, he may not need to lift a finger since Jeeves and his sabre are also likely nearby.
3. Assuming the most cataclysmic possible scenario, wherein the affronted

character(s) declare war on the Inn and begin attacking Garden and Jeeves etc., feel free to unleash the beast. Note however that in this situation, the Inn Master himself will probably show up in a round or two at which point the party's doom is reliably sealed.

FINAL THOUGHTS

Garden is the only member of the staff to spend time with the Inn Master at the top of Spector Tower.

Whereas Jeeves is a fixture at the Inn, ever present behind the concierge desk and also the public face of the establishment, Garden is a backdoor man, a fleeting figure, often away and ever serving his Master.

"A Fool deserves death without a funeral."

—Garden Blackrest



MAGGIE FROST

Lawful Neutral 4th level Monk
Head Maid at the Night Wolf Inn

STR 15 +1hp
INT 12
WIS 15
DEX 17
CON 15
CHR 12

AC: 3 (shirt, +2 ring, monk, black wolf tattoo)
MV: 18"
HD: 5 (20 hp)
THACo: 18 Open Hand
16 +2 Spear

NO. ATTACKS:

5/4 Open Hand
1 +2 Spear

DAMAGE:

Open Hand 1d6
+2 Spear 1d6 + 4

SPECIAL ATTACK: see below

SPECIAL DEFENSE: see below

MAGIC RESISTANCE: none

RACE: human

PSIONICS: 122 Points / attack A, B, D / defense F, H, I
Disciplines: Hypnosis & Levitation

SAVES:

Poison 7
Petrify 10
Rod 11
Breath 13
Spell 12

All saves have been adjusted by 2 for the ring of protection.

Maggie wears a silk shirt +1 in addition to her ring +2. She does not normally carry her spear with her. She wears the entry level tattoo.

- Maggie scores +2 dmg with all weapons
- If her Open Hand to hit roll is 5 or more than needed to hit, she stuns her opponent for 1-6 rounds.
- If she stuns her opponent, there is a % chance equal to the victim's AC of being automatically killed.
- If a non-magical projectile (arrow, spear etc.) would hit Maggie, she may save vs Petrification to dodge that projectile instead.
- If Maggie makes her save vs any attack form, she takes no dmg from that attack, even if it was something like a fireball. If she fails her save, she will take only 50% dmg.
- Maggie has only a 28% chance of being surprised
- Maggie takes no damage from falling 20' or less if she is near a wall.
- Maggie can speak with animals
- ESP has only a 30% chance of working on Maggie.

Maggie has the following Thief Skills:

OPEN LOCK 47%
FIND TRAP 35%
MOVE SILENTLY 38%

You notice a fit woman in her late twenties primarily because of her demeanor. She seems upbeat and playful as she talks with other members of the staff. Her hoarse, gravelly voice is the kind many men find charming.

Maggie is pale with dark hair and blue eyes. Her fingernails are trimmed close and unadorned and her hands look rough and hard.

HIDE IN SHADOW 30%
HEAR NOISE 15%
CLIMB WALL 88%

Maggie Frost has a tom-boyish demeanor. She is not easily insulted and has an engaging physical personality. She likes to take action based on whatever she is talking about and enjoys her duties at the Inn.

As the Head Maid, no one is hired without her approval. She oversees even the extra-planar chefs in the kitchen. (See area iii)

Maggie wears a simple silver ring on her left thumb. Her uniform is a black nearly knee-length skirt and a white silk shirt.

Maggie knows almost every inch of the Inn from the wine cellars to the attic and has been in nearly every room. She is not a gossip and does not offer secrets readily. She will, however, offer good advice to those she likes.

PLAYING MAGGIE

Maggie is a down-to-earth pragmatist. She enjoys a chilling yarn told in the comfort of the tavern but she is not interested in adventures.

Nor is she typically interested in *dating* adventurers.

Maggie is disciplined and independent. She appreciates kindness, honesty and a good tip. Her regimen of physical exercise and meditation fills her with a sense of peace and well-being.

When she is at work, she finds fulfillment in being friendly and helpful and in palliating the sinister/ominous elements of the Inn.

She does not count the Inn Master a friend but has never heard or seen him do anything she would be ashamed to be associated with. He pays everyone at the Inn very well.

Maggie is not fond of Garden but his Lawful alignment lines up with her sensibilities in ways she can appreciate.

If Maggie were to become involved with someone, the relationship would begin with glacial slowness and likely necessitate a life devoid of adventures and more rooted in fitness, philosophy, laughter and gardening.

Above all, Maggie is loyal to the Inn and to the staff—especially Jeeves.

"Ignore the wart. Focus on the person."

—Maggie Frost

MAGGIE'S ADVICE TABLE

Each time a character interacts with Maggie one-on-one make a reaction check modified by the character's CHR. On a score of 76 or higher, roll once on the table below to determine what piece of Advice Maggie offers the character.

1. *"Sometimes more expensive is better. But for the money, room five is my favorite."*
2. *"The Master knows what happens on his property. Keep that in mind."*
3. *"Sure, Garden can be a bit off-putting but he's here for the Inn. If you're a guild member, he's on your side."*
4. *"If you need legal advice, and you're a member, you can ask Garden. He'll get you out of a cell. Did you know he's a lawyer? He'll represent you for free."*
5. *"I've seen some things. Maybe ghosts, I don't know. But I don't think if you're a good person those things can hurt you. Never did me any harm."*
6. *"Lot of people come and go. Some come in and never go. I don't know how that happens but once in a while you'll see a door around here that you don't recognize. Best be careful. I've never opened one so you know the sheets behind it aren't clean!"*
7. *"The Inn Master might not be friendly but he takes care of us. The pay is more than any maid is worth and if you stop and think how well you're treated, well, that's all the truth you need."*
8. *"I know some regulars study in the library. You can learn a lot in there. Once I found a magic book I never found again. But reading that was how I got my mental powers. You wanna see?"*
9. *"There's a lot of lost treasures in here. I've found rings and gold teeth. You can't imagine. When they talk about exploring the Inn, they mean it. One gal walked out of here so rich she never had to work again."*
10. *"There are a lot of secrets in the Inn and a lot of symbolism to the decorations. I don't know what they all mean but some people claim they're all pieces in some big puzzle."*
11. *I'd be careful in two places really: the attic and the cellar. The staff isn't allowed in the attic and we only ever deal with the kitchen cellar and the wine cellar. Beyond that, I'm told it's not safe.*
12. *We have guests from lots of places, some are high and mighty. You don't know who you're going to meet here so you have to be diplomatic. You might be talking to someone who rules a country and not even know it.*

THE INN MASTER

Chaotic Neutral (Evil) 29th level † Magic-User
Master of the Night Wolf Inn

| | | |
|-----|----|-------------------------|
| STR | 6 | -1 to hit |
| INT | 25 | immune to all illusions |
| WIS | 18 | +4 mental save |
| DEX | 7 | |
| CON | 6 | -1 hp per HD |
| CHR | 5 | -15% reaction |

AC:
Vs good alignments: -9* (via staff)
Vs other alignments: -7*
*typically has Stoneskin

| | | |
|--------|-------------|---------|
| MV: | 6" | |
| HD: | 11 + 18 -11 | (52 hp) |
| THACo: | 12 | |

NO. ATTACKS: 1 per round
DAMAGE: 1d10 freezing touch + save vs Paralyzation
SPECIAL ATTACK: creatures <5HD flee in terror if true form revealed
SPECIAL DEFENSE: +1 weapons to hit plus see below
MAGIC RESISTANCE: 25% from quasit
RACE: lich
PSIONICS: none: immune to all mental attacks.
SAVES:

| | |
|---------|---|
| Poison | 2 |
| Petrify | 2 |
| Rod | 2 |
| Breath | 2 |
| Spell | 2 |

All saves have been adjusted by 5 for the ring of protection. Assume that regardless of penalties, the Inn Master always saves unless he rolls a natural 1.

Zindo Spector, the Inn Master, wears a ring of protection +5 and carries a black staff of the magi, which he created. This unique staff further reduces his AC by 2 and adjusts his saving throws by 2 again.

- The Master has a permanent Unseen Servant and a permanent Tenser's Floating Disc PHB p. 69 & 68 respectively.
- The Master controls 3 homunculi that he created while still alive. They are referred to as "Immor" "Dwell" and "Mews".
- The Master has a quasit familiar by the name of *Thin Chamberlain* and REGENERATES 1 HP per round as a result.
- The Master is immune to charm, sleep, enfeeblement, polymorph, cold, electricity, insanity and death magic.
- He cannot be turned by any means
- The Master automatically detects invisibility
- The Master can teleport within the Inn

THE BLACK STAFF (always assume the staff starts with 15 of 25 charges)

Zero Cost Abilities:

- Detect Magic PHB p. 44
- Enlarge PHB p. 65
- Hold Portal PHB p. 66
- Darkness 20' radius PHB p. 44
- Protection from Good PHB p. 44

One Charge Abilities:

- Invisibility PHB p. 70

A stooped figure grips a dark wooden staff, hands wrapped in the sleeves of a luxurious black satin robe.

The cowl of this robe further obscures the figure's face and form making gender impossible to discern. Contrasting with the darkness of this being is a faint halo of light behind its head.

The Inn Master moves slowly, deliberately and without sound. Only the staff ticks over the floor. Little time passes before this voiceless apparition departs.

- Knock PHB p. 70
- Levitate PHB p. 70
- Web PHB p. 72
- Dispel Magic at 8th level PHB p. 47
- Fireball 8d6 PHB p. 73
- Lightning Bolt 8d6 PHB p. 74
- Ice Storm 3d10 or slowed PHB p. 77
- Wall of Fire PHB p. 61
- Passwall PHB p. 81

Two Charge Abilities:

- Whirlwind (forms in a single round, otherwise cf. MM p.28 for Djinni whirlwind effects)
- Plane Travel DMG p. 134 cf. PHB p. 115
- Conjure Elemental (8HD) DMG p. 134
- Telekinesis (at 29th level) DMG p. 134

The staff absorbs spells up to 10 levels worth before reaching its maximum of 25 charges. Zindo always knows how many charges his staff has. Retributive strike is also available per DMG p. 134.

It is not the intent of this supplement to build an inevitable confrontation with this creature. In the many years that the Night Wolf Inn has been played, none of the players have learned his real name, let alone battled him.

If the Inn Master is ever accosted or attacked, there will never be a warning or a reprimand. He will immediately kill the offending character on the spot. Power Word Kill or some equally expeditious method is the general tool of choice.

The corpse of the fool will then be moved via staff (up to 725 lbs) to Zindo's Floating Disc (PHB p. 68) which has a 2,900 lbs max capacity. Then the Master will leave with the body in tow. Any who oppose this will also end up on the disk.

The items of the fool go with him and neither will ever be seen again.

While the Night Wolf Inn could be set upon by a cadre of powerful clerics and paladins, the Inn Master destroyed and the Inn with him, one might ask under what pretense such a crusade was initiated.

The Inn Master will never openly break laws and though he is certainly guilty of nefarious doings, such transgressions are well executed (often on other planes!) and hidden even from most magical scrying.

Whatever death he deals will be in defense of his person and property and the powers extant are likely to side with the Night Wolf Inn, if not out of rational interpretation of the law then out of fear.

† 30th level with quasit familiar



The stat block for the Inn Master is therefore provided for the DM to muse over, rather than for characters to break themselves against. In the case of the foolhardy, this NPC will provide you with ample justification for the instantaneous death you bring them.

Of the six 9th level spells, which the Inn Master has memorized, three will be Power Word Kill, one will be Time Stop and the last will be Wish. In addition, he will have a Contingency spell UA p. 59 with a powerful emergency spell linked to it.

The referee is advised to shy away from these in favor of convincing his players that although there is a deeply sinister aspect to both the Inn and the Master of it, something tragic has clearly happened here. Perhaps the Inn Master's curse can be lifted.

Perhaps the darkness of the Night Wolf Inn can be exorcised without fueling the Master's justifications for further selfishness and evil.

There is plenty of adventure to be had at the Inn. You do not need to include the Inn Master as one of the enemies to fight!

Because of this, no comprehensive list of spells or tactics for Zindo are provided. If you ever have need of such, please inform me of the aftermath. I would love to hear how the apocalypse went down.

THE INN MASTER'S STORY

The Master of the Night Wolf Inn has many aliases. For legal purposes, he selects a first name that is common to whatever land the Inn occupies but always retains his true surname. As such he is sometimes referred to as Mr. Spector, but more commonly as the Inn Master, or simply the Master.

The Master's most common alias' have been:

- Gabranth
- Warlen
- Vashti
- Nahuth

His real name is Zindo.

Zindo Spector was born nearly 2 centuries ago on a planet called Adummim, in the Prime Material Plane. He rose to power there as a sorcerer with an obsession for geometry, dimensions and gates to other planes.

Zindo married his childhood sweetheart, Issolbine and together they had two children. Carrie first and much later (as a surprise) Suzie. The girls were 14 years apart and had little in common. Furthermore, due to age, Suzie's mother died during the birth. Though Issolbine's death eventually turned out not to be permanent, a young Carrie blamed both her father and her baby sister for the loss.

Carrie became rebellious and plied the charms she had inherited from her mother on boys from town.

When Suzie turned one, Zindo began construction of a house that he intended as a magical fortress and extra-dimensional sanctuary to protect his small family from any further hurt. The strange dweomers he poured into the foundations and the energies he crafted into the unsettling angles of the architecture demanded his full attention.

Nine years later, near the time of Suzie's 10th birthday, he was on the verge of finishing the home. One evening, as he pored over his calculations, he requested that Carrie, now 24, watch Suzie while he finished the bindings that would make the house impenetrable.

Carrie, long weary of her hermetic father and ever resentful of her young sister, took a bottle of whiskey and spent the evening with a suitor on the gazebo swing. It was early morning before her father found her and asked

where Suzie was.

Carrie returned to the house and helped search to no avail.

Suzie was never found.

In a rage, Zindo blasted his one remaining daughter with a powerful curse fueled by years of bitter words and arguments.

Carrie now exists in a terrible state of undeath and can never leave the house. (See area 404)

Carrie's ghost is a painful reminder and a regret for Zindo who now wishes he could undo her fate.

He has used wishes, but Carrie will not accept them. Her hatred prevents her own salvation and Zindo now avoids her. Perhaps if Suzie could be found, Carrie might also relent, soften and be freed.

In the aftermath, Zindo mourned over what he had done.

Hating himself but still determined, he then used every spell at his disposal to try and find Suzie.

Pacts and inquiries with powers from other planes revealed that Suzie had wandered while her father worked his binding and been pulled through the magical cracks by a shadowy Power, becoming trapped and lost somewhere between the planes and quasi-planes of the house.

Furthermore, he ascertained that she had met her end soon after her disappearance and that the shadowy Power was using her as bait. Suzie's spirit remains trapped and is still trying to find its way back.

For many years, Zindo endeavored to free his daughter's spirit but realized he lacked sufficient power to do so. Thus he turned his attention back to his magical studies, bolstering his powers with this single goal in mind.

As such, Zindo the Inn Master has reached a level of magic-use that few achieve. He has uncanny powers of precognition and vast knowledge of the planes. He can know the future, weeks (perhaps years) in advance.

It has been decades since Zindo repurposed his failed familial sanctuary as an Inn.

The Inn and Zindo are now linked. If ever one is destroyed, the other will follow.

The Inn Master has guest-proofed the house against unwanted vandalism and theft. But beyond the common rooms, he does not care what treasures are looted or blood is spilt. Indeed it is the lure of exploration and wealth (found in the nooks and secret dimensions of the house) that he hopes will entice adventurers to explore the endless pockets and thereby eventually lead him to his daughter. For more information on this quest see The Starry Curse & All The Secrets.

IT'S ALIVE?

The Inn is sentient, but only barely. It has no memory. What it senses it communicates directly to the Inn Master.

Rather than an indulgent voyeur, the Inn is more like a single cell animal reacting to stimuli. It will notice abnormal or dangerous behavior and it will defend itself. Conversely it will offer symbiotic enticements to those who care for it. Finally, like a single cell organism ever searching for food, the Inn is vigilant for the one thing Zindo has programmed it to "care" about: finding Suzie Spector.

Zindo's metaphor for the Inn is a giant black wolf—the beast that swallowed his daughter. But now he hopes that same beast will help to bring her back.

The nature of Suzie's disappearance puts her both inside and outside the Inn. She certainly vanished while inside. But the Inn cannot sense her because she was pulled between the seams of the Inn while it was being created. She is between the Inn and Nowhere, dragged by an infernal Power to a prison in the stars.

If Suzie's apparition appears (which it sometimes does) the Inn may notice it. But the Inn will certainly notice it if a character or a group of characters witness such an appearance. The Inn will immediately notify the Inn Master who may then suddenly appear in the vicinity—much to the surprise of the player characters.

Note that Suzie's apparition is NOT Suzie's spirit. It is simply a visual manifestation of her spirit attempting to find its way back to her father. The apparition cannot be harmed, rescued or affected in anyway and only provides reassurance that she is still somewhere, waiting to be found.

If the Inn Master arrives at a place where Suzie was sighted, he will not speak to or question the characters, though they may witness him shuffling about, inspecting the locations where she appeared. He will ignore all attempts to communicate and vanish soon enough.

It is important to understand that the Inn Master's only reason for existence is to find Suzie, ergo the Inn Master has no interest in any object, treasure, relationship or power unless said object, treasure, relationship or power furthers his chances of finding his daughter.

The Inn draws greedy adventurers to it, which the Master then hurls into its guts via legends of lost lucre and other-worldly delights. The expeditions of said adventurers are mapped cerebrally by the Master, who tracks each adventurer by their guild tattoo.

Generations of adventurers have helped him to slowly build the map located at the top of Spector Tower (area 106), a thing of astonishing complexity representing such a nexus of planes that even Zindo has not seen its full extent.

This brings us to quests.

GUILD MEMBER QUESTS

The lowest ranking guild members need only accept one quest per year with a maximum time commitment of 2 weeks. See *Joining The Guild*.

The highest ranking guild members, on the other hand, must be willing to perform four quests per year for the Master with up to 3 months of commitment.

The obvious question is, why? And why does it work this way?

The real answer is never told to anyone, though clever players may guess accurately enough. It can be summed up as such:

Novice adventurers die easily and are of little to no use. The Inn Master does not care one way or the other what they spend their time on. Nevertheless,

"If you tell a fish to swim and it fails, it is the fish's fault. But if you tell a fish to fly and it fails, the fault is yours."

—Zindo Spector to Garden Blackrest

Quests—that the Inn Master gives, will depend on "soft" requirements such as: "scout this area and bring back info;" or "go fetch this easy thing," which happens to let the party onto Inn-related clues and or tempts them to come back for their own reasons.

Some quests will seem hard but are actually up to player discretion, such as: "The people in this other dimension are being decimated by 'y'. Please go help them as much as you can without dying."

new recruits must be open to the notion of quests and get used to poking around the Inn. Therefore, once per year, the Inn Master will fabricate some useless errand for them to perform.

These novice quests are shrouded in an air of mystery and are given to the characters with an air of great importance. The players of said characters will often wonder how (for example) a quest for a ruby, owned by a bandit lord in one of the Inn's pocket dimensions must fit into the Master's grand plans.

Frankly it doesn't.

The Master will forget about the ruby as soon as it is delivered and even if it is not delivered will likely forget about the guild members who engaged in this meaningless task—until next year.

Then the Master will take stock and, depending on their advancement, assign them yet another pointless quest or move them onto bigger and better things.

Powerful heroes who are able to repeatedly plumb the Inn's dimensions and return alive are the sort that the Master cares very much about. And that is why all the perks of the guild are aimed and transforming those of humble origins into dangerous individuals.

At the highest level of guild membership, the Master will Wish the member's prime requisite up! And why? In order to better search for his missing daughter of course!

High level members will be questing for the Master in conditions that matter and they will be doing it frequently (though not for long durations).

Despite membership obligations, which describe quests in terms of two-week to three-month commitments, the Master does not actually enforce this. Players will find the burdens of these quests easy to bear, often rewarding and usually taking half the time advertised. So there will still be plenty of time for training, leisure and pursuits of the character's choosing.

FALSE QUESTS

All quests for characters of level 5 and lower will be false quests. The trick will be in convincing the PLAYERS that the quest is meaningful and of great value to the Inn Master. PLAYERS do not like to think they are doing something unimportant.

Typical False Quests:

- Retrieve a (jewel, magical feather, ruby rod, Holy Grail, magical weapon, etc.) from the (ruins of a moat house, snow-capped mountain, thieves' den, inundated crypt, black knight's keep, etc.) and return it to the Inn Master...if you can.
- Destroy a foul beast and bring its (head, ear, heart, what have you) back in this special (not really) box...if you can.

- Deliver this message written in invisible ink (so invisible that there isn't actually a message) to our ally in the (Forest of Dreams, Land of Nod, etc.)...if you can.
- Following the above examples, you can see that placing entire modules inside the Inn with an extra dimensional door that leads to the module location is perfectly fine. Run the module, pop back into the Inn, quest done.

You may question whether this is somehow demeaning to modules. As far as Zindo Spector is concerned, IT IS! The module could legitimately be about saving a kingdom on a distant world from (let's say a bunch of giants and drow) and the Inn Master is not going to care.

Remember, Zindo's focus is on one thing and his priorities may not resonate with anyone else. Players (and their characters) can find much fulfillment from these "false" quests and only you will know what the completion of them means to Zindo.

REAL QUESTS

The irony is that false quests are designed to feel important. Whereas, the real quests that Zindo will send high level characters on are not.

Real quests are much more likely to be hand-crafted by you.

And they are much more likely to feel strange, possibly pointless, and perhaps even a bit crazy.

The point of a "real" quest is always to attempt to direct the player characters to a trailhead for solving the mysteries and accomplishing the preparations needed to find and bring back Suzie Spector. There will always be some powerful foe and some great treasure at hand to whet the appetite of the group, but these things will often be "placed" by the Master himself.

You will design these brief encounters and then showcase the clue or riddle for piquing the party's interest.

Obviously the party is not obligated to follow this clue or solve this riddle to its ultimate conclusion. (None to date ever have.)

But the annual requirement of quests will build a body of myths and questions in player character minds that, one day, might reach critical mass.

Typical Real Quests:

- In the High Tower Spire a demon is loose. Kill it and fully explore the

room. Follow up on whatever information you find and keep the Master apprised of your successes.

- There is an alchemical laboratory in the cellars which has been sealed for years (lie). The shifting nature of the Inn requires you to find a way inside and discover if there is anything amiss.
- Sounds have been coming from Suzie's bedroom. Take the secret passage from the Tavern to her room. You must camp in the room for two weeks and make sure nothing enters the Inn. Report your findings.

Whatever treasures the characters find on these "real" quests will be theirs to keep. The Inn Master himself will have placed them and placed challenges commensurate with the levels of the group.

If the group overcomes all obstacles and begins investigating the riddles of the Inn, they will be carefully watched by the Master and rewarded befittingly.

For more information, see The Starry Curse & All The Secrets.

THIN CHAMBERLAIN

*Chaotic Evil (Neutral) Quasit
Familiar of the Inn Master*

| | | |
|-------------------|----------------------|------------------------------|
| STR | 11 | |
| INT | 4 | |
| WIS | 6 | |
| DEX | 20 | |
| CON | 11 | |
| CHR | 6 | -15% reaction |
| AC: | -2 | (including ring) |
| MV: | 15" | |
| HD: | 3 | (18 hp) |
| THACo: | 16 | |
| NO. ATTACKS: | 3 | per round |
| DAMAGE: | | |
| 2 claws: | 1d2 + save vs Poison | or lose 1 DEX for 2d6 rounds |
| 1 bite: | 1d4 | |
| SPECIAL ATTACK: | | poison |
| SPECIAL DEFENSE: | | magic or cold iron to hit |
| MAGIC RESISTANCE: | | 25% |
| RACE: | | demon |
| PSIONICS: | | none |
| SAVES: | | |
| Poison | 11 | |
| Petrify | 9 | |
| Rod | 7 | |
| Breath | 11 | |
| Spell | 8 | |

All saves have been adjusted by 2 for the ring of protection.

Thin Chamberlain wears an emerald ring of protection +2 on one arm and an amethyst ring of proof vs detection and location on the other.



- Thin Chamberlain can polymorph at will into a bat or black wolf
- Detects Good & Magic at will
- Regenerates 1 HP per round
- Immune to Cold, Fire & Lightning
- Become Invisible at will
- Once per day cause Fear in a 30' radius
- Saves as a 7HD monster
- When Thin Chamberlain is within one mile of the Inn Master, the Inn Master is level 30. The quasit's death will not decrease the lich's base level: Zindo will remain level 29.
- Thin Chamberlain is in constant telepathic communication with the Inn Master and usually stays within 100 feet.

The quasit might be glimpsed in one of three forms but flees all battles:

- Standing in the doorway is a large black wolf. You are so surprised to see this feral animal inside the Inn that you can barely utter a gasp before it bares teeth and bolts away.
- A small bat wheels chaotically about the ceiling of this room, then seems to get its bearings and streaks out through the open door, vanishing into the Inn.
- A tiny hunched creature stands on the table and hisses at you. Its spindly arms brandish long fingers tipped with black talons. Atop the hock-jointed, barb-tailed blasphemy, whose skin glistens a bruised violet, is a shrieking face like melted candle wax where black eyes and a darting tongue cause your heart to stutter.

MMOR, DWELL & MEWS

*Three Homonculi Aligned as the Inn Master
Servants of the Inn Master*

| | | |
|-----|----|-------------------|
| STR | 5 | |
| INT | 25 | as the Inn Master |
| WIS | 18 | as the Inn Master |
| DEX | 19 | |
| CON | 12 | |
| CHR | 1 | |

| | | |
|--------|----------|--|
| AC: | 6 | (but each is warded with Stoneskin UA p. 57) |
| MV: | 6" / 18" | |
| HD: | 2 | (16 hp each) |
| THACo: | 16 | |

| | |
|--------------|---|
| NO. ATTACKS: | 1 per round |
| DAMAGE: | |
| 1 bite: | 1d3 + save vs Death Magic or fall asleep for 5d6 rounds |

| | |
|-------------------|--------------------------------|
| SPECIAL ATTACK: | magical bite |
| SPECIAL DEFENSE: | saves as 29th level magic-user |
| MAGIC RESISTANCE: | none |
| RACE: | creation |
| PSIONICS: | none |
| SAVES: | |

| | |
|---------|---|
| Poison | 8 |
| Petrify | 5 |
| Rod | 3 |
| Breath | 7 |
| Spell | 4 |

Immor is citrus green. Dwell is powder blue. Mews looks like purple taffy. Like the quasit, all three are in constant telepathic communication with the Inn Master.

The death of any homonculous will cause the Inn Master 2d10 dmg and the Inn Master will certainly arrive via teleportation to destroy the fool that precipitated such. All 3 homonculi dying at once could certainly slay the Inn Master, but if this happens the Night Wolf Inn will fold in on itself like a sphere of annihilation and everything (and everyone) inside it or out on its lawns and properties (including the carriage house and old stone barn) will be extirpated from the multiverse.

"Thank goodness we're all given more chances than we deserve."

—Rain



RAIN

Neutral Good 10th level Bard
Occasional Minstrel at the Night Wolf Inn

| | | |
|-----|----|--|
| STR | 15 | |
| INT | 18 | +7 languages |
| WIS | 17 | +3 mental save (2 x 1st 2 x 2nd 1 x 3rd spell bonus) |
| DEX | 20 | +3 missile / -4 AC |
| CON | 10 | 70% shock |
| CHR | 18 | +35% reaction |

AC: -4 (bracers AC 3, ring +2, DEX, guild tattoo)

MV: 12"

HD: 17 (84 hp)

THACo:

| | |
|--------------------|-----|
| +3 Staff Dagger: | 11 |
| Heartseeking Bow: | 7 † |
| Backstab: | 7 |

NO. ATTACKS: 3/2 rounds or 2 with bow

DAMAGE:

| | |
|---------|---------|
| staff: | 1d6 + 4 |
| dagger: | 1d4 + 4 |
| bow: | 1d6 + 1 |

SPECIAL ATTACK: +1 to every die of dmg

SPECIAL DEFENSE: see below

MAGIC RESISTANCE: none

RACE: moon elf †

PSIONICS: none

SAVES:

| | |
|---------|---------------------------|
| Poison | 6 (includes -2 penalty †) |
| Petrify | 7 |
| Rod | 8 |
| Breath | 10 |
| Spell | 9 |

All saves have been adjusted by 2 for the ring of protection. Rain has 1 heroic point per month to re-attempt any failed die roll.

Rain is a true first edition AD&D bard with the exception of her race, which is custom to the Night Wolf Inn setting. As such, she has been a fighter and a thief prior to becoming an actual bard.

She has the following abilities and powers:

- +10% morale & +1 to hit for all allies after 2 rounds of playing/poetics. Effect lasts for 1 turn. PHB. 118
- Playing/singing negates magical songs from harpies, shriekers, sirens etc.
- Backstab at +4 to hit and x3 dmg
- 90% resistant to illusions, charm and sleep †
- Rain can detect lies automatically with a 70% success rate †
- Ultravision per DMG p. 59 †
- PICK POCKET 90%
- OPEN LOCK 77%
- FIND TRAP 70%
- MOVE SILENTLY 82%
- HIDE IN SHADOW 74%
- HEAR NOISE 30%
- CLIMB WALL 96%
- READ LANGUAGE 40%
- 45% Legend Lore see PHB p. 118 (adjusted for mandolin)
- 44% Charm (save vs spell applies) see PHB p. 118
- Rain's heart-stopping beauty will affect others as a Fascinate spell
 - Those with a WIS 14 or less must save vs Spells or become fascinated
 - Rain will never abuse this power.

A fit young woman like no other sits in the tavern. Light perfuses her skin, unwilling to leave. She is a white rose hit by evening sun. Small adornments and jewelry ignite within her presence. Her eyes sparkle with a blue fallen from the sky.

For a moment, you are speechless.

- When not in combat and when looking into another creature's eyes who is no more than 10' away, Rain can hypnotize (PHB p. 95 & 75) up to twice per day. This effect will last 10 rounds. †

RAIN'S REGULAR ADVENTURING GEAR

- Bracers AC 3
- Ring of Protection +2
- Ivory Dagger +3
- Mandolin of Eternity
- Heward's Handy Haversack UA p.101 Containing:
 - Bow of Heartseeking +3
 - Quiver of 24 Silver Arrows
 - Quiver of 12 +2 Arrows
 - 1 Arrow of Human Slaying
 - 1 jar Keoghtom's Ointment DMG p.149
 - Staff of the Woodlands +3 (with 12 charges) UA p.95
 - Wall of Thorns: 1 charge PHB p.62
 - Animal Friendship: 1 charge PHB p.54
 - Speak With Animals: 1 charge PHB p.55
 - Animate Tree: 1 charge UA p.95 & MM p.96
 - Pass Without Trace: no charges
 - Gold Wire Reading Spectacles
 - Diary, Quill, Ink
 - Songbook
 - 5 candles
 - Portable bathtub (will memorize create water)
 - Toiletries
 - Bedroll
 - Lantern and 2 flasks of oil
 - 1 potion of speed DMG p. 127
 - 1 oil of etherealness DMG p. 126
 - 20,000 silver traveling money in gold, platinum & gems.
- Rain obtained a Mark of Endless Breath shortly after acquiring her mandolin of eternity. It has not yet been triggered. (See the Starry Curse)

RAIN'S BOW OF HEARTSEEKING

value: 1,040,000 sp / xp: 12,000

This bow of enchanted rosewood blushes brightly and has been tied with white feathers. It is +3 to hit. Any creature with a heart is susceptible to being automatically slain if the unadjusted d20 roll is high enough.

- Small or Man Sized Opponent: 18 + instantly slays
- Larger than Man Sized: 19 + instantly slays
- Exceptional Creatures: 20 + instantly slays

Exceptional creatures are either very large like dragons or heavily armored.

† Moon Elves are a custom race unrelated to moon elves found in other reference works. See Monsters & Races.

RAIN'S REGULAR SPELL LIST

First Level

- Animal Friendship PHB p. 54
- Entangle PHB p. 54
- Pass Without Trace PHB p. 55
- Speak With Animals PHB p. 55

Second Level

- Charm Person/Mammal PHB p. 55
- Cure Light Wounds PHB p. 56
- Fire Trap PHB p. 77
- Heat Metal PHB p. 56

Third Level

- Cure Disease PHB p. 46
- Neutralize Poison PHB p. 48
- Starshine UA p. 43
- Water Breathing PHB p. 58

Fourth Level

- Cure S. Wounds PHB p. 48
[optionally: *Dispel Magic* PHB p. 47]

PLAYING RAIN

Rain is 371 years old, which will help account for her extraordinary knowledge and abilities. She appears however to be in her early twenties.

She wears buckskins and a poet's shirt that reveals her guild tattoo.

Rain has been a member of the Night Wolf Inn for over 20 years and this is revealed by her Fourth House *sleeping rose tattoo*. She is the only member of the guild aside from Jeeves to wear this rank.

Rain will use her spells to succor even questionably aligned characters. In lieu of detect alignment, she will use her innate ability to detect lies in order to discern the quality of people she meets.

Her Mandolin of Eternity is an indication that she did indeed spend seven years with Nisbal on the Elemental Plane of Air. See the *Starry Curse & All the Secrets* for more details on this powerful musical instrument.

Additional Details Regarding Rain:

- Rain knows 13 languages due to INT and Class. The DM should select scholarly languages and historical or dead languages in addition to modern living languages.
- Knows Thieves' Cant as an additional language
- Rain can use a bow regardless of class †
- Rain is +1 to hit with all bows †
- Rain cannot bear the touch of cold iron and any contact will cause her 2 hp dmg / round. All dmg she sustains from cold iron weapons is at +2 / die of dmg done. †
- If Rain tells a lie it will be detectable 80% of the time as her hair will turn white. †
- Rain saves vs all types of poison at a -2 penalty †
- Rain's emotions are always visible in the color of her hair: †
 - ◊ At Ease : Pastel Blue
 - ◊ Pleasure: Scarlet
 - ◊ Joy : Hot Pink
 - ◊ Surprise : Pastel Pink
 - ◊ Fear : White
 - ◊ Contempt : Gray-Blue
 - ◊ Sadness : Bright Blue
 - ◊ Confusion: Deep Blue
 - ◊ Anger : Black
 - ◊ Disgust : Pastel Green

Rain's long history makes her one of the most powerful NPCs at the Night Wolf Inn but she does not act the part. Far from an outgoing minstrel, Rain is a quiet advisor, story-teller and philosopher. She is an altruist and a truth-seeker. She does not loan money—but gives it away.

She does not joke at anyone's expense. She assumes innocence and gives everyone a second chance, usually followed by a third...

She will not say, "I told you so."

She is soft-spoken and earnest with a slow smile and an easy laugh. Her voice is sweet and musical.

Rain can be found reliably but infrequently in the Night Wolf Inn Tavern (cumulative 10% chance per week of running into her).

She is driven to right wrongs in any dimension or world and sees the plights of strangers as no less important than those of friends. She will sometimes accompany adventuring groups on quests that meet her criteria and will never seek a leadership role.

Rain knows a great deal about the Night Wolf Inn and the fate of Suzie Spector. How much she knows and how much she shares are up to the DM. Suffice to say that she, like Jeeves, believes that the curse on the Night Wolf Inn will one day be lifted and she hopes to help make that happen.

Parties who are clever enough to create the maps to the Seven Heavens, or use the Four Winds Bar to enter the Plane of Air will get her attention and she may offer insight or come along to help.

Rain can also be used to trailhead modules or homemade adventures that the DM places in the Inn. She can share legends or news from a setting the DM wishes to lead the characters into.

Rain will not stay long with any party but may rejoin a likable group from time to time.

Characters who seek a romantic relationship with this exceptional NPC will have to demonstrate their goodness, sincerity and desire to help others. If a character is sufficiently noble and genuine, there is a chance that Rain will espouse similar feelings. Should a relationship develop, allow the player character to increase any one ability score by 1 for as long as the relationship lasts. This signifies the insights and fulfillment she will bring into that character's life.

Rain does not enjoy combat and will avoid it at nearly any cost. She will always advocate for a parlay, circumventing trouble, or sneaking past danger.

Rain will typically befriend and talk with animals along the way but will not put them at risk for her sake.

When combat is forced, Rain will usually follow some variant of the following order of actions:

1. If she can avoid melee, she will use 2 rounds to increase morale and grant +1 to hit to her allies.
2. If targets still exist, cast Entangle, Charm or Heat Metal
3. Draw her bow of heartseeking and target spell casters
4. Animate a tree with her staff
5. Backstabbing is used only in extreme situations

Rain is even more helpful in non-combat situations. Her wide array of skills will often save the party time, pain and money.

For more details on moon elves, see *Monsters & Races* at the end of this supplement.

KARAKAËL: CELESTIAL KNIGHT

Neutral Good 7th/7th/8th level Fighter/Magic-User/Thief
Astral Paladin from the World of Adummim

| | | |
|-----|----|-----------------------------|
| STR | 16 | +1 dmg |
| INT | 16 | +5 languages 65% know spell |
| WIS | 14 | |
| DEX | 17 | +2 missile / -3 AC |
| CON | 16 | +2 hp 95% shock |
| CHR | 17 | +30% reaction |

| | |
|--------|---|
| AC: | |
| | -1 (tunsia chain +2 & guild tattoo) |
| | -4 vs chaotic opponents |
| MV: | 12" |
| HD: | 22 (51 hp) |
| THACo: | |
| | Bastard Sword of Ebon Flame: 11 (9 vs chaotics) |
| | Dewfrost Long Bow: 9 † (7 vs chaotics) |

NO. ATTACKS: 3/2 rounds or 2 with bow
DAMAGE:

| | |
|-------------------|-----------------------------|
| Ebon Flame: | 1d6 + 3 + 1d4 + drain 1 STR |
| Dewfrost: | 0 + special |
| SPECIAL ATTACK: | see below |
| SPECIAL DEFENSE: | see below |
| MAGIC RESISTANCE: | none |
| RACE: | moon elf † |
| PSIONICS: | none |
| SAVES: | |

| | |
|---------|----------------------------|
| Poison | 12 (includes -2 penalty †) |
| Petrify | 11 |
| Rod | 9 |
| Breath | 12 |
| Spell | 10 |

Karakaël has 1 heroic point per month to re-attempt any failed die roll. He wears the fool's bone guild tattoo.

Karakaël is a moon elf like Rain and hails from the same world. If he were humbler and less promiscuous she might have fallen for him. As it is the two of them are good friends.

- Karakaël's Sword of Ebon Flame bursts into black-violet flame when drawn. It casts no illumination but the flames are visible even in total darkness. Like his armor, this weapon is made of tunsia. It is fully +2 and each successful hit adds 1d4 negative energy dmg and further drains 1 point of STR. STR drained by this weapon is recovered at a rate of 1 point per full day of rest. Note that the flame of this blade will heal 1d4 HP to creatures drawing their energy from the negative material plane, such as undead.
Value: 160,000 sp. XP: 1,600.
- Karakaël's white bow "Dewfrost" causes any arrow fired to explode into frost crystals (snow) upon hitting or missing any target. Magical arrows are thus destroyed by this bow and do not perform as intended. This puff of frost does no damage to the target but does curse even creatures only hit by +3 or better weapons. Any creature so cursed who causes the bow wielder magical or physical damage must apply that damage to themselves instead of the bow wielder. This curse lasts 1 turn.
Value: 300,000 sp. XP: 3,000.
- Karakaël backstabs at +4 to hit and x3 dmg
- Karakaël can manufacture potions & scrolls DMG p. 116-117
- PICK POCKET 75%
- OPEN LOCK 62%
- FIND TRAP 55%
- MOVE SILENTLY 72%

A lean powerful looking man strokes his chin thoughtfully. Long slender ears accentuate the angles of his pale but handsome face. In counterpoint to his pallor, the armor he wears is black and seems to be a mix of plate and chain. There is a dark red jewel set in his breast plate and half a dozen small white gems stud his bracers and harness.

He carries himself proudly and is armed with a black sword and a white bow.

- HIDE IN SHADOW 64%
- HEAR NOISE 30%
- CLIMB WALL 96%
- READ LANGUAGE 40%
- Lay on Hands as a paladin 14 HP per day
- Karakaël gains a -2 AC bonus and a +2 to hit bonus vs chaotic opponents
- Karakaël is immune to all fear effects
- Karakaël is immune to level drain
- Once per day Karakaël can cast Astral Spell PHB p. 52 MoP p.60

KARAKAËL'S REGULAR SPELL LIST

First Level

- Charm Person PHB p. 65 & 55
- Feather Fall PHB p. 66
- Protection from Evil PHB p. 44
- Sleep PHB p. 68

Second Level

- Invisibility PHB p. 70
- Mirror Image PHB p. 71
- Strength PHB p. 72

Third Level

- Fireball PHB p. 73
- Haste PHB p. 74

Fourth Level

- Minor Globe Invuln. PHB p. 77

PLAYING KARAKAËL

Karakaël is as confident as it is possible to be while still being charming. He cares for others but he especially cares for women. He is a lover of all women, which has gotten him into trouble. He also enjoys mead, sweet pipe tobacco and discussing philosophy. He enjoys writing poetry even though his poetry is terrible.

Karakaël is a Celestial Knight which is detailed with moon elves in Monsters & Races at the end of this supplement. He craves glory and victory in the name of his faith but has occasionally had to turn invisible and slip away when realizing he has bitten off more than he can chew.

Karakaël packs light. On any journey he will typically bring his armor and weapons plus 1d2 spell scrolls and 1d3 potions. Beyond this he will have only the bare essentials: food, water, his traveling spell book and a blanket.

He frequents the tavern only on warm pleasant evenings when the screen door to the portico lets in a languid breeze.

Karakaël is always ready for something new and worthy and will readily join

† Moon Elves are a custom race unrelated to moon elves found in other reference works. See Monsters & Races.

this or that group if he hears there is something vile to slay or some defenseless bastion of goodness to protect. He will talk of his religion frequently and accredit each success or lucky outcome to his god, but will stop short of recommending that others join his faith.

Karakaël is 502 years old but appears to be in his mid-twenties. At least fifty of those years are from Haste spells.

Additional Details Regarding Karakaël:

- Karakaël can be assumed to have roughly 85,000 xp in each class. His fighter class is already capped. Magic-user will cap at 13†
- Karakaël suffers +2 dmg per die from cold iron or steel and takes 2hp dmg per round of contact with these metals. †
- Karakaël suffers a -2 penalty vs all saving throws vs poison. †
- Any lie told by Karakaël will 80% likely to be detected †
- Karakaël's emotions are always visible in the color of his hair (cf. Rain) †
- Karakaël is 90% resistant to illusions, charm and sleep †
- He can automatically detect lies with 70% probability †
- He is +1 to hit with bows †
- He has ultravision DMG p. 59 †
- When not in combat and when looking into another creature's eyes within 10', Karakaël can hypnotize (PHB p. 95 & 75) up to twice per day. This effect will last 10 rounds. †

"Shovels and rope are for crazy people planning things they shouldn't."

—Karakaël

† See *Moon Elves* under *Monsters & Races*.

OTHER GUILD MEMBERS

On the following pages are 100 currently active guild members. These NPCs can be met anywhere and but are often found in the Tavern.

Although no statistics are provided, the details in the roster should make for memorable encounters and serve as solid foundations for fleshing out 100 different and unique NPCs.

Under LEVEL, those NPCs:

- Without annotation can be assumed to wear the *black wolf tattoo*. (+1 AC bonus)
- Marked † wear the *sword below tattoo*. (+1 AC & +1d6 hp)
- Marked ‡ wear the *fool's bone tattoo*. (+1 AC, +1d6 hp & 1 heroic point)

The only guild members to currently wear the *sleeping rose tattoo* are Jeeves & Rain.

| # | NAME | CLASS | LEVEL | S | AL | Height | Weight | Impression | Hair | Eyes | Personality | Sanity | Money | Company/Affiliation |
|----|--------------------|-------------|-------|---|----|-----------|----------|--------------|-----------------|----------------|---------------|------------|---------|-----------------------|
| 1 | Rautgundis | M:Cl/Rgr | 6/7 † | F | NG | Vry Short | Slender | Utilitarian | Black & Blonde | Hazel | Witty | Sane | Average | Ice Knuckle Riders |
| 2 | Sefkhabu | Thief | 7 | F | CG | Short | Healthy | Unkempt | Black & White | Gray Green | Suspicious | Sane | Average | Toothy Angels |
| 3 | Shahid | Magic-User | 10 † | M | NG | Short | Healthy | Unappealing | Blue | Light Brown | Helpful | Steady | Average | Leather Toads |
| 4 | Cleostrata Ravilla | Fighter | 7 † | M | LN | Short | Obese | Tough | Burgundy | Gray Blue | Cautious | Sane | Rich | Leather Toads |
| 5 | Bodobert | Thief | 5 † | M | CN | Average | Gaunt | Stylish | Cinnamon | Multi | Thrifty | Sane | Poor | Nightmare Company |
| 6 | Kaja | Assassin | 5 | F | LE | Average | Slender | Sexy | Dark Brown | Gray | Withdrawn | Sane | Poor | Crimson Leavings |
| 7 | Cami Dalca | Thief | 5 † | F | CG | Average | Healthy | Rough | Flame Blonde | Pink | Fickle | Sane | Average | Toothy Angels |
| 8 | Lady Angaret | Fighter | 5 † | F | LN | Average | Healthy | Ragged | Chartreuse | Glass/Missing | Morose | Sane | Average | Crimson Leavings |
| 9 | Atronia Plautius | Thief | 4 | F | CN | Average | Healthy | Nondescript | Many Colored | Red | Scheming | Sane | Average | Graverobbers & Sundry |
| 10 | Kordell Usher | Bandit | 9 † | M | CN | Average | Healthy | Mysterious | Orange | Dark Brown | Covetous | Sane | Average | Nightmare Company |
| 11 | Jeustin St Clair | Cleric | 10 ‡ | M | LG | Average | Thick | Intimidating | Platinum Blonde | Steel Blue | Intellectual | Sane | Average | Absinthe Ink |
| 12 | Ochen | Thief | 5 † | M | CN | Average | Heavy | Reserved | Red | Brown | Harsh | Neurotic | Wealthy | Wardale Rogues |
| 13 | Cressida | Thief | 6 † | F | CE | Average | Skeletal | Immaculate | Salt & Pepper | Iron Gray | Solitary | Sane | Pauper | The Eternals |
| 14 | Lisha | Thief | 3 | F | CG | Average | Slender | Gaudy | Scarlet | Bright Green | Obsequious | Insane | Poor | Graverobbers & Sundry |
| 15 | Saar | Assassin | 9 † | M | LE | Average | Healthy | Flamboyant | White | Straw | Mischievous | Sane | Average | The Eternals |
| 16 | Babbage Umbra | Monk | 9 | M | LG | Tall | Healthy | Fastidious | Wine | Bright Blue | Diplomatic | Fanatical | Average | Ice Knuckle Riders |
| 17 | Amalgunda | Cleric | 9 ‡ | F | NE | Tall | Healthy | Eclectic | Silver | Violet | Liar | Steady | Average | The Eternals |
| 18 | Damsel Highmoor | Thief | 7 † | F | CG | Tall | Healthy | Dirty | Sandy | Black | Even Tempered | Eccentric | Average | Toothy Angels |
| 19 | Wolfram | Cleric | 6 † | M | LN | Towering | Thick | Clean | Sable | White | Moody | Steady | Wealthy | Crimson Leavings |
| 20 | Goswin | Illusionist | 1 | M | N | Giant | Fat | Artsy | Purple | Yellow | Lazy | Unshakable | Wealthy | Graverobbers & Sundry |
| 21 | Abelart Amond | Fighter | 10 † | M | CN | Vry Short | Obese | Intimidating | Pink | Dark Brown | Violent | Sane | Rich | none |
| 22 | Nicodemus Stelz | Fighter | 7 | M | NG | Short | Fat | Reserved | Multi Colored | Hazel | Abrasive | Sane | Wealthy | Ice Knuckle Riders |
| 23 | Shamshi-Adad | Fighter | 7 † | M | LN | Short | Heavy | Mysterious | Honey Blonde | Steel Blue | Peaceful | Sane | Wealthy | none |
| 24 | Gigyago | Fighter | 11 ‡ | F | LN | Short | Thick | Immaculate | Gray | Yellow | Saintly | Unshakable | Wealthy | none |
| 25 | Sky | Thief | 11 ‡ | F | CG | Average | Thick | Nondescript | Dyed Black | Bright Blue | Sober | Fanatical | Average | none |
| 26 | Cleavon | Fighter | 4 | M | CN | Average | Healthy | Gaudy | Copper | Brown | Hedonist | Neurotic | Average | Derelicts Anonymous |
| 27 | Chloe Bathurst | Thief | 8 ‡ | F | LE | Average | Healthy | Ragged | Chestnut | Eye Patch | Warlike | Sane | Average | The Eternals |
| 28 | Penka | Fighter | 6 † | F | NG | Average | Healthy | Butch | Bronze | Gray Blue | Generous | Sane | Average | Ice Knuckle Riders |
| 29 | Tobin | Fighter | 6 † | M | LE | Average | Healthy | Rough | Bald | Rainbow | Depraved | Sane | Average | none |
| 30 | Echo | Bard | 3 | F | NG | Average | Healthy | Fastidious | Black & Red | 1 Green 1 Blue | Perceptive | Sane | Average | Leather Toads |
| 31 | Anucis | Cleric | 5 † | F | LN | Average | Healthy | Sexy | Toxic Green | Bright Gray | Humble | Sane | Average | A Motley Crew |
| 32 | Vidimir | Thief | 4 | M | CN | Average | Healthy | Eclectic | White | Violet | Careless | Steady | Average | Derelicts Anonymous |

| # | NAME | CLASS | LEVEL | S | AL | Height | Weight | Impression | Hair | Eyes | Personality | Sanity | Money | Company/Affiliation |
|----|-------------------|-------------|---------|---|----|-----------|----------|--------------|-----------------|--------------|-------------|-------------|---------|------------------------|
| 33 | Yasmin Murik | Witch | 3 | F | CN | Average | Healthy | Stylish | Silver | Black | Pessimistic | Eccentric | Average | Derelicts Anonymous |
| 34 | Mael Le Foll | Fighter | 9 † | F | LN | Average | Healthy | Dirty | Scarlet | Bright Green | Humble | Insane | Average | Burning o' the Rainbow |
| 35 | Grozdan | Fighter | 6 | M | LG | Average | Healthy | Tough | Sandy | Gray | Foolhardy | Sane | Average | Leather Toads |
| 36 | Garcia | Thief | 2 | M | CN | Tall | Slender | Clean | Salt & Pepper | Gray Green | Rude | Sane | Average | Derelicts Anonymous |
| 37 | Paisley | Illusionist | 11 † | F | LG | Average | Slender | Unappealing | Sable | Light Brown | Scrupulous | Steady | Poor | Graverobbers & Sundry |
| 38 | Smoky Delpratt | Thief | 5 † | M | CN | Average | Healthy | Artsy | Long Gray | Dark Brown | Greedy | Sane | Poor | The Eternals |
| 39 | Lum William | Fighter | 4 | M | LG | Towering | Gaunt | Unkempt | Black | Straw | Simple | Steady | Poor | A Motley Crew |
| 40 | Astrid | Incantrix | 6 † | F | N | Giant | Skeletal | Utilitarian | Platinum Blonde | White | Kindly | Sane | Pauper | House Immortal |
| 41 | Chance | M:Ftr/MU/Th | 7/8/8 † | F | NE | Vry Short | Healthy | Fastidious | Pink | Black | Malevolent | Unshakable | Average | Gold Bull Company |
| 42 | Amber | Assassin | 6 | F | NE | Short | Healthy | Intimidating | Shaved Orange | Bright Blue | Prankster | Steady | Average | Nightmare Company |
| 43 | Anthoinette Budry | Magic-User | 7 † | F | LN | Short | Healthy | Sexy | Multi-Colored | Dark Brown | Retiring | Steady | Average | House Immortal |
| 44 | Eberwolf | Ranger | 6 | M | NG | Average | Healthy | Intense | Bald | Brown | Dreamer | Sane | Average | House Immortal |
| 45 | Yaotl | Druid | 7 † | M | N | Average | Healthy | Fit | Honey Blonde | Dark Brown | Secretive | Sane | Average | House Immortal |
| 46 | Anselm | Magic-User | 5 † | M | LG | Average | Healthy | Clueless | Bald | Lazy Eye | Honorable | Sane | Average | House Immortal |
| 47 | Adelbrand | Fighter | 10 | M | CG | Average | Healthy | Shifty | Gray | Gray | Contrary | Sane | Average | Burning o' the Rainbow |
| 48 | Vega | M:Cl/Ftr/MU | 8 † | F | LN | Average | Healthy | Clean | Flame Blonde | Gray Blue | Modest | Sane | Average | Burning o' the Rainbow |
| 49 | Remy | Thief | 5 | F | CG | Average | Healthy | Flirtatious | Curly Brown | Gray Green | Altruist | Sane | Average | none |
| 50 | Swartcol | Cleric | 8 † | M | LN | Average | Slender | Tough | Dark Brown | Black | Overbearing | Steady | Average | Burning o' the Rainbow |
| 51 | Crocus | Bard | 4 † | M | NG | Average | Healthy | Stylish | Copper | Light Brown | Pious | Sane | Average | A Motley Crew |
| 52 | Kanaka Sin | Thief | 1 | F | CN | Average | Slender | Ugly | Black | Milky | Craven | Sane | Poor | Graverobbers & Sundry |
| 53 | Pibamen | Thief | 4 | M | CE | Average | Thick | Furtive | White | Pink | Cruel | Sane | Average | Wardale Rogues |
| 54 | Flodwig | Cleric | 3 | M | LN | Average | Slender | Dirty | Matted | Dark Brown | Precise | Sane | Poor | none |
| 55 | Tufa | Thief | 8 ‡ | M | CN | Average | Thick | Gaudy | Cinnamon | Steel Blue | Jealous | Sane | Wealthy | Gold Bull Company |
| 56 | Everard | Fighter | 6 † | M | LN | Tall | Gaunt | Reserved | Blue | Gray | Cheerful | Sane | Poor | none |
| 57 | Idris | M:MU/Th | 4 | F | CG | Short | Heavy | Awkward | Blonde | Straw | Distracted | Neurotic | Wealthy | Derelicts Anonymous |
| 58 | Gaatha | Fighter | 10 † | F | CE | Tall | Skeletal | Ragged | Black & White | Violet | Forceful | Sociopath | Pauper | Gold Bull Company |
| 59 | Amsorin | Magic-User | 10 † | M | CN | Towering | Fat | Vile | Bald | Watery | Taciturn | Fanatical | Wealthy | Gold Bull Company |
| 60 | Lando | Bandit | 3 | F | CG | Average | Healthy | Gay | Burgundy | Brown | Martyr | Eccentric | Poor | Fire Diamond Crew |
| 61 | Xander Fales | Illusionist | 4 | M | CG | Tall | Heavy | Mysterious | Dark Brown | Gray | Inquisitive | Sane | Poor | Derelicts Anonymous |
| 62 | Hukam Syed | Cleric | 8 † | M | LG | Tall | Thick | Filthy | Tangled | Yellow | Reverent | Sane | Average | Absinthe Ink |
| 63 | Wigburg | Thief | 3 | F | CG | Vry Short | Slender | Astute | Bald | Hazel | Gentle | Masochistic | Rich | Derelicts Anonymous |
| 64 | Madge Sandow | Cleric | 11 ‡ | F | LG | Average | Fat | Tough | Patchy | Ochre | Cowardly | Sane | Average | none |

