

For OSR Games

# The Craft Dungeon of Reynaldo Lazendry

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An Adventure for Characters Levels One to Three



*Nearly 200 years ago, the great wizard Reynaldo Lazendry vanished, his tower exploding in a spectacular manner that left rubble everywhere. Now time has weathered away that rubble, allowing access to the dungeons below...*

## The Craft Dungeon of Reynaldo Lazendry

Approximately 230 years ago the magic-user Reynaldo Lazendry retired after a twenty year adventuring career, building a wizard's tower atop a hill. Shortly after retirement he became very bored. Having mastered magic to his satisfaction (he was an archmage), he decided that the world needed his genius applied to the arts.

Realizing that his tower lacked the room to pursue the arts, he began expanding the cellars below his tower into a domain suitable for his endeavors.

After 30 years of retirement, the top of the tower exploded, as wizard towers are apt to do. The rest of the tower collapsed into rubble, and Reynaldo was presumed dead. Eventually the local villagers investigated and sifted through the rubble (and looting anything of value), but any entrance to the cellar below was under tons of rock.

Years of weathering and recent, massive storm have finally displaced enough rubble for the cellars to be accessed again.

### GM's Background

While Reynaldo was initially simply concerned with artistic creation, he was driven insane through the machinations of a succubus. She posed as a mysterious woman, haunting his dreams and visions, becoming his muse. Eventually he discovered the truth, that she was not a woman, dream or real, but a succubus. Enraged, he captured her. Yet he was still obsessed by his mental image of her, so he decided to create his own muses.

This first involved research into how life was made. This involved necromancy, but the traditional sort used by magic-users proved to be ineffective. He then turned into what can be best described as Lovecraftian methods. First re-vivification by turning the remains of a creature into dust, then reassembling that dust by magic. When that proved ghastly, he studied the mechanism of life itself, learning how to re-animate the dead through alchemical formulas.

Finally, he discovered the secret to create life. Along with several dozen monstrosities, he produced a "muse". But she proved to be unsuitable. Not only did she not like him, she was only interested in (and knowledgeable about) one subject, not all of them. So he continued creating muses until he had seven of them, all slightly different, agreeing on only one thing – they didn't like Reynaldo. Eventually he turned them into statues, and started research on his final muse...but then disaster struck.

### Notes:

This is written using a generic old school format. AC is given as ascending first, with descending in parenthesis. Move is given in two different ways, one where the base speed is 30, the other where it is 12 (first edition, some games you multiply by 10)

### Wandering Monsters

1 in 6 per turn while in corridor or hallway. Some encounters may only occur once or twice.

#### 1) Clockwork Patrol (Twice)

These will attack if no one has an officer's badge (see room #18 for explanation).

**2 Clockwork Soldiers** MV 30(12"); AC15(5); HD 2; hp 12,12; Atk 1-8 (Glaive); AL N

#### 2) Possessed Marionette (Once)

This appears to be a puppet laying on the floor. It is however possessed by a Lemure, and will attempt to attack, either when it is picked up, or if they turn their backs on it. See room #27 for more details.

**Possessed Marionette** MV 10(3"); AC 13(7); HD 3; hp 10; Atk 1-3 (bite); AL: LE

#### 3) Skeleton Patrol (Twice)

Unlike the clockwork soldiers, these always attack.

**2-4 Skeleton Guards** MV 30(12"); AC 6(14); HD1; hp 6,4,3,3; Atk 1-6; SD Undead immunities; AL N

#### 4) Giant Wordworm (Beetle) (Once)

**Giant Woodworms (Beetles)** MV 30(12"); AC16(4); HD 2; hp 10, 7; Atk 2-5 (bite) or Acid (1-6, Saving Throw for half); AL N

#### 5) Mysterious Music

The players catch a faint hint of violin music. This comes from Nina Parini in room #66, ignore if she is released or dead.

#### 6) Cat

A pure white cat strolls into view. It sits, yawns, and starts licking itself. If the PCs approach, it runs off. If they attack, it gives them a glare and runs off. If the party talks to it, it will approach and let them pet it.

(This cat was formerly Reynaldo's familiar, named Tal. It has become entirely magical, able to turn insubstantial at will. It serves no real purpose, other than to befuddle the party).

## Dungeon Key

In general, the dungeon is dark, the walls and floor hewn from stone, though often covered with paneling, carpet or tile.

### 1) Entry Hall

Against the southern wall of the room is a 6' tall granite statue of a man holding a glowing torch in his left hand, and an upraised sword in the other. If anyone approaches within 10' of the statue, it animates and attacks.

**Animated Statue** MV 30(12"); AC 14(6); HD 4; hp 15; Atk 1d6 or by weapon (longsword 1d8); SD Takes half damage from edged weapons, construct immunities; AL N

A sign on the western door reads "Authorized Personnel Only!". It is locked.

### 2) Storeroom

Apparently this was used to hold coats and the like, with racks on the wall for them. The room is empty save for three umbrellas in a corner. One umbrella is magical, and acts as a *ring of feather falling* if held while falling.

### 3a) Sculptorium

On the walls are racks containing chisels, hammers, and other tools used by a sculptor. The room is devoid of any blocks of stone, only some dust on the floor.

### 3b) Alcove (Statuefier)

In the alcove is a lifelike statue of a young woman in a maid's uniform. On the right alcove wall is a lever, on the left alcove wall is a dial with 6 settings, each with a two letter label. Next to the dial is a round gauge, numbered 0 to 25, with the arrow pointing to 25.

Al – Alabaster (calcite)  
Fl – Flesh  
Gr – Granite  
Li – Limestone  
Mb – Marble  
Wx – Wax

As the lever is pulled down, whatever is inside the alcove is transformed into that material. Each use reduces the number of charges by one, but the charges replenish by one every two weeks.

Currently in the alcove is a statue of a young woman

named Acacia, an assassin hired to spy on Reynaldo. If she is restored, she will be momentarily confused, notice the surroundings, then ask what year it is. She will then discover it is almost 200 years since she was turned to stone and be a trifle upset.

She will be sure not to lie to the party, though will omit anything that paints her in a bad light. She will say she was a maid in the wizard's employ. If pressed, she will admit she was caught snooping and turned into stone as a result. She answers questions about Reynaldo vaguely ("He was creepy. And smelly.") and knows little about the dungeon.

As all the people she knew are long dead, she will tag along with the party if they will have her. While she is evil, she is not fiendishly so, it's more selfish than malice. If the party is hostile, she will use a dose of *dust of disappearance* concealed in an earring to vanish and flee. She also has a concealed dagger.

**Note:** This was used to fit an assassin PC into the party, as it otherwise wouldn't have made too much sense to have an assassin in an adventuring party. Feel free to remove her or just make her just a maid.

**Acacia** 1<sup>st</sup> Level Human Assassin ; MV 30(12"); AC 14(6); HD 1; hp 8; Atk Dagger 1-4; SA Assassination; AL: NE S13 I13 W8 D18 C16 C12



### 4) Theater

Four rows of five chairs each face a slightly upraised stage. On the front of the stage is a large set of closed red curtains. If a person nears the curtains, they attack.

**2 Animated Curtains** SZ L; MV 0(0"); AC 10(10); HD 2; hp 8, 8; Atk 1-3 (buffet); SD Takes double damage from fire, no damage from blunt weapons, construct immunities; AL N

## 5) Stage

This is a stage, suitable for plays. The floor is wooden and seems to be solid, with nothing below. The rear curtains are not animated

## 6) Bathroom

This is a bathroom, with three stalls and two sinks. Each stall contains a toilet. Amazingly, the plumbing still works, though there toilet paper is long gone..

## 7) Kitchen and Bar

On the western side of the room is a counter with three beer taps (non-functioning) and a cabinet containing several bottles of hard liquor and wine.

On the eastern side of the room is a counter, a magical stove, and magical refrigerator set into the wall. Inside the counter are three drawers containing knives and other utensils, while above it is a cabinet with dishes,

The refrigerator still works, keeping the contents inside cool at 40 degrees F. The inside though, is packed full of mold and the corpse of a former servant who thought the refrigerator would save him from the tower's magical blast (it didn't). If the door is opened, a pile of mold tumbles out, along with his body. After about 10 seconds (sooner if the party touches it), the body animates and attacks.

**Zombie Dwarf** MV 15(6"); AC 12(8); HD 2: hp 12; Atk 1-8; SA Attack Last;SD Undead immunities;AL N

## 8) Dining Area

There are six square tables here, each with 4 chairs sitting on the otherwise empty table surface. As the party moves through the room, one of the chairs falls to the floor without being touched. The next time the party enters the room, all the chairs are back on the tables (including any chairs they might have taken down deliberately).

## 9) Side stage

This is where actors would wait for their cue to go on stage. Along the west wall is a wooden counter where props used by the actors would be placed.

On the counter is a bouquet of flowers, long dried out; a tray with a bottle of wine and 4 wine glasses; and three prop swords, one of which radiates magic.

The prop weapons are clearly fake, with the exception of one, a long sword, which appears to be a real sword and radiating magic. It seems to be a +1 long sword, but in reality, it does no damage and produces fake blood which splatters the target. A

character who uses it should roll to hit and damage normally, but no damage is inflicted on the target. A player may get wise when monsters who do not bleed appear to when struck with the sword.

## 10) Backstage

More props and such are laying around in disarray. These were used for a stage magicians act that Reynaldo briefly toyed with.

There is a wooden frame with an outline of a body drawn on it, used as a backdrop for a knife throwing act. Embedded into the wooden surface are five throwing knives that radiate magic. These knives are magicked so they never hit the target they are thrown at, but will come as close as possible.

There are two rectangular cabinets, about four feet by four feet wide and deep and seven feet tall, and painted black. They weigh roughly 100 lbs. each. When person enters on cabinet and the door is shut, they are immediately teleported to the other cabinet. The range is theoretically unlimited, but in practice, there is a 1% cumulative chance of error (as per the *teleport* spell) for every additional 100 feet beyond 100, with a maximum error chance of 75%.

There is a locked trunk containing articles of stage magic themed clothing, all of it musty with the exception of a *garb of the charlatan* (see new magic items), which appears to be magician's assistant outfit. At the very bottom of the trunk, is a Necrophidus, a skeletal snake with a humanoid head used by magicians to guard their possessions. If the trunk is opened and the contents rummaged through, it pops out and attacks.

**Lesser Necrophidus** MV 30(12"); AC 16(4); HD 2; hp 10; Atk 1-6 plus paralyzation bite (save vs magic or paralyzed for 1d4 rounds); SA Hypnotic Dance (all viewers save vs magic or do nothing for 1d4 rounds); SD Construct Immunities; AL N



## 11) Dressing Rooms

In this room there are 6 niches (two behind a curtain), each with a full size mirror (on the north or south wall), a wardrobe built into the stone (west wall) and small table built into the stone (east wall). Each table contains dried up makeup and grease paint, while the four wardrobes west of the curtain contain male costumes, while the two east of the curtain contain female outfits.

In the second niche, on a table are a pair of black leather gloves. These are *Gauntlets of Fencing*.

## 12) Guard Room

There are 4 animated skeletons here. They attack as soon as someone enters the room. They will not chase if the party flees.

**4 Skeletons** MV 30(12"); AC 13(7); HD 1; hp 8,7,5,4; Atk 1-6; SD Undead immunities, half damage from piercing/slashing weapons; AL N



## 13) Bathroom

Not particularly clean, but not for the lack of effort by an undead guard, trying to scrub the floor clean. His brush has long vanished from friction, as has much of his arm.

