

RL1

For
ADVANCED D&D®
GAMES

Adventure Module RL1 **The Ravages of the Mind**

by Len Lakofka

AN ADVENTURE FOR CHARACTER LEVELS 3-5



If you're a fan of L1 to L5, you know what to expect from Lenard Lakofka. Having ran a campaign in Ratic, Lenard put together this adventure, centered around the industrious town of Layakeel. It was played at CafCon in 2019 and the prerolled characters used are in the appendix... and the town!

The Ravages of the Mind is an adventure written using AD&D 1E and 2E rules, for eight characters, of 3rd through 5th level. It is set in the World of Greyhawk, in the country of Ratic, in the Common Year 576, Planting, Day 1, however, as with all adventures, you can easily adapt this to your own campaign world.

Contents

Credits	3
Introduction.....	4
A Brief History of Ratik	5
Starting the Adventure	5
Layakeel, North Ratik Coast	7
Background to Layakeel	7
The Fortress	8
Harbor District	16
Farmer and Hunter District	21
Merchant, Dock and Fishermen District	29
Home District: commonly called “The Oval”	41
Market Triangle	57
The Whisperleaf Woods.....	62
Wood Elves	62
Protectors and allies in the Woods	67
Timbercross.....	68
Timbercross Maps	68
First Floor	68
Second Floor	69
Third Floor	71
Fourth Floor	71
Denizens of Timbercross	71
Adventure: The Ravages of the Mind	74
Background	74
Travelling to the Chapel of Llerg	76
The Clearing	76
The Chapel Grounds	83
The Lesser Clergy Dormitory	86
The Mess Hall	88
The Barn	89
The Stone Buildings	90
Upper Clergy Housing	91
The High Priest’s Quarters, Rooms 36, 37, and 38	92
The Chapel of Llerg	95
The Lower Rooms	98

Epilogue	100
Appendix 1: Ravages of the Mind Timeline	100
Appendix 2: Calendar	102
Days of the Week	102
Months and Seasons	102
Weather	103
Appendix 3: Geography and Ecology	104
Appendix 4: Money and Treasure	104
Coin	104
Gems	105
Coins and Minor Magic Items	105
Magic Weapons	106
Appendix 5: New Monsters and Magic	106
Appendix 6: Character Features	107
Artisan Level (AL)	107
Armor Class	107
Spells	107
Level Titles	108
Mentors	108
Relationships	108
Appendix 7: The Ravages of the Mind Pre-Rolled	108
Appendix 8: Deities and Religions	110
Solonor Thelandira	110
Weejas	112
Kord	112
Llery	113
Appendix 9: The Knight Protectors	113
Appendix 10: Random Encounter Tables	113

Credits

Design: Lenard Lakafka

Maps: Anna Meyer, Lenard Lakafka

Editor: Josh Popp

Cover Art: Geoff Silver

Introduction

The Ravages of the Mind is an adventure written using AD&D 1E and 2E rules, for eight characters, of 3rd through 5th level. It is set in the World of Greyhawk, in the country of Ratik, in the Common Year 576, Planting, Day 1, however, as with all adventures, you can easily adapt this to your own campaign world.

There's an old path in the Timberway that was used by travelers heading to an old Chapel of Llerg. Years ago, the chapel was attacked, and while the defenders managed to kill many and then drive off the rest, in the aftermath the toll in lives had been heavy. Nearly abandoned, save for 1 broken cleric, evil has now found a new home. The players begin by being invited, while at the tavern, to a meeting in the Market Square, where they learn that what may have once been just a broken, old cleric, may now hold a darker story. The Knight Protectors' ask for help to investigate what is happening out at the old chapel.

The module was designed to run a couple hours at CafCon, however, with all the additional source material, you may decide to take things further.

Location: Darlene World of Greyhawk Map coordinates K2-7 (The Arch Barony of Ratik, East Edge of the Timberway), near the town of Layakeel, population: 307, on the coast.

Layakeel Regional Map



What's in this Module

This module includes detailed information on the town of Layakeel, as well as the waystation and inn, called Timbercross, which lies at the junction at the end of the east-west road out of Layakeel. There are

also sections detailing the wood elves of Whisperleaf and their allies, as well as random encounter tables for the Whisperleaf and the Timberway. Of course, there's the adventure itself and lastly a good number of appendices with information to add to your game, if you chose to use all the details.

While Timbercross itself doesn't come into play in this module, the party may end up there anyway, so it was included, just in case.

A Brief History of Ratik

In 122 CY, General Sir Pelgrave Ratik of Winetha was given the charge to create a buffer zone against the northern barbarians. Step after step, General Ratik made shrewd choices, from allying with the dwarves to sending back furs, gems, and precious metals taken from their victories and in trade with their new allies. Militarily, he was also setup to win. While the barbarians were well-equipped and numerous, they could not prevail against the tactically-superior general, his Knight Protectors, and their allies. In recognition, he was made a baron of the Great Kingdom around 130 CY, giving birth to the Barony of Ratik. After 356 CY, the rot inside of the Great Kingdom had resulted in Ratik gaining semi-independent status and also became an archbarony. Finally, by 563 CY, old enemies had become grudgingly respectful allies, and Ratik forged a Northern Alliance with the Frutzii against the humanoids that had so recently overran the Bone March.

Today, it's not uncommon in Ratik to see Suel barbarians, dwarves, gnomes, and Aerdi humans having a drink in a tavern while musing about what they think the winter will be like, this coming season. Refugees from the Bone March mingle with settled-down northern barbarians to trade for necessities as they both find their place in this relatively newer bastion of law and safety.

But there are always still threats. The Bone March humanoids become a bigger threat all the time, as hungry orcs and gnolls there run out of resources. Raker's humanoids experience the same and will come down from out of the Raker's to raid and pillage when they find an opportunity. From the shadows, North Province urges the humanoids to attack, as they dare not do it themselves. Herzog Grennell fears if he did attack Ratik directly, two things may happen: one, he might lose, and two, it would only push the Schnai faster into the Northern Alliance. The Sea Barons are also on the fence, but the barbarians are a problem for any kind of negotiations. Who would be left for the barbarians to raid if they're friends with everyone along the coast, they all wonder. Lastly, the Scarlet Brotherhood have been seen in Djekul, no doubt trying to woo their cold-weather, Suel.

Starting the Adventure

The adventure begins with an announcement at Gumbart's Tavern that there's a town meeting at noon the next day at The Market Triangle, in order to deal with the 2 recent kidnappings. This announcement can be repeated anywhere that's plausible, if there's a reason the characters or party might not be at the tavern. The tavern should have no shortage of talk about the victims and the party may come across Eldego, who knows quite a bit more. The adventure chapter has more details on that.

The party should have some time to do some shopping around Layakeel before heading out on the adventure. The next chapter on Layakeel contains an abundance of detail on the town, including who sells what. Because of the generally friendly disposition of the town, folks are always helpful enough if you ask if you need something, they can tell you who to go to. Answers might be less forthcoming if there's humanoids in the party (i.e. half-orcs), but town folk warm-up to anyone who is showing interest in helping return the kidnap victims.

Layakeel, North Ratic Coast

Background to Layakeel

Just up the coast from Marnar, lays Layakeel. The town boasts a population of 307 people, almost all human, but there are some gnomes, a few dwarves and a mixture of elves, part-elves plus some halflings. As with much of Ratic, Layakeel is a productive town, making food, ships, and a thriving cottage industry. The Knight Protectors diligently address any troubles that may arise, even though their numbers may be few. From the Fortress of the North, the Layakeel's Knight Commander is always preparing to deal with new threats and to find new champions.

DM Notes: If you plan to use this town for character generation, or as a way-stop, you may have to add more details before you present it to your players. 90% or so of this is done and there is a town map. Many NPCs are detailed here and their carried magic is listed here, however, there are no floor plans for any building. Figures usually do not have height/weight/eye color hair and age, however some key figures are given these attributes.

Some buildings have small barns or out-buildings not shown on the map, but will be mentioned in the text. The outhouses are not drawn, but almost every location either has one, or shares one. Inns and taverns usually have two outhouses. Some 2-story buildings have over-hanging garderobes. Never look up when next to a building with 2 or more stories!

You should read appendices 1 to 4. There are some subtleties, such as magic weapon stats, which are explained there. They give the essentials of:

The Calendar

Weather

Monetary Exchange Rate

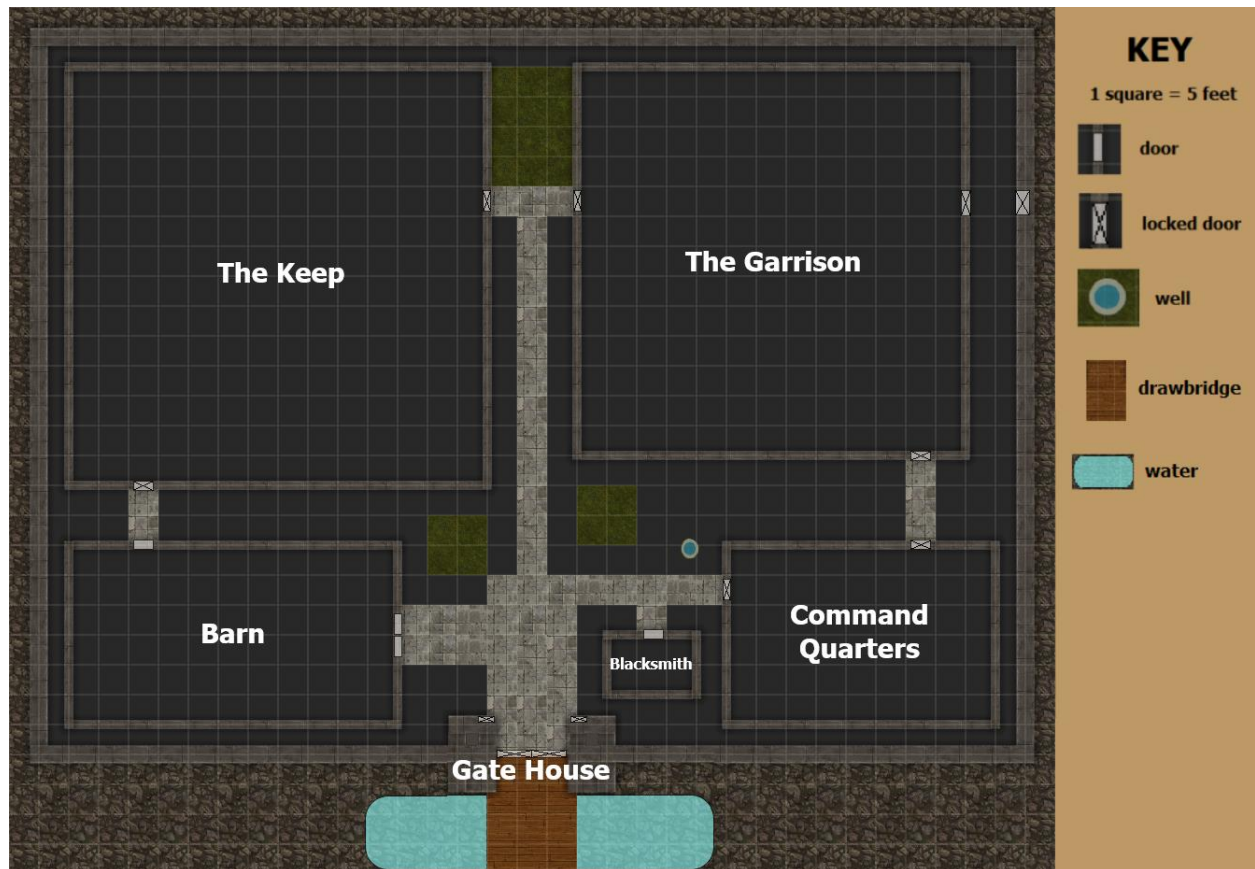
Artisan Levels (explained)

Magic Weapons (explained)

Town Statistics

Tabulation: fighters 167, clerics/druids 36, thieves 14, mages 9, zero 39, kids 32

The Fortress



1. The Fortress

The map of the fortress only lists buildings, not individual rooms.

The fortress has several buildings behind a 10 foot thick wall that is 25 feet tall. The walls have a walkway around them with ladders accessing that walkway in all four corners of the wall. The gate house also opens to the walkway in both directions. The outer walls are 165 feet x 120 feet.

The 10 foot thick wall has 80 large boulders (about 150 lbs. each) placed on the wall itself. The boulders are raised by one of two cranes located in the northwest and southeast corners. The boulders can be pushed off the wall onto would be attackers or ladder climbers. A hit will do 3d8+3 damage.

There is a gate house on the southern end of the keep; it rises to a height of 100 feet. The gate opens on the hour for exactly 7 minutes. It is a wide gate, allowing a large wagon to pass through, or two heavy war horses abreast of one another. There is a portcullis in addition to the gate. The portcullis is lowered at 10pm and remains closed until false dawn. The gates are made of large planks, reinforced with iron bars nailed horizontally.

At the top of the gate house there is a large fire pit for boiling pitch or oil. The boiling liquid can be moved to the edge of the wall and poured down on a target just in front of the portcullis. The liquid might do a partial hit, so a saving throw of 11 is allowed regardless of armor class. Magical armor, Rings of Protection, etc. add their plus(es) to the save. Dexterity does not apply. Damage is 4d8 for a direct hit or 2d8 for a partial hit. If the save is a natural 15 or better, the liquid does no damage. The oil will make the gate entrance slippery and the pitch will make it very sticky.

Finally, on top of the roof of the keep, there are three catapults. They can be turned a full 360 degrees but the rock fired (about 60 lbs.) will fall at least 150 feet from the outer walls of the fortress. A direct hit on a person or horse will do 6d4+4 damage. If a solid object, like a tower or battering ram is hit, it will take 1d20+5 points of structural damage. A typical battering ram can take 30 points before breaking. A tower will topple or be severely damaged after 40 points of structural damage.

All doors in the 3 main buildings (Keep, Garrison, and Command Quarters) have iron doors with excellent locks which are -6% to pick and are can be barred. The secret tunnels below The Fortress are accessed, at both ends, by secret doors.

The Keep

Also known as a donjon, this is the primary building where the Knight Commander and his family resides and conducts business. Many of the servants are found here, as well. It's a 3 story, stone building, plus a full basement. In the basement are secret tunnels to The Garrison and The Barn. Additionally, there are 2 other secret passages in the basement that lead out beyond The Fortress walls to the west and east, ending in hidden trap doors.

The Garrison

This is where the garrison resides. It's also a 3 story, stone building, plus a full basement and in the basement are secret tunnels leading to The Keep and The Command Quarters. There's a 3 foot wide plank on the roof that can be extended to the roof of The Keep. There are more details below in the section "The Garrison".

The Command Quarters

This refers to where leaders and advisors live who are neither rank and file members of the garrison, nor are they members of the Knight Commander's family. It is a 2 story, stone building with a crawlspace used for storage. There is a secret tunnel in the crawlspace which leads to The Garrison.

The Barn

The barn has some more details below, but it's where the cows, war horses, and kennels are. It's made of wood.

The Blacksmith

This building has 2 forges and a wide array of blacksmithing tools. It's made of stone and wood.

The Gate House

This is a large tower that spans the main entrance to the fortress with doors inside the keep, on both legs.

The Garrison

The Garrison contains Fighters and both Men and Women-at-Arms, as well as several Clerics, a couple Mages, and other advisors and minor clergy. There are a number of spouses, children and servants as well. There are several children and wives who are not members of any class.

The Garrison includes a second gate out of the fortress, on the east. The gate usually stays closed, sometimes for days at a time. The west gate is small allowing only a small cart to pass through or for a rider to go through only if the rider leans over in the saddle.

General Note: All troops in the fortress are good or neutral. This is checked annually on the first day of the month of Fireseek. No one escapes the test, not even the Knight Commander.

Members of the fortress garrison typically carry 2d4 GP, 8d6 SP and 4d4 CP for men-at-arms or veterans (1st level). 2nd level and 3rd level add 4d4 GP to their purses. 4th level and above may roll for 1-4 gems. (12% per level +6%). Then roll 1d10 per gem: 1-4 = 10 GPV, 5-6 = 25 GPV, 7 = 50 GPV, 8 = 100 GPV, 9 = 200 GPV and 10 = 500 GPV

Every one of the individuals, including the lesser fighters, can swim. All of the 3rd level and above figures can read and write. Anyone 2nd level and below have 5 times their Intelligence score to know how to read and write.

Treasury: There is a basement room with both a double lock (-4% to pick) and a Wizard Lock. A Magic Mouth is above the doorway that says aloud "Should you be here?" to anyone approaching within 5 feet of the door.

Inside are three large chests. Each chest is locked with a good lock (-4% to pick).

Chest One: Used for payroll and incidental amounts for commodities. This chest is trapped once or twice a week by Kessler or Garvin. Both have a key. At any time this chest will hold 4d8+150 GP, 3d6+200 SP, 6d6+200 CP and 4D 12+100 BP (a brass piece is ½ of a copper piece). There will be slips of parchment showing coins in and out.

Chest Two: This chest contains the key wealth of the Kessler Family and a trove for emergency use. Only Kessler has a key for the chest. It has two locks and is made of iron. It is bolted to the floor. Kessler's box is inside the chest: 34 PP, 712 GP, Gems: 8 x 100 GPV, 5 x 250 GPV, 3 x 500 GPV and 2 x 1000 GPV. There is a **Ring of Water Walking**, and a pair of **Gauntlets of Ogre Power (Str 18/00)**. The trove box contains:
307 GP, 340 SP, Gems: 4 x 100 GPV, 3 x 250 GPV, 1 x 1000 GPV.

Chest Three: Magical treasures that can be awarded or lent to others at the discretion of Kessler. He has the only key to this large chest. It is bolted to the floor and has a good lock (pick -4%). The chest has a poison needle trap (bypassed by inserting the correct key, otherwise it triggers. 85% chance to hit against a bare hand(s). A prick from the needle will do 5D10+12 points of damage (save vs poison for half) and cause the thief to fall into a coma (save vs poison (second roll)) that lasts for 2d4+1 days. If they save, the coma only lasts for 2d4+1 hours! Contents:

Long Sword +1, +1 Long Sword, +1 Broad Sword +1, +1 Short Sword +1 Detects Magic 10 foot radius, Shield +1, Chain +1, Leather +1, Bracers of Defense AC: 6, 4 x Potions of Extra Healing (3d8+3 curing can be taken in 3 swigs), 2 x Potions of Strength.

Command and Gentry

Kessler, Pathfinder, Knight Commander, Knight Protector, Most Honorable Sir, Magistrate, Lordship, and Sheriff, Illivara's husband, 48 years old, 6 foot 2 inches, 188 lbs., brown hair, hazel eyes, trim beard

Ranger Lv 8, S 17 I 16 W 16 D 12 Cn 13 Ch 17, HP: 52, GN, Phaulkon

Dancing (AL: 5 of 8), Sing (AL: 6 of 8), Lute (AL: 5 of 8)

Chain +2, Shield +2, Ring of Free Action, Ring of Warmth AC: 2/0/-2

+2 Long Sword +2, +2 Long Bow, 4 x Throwing Daggers

Responsible for Chest #2 and #3 in the treasury.

Illivara (F), Courser, Her Ladyship, Kessler's wife, 39 years old, 5 foot 4 inches, 108 lbs., blond hair, blue eyes

Ranger Lv 4, S 16 I 15 W 14 D 15 Cn 13 Ch 15, HP: 33, GNc, Phaulkon

Dancing (AL: 5 of 8), Lute (AL: 5 of 8)

Studded Leather, **Ring of Protection +2**, AC: 5/5/4

Ring of Shocking Grasp (7/day, 2d4+3), Long Bow, Dagger, **+1 Long Sword +1 / +3 vs Orcs and Goblins**

Garvin, Kessler and Illivara's son, 22 years old, 5 foot 9 inches, 144 lbs., brown hair, hazel eyes

Fighter Lv 2, S 17 I 15 W 11 D 12 Cn 16 Ch 13, HP: 19, GC, Phaulkon

Accounts and Tallies (AL: 5 of 8)

Chain +1, Shield +2, AC: 4/1/1

+1 Long Sword +1, Long Bow, **4 x Arrow +1**, 3 x Throwing Axes

Responsible for Chest #1 in the Treasury

Zedaval, Champion, Knight Banneret, Right Honorable Sir, Second in Command, 37 years old, 5 foot 11 inches, 200 lbs., black hair and eyes, full trimmed beard

Fighter Lv 7, S 18/22 I 15 W 15 D 16 Cn 15 Ch 14, HP: 50, GL, Jascar

Juggler (AL: 5 of 8), Sing (AL: 7 of 8), Flutist (AL: 4 of 8)

Chain +1, Shield +1, Boots of Striding and Springing, AC: 4/4/3

+1 Long Sword +1 / +3 vs Humanoids of 1+1 HD or less, Long bow, 3 daggers

Zedaval has a backup key for the treasury and chests # 1 and #3 in treasury.

Garrison Leaders and Troops

All unnamed troops have a 7% chance per level of having a minor magic item worth 4000 GP or less.

Men and Women-at-Arms have no magic, unless specified.

Alava (F), Myrmidon, Captain of the Guard, Knight Protector, Deputy Sheriff, 38 years old, 5 foot 10 inches, 148 lbs., brown hair and eyes

Fighter Lv 6, S 16 I 16 W 12 D 16 Cn 14 Ch 17, HP: 37, N(I), Phytan

Tanner (AL: 5 of 8) not actually practiced this skill for several years, Weapon Proficiency: Broad Sword: +1 to hit, +2 to damage, 40% chance for second attack every round

Plate +1, Shield +1, AC: 2/0/-2

+1 Broad Sword +2, Detects Evil 90 foot radius, when held, Long Bow, Spear, Dagger

Gonder, Hero, Sergeant, 29 years old, 5 foot 5 inches, 120 lbs., blond hair, blue eyes, clean shaven

Fighter Lv 4, S 17 I 15 W 15 D 13 Cn 16 Ch 11, HP: 37, NC(g), Llerg

Carpenter (AL: 4 of 8) He will do small repairs around the fortress for the pleasure of it.

Plate, **Shield +1, Ring of Fire Resistance**, AC: 3/1/1

+1 Long Sword +1 Detect Evil 30 foot radius when held, Long Bow, Dagger

Zegenda, Corporal

Fighter Lv 2, S 16 I 14 W 16 D 16 Cn 12 Ch 10, HP: 16, NG, Phaulkon

Jeweler (AL: 5 of 8) (learned from his father in Marner. He can spot fake jewels 85% of the time.

He can appraise jewels and jewelry with 75% accuracy (AL: 6 of 8)

Chain, Shield, AC: 5/4/2

Long Bow +1, Short Sword, 2 x Daggers, Hand Axe

Commands: 24 Men and Women-at-Arms Lv 1-1, **this is an archery brigade**

Studded Leather, Shield) Long bows, Long Sword, Dagger or Hand Axe

HP: 9 9 9 8 8 8 8 8 7 7 6 6 6 6 6 6 5 5 5 5 4 4 4 4

Italics = Dex 15, Bold = Dex 16, all others average

Ebbendor, Corporal

Fighter Lv 3, S 17 I 15 W 12 D 18 Cn 17 Ch 14, HP: 30, Ng, Llerg

Mason (AL: 5 of 8) His use of this skill is a bit out of date but he knows the basics well.

Chain, **Shield +1**, AC: 5/4/2

Heavy Crossbow, Long Sword, 3 x Daggers

Commands: 16 male/female veterans (Lv 1) NC/ Nc/Ng/Cg, Llerg, Kord, Phaulkon

This is a missile and hand-to-hand brigade.

Studded Leather, Shield

8 x Heavy Crossbows or 8 x Long Bows, Long Sword or Broad Sword, and Dagger, Hand

Axe, or Spear

HP: **12** **12** **11** **11** **10** **10** **10** **9** **9** **8** **8** **8** **8** **7**

Italics = Dex 15, Bold = Dex 16, all others average

Escobarda (F), Hero, Sergeant, 30 years old, 6 foot 1 inch, 200 lbs., brown hair and eyes, goatee

Fighter Lv 4, S 16 I 14 W 12 D 17 Cn 13 Ch 11, HP: 27, GN, Phaulkon

Chain +1, Shield, AC: 4/3/0

+1 Long Sword +1, Long Bow, 3 x Throwing Axe

Deledar, Corporal

Fighter Lv 3, S 18/11 I 13 W 12 D 14 Cn 16 Ch 13, HP: 24, LNg, Jascar

Chain, **Shield +2**, AC: 5/2/2

Long Sword +1 to Damage only, Long Bow, 3 x Daggers

Commands: 4 Warriors who are the Personal Guards of Knight Commander and his wife

Cosmel

Fighter Lv 2, S 16 I 15 W 12 D 10 Cn 15 Ch 8, HP: 15, NLg, Phaulkon

Fletcher (AL: 4 of 8)

Chain, Shield, AC: 5/4/4

Long Bow, Long Sword, 4 x Throwing Daggers

Devane

Fighter Lv 2, S 17 I 14 W 12 D 14 Cn 16 Ch 12, HP: 20, NG, Phaulkon

Bowyer (AL: 5 of 8)

Chain, Shield, AC: 5/4/4

Long Bow, Long Sword, 4 x Throwing Axes

Carmelica (F)

Fighter Lv 2, S 16 I 15 W 10 D 15 Cn 14 Ch 11, HP: 16, Ngc, Phaulkon

Chain, Shield, AC: 5/4/3

Short Bow, Short Sword, 4 x Throwing Daggers

Denbee

Fighter Lv 2, S 17 I 14 W 12 D 17 Cn 16 Ch 11, HP: 21, NGc, Phaulkon

Chain, Shield, AC: 5/4/1

Long Bow, Long Sword, 4 x Throwing Daggers

Gleevin, gnome, Corporal

Fighter Lv 3, S 16 I 16 W 12 D 16 Cn 17 Ch 12, HP: 22, GL, Garl

Bracers of Defense AC: 5, Shield, AC: 5/5/5

+2 Short Sword +2, Sling, 3 x Daggers

Commands: 15 Gnome Fighters 10 x Lv 1 and 5 x Lv 2, NG, GL, Garl, Baervan

Chain, Shield

Light Crossbows, Short Swords, Daggers or Darts

HP: **22** **21** **20** **18** **18** **12** 12 **11** **11** **10** **10** **9** **9** **9** **9**

All of the gnomes speak Common and those in **GREEN** speak Dwarvish as well. Italics = Dex 15, Bold = Dex 16, all others average

Clergy

4 Acolytes (2 Phaulkon / 2 Llerg) and 3 Adepts (2 Phaulkon / 1 Llerg)

Acolytes HP: 4, 5, 7, 9; Adepts HP 7, 10, 14, NC, N(cg), NG, and Ng

All of the clergy have Wis of 14, 15, or 16.

Studded Leather, Shields

Mace or Hammer or Long Sword (Phaulkon allows long sword, short sword and spear)

Spells Prepared:

First: Cure Light Wounds, Light, Bless, Fear by Touch (never Sanctuary)

Also available:

First: Command, Protection from Evil and Purify Food and Drink

Additional Carried Treasure:

Acolyte 10% for a **Scroll of 1 to 3 x 1st level spells**

Adepts, 4% for a **Weapon +1 to hit OR damage (not both)**, 15% for a **Scroll of 2-5 x 1st level spells**

Mages and Advisors

Embalteka, quarter-elf, Magician, Town Councilman, 50 years old, 5 foot 7 inches, 130 lbs., balding brown hair

Magic User Lv 6, S 12 I 17 W 13 D 15 Cn 11 Ch 12, HP: 17, LN, Weejas

Cloak of Protection +2, AC: 8/8/8

Wand of Magic Missiles (22 of 25 charges remaining), **Ring of Invisibility**, Dagger

Spells Prepared:

First: Detect Magic, Shield, Light, Sanctuary

Second: Levitate, Stinking Cloud

Third: Fireball, Dispel Magic

His spell book (the above spells plus):

First: Affect Normal Fires, Dancing Lights, Identify, ~~Jump~~, Protection from Evil, Read Magic, ~~Shocking Grasp~~, Write

Second: Audible Glamer, Continual Light, ESP, Locate Object, ~~Ray of Enfeeblement~~, Rope Trick, Wizard Lock, Knock

Third: Hold Person, Monster Summoning I, Slow, Water Breathing, Blink

Treasure hidden in his room:

Wizard locked chest: another **Wand of Magic Missiles (11 charges)**, 44 PP, 22 GP, **+1 Dagger +2**

Tessle, elf (F), Theurgist

Magic User Lv 4, S 12, I 16 W 10 D 16 Cn 13 Ch 16, HP: 11, LNg, Weejas

No Armor, AC: 10/10/10

Spells Prepared:

First: Comprehend Languages, Dancing Lights, Identify

Second: Web, Shocking Grasp

Spell Book (the spells prepared, plus):

First: Affect Normal Fires, Charm Person, Enlarge, Find Familiar, Magic Missile, Protection from Evil, ~~Spider Climb~~, Burning Hands

Second: Continual Light, Forget, Locate Object, Strength, Wizard Lock, Knock, Clairvoyance, ~~Flame Arrow~~, Monster Summoning I, Slow, Tongues, Water Breathing
*Spell purchase is 100 GP per level of the spell; spell trades allowed of course.

Gaff, gnome, Thief, 87 years old, 3 foot 9 inches, 88 lbs., brown hair and eyes, full beard and long hair
Thief Lv 9, S 13 I 18 W 16 D 17 Cn 15 Ch 9, HP: 45, C(g), Baervan Wildwanderer
Juggling (AL: 7 of 8), speaks Dwarvish, Elvish, and Common
Bracers of Defense AC: 6, Ring of Protection +2, AC: 6/6/6
Six +1 Darts (reusable), +2 Short Sword +2 (on any hit living figure must save vs paralysis at +2 to save or be paralyzed for 2-5 rounds) He usually uses this to steal something and run but he just might slit an evil enemy's throat.
Treasure hidden in room:
3d8 PP, 4d20 GP, 5d20 SP, **Ring of Invisibility**

Semmon, gnome, Lama 91 years old, 3 foot 8 inches, 89 lbs., black full beard and long hair
Cleric Lv 7, S 16 I 13 W 17 D 15 Cn 10 Ch 15, HP: 30, NC(g), Garl Glittergold
Speaks Dwarvish and Common
Chain +1, Shield +2, AC: 4/4/2
+1 Mace +1 /+3 vs Undead, Detects Evil at 90 foot radius when held (vibrates when evil is detected), 4 x Throwing Hammers
Spells Prepared:
First: 3 x Cure Light Wounds, Light, Bless
Second: 2 x Hold Person, Silence, 2 x Spiritual Hammer
Third: Cure Disease, Prayer, Create Food and Water, Neutralize Poison
Treasure hidden in room:
144 GP, 30 SP, Gems: 4 x 100 GPV, 4 x **Vials of Holy Water**

Servants in the Fortress

Como Vel, half-elf, Seneschal
Magic User/Cleric Lv 3/3, S 13 I 16 W 16 D 16 Cn 13 Ch 11, HP: 15, NL, Weejas
Ring of Protection +3, Bracers of Defense AC: 4, AC: 4/4/4
These two items are passed down from Seneschal to Seneschal along with a unique **Rod of Obedience**. The rod compels compliance as if a Suggestion were cast (save at -4). The target will not harm himself intentionally nor will he do anything contrary to his alignment and a second save is taken if such a command is given) in addition the rod is also a weapon that is +3 to hit (1d4 damage) but the living target, if hit, must save vs magic or be stunned and incoherent for 2-5 rounds.
Spells Prepared: (uses Embalteka's spell book)
First MU: Magic Missile, Light, Web
First Cl: Cure Light Wounds, Fear by Touch, Detect Evil, Darkness
Second MU: Detect Magic
Second Cl: Hold Person, Sanctuary
Treasure hidden in room:
4d4 GP, 2d20 SP, **+1 Dagger +1**

David, Head Chef
Lv 0, S 14 I 15 W 12 D 15 Cn 12 Ch 13, HP: 5, N, Osprem (he was a cook on a ship)
Chef (AL: 6 of 8)
Leather Apron, AC: 8/8/7
Butcher Knife (not balanced for throwing), 4 x Darts (proficient)
Has 3 assistants, see below (Kate, Farrah and Jaclyn).

Gemmus, Robber, The Knight Commander's personal butler

Thief Lv 4, S 13 I 17 W 13 D 17 Cn 15 Ch 11, HP: 20, NL, Norebo (he was a henchman and is totally loyal to the family)

Scribe (AL: 5 of 8), He speaks Flan, Common, Nyronese, Velondi, Keolandish and Elvish

Ring of Shielding (as the spell Shield but spherical 5 foot radius / stops Magic Missiles)

AC: 2 from the Ring vs ordinary missiles and 3 vs blow from common weapons

GPV: 20,000 ((the ring is passed down from servant to servant))

AC: 3/3/0 (hand to hand), 2/2/-1 (ordinary missiles), Sovereign vs Magic Missile, and Magic Stone

6 x Throwing Daggers, **Wand of Magic Missiles (3 per charge, 14 of 25 charges remaining)**

Treasure hidden in room:

17 GP, 89 SP, necklace of pearls (21 pearls) 25 GPV per pearl

There are 21 additional servants, with professions such as cook, maid, groom, blacksmith, cobbler, butcher, baker and candle stick maker. Servants are zero level with some having professional skills, AL: 2-5. They worship any number of Suel gods, as well as Phyton and Bralm. They are aligned: good or neutral / chaotic, neutral or lawful, none are evil.

Kitchen staff:

Servers x 3: **Sabrina (F)**, **Jill (F)**, and **Kelly (F)**

Cooks x 3: **Kate (F)** (AL 4 of 8), **Farrah (F)** (AL: 3 of 8), and **Jaclyn (F)** (AL: 3 of 8)

Attend Knight and Family:

Dressers x 2: **Ralph**, and **Alice (F)**

Maids x 4: **Betty (F)**, **Bea (F)**, **Rue (F)**, and **Estelle (F)**

Housemen x3: **Roger**, **Efrem**, and **Edd**

Housekeeper: **Hazel (F)**

Assistant Grooms x3: **Toby** (AL 5 of 8), **Andrew** (AL 3 of 8), and **Tom** (AL: 4 of 8)

Candle Stick Maker: **Norton** (AL: 5 of 8)

Blacksmith: **Lou** (AL: 6 of 8), Lv 0, S 18/00 I 13 W 12 D 12 Cn 16 Ch 9, HP: 7, Nc, Kord

Barn and Livestock

There's a barn used to stable 2 dairy cows and some war horses, with one of the stables used as a kennel for the war dogs. Attached to the barn is a small corral that would be crowded if all of the horses were let out, so generally they are allowed out in the corral singly, or in pairs. There is a chicken coop with 15 hens and a rooster near the barn.

The barn currently has 7 heavy warhorses, 3+3HD, AC: 5 with barding, bite 1d6, hooves 1d6/1d6

HP: 25, 23, 22, 22, 19, 18, 17

The horses are for the command personnel of the fortress.

The kennel's 4 x war dogs, 3+2 HD, AC: 6, bite 2d4, 25% for a second attack every round,

HP: 20, 19, 19, 17

Each has a collar (works only on canines) that give a +3 to the save vs mind control magic like fear, hold, charm, illusions, etc. (worth 4000 GP each).

Yebbel, groom

Fighter Lv 3, S 16 I 16 W 17 D 15 Cn 12 Ch 14, HP: 20, N(I), Phyton

Leather, AC: 8/8/7 (he has a wooden shield available, then AC: 8/7/6

Short Sword, Dagger, 6 x Darts

Yebbel is Psionic: 77/77, He has 3rd level **Animal Telepathy** that he uses on the horses and the war dogs (he cannot control them this way but they most certainly look up to him and greet him eagerly since no one else can "talk" to them, except him!) He also has the discipline of **Cell Adjustment** which lets him cure mammals, humans, demi-humans and likely humanoids too. He just acquired this discipline 3 months ago, shortly after becoming a "Swordsman". He can only cure 4 points per 24 hours. He is not aware of the fact that he can cure minor diseases as well.

Note the hunter (Location 14) is also psionic and also has Animal Telepathy. The two of them have a passing acquaintance (the town is barely over 300 people) but they have not stumbled across the "gift" they both have.

Archery Ranges

Archery is practiced next to the fortress. There's an 80 foot range and a 120 foot range. The bullseye is 4 inches in diameter and each ring is 4 more inches.

Men and Women-at-Arms and veteran archers and crossbowmen must practice 4 days out of seven for 5 flights of 5 arrows each. They use a point system to gauge their ability by shooting 3 flights of 5 missiles at 80 feet and then 2 flights of 5 missiles at 120 feet.

Bullseye on a natural 20	7 points
First ring 18 or 19	5 points
Second ring 16-17	3 points
Third ring 14-15	2 points
Fourth ring 11-13	1 points
Fifth ring 9-12	zero
Miss completely	-3

The 80 foot range uses die 10 + 10 to score

The 120 foot range used D 12 +8 to score

Remember to add their Dex bonuses to the rolls: Dex 16 = +1, Dex 17 = +2, Dex 18 = +3 (no magic missile weapons allowed.)

After 5 flights of 5 missiles the passing score is 90! Failure to make 90 points will mean you go again at -1 to every missile. That subtraction will make 90 very hard to achieve! Failure to pass can mean expulsion from the garrison.

Warriors and above add something for level. Fighters Level 2 and 3 = +1, Level 4 = +2, Level 5 = +3 and Level 6 and above = +4. BYOB (Bring Your Own Bow... and arrows)

Archers in town are welcome to use the ranges after 3PM every day of the week except Godsdays.

Harbor District

Layakeel has a harbor of seven piers with a warehouse area composed of five buildings. There are two ship builders. The Guild House of Shipbuilders and Wood Workers is here along with The Gnome Home Inn and Tavern.

2. "The Gnome Home" Inn and Tavern

The building is 40 feet x 40 feet, has two upper stories, and two lower levels of tunnels below the upper stone structure. Business is conducted on the main floor where there is a bar, a small kitchen and the front desk where travelers can arrange to rent a room or cavern.

Drinks are limited to ale (1 SP), beer (6 CP) and stout (2 SP) a mix of ale and stout is 15 CP. The food is limited to baked potatoes with sour cream, a 10-12 oz. steak and either cauliflower or sprouts for 3 SP. There is also mutton (1 SP), soup with chicken and vegetables (7 CP) and a whole baked chicken (12 CP); fresh from the hen house behind The Gnome Home.

Rooms upstairs (8 of them) are all 3 SP a night or 17 SP for a week. These are for "the tall folks", humans, elves and dwarves. There is a bunk bed in each room, a small table, two chairs and a pair of

chests under the bed. Room rentals are paid up-front for multiple days. Renting a room for a full month is the longest the period of time that one can be reserved.

Under the Inn is a series of six cavern rooms on each of the two levels, so 12 total, but 3 are used by the staff (all gnomes). Rates for Halflings and Gnomes are 2 SP a night for one of the nine rentable caverns. Each cavern has a sturdy door with a lock and pallets for three sleepers. The staff caverns each contain two real beds. They also have a table and two or three chairs and two or three lockable chests.

Innkeeper Egress and his wife Noexit have 2 sons: Trapdoor and Weathervane. Both parents will pickpocket a drunken human or elf, but only take a few coins that may not be missed the next morning. Trapdoor's not done so at the inn, yet. Weathervane is only 4 years old.

Egress, gnome, Swashbuckler/Burglar, Innkeeper, Town Councilman 4 foot 0 inches, 100 lbs., brown long hair, clean shaven
Fighter/Thief Lv 5/5, S 16 I 14 W 12 D 17 Cn 16 Ch 14, HP: 41, NLg, Baervan Wildwanderer
Speaks: Common, basic Dwarvish, and basic Elvish
Bracers of Defense AC: 5, Cape of Protection +2, AC: 3/3/0
+2 Short Sword +2 /+4 vs Evil, Detect Evil 90 foot radius indicated by glowing bright red, which can be confused with a Flame Tongue by those not familiar with the latter. Sling and 8 x Darts
Purse: 4 GP, 4d10 SP, 4d8 CP (changes during the night; excess coins go into a strong box bolted to the floor behind the bar.)
Treasure hidden in his room under floor boards is a locked iron box on a stout length of chain 6 feet long.
87 GP, 122 SP, Gems: 4 x 100 GPV, 3 x 250 GPV, **+1 Dagger +1**

Noexit (F), gnome, Magsman, Egress' wife 3 foot 9 inches, 87 lbs., brown hair, long hair and beard
Thief Lv 8, S 12 I 17 W 13 D 18 Cn 15 Ch 15, HP: 48, NL, Baervan Wildwanderer
Cook (AL: 7 of 8)
Leather +1, Ring of Mirror Images (5 besides the real one), AC: 7/7/3 not including image effects
+1 Short Sword of Holding +1 (save versus paralysis or be held for 2-5 rounds), 8 darts.
Treasure in the Cellar in the false back of a wine keg with a puzzle lock that takes 1d4+2 rounds to unlock for those Int 14 or higher. Dumber folks use Int x 8% to figure it out. Stupid folks can fail to even find the puzzle lock.
4 PP, 178 GP, Gems: 4 x 100 GPV, 5 x 200 GPV, 2 x 500 GPV, **Short Sword +1**

Trapdoor, gnome, son of Egress and Noexit
Thief Lv 2, S 14 I 16 W 12 D 17 Cn 15 Ch 11, HP: 13, Baervan Wildwanderer
Leather, AC: 8 /8/5
4 x Throwing Daggers (2 attacks per round)

Gello, gnome Bartender
Fighter Lv 2, S 16 I 12 W 12 D 15 Cn 16 Ch 10, HP: 15, N (lg), Baervan Wildwanderer
Bartender (AL: 6 of 8), Weapon Specialization: Short Sword: +1 to hit and +2 to damage skill, 10% chance for a 2nd attack
Studded Leather, Shield behind the bar, AC: 7/6/5
Short Sword
Sling, 6 x Darts
Purse 1d4 GP, 1d6 SP, 1D 12 CP (changes through the night)
He has a bank under the bar of 3 GP, 20 SP, and 60 CP. That amount changes during the night. Every hour or so he will move some coins from the bank to the strong box. Gello has a key to the bank as does Egress, but not to the strong box.