| # | NAME | CLASS | LEVEL | S | AL | Height | Weight | Impression | Hair | Eyes | Personality | Sanity | Money | Company/Affiliation |
|----|-------------------|-------------|-------|---|----|-----------|----------|--------------|-----------------|----------------|--------------|------------|---------|---------------------|
| 65 | Valaravans | Fighter | 8 ‡ | M | NG | Average | Slender | Rough | Cinnamon | Yellow | Soft-Hearted | Sane | Average | Absinthe Ink |
| 66 | Vanilla Haven | Paladin | 8 ‡ | F | LG | Average | Healthy | Reserved | Honey Blonde | Straw | Virtuous | Sane | Poor | none |
| 67 | Ulsa Shade | M:CL/MU | 8/8 ‡ | F | LE | Average | Obese | Smells Good | Gray | Gray Green | Exacting | Sane | Average | Crimson Leavings |
| 68 | Aalissa Weal | Assassin | 7 † | M | CE | Average | Healthy | Intimidating | Dark Brown | Violet | Deceitful | Sane | Average | none |
| 69 | Whisper | Magic-User | 8 ‡ | M | NE | Average | Healthy | Clean | Dyed Black | White | Vengeful | Sane | Average | none |
| 70 | Irmhild | Fighter | 4 | F | CE | Giant | Thick | Dirty | Blonde | Green | Duplicitious | Steady | Wealthy | Nightmare Company |
| 71 | Malasinthia | Fighter | 3 | F | LN | Average | Slender | Nondescript | Blonde | Blue | Servile | Sane | Average | Fire Diamond Crew |
| 72 | Jicelle Tash | Thief | 3 | F | CN | Average | Healthy | Close-Lipped | Pink | Violet | Foul | Sane | Average | Nightmare Company |
| 73 | Basil Epps | Thief | 4 | M | CG | Short | Healthy | Unappealing | Bald | Watery | Rash | Neurotic | Average | Fire Diamond Crew |
| 74 | Suzu Featherstone | M:CL/Ftr | 3/3 | F | LN | Average | Slender | Sexy | Flame Blonde | Bright Blue | Optimistic | Sane | Average | Fire Diamond Crew |
| 75 | Conrad | Fighter | 7 † | M | LN | Average | Slender | Clean | Dark Brown | Bright Green | Hostile | Sane | Average | House Immortal |
| 76 | Zarmast | Fighter | 9 ‡ | M | LN | Towering | Thick | Revoluting | Dark Brown | Blue | Loquacious | Sane | Average | Absinthe Ink |
| 77 | Blaze Oliver | Fighter | 5 † | M | LN | Short | Thick | Coarse | Mohawk | Gray Blue | Lustful | Sane | Average | none |
| 78 | Marcus Byrd | Cleric | 3 | M | LN | Tall | Fat | Agitated | Orange | White | Opinionated | Sane | Average | Fire Diamond Crew |
| 79 | Kinsley Cline | D:Ftr/Th | 2/5 | F | CN | Average | Healthy | Cute | Half Shaved | Gray | Hot Tempered | Sane | Rich | Wardale Rogues |
| 80 | Molly Gross | Cleric | 3 | F | LN | Average | Fat | Arrogant | Snarled | Light Brown | Proud | Sane | Average | House Immortal |
| 81 | Harrison Shaw | M:Ftr/Th | 4/5 | M | NG | Average | Healthy | Smiling | Chestnut | Gray Green | Friendly | Sane | Average | Men of Light |
| 82 | Droon Ghazini | D:Ftr/Cl | 6/3 † | M | LG | Average | Healthy | Rich-Looking | Dark Brown | Iron Gray | Sensitive | Obsessive | Wealthy | Men of Light |
| 83 | Godfrey | Fighter | 4 | M | LG | Average | Thick | Tough | Bald | Brown | Easy Going | Steady | Average | Men of Light |
| 84 | Dusek Kroll | Fighter | 4 † | M | LG | Giant | Heavy | Weary | Honey Blonde | Steel Gray | Unshakable | Unshakable | Average | Ruby's Rogues |
| 85 | Tesla Erben | M:Ftr/MU | 7/7 † | M | NG | Giant | Healthy | Attractive | Scarlet | Dark Brown | Courteous | Eccentric | Wealthy | Men of Light |
| 86 | Maxine Stone | Magic-User | 3 | F | LN | Short | Skeletal | Intellectual | Gray | Brown | Studious | Nympho | Rich | none |
| 87 | Fortune-Guthrie | Thief | 5 † | F | CN | Short | Healthy | Reserved | Chestnut | Dark Brown | Arrogant | Neurotic | Average | Ruby's Rogues |
| 88 | Francis Butler | Assassin | 7 ‡ | M | CE | Average | Healthy | Flamboyant | Pink | Brown | Sadistic | Fanatical | Average | none |
| 89 | Jett Vonner | Assassin | 3 | M | NE | Average | Healthy | Practical | Multi-Colored | Straw | Avaricious | Sex Addict | Wealthy | Nightmare Company |
| 90 | Greben Sosic | Magic-User | 9 ‡ | M | CN | Vry Short | Gaunt | Effeminate | Sable | Red | Perverted | Steady | Average | Absinthe Ink |
| 91 | Hubert Fursson | Thief | 4 † | M | CN | Average | Heavy | Clean | Dark Brown | Bright Blue | Barbaric | Sane | Wealthy | Derelicts Anonymous |
| 92 | Twilight Dulsk | M:Ftr/As | 5/6 † | F | LE | Average | Slender | Attractive | Sable | Black | Miserly | Sane | Average | Absinthe Ink |
| 93 | Katinka | Fighter | 5 † | F | LN | Average | Slender | Eclectic | Platinum Blonde | 1 Ochre 1 Blue | Irreverent | Steady | Wealthy | Ruby's Rogues |
| 94 | Thyme | Illusionist | 5 † | M | CN | Towering | Gaunt | Gay | Gray | Violet Gray | Blustering | Steady | Average | Ruby's Rogues |
| 95 | Bodnar | Fighter | 5 † | M | LN | Average | Thick | Concerned | Dark Brown | Gray Green | Brave | Eccentric | Average | Ruby's Rogues |
| 96 | Benevolence Dent | M:Ftrr/As | 7/7 † | F | LE | Short | Thick | Butch | Salt & Pepper | Straw | Hard-Hearted | Sane | Average | none |

| # | NAME | CLASS | LEVEL | S | AL | Height | Weight | Impression | Hair | Eyes | Personality | Sanity | Money | Company/Affiliation |
|-----|---------------------|---------|-------|---|----|---------|---------|------------|-----------------|-------------|-------------|------------|---------|---------------------|
| 97 | Nemes Sombor | Thief | 2 | M | CN | Average | Healthy | Stylish | Chestnut | Gray Blue | Callous | Sane | Pauper | Wardale Rogues |
| 98 | Snow | Ranger | 4 | F | LG | Tall | Healthy | Fit | White | Blue | Fearless | Steady | Average | none |
| 99 | Winter Lale | Fighter | 6 † | F | LN | Average | Healthy | Sexy | Platinum Blonde | Light Brown | Wastrel | Unshakable | Average | Absinthe Ink |
| 100 | Autumn Breckenshire | M:MU/Th | 5/6 † | F | CG | Average | Healthy | Sexy | Sable | Brandy | Capricious | Steady | Wealthy | Toothy Angels |

Unusual classes in the One Hundred Guild Members roster such as the Witch, Incantrix & Bandit can be found in Dragon Magazine (#114, #90 and #63 respectively) [or] you may convert these to standard classes.

Each time the Inn's Tavern is entered you may opt to roll and see how many NPCs are present. Once tavern population size is determined you can easily select guild members off the chart or determine them randomly.

| | | |
|-------|-----------|------------------|
| 01-09 | Empty | |
| 10-20 | 1d3 NPCs | |
| 21-50 | 2d4 NPCs | (5 avg) |
| 51-70 | 3d4 NPCs | (7 to 8 avg) |
| 71-89 | 3d6 NPCs | (9 to 12 avg) |
| 91-99 | 4d8 NPCs | (15 to 21 avg) |
| 00 | 60 + NPCs | |

Special NPCs from the Core NPC appendix (like Rain) may also be present at DM discretion.

Ethereal Plane

AND PLANAR ADVICE

For members of the Night Wolf Inn Excursionist Guild, there are many ways off the Prime Material and most of these traverse the Ethereal.

Rarely the route will traverse the Astral. Sometimes the Inn will create a shortcut through the ethereal directly to one of the Inner Planes. Whether by accident, experiment or desperation, characters are likely to spend some time on the Inner Planes and may be stranded there for some time.

From the Inner Planes, characters may of course head for the Outer Planes (and will need to if they set out in search of Issolbine!) but it is beyond the scope of this supplement to cover all the places the party may wander.

It is recommended that you obtain a serviceable copy of Manual of the Planes (abbreviated MoP hereafter), which is an excellent guide for any 1st Edition DM. Manual of the Planes was published in 1987 and credited to Jeff Grubb. It compiles much authentic planar truth from the early years and still leaves the DM plenty of room for improvisation.

While the MoP is nearly *essential*, I have provided some quick reference cheats here along with my personal take on the Ethereal Plane, including some Extra Planar Currency used in negotiating with beings beyond the Prime. Note that my rules are not exactly the rules you will find in the MoP and OSR referees are accustomed to taking liberties. Use my version if you find yourself in a pinch or merely as inspiration.

EXTRA PLANAR CURRENCIES

The first thing to tackle for treasure seekers is to understand what sorts of objects beings from other dimensions place value on and what those same objects are worth if brought back to the Prime Material Plane.

In order to make an understandable exchange rate and one that is easy for players and referees to use, I have listed the relative value of each object in silver pieces. A mnemonic device I use assumes 1 silver coin = \$1 USD in relative value, a gold coin = \$20 and a platinum coin = \$100. This is useful in ad-lib situations since I can quickly rule that a delicious meal on one of the outer planes might be had in exchange for one bar of ebonywood, for example.

As you flesh out the Wilds of the Guest Rooms and or conduct extensive adventures in other planes, you may choose from the following list to help populate your hoards and purses.

| Currency & Plane of Use | Value in Silver Pieces |
|--------------------------------|------------------------|
| Ebonywood Bar (Fire) | 20 silver |
| Gorjian Incense (Fire/Air) | 100 silver |
| Inner Plane Elements (Many) | varies |
| Larvae (Evil Planes) | 6,000 silver |
| Lemciennee (Many) | 3,000 silver |
| Red-Gold Coin (Evil Planes) | 40 silver |
| Red-Gold Bar (Evil Planes) | 24,000 silver |
| Scented Oil/Perfume (Fire/Air) | varies |
| Tunsia Coin | 300 silver |

Ebonywood:

Grows in extreme temperatures without need of light. Its high flash point (roughly 800° F) and beautiful burn make it a favorite of races with ultravision. The flames visible to human eyes appear in varying shades of purple and magenta.

Gorjian Incense:

This incense is derived from Violet Cedar mixed with Gorjian Mushrooms, both of which are found only in the upper outer planes. It burns with a literally heavenly aroma—which is the closest most of its addicts will ever get to breathing heaven. It sells at quadruple normal value in the abyss and hells.

Inner Plane Elements:

These are essential bits of matter from the Inner Planes themselves. Water from the Elemental Plane of Water. Ice from the Plane of Ice and so on. While plentiful on their own planes, these elements are much less so on others. Their value is not set and haggling is always a part of paying for things with “Primitive Delights” as they are often called.

Furthermore, these elements are easy to discern except on the Ethereal Plane. In the Astral and Ethereal, primitive delights will tend to cohere and last, making them useful bargaining chips. But on the Prime, for example, Elemental Air or Smoke can simply drift away.

Carrying Elemental Magma presents significant challenges. But just because something is hard to carry doesn't make it valuable...

What follows is a list of all 16 Inner Plane Elements, how they “appear” on the Ethereal and their base values.

Each cubic foot of “primitive delight” must be bartered over and its value will change depending on the buyer. Use the table at the top of DMG p. 26 to increase/decrease the value of the delight. Descriptions of each delight represent their appearance on the Ethereal Plane.

- **EARTH:** black solid inscrutable shapes that cannot be passed through. Work as weapons.
Base value: 10,000 sp per cubic foot.
Use: weapons and construction
- **MAGMA:** deep purple spheres that are difficult to pass through, like gelatin. Break into smaller spheres or coalesce into larger ones. Cause heat damage.
Base value: 500 sp per cubic foot.
Use: defensive constructions
- **FIRE:** slow undulating shapes of brilliant purple, magenta & hot pink. Cause damage. Cannot be passed through.
Base value: 10,000 sp per cubic foot.
Use: weapons & defensive constructions
- **SMOKE:** Dark Gray or Umber spheres that break or coalesce.
Base value 500 sp per cubic foot.
Use: disguise, hiding things or places
- **AIR:** nearly insubstantial soap bubbles of bright shining white that break into smaller bubbles or coalesce into larger bubbles.
Base value: 500 sp per cubic foot.
Use: light sources, ambiance
- **ICE:** solid shards or crystals that glow dimly with white light. Cannot be passed through
Base value 2,000 sp per cubic foot.
Use: weapons & light
- **WATER:** translucent orbs of bright turquoise break into smaller bubbles or coalesce into larger ones. Easily passable.
Base value 2,000 sp per cubic foot.
Use: survival
- **OOZE:** black gelatin orbs that are difficult to pass through and completely opaque
Base value 200 sp per cubic foot.
Use: hiding objects

- **MINERALS:** appear identical to earth: black and solid.
Base value 10,000 sp per cubic foot.
Use: as earth
- **RADIANCE:** spheres of blinding light.
Base value 500 sp per cubic foot.
Use: driving off spectral undead
- **LIGHTNING:** flashing blue motes, like drifting fireflies
Base value 2,000 sp per cubic foot.
Use: weapons
- **STEAM:** Pale brown or gray spheres. Cause damage.
Base value 200 sp per cubic foot
Use: defensive constructions
- **DUST:** dark brown translucent sphere.
Base value 200 sp per cubic foot
Use: obscurement
- **ASH:** black translucent sphere.
Base value 200 sp per cubic foot
Use: obscurement
- **VACUUM:** black translucent sphere
Base value 10,000 sp per cubic foot.
Use: weapons
- **SALT:** pale gray shards and crystals
Base value 500 sp per cubic foot.
Use: weapons

Larvae:

Yeah, those guys. (See MM p. 59) These disgusting creatures trade hands all over the lower and inner planes. A personal modification I've made to larvae is that they are not M-size but rather S: each one being about 2' long and weighing in at five lbs. This reduction in size makes them a little more likely to fit in a night hag's sack and to be carried as currency in general.

Lemcienee:

These are fist-sized startling blue-white forever jewels of elemental ice, harvested only on the para-elemental plane from the glacial core of that place.

They exude cold in a 5' radius sufficient to cause 1d4 dmg per round. They are used in the Plane of Fire as sadomasochistic fetish devices and as rare objects of social status (since even there, they do not melt).

Red-Gold:

This crimson metal can be found in the lower planes and is valuable for binding and holding all manner of souls and beings.

Scented Oils & Perfumes:

Self explanatory and usually holding a base value of 200 sp per ounce. You can use the same dio system on DMG p. 26 to adjust the value up or down for each potential buyer.

Tunsia:

Metal brought from the stars by the Pplarians to the world of Adummim whence the Night Wolf Inn originates. The metal is black and floats in water. Its buoyancy is usually insufficient to be used as a flotation device but characters wearing full armor and attempting to float will easily do so. Tunsia adds 8,000 sp/lb to the price of any object (weapon/armor/etc). Objects made of tunsia will weigh only 25% of their normal weight (but this does not reduce the price when calculating cost).

Example: Tunsia plate mail would weigh only 11.25 lbs, but would cost 45 x 8,000 + 8,000 = 368,000 sp to make. Once enchanted to +1, such armor would weigh only 5 ½ lbs if you subscribe to DMG p. 28 instead of DMG p. 164. If you subscribe to DMG p. 164, the armor will be weightless even without enchantment.

What do you get for the money?

Depending on your system, tunsia armor allows its wearer to move at one MV rate better than normal by 3" increments (or) to move unhindered.

Therefore (under the harsher rule) tunsia plate mail allows its wearer to move at 9" even if the armor is not magically enchanted. This movement bonus does not stack with other enchantments. Armor made of tunsia gains an automatic bonus of +1. It can be enchanted up to +5 and the initial bonus stacks; therefore +5 tunsia plate provides a net bonus of +6 to AC.

Weapons made of tunsia gain an automatic to hit bonus of +1. They can be enchanted up to +5 and the initial bonus stacks so that the maximum to hit bonus for a tunsia weapon is +6 while the maximum damage bonus remains +5.

Lastly, tunsia classifies as magical even without any enchantments and will hit creatures that require a magical weapon to hit. This power makes the metal useful on the planes as even a +1 sword will remain magical when moving from the Prime to the Ethereal.

ETHEREAL CONSIDERATIONS

First, go get yourself a copy of Manual of the Planes.

Next, remember some basic guidelines.

When a creature becomes ethereal they fade away in a single round and are essentially invisible. The ethereal creature can see into the Prime Material, but those on the Prime cannot see it.

The ethereal creature cannot, however, see details of the Prime Plane:

- To the traveler, all color on the other plane is reduced to shades of gray.
- Sight into the other plane is also limited to a 120' range in full daylight.
- An ethereal light source does not illuminate the other plane.
- Spells cannot be cast from the border onto the other plane.

For movement in combat, I suggest that a traveler's movement on the Ethereal be equal to their INT regardless of encumbrance, which contradicts the Manual of the Planes. (See MoP p. 13 for movement near curtains)

Objects dropped on the Ethereal Plane do not fall, but hang exactly where they were dropped.

Movement on the Ethereal Plane is blocked by the following materials:

- Living Matter
- Lead
- Gold
- Iridium
- Osmium
- Platinum
- Plutonium
- Gorgon Blood Mortar

Reappearing in solid objects when transitioning from the Ethereal to another plane requires a save vs Death Magic. Failure kills the traveler. Success knocks the traveler unconscious and hurls him or her into the deep Ethereal for 1d4 true rounds.

See MoP for the differences between the Border Ethereal and the Deep Ethereal.

Keep track of spells that Interact with the Ethereal Plane:

- Blink
- Detect Invisibility
- Drawmij's Instant Summons
- Ensnarement
- Glyph of Warding
- Leomund's Secret Chest
- Mordenkainen's Faithful Hound
- Mordenkainen's Sword

- True Seeing
- Vanish
- Wraithform

Consider also: Oil and Plate Mail of Etherealness as well as the Psionic Discipline "Etherealness".

Time passes at a ratio of 10 to 1 on the Ethereal Plane,

- Potions last 10 times as long
- A traveler only needs to eat and sleep once every ten days.
- Poison only works in the Border Ethereal (see MoP p. 13)

Spell Memorization:

- Spell Levels 1-2: 40 hours
- Spell Levels 3-4: 60 hours
- Spell Levels 5-6: 80 hours
- Spell Levels 7-8: 100 hours
- Spell Level 9+: 120 hours

Combat Considerations:

1. The Ethereal is 1 plane removed from Prime but is likely two planes removed if accessed from inside the Night Wolf Inn! Weapons that retain an enchantment of at least +1 do full normal damage.
2. Nets, traps, bolas etc. cannot hinder or entangle unless they retain at least +1.
3. Non magical weapons do no damage at all.
4. Living weapons (teeth, fists, claws) function normally.
5. Weapons enchanted with Nystul's magic aura do full damage.
6. Weapons made from Inner Plane material do full damage.
7. Missile Weapons only work at short range, then come to a halt and float
8. Magical Missile weapons work normally but are limited by range of sight
9. Poison does no harm in the deep ethereal but will re-activate if the deep ethereal is left.
10. Ethereal fire, acid, holy water etc. all work normally.
11. Non magical armor offers no protection.
12. For the purposes of to-hit & damage adjustments with weapons this author substitutes INT for STR (which is contrary to MoP)
13. For the purposes of ranged magical weapons, AC adjustments etc. this author substitutes WIS for DEX (which is contrary to MoP)
14. Healing is 10 times slower in the Ethereal
15. One can attack from all sides and from above or below

SURVIVAL

There are no native plants or animals in the Ethereal. Nor is there any natural water here; only elemental water that has been brought back. Therefore there is nothing native to "eat" or "drink" on the plane.

LABORANTIBUS

Laborantibus is a specific layer of the Abyss referenced in this supplement and used in this author's campaign. You may assign it any number you like. For my own purposes, it holds position as the 23rd layer, which I realize conflicts with later official canon.

Laborantibus is a freezing night world of glacial ice and snow. A gigantic pale green moon gazes down on the ice through an aurora borealis of terrifying color. There are three crescent moons stacked above the main moon, each progressively smaller. Their colors are violet, cadaverous blue and pale gold.

Similar colors are repeated in the ice, as veins of colored water crystals zig-zag over the surface and turn down into deep chasms. Snow can fall in either white or black crystals.

The temperature in Laborantibus is a constant -20° F.

Exposed (unprotected) characters will begin taking damage after only one round at a rate of 1d6 dmg per turn. There is no saving throw. Protected characters wearing winter gear may save vs Breath Weapon once every thirty minutes. Success indicates 1 dmg. Failure results in 1d6.

Note that this damage represents exposure to the best weather available on this plane. It can get much worse.

Beneath the snow and ice, Laborantibus is composed mostly of a great funnel of jagged black glass that descends to deeper layers of the abyss. The moons are visible overhead and ice and snow cover much of the rock. There are desolate outposts along a snowy path that clings to the sides of this funnel but those who travel the funnel without a guide will never be able to climb out of it.

Climbing upwards results in a twilight zone experience of passing the same terrain features again and again without ever making progress.

Traveling downward, however, is a simple matter; though travelers will find they are unable to regain ground they leave behind.

The layer is populated by demons, of course, but also by other denizens of the cold: particularly Frost Giants.

The most likely method of accessing this plane is via Pritchard Cordy's Sinister Boots of Planeswalking, which are found in the cellars of the Night Wolf Inn.

THE CITY OF BRASS

The City of Brass is well established within the AD&D multi-verse and indeed within supplements made available from both official and non-official sources. Therefore it may seem odd to even mention it.

While you may use whatever sources you like for adventures within the City of Brass, it is worth noting that the actual story of the City as told in *One Thousand and One Nights* is not a citadel of stomping Efreeti but a cursed place of ghosts—deserted and enchanted. It is a city where illusions of astounding beauty lead to death.

Obviously there are mechanical advantages to a more physical and therefore accessible City filled with creatures of fire for the players to barter with and or fight, but if you have the inkling to develop a more mythic landscape for the City, fraught with potent dweomers, illusions, traps curses and so on, a quick read of the source material will certainly inspire you.

This Author uses the City of Brass not as the capital of the Efreeti but as a legendary place even to them—which they fear because it houses the souls of their most revered and powerful dead. In the context of the Inn and those guides willing to lead a party even to the edges of the City, I recommend creating a place of enchanted splendor, loaded with treasures such as the Jacinth of Inestimable Beauty, but also filled with terror on the level of an H.P. Lovecraft version of the City of Brass.

Furthermore, although it was a tournament module, a fantastic lead up to the City of Brass (and one which will both build excitement and allow you time to develop the adventure of the place itself) is Rob Kuntz' (*To The*) *City of Brass*.

This adventure can be found on the web and was produced by Necromancer Games in 2001. Some links:

<https://www.acaeum.com/library/citybrass.html> (or)
http://www.greylhawkonline.com/canonfire/city_of_brass_tournament.pdf

I highly recommend it for building the sense of dread necessary for such an epic foray to a legendary place!

Monsters

AND RACES

Below live many new monsters and races from the World of Adummim (whence the NWI originates). Let's begin with the elves.

BLOOD ELVES

The blood elves originate from a parallel universe and are therefore resistant to magic (cf. dwarves).

Blood elves have an overly healthy pink complexion with particular reddening in the lips, tips of the ears, nose, fingers and toes. Hair is scarlet. Eyes are often multi-colored with rainbow irises ranging through pink, violet, yellow, green and blue.

Blood elves often cover their skins in red tribal tattoos. They adorn themselves with silver and often wear featureless mask-like helms to conceal their faces against prejudice / recognition.

As with other demi-humans in the AD&D pantheon, this race has limitations in class and level as well as in ability scores. To qualify for a blood elf character, ability scores must fall within the following ranges:

| Ability | Min | Max |
|----------------|-----|-----|
| STR | 3 | 16 |
| INT | 10 | 18 |
| WIS | 3 | 18 |
| DEX | 10 | 19 |
| CON | 3 | 18 |
| CHR | 3 | 16 |
| CMS (optional) | 3 | 17 |

Racial Bonuses

- Blood elves gain an initial +1 to their DEX roll and a -1 to their CHR
- For every 3.5 points of CON they get +1 to saving throws vs magic: Spells, Rod, Staff, Wand etc. and vs Poison
- At will: Pass Without Trace PHB p.55
- Regardless of class, a blood elf can always use a long/short bow and is +1 to hit with these weapons
- Infravision 60'
- Automatically notices secret doors etc. 1in6 when within 10' of said secrets. Notices them 2in6 when searching.
- If alone and not in metal armor a blood elf moves silently enough to surprise others 4in6
- Blood elf culture revolves around the magical nature of their blood, which is a healing agent. Each 25% of a blood elf's hp can be used to fill a potion flask.

This potion functions as a potion of healing (2d4+2). A blood elf cannot gain hp from drinking his/her own blood but can gain hp from drinking the blood of another elf.

This culture and phenomenon typically incite prejudice against blood elves who are often cast in the same circle as vampires by other races.

Racial Disadvantages

- Blood elves save vs cold attacks at -2 on the die and take +1 HP/die from cold-based damage. Against magical cold, blood elves do not get their normal bonuses to saving throws vs magic.
- Cold iron weapons do +1 per die of dmg (a cold iron broadsword will do 2d4+2 dmg to a blood elf) and touching cold iron will cause a blood elf 1 HP dmg/round.
- Blood elves cannot be magic-users, illusionists or non-clerical spell casters of any kind with the exception of Rangers.

Age Categories

| | | |
|------------|-----------|--|
| Young | 75-150 | -1 WIS, -1 CON |
| Mature | 151-450 | +1 STR, +1 WIS |
| Middle Age | 451-700 | -1 STR, -1 CON, +1 INT, +1 WIS |
| Old | 701-1000 | -2 STR, -2 DEX, -1 CON, +1 WIS |
| Venerable | 1000-1200 | -1 STR, -1 DEX, -1 CON, +1 INT, +1 WIS |

Class & Level Restrictions

- Cleric 7th Level Max
- Fighter 7th Level Max
- Ranger 13th Level Max
- Thief Unlimited
- Assassin Unlimited
- Cleric/Fighter, Cleric/Ranger, Cleric/Thief, Cleric/Assassin, Fighter/Thief & Fighter/Assassin are valid multi-class options for a blood elf.

Blood Elf culture revolves around blood, blood-letting, sacrifice and the circle of life and death.

They are tribal, live in cliff-side caves or dwellings and generally worship "Thool: Mark of Death/Circlet of Life" whose power number is 8 and whose symbol is an ambiguous circle of green flames/blades of grass set against a black background.

Blood elves do not have a fixed alignment but most of them fall in the range of NG, CG, CN, NE. Many of them see themselves as a chosen people, blessed with magical blood by the god Thool.

They are insular, secretive and have a priesthood whose upper echelons are composed of Cleric/Assassins.

MOON ELVES

The moon elves from the world of Adummim are unrelated to similarly named races found in other source books.

These elves are legendary luthiers and bards and have an order of Paladin-hood unique to their faith.

Moon elven skin tone can range from pink to milk-white. When they are at ease their hair is naturally pastel blue but changes color rapidly with their emotions. Eyes are large and beautiful, tending toward blue, pink or (rarely) black.

Moon elves are nocturnal and see well at night but not well underground (with the exception of the underdark where radiation makes their ultravision useful).

Moon elven society revolves around the night sky and their legendary libraries filled with all manner of lore. To qualify for a moon elf character, ability scores must fall within the following ranges:

| Ability | Min | Max |
|----------------|-----|-----|
| STR | 3 | 16 |
| INT | 10 | 18 |
| WIS | 3 | 18 |
| DEX | 10 | 20 |
| CON | 3 | 16 |
| CHR | 10 | 18 |
| CMS (optional) | 10 | 18 |

Racial Bonuses

- +2 to initial DEX roll; -1 to initial STR & CON rolls
- 90% resistant to illusions, charm, sleep
- Innate ability to detect lies with 70% success
- Regardless of class, a moon elf can always use a long/short bow and is +1 to hit with these weapons
- Ultravision DMG p.59
- Automatically notices secret doors etc. in6 when within 10' of said secrets. Notices them 2in6 when searching.
- If alone and not in metal armor a moon elf moves silently enough to surprise others 4in6
- 2/day a moon elf can cast Hypnotism PHB p.75 & 95 so long as the victim can clearly see the moon elf's eyes (range 10'). Duration is 1 round +1 round/level of the elf. This ability cannot be used in combat.

Racial Disadvantages

- Moon elves are nearly incapable of lying and any lie they tell is 80% likely to be detected as their hair will turn white. Moon elf emotions are always visible.
- Moon elves always save vs Poison at a -2 penalty
- Moon elves cannot bear the touch of cold iron. The touch of it alone causes a moon elf 2 HP dmg / round of contact. Weapons made of cold iron will do +2 per die of dmg to a moon elf.
- The moon elf soul resides in their hair. While cutting the hair does not harm the elf, shaving the head will kill a moon elf instantly. Moon elf hair is resistant to dye.

Moon Elf Hair Color Key

| Hair Color | Corresponding Emotion |
|--------------|-----------------------|
| Pastel Blue | Calm, At Ease |
| Scarlet | Pleasure |
| Hot Pink | Joy |
| Pastel Pink | Surprise |
| White | Fear |
| Gray | Contempt |
| Bright Blue | Sadness |
| Dark Blue | Confusion |
| Black | Anger |
| Pastel Green | Disgust |

Age Categories

| | | |
|------------|-----------|--|
| Young | 150-250 | -1 WIS, -1 CON |
| Mature | 251-650 | +1 STR, +1 WIS |
| Middle Age | 651-1000 | -1 STR, -1 CON, +1 INT, +1 WIS |
| Old | 1001-1500 | -2 STR, -2 DEX, -1 CON, +1 WIS |
| Venerable | 1501-2000 | -1 STR, -1 DEX, -1 CON, +1 INT, +1 WIS |

Class & Level Restrictions

- Cleric 7th Level Max
- Fighter 7th Level Max
- Magic-User 13th Level Max
- Thief Unlimited
- Assassin 10th Level Max
- Bard Unlimited
- Cleric/Fighter, Cleric/Fighter/Magic-User, Cleric/Magic-User, Cleric/Thief, Fighter/Magic-User, Fighter/Thief, Fighter/Magic-User/Thief & Magic-User/Thief are legitimate multi-class options for a moon elf.

Following the Bard class is the most illustrious choice in moon elven society, followed closely by that of the Celestial Knight.

While the Bard is detailed in PHB p. 117, the Celestial Knight is detailed below.

CELESTIAL KNIGHTS

Most moon elves worship Aluvum: the Seven Stars, whose power number is 7 and whose mark is the Castronauth.

A holy order of knights exist, which can be compared to human paladins, and serve Aluvum faithfully. This knighthood has little to do with the human concept of such an institution and can only be entered by a demi-human who is eligible for the Fighter/Magic-User/Thief multi-class option.

Celestial knights must be of lawful neutral or lawful good alignment. As with a paladin, any celestial knight who knowingly commits an evil deed will lose all special abilities listed below and become a normal multi-class character thereafter. Committing a chaotic deed must be confessed to a 7th level cleric of the Celestial Order.

Progress within the order of Celestial Knights is always calculated based on the character's **Fighter** Level.

CELESTIAL KNIGHT PROGRESSION CHART

| Lvl | Title & Gem | Special Abilities |
|-----|--|---|
| 1 | Nadir <i>golden topaz</i> | None |
| 2 | Azimuth <i>watery gold amber</i> | +2 AC bonus vs chaotic creatures |
| 3 | Perihelion <i>pale red tourmaline</i> | Forbidden wealth retention + paladin lay on hands ability. PHB p.22 |
| 4 | Darkling Knight <i>star rose quartz</i> | Personal +2 bonus to hit vs chaotic creatures |
| 5 | Eclipsed Paladin <i>red spinel</i> | Total immunity to Fear effects |
| 6 | Sidereal Paladin <i>crimson ruby</i> | Personal immunity to level drain |
| 7 | Astral Paladin <i>black ruby</i> | May cast Astral Spell 1/Day |

The gemstone listed is always displayed on a small breastplate over the heart.

Although Celestial Knights may wear any kind of armor, many choose magical leather so as not to inhibit their thief skills. Whatever armor choice is made, the armor will certainly be black, fixed with the representative gemstone and sparingly decorated with small white jewels (symbolizing stars).

After reaching level 3 Fighter, a Holy Sword will function in the hands of a Celestial Knight just as it would for a paladin.



NEW MONSTERS

The following beasts are creatures from my campaign which have laid low many a careless or presumptive adventurer. Poor armor class often disarms the unwary and initially low damage output has led some to expect easy victory.

CIDER GLOW

FREQ: Very Rare
APP: 1d3
AC: 6
MV: 9" (MC: A)
HD: 3
THACo: irrelevant
% IN LAIR: 100%
TR TYPE: incidental
ATT: none
DAMAGE: none
SPEC. ATT: see below
SPEC. DEF: see below
MR: 15%
INT: Very
ALIGN: CN
SIZE: M
PSIONICS: Nil
LVL/XP: III / 335 + 4/hp

The Cider Glow may be related to the will-o-wisp for its similarities in behavior and appearance are striking.

The Cider Glow is most often found in wine cellars and appears as bits of plasma or St. Elmo's Fire burning on casks or floating erratically about the bottles. It's color ranges from amber to burgundy to rose and sometimes a deep brown.

The Cider Glow cannot be struck except by +2 or better magical weapons. Like a will-o-wisp it can blink out entirely for 2d4 rounds, becoming completely invisible.

Magical weapons able to hit a Cider Glow do only 50% damage and damage bonuses from STR or enchantments cannot be included. Only blunt +2 or better weapons will do full damage.

Cider Glows regenerate 2 hp / round and will coordinate attacks so that if one

is damaged, it will blink out and regenerate for several rounds while its fellow reappears.

A Cider Glow that blinks out no longer exudes its intoxicating aura.

Cider Glows will follow living creatures in an attempt to feed.

When a Cider Glow is alight, it emits an invisible intoxicating vapor that is absorbed through the skin/lungs. Those within 20' must roll their CON or less on 1d20 each round. This check is made at a cumulative penalty of 1 beginning on the second round. The vapor auras of multiple Cider Glows are interchangeable but do not require multiple checks.

| Results of Failed CON Checks | |
|------------------------------|---|
| 1st Fail | Slight Intoxication: +5% Morale, -1 INT, -1 WIS, recovery time: 1d2 hours |
| 2nd Fail | Moderate Intoxication: +10% Morale, -3 INT, -4 WIS, -2 DEX, -1 CHR, -1 to hit rolls, +1 hp, recovery time: after 2d4 hours move down to Slight Intoxication |
| 3rd Fail | Great Intoxication: +15% Morale, -6 INT, -7 WIS, -5 DEX, -4 CHR, -5 to hit rolls, +3 hp, recovery time: after 1d3+3 hours move down to Moderate Intoxication. |
| 4th Fail | Comatose Slumber: the character collapses immediately and must be hauled away. Recovery: after 1d4+6 hours the character will awake Greatly Intoxicated. |
| 5th Fail | Immediate Death from alcohol poisoning. |

Once a victim dies, the Cider Glows will descend and feed. Feeding requires a single round, drains all fluid from the body and (assuming a Man-Sized victim) restores up to 3 feeding Cider Glows to full hp.

Cider Glows are immune to enchantment/charm and illusion/phantasm spells.

CU'SYTH

FREQ: Very Rare
APP: 1d2
AC: 0 (front) 7 (rear)
MV: 3"
HD: 10
THACo: 10
% IN LAIR: 90%
TR TYPE: G
ATT: 2
DAMAGE: 1d12, 1d12
SPEC. ATT: Reverse Gravity
SPEC. DEF: See Below
MR: None
INT: Exceptional
ALIGN: CE
SIZE: L
PSIONICS: 70-120 ATT / 70-120 DEF
Attack Modes: A & E
Defense Modes: F & H
Disciplines: Domination PHB p.112 & Astral Projection PHB p.114
LVL/XP: X / 3,000 + 14/hp

A Cu'syth resembles nothing so much as an enormous white tick, fully engorged and nearly spherical. Its small but powerful legs are barely able to drag the creature around. Numerous gray pearls dimple the expansive slick white flesh and serve as eyes. The head—which is dark and wrinkled like a great raisin—can open into a surprising gape much like that of a python.

Cu'syth feed opportunistically on anything from fresh meat to carcasses and offal. They are unconcerned with their physical selves and arbitrarily consume whatever they can in order to continue their Astral lives. As such a Cu'syth's psionic ability will always be 20 points less than maximum, having spent (10 ATT & 10 DEF points) on Astral Projection.

Cu'syth are always aware of their physical body's surroundings and are never surprised. If discovered suddenly, however, they will appear to be sleeping on the first round and may be struck at +4 to hit. All Cu'syth have an innate ability to return to their bodies in one round and on the second round they will be fully engaged with their "food".

A Cu'syth will hoard its psionic strength, reserving mind blast and domination for powerful foes. Psychic Crush can of course only be used against other psionic creatures.

The soft look of a Cu'syth is deceiving as their leathery bodies—though pliable—are surprisingly tough and thick. They are able to pivot quickly and attack foes in close range with a fast bite that strikes twice every round.

In addition to this bite a Cu'syth may affect any one creature per round that is within 60' with a Reverse Gravity effect cf. PHB p.88. The victim gains no save vs this effect and immediately falls upwards 16' and then down 16' in the same segment, possibly taking impact damage twice. Such a creature can do little else during the round as it recovers its feet. Damage from the fall is recommended at 3d6 each way.

If things go badly, domination will be used to pacify and conduct enemies away. Psionic blast will be used to neutralize, but the Cu'syth will be loath to drop below 20 ATT & DEF points.

A domination aimed at forcing suicide will only be used if the foe seems otherwise unbeatable as such a tactic will require triple points.

DUNKLEOSTEUS

FREQ: Rare
APP: 1d2
AC: -1 (0 if charging)
MV: 18"
HD: 15
THACo: 8
% IN LAIR: 0%
TR TYPE: Nil
ATT: 1
DAMAGE: 7d6 bite
SPEC. ATT: Charge
SPEC. DEF: See Below
MR: None
INT: Low
ALIGN: N
SIZE: L (20 + feet long)
PSIONICS: Nil
LVL/XP: X / 7,750 + 20/hp

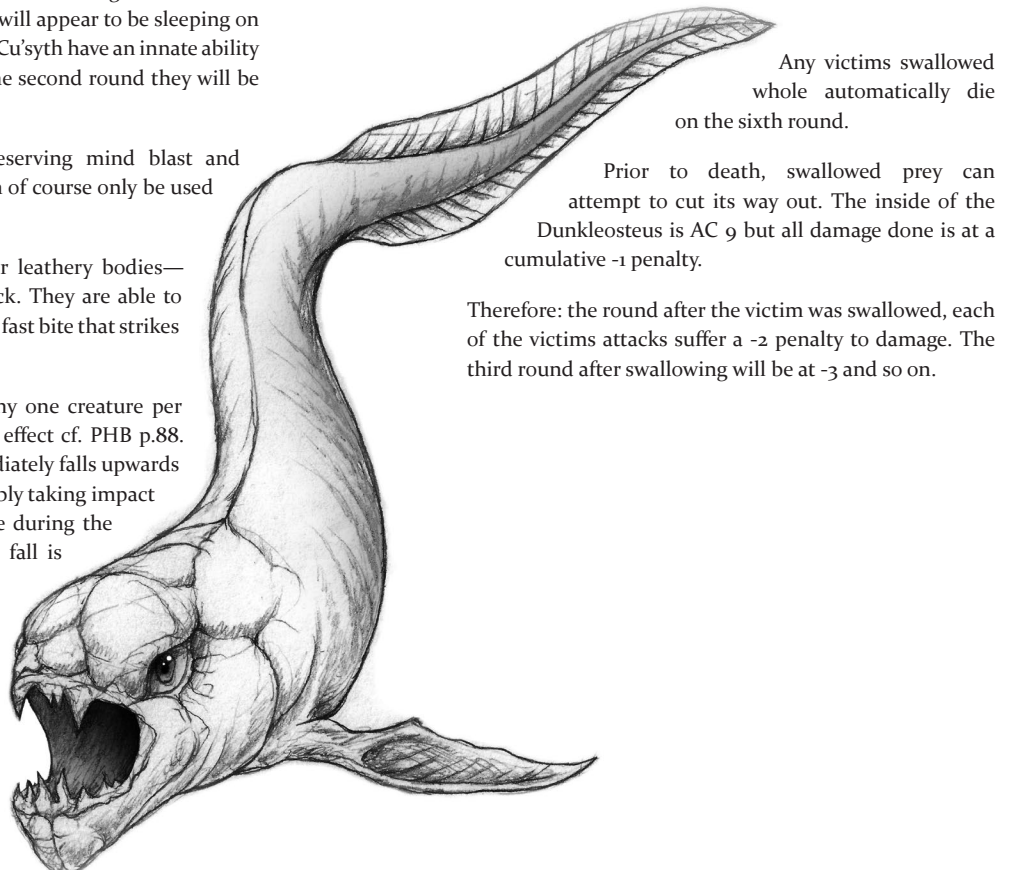
The Dunkleosteus is a huge prehistoric fish with a domed, nearly-spherical head, which is heavily armored. Its eyes and bony ridged jaws give it a snapping turtle-like appearance.

Attacks with bladed or slashing weapons do half damage to the Dunkleosteus. Piercing and blunt weapons affect it normally.

Once every other round, the Dunkleosteus may charge. This attack doubles its movement and gives it +2 to hit. Furthermore, any unmodified to hit score of 18 or greater on a round during which it charges indicates that a Man sized or smaller target has been swallowed whole.

The Dunkleosteus' AC is penalized by 1 on rounds during which it charges.

Each successful bite from a Dunkleosteus requires relevant gear (typically armor) worn by the victim to save vs crushing blow.



IL-BELLIEGHA

FREQ: Very Rare
APP: 1
AC: 5
MV: 15"
HD: 6+2
THACo: 13
% IN LAIR: 40%
TR TYPE: W
ATT: 3
DAMAGE: 1d3, 1d3, 1d3 + poison
SPEC. ATT: See Below
SPEC. DEF: See Below
MR: 5% + 5% per round
INT: Very
ALIGN: CN
SIZE: L
PSIONICS: Nil
LVL/XP: VII / 1,275 + 8/hp

This terrifying beast appears as a brightly colored leopard with a long snake-like neck and adder's head. It strikes with 2 claws + bite.

The bite is poisonous and the victim must save or succumb to sleep for 2d4 hours. The onset time of this sleep is 1d3 rounds.

The Il-Belliegha is a nimble empath that attunes itself to its prey.

The creature is coy at first, relying on its dexterity to survive. It may choose to evade for several rounds. If it does so, it cannot attack at all but those attacking it suffer a -4 penalty to hit.

This allows the Il-Belliegha to study its prey. The longer the encounter lasts, the more attuned the Il-Belliegha becomes, eventually anticipating every move its adversary makes. This is represented as follows:

- Each time the Il-Belliegha hits a target, it gains a cumulative +1 to hit against that target. Example: the Il-Belliegha attacks the same target three times in the first round of combat. Its first attack hits. Therefore its second attack gains +1 to hit. That too hits, therefore its third attack gains +2 to hit. There is no ceiling to this progression.
- Furthermore, exactly as above, each time the Il-Belliegha hits a target, it gains a cumulative +1 dmg toward all successive hits to that same target. (1d3+1, 1d3+2 and so on)
- Against spell casters, the creature's magic resistance increases in 5% increments in exactly the same way.
- Conversely, each time the Il-Belliegha is missed by an opponent, that opponent suffers a cumulative -1 penalty to hit that particular Il-Belliegha.

These bonuses and penalties are permanent so that any future encounter between the same Il-Belliegha will begin with the bonuses and penalties that existed at the end of the previous battle.

JENGLOT

FREQ: Rare
APP: 1d8
AC: 4
MV: 18" (MC: B)
HD: 4+6
THACo: 13
% IN LAIR: 50%
TR TYPE: incidental
ATT: 1
DAMAGE: 2d4 + Slow
SPEC. ATT: See Below
SPEC. DEF: See Below
MR: None
INT: Low
ALIGN: CE
SIZE: M
PSIONICS: Nil
LVL/XP: V / 360 + 5/hp

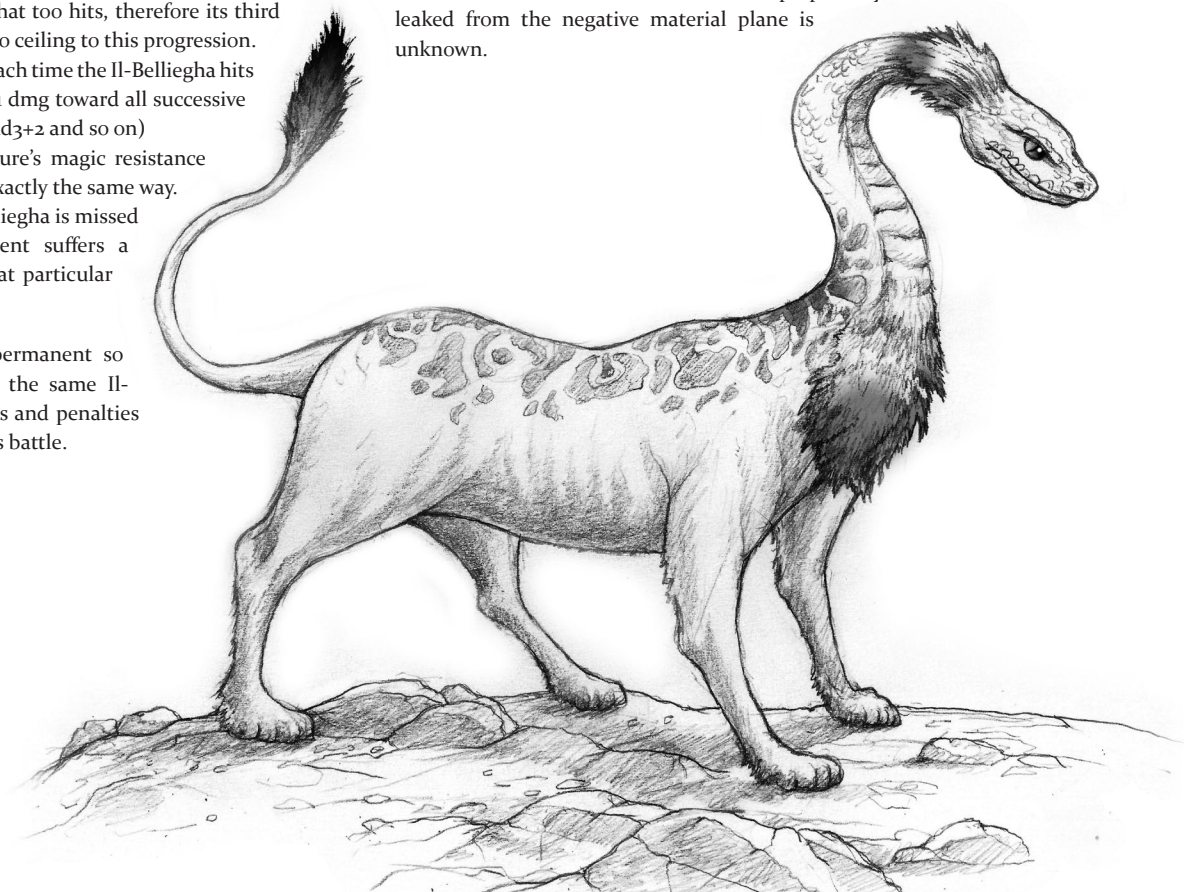
The Jenglot is a semi-corporeal undead much like a wraith. It appears dark and vaporous and is shrouded in indistinct tatters of funerary wrapping. Its face and hands are vague and the thing constantly drizzles a syrupy blackish ichor so that an obvious trail of spatters follows in its wake.

The Jenglot attacks as a 6 HD monster, is unaffected by spells that do not affect undead and slows its victim on any successful hit. There is no save against this slowed condition and it will last for 1d10 rounds after the last hit. (I.e. it is not cumulative) See PHB p. 75.

The Jenglot is only hit by silver or magical weapons. It takes normal damage from holy water and is turned as a wraith.

Damage is by blood drain which happens as the Jenglot passes through its victim. Each successful attack by a Jenglot restores 50% of the damage done as hp healed to the Jenglot.

Whether the blood so drained is transformed into the dark residue the Jenglot leaves behind or whether this ichor is perpetually leaked from the negative material plane is unknown.



OOZLUM (DEMON)

FREQ: Very Rare
APP: 1d2
AC: 6
MV: 9"
HD: 4
THACo: 15
% IN LAIR: 60%
TR TYPE: incidental
ATT: 1
DAMAGE: 1d6+2
SPEC. ATT: See Below
SPEC. DEF: See Below
MR: See Below
INT: Semi
ALIGN: CE
SIZE: M
PSIONICS: Nil
LVL/XP: IV / 556 + 5/hp

The Oozlum is black and downy and resembles a 5' tall baby chicken. Its three-toed bird-like feet are scaly and red and the legs are naked. The resemblance to a chick ends at the neck however, as the demon's head is missing.

The neck is open, exposing a ghastly hole and a caustic boiling froth of gore which vomits forward and skyward at irregular intervals.

This spew is the only attack form the demon possesses, 1d6 of which is acid damage with the 2 remaining points from heat. Creatures resistant to heat or acid may reduce the Oozlum's damage accordingly.

Any successful hit by the Oozlum will require the victim's gear to save vs Acid or be destroyed. This will typically include armor, weapons, items on the belt, hands, feet and head, but will usually exclude a backpack.

The Oozlum has no eyes and cannot be blinded or affected by gaze attacks. It has powers typical to demons:

- Teleportation no error at will (which it will use to escape clerics and move to easier prey)
- Darkness 5' radius at will
- Gate in another Oozlum (30% chance of success)
- Limited Telepathy (sufficient to find targets to kill)

The Oozlum is greatly feared because all damage inflicted upon it increases its hp (to a maximum of 32). Healing spells (by touch) or healing potions hurled or broken against it will cause it harm. In fact, any healing source will inflict as much damage on an Oozlum as that source would normally heal. Furthermore, holy water will do double damage (2d6+2) to an Oozlum.

The Oozlum is much abused in the abyss and many demonic jokes are told at its expense. The Oozlum, however, does not understand any of them.

An Oozlum can be summoned like any other demon and its stupidity makes it somewhat easier to control. However, the ritual is rumored to be costly and vile, involving self-abuse.

PASSELKHA DEVIL (GREATER DEVIL)

FREQ: Very Rare
APP: 1d2
AC: 6 (due to dexterity)
MV: 12" / 33" (MC: C)
HD: 5+5
THACo: 15
% IN LAIR: 25%
TR TYPE: H
ATT: 1
DAMAGE: by weapon type
SPEC. ATT: See Below
SPEC. DEF: See Below
MR: 5%
INT: Exceptional
ALIGN: LE
SIZE: S (4')
PSIONICS: 80-130 ATT / 80-130 DEF
Attack Modes: A, B, C & D
Defense Modes: F, H & I
Disciplines: ESP PHB p.112 & Levitation PHB p.113
LVL/XP: IV / 1,668 + 5/hp

A Passelkha Devil always (even through a gem of true seeing) appears as an angelic child of between 8 and 14 years of age with pure white iridescent scaled wings. They are of such otherworldly beauty that viewers must save vs Spells during the 1st round in which they view the devil or be stunned for the entire round.

Passelkha Devils are legendary even in the Hells and their intelligence makes them natural rulers.

Like all devils, Passelkha Devils have the following powers and abilities:

- Summon 1 [Barbed] Devil (70% success): this can be done once per round until failure at which point the Passelkha devil must wait nine days before attempting another summon.
- Charm Person 1/round
- Suggestion 1/round
- Illusion 1/round
- Infravision 120'
- Teleportation no error
- Know Alignment at will
- Cause Fear 30' radius PHB p.76
- ½ damage from cold & gas; immune to fire
- Struck only by +1 or better weapons

The Passelkha Devil's greatest power lies in its defense. Before a creature can attack a Passelkha Devil (via spell, weapon, psionics or otherwise) it must subtract 3 points (divided any way it chooses) from among its ability scores. This subtraction cannot reduce any ability score below 5. (Each increment of exceptional STR counts as 1 point toward this payment.) If the attacker cannot subtract a sufficient number of points, it cannot attack the devil by any means.

Ability scores modified by magical devices cannot be used to pay this cost. Example: A girdle of giant strength must be removed before STR can be used to pay the cost of attacking the devil.

Any creature within 30' of the Passelkha Devil who cannot "pay" to attack (even if it is not trying to do so) is automatically controlled by the devil as if psionically dominated.

Such a creature can be told to kill itself or attack its friends and it will do so without hesitation.

Recovery of ability score points spent in this way accrue at a rate of 1 per hour

and each point recovered is applied as the victim wishes.

A Passelkha Devil typically carries a magical weapon of small size, usually a dagger, short, or broad sword. It may also use a short bow with magical arrows. Passelkha Devils disdain armor, preferring airy, revealing clothing but some have been known to wear rings or bracers of protection.

Passelkha Devils have innate dexterities of 18 and strength scores equivalent to ogres. Melee weapons they wield gain +6 dmg.



PELYSIT

FREQ: Very Rare
APP: 1
AC: 3
MV: 9" / 30" (MC: C)
HD: 7
THACo: 13
% IN LAIR: 35%
TR TYPE: A
ATT: 3
DAMAGE: 1d8+1, 1d8+1, 1d6
SPEC. ATT: Breath Weapon
SPEC. DEF: See Below
MR: none
INT: Very
ALIGN: CN
SIZE: L
PSIONICS: nil
LVL/XP: VII / 1,950 + 14/hp

The Pelysit is a black dragonish creature nearly 10' long with two necks and two heads, four leathery wings that interfold and an exceptionally long whip-like tail.

The instant that a Pelysit is threatened it produces 4 mirror images cf. PHB p.71.

Each round thereafter, the Pelysit produces 1 additional image up to a maximum of six. Unlike the spell, these images do not expire until they are struck by an attack or until the Pelysit is once again at ease.

Dispel magic and similar effects can of course dissipate existing images but new ones will be formed at a rate of 1/round.

The Pelysit attacks with two bites and its whipping tail. These attacks may be divided among up to 3 different opponents and as such the Pelysit cannot be flanked. The tail's great length allows it to strike creatures even in front of the Pelysit.

Only if the Pelysit leaps on a victim can it attack with its four claws (which then do 1d4+1 dmg each). A Pelysit will leap only if the target is not wielding sharp or piercing weapons. Victims of a leap will not be attacked by the heads or tail, which may still target other foes. Victims of a leap will require 1 round to regain their feet.

Each head can also unleash a cone-shaped 20' Color Spray breath weapon (cf. PHB p.94) every other round. Therefore, the beast may breathe twice on odd rounds or it may breathe once every round by alternating heads. A save vs Breath Weapon is required. Consequences of failure are outlined in the chart:

| Victim HD | Failed Save Result |
|-----------|-----------------------------------|
| 7 or less | Struck unconscious for 2d4 rounds |
| 8 or 9 | Blinded 1d4 rounds |
| 10 + | Stunned for 2d4 segments |

Pelysit are good flyers and can carry up to one medium-sized creature. Like other dragon-kind they love lucre and will serve if offered treasures and a trough of fresh blood to drink (any kind will do). Pig flesh is highly favored by Pelysit as are humans.

Gods, Languages

AND VARIANTS

Questions about obscure gods and languages may arise as you read this supplement. Although the larger world of Adummim is not within the scope of this book (there are simply too many maps to fit here!) some information about the origin of the Inn may help you make sense of off-the-cuff references.

Therefore, only the most basic listings of languages and religions follow.

| Language | Synopsis | Min INT* |
|-----------------------|-------------------------------|----------|
| Barbarian Tongues | Ghnall & Dialects of Tibiûn | |
| Dark Tongue | Language of the Ublisi | 19 |
| Despche | The prophets' tongue | |
| Elf, Moon | Dialect of Old Speech | 11 |
| Elf, Blood | Dialect of Old Speech | 9 |
| Gringling | Writers and Eaters of Time | 18 |
| Groull | The Winged Race | 13 |
| Ilek | Island Dialect | |
| Jingsade Runes | Origin of JRS | 11 |
| Jingsade Runic Script | Holy Code | |
| Mällic Glyphs | Lua'gröc Writings | 9 |
| Morabündin | Tongue of the Abominations | 20 |
| Naneman | Tongue of the Exiles | |
| Old Speech | Hjolk-trull (elven root) | 12 |
| Pandragon | The Beautiful People | |
| Pplarian | White Tongue | |
| Syule | Sires of the Hjolk-trull | 19 |
| Unknown Tongue | The Language of Magic | 9 |
| Veyden | The Jungle Dialects | |
| Withil | Argot of the Shradnae Witches | |
| Worian | The common / trade tongue | |
| Yilthid | Sires of the Groull | 19 |

* This is the minimum INT score required for a **non-native** speaker to learn this language.



Mizraim: The Sure Passage



Baradaith: Mark of the Enigma

GODS

With respect to religions, it is noteworthy that the gods of Adummim do not advertise a clear alignment to their worshipers. Rather, the worshiper selects a god based only on a general sense of whether the god is good, evil or neutral.

This information is somewhat speculative but can be guessed at based on the god's descriptive title and power number.

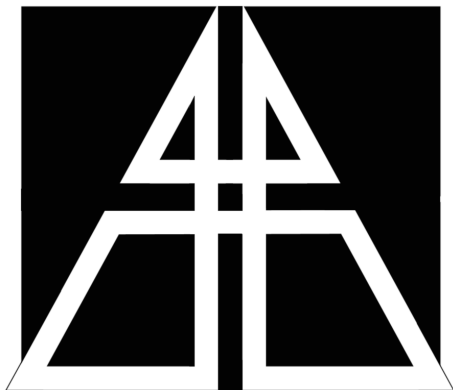
Only high level clerics will discover the true alignment of their god.

Where the "Number of Power" on the following page reads "none" it means the number is either lost to knowledge or the god is not powerful enough to have one. Care should be exercised in casting judgment however, as calling any of these entities weaker than another would be a conclusion drawn from meager data.



The Unknown Tongue

| Deity/Power | Descriptive Title | Number of Power |
|-------------------|--|-----------------|
| Ai: | The One: Encompasses All | 7 |
| Aluvum: | The Seven Stars | 7 |
| Garthane: | Solon of the Seven Sages | 7 |
| Aeolus: | The Seven Sleepers | 7 |
| Adummim: | The Fingerprints of Life: Fingerprints of Ai | 7 |
| Mamre: | The Sword Below | 6 |
| Zhaa: | The Cold Woman: Child of Ooze: The Ear Under Water | 3 |
| Mizraim: | The Sure Passage | 8 |
| Rhao: | The Nipple: The Seed: The Center | 2 |
| Seth: | The Coming | 5 |
| Hale: | The Sign of the Stand | 5 |
| Simetra: | The Great Seal | 0 |
| Emolus: | Sign of the Secret | 9 |
| Dsojakth: | Sign of the Wound | none |
| Tantrut: | The Blue Eye | none |
| Lithlan: | The Cunning Sign | none |
| Gauntlet: | Ear of the Beast | 0 |
| Palan: | The Blade of Gold | none |
| Gandath: | Mark of the Deep | none |
| Mamrax: | Mark of Chaos | none |
| Grimshod: | Sign of Grasping: Mark of Fate | none |
| Sibuln: | Sign of Dusk | none |
| Banshath: | Sign of the Attack: Mark of War | none |
| Mastak: | Sifting of Souls: Mark of the Omen | 6 |
| The Tamaraith: | Mark of the Stone | 7 |
| Thool: | Mark of Death: Circlet of Life | 8 |
| Nenuln: | The Blessing | none |
| Baradaith: | The Unknown Scrawl: Mark of the Enigma | 0 |
| Demmindain: | Warning: Sign of the Storm | 7 |
| Urebus: | Madness | 13 |
| The Faceless One: | The Devourer: The Void | 300,000 |
| The Abominations: | none | none |



Hale: Sign of the Stand

HORROR VARIANT

Because my campaign has always been A) Darkly Themed and B) Extremely Lethal, I use two variants. The first being Leonard Carpenter's Hero Point system published in Dragon Magazine, February 1987.

The other system is a basic sanity system that derives from the WIS ability score of the character. Any being with a WIS score of 19 or higher may ignore this system entirely and I furthermore allow paladins to ignore it as well.

As a point of reference: a character with a WIS score of 6 also has 6 sanity.

Each encounter with undead automatically reduces sanity by 1 point.

Encounters with other terrible things (a horrific murder scene, a demonic visitation, a cursed grimoire, etc.) allow the character to make a check against their WIS score on 3d6. If the roll is higher than the WIS score a point of sanity is lost.

When sanity reaches zero, a random (or appropriate) insanity is selected from DMG p. 83 and applied to the character.

A character spending one uninterrupted month resting in pleasant surroundings—vacationing on the beach for example—regains one point of sanity.

This rest cannot include training, research, item creation, or adventure of any kind, but the character would be free to do other things like tend to an herb garden or paint and read for pleasure.

While this type of rest will increase sanity by 1 point per month up to the character's maximum, insanity incurred as a result of reaching zero will not be cured until **all** points have been restored.

Thus a character with 16 WIS once reduced to zero must rest 16 months in order to cure their insanity.

Note that these months of rest need not be consecutive and can be broken up as the player wishes.

Furthermore, you may rule that a Cure Disease spell can cure insanity so long as the character has regained at least 1 sanity point through resting. Thus a rest of one month plus Cure Disease makes the character sane again, but very fragile and an encounter with even one skeleton will plunge him or her back into madness.

Mechanically, the sanity system adds tangible bite to the darkness characters encounter in this campaign setting and gives players something to weigh when planning their assaults.

The hero point system counteracts this darkness with immediate rewards for the occasional moments of brilliance and creativity players bring against challenges and softens the edge of "save or die" just enough that carefully played characters may well live into double digit levels.

The Starry Curse

AND ALL THE SECRETS

Most secrets of the Night Wolf Inn are tied to the family history of the Inn Master (see Core NPCs: The Inn Master). The Master's missing daughter Suzie is at the heart of these secrets. Were she ever to be found, it would alter the nature of the Night Wolf Inn forever.

Bear in mind that setting players and their characters on the road to finding Suzie is not the main goal of this supplement. This supplement is intended to provide a mysterious and unfathomable campaign setting in which many adventures can be placed without the Inn growing stale.

Nevertheless, a puzzle does not exist to be ignored and the Inn is full of references that may whet the party's appetite for solving the mystery. Therefore, this section is devoted to the Starry Curse and to helping you understand the steps necessary for characters to lift the curse from the Inn.

Lifting the curse is meant to be long, costly and dangerous with only slim chances of success. Why else would it still exist when a 29th level Arch Mage's only thought is to end it? Therefore, characters and players should brace themselves for the unprecedented amount of perseverance this quest will require.

The central problem (which can never be put so succinctly to the players) is that Suzie is between the dimensions of the Inn and therefore—like the Inn itself, exists nowhere—and is without a location that can be pinpointed.

It can be assumed that the Inn Master knows most of what follows and that he himself has tried several times to find and free his missing daughter. Each failed attempt, however, requires starting from scratch.

Imagine that Suzie is in a place that cannot be seen or mapped; imagine the best you can do is to use other known objects to calculate where she might be and then calculate a trajectory that you hope will bring you close enough to actually see her. Now imagine that those calculations have a shelf life. Suzie's location is not fixed but is constantly shifting. If you fail at this attempt, you will have to do your surveys over—that is, if you survive the failure.

Rather than publicize all of this, the Inn Master has seeded the Inn with clues and laced the paths to his daughter with treasures, hoping that the mystery will entice the right group of adventurers to persist toward unlikely success. The characters must discover the meanings and purpose of these quests on their own. This section will help you make sense of the clues found in various rooms and to create your own additional clues if you think them necessary.

Making the quest easier is strongly discouraged.

Onward!



LIFTING THE CURSE

Suzie is most assuredly dead. She died soon after she disappeared and because of where she went, she cannot be returned to life by any means. If her body is recovered, however, her soul will find its way to the upper outer planes and her apparition will no longer haunt the Night Wolf Inn.

When the Inn Master was fashioning the Inn, an infernal hand reached out and snatched Suzie, dragging her off between the dimensions. This foul power (variously called the Devourer, the Faceless One [or] Gr̥r-ner Shie) has used the daughter of the mighty wizard as bait to lure noble heroes into securing an eventual end to its imprisonment.

Suzie's body resides on a fragment of a world destroyed by prophecy and now bound to the Nine Hells. This fragment is the "City Buried in the Stars" and it now cartwheels aimlessly in a black void beyond the Prime Material Plane.

The City is vast, filled with danger and very difficult to find. It is also very difficult to enter. Here is what must be done:

1. **The Moondrop:** Asmodeus' Seal on The City is made of Ice from the 9th Hell which cannot be melted or passed except with a moondrop obtained from the 7th Heaven. Once melted, the seal will remain open for only seven days and will then freeze shut again. A moondrop must therefore be obtained.
 2. **The Mark of Endless Breath:** The Faceless One, imprisoned by Asmodeus himself, will personally greet whomever opens the seal. According to the magical rules of his imprisonment, The Faceless One can demand the willing sacrifice of whatever being unseals The City. (When the seal has been opened six times and six willing blood sacrifices have been made, the Faceless One will be free to return to the Hells and exact its revenge on Asmodeus.) To date, two willing sacrifices have been made, but Suzie has never been recovered. Rules of the Faceless One's Imprisonment follow:
 - a. If the opener sacrifices herself, the spilled blood will count toward the tally and the Faceless One will then be powerless to directly harm the opener or those in the opener's company. (The Faceless One must then rely on its minions to stop the group from reaching Suzie.)
 - b. If the opener does not sacrifice herself, the tally is not increased and the Faceless One is free to use all its power to destroy the opener and the party. Destroy them it will.
 - c. Therefore, the opener of the Seal will most likely wish to prepare a way to both meet the sacrificial requirement at the Seal and then bring herself back to life after it is done. Resurrection and similar solutions will be useless as The City's magic prevents those who die there from ever being raised.
 - d. The only perceived workaround is for the opener of the Seal to have received the Mark of Endless Breath upon their lips before the seal is melted. The Mark of Endless Breath must be obtained by the person who will open the Seal. (Alternately, the opener can of course knowingly sacrifice herself or himself to the cause...never to return.)
 3. **Surveying the Stars:** The Location of the City Buried in the Stars must be determined by careful surveys of the Prime Material Universe. Six ethereal stars must be plotted in order to find the ever-shifting dimension of The City. In order to plot these strange stars, surveys must be conducted from other worlds. In some cases, the DM may require the Night Wolf Inn to reposition one of its seven feet (see House Rules: Peculiarities) in order to conduct a survey. In other cases, surveys can be made by visiting the Guest Rooms of the Night Wolf Inn.
- There is a cumulative 13% chance per successful survey of assessing the location of The City. Therefore, if all six star surveys are successful, there is a 78% chance of the party correctly guessing where The City might be.
- a. Once a guess is made, the party may attempt to reach The City. They will not know at the time they make this attempt whether the guess is correct. If the guess is correct, they will reach The

City. If the guess is incorrect, the entire party may very well perish in the vacuum of Prime Material space. See area 408 for more information.

Oh, is that all? You ask. It sounds hard, but is it really so very hard? Read on, bold referee! For below, the specifics of each of these three preparatory steps is made clear!

THE MOONDROP

This is the only task of the three that is not optional. A moondrop **MUST** be obtained in order to melt the seal on The City Buried in the Stars. Obtaining a moondrop is arduous. This is because few have traveled the Seven Heavens and returned. It is assumed that those of evil disposition die trying, those of neutral disposition have been barred entry to the upper realms and those of good disposition choose never to return.

There exists a recipe for a potion that is able to grant prophetic visions of the Seven Heavens and for the seer of these visions to create a roll of seven maps. These maps cannot be read or understood by any but the one who created them as they are an indecipherable array of numbers and symbols known only to the angels (MM2 p. 101 & 111).

A path toward the Seven Heavens can be undertaken from the Night Wolf Inn and a synopsis of that path follows below. Obviously it is not the only path. You may have other designs!

1. Locate the recipe for the potion of World Without End.
2. Gather the ingredients for the potion, some of which can only be found in area 304: the BOWERY.
3. Craft the potion successfully: area 027 is a suitable place.
4. Apply it with bare-hands to the black mirror in the High Tower Spire. See area 408 for more details.
5. If the doer survives this, they will have a roll of seven maps which only they can read.
6. Travel to the 1st Heaven by way of the Ethereal Plane and enter it.
7. Use the maps to understand and bargain with the gate keepers to reach the 7th Heaven.
8. Find Issolbine.
9. Somehow, upon finding Issolbine, the party must coordinate with someone in the Inn to stop the Star Clock in the BOWERY. When the Star Clock stops (it will only remain stopped for seven minutes) Issolbine will wake and open the “Highest Door” to the Pool of Universes where a moondrop can be obtained. Only then can the party attempt to return to the Prime Material Plane—assuming they are still sane.

This quest’s greatest risks are insanity and death. While the first five steps of the quest are detailed in relevant portions of this supplement, steps six through nine are detailed loosely below:

Steps 6 & 7: Please reference Manual of the Planes p. 87 for a guide to the Seven Heavens. Travelers will always arrive in the First Heaven standing in the surf of the Ocean of Lunia. This ocean affects all those who enter as if standing in holy water. Descriptions of this plane and the other six Heavens are also to be had in MoP. Traversing the Seven Heavens will be nearly impossible for evil characters (they will be driven insane or killed), relentlessly frustrating for neutral characters (they will have to bargain most of their possessions away to reach the upper realms), and hazardous for good characters (who will never wish to leave the place).

A BOTTLED MOONDROP

value: 3,200,000 sp / xp: 16,000

If this unassuming bottle is uncorked, a sweet smell and a nearly invisible fine mist evanesces, affecting all those in a 10’ radius.

Those in the area of effect gain Protection from Evil for the next 24 hours. This effect is induced each time the bottle is un-stoppered (up to 13 times before all the liquid evaporates).

If the liquid in the bottle is drunk by one person, it will raise any single ability score of the drinker’s choosing by two points! (Doing this, however, means another moondrop will need to be obtained in order to resolve the Starry Curse)

Being exposed to the universal secrets and incomprehensible energies of these seven planes will likely afflict most characters with some kind of insanity and even if this is avoided, there will be six gates to pass with guardians at each who will question and demand sacrifices. Proof of both wisdom and pure intent will also be required before these guardians allow entry to the next higher Heaven.

The journey through the Heavens should feel epic and prove taxing to the character’s worldly wealth. Parting with material and magical objects will be key to progression. Some items may be returned after the character has shown the willingness to sacrifice such objects in pursuit of the noble quest. A journey through the Heavens must be carefully prepared for by the DM and should take a minimum of two months of gaming sessions.

Step 8: Unable to bear the grief over her daughters, Issolbine pleaded for eternal sleep without dreams until such time as the Starry Curse was ended. The Heavenly Judges mercifully granted her request.

Finding Issolbine will require the party to inquire with humility and pure intent from the awesome powers on Chronias (the Seventh Heaven).

Step 9: Once the party has found Issolbine (who slumbers on a stone bed beneath heavenly stars) they must communicate to someone in the BOWERY to stop the Star Clock. This could be accomplished by a Sending spell (UA p. 59) though the chance of the sending reaching across eight planes (Seven Heavens plus the Ethereal) is only 60%. The Sending would need to target a person stationed outside the Night Wolf Inn as the spell cannot breach the Inn’s magical barriers. The person receiving the Sending would then need to hurry into the Inn, go to the BOWERY and stop the clock.

If this or another reasonable plan is devised, the sound of the star clock will cease (it is audible at Issolbine’s location) and Issolbine will awaken for seven minutes. Use a timer to count it out. Issolbine herself will be the final judge of the party. If she assesses them pure and trustworthy enough to recover her daughter’s body from The City Buried in the Stars, she will command the “Highest Door” to a white temple near her sleeping place to open. She will then resume her slumber on the granite bed. Inside the white temple is the Pool of Universes, from which a single drop can be drawn and placed in a simple glass bottle provided to the party by Issolbine. This vessel is the only vessel capable of holding the moondrop. Once harvested, the party is now free to return to the Prime Material plane, but will need to descend through all Seven Heavens to reach the Ethereal.

Meeting Issolbine and harvesting the moondrop should be dramatic events but describing these events is left to the DM.

Note that there is a bottled moondrop in area 205, but most parties who find it will squander it or fail to realize its value in melting the seal on the City. After

all, the bottled moondrop has powers that will certainly tempt its holder to use it selfishly.

THE MARK OF ENDLESS BREATH

This quest is optional. However, if it is skipped, the character that unseals The City Buried in the Stars (with the moondrop) will have to sacrifice themselves to The Faceless One in order for the party to have any chance of success.

Fools who unseal The City and opt to battle The Faceless One should be forced to play out the battle with an Arch-Devil and its followers.

It is recommended that you ruthlessly slaughter the party with this god-like being if they are brazen enough to confront it—but keep in mind a high level party may still prevail.

Moving on.

Should the party seek to use a scapegoat character to sacrifice to the Faceless One note that travel to the City Buried in the Stars will certainly kill most characters of less than 9th level (see below). If your players have characters of 9th level or higher that they are willing to toss away so be it, but you may consider what has gone wrong in your campaign.

Ultimately, seeking the Mark of Endless Breath is the only way to ensure that all characters arriving at the City Buried in the Stars will make it past the seal and the Faceless One. Here is how this questionable blessing is obtained.

1. Decipher the numerical riddle of the library clock.
2. Obtain the Four Winds Bar.
3. Reach area 031: The Chamber of the Lost Gates.
4. With the Bar, travel to the Elemental Plane of Air.
5. The bearer of the Bar must then become the willing slave of Nisbal the Luthier: Sultana of the Sunset Palace (see below). They must remain her slave for seven years.
6. After seven years of game time, Nisbal will have helped the bearer of the Bar fashion a Mandolin of Eternity (see below) from rare woods and jewels and the character will be proficient at playing the mandolin.
7. It is said that the Evil Prince of Elemental Air (See FF p. 33) in his raging storm-torn castle will entertain anyone who carries a Mandolin of Eternity provided they play for him from a florilegium of unknown songs. If the guest(s) are humble, intelligent and pleasing, Yan-C-Bin may bestow the Mark of Endless Breath upon the player of the mandolin in exchange for three days of continuous playing.
8. Once the Mark of Endless Breath has been obtained, it is likely that Yan-C-Bin will require a battle of some kind between his champions and the party in order for the party to earn their freedom. Such a battle will generally be against Air Elementals and Invisible Stalkers. The musician must then escape the castle quickly lest the Prince and his aerial denizens capriciously imprison the victor.

This quest's greatest challenge is time. A player must be willing to remove his character from active play for seven years of game time. It is suggested that such a thing not be glossed over by the DM. Even if the rest of the party is willing to wait, fast-forward and age along with the enslaved character, the DM should create certain adventures or crises that demand attention from the other characters in the campaign. These should fill many game sessions before the seven years is up and characters from this group should level up at least twice as a product of seven years of developments. It is recommended that the player of the enslaved character be allowed to play a new character, one of their other characters or a henchmen during these games.

While steps one through four are detailed in relevant portions of this supplement, steps five through eight are detailed loosely below:

Steps 5 & 6: Nisbal the Immortal is a Cloud Giantess of great beauty and power who lives in the Sunset Palace on the Elemental Plane of Air. She is extraordinarily intelligent and perceptive, having INT and WIS scores of 17 or better. Consider her a Cloud Giant of maximum hit points with the abilities of a thirteenth level magic-user. As long as she remains on the Plane of Air, Nisbal does not age. She is a sultan over many other giants and aerial creatures and rules a sizable portion of the plane. Nisbal's greatest skill is in music and magical instruments. She is the only known being capable of producing a Mandolin of Eternity.

Nisbal's Palace is of course enormous. It floats in a region of the Plane of Air where the skies are ever resplendent. The palace has few doors and those that exist are well secured. Its countless windows cannot be closed but are strung with long curtains of elemental fire that can be pulled to deter invaders.

The Master of the Night Wolf Inn created the Four Winds Bar as a tool to bargain with Nisbal and there is a standing agreement that the bar's powers can be made available to her (wielded in the hands of an emissary) for a period of seven years in exchange for one Mandolin of Eternity and lessons to play it.

The holder of the Four Winds Bar may therefor approach Nisbal and propose this contract. Nisbal is not required to agree. She will assess the applicant and if she finds him to be inferior (too low level) or irritating she will decline. Someone else must be passed the bar. Once a contract is arranged it will be magically sealed with a Gease (see PHB p. 84) which Nisbal herself will cast.



MANDOLIN OF ETERNITY

value: priceless / xp: 16,000 first time played by new owner

A Mandolin of Eternity is exceedingly rare. Its sound is unparalleled. Crafted from the most precious woods found on the planes, portions of it are even constructed from jewels with origins known only to Nisbal.

This precious thing is fragile and it will save as Bone/Ivory on the Magical Item Saving Throw Matrix vs all attack forms at no bonus.

The Mandolin of Eternity can effect certain magical results in the hands of a skilled musician. Each mandolin is unique; therefore, the powers must be determined randomly.

A Mandolin of Eternity adds +10% to a bard's Legend Lore ability but has no offensive power of any kind.

You may roll for or select non-offensive spells from the druid spell lists as follows:

*Three 1st Level Spells
Two 2nd Level Spells
One 3rd Level Spell.*

Each of these spells will have normal casting times and can be "played" once per day. Spells with durations will only last as long as the song is played. All spells played function at the level of the player.

No other action (other than normal movement) can be performed while playing a song on the mandolin.

If the Mandolin of Eternity is broken as a retributive strike (which must be declared as an intentional action) universal time will be rewound by seven minutes as if the last seven rounds had never happened. The Mandolin, however, will cease to exist and will not be returned to the character's hands.

No other members of the holder's group will be allowed to remain at the Sunset Palace while the indentured character serves his time. Over seven years of service the character will earn no experience points but will become an excellent mandolin player. On the last day of servitude Nisbal will present the character with a Mandolin of Eternity that she has slowly crafted during the character's service.

Step 7: In a blackened expanse of the Plane of Air, where tempests rage constantly, the vast gray castle of Yan-C-Bin floats (see FF p. 33). This being possesses demi-god-like powers and influence. He cannot be coerced, charmed or the like. The Prince has a love of music but due to his usual form does not often manipulate musical instruments. He is, however, a connoisseur with a vast collection. In the airy vaults of his castle are many sorts of instruments, most of which are horns, trumpets, fifes, pipes and so forth. Though evil, the Prince will certainly entertain guests, especially those with exceptional musical talent.

While it is not widely known that Yan-C-Bin can bestow the Mark of Endless Breath, the Prince has been entreated before and he views the gift in the same way he views Fulfill Another's Wish: that is he dislikes doing it. Nevertheless, if a character with the Mandolin of Eternity should come knocking, offering the Prince a private performance featuring whatever pieces the Prince prefers, Yan-C-Bin will hardly turn down the offer.

A Mandolin of Eternity played by a student of Nisbal? The Prince will likely select his florilegium of unknown songs and demand a performance lasting three days!

At the end of the concert, if the Prince is pleased, he will bestow the Mark of

Endless Breath upon the performer's lips by way of a kiss. This act permanently drains 1 point of CON from the recipient. In exchange, the being so blessed will be able to breathe normally regardless of environmental conditions (underwater, on the Elemental Plane of Earth, in the void of space, etc.) and will be immune to smoke from fires, Pyrotechnics, Cloud Kill, Stinking Cloud, poison gas and the like. This special ability/immunity will last until the character dies. When the character dies the gift is removed, but the character will rise from the dead three minutes after dying, fully rested and healed of all ailments.

No system shock check is required and nothing can prevent this resurrection (even the infernal curse of The City Buried in the Stars). Note that this blessing activates the next time the character dies and never again. If the character dies prior to sacrificing himself to the Faceless One, the blessing will be "wasted" and must be obtained again at the cost of another point of CON.

Step 8: Though the Mark will be given to the performer, it is likely that the performer and all in her company will then have to entertain the Prince one last time by winning their escape from his castle. This game will consist of Yan-C-Bin telling his former guests they will have to make a break for it, at which point Yan-C-Bin will watch with genuine mirth as the party is forced to fight its way out of the castle past a host of aerial minions. If the party manages this, they will earn a little respect and the Prince will let them go their way, the music of the performance still resounding in his head.

SURVEYING THE STARS

This quest is semi-optional. The party may choose how many surveys they make before attempting to reach The City Buried in the Stars. Conducting no surveys means a 100% chance of failure. Surveys must be conducted on relevant worlds and dimensions in order to be useful. A world or dimension that is not currently near an Ethereal Star will provide no useful information. Therefore, the Inn Master is constantly trying to tack the Ethereal Stars by sending his guild members into the Inn's many dimensions.

In general, surveys are not used to make journeys to The City Buried in the Stars. In fact, only three attempts to reach The City have ever been made. Of those, two groups managed to enter The City but were never heard from again. The last attempt underscored the unreliability of survey data as the ill-fated party arrived in the void of interstellar space instead. All were lost.

Therefore, more than 99% of the surveys that happen throughout the Inn and its pocket dimensions are instead used to keep track of the ever elusive Ethereal Stars that follow The City and, when necessary, inform the Inn Master when he needs to reposition one or several of the Inns. In short, the Night Wolf Inn follows the Stars because the Stars follow The City.

Enough information is kept on hand that the Ethereal Stars are not lost but for an actual attempt at reaching The City a fresh batch of surveys will always need to be initiated. This is done as follows:

1. A character must acquire one of the black lenses from the High Tower Spire (area 408).
2. When a character enters any new area of the Inn—that is any extra-dimensional space the referee deems appropriate—the character must find a location with clear access to the sky.
3. Each magical lens can be activated only once per 24 hour period. The character using the lens adds her INT to her WIS, then rolls 1d10 and adds the result to the total. If the result is 39 or higher the character's scan of the sky was sufficiently meticulous for the lens to detect the presence of an Ethereal Star. If the result is 38 or lower, the matter is uncertain and the sky must be scanned again. Note that the size and weight of each lens should preclude a great many attempts within the same 24-hour period.

4. A result of 39 or higher allows the player to roll % dice on the following table (note that many of the Guest Rooms have modifiers that must be applied to this roll and the DM is free to determine her own modifiers as she sees fit):

| | |
|-------|--|
| 01-76 | No star is seen |
| 77-80 | Abovliion: The largest of the six, this star appears large white and hazy through the lens. |
| 81-84 | Blud: This dim red star is small and seems to flicker through the lens. |
| 85-88 | Broochok: This medium sized star appears green with a gassy halo when seen through the lens. |
| 89-92 | Cer: This pale blue star is small but bright when viewed through the lens. |
| 93-96 | Pleebugs: This small star is bright pink and flickering when seen through the lens. |
| 97 + | Thiefs: This very dim star is ghostly and grayish, almost violet. It is so small the lens barely detects it. |

5. If a star is seen, the frame of the lens will incandesce momentarily and magical coordinates will appear there.
6. There is a rolling 7-day window during which these surveys are useful. That is, if the results of a successful star sighting are desirable it can only be combined with surveys that have taken place within seven days. All surveys used to chart the location of The City must come from the same 7-day block of time and the attempt to reach The City must happen within this same period. For each successful sighting there is a cumulative 13% chance of reaching The City successfully, however, duplicate sightings of the same star add no extra chance.
- a. Example: A party lugs three lenses with them as they explore the Inn. Day One they use all three lenses to scan one of the extra-dimensional skies inside the Inn. With the third lens, they see Blud. Day Two is a bust and no stars are seen. Day Three they see Cer. Day Four they see Broochok and Cer (but Cer's sighting is of no value). Day Five they see Cer again. Day Six they see nothing. Day Seven they see Pleebugs. The party is now faced with a choice. They have the rest of the seventh day to make an attempt at reaching The City. Their current data gives them a 52% chance. The party decides to wait and conduct more surveys.
- b. This means that their sighting of Blud is no longer valid. Day Eight they see nothing and their chance drops to 39%. Day Nine they see Abovliion. They are now in the same position they were two days ago with a 52% chance of success. The party decides to risk it!
7. When the party decides to make an attempt on The City they must gather in the High Tower Spire. They must train one black telescope on each coordinate they have (up to a maximum of six since there are only six telescopes). They must then convert all the coordinates into magical symbols with a Write Magic spell. Following this, all who intend to brave the journey must stand in the black circle of area 408 while a magic-user reads the coordinates. The magic user must read the coordinates six times. When this is done, roll the dice. The party in the example above rolled a 42 and so their journey to The City is a success!
- a. Failure indicates the group arrives many light years off course, trillions of miles from any safe place. Such individuals will be in the vacuum of space and will suffer the following effects:
- i. Individuals in space are silenced (no save).
- ii. Individuals take 33% of their current HP in damage per round and die at the beginning of the 4th round unless they have the

psionic discipline Body Control (PHP p. 114) a Cube of Force (DMG p. 142) or some other means of holding the vacuum, radiation, and cold at bay. Individuals inside a Cube of Force will still be able to talk and breathe until the cube's charges run out.

- iii. Teleporting, Fleeing to the Ethereal Plane or physically moving to the Astral via Plane Shift (along with all similar methods of escape) are possible only if the ability does not require a verbal component or command. A Cube of Force would of course grant the ability to speak. Let us move away from this sad topic.

8. Success! The party arrives at The City Buried in the Stars. What happens next should be the final and ultimate test of the party. Read on.

THE CITY BURIED IN THE STARS

The City is not simply a city.

You find yourselves on a vapor-swept glacial wasteland. It is nearly impossible to breathe and the freezing wind tastes of ammonia. The sky is perfectly black but you can see wavering points of light and galaxies. They tremble like things seen through warped glass and you remember that you are in a pocket dimension, looking out at the Prime Material Plane.

The ice beneath your feet is at turns slick, rough and blade-like, carved by the tremendous wind. In the distance, you see a range of mountains, pressed together into one general thrust of ice.

Rules for The City

- Characters will lose 1 HP per turn spent here from a combination of asphyxia and cold. Both cold resistance and the ability to breathe will be required to avoid this constant source of damage. Time keeping is a must!
- The City is one plane removed from the Prime Material and all magical weapons are reduced by one level of enchantment. See MoP p. 10.
- The horrible magic of this place makes death permanent. Even if the body is taken back to the Prime Material, the soul can never return to it.
- Teleportation, Dimension Door, Etherealness, Blink and the like will cause the caster to lose his connection to The City. That is, The City is traveling so fast it will slip away in the moments that the character transitions between states. In the case of Etherealness, the character will be safe on the Ethereal Plane, but The City will have vanished and cannot be returned to. In the case of Blink, Dimension Door and similar effects, the outcome will be very grave as the character will find themselves in the void of space.
- Conjunction/Summoning spells of any kind will fail here. Gates cannot open, neither for the party nor the devils that live here. All cleric/druid spells above 3rd level fizzle. Turning is also impossible but holy water will function.

If the party heads directly for the mountain (Shilja Massif) it will take ten turns to reach due to the extreme winds and rough terrain. Fools who attempt flight will be blown into the void unless they make a save vs Spells each and every round.

Beneath the polar mountain is a vertical fissure plugged by ice and stone. Dark and terrible shapes seem to writhe in the depths of the ice.

If the party has a moondrop, it can be poured onto the ice in the fissure. Doing so melts the ice plug in one turn. Hereafter the Faceless One will emerge, flanked by four Ice Devils:



The Faceless One is 20' tall with gray dappled skin. His lower body is black and hircine while his upper torso is naked and brutally scarred. His face is eyeless but wrinkles with the nose of an upturned bat. A mouth, too large for his jaw, slavers with needle sharp teeth. He sniffs the air and asks if there is a sacrifice for him.

Grūr-ner Shie, the Devourer, Faceless One, etc. : AC -7 / MV 12" | 24" / HD 188 hp / THACo 4 / No. ATT 1 / DMG 3-18 / +3 or better weapon to hit / MR 80% / L 20' tall / Once per day each: Unholy Word, Destruction (reverse resurrection), Harm, Symbol of Insanity, Fulfill Another's Wish, etc. (You may assume other powers on par with Arch-Devils/Demigods—see Queen of the Spiders or Temple of Elemental Evil for examples—and further assume a force of 4 Ice Devils supports the Faceless One at all times.)

Answering "No" or delaying in any way will spell death for the party.

Answering "Yes" will prompt Grūr-ner Shie to say, "Then spill its blood," and wait a single round for the thing to happen.

If no sacrifice occurs in this period, the devil will attack.

If a sacrifice is offered either by suicide or assisted suicide, the devil will howl at the stars with delight and then order his cadre of four Ice Devils to, "Kill the rest."

A sacrifice will render the Faceless One impotent against the group but he will hound them, follow them and direct his minions in The City to destroy the intruders. He will risk everything to ensure that Suzie's body is not taken from this place.

Suzie's body rests in a strange stone cathedral with brass spires (see Room V: The Belfry) which in turn is deep in the vast black ice cavern that surrounds The City with howling silence. It is large and empty, constructed of gray featureless stone and sundered here and there by ice.

Because the party cannot rest in this dimension, they cannot recover spells of any kind. Constant damage and discomfort will prevent rest and meditation. It is therefore suggested that those who make it past the icy seal and manage to slay the 4 Ice Devils be treated fairly.

The challenges in the city should not be more than what has already been faced. An Ice Elemental in the streets and perhaps within the cathedral itself a handful of Bone Devils.

You may use the Tabernacle map from Room V: The Belfry if you wish to add more encounters or magical obstacles. Note that the all the doors to the

† Note that returning to the Inn from the City Buried in the Stars is remarkably easy if the Players remember that the belfry spire of the cathedral contains the now frozen furniture of Room V and a door!

This door will of course open into the hallway of area 204 on the second story of the Inn. Such a trip is strictly one-way and the frozen City cannot be returned to.

cathedral will now be open and or destroyed by Grūr-ner Shie.

Suzie's body will be in area "H" of the temple as marked in Room X: Land of Nod. She has been cruelly disfigured but preserved as things at the bottom of a deep freeze typically are.

With the Faceless One unable to intervene, the body can be chipped from the ice with a pickaxe or similar tool in one turn.

After her body is recovered it is only a matter of returning home†.

Should Suzie's body be recovered and presented to the Inn Master, the Night Wolf Inn will forever change. How it changes will be up to you. A few possibilities are:

- The Inn Master finds a way to transfer the mutualistic relationship between himself and the Inn to the character that presents the body of Suzie. Ownership of the Inn is likewise transferred.
- The Master may find a way to free Carrie from her curse and then dissolve his undead state in an effort to reach Issolbine in the Seventh Heaven.
- Perhaps if the Night Wolf Inn is not bestowed to a new master, it will simply cease to exist, fading away like the lich himself.

Whatever you decide, the Master will certainly offer a vast treasure to the characters who achieved this unprecedented thing, including not only great troves of lucre, but also magic and the bestowal of a bouquet of wishes. When this happens, if I am still alive, please send me an email from my site:

anthonyhuso.com

Peace and Happy Gaming!

ADDITIONAL PLAYING AIDS:

1. NIGHT WOLF INN QUICK REFERENCE (Synopses of all rooms)
2. SEVEN RULES CHEAT SHEET (Quick Ref. of the Inn's Magical Rules)
3. GUILD MEMBER REQ. & REP. CHEAT SHEET
4. NWI GROUND FLOOR DM MAP
5. NWI SECOND STORY DM MAP
6. NWI LOFTS & TOWERS DM MAP
7. NWI ATTIC & SPIRES DM MAP
8. NWI CELLARS DM MAP
9. THE CITY DM MAP
10. THE DARK PASSAGE DM MAP
11. NWI GROUND FLOOR UNNUMBERED MAP
12. NWI SECOND STORY UNNUMBERED MAP
13. NWI LOFTS & TOWERS UNNUMBERED MAP
14. NWI ATTIC & SPIRES UNNUMBERED MAP
15. NWI CELLARS UNNUMBERED MAP
16. THE BLEAK TABERNACLE UNNUMBERED MAP
17. THE SLEEPING TEMPLE UNNUMBERED MAP
18. ARCHAEOLOGICAL DIG UNNUMBERED MAP
19. NWI PROPERTY MAP PLAYER COPY
20. NWI GUILD SHOP PLAYER COPY
21. NWI CLOCK FACE PLAYER COPY
22. WELCOME LETTER PLAYER COPY
23. ROOM PRICES PLAYER COPY
24. TAVERN MENU PLAYER COPY



NIGHT WOLF INN QUICK REFERENCE

| | | |
|-----|----------------------------|--|
| 101 | The Front Porch | Magical rocking chairs! Noises from Suzie's bedroom... |
| 102 | The Foyer & Concierge | Hi Jeeves! Disturbing ceiling fresco. Is that a secret door? |
| 103 | Coat Room | Mysterious symbolism in the crown molding. Don't get trapped in the floor for a thousand years! |
| 104 | The Tavern | Another new bartender? People to meet! Weird black door... Secret doors! And hey, that secret door is already open. |
| 105 | Portico | Tavern sign; screen door; endless cigars; more magical rocking chairs! Four columns have symbolism and numbers. |
| 106 | Spector Tower | 7,777 sheoak serpents! Get past them and you can't breathe. Master's sanctum is at the top, flying through the cosmos and loaded with magic stuff. |
| 107 | The Bar | Barstools with names. Stairs to the cellar. Did they change bartenders again? |
| 108 | The Ballroom | Fireplace riddle. Rent an evening of gratuitous violence! |
| 109 | The Solarium | Dangerous plants. Change your world with the telescope! Chaotic fountain magic & a creepy koi pond. |
| 110 | Back Hall | Sinister paintings. Was there a door there before? Ah, here's the bathrooms. |
| 111 | Kitchen | The cooks do not seem friendly. Another way down to the cellar. Hidden magic gemstone in the fireplace. |
| 112 | Staging Area | Normally dark and empty. Secret trap in the ceiling leads to the spy passages. |
| 113 | Dining Hall | Secret door in the fireplace. Five symbolic statues, one of which bites. There's also a hidden rare coin. |
| 114 | Library | Pay a statue to channel an extra-planar being. Solve the clock puzzle. Do research. Find the Four Winds Bar and get teleported to the cellar. |
| 115 | Grand Parlor | Magical musical instruments plus a hidden horn of blasting. |
| 116 | The High Tower | Psyche! You can't get there from this floor. |
| 117 | Servant Entrance | Hidden key to the out buildings. |
| 118 | Gazebo | A magical malaise might Gease your guy! Look, a secret door to the cellars. Watch out for Suzie's apparition. |
| 119 | The Well | A real wishing well. Your wish might come true, or you might get turned into a small hideous animal. |
| 201 | Second Story Landing | Want to enter another campaign world? The secret door on the stairs leads there. |
| 202 | Sinister Alcove | Invisible statue of Suzie. Deface it at your peril. Secret door to the spy passages. |
| 203 | Linen Closets | Steal towels from this Inn and you'll be caught with your pants down. |
| 204 | The Gallery | Creepy art. Stairs to the lofts. Secret door to the cellars. Suzie's apparition might also be here. |
| 205 | Suzie's Bedroom | Cursed toys and a curious potion bottle labeled in an alien tongue. Suzie's apparition! Plus a lost sapphire ring. |
| 206 | Secret Ascent To The Attic | It depends on which way you're coming from...also, don't mess with that crooked painting. |
| 207 | Library Overlook | Hey, that's the library down there. You wonder where that staircase goes and who's Thin Chamberlain? |
| 208 | Spy Passages | Sure is dark in here. Plus you feel like a dirty voyeur, but the vistas you're looking at are so amazing you can't look away. Plus sometimes there are naked people. Carrie's ghost. |

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| 209 | Smoking Room | Portraits. You wonder who these people were. Hallucinogenic pipe weed? Are the animal heads on the walls singing? |
| 210 | High Tower Balcony | This tower is deep, and also tall, and very dark. And what's in this little box here? Oh shit! |
| 301 | Third Story Landing | A lot of guest rooms off this landing. But this little black door doesn't seem like it belongs... |
| 302 | The Black Door & The Dark Passage | You've got a bad feeling about this... |
| 303 | Third Floor Spy Passages | Is that me in the mirror? Because it doesn't really look like me... |
| 304 | THE BOWERY | You think you're in Heaven, but what's that ticking sound? Also, why is there a rope hanging out of this tree? |
| 305 | THE GUEST ROOM | It's like you designed it yourself! And you've never had a better sleep. |
| 306 | The Gargoyles | Gaunt, basalt winged wolves = terrifying. |
| 307 | High Tower Climb | A dangerous fall sometimes haunted by Carrie's ghost. |
| 308 | Secret Ascent To The Attic (continued) | A secret door to one of the guest rooms |
| 401 | Roof Peaks | Lost ring of protection in one of the gutters. |
| 402 | Attic | Big search table. Don't disturb the Cupola Thing. |
| 403 | The Dreadful Staircase & Cupola | Up to the bell but save vs Fear first. The Cupola Thing is here. Look out for Magic Jar induced suicide! |
| 404 | Forsaken Nursery | Ghost in the canopy bed refers to herself as "Carrie Sword" Note the secret doors. |
| 405 | Black Hole | Fall for 1d12 days toward area 040: the Oubliette. |
| 406 | Second Attic | The Filth Your Finger Finds. Also attic search table plus three Jenglots. The Jade Ring of Preservation and other magical gear. |
| 407 | Widow's Walk | Chair infested with Ear Seekers. Lost key to area 027: the Laboratory. Is something over there in the cupola? |
| 408 | High Tower Spire | The Black Mirror. Shelves of Lenses. Six black Telescopes. The log book of coordinates & the black circle in the floor. |
| 001 | Kitchen Cellar | Yummy food. Secret trap door. A cavern beyond a locked gate. Stuck door to Plane of Ooze. |
| 002 | Secret Passage to Gazebo | Shadows. The Sword of Secrets, which only a remove curse will free. |
| 003 | Wine Cellar | Cider glows. The subservient stone golem. Lots of nice things to drink. |
| 004 | High Tower Foundations | Lurking Meazel. Ah, here's how you climb up to area 408! |
| 005 | Spector Wood Caverns | The Il-Belliegha and its trove of padparadschas. Plus a magical harp and boots. Caves lead to Spector Woods. |
| 006 | Passage To The Old Stone Barn | Don't drop your keys here. Hands and faces. Despite contagious laughter and insanity there's a ring of wishes down there. |
| 007 | Well Deepes | Take a deep breath. Beware of Water Weird. Trove of wishing well coins. |
| 008 | Shimmering Duplicitous Mists | Double or Nothing. Hey, you shot yourself! There's two of me? Try it again and things get strange or dead. |
| 009 | Temple of the Moon | Light as a feather, stiff as a board. The bridge of paper leads to the recipe for World Without End. |
| 010 | Ruby Mines of Ylsun Ul | Yeah, its a real ruby mine. Just don't get eaten by giant psionic ticks. 3 Cu'Syth & a lot of treasure. |

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| 011 | Hall of Slaves | Linen wrapped bodies in catacombs plus two very large very hidden carrion crawlers. |
| 012 | Conjuring Room | Are you shrinking or is this room getting bigger? It's made of lead. Type VI Demon & Sadoon the Efreeti Emir (he's stuck in that ruby flask) |
| 013 | Hall of Wizards | A grim illusion distracts from the large Roper. He's got sapphires in his gizzard. |
| 014 | Hall of Adventurers | A slippery floor enables critical fumbles. 11 piercers waiting to fall. Noise summons the Bone Devils from area 015. |
| 015 | Hall of Strangers | 2 Bone Devils might be here (or) wandering. Crunchy bones underfoot make stealth hard. The devils are open to contracts. |
| 016 | Hall of Thieves | The obvious not-so-obvious trap. Touching the golden wire or its anchors unleashes the wall of fire. |
| 017 | Thought Eater | Hibernating Thought Eater awakens! Dig deep enough in the bones to find a Gem of Brightness. |
| 018 | East Crypt | You only get here with the Four Winds Bar and you only get out with the Four Winds Bar. Your reward is a trail of rainbow mist. |
| 019 | Hall of Knights | Tomb robbers delight! But dammit, there are 4 apparitions here. |
| 020 | Family Hall | The Lilac Block & the Elder Black Pudding. At the Lilac Block, some of you will win, but one of you will lose. |
| 021 | The Golden Vault | It's a boy/girl puzzle that needs at least 3 people to begin. Getting past the golden doors is the easy part. |
| 022 | The Lie | I attempt to disbelieve! Good thing you have these roses to eat. Carry that halo delicately or we have to start all over! |
| 023 | River Gallery | 19 Osquips in the walls and a long lost Medallion of ESP. You can see a stone bridge from here...and an island in the river. |
| 024 | Bridge of Sorrow | Lurking Pelysit. Purple smoking island in the torrent. Don't fall in! Critical fumbles enabled on the bridge. Going south is going dark. |
| 025 | Doth Lorn | Finally made it to this purple island. Lots of treasure! And eggs... Oh, they're Beholder eggs. Oh crap. |
| 026 | Empty Lair | It's not empty, they're just sleeping! 2 Disenchanters. Also there's a force field between you and the lab. |
| 027 | Laboratory | Did you find the key from area 407? A bunch of potions. We can make stuff here. Fiddle with the force field and get zapped. |
| 028 | The Fossicking Wastrels | Gross. But hey, it makes gold! Just don't touch it or let it touch you. |
| 029 | Library Dungeon | Ganesh Som, the Rakshasa is going to tell you a lie, and it's a doozy. Kill him and his friends and the Inn Master will thank you. |
| 030 | Starlit Lavatube | A really cold gate in a really hot place keeps a really dangerous thing at bay. But careful, it is REALLY cold. |
| 031 | Chamber of the Lost Gates | Here's that really dangerous thing. 1 giant Thoqqua. That path of rainbow mist leads here. Want to be a slave for 7 years? Go to the Plane of Air! |
| 032 | Whispering Gallery | Neat. I come here and someone answers all my questions. The acoustics are phenomenal...but who's whispering? |
| 033 | The Whisperer | Godling on the lamb. She cut a deal with the Inn Master, but those who don't follow rules get eaten. |
| 034 | The Vaults | These steel eyes in the doors are no joke! I guess you're not really supposed to be here. |
| 035 | Laughing Gate | You always wanted to spend the rest of your life frolicking in a sylvan ruin, having sex with faerie creatures! You just need to find that Nameless Book! |
| 036 | The Great Cavern | Mirror, mirror, on the icy cave wall, please grant me psionics! Erm, that's not my reflection. Oh it's a Remorhaz behind me. |
| 037 | The Opaline Cyst | Go ahead, take it, become part of an endless circle of misery. Kandyl the Fallen Angel is trapped here. |
| 038 | The Sanguisuga | Sacrifice yourself to Old Gods, step into an endless dumbwaiter that leads nowhere good. Also there's a Crimson Death. |

| | | |
|-----|---------------------|---|
| 039 | Obdormition of Time | Need time to think? Need time to stop? Then stop time! |
| 040 | The Oubliette | You probably got here by falling for 1d12 days from the attic. Congrats, cuz now you're going to get older—and fast! |
| 041 | Immund Hall | Ancient Otyugh. It's got the Pelysit's back. Plus it's so big it might swallow you whole. |
| 042 | Unclean Vestry | 4 Sons of Kyuss. Terrifying? Yes, but they've got gold. |
| 043 | The Cursing Place | Get cursed! (unless you wear a yellow robe). There's some unsettling carvings on the walls here too. |
| 044 | Altar of Atonement | A good altar, a giant skeleton, and a big stone door that's going to fall on you. |
| 045 | The Gelatinous Cube | This Gelatinous Cube is really, really big and it's covering up the entrance to the tomb of something really, really big. |
| 046 | The Bishop's Rest | A Stone Giant Lich and an Undead Cave Bear. This is going to turn out fine. Plus he's got a LOT of treasure. |
| 047 | The Ennead | Get old quick. When you're too old to walk, crawl to the next door. System shock checks are fun! |

GUEST ROOMS

| | | |
|-------|-------------------------|---|
| i | Forest of Dreams | It's a dream forest full of shadow monsters but it sure is purdy. |
| ii | Web of Drowsiness | Get stuck in webs. Find some magic dice. Discover a clue to the Starry Curse. |
| iii | The Comet's Tail | A ring of shooting stars. Is that a Mark VI Blaster? Visit the Caves of Antiope! |
| iv | Restful Seas | A pirate's life for me. Yay, gunpowder! You're going to need it to blow up all these sea serpents! |
| v | The Belfry | The Violin of Zach Irenn. The demon-haunted City. The Bleak Tabernacle. If only you guys knew that this place is only going to get worse. |
| vi | The Node | Paint your own paradise. Get lost in your art. |
| vii | Murmuring Grassland | Cool compass. I think I'll go for a walk out on the plains. Oh shiiiiiiiiiiiiiiiiii..... |
| viii | Cerebral Cliffs | Eyes of the Eagle. Snowy mountains. And a legendary mead hall full of legendary heroes. |
| ix | Stream of Consciousness | When they put your soul in a boat and send it down the river, this is what it feels like. Try out this Greater Horn of Valhalla. |
| x | Land of Nod | Helm of Brilliance. You stayed in the Belfry once and this ruined cathedral is really familiar... |
| xi | Pillow of Winds | Live life in gaseous form! Struggle to interact with anything. Now try and get that beautiful suit of magic armor. |
| xii | Moon Crazy | How many moons? Night picnics are so romantic. Hey look, it's an inn inside an inn. |
| xiii | Angel's Daydream | Meet Cici, the Seraphim VII. While you're here, never die! |
| xiv | Dream Sands | An archaeological dig in a fossilized canyon on an alien world. Sounds like a good place to meet other smart people. |
| xv | Narcosis | Magical lotuses floating in black syrup. Smells terrific! |
| xvi | Caverns of Repose | Live a night in the underdark on the edge of a sunless sea. |
| xvii | Veil of Visions | Under your white pagoda, in a meadow of mist, dedicate some time to reading the Nameless Book. You won't regret it, even if you want to. |
| xviii | Island of Slumber | Spend time on a jade column in a pink whirlpool. Use the Butterfly Kaleidoscope to (unintentionally) cause global catastrophe. |

THE SEVEN RULES

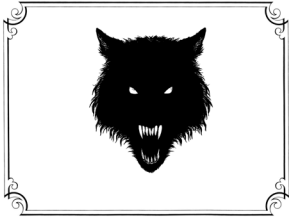
- I. No known power short of a lesser deity can scry into or out of the Night Wolf Inn.
 - a. Scrying while inside the NWI on individuals who are also inside the Inn is also allowed.
- II. In Short, the best guideline for refereeing the Night Wolf Inn is to assume that barring a Wish, the Inn is indestructible; unassailable; and inescapable.
- III. With regards to Pass Wall, Teleportation, Dimension Door, Ethereal Travel, and so forth: none of these will allow the caster to travel into or out of the Inn. Nor will they allow characters to move through walls within the Inn.
 - a. Example: Upon becoming lost inside the Inn, Gob the mage attempts to teleport back to the Tavern and thereby save himself. His spell fails and he realizes too late that he has gotten in over his head. He turns ethereal successfully but even in that form is unable to escape the room.
 - b. Using Dimension Door or Blink may work locally. Crossing from one side of the tavern to the other via dimension door—or blinking about within the immediate room—will meet with success. Whereas attempting to pass through walls or doors will not.
 - c. Summoning, Gating and conjuring will not work in the Inn, but will work in the “wilds” of the guest rooms.
 - d. With regards to entering or leaving by means of doors and windows, note that only guild members are able to manipulate many of the portals (see Joining the Guild).
- IV. If the character leaves the Inn by means of a gate or portal and winds up on a different plane, rules for that plane then take over and the character is treated as being outside the Inn.
 - a. In the “wilds” of any guest room (see Guest Rooms) planar travel is possible. However, once a character leaves the wilds for another plane the character is no longer in the Night Wolf Inn and must find their way back to a world where the Inn exists in order to re-enter it.
 - b. With regards to magical objects (See MoP p. 10) the Night Wolf Inn (including its lawns and out buildings are all considered ON THE PRIME MATERIAL. Although the interior of the Inn is extra-dimensional and could exist on an alternate Prime, its position is assumed to be more of an ALTERATION magic similar to Rope Trick albeit on a grand scale. Therefore Magic Weapons do not suffer enchantment loss inside the Inn. Entering a guest room however, does remove the character one plane.
- V. Nearly all walls (exterior and interior) floors, furniture, railings, windows and various curios and decorations such as globes, curtains, books, rugs and so forth are virtually impervious to damage. A trebuchet missile will fail to damage the exterior, but may squash someone standing in the yard.
 - a. Rock to mud, Disintegrate, Alter Reality and even Limited Wish will fail to alter the geometry or property housed on or inside the Inn's common rooms.
 - b. A full Wish may accomplish significant vandalism and indeed a full wish might even be able to gain a trespasser entrance to the Inn without making use of the doors. A full Wish might also be

able to bring a lost adventurer back from the depths of whatever dimensions they have stumbled into.

- VI. Entrance to the Inn can be denied to any personage or creature at the whim of the Inn Master, the Concierge, or the Carriage Master. If any of these three will the Inn to prevent entry, the person or creature (even a guild member) will be blocked and unable to enter via any door. The Inn Master has ultimate authority in this regard.
 - a. If a creature or person has already gained entrance to the Inn, they can only be ejected via one of the doors or windows. Such a creature or person is of course able to resist this ejection to the best of their ability.
- VII. There are many entrances and exits to the Inn Cellars. Creatures from other dimensions and worlds come and go but only at the Inn Master's pleasure. You may assume the cellars will occasionally take in wandering monsters from other cave systems or worlds, but keep in mind that the Inn Master can deny entrance to any such being. Additional guidelines:
 - a. The cellars are populated with beasts and treasures that the Inn Master hopes will entice guild members to continue exploring the Inn. They are not populated with creatures that pose a threat to the Inn itself.
 - b. Creatures in the cellars cannot summon or gate in additional creatures. They are bound by the same rules that govern the rest of the Inn.

Miss Ironwolf has a +3 sword. She enters the Inn. It is still +3. She enters her rented guest room. The Sword is now +2. She leaves the furniture for the room “wilds” and is now able to travel to the ethereal plane. She does so. Her sword is now +1 and she cannot return to the NWI except by the front door.

GUILD MEMBER REQUIREMENTS & RESPONSIBILITIES CHEAT SHEET



+1 AC

Black Wolf: Needs Jeeves' Approval

5,000 silver per year after first year

1 quest per year



+1 AC

+1d6 hp

Sword Below: Needs Level 3 + one year of service

25,000 silver per year

2 quests per year



+1 AC

+1d6 hp

1 heroic point per month

Fool's Bone: Needs Level 7 + three years of service

125,000 silver per year

3 quests per year



+1 AC

+1d6 hp

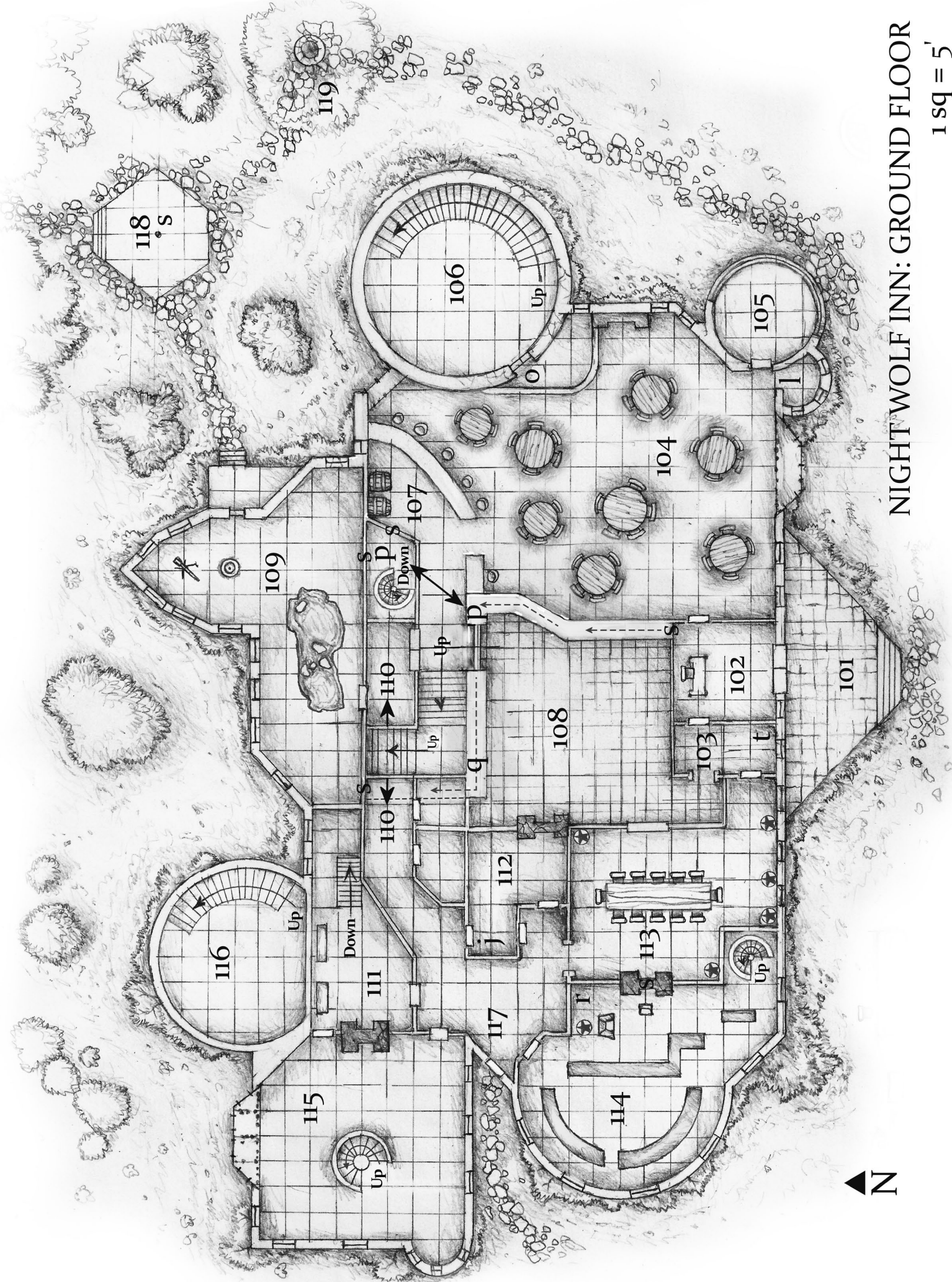
1 heroic point per month

+1 dmg/die & +1 Ability Score of Choice

Sleeping Rose: Needs Level 13 + five years of service

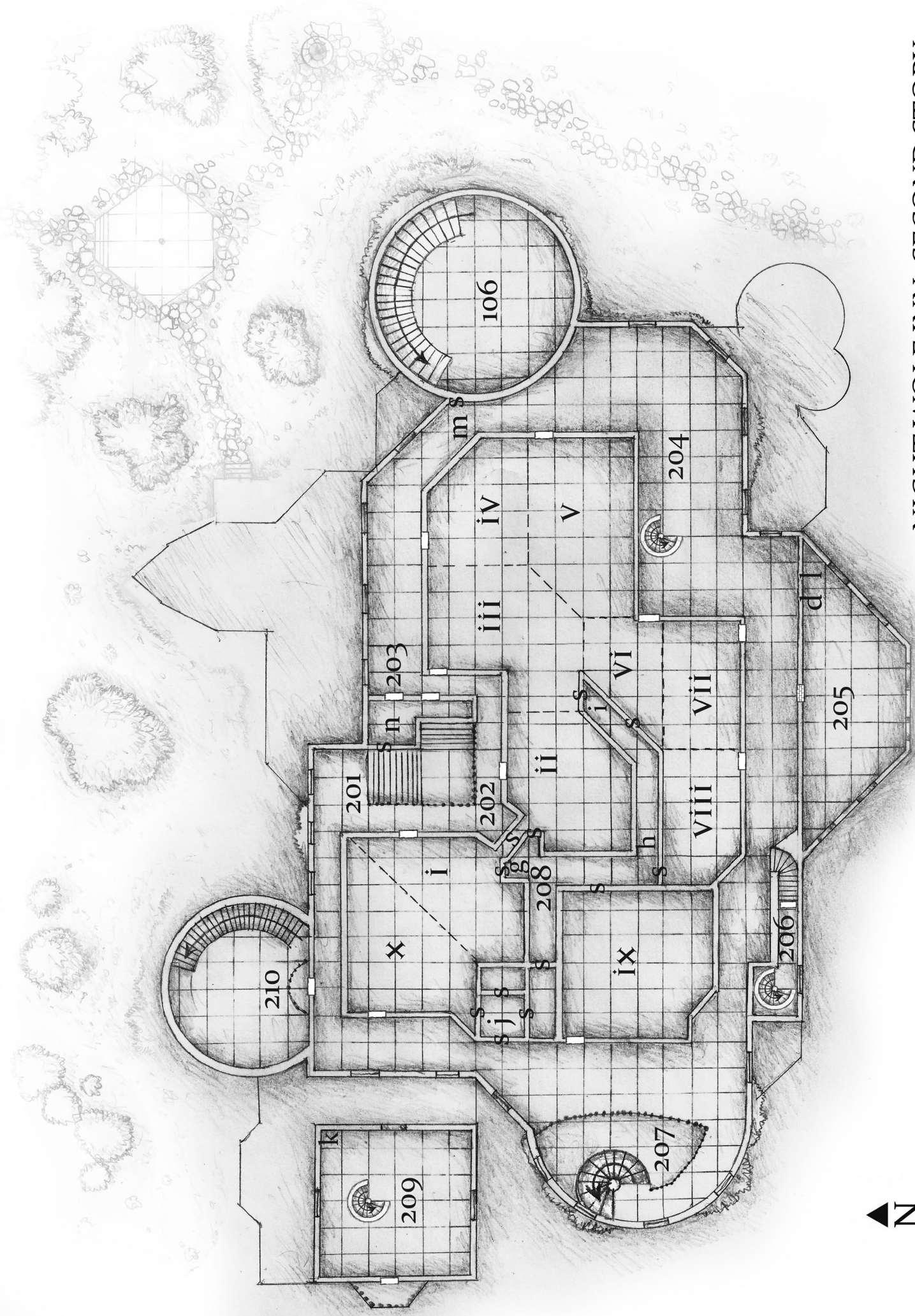
625,000 silver per year

4 quests per year



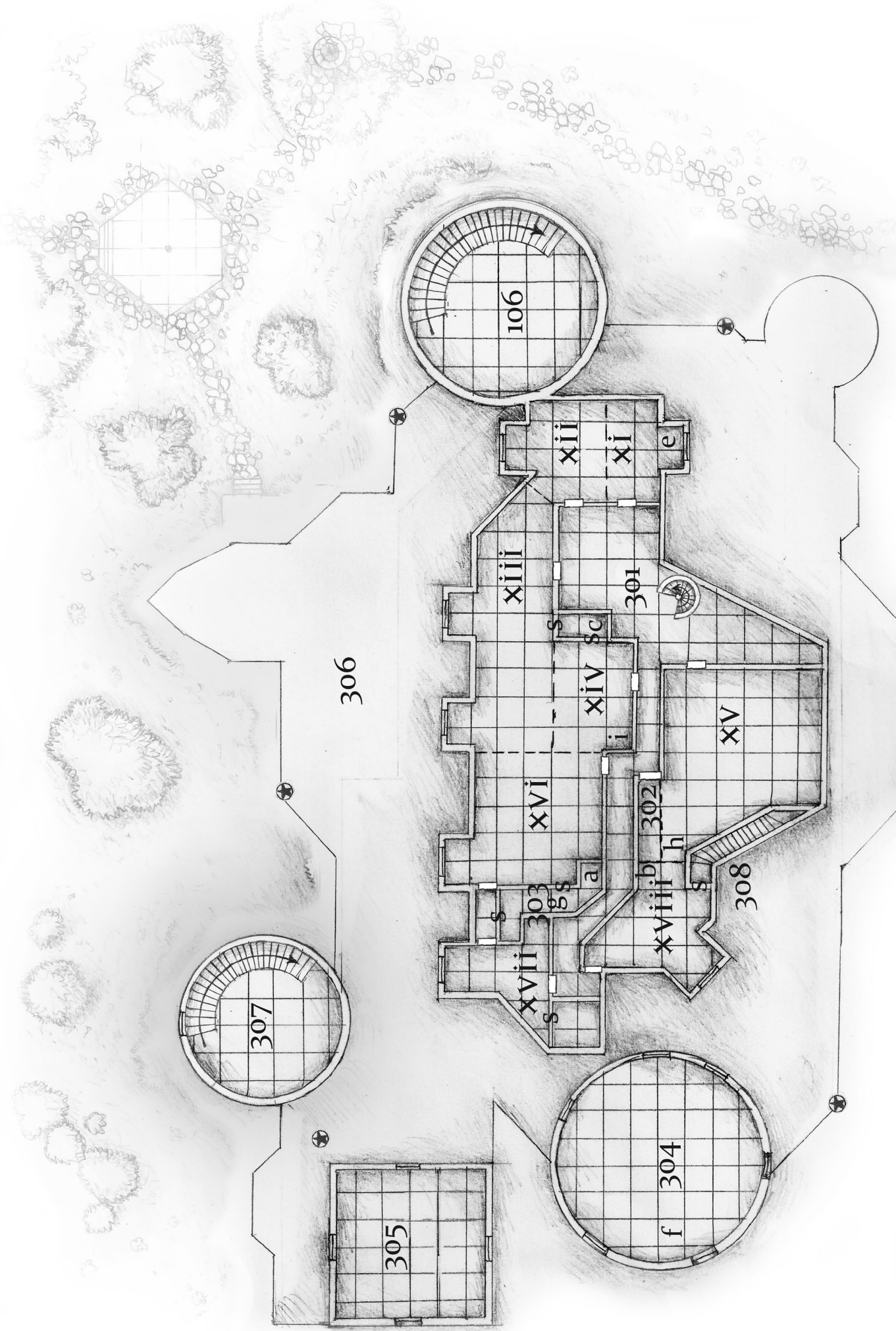
NIGHT WOLF INN: GROUND FLOOR

1 sq = 5'

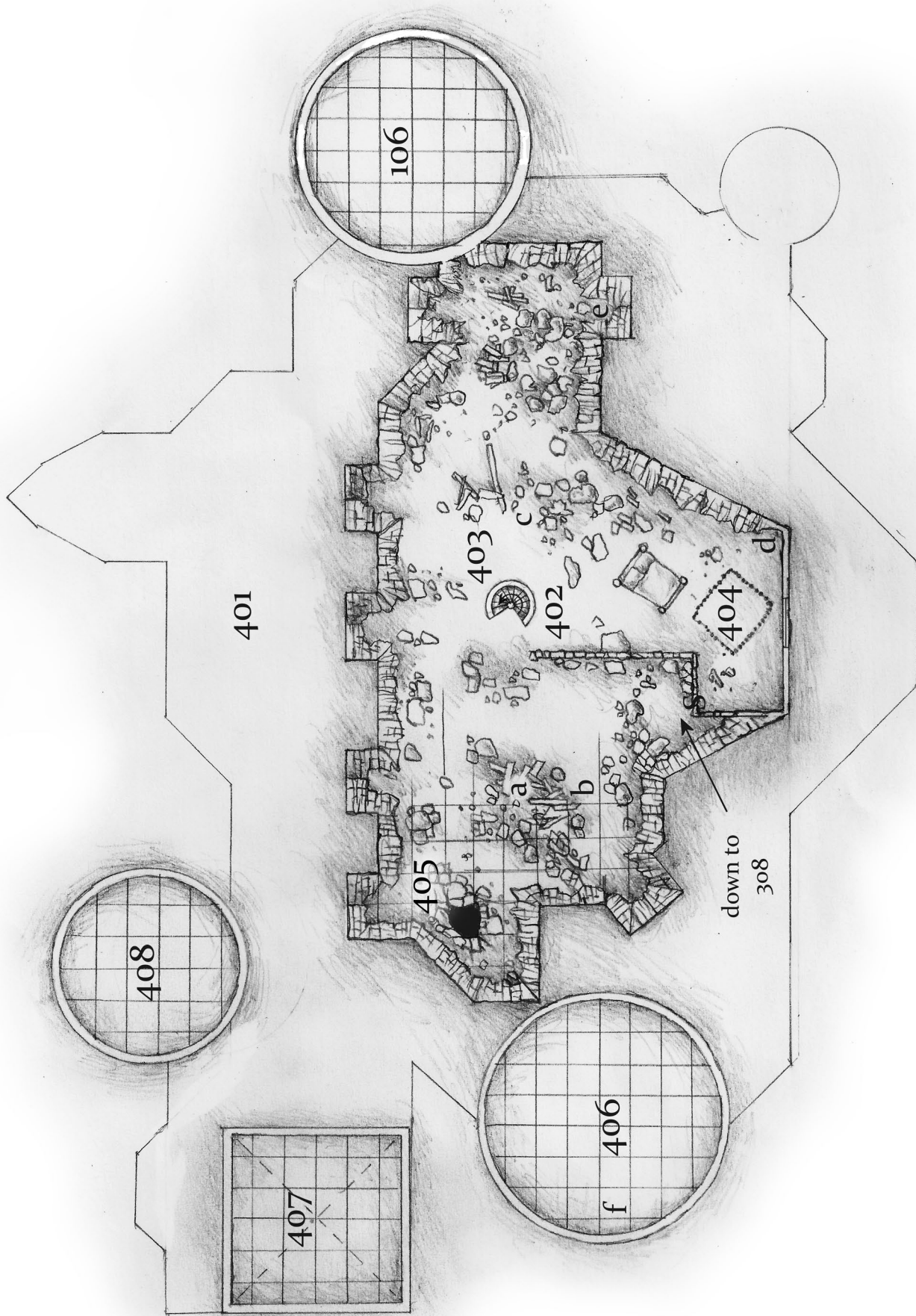


NIGHT WOLF INN: SECOND STORY

1 sq = 5'

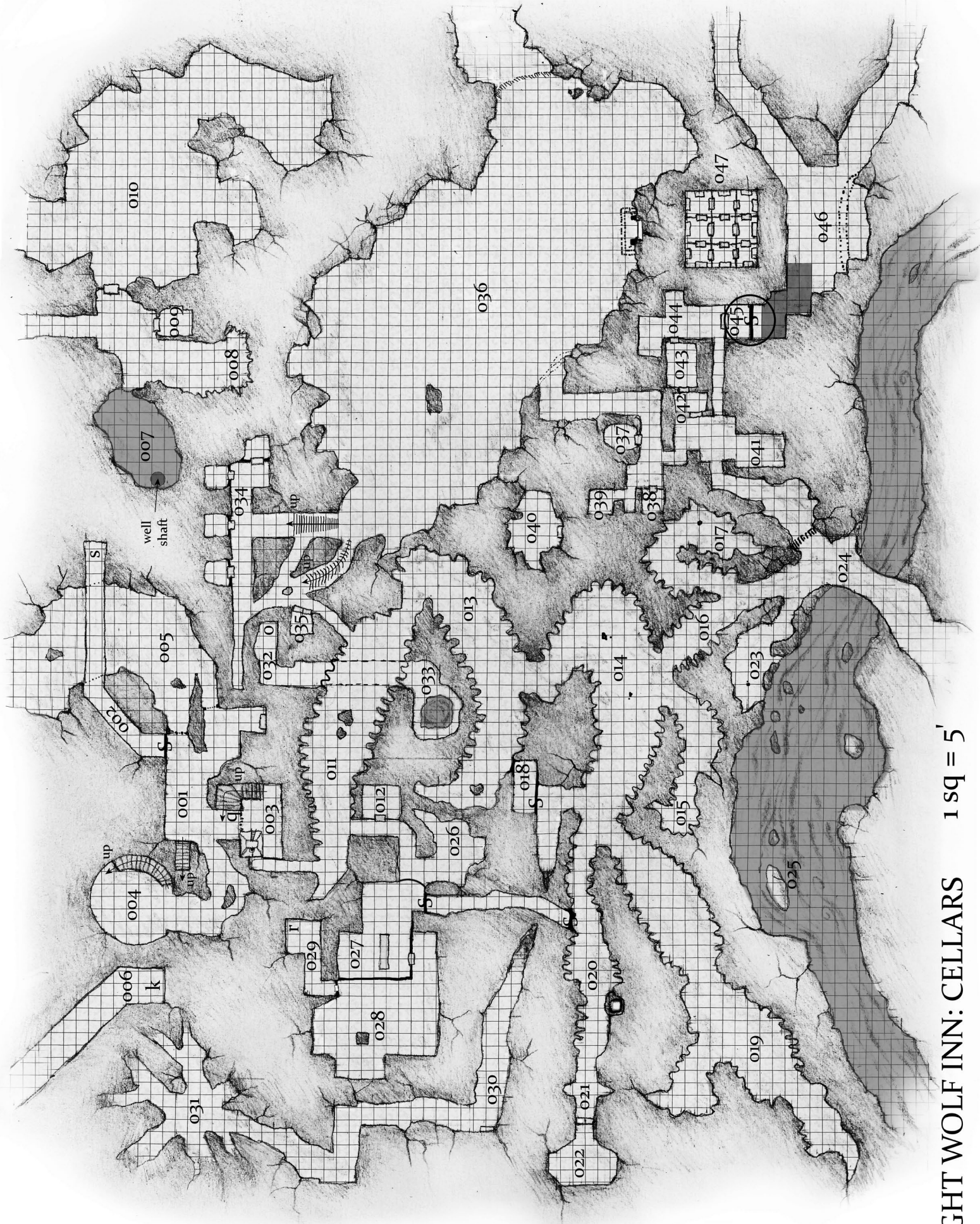


NIGHT WOLF INN: LOFTS & TOWERS
1 sq = 5'



NIGHT WOLF INN: ATTIC & SPIRES
1 sq = 5'





NIGHT WOLF INN: CELLARS 1 sq = 5'

The City

100 ft

Palace Neurasthenia

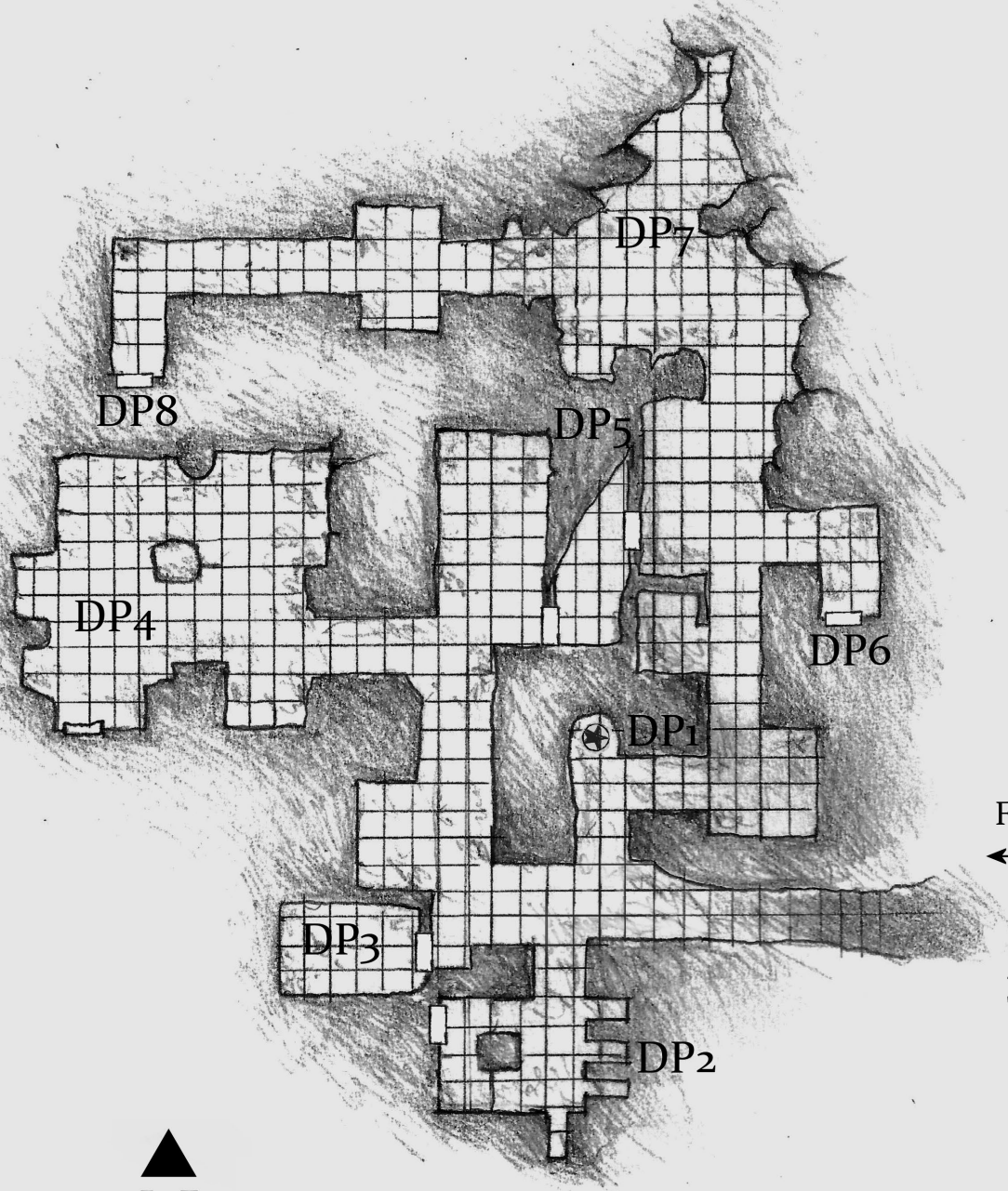
The
Ardent
Sallows

Bleak Tabernacle

Offering
Place

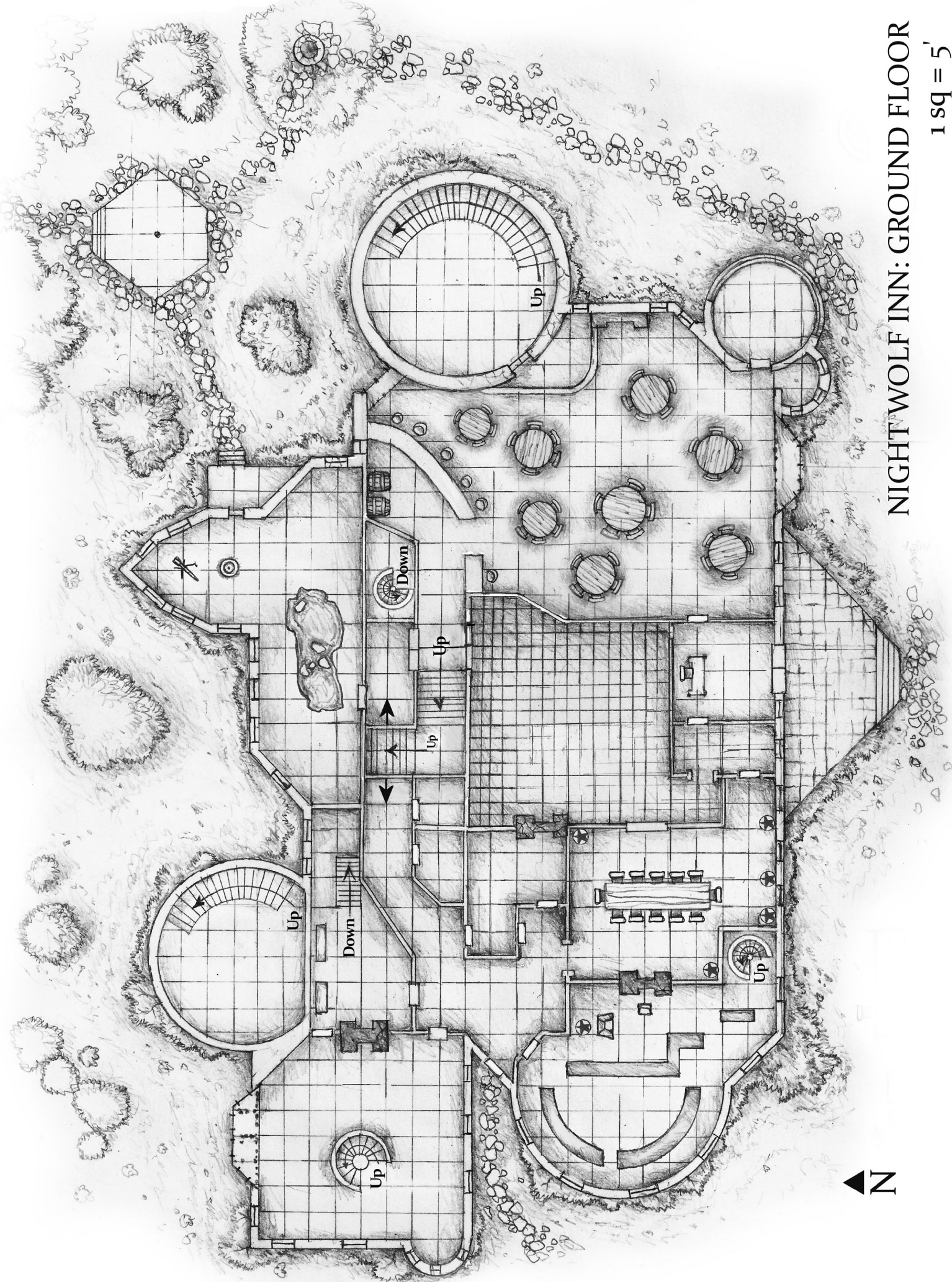
City Gate





THE DARK PASSAGE

1 sq = 5'



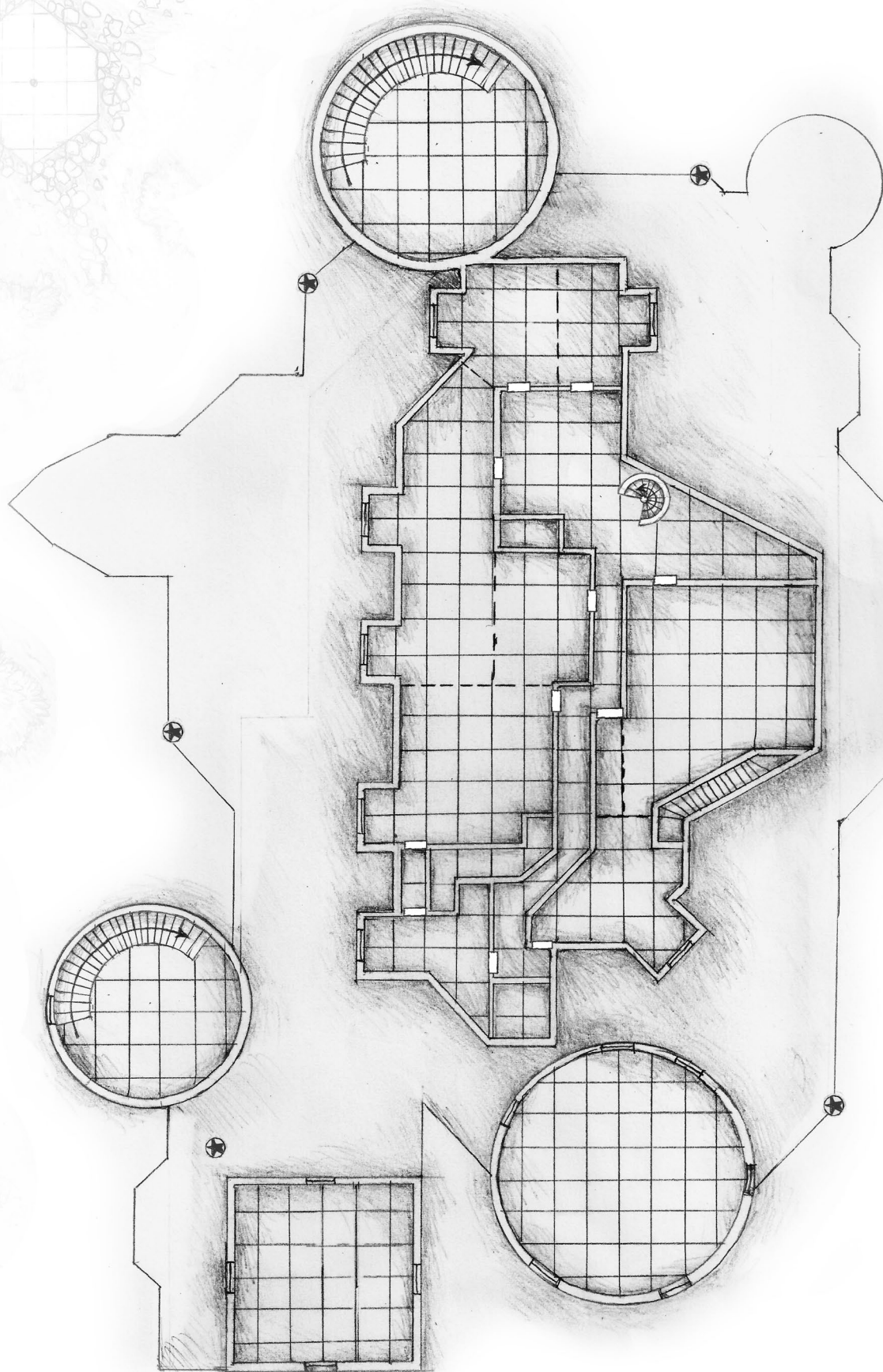
NIGHTWOLF INN: GROUND FLOOR

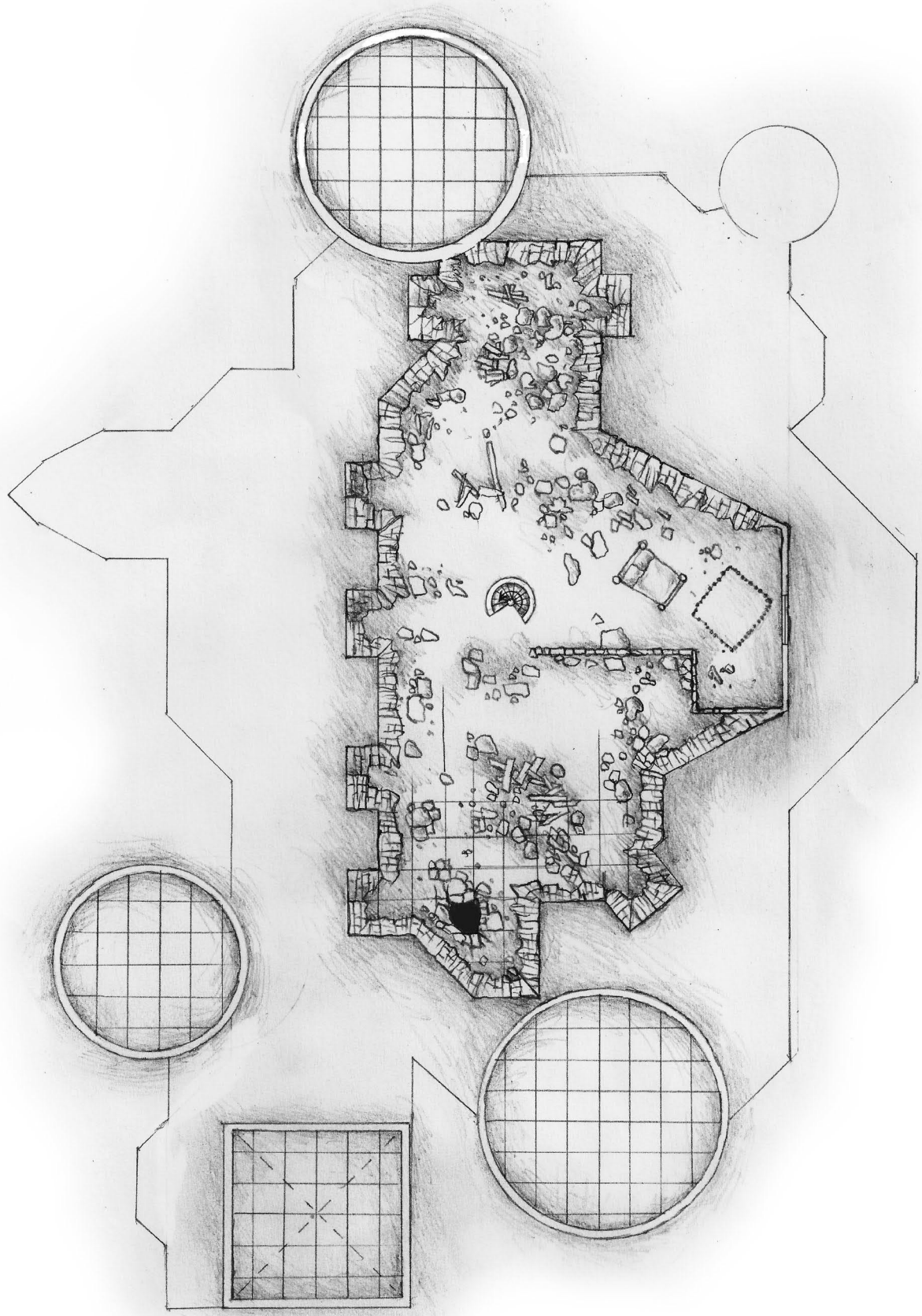
1 sq = 5'



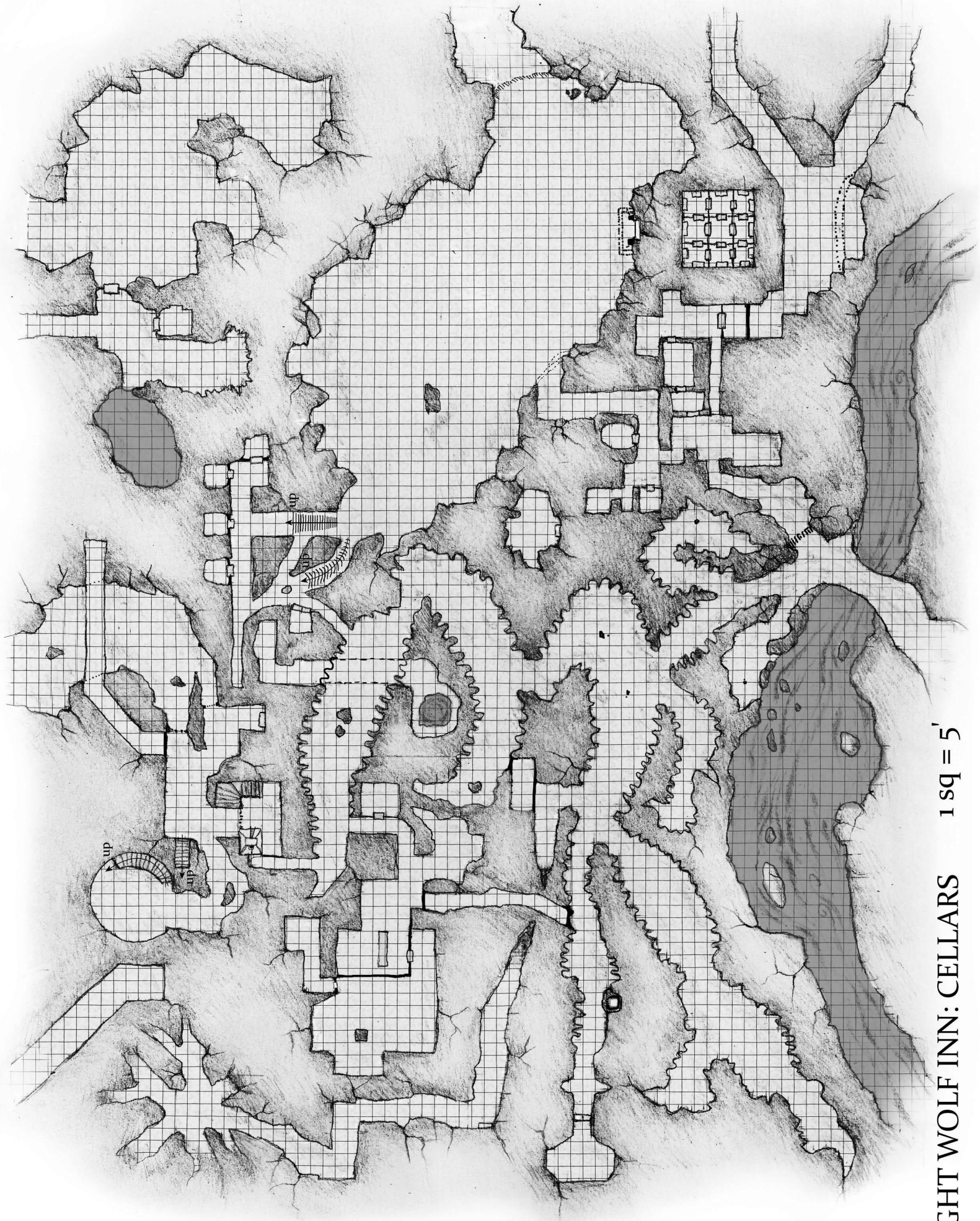
NIGHT WOLF INN: LOFTS & TOWERS

1 sq = 5'



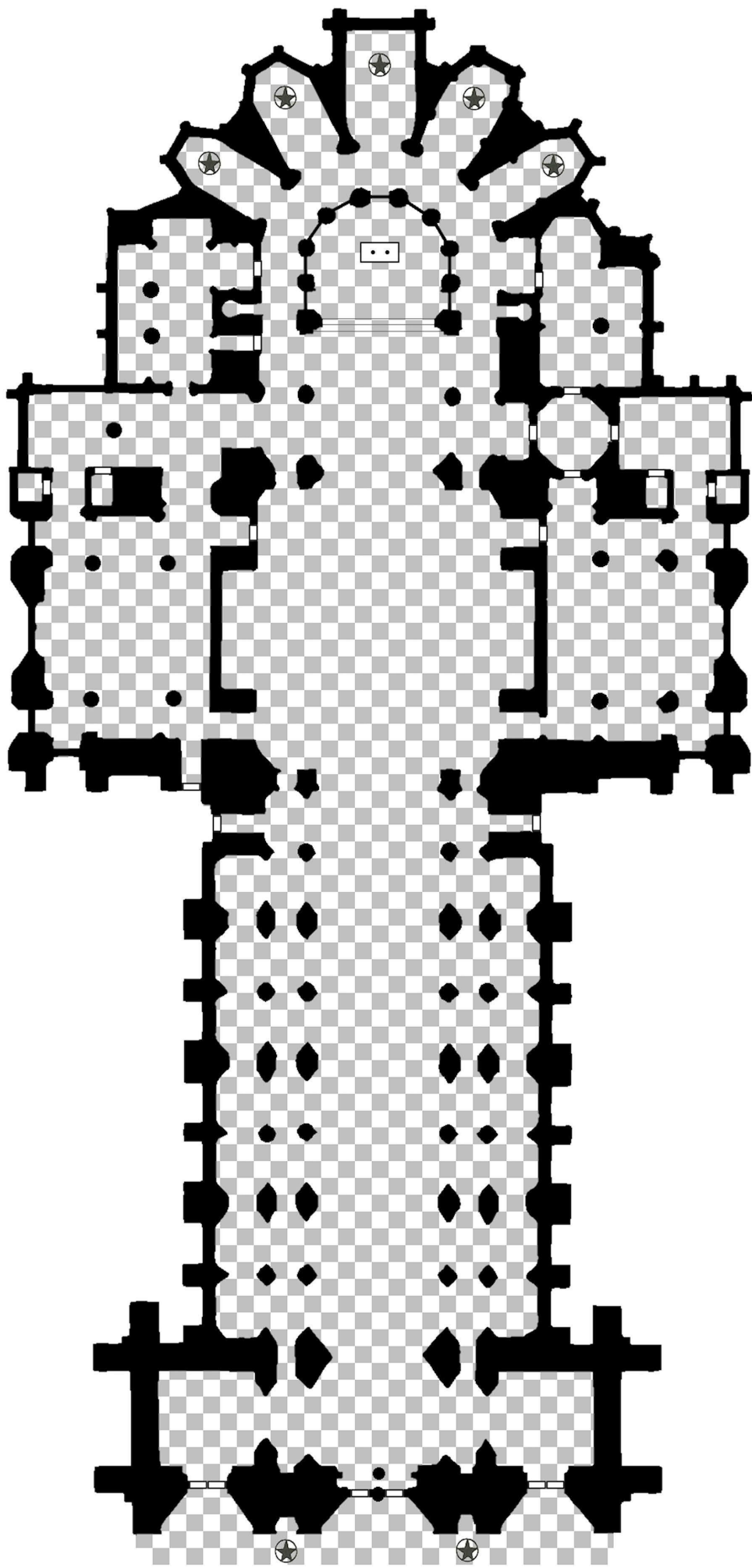


NIGHT WOLF INN: ATTIC & SPIRES
1 sq = 5'

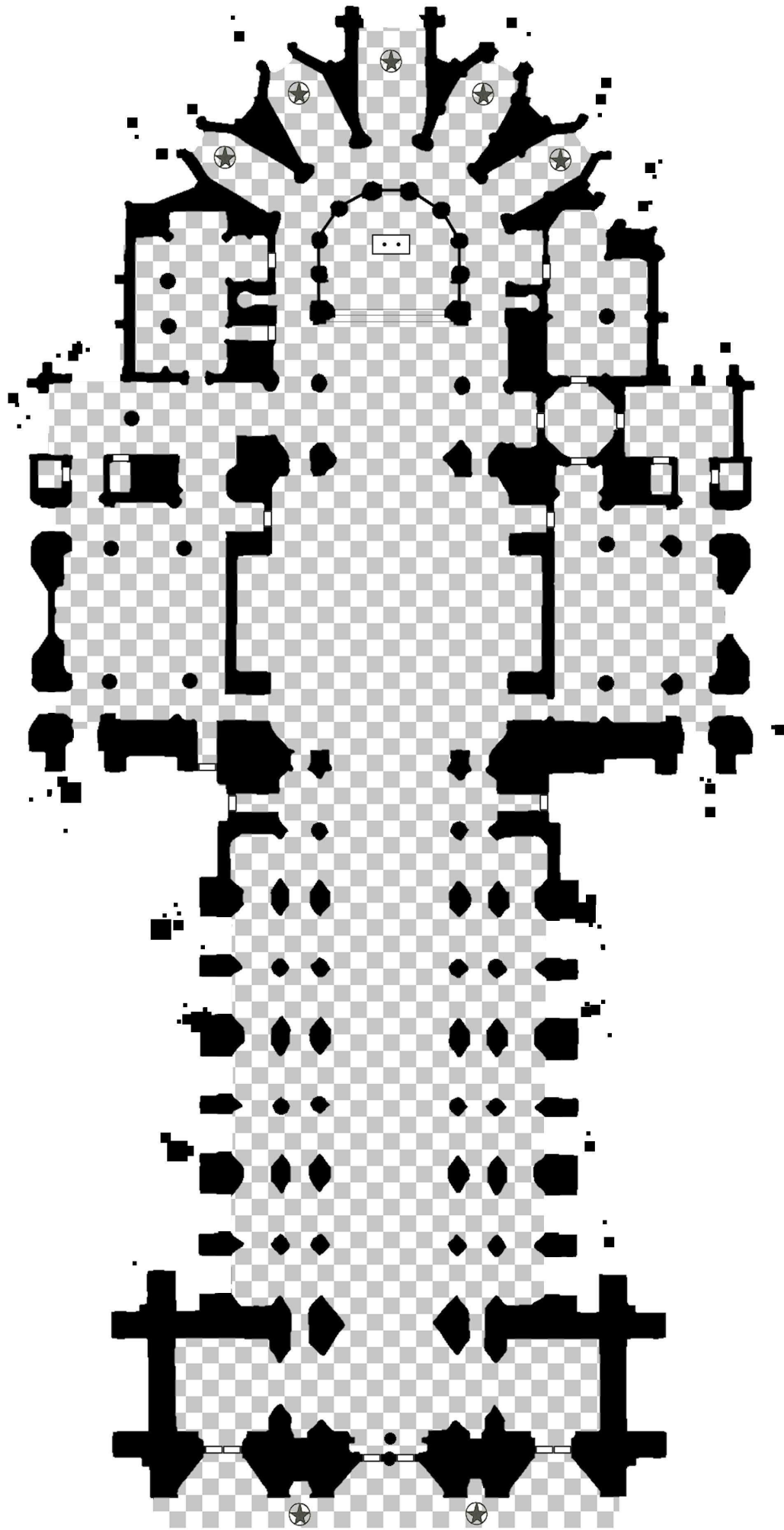


NIGHT WOLF INN: CELLARS

1 sq = 5'



THE BLEAK TABERNACLE 1 sq = 5'

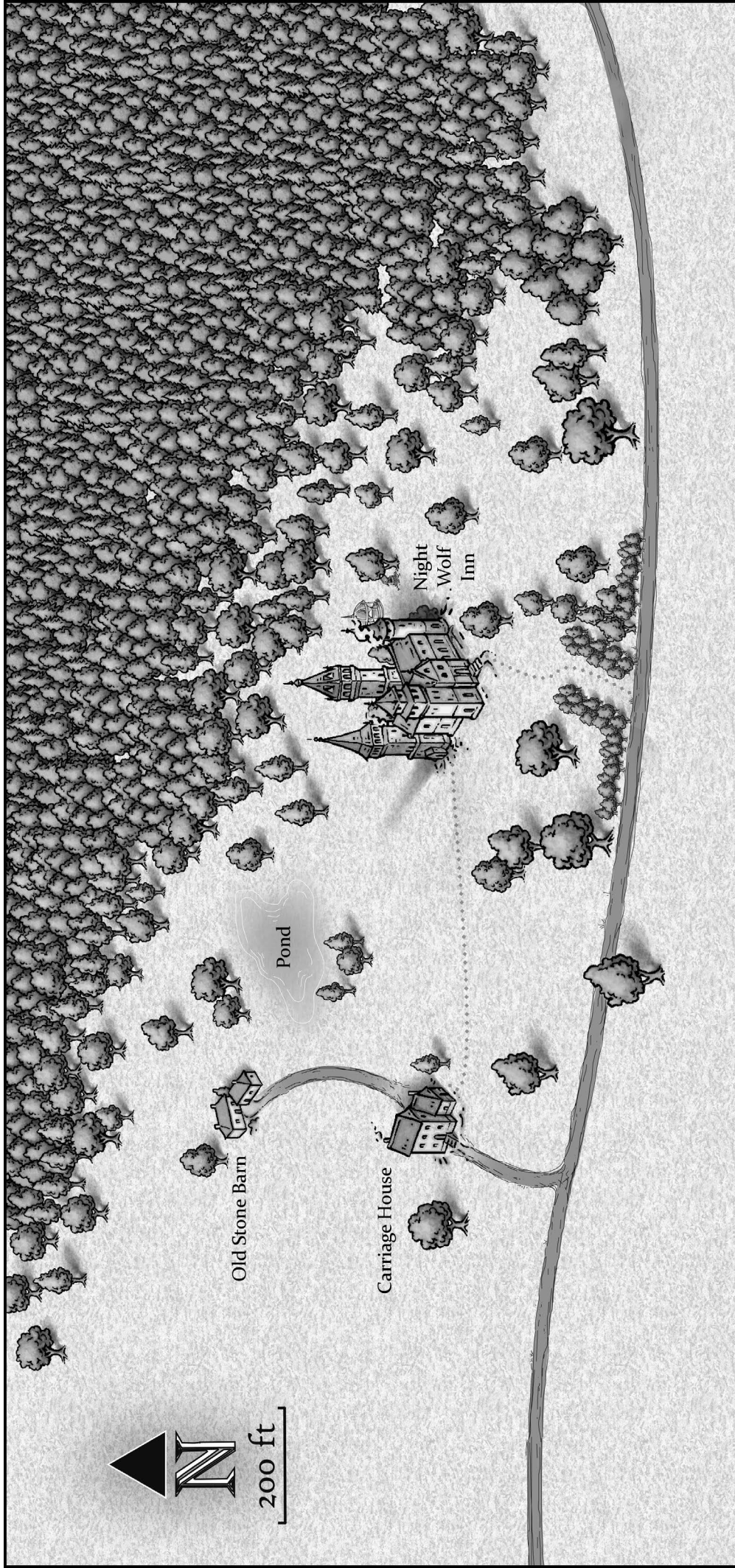


THE SLEEPING TEMPLE 1 sq = 5'



Archaeological Dig

1 sq = 10 feet



NIGHT WOLF INN PROPERTY MAP
(PLAYER COPY)

NIGHT WOLF INN EXCURSIONIST GUILD SHOP

(PLAYER COPY)

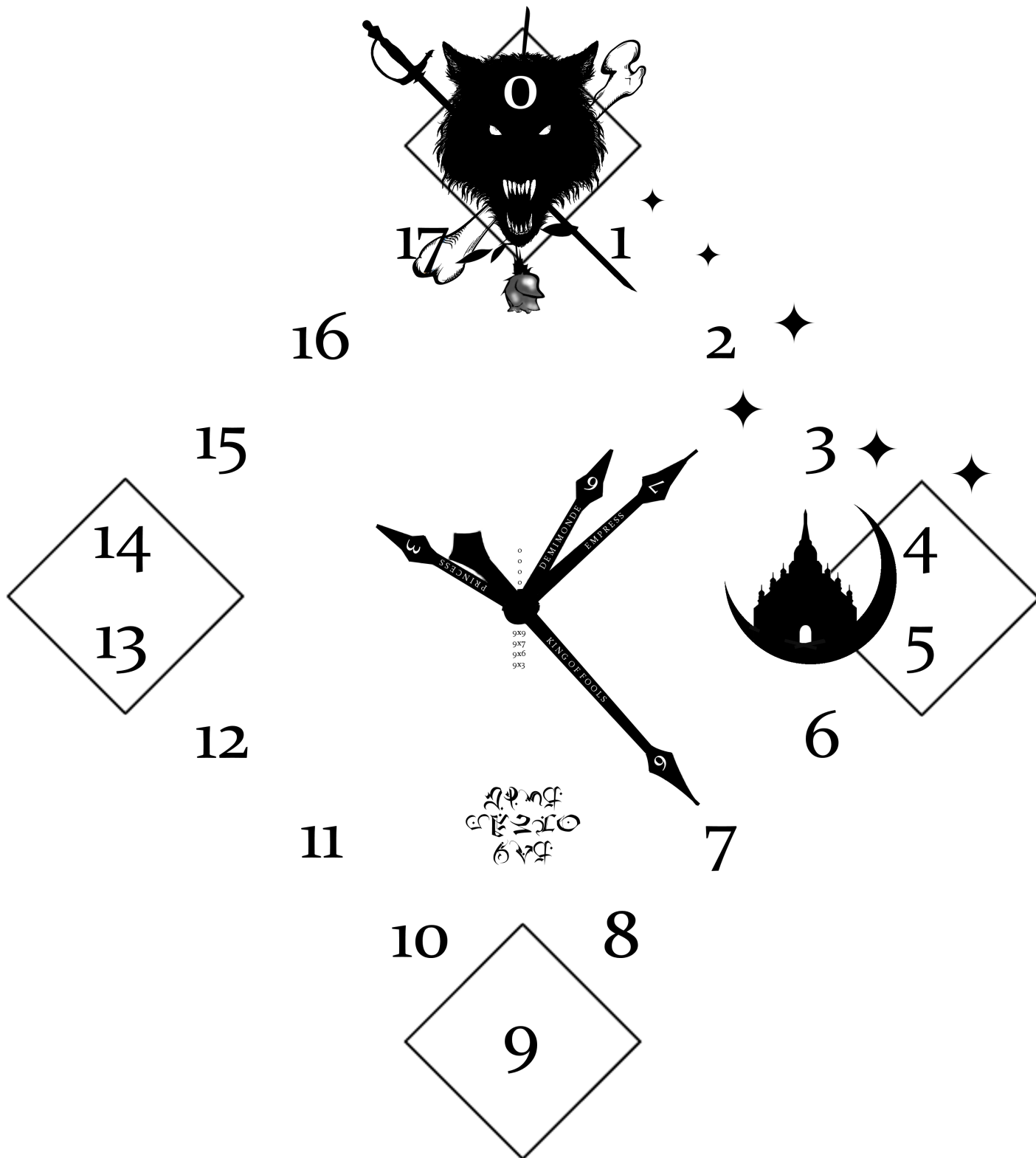
| <i>Miscellaneous Items</i> | <i>Cost in Silver</i> |
|---------------------------------------|-----------------------|
| Acid, vial (half pint) | 400 |
| Air Bladder | 20 |
| Axe | 20 |
| Bath (portable) | 40 |
| Bedroll | 30 |
| Blanket, Saddle | 3 |
| Candle, one | 1 |
| Chain, steel heavy (per foot) | 20 |
| Chain, steel light (per foot) | 5 |
| Chain, steel medium (per foot) | 10 |
| Chalk powder, vial (half pint) | 1 |
| Charcoal or chalk, 20 Drawing Sticks | 1 |
| Coal, 1 bag | 2 |
| Compass, Magnetic | 100 |
| Cook Kit, Pots, Kettle, Utensils | 20 |
| Crampons | 10 |
| Crowbar, long | 20 |
| Drill | 8 |
| Hacksaw | 5 |
| Hammer and Six Wooden Spikes | 6 |
| Hatchet | 8 |
| Holy water, vial (8 oz.) | 500 |
| Insect Repellent, 1 bottle | 2 |
| Journal w/ Graph Paper and Ink Pen | 6 |
| Lantern, bullseye | 240 |
| Lock Picks & Torsion Wrench | 600 |
| Matches, 20 waterproof bottle | 20 |
| Matches, 40 + Tinderbox | 30 |
| Mirror, small simple | 10 |
| Oil, flask (one pint) | 20 |
| Oil: Phosphorescent, flask (one pint) | 50 |
| Perfume, small vial | 40 |
| Pick Ax | 10 |
| Pole, ten foot | 1 |
| Quiver, 24 arrow capacity | 12 |
| Rope, 100 foot | 12 |
| Rope, 200 foot w/ grapnel | 49 |
| Rope, 50 foot | 4 |
| Rope Ladder, 25 foot | 12 |
| Soap, one bar | 1 |
| Spade, small foldable | 12 |
| Spikes, Iron (six) | 3 |
| Spikes, Wood (six) | 1 |
| Spyglass | 350 |
| Tarp, Waterproof 15'x15' | 5 |
| Tent, four man Pavilion | 420 |
| Tent, two man | 250 |
| Torch, half dozen | 3 |
| Water or wine skin | 15 |
| Whistle | 2 |
| Whistle, Dog | 3 |
| Wood for 1 campfire | 1 |

| <i>Basic Arms & Armor</i> | <i>Cost in Silver</i> |
|-------------------------------------|-----------------------|
| Plate Mail | 8,000 |
| Chain Mail | 1,500 |
| Leather Armor | 100 |
| *** | |
| Arrow, one dozen | 24 |
| Arrow, silver (single) | 20 |
| Bow, Long | 1,200 |
| Bow, Short | 300 |
| Dagger & scabbard | 40 |
| Flail, Footman's | 60 |
| Mace, Footman's | 160 |
| Morning Star | 100 |
| Sword, bastard & scabbard | 500 |
| Sword, broad & scabbard | 200 |
| Sword, long (one handed) & scabbard | 300 |
| Sword, short & scabbard | 160 |
| Sword, great two-handed & scabbard | 600 |

| <i>Animals, Transport & Containers</i> | <i>Cost in Silver</i> |
|--|-----------------------|
| Bird (small song) | 2 |
| Cart, for horse or mule | 1,000 |
| Guard Dog | 500 |
| Horse, light riding | 500 |
| Horse, medium war | 4,500 |
| Horse, heavy war | 6,000 |
| Mule w/ Sacks, Harness etc. | 490 |
| Wagon, large for two horses | 3,000 |
| *** | |
| Backpack, Custom | 50 |
| Barrel | 10 |
| Basket, Large (Bushel) | 20 |
| Basket, Small | 5 |
| Box, small gold | 2,000 |
| Box, small lead | 28 |
| Cage, bird | 12 |
| Cage, iron 8'x8' | 500 |
| Cage, wood 4'x5' | 150 |
| Chest, small wood | 8 |
| Chest, large wood | 17 |
| Coffer, Cherry wood (watertight) | 30 |
| Sack, large empty | 1 |
| Scroll case | 15 |

| <i>Provisions</i> | <i>Cost in Silver</i> |
|----------------------------------|-----------------------|
| Beer, gallon | 36 |
| Brandy, 1 flask | 17 |
| Mead, pint | 7 |
| Mixed grain horse feed (one day) | 1 |
| Rations, regular (five days) | 60 |
| Rations, preserved (five days) | 100 |
| Rum, 1 bottle | 2 |

All orders from this list are fulfilled at the carriage house by Garden Blackrest.



THE CLOCK
(PLAYER COPY)



Esteemed Member,

Please consider the Inn your home. Feel free to enter any room or door you are able to access. You will not be trespassing! Do remember that the Inn cannot be held responsible for injuries or death caused by such expeditions. Also:

- 1. Rooms rented are safe so long as you stay with the furniture.*
- 2. Any valuables you discover are yours to keep free of disclosure. Note that certain objects may prove difficult to remove from the Inn.*
- 3. Your last will and testament is honored for one year. Should the beneficiary not be found in such time, your estate becomes the property of the Guild Master.*
- 4. The Inn offers unique combat training to interested companies. Inquire with Leeves.*
- 5. The Inn will recognize your new tattoo and allow you to use the entrances on the East Porch, the Tavern Portico and the Servant's Door in the west. Feel free to open windows. But be advised that doing so may expose you. All non-members are restricted to the entrance on the south veranda.*
- 6. Do not be slighted if the Guild Master fails to greet you.*
- 7. Please bring any inquiries or requests to the concierge or the carriage master.*

Welcome to the Night Wolf Inn!

—Leeves Everbleed



SECOND STORY

| | | | |
|-------|-------------------------|-------------------------|---------------|
| I. | Forest of Dreams | <i>(suite)</i> | 763 silver |
| II. | Web of Drowsiness | <i>(decadent suite)</i> | 6,954 silver |
| III. | The Comet's Tail | <i>(royal suite)</i> | 27,045 silver |
| IV. | Restful Seas | <i>(suite)</i> | 763 silver |
| V. | The Belfry | <i>(decadent suite)</i> | 6,954 silver |
| VI. | The Node | <i>(decadent suite)</i> | 6,954 silver |
| VII. | Murmuring Grassland | <i>(suite)</i> | 763 silver |
| VIII. | Cerebral Cliffs | <i>(suite)</i> | 763 silver |
| IX. | Stream of Consciousness | <i>(suite)</i> | 763 silver |
| X. | Land of Nod | <i>(suite)</i> | 763 silver |

LOFTS & SPIRES

| | | | |
|--------|-------------------|-------------------------|---------------|
| XI. | Pillow of Winds | <i>(royal suite)</i> | 27,045 silver |
| XII. | Moon Crazy | <i>(decadent suite)</i> | 6,954 silver |
| XIII. | Angel's Daydream | <i>(royal suite)</i> | 27,045 silver |
| XIV. | Dream Sands | <i>(decadent suite)</i> | 6,954 silver |
| XV. | Narcosis | <i>(decadent suite)</i> | 6,954 silver |
| XVI. | Caverns of Repose | <i>(suite)</i> | 999 silver |
| XVII. | Veil of Visions | <i>(suite)</i> | 999 silver |
| XVIII. | Island of Slumber | <i>(suite)</i> | 999 silver |

SPECIAL ROOMS

| | | | |
|----|----------------|-----------------------------|---|
| A. | THE BOWERY | <i>(by invitation only)</i> | ? |
| B. | THE GUEST ROOM | <i>(by invitation only)</i> | ? |



EXTRAS

| | |
|------------------------------|----------|
| Boiled turnips | 2 silver |
| Brown sugar squash w/ butter | 2 silver |
| Butter leaf salad | 3 silver |
| Onion soup w/ cheese | 3 silver |
| Pickled beets | 2 silver |
| Sausages | 5 silver |
| Spiced potatoes | 2 silver |

ENTRÉES

| | |
|---|-----------|
| Bacon wrapped ptarmigan | 35 silver |
| Fried woodcock w/ wine sauce | 28 silver |
| Game pie (acorn fed boar or deer) | 26 silver |
| Lamb cutlets | 42 silver |
| Pan seared lake trout | 21 silver |
| Red wine braised rabbit | 37 silver |
| Roast goose with apple sauce | 32 silver |
| Roast pheasant w/ wild rice & mushroom stuffing | 35 silver |
| Roast ribs and beef steak | 50 silver |



DESSERTS

| | |
|------------------------------|-----------|
| Apple cakes | 5 silver |
| Apricot cobbler | 6 silver |
| Bread and butter pudding | 6 silver |
| Cherry pie | 5 silver |
| Local cheese plate with port | 10 silver |
| Peaches and ice cream | 6 silver |
| Pumpkin pie | 5 silver |

DRINKS

| | |
|-------------------|-----------|
| Absinthe | 10 silver |
| Bourbon (neat) | 8 silver |
| Brandy (neat) | 9 silver |
| Gin w/ soda | 9 silver |
| Mead (blue) | 7 silver |
| Mead (honey oak) | 8 silver |
| Toddy (hot) | 6 silver |
| Whiskey (neat) | 9 silver |
| Wine, red dry | 8 silver |
| Wine, sweet white | 7 silver |
| Beer, Dark | 7 silver |
| Beer, Amber | 6 silver |
| Beer, Pale | 5 silver |
| Black Wolf | 10 silver |

HU

The Night Wolf Inn



ANTHONY HUSO



Wanted to Travel the Planes but Didn't Know Where to Start?

The Night Wolf Inn has a deeply haunted story and an unplumbed number of worlds, dimensions, and lucre strewn from its spires to its cellars.

It is a place of powerful and strange dweomers, filled with secret doors, lost gods, demons and artifacts. It might just become the safest place in your campaign world and the most dangerous...

Not a Module!

This is a setting. *The Night Wolf Inn* offers a sandbox of vignettes. Many of these vignettes will kill 1st to 15th level characters with equal ease. The Inn is a hub and a place to explore not all at once, but incrementally in the “down time” between other adventures.

The Inn is going to do terrible things! It might give the magic user a disintegration pistol; toss the thief into the abyss; make the fighter vanish for a year, and present some of the most terrifying monster encounters you can imagine. It is an easy-come-easy-go wheel-of-fortune that should scare the crap out of low & high level characters alike while still making them laugh.

Not Something You Skim 2 Hours Before Playing!

If you are looking for that sort of thing, buying this will make you sad.

Like any detailed campaign setting, *The Night Wolf Inn* demands that you read it several times. Despite boxed text to describe areas and excellent references to help novice DMs, this setting requires your personal touch. You may need to come prepared with a notion of how to handle your players stumbling onto the first layer of the abyss—or a different world. *The Night Wolf Inn* will help you do this and your preparation will not go unrewarded. This setting has served many players over 20 years—all of which have called it a *very good time*.

\$26.00

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www.anthonihuso.com