**Disarmed Zombie** MV 15(6); AC 12(8); HD 2; hp 3; Atk 1-4; SD Undead immunities; AL N

## 14) Barracks

There are a dozen bunks here, with a dozen chests at the foot of each bunk. Although each is locked, the locks are so trivially easy to open that anyone capable of picking locks does so automatically.

The contents of each chest is similar – off duty clothing and small personal items that have no monetary value, and a small amount of coins totaling 250 sp and 50 gp.

One chest also contains a book, *Murder in Thosia* by A. Smithson, a mystery novel (see Room #51 for more information). Also, you may wish to replace Thosia with a city in your campaign setting.

## 15) Officer Quarters

There is one large bed here, along with a dresser, writing desk and chair. Making writing motions at the desk is the former officer of the guards, now transformed into a Lieutenant Zombie, a somewhat tougher version of the regular zombie. It still is wearing its armor, +1 chainmail.

**Lieutenant Zombie** MV 15(6"); AC 16(4); HD 4; hp 16; Atk 1-8; SD Undead immunities, turn as Ghast; AL N

Pinned to his armor is an insignia denoting his rank. If this insignia is worn by a PC or presented to the various clockwork soldiers (appearing later in the module), they will salute the wearer and then ignore the party.

Inside the dresser are numerous old clothes and personal effects, valueless, as well as a gem worth 200 gp.

## 16) Dojo

This room was for weapons practice. Along the western and eastern walls are weapon racks which contain a dozen swords and battle axes, all blunt. Along the southern wall is a long bench. In the middle of the room are three training dummies, which radiate magic.

The dummies, if struck, will yell "Ouch", "Ooh", "Ah", and various other phrases depending on how hard it is struck, and if a blow does more than 6 damage, it recites a dying soliloquy. Or at least the last lines of one.

*But this foul, wretched blood still remains. I must be gone.*

*Or the guilt will ne'er leave.*

*I am slain.*

*To myself and thy kingdom.*



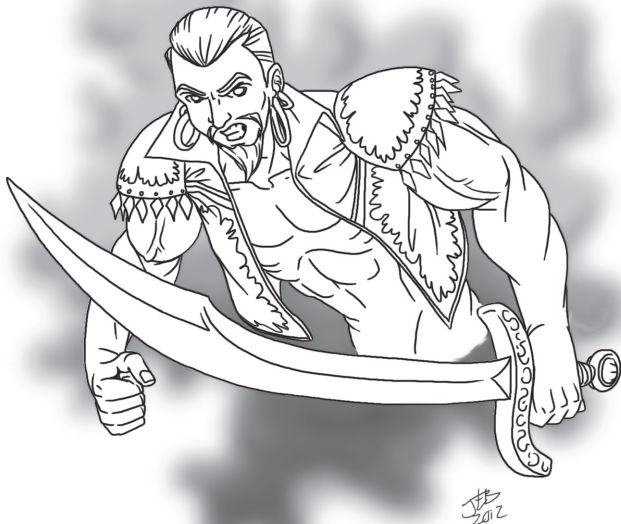
## 17) Pool Room

This is an artificial pool with a diameter of 20 feet. The bottom is semi-spherical, 4 feet at the edges and about 7 feet deep in the very middle.

If the party is in the room for more than a few minutes, the water in the pool starts churning, and a large watery form appears in the pool, standing on the bottom of the pool and extending nearly to the ceiling. This is Nial Lugg, a Marid (water genie) that was bound by Reynaldo to run the dungeon's water supply for 500 years.

He inquires (with something of an Irish brogue, which is a long story) if the party wishes to swim, and if so, what temperature the water should be. He is also curious as to why no one has been around...

If the party is friendly, he beseeches them to find (and restore) his granddaughter. She is one of the statues in room #43, Davinia, although he does not know it. He merely vaguely describes her, "She looks like me, only smaller. And a girl. Oh, and she has one of these...", and then waves around a large scimitar.



If the party does indeed restore his granddaughter and returns her to him safely (she can leave afterward), he presents them with a reward of 200 gp total. If pressed for more, he protests, "I have a lot of grandchildren, you know." but will go to 500 gp. He will not use his *Wish* except to bring back a party member to life, or to possibly restore another NPC, such as the ones in the pantry (room #41).

If the party expresses a desire to free him, he shrugs and says, "A deal is a deal. It's better than being cooped up in a bottle."

If the party is foolish enough to attack him, he fights to subdue (he is not allowed to harm any inhabitants of the dungeon), then leaves the party naked (with everything but their clothes).

**Nial Lugg, Marid** MV 20(9"); AC 20(0); HD 13; hp 65; Atk 5-30 (slam); SA Water spells; SD Immune to water attacks, +1 damage per die from fire attacks; AL N (Good tendencies)

## 18) War Room

In the center of the room is a long table, 10' x 6', with enclosed sides. On top of the table is sand, molded into terrain, and on one of the flat sides of the table is a box. Inside are approximately 400 small figures of soldiers, each with varying arms and armor, about 100 mounted on horses, as well as a handful of more fantastic figures. There is also a small booklet with a silver cover with a label, *Rules for Fantasy Wargames*.

If a character removes some of the figures from the box and places them on one end of the table, then a similar number of figures will float out of the box and place themselves on the opposing side of the table.

If the figures are moved according to the rules in the silver rulebook, the opposing figures are moved similarly. When combat takes place, it is resolved by the figures automatically and defeated figures float back to the box.

This is, of course, a wargame. You can either play it out with wargame rules, or simply have the player make an intelligence check.

If the player wins a game, he gains a ribbon, which materializes on the end of the table. If he wins three games, he gains an lieutenant's insignia, which will allow that person to bypass encounters with the clockwork soldiers (either as wandering monsters or later in the module). If he wins 5 games, he gains a captain's insignia, which lets him give orders to the clockwork soldiers (they will not leave the dungeon, however).

## 19) Guard Post

Four guards still are on duty here, complete with their (now rusted) chainmail armor and long swords. They attack the party if no one has and will pursue the party throughout the dungeon.

**4 Skeleton Guards** MV 30(12"); AC 6(14); HD 1; hp 6,4,3,3; Atk 1-6 (sword); SD Undead immunities; AL N

## 20) Armory

Along the northern wall are weapon racks containing two dozen longswords. Along the southern portion of the room are racks where two dozen suits of rusted chainmail armor are hanging. They can still be worn, but provide one worse level of protection (AC 6 instead of AC 5, or AC 14 instead of AC 15)

## 21) Guard Lounge

In the middle of the room is a round table with six chairs surrounding it. Five of the six chairs are occupied by zombie guards, still continuing the game of cards (draw poker) they were playing. The guards will ignore the party (as they were off duty when they died, and continue to be off duty in death) unless they tamper with the money on the table (198 sp in total: 32, 45, 21, 16, and 54 for each player, and 30 in the pot).

The cards they are using are magical, a *Deck of Long Playing*. When this is used to play a game of poker, a player in the game will always have enough money to ante or meet a raise. This excess money vanishes as soon as that player has a surplus of money, or should the game end, 24 hours later.

## 22) Bathroom

This is a large, multi-person latrine meant for use by the garrison when they were living. It is still functional and fairly clean.

## 23) Mess Hall

In the middle of the room are 3 long tables with benches on each long side. They are well worn and bare.

Against the north wall are garbage receptacles with several trays stacked on top.

## 24) Crossroads

This room is empty save for benches on the northeast, southeast, and southwest walls.

A close inspection will reveal a small silver idol of a devil (worth 5 gp) buried in the center of the room. It radiates evil.

## 25) Altar to the Muses

Behind the upraised altar are small portraits of nine different women. They all seem to have the same face, only with very minor differences

## 26) Bathroom

This is an exceptionally lavish bathroom, complete with toilet, sink, and tub. Amazingly, the plumbing still works, including hot and cold water in both the sink and tub..

If the tub is used, after the water is drained, small bubbles appear from a small hole in the wall and scrubs the tub of any grime.

## 27) Marionette Storage

On the north and east walls are racks containing marionettes, two dozen on the eastern wall and a dozen on the north wall. They are a variety of different

As the players enter the room, they start to hear voices. First a murmur, then a whisper, "Mortals", "Kill Them", "Kill Them All!". The voices do not seem to be coming from anywhere in particular.

After they are in the room for a minute or two, 3 of the marionettes fly out of the racks and attack the party.

**Possessed Marionette** MV 10(3"); AC 13(7); 3 HD; hp 13,13,13; Atk 1-3 (bite); AL: LE

The marionettes are possessed by the spirits of 3 lemures. If the possessed marionettes are destroyed, the lemures will return in 24 hours. If there are no more marionettes, the lemures will appear in their own forms.

**Lemure** MV 10(3"); AC 13(7); 3 HD; hp 13,13,13; Atk 1-3 (bite); AL: LE SD Regenerate 1 hp per round

The Lemures can only be permanently killed by the use of holy items (such as holy water) or by a cleric casting "Bless" and making a successful turn undead check.

## 28) Marionette Workshop

Blocks of wood and cans of paint litter the southern part of room, along with a stool, bench, and carving tools. But the entire eastern part of the room is bare save for a magic circle drawn on the floor.

## 29) Wood/String Storage

Presumably once orderly, this room is now a jumble of wood, wood dust, and beetle remains. There are also 4 large beetles (roughly the size of a medium sized dog), who will only attack if the party lingers.

**4 Giant Woodworms (Beetles)** MV 30(12"); AC16(4); HD 2; hp 10,9,7,7; Atk 2-5 (bite) or Acid (1-6, Saving Throw for half); AL N

## 30) Paint Storage

There are several rows of shelves in the middle of the room, containing cans of paint in various shades. All, save one can of forest green, are dried up. This remaining can is actually *armor enamel*, which gives a suit of armor a +1 AC bonus if it is painted with it (see new magic items for further details).

## 31) Living Room

In the northern section of the room is a large couch along the northern and western walls, with a coffee table in the center. Along the north eastern wall is a book case, which is full of bundles of papers, manuscripts of plays.

Plays include *The Orc and the Whale*, *The Comedy of Elves*, *Much Ado About Gnomes*, *The Harpy Monologues*, and *Death of a Chapman*. All written by Reynaldo and all quite dire.

In the middle of the room, along the eastern wall is a large metal box with an arm. It is a slot machine created by Reynaldo to help entertain the actors.

It still works and the PCs may wish to play it, inserting a gold piece and pulling the level. If so, roll 3d6s. On a result of all numbers being the same, the PC wins 20 gp. If two are a six, then the PC wins twice the number of coins shown by the third.

If an 18 is rolled, the PC wins 100 gp and his prime requisite ability score increases by 1 (this is a magical effect that the machine acquired during the tower explosion, and only affects a given character once). You may wish to limit to 10 spins per player, otherwise they might be at it all day.

## 32) Spyhole

On the floor are a number crumbled up pages of paper. If examined, they all appear to be sketches of a woman, recognizable as the portraits of the women in room #36.

## 33) Actors Dormitory

There are six beds in the room, three with their head against the west wall, facing east, and three with their head against the east wall, facing west. At the foot of each bed is a small locker.

## 34) Bathroom

This is a surprisingly luxurious and clean bathroom, complete with toilet, tub, and sink. The water still runs, and like the bathroom in room #23, tiny bubbles emerge cleaning any surface of grime or dirt.

Located on top of the toilet is a book, *Murder in Seiris* by A. Smithson

## 35) Reynaldo's Spare Bedroom

A king sized bed is here, along with a dresser containing finely made workman's clothing (shirts, trousers, etc).

A note is in a dresser drawer, reading "*If it is treasure you seek, then the library must be complete*".

## 36) Actress's Quarters

This is a very luxurious bedroom with a canopy bed, writing desk (and chair), and two large dressers full of moldy clothing.

On the walls are paintings of a breathtakingly beautiful woman in varying stages of undress.

## 37) Actor's Bedroom

This is a well furnished room with a large four poster bed and silk sheets (which upon closer inspection seem to be unused) as well as a large chifferobe, full of expensive, but now ruined silk and velvet clothing.

On the west wall is the portrait of a very pale man in his late 30s or early 40s, dressed in Gothic clothing and holding a broadsword.

On the southern wall is a full length mirror, which doesn't seem to reflect. Close inspection reveals that it has been painted over with silver paint. (And behind it is a secret door)



### 38) Secret Room

In the middle of this room is a finely made metal coffin. Inside the coffin is the well preserved body of a man, easily recognizable as the man in the paintings in room #35. He is in fact, Milfred Bramwell, an actor who liked to pretend he was a vampire, including sleeping in a coffin.

The magical catastrophe that struck the dungeon transformed Bramwell into a vampire of sorts, one without any powers or defenses (no +1 weapon needed to hit), but ageless, very strong, and with a taste for blood, though he doesn't need it.

**Milfred Bramwell, Faux-Vampire** MV 30(12"); AC 14(6); HD 8; hp 36; Atk 1-6+4 (Bite); AL CN

If the coffin is opened, he sits up after a minute. The PCs might try to hammer a stake in his heart before he awakes, which will kill him. If not, once he awakes, roll for reaction. If he attacks, he is probably too powerful for the party, even with no magical powers, but they probably shouldn't have opened the coffin.

### 39) Entryway

This room is empty save for a very lurid tapestry on the southern wall. It depicts a scene from hell, and a close observation would show that many of the figures depicted in the scene can be found in the dungeon – either people turned to statue or people who had their portraits done. Reynaldo himself can be seen as a larger winged demon.

### 40) Kitchen

This is a well appointed kitchen, complete with a wide array of kitchen utensils of every form and function. In the middle of the kitchen table is a shiny cleaver stuck in a wooden block. It is magical, a +1 *cleaver of sharpness*. It operates similar to a *sword of sharpness*, only it is treated as a hand axe.

### 41) Pantry

Remarkably, the food here has not gone bad. Even more remarkable, it has become intelligent, or at least portions of it have.

When the magical catastrophe struck, three of the kitchen staff were transformed into food. The chef (Henri) was turned into a wheel of cheese, one of the serving girls was turned into a strawberry tart (Jacelle), and the other (Sarena) was transformed into an ice cream sundae.

The unlucky trio can still think and talk, with what vaguely looks like a moving mouth (it's purely cosmetic).

Unfortunately, there is no easy way to restore the three. It would require a *dispel magic* cast at 25<sup>th</sup> level or higher. If the party has restored Davinia and brought her back to Nial the Marid, he would be willing to use his *Wish* to restore them, but can only affect one. (Another method will be possible in RL3 *The Flesh Vats of Reynalod Lazendry*)

If a PC should decide to eat any of the three, then his body is now inhabited by the soul of the person he ate, similar to the effects of a *magic jar* spell.

### 42) Twin Statues

These are actually not statues, but wax figures. One is a middle aged man of Italian man appearance with a beard of moderate length, the other is a beautiful woman of perhaps 25 years old. Her hair is glossy black and has an olive complexion.

The man is a simulacrum of Reynaldo. As he is literally composed of ice, if turned into "flesh", he immediately becomes a pool of water, as he has no flesh.

The woman is Astria, Reynaldo's muse of astronomy and physical sciences. If restored, she is grateful, but largely unable to tell the party anything useful about the dungeon, as she spent most of her time up above. She can relate the basic tale of Reynaldo, but is reluctant to because she doesn't want anyone to realize she is not a natural human.

**Astria** 0-Level Human, S10 I18 W12 D10 C14 C18 hp 4, NG, Sage Abilities.



### 43) Statue Storage

This room contains 7 lifelike statues, often used as the subject of Reynaldo's paintings.

**Center of the Room** – This is of 4 armed, 7' tall scantily clad woman with a scimitar in each hand. This is not actually a statue, but a Spawn of Kali, a race of monstrous females that often pose as statues

As the party nears, she suddenly becomes a blue skinned woman and attacks. She will spread her attacks on two different opponents.

**Spawn of Kali;** MV 30(12"); AC15(5); HD 4; hp 20; Atk 1-8/1-8/1-8/1-8; AL LE; SD Immune to Charm, Hold

When defeated, she shatters into dozens of pieces. She is wearing jewelry worth 200 gp (jade necklace 100 gp, two ruby rings worth 50 gp each).



**Right-Center of the Room** – This is a statue of a 2 armed, 6' tall scantily woman with a scimitar in each hand.

**Davinia** 1<sup>st</sup> Level Dervish; MV 30(12"); AC 16(4); HD 1; hp 9; Atk 1-8 +STR bonus (scimitar); S17 I10 W16 D17 C15 C14

Davinia is Nial Lugc's daughter who had learned of her father's captivity and came to plead for his

release. Instead, she wound up being turned into a statue. If restored, she will be very, very angry but quickly come to her senses. Besides being a dervish (cleric variant), she is also an undine: half-marid, half-human. She has light blue skin, dark bluish-black hair

**Left-Center of the Room** – This is a statue of a middle aged, rather hairy and barbaric looking man with a helmet and wielding a two handed sword. This is actually Chold, formerly a butler who displeased Reynaldo, and is a 0-level human with 3 hp and no idea how to use a sword.

**North East Corner** – This is a statue of a beautiful young woman of Grecian appearance, wearing only a short tunic

She is a young woman named Eryna, and was taken from the Coin World in room #61. She is quite proud, bordering on arrogant, especially towards male fighters.

**Eryna** 1<sup>st</sup> Level Fighter; MV 30(12"); AC13(7); HD 1; hp 12; Atk 1-2 (fist) or by weapon; AL LN; S17 I11 W10 D17 C17 C18

**South East Corner** – This is a statue of an Adonis-like young man, who bears a resemblance to the statue only a few feet away in the North East corner.

This is Arello, Eryna's brother, also from the Coin World. He is a cleric of Apira. He is friendly, though very protective of his sister, which she resents.

**Arello**, 1<sup>st</sup> Level Cleric; MV30(12"); AC12(8); HD 1; hp 7; Atk 1-3 (fist) or by weapon; AL: LN; Spells: Cure Light Wounds; S15 I10 W16 D16 C15 C17

**North West Corner** – This is a statue of a handsome young man of Ethiopian appearance

**Dramane** 1st Level Magic-User; MV 30(12"); AC11(9); HD 1; hp 5; Atk 1-2 (fist); AL: NG; Spells: Sleep; S12 I17 W13 D15 C16 C14

Dramane ("Druh-may-nay") came to study under Reynaldo, but was horrified by his practices. He protested and was turned into stone.

**South West Corner** – This is a statue of an attractive young woman of Egyptian appearance.

**Akama** 1st Level Magic-User; MV 30(12"); AC10(10); HD 1; hp3; Atk 1-2 (fist); AL: NG; Spells: Charm Person; S8 I16 W12 D11 C15 C15

Akama was another apprentice of Reynaldo's, who rebelled along with Dramane and suffered the same fate.

## 44) Storeroom

Besides cleaning supplies, there are pieces of a broken statue in here, the remains of a servant (a gardener named Keric, 0 level, 5 hp) who displeased Reynaldo.

If the PCs try to glue or just stick the statue together and restore it, it simply restores the mangled pieces of the servant, who immediately dies. On the other hand, though the use of the mending spell (about 20 castings of it), the statue can be put back together seamlessly.

Also stored here are chests containing the personal effects of the statues in Room #43, and an A. Smithson book, *Murder in Artesos*.

## 45) Statue of Orcus

This is a statue of the demon god, Orcus. It stands 8' tall

If the statue is dragged to the statuefrier and an attempt is made to turn it to flesh, it simply turns into a mass of flesh and collapses (as it was originally a statue). However the wand and some of the jewelry remains. The wand is not magical, but would be worth 200 gp to an art collector.

Note: To remove a statue from this room (or the adjacent ones), the door must be removed.

## 46) Statue of an Angel

This is an alabaster statue of a male angel. Nude, 7" tall, well built with feathery wings and long flowing hair.

This is an archon named Thiririon. If restored, he thanks the party and vanishes. If there is an evil party member, he first lectures them. In any event, he will periodically keep tabs on the party, and if they are in trouble, there is a 15% chance he will appear to assist them.

## 47) Statue of a Nameless Thing

This is an unspeakable horror turned into a statue. It looks like an 8' tall winged eggplant with dozens of tentacles, a lamprey head, two lobster claw arms. If the PCs are dumb enough to try to restore it (if there is an NPC present in the party, they will protest strongly and flee), it attacks them.

**Nameless Thing** SZ L; MV 10(30); AL CE; AC 20(0); HD 8; hp 50; Atk 1-8(claw)/1-8(claw)/1-12(bite); SD +1 or better to hit, Immune to sleep/charm/etc, and automatically makes all saves vs magic spells.

If the PCs manage to kill it, the thing dissolves into a pile of goo, which quickly evaporates.

## 48) Statue of a Succubus

This is an alabaster statue of a succubus. She is nude, 7' tall, with wings and small horns and is very beautiful.

This actually is a succubus named Marda. However, not being psychotic, if restored, she merely kisses the nearest character and teleports back to the Abyss. She will periodically keep tabs on the party, possibly offering aid at some point in the future if they need it (10% chance). This will largely be a ruse to attempt to corrupt the party towards evil, if possible. (Also very awkward if she shows up when Thiririon does, especially as they used to be couple before she "fell".)

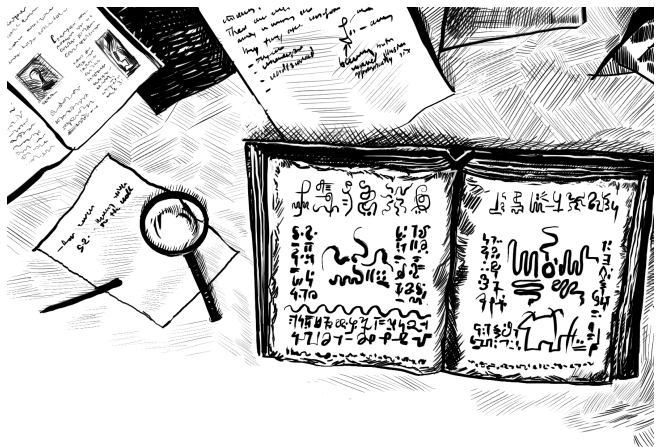
## 49) Lobby

Against the western wall are several cabinets containing cards, cross-referencing books in the library by subject.

## 50) Reading Room

This room is brightly lit from globes hanging from the ceiling. It has three comfortable couches, one large table with several chairs around it, and a smaller writing desk and chair.

Nestled between two cushions of one couch is a book, *Murder in Lavondys* by A. Smithson.



## 51) Library

In the middle of the room are four sets of bookcases running west to east in pairs,. One facing north and one facing south, for a total of 8 bookcases in all. In each bookcase there are 8 rows with approximately 150 books per row.

The 1<sup>st</sup> row contains books on philosophy and history. The 2<sup>nd</sup> row contains books on religion and magic. The 3<sup>rd</sup> row contains books on folklore. The 4<sup>th</sup> row is books on math, with the 5<sup>th</sup> being books on various types of observational science (astronomy, biology). The 6<sup>th</sup> is on engineering and practical science (chemistry and physics). None of these books have any magical properties, but are merely informational and for reference. They provide knowledge equivalent of a sage in those given fields. Using it for that purposes requires an amount of time relative to the complexity and scope of a question.

The 7<sup>th</sup> contains books of literature, sorted alphabetically by author, and generally containing the most famous or notable of works. The last, 8<sup>th</sup>, is devoted to the entire literary works of 4 different very prolific authors: A. Smithson, Glover Mayne, Sepha Num, and L.B. Harness.

A. Smithson was a writer of mysteries and suspense tales. There are 141 books of hers, but it appears from the gaps in the shelf that 5 are missing. Glover Mayne has 89 books, long ponderous horror novels, longer and longer as he grew older, some reaching nearly 2,000 pages. Sepha Num wrote short fantastical and whimsical tales. His various short stories (just over 500) are collected in 115 volumes, none a complete collection of his work. L.B. Harness wrote exceptionally long, somewhat fictionalized accounts of her family's life on a farm, a total of 61 volumes in all.

Books (except those by A. Smithson) cannot be removed from the room (except to Room #46). If a book is carried beyond the doorway, it is teleported back onto the bookshelf where it belongs.

However, some of the books are missing. Scattered though the dungeon are 6 volumes by A. Smithson. If these are replaced on the shelf, a passage appears to Room #53.

The books on the last shelf have some special properties. Reading the entire run of A. Smithson books will take 6 months and raises the reader's intelligence by 1. Hidden in the Sepha Num stories are the true names for at least a dozen outsiders.

The L.B. Harness novels contain many tales and rumors told to her by travelers passing through her town. One volume mentions a ship falling from the

sky, and contains a garbled account of a trip through space. These might lead to other dungeons.

A PC reading a Glover Mayne novel must make a saving throw (versus spells) or fall asleep. If the PC can make it through 10 of his novels without falling asleep, he gains an immunity to *sleep* spells.

## 52) Restricted Collection

The door is wizard locked at 25<sup>th</sup> caster level. Furthermore, the entire room, the door (save the locking mechanism) is an anti-magic zone, and lined with adamantium.

The PCs probably shouldn't be able to get in here, but if they do, they will find a modest collection of blasphemous tomes in a locked bookcase. Much of the room though is taken up by the dreaded *Tablets of Xulathun*, taken from an ancient ruin of the same name

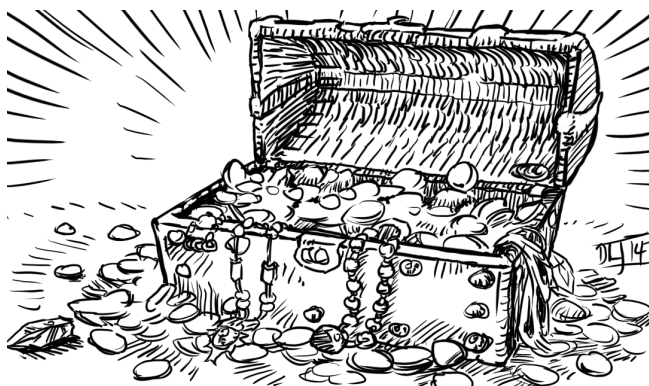
## 53) Treasure Room

There are 20 chests, each containing 5,000 sp each (100,000 sp in total). At the bottom of one of the chests (the third) is a small folded, bluish-black slightly damp cloth, a *portable pond*, similar to a portable hole but full of water.

Also there is one magical weapon, one magical sword, a magical ring, a magical suit of armor, and two miscellaneous magic items. Roll on your game system's treasure tables.

If you choose not to roll, I rolled: a +2 *long sword*, +2 *mace*, a *ring of free action*, a +2 *suit of studded leather*, a *lyre of building*, and a *phylactery of long years*.

**Note:** The portable pond is meant to be a way for players to grab all the coins they can without worrying about encumbrance, but not be able to loot furniture and such, as it would get wet and ruined.



## 54) Taxidermy Room

Along the walls are shelves containing materials used in taxidermy – chemicals, wire, glass eyes, and other items, as well as several small animals and birds. In the center of the room stands a nearly seven foot tall creature resembling an ape with an insectoid head complete with giant fly like eyes, and covered in purplish brown fur. It has large pincers in place of a hand on its arm.

When the party enters, the smaller animals animate, flying about the room and hopping off the shelves and running out the door into the dungeon. After the party is in the room for a minute or so, it animates and attacks the nearest person.

**Stuffed Dimensional Shambler** MV 20(9"); AC 16(4); HD 4; hp 24; Atk 1-6 (Pincer)/1-6 (Pincer); AL N

As it takes damage, streams of sawdust come spurting out. Once defeated, the remaining stuffing can be removed and the skin can be worn, serving as a suit of banded or splint mail in terms of protection, but weighing 30 lbs. It would be worth 200 gp to a collector.

## 55) Draftsman's Room

There is a draftsman's table and chair, as well as numerous pieces of draftsman's gear.

Guarding the door is what looks like a mechanical parody of a soldier. It is a clockwork soldier whose orders are to guard. It attacks unless someone displays an officer's badge.

**Clockwork Soldier** MV 30(12"); AC15(5); HD 2; hp 12; Atk 1-8 (Glaive); AL N

## 56) Plan Storage Room

On each side of this room are 8 file cabinets, containing finished plans for various inventions and structures.

Unless a character understands engineering or math they will largely be meaningless. Just how many inventions actually work is up to the GM. A sage would be willing to buy them for 1,000 gp total.

## 57) Inventor's Workshop

There is a large workbench and a myriad of tools and strewn parts, as well as a clockwork soldier identical to the one in Room #55 being wound up by a clockwork supervisor (which appears to be a mechanical man with four arms).

**Clockwork Supervisor** MV 30(12"); AC16(4); HD 3; hp 18; Atk 1-6 (Punch)/1-6(Punch); AL N

**Clockwork Soldier** MV 30(12"); AC15(5); HD 2; hp 12; Atk 1-8 (Glaive); AL N

As with other clockwork soldiers, they attack unless a PC displays an officer's badge.

## 58) Storage

All sorts of mechanical parts can be found here, stored in boxes on rows of metal shelves.

## 59) Painter's Supply Room

The southern portion of the room contains numerous empty canvases, frames, and cross braces.

Against the western wall are several easels, and a cabinet containing several brushes and cleaning supplies.

Along the northern wall is a long table containing a row of small cans, bottles, and boxes.

**Cans:** Angel's Blood (Brilliant Red), Devil's Blood (Purplish Red), Medusa Spit (Orangish Yellow), Sahuagin Squeezings (Green)

**Bottles:** Flail Snail Mucus (Purple), Bulette Sweat (Blue-Grey), Ettin Urine (Yellow-Green), Ochre Jelly (Red), Black Pudding Juice (Black), Manticore Musk (Yellow)

**Boxes:** Purple Worm Powder (Purple), Pixie Dust (Sparkly), Gargoyle Shavings (Whitish-Grey), Remorhaz Dandruff (Whitish Blue)

## 60a) Artist's Room

In the corner of a room is a floating disc, a permanent version of the magic-user spell. It has a diameter of 3' and can carry 2,500 lbs. To activate it, a user must whistle and say "come on", at which point it will follow the whistler at a constant distance of 5 feet and 1-3 feet above the floor. To deactivate, the user whistles again and says "Down, boy (or girl)".

**Note:** This is used to transport the statues. If you feel it's too useful, have it work only inside the dungeon.

## 60b) Alcove

Behind the curtains is an alcove containing an alabaster statue of a nude and very beautiful woman. If players have been in Room #28, they will recognize the statue as the woman in the painting.

If restored, the statue turns to water and immediately collapses in a puddle. It was originally an ice sculpture (Reynaldo found ice easier to sculpt with).

## 61) Mint

The southern portion of the room contains a screw press. Close examination shows that it is used to create coins. On the floor is 25 gp. Close examination will reveal that the head on the coins is that of Reynaldo.

Standing near the press is a 6' shiny metal figure, a golem, used to operate the press and to guard the room. If the party remains in the room for more than a minute, it attacks

**Silver Golem** MV 20(6"); AC16(4); HD 5; hp 30; Atk 1-10 (slam); AL N, SD Golem immunities

The silver golem is 500 lbs of silver, worth 250 gp.

On the northern wall are several locked cabinets. These contain individual coins in small cases. The metallic value of the coins is only 50 gp, but sold to a collector they would be worth 5,000 gp. Unfortunately, this requires a visit to a large (and wealthy city) and some effort. They may instead be easily pawned for 500 gp.

One of the coins radiates magic. The head is that of a beautiful, Grecian looking woman in her 30s. The flip side shows a view of a Grecian temple. Occasionally, figures can be seen moving inside the temple. This is an artifact, a Coin World created by the minor goddess Apira (whose face is shown on the coin). See new magic items for details.

## 62) Gallery

Hanging along the walls are numerous (50) paintings, a mix of landscapes and portraits. If the party has seen the statues in room #44, they will recognize them in the paintings. The overall quality of the paintings is good, but not particularly noteworthy, and would sell for only a gp or two each in a city.

## 63) Private Gallery

Hanging on the eastern and southern walls are 14 portraits. At first glance, they all seem to be the same woman, but upon closer inspection there is a

difference in coloring and slight differences in facial features. There actually seems to be several different women.

## 64) Most Private Gallery (Locked)

On the west and east walls are three paintings each, and on the north wall there is a blank canvas. Each painting is behind glass

The paintings on the west wall are that of a Medusa, a Griffon, and a Cockatrice

The paintings on the east wall are that of an Ogre Mage, an Owlbear, and a portrait of a very pale but distinguished looking man (Vampire).

These are prison paintings, each one contains an actual creature. If the glass is removed or broken, and the surface of the canvas is touched, the subject inside is released. Roll for reaction.

If the blank canvass is touched, the person who touched the surface is drawn into the painting.

**Medusa (Enid)** MV 20(9"); AC 15(5); HD 6; hp 26; Atk 1-4 (snake bite); SA Poison; Gaze turns to stone; AL N (she's quite friendly for a Medusa)

**Griffon** SZ L; MV 30(12")/Fly90(30"); AC 17(3); HD 6; hp 21; Atk 1-4 (claw)/1-4 (claw)/2-16 (bite); AL N

**Cockatrice** MV 15(6")/Fly 50(18"); AC14(6); HD 5; hp 24; Atk 1-3; SA Touch turns to stone; AL N

**Ogre Mage (Guan)** MV 20(9")/Fly 40(150); AC 16(4); HD 5; hp 30; Atk 1-12; SA Fly for 12 turns, Magic ; AL LE

**Owlbear** MV30 (12"); AC 15(5); HD 5; hp 23; Atk 1-6 (claw)/1-6(claw)/2-12(bite); SA Hug on roll of 18+ does 2-16 per round until dead; AL N

**Zamradir the Vampire** MV 30(12"); AC 14(6); HD 8; hp 41; Atk 1-6+4 (Bite); SA Level Drain; SD Undead Immunities, Gaseous Form; AL CE

## 65) Guard Room

Two clockwork soldiers stand at attention. They will attack unless an officer's badge is displayed.

**2 Clockwork Soldiers** MV 30(12"); AC1 5(5); HD 2; hp 12,12; Atk 1-8 (Glaive); AL N



## 66) Musician's Quarters

The outside door to this room is not only locked, but barred, but from the outside. If the players listen to the door, they will hear violin music, played somewhat manically.

Inside is a disheveled woman in tattered clothing with a violin. She is Nina Parini. 250 years ago she sold her soul to an archdevil in exchange for otherworldly musical skill with a violin, and a lifespan of 300 years. She was 30 then, and has not aged a day, but has been imprisoned in the room for 200 years. She is almost, but not quite, mad.

If questioned about how she is still alive with no food or water (or waste disposal), she was simply say "magic", which is not untrue, her pact obviated the need to eat or drink, if not completely honest.

If asked why she didn't try to escape, she says she did once, only to be captured by Reynaldo's mechanical men, and locked in more securely.

**Nina Parini** 0 Level Human, S10 I13 W5 D19 C15 C13; hp 4; SD Regenerates any damage done; AL N

## 67) Lounge

Laying on a couch is an A. Smithson novel, *Murder in Aruk*.

## 68) Diva's Quarters

This is a luxurious bedroom. The walls are covered with numerous pictures of a woman who bears a striking resemblance to the pictures in room #36. It is of Symphonia, Reynaldo's muse of music.

## 69) Musicians Quarters

There are 8 single beds in this room, 4 against the west wall facing east, 4 on the east wall facing west. 4 of the beds have skeletons beneath the sheets. They are undead, but lie there peacefully unless disturbed.

**4 Skeletons** MV 30(12"); AC 13(7); HD 1; hp 3,3,3,2; Atk 1-6; SD Undead immunities, half damage from piercing/slashing weapons; AL N

## 70) Rehearsal Room

When the magic wave struck, the musicians who were playing in the room were spared, but their instruments were not. They were transformed and conjoined into monsters, who then quickly dispatched the musicians.

Inside is a dreaded Tubamaphore, an amalgamation of musical instruments that has the body of a tuba and trumpets and horns for legs. The opening of the Tuba has very large, very sharp teeth.

**Tubamaphore** MV 20(9); AC16(4); HD 4; hp 25; Atk 2-12 (Bite); SA Deafening blast (Saving throw or be stunned for one round) SD Takes half damage from slashing weapons, no damage from piercing; AL NE

## 71) Amphitheater

Four rows of chairs face a stage in the southern portion of the room.

Clarinaughts are vaguely scorpion looking creatures. The central body is made up of clarinets fused together. Its limbs are made up of flutes with oboe pincers, and has a large saxophone as a tail, from which it can shoot sharpened reeds up to 30 feet.

**2 Clarinaughts** MV 30(12"); AC 14(6); HD 2; hp 14, 10; Atk 1-4 (claw)/1-4(claw) or 1-6 (tail shot); AL NE

## 72) Storage Room

This has become the lair of the Drumaflumph, a floating drum creature. It appears to be a short, military style drum with eyes protruding from a pair of mallets in front, and a longer mallet that serves as a tail.

The Drumaflumph is friendly, but cannot communicate except by banging the top of itself with its mallet tail.

**Drumaflumph** MV 30(12"); AC 15(5); HD 2; hp 10; Atk 1-4 (tail); AL LG

## 73) Dressing Room

Along the walls are closets, full of moldy and rotten clothing, shirts and dresses and plants. There are also several drawers containing similarly ruined undergarments, with one exception, a pair of tight fitting men's shorts, which appear to be brand new, clean, and radiate (alteration) magic.

These are *Shorts of the Castrato*. If worn by a male, the shorts contract and he immediately loses his genitals and gains a much higher voice. Thankfully, this is reversible, they reappear when removed.

## 74) Reception Area

Along the walls of the room are a series of couches and tables. On each table is an empty bottle of champagne.

## 75) Biology Lab Room

In the south and east wall is a sturdy rectangular table with straps. On the west wall is a chalkboard and a small end table.

Strapped to the table is a living monstrosity, what appears to be a large, monstrous humanoid with the head of a bull (a minotaur), but misshapen, almost melted in places and with gaping holes in its flesh that do not bleed. It gibbers incoherently.

**Revivified Minotaur** SZ L; MV 20(6"); AC 14(6); HD 6; hp 25; Atk 1-6 (bite); AL CE

As it is strapped very securely to the table, it can be killed with a coup de grace attack. However, if the party releases it, it attacks immediately, trying to devour anyone it can.

On the floor is a tattered notebook, with only a few legible fragments:

*"Reducing to the essential salts has proved simple enough, except that in many cases the source material was incomplete. The resulting revivification can prove to be...unpleasant."*

*"The revivified creatures are neither undead, nor truly alive. Holy water has no effect on them, but neither do they need to eat or breathe. And yet, despite this lack of need, they have a powerful hunger for flesh and blood, but only that of living creatures. They will not eat each other."*

*"Revivified female subjects can not bear offspring, but a revivified male can father them."*

## 76) Guard Room

The door to the west is exceptionally sturdy, a steel door with a foot square glasssteel window about 5 ½ feet from the bottom.

## 77) Stairs Down

An overpowering fetid odor assails the noses of the characters. The stairs lead to the second level of the dungeon, which will be detailed in *The Charnel Pits of Reynaldo Lazendry* the second module in the series.

You can either wait for that (perhaps by saying the smell is too bad for the characters and must dissipate first) or make your own. Basically it's full of monsters that have been brought back from the dead either through re-vivification or re-animation.

## Continuing/Concluding the Adventure

Reynaldo's dungeon has three levels – the craft cellar (1<sup>st</sup> level), the charnel pits (2<sup>nd</sup> level), the flesh vats (3<sup>rd</sup> level) and maybe a fourth if I feel ambitious, though in my game, three levels were enough before my players wanted to move on.

Once the dungeon is cleared, though, a number of possibilities might happen.

Firstly, the PCs might decide to make it the basis of their own stronghold. It's comfortable, but in a settled country and so they wouldn't be able to actually rule without having the national army of Asclia show up eventually.

Secondly, the PCs might sell the dungeon site to the nation of Asclia, which is then used as the basis of a university. The library, the plans, the workshops would all be invaluable, and the muses would form a core of professors. And thus is born the famous Cowford College.

This is what happened in my game, and the PCs might also be given jobs by the university.

I have also included an area map with a few other adventure sites located. The names are generic enough that more than one published module could be located there.

## Design Notes:

I originally created this adventure to start a new campaign. I used one of Tim Hartin's royalty free maps from his website but made a number of changes, so I had to re-draw it. His looks much nicer and I wish I could have afforded to commission him to do it, but my modules barely pay for stock art, so that's not feasible.

It's meant to be a fairly easy adventure, with a lot of exploration and examining things as opposed to just combat, though it has a fair amount of combat.

## New Magic Items

### Armor Enamel

This can of glossy paint radiates a slight aura. When applied to armor, it imbues it with magical protection. If applied to magical armor, the bonuses are cumulative, but only to a maximum of +5. Only one color may be applied to a magical armor at one time, and there is no reduction in the weight of the armor, unlike with regular magical armor. Painted armor is immune from rusting, including that from rust monsters.

A large can (found 10% of the time) of magic enamel contains one color of enamel, enough to cover 1-3 suits of armor, while a small can contains only enough to cover one. Alternately, 2 shields may be coated instead of one suit of armor.

d100	Color	Effect on Armor	XP Value	GP Value
01-20	Blue	+1 AC, Electricity Resistance	2,000	10,000
21-40	Green	+1 AC, Poison Gas Resistance	2,000	10,000
41-60	Red	+2 AC, Fire Resistance	2,500	12,500
61-80	Black	+2 AC, Acid Resistance	2,500	12,500
81-94	White	+2 AC, Cold Resistance	2,500	12,500
95-96	Purple	+3 AC, Protection from Good	4,000	20,000
97-98	Pink	+3 AC, Protection from Evil	4,000	20,000
99	Jet	+4 AC, Protection from Good 10' radius	5,000	25,000
00	Silver	+4 AC, Protection from Evil 10' radius	5,000	25,000

The first five types are made using powdered dragon scales (among other things). The remaining four are made from the blood of good or evil outsiders.

### Canvas of Copying

Placed over a painting, saying the command word will transfer the painting to the canvas. The canvas can then be placed against an object, the command word spoken, and the picture on the canvas will be transfer to the object.

XP Value: n/a    Sale Value: 1,000 gp

### Cleaver of Sharpness

Although primarily used in a kitchen, the cleaver of sharpness can be wielded as a weapon, using the stats for a hand axe with a magic bonus of +1. Furthermore, its blade is extremely sharp, able to sever an opponent's hand if a 20 is rolled on an attack roll. Although its bonus is only +1, it can affect creatures only hit by +3 weapons.

XP Value: 2,000 xp    Sale Value: 10,000 gp

### Coin World

Coin worlds are artifacts created by gods (usually lesser ones) to ensure they have a continuing base of worshipers. Each is a small, self contained world similar in environment to the creator's home region.

The size and number of inhabitants of the world depends on how much power the creator invested it with. Lesser ones are only a few miles in diameter, and have only a few hundred people, while those created by greater gods and goddesses can be thousands of miles across with millions of inhabitants.

In many respects, these worlds are like pocket planes, except the only access to the world is through the coin itself. Planar travel is impossible, as only the prime material plane is touched, and the only divine magic that works inside the coin world is that of the creator's. (Arcane magic does work, as do most magic items).

To enter a coin, a person just simply looks at the coin and visualize being there. To leave the coin, the person must find the entry point (usually set inside a temple) and visualize being outside. In either case, the person only enters or exits with what they are carrying directly on their person (clothing, armor, weapons, and a backpack or satchel weighing no more than 50 lbs).

XP Value: n/a    Sale Value: ?

### Garb of the Charlatan

This appears to be a somewhat risque and/or outlandish outfit worn by stage magicians, their assistants, or circus ringmasters, including a top hat. The exact nature of the outfit (including headware) changes to fit the situation and/or wearer, but it always appears to be in immaculate, spotless condition.

When worn by a thief (or similar classes) or an illusionist (but not magic-user), it provides a base

armor class equivalent to that of chain mail (15 or 5 in most systems). It also provides a +1 bonus to all saving throws, and a +10% (or equivalent) bonus when the wearer uses a thief skill other than climbing.

XP Value: 6,000 xp   Sale Value: 30,000 gp

### **Gauntlets of Fencing**

Very similar to *Gauntlets of Thievery*, *Gauntlets of Fencing* give the wearer (those that are allowed to use swords) the benefit of double weapon specialization with a sword, that is +3 to hit and +3 damage. If the wearer already has double weapon specialization, they gain no additional bonus.

XP Value: 1,000 xp   Sale Value: 5,000 gp

### **Hat of Endless Rabbits**

This is a small black hat. When reached into, the holder can produce a live rabbit, summoned from an outer plane. If he places it back into the hat, it returns, otherwise, it simply hops off.

The owner of this hat will be subject to periodic (twice at year at least) visits from a celestial bunny inspector, a planetar, who will demand to know the whereabouts of each rabbit produced from the hat. The owner will be subject to a fine of 5 gp for each rabbit he cannot account for.

XP Value: 200   Sale Value: 1,000 gp

### **Palette of Everflowing Paint**

This appears to be a standard artist's palette, except the user does not need to apply paint. There are small piles of each color of the rainbow, and as the artist moves it away from the pile, more appears.

Some speculate that the paint comes from the elemental plane of paint, while others say that notion is ridiculous, there is no such place.

XP Value:   -   Sale Value: 200 gp

### **Portable Pond**

*Portable ponds* are virtually identical to the standard *portable hole*, except their extradimensional space is adjacent to the Elemental Plane of Water, which has allowed water from that plane to seep in.

In essence, it still works as a portable hole, but anything placed in it will get soaking wet. The water may be removed (there are 2110 gallons in the pond) but it refills at the rate of one gallon per hour. The water is also oxygenated, so water breathing creatures may stay there without suffocating.

### **Shorts of the Castrato**

These appear to be a pair of very clean and very tight fitting men's undergarments,

When worn by a male, his genitals disappear and his voice becomes unnaturally high. This also produces an unearthly sounding singing voice, and if worn by a bard, his spells are cast as if he were one level higher, and his charming percentage is improved by 10%. Similarly, if using an OSR game with skills, the wearer's singing ability improves by 10% or +2 (if d20 based).

XP Value: 500   Sale Value: 2,500 gp

# New Monsters

## Clockwork Soldier

Size: Medium (6')  
Move: 30 (12")  
Armor Class: 15 (5)  
Hit Dice: 12 hit points (2 HD)  
Attacks: 1  
Damage: 1-8 (By weapon)  
Special Attacks: None  
Special Defense: Immune to cold  
Magic Resistance: Immune to mind affecting spells  
Treasure: 50 gp gem as heart  
Alignment: Neutral  
Intelligence: Non  
XP: 50

Clockwork soldiers are vaguely human shaped masses of gears and metal rods, constructed by wizards and other magical engineers.

They are typically armed with pole-arms.

## Clockwork Supervisor

Size: Medium (6')  
Move: 30 (12")  
Armor Class: 16 (4)  
Hit Dice: 18 hit points (3 HD)  
Attacks: 2  
Damage: 1-6 (Slam)  
Special Attacks: None  
Special Defense: Immune to cold  
Magic Resistance: Immune to mind affecting spells  
Treasure: 100 gp gem as heart  
Alignment: Neutral  
Intelligence: Non  
XP: 100

Clockwork supervisors look less human than clockwork soldiers, having four arms and three legs. 2 of the arms are smaller and used to repair work, while the other two can be used to attack.

## Appendix - Cowford Village

Cowford is meant to be a home base for the adventure and is largely what you would expect from its name, a small rural village located near a ford in a small river.

It is located in the western wilds of an English-like kingdom called Asclia. Although there is a small keep with a garrison, it's a largely a peaceful and uneventful place, the keep somewhat falling apart.

Much like the kingdom, Cowford is mostly human with a sizable number of half-elves and half-orcs, as well as a smattering of dwarves, halflings, and gnomes. Pure elves are fairly rare, as are civilized orcs and ogres, though not unheard of.

### Notable People & Places

#### 1) Cowford Keep



Dame Loryn Greyward is the local government, appointed to be the reeve of this area as well as the captain of the garrison. Although a competent officer and warrior, she has no interest in politics and thus lacks any patrons in the nobility and doesn't get the best postings. Still, she suspects she must have offended someone to get assigned here at Cowford three years ago.

**Dame Greyward** 5th Level Human Fighter, MV 30(12"); AC 20(0); HD 5; hp 40; Atk 1-8+2; AL LG; S16 I13 W11 D12 C16 C14; +1 Plate, +1 Shield, +1 Longsword

Sporadically (perhaps twice a week), a squad of either Dame Greyward or Sergeant Drex, a corporal, and 5 privates patrol through the neighboring wilderness on horseback, often accompanied by half

a dozen local militia members.

Besides Dame Greyward, there are 13 troops:

**Sergeant Wil Drex**, Human Male 3rd Level Fighter S15 I10 W14 D12 C14 C12, hp 20, LG (Black hair, short beard)

**Corporal Geron Hayfold**, Half-Elf Male 2nd Level Fighter S13 I11 W10 D14 C15 C13, hp 14, LG (Brown hair)

**Corporal Thalia Oaklake**, Human Female 2nd Level Fighter S14 I11 W13 D14 C14 C11, hp 14, NG (Curly brown hair)

**Private Litia Silverfist**, Dwarf Female 1st Level Fighter S17 I14 W7 D12 C17 C15, hp 11, NG (Curly blonde hair)

**Private Sitara Oakhurst**, Half-Orc Female 1st Level Fighter S13 I10 W9 D13 C17 C8, hp 10, N (Curly red hair)

**Private Huarn Greywater**, Half-Elf Male 1st Level Fighter S17 I6 W12 D11 C12 C10, hp 6, N (Bald)

**Private Feguron "Fergie" Cartwright**, Half-Orc Female 1st Level Fighter S13 I9 W8 D12 C19 C8, hp 13, NG (Braided blonde hair)

**Private Rhudd Marshseed**, Human Male 1st Level Fighter, S18(71)I7 W10 D14 C12 C13, hp 9, CG (Red hair)

**Private Hayden Greenhurst**, Human Male 1st Level Fighter, S10 I7 W10 D14 C15 C6, hp 7, N (Black hair, beard)

**Private Dahol Hanvak**, Human Male 1st Level Fighter, S17 I14 W6 D12 C17 C13, hp 11, NG (Long red hair and beard)

**Private Borga Ilchoar**, Human Male 1st Level Fighter, S16 I14 W10 D13 C16 C13, hp 10, N (Black hair, short beard)

**Private Dunstan Woodthorn**, Human Male 1st Level Fighter, S16 I14 W6 D15 C10 C13, hp 6, LN (Brown hair)

**Private Yas Glenderil**, Gnome Male 1st Level Fighter/Illusionist, S17 I16 W7 D18 C13 C11, hp 6, CG (Brown hair and sideburns)

All are equipped with chainmail, shield, long sword, dagger, and either a long bow or heavy crossbow, depending on their height, along with 24 arrows or bolts. Litia also has a battle axe and Yas carries a short sword.

Off-duty, the soldiers generally fraternize along alignment lines. Litia Silverfirst and "Fergie" Cartwright are good friends, despite their races, and can often be found drinking with Dahol Hanvak at the Sullen Cow. Rhudd Marshseed and Yas Glenderil are similarly almost inseparable, often getting into trouble in town.

#### 2) Cowford Keep Fairgrounds

The area enclosed between the (broken) outer wall and the wall of the keep is used as a field for festivals and other events.



### 3) The Sunken Bull (Sign of a confused looking bull in the middle of a river, water up to its chest)

The Sunken Bull is the largest building in Cowford, an inn and tavern. It is owned by Bella Oakwright, who inherited it from her parents.



Bella appears to be a woman in her late 20s or 30 at most, yet in reality she is in her mid 50s. A decade ago, a chapman (essentially a traveling salesman who visits rural villages) sold her a large bottle he claimed to be a potion of youth. Her husband, Norval, was apoplectic as it cost their entire life savings and was sure she was duped. In the course of the ensuing argument, she drank the entire bottle. It turns out the chapman was telling the truth, and as a result of ingesting several doses, she lost 25 or so years. This infuriated her husband even further, and the end result was her breaking the empty bottle over his head and subsequently getting divorced.

Having gained a new lease on life, Bella feels like a new woman. Where she used to be somewhat glum and not a bit shrewish, she is now cheerful and outgoing, often flirting with attractive young men who stop by.

Bella's youngest daughter, Lila, 20 works here. She doesn't really remember her mother being old, so she does not find her mother's behavior so shocking.

Most of the day to day operations of the inn are actually run by a young man in his 20s named Torio Acepe, who often finds himself exasperated by Bella's inattention to the business, leaving him to do most of the work (for which he is not really paid for). He frequently thinks about leaving, but is fond of Lila.

The bouncer is a very muscular (and attractive) female dwarf named Allene (just Allene). She is soft spoken letting her muscles do her talking.

**Allene**, 1st Level Dwarf Fighter, S18(50) I8 W12 D16 C19 C16, hp 14, LG (Braided brown hair).

**Bella Oakwright**, 0 Level Human, S11 I11 W8 D10 C16 C16 hp3, AL NG (Blonde hair)

**Lila Oakwright**, 0 Level Human, S8 I12 W11 D13 C13 C15, hp 4, AL LG (Blonde hair)

**Torio Acepe**, 0 Level Human, S14 I12 W13 D10 C11 C11, hp 5, AL NG (Dark curly hair)

### 4) The Sullen Cow (Sign of a cow's head with a gloomy expression on its face and wearing lipstick)



Run by the 60 year old Norval Oakwright, Bella's ex-husband (she kept his last name). Unbeknownst to Bella, Norval had been squirreling away part of the profits from The Sunken Bull, ostensibly for retirement. When she threw him out, he used the money to start a rival business on the other side of the river (only just a tavern instead of inn and tavern), naming it The Sullen Cow. While most assume it's an insult aimed at his ex-wife, he insists he named it after a neighbor's cow.

Although inferior in every way to The Sunken Bull, the Sullen Cow does a decent business from people who can't be bothered to cross the ford (which involves either getting wet or taking a boat). In particular, the local garrison from Cowford Keep are regulars.

Norval often has a "Ladies Night" where women drink for free. Much to his dismay, this usually only attracts the half-orc and dwarven women from the garrison, who can drink quite a bit (and do).

Norval and Bella's two eldest daughters work here (Ivy 35 and Daisy 33), who were piqued that their mother now looked younger than they do, and on more than one occasion, stole their boyfriend. Now both have their sights set on Father Charek and can often be found working at the church when they aren't working in the inn.

**Norval Oakwright**, 0 Level Human, S14 I7 W6 D10 C17 C10 hp6, AL N (Shaggy grey hair and beard)

**Ivy Oakwright**, 0 Level Human, S6 I9 W11 D13 C12 C14, hp 3, AL N

**Daisy Oakwright**, 0 Level Human, S11 I12 W9 D11 C14 C15, hp 3, AL N

## 5) Carpenter

Amalia Blackhammer, a female half-orc, handles almost any carpentry job, large or small, along with her younger brother, Jago, who serves as her apprentice.

She is tall and muscular, with long braided red hair and bright blue eyes, her facial features favoring her father.

Jago has a similar build, but has dark hair and eyes, his mother's heritage more dominant. He is also something of locksmith, among other things.

**Amalia Blackhammer**, 0-Level Half-Orc, S15 I13 W10 D15 C17 C12; hp 6; AL LG

**Jago Blackhammer** 1<sup>st</sup> Level Half-Orc Thief, S16 I14 W7 D16 C16 C8; hp 8; AL N

## 6) Potter

Ermin and Leola Sandhurst are a couple in their late middle age who many take to be brother and sister at first glance, but are actually married. Their teen-aged daughter Euphrasia, a self proclaimed "witch" helps out in their store. She is actually not their biological daughter, but a changeling that a hag swapped with their real child.

**Ermin/Leola Sandhurst** 0-Level Human, S10 I10 W10 D13 C11 C10; hp 2; AL LG (grey hair)

**Euphrasia Sandhurst** Changeling, S7 I13 W14 D15 C16 C15; hp 6; SA Can cast 2 magic-user cantrips per day; AL N (Wild black hair, long nails)

Euphrasia also tells fortunes. She doesn't charge anything (but will accept tips).



## 7) Dugan & Son Brewer

Dugan is a middle aged dwarf, who along with his son, also named Dugan, makes beer and other fermented beverages.

Big Dugan (as the father is called) has been in the village for almost 50 years, while his son, Little Dugan, is a more recent arrival, appearing one day five years ago.

**Big Dugan** (father) 0-Level Dwarf, S18(20) I14 W12 D10 C17 C10, hp 6, NG (Shaggy brown hair and long beard)

**Little Dugan** (son) 0-Level Dwarf, S16 I17 W11 D16 C16 C12, hp 3, NG (Shaggy brown hair, short beard)

## 8) Herbalist & Apothecary

Unwin Goldendore is an elderly human male. He is somewhat creepy (and tends to drool), but is quite knowledgeable about plants and herbs and can make all sorts of useful concoctions.

**Unwin Goldendore**, 0 Level Human, S6 I14 W10 D12 C10 C6, hp3 (Long grey hair, clean shaven).

## 9) Boatmaker

Elnora Blackhammer, Amalia's twin sister, works here making small boats. Jago also helps out here when Elnora needs further assistance.

Elnora looks identical to her sister, to the point where most people can't tell them apart.

**Amalia Blackhammer**, 0-Level Half-Orc S15 I13 W10 D15 C17 C12; hp 6; AL LG

## 10) Brother Yei Kao



From a distant, Chinese like land (Shan), Brother Yei settled down in Cowford after years of wandering the world, because of the name of the village. While he often proclaims it was fate, in reality he was just tired of wandering and was amused by the similarity of the name to his own (he loves puns).

Originally he worked as a farmer, but in large part due to his martial arts ability and his insight, he was appointed constable.

**Brother Kao** 5th Level Half-Elf Monk, MV40(15"); AC 16(4); HD 6; hp 32; Atk 2-7 (fist); AL LG; S15 I12 W15 D17 C16 C14

## 11) Atenne (Dwarven Baker)

Atenne is young (for a Dwarf) and speaks with a pronounced Alesian (French) accent. She is tall for a dwarf (nearly 5') and very buxom, with curly blonde hair down to her shoulders. She is very friendly, even flirtatious, but doesn't particularly like other dwarves, rather human men (the taller, the better). She has lived in the village for almost 15 years.

In fact, she is not from Alesia (she doesn't even speak the language), but simply pretends to be. She fled from an arranged marriage 30 years ago.

## 12) Stables

The stables are run by members of the Foxglove family, whose farm is nearby. Town members can leave their mounts here at no charge, but will be expected to contribute something occasionally for feed.

## 13) Foxglove Family Farm

Although there are many farms in the area, there is only one farm actually in the village itself, belonging to the Foxglove family, one of the original inhabitants of the area.

## 14) Sven (Blacksmith & Farrier)

Sven (he never mentions his last name) is a Vhalen (a Viking like culture) who settled in Cowford about ten years ago. He rarely speaks about his past, save that he served in the Asclian army. He has an accent that grows thicker when he drinks, which isn't often. Although large, he is clean shaven and has short blond hair to go with his blue eyes.

**Sven**, 3<sup>rd</sup> Level Human Fighter S17 I10 W12 D11 C15 C12 hp 25

Swen was a talented swordsmith in his homeland, but now only makes the occasional sword to keep in practice. He married about 8 years ago and has a young daughter who occasionally helps him at work.

## 15) Applebush's General Store

This store has been in the Applebush family of halflings for literally as long as the town has existed, three hundred years. It is currently run by Holly & Delbert, a married couple in their mid 50s, and their four children – Lily (25), Samdin (22), Hyacinth (17), and Jasmine (15).

Lily has recently caused something of a minor scandal by marrying a human, Jon Foxglove, one of the many Foxgloves from the Foxglove Family Farm (12)

If asked about their family name, they mention the founder of the family (Drufus), who when caught stealing from an orchard, said he found the apples he was carrying in a bush.

The store has an exceptionally large basement that has been burrowed through the years. As such, the store offers just about any sort of equipment the PCs might wish, though it might take a while for one of the Applebushes to find it.

## 16) Applebush Residence

The Applebush family resides here.

They generally have two rooms they are willing to rent to boarders.

## 17) Chapel of Belisama



The patron goddess of Asclia, and thus Cowford, is Belisama, a goddess of wisdom, just war, civilization, and so forth (basically Athena or Minerva, possibly an aspect of that goddess or perhaps a cousin. The patron god of Asclia is Belenus, her brother and basically Apollo).

Father Charek is a man in his 40s. He spent the better part of his youth fighting in wars, and so when it came for him to head a church, he requested a nice, peaceful place. He has renounced all violence save in self-defense. He still habitually wears his armor, +2 chain mail.

**Father Charek**, 5th Level Human Cleric, MV 30(12"); AC 17(3); HD 5; hp 34; Atk 2-7+2; AL LG; S15 I10 W16 D10 C16 C16; +2 Chainmail, +1 Mace.

There are also 2-3 acolytes, 1st level clerics. It's not uncommon for one of these to accompany the bi-weekly patrol, though Father Charek never does.

The church has several scrolls (beyond what Father Charek can cast) on hand for use in emergencies, including *Raise Dead*, *Remove Curse*, and even *Restoration*. The price is free for villagers, nominal for non-resident worshipers of Belisima, and standard prices for non-worshipers of good or neutral alignment. Evil characters will be treated according to Father Charek's discretion, and always with a promise to change their ways.

## 18) Grimman's Used Goods

Everdene Grimman appears to be an elderly man. He has been in Cowford for as long as anyone can remember, and in truth, he has been there for as long as it has existed. If anyone asks how he has lived such a long life, he just shrugs and says he has an elf ancestor.

In truth, what he is is a mystery. He could be telling the truth (or simply be a disguised elf himself), he could be a cultist of some kind, a magician, a lich, a retired mercantile (extradimensional merchant), a simulacrum of Reynaldo Lazendry, a robot, or anything, really, including Reynaldo Lazendry himself.

He essentially runs a pawn shop. He buys and sells just about any sort of item of value. Other than gems and jewelry, for which he plays full price, he buys things at 30% of their value and sells them at 100%, though maybe go as low as 80%.

## 19) Fishmonger

Three fishermen bring their daily catch to be sold here: Delbert Greenwater, Delbert Greybank, and Larkin Ashlake. Usually two are out working while a third acts as vendor.

**Delbert Greenwater** 0-Level Human, S17 I9 W12 D13 C17 C10, hp 5, NG (Dirty blond hair)

**Delbert Greybank** 0-Level Human, S16 I10 W11 D11 C16 C12, hp 4, NG (Oily black hair)

**Larkin Ashlake** 0-Level Human, S13 I13 W11 D15 C14 C13, hp 4, NG (Brown hair, stubble)

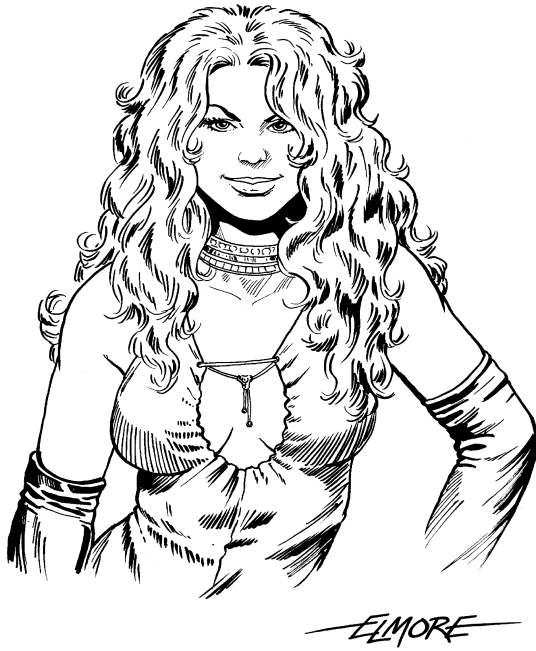
There is quite a bit of confusion (and a running joke) about the two Delberts being mixed up.

## 20) Telia

Mauger was a moderately powerful magic-user who retired to this area after something of a life of disappointment. About 10 years ago, his daughter Telia showed up to live with him. Mauger died three years ago at the age of 85, leaving his house and possessions to his daughter, Telia, who was also his apprentice.

**Telia** 3rd level Human Magic-user, S5 I13 W13 D10 C7 C15 hp 5

Telia is not Mauger's actual biological daughter, but a simulacrum of her. The real one was estranged with her father, so in his loneliness, Mauger recreated her. The real Telia lives far away and is 60 years old.



This Telia appears to be about 25, is slim, about 5'4", and has unkempt brown hair falling well past her shoulders and surprisingly glistening brown eyes. She is somewhat languid in nature, lacking drive, but is very friendly, being very lonely since her father died. She is unaware of her true nature, but has suspicions she tries not to think about. She almost always wears long gloves and stockings for fear of getting a cut or scrape (which she knows cannot heal on her own, but rationalizes away).

Her father left her few magic items of value (or for that matter, much in the way of coin), but did leave a large collection of scrolls which she will use at standard prices.

## Notable Local Families

Most of the population doesn't live within the village proper, but out on outlying farms.

### Blackhammer Family

Some thirty-five years ago, a young orcish woman came fleeing into town, warning of an impending attack by a raiding party of orcs. The town reeve at the time heeded her warning and thus the raid was beaten off with little damage.

In gratitude, the village encouraged the young woman, Firag, to stay, and she did. Not long afterwards, she married the local carpenter, Alberic Blackhammer

They had two daughters, twins, as well as a son, Jago.

### Bluerose Family

The wealthiest family in the area, the Blueroses have been in Cowford since the beginning, owning several large farms..

Bascom is the patriarch of the family, and elderly man in his 60s who likes to dress in all white clothing, including a large hat. Hobart and Fletcher are his middle aged sons, both of whom are married and have a host of children.

Ermalinde is one of these children, being a sharp faced and voiced woman in her 20s. She can often be found in the village lecturing people incessantly about how they should act better, including drunken customers who leave the tavern or inn (she is banned from both the Sullen Cow and Sunken Bull).

### Foxglove Family

One of the oldest families in the area, the family is currently headed by Royden Foxglove, who along with his wife Honora, have several children, many like Jon Foxglove, who have reached adulthood.

Royden's younger brother, Phineas, became an adventurer (a Bard) and occasionally visits the family home.

Other prominent families include the Greyhouse, the Hayberry, the Leafbriar, the Stoutfold, Cartfell, Lilycutter, and the Finchstone.

## Town Gossip

Little Dugan is actually a Dwarven Prince.

Atenne is really a Dwarven Princess.

Brother Kao is really a Dwarven Prince in disguise. (Not long ago a traveling theatrical troupe did the play, *My Kingdom for a Dwarf*, a comedy revolving around the lost heirs

Telia has some sort of disease which makes her cover up her arms and legs.

Ivy & Daisy Oakwright sell more than just drinks at The Sullen Cow. (with an added "Wink wink, nudge nudge." if related by a male informant).

Ermin Sandhurst isn't Euphrasia's real father, her mother Leola had an affair with a traveler.

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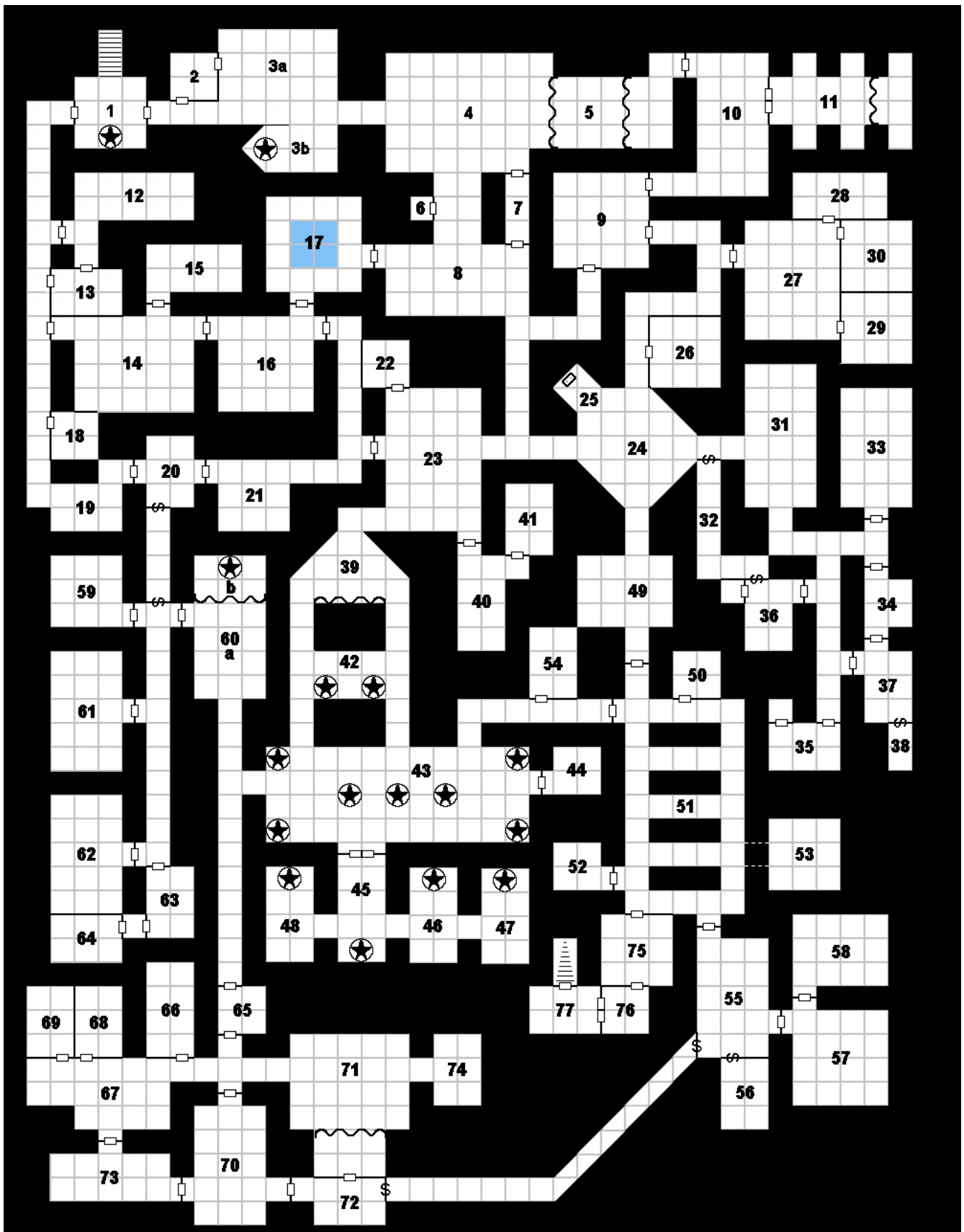
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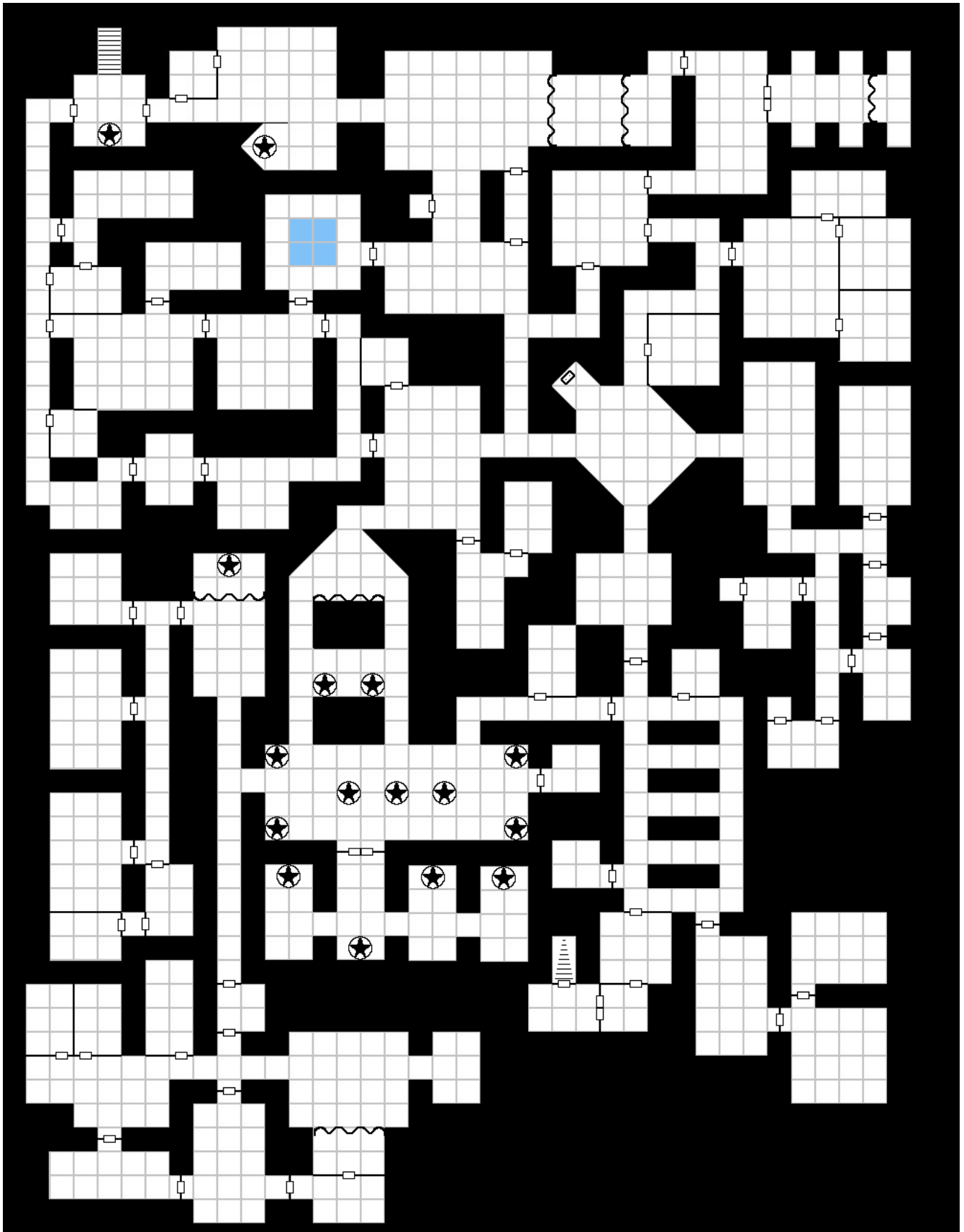
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GM's Map



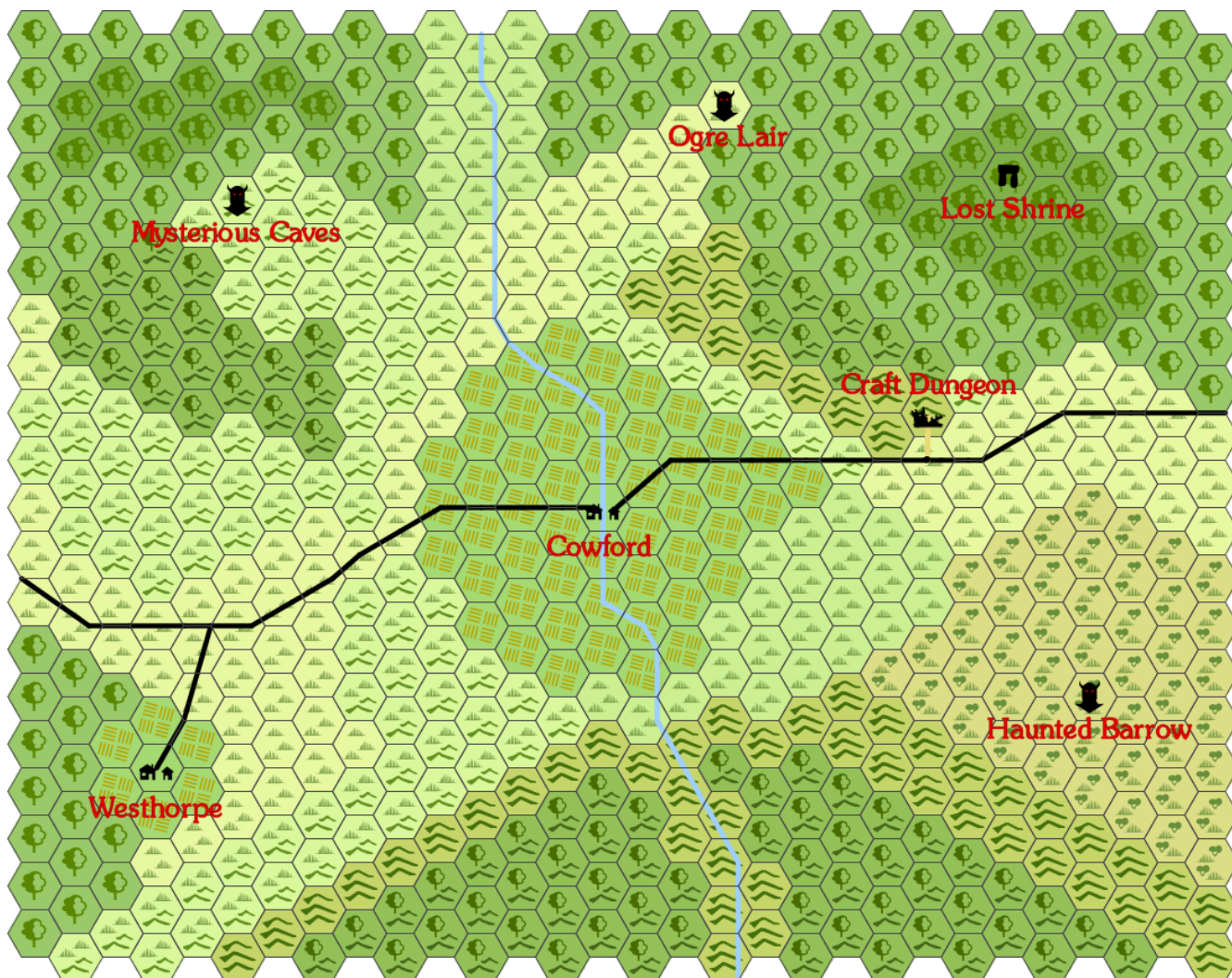
Player's Map



- 1) Cowford Keep
- 2) Cowford Keep Fairgrounds
- 3) The Sunken Bull (Inn & Tavern)
- 4) The Sullen Cow (Tavern)
- 5) Carpenter
- 6) Potter
- 7) Brewer
- 8) Herbalist
- 9) Boatmaker & Cartwright
- 10) Constable

- 11) Atenne's Bakery
- 12) Stables
- 13) Foxglove Family Farm
- 14) Blacksmith & Farrier
- 15) Applebush's General Store
- 16) Applebush House
- 17) Chapel of Belisima (Father Charek)
- 18) Grimman's Used Goods
- 19) Fishmonger
- 20) Telia the Magic-User





One Hex = 1 Mile