

The Trials of a Young Wizard

by Simon Miles

*A novice-level set of three adventures for 4-8 characters of levels 1-2
(one of the party needs to be a Magic-User or multi-classed Magic-User)*



Fresh-faced and more than a little hung-over our newly graduated mage of the great Dunromin College of Magic and his friends step into the tea-room next to the Porter's Lodge and ask for something for a headache. Within minutes they find themselves accosted by the smiling figure of Malcolm Darkstar, Bursar of the College and owner of the tea-rooms, keen to ask them a favour...

This is an introductory level set of scenarios designed to take a starting-level party on their first exciting adventures; The Lost Son; The Return of the Cauldron of Millent and the Murder at the Red Barn

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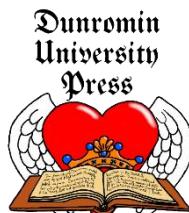


By Simon Miles

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Games Master's Introduction:

This short series of adventures has been written as a start point for a new adventuring party. The challenges are entertaining but limited in damage done, although still potentially lethal to a first level adventurer. The adventures can be used as an introduction to the City of Dunromin and the Land of the Young on the bizarre World of Barnaynia, or they can be transposed very easily to almost any game world or system.

The layout of the text is aimed to be as convenient as possible. For most encounters there is a boxed section for the GM to read out to the players. Where there are more than one paragraph just read the first paragraph for each area initially. The other paragraphs can be read as the characters investigate those details or as circumstances change. Crucial pieces of information will be **highlighted** to avoid delaying play. Some of the descriptions are conditional in which case instructions for you on when to read them are given in italics enclosed by square brackets [*like this*].

The set-up is simple: One of the characters has just qualified as a young mage and the proprietor of the tea rooms at the Guild of magic **Malcolm Darkstar** approaches them with news that a class-mate has gone missing. It transpires an elven fellow student of the party member, **Geldir Brunarbor**, has gone adventuring with a slightly more experienced (3rd level) Ranger, hunting kobolds in the woods of the Royal Parks, a few days travel to the south. The Ranger in question is **Kenard Duntully, better known as Kenny Longshanks but also the third son of the Baron Duntully**.

While nothing untoward is suspected as yet, Darkstar (who is also the college Bursar) knows that Geldir was very close to his mother and endeavoured to write to her regularly. The lady has heard nothing of her son for two weeks. The Player Character, knowing Geldir and his mother, immediately agrees with Darkstar that this is very unlikely without some dire reason.

If the party seem keen to investigate further then Darkstar will ask them if, while they are in that neck of the woods, they could do him a little favour as well. If the party are less than keen Darkstar will suggest they could investigate Geldir's silence while running the

Guild an errand. The question of **remuneration** for running the errand will be frowned upon by Darkstar initially but he can easily be pressed into offering 50gp to cover expenses initially. If further pressed he might, reluctantly offer up to 100gp per head upon completion of the task (this is a tidy sum for a starting party – try not to let the players get too greedy). There is no reward proffered for finding Geldir; the GM can decide how close the PC's relationship with Geldir is. If the party decide to go for this adventure as well there is more information in the introduction to the second adventure on page 21.

The search for Geldir and Kenny Longshanks is explained below in the adventure **The Lost Son**, while Darkstar's little task is the **Return of the Cauldron of Millent**, the second scenario detailed below. The party can do these two scenarios in either order but, given the threat levels involved, it is suggested that the Lost Son is done first and that there is a pause in play between the adventures to award experience and allow level advancement (if achieved). A lead into the third adventure, **Murder at the Red Barn**, can be engineered before, between or after the other two adventures.

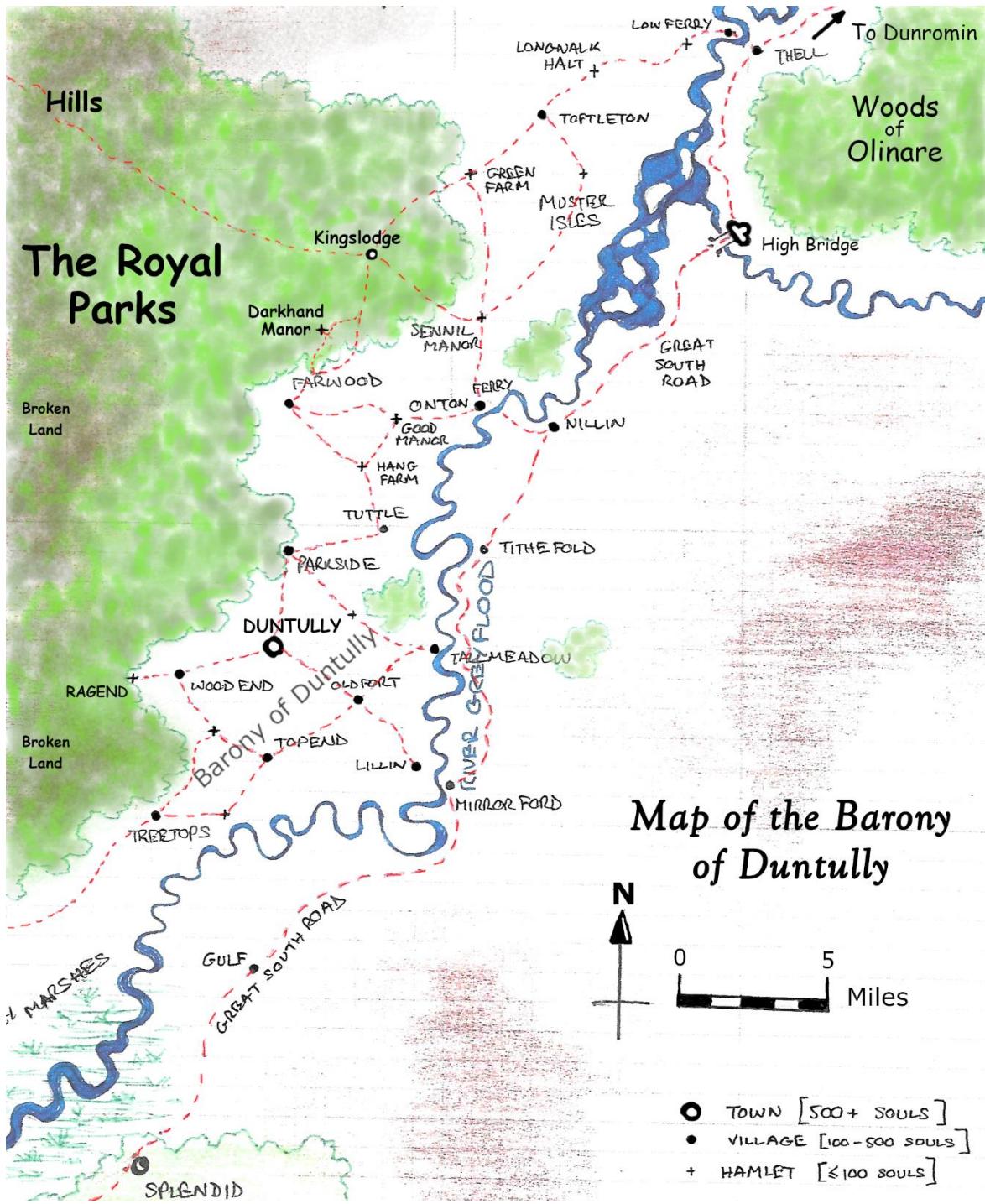
Some other adventure and campaign hook ideas are included in the adventures. There's plenty here to hopefully ignite the curiosity of any role-player to explore the Land of the Young and the world beyond...