Snap, gnome Waiter and Busboy
Cleric/Thief Lv 3/3, S 12 I 14 W 15 D 15 Cn 15 Ch 10, HP: 20, NL(g), Baervan Wildwanderer

Chain +1, AC: 4/4/3

Short Sword +1, 6 x Darts, Throwing Dagger

Snap handles the clean-up and waits tables. He limits the thievery to humans who have passed out and occasionally spikes the drinks so they will pass out.

Purse: 1d8 GP, 1D 12 SP, 2d8 CP

Treasure in the wall behind a painting: small iron box with a good lock (-3% to pick).

2 PP, 23 GP, Gems: 8 x 10 GPV, 6 x 20 GPV, 5 x 50 GPV

Spells Prepared:

First: Cure Light Wounds, Bless, Fear by Touch, Darkness

Second: Hold Person, Silence

3. The Guild House of Shipbuilders and Wood Workers

The Guild House is a 20 foot x 20 foot stone structure. The building has a single iron door with a pair of locks (the top must be opened first or a poisoned thorn will fire from the lower lock. Treat the thorn as a 6HD monster for hit purposes. If it hits, the thorn will secrete its poison for 4D 12 +12 points of damage. A successful save results in only 60% damage. If the figure goes to -5 or lower from the poison he/she has about 30 minutes to live (Con +15 minutes). Slow poison will put things off for 4 more hours. Cure Light Wounds might pull him back above zero (as might Cure Serious wounds). If he/she goes to 1 HP or higher, a second save is allowed. If the second save succeeds, the poison will not kill the victim but bed rest for 1d4 days will be necessary. Neutralize Poison removes all effects, except the damage, which has already been done. There are three-barred window on the other three sides of the building. The ceiling is reinforced with steel plates. The glass in the windows is translucent so passersby cannot see inside. A large octagonal table with seven chairs dominates the center of the room and an eighth armed chair with a high back. A pair of lanterns hang from the ceiling (tied off to ropes in the far corners of the room). They will provide ample light. The near corners contain a barrel of good wine (1 GP per pint) and a good stout (6 SP per pint). Eight pewter mugs are on hooks along the wall.

Gestose, "Keelmaker", Champion, President of the Shipbuilders Guild 42 years old, 6 foot 4 inches, 230 lbs., blond hair, green eyes

Fighter Lv 7, S 18/61 I 15 W 15 D 12 Cn 16 Ch 16, HP: 70, GNc, Fortubo

Shipbuilder (AL: 6 of 8), Weapon Specialization: War Hammer: +1 to hit and +2 to damage due to skill and 10% chance for a 3rd Blow every round.

Chain with **Breastplate +1**, **Shield +1**, AC: 3/1/1

+2 War Hammer +2, 4 x Throwing Hammers, Dagger

He lives at **Home 39**. He occasionally sleeps in the in the Guild Hall. (1 or 2 days a week 35% chance per day, never Freeday.)

Treasure beneath one of the stones on the floor:

48 GP, 122 SP, **A Saw of Mighty Cutting**, **+1 War Hammer +2**, **Detect Evil 25 foot radius** when held

4. The Temple of Kord and Llerg

Most of the other gods are represented here as well. The Temple of Kord and Llerg is a large stone structure that has several support buildings. Around the outside of the compound is a 10 foot tall wall with a tower in each of its four corners. The main building is a stone pentagram with each side measuring 40 feet. The south wall contains an iron double door entrance. There are wooden benches in rows on either side of an aisle leading from the double doors to the dais and altar at the far end of the room. On the altar are stone statues of Kord and Llerg. At the other points of the pentagram are statues of Jascar, Phaulkon, Phytton, and Bralm. On the ceiling are paintings of Lendor (over the altar), Weejas, Fortubo, Xerbo, and Osprem. Finally on the walls next to the altar are niches with small statues of Lydia and Akwamon. These are all of the chief deities of the Suel Pantheon who are not evil. Weejas is an exception, since she is also the goddess of Magic as well as Death. The evil gods, Pyremius, Syrul, and Beltar, are painted on the sides of the pentagram. Some neutral people worship Pyremius the god of Fire

and discount that he is also the god of poison and murder. Worshipers of these three gods are certainly possible and there may be evil people in the town as spies. There is an assassin, somewhere! Norebo, the god of luck and gambling, is represented by pairs of dice painted on the front of the main altar. Kord's clergy dress in combinations of red, white, and blue. The holy symbol is a fist or any pair of gauntlets. Llerg's clergy dress in shades of brown and green. His holy symbol is a necklace of bear teeth (real bear teeth or teeth made of precious metals). The clergy generally carry 3d4 GP, 5d10 SP, and 6d6 CP.

Narcus Esterkin, Patriarch of Kord 50 years old, 5 foot 11 inches, 220lbs (chubby), long, unkempt, black hair

Cleric Lv 8, S 18/53 I 11 W 16 D 13 Cn 17 Ch 14, HP: 60, NC (g), "The Brawler"

As a cleric of Kord, he gains a save vs fear +3, and he can *Detect Lawful* (as *Detect Evil*).

White Dragon Hide (base AC: 6) and Shield +3, AC: 6/2/2

The hide gives him an AC: +2 against attacks from any form of cold.

+2 Broad Sword +2, Long Bow, 4 x Throwing Daggers (allowed as a cleric of Kord)

Ring of Water Walking, Ring of Water Breathing, Boots of Levitation

Like most clerics of Kord, he is not very smart, but he is also a vain womanizer. He has had four wives but when he's drunk he thinks it's five. He's mostly a pompous ass but has moments of clear thought. He drinks excessively and sometimes leads a service roaring-drunk to the cheers of approval from his congregation. He has nine children from seven women. None of the children are here in Layakeel.

Note: Clerics of Kord get the fighter bonuses for exception Str and Con over 16. They also use the fighter table to hit once they become 5th level.

Treasure in his room:

A large iron box is bolted to the floor (3 foot x 3 foot x 3 foot). It has a handle on top. All you have to do is pull the door off by using the handle. The connection between the door and box is magnetic and requires a physical strength of 18/25 or greater to open it. Once removed, the door must then be put down at least six feet away or it will fly right back onto its frame. Carelessness in handling the door can result in damage.

17 PP, 840 GP, Gems: 4 x 250 GPV, 6 x 500 GPV, 12 x 1000 GPV, brass **Ring of Water**

Walking.

Note: anyone coming within 6 feet of the box wearing or holding something made of iron or steel will have that item yanked toward the magnetic field of the box. This can result in the item being pulled to the box with the person attached (like a suit of plate or a shield or a sword).

Spells Prepared: 3+2 3+2 3 2

First: Bless, 2 x Command, Detect Magic, Create Water

Second: Find Traps, Resist Fire, Silence, Speak with Animals, Augury

Third: Continual Darkness, Dispel Magic, Remove Curse

Forth: Cure Serious Wounds, Neutralize Poison

Lentus Vertus, Canon of Lendor, 37 years old, 5 foot 8 inches, 108 lbs., long black hair, clean shaven

Cleric Lv 6, S 14 I 13 W 17 D 15 Cn 15 Ch 11, HP: 31, NG (I), Prince of Time

Chain +1 and Shield +1, AC: 4/2/1

+1 Mace +1, Fear Stick (produces a double strength fear spell when it contacts the flesh of a living being from the Prime Material. The save is at -3. This was a gift from Lendor after Narcus kept pulling practical jokes on him. Watching a cleric of Kord experience fear for 12 rounds will teach them to leave someone alone. He had to be hit three separate times for it to sink in. For all practical purposes, Lentus runs the temple since Narcus, the ranking cleric, is too drunk to do it.

Treasure is in a hole in the north east corner of the room: All you have to do is reach into the hole and take the coins. The hole is in tune with Lentus only. Anyone else will be caught in a time trap that will hold the thief for 4d8 hours and then release him by teleporting him out of the temple to the outskirts of town (3d4 miles in a random direction). The thief can also try to escape the time trap if his Str is 16 or higher:

S 16 = 7%, S 17 = 12%, S 18 = 17%, S 18 01/50 = 22%, S 18 51/75 = 30%, S 18 76/90 = 40%, S 18 91/99 = 52%, and S 18/00 = 60%. One small catch. Breaking out of the time trap will cause the thief to age 1d10+10 years triggering a system shock survival roll (Con). That could kill the

thief outright. He would be found dead with a look of shock on his face and a few coins in his clenched fist.

47 PP, 450 GP, 300 SP lay atop a metal box. In the box are **Boots of Striding and Springing** and a **Wand of Light (34 charges)**.

Spells prepared: 3+2 3+2 2+1

First: Cure Light Wounds x3, Bless, Light

Second: 2 x Hold Person, Know Alignment, Silence, Augury

Third: Cure Disease, Prayer, Continual Light

Jeggar, Prefect of Llerg, 33 years old, 6 foot, 155 lbs., long black hair and full beard

Cleric Lv 5, S 16 I 14 W 16 D 15 Cn 14 Ch 17, HP: 27, NC (g), God of Beasts and Strength

Bracers of Defense AC: 4, Shield, **Ring of Protection +1**, AC: 3/2/1

+1 Mace +1 / +3 vs undead, 4 x Throwing Hammers

Treasure in his room, on the bottom of a desk drawer (must be remove from the desk):

Each coin and gem is held in place by a drop or two of candle wax

9 PP, 18 GP, Gems: 4 x 100 GPV and 1 x 500 GPV. This treasure is being accumulated for the construction of a statue of Llerg at the town's southern bridge (Location 53b). Llerg is a very popular Suel Deity in Ratik and even more popular with the Northern Barbarians.

Spells Prepared: 3+2 3+2 1

First: Cure Light Wounds x 2, Light, Strength, Fear by Touch

Second: Hold Person, 2 x Spiritual Hammer, Slow Poison, Resist Fire

Third: Dispel Magic

Espalin, Curate of Phaulkon

Cleric Lv 4, S 15 I 14 W 16 D 13 Cn 14 Ch 16, HP: 22, GC, God of the Open Air

Lute (AL: 6 of 8), Harp (AL: 5 of 8), Singing (AL: 7 of 8) Very skillful crooner, sounds like Bing Crosby.

Chain, **Shield +2**

+1 Mace +1, Ring of Water Walking, Cape of Flying (as the spell Fly)

Treasure behind a loose stone in the floor of the fireplace:

The iron grate has to be removed and ash swept aside. Then a small pry bar is needed to bring the stone up enough to remove it. The thief will be covered in soot and some ash until he can clean up. The treasure is in an iron box with no lock.

88 GP, 74 SP, an iron ring with a large diamond 1000 GPV

Spells Prepared: 3+2 2+2

First: 2 x Cure Light Wounds, 2 x Bless, Light

Second: Hold Person, Silence, Augury, Find Traps

Hesteval, Priest of Xerbo (Hesteval and Tellemara are husband and wife)

Cleric Lv 3, S 14 I 16 W 16 D 12 Cn 11 Ch 16, HP: 22, Nc, God of Seas, Money and Business

Oboe (AL: 5 of 8)

Leather, Shield

Trident, 6 x Darts

Treasure: (see Tellemara below)

Spells Prepared: 2+2 1+2

First: Create Water (as if 5th level), Cure Light Wounds, Protection from Evil, Light

Second: Know Alignment, Speak with Sea Creatures (including monsters), Silence

Tellemara (F), Priestess of Osprem (Hesteval and Tellemara are husband and wife)

Cleric, Lv 3, S 13 I 16 W 15 D 17 Cn 14 Ch 12, HP: 20, N(I), Goddess of Water Travel

Leather, Shield, AC: 7/7/4

Trident, Sling

Treasure in two hollow bed posts:

An iron tube with a screw on top is in the post after the ornament on top of the post is unscrewed and set aside.

Tube 1 contains 4 PP and 44 GP, Tube 2 contains Gems: 4 x 50 GPV, 3 x 100 GPV and 2 x 500 GPV. At the very bottom there is a **Ring of Weakness** (a reward to the thief for stealing from a member of the clergy of two Suel Water gods!)

Spells Prepared: 2+2 1+1

First: Cure Light Wounds, Light, Bless, Command

Second: Hold Person, Silence

7 Acolytes, Cleric Lv 1

3 of Kord, HP: 8, 7, and 6, (**Keppus, Endell, Trek**)

3 of Llerg, HP: **9**, 8, and 5, (**Veeb (F), Petsch, Klum**)

1 of Phaulkon HP: **8**, (**Nord**)

Studded Leather, Shield for all 14 of them, AC/8/7/7 but those in blue have /6(due to Dex =15)

Mace or Hammer, Kord allows Long Sword, Short Sword and Spear

Those in BOLD have a Wis of 16, Bold and underlined 17 (the rest 14 or 15)

Spells Prepared:

First: Cure Light Wounds, Light, and at least one other

7 Adepts, Cleric Lv 2

3 of Llerg, HP: 13, 12, 15 (**Tool, Zebb, Omus (F)**, wife of Keppus,)

2 of Kord, HP: 17 and 17, (**Bellgunvestus**, his wife **Eppool (F)**)

2 of Phaulkon, HP: 13 and 12 (**Gleb, Oboe**)

Studded Leather, Shield for all 14 of them, AC/8/7/7 but those in blue have /6(due to Dex =15)

Mace or Hammer, Kord allows Long Sword, Short Sword and Spear

Those in BOLD have a Wis of 16, Bold and underlined 17 (the rest 14 or 15)

Spells Prepared:

First: Cure Light Wounds, Bless, and 2 others

Farmer and Hunter District

Hunters seek deer, bears, and wild sheep.



5. Fields A, B, and C

Planted fields, potatoes, radishes, and carrots respectively (spring planting and summer harvest)

Locations 6 to 16 are the homes of farmers and/or hunters.

6. Farmhouse

Nearby fields 5A, 5B, and 5C belong to this farm, additional fields exist, off the map, to the north. In addition to the listed NPCs, Jengo and Ellan also have 2 young sons (4 and 7 years old).

Jengo, farmer, Ellan's husband

Man-at-Arms Lv 1-1, S 15 I 13 W 14 D 12 Cn 15 Ch 11, HP: 5, N, Phyton

Farmer (AL: 4 of 8)

Leather, Shield, AC: 8/7/7

Spear, 4 x Throwing Daggers

Ellan (F), farmer, Jengo's wife

Woman-at-Arms Lv 1-1, S 14 I 13 W 13 D 15 Cn 12 Ch 11, HP: 4, N, Phyton

Cook (AL: 4 of 8), Farmer (AL: 2 of 8)

Leather, Shield, AC: 8/7/6

Sling, 3 x Throwing Daggers

Jenan, farmer, Jengo and Ellan's son (16 years old)

Man-at-Arms Lv 1-1, S 16 I 12 W 10 D 15 Cn 16 Ch 11, HP: 7, Nc, Phyton

Farmer (AL: 2 of 8)

Leather, Shield, AC: 8/7/6

2 x Spear, Short Bow, 3 x Throwing Daggers

Ellgo (F), farmer, Jengo and Ellan's daughter (14 years old)

Woman-at-Arms Lv 1-1, S 14 I 14 W 14 D 13 Cn 13 Ch 11, N(l), Phyton

Farmer (AL: 1 of 8)

Leather, Shield, AC: 8/7/7

Spear, Sling, Dagger

Perst, farmhand

Man-at-Arms Lv 1-1, S 16 I 13 W 15 D 15 Cn 12 Ch 11, Nc, Llerg

Studded Leather, Wooden Shield, AC: 7/6/5

Short Sword +1, Short Bow, 3 x Throwing Dagger

Geggel, farmhand

Cleric Lv 1, S 14 I 13 W 15 D 14 Cn 12 Ch 8, HP: 6, NG, Phaulkon

Chain, Shield, AC: 5/4/4

Mace, 4 x Throwing Hammer, 2 x **Holy Water**, **Potion of Healing 2d4+2**

Prepared Spells: 1+2

First: 2 x Cure Light Wounds, Create Water

7. Farmhouse

This farm's fields are off the map to the west. Espegen and Espasa provide cover for the fields north of the road 6, 7, and 8. In addition to the listed NPCs, farmhands Porta and Ebbey's children are a son of 4 and daughter of 2.

Espegen, farmer, Desa's husband

Fighter Lv 3, S 16 I 12 W 12 D 14 Cn 10 Ch 12 HP: 17, Ng, Phyton

Farmer (AL: 4 of 8)

Studded Leather, Shield nearby

Long Bow, **Broad Sword +1**, Dagger, **Potion of Strength**

Desa (F), Espegen's wife

Cleric Lv 1, S 10 I 12 W 15 D 12 Cn 12 Ch 11, HP: 7, GN, Phyton

Studded Leather

Mace, 3 x Throwing Hammers, 3 x Holy Water

Spells Prepared: 1+2

First: Cure Light Wounds, Bless, Light

Treasure in the window sill of the parent's bedroom:

87 SP, 93 CP, Gem: 100 GPV

Espesa, Espegen and Desa's son (15 years old)

Fighter Lv 1, S 16 I 13 W 12 D 15 Cn 15 Ch 9, Ng, Phyton

Studded Leather

Long Bow, Short Sword, 3 x Throwing Daggers

Porta, farmhand, Ebbey's husband

Man-at-Arms Lv 1-1, S 16 I 11 W 10 D 12 Cn 13 Ch 15, HP 6, Nc, Llerg

Leather, AC: 8/8/8

Spear, Short Sword, 3 x Throwing Daggers

Ebbey (F), farmhand, Porta's wife

Woman-at-Arms Lv 1-1, S 14 I 15 W 12 D 16 Cn 12 Ch 11, NC, Llerg

Leather

Spear, 3 x Javelins, Dagger

8. Farmhouse

The fields for this farm are off the map to the west. Tossie's husband passed away years ago.

Tossie (F), farmer, widow, 37 years old, 5 foot 9 inches, 140 lbs., brown hair and hazel eyes, trimmed beard

Druid Lv 4, S 12 I 13 W 16 D 15 Cn 13 Ch 16, HP: 27, N, Phyton

Farmer (AL: 6 of 8), Flutist (AL: 5 of 8)

Leather and Wooden Shield, **Ring of Protection +1**, AC: 7/6/5

Quarter Staff, 6 x Darts

Treasure is hidden in a knothole in the upper branches of large oak tree just south of Field 5C: The knothole is covered with a lid that pulls off and covers the hole into the tree.

22 GP, 104 SP, 4 x Sprigs of Mistletoe, 9 Holly Berries, a **Jar of Healing Paste** made from various herbs and mixed with holly and mistletoe. It contains 12 applications. It will neutralize any plant poison, cure 3d4 + 3 points of damage, and cure minor diseases brought on by air borne plants.

Spells Prepared: 4+2 2+2 2

First: Animal Friendship, Entangle x 2, Predict Weather, Shillelagh, Detect Snares and Pits

Second: Charm person/mammal, Cure Light Wounds x 2, Heat Metal

Third: Call Lightning, Tree

Ebella (F), Tossie's daughter, 15 years old

Druid Lv 2, S 12 I 12 W 15 D 16 Cn 14 Ch 16, HP: 12, N, Phyton

Leather, Wooden Shield, AC: 8/7/5

Quarter Staff, 6 x Darts

Spells Prepared: 2+2 1+2

First: Entangle, Purify Water, Speak with Animals, Detect Magic

Second: Obscurement, Produce Flame

Bestar, Tossie's son, 14 years old

Fighter Lv 1, S 16 I 12 W 12 D 17 Cn 15 Ch 10, HP: 8, Nc, Phyton

Studded Leather, Wooden Shield, AC: 7/7/7

Broad Sword, Light Crossbow, Dagger

Jemmy, farmhand

Fighter Lv 1, S 16 I 12 W 13 D 13 Cn 16 Ch 8, HP: 9, NC, Llerg

Leather, AC: 8/8/8

Short Sword, Sling

Paster, farmhand

Woman-at-Arms Lv 1-1, S 15 I 13 W 12 D 16 Cn 13 Ch 14, HP: 6, NC, Llerg

Leather AC: 8/8/6

Short Sword, Sling, Dagger

9. Farmhouse

This farm's fields are off the map to the southwest. In addition to the NPCs listed, Kemmel and Zeeka have 2 children ages 4 and 1.

Kemmel, farmer, Zeeka's mate

Lv 0, S 16 I 11 W 10 D 14 Cn 15 Ch 10, HP: 5, NC, Llerg
Farmer (AL: 3 of 8)
Leather, AC: 8/8/8
Short Sword and Short Bow, Dagger

Mon, farmer

Lv 0, S 10 I 10 W 13 D 10 Cn 15 Ch 12, HP: 5, N, Llerg
No Armor, AC: 10/10/10
Knife

Zeeka (F), farmer, Kemmel's mate

Lv 0, S 9 I 14 W 10 D 9 Cn 12 Ch 11, HP: 5, N, Llerg
No Armor, AC: 10/10/10
Knife

10. Farmhouse

This farm's fields are off the map to the southwest. Martel and Cartel are brothers.

Martel, farmer, 19 years old

Lv 0, S 15 I 12 W 10 D 12 Cn 15 Ch 10, HP: 6, Nc, Llerg
Farmer (AL: 3 of 8)
Leather, Shield, AC: 8/8/8
Short Sword, 4 x Daggers

Cartel, farmer, 17 years old

Lv 0, S 16 I 9 W 12 D 13 Cn 10 Ch 13, HP: 6, N, Llerg
Farmer (AL: 2 of 8)
Leather, Shield, AC: 8/8/8
Short Sword, 4 x Daggers

11. Farmhouse

This farm's fields are off the map to the southwest. In addition to the listed NPCs, Despone and Argent have 2 children ages 5 and 2.

Despone, farmer, Argent's husband, 27 years old

Cleric Lv 2, S 14 I 12 W 15 D 13 Cn 12 Ch 10, HP: 13, NG, Phytan
Farmer (AL: 4 of 8)
Leather, Shield AC: 8/8/8/
Short Sword, Short Bow, 3 x Daggers
Spells Prepared: 2+2
First: Cure Light Wounds x2, Bless, Sanctuary

Argent (F), farmer, Despone's wife

Fighter Lv 1, S 13 I 12 W 13 D 14 Cn 17 Ch 15, HP: 11, Nc, Llerg

Studded Leather, Wooden Shield, AC: 8/7/7
Short Sword, Short Bow, Throwing Axe

12. Hunter's Cabin

Umber and Magenta live here. In addition to the listed NPCs, they have a 7 year old son and a 4 year old daughter.

Umber, hunter and soldier, adventurer – see appendix, Magenta's husband, 44 years old, 6 foot, 195 lbs., red hair and green eyes, goatee

Ranger Lv 6, S 16 I 15 W 15 D 13*(16) Cn 16 Ch 15, HP: 47, GN, Phaulkon

Hunter (AL: 5 of 8), Weapon Specialization: Long Bow: +1 to hit and +2 to damage skill and +1 aiming*, 3 arrows every round.

*has a peg leg which limits movement and initiative but is at +1 to aiming

Chain +1, Shield +1 AC: 4/2/2*

Long Bow +1, +1/+3 Long Sword +1/+3 vs kobolds, goblins, orcs, and hobgoblins

Ring of Silence (while wearing the ring he will not make any noise but that does include speaking. His hearing is not affected by the ring)

Treasure in a hole in the ground behind the house. It is covered by a tuff of dead weeds:
Iron box: 44 GP, 37 SP, a Brass Ring with a Safire (600 GP)

Magenta (F), Umber's wife, 38 years old

Ranger, Lv 3, S 14 I 15 W 16 D 13 Cn 15 Ch 13, HP: 29, GN(I), Jascar

Chain and **Shield +2**, AC: 5/2/2

Broad Sword +1, Long Bow, 4 Throwing Axes

Puce (F), Umber and Magenta's daughter

Cleric, Lv 1, S 13 I 14 W 16 D 16 Cn 13 Ch 15, HP: 6, GN, Phaulkon

Studded Leather +1, Shield, AC: 7/6/4

Mace, 3 x Throwing Hammers

Spells Prepared: 1+2

First: Cure Light Wounds, Light, Bless

13. Hunter's Cabin

This is the home of Legger and his wife. In addition to the listed NPCs, they also have a 4 year old son. They're hunters but also make knives and spears. Prices are: Spear 23 SP, Throwing Knife 28 SP (you bargain down a few silver pieces)

Legger, Hero, hunter, spear maker, knife maker (Legger makes weapons during the winter and hunts during the spring/summer/fall), Mellava's husband

Fighter Lv 4, S 17 I 15 W 12 D 13 Cn 15 Ch 14, HP: 33, NCg, Llerg,

Weapon Smith: Knives and Spears (AL: 4 of 8), Weapon Specialization: Thrown Dagger: +1 to hit and +2 to damage, 3rd dagger 30%

Chain, Shield, AC: 5/4/4,

+1 Broad Sword +1, +2 Spear +2, 4 x Throwing Daggers

Treasure behind a loose board above the head board of the bed: In a leather tube there is:
59 GP, 80 SP and Gems: 2 x 500 GPV - from his days as an adventurer.

Mellava (F), half-elf, spear maker, Legger's wife

Fighter Lv 3, S 16 I 14 W 12 C 16 Cn 13 Ch 16, HP: 23, NCg, Solonor Thelandira

Weapon Smith: Spears (AL: 5 of 8), Weapon Specialization: Long Bow: +1 to hit, +2 to damage, 3 arrows per round, 20% of the time

Chain +1, Shield, AC: 4/3/1

Long Bow +1, 4 x Throwing Daggers

Legava, quarter-elf, Legger and Mellava's son

Fighter Lv 2, S 16 I 14 W 15 D 16 Cn 14 Ch 15, NGc, Llerg and Solonor

Chain, Shield, AC: 5/4/2

Long Bow, Long Sword, 6 x Throwing Daggers

14. Hunter's Cabin

This is the home of a hunter family, who are bowyers and fletchers. In addition to the listed NPCs, Argondal and Zedi have a 7 year old daughter named Arze who's 3/8 elf. Arrows cost 1 GP per dozen. Long Bows are 55 GP. Short Bows are 14 GP. Composite Long Bows are 100 GP (no haggling on the composite).

Argondal, quarter-elf, Swashbuckler, bowyer, fletcher, Zedi's husband, 33 years old, 6 foot 4inches, 265 lbs., long brown hair and beard, hazel eyes

Fighter Lv 5, S 18/57 I 15 W 12 D 17 Cn 13 Ch 11, HP: 30, LNg, Phaulkon

Bowyer (AL: 4 of 8), Fletcher (AL: 5 of 8), Weapon Specialization: Long Bow: +1 to hit and +2 to damage skill plus +2 due to hand/eye coordination and Dex. 40% chance for a third arrow every round.

Elfin Chain, Elfin Shield (both are one AC higher than ordinary chain and shield even though they are not magical. Value is five times conventional armor), AC: 4/2/-1

Long Sword, Long Bow*, 3 x Throwing Daggers

*The bow is made for Argondal's exceptional strength adding 60 feet to range.

Note: the groom in the fortress is also psionic and also has Animal Telepathy. The two of them have a passing acquaintance (the town is only 300 people) but they have not stumbled across the "GIFT" they both have.

Treasure under their bed attached to the bed frame:

7 GP, Gem: 1 x 250 GPV, **+1 Long Bow +1, 7 x +1 arrows**

Psionic: 95/95, disciplines:

Animal Telepathy with mammals 330 feet, marsupials 300 feet, avians 240 feet. This is not control, just telepathy, yet the animal may be disposed to help the psionic if the threat of danger is minor. (Mastery level 5)

Detection of Magic 90 feet (mastery level 3)

Zedi (F), half-elf, Argondal's wife

Magic User Lv 3, S 12 I 16 W 13 D 15 Cn 13 Ch 16, HP: 8, GC, Labelas Enoreth

Bracer of Defense AC: 7, AC: 7/7/6

12 x Darts (3/round) in bandoleer

Spell book contains prepared spells, plus:

First: Read Magic, Light, Burning Hands, Identify, Write, Ventriloquism

Second: Wizard Lock, Knock, Invisibility, Continual Light, ~~strength, pyrotechnics~~

Spells Prepared: 2 1

First: Sleep, Shield

Second: Web

Argodi, three-eighths-elf, Argondal and Zedi's son

Fighter/Mage Lv 2/2, S 16 I 16 W 12 D 15 Cn 13 Ch 12, HP: 10, CG, Labelas Enoreth

Fletcher (AL: 1 of 8)

Bracers of Defense AC: 8, AC: 8/8/7

9 x Darts (3/round), Dagger (not proficient)

Uses Zedi's spell book.

Spells Prepared:

First: Sleep and Shield. He has failed to learn ~~Identify~~.

15. Farmhouse

This family of halflings also makes toys during the winter. In addition to the listed NPCs, Eello and Petta have a 6 year old. Eello's slogan is, "Royalty's Children play with our toys." It's true; the Archbaron of Ratik's family have several of Eello's carvings. He's a halfling with important connections. The wooden toys he makes sell for 1 to 4 GP, depending on artistry and complexity (they often have moving parts).

Eello, halfling, farmer and toy maker, Petta's husband

Fighter Lv 3, S 16 I 13 W 12 D 16 Cn 15 Ch 13, HP: 22, G(I), Yondalla

Farmer (AL: 4 of 8), Wood Carver (AL: 6 of 8)

Leather +1 and Wood Shield, AC: 7/6/4

Short Sword +1, Sling, Dagger

Petta (F), halfling, Prefect, Eello's wife

Cleric Lv 5, S 12 I 13 W 16 D 16 Cn 13 Ch 13 HP: 27, GL, Yondalla

Leather and **Shield +2**, AC: 8/5/3

+2 Spear +2, Sling, Dagger

Spells Prepared: 3+2 3+2 1

First: 2 x Cure Light Wounds, Create Water, Bless, Command

Second: Augury, Speak with Animals, Know Alignment, Silence, Hold Person

Third: Dispel Magic

Pekker, halfling, Burglar, son of Eello and Petta

Thief Lv 5, S 12 I 15 W 12 D 18 Cn 15 Ch 11, HP: 24, N, Brandobaris

Leather, AC: 8/8/4

+2 Short Sword +2, Sling, 6 x Darts, **Ring of Free Action**

Sesse (F), halfling, daughter of Eello and Petta

Cleric Lv 2, S 13 I 14 W 15 D 16 Cn 13 Ch 12, HP: 17, GN, Yondalla

Leather, AC: 8/8/6

+2 Quarter Staff +2 (made of Ironwood. It does d8+4 damage and if she expends a charge as the staff hits it does 2d8+10 damage and target must save vs spells or go deaf for 3-8 rounds) It is an ancient staff, going back over 1400 years to a time when their clan of halflings lived among the elves of Gamboge Forest.

Spells Prepared: 2+2

First: Cure Light Wounds, Bless, Light, Detect Evil

16. Hunter's Cabin and Stable

The people living here are hunters and teamsters. They hunt during the winter months in the Timberway and along the coast. In the late spring, through early autumn, they cart goods between Layakeel and Marner. They grew up together in the town of Loftwood (near the forest of the same name). Zang's devotion to Kord has earned him more than a few friends and Torbin has found himself in more than one bar fight due to the general prejudice against orcs and half-orcs. They moved here about 7 years ago and have been accepted by the locals. They occasionally hire themselves out to adventurers as hirelings as well as teamsters. Pricing as hirelings is standard. As teamsters, they will take passengers to Marner for a fee of 1 GP. The large wagon they pull can hold 2 tons of gear and complete the trip to Marner in 2 days (assuming the weather and roads are in good condition).

2 x large horses 3+2HD, AC: 6 (some barding), bite 1-4, front hooves d8+1/d8+1.

Each horse has a **large blue gem** in their head gear that makes them immune to Fear, Hold, and Sleep spells, as well as fear caused by wolves. These gems are worth 6000 GP each (but only work on horses, mule and donkeys).

The Waystation: At the 15 mile mark in the trip to Marner (32 total miles) there is a small cabin 15 feet x 15 feet, with a locked door, 2 windows, 4 bunk beds and small fire place. Both teamsters have a key to the building. The cabin is used for the layover. Usually the two teamsters coordinate their trips so both are not at the cabin on the same night. Two people can sleep on the floor if need be. There is also an outhouse. This building is also referred to in **Location 49**.

Torbin, Hero

Fighter Lv 4, S 17 I 14 W 10 D 15 Cn 15 Ch 12, HP: 37, NL, Phyton

Chain and **Shield +1**, AC: 5/3/2

Short Sword +1, Sling, Dagger, **+1 Whip +1** (1d8 + 1/1d6 + 1) except against plate or banded (1d4/d4). On a natural 20 the whip wraps around an arm, leg or throat and might disarm, knock down or choke (+1d6 additional damage) the target. Large and very large are not subject to these attacks.

Zang, half-orc, Hero

Fighter Lv 4, S 18/66 I 12 W 12 D 13 Cn 16 Ch 7, HP: 40, NC, Kord

Studded Leather and Great Shield, AC: 7/5/5

+2 Broad Sword +2, Sling, 6 x Daggers (range 45/90/135 feet due to Str)

Merchant, Dock and Fishermen District

Locations 2, 3, and 17 to 30 are in the merchant, dock, and fishing district. Some fishermen have their homes here. The fisherman keep their boats on the piers 1 to 4 attached to The Fisherman's Delight. The fishing fleet usually stays in sight of the land, traveling up the coast 50-70 miles. However, on a clear day they might go out of sight of the shore for a chance at some ripe locations.

17. Fisherman's Cabin

This is the home of a fishing family. In addition to the listed NPCs, "Carp" and Tella have a 7 year old son, a 4 year old son, and an infant daughter.

Karpentum "Carp", Hero, Captain of the Layakeel Fishing Fleet, Member of Seafarer's Guild, Tella's husband

Fighter Lv 4, S 17 I 15 W 15 D 14 Cn 13 Ch 16, HP: 30, N(I), Xerbo

Fishing (AL: 5 of 8)

Studded Leather, Wooden Shield, **Cape of Water Walking and Protection+2**, AC: 5/4/4 (the Cape acts to protect the wearer and gives the ability to walk on water. The wearer can choose to dive beneath the waves and in that case the cape gives the ability to have water breathing for up to 30 minutes, warning the wearer to surface at minute 27. It is valued at 13,500 GP (and those who travel the seas might pay much more).

+1 Trident +1, Light Crossbow, 4 x Throwing Dagger

"Carp" is blessed with the ability to accurately know directions in day or night while at sea; regardless of the weather. This Blessing was given to him by Xerbo.

Treasure hidden in the ceiling rafters: A ladder is needed to get up there. A small locked iron box is not visible from the floor below. It is nailed to the rafter.

2 PP, 44 GP, Gems: 42 x 25 GPV (pearls)

Tella, (F), Curate, "Carp's" wife

Cleric Lv 4, S 14 I 13 W 16 D 15 Cn 13 Ch 15, HP: 22, NL, Osprem

Chain and Wood Shield, AC: 5/4/3

Trident, Sling, 4 x Throwing Dagger (allowed as a cleric of Osprem)

Spells Prepared: 2+2 2+2

First: Cure Light Wounds, Bless, Purify Food and Drink, Sanctuary

Second: Hold Person, Augury, Predict Weather (the druid spell), Speak with sea creatures including races that live in the sea like lizard men or mermen.

Karel, "Carp" and Tella's son

Fighter Lv 2, S 16 I 14 W 15 D 16 Cn 12 Ch 13, HP: 17, NL, Xerbo and Osprem

Studded Leather and Wood Shield AC: 7/6/4

Trident, Light Crossbow, 4 x Throwing Dagger

18. Fisherman's Cabin and Fish Smokehouse

This is the home of a fishing family. The husband fishes, but Veeva is skilled with cleaning and cooking fish. She charges 1 to 4 CP (depending on size) to clean a fish and 2 to 5 CP to apply her cooking skills to fish (a few CP more if they don't provide their own firewood). In addition to the listed NPCs, Tegger and Veeva have a 10 year old girl (learning to cook and clean fish), a 5 year old son, and a 3 year old son.

Tegger, Fisherman, Veeva's husband

Man-at-Arms Lv 1-1, S 16 I 13 W 12 D 13 Cn 15 Ch 12, HP: 6, N, Xerbo

Fishing (AL: 4 of 8)

Leather, AC: 8/8/8

Spear, Sling, Dagger

Veeva (F), Tegger's wife

Lv 0, S 13 I 12 W 13 D 11 Cn 12 Ch 15, HP: 4, Nc, Xerbo

Cook (AL: 4 of 8)

No armor, AC: 10/10/10

Knife

19. Armor Smithy

This is the smithy of an armorer. The family lives in Location 46 in The Oval. In addition to the listed NPCs, Pellucidity and Translucence have twin 5 year old boys named Agate and Quartz. The smithy is a 30 foot x 30 foot stone and wood building. There are two solid doors with iron plate on the inside. The doors have good locks and can be barred from inside. The work areas are both inside and out behind the building. Heating metal is done outside, but working the product is done both inside and out. Four 2 foot x 3 foot glass windows can be opened for extra ventilation. Shutters on the windows can be closed and bolted from inside.

Prices for custom fitted armor are: Chain 85 GP, Banded 98 GP, Helmet 15 GP, Shield 18 GP, Studded Leather 18GP. Plate is about 20% higher than standard and they don't like to haggle. They have 8 pieces of armor in stock and 7 shields in stock. In stock chain armor is for a normal sized male human and is only 80 GP.

Treasure is a bank that's present in the shop. It is under a paver in the floor next to the anvil. The iron box has a double lock -3% of pick.

45 GP, 120 SP, 100 CP

Pellucidity, Champion, armorer, Translucence's husband, Member of Shipbuilders Guild, 40 years old, 6 foot 1 inch, 220 lbs., short, blonde hair and goatee, blue eyes

Fighter Lv 7, S 17 I 15 W 12 D 15 Cn 15 Ch 16, HP: 49, N(Ig), Bralm

Armor Smith (AL: 6 of 8), Weapon Specialization: Broad Sword: +1 to hit, +2 to damage, 2 attacks/round, plus 20% chance for a third attack

Chain, **Shield +2**, AC: 5/2/1

+2 Broad Sword +2, +2 Throwing Dagger, Returning +2 (returns to owner on a miss, but not if it's stuck in something like a tree), Long Bow, **Ring of Light** (3/day, as the spell, for a range up to 90 feet, duration 30 minutes)

Translucence (F), Hero, armorer, Pellucidity's wife, Member of Shipbuilders Guild

Fighter Lv 4, S 16 I 13 W 16 D 15 Cn 14 Ch 16, HP: 33, NL, Osprem
Armor Smith (AL: 5 of 8)
Chain, Shield, AC: 5/4/3
+1 Trident +1, Light Crossbow +1, Dagger

Transparency (F), guardswoman, Pellucidity and Translucence's daughter
Fighter Lv 2, S 14 I 15 W 15 D 16 Cn 12 Ch 11, HP: 16, NL, Bralm
Chain, Shield, AC: 5/4/2
Spear +1 (she will be specialized when she is 3rd level), Light Crossbow, Dagger
She has not taken up the armorer profession. She serves two nights a week on the town guard and is paid by the Fortress' Captain of the Guard.

20. The Fisherman's Delight

Here, Guffaw and son run a bar catering to the fishermen, which doubles as a bait shop. He sells hooks, lines, sinkers, nets, oars, small boats (for two) and worms. He also serves beer 5 CP, ale 12 CP, stout 1 SP, and mediocre wine 6 SP.

Treasure is under the bar; there is a secret compartment in the floor. Guffaw does not use this compartment while the business is open. Wooden box with:

66 GP, 40 SP, Gem: 1 x 500 GPV

The bar itself has a bank that starts the day with:

4 GP, 40 SP, 100 CP. It will swell to twice that amount on a good evening of business.

Piers 1 to 4 are for Fishermen only and are not connected in any way to Guffaw's. Each Pier can dock one ship on either side. All other boats are anchored between the piers and shipbuilding docks. The fishing boats are 25 to 35 feet long and comfortably hold six people. They have lower decks for catches and a few hammocks for sleeping.

Pier 1: Location 17 and Location 18 fishermen dock at this pier

Pier 2: Location 25 fishermen dock at this pier

Pier 3: Location 31 and Location 33 fishermen dock at this pier

Pier 4: Location 51 fishermen dock at this pier

Guffaw, Burglar

Thief Lv 5, S 13 I 14 W 12 D 17 Cn 14 Ch 11, HP: 23, N(I), Norebo

Bracers of Defense AC: 6, Ring of Protection +1, AC: 5/5/2

9 x Darts, Short Sword, Dagger

Guffaw's left arm is severed below the elbow. He will generally not try to pickpocket anyone from town, though he certainly will bargain aggressively with everyone when it comes to his fishing wares. He might attempt something if a person gets very drunk (taking a few coins) never taking goods that will be missed when the target sobers up.

Rejoice, Guffaw's son, 15 years old

Thief Lv 3, S 12 I 15 W 13 D 16 Cn 15 Ch 9, HP: 15, NL, Norebo

Leather, AC: 8/8/6

Short Sword, 5 x Daggers, **Ring of Invisibility**

Rejoice will be fairly bold but never in the bar itself. He will follow a drunk who leaves the bar and rely on the Ring to save him if he is detected. He puts on the ring after the theft of course. There would not be much point to an invisible figure holding a visible purse.

Giggle (F), Robber, employee, 17 years old

Thief Lv 4, S 12 I 16 W 16 D 16 Cn 12 Ch 17, HP: 20, N, Norebo

Ring of Protection +3, AC: 7/7/5 (She owns Leather but that would not help the seduction aspect of her dancing)

4 x Daggers (used as part of her performance against a target, to the delight of the crowd)

She dances twice a night, sometimes the dance turns into a striptease. She gets tips of thrown copper and silver. If you show some gold, she will come to your table. After that, it's up to the individual to settle on a price (4 SP minimum). If a patron becomes bad-mannered, she will sneak a few drops of "sleep aid" in her patron's drinks, to get them more manageable. Then, if possible, she will lift something off of them (20% to the bar of course), as payment for bad conduct.

21. The Copper Dragon Inn

The sign over the door is decorated with a copper dragon. If you're looking to start an adventure, this is the right spot. It's a 40 foot x 30 foot stone and wood building, with 3 floors, a rare sight for a town this size. Stepping a foot up some stairs from ground level takes you onto the ground floor, which is half stone and the rest of the building upwards, is wood. The basement is stone and has six small 6 inch x 4 inch translucent windows, which open inward. The 2nd and 3rd floor have a 12 inch x 8 inch window in each room. The main floor has two narrow 3 inch x 36 inch narrow windows next to the front door. The front door is locked at midnight and does not open until 6am. The 2nd and 3rd floor each have six 11 foot x 9 ½ foot rooms off a small hallway running down the center of the floor. A narrow stair leads to the 3rd floor.

The first floor has a kitchen, pantry, 6 round tables with 6 chairs around each table. In the center of the room, there is a 6 foot wide staircase leading up to the second floor. Anyone working on the first floor can direct you renting a room... The keys are all in the drawer of a locked desk at the base of the staircase. Rooms rent at 3 SP a night but a whole week, paid in advance, is only 17 SP.

The staff sleep in the basement beneath the inn. All of the doors do have a mediocre lock except for Kessel's. His room has a good lock and is **wizard locked** and can be barred from inside. The six rooms are 13 foot x 9 ¾ foot. Each has a bed, chair or two, a small table and chest for clothing and pegs on the walls for hanging things. Kessel also has a home in The Oval (Location 38).

Treasure: Kessel keeps the inn's proceeds in an iron box that is bolted to the floor in his basement room. If anyone but him touches it, a pair of lips appear on the chest and scream "THIEF!" 5 times. This can be heard upstairs. The iron box contains 2d10 GP, 4d10 SP, 8d10 CP and 4d4 BP. There is a 40% chance for 1d4 Gems: 25 GPV each. In the lid of the chest is a dagger in a poison sheath. Pulling the blade will coat it in deadly poison. The smallest cut will require a save vs poison. Full damage is 6d6+6 (killing most people) and if the save is successful, damage is only 4d4+2. A vial of this poison is also in the chest. There is enough to refill the sheath twice (value 4 GP per dose).

Horses are tied up alongside the inn on a series of hitching posts. Overnight care is up to the rider. Keval will give the horses water and hay (receives a tip for this 70% (1d6 CP). An apple or two radishes sell for 1 BP at the inn.

Kessel, quarter-elf, Thaumaturgist/Prefect, 78 years old, 5 foot 4 inches, long braided brown hair and green eyes
Magic User/Cleric Lv 5/5, S 12 I 16 W 16 D 16 Cn 11 Ch 14, HP: 24, NLg, Weejas
Harpist (AL: 5 of 8), Lute (AL: 5 of 8), Juggler (AL: 4 of 8)
Ring of Protection +3, Elfin chain, AC: 2/2/0 (elfin chain does not disrupt mage spells)
9 x Darts (dipped in paralytic poison, save vs poison or reduce actions by 75%, which would mean: no Str or Dex bonuses, initiative roll at -4, movement reduced by 75%, and running is impossible. If the save is successful, action reduction is 25%), **Quarter Staff +1**, **Ring of Mirror Images** (3/day, as the spell, 5 images)
Spells Prepared: MU 4 2 1, Cl 3+2 3+2 1
First MU: Sleep, Magic Missile, Charm Person, Shocking Grasp
Second MU: Web, Knock
Third MU: Suggestion
First Cl: Cure Light Wounds x2, Bless, Sanctuary, Detect Evil

Second Cl: Hold Person x 2, Augury, Know Alignment, Silence
Third Cl: Dispel Magic

Deena, bartender

Fighter Lv 2, S 16 I 12 W 13 D 14 Cn 15 Ch 11, HP: 16, Ng, Llerg
Bartender (AL: 3 of 8)
Chain, Shield, AC: 5/4/4
Broad Sword +1, Light Crossbow, 3 x Throwing Daggers

Pillan (F), server

Lv 0, S 10 I 12 W 13 D 8 Cn 13 Ch 11, HP: 3, Nc, Llerg
Server (AL: 2 of 8)
No armor, AC: 10/10/10
Dagger
She will bump into someone, drop something or trip and almost fall least once per day.

Debella (F), cook

Woman-at-Arms Lv 1-1, S 15 I 13 W 9 D 16 Cn 13 Ch 10, HP: 5, N, Phytan
Cook (AL: 5 of 8)
Leather Apron, AC: 9/9/7
Short Sword, 2 x Daggers.
Most of her time is in the kitchen but she will go to the market (Location 52) for supplies, as well as the trading post, for spices and basic commodities like flour.

Keval, busboy, Pillan's son, 13 years old

Thief Lv 1, S 12 I 15 W 13 D 16 Cn 15 Ch 8, HP 9, N(I), Norebo
Leather, AC: 8/8/6
Short Sword, 4 x Throwing Daggers
He will not rob or pickpocket any townspeople.

22. The Trading Post

This is a wood and stone building measuring 35 feet x 20 feet. The 20 foot x 20 foot front room is used for the sale of goods. The front door is well made and reinforced with iron. It has a good lock. At night, it is double barred. There are 4 narrow windows in the shop (3 feet tall by ½ foot wide with translucent thick glass). There are two candelabras that hang from the ceiling on a rope, which are tied off to the wall. Each candelabra holds 4 candles, each with a glass chimney. The candles last 12 hours. They are seldom lit, as long as light comes in from the windows. Shop hours are roughly dawn-to-dusk. Occasionally, they may close in the morning or afternoon for 10 to 20 minutes.

The living quarters are 20 foot x 15 foot. The solid door between the shop and living quarters has an excellent lock (-3% to pick). It is barred at night.

Treasure: There is a stone in the small fireplace that can be removed using a dagger. In a small opening behind the stone is a small leather sack. It contains:
1 PP, 62 GP, Gem: 1 x 50 GPV.

Just inside the door to the living quarters for Almesic and Peggala is a trap door, with a ladder to a basement, which is also 20 foot x 15 foot. There is no basement beneath the shop room. Two very thin windows (3 inches high by 2 feet wide) provide light to the sleeping quarters for Pesto their son. In his room, there is a secret door which leads to a 15-foot long passage, ending at a ladder. A camouflaged wooden hatch opens in a small patch of bushes between Location 22 and Location 21. After it is opened, it will have to be camouflaged all over again.

Cross section of goods per appendix DMG pages 218/219 or listed in the PH under clothing and Miscellaneous Equipment and Items:

Prices of almost everything is in the range of 5 – 100 CP

Exceptions:

Some rugs and furnishings for 2 GP to 12 GP, Lanterns 8 GP and 14 GP

Shoes, Boots, Clothing, Leather Armor: Roll for size. 4 x Belt with Buckle 4 SP, Silver Buckle 1 GP

Some Arms: 4 x Hand Axe 1 GP, 2 x Long Bow 65 GP, 3 x Short Bow 18 GP, 3 x Light Crossbow 14 GP, 48 x Darts 6 SP, 2 x Footman's Flail 4 GP, Halberd 10 GP, 12 x Hammer 24 SP each, 3 x Footman's Mace 9 GP, 120 x Light Crossbow Bolt 12 CP each, 5 x Spear 1 GP, 2 x Broad Sword 12 GP with scabbard, 3 x Long Sword 17 GP with scabbard, 3 x Short Sword 9 GP with scabbard, 9 x Dagger 24 SP with scabbard,

He also sells a "thieves' picks and tools" for 35 GP (wink-wink, nudge-nudge)

Treasure: Bank kept in small iron chest by the door to the living quarters:

1d20+40 GP, 2d20+30 SP, 2d20+50 CP

Almesic, half-elf

Magic User/Thief Lv 3/3, S 12 I 16 W 13 D 16 Cn 10 Ch 12, HP: 13, NL, Weejas

Leather, AC: 8/8/6

9 x Darts, Short Sword

Spells Prepared: 2 1

First: Sleep, Shocking Grasp

Second: Web

Peggala (F), Almesic's consort

Thief Lv 1, S 11 I 13 W 13 D 15 Cn 15 Ch 15, HP: 5, NL, Norebo

Leather, AC: 8/8/7

3 x Throwing Daggers, Short Sword.

She helps in the Post and is allowed to bargain for goods being traded or sold. She is honest with Almesic and will not cheat him, but in her dealing with others, that's a different story. When she sells something she will almost always add 10% to Almesic's price and if she gets it, pockets the difference. Almesic turns a blind eye in these cases.

Pesto, quarter-elf, Almesic and Peggala's son, 10 years old

Lv 0, S 13 I 13 W 14 D 16 Cn 13 Ch 16, HP: 6, Nc, Norebo

Pesto's learning thief skills and can: Hide in Shadows 8%, Pick lock 18%, Climb Walls 70%

23. The Blacksmith

Items for sale are iron, cast iron, and steel. For sale are 4 x Shields 17 GP, Banded Mail (custom only) 100 GP (5-9 days to make). Otherwise, it's just non-weapons: pots and pans, fireplace tools, horseshoes, accessories for wagons, nails, screws, small hammers, screw drivers, awls etc. Prices vary depending on the quality desired.

Treasure: in the floor near the anvil is a secret compartment:

45 GP, 130 SP, 80 CP, 40% chance for additional 4d20 GP based on sales of items.

Heggi, dwarf, Myrmidon, Town Councilmember, Toffa's husband, 114 years old, 4 foot 11 inches, 170 lbs., long black hair and eyes, long beard

Fighter Lv 6, S 16 I 16 W 13 D 12 Cn 17 Ch 12, HP: 49, LN, Clangenden

Blacksmith (AL: 6 of 8)

Chain +1 Iron Breastplate +1, Shield nearby, AC: 2/1/1

+2 Hammer +2/+4 versus undead (the +4 adds to the save from special attacks by undead attack forms such as *Ghoul Paralysis* or *Vampire Charm*), 4 x Throwing Hammers, 2 x Daggers

Silver Earrings of Hearing the Truth 90% accuracy in hearing and knowing if the statement is a lie (GPV 12,000)

Toffa (F), dwarf, Heggi's wife

Fighter Lv 1, S 12 I 12 W 14 d 11 Cn 16 Ch 10, HP: 7, Ng, Clangenden
Leather, Wooden Shield (nearby), AC: 8/7/7
2 x Throwing Hammer, 3 x Throwing Daggers

Heffa, dwarf, Hegg and Toffa's son, 11 years old
Man-at-Arms Lv 1-1, S 15 I 12 W 12 D 13 Cn 15 Ch 8, HP: 6, N, Clangenden
Blacksmith in training (AL: 1 of 8)
Leather, Shield, AC: 8/7/7
3 x Throwing Hammer

Toggi, dwarf, Hegg and Toffa's son, 14 years old
Fighter Lv 1, S 15 I 13 W 12 D 14 Cn 16 Ch 12, HP: 9, Ng, Clangenden
Blacksmith (AL: 1 of 8)
Leather, Shield, AC: 8/7/7
Hammer, Sling

24. Cobbler and Leatherworker

Leather goods sell for expected prices. Shoes sometimes need to be adjusted to fit. Orders are taken and the foot is measured. The leather items for sale do NOT include armor. Examples are: belts, pouches, back packs etc. (the blacksmith next door makes buckles). Goods available for purchase: 8 x belt without buckle 3 SP, 4 x boots (high and hard) 2 GP, 2 x boots (low and hard) 1 GP, 4 x leather cap 5 SP, 4 x belt pouch (large) 1 GP, 3 x belt pouch (small) 15 SP, 4 x arrow quiver (holds 20) 15 SP, 2 x map/scroll case 1 GP. In addition to the listed NPCs, Sole has a 5 year old child named Counter.

Sole, cobbler and leatherworker, widower
Lv 0, S 15 I 13 W 10 D 15 Cn 11 Ch 12 HP: 4, N, Phytan
Cobbler (AL: 5 of 8), Leatherworker (AL: 6 of 8)
Leather, Wooden Shield, AC: 8/7/6
6 x Throwing Daggers

Instep, assistant
Lv 0, S 13 I 12 W 10 D 15 Cn 13 Ch 8, HP: 3, Nc, Phytan
Leather, Wooden Shield, AC: 8/7/6
9 x Darts, Dagger

Heel, assistant
Lv 0, S 12 I 12 W 14 D 14 Cn 10 Ch 12, HP: 4, Nc, Llerg
Leather, AC: 8/8/8
Sling, Dagger

25. Fishermen's Cabin and Tailor

Ravel and Frazzle are seamstresses who make dresses, shirts, skirts, pants, small clothes (underwear), socks as well as knit gloves and mittens. Goods sell at normal prices plus a few coppers. Due to the fact the winters are long, there's usually a good selection (80% chance to find what you're looking for). During Low and High Summer, Frazzle goes out with fleet to cast cures if necessary, paid back in fish, line, nets, hooks etc. amounting to about 5 to 7 GP for a cure. Cures are seldom cast or asked for unless the person is at 0 HP or lower, since 5 to 7 GP is a lot of money for a fisherman.

Tatters, fisherman, Ravel's husband
Fighter Lv 2, S 14 I 12 W 12 D 16 Cn 16, Ch 10, HP: 13, N(l), Osprem
Fishing (AL: 4 of 8)
Leather, Wooden Shield, AC: 8/7/5

Light Crossbow, Short Sword, 4 x Javelin (uses Javelins, which float, and crossbow to pierce/shoot fish (usual range is 30-40 feet))

Potion of Healing 2d4+2

Ravel (F), tailor, Tatter's wife

Fighter Lv 2, S 13 I 16 W 10 D 14 Cn 13 Ch 14, HP: 10, Nc, Xerbo

Tailor/Seamstress (AL: 4 of 8)

Leather, Wooden Shield, AC: 8/7/7

Thrown Net (with floats), Dagger, Short Sword

Erode, Tatter and Ravel's son, 14 years old

Fighter Lv 1, S 13 I 14 W 12 D 16 Cn 15 Ch 13, HP: 9, NL, Osprey

Leather, Wooden Shield, AC: 8/7/5

Light Crossbow, Short Sword, Dagger

Frazzle (F), tailor, Tatter and Ravel's daughter

Cleric Lv 1, S 13 I 12 W 14 D 15 Cn 12 Ch 15, HP: 7, NLg, Osprey

Tailor/Seamstress (AL: 4 of 8)

Leather AC: 8/8/7

Quarter Staff, Darts (allowed by Osprey)

Spells Prepared: 1+2

First: 3 x Cure Light Wounds

26. Carpenter

Hesten has been involved in many of the wooden structures in Layakeel. His main job is to lay floors, build walls and install ceilings. He can install complex glass windows which include using ropes and pulleys to hold the window in place and allow it to go up and down. Ropes will fail over time and need to be replaced.

He has a large supply of good lumber that comes from a mill about 20 miles north of town. It has a saw powered by running water from a small stream that comes all the way from the Rakers (through the Timberway). The product is brought via ship to Layakeel. Both Hesten and the Shipbuilders Guild use this lumber. Other ships carry wood farther downstream to Marner.

Constructing a 15 foot x 25 foot building, with two doors, and four windows will cost about 80 GP, give-or-take a bit depending on rooms. He will allow a person to pay 30% down and pay the balance over 1 to 3 years. If he encounters a deadbeat, he can contact Kessler for redress. While this method has gotten him money or eviction of the owner and claim to the property, he only does it if there's no other option.

He also makes pieces of furniture during the winter. Chairs start at 10 SP and go up to 3 GP, tables cost from 1 GP to 20 GP depending on size and workmanship, foot stools are 3 SP to 8 SP, ladders are 1 SP per foot, up to 12 feet, chests are 8 AP to 20 SP depending on size and upright cabinets with 1 to 4 drawers are 12 SP to 60 SP. Most of his work is by order, but he'll make a few basic pieces that he can sell at the market during the spring.

In addition to the listed NPCs, Hesten and Delldear have a 4 year old son, Peewee.

Hesten, carpenter, Delldear's husband, Member of Town Council

Fighter Lv 2, S 17 I 14 W 13 D 12 Cn 15 Ch 11, HP: 17, N, Norebo

Carpenter (AL: 7 of 8)

Leather, Wooden Shield, AC: 8/7/7

+1 Hammer +1, Dagger, Sling

Delldear (F), Hesten's wife, aunt of pre-rolled character (see appendix)

Cleric Lv 2, S 12 I 13 W 15 D 15 Cn 12 Ch 13, HP: 11, Lg, Jascar

Leather, Wooden Shield, AC: 8/7/6

Mace, Sling, 4 x Throwing Hammer

Spells Prepared: 2+2

First: 2 x Cure Light Wounds, Bless, Light

She knows all first level Ceremonies (Coming of Age, Burial, and Marriage) and officiates these for mostly lawful members of the town. This will bring in at least 1 GP for the action but often 2 GP or 3 GP are offered with a Blessing thrown in.

Bart and Garth, journeymen carpenters, Hesten and Delladear's identical twin sons, 19 years old
Fighters Lv 2, S 17 I 15 W 15 D 15 Cn 14 and 15 Ch 15 and 14, HP: 17 and 18, Lg and Ln,
Jascar and Norebo
Carpenter (AL: 5 or 8)
Leather, Wooden Shield AC: 8/7/6
Short Sword, Hammer, Dagger or Hand axe
They are Hesten's main helpers on the various jobs

27. Shipyards

Shipyard A is used to build fishing boats: 25 feet to 35 feet in length with a main mast and ability to add oars for 3 to 4 people on each side of the boat. Such a boat will cost 150 GP to 250 GP. There will be a hold, a cabin, and a crew area below decks that can accommodate 4 to 8 sailors. It takes 1 to 4 months to construct, depending on details.

Shipyard B is used to build ocean-going merchantmen: 40 feet to 60 feet in length, two main masts, forward sails, the ability to add a deck for 8 to 12 rowers, plus two holds, a cabin and a space to house a crew of 12 to 20. There are two holds for cargo. Cost is 3000 GP to 6000 GP and is done only with a down payment of at least 20% of the total cost, with further payments made during construction. The vessel will not be delivered unless 50% of the payment is complete and a plan is committed to, to pay the balance in 1 to 4 years.

A watchman walks around both buildings (Location 27 and Location 28) 4 to 6 times a night with any schedule, starting at 8 PM and going to dawn.

Debbus, halfling, watchman

Thief Lv 2, S 13 I 15 W 12 D 15 Cn 14 Ch 11, HP: 9, NL, Norebo

Leather, AC: 8/8/7

Short Sword, Sling, Throwing Dagger

He carries a whistle to send up an alarm.

28. Warehouse Complex and Piers

There are 5 warehouses and 7 piers in the complex. The guards live in a barracks on the second floor of warehouse 3. They patrol the warehouses and also travel to the two shipyards when there are no shipbuilders present. Every other night, the patrol will look at Piers 5 to 11. A typical patrol is made up of 3 to 5 guards. The Sergeant is provided by the Knight Commander of the Fortress. All others are hired and paid for by the warehouse owners and shipbuilders. All guards' studded leather armor and shields are provided by the Knight Commander of the Fortress.

Warehouse 1, Wooden Construction, Used for the storage for incoming goods, until picked up by the owners.

Warehouse 2, Wooden Construction, Used for the storage for incoming goods, until picked up by the owners.

Warehouse 3, Wooden Construction, Used for long term storage of goods on the first floor and as a guard barracks on the second floor.

Barracks: There is a common room and kitchen, in addition to the 4 bedrooms.

Bedroom 1: Sergeant's Room

Treasure: there is a false bottom in the middle drawer of a three drawer chest. Inside are:

70 GP, +1 Dagger +1

Bedroom 2: Corporal's Room

Bedroom 3: Men's Bunk

Bedroom 4: Women's Bunk

Warehouse 4, Stone Floors and Walls, Wooden Roof, Used for long term storage.

Warehouse 5, Stone Floors and Walls, Wooden Roof, Used for the storage for incoming goods, until picked up by the owners.

Piers 5 to 11 are for trading ships that travel along the coast from Djekul (Frost Barbarians) to as far south as the Spindriffts and Lendore Isle. Passage along the coast is possible for rates that are usually 8 SP per 30 miles of travel, per person. The fees for goods vary but 2 SP to 5 SP per 200 lbs. weight per 90 miles traveled is common. Roll 2d10(percentile) for ships on these docks: 1-20 = 1 ship, 21-50 = 2 ships, 51-87 = 3 ships, 88-99 = 4 ships, 100 = 5 ships. There are NO ships at the docks at the start of the adventure. If a ship is in port, there are 1 to 3 Sailors left on board to guard the ship. If the ship is in port for several days, the shift of 1-3 sailors may change once or twice. Failure to guard the ship by a sailor(s) or show up on time can be met with discipline: 2 to 5 lashes while being tied to the main mast. It is common for each ocean-going vessel to have at least one person sleeping on board (50 to 75% likely) at any time.

Pier 5?

Pier 6?

Pier 7?

Pier 8?

Pier 9?

Pier 10?

Pier 11 ?

Sir Testimar, Hero, Knight Protector, Sergeant of the Guard

Fighter Lv 4, S 18/79 I 14 W 14 D 13 Cn 17 Ch 13, HP: 40, LNg, Phaulkon

Chain +1, Shield +1, AC: 4/2/2

+2 Long Sword +2, Detects Evil at a range of 60 feet when held (the blade vibrates and glows red), Long Bow, 4 x Throwing Axes

Ring of Water Walking

Purse: 1d20+30 GP, 2d20+20 SP

Yevel, Corporal

Fighter Lv 2, S 16 I 15 W 12 D 13 Cn 15 Ch 13, HP: 18, LN, Phyton

Chain, Shield, AC: 5/4/4

+1/+3 Battle Axe +1/+3 vs Evil Humanoids of 4+4HD or less, Heavy Crossbow, 4 x Throwing Daggers

Zeep, guardsman

Fighter Lv 1, S 15 I 12 W 12 D 18 Cn 15 Ch 10, HP: 10, Lng, Phaulkon

Studded Leather, Shield, AC: 7/6/2

Long Sword, **+1 Dagger +1**, Light Crossbow

Ernest, guardsman

Man-at-Arms Lv 1-1, S 16 I 10 W 13 D 15 Cn 14 Ch 8, HP: 7, NC, Llerg

Studded Leather, Shield, AC: 7/6/5

Broad Sword, Short Bow, Dagger

Benget, guardsman

Man-at-Arms Lv 1-1, S 15 I 12 W 10 D 14 Cn 16 Ch 10, HP: 7, NC, Kord
Studded Leather, Shields, AC: 7/6/6
Broad Sword, Short Bow, 3 x Throwing Axes

Telga (F), guardswoman

Fighter Lv 1, S 14 I 15 W 12 D 13 Cn 16 Ch 17, HP: 8, Nc, Llerg
Studded Leather, Shield, AC: 7/6/6
Short Sword +1, Light Crossbow, 3 x Throwing Axes

Temma (F), cook

Lv 0, S 13 I 12 W 13 D 16 Cn 16 Ch 9, HP: 5, N(lg), Phaulkon
Cook (AL: 5 of 8)
No armor, AC: 10/10/8
4 x Throwing Daggers

Effaval (F), scullery maid, Temma's daughter

Lv 0, S 13 I 12 W 13 D 15 Cn 15 Ch 13, HP: 4, NL, Phaulkon
Cook (AL: 3 of 8)
Leather Apron, AC: 9/9/8
2 x Daggers, 4 x Darts

29. Gumbart's Tavern and Darts

This strongly built building is a 30 foot x 35 foot stone structure with a second floor and a crawlspace. There are 2 iron doors, front and back, with good locks. The rear door is barred at midnight and the front door at 2 AM, when Gumbart wants the drunks out of the place. Gumbart sells beer 6 CP, mead 5 SP, ale 1 SP, stout 15 CP, red wine (5, 7 and 10 SP, depending on quality), green olives (5 for 1 SP), and salted pretzels (5 for 7 CP).

Playing Darts:

Layout and Play: Located down the end of individual corridors, there are a number of concentric-circle dart boards in the tavern with distance markings set at 7 feet away, 9 feet away and 12 feet away. Each dart board is comprised of 6 circles and a bullseye. Three flights of three darts are recorded on a chalk board. A "hit" is rolled for each dart, with a modified 20+ = bullseye, 19 = 1st ring, 18 = 2nd ring, and so on.

Scoring: a bullseye is worth 10 (20+ hit), next ring 8 (19 hit) then 7 (18 hit), 6 (17 hit), 5 (16 hit), 3 (15 hit), 1 (14 hit). Missing (13- hit) the target altogether is -3 from your score. The boards are lit by a ½ strength Continual Light spell that pours light into the corridors. The light however is not in the eyes of the thrower unless the thrower is shorter than 4 feet 4 inches, which effectively bans some gnomes and halflings.

Betting: Betting money is placed on a table in front of the target. Bets are done in 1 SP increments, or better, although CP can be used to satisfy the bets. You don't get to buy the board by putting a GP up when the first person put up 2 SP; bets must be matched before the beginning of a flight or both sides take their money back and go looking for another challenger. You may double the bet if you win a flight of 3 darts. The opponent can decline but then he loses his stake in the game. There is no limit to the size of bet other than it must be with coins (gems are hard to appraise when drunk). When there is a winner, typically the loser puts an additional 1 SP in the bar box (locked and bolted to the bar). Occasionally, the winner will also pay 1 SP when he wins 10 SP or more. Failure to pay the house will result in the loser being cut off from darts the rest of the night. Arguments are settled by the Night Watch.

Treasure: In plain sight is an iron box bolted to a heavy wooden table. The box has a good lock (-3% to pick the lock). Additionally, there is a poison needle trap that can be deactivated by a button on the side of the box. The poison is strong, doing 4d4+4 damage (save for half damage) and also causes the

person to fall unconscious for 3d4 hours (save for 4d4 minutes). Someone picking the lock will always trigger the needle. More of the poison is in the box (6 applications).
4 PP, 22 GP, Gems: 4 x 25 GPV, 3 x 50 GPV, 2 x 100 GPV

The second floor of the tavern, is the living quarters for the three employees. The stairs up to the second floor end in a solid iron door with a superior lock (-6% to pick), which is often barred when all three occupants decide to go to bed. Each of the three bedrooms is 11 ½ feet x 26 feet. The bedrooms all have an iron door as well with a good lock, which can each be barred from inside. Each room has two narrow windows measuring 3 inches wide x 20 inches high. All rooms have a ladder leading to the roof which is capped with a trap door that is barred from inside.

Treasure: There is a 3 foot diameter table in Gumbart's room. It has a single drawer. Pulling the draw all the way out .

reveals a false back to the drawer. Inside are:

7 PP, 20 GP, 3 x +1 Darts which Gumbart uses to "cheat" at his own dart board (added to his expert status). Each dart is worth 2500 GP.

Treasure: Hidden in a false bottom of a chest in Hergo's room is a leather sack:
33 GP, 100 SP

Gumbart, Robber, father of pre-rolled adventurer

Thief Lv 4, S 13 I 16 W 13 D 16 Cn 13 Ch 14 HP: 23, N(I), Norebo

Gumbart is an expert dart thrower. If the target is stationary, he gains +2 to hit and reroll any 1, 2, or 3. He can throw 3 darts in a round with a 20% for a 4th dart.

Studded Leather, **Cape of Protection +2** (short, only 3 feet long), AC: 5/5/3

12 x Darts, **+1 Short Sword +1, Detects Magic at 30 feet** if the owner has his hand on the hilt, drawn or in scabbard. The hilt becomes warm to signal the successful detection. The sword can be physically touched to an item(s) to eliminate that item from detection. Once that is done, that item will never be detected by the sword.

Hergo, dwarf, informal bouncer

Fighter Lv 3, S 16 I 13 W 13 D 15 Cn 16 Ch 9, HP: 22, LN, Vergadain

Weapon Specialization: Darts +1 to hit and +2 to damage skill

Chain +2, Shield, AC: 3/2/1

+1 Short Sword +1, 6 x Darts

Hergo is a sort of bouncer, but knows when he's outmatched and will run to fetch the guard in those situations.

Terps, gnome, bartender

Fighter Lv 2, S 16 I 12 W 12 D 15 Cn 15 Ch 10, HP: 15, LN, Baervan Wildwanderer

Bartender (AL: 4 of 8)

Studded Leather, Shield, AC: 7/6/5

+1 Short Sword +1, 6 x Darts, 2 x Daggers

There is platform behind half of the bar, which he walks on. If you want your drink, you will go to him if you're on the other half of the bar.

30. Jengo's Fish Fry

This restaurant opens at 11 AM and closes at 7 PM. Fried fish with "chips" will cost 2 SP to 5 SP, depending on the type of fish. Large, fried shrimp are 5 shrimp for 4 SP. For seating, there are 3 x 4-person tables inside or 4 x larger 6-person tables outside. Drink orders add 3 CP to the prices from Gumbart's with 2 CP going to the house and 1 CP for the boy who runs over there to get the drink.

Outside tables are under an overhang off the back of the building, which doesn't leak too much and there is one additional wall to shelter from the northwest winds. There are also 2 storage sheds out back. In addition to the NPCs detailed below, Jengo and Debeeah have 2 sons, who are 11 years old and 9 years old, as well as 2 daughters, who are 5 years old and 3 years old. The sons help out around the

restaurant by cleaning up, waiting tables, and running next door to Gumbart's with drink orders. Jengo's family lives at **Location 34**. No one sleeps here.

Treasure: Locked Strong box with a bank of:
2d4 GP, 6d20+20 SP, 4d20+20 CP

Jengo, cook, Debeeah's husband

Man-at-Arms Lv 1-1, S 15 I 14 W 8 D 15 Cn 13 Ch 14, HP: 5, Ncg, Llerg
Cook (AL: 5 of 8) sea food specialty
Leather, AC: 8/8/7
Short Sword, 4 x Throwing Daggers

Debeeah (F), cook, Jengo's wife

Woman-at-Arms Lv 1-1, S 14 I 15 W 10 D 13 Cn 15 Ch 13, HP: 6, Ng, Llerg
Cook (AL: 5 of 8) sea food specialty
Leather, AC: 8/8/8
3 x Throwing Daggers, Sling

Home District: commonly called “The Oval”

Locations 21 to 51 are part of The Oval. Some seamen and merchants live here.

31. Fisherman's Cabin

This 30 foot x 22 foot wooden structure has 2 barred doors with ordinary locks and 4 windows. There is a basement with a stone floor under the northeast side. The prior owner was a smuggler. As such, he dug a tunnel in the basement that headed to the hill behind the house. The tunnel goes for 175 feet and ends in a ladder going up, to the other side of the hill and about 80 feet from the beach, southeast of the merchant piers. The smuggler would pull up on shore and bring goods into the house's basement through the tunnel. The current occupants know the tunnel exists and have followed it to the end. They are not sure of its history but have decided not to report it to anyone.

There is a secret door, which no one in the house knows about, halfway down the tunnel on the south side. If discovered and opened a small 3 foot x 6 foot x 7 foot (tall) room is found. On pegs there are three hooded wool cloaks of good quality (5 GP each) that would be very hard to spot on a dark night. Also there is a chest with a good lock (-4% to pick plus it's rusty which reduces the chance another -5%). The chest is trapped with a needle, but the poison on the needle has become useless, so all it does is sting. The puncture site will redden a bit and be painful for a few minutes, which may lead someone to overestimate its potency and run around for a Neutralize Poison.

Treasure: In the chest are:

145 GP, 280 SP

Pentango, fisherman, Hexago's husband

Fighter Lv 2, S 15 I 12 W 12 D 14 Cn 12 Ch 14, HP: 11, NL, Xerbo
Fishing (AL: 3 of 8)
Studded Leather, Shield, AC: 7/6/6
Short Sword, Spear, 2 x Daggers

Hexago (F), Pentango's wife

Fighter Lv 1, S 16 I 14 W 10 D 15 Cn 15 Ch 12, HP: 9, NLg, Xerbo
Studded Leather, Wooden Shield, AC: 7/6/5
Short Sword, Light Crossbow, Dagger

Heptol, Pentango and Hexago's son, 16 years old

Fighter L1, S 16 I 15 W 12 D 15 Cn 12 Ch 11, HP: 7, NL, Xerbo

Studded Leather, Wooden Shield, AC: 7/6/5

Short Sword, Light Crossbow, Dagger

He is curious about magic and would like to know more. It's not too late to change class. He only became 1st level recently.

32. Guard Post for the Night Watch

A 2-story, stone building measuring 20 foot x 20 foot, serves as the Night Watch Guard Post. On the first floor there is a small office and two cells for prisoners with good locks (-4% to pick). There are bunks for the guardspeople on the 2nd floor and there's almost always someone sleeping. One of the Night Watch Guards is a pre-rolled adventurer. The guard patrols in the business and wharf districts but occasionally will walk The Oval and farm districts. While they're the Night Watch, they also lightly run day patrols. During the day the patrol is any 2 or 3 of the 5 members. At night, this number rises to 3 or 4. Each of the guards has a full day off during the week. Everyone works during festivals with an extra day off during the first two weeks after the festival. Festival pay is an extra SP.

Deebo, dwarf, Swashbuckler, Corporal of the Guard

Fighter Lv 5, S 18/35 I 14 W 12 D 13 Cn 17 Ch 10, HP: 47, LNg, Clangenden Silverbeard

Chain with Breastplate, Shield, AC: 4/3/3

+2 Battle Axe +2, Heavy Crossbow, 4 x Throwing Axes

Treasure: Deebo always carries a **Horn of Limbo**. This brass horn will summon 4 Dwarven Swordsmen from the Outer Plane of Limbo where they are waiting to be freed or damned. This is their way out of Limbo and into a reward in the Seven Heavens. They will appear on the Prime Material and serve the person who blew the horn. They have a minor connection to the Ethereal Plane (giving them 3 special bonuses), and so will be semisolid in appearance, with a dim aura of blue light around them. If one or more is slain (goes to zero or lower) he will vanish to their reward in the Seven Heavens. If they are not slain but there are no more enemies and 12 rounds have past, they will vanish back to Limbo, to be eligible to be summoned back to the Prime Material again in a year or more from now. The Horn will reload with 4 new dwarves after 7 days have past, until 28 dwarves go to their final reward. This particular horn has sent 8 dwarves to the Seven Heavens. The dwarves can understand Common or Dwarvish. They cannot perform actions other than fight or guard something or someone. As they are partially Ethereal, they will be able to hear and see with Infravision (180 feet), but they will not be able to talk to anyone else. They cannot be asked to perform an obvious action that is either Evil or meant to harm those who are obviously Good.

Dwarven Swordsmen, Level 3, AC: 4, Broad Swords, HP: 27, 25, 22 and 21, Special Defenses: Hit only by magic weapons, Immune to Fear, Charm, and Hold spells, Special Attacks: Weapons are +1 to hit and damage as though they were magic.

Gescar, guardsman

Fighter Lv 3, S 17 I 12 W 15 D 15 Cn 15 Ch 7, HP: 22, LNg, Phaulkon

Weapon Specialization: Long Bow, +1 to hit and +2 to damage skill, 20% chance for a 3rd arrow every round.

Chain, Shield, AC: 5/4/3

Long Sword, **Long Bow +1**, 2 x Daggers

Ibble, guardsman

Fighter Lv 3, S 17 I 14 W 9 D 13 Cn 17 Ch 11, HP: 30, NLg, Phaulkon

Chain +1, Shield, AC: 4/3/3

Long Sword +1, Long Bow, 3 x Daggers

Gremmen, guardsman

Fighter Lv 3, S 16 I 12 W 13 D 15 Cn 16 Ch 10, HP: 28, N(lg), Phaulkon
Chain, Shield, AC: 5/4/3
Broad Sword, Light Crossbow, Dagger

Eggoo, dwarf, guardsman

Cleric Lv 3, S 16 I 12 W 16 D 13 Cn 16 Ch 10, HP: 29, LNg, Clangenden Silverbeard
Woodworking (AL: 5 of 8) carving wooden figurines
Chain, **Shield +1**, AC: 5/3/3
4 x Throwing Hammers, 4 x Throwing Axes
Spells Prepared: 2+2 1+2
First: Cure Light Wounds x 2, Fear by Touch, Command
Second: Hold Person x 2, Know Alignment
Eggoo makes carvings of animal figures from a single piece of wood. They are generally 3 inches to 6 inches tall. He will sell them for 3 CP to 8 CP. Many children in town have one of these carvings, as a Festival Present.

33. Fishermen's Cabin

This cabin bears a resemblance to a ship at sea and has many elven flourishes.

This family's fishing boat seems a little better maintained than the others, but is actually a powerful magical vessel. It's 20 feet long and 8 feet wide. If it capsizes, it will quickly right itself and unless it's badly hulled, it will not sink. Without the use of sails, a full-blooded elf can direct the ship to move at 2 MPH in moderate seas and 3 MPH in calm seas. If Endar or Welenda aren't present on the boat, anyone without elvish blood feels a strong urge to get off the boat immediately (save vs spells). The ship also has a Stone Guardian (see below).

Treasure: In the box:

11 PP, 244 GP, 307 SP, Gems: 4 x 100 GPV, 5 x 250 GPV, A diadem with a large diamond valued at 2500 GP, **+1 Long Sword +1/+3 vs evil, Detects Evil at 30 feet**

Endar, elf, Hero/Robber, Town Councilman, fisherman, Welenda's husband

Fighter/Thief Lv 4/4, S 16 I 14 W 13 D 16 Cn 13 Ch 16, HP: 25, CG, Erevan Ilesere
Weapon Specialization: Long Sword and Long Bow: +1 to hit, Speaks Gnomish, Elvish, Common, Fishing (AL: 6 of 8), Sense Fish: 60% (a gift given to them to better understand the high seas)
Elven Chain, **Ring of Protection +2**, AC: 2/2/0
+1/+3 Long Sword +1/+3 vs orc, goblins, kobolds and ogres, plus Detects those races at 120 yards by forming a thin layer of ice on the blade, while in the scabbard or not and telepathically murmuring, "They're Here," in Elvish.
Long Bow, 4 x Daggers, **Ring of the Guardian**
Endar was asked to spend 50 years of his life on the seas as a lesson in humility. They are in year 47 of their 50 year quest.

Welenda (F), elf, Swashbuckler, Town Councilwoman, fisherwoman, Endar's wife

Fighter Lv 5, S 15 I 15 W 13 D 16 Cn 14 Ch 16, HP: 27, GNc, Erevan Ilesere
Weapon Specialization: Long Sword and Long Bow: +1 to hit, Speaks Gnomish, Elvish, Common, Fishing (AL: 6 of 8), Sense Fish: 60% (a gift given to them to better understand the high seas)
Elven Chain, Shield, AC: 4/3/1
+1 Long sword +2, Long Bow, 4 x Daggers, **Ring of the Guardian**

Stone Guardian, ship protector

HD 4+4, AC: 2, 2 attacks/round for 1d8+1 each, HP: 36, Special Defenses: Immune to hold, poison, charm, fear, paralysis, and normal missiles. Edged weapons do ¼ damage (magic or not). Cold, fire and electrical attacks do ½ damage with a save making that ¼ damage. It will attack anyone coming below deck unless a person with Ring of the Guardian is present. Those within 10 feet of the wearer are also protected. It is mindless. Its task is to defend the ship

below decks and to guard an iron chest measuring 2 feet x 6 feet x 1 foot high with a good lock (-3% to pick). It can be commanded to come to the upper deck and attack whomever is there, unless the target is wearing a Ring of the Guardian.

34. Homestead

Jengo's family lives here. They own the fish fry restaurant at **Location 30**. Their homestead is a 23 foot x 17 foot wooden structure with two doors and three windows. Inside are 2 rooms: the kids' room and the parent's room. The doors have ordinary locks and the windows are hinged. There are outer shutters that can be closed and latched from inside, but it's easily bypassed by putting a thin blade into the space between the shutters and lifting up. Beneath the house is a 10 foot x 10 foot basement, which is accessed by a secret trap door in the floor of the kids' room. Leading down is a ladder and on the 4th rung down there is a Magic Mouth that will alarm if anyone but Jengo or Welenda climb down. It will say (in a loud booming tone, "Who the hell are you! I Curse you!" There is no curse, however.

35. Small Tower

This small, but secure, wood and stone tower measures 22 feet x 18 feet and also boasts a small basement. Yargel lives on the top floor in 3 rooms, Tella lives on the first floor, and Argolen lives in the basement.

Yargel, Myrmidon, 70 years old

Fighter Lv 6, S 16 I 15 W 12 D 15 Cn 15 Ch 13, HP: 46, NL, Osprem (age 70)

Weapon Specialization: Long Sword: +1 to hit and +2 to damage, 50% for a 2nd attack/round

Chain +2, Shield +2, AC: 3/0/-2

Long Bow +1, +1 Dagger +1, +2 Long Sword +2, Detects Invisible Objects at 30 feet

Yargel has been part of the town guard as a Man-at-Arms. He has fought orcs, kobolds, wolves, and even a bear. Sadly, though, Yargel is feeling his age, and his statistics reflect this. He was Str 18/44 and it's now 16. Dex is now 15. He can melee but he will slow down after 4 to 7 rounds. His wife passed away 5 years ago. His children prosper in the town of Loftwood, which is on the coast north of the Loftwood Forest. Yargel is hired occasionally to guard a ship while in port. He asks for 1GP per night, which is a bargain for getting a Myrmidon guard.

Treasure: from his adventuring days 20 years ago:

47 GP, 88 SP, Gems: 1 x 100 GPV, 1 x 50 GP. He also has a **+2 Dagger +2** than he can sell for 2000 GP.

Tella (F), half-elf, Argolen's mother

Fighter/Cleric Lv 3/3, S 16 I 13 W 16 D 16 Cn 15 Ch 11, HP: 23, NL, Osprem

Chain, Shield, AC: 5/4/2

+1 Long Sword +1, Long Bow, 3 x Daggers

Tella is Yargel's companion and servant. She still does some training with him, to keep him active. Originally, she was a hireling of his, but after 30 years, she's decided to keep him company in his twilight.

Spells Prepared: 2+2 1+2

First: 2 x Cure Light Wounds, Light, Create Water

Second: Know Alignment, Hold Person, Augury

Argolen, quarter-elf, Tella's son, 17 years old

Fighter Lv 1, S 16 I 14 W 13 D 16 Cn 15 Ch 13, HP: 9, N(I), Osprem

Studded Leather, Shield, AC: 7/6/4

Long Sword, Long Bow, 4 x Daggers

Despite Argolen not being his son, Yargel has taken Argolen under his wing, and has purchased Argolen's equipment for him. He does odd jobs for Tella and Yargel.

36. Scrivener

This is the home and office of Esteval, the scribe. He is rather desperate for money. He will sell spells out of his book for 30 GP per spell level. He has not had much business that way, lately. He is earning a bit of a living by writing letters for people, copying materials (including magic user spells), writing contracts etc. His fee is 1 SP per 50 words. By hand, that is about 30 minutes of work. He can also copy maps with excellent accuracy. Maps can cost 1 GP to 4 GP and may take 1 to 4 days. He is NOT an artist so ornamental drawings on a map or in a copied book will be mediocre in quality. He will usually tell the client of this shortcoming in advance, to avoid any misunderstands. He will use rulers and calipers to measure distances, and a compass to get angles correct.

Treasure: His spell book is in a large iron box 3 foot x 2 ½ foot x 8 inches high. It has a good lock (-2% to pick). It is protected by an Explosive Rune. He and his son, who was there when the rune was placed, can open the box. All others face 6d4+6 of explosive damage with NO saving throw. The box also contains:

3 PP, 45 GP

Spell Book:

First: Read Magic, Burning Hands, Comprehend Languages, Enlarge, Find Familiar, Shield, Sleep, Identify, Write

Second: Continual Light, ESP, Invisibility, Locate Object, Enfeeblement, Strength, Web, Wizard Lock, Magic Mouth, Knock, Augmented Burning Hands*

Third: Dispel Magic, Fly, Water Breathing, Infravision, Fireball, Explosive Runes

*The Augmented Burning Hands has a range of 3 feet plus 1 foot per level of the caster up to 7 extra feet. Damage is 1 HP/caster level +2. Its duration is 2 full rounds.

Esteval, Thaumaturgist

Magic User Lv 5, S 11 I 16 W 14 D 16 Cn 13 Ch 12, HP: 14, NL(g), Weejas

Scribe (AL: 6 of 8), Cartographer (AL: 4 of 8)

No armor, AC: 10/10/8

Quarter Staff, **Figurine of Wondrous Power:** Dire Wolf, as 4+4HD, bite 1d6+1, AC: 2, HP 30

Spells Prepared: 4 2 1

First: any 4, but often Read Magic, Comprehend Languages, Write, and Sleep

Second: Augmented Burning Hands, Invisibility

Third: Fly

Esteval is currently without a mentor.

Bargel, Esteval's son, 18 years old

Magic User Lv 3, S 10 I 16 W 12 D 15 Cn 13 Ch 10, HP: 9, Ng, Weejas

Scribe (AL: 3 of 8) He does not copy spells but can do a decent job on copying a document. He is NOT a cartographer.

No armor, AC: 10/10/9

9 x Darts

Spells Prepared: 2 1 (uses dad's spell book)

First: Write, Shield

Second: Augmented Burning Hands

37. Homestead

The family that owns Gumbart's tavern (**Location 29**) live here. In addition to Gumbart (detailed at his tavern) and the listed NPC, they have a 7 year old son and a 3 year old son, both being 1/16 elf, which bestows little benefit, but they have 30 feet of Infravision.

Tessemar (F), eighth-elf, Sharper, Gumbart's wife

Thief Lv 7, S 13 I 16 W 12 D 17 Cn 14 Ch 16 HP: 29, CNg, Evevan

Chef (AL: 6 of 8) she is an excellent chef

Leather, Ring of Protection +1, AC: 7/7/4

Long Sword, Long Bow, 4 x Daggers

Boots of Silent Movement (Silence 3 foot radius from the boots). Thus, the wearer can speak and be heard and also hear noises but the sounds of traveling over any material will appear to make no noise whatsoever. They are worth 8000 GP.

38. Homestead

The family living here owns the Copper Dragon Inn (Location 21). Their homestead is 22 feet x 20 feet, with two doors and four narrow, glass windows measuring 6 inches wide and 3 feet high. The windows raise up only 6 inches, for ventilation. The furnishings in the home are expensive. In addition to Kessel (stats listed at in the inn) and the listed NPC, the couple has a 6 year old eighth-elf son. The doors to the home are Wizard Locked. Either Kessel or Tebbula (but not their son) of them may touch the door handle and the Wizard Lock will be bypassed for 3 minutes.

Treasure: The spell book is hidden in a secret compartment in the floor under a small rug. The door is also Wizard Locked and accessible to only Kessel and Tebbula. Also, in the compartment is an iron box with:

44 GP, 80 SP, Gems: 3 x 100 GPV and necklace of gold with silver trim and three gems (1000 GPV).

Spell Book: (shared by both Kessel and Tebbula)

First: Sleep, Magic Missile, Charm Person, Shocking Grasp, Read Magic, Burning Hands, Identify, Write, Shield, Detect Magic, Light

Second: Web, Knock, Wizard Lock, Continual Light, Rope Trick, Strength, Pyrotechnics, Mirror Images, Invisibility, Enhanced Burning Hands

Third: Suggestion, Clairaudience, Dispel Magic, Lightning Bolt, Protection from Normal Missiles, Water Breathing, Fly

Kessel, quarter-elf, **Thaumaturgist/Prefect**

See Location 21 for details

Tebbula (F), Kessel's wife

Magic User Lv 3, S 12 I 16 D 15 Cn 11 Ch 14, HP: 9, NL, Weejas

Cloak of Protection +2, Bracers of Defense AC7, AC: 5/5/4

9 x Darts, 3 of which have paralytic poison; see Kessel's description at The Copper Dragon

Spells Prepared:

First: Sleep, Charm Person

Second: Mirror Images

39. Cabin

Gestose (Location 3) makes his home here. This shipbuilder's home measures 23 feet x 17 feet and has two stories. There are 2 doors with good locks (-3% to pick), which can be barred, plus 8 narrow, glass windows that are 4 inches wide and 2 feet tall: 4 downstairs and 4 upstairs. The windows can be opened about 8 inches. Leather curtains can be pulled across the windows on the inside. The home also sports a small barn out back. Stabled in the barn, Teltose has a light war horse, 2HD, AC: 7, hooves 1-4/1-4.

Also in the barn are stored saddle and tack. In addition to Gestose and the other listed NPCs, Gestose and Tell have a 5 year old son named Gossip and a 2 year old son named Quibble.

Treasure: in the barn behind the home there is secret compartment in the loft under some loose hay.

170 GP, 84 SP

Gestose, "Keelmaker", **Champion, Town Councilman**

See Location 3 for details

Tell (F), Gestose's wife

Lv 0, S 15 I 14 W 10 D 15 Cn 16 Ch 14, HP: 6, LN, Phyton

Carpenter (AL: 5 of 8) works on ships

Leather, AC: 8/8/7
Hammer, 6 x Darts

Gela (F), Gestose and Tell's daughter, 17 years old
Fighter Lv 1, S 14 I 13 W 13 D 15 Cn 16 Ch 13, HP: 11, LN, Phyton
Carpenter (AL: 2 of 8) she works with mom as an apprentice carpenter
Studded Leather, Wooden Shield, AC: 7/6/5
+1 Hammer, 6 x Darts

Teltose, Gestose and Tell's son, 19 years old
Fighter Lv 3, S 17 I 15 W 10 D 15 Cn 17 Ch 11, HP: 32, Ngc, Fortubo
Studded Leather, Wooden Shield, AC: 7/6/5
Long Sword, Long Bow, 2 x Dagger
Teltose accompanies the teamster from **Location 49**, when he goes into Marner. Several people give Teltose some money to buy things in Marner. He earns 2 SP for guarding the wagon in and out of Marner and the teamster pays for his room at an inn. The people who hire him to buy things generally give him 1 CP to 6 CP for the service. He is sweet on one of the serving girls at "The Ratik Inn and Tavern" in Marner.

40. Graysen Manor

The manor is a solid stone edifice with three entrance doors, all with good locks (-5% to pick) and can also be barred. 16 horizontally barred windows grace the building, measuring 12 inches wide x 28 inches high. First floor windows do not open but second floor windows do. There is a basement under half of the manor. Furnishings inside are expensive; triple or quadruple normal prices, for many pieces. A few very expensive pieces like a table for 12, arm chairs, padded chairs, mattresses and large comfortable beds can be easily spotted. The furnishings would sell for well over 5000 GP. The paintings, sculptures, rugs and tapestries are also of fine artistry and none are worth less than 100 GP and in fact, many would fetch for 500 GP to 1000 GP.

Treasure: in the dining room, the table has a secret compartment along a long edge. Inside are:
12 PP, 37 GP, Gems: 5 x 100 GPV, 2 x 200 GPV, 1 x 500 GPV, 1 x 1000 GPV
In several other locations of the manor are hidden 3 other caches of coins and gems that amount to over 4000 GP.

Sir Edgel Graysen, Swashbuckler, Lady Dewinter's husband, 54 years old
Fighter Lv 5, S 17 I 15 W 16 D 13 Cn 14 Ch 16, HP: 32, NLg, Phaulkon
Chain +2, Shield, AC: 3/2/2
+1 Short Sword +1, 6 x Throwing Daggers, **+1 Morning Star +2**, **Disarming** (a hit might wrap around a weapon arm on an 18 19 or 20 and then a percentile roll of 85% or higher indicates a wrap. If the wielder of the morning star's Str is higher than his opponent, he can disarm.
He is a landless Knight Protector and former adventurer. Edgel gives to the poor and aids the hungry. Every panhandler for miles around knows him. His wealth is believed to be extensive. He owns several buildings in Marner, as well as in other locations in Ratik and the Theocracy of the Pale. He is closed mouth about his wealth and its sources, so there are plenty of rumors.

Lady Dewinter (F), Sir Edgel Graysen's wife
Cleric, Lv 3, S 13 I 12 W 16 D 15 Cn 16 Ch 14, HP: 25, NG, Phaulkon
Chain, Shield, AC: 5/4/3
+1 Broad Sword +1, Long Bow, Dagger

Eustes, Sir Edgel Graysen and Lady Dewinter's son, 17 years old
Fighter Lv2, S 16 I 10 W 15 D 13 Cn 15 Ch 13, HP: 13, NL, Xerbo
Studded Leather, Shield, AC: 7/6/6
+1 Long Sword +1, **Long Bow**, Dagger

Barvel, chef, Tismal's husband

Lv 0, S 14 I 15 W 13 D 12 Cn 13 Ch 16, HP: 4, NLg, Jascar

Chef (AL: 6 of 8)

No armor, AC: 10/10/10

Knife

His kitchen is well stocked with provisions and spices. There is a good meal daily and on Godsdag there is a small feast.

Tismal (F), Barvel's wife

Woman-at-Arms Lv 1-1, S 15 I 13 W 14 D 15 Cn 13 Ch 13, HP: 5, LN, Xerbo

Leather, AC: 8/8/7

Short Sword, Dagger

Tismal was a sailor before she met Barvel. The two of them have been serving Sir Edgel for the last seven years when he moved here and bought his home. She acts as a maid and housekeeper for the family. She goes with Lady Dewinter to the market. The two have a good friendship in addition to their professional connection. Eustes accompanies them to the market and other businesses in town most of the time. Sir Edgel pays them a good salary and they have no need to buy their own food unless they want an occasional treat. Additionally, Tismal and Barvel both had some money set aside from their prior lives and they have been lucky enough to not have to tap their savings, which they keep buried in the trees behind the manor: 330 GP, mostly in silver and copper.

41. Hall of Jensar

Jensar's Hall is a solid stone building, 35 feet x 35 feet, with two floors and a full basement. It has two doors and 16 windows that are bared vertically. However the fittings are beginning to rust and the doors and window shutters are in need of a coat of paint. While there are a few of expensive pieces of furniture they are not polished and keep in good condition. The hall is cold and there is not enough money to buy sufficient wood for its 4 fire places. Jensar is not broke, but his remaining fortune is only 850 GP. He may have to sell the property in the next year or two, as he has no other income.

Jensar, Hero, 54 years old

Fighter Lv 4, S 16 I 14 W 15 D 14 Cn 15 Ch 12, HP: 29, LN, Xerbo

Navigator (AL: 5 of 8), Cartographer (AL: 5 of 8)

Chain, Shield, AC: 5/4/4

Long Sword +1, Long Bow, Dagger

Jensar was a ship's Navigator and Cartographer. The ship was lost at sea and he was one of the few survivors. He had enough money to buy his home and retire here, but the money's running out. He works a little copying old maps and acting as a scribe. He is too old to go back to sea.

Kellsar, Jensar's son

Fighter Lv 1, S 17 I 14 W 12 D 15 Cn 15 Ch 10, HP: 8, LNC, Xerbo

Studded Leather, Shield

Long Sword, Long Bow, Dagger

Kellsar has gone on 2 adventures into the Rakers, 2 and 3 years ago. He returned with his life and one magic item, a **+1 Hand Axe +1**. He cares for his father and supports him, but he realizes that he may have to sell the Hand Axe, to make ends meet. He advocates leaving the house and moving to someplace less costly and large, but Jensar has still not come to grips with things. Kellsar is friends with Eustes from next door and they talk of going adventuring again but have not established a party that could attempt such an undertaking.

42. Longshoremen's Cabin

This 30 foot x 30 foot dormitory has 2 floors and no basement. There's a small kitchen, a well-used common room, and 7 bedrooms, each with a window. Two doors provide access to the cabin, one near the kitchen and one into the common room. The common room has a large window and fireplace.

Ebbello, foreman

Fighter Lv 3, S 17 I 14 W 10 D 11 Cn 15 Ch 8, HP: 18, NC, Kord

Foreman (AL: 4 to 8)

Studded Leather, Shield, AC: 7/6/6 shields are not carried while working but are handy

Short Sword, Sling, Dagger

Parthus, warehouseman

Fighter Lv2, S 16 I 13 W 11 D 14 Cn 16 Ch 10, HP: 14, Nc, Llerg

Leather, Shield, AC: 8/7/7 shields are not carried while working but are handy

Short Sword, Sling, Hand Axe

Kellee, warehouseman

Fighter Lv 1, S 15 I 14 W 10 D 16 Cn 15 Ch 9, HP: 9, N, Llerg

Leather, Shield, AC: 8/7/5 shields are not carried while working but are handy

Short Sword, Sling, Dagger

Marg, warehouseman

Man-at-Arms Lv 1-1, S 16 I 12 W 13 D 14 Cn 15 Ch 9, HP: 6, N(c), Llerg

Leather, Shield, AC: 8/7/7 shields are not carried while working but are handy

Short Sword, 4 x Daggers

Belg, warehouseman

Man-at-Arms Lv 1-1, S 17 I 9 W 9 D 14 Cn 17 Ch 7, HP: 8, NC, Llerg

Leather, Shield, AC: 8/7/7 shields are not carried while working but are handy

Short Sword, Sling, Dagger

43. Haberdasher

This building is made of solid stone measuring 40x40. It has two solid iron doors with good locks (-2% to pick the lock) that can be barred from inside. It has 20 narrow vertical windows with thick red glass (3 inches wide and 36 inches high). Three of the windows are broken and are covered with pieces of poorly fitting wood. There are two floors with 12 rooms of various sizes. Chiseled above the doorway is "Spell Casting School, Mages, Sages and Clergy welcome". There is a statue of Weejas, the Major Goddess of Magic and Death next to the front door. This was the former use of this location. Now it's a haberdasher and the occupants make clothing and padded armor. Custom made padded armor takes 4 days and costs 4 GP and 10 SP. Measurements are required. As a haberdasher, they makes caps of various types and are made of fabric, not leather. Caps cost 12 CP to 18 CP, hats are 7 SP to 14 SP, depending on what you want. Ollen will take goods to the Market place and set up a tent once or twice a week except on Godsday and Freeday. In addition to the listed NPCs, Ollen has an 11 year old daughter Ellesse and a 9 year old daughter Jessal who help keep the building clean and are learning to sew on buttons and make button holes in garments.

Out back, there's a chicken coop with 12 x chickens and a rooster. They sell eggs for 1 CP, a chicken sells for 4 CP but they rarely sell one unless it is getting old and is laying few eggs. The cock crows at dawn but will do so as the day brightens, even if the sun is not peeking out. No one starts their day based on the cock crowing.

It was a school for children that was run by 3 members of Weejas' clergy and 2 Magic Users. 11 years ago there was a horrendous event at the school that killed all 5 women and 6 children. The cause was

never fully explained and the bodies were dismembered and some were headless. Whatever it was that did this was very malign. 3 rooms used as bedrooms were totally destroyed leaving bits and pieces of furniture behind. Since what happened that night could not be determined, the building was simply abandoned and considered cursed.

The 2 women who live here now were related to the school's principal who passed away that fateful night. They had arrived to visit their relation only to discover the horror. A High Priest of Weejas was brought in to investigate, later meeting with the 2 women. She said that if they were willing to stay here and keep the property in good repair, she would give them stipend of 4GP per month for the next 15 years, after which, they would revisit the disposition of the property. That was 11 years ago, so they have 4 more years to occupy the building.

Needless to say it is not obvious why these two women live here when it clearly is a building which is not designed to house only two people. They are fairly tight-lipped about the whole thing and most folks in Layakeel don't know all the gory details. The High Priest who had been brought in was not familiar with the property or the school it houses, so she was very willing to just walk away from the mess. The women hold-up their end of the agreement and do some cautious investigations from time-to-time.

That being said there is a secret door to the lower level, which has never been found. It is unclear if the old teachers had any idea that there was a hidden basement. The lower level remains essentially unexplored. It has a passage to the other side of the Icy Stream. DM: you get to flesh out what happened here. You also can add levels below the basement including caverns, if you want them.

In one area of the hidden basement, there is a treasure room with an iron door and a good lock (-4% to pick) which is Wizard Locked. It is guarded by a pair of Wraiths, 5+3HD, AC: 4, hit only by silver (½ damage) or magic weapons. They drain one life level on any hit. They are immune to sleep, charm, hold, and cold based spells. Poison and paralysis has no effect on them. Wraiths exist mostly on Negative Material Plane and are not corporeal. These 2 are more than eager to leave this room and disobey the command they were given, to stay here and guard something. They will kill anything that walks in (sucking up life energy in the process) and then make their escape if they can, preferably during a dark night. The command to guard this room has no hold on them any longer. If a search of the room is done, the following are on dusty shelves along the walls:

780 GP, 1447 SP, 190 CP, **+2 Long Sword +2, Detect Magic 50 foot radius.** There is also a pair of **Gauntlets of Strengths 18/76.**

Ollen (F), widow, 37 years old

Woman-at-Arms Lv 1-1, S 15 I 12 W 17 D 16 Cn 13 Ch 12, HP: 6, N, Phyton

Padded Armorer (AL: 4 of 8)

Padded Armor AC: 8/8/6

Dagger, 9 x Darts with fishhook points, which will do 1d2 points of damage to remove the dart if it's stuck into flesh regardless of how you remove it.

Opal (F), Ollen's daughter, 15 years old

Lv 0, S 13 I 15 W 13 D 15 Cn 14 Ch 13, HP: 4, N, Phyton

Haberdasher, caps only so far (AL: 2 of 8), Padded Armorer (AL: 3 of 8) she made the armor she is wearing, Cook (AL: 3 of 8) she is a passable cook

Padded armor AC: 8/8/7

Dagger

She goes with her mother to market. Otherwise is busy sewing and designing... and cooking; she cooks for the family, but also the warehousemen next door. Simple meal is 8 CP, with meat 12 CP.

44. The Lord Mayor's Hall

The Lord Mayor's Hall is a 35 foot x 15 foot building with 2 doors and 4 windows looking out into Layakeel. Inside, there's a work room, bedroom and common room. It's furnished adequately for someone with the title of mayor, with only one padded leather chair and an ottoman which would sell for 40 GP. The doors are locked and can be barred. In the workshop, he has a secret compartment, under a chest. An iron box is inside and holds:

3430 GP Were he to be robbed, he would faint dead away.

Puffen Stuffen, Lordship, Mayor of Layakeel, 44 years old

Fighter Lv 3, S 16 I 13 W 14 D 14 Cn 16 Ch 13, Nc, Norebo

Glass Blowing (AL: 4 of 8)

Brass Armor, Brass Shield AC: 6/5/5 brass armor is not equivalent to chain

Long Sword, Dagger

He's a pompous popinjay, who makes terrible decisions, frequently. Most people ignore him entirely. He was very lucky when adventuring and got a valuable magic sword as his pick of the treasure, which he promptly sold for 7000 GP and retired. He makes brass trinkets and does some glass blowing. His stuff sells for 2 SP to 12 SP, for the trinkets. Some glass items he makes sell for 3 SP to 30 SP. His hour glasses are quite accurate and sell for 5 GP. He enjoys walking the street in elaborate get-ups that favor bright yellow and a sickly shade of green he likes. Some think he is green-color blind. He bids people the time of day, but they reply and move on. Otherwise, he will talk their ears off.

Alligory (F), cook, maid, and mistress, 22 years old

Lv 0, S 12 I 15 W 12 D 14 Cn 13 Ch 17, HP: 3, N, Norebo

No armor, AC: 10/10/10

Dagger

Puffen dotes on her and gives her a couple of silver for herself every month. She won't rob him, mainly because she doesn't know where his money is hidden, although she has looked.

45. Cabin

This is a dormitory for lumberjacks. It's a 30 foot x 20 foot wooden structure with two lockable doors which can be barred from inside. There's a small barn behind house which includes a 20 foot x 18 foot corral for horses. The wagon and horse are only there if the lumberjacks are there.

Treasure: They might have a few coins at or near their beds. They are a trusting lot and don't steal from one another. 7% for 1d12 -1 GP, 15% for 2d20 SP, 55% for 3d12 CP.

Team of 4 x horses, 2+1 HD, AC: 7, hooves 1-4/1-4, HP: 15, 14, 14, 13

Large wagon with a 3 ½ ton capacity, over and above the six loggers.

Along with the Lumberjacks at **Location 48**, these men leave on every other Starday and travel to the Timberway, where there is a logging road going about a mile into the forest. They head up that road and they fell one or two trees that are about 14 to 16 feet in diameter. They will cut them down, remove the small branches and leave those in the pile that rots over the course of a year or two. The tree is cut into logs about 5 feet tall each and the larger branches are bundled. That will take the lumberjacks three to five days. They will load them on their wagon and haul them back where they are further cut into smaller workable pieces. The townsfolk bring their carts and wagons to the building, pay the lumberjacks and leave. The buyer then makes the logs and branches into usable firewood. Most purchases are for about 400 pounds of wood. A hundred weight will sell for 1 GP but it will last in a fire place for several days. During the summer months the wood can last quite some time. The lumberjacks will build up a supply through low summer (3 months) and then take the high summer off. These tasks are accomplished by six men. They have 4 x 2-Handed Saws, 8 x Axes, and 8 x One-Handed Saws.

Purses: these guys have a tendency to eat, drink and gamble too much leading to large swings in carried money:

20%: 1d20 -1 GP, 55%: 2d20SP, 70%: 3d20CP

Claymore, lumberjack

Fighter Lv 3, S 18/71 I 14 W 14 D 15 Cn 16 Ch 11, HP: 30, NL, Bralm
Lumberjack (AL: 5 of 8)
Studded Leather, Wooden Shield, AC: 7/6/5
Short Sword, Great Axe, Dagger

Woodie, lumberjack

Fighter Lv 2, S 17 I 13 W 13 D 14 Cn 15 Ch 10, HP: 18, NL, Bralm
Lumberjack (AL: 5 of 8)
Studded Leather, Wooden Shield, AC: 7/6/6
Short Sword, Great Axe, Dagger

Pineknot, lumberjack

Fighter Lv 2, S 17 I 12 W 10 D 14 Cn 15 Ch 8, HP: 17, N(I), Bralm
Lumberjack (AL: 5 of 8)
Studded Leather, Wooden Shield, AC: 7/6/6
Short Sword, Great Axe, Hand Axe

Pinecone, lumberjack

Fighter Lv 2, S 18/04 I 13 W 11 D 14 Cn 16 Ch 13, HP: 20, NL, Bralm
Lumberjack (AL: 5 of 8)
Chain, Wooden Shield, AC: 5/4/4
Short Sword +1, Great Axe, 4 x Throwing Axes

Ubestus, lumberjack

Fighter Lv 2, S 17 I 10 W 12 D 13 Cn 17 Ch 9, HP: 22, NL, Bralm
Lumberjack (AL: 5 of 8)
Studded Leather, Wooden Shield, AC: 7/6/5
Short Sword, Great Axe, 4 x Throwing Axes

Crellijar, lumberjack

Cleric Lv 3, S 16 I 12 W 16 D 15 Cn 15 Ch 16, HP: 21, NLg, Bralm (can turn undead and there is a mix of clerical and druid spells)
Lumberjack (AL: 5 of 8)
Chain +1, Shield, AC: 4/3/2
Great Axe (allowed), 4 x Throwing Axes
Spells Prepared: 2+2 1+2
First: Cure Light Woundsx2, Entangle, Predict Weather
Second: Speak w Animals, Create Water, Obscurement

46. Homestead

This is the home of the armorer who works at **Location 19**. IT's a 20 foot x 30 foot dwelling with 2 doors having good locks (-4% to pick) and 4 windows, each measuring 20 inches x 20 inches and securable with shutters. There are 3 rooms inside and a partial basement.

Treasure: in the basement under a floor paving stone:

4d20 GP, 4d20 SP. There is a suit of **Chain +2** and a pair of **Bracers of Defense AC: 6**.

47. Clothier

This is the home and workshop of a clothier. Measuring 35 feet x 20 feet, the building has three doors with fair locks (+3 to lock pick) and 6 windows which are 6 inches wide x 30 inches tall. Inside are 3 rooms.

Out back, there's a small barn with 2 dairy cows, a pig pen, as well as a chicken coop. In addition to the cows, the family is raising 12 pigs, 14 chickens, and a rooster. They sell the cow's milk for 3 CP a quart, a pig for 3 GP (they can sell 4 or 5 pigs a year), chickens 4 CP (only 3 to 6 a year), but eggs for 2 CP each. Usually they can get 8 to 12 eggs per day. Their clients know where they live and they do not have to go anywhere to sell their goods. As a side business, they turn bolts of cloth, usually wool, into cloaks 6 SP, mittens 2 SP, scarves 3 SP, socks 3 SP, and caps 3 SP. They make about a 50% profit over the cost of the wool fabric. They have someone buy the fabric in Marnar.

Ellean (F), tailor, Eggen's sister, 33 years old
Lv 0, S 12 I 13 W 12 D 15 Cn 13 Ch 11, HP: 3, N(I), Phyton
Tailor (AL: 4 of 8) mostly wool garments
No armor, AC: 10/10/9
Dagger

Selva (F), tailor, Pena's sister, 29 years old
Lv 0, S 13 I 12 W 13 D 14 Cn 15 Ch 12, HP: 4, NL, Phyton
Tailor (AL: 4 of 8) mostly wool garments
No armor, AC: 10/10/10
Dagger

Pena (F), Selva's sister, 22 years old
Druid Lv 3, S 14 I 13 W 15 D 14 Cn 15 Ch 16, HP: 20, N, Phyton
Leather, Wooden Shield, AC: 8/7/7
Scimitar +1, Sling, Dagger
Sometimes she can sell a spell to someone in town for silver or even gold.
Treasure: she is saving money for a nice wedding party with close friends. Hidden in a leather sack in the rafters of the barn:
3 GP, 82 SP, 73 CP, there is a white silk dress valued at 25 GP in a box under her bed.
Spells Prepared: 3+2 2+1 1
First: Animal Friendship, Entangle, Predict Weather, Speak with Animals, Faerie Fire (Also sometimes prepares: Locate Animals, Pass without a Trace, Detect Snares and Pits)
Second: Cure Light Wounds, Heat Metal, Obscurement (Also sometimes prepares: Create Water, Locate Plants, Charm Person or Mammal, Barkskin)
Third: Pyrotechnics (Also sometimes prepares: Cure Disease, Neutralize Poison, Call Lightning, Tree, Water Breathing)

Eggen, Ellean's brother, 22 years old
Ranger Lv 1, S 16 I 14 W 14 D 16 Cn 12 Ch 15, HP: 15, NG, Phaulkon
Studded Leather, Shield, AC: 7/6/4
Long Bow, Long Sword, 3 x Daggers
Engaged to be married to Pena

48. Cabin

This is the home of a couple lumberjacks that work with the lumberjacks at **Location 45**. Their home is a wooden structure 30 feet x 18 feet, having two doors with fair locks (+2% to pick) which can be barred from inside. There are 4 windows measuring 2 foot x 3 foot that can be opened a few inches. There are horses in small barn behind the house, connected to 20 foot x 22 foot corral. Stowed in the barn are saddles, tack and saddle bags.

2 x horses, 2HD, AC: 7, d4/d4 hooves, HP: 13 and 12
Treasure: In the barn there is a feed bin with a false bottom. Inside is a leather pouch with:
17 GP, 88 SP

Needles, lumberjack, Con Effer's brother, 29 years old
Fighter Lv 2, S 17 I 10 W 9 D 15 Cn 14 Ch 10, HP: 16, NLg, Bralm
Studded Leather, Wooden Shield, AC: 7/6/5
Short Sword, **+1 Great Axe +1**, 4 x Throwing Axes

Con Effer, lumberjack, Needles' brother, 26 years old
Fighter Lv 1, S 16 I 12 W 13 D 16 Cn 15 Ch 14, HP: 9, NG, Bralm
Studded Leather, Wooden Shield, AC: 7/6/4
Long Sword, Great Axe, Hand Axe

49. Homestead

This is the home to a family of teamsters. Passengers can be taken to Marner or back, for a fee of 1 GP each way. The large wagon they pull can hold 2 tons of gear. The wagon completes the trip to Marner in 2 days (assuming the weather and roads are in good condition.) One stopover, at the layover cabin this family owns, is usually required in each trip.

It's a 2-story, wooden home that is 30 feet x 24 feet with a slanted roof allowing an attic. 2 solid doors with a pair of excellent locks (-5% to pick) allow entry, while both can be barred from inside. The doors have a small 3 inch x 3 inch window that can be opened from inside. The building has 3 rooms on the first floor, an attic bedroom, and a small cellar that is below the common room/kitchen. There are 11 small windows that are 12 inches x 12 inches and have panes of thick glass. 4 of the windows are in the common room, 2 in each of the 2 first floor bedrooms and 3 in the attic bedroom.

Treasure: In the master bedroom that Jerrymander and Yolanda sleep in, beneath a good rug, there is a secret door. The small opening below is 12 inches deep, and 14 inches x 14 inches, side to side. It is trapped with a hand crossbow that fires if the door is opened without activating the bypass. The dart it fires does 1d4 damage but it is coated with paralytic poison. Anyone who fails the save vs poison will be paralyzed on the beginning of the next round for 4d4 rounds and take 1d8 damage. Save will impair the target with a slow effect, as the spell, for 1d4+2 rounds and damage is only 1d4. There is a jar with a twist top that holds 6 more applications of the poison. In leather bags are:

6 PP, 22 GP, Gem: 1 x 500 GPV, 1 x 250 GPV, a gold necklace worth 150 GP, and a **Flute of Lethargy**. When played for a full round, all within 30 feet (assuming a reasonably quiet area with no strong winds) who fail a save vs Spell to become complacent and lethargic. They will have a tough time forming a clear sentence and their senses will seem slightly muddled, which will prevent spell casting. This effect will last for 1d6+2 rounds. The flute does not have to be played continuously for this to occur. Those who save will feel a mild urge to sleep for about 3d4 segments. It does not matter what tune is played on the flute.

Value 12,500 GP. It has come in handy for pickpocketing and escape.

Treasure: in Hector's bedroom under the mattress is a pouch with:
44 GP, Gem: 1 x 100 GPV

There's also a decent-sized barn and corral. The barn contains some barding as well as the horses.

2 x large horses, 3+1HD, AC: 6 (some barding), bite 1-4, front hooves d8+1/d8+1. HP: 20, 19
Beebop grooms the horses and feeds them an apple whenever he can. They will fight for him if he seems to be in danger. He can put the horses in their barding and set them up to pull the wagon (1 full turn + 1d6 rounds).

The Waystation: At the 15 mile mark in the trip to Marner (32 total miles) there is a small cabin 15 feet x 15 feet, with a locked door, 2 windows, 4 bunk beds and small fire place. Both groups of teamsters have a key to the building. The cabin is used for the layover. Usually the two teamsters coordinate their trips

so both are not at the cabin on the same night. Two people can sleep on the floor if need be. There is also an outhouse. This building is also referred to in **Location 16**.

Jerrymander, Thief, Yolanda's husband, Hector's brother

Thief Lv 9, S 12 I 17 W 16 D 17 Cn 15 Ch 9, HP: 41, NL, Norebo

Bracers of Defense AC: 5, Cloak of Protection +3, AC: 3/3/0

+2 Short Sword +2, +2 Sling of Seeking +2, 6 x Throwing Daggers

Ring of Invisibility, Ring of Someone Else: The ring lets the wearer appear to be someone known reasonably well (face to face for 2-5 hours will do. The ring will tap the wearer's memory of the person and copy it with 65% + the double the wearer's intelligence score in accuracy. It cannot copy what he/she was wearing nor the person's body size, so the wearer must select people near his/her body proportions. It will change face and head, including hair. It will copy facial jewelry, scars, items worn around the neck but that is as far as it can go. The GPV 12,500 or more. If the wearer puts on women's clothing, and is a man, the ring will reproduce the woman's face, but not her hands or other features below the neck. Jerrymander wears tunics that button down in front and are a different color when reversed. This allows him to use the ring and then reverse the garment so he more easily portray a differently dressed person. Jerry doesn't use these in town unless desperate.

Hector, Hero, Jerrymander's brother, 33 years old

Fighter Lv 4, S 17 I 15 W 13 D 15 Cn 15 Ch 11, HP: 33, Ng, Phaulkon

Weapon Proficiency: Longbow: 20% for a third arrow every round. +1 to hit and +2 to damage due to skill

Chain +1, Shield, AC: 4/3/2

+1 Broad Sword +1, +1 Long Bow +1

Hector rides "shotgun" on the wagon. If trouble is spotted, Jerrymander will become invisible and pass the reigns to Hector. Hector will then stop the wagon, stand, and nock an arrow.

Teltose (see **Location 39**) sometimes rides alongside, as a guard on a trip. He will not be shocked when Jerrymander vanishes or becomes someone else. He knows about both rings. Teltose will draw his sword and hold it pointing down and Jerrymander returns a countersign, to avoid confusion.

Yolanda (F), baker, Jerrymander's wife, 34 years old

Thief Lv 4, S 12 I 14 W 15 D 16 Cn 12 Ch 15, HP: 19, N(I), Norebo

Baker (AL: 5 of 8)

Leather AC: 8/8/6

+1 Short Sword +1, Sling, 4 x Throwing Daggers

She is a baker specializing in bread 5 CP, cookies 2 CP, and pies 12 CP. Occasionally will sell goods at the Market (Location 52). Usually, she does not go with the teamsters to Marner, but once a month she may ride along to buy goods there.

Prestone, Jerrymander and Yolanda's son, 17 years old

Fighter Lv 2, S 16 I 10 W 15 D 13 Cn 16 Ch 11, HP: 16, Ng, Phaulkon

Chain and Shield AC: 5/4/4

Long Sword, Long Bow, 4 x Throwing Axes

He sleeps in the attic bedroom.

Beebop, Jerrymander and Yolanda's son, 11 years old

Thief Lv 1, S 14 I 15 W 13 D 16 Cn 15 Ch 15, HP: 6, Nc, Norebo

Groom (AL: 3 of 8), Sing (AL: 4 of 8) and whistle as an inherent talent

Leather, **Dagger +1, 6 x Darts**

He sings and whistles most of the day, every day, but at least he's good. He sleeps in a room, in the barn. He goes along on trips once or twice a month. He will work the crowd, if dad plays the magical flute.

50. Cabin

This 22 foot x 15 foot wooden cabin is the home of a shepherd. It has 1 door with a poor lock (+3% to pick). There are two 6 inch x 18 inch glass windows that do not open, shaded by burlap drapes. Inside are 2 rooms plus a common room and a bedroom. There's a decent space in the attic which the couple's son, Terbel, uses. A small barn and a couple of pens out back contain some sheep, but the flock is usually out grazing. Sheep are sold for 2 GP to 3 GP each. They can sell 3 to 6 per year. The wool is shorn twice a year. They send the raw wool to Marner where it is converted into fabric. 1 lb. of wool will fetch 12 CP give or take a few CPs. A single sheep with produce about 2 or 3 lbs. of wool. Lambs are 8 SP each and are sold to mature into sheep or to eat.

4 x Sheep Dogs, 2+1 HD, AC: 7, bite 1-4, HP: 11 11. They do much of the work of keeping the flock together. One of the two will be with the flock a few hours every day.

Ram 2+2 HD, AC: 7, running attack to butt and opponent, damage d6+2, HP: 16

Sheep, 1+1 HD, AC: 7 or 8 (full fleece vs shorn). 1 attack for bite, 1d4 damage, if cornered and forced to fight. HP: 2 to 9. Lambs 1 to 4.

The herd will scatter if there is an attacker. Number of sheep will vary as well lambs. Herd size is usually 30-50 and at time to foal there may be 20 or so lambs.

Hergen, shepherd, Tesra's husband

Fighter Lv 2, S 15 I 14 W 12 D 15 Cn 15 Ch 10, HP: 11, N, Phyton

Shepherd (AL: 4 of 8)

Leather, AC: 8/8/7

Short Sword, Crook, Dagger

Tesra (F), Hergen's wife

Druid Lv 2, S 13 I 12 W 15 D 12 Cn 14 Ch 16, HP: 8, N, Phyton

Shepherd (AL: 5 of 8)

Leather, Wooden Shield, AC: 8/7/7

Short Sword, Sling, Crook

Tesra is friends with the clothiers at **Location 47**.

Spells Prepared: 2+2 1+1

First: Detect Magic, Purify Water, Speak with Animals, Animal Friendship

Second: Cure Light Wounds, Create Water

Terbel, Hegen and Tesra's son

Fighter Lv 1, S 15 I 12 W 14 D 15 Cn 15 Ch 11, HP: 8, N, Phyton

Shepherd (AL: 2 of 8), Dog Trainer (AL: 3 of 8)

Leather, Wooden Shield nearby, AC: 8/7/6

Sling, Short Sword, Crook

51. Homestead

This is the home of some fisherman. 20x18, two doors with locks, 4 windows 8"x24", Glass, cannot open, Leather curtains, 3 small rooms. Fish can sell for to 1 to 4 SP per pound. Cooked fish 3 to 8SP for 2lb of fish. Their boat is worth about 60GP give or take a bit. It has a small sail as well as a pair of oars, two people sit next to each other with each on rowing with one oar. They fish with nets and also with line and fish hooks using worms for bait.

Cornwallus, fisherman, Ungella's husband

Fighter L2, S 15 I 14 W 13 D 14 Cn 16 Ch 11, HP: 17, NL, Xerbo

Leather, Shield, AC: 8/7/7

Short Sword, Sling, Dagger

Ungella (F), Cornwallus' wife

Fighter L2, S 15 I 13 W 16 D 15 Cn 15 Ch 14, HP: 16, N, Osprem

Leather, Shield, AC: 8/7/6
Short Sword, Short Bow, 4 x Hand Axes

Cornella (F), Cornwallus and Ungella's daughter
Fighter L1, S 14 I 15 W 12 D 15 Cn 16 Ch 15, HP: 10, N, Osprey
Leather, Shield, AC: 8/7/6
Short Sword, Sling, 3 x Throwing Axes

Market Triangle

Occupants of the tents and wagons vary by season; vendors come and go. The majority of vendors come from Marner, but due to the thriving cottage industry that occurs during the long winter, Layakeel townsfolk produce many things the Marner vendors want as well. So, the trade dynamic is different depending on the season. However, there are times during winter that there is no one in the market and wagon area at all, because of the cold. A wagon can be parked or a tent can go up as early as "false dawn" and stay up until 8 PM unless there is a multiple-day payment. The cost to put up a tent is 3 CP per day, 1 SP for 4 days, or 1 SP +5 CP for 7 days. Wagon parking costs are 4 CP per day, 13 CP for 4 days, or 2 SP for 7 days.

52a. Tent Area

Market Triangle Tents come and go. One can usually observe efforts to raise a tent on Moonday. So there might be 2 to 5 people selling wares and food on Moonday. Almost no one is there on Godsdag (the day after Moonday). Free day (last day of the week) may have 1 to 3 tents. For more on the days of the week or the calendar, see **Appendix 1**. The DM can pick some random vendors for tents and fill in below.

Tent A
Tent B
Tent C
Tent D
Tent E
Tent F

52b. Wagon Spaces

Across the road behind the tavern are where the 3 spaces wagons setup. Generally, wagon owners have one or two horses pulling a 4-wheel covered wagon of some sort. There is almost never a wagon in place at the end of Autumn and through all of Winter, including Needfest, which is in the middle of winter. One of the spots contains Mitch and his cohorts, the others are left up to the DM.

Wagon A Mitch's Marvelous Mixture is emblazoned on the side of the wagon. The wagon is 12 feet long and six feet wide and has two levels of hammocks, one hammock above the other. They have cooking utensils and will build a small fire outside to cook on. Mitches' Marvelous Mixture is sold at 1 SP per bottle and is hailed, by Mitch, to solve a litany of ills, which it really does, to some degree. It stops itching (it deadens feeling on the place where it is applied), heals small burns (1 HP after applied one hour later. It can be applied twice in 24 hours. A third application will just waste some of the liquid and Mitch may inform the purchaser of this or not), and lets you sleep (it is a narcotic that will knock most people out for at least six hours, from one teaspoon. A tablespoon will be lights out for 8 hours and two tablespoons (save for poison or puke you guts out). He has 30 or more bottles. Travels the coast of Ratik going from town to town. He usually shows up here after a Festival which he spends in Marner. **Treasure:** Under the wagon there is iron box bolted to the frame. It opens using a lock on the edge of the 18 inch x 12 inch x 4 inch box. Mitch carries the key. Items placed in the box become invisible, but the box does radiate magic and the box alone is worth 3500 GP. Of course if you reach inside of the box you

will feel the contents. Once removed they become visible again. Inside is Mitch's spell book which measures 17 ½ inches x 11 inches x 2 ½ inches, so it fits along with coins and gems.

Spell Book:

First: Charm Person, Feather Fall, Find Familiar, ~~Protection from Evil~~, Shocking Grasp, Magic Missile, Write, Sleep, Read Magic, Spider Climb

Second: Magic Mouth, Darkness, Forget, Levitate, Stinking Cloud, Web, Wizard Lock, Knock

Mitch, quarter-elf, "the beard", Chuckles' half-brother

Mage Lv 4, S 15 I 16 W 10 D 13 Cn 12 Ch 15, HP: 14, NC(e), Weejas

Lute (AL: 6 of 8), Flute (AL: 4 of 8)

Cloak of Protection +3, AC: 7/7/7 (The cloak also can **Change Color** in just one segment (black, dark blue, light blue, dark green, yellow, orange, white and pink). In the three dark colors it acts like a **Hide in Shadows** garment in poor lighting giving a 50% chance to go unnoticed. It also **Masks Scent**, (both given off by the wearer or inhaled by the wearer) from the surroundings regardless of cloak color. Does not affect the smell of food and drink if inhaled directly.

9 x Darts

Spells Prepared: 3 2 (He memorizes different spells but always the three in bold.)

First: Charm Person, Shocking Grasp, one other from his book

Second: Stinking Cloud, one other from his book

Chuckles, "Sleepy", Mitch's half-brother

Thief Lv 5, S 13 I 17 W 15 D 16 Cn 13 Ch 10, HP: 26, N(ce), Norebo

Sing (AL: 6 of 8) He sings a baritone to the tunes played by Mitch.

Bracers of Defense AC: six, AC: 6/6/4

4 x Throwing Daggers, **+1 Short Sword +1** (on a hit with a natural 18,19, or 20 the target will **Forget** the last seven minutes (save vs wands applies). This will manifest itself with the target looking confused and will blink their eyes a few times.

Tee Cee Lars, eighth-elf, twin son of "the beard", 23 years old

Fighter/Thief Lv 3/3, S 16 I 16 W 9 D 16 Cn 16 Ch 11, HP: 21, NC(mischievous), Norebo and Kord

Juggler (AL: 5 of 8 but 7 of 8 with his brother), Oboe (AL: 5 of 8)

Leather +1, AC: 7/7/5

Short Sword +1, holder can **Dimension Door** up to 30 feet in the direction the sword is pointed once every 24 hours, but the holder is risking materializing in something. Fully enclosed will do 4d20 points of damage and cause the item to explode. Inside of solid rock will cause the rock to explode too. Items on a table might materialize inside of the holder while exploding the table. Partially inside or into something will generally do 1d20 damage.

Treasure: Tee wears a **Ring of Long Walks and Runs** (will tell the wearer how far he/she has run or walked when the wearer sits down after taking a run or walk of at least one mile. It does this aloud whether the wearer wants it announced or not. Removing the ring will make it non-functional for one full week.

When the **both** use the **Discipline of ESP** they can mind read each other enough to tell when what a baton is thrown by one to the other. Thus allowing them to juggle with each other BLINDFOLDED. They've only hit one or the other once in the last 3 month. Roll % and a result of 1 or 2 (out of 100) is a failure. They only have to check once for an entire 10 minute juggling performance. They have tried knives and after a few cuts and stab wounds agreed it was not worth it. When not blindfolded then will not make errors tossing to each other.

Psionics 58/58: ESP Range 270 feet, 2 points/round

Dee Em Lars, eighth-elf, twin son of "the beard", 23 years old

Magic User/Thief Lv 3/3, S 15 I 16 W 10 D 16 Cn 16 Ch 12, HP: 16, NC, Weejas and Norebo

Juggler (AL: 5 of 8 but 7 of 8), Brass Horn (AL: 4 of 8)

Bracers of Defense AC 8, **Ring of Protection +1**, AC: 7/7/5

Sling, 4 x Daggers

Lucky: Dee Em Lars always rolls 2 twenty sided dice for every time there is a save or hit roll. He takes the larger of the two rolls, always.
Psionics 62/62: ESP Range 270 feet, 2 points/round

The Heist: While Mitch is hawking Mitch's Marvelous Mixture, the twins are juggling. Mitch offers a teaspoon of MMM to anyone with a small ache or pain as part of the pitch, free of charge. Knowing full well that the person will become drowsy and really want to fall asleep in an hour or so (save vs Constitution at -2 in questionable cases), Chuckles will move into the small audience having noted carefully who has taken a spoon of MMM. He will be passing the hat for the juggling and lute playing and his own singing (he does have a good voice). He will also be looking for small things to steal. He never takes an entire purse, which would be noticed. As a 5th level thief his Pick Pocket is 50%, but his marks, which he calls "clients", are drowsy, raising his chances from 75% and even 85%, depending on how long the mark took the MMM. He is especially looking for people at the back of the crowd who appear to be alone. Passing the hat generally gets about 2 CP or 3 CP per person on average. Every now and then he gets a radish or a potato or some-such). The goal here is not to have Chuckles walk away with the mark, but rather to let someone else in the audience lead him to grassy spot where he can sleep. If he lifts something that might actually be valuable he will put it back because that will be noticed by the mark when wakes up and more often than not, the Good Samaritan is the one blamed for the couple of lost coins.

Wagon B
Wagon C

53a. The Watering Hole

A small bulge in the Icy Stream is where people come down with a bucket, to get water. The Icy Stream diminishes to a trickle and finally freezes neat the beginning of Winter. The flow begins again in late spring and is deepest and fastest flowing in High Summer. It has not overflowed its banks in the last 34 years.

53b. Stone Bridge

Here is a stone bridge that is convex with a small bump about 10 feet higher than the road. The Icy Stream is in depression that is four to six feet deep throughout its run in Layakeel. It is dredged out every other year to maintain the depth below the surrounding land.

54. Town Well

This is near the Trading Post at Location 22.

55. Town Well

Near the south road to Marner, behind Location 39.

56a. Light Keeper Residence

This all-stone, single-story building has one, precision, iron door facing west, which is up four stone steps, to not allow water into the building. The building itself measures 25 feet x 18 feet and has 4 barred and paned windows set high on the wall that allow light, and even air, to come in. Two of the 12 inch x 12 inch windows can be opened a few inches from the top. There is a fire place with a supply of dry wood next to it. No wood is stored outside due to waves and tides. The building has one large room with two beds on either side of the fire place. There's a table and four chairs, a bookcase with 40 books, along

with writing instruments and ink on a desk with a chair. The room is lit by a continual light gem in a box above the desk. The box can be closed to only allow four one-inch diameter holes to produce light. While that is not a great deal of light it is more than sufficient at night. A ladder leads to the roof. It is closed by a steel trap door while is also well made and does not leak. On the roof there is large Gong that is sheltered by a 12 foot x 12 foot canopy roof that is held up by four solid wooden posts. While it's open to the weather, the rain and snow does not come down on it directly. The gong is rung when a vessel approaches the harbor area: One gong if it is a fishing vessel and 2 gongs if it is an ocean-going ship. The vast majority of the time one of the two occupants will observe the ship coming in during the day and send out the notice. However at night ships may not be spotted. There is also a sturdy wooden pier. The 3-person row boat is pulled up on shore and can be pulled into the residence if there are storms. It can be crewed by a single rower.

Terigel, Canon, Pella's husband

Cleric Lv 6, S 14 I 13 W 16 D 13 Cn 15 Ch 11, HP: 30, LNg, Osprem (Goddess of Water Travel) (can turn undead)

Leather, **Ring of Protection +2**, AC: 6/6/6

6 x Darts, Dagger, **+2 Trident +2** (on a natural 19 or 20 an additional 10 damage is added. The trident allows two attacks per round. On land the special damage does not apply but two attacks per round still applies. Value: 14,000 GP

Treasure: **Necklace of Swimming and Water Breathing** (allows the wearer of move rapidly through the water at 450 feet per round, either on the surface or below it. The time limit is 24 hours swimming and then the ring will require a recharge of six hours. Ordinary sea creatures are 90% likely to ignore the swimmer entirely and "monsters" are 70% likely to do the same. The ring will allow the swimmer to float at all times even in high and rough seas. GPV is 10,000 but anyone who travels the sea may offer much more: it's your "Get out of Drowning Card".

Spells Prepared: 3+2 3+2 2

First: Cure Light Wounds x2, Light, Create Water, *Predict Weather*

Second: Hold Person, Augury, Resist Fire, *Heat Metal*, *Produce Flame*

Third: Continual Light, *Call Lighting*

Note: Clerics of Osprem have access to Druidic spells too

Pella (F), half-elf, Terigel's wife

Cleric Lv 3, S 13 I 14 W 16 D 16 Cn 14 Ch 15, HP: 17, LNg, Aerdrie Faenya (Dragon #60, April 1982 or Best of the Dragon III)

Leather, Cloak of Flying and Displacement The cloak allows flying at 600 feet per round. She almost never flies to the town unless there is a true emergency. The secondary power is to **Cause Confusion** to anyone trying to observe her exact position. She will appear to move to the right or left 3 to 5 feet twice during each melee round. This effect occurs when she concentrates on it, so on 3 random combat segments she will appear to shift right or left causing her opponent to miss if there is attack on the same segment.

AC: 8/8/6 but special, due to cloak

Mace +1, 3 x Hammers

Spells Prepared: 2+2 1+2

First: Cure Light Wounds, Light, Fear by Touch, Sanctuary

Second: Know Alignment, Spiritual Hammer, Hold Person

56b. Lighthouse

The lighthouse is solid stone, 30 feet in diameter, with a solid steel door, that is water proof, when closed. The building has 8 glass windows which are 3 inches wide x 12 inches high. There is spiral stair that goes up around the inside of the tower 3 times before arriving at the top. The windows start on the second floor and are aimed north, east, south, and west. On the third floor, the windows stand to the northeast, southeast, southwest, and northwest. At the top of the stairs, there is an iron pole with a

Continual Light gem sitting on it. The pole is sheltered from view of the harbor by a curved wall so the light does not light up the harbor.

The Whisperleaf Woods

Located just west of Marner, and extending north to within a few miles of Layakeel, lie the Whisperleaf Woods. Primarily occupied by a band of wood elves, there are also a number of giant owls, a few giant lynx and many game animals like deer, hares, and wild goats. Additionally, there are many normal sized owls, crows, pigeons, and hawks.

The band of wood elves are allied with the Archbaron of Ratik. Humans are allowed some hunting in the woods, but limited to game animals only. The elves are ever-watchful for anyone hunting owls, lynx and other avian/mammal allies of the elves. Small patrols move through the woods constantly; virtually invisible because they blend in with their surroundings so well. They are generally Good or Neutral, in alignment, with none of them being lawful or evil. They all pray to Solonor Thelandira (Best of the Dragon #3, or Dragon #60, 1982).

Wood Elves

A wood elf has HD: 1+1, although some are adventuring classes like Fighter, Cleric, Thief, Magic User and multi-classed like Fighter/Magic Users and Thief/Magic Users. Rangers are now allowed among these wood elves who pray to Solonor.

Solonor is also a Bard and as such there are many wood elves who have learned to play the lute and/or the flute. Almost every wood elf can carry a tune and many are outstanding singers.

The band numbers 148 individuals (124 adults; 72 males and 48 females, plus 24 young elves 18 years old or younger).

Armor Class will be listed below. Most are Studded Leather and Shield, AC: 7/6/Dex

All adults can fight with short swords at +1 to hit due to racial training or broad swords that are also +1 to hit to racial training. All know how to fire a long bow at +1 to hit due to racial training. Most are armed with a sword and bow, a spear and a bow or sword and a spear.

Movement rate is 360 feet per round walking and 720 feet per round running. They are fast enough to fire a bow or throw and spear and either retreat or advance all within the same melee round (melee conditions allowing).

The younger elves are training with short sword and bows from the age of 5. Many of them will carry either a short sword or a short bow.

Patrols are made up of 1d4+4 individuals, with one or two being a leveled-leader of at least second level. Third level fighters will be specialized in either sword or bow and gain an additional +1 to hit and +2 to damage due to skill over and above the racial adjustment allowed for race. These specialists also gain a 10% or higher chance of a second sword attack or a third arrow fired every round, depending on the specialty.

The wood elves avoid the conventional trails that others use while going through the woods, and so will generally not interfere with them, but it is 95% likely that the elves will be aware of those using the roads or entering the woods.

Wood Elf Camps: All of the characters below are wood elves or part-elves

The two brigade's camps, listed below, live near one another and frequently intermingle. They have no permanent homes and move their camps at least once a year. They have medium sized tents and some wood elves actually live in the larger trees where there are pallets in place on branches. The pallets are

usually fastened by ropes and have canvas or leather awnings over them to keep most of the rain away. Once a child becomes 6 years old, they live in the trees around the camp. They learn to become nimble and to leap or swing from tree to tree. In this way they are protected to some degree from predators/attackers that cannot or do not want to climb trees to catch them. A few adults live in the trees with the children.

Brigade One

Sword and Bow troops who are +1 to hit with both due to racial skill.

Command

Anaz, wood elf, Champion, Lieutenant, Chester's half-brother (same father)

Fighter Lv 7, S 18/59 I 14 W 13 D 16 Cn 15 Ch 13, HP: 51, GN, Solonor Thelandira

Weapon Specialization: Long Sword: +1 to hit and +2 to damage, 90% chance for a second attack per round, Weapon Specialization: Long Bow: +1 to hit and +2 to damage, 80% chance for a third arrow every round, Racial Weapon Specialization: Long Bow: +1 to hit, +1 to hit, due to dexterity

Elven Chain +1, Shield +2, AC: 3*/0/-2 *elven chain is base 4 not 5

+2 Long Sword +2/+4 vs orcs, goblins and hobgoblins, +2 Long Bow +2, +1 Hand Axe +1

Ring of Protection from Normal Missiles, 10 foot radius: others gathered closely around him can be protected as well – but that inhibits his fighting abilities

Chester, wood elf, Swashbuckler, Sergeant, Anaz's half-brother (same father)

Ranger Lv 5, S 17 I 15 W 15 D 18 Cn 15 Ch 12, HP: 39, GC, Solonor Thelandira

Elfin Chain +1, Shield, AC: 3/2/-2

Long Sword +1, Long Bow, 4 x Throwing Axes

Ebeda (F), wood elf

Fighter/Magic User Lv 3/3, S 16 I 16 W 10 D 16 Cn 13 Ch 12, HP: 13 GL, Solonor Thelandira

Racial Weapon Specialization: Long Bow: +1 to hit, Racial Weapon Specialization: Short Sword: +1 to hit

Bracers of Defense AC: 7, Ring of Protection +1, AC: 6/6/4

Elfin Short Sword (allowed multiclass F/MU), Long Bow, **Wand of Magic Missiles** 37 charges

Treasure: **Spell Book**

First: Affect Normal Fires, Detect Magic, Enlarge/Shrink, Light, Magic Missile, Shield, Spider Climb

Second: Continual Light, ESP, Knock, Wizard Lock, Strength, Stinking Cloud

Spells Prepared: 2 1

First: Sleep, Burning Hands

Second: Web

Hesvin (F), wood elf

Cleric Lv 4, S 12 I 13 W 16 D 16 Cn 14 Ch 11, HP: 23, GN, Solonor Thelandira

Elven Chain, Shield, AC: 4/3/1

Short Sword, 4 x Throwing Axes

Spells Prepared: 3+2 2+2

First: 3 x Cure Light Wounds, Light, Bless; Hold Person, Know Alignment, Spiritual Hammer, Augury

May Also Prepare:

First: Command, Detect Evil, Fear by Touch, Sanctuary

Second: Find Traps, Speak with Animals

Thelinga (F), half-elf

Ranger Lv 2, S 14 I 13 W 15 D 15 Cn 12 Ch 13, HP: 15, GC, Solonor Thelandira
Studded Leather, AC: 7/7/6
+1 Quarter Staff +1, Long Bow, 3 x Throwing Dagger

60 x elven and half elven sword and bow troops; HP may include Con bonus

Wood Elf Lv 2, HP: 10 9 9 9 9 8 8 8 8 8, AC: 7/6/6
Wood Elf Lv 2, HP: 10 10 10 9 9 9 9 8 8 8 8 8 8 8 8, Dex 15, AC: 7/6/5
Wood Elf Lv 2, HP: 12 11 10 10 9 9 9 9 9 8 8 8 7 7 7, Dex 16, AC: 7/6/4
Wood Elf Lv 2, HP: 11 11 10 9 9 9 8 8 7 7 7 7 7 6 6, Dex 17, AC: 7/6/3
Wood Elf Lv 2, HP: 13 11 10 8 7, Dex 18, AC: 7/6/2
Studded Leather, Shield, AC: * see after HP above
Long Sword, Long Bow, 40% have a Dagger

Brigade 2:

Sword and Spear Troops are +1 to hit with sword, due to racial skill

Command

Borgolin, wood elf, Lieutenant, Tessera's husband

Ranger Lv 5, S 17 I 13 W 12 D 15 Cn 15 Ch 12, HP: 29, GN, Solonor Thelandira
Racial Weapon Specialization: Long Bow: +1 to hit, Racial Weapon Specialization: Long Sword:
+1 to hit
Elven Chain, Shield, AC: 4/3/2
+1 Long Sword +1/+3 vs any creature hit only by magic weapons, Long Bow, 3 x Dagger
Treasure: **Cloak of Elvenkind**

Tessera (F), wood elf, Borgolin's wife

Cleric Lv 7, S 14 I 13 W 17 D 13 Cn 13 Ch 11, HP: 30, GN, Solonor Thelandira
Elven Chain +1, Shield +1, AC: 3/1/1
+2 Hammer +2, 3 x Throwing Hammers
Treasure: **Ring of Create Food and Water** (feed 12 people 2 meals and 12 gallons of water per day)
Spells Prepared: 3+2 3+2 2+1 1
First: 2 x Cure Light Wounds, Bless, Light, Fear by Touch
Second: Find Traps, Hold person, Resist Fire, Spiritual Hammer, Slow Poison
Third: Cure Disease, Dispel Magic, Prayer
Fourth: Cure Serious Wounds
May Also Prepare:
First: All
Second: All
Third: Animate Dead, Cure Blindness, Glyph of Warding, Remove Curse, Speak with Dead
Fourth: Detect Lie, Neutralize Poison, Tongues, Protection from Evil 10 foot radius

Pelstarus, wood elf

Druid Lv 5, S 13 I 12 W 16 D 16 Cn 13 Ch 16, HP: 37, N, Solonor Thelandira
Leather, **Wooden Shield +1**, AC: 8/6/4
Scimitar, Sling, 4 x Throwing Daggers
Treasure: **Silver Leaf of Pass Plant** The plant/tree passed into must have reasonable bulk and size but a large bush is sufficient. The wearer will emerge from the same type of plant within 100 feet of the entry plant. If the wearer knows of a specific plant he can go there. If no other plant is available to travel to, the user will Pass Plant randomly, but will travel at least 2 to 5 miles at a minimum!
Spells Prepared: 4+2 3+2 2

First: Detect Magic, Locate Animals, Speak with Animals, Detect Snares and Pits, Animal Friendship, Predict Weather
 Second: Charm Person or Mammal, Create Water, Obscurement, Warp Wood, Heat Metal
 Third: Call Lightning, Pyrotechnics

Debeng, wood elf, Borgolin and Tessera's son

Ranger Lv 1, S 16 I 14 W 15 D 13 Cn 17 Ch 14, HP: 19, GC, Solonor Thelandira
 Racial Weapon Specialization: Long Bow: +1 to hit, Racial Weapon Specialization: Long Sword: +1 to hit
 Studded Leather, Shield, AC: 7/6/6
 Long Sword, Long Bow, Dagger

50 x elven and half elven sword and spear troops; HP may include Con bonus

Wood Elf Lv 2, HP: 11 9 9 7 6	6 6 6 5 4, AC: 7/6/6
Wood Elf Lv 2, HP: 10 9 9 8 8	7 7 6 6 5, Dex 15, AC: 7/6/5
Wood Elf Lv 2, HP: 11 10 10 8 8	8 7 7 6 5, Dex 16, AC: 7/6/4
Wood Elf Lv 2, HP: 12 11 9 9 8	8 7 7 6 6, Dex 17, AC: 7/6/3
Wood Elf Lv 2, HP: 13 12 11 9 9	8 8 7 6 6, Dex 18, AC: 7/6/2

Studded Leather, Shield, AC: * see after HP above
 Long Sword, Long Bow, 60% for 1d4 Throwing Daggers

Leadership:

The leaders of the wood elves move around with the children, teaching them and bringing them back and forth to the brigades to see their parents. The breakdown of the number of children at each age range are:

6 x Ages 14 to 18, 1 HD, Leather, AC: 8/8/+Dex bonus, roll 4d6 and eliminate lowest, HP: 8 8 7 7 6 4
 Long Sword, Long Bow

6 x Ages 10 to 13, 1-1 HD, Leather, AC: 8/8/+Dex bonus, roll 4d6 and eliminate lowest, HP: 7 6 6 5 5 4
 1d4 Throwing Daggers

7 x Ages 6 to 9, 1d4+1 HP, no armor, HP 4 4 3 3 3 2 2
 Knife

5 x Ages 0 to 5, 1d4 HP, no armor, HP 4 3 3 2 2

Tolemar, wood elf, Lord, Chief, Justella's husband

Fighter Lv 10, S 18/30 I 16 W 14 D 17 Cn 15 Ch 16, HP: 63 GN, Solonor Thelandira
 Racial Weapon Specialization: Long Bow: +1 to hit, Racial Weapon Specialization: Long Sword: +1 to hit, +2 damage Dex Bonus: +2 hit with Long Bow, There is 20% chance that Tolemar can fire 4 arrows every round!

Elven Chain +2, Shield +2, AC: 2/-1/-4

Rod of Elven Prowess This device has a number of properties: It will make the holder immune from attacks of Fear, Hold, and Charm. It will raise the morale of good elven/part-elven troops within 120 feet of the holder. Those elves also gain a +2 on saves vs Fear and Hold (elves already have 90% resistance to Charm and Sleep). Evil races within 120 feet of the holder under 4+4 hit dice will hear a buzzing in their ears that is so annoying and loud that normal speech is impaired. The buzzing is distracting to spell casters, causing any spell they might be casting to fail 30% of the time. The buzzing also allows someone to sneak up on the evil human, demi-human, or humanoid. The evil creature will be -1 to hit and -1 on all saving throws. Those of 5HD or higher get to save vs spells to negate the buzzing entirely. The rod itself is a +4 weapon that can take the form of a hammer, any sword or a spear. It adds this +4 to all saves from any magical attack, gaze, or breath weapon. The holder of the rod can Suggest (as the spell) to all good elves and good part-elves within 60 feet of the holder, with a saving throw versus spells allowed. This rod has been in the possession of this band of Wood Elves for over 750 years and passes to the next Chief when he or she assumes control of the clan. The elf so named is not

necessarily a relative of the last chief – so it is not a family heirloom, but a clan heirloom. Any non-elf, regardless of alignment, who touches the rod is subject to a Save vs Death at -2 or Die.
Long Bow +2, 4 x Throwing Daggers

Justella (F), wood elf, Lama, Tolemar's wife

Cleric Lv 7, S 13 I 15 W 17 D 16 Cn 14 Ch 15, HP: 40 GN, Solonor Thelandira

Elven Chain +1, Shield, **Ring of Mirror Images** (person plus five duplicates, 1/day), AC: 3/2/0

*the ring must be taken into account because an enemy could be attacking the wrong image and therefore no damage would occur, other than the image vanishing. Once all five duplicates vanish (any "hit" will do that) the ring will take a full day to reset.

+2 Broad Sword +2, Detects Magic range 30 feet, but known items can be eliminated from the detection but the holder detecting the item and then disregarding it in the future. A new owner would start fresh with no detection eliminations.

Treasure: **Vestment of Sanctuary** When worn this green vestment, adorned with on the back with a Silver Stag and on the front with a Silver Full Moon, allows the wearer to be ignored by non-elves with less than four levels or four hit dice. Higher levels might still ignore the wearer if a save vs spells is failed. Beings with an intelligence above 14 add +1 to the save for each point over 14. The wearer must invoke the magic for it to function. Range is not issue.

Spells Prepared: 3+2 3+2 2+1 1

First: 2 x Cure Light Wounds, Bless, Light, Fear by Touch

Second: Find Traps, Hold person, Resist Fire, Spiritual Hammer, Slow Poison

Third: Cure Disease, Dispel Magic, Prayer

Fourth: Cure Serious Wounds

May Also Prepare:

First: All

Second: All

Third: Animate Dead, Cure Blindness, Glyph of Warding, Remove Curse, Speak with Dead

Fourth: Detect Lie, Neutralize Poison, Tongues, Protection from Evil 10 foot radius

Novus, wood elf

Magic User/Thief Lv 9/9, S 12 I 17 W 14 D 17 Cn 15 Ch 10, HP: 33, NL(g), Solonor Thelandira

Cloak of Protection +2, Ring of Protection +2, AC: 6/6/3

+2 Quarter Staff +2: damage 1d10+2

Treasure: **Spell Book**

First: Burning Hands, Feather Fall, Find Familiar, Tenser's Floating Disk, Unseen Servant, Write, Enlarge, Sleep

Second: Continual Light, Forget, Wizard Lock, Suggestion, Ray of Enfeeblement, Strength

Third: Clairvoyance, Fly, Protection from Normal Missiles, Water Breathing, Explosive Runes

Fourth: Dig, Dimension Door, Fire Trap, Monster Summoning II, Minor Globe of Invulnerability

Fifth: Cone of Cold, Leomund's Secret Chest, Wall of Force, Contact Other Plane

Spells Prepared: 4 4 3 2 1

First: Charm Person, Magic Missile, Identify, Light

Second: Web, Knock, Invisibility, Detect Evil

Third: Fire Ball, Dispel Magic, Hold Person

Fourth: Charm Monster, Wall of Fire

Fifth: Cloud Kill

Presto, wood elf, Toleman and Justella's son

Fighter/Magic User 5/5, S 16 I 16 W 12 D 15 Cn 15 Ch 7, HP: 24, GN, Solonor Thelandira

Racial Weapon Specialization: Long Sword: +1 to hit

Elven Chain, AC: 4/4/3

+2 Long Sword +2, 12 x Darts (3 per round)

Treasure: **Ring of Invisibility**

Spells Prepared: 4 2 1 (uses Novus' book)

First: Sleep, Magic Missile, Enlarge, Light

Second: Web, Ray of Enfeeblement

Third: Dispel Magic

Tomin, wood elf

Magic User Lv 3, S 13 I 16 W 13 D 15 Cn 15 Ch 9, HP: 12, N, Solonor Thelandira

No armor, AC: 10/10/9

6 x Darts

Spells Prepared: 2 1 (uses Novus' book)

First: Enlarge, Magic Missile

Second: Suggestion

Rellego, wood elf

Druid Level 7, S 15 I 14 W 17 D 16 Cn 14 Ch 16, HP: 43, N, Solonor Thelandira

Bracers of Defense AC: 6, Wooden Shield, AC: 6/5/3

+1 Scimitar +1 /+2 vs goblins and hobgoblins, Sling, Dagger

Protectors and allies in the Woods

Giant Owls

5HD, AC: 6, 3 attacks 2d4, 2d4, 1d4+1, 90 feet walking/540 feet flying. Very quiet, surprising prey on 1 to 5 on 1d6, HP: 36, 33, 30, 29, 28

The giant owls act as night guards for the camp, especially for the young. They will not attack a wood elf or the apparent friend of an elf. If wounded to half their HP, they will fly away but will go to other elves for aid and to raise an alarm.

Barn Owls

2HD, AC: 7, 3 attacks for 1d4, 1d4, 1d2, 45 feet walking/210 feet flying. Very quiet, surprising prey on 1 to 4 on 1d6

HP: 16 16 16 15 14 13 13 12 12 12 11 11 10 10 9 9 9 8 8 7

Barn owls will rarely attack an enemy but they will attempt to alert the elves of intrusions into the wood. They will not attack a wood elf of any age. They will aid a Giant Owl that is attacking or being attacked, but any wound will cause the owl to fly away.

Giant Lynx

2+2HD, AC: 6, attacks 1d2, 1d2, 1d4 and rear claws 1d3, 1d3

HP: 18 18 17 16 16 15 15 14 14 13 12 12 12 11 11 10 10 10 9 9

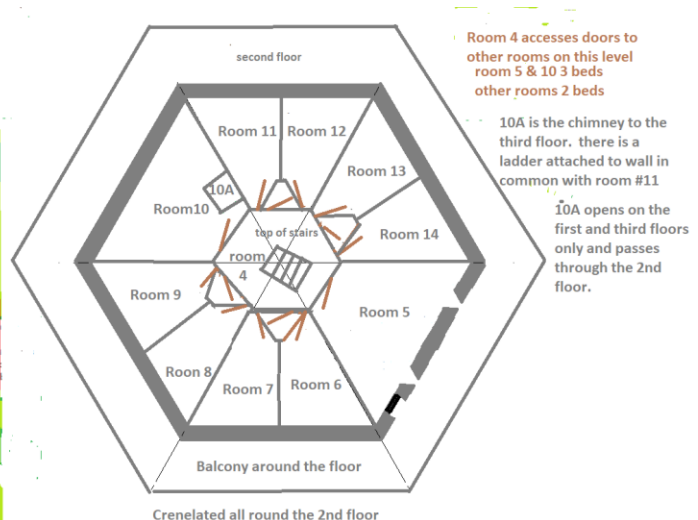
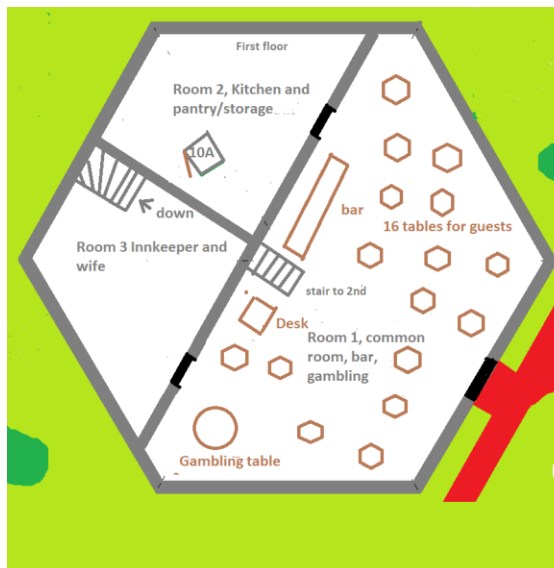
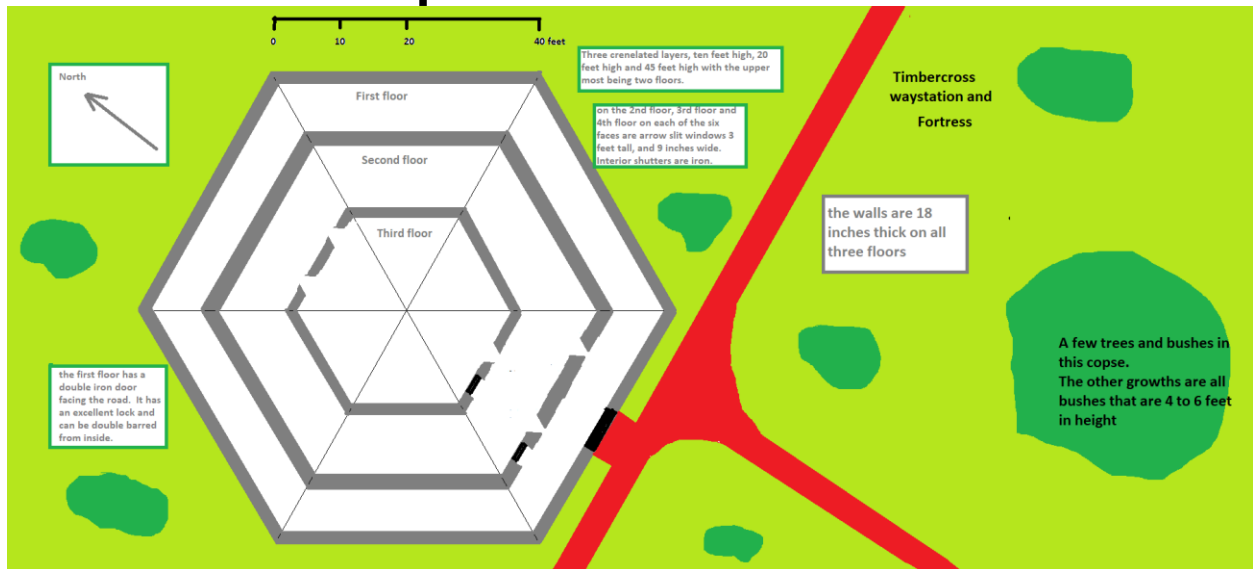
Giant Lynx are masters of camouflage. They will not attack wood elves of any age but if there is an intrusion they will go to an elf camp and seek aid. They will not necessarily fight for an elf, unless the numbers are in their favor. They hunt deer, rabbits, and quail are plentiful in the woods and nearby (away from Marner and Layakeel) Wood Elves only hunt the Giant Lynx for food occasionally and never for sport.

Timbercross

Timbercross is a waystation and inn on the north-south road going from Stengar, in the south, and Abonhoth, to the northwest. The junction road is the east-west road to Layakeel and passes the road leading to the Ruin of the Chapel of Llerg (see [Layakeel regional map](#)).

Its original purpose was as a fort for a garrison of troops, as well as for local farmers and travelers to seek shelter in times of trouble. It is composed of four levels, with each level getting smaller as to allow a battlement and each roof/battlement has a crenelated wall six feet tall with openings that are three feet tall. The top/roof of the tower is crenelated as well.

Timbercross Maps



First Floor

The first floor is a large hexagon with one pair of heavy iron doors. Each face of the hexagon is 40 feet long. There are no windows, but there are small, 9 inch x 9 inch openings in the 18-inch thick walls, at a height of eight feet, on the ten-foot first floor. These holes let in air and some daylight. They are too high on the wall to see out of. They can be covered with a wooden shutter during cold weather.

There is a ladder in this half of the building that goes up to the third floor and does not open on the second floor at all. The staff sleeps on the third and six guards are on the fourth floor. It's a climb that people make two or more times per day. It is customary to ring a small bell if you plan to climb up or down so you don't meet each other on the way up and down.

In the past the first floor was part of a garrison barracks but also served at a common room for eating and drinking. There was no gambling table. There were six hexagonal tables and a dozen cots. All of that was in the past.

Room 1. Bar Area

The large hexagon is divided in half by a one-foot thick stone wall. As you enter, you see a bar facing the room, against the dividing wall, with 6 stools in front of it. On either end of the bar, there are doors into the back half of the hexagon. In the front section of the room, there is an octagonal card table for eight players, plus ten hexagonal tables used for eating and drinking. The room is lit by a half-intensity Continual Light, so candles and so torches are not necessary. Finally there is a small desk next to stone stairs, leading to the second floor. The bar tender can step over to the desk and rent a guest a room or there is someone sitting there for that purpose.

Room 2. Kitchen and Pantry

The back half of the first floor houses a kitchen and pantry. There is a partial basement, below the kitchen, used for storage

Along the west wall of this room is a Secret Door that leads to a long tunnel (440 feet long, 7 feet wide and 8 feet tall). It is perfectly straight and of superior dwarven construction. On the East wall there is secret trap door that no one has found yet. (It's so well hidden, subtract 20% from finding except for a dwarf who gains a 10% chance, if he is searching for secret doors. This leads to levels of old passages and rooms below the complex. The first two levels will stay Hexagonal but then there is no pattern at all, DM's choice.

Room 3. Innkeeper's Residence

This is the innkeeper's room for himself and his wife.

Second Floor

The second floor is another large hexagon atop the first. It is 30 feet on a side. It is also ten feet high and has 18 inch walls. On each face of the hexagon, there are two arrow slits, each measuring 3 feet x nine inches. The slit can be covered from the inside by an iron shutter with a double bar. There is an iron door facing to the east. It allows troops to walk out onto the parapet and defend the fortress with arrows, boulders and spears. The doors can be double barred from inside.

There are ten rentable rooms on the second floor. Each of the two large rooms is a full equilateral triangle and is 3 SP per night as a base, plus every person over two people must pay an additional 1 SP. Payment is up-front and if the room key is lost there is a fee of 1 GP to replace it. These large rooms have two external arrow slits.

Eight smaller rooms are equilateral triangles, cut in half. They have a doorway on the interior point but that leads to a 3 foot x 3 foot room with two doors, one to each room. The smaller rooms cost 2 SP per night and 10 CP for a second guest. Each have two small beds and one arrow slit.

There is a Ladder attached to the wall that allows someone to climb to the 3rd floor. That chimney is against one of the walls

Room 4. Guest Foyer

Stairs from the first floor lead into this foyer for the guest rooms. There are 6 doors leading to rooms or other halls, which lead to rooms.

Rooms 5 to 14. Guest Rooms

Room 5. Guest Room

One of the 2 large rooms, it is a full equilateral triangle and is 3 SP per night as a base, plus every person over two people must pay an additional 1 SP. Payment is up-front and if the room key is lost there is a fee of 1 GP to replace it. These large rooms have two external arrow slits.

Room 6. Guest Room

One of the 2 large rooms, it is a full equilateral triangle and is 3 SP per night as a base, plus every person over two people must pay an additional 1 SP. Payment is up-front and if the room key is lost there is a fee of 1 GP to replace it. These large rooms have two external arrow slits.

Room 7. Guest Room

The smaller rooms cost 2 SP per night and 10 CP for a second guest. Each have two small beds and one arrow slit.

Room 8. Guest Room

The smaller rooms cost 2 SP per night and 10 CP for a second guest. Each have two small beds and one arrow slit.

Room 9. Guest Room

The smaller rooms cost 2 SP per night and 10 CP for a second guest. Each have two small beds and one arrow slit.

Room 10. Guest Room

The smaller rooms cost 2 SP per night and 10 CP for a second guest. Each have two small beds and one arrow slit.

Room 11. Guest Room

The smaller rooms cost 2 SP per night and 10 CP for a second guest. Each have two small beds and one arrow slit.

Room 12. Guest Room

The smaller rooms cost 2 SP per night and 10 CP for a second guest. Each have two small beds and one arrow slit.

Room 13. Guest Room

The smaller rooms cost 2 SP per night and 10 CP for a second guest. Each have two small beds and one arrow slit.

Room 14. Guest Room

The smaller rooms cost 2 SP per night and 10 CP for a second guest. Each have two small beds and one arrow slit.

Third Floor

The third floor is a tower hexagon that is another 20 feet tall with one arrow slit like the slits on the floor below it. The third floor has an iron door like the second floor the opens to 2nd floor roof. The top roof is crenelated as the first floor and second floor roofs. The staff's rooms are on the 3rd floor. The room is cut in half so the males and females each have some privacy. The ladder from the first floor opens here. The chimney (10A) continues up to the fourth floor.

Fourth Floor

There is a room for guards on the fourth floor. It is one large room with a bed on each wall, but allowing enough room to look out of the arrow slit near the bed. There is a central ladder leading to the roof.

Denizens of Timbercross

Inn's staff

The bartender, waitress, server/clean-up, and maid all live on the third floor. Two males and two females. The bartender and server are dating the waitress and maid. They seem to change partners occasionally.

El-e-Bartel, innkeeper, Tessla's husband, 44 years old

Thief Lv 6, S 13 I 17 W 13 D 16 Cn 15 Ch 15, HP: 27, Neutral, Norebo

Lute (AL: 5 of 8), Sing (AL: 6 of 8) Tenor, Weapon Proficiency: Dagger: +1 to hit, Dex Bonus: +2 to hit with thrown daggers

Bracers of Defense AC: 6, Ring of Protection +1, AC: 5/5/3

4 x Throwing Daggers, **+1 Short Sword +1, Detects Evil at a range 60 feet** It warns the owner by creating a slight buzz in his ears. As the evil figure comes closer the buzz becomes a bit louder. The sword can be up to 15 feet apart from the owner and still warn of evil for the full 60 feet.

He has a Skeleton Key that fits all of the locks in the four floors of the building.

Tessla (F), El-e-Bartel's wife, 37 years old, their son is one of the guards who lives in the fourth floor tower.

Cleric Lv 4, S 12 I 12 W 16 D 13 Cn 15 Ch 17, HP: 28, Ng, Norebo (can turn undead)

Dance (AL: 6 of 8), Flute (AL: 4 of 8), Tambourine (AL: 3 of 8) to keep the beat while dancing

Studded Leather, **Shield +1**, AC: 7/5/5

Short Sword, 4 x Throwing Daggers

She can Hide in Shadows, Move Silently, Climb walls and Remove Traps as long as she's not using the shield. These extra abilities cost her an extra 10% in XP. If she had a Dex of 16 or better the 10% penalty goes away.

Spells Prepared: 3+2 2+2

First: 3 x Cure Light Wounds, Fear by Touch, Detect Magic

Second: Hold Person, Silence, Speak with Animals

May Also Prepare:

First: Bless, Command, Create Water, Cure Light Wounds, Detect Magic, Fear by Touch and Light

Second: Find Traps, Hold Person, Silence, Speak with Animals

Gibben, bartender, 27 years old, Hesper's current boyfriend

Thief Lv 2, S 12 I 14 W 12 D 16 Cn 13 Ch 9, HP: 11, N, Norebo

Bartender (AL: 5 of 8), Singing (AL: 6 of 8) baritone, loud and clear

Leather, AC: 8/8/6

Short Sword, 4 x Throwing Daggers

People tip him for drinks and the occasional song.

Gastrovalidor, server and bouncer, 28 years old

Fighter Lv6, S 18/81 I 14 W 14 D 14 Cn 16 Ch 7, HP: 54, N, Norebo

Weapon Specialization: Throwing Dagger: +1 to hit and +2 to damage

Studded Leather, **Ring of Protection +2**, AC: 5/5/5

+1 Short Sword + 2, 6 x Throwing Daggers

Treasure: He also has a **Ring of Paralysis**. A purposeful touch or punch will activate the Ring. If the target is hit (damage 1-3+4 for strength) the figure must save versus paralysis or be held for 2d4+2 rounds. This gives Gastrovalidor time to disarm the trouble maker, bind him, if necessary, and/or toss him into the street.

Hesper (F), waitress, 27 years old, Gibben's current girlfriend

Thief Lv 2, S 10 I 15 W 10 D 17 Cn 13 Ch 15, HP: 8, Nc, Norebo

Lute (AL: 6 or 8), she plays and Gibben sings.

Leather, AC: 8/8/5

2 x Throwing Dagger, one hidden in boot is poisoned with a paste, which is a mild poison that causes the victim (save vs poison) to fall asleep in 1 to 3 rounds. If the target saves, they'll be groggy for 1 to 3 rounds (no spell casting, -2 to hit).

Fandango (F), maid, 24 years old

Thief Lv 2, S 12 I 14 W 14 D 18 Cn 14 Ch 18, HP: 10, N, Norebo

Dances (AL: 6 of 8)

Leather, AC: 8/8/4

3 x Throwing Daggers

Fandango dances for the customers in the main room. Men will be drawn to both her dance moves and her beauty/charisma. This makes them rather susceptible to a pick pocket (-15% to die roll to notice). She is also a quick "date" for 6 SP an hour.

Guards

The fourth floor guards report once every 10 days or so to the Fortress of the North in Layakeel. Two guards will go to Layakeel and other folk may ride with them using them as a free escort. Men-at-Arms or first level Veterans typically carry 1d4 GP, 8d6 SP and 4d4 CP. Second level and third level add 2d4 GP to their purses. Two of the regular guards (neither the Sergeant nor the Corporal, but any of the rest) go on the trip to Layakeel (1d4+9 days between trips). Subsidy is 4 SP per day to go on this patrol

Tellerman, Sergeant of the Guard, Knight Protector, Sir, 37 years old

Fighter Lv 5, S 17 I 15 W 12 D 14 Cn 17 Ch 12, HP: 42, NG, Phaulkon

Bowyer (AL: 5 of 8), Weapon Smith (AL: 3 of 8) Daggers only, Weapon Specialization: Long Sword: +1 to hit and +2 to damage, 30% chance for second blow every round, Weapon Specialization: Long Bow, +1 to hit and +1 to damage, 20% chance for a third arrow every round.

Chain +2, Shield, AC: 3/2/2

Long Sword +1, Long Bow, 4 x Daggers

Treasure: **Horn of Blessing** When blown for 1 entire round, non-evil beings within 60 feet receive a +2 bonus to all saving throws for one full turn. The horn cannot repeat the blessing for 1d6+1 hours and the number of uses is limited to five per week. The horn's value is at least 12,500 GP to a non-evil owner.

Gems: 2 x 500 GPV, 2 x 250 GPV, 3 x 100 GPV – to be used in an emergency to pay troops and buy equipment. The 3 x 100 GPV gems are his own.

Purse: 7d8 GP, 3d20 SP, 5d20 CP, Silver Brooch with Safire worth 200 GPV

Grebo, Corporal, 25 years old

Fighter Lv 4, S 16 I 14 W 13 D 15 Cn 15 Ch 10, HP: 27, NG(I), Jascar

Leatherworker (AL: 4 of 8), Fletcher (AL: 3 of 8), Weapon Specialization: Long Sword: +1 to hit and +2 to damage, 20% chance for a second attack every round

Chain, Shield, AC: 5/4/3

Long Sword, Long Bow, 4 x Throwing Daggers

Purse: typical as listed above, plus Gems: 3 x 100 GPV

Yem, dwarf, 83 years old, second cousin twice removed to Bezz

Fighter Lv 3, S 16 I 12 W 13 D 14 Cn 17 Ch 11, HP: 30, NL(g), Silverbeard

Wood Carver (AL: 5 of 8), Weapon Specialization: Throwing Axe: 40% chance for a second attack/throw

Chain, **Shield +1**, AC: 5/3/3

+1 Hammer +1, 6 x Throwing Axes

Temzar, elf, 77 years old

Fighter Lv 3, S 16 I 14 W 12 D 16 Cn 13 Ch 6 (large gash on left side of his face), HP: 21, GC, Solonor Thelandira

Sing (AL: 7 of 8) Tenor, Racial Weapon Specialization: Long Sword: +1 to hit, Racial Weapon Specialization: Long Bow: +1 to hit

Elven Chain, Elven Shield, AC: 4/2/0 (the shield is used only by an elf for extra defense)

+1 Long Sword +1, Long Bow, Dagger

Porgon, 22 years old

Fighter Lv 2, S 15 I 14 W 15 D 12 Cn 15 Ch 8, HP: 17, NC, Llerg

Studded Leather, Shield, AC: 7/6/6

Long Sword, Long Bow, 3 x Throwing Daggers

Bezz, dwarf, 57 years old, second cousin twice removed to Yem

Fighter/Cleric Lv 2/2, S 16 I 12 W 16 D 15 Cn 16 Ch 9, HP: 17, NG, Silverbeard

Chain with Breast Plate, Shield, AC: 4/3/2

War Hammer +1, Light Crossbow

Spells Prepared: 2+2

First: Cure Light Wounds, Bless, Command, Light

May Also Prepare:

First: Detect Evil, Detect Magic

Holmana (F), 22 years old

Fighter Lv 2, S 15 I 14 W 13 D 16 Cn 16 Ch 11, HP: 19, N, Phyton

Studded Leather, Shield AC: 7/6/2

Broad Sword, Long bow

Adventure: The Ravages of the Mind

Background

There was a Chapel of Llerg, which was located 30 miles west of Layakeel, and a few miles into the Timberway, well away from the coast. Thirty-two years ago, to the day, The Chapel complex was attacked by a war band of just over 100 creatures, composed of orcs, in the company of ogres, gnolls, and two hill giants. The attack came at 2 AM on Planting, the First, when most were asleep in their beds. The hill giants began by hitting the outer stone wall with massive mallets, causing a breach.

While the clergy and warriors of the Chapel fought bravely, the dormitories were mostly destroyed and burned. Many of the occupants were slain. The Chapel itself was badly damaged. Among the wounded was the Canon Delbart, whose wife and child were slain, not to mention his brother and cousin, as well as their wives and families. The surviving 7 occupants of The Chapel then had the grim duty to bury forty-two dead friends and family. They burned the bodies of fifty orcs, five ogres, and twelve gnolls. A single human was among the attackers, a fighter of stature and wealth. He was buried a distance away with all of his gear save for his purse and back pack. His grave is marked, "COWARD." The wounded hill giants and some orcs escaped.

Delbart survived the ordeal, but his mind was broken. On Planting, the eighth, a full week had gone by before two survivors were sent to Layakeel to report what had happened, and to beg for help and supplies. The mayor sent a troop to The Chapel, but the humanoids were long gone, and a rain storm erased their trail.

Two weeks later, a High Priest of Llerg was dispatched to The Chapel to tell the survivors that The Chapel was going to be abandoned. It was too far from Layakeel, and a new chapel could be built closer to the town, where it could be more easily defended.

Delbart refused to leave the graves of his family, friends, and compatriots. The High Priest said he would not command him to leave, but once his grief was spent he would be welcome at the new chapel. One fighter, Eldego, decided to support Delbart and pledged his assistance of a period of 401 days. Those days passed quickly and Delbart was eventually left alone, still refusing to leave.

The years ground on for Delbart, who became even more withdrawn and solitary. He would be seen in Layakeel, once or twice a year, to buy a few items he could not obtain for himself. He would appear early in the day, visit the trading post and a few other places of business, and be back on the road just after noon. He would say little other than what he wanted to buy. A few tried to engage him in conversation, but to no avail.

Then on the 32nd anniversary of the attack, Delbart appeared in town. On this trip he decided to visit the tavern and have a meal and a bottle of good wine. At the tavern, no one approached him, except for the serving maid. He was about to give his order when he looked up at her and his face showed surprise and amazement. "Art thee of the family Argent my dear?" "Yes, my grandparents are of that family." "You look just like my wife. The resemblance is remarkable. Remarkable..." Then a small child ran up with a bowl of bread for the table. Delbart could not contain his amazement. He cried and wept. "Thy daughter is the image of my poor, dead daughter. Forgive me." She comforted him for a few minutes and then took his order. When she returned a few minutes later he was gone, but seven gold pieces were on the table.

The next morning, Allavana and her three-year-old daughter did not appear at the tavern at 8 AM to start her shift. By 10 AM the tavern keeper sent someone to her shack, at the edge of town, to find that she and her daughter were not there. The tavern keeper reported the matter to the Sherriff along with the information about the strange man who had appeared yesterday. Allavana had told the tavern keeper about the visitor and what he had said about the family resemblances to his wife and daughter.

After a short investigation the sheriff learned that the traveler bought a horse and cart with old gold coins. He bought gear and feed and left town late in the afternoon yesterday. While questioning people in the tavern, he spoke to Eldego, "My name is Eldego. I know who the person you were asking about. He was right your serving maid and her child did resemble Delbart's wife and child."

Eldego has not fared well over the years. He lost his left arm and left eye and now does odd jobs in the town, sometimes begging for a few coins.

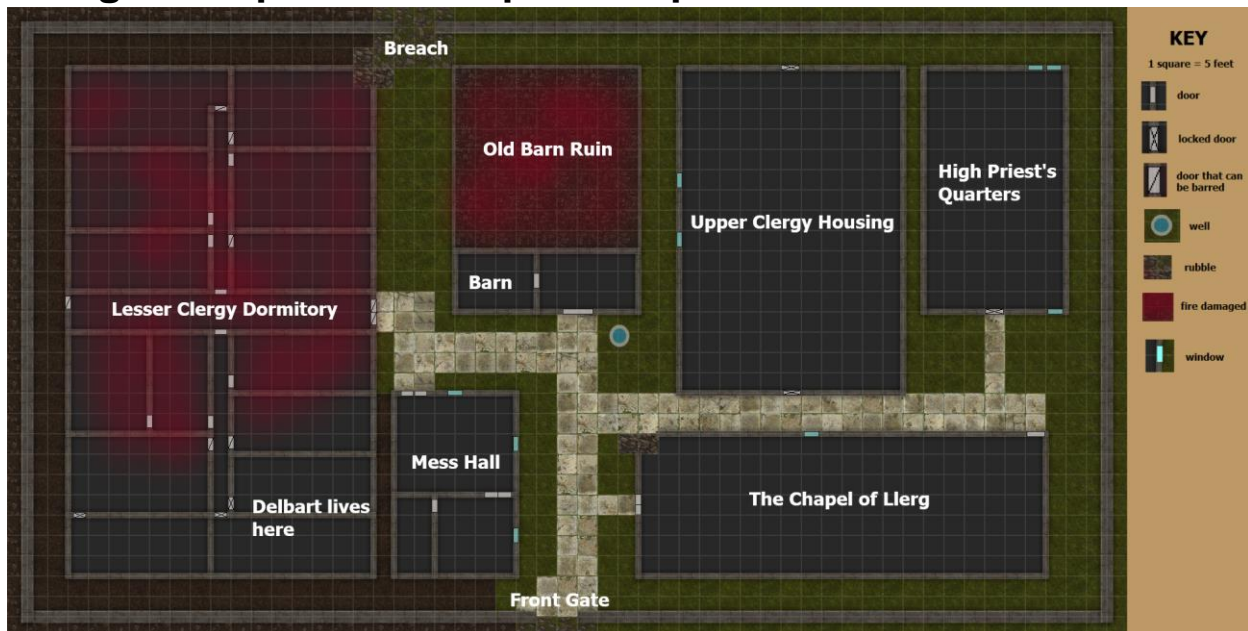
The sheriff, after questioning Eldego, called for a town meeting, at The Market Triangle, noon the next day. At that meeting he told everyone that he was fearful that Allavana, and her daughter Endava, have been kidnapped and taken to the old chapel of Llerg, 30 miles northwest of town. He would like to have a few brave souls go after Delbart and confirm whether or not he has done he has kidnapped the mother and daughter. The tavern keeper and the sheriff have offered reward of 25 gold pieces each for those who would chase Delbart down and see if these suspicions are true. If you discover he has done this deed, you are to take him prisoner and rescue Allavana and Endava. If he resists you may use any force necessary.

Eldego cannot travel and has long-ago sold his warrior gear. His memory of the grounds and the chapel are vague and incomplete. He knows the following, and can draw a vague map; Eldego's Map of the Chapel Complex

1. He says the dormitory was pillaged and most of it was burned to the ground.
2. The Chapel itself had some damage but could have been repaired for the most part. There was fire damage there.
3. Eldego lived in one of two rooms in the burnt dormitory.
4. A kitchen and common room were intact in a building next to the chapel.
5. The chapel housed the upper clergy including Delbart. He will identify Delbart's room incorrectly as being the first door in the corridor when it was really the third door.

At this point, the party should quickly do anything the need to take care of, such as buying a mount and get going. The party is asked to leave at first light, the following day, on Godsdays.

Eldego's Map of the Chapel Complex



Travelling to the Chapel of Llerg

The Chapel of Llerg is 30 miles outside of Layakeel. It will take a bit over a day to travel there on foot. The weather starts out drizzling and turns into a thunderstorm in the afternoon and then clears up by evening. Day 2 is clear. Further weather details can be found in the Appendix 1: Timeline. The party should arrive around 9 AM on Waterday.

They leave Layakeel, passing through the Whisperleaf Forest, though some grasslands, and then into The Timberway.

There are random encounter tables in **Appendix 10**, if you wish to include them, however, for conference play, there should be no encounters as it will affect gameplay.

The Clearing

The DM should have a look at the DMs Map of The Clearing. The party is likely to arrive via the road. As they get closer to the edge of the clearing, the party will notice a thinning of the trees, foretelling that a clearing is about to occur. The daylight will also become brighter as they get closer.

Arrayed around the clearing's edge are 6 encounter areas. In order to perform a good survey of the clearing, the party will need to cross through several of these areas, which are detailed below. The party should get the impression that if they have a good survey, they will be able to figure out the best way to get into the complex.

If they approach with caution, and slowly move to the edge of the wood, they will see a large, oval clearing that is close to 1200 feet in diameter, with the chapel complex in the center. The road enters the clearing from the southeast. From the edge, they will see a 9-foot-high, brick wall around the complex of buildings. Over the wall, they can see that inside, the chapel itself is closest to them, being in the southeast corner. In the center of the wall, on the south side, is the main gate. It is open with one of the two large gates laying on the ground. Two other stone buildings are north of the chapel. To the west side of the complex, there is the stone shell of a burnt ruin that includes one large building and one smaller one.

If they just blunder into the clearing along the road or near to it, they will observe the same scene, but when the party is about 200 feet into the clearing, a gong will ring, coming from the east side of the complex, but not visible from outside and a head ducks down below the wall, near the broken front gate. They have rung the front door bell successfully. If the party continues to march right up to the front gate, they will enjoy the full force of the chapel's defenses. The activity should be vividly described to encourage the party to run.

You will have to array their reception committee which will form in about 2 minutes:

The guard who rang the gong will go to the front door of the chapel, run in, close the door, and bar it. He will seek out Delbart. Delbart will have heard the gong and will be coming out from his room, next to the altar, to get the guard's report.

The other guard will go to the common room to summon the rest of the orcs stationed there.

If they wait for dusk or even night to survey the clearing, they will see only the dim outline of the complex, lit by the bonfire on the east side. Be vague in describing it. The night guard is haphazard at best. The pair of guards might come out of the gate and investigate. One might have a torch (40%) or they will rely on starlight and moonlight; Celene is three-quarters full. In this case, don't give them the Players' Map of the Clearing yet, but only a rough sketch.

The guards encountered at the chapel complex are all orcs. They will be at least three in number but at night, there can be two more by a camp fire inside of the complex who will come if called or if disturbed.

During the day, 3 to 8 orcs might be milling around along the small roads. The total number of orc guards in the complex is 16: 15 plus a leader. They reside in the common room next to the mostly-burned-down barracks, on the east side.

Orc Guards, HD 1+1, studded leather and shield, AC: 7/6/6, Broad Swords and 1 Spear. Movement 270 feet/round, run 540/round. Treasure: 4d6 SP and 4d6 CP each. These Orcs are Evil Chaotic and bear the face of a demon on their shields. XP = 15 + 2/hp since they are 1+1 HD and not just 1HD.
HP: 9 9 9 8 8 8 8 8 7 7 6 6 5 5 5. Select and subtract from that roster.

Orc Leader, 17 HP, HD 2+2, Chain and **Shield +1**, AC: 5/3/3, **+1 Broad Sword +1**, Long Bow. Movement 270 feet/round, run 540/round. Treasure: 27 GP, 18 SP. His strength rating is 18/11 so he is +1 to hit and +3 to damage from strength in addition to the +1 to hit and damage due his magic sword. XP value is 175 due to strength, and two magic items. The shield and sword are not aligned.

The orc guards do NOT enter the burnt complex, the ruins of the barn, or the 3 stone building on the east side. They center all of their activity near the gate and old common room/kitchen building. They will make lots of noise, if engaged. They will throw their spears and then melee. They greatly fear Delbart and will fight to the death, if they have to. A few might break-and-run through the breach in the north wall or through the main gate, depending on how the melee unfolds. They will not return if they run away.

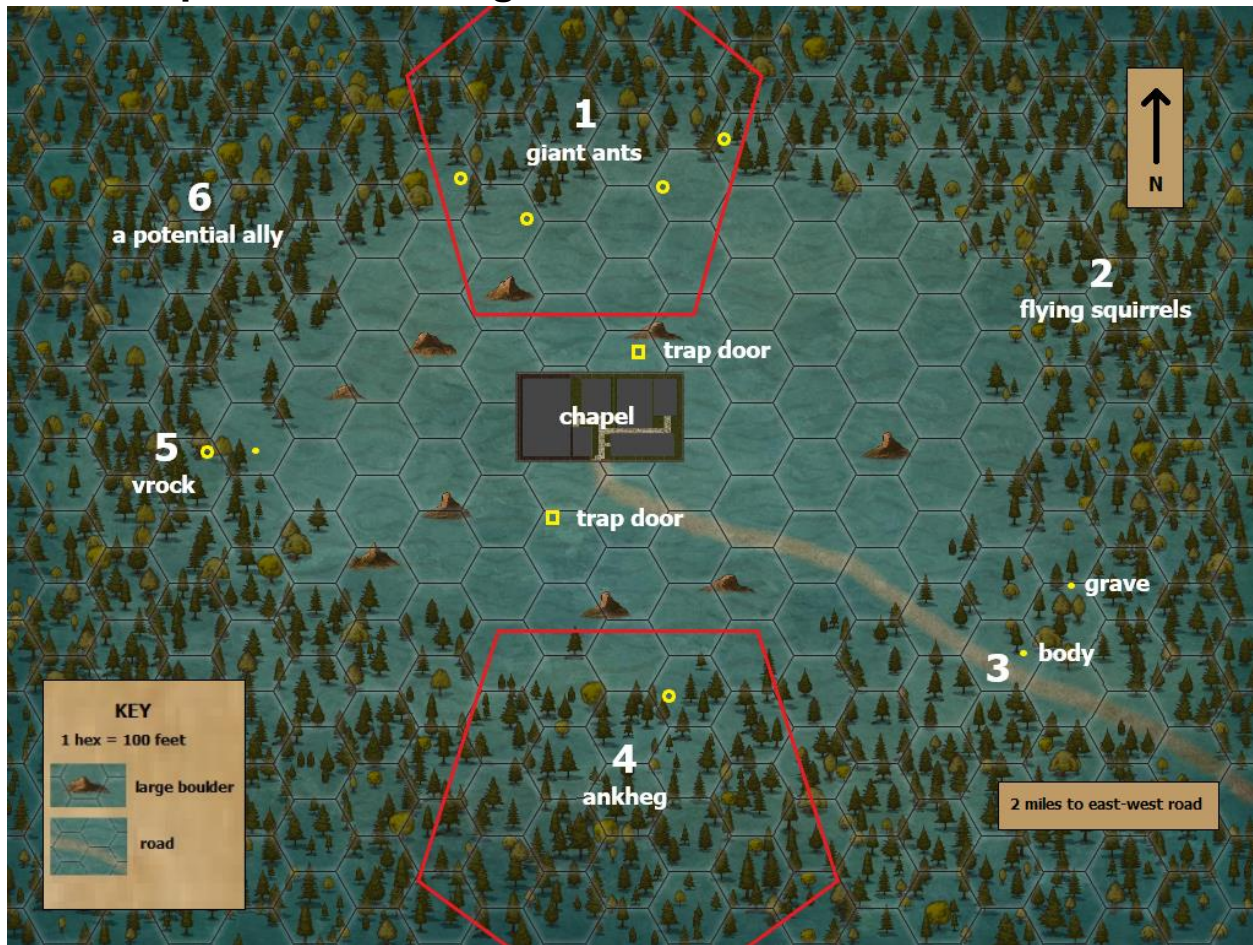
The wall around the complex is 9 feet tall and has no inside walkway. Two men can easily climb up and the first then helping pull up the second. There is no guard along the west, north or east walls.

From Clearing's Edge 1, 2 or 6, they can see a large hole in the north wall, the burnt building to the west, and the stone buildings to the east.

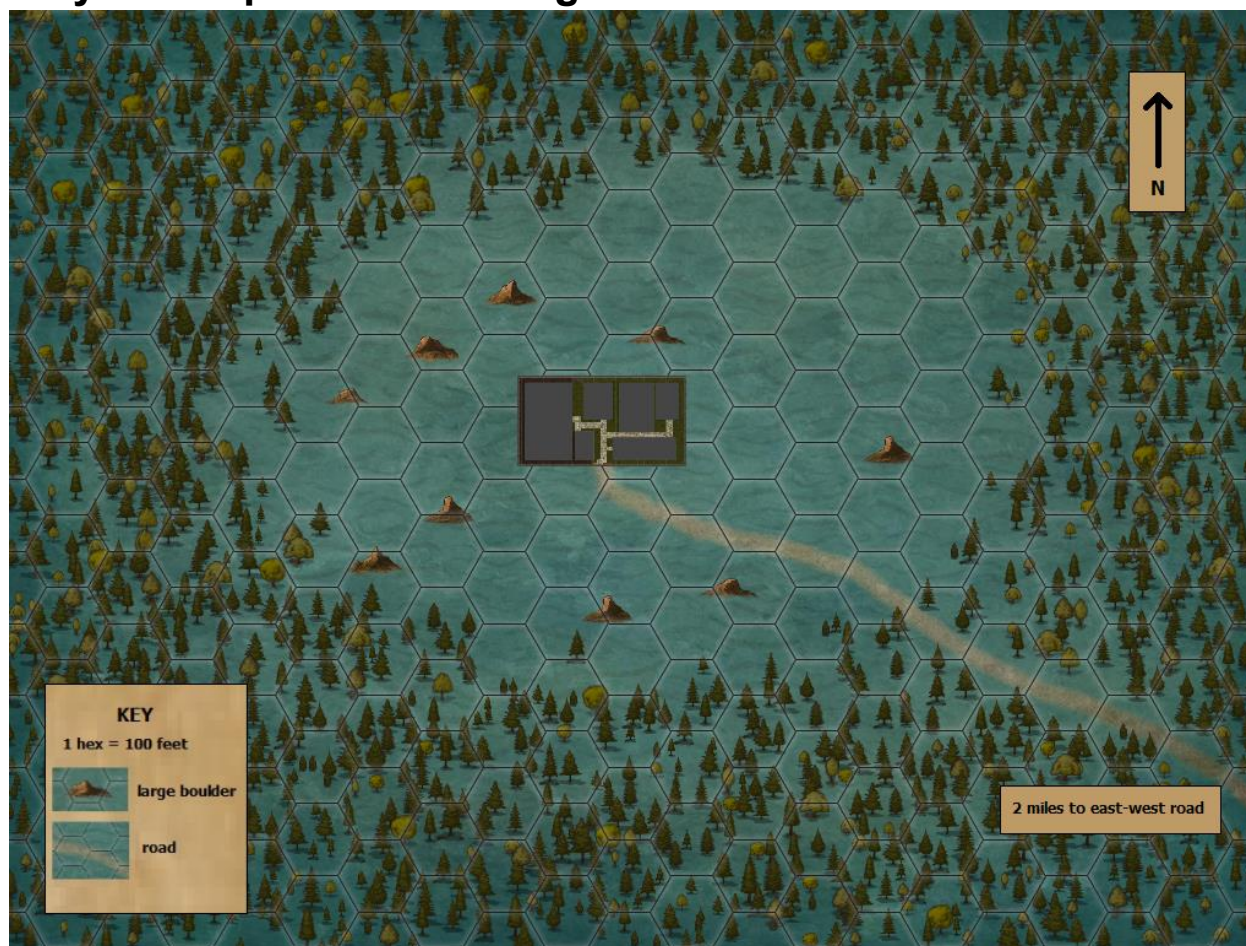
There are some red lines on the DM's Map of the Clearing that mark off the areas the nalfeshnee has magically secured giant ants and an ankhheg. The magic binding them will not affect any life forms except for insects and arachnids, other than they will feel a tingling sensation as the line is crossed. Insects, including player character thri-kreen, take 4d4 (save vs spells for half damage) when trying to cross the boundary. Consequently, the lines are often littered with fast flying bugs that couldn't turn back in time.

If the party circles the complex, from the edge of the clearing, in order to survey the complex, hand the party the **Players' Map of The Clearing** and the **Players' Survey Map of the Chapel Complex**.

DM's Map of the Clearing



Players' Map of the Clearing



Clearing's Edge 1

There are a different form of guard here. The soft soil has four distinct, large, almost-circular holes, roughly two feet in diameter. The four holes are marked by four yellow circles on the DM's Map of the Clearing, but are not marked on the Player's Map of the Clearing.

The holes lead down into the earth and a nest of giant ants.

Three warrior ants will be present at any given hole. Most likely only 2 holes will be covered, but it can be all 4 holes covered (so 12 ants on guard).

Roll Percentile	Holes Covered
1-30	Holes 1 and 2
31-60	Holes 3 and 4
61-80	Holes 1 and 4
81-95	Holes 2 and 3
96-100	All four holes

Someone passing within 120 feet of an ant hole has a chance to alert the ants. Two will attack and one will remain at the entrance to that hole. That chance is 10% per 10 feet from the hole. The DM will ask to see their map and have then place the character(s) moving toward the chapel from the north. He will judge that distance and roll % dice to see if the ants are alerted. If the two do not return in 5 to 8 minutes,

the third will go down the hole and seek reinforcements. If they are close to two occupied holes and there is an attack, the second hole will reinforce 7% of the time

At holes 1 and 4 there's a chance the magic keeping them here stops them from going further. The ants will rush forward and suddenly stop. Running back and forth along the edge but not crossing it. They will do that for 2 to 5 rounds and then go back to the hole they were guarding.

Worker Ants, HD 2, AC: 3, one bite for 1d6 damage, move 540 feet per round, and can attack or flee at 900 feet per round. Size: small, 2 feet in length.

HP: 15 15 14 13 13 13 12 12 12 10 10 9 9 8 8 7 7 6 5 4

These ants are active during the day, at which time there are 2d4+4 workers are on the surface in the vicinity of two of the holes. Choose at random and split them as you see fit. Circle the number rolled. If wounded for ½ damage or more the ant will run for a hole and try to escape. 20 XP + 2 XP/HP.

Warrior Ants, HD 3, AC: 3, one bite for 2d4 plus they will attempt to sting if they hit. Sting is 3d4 damage but only 1d4 if a save vs poison is successful. Move 540 feet per round and can attack or flee at 1000 feet per round. Size: small, 3 feet in length.

HP: 22 22 21 21 20 19 17 17 17 16 15 14 13 13 13

A warrior that is wounded will run to a hole and make a clicking noise. That will summon the remainder of the 15 warrior ants. 60 XP + 4 XP/HP

The party may decide to investigate the holes. The second hole from the west end will have a few bones left from a prior snoop. He was eaten long ago, but his gear is there.

Treasure: **Long Sword +1**, a purse in a hard leather pouch with 18 GP, 22 SP and a small note saying; "You just wasted precious time".

If for some unknown reason they go down into the earth after the ants, they will find the queen. She will take some time to kill (she is AC 2 with 73HP, but NO attacks) XP: 500 (since she has no attacks).

Any remaining workers and warriors will be present. They will all defend the queen to their death.

Clearing's Edge 2

The trees in this area are occupied by flying squirrels. They glide using flaps of skin between their limbs. These squirrels will not attack anything, they are not the giant variety.

Flying Squirrel, 1 or 2 HP, AC 8, move 270 feet (climbing up or down) or gliding 450 feet, bite 1 point of damage, but that is if you corner one and threaten it. XP 3

In the trees they may be seen only during the day but they might startle those below, causing a character or two to react (spell casting or firing a weapon). They do not glide at night

Clearing's Edge 3

Just off the road, if they travel about 30 feet north, and near the tree line of the clearing, there is the body of person who died a year or so ago. He is mostly skeletal as his bones have been picked by several occupants of the area (crows, insects, cats etc.) The figure bears the crest of the Lord Kesbtar from Layakeel. The people from town are 80% likely to know that two of Kesbtar's knights went on a quest about a year ago and never came back. The items on this figure have value.

Treasure: **Dagger +1**, purse with 11 GP and 4 PP, **Shield +2, Protection from Evil 20 foot radius, aligned to Good characters**. Neutral creatures are not protected but they will feel like things are crawling all over them, all hours of the day and night. There are no actual crawlies, just a feeling of dread. This shield will disturb the rest for a sleeping cleric or druid if he is using it as a pillow, even if good. Evil figures who touch it will take a point of damage on each and every round that they carry it.

Even if they are wearing gloves or have in covering a back pack. They will soon discard it as it saps their hit points.

The grave further north of that is the grave of the coward. There is nothing buried there but a skeleton.

Clearing's Edge 4

An anhkheg has burrowed underground near the edge of this section of the clearing. It will react to someone or something walking nearby or above it. If it senses movement within 60 feet, it will erupt from the ground and attack. If the victim is within 10 feet check for surprise. It will close and spit acid (half damage if save vs poison). It can only spit once every 6 turns. It will try to grab the victim and pull it underground to devour it. Like the giant ants, the anhkheg is magically bound into the red marked area and its lair is the yellow circle on the DM's Map of the Clearing. If someone is within 80 feet of that area, it will sense them.

Anhkheg, HD 6, AC: 3, 1 attack for 3d6+1d4, Special Attack, Acid spurt for 8d4 damage, XP 700 + 7 XP/HP.

Clearing's Edge 5

A sentinel has been placed here to observe the clearing. It remains in the forest (95%) and only emerges if something approaches the complex. The yellow dot marks where the vrock stands while watching the clearing.

Vrock, Type I Demon, HP: 47, HD 8, AC: 0, 5 attacks/round: claw, claw, bite, foot, foot 1d4/1d4/1d6/1d8/1d8. It can detect invisible objects/people at 90 feet away. It can telekinesis a person whose total weight is 200 lbs. or less, preferring to raise the being over 90 feet in the air and dropping it (damage is 4d12, no saves involved). It has been instructed to not gate in another of its kind. If the fight is going poorly and it is damaged to 8 HP or less, it can teleport away, never to return. The teleport would occur on the round following the damage, so someone with initiative could hit before it leaves. It will NOT attack on the round it flees.

Move 360 feet but run 540 feet. Its Magic Resistance is 50%. It can be hit by any weapon but its armor class is very good. XP 2200 + 10 XP/HP.

With its 120 foot Infravision, it can approach with stealth in darkness and surprise might apply. If it sends a person to zero or less hit points it will put its foot on the body and teleport away to the Abyss with it. It will return, fully healed, in after as many turns have past as it has taken damage. So 20 point of damage and 20 turns before it can return.

It has a nesting area in the woods, marked with a yellow circle, found in a straight line from where it breaks cover to attack.

Treasure: Its nest contains 7 PP, 47 GP, 8 Gems: 2 x 100 GPV, 2 x 200 GPV, 1 x 450 GPV, and a Silver and Gold Holy Symbol of Jascar valued at 800 GP. The demon cannot handle Jascar's Symbol. To do so causes points of damage per round.

It has been granted the ability to Detect Good so it knows who to attack. It will not attack evil, while neutral is 50/50, depending on the mood and perceived weakness of the prey.

It can be summoned to Delbart by calling its name "Kengnek"

Clearing's Edge 6

This clearing is also being watched by the Druid, Telegala. She will help the party if possible but NOT go into the complex. She says a cleric who lives there drove-in about 36 hours ago with a woman and small child. They are in the complex somewhere. She knows about the giant ants and anhkheg but not the squirrels or dead body. She also knows there is some grotesque 8 ½ foot tall avian creature that lurks

south of her. She had fled it via the Tree spell once, when it was out in the clearing and facing in her direction, but didn't stick around long enough to be able to provide a good enough description.

Telegala (F), human

Druid Lv 8, S 14 I 13 W 16 D 13 Cn 16 Ch 16, HP: 37

Leather Armor +1, Wooden Shield, AC: 7/6/6

+1 Scimitar +1, 12 x Darts, 2 x Throwing Daggers

Cloak of Elvenkind, Potion of invisibility

Spells Prepared: 4+2 4+2 3 2

First: Detect Magic, Entangle, Speak with Animals, Faerie Fire, Pass without a Trace, Detect Snares and Pits

Second: Charm Person/mammal, 3 x Cure Light Wounds, Obscurement, Heat Metal

Third: Call Lightning, Tree, Pyrotechnics

Forth: Cure Serious Wounds, Repel Insects

Recall that at 7th level she can polymorph into an avian, reptile or mammal once a day.

The Hunting Party

An additional 15 orcs are hunting east of the complex along the "west road". They hunt for dear and wild boar and the occasional wild turkey. They are usually gone for two weeks at a time. They left six days before Delbart went into Layakeel. So they are not due back for 8 to 12 days from the adventure start date. However, they have been quite lucky, bagging two large turkeys and a wild boar. They will be back in 2 days after the party arrives at the clearing.

Orc Hunters, HD 1+1, Studded Leather, Shield, AC: 7/6/6, Broad Sword, Spear or Long Bow. Movement 270 feet/round, run 540/round.

Treasure: 4d6 SP, 4d6 CP each. These orcs are Evil Chaotic and bear the face of a demon on their shields. XP 15 + 2 XP/HP, since they are 1+1 HD and not just 1HD.

HP: 9 9 9 8 8 8 7 7 7 6 6 6 6 6

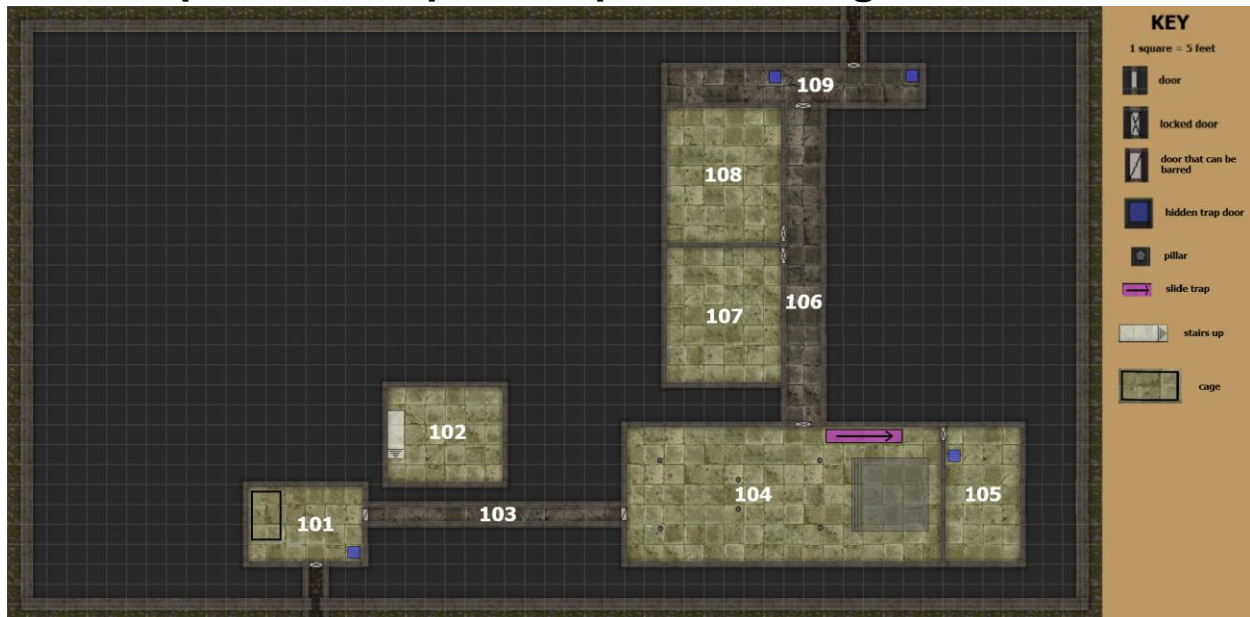
Orc Sub-Leader, HP 11, HD 1+4, Chain, Shield, AC: 5/4/4, **Broad Sword +1**, Long Bow, 2 x Daggers

The Chapel Grounds

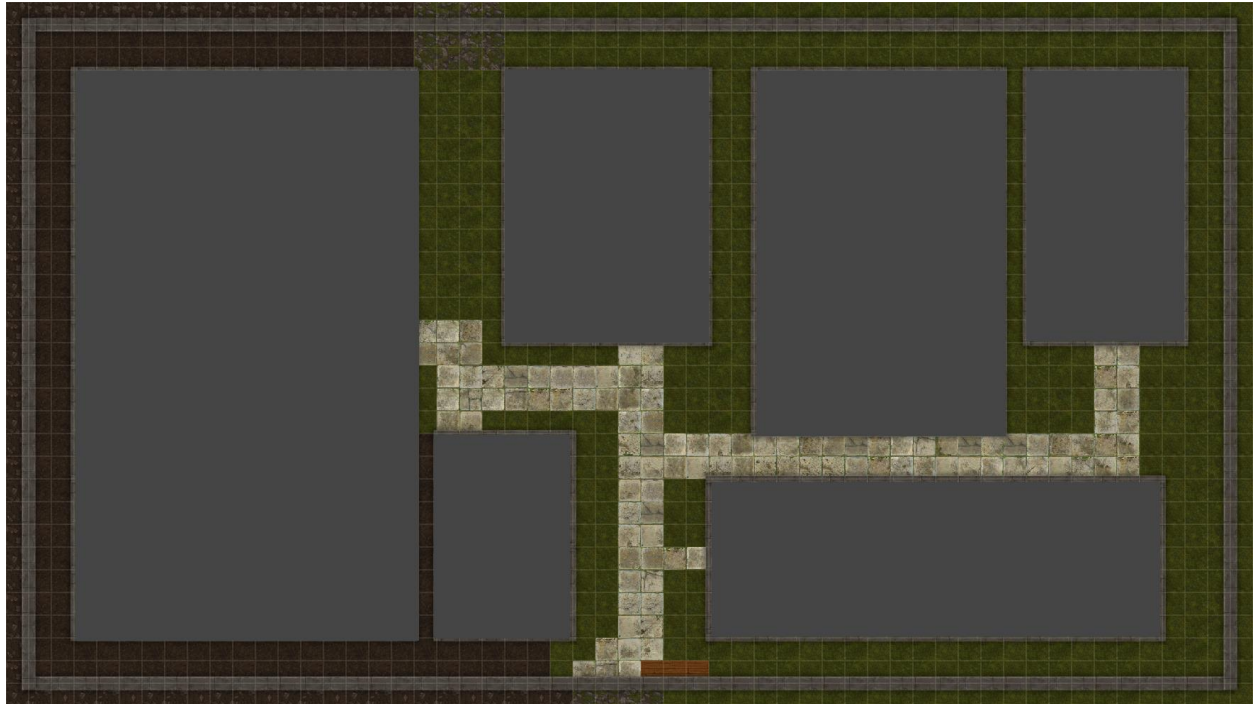
DM's Map of the Chapel Complex – Above Ground



DM's Map of the Chapel Complex – Underground



Players' Survey Map of the Chapel Complex



The Guard

There are 15 orcs in the guard, when the party arrives. 2 will be on duty at all times, at the gate. At night there will be a bonfire at The Guard Post at Location 36 and 2 or 3 orcs will be present there, in some fashion: one will be awake and the other one or two may be asleep. The orcs in the common room building will be asleep 95% of the time. 5% 1d4 will be awake. These orcs need 1 round to put on armor and a round to grab their weapons and run out to the gate.

2 days after the party arrives, the hunting party mentioned in “The Clearing” returns, and will remain if there’s been any meaningful attack on the chapel. However, if most of the orcs are slain or Delbart is dead, they take what they can and flee towards the Rakers.

During the Day

Roll Percentile	Guard Activities
01-70	13 orcs in The Common Room, in armor, but weapons and shields will be at hand, but not carried. Initiative penalty of -5 to be ready.
71-90	1d4+7 orcs in The Common Room, and the others will be outside practicing spear-throwing, near The Front Gate, or walking up and down the inside paths.
91-100	1d4+7 orcs will be in The Common Room and the others will be walking around the debris of the The Lesser Clergy Dormitory and up to The Breach in the North Wall, sometimes even going outside of it (40% chance) to see what the ants are doing.

Entering the Complex

There are numerous ways into the complex, they can go over the nine-foot wall, use the front gate, or go through the breach in the back wall. If there are any barbarians of the north in the party, remember that they typically worship two gods above all others: Kord and Llerg. Back when the chapel was in use, during negotiations with Marnar, some barbarians would go out of their way to visit this chapel of Llerg. They would be on their very best behavior, when on the grounds of a holy place of Llerg. There would only be 2 or 3 drunken brawls, but they would bring their own porter and ale. The desecration they will find should upset them greatly.

Going Over the Wall

As the DM, you know where the orc guards are located: The Watch, The Guard Post, and The Common Room.

At Night

If someone crosses a line of sight of the guard post (**Location 36**) inside of the complex the person can be seen as follows. (Recall they are sitting around a camp fire at night so their Infravision is harmed by the fire). 1 or 2 people 5% 3 or 4 people 15% 5 or 6 people 35% 7 or 8 people 55%.

They can, of course enter, spot the guards camp fire and more in one at a time. A figure going right toward the camp fire is 80% likely to be noticed if 60 or more feet away. Closer he/she will be seen.

During the Day

If someone crosses a line of sight of the guard post (**Location 36**) inside of the complex the person can be seen as follows. 1 or 2 people 30% 3 or 4 people 55% 5 or 6 people 80% 7 or 8 people 95%.

They can, of course enter, spot the guards first and then go one by one from one place to another. A figure(s) going right toward them will be spotted 100% of the time.

Reaction to being spotted day or night

As mentioned in the Clearing, getting spotted will cause a large commotion. Hopefully, the party has already whittled down some of the defenses. All the remaining guards not at the gate, but one, will get up and move toward the disturbance. The remaining one will run to the door of the chapel yelling "ring the gong" as he moves. Enter the chapel, slam the door, and bar it.

The orcs are fairly easy to defeat but they are steadfast, knowing full well that Delbart will find them, and kill them if they fail in their duty.

Location 1 The Front Gate and The Watch

This is an obvious and available entrance, but not a good one. The right gate is off the hinges and lays on the ground. The other gate hangs there, unused. There is just enough room for a cart and horse to enter. Unmounted people could walk in, side by side.

There is the walkway off to the side of the gate, where the watch stands. It's an elevated, wooden platform, with a gong on it. The gong is rang if there's any perceived threat. There's a ladder going up to the platform, which is high enough to easily see over the wall without fully exposing the people on watch.

At Night

At night, there are two guards who take turns looking over the wall at the front gate. One is always watching, because if they are caught being lazy they will be summarily beaten with a whip, until they are dead, which they have witnessed. So, they will take turns looking over the wall by standing on an interior

walkway on the east side of the gate. Since they are orcs, they have Infravision for 90 feet and will see a figure approach. Beyond 90 feet an orc could easily miss one or two figures trying to sneak in: 30% to see them, but larger groups become more likely: 40% for 3, 55% for 4, 75% for 5, 90% for 6 and 100% for 7 or 8 if the orc is looking when they try.

If a guard sees one or more figures, he will ring the gong next to him, jump down, run to the front of the chapel, go inside, close and lock bar the door. The second orc will go the common room (**Room 18**) where the other orcs are housed. That set of actions will take 5 to 20 segments (1 or 2 rounds). The run into the chapel can be stopped if a player is through the gate before he can complete the cycle, but the gong has been rung and the complex is on alert. The other orc might also be stopped but the party will have to run after the guard the instant the gong rings.

During the Day

The orcs will be stationed at the front gate. 1-60 both will be on the walkway keeping watch, 61-85 on will be on watch and the second will be below, sitting on a rock. 86-00 one will be on the walkway on watch and the other will be outside and sit on the broken right hand door (right as you face the complex). The door has been moved a few feet to the right so that someone on horseback (ducking down) or a small cart or wagon can make it through the gate.

They know they will be punished if Delbart catches them being negligent.

Location 2 The Guard Post

This is where the guards center their activity. There's a bonfire pit and some logs thrown around used as benches. As mentioned in The Guard above, 2-3 will be present here at night.

Location 3 The Breach in the Rear Wall

If the ants have been avoided or dealt with quietly, this is a good approach. The ants have historically kept the breach secure and make a racket when combat occurs. If the ants were fought there is a 35% chance that the commotion was heard by the orc guards, unless precautions were taken.

If the guards are not approaching then one or more people can come in through the breach.

The Lesser Clergy Dormitory

The Lesser Clergy Dormitory includes Locations 4 to 21

There are no windows in the dorm but that does not matter much since most of that building has been destroyed by the fire. The stone walls are still standing but the ceiling of the northern rooms are burned and collapsed. There are two sets of doors. One set is burnt down and open, entering from the west walkway, just inside the wall. The other pair of doors is facing the between the burnt remains of the barn and the mess hall to the south. This option is more exposed, but they might be able to slip in this front door, however they run the risk of an orc guard seeing them. Going over the wall here is fairly easy but landing on the other side in the debris might be a problem. It is 25% likely for noise to go over the building wall, regardless of their precautions. Hearing the noise is unlikely for the north and west wall (only 5%). The south wall is 15%, rolled twice (for the guard post and the two guards at the gate).

Rooms 4, 5, 6, 12, 13, and 14

Each once housed 2 to 4 people. Some guards were married and some of those had children. So there are small beds in 1 and 9, but all of this is burned beyond use. The bodies were removed after the attack

and fire 32 years ago. Most of these rooms have not been entered since then. Delbart did go to each room and Detect Magic, and also used Locate Object (for gold only). The magic is gone, as is the gold, if any was present.

Locate Object for silver or copper can find traces in rooms 5 and 13. It is a gigantic waste of time to delve for it. But of course, it is there to be found if the time is spent. To search would cost about 45 minutes per room.

Treasure: The reward is 14 SP in Room 5, 44 SP in Room 13, two useful Shields in Room 14, 3 x Mace in Room 12, and 2 x Throwing Hammers in Room 6.

Corridor 19

Damaged by fire, the corridor is still passable. The doors along the corridor are either open or destroyed by fire. There's nothing else of note.

Corridor 7

Both doors are open and harmed by fire. They are useless. There is the skeletal body of an orc. His gear was ruined by fire.

Rooms 8 and 11

This pair of rooms were occupied by a family of 5. The children slept in 11 and the adults in 8. The rubble contains an iron box under the bed (there would have to be a search).

Treasure: Inside is 78 SP, Gems: 2 x 50 GPV, 2 x 100 GPV. Nothing else of value in either room

Room 15

Destroyed by fire. There is a suit of Chainmail Armor for someone about 5 foot 10 inches or so which can be salvaged after a few minutes of searching.

Room 16

The first partially destroyed room. The north and west walls are burned up. On the east wall there is painting of a landscape in brilliant colors. It is in a quality frame and undamaged, worth about 100 GP. There is undamaged clothing and a few pair of boots.

Rooms 15 and 16 housed two fighters each.

Corridor 20

The fire did not ravage this corridor, but still there is nothing of note. The doors into rooms 17 and 18 remain intact.

Room 9

Fire took the north wall and door. The south wall and door is intact. The door between 9 and 10 is locked.

Treasure: In the room there is a formal vestment of Llerg, trimmed in bear pelt, with bear claws grasping the shoulders. To a cleric of Llerg it is worth 150 GP. The lock is of poor quality: +3 to the die roll of the thief who tries to pick it.

Room 10

Two young children lived here. The room is intact and their clothing and possessions are still there undamaged.

Treasure: The well-made furniture is still intact; two beds and two writing desks, each with a chair. Ink and parchment are on one desk, along with a fine quill. If you can get all of this back to town, it's worth 85 GP.

Room 17

This is one of the rooms used by Delbart. It is locked with a good lock: -4% to pick the lock. He used it as a bedroom for a number of years before deciding that he could occupy the high priest's complex (Rooms 33 to 35). The bed is intact, but filthy. The fires almost stopped at this door but the northwest corner of the room was breeched by fire.

Treasure: His old Llerg vestment is here that denoted his rank as a Canon of Llerg. It has a bear skin as a cape along with bear claws on the shoulders and decorated with bear teeth. There are slippers made from a bear's rear paws. The whole is worth 350 GP to a cleric of Llerg. His only holy symbol is here, made from a long bone of a bear and covered with silver and gold trim (value 200 GP). Finally Delbart has left a chest of odd coins, deciding that only gold coins mattered. The locked chest, which can be picked or smashed open, contains 135 SP and 220 CP. The rest of the room contains some well-made furniture worth 50 GP: a table, two chairs, a small altar and an upright cabinet of clothing. The clothing is of good quality: shirts, pants, shoes, and boots, worth about 35 GP.

Room 18

This is the room where Delbart and his wife and child used to live in. It has both beds separated by a ceiling to floor curtain. There is some good furniture, two tables, four chairs and two padded chairs; the whole is worth 200 GP. His wife's and child's clothing are in a tall cabinet, previously untouched for all of these years and worth about 45 GP. Some garments have now been removed and brought to the prisoners to wear.

In the southeast corner there is a secret door leading to a ladder going down to the basement rooms. As a Canon he had access to the lower rooms of the complex. The ladder to the floor below, which is 12 feet down, has been modified after Delbart became a demon worshipper. One of the Iron Skeletons is a part of the iron ladder going down! With poor lighting you will just see a ladder and not much more. He could, of course, climb down using the shoulders and hips of the Skeleton as steps. The iron skeleton under his command will ignore him, but if anyone else, regardless of alignment, starts the climb the iron skeleton will wait until they are eye to eye and will attack. Surprise is Likely. The skeleton will disengage from the wall and drop the remaining 5 feet to the floor below, clawing as its victim. If the iron skeleton wins the melee, it will dismember the victim, and climb back up the ladder, and resume its position. Of course, if there is more than one person trying to climb down, the melee will continue.

Once down the ladder, see **Room 101** and **Corridor 103** hereafter for the description of those locations.

The Mess Hall

The mess hall includes Locations 21, 22, 23, and 102

The building is made of wood. It has two windows in the common room and another in the kitchen. None of the doors are locked. On the west wall there is a staircase to the basement 10 feet below. The basement does not connect to the other rooms and passages below ground. The orcs sleep in the basement (**Room 102**).

The orcs eat their food here, gamble, and use it as a place to relax. Delbart has put the orcs on high alert after he returned with his prisoners.
See orc roster above, 15 HD 1+1 orcs and one leader with HD 2+2 and magic plus strength.

Room 21

This is a large common room containing four tables with benches on either side. They will each seat 8 average-size humans, or six larger humanoids, such as orcs. The orcs are fed here and they stay here to talk and gamble. All of them fear Delbart and they have seen his enforcer, a vrock. As much as they might like to fight and get drunk, they know the consequences of taking things too far. They are especially careful at the moment, since Delbart brought in a woman and a girl child the day before last. He told them all, in broken orcish tongue, to be on guard, because someone may come to take the woman and child away. During the day, there is a 40% chance to find 1d6+2 orcs here. At 7 AM, noon, and in the evening, until 10 PM, that chance is 60%. Note the staircase in the northwest corner going down to the sleeping quarters below (**Room 102**). There are two windows in the room. Each table has a 6-hour candle on it, with an additional 16 candles, in small chest, along the north wall.
The orcs do not know where the woman and child are being held. Delbart had them all go outside the complex and into the clearing for an hour while he made his arrangements and then called them back with a small brass horn. The woman and child were nowhere to be seen when they returned.

Room 22

This is a pantry, which is not kept very clean. The room has a large number of flies in it, teeming around piles of used dishes and utensils. Currently, there is the carcass of a wild pig that was recently slaughtered in a large 2 foot x 2 foot x 3 foot case. The case is very cold inside, preserving the meat longer. The magic producing the cold is very old, but continues to work. The case, with the cold magic still working, is worth 800 GP. Dispel Magic vs 7th level magic will remove it. There is also a barrel of watered-down ale that is worth 12 SP opened. A closed barrel, worth 20 SP, sits next to the open one. There are some minor spices here. Tin plates and cups are in poor shape but serviceable. Most have bits of dried food on them. They do not smell very good.

Room 23

This is a kitchen which has two doors, one in and one out of the common room, so the clerics didn't have a messing commotion, and one door into the pantry. The south wall has a hearth and a collection of hanging pots and pans as well as utensils on shelves. Two large work tables and four chairs look well-used.

The kitchen is run a quarter-orc female. She makes the meals, and travels into Layakeel for supplies once a week. She just returned the day before Delbart did. Fighter Lv 1, HP: 9, S 16 I 12 W 12 D 13 Cn 17 Ch 7, Cook (AL: 4 of 8), Studded Leather, Shield nearby, Short Sword, 3 x Throwing Daggers. She maintains a bank of 33 SP and 44 CP for supplies. She has no idea where the woman and child are.

Room 102

The basement room contains 18 pallets for the orcs to sleep on. 15 orcs, the cook and the captain all have a pallet. If caught stealing from one another, the thief is beheaded, so through fear, they are respectful of each other's goods. The majority have nothing of value in or near their pallet. Rules or no rules, they don't really trust one another.

The Barn

The remains of the barn (Room 24 and the new barn and corral, Location 25)

Building 24

The old large barn is a total loss. It was capable of holding 20 horses. The fire of 32 years ago razed it almost to the ground and what's left has begun to rot. The little useful wood that was remaining has been used in bon fires. There is nothing left.

Building 25

A small new barn that can hold three horses was built a few years ago, along with a corral the horses could exercise in. There are two horses there now. One is used by the quarter-orc, female cook who hitches it to a small cart, and travels to Layakeel once a week for supplies. She is accompanied by 4 orcs who go up the road, but duck into the trees if someone approaches. They stop at the edge of the forest, in any case, and do not accompany her into town. There is a second horse and a small cart that was used by Delbart to bring his prisoners just a day and a half ago. The two horses are skittish around each other and the new horse does not like smell of the orcs nearby.

Horse, HD 2+1, AC: 7, Bite 1d3, Front Hooves 2d4, Back Hooves 2d6. These are not war horses so it is unlikely that any combat will occur, but if anything sets them off, they're likely to panic. HP: 8 and 13. Both are comfortable pulling a cart. There is tack and harness for that purpose, but no saddles for riding. In the barn there is feed. The horses are worth about 2 GP for the older mare and 4 GP for the newer one. Next to the new barn is a small well with a bucket on a rope. It is used daily to get two or four buckets of water for use by the orcs and horses.

The Stone Buildings

The stone buildings are the Upper Clergy Housing are Rooms 26 to 30, the High Priest's Residence are Rooms 36 to 38 and the Chapel of Llerg are Rooms 31 to 35.

Guardians of the stone buildings and the room below that complex (104, 105, 106, 107, 108 and 109). These guardians cannot leave the stone building complex including the basement. Movement between the buildings is permitted along the road leading from corridor 27 to room 38 and room 35. So they cannot travel to the guard post and beyond.

3 x **Rutterkin**, HD 5+1, HP: 33 each, AC: 1, two attacks for 1d6+1/1d6+1 Magic Resistance: 40%, move 360 feet per round, shamble quickly at 480 feet per round. At will: Darkness 5 foot radius, range 60 feet (save applies), fear by touch*, fly 480 feet per round carrying 200 lbs or less, Telekinesis 100 lbs. Once per day they can Teleport within the stone building complex unless they are returning to the Abyss with a creature below zero hit points (alive or dead). Once gone, they will not return from the Abyss. XP: 725 Carried Treasure: 1) 18 EP, 33 CP, Gem: 1 x 50 GPV, 2) 19 EP, Gems: 2 x 100 GPV, 3) 37 SP, Gems: 4 x 25 GPV.

*Note: on a round where the rutterkin hits with both claws there is still only one roll to save vs Fear, not two.

Since they are basically cowards they will Teleport to the Abyss if they are down to 9 or fewer hit points. Award full XP for that rutterkin since it was vanquished. No XP if it Teleports away with a creature with zero or less hit points.

Delbart's Location and Tactics

Here's Delbart's tactics and locations, but for more details, check out **Appendix 1**

Location

Delbart moves around depending on the time of day. If you want to keep it simple, have him be encountered in the chapel (**Room 34**), but to play the module true-to-form, use the following information:

9 AM Delbart is in the chapel offering a prayer to the major demon (type IV) that he now worships

1 PM, Delbart returns to the high priests' quarters (**Room 37**) and begins working on a Scroll of three spells. He will continue that work until 6 PM. Eat and drink in his quarters.

7 PM back to the chapel (**Room 34**) for evening prayers until 10 PM.

10 PM back to his bedroom (**Room 37**) for a troubled sleep.

Tactics

Delbart is a tough foe, but his obsession with his 2 new guests will keep him from trying to escape. If encountered in his room in the High Priests' Quarters he may be cornered and fight to the death, but if he has a chance he will head to the lower levels and make his stand at the cage, hoping that the party runs afoul of some of the challenges along the way, further weakening them.

The same goes if encountered in the chapel, but that action is already detailed out later: he'll try and slip down the slide and trigger the trap, finally going to make his stand at the cage.

Upper Clergy Housing

The Upper Clergy Housing are Locations 26 to 30

In general, the rooms have been abandoned for years. The orcs are forbidden to go inside. The front and rear iron door are closed and locked. One Rutterkin is usually found in the long central Corridor 27. It will travel to Rooms 26 and 28.

Rooms 29 and 30 are locked.

Rooms 26, 28, and Corridor 27

The doors are open. Each room has a large bed, tables and chairs, foot lockers and candle sticks. The clothing and possessions of the former clergy have been used or sold over the years. Anything valuable is long gone.

Room 29

The door is Wizard Locked. It is made of reinforced wood with a steel backing. Delbart simply did not care what was inside and let it be. The occupant, who was a Canon like himself, was killed in the raid and his possessions that were on him were taken.

This room has indeed been left intact and can be opened with a Knock and the lock picked. There is one small window for light during the day, with a desk in front of it. On the desk sits a scroll with three spells: Cure Disease, Cure Blindness and Remove Curse. Additionally, there are 3 x blank scrolls, and some scrolls detailing some of the temple's day-to-day activities. There's also a bottle of black ink which has dried up, but with a little water will be usable again.

All the furniture is above average. The large, solid bed with a feather mattress is worth 200 GP, assuming you can get it out and sell it. A good-quality, solid table and four chairs worth 120 GP, two leather padded chairs with ottomans worth 400 GP for all four pieces. There's a small table beside each padded chair. One has a bottle of fine brandy that is still viable valued at 12 GP and four crystal glasses which could fetch 3 GP each. Under the bed is loose stone; treat as a concealed door, under which is a bag of 22 PP and 34 SP as well as a necklace made of bear claws and teeth: **Necklace of Protection +1**. When worn it acts as a Ring of Protection +1, which could be sold for 4000 GP.

There's also a wardroom with clothing and vestments, robes and cloaks, with belts and boots. All of those items are worth 300 GP, for the lot, for a man roughly 5 foot 8 inches and 140 lbs. would be a best fit.

Room 30

The door is locked. Its occupant was a Curate (4th level) who was one of the people who survived the attack. When the high priest arrived several days after the mass burials he remained to close the chapel. Then, he and four others left to return to Layakeel, taking their personal property with them. Light comes in through a single window. It has a good bed, table and four chairs, desk and chair, upright cabinet, with one dark green cloak left behind, worth 4 GP, and some old boots and shoes. There is a chest that is at the foot of the bed. It is unlocked and empty, but it has false bottom which is treated as a concealed door. In it is 88 CP. The gold and silver left with the curate.

The High Priest's Quarters, Rooms 36, 37, and 38

NPCs

Delbart, giant werebear

Cleric Lv 7, S 16 I 15 W 17 D 13 Cn 16 Ch 10, HP: 47, AC: 2 Chaotic Evil a worshipper of a Type Four Demon. The Demon gave him the gift of Lycanthropy. He can, at will, become a giant werebear growing to a height of 8 feet. In that form, he is still himself and in complete control of his faculties. He can cast a few of his spells in this form (*they are in Italics in his memorized spell list*). In werebear form can only be hit by +1 weapons. HD 7+3, HP the same as in human form, AC: 0**, Claw 1d4, Claw 1d4, Bite 1d10. If both claws hit, Delbart can do an additional 5d4 damage with a hug. Delbart's final gift from the demon is immunity to Hold and Charm spells.

Ring of Iron Skeleton Control, Ring of Protection +2, Bracers of Defense AC 4. His werebear form is better because of the ring. He can move at 270 feet per round (running 540) in bear form. As a human 360 feet per round (running 720). NOTE: In werebear form he cannot slide down the ramp into the basement (see **Corridor 29** in the chapel for this method of going to **Room 104** below) nor can he fit through any of the secret doors leading to the lower level either (rooms, 15, 23, 32 or 33).

In human form he fights with a **+2 Mace +2 / +4 versus figures of GOOD alignment**. The weapon is aligned to Chaotic Evil. Good figures will take 1d4+2 damage if they pick it up, gloves or gauntlets, not withstanding, and be the recipient of an 8-round Hold Person (saving throw does apply). Neutral figures will take 1d4 points of damage, if they pick it up and are subject to the Hold Person but enjoy a +3 bonus to their save. He will have to abandon his weapon when he shapeshifts, although he could carry it in his mouth.

Spells Prepared: 3+2 3+2 2+1 1 (*italics spells can be cast in Werebear form*)

First: Command, Bless, *Cure Light Wounds *2, Fear by Touch*

Second: Hold Person, Silence 15'r, Augury, *Know Alignment and Resist Fire*

Third: Dispel Magic, *Continual Darkness*, Place Curse

Fourth: *Cure Serious Wounds*

Treasure: Delbart's purse contain 64 GP, Gems: 4 x 50 GPV, 2 x 100 GPV, 2 x 200 GPV

He will fight to the death if cornered. He will not reveal the location of "his beloved".

His Ring of Iron Skeleton Control give him immunity to attack by them. Further he can call them to come to his aid. They will always know where he is due to the ability to understand where the Ring is (even if it is moving).

Delbart has a ring with many keys to Locations: 14, 15, 24, 27, 33, 34, 35, 31, 32, 101, and 109. He carries the ring with him wherever he goes.

He is worth 1250XP

Demon-Created Ghouls and Zombies

Because a type IV Demon created them, they're more powerful than normal ghouls or zombies. They will not attack Delbart as long as he wears the Ring of Iron Skeleton Control. Both undead will attack any alignment. Characters in the party from Layakeel will recognize these undead as having left town 4 and 3 years ago respectively. They were the Gorman Family; dad, mom, teenage son, and daughter, however, they are now powerful ghouls. Also, the Debot Family; dad, mom, and three teen boys, now powerful zombies.

Demon-Created Ghoul, HD 3+2, AC: 5, move 270 feet per round but can run at 540 feet per round. 3 attacks per round: Claw 1d4, Claw 1d4, Bite 2d4, Special Attacks: if a claw hits, save for paralysis or be paralyzed, usually falling over since balance is lost, for 1d4+2 turns. The victim can move their eyes and can even very slowly turn his head, however they cannot talk or even blink. Immune to sleep, charm, hold, paralysis, and fear. They will attack until killed. These ghouls are stronger than ordinary ghouls attacking with a 5% better chance to hit. They are turned as if they were wights. If they paralyze someone, and are no longer in melee, they will begin to eat the victim, even if they're still alive. This will do 2d4 points of bite damage per round of eating. They will stop after 12 points of damage have occurred; automatically hitting since the victim is paralyzed. The DM can become vivid in his details and damage if he feels especially ghoulish! (Sorry) They have no treasure.
HP: 24, 21, 18, and 17. XP: 150 XP +4 XP/HP.

Demon-Created Zombie, HD 2+2, AC: 7, Move 270 feet per round and run at 540 feet per round. They use standard initiative and are not always last like normal zombies. 3 attacks per round: Claw 1d3, Claw 1d3, Bite 1d4. Immune to sleep, charm, hold, and cold-based spells. They turn as if they were ghouls.
XP 35 + 4 XP/HP. HP: 16, 14, 11, 11, 11
Treasure: None

Room 36

This room contains two important things and only two. Furnishings have been removed some time ago. There is a secret trap door down to the rooms and corridors below, which is hidden in this room, but is easily seen from below. It opens to an iron ladder going down twelve feet. If the party has gone down the secret door in Room 18 they would be super-cautious here, however this is just a normal ladder attached to the wall going down. Searching for this trap door will be hampered by the other thing in the room: The Gorman and Debot families who are now demon-created ghouls and zombies.

See NPCs above for stats for the undead.

The party clerics should be 4th and 5th level.

To turn the Gorman's will require a roll of 10 from the 4th level cleric and a 7 from the 5th. The number turned will be 1 to 12, so if successful, they might turn them all. However, the Debot Family would be turned first because they're lesser undead. That will require a 4 from the 4th level cleric and automatic from the 5th. Roll 1d12, assuming one of the clerics enters the room and succeeds in the turning. Say, it is the 4th level cleric and they roll a 9 for their turning roll. That will turn 1 to 12 of the zombies but not affect the super ghouls. If they had rolled an 11 for the turn roll, it would have turned all five of the zombies and two of the ghouls.

The group of nine undead are more than eager to attack someone coming into the room. Only Delbart can enter, pass among the undead, open the trap door, and close it behind himself with no issues.

The party, once in melee with the undead, cannot be turned by either cleric until they disengage. That will be unlikely to happen quickly. The room has to be entered from below or from the door leading out of Room 38. See Room 38 to see the obstacles to that happening. The undead can sense a melee going on in Room 38 so they will be clustered by the door. If there is no melee in Room 38 then the undead will be scattered at the DM's discretion.

These undead have no treasure and there is nothing of value in the room. If the party is pushed back, the undead will move into Room 38.

Room 37

This is now Delbart's bedroom. The large bed has an excellent, feather mattress and a canopy of red silk with tassels. Its sheets are made of silk, and the pillows are filled with down. Total for all of it, back in town, would be 1400 GP. There are two opaque windows on the north wall that still allow 90% of the daylight through. A large desk with a comfy chair are here, where a person can copy, read, and write. Six bottles of ink sit upon the desk; 3 black, 2 red, and 1 green as well as a number of quills. Lastly, on top of the desk are 20 pieces of fine parchment. Delbart is working on a scroll of three spells, and the first is done: Cure Light Wounds. The second is in progress, but not yet complete: Hold Person. The desk and its contents are worth 450 GP.

On the west wall is a large bookcase that contains 100 books. 1 to 50 are stories/novels, 51 to 75 are histories of Northern Ratak and the Timberway. 76 to 80 are discussions of the relationship between the Frost Barbarians and the people of the Archbaron off Ratak. 81 to 99 are books that talk about miscellaneous subjects from cooking a pig to proper ceremonial dress for the clergy of Llerg. The books are in high-quality, leather bindings with well-written text worth 3 to 8 GP per book. Lastly, a roll of 100 is a **Libram of Dark Magic and Demon Worship**. The magic text if read from cover to cover will give the reader, regardless of class, a full level of experience. But at the price of becoming Evil Chaotic and indentured to a Major Demon. This is the book that changed Delbart's philosophy a few years ago. He used the last chapter to summon that demon. That book is worth 5000 GP and can convert two more people. When it does that, it will teleport to a book collection within 100 miles of here and insert itself in that collection. Destroying the book is worth 2500 XP for any non-evil character.

The rest of the room contains a large leather padded chair and ottoman, valued at 500 GP, and an end table.

On the table is a **Forever Candle**. It can be lit and burned down to the nothing and it will regrow itself overnight. The candle light time is 24 hours, but it can be lit and blown out multiple times in the process. It is wind and draft resistant, but a hearty blow will put it out. The candle is valued at 400 GP. Its light is pure and unflickering even in a mind breeze and casts double the light of a normal candle.

A table and two chairs complete the room. There is also an upright chest with clothing inside. There are traveling cloaks in four colors different colors (black, brown, dark green, and dark blue) worth 20 GP each. There are also two elaborate vestments worth 300 GP total, to a cleric of Llerg. Delbart is forbidden to wear them anymore. On rare occasion, he recalls the High Priest wearing them, and is filled with a vague urge to turn things back to the way they were, but these pangs only last an hour or so.

In the false bottom of this chest a Jug of Replication. It holds 100 GP. As long as at least one coin remains the magic will not break. The next morning the jug will again be 100 pieces of gold. It can perform that trick once a fortnight. The jug is valued at 7000 GP but it could easily be worth more.

Room 38

Immediately note the Iron Skeleton stationed between the doors to Rooms 36 and 37. This Iron Skeleton will not attack evil creatures, but will attack both good and neutral ones entering this room. It will not pursue outside of this room.

This was a reception room used by the High Priest. There are two tables each measuring 12 foot x 3 foot, pointing north-to-south. There are 5 chairs on the west side of the west table, as well as 5 on the east side of the east table. They are 5 feet apart so the Iron Skeleton can change toward the outside door. There is also an arm chair at the north end of the east table. The High Priest sat there. His

secondary clergy would occupy 4 of the 10 chairs. There were two chairs for the Captain of the Guard and his advisor, who was a 5th level mage.

There is a chandelier in the middle of the room, on a rope, that is tied off on the east wall. It hold 5 six-hour candles. However, the room is lit by Continual Light. Over 32 years, it has faded to about 75% of normal. There is an opaque window next to the iron door on the southeast wall and the Continual Light from the window streams out and lights the area near the outside path, between the two buildings.

There are two barrels in the room and a dozen pewter goblets, valued at 7 GP each. The north barrel along the north wall in the west corner is empty. Next to it is a water barrel which is three-quarters full. There is a large cork on top of the barrel and a funnel. Water is brought from the well every 4 to 6 days, by the cook, at the direction of Delbart, as he has to open the door for her. The door is locked and the iron bar is in place when Delbart is in Room 37 or 38. On the floor are the broken remains of a statue of Llerg, which stood in the northeast corner of the room.

The Chapel of Llerg

The outside of the chapel has stone walls and a stone floor inside. The roof is peaked, but it only rises six feet at the apex. All of the rooms reflect the peak. The outer walls are 14 feet high; 20 feet at the apex of the roof. There is obvious damage in the northwest corner of the building, with debris both inside and outside of the building. There are two narrow, 8-inch wide and 7-foot tall, tan-colored, opaque windows. They let in most of the light, especially the south facing window. The east wall features a 7-foot tall, 3-foot high, opaque window enchanted with **Glass Steel**. The front double doors and the door to the northeast, on the north wall, are made of iron, both of which can be barred from inside by a steel bar.

Room 31

This was a guard station for the complex's 6 guards; a captain, a sergeant and four Veterans. Two veterans survived the raid.

The weapons and armor stored here are long-gone: The raiding party left with some of the gear, and Delbart sold the rest. The furniture has been removed, or was left to rot when the rains came. The room is just a shambles of rotting wood, and an old thread-bare tapestry picturing the ocean from the perspective of a tall cliff. One good tug will bring it down in an explosion of dust and grime. The steel door is closed but not locked.

Corridor 32

This is a corridor with double doors to the outside, into the main chapel (Room 33) and one door north and south into Rooms 31 and 33. All of the doors are made of iron. The door to the outside can be barred. The door to the temple can be barred from the chapel side.

Room 33

This was a small chamber used by one cleric to schedule church business like weddings, marriages, Coming of Age, Blessings, Cures and even Raise Dead ceremonies. That service became pointless when the chapel was overrun. There is an old desk pushed into the corner and in the desk are old ledgers of these transactions. There is an old scroll in the back of the drawer containing **Cure Serious Wounds**.

The new purpose is a temporary guard station during bad weather such as extreme cold, snow, or rain. Delbart prefers the outside guard post at the main gate, but agrees that a wet or cold orc is a poor guard, and allows them in during those periods. There are 4 x Shields, 12 x Spears, and 2 x Studded Leather.

Room 34

A Continual Light spell is centered on the steps leading to the altar, producing a spotlight effect for the congregation seated in the pews, which hold 3 people comfortably in each pew, but four can squeeze in. The pews at the back northwest and one pew to the southwest are burned and destroyed, but the debris has never been removed. There are 8 pews intact. They are full of dust and dirt except for the one in the front on the north side. Delbart sits there to meditate. Now and then he will play a small pair of drums. The beat is ominous and conveys no feeling of power or joy.

There are four pillars of stone that reach up to vaulted ceiling.

Next to the third pew from the front, on the north side is 2 foot x 2 foot hole. It leads to a slide, down to the room below. When Delbart sees someone he doesn't expect come through the double doors, he will immediately run to the slide, and head off to the basement. At the same moment, the two iron skeletons will animate and run down the center aisle to attack the intruders.

The Slide

As Delbart goes down, he will trigger a trap 5 feet down the slide, which is 18 feet long, 2 feet wide, 2 feet high, and at an angle of about 35 degrees. The traveler has to be on their back with hands close to their body or crossed over their chest. The slide is so tight that any standard shield will not fit the entry. The size of the players shields are given on their character sheets, for the pregenerated party. Anything over 24 inches will not fit.

Once the trap is triggered by Delbart sliding down, the mechanism is activated. A thief cannot detect this trap unless they climb down the slide first, and uses good light, to have any chance of seeing it. The spell find traps however will find it. Delbart has wood brought in from the forest. He, and he alone, will take the wood, piece by piece, and slide it down to storage in **Room 104**, below. A single piece of wood sliding over the trigger is not enough to trigger the trap. He is cautiously listening for the click of the trap being triggered. That is why he does this by himself. The trap trigger needs about 40 pounds to trigger it. The wood is generally around 20 pounds apiece.

If someone slides down, with or without shield the trap will activate at the 5 foot point. A door on the right side will slide down and a spring loaded two-handed sword will sweep the slide area.

Procedure: look at base armor class only. Only if the shield is held over the body will it help. There is no dexterity adjustment possible. If there is a hit, treat it as if a HD 12 hill giant swung the sword and then the character will take 2d8+8 points of damage, no save. If the trap doesn't hit, the person will take 1d8+2 points of damage anyway, because there is no way to avoid the blade in this tight space.

If damage is 20 points or higher the person will be stuck between the two-handed sword and the bottom of the slide. He will not be able to slide down, but a rope could pull him up. Someone would have to crawl into the slide, head first, and grab the victim, or tie a rope to him, and then the two of them could be pulled out. That process will take a minimum of three rounds. If the damage is 19 or less, they will slide through and out the bottom, hopefully with more than zero hit points

The Altar area

The altar has two steps up to a dais. Behind the altar is another stone statue of Llerg, which has been smashed to pieces. Now, on the altar, is poor-quality statue of a Type IV demon, ten feet tall, with cloven hooves, a powerful, large body, and a head that resembles a boar. Anyone setting foot on the steps will see the demon move from side-to-side, and stare down at them. It's an illusion that can be removed by

dispelling 12th level magic. There is a Continual Light spell on the altar, which includes the steps, and the demon statue.

The Black Spear

On the altar there is eight foot long, black wood spear, with a fishhook-shaped head, made of iron. This is an Evil and Magic weapon. Any good or neutral character who touches it, bare handed, or even with the precaution of a glove or gauntlet will get an electrical shock for 2d4+4 points of damage. That damage will occur every round the spear is touched or held. A heavy blanket wrapped carefully can move it.

It is a +3 weapon to hit and damage. When thrown its range is 180 feet with no range penalties. The vrock and Delbart can wield it. A hit will do 1d10 damage and an additional +4 points of electrical damage. If 12 or more points of damage occur, the spear head is embedded in the target. Pulling it free will cause 3d4+4 more points of damage and the person pulling it forth may take the above electrical shock damage from touching it.

When an evil creature holds the spear, they are immune to electrical damage and Magic Missiles. The spear can be burned by any magical flame, including Burning Hands or Fire Ball, but not by ordinary fire. If destroyed, the person doing so will get 1500 XP.

Room 35

Clergy Preparation Room

There are two iron doors that can be barred from inside. A Statue of Llerg is in the southeast corner. Next to it is a statue of an orc with a hammer over his head. He has an amazed look on his face. It's a petrified Orc. If Detect Magic is used the magic will rate as powerful, but does not radiate good or evil as Llerg is Chaotic Neutral. There is a good quality table and six chairs. Two large barrels one wine and one empty (water). The wine is sour and undrinkable. A cabinet is open and barren (the silver chalices and plates have been sold long ago).

There is a comfy wooden chair with arms and cushions in front of the fire place. A small square table is next to the chair, each of which are worth 100 GP. The table contains a book that deals with events in the years 540 to 543 in Northern Ratik (The chapel was attacked in 544). Also in the table are twenty four balls about half the size of an egg, which are a type of cherry-flavored candy, prized in Marner, imported from the city of Irongate. Each piece of candy is worth 2 SP. The candy is not magic, but it is medicinal: 4 pieces of this candy dissolved in a person's mouth, within a two hour period, will cure 2 points of damage from any source.

The carpet on the floor covers both secret doors in the floor. It is a fine wool rug measuring 30 feet x 20 feet and worth 400 GP. There is another secret trap door in the southwest corner of the room which Delbart never found. Inside, is a locked, 1 foot x 1 foot x 2 foot, wooden box. The chest can be smashed open, if necessary.

Treasure: 44 PP, 327 GP, 400 SP, 5 golden rings worth 100 GP each, and 10 statues of birds made of silver and gold worth 80 GP each.

There is a long rod that holds six traveling cloaks of good wool, dyed dark green, worth 4 GP each. The holy vestments used to hang here as well, but they have been sold or repurposed.

On the south wall there is fire place with 30 pieces of wood that would burn for about 2 and a half hours each. Additional wood is in Room 104 below. The chimney is shared by another hearth, below, in Room 105.

The Lower Rooms

101 to 109

Room 101

The room can be entered from Room 18 above or from Corridor 103.

If they come in from 103 they will find the door closed but not barred. That will mean that they still might try to leave the room via the ladder. If the iron skeleton is there, still posing as part of the ladder, the climber might still be attacked as they try to climb out. See description of this event in Room 18.

Along the west wall there is a cage measuring 10 foot x 8 foot. Inside are the two prisoners that the party was sent to find. A silence spell is in place, part of the magic of the cage itself. The lock is Wizard Locked but Delbart's key ring has the key that will bypass the wizard lock. If the door is closed again the Wizard Lock is restored. The lock can be picked but that does not remove the Wizard Lock. The bars are exceptionally strong: minus 8% from the Bend Bars percent of the party (i.e., Str 16 has $10-8 = 2\%$, Str 17 has $13-8 = 5\%$, Str 18/54 has $25-8 = 17\%$). Bend bars is done only once per character. If there is a fail he can't walk around the cage and try again and again and again.

They are unharmed, but cold and frightened. There is a bowl with some cabbage and radishes he has been trying to feed them, but with no luck. Also in the cage are four tin cups, two tin plates, as well as a barrel half-filled with potable water.

The room also has two mouse holes and at night the mice might appear. 1 HP and 2 HP, no attack, not diseased. They don't fancy the cabbage and radishes either.

There is an iron door that is locked and barred on the south wall, which Delbart has a key for, on his key ring. Behind the door is a passage that extends out 140 feet to a sturdy ladder going up. The trap door above has not been opened in years and is covered in earth and grass. It can be forced open by using the Bend Bars%, + 7%. This one is not a true bend bars so there can be several tries. Each one within 5% of opening will loosen the soil somewhat so that the next chance is at 8% then 9% etc. until someone pulls it off.

Room 102

This is discussed elsewhere, below Room 21.

Corridor 103

Nothing of note. Doors at both end, and of course it's pitch black. Both doors can be barred from the inside, but neither door is barred. There is a silver piece on the floor near the middle.

Room 104

This is the area below the chapel. There are six pillars, the eastern four are exactly below the same four upstairs.

There is another dais, up two steps, as above, but there is no altar. Instead there is a single chair that is decorated with a few small semiprecious stones, Gems: 24 x 10GPV each, and some gold leaf. The chair has a very high back and comfortable arms. It is valued at 550 GP, if you can get it out. The gems can be removed, which would lower the value to about 125 GP.

The slide from Room 34 above, ends here, with the slider landing right in front of the east door. That door is iron and is locked, the only key for which is on Delbart's key ring.

On the north wall, there is an iron door that is locked and can be barred from the other side. If Delbart is fleeing, having arrived via Corridor 103, the slide, or from Room 105, he will unlock the iron door, go through, and then lock it from the other side and bar it. There is some dried wood built up in the northwest corner: 120 pieces of wood that could burn for about 2 and a half hours each.

Room 105

The room has an iron door, next to which is a ladder going up to Room 35. At the top of the ladder is a secret door, which comes up under the corner of a large rug. There is a hearth at the far end of the room, which has not been used in years. There is a set of fire place tools valued at 1 GP.

Delbart will take some wood from Room 104, tie a rope around it and climb the ladder with the end of the room. Then he hauls up the wood. He sometimes just leaves the wood in Room 34 in the first place as opposed to sliding it down to pull it back up again. It depends on his mood. He finds the labor stimulating.

Corridor 106

The pitch-black corridor contains four steel doors. All of the doors have locks. The northern and southern doors can also be barred from inside of the corridor. The keys are on Delbart's ring. Just inside of the north and south doors is a small, 1 foot x 1 foot x 6 inch deep alcove. In the alcove, are four 6-hour candles along with a tinder and flint. Delbart often just walks through without any light, if he is going all the way to the other end. He usually lights a candle if he plans to open Room 107 or Room 108.

Room 107

This room was once occupied by a mage who used to live in the chapel and advised the High Priest. He left in 538 and took most of his equipment with him. Various flasks, bottles with corks, glass tubes, and equipment are in a large wooden cabinet. The mage knew how to make minor potions which the High Priest would pay him for. All of his components were taken with him and he sold the remaining potions to the High Priest at a substantial savings. Before he left he 'turned off' the room's Continual Light with a Darkness spell. The room is not used anymore. It is covered in cob webs and dust.

Room 108

This was used by the High Priest for the storage of items of value. While many have been sold, the following is still here:

3 x **Potions of Healing** (1d8+2, two doses), 1 x **Potion of Invisibility**, but it is so old that duration is down to only 2 and a half hours, and is so weak that the invisible person will become translucent now and then during the remaining duration. There's also a **+2 Long Sword +2, double damage vs chaotic** opponents, Detect Chaos 60 foot radius, and can also detect Magic at a range of 10 feet, and can cast a dim blue light upon command. The sword speaks to its owner telepathically and is aligned for Lawfulness (good, neutral or evil and others who touch it will be burned for 1d4+1 points of heat damage. A glove will not help but a heavy gauntlet would offer protection. Its purpose is the slay demons. In that regard, it will do 4 extra points of damage per hit to any evil creature from the Abyss. If an attack hits successfully, it will negate half of the demon's Magic Resistance for 1d6+2 hours. This effect will work on demons of 11 or fewer hit dice only. The sword is valued at 16,000 GP.

Corridor 109

There is an iron door that is locked and barred on the north wall, Delbart having the key on his key ring. Behind the door is a passage that extends out 120 feet to a sturdy ladder going up. The trap door above has not been opened in years and is covered in earth and grass. It can be forced open by using the Bend Bars % + 8%. This one is not a true bend bars so there can be several tries. Each one within 5% of opening will loosen the soil somewhat so that the next chance is at 9% then 10% etc., until someone pulls it off.

There are also two ladders going up to the secret doors in Room 26 and Room 36 and a locked steel door going south. The south door will be barred from the other side. Apply the bend bars percent. Bashing the door with a hammer will eventually break it open but it will make a lot of noise.

Epilogue

If the party gets killed off

If things turn to crap and you decide to summon the Type IV Demon (i.e., at least half of the party is dead and last characters are almost dead). You can also have Llerg appear to balance things out. Llerg will defeat the demon 98% of the time, so the demon will choose wisely and leave Delbart to rot in the Abyss, as a manes. He will not raise any dead but he will not let Delbart and his crew make any further kills. Delbart is a turncoat and traitor and Llerg will most likely disappear with him. The party lost but it will be a fun ending.

If the party survives and rescues the kidnapped people

The party is able to pack up the wagon, and whatever got them here, with as much loot as they can carry, and return victorious to Layakeel. They will be able to enjoy a couple weeks of notoriety, but eventually new problems arise and a group of adventures such as the players might be just what's needed. The Knight Protectors definitely take notice of the characters and there's always work for people who stand against the chaos.

Further Adventures

Delbart is not the demon's only pawn. Using Layakeel and Timbercross, you can certainly expand your adventures while pursuing this scourge. Clues could be placed at the chapel ruins, with the most obvious being information from Delbart himself, living or dead.

Appendix 1: Ravages of the Mind Timeline (Or, "Where's Delbart?")

The days in a standard Greyhawk week: Starday, Sunday, Moonday, Godsday, Waterday, Earthday and Freeday

Starday (first day of the week)

Weather: Sunny, high 69, low 57

Noon Delbart goes to inn to have a meal and a bottle of wine in memory of his wife and child.

12:30 PM Delbart leaves the Inn having seen the resemblance of the serving maid and her child to his dead family

3 PM Delbart forcefully captures the serving maid and threatens the child to keep her quiet.

4 PM Delbart, having just bought a cart and horse, leaves Layakeel and heads to the Chapel

9 PM camps a few hours about 10 miles out of town (moves slowly due to poor light but did enter the Timberway

Sunday

Weather: Sunny, high 70, low 59

3 AM start again at a slow pace

6 AM enough light that he can increase his pace to 3 miles per hour

9 AM maid and child to not show up at inn

10 AM send someone to her shack to see if she is ill

11 AM arrives at chapel. Has his orc guards go into the woods until he calls for them by ringing gong

Noon he has hidden the woman and child (in room 101 below room 15). She climbed down the ladder blindfolded and did not see the Iron Skeleton at all.

Sheriff investigates the disappearance and talks to innkeeper and patrons

Moonday

Weather: Mostly Cloudy, drizzle in the morning until 11 AM, high 59, low 48, **Thunderstorms from 2 PM to 5 PM (see below), high 56 and low 47**

8 AM Delbart instructs his orcs to be on the lookout and vigilant. He summons the Vrock to him while he is talking to emphasize to the orcs that they must NOT be careless and lazy!

Noon sheriff and innkeeper have a brief town meeting to say they fear that the maid and her daughter have been kidnapped by the recluse Delbart who was seen there the prior day.

A reward is offered

2 PM 8 people, 5 from town, assemble at the sheriff's office and say they will go after Delbart

As they talk it begins to rain, with thunder and lightning for 3 hours. The rain is heavy but stops at sunset.

Godsday

Weather: Sunny, high 70, low 56

The Party leaves Layakeel.

5:30 AM (dawn) the party of eight heads off toward the Timberway and the old Chapel of Llerg.

They get into the Timberway and accomplish a march of 25 miles, even though the road is muddy from the rain. They make camp for the night using no campfire and post two shifts of two guards.

Waterday

Weather: Partly sunny, high 71, low 57

6 AM they break camp and move through the woods. As they get within about ¼ of a mile from the end of the road they note the tree cover is less dense and sun breaks through. It is now 9 AM.

The adventure begins here at 9 AM on Waterday.

9 AM Delbart is in the Chapel offering a prayer to the Major demon (type IV) that he now worships, forsaking Llerg for it 7 years ago. The demon sent orcs from The Rakers to Delbart. He also gave Delbart The Ring of Iron Skelton Control. He then showed him how to become a Werebear.

Noon, if nothing has transpired out of the ordinary Delbart will go into room 32 and open the trap door down to the lower level. He will traverse the corridors and arrive at room 101 and his caged prisoners. He offers his apology for all that has happened, bringing them food and drink. Then he confesses his love for her and asks her to be his wife! He is flabbergasted when she curses him and says she will never marry him! "You will change your mind as the days grow into weeks." The cage that the maid and her child are housed in is magical in nature. Delbart gives a command word. Suddenly the cage is engulfed in Silence. A Dispel Magic at 12th level removes the effect for a full turn, but then the Silence power is restored.

1 PM, Delbart returns to the High Priest quarters and begins working on a Scroll of three spells. (In Room 34). He will continue that work until 6 PM. Eat and drink. 7 PM back to the Chapel for evening prayers until 10 PM.

10 PM back to his bedroom (#34) for a troubled sleep.

If the party has not acted by now, who knows what they need to get them moving!

The weather will be seasonal for the next three days. Squall on the 4th day with strong winds and 2 inches of rain. Mud and some rock slides where there are hills.

Appendix 2: Calendar

The Oerdian year has 336 days, divided into 12 months of 28 days each. Solar and lunar months coincide, with the large moon, Luna, having a period of 28 days and the small moon, Celene, having a period of 84 days. Luna's new moon is always at the change of the months, while Celene's new moon is at the beginning of each season.

There are eight major astronomical festivals of the year, 4 solar and 4 lunar. The solar festivals are the winter solstice, spring equinox, summer solstice, and autumn equinox. The lunar festivals are when Luna and Celene are full at the same time and happen exactly 42 days after the solar festivals. At each solar festival, both moons are new.

Days of the Week

Activity	Day
Work	Starday
Work	Sunday
Work	Moonday
Worship	Godsday
Work	Waterday
Work	Earthday
Rest	Freeday

Months and Seasons

Month	Common	Elven	Season
-------	--------	-------	--------

Needfest			
1	Fireseek	Diamondice	Winter
2	Readying	Yellowillow	Spring
3	Coldeven	Snowflowers	Spring
Growfest			
4	Planting	Blossoms	Low Summer
5	Flocktime	Violets	Low Summer
6	Wealsun	Berrytime	Low Summer
Richfest			
7	Reaping	Goldfields	High Summer
8	Goodmonth	Sunflowers	High Summer
9	Harvester	Fruitfall	High Summer
Brewfest			
10	Patchwall	Brightleaf	Autumn
11	Ready'reat	Tinklingice	Autumn
12	Sunsebb	Lacysnows	Winter

Weather

These are averages so single day high and low can be 8 to 15 higher or 5 to 8 lower on average.

Month	Needfest	Fireseek	Readying	Coldeven
Days	7	28	28	28
High	24	29	39	53
Low	3	8	24	36
Days of Precipitation	2	7	8	8
Month	Growfest	Planting	Flocktime	Wealsun
Days	7	28	28	28
High	62	68	75	77
Low	45	54	62	64

Days of Precipitation	3	12	13	14
Month	Richfest	Reaping	Goodmonth	Harvester
Days	7	28	28	28
High	76	72	69	59
Low	62	59	57	50
Days of Precipitation	2	14	12	9
Month	Brewfest	Patchwall	Ready'reat	Sunsebb
Days	7	28	28	28
High	57	42	35	30
Low	47	35	24	12
Days of Precipitation	2	7	7	5

Appendix 3: Geography and Ecology

Ratik has a short growing season, but its soils are rich. Furs, precious metals and gems, lumber, and fishing are all very productive activities. The forests are considered temperate, which thin as they head up into the Rakers, the major mountain range in the area.

Trees

Balsam, Birch, Fir, Pine and Sablewood (that latter is used in making arrows) are found throughout the region.

Game

Moose, deer, elk, goats, wild sheep, boars, duck, wild turkeys, and many others are plentiful in Ratik's forests. At sea, whaling and fishing are very profitable. In the lakes and rivers are game fish, including salmon.

Appendix 4: Money and Treasure

Coin

Standard Rate of Exchange:

1 Platinum = 5 Gold = 10 Electrum = 100 Silver = 2000 Brass = 1000 Copper

Gems

Gem Value Roll 1d10	Gem Value
1-4	10
5-6	25
7	50
8	100
9	200
10	500

Coins and Minor Magic Items

In addition to anything listed, the average person will have a small amount of coins salted away, hidden somewhere. Roll percentile and add all that apply:

Hidden Coins (roll percentile)	BP	CP	SP	GP
30%	2d4	-	-	-
45%	2d4	5d12	-	-
70%	2d4	5d12	6d12	-
80%	2d4	5d12	6d12	1d4

In addition to anything listed, NPCs will have some coin in their purses: For Lv 0 who have a minor job or role in the community might carry:

Purse (roll percentile)	BP	CP	SP	GP
55%	2d4	-	-	-
70%	2d4	2d12	-	-
80%	2d4	2d12	1d12+1	-

Minor Magic Items either hidden or on-person:

In addition to anything listed, any NPC has a 3% chance for minor magic item worth 2500 GP or less.

Magic Weapons

Weapons can be +1 to Hit, +1 to Damage, or +1 to hit and damage. The hit bonus precedes the Weapon name and the damage bonus follows it, like this: <hit bonus> Weapon <damage bonus>. Additionally magic items will appear in bold type.

Valuation: if the item is +1 hit and damage, it would be worth 2000 GP. Just hit would be worth 600 GP to 900 GP. To damage only would be worth 1200 GP to 1500 GP. (**To damage** manifests on every hit, **to hit** only manifests only one time in 20.) Value scales up: so for +1 to hit and +2 to damage, the value would be worth 2300 GP to 2800 GP.

Appendix 5: New Monsters and Magic

Iron Skeleton

45 HP each, HD 5+5, AC: 0, move 270 feet/round but can run at 540 feet/round (without being tired). 2 attacks with iron claws for 1d6+3/1d6+3. The claws will cause 1 HP of extra bleeding damage every round, for three rounds. (Hit on round 1 for 5, on rounds 2, 3, & 4 add one more point of bleeding damage from that original hit. The effect stacks, so all other hits add more of the extra bleeding damage. It can add up quickly.

Immune to charm and hold and any attacks on its mind since it is a type of Gollum. It is set to attack any Good Aligned figure that comes within 90 feet. The overriding command is to GUARD a place or item so that the good figure could escape. It will attack neutral beings 50% of the time and ignore Evil beings. It takes half-damage from all energy, hot, cold, electrical and magic attacks such as Magic Missile, Magic Stone etc. It is hit by magic weapons only.

There are four of Iron Skeletons in the complex. They are shown on the DM map. Worth 550 XP + 7/hp = 865 XP.

Ring of Iron Skeleton Control

The creator of the Iron Skeleton(s) will give the buyer of the Skeleton a Ring that will control the actions of each creation. The Buyer can summon all of them at once, give them commands like GUARD, ATTACK only if the target is within some set number of feet, etc. Simple commands only. The Ring is EVIL just like the Mage or High Priest or Demon or Devil that creates the Skeleton(s). So a good figure who puts on the ring will find that the ring will contract on the next round and continue contracting until the finger is broken and the finger falls off. (Dispel Magic versus 12th level magic can stop the contracting. Loss of a finger will take 4 full rounds.) A neutral figure will be wearing a Ring of Contrariness. He will seek to do the opposite of normal behavior unless he roll as save of 16 or better (if his level 9 or higher add +1 to his die roll for each of his levels above 8).

The Ring is worth 3000GPV for materials used to make it. As a command Ring it is worth 7000GPV.

Demon-Created Ghoul

HD 3+2, AC: 5, move 270 feet per round but can run at 540 feet per round. 3 attacks per round: Claw 1d4, Claw 1d4, Bite 2d4, Special Attacks: if a claw hits, save for paralysis or be paralyzed, usually falling over since balance is lost, for 1d4+2 turns. The victim can move their eyes and can even very slowly turn his head, however they cannot talk or even blink. Immune to sleep, charm, hold, paralysis, and fear. They will attack until killed. These ghouls are stronger than ordinary ghouls attacking with a 5% better chance to hit. They are turned as if they were wights. If they paralyze someone, and are no longer in melee, they will begin to eat the victim, even if they're still alive. This will do 2d4 points of bite damage per round of eating. They will stop after 12 points of damage have occurred; automatically hitting since

the victim is paralyzed. The DM can become vivid in his details and damage if he feels especially ghoulish! (Sorry) They have no treasure.
HP: 24, 21, 18, and 17. XP: 150 XP +4 XP/HP.

Demon-Created Zombie

HD 2+2, AC: 7, Move 270 feet per round and run at 540 feet per round. They use standard initiative and are not always last like normal zombies. 3 attacks per round: Claw 1d3, Claw 1d3, Bite 1d4. Immune to sleep, charm, hold, and cold-based spells. They turn as if they were ghouls. XP 35 + 4 XP/HP.

Appendix 6: Character Features

Artisan Level (AL)

“AL”= Artisan Level, not to be confused with Alignment. Many NPCs have an AL or Artisan Level.

Example: Cook (AL: 3 of 8)

The first number is the person’s proficiency level out of number of total levels. At first level the person is an apprentice. At second level a fairly competent artisan (making few errors). At 3rd level they are trained to be the named profession (like cook, blacksmith, and bowyer). They produce good solid work with virtually no serious errors. At 5th level and above they are considered “masters” of the profession. Grand master at 7th and Ultra Grand Master at 8th.

Armor Class

AC is presented with 3 numbers separated by slashes. AC= armor alone frontal / add shield if any / add dexterity if any. Example: AC: 5/3/2 would be chain armor, shield +1, and dexterity 15.

Spells

The following spells should be added to what a cleric or magic user knows. 1st Edition rules take precedence over 2nd Edition rules for the same spell. The DM always can control the spells known by clerics. It is not automatic, that when a cleric gains a level, that the cleric knows ALL spells of the new level.

Cleric Table

Spell Level	Ceremony/Ritual	Spell
1 st	Coming of Age (usually 13), Burial, Marriage	Combine, Endure Cold, Endure Heat, Magic Stone, Magical Vestment, Portent
2 nd	Dedication, Investiture, Consecrate Item	Death Prayer, Detect Life, Holy Symbol, Messenger
3 rd	Ordain, Special Vestment	Dust Devil, Enthrall, Remove Paralysis, Water Walking
4 th	Consecrate Person	Meld Into Stone, Negative Plane Protection

Magic User Table

Add all Cantrips

Spell Level	Spell
1 st	Alarm, Armor, Firewater, Grease, Melt, Mount, Precipitation, Run, Taunt, Wizard Mark
2 nd	Bind, Deeppockets, Flaming Sphere, Irritation, Melf's Acid Arrow, Preserve, Tasha's Uncontrollable Hideous Laughter, Whip
3 rd	Cloudburst, Detect Illusion, Item, Material, Melf's Minute Meteor, Secret Page, Sepia Snake Sigil, Wind Wall
4 th	Dispel Illusion, Evard's Black Tentacles, Leomund's Secure Shelter, Magic Mirror, Otiluke's Resilient Sphere, Stoneskin, Ultravision

Level Titles

One of the titles that may appear next to a character's name is a level title. Level titles will be given for 4th and higher level Adventuring Classes only. They appear immediately after the name and race and will start with a capital letter.

Mentors

In many cases the mentor might be a parent especially if the pupil is a fighter or a cleric. You can use this list to roll for a random mentor. To save space Location # will be listed as L#.

Magic Users: L1 (1-12), L21 (13-41), L22 (42-64), L36 (65-90), L38 (91-00)

Druids: L8 (1-60), L47 (61-00)

Clerics and Fighters are plentiful

Thieves: L1 (1-9), L2 (10-17), L15 (18-64), L26 (65-90), L37 (91-97), L49 (98-00)

Relationships

The player may wish to have a relative or friend as part of their back-story. You can use this guide to roll for a random relationship.

Roll % dice and divide by 2. Then add 1d8. The relative/friend/companion is at the building Location number you just rolled (or one number higher or lower).

Appendix 7: The Ravages of the Mind Pre-Rolled

The pre-rolled adventure party used in, "The Ravages of the Mind," played at CafCon, 2019. Of the eight, the first five reside in Layakeel, the remaining three are travelers. The travelers know Kessva from 5 years ago. That is why they are all staying at the Copper Dragon.

Hegwood, 30 years old

Ranger Lv 4, S 17 I 15 W 14 D 15 Cn 16 Ch 11, HP: 38, Lawful Neutral, Phaulkon

Weapon Specialization: Long Sword: +1 to hit, +2 damage, 20% chance for a second attack every round)

Chain +1, Shield +1, AC: 4/2/1 (His shield is 30 inches in diameter)

+1/+2 Long Sword +1/+2 versus up to 2d4HD humanoids

4 x Throwing Daggers, Long Bow

Additional Equipment: wooden Holy Symbol, 4 two hour wax candles, tinder and flint, 4 torches, 50' rope.

Description: 5 foot 9 inches, 170 lbs., brown hair and eyes, with a slight beard. Born at **Location 12**.

Jeggel, 23 years old

Thief Lv 5, S 10, I 17 W 10 D 17 Cn 15 Ch 11, HP: 25, Neutral (chaotic tendency), Norebo

Bracers of Defense AC: 7, AC: 7/7/4

Short Sword +1, 6 x Throwing Daggers, Dagger in boot

Additional Equipment: thief kit, extra lock pick (boot), silver mirror, 3 small sacks, needle and black thread

Description: 5 foot 4 inches, 110 lbs., black hair, small black moustache, hazel eyes. Born at **Location 29**.

Kessva (F), 22 years old

Magic User Lv 4, S 9 I 16 W 13 D 14 Cn 15 Ch 12, HP: 16, Lawful Neutral, Weejas

Ring of Protection +2, **Bracers of Defense AC: 9**, AC: 7/7/7

9 x Darts, Dagger (not proficient with the dagger)

Additional Equipment: wineskin, six 4 hour tallow candles, tinder and flint, red pepper, salt, jerky, 6 belt pouches, quill, black ink, two blank scrolls, **Cloak of Elvenkind**

Spell Book:

First: Comprehend Languages, Detect Magic, Enlarge, Light, Protection from Evil, Read Magic, Sleep, Shield, Write, ~~find familiar, spider climb~~

Second: Darkness, Forget, Magic Mouth, Mirror Images, Stinking Cloud, Wizard Lock, Knock, ~~web, feather fall~~

Spells Prepared: 3 2

Description: 5 foot 3 inches, 105 lbs., blond hair and blue eyes. Born in Irongate, but living at **Location 21** for the last 5 years.

Melus, 38 years old

Fighter Lv 4, S 18/54 I 10 W 10 D 15 Cn 16 Ch 8, HP: 35, Good Neutral, Jascar

Weapon Specialization: Broad Sword: +1 to hit, +2 damage, 30% chance for a second attack every round)

Splint +1, **Shield +1**, AC: 2/0/-1 (His shield is 32 inches in diameter)

+2 Broad Sword +2, **Detects Magic at a range of 5 feet** when held, Long Bow, Dagger

Additional Equipment: Lantern hooded, Flask of Oil (it's not Napalm), six iron spikes, small hammer, wineskin, ball of string (100 yards), 4 fish hooks, mirror (polished steel)

Description: 6 foot 2 inches, 220 lbs., black hair with a full beard, brown eyes. Born in Marner, and for the last 6 years, he's been a Member of the Town Guard. Lives in **Location 32**.

Oben, 29 years old

Cleric Lv 5, S 16 I 11 W 17 D 13 Cn 14 Ch 16, HP: 25, Good (lawful tendency), Phaulkon

Chain, **Shield +1**, AC: 5/3/3 (His kite shield is 20 inches wide)

+1 Mace, 2 x Throwing Hammers

Additional Equipment: Holy Symbol (silver), 4 vials of Holy Water, Vestment, 2 sticks of Incense (pine), 50 foot rope, eight foot pole, iron rations (6 meals), Wine Skin, 4 four hour candles, tinder and flint, **Ring of Water Walking**

Spells He Can Prepare:

First: Bless, Create Water, Cure Light Wounds, Detect Magic, Light, Sanctuary, Remove Fear

Second: Find Traps, Know Alignment, Silence, Slow Poison, Speak w Animals, spiritual Hammer

Third: Continual Light, Create Food and Water, Cure Disease, Dispel Magic, Locate Object, Prayer

Spells Prepared: 3+2 3+2 1+1

Description: 5 foot 9 inches, 155 lbs., shaved head and full, blond beard and blue eyes. Stays with his mother's sister, Dellader at **Location 26** for the last 4 years.

Quengo, dwarf, 84 years old

Fighter/Thief Lv 3/3, S 16 I 15 W 11 D 16 Cn 15 Ch 11, HP: 22, Neutral, Clangenden Silverbeard Leather, **Ring of Protection +2**, AC: 6/6/4

+1 Battle Axe +1, Sling, 4 x Throwing Daggers

Additional Equipment: thief kit, iron cap, quarter pound of sugar in small bottle, 4 torches, tinder and flint, silver mirror, 4 iron spikes, small hammer, wine skin, black cape

Description: 4 foot 7 inches, 180 lbs., long brown hair and full beard, brown eyes. Staying at the Cooper Dragon, **Location 21**, as a tenant as of 8 days ago.

Stengus, half-elf, 59 years old

Cleric Lv 4, S 12 I 13 W 16 D 17 Cn 13 Ch 15, HP: 30, Good (lawful tendency) Jascar Studded Leather +1, **Shield +1**, AC: 6/4/1 (His shield in an oval 30 inches x 20 inches)

+1/+2 Hammer +1/+2 vs undead, 2 x Throwing Hammers

Additional Equipment: ornate holy symbol (gold 200 GPV), vestment, black traveling cloak, 4 sticks of Incense (lemon, lime, apricot and jasmine), 4 three hour tallow candles, tinder and flint

Spells He Can Prepare:

First: Command, Cure Light Wounds, Purity Food and Water, Resist cold, Bless, Detect Magic, *Invisibility to Undead*

Second: Hold Person, Resist Fire, Silence, Augury, Detect Charm, Slow Poison, *Withdraw*

Spells Prepared: 3+2 2+2

Description: Dark, yellow hair and purple eyes. Staying at the Cooper Dragon, **Location 21**, as a tenant as of 8 days ago.

Uggus, quarter-orc, 28 years old

Fighter Lv 4, S 17 I 12 W 12 D 15 Cn 16 Ch 7, HP: 36, Neutral, Llerg

Weapon Specialization: Long Sword: +1 hit, +2 damage, 20% chance for a 2nd attack round

Banded Mail, **Shield +1**, AC: 3/1/0 (His kite shield in 20 inches x 30 inches)

Long Sword, Long bow, 4 x Throwing Daggers, 6 x +1 arrow +1 (Arrows that impact a being are no longer magic, while those that hit a solid object save vs 10 to retain magic, and any that land in dirt or other non-solid are still magic with no save roll necessary)

Additional Equipment: **Ring of Knocking** (3 times per week), 4 iron spikes, small hammer, wine skin, 8 apples

Description: 6 foot even, 180 lbs., black hair, hazel eyes, goatee. Staying at the Cooper Dragon, **Location 21**, as a tenant as of 8 days ago.

Appendix 8: Deities and Religions

Solonor Thelandira

The Clergy of Solonor Thelandira

From Dragon #60 or Best of the Dragon #3

Sphere: Archery and Hunting
Clerical attire: Green Hood, Elven Chain
Colors: Leaf Green and Silver
Holy Day: Full moon (Oerth has 2 moons)

Animal: Stag
Sacrifice: Monthly, usually a deer (the meat may be eaten)
He is a: 12th Lv Druid, 17th Lv Ranger, 10th Lv Magic User, 12th Lv Thief, 8th Lv Bard (1st edition)
Alignment: Chaotic Good
Symbol: Silver Arrow with green fletching (that implies a metal symbol that can be worn as a pin or brooch)
Gift given: to those at least 5th level, a once in a lifetime gift of an Arrow of Slaying
Level Limits per 1E Player's Handbook:

Level Limits	Cleric	Druid	Fighter	Ranger	Magic User	Thief
Level	7	9	9	11	unlimited	16

Class Details

Clergy:

Clerics are in these alignments:

Chaotic Good 50%, Neutral Good 30%, Chaotic Neutral 10%, Pure Neutral

Clerics can advance to **5th, 6th, and 7th** level under special circumstances

Pure Neutral Clergy will be Druids who can advance up to **9th level**

(This contradicts the PH. But since Solonor is listed as a 14th level Druid override the PH.)

All other clerics can rise to level 5 per the PH, but those of 17 wisdom can advance to 6th level and those of 18 wisdom can become 7th level.

Elven Clergy cannot Turn Undead.

Elven Clergy may use a short or long bow as well as a short or long sword in combat. Use of those weapons are a bonus to hit as all elves using swords and bows.

Fighters: Many references to Elven Lords exist. Therefore, elven fighters can become 8th level if they have a strength and constitution of 16 to 17. If Strength is 18 and Constitution is 16 or 17 the fighter can become a Lord, **9th level**.

Rangers: Also up to **9th level** as fighter above.

Spell progression for clergy and druids is per the PH with bonus spells for wisdoms above 12.

Clergy of Solonor special abilities:

Thief abilities: They can use the thief abilities of Opening Locks, Finding/Removing/Placing Traps, Moving Silently, and Hiding in Shadows (also in bushes, forests, copses etc.), Climb Walls and Hear Noise. All of these are as a thief one level below the cleric's level. (A thief or an elfin cleric of higher level can teach the skills. This ability will add 3-7 days to any training period and add 50 GP/day to the training cost.

Weapon Proficiency and Specialization: All clergy are proficient in the use of any kind of bow and gain +1 to hit.

Clerical spell list:

- 1st: Bless (not reversible), Command (Humanoids gain a +1 to their saves), Create Water, Cure Light Wounds but not Cause Light wounds, Detect good, evil or chaotic (must pick only one – good or chaotic tendencies can be detected and the lesser strength noted.), Detect Magic (the powerful the radiation the stronger the response to the detection), Light (can be reversed to Dark), Protection from Evil, Purify Food and Drink, Remove Fear but not Cause Fear, Resist Cold or Heat, Sanctuary
- 2nd: Augury, Detect Charm, Hold Person (includes humans and humanoids and other demi-humans not to exceed 5th level or 3HD), Know Alignment, Resist Fire (different from resist heat), Silence

- 15'r, Slow Poison (animal and plant based only), Mammal Charm (instead of Snake charm) affecting normal mammals, up to 8th level, Speak with Animals (mammals and birds – save by animals and birds native to the elf's forest(s) are more inclined to be helpful. Elves do not speak to reptiles), Spiritual Blade (similar to hammer but limited to swords and daggers. The blade is not harmed and can be recovered if thrown.)
- 3rd Continual Light or Darkness, Create Food and Water, Cure Blindness but not Cause it, Cure Disease but not inflict it, Dispel Magic, Glyph of Warding, Locate Object, Remove Curse (but not place one), Speak with Woodland Beings like sprites and pixies (when the spell is used the sprite(s) or pixie(s) will not try to mislead or rob the cleric and his/her compatriots.)
- 4th Cure Serious Wounds (not the reverse), Detect Lie and Mask Lie, Divination, Walk on Water (self only, duration 1 hour per level, can carry 250 lbs. not counting his/her own body weight. That can be another living being(s).), Neutralize plant and animal based poison including that of snakes and spiders (not reversible), Speak with mature trees, treants, and other wood based beings whether planted in one place or not (this implies no control but the tree will be favorably disposed to answer if there is not fire nearby), Sticks to poles or staves (growing and straightening and strengthening and making the pole or stave a +1 weapon for the purpose of "to hit" and to damage. Duration is permanent but the magic to hit and damage wears off in three full turns (30 minutes), Tongues

Druid spell list:

- 1st: Animal Friendship, Detect Magic, Detect Snares and Pits, Faerie Fire (double duration), Invisibility to Animals, Locate Animals, Pass without Trace, Predict Weather, Purify Water, Shillelagh (including the druid's staff), Speak with animals
- 2nd Barkskin, Charm Person or Mammal, Create Water (double volume), Cure Light Wounds (1d6+2), Fire Trap, Heat Metal or Freeze Metal, Locate Plants, Obscurement, Produce Flame, Warp Wood 50% bonus to range
- 3rd Call Lightning, Cure Disease, Hold Animal, Neutralize Poison (animal or plant based), Plant Growth, Protection from Fire, Pyrotechnics, Snare, Stone Shape, Summon Insects, Tree (double duration), Water Breathing, Water Walking for only the Druid and their gear. Duration is 30 minutes per level of the druid
- 4th Animal Summoning I, Call Woodland Beings, Control Temperature 10 foot radius, Cure Serious Wounds, Dispel Magic, Hallucinatory Forest, Hold Plant, Plant Door, Produce Fire, Protection from Lightning, Repel Insects, Speak with Plants including treants
- 5th Animal Growth, Animal Summoning II, Anti-Plant Shell, Commune with their god, Control Winds, Pass Plant, Transmute Rock to Mud, Wall of Fire

Weejas

It should be noted that Weejas is pronounced like Ouija (the fortune telling game) and spelled as a single word, and not Wee Jas. Although, even at the first telling of Weejas, in Dragon #88, August, 1984, is spelled as "Wee Jas", this is not correct. And since I wrote that article, but wasn't the editor, I didn't notice the mistake, or the mistake carried on throughout.

Kord

Clerics of Kord get the fighter bonuses for exceptional Str and Con over 16. They also use the fighter's hit table once they become 5th level.

Kord is renowned for having many children, by many different mothers. Some of these children have even become demigods. The Clergy of Kord are encouraged to follow in their master's footsteps and often have multiple partners, to prove their strong libidos.

Llerg

Quick details of Llerg if you chose to pit him against Delbart's demon lord:

HP 160 attacks as 17th Level Ranger (THAC0 = 4!) in animal form as a 9 HD monster (Cave Bear, Giant Alligator or Giant Snake) (if he manifests it will be a cave bear, 9HD attack, 3 attacks, claw, claw, bite 2d6/2d6/3d6, [if both claws hit also a hug for 2d10 automatic]. Magic Resistance 40%. He will be 15 feet tall [He can summon 2-5 bears (here would brown bears) that will arrive in 1-10 rounds ((a portal opens for the bears)) once each hour. All bears including werebears will obey him. That does include Delbart in werebear form!! He can order Delbart to stay in werebear form so he can control him. Llerg is also a 9th level druid with all of the powers that allows including tapping any first or second level spell at will as often as he wants. 3rd to 5th level spells are 6/6/6 capacity. He is also a third level mage but he rarely calls upon that ability but he might use the Find Familiar to get a companion for one of his clerics or druids or even for a NC mage (regardless of who the mage worships).

Appendix 9: The Knight Protectors

The Knight Protectors of the once-Great Kingdom were the elite, chivalric order. Led by a Knight Commander, they were the vanguard of peacekeeping throughout the Great Kingdom and beyond. Archbaron Ratik, the founder of Ratik was one of the Knight Commanders.

Today, they're still alive and well, just not in the Great Kingdom. Many of the former Great Kingdom territories have some form of the order still around. In Ratik, it's probably the strongest.

It should be noted that some of the great villains of Greyhawk are fallen Knight Protectors. The first death knight, Saint Kargoth, became so by abandoning his duty to serve Demogorgon. For more information, see Dragon 290 and 291 on "The Death Knights of Oerth". The author Gary Holian also reports there's more material for "In the Shadow of Spinecastle" in Dungeon 148, which features a great secret relating to the Knight Protectors and presumably the death knights.

Appendix 10: Random Encounter Tables

If you'd like to include random encounters in your adventures, you can use the following tables. They weren't included as part of the original CafCon gameplay.

Whisperleaf Random Encounters

The Whisperleaf is a quiet; the dominion of wood elves and their allies. Roll a 1d6 on the Whisperleaf Random Encounter table every 12 hours with a 1 resulting in an encounter.

Percentile	Creature	Number Appearing	Disposition
01 – 10	Wood Elf Patrol	2d8	Friendly and interested in information
11 – 45	Woodsman	2d4	Neutral but curious
46 – 55	Giant Owls	1d4	Neutral and observant
56 – 65	Giant Lynx	1d4	Neutral and observant
66 – 80	Game Animals: Deer, Hares, and Wild Goats	1d12	Neutral and skittish

81 - 100	Fowl: Crows, Pigeons, and Hawks	1d8	Neutral
----------	---------------------------------	-----	---------

Timberway and Grasslands Random Encounters

The Timberway holds some dangers and has seen its fair share of incursions from humanoids coming down from The Rakers. Some of the encounters could be friendly, however, as Ratik has no plans on yielding to chaos and has a pretty good track record on holding the line. Roll a 1d6 once every 12 hours, with a 1 resulting in an encounter.

Percent	Creature	Number Appearing	Disposition
01 – 05	Bugbears	1d6	Hostile and desperate
06 – 12	Mountain Dwarves	2d4	Friendly and have gems to trade
13 – 19	Wood Elf Patrol	3d8	Friendly and interested in information
20 – 26	Gnolls	1d8	Hostile and hungry
27 – 28	Gnolls led by Flind	1d6	Hostile and hungry
29 – 30	Leprechauns	1	Mischievous
31 – 34	Harpy	1d2	Hostile and hungry
35 – 38	Treant	1	Neutral and curious
39 – 44	Gnomes	2d4	Friendly and have gold and silver to trade
45 – 48	Goblins	1d8	Hostile and cowardly
49 – 51	Hobgoblins	1d6	Hostile and arrogant
52 – 55	Goblins led by Hobgoblin	1d10	Hostile and dangerous
56 – 60	Bandits	1d6	Sneaky and may pose as friendly
61 – 64	Frost Barbarians	2d4	Friendly and want to party
65 – 72	Woodmen	2d4	Neutral and cautious
73 – 79	Lumberjacks	3d4	Friendly but cautious
80 – 82	Refugees	4d4	Neutral, cautious, and desperate
83 – 86	Ratik Patrol	3d4	Friendly and interested in information
87 – 89	Ogres	1d4	Hostile and confident
90 – 95	Orcs	1d6	Hostile and savage
96 – 100	Wolves	2d4	Hostile and hungry