The Lost Son

Being the First Part of the Trials of a Young Wizard

Travelling to the Barony of Duntully

Travelling to the Barony from Dunromin will take 4 days walking or 3 days riding. The Great South Road is well travelled and hostile wandering monsters will not be encountered. Traffic is almost entirely trade goods and produce going to or from Dunromin. The journey will take the party down the western side of the Woods of Olinare on a road above the east bank of the river Greyflood. The river itself is even busier than the road with trade goods and timber being brought down river from the south. The Great South Road crosses the tributary River Elenaed at the magnificent fortress town of High Bridge and then



continues following the River Greyflood. The final day of travel takes the party over the ferry at Tall Meadow and to the Baronial Capital town of Duntully via Old Fort.

Sandwiched between the Royal Parks and the Greyflood, the **Barony of Duntully** is neither rich nor famous. Baron Duntully himself was a great huntsman and thrived on running great hunts of the previous king. The Baron died seven years ago and his wife, Baroness Lilly Duntully, has let the hunting heritage of the place slide as she concentrates her efforts

in trying to keep the agricultural and timber interests of the barony afloat.

Town of Duntully

The market town of Duntully is dominated by a fortified manor house with an imposing castle keep all designed on a Mott and Bailey lay-out. The houses are old but reasonably well looked-after with several timber yards, a smithy and two inns. While the Royal Parks to the west belong to the king, the Duntully's have a Royal Charter to take a certain amount of timber from the woods each year. As well

as this they are a primarily agricultural barony.

While she will give the party an audience **the Baroness** will laugh at any suggestion her middle son (of five) is in any danger hunting mere kobolds. “It wasn’t an adventure for him,” she will explain, “More sort of, well, pest control really.” Despite her optimism, her son and his elf-friend are both dead already; victims of the **Kobolds of Ragend** and some unfortunate d20 rolls (probably). Bringing back any proof of this for the Baroness would be an honourable thing but she would not reward the bearer of such grim news with anything but over-night accommodation in an inn at her expense.

The party will be able to discover from her or almost anyone in the town that Kenny Longshanks and his “Funny little elf friend” went west through the hamlet of Ragend and into the woods – it’s only three miles to the edge of the woods that way. It is suggested that the party over-night in the town of Duntully and head off west at first light. If they wish to leave as soon as they have seen Baroness Duntully then they will find themselves entering the woods at dusk...

There’s only two inns in Duntully; the **Woodsman’s Rest** and the **Old Oak**. There’s not much of interest in either of them but a gregarious party can get several of the following rumours. Any trouble will be dealt with by the militia (0-level peasants armed with agricultural weapons and leather armour) and the (few) full-time soldiers at the manor (6 fighters of levels 1d4 each armed with broad swords, shield, chainmail and heavy crossbows – specialised in broad sword)

Rumour Table

1. Since King Mordred became king the grand tradition of Royal Hunts through the parks has dropped off – the king isn’t a huntsman like his father and elder brother. As a result business is down everywhere and the woods are getting wilder (true).
2. Baroness Lilly doesn’t like hunts (true) and is scared of trees (false).
3. Ralph the Green was the Master of the Wood for the Barony but he was sacked a few months ago for unknown reasons (true – he was sacked because

he wasn’t doing his job, but he hasn’t been replaced).

4. Ralph the Green went into the woods a few weeks ago and hasn’t been seen since (true).
5. Five woodsmen have died screaming of a mysterious fever in the last three weeks (false; there has been a ‘flu outbreak but only two elderly villagers of Treetops have died).
6. Kobolds have been seen near Treetops and Woodend (true).
7. Kobolds ride wolves and keep snakes – they use the snake venom on their weapons (false, but snake-bite antidote is available for 50gp for a gourd of 3 doses from the local Wise Woman – she can be haggled down to 15gp).
8. The Kobolds are enslaved to a vampire king who lives in a castle deep in the woods (false).
9. If you see a witch’s cottage in the woods see what colour the smoke is coming from the chimney – white means you will die within the week! Or fall in love. Opinions vary (False, probably).
10. The Tree-Creatures of the woods don’t like people who use metal weapons (slightly false; the fey in the woods don’t really like anyone).
11. There is a white stag in the woods – seeing it is a portent of a bad winter (false) but its skin is worth a fortune (partly true; about 300gp).
12. Giants and ogres live in the woods (false, but it’s only a matter of time if people continue to go no further in than the edge – goblins and kobolds, even hobgoblins are already making homes for themselves in the deeper woods).

The Village of Woodend

This small collection of farms (about 200 inhabitants, 60% younger than 20) has a sizable population of pigs with some apple and pear orchards, but mainly functions as a timber-yard for curing the wood brought in by the foresters in the outlying hamlets. One of the farms brews cider and may offer an empty barn to the party for sleeping if the party want to use the place as a base.

Ragend – the Hamlet on the edge of the Parks

This is no more than a permanent woodsman's camp but it has a 12 foot stockade, with a wall-walk, all the way around the buildings. Felled trees are brought back here for cutting and then taken to Woodend for curing and sale to timber merchants from further afield. There are three homes, with some agriculture (potatoes, cabbage and such, chickens and pigs). **The buildings are more defensible than any the party have seen so far**, giving the impression of being on a frontier of some kind. Walls are stone and windows small and high; all the villagers are armed all the time. The villagers are all woodsmen and weavers, providing timber and basket ware for sale in Duntully.

Kobolds have been seen, up to a dozen at a time, usually at dusk skulking around the edge of the woods. Shouting and a few arrows usually sees them off. This isn't very unusual these days – there's a sighting or tracks every few days and their strange shrieking calls can be heard most nights, usually much deeper in the woods though. One of the farmers did lose a goat a few days ago but they are not sure if this was the kobolds or if it just got out in the night.

The villagers are hospitable enough and would certainly be grateful for the removal of the kobolds. They have no money but will feed and shelter the party for free for up to three nights.

The families in the three farms are as follows (if you need to reference them):

Alf of Ragend and his wife Elsie of Ragend have six children. The eldest is Gus of Ragend (age 16). Alf and Gus are both first level fighters specialised in the spear.

Tall Edward is the head of the second house and is a first level fighter armed with a Glaive. His son, Young Ed is over thirty and married to Bessie. Their three eldest children, Will son of Ed, Rob son of Ed and Meg daughter of Ed are old enough to fight and are armed with short-bows which they use quite effectively.

Old Ben lives in the last farm (4th level fighter, a retired member of the old Baron's bodyguard specialised in broadsword and has a sword and short bow) with his son Young Ben and his wife Jessie. They have three children under 6 years old.

Travelling to the Kobold Lair

Since the aim of the scenario is to get the party to the kobold lair they will find it about 6 miles due west of Ragend.

For the first two miles there is much evidence of some forestry in the form of stumps and signs of coppicing for wood for bows and arrows, weaving and such. There are also a myriad animal tracks and other trails throughout the woods.

A tracker might recognise the odd kobold footprint, usually a few days old, and maybe the odd more exotic track, but nothing worth following and mostly normal woodland fare.

At this point the party will need to state a marching order (single file due to the terrain) and describe how they are progressing. If they are looking to cover distance at speed or have mounts then they will be making a considerable amount of noise. However, if progressing carefully, stopping periodically and using thieves/halflings as scouts then they can approach the kobold lair undetected.

It is also worth discretely checking what kind of clothing the party are wearing. If not decided in your campaign then it is suggested the time of year is currently late spring with warm days and cool nights. If the party are dressed purely for this weather they may find themselves chilly in the lower dungeon level; the old temple.

Beyond 2 miles the land becomes more undulating and the tracks and trails fewer. Large areas are covered in briars or ferns, nettles and the like making progress slow, even on the trails. The trees are bigger and older now, even more randomly arranged and of varied species, but the air is clear and full of birdsong.

The party will neither gain nor lose time sticking to the paths or not.

Wandering Monsters – roll 2d10 on the following table every half an hour, day or



night, **after the party are two miles into the woods.** If the party are being noisy and/or moving quickly check every 10 minutes (1 turn).

After 5 miles the land gets steeper, with narrow gullies and some steep rises. The party find a creek along one of the gullies and about half a mile up here spot some eel-traps. Visibility hereabouts is only 20-30 yards and the party might start to get the feeling they are being watched. **The party will start encountering more snares** (see section after the Wandering Monster table below) now too so **roll for a snare every few rounds of movement.**

- 2-10 – no encounter
- 11 – lone deer (2% white deer)
- 12 – wolf – probably heard rather than seen.
10% hyena. Either of these creatures will not attack a large group but may have a go at a lone scout.
- 13 – Badger if dusk or night, no encounter otherwise.
- 14 – Boar (normal)
- 15 – Snare (see next section below)
- 16 – 1d4 kobolds checking their snares and eel-traps
- 17 – Stirge x1d4
- 18 – Beetle or Spider – any kind you fancy
- 19 – Goblins 3d6 goblins out hunting kobolds
- 20 – Ogre – a lone ogre, hungry and impatient

Snares – roll 1d10 on the table below. These are set and checked regularly by the kobolds.

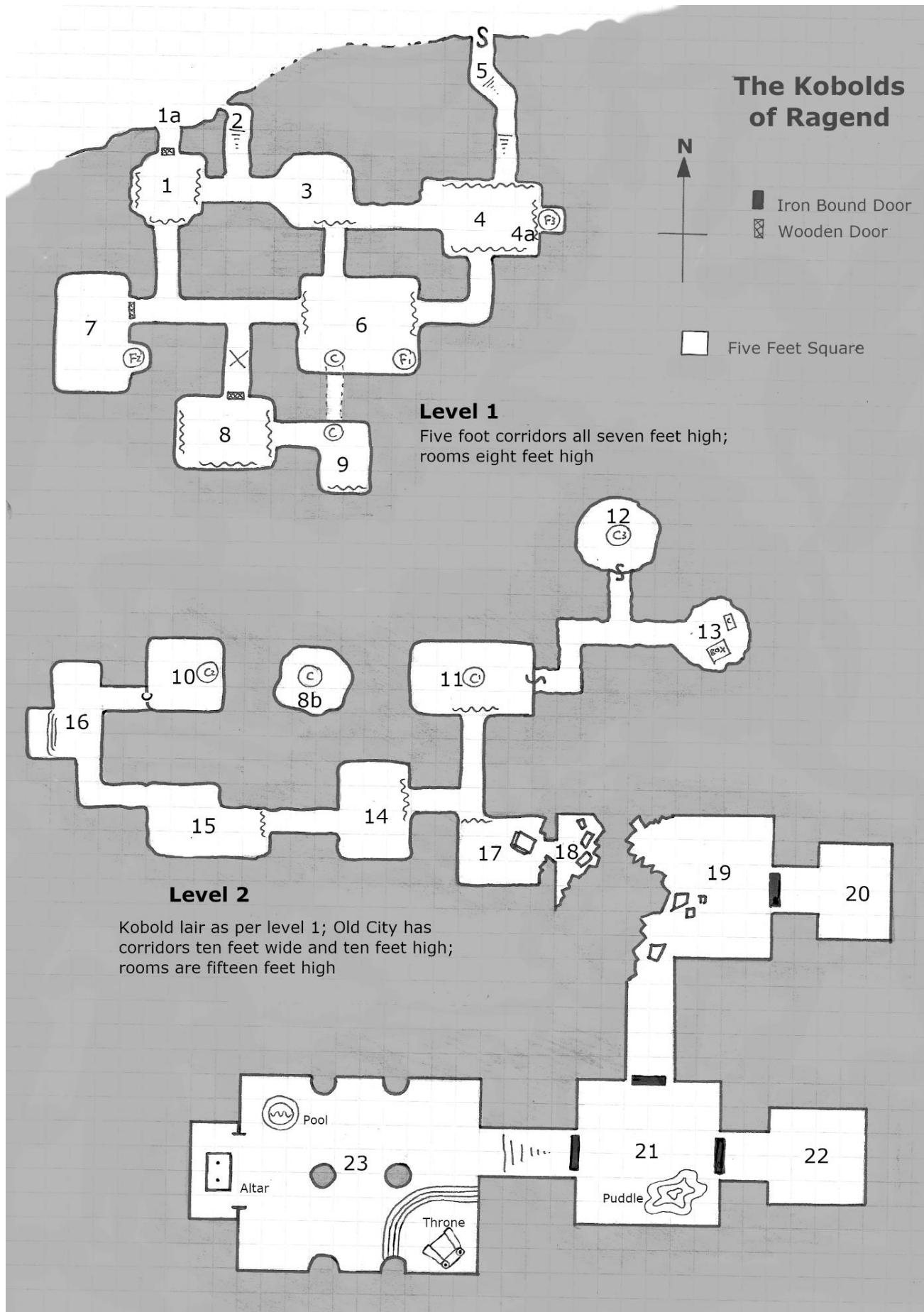
The captured woodland creatures are the kobolds' main source of food and keep the little tribe well fed. **When a snare is indicated** get the lead (or second if you fancy) party member to roll under their Wisdom on a d20 (Wisdom Save). If they make this then they have spotted the snare, otherwise they will step into it:

- 1-5 – small snare, trip hazard only. No damage but may be inconvenient.
- 6-7 – medium snare, 1d2 points of damage unless boots are worn.
- 8-9 – large snare and riser – 1d4 points of damage and hoisted up into the air twelve feet, dangling by one or both ankles. The noise will immediately cause another roll on the wandering monster table above (ignoring snares).

- 10 – Dart trap – fired horizontally about 12 inches off the ground. This hit will cause 1d4 points of damage (similar to a light crossbow but actually a primitive but effective bow) and will be coated in a paralysing venom. Save versus poison or be paralysed for 25-constitution rounds. This trap also causes a curious, loud 'boing' noise which will summon six kobolds in 1d8+4 rounds. The kobolds will be on their guard and will not be surprised.

Approaching the Kobold Lair

Eventually the party will follow the creek to a **pool and ruined building** close to the main entrance to the kobold lair which can be seen from the trail; encounter area 1a below. However, they may choose not go charging



straight in although party thoroughly searching the area will alert the kobolds and raise the alarm. If a party is somehow able to search the area covertly then they may not raise the alarm but this would be difficult given that a sentry is at location 2 with a clear view of the area around the main entrance to a range of about 30 feet.

Inside the Kobold Lair

Within the lair the tunnels are of two sorts: The **kobold tunnels** are rough-hewn passages through the relatively soft limestone of the hill. These passages are about 5 feet wide and 7 feet tall, rooms are 8 feet tall to facilitate better ventilation. Note that the floor of the lower level is only fifteen feet below the floor of the upper level. This means that a determined party could dig through the 7-8 feet of rock separating the floors if they wanted. With the appropriate tools this would take about 4 man-hours, double that with normal weapons (which would be ruined if not magical). One human or two dwarves per 5-foot square excavation could dig at once.

In the **Kobold tunnels** the air is warm and dank. It is pervaded by the stench of kobold throughout and gnomes in particular will find this uncomfortable – gnomes will not eat or rest in these areas due to the stench, which they will not get used to. Halflings and elves will also find it unpleasant but cloth masks with some other scent on them will be enough to enable them to bear it for resting.

There are no light sources other than those described in the text as the kobolds don't need light and do not cook their food.

The **Old City area** in the southeast of the second level is more tradition dungeon fare, being smooth-cut or faced stone and consisting of corridors ten feet wide and ten feet high with rooms fifteen feet high. These are cold too, kept at just above the freezing point of water by ancient enchantments. The characters' breath will fog and those without appropriate clothing will soon find themselves shivering. Sleeping in these areas without appropriate gear invites hypothermia.

The air in the "Old City" areas is stale and old, smelling slightly of decay. The poor ventilation means that characters will become breathless after strenuous activity more quickly than normal, although this is not

severe enough to adversely affect them. There is no light in these areas other than that which is described in the text.

1a – Approaching the front door.

After roughly 6 miles from the edge of the woods you find the creek at the bottom of the gully you have been following is coming from a broad pool, about fifty feet in diameter. The sides of the gully are steeper here and the trees and vegetation much thicker, although there is now a clear path through it leading away to the left. On the other side of the pool are the walls of a ruined building. The walls are about four feet high on the near side but eight feet on the far side with the remains of the roof collapsed inside.

The ruined building is a trap rigged with four of the **Dart Traps** from the above snares table. A party seeking shelter in this building in haste will trigger the traps as they move about, possibly several at once. The kobolds know to avoid this area.

The building was once a watermill but all the equipment has been removed a long time ago.

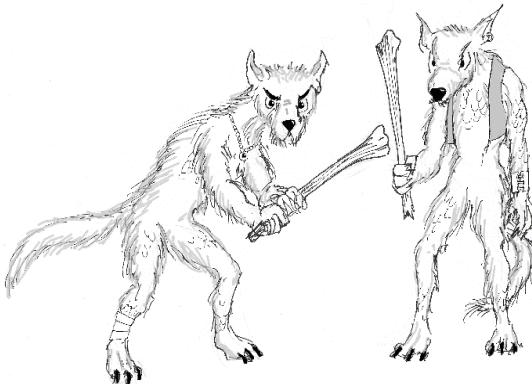
The **pool** is the top of a sink hole going down into the many water-filled caverns of this limestone landscape. The sides are steep and go down forty or fifty feet to an uneven bottom strewn with rubble (from the kobold excavations) and deeper, darker holes. Discourage the party from exploring down here even if they have the means, unless you want to use it as a possible entryway to a deeper and more dangerous cavern complex. The water is clear, cool and safe to drink and even swim in – although the steep sides make it very dangerous.

Following the path to the left leads up to the entrance to the lair which is a low arch about eight feet high and five wide poorly hidden with underbrush. Beyond this is a five-foot long passage ending in a stout wooden door. If the party approach cautiously they will not automatically alert the kobold sentry at map location 2 – the kobold must make a Hear Noise check (4 in 20) OR an Observation check (10%) to realise the party are approaching before they are within range to spot him. If the kobold rolls a disastrous fail on either roll (20 on the d20 or 00 on the d%) it means the sentry has fallen asleep.

If the party are observed then the sentry will raise the alarm. If the party arrive noisily then the kobolds will automatically be aware of their approach and will be ready on the other side of the door.

If the party search around the entrance to the lair then they might spot the observation slit at location 2 – this is spotted as a Concealed Door from the outside of the lair so an elf or similar might (1 in 6) spot the slit just being within 10 feet of it. The secret door at position 5 is far better concealed and is a proper secret door. Even the ground outside has been managed to remove any tracks that might lead to it.

If the party listen at the door they will hear nothing if the alarm has been raised. If the alarm has not been raised and the party succeed in a hear noise check they will hear odd, distant music.



1 – The Front Door

The door opens to a square chamber about fifteen feet to a side with an eight foot ceiling, the walls, floor and ceiling roughly cut from the soft limestone of the sides of the gully. The centre of each wall is decorated with a woven mat or curtain of silvery-grey reeds. Each mat is eight feet tall and about ten feet wide, concealing most of the wall. You can smell the acrid, stale stench of kobold (gnomes will find this particularly unpleasant). *If the alarm has not been raised/ You can also hear distant music; some kind of keening stringed instrument accompanied by a hauntingly pleasant soft howl.*

If the alarm is raised then there will be five kobolds behind each of the curtains to the east and south of the room. As the party steps in, the curtain to the south will be pulled to one side by one kobold while the other four open

fire at the party with their darts. As the party enter the room a kobold to the east will pull back that curtain and his four mates will fire their darts at the party.

All ten kobolds will then melee the party – note that one of the kobolds from the south is the sub-chief. **SIMULTANEOUSLY** the chief from room 6 and ten more kobolds will come out of the secret door at area 5 and attack the party from the rear 2 rounds later. The rest of the kobolds in the lair will arrive at the rate of 1d6 every other round until another 15 kobolds have arrived. This means that there will be 35 kobolds in total plus the chief potentially attacking the party in this area. The small forms of the corridor means that melee will be limited within the lair so the party might try a withdrawal out into the open area behind them to allow more characters to attack at once. Three kobolds can fight side by side in a five-foot corridor but it is unlikely even two characters will be able to manage this.

If half the kobolds or if the chief are slain the remainder will attempt to flee if possible – probably around through area 5 if the exit is clear (the party might see them coming out of the gully side), or deeper into the lair to try and ambush the party later.

34 Kobolds: AC 6, HP 3 each, HD $\frac{1}{2}$, Damage club (1d6) or Dart (1d3). One kobold (choose at random) has a silver ring worn as a toe ring and concealed in a bandage/sandal thing worth 200gp. This was a gift from the king to his favourite female.

Kobold sub-chief: AC 5 (shield), HP 5, HD 1, Damage club (1d6) or dart (1d3). The sub-chief wears two steel and silver arm-bands that are actually **Arm-bands of Defence AC4** but they have no effect on him as he uses his shield all the time. The Arm-Bands used to belong to Geldir Brunarbor but any of his friends wouldn't recognise them as he only wore them when adventuring. The sub-chief also wears a gold ankle bangle worth 40gp.

Kobold Chief: AC 4 (shield and dex), HP 7, HD 1, Damage club (1d6+1). The chief wears a gold bangle as a horn-loop (20gp) and a very old jade and coral necklace (400gp).

The kobolds have no other personal treasure.

This can be a challenging encounter for a low level party but careful deployment of heavily armoured characters and *Sleep* spells can make quite a difference. Be careful to note where the caster is when casting area affect spells – something like *Sleep* might affect the kobolds in area 5 before the kobolds in area 1.

If all these kobolds are killed or leave the area then no more adult kobolds will be found in the lair except for the two females in the Chief's Under-chamber (area 11).

If the party are made to flee then the kobolds are unlikely to chase them immediately but will regroup and then pursue after nightfall (or 20 rounds later if it is already night). Don't forget to keep checking for wandering monsters and remember that goblins, ogres and wolves are just as likely to attack the kobolds as they are the party.

A party fleeing back the way they came in daylight could get back to Ragrid in 2 hours.

If a party flee and then attack again the kobolds will have modified their defences by rigging the door with three Dart Traps (as per the snares table) and dug a covered, spiked pit on the inside (10 foot drop for 1d6 damage plus 1d4 x 1d6 for the spikes at the bottom) that can be detected as a Concealed Door if the party are not actively looking. If they are actively looking the pit-trap is easy to see. The kobolds will have dug another entrance further east from area 5 and disguised that as per a Concealed Door (it will be a secret door but the quantity of tracks going to the door give it away a bit).

If the party flee and return a second time the kobolds will have fled the area and taken all the personal loot with them (not the bodies and refuse).

2 ~ Observation Post

[From the outside] You spot a darkness in amongst the tree roots and briars about ten feet up the side of the gully. You realise it is a hole in the cliff, like an arrow-slit, about four inches wide and eighteen high. Beyond it is darkness.

A determined character with an axe or pick can enlarge the slit to a size big enough to

clamber through in 4 rounds strenuous work. The noise will alert everyone inside though.

[Approaching from the south side] The corridor goes up some steps to a small platform. To the left is a wide opening in the wall, evidently an arrow-slit or observation post for looking out over the main entrance. There is a rough stool made from wicker and padded with bracken.

If the alarm hasn't been raised one kobold will be here. This sentry duty is very boring and is used as a punishment by the chief for errant juveniles. This is obviously a bad strategy as a young kobold is not the most patient of creatures. See the notes under "Taking the Left Path" above for more details on this.

3 ~ Side Chamber

There is a slight widening of the corridor here and marks of regular use. There are some small items scattered about the floor that seem to be whittled lumps of wood and stone. On the south wall is a broad, square curtain of woven rushes reaching floor to ceiling.

If the alarm has not been raised there will be two kobold children here playing with the toys. **As soon as they notice the party arrive they will flee south to alert the chief.**

4 ~ Bed Chamber

The floor of this chamber is covered in noise-some rushes and the whole room smells strongly of kobold. All the walls are covered with rush curtains.

If the alarm has not been raised then there will be up to ten kobolds sleeping in here during the day, 1d6 at night generally chilling out, eating or snoozing. There is no treasure kept in here as the chief discourages personal possessions (out of tyrannical jealousy).

4a – Hidden Shaft

Behind the curtain is a hole in the ground about four feet in diameter. There is a knotted rope on the south side.

The rope is safe enough and will allow easy climbing up and down the fifteen-foot drop to area 12 below

5 – Secret Exit

[Coming up from the south] Coming up two sets of step you are about ten feet above the level of the rooms below. In front of you is a wooden door that has evidently been disguised from the other side to hide it in the wall of the gully. This would be a secret door if you were approaching from the outside. It is held in place by a stout wooden bar */but will be open if any kobolds have fled this way or used it to flank the party/*

The door can be smashed down from the outside with a normal Open Doors roll or a Thief can use their pick-locks chance to lift the bar with a jemmy. It can be opened easily from the inside. **If the Chief or any other kobolds** have used this door to attack the party's flank or to escape this door will have been left open.

6 – Chief's Room

This chamber is slightly larger than the others you have seen. The walls have been carved smoother and decorated with abstract swirls of ochre and red paint. The north, east and west walls have square woven rush curtains stretching floor to ceiling and there are fresh rushes on the floor. In the middle of the room is a small pile of brown bricks that are burning smokeless but giving of a truly foul smell. In the southeast corner is a five-foot hole in the floor with a knotted rope fastened to the wall next to it. In the centre of the south wall is a wicker chair hung with wolf skins and skulls and goblin skulls. Hung around the throne are three shields, one decorated with the coat of arms of the Duntullys (the others just have patterns painted on them). There are two rough benches in the room along with a couple of wineskins of water (half empty) and the remains of a supper of raw eel, rabbit, wild garlic and mushroom.

[If the alarm hasn't been raised] A larger than normal kobold sits in the chair wearing a long shirt of cotton coloured in tones of green and brown. He wears some simple ornamentation as well and has a large club to hand. Also in the room are four normal kobolds, one of which is playing a simple stringed instrument that is producing a high pitched plink-plonk noise. The instrument player is also singing in a soft, wailing howl, somehow haunting and delicate.

The chief is suffering from toothache and not sleeping. The music helps him forget the pain, for which he is taking a flowery and ineffective balm. If the party seek to parley with the chief you could play him like a grumpy King Julian from the film Madagascar if you like.

The only **things of value** in here are the chief's decoration, which consists of a jet and coral necklace of ancient lineage and a gold bangle worn as a horn loop – see room 1 for the chief stats and treasure. The shields are battered and in need of repair, one is definitely of elven manufacture but none are magical. All the skins and bones have been very roughly treated and stink of kobold. The fire-bricks are compacted kobold dung used like peat.

The hole in the southeast corner drops fifteen feet to location 11 on the level below. Using the rope allows easy access down without fear of falling.

Slightly to the west of the throne but reachable by standing on the throne is a **concealed trapdoor in the ceiling** that leads to a small tunnel (very tight for anyone over five feet tall) that leads to area 9. This tunnel can be used as an emergency escape route for any kobold from area 6 or 9 to get to the other location.

An enterprising PC might seek to capture the musician kobold and use them as an entertainment back in Dunromin. It is left up to the GM as to how profitable this might be and how the use of a slave in such a way might rest in their alignment/conscience. The kobold itself, a female, will always hate the party although she is cunning enough to behave in the best way to allow her to survive, and possibly wreak her revenge on the party. She will shamelessly exploit any kindness shown by the party.

7 – Bed Chamber

This room has been equipped with a rough wooden door. **The door is not barred or locked and can be opened easily, although this will knock over a pair of spears leant against it.** This is a simple alarm set by the sub-chief inside and makes enough noise to wake him if he is here. The trap can be detected by a thief in the normal way and a second successful roll would allow them to open the door without knocking the spears over.

The floor of this chamber is covered in smelly rushes and the whole room smells strongly of kobold. There are some spears stacked in the northeast corner and a hole in the floor in a recess to the south of the entrance. In the middle of the rushes a small space has been cleared for a stack of rough brown bricks that are a little charred and smell foul.

If the alarm hasn't been raised the sub-chief and 1d8 other kobolds will be asleep in here.

The hole to the southeast has a knotted rope hanging against the left side to allow easy and safe access down fifteen-feet to area 10 below.

The bricks are the fuel the kobolds use on their fires and is made of compacted kobold droppings.



8 – Chief's Bedchamber

This room has a rough wooden door. If the chief has fled here then a wooden bar will have been placed over it to allow him time to climb out through the concealed passage from area 9 to area 6 with the tribe's loot. The door can be opened with a normal open-doors roll if barred or with no effort otherwise.

All the walls of this room are covered with woven rush curtains painted in swirled red and ochre patterns. There is a very smelly pile

of rushes in the middle of the room with additional padding of rabbit skins and such to make a very rough bed. There is a long sword mounted on the wall above the bed.

If the alarm hasn't been raised two of the chief's favourite females will be sleeping in here (one is wearing a silver ring on her toe).

The sword is a magical long sword +2 (NSA) that used to belong to Kenny Longshanks. It is too big for the kobolds to use but the chief fancies using it for some sort of ceremonial purpose at some point, although he doesn't know what yet. If the party allow the Baroness or any of the other Duntullys to see it then a vindictive GM might have them demand its return as a family heirloom.

Amongst the scraps on the bed is a filthy fur-lined cape bearing a embroidered badge of the Brunarbor family crest – any friend of Geldir's will recognise this as his.

8a – Covered Pit Trap

This covered pit will drop anyone stepping on it 20 feet (2d6 damage) to the rubbish pile below in area 8b below. Any character over 5 feet tall falling down the hole can try and roll under their Dex on a d20 to grab hold of the top of the pit and avoid taking damage, however they will drop anything in their hands down the pit. All the kobolds know of the pit and are practiced in jumping over it (it is only 5 feet across) so any party chasing a kobold this way may noticed this avoidance strategy.

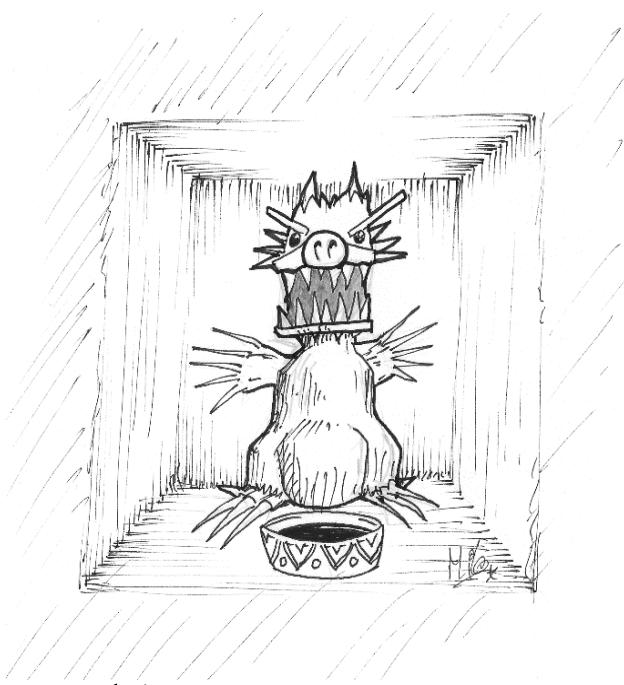
8b – The Hole Beneath

This spherical chamber is a strange, natural feature (fairly common in the unusual, partly honey-combed crust of the world of Barnaynia) that the kobolds use as a rubbish tip.

The floor is covered to a depth of about four feet in a mixture of rotting reeds, animal bones, offal and other rubbish, including clothing from victims too large for the kobolds to use.

The clothes include a suit of leather armour of orc manufacture that is actually magical leather armour +1. The bones include wolf and goblin (without heads – skulls used as decorations in area 6).

A basic search will also reveal human and elven bones, including torn, quality linen undergarments featuring the Duntully crest. The mortal remains of Kenny Longshanks and Geldir Brunarbor are among the mess, including their skulls, both of which bear severe damage. They have evidently been beaten to death and eaten, their bones broken for the fresh marrow they contained and then thrown down here. This would also be the rapid fate of any party members killed or captured by the kobolds.



9 – Shrine

This chamber is very smoothly cut and smells of fresh flowers and pine-nuts. The floor is covered with flower petals ranging in age from very fresh to quite old. The south wall is completely covered with a woven rush curtain that has been painted red and in-laid with the severed ears of many victims. A square is cut in the middle of this curtain revealing a niche in the wall about two-foot cubed. In this hole is a roughly anthropomorphic figurine with large teeth and claws, red eyes and horns, all carved from soft wood and painted. The figurine is also garlanded with flowers and more severed ears, fingers and teeth. Piled up in front of the figurine is a stack of skulls, mostly rabbit, badger, wolf and deer but there are also some goblin, and two each elf and human skulls, with an ogre skull in pride of place on the top. At the foot of the figurine is a fine porcelain bowl containing a black, tar-like liquid.

The liquid in the porcelain dish is blood mixed with mud and other stuff. Below the surface are two unmatched earrings (pearl 100gp and plain 5gp), a plain gold finger ring (100gp) and a signet ring with the Duntully crest on it (worth 50gp but also proof that Kenny Longshanks was here).

Apart from that there is nothing magical or of value here but that doesn't mean you can't mess with the players' heads a bit.

10 – Pharmacy

In the centre of this room is a little pile of rough brown bricks with burn marks that smell terrible. There is also a broad bench about 18-inches up the north wall upon which are about twenty pots made of roughly hollowed-out wood. Herbs, nuts and drying leaves of various kinds are hung from the ceiling and there are wooden plates of fungus along the bottom of the south wall. There are some large, apparently hairless hides also hanging from the ceiling against the west wall. In the southeast corner is a sack that appears pretty full of something.

The hides help to conceal a Concealed Door in the southwest corner.

The pots contain pastes and salves the kobolds use for various purposes, mainly medicinal and culinary. None are magical or useful to non-kobolds and taste foul. If anyone eats/drinks a whole pot full they will be incapacitated with nausea for 4d6-Con hours. Likewise the herbs and other materials are not particularly useful (although some of the nuts are delicious). The hides are from three humans and one orc. The sack contains a whole load of human and demi-human hair.

Nothing here is really of interest but if a party member is desperate for an appropriate spell material component they will 50% be able to find it here.

11 – Chief's Under-chamber

This room is warm and light due to some odd-shaped brown bricks in the northwest corner that are burning and giving off an utterly foul smell. The floor is piled with soft sand on which several infant kobolds are sleeping.

If the alarm has been raised then there will be 12 kobold young here (non-combatant apart

from biting and scratching, with 1hp each) with two adult (quite old) kobolds looking after them. **If the alarm hasn't been raised there will only be 2d6 young kobolds with the two adults.** If there is any opportunity to evacuate the young kobolds it will have been taken.

The brown bricks are kobold fire bricks, made of compressed dung.

The secret door in the east wall is not secret from the east (corridor) side. The door is not hinged but is a disguised wooden plug that is lifted into and out of the opening.

2 Kobolds: AC 6, HP 3 each, HD $\frac{1}{2}$, Damage club (1d6) or Dart (1d3).

12 – Birthing Chamber

This circular chamber is piled with soft sand in which are a number of mottled brown and green eggs that are about eight inches in length. Some rough brown bricks burn in the north side, keeping the place warm but smelling foul.

The eggs are kobold eggs and none are ready to hatch. They have a leathery finish and are dry to the touch. If the eggs are opened the embryos will die. Likewise if the temperature drops below normal room temperature for an hour or more the embryos will die. The brown bricks are kobold-dung fire fuel.

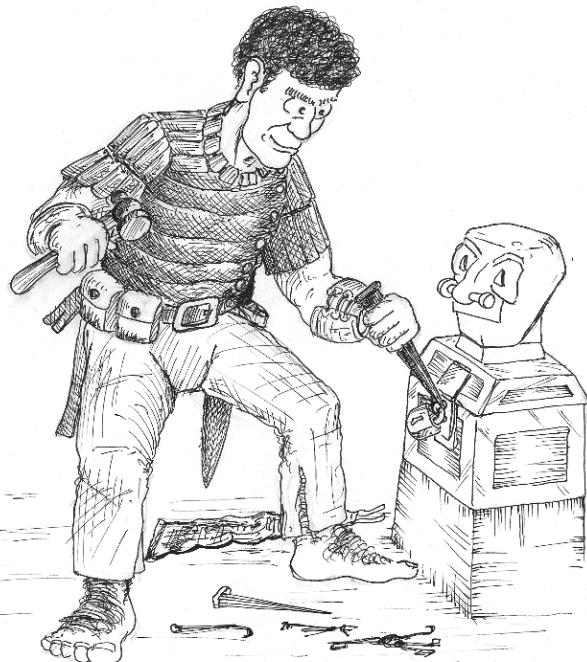
As they are relatively non-portable these eggs will be abandoned if the kobolds flee the lair. Kobolds are not known for their maternal/paternal instinct and adults will only very rarely risk their lives for their young.

In the south wall is a secret door similar to the one in location 11; it is a wooden board that fits into a hole in the wall and has been disguised with paint and dried mud. It is secret from the north but obvious from the south.

13 – Treasure!

At the end of a short corridor is a small, round room. Spread around the edge of the room, are a small chest, a large crate, a bundle of blankets, four sacks and a suit of chainmail with matching open helm. The chainmail and helmet are trimmed in silver wire and white metal highlights.

This room is the tribe's treasure room. It contains the items they think have some value (actual or esoteric) but are not portable or immediately useful. **If the kobolds are forced to abandon the place in a hurry they will probably not bother to take any of the loot with them.** If they do have a chance to take anything with them the priority will be given to the sack of kobold skulls and the chest.



Chest (10 inches wide by 6 tall and 6 deep) – is not locked but is trapped with a poison needle under the catch. If not detected then the person opening the chest must save versus poison or take 2d6+2 points of damage. The chest contains 40gp, 60pp, a velvet bags of gems (2 x 100gp and 8 x 10gp value), a fine leather girdle decorated with silver (200gp) and an elfish tiara of silver and pearl (400gp). The chest itself is well made and worth 10gp; 20gp if a key could be made for it.

Crate (3-feet cubed, made of wood) – unlocked and not trapped. This contains ten books about plants and zoology (worth 10gp each but also weigh 4lbs each), and a travelling spell book containing 11 random first level spells. There are also three bone scroll tubes but these are empty. They bear a crest and anyone with a skill in Heraldry will recognise it as the crest of the Baron of Warbois. The crest can be broken off without compromising the function of the tubes (which are watertight).

Blankets - this pile of blankets are rolled up into a large bundle. They are very smelly and dirty, some are torn and some patched. They are actually padding a delicate set of 20 crystal drinking glasses worth 10gp each. Rough handling of the blankets will break 1d10 or 1d20 of the glasses, depending how rough the handling is.

Sacks - one sack contains 2000cp, one contains 1000sp, and the third contains thousands of teeth from all kinds of species, some many hundreds of years old. The last and largest sack contains 26 kobold skulls, all bleached and polished and many barring indications of weapons trauma.

Chainmail and helm - The chainmail is human size (will magically adjust to fit any average build person from 5-fott to 6-foot tall) and is **+1 Chainmail**. The open helmet has been made to suit the chain but is a later addition and has no magical powers. This did not belong to Kenny or Geldir but is an older trophy.

14 – Bed Chamber

This is another smelly chamber with piles of rushes and bracken on the floor apparently acting as beds for any number of kobolds. There is another reed curtain on the east wall.

Nothing of value or of interest here. If the alarm hasn't been raised then there will be 2d4 kobolds asleep in here.

15 – Bed Chamber

Much as area 14 except there is a broken lute in the corner. This has evidently been stolen from somewhere and has only three strings and a hole in the main body.

16 – Under Construction

The western wall of this room is very roughly dug with steps ascending towards it and is pretty evidently a work in progress. There are baskets of rubble and simple digging tools scattered about but no work in progress at the moment.

This is intended to be a more impressive temple than the shrine upstairs. The digging tools are stone hammers, iron spikes and antlers. The kobolds dump their rubble in the pool in the gully outside.

17 – The Discovery!

There is a strange white light enough to see by here and the air is noticeably cooler. The floor of this chamber is scattered with digging tools and rubble baskets. Painted on the floor in brown-black substance is a fanged smiley face. The eastern wall is evidently being extended but the miners have come across another, deeper construction. A large block of very well-cut and faced stone has fallen into the room exposing an opening big enough to crawl through into a larger chamber beyond. A pale glow emanates through the opening filling the room with a pale twilight.

The tools and baskets are much as those in area 16.

In their diggings the kobolds have hit the upper chambers of a long lost dungeon or tomb. Only a few rooms are given here but the GM could extend this into a full dungeon crawl if the party are up to it – room 22 could be the top of a stairway leading down into the endless, dangerous nightmare of the Darkworld.

18 – Vaulted Chamber

The crawl-way comes out in the corner of a collapsed room. The west and north walls of this triangular area is smooth dressed stone like the block that has fallen into the kobold tunnel behind you. These walls rise straight for ten feet and then lean in revealing part of a vaulted ceiling. However, there has been a huge collapse and a vast mound of rubble blocks the rest of the room, sloping away up to the ruined ceiling. The place is lit with an eerie pale light, diffuse as if the air itself is glowing slightly. The air here is chilled and your breath fogs before you.

The nature and age of the construction cannot be identified but it is very old and rather plain. Anyone with mining experience or skills (most dwarves) will estimate the cave-in itself is ancient and nothing has stirred here for centuries.

If the party wish, they can try digging through the collapse near the ceiling and into area 19 beyond. The huge size of the blocks in the cave-in are a little misleading and if suitable tools are available (something more useful than the kobold kit) then a crawl-way through

can be dug in $1d4+2$ turns of digging. Double this time if no proper tools are available.

19 – The Old City

Scrabbling down the far-side of the cave in you can see the rest of the room beyond. The air is even colder here, near freezing, and your clothes steam slightly after the exertions of climbing and digging. The air is filled with the diffuse light here as well and you can see a huge, ancient door to the east and a corridor leading south.

The floor is a sodden mulch like soft turf.

Closer examination will reveal holes and stone ledges around the room for fastening up wooden shelves perhaps or other ornamentation, now long gone and almost every trace of it vanished. The floor is the layered remains of all the soft furnishings and wood that used to adorn the room. The temperature has prevented the normal decay of such material and fungi and invertebrates are only slowly breaking it down to nothing. These were once rich and sumptuous chambers.

If anyone sifts through the dust and mess on the floor they will find a couple of gold buckles (10gp each) of a rather functional design and a gold star broach in-laid with a ruby (150gp). It is unlikely anyone in the land will be able to identify the origin of the broach but the party could pay to have it investigated at the Great Library. Not that anything useful will come from the knowledge in this scenario but the GM may wish to use it as a clue to a deeper mystery.

The doors throughout this section are thick stone things of great weight. They have all settled on their hinges but the quality of their craftsmanship means they still work. **A successful Open Doors roll is required to open or close them**, due to the weight and friction involved, but once moved they will all remain as they were left; open or closed.

20 – Antechamber

As you enter this room you observe a skeleton, stood straight and erect on the far side of the room. It appears to be shackled to the wall. As you watch it the creature looks from person to person, as if watching you with the same intensity that you are watching it, its shackled

clanking slightly as its head moves. Scattered about the room are mounds and tangled and tarnished metal devices, so old and collapsed that it takes you a little while to realise they are all torture implements, now far beyond any practical use.

The skeleton has no orders and will merely watch the party. It will defend itself if attacked but its movement is restricted by a collar attached to a ten-foot chain to the wall. The skeleton will disintegrate if successfully *Turned*.

There is nothing magical or of value here.

Skeleton AC 5, HP 5, HD 1, Damage claws for 1d6, Spe. Def. Suffers only half damage from pointed and edged weapons.

21 – Junction Room

The air here is even colder, your breath hanging in the air in front of you for some time. You can see a pool of still, black water has collected across much of the floor and looks as though it is covered in a thin skin of ice.

The water has been here for centuries, perhaps a spillage from some ancient container long gone now. There is nothing of interest in this room.

22 – Ghoul

Once this door is opened you peer into a square room whose floor is scattered with the bones of several humanoid creatures and their ancient, rusted gear; orcs by the look of it, perhaps half a dozen.

[*When they do*] As you step further in there is a breathless, hissing shriek and a grey-white figures lunges out from your right where it was hiding around the corner. It attacks the lead party member in a blur of thrashing claws, teeth and hissing gibberish.

The attacker is an ancient Ghoul, quite frenzied with hunger. **The sudden noise and ferocity of the attack will require a surprise check for the party regardless of how ready they thought they were.** The ghoul will attack one victim until that victim is dead and someone else does the ghoul damage, at which

point it will switch its attack to the new assailant.

The orc skeletons are gnawed to pieces and their equipment decayed beyond any use.

Ghoul – AC 5, HP 10, HD 2, Damage 1d4/1d4/1d6 + paralysis.



23 – The Old Temple

The ceiling of this large chamber is arched up to twenty-five feet along the sides and back down to two thick pillars in the middle. The air now glows with a green tinge to it and flickers almost as fiercely as a strobe light giving everything a very disturbing pallor and apparent rapidity of movement. There is an arched alcove to the west containing an altar. There is a round pool in the northwest corner and a human-sized throne on a raised dais to the southeast.

*[If the characters pass through the doorway]
As you enter two armoured orc skeletons attack you from either side of the entrance
[conclude combat before reading any further]*

The throne is ice-cold stone and decorated with hundreds of white crystals looking like frost, and a single, large black crystal set in the back at head height [*this crystal is red but this is not apparent in the green light*].

The Altar is a black and white granite plinth on a similar granite block. On it is a white metal statue of a star shining with a black crystal at its centre [*the metal is silver and the crystal is red but the appearance is masked by the green light. If anyone checks the style of the statue is the same as the broach in area 19*].

The liquid in the pool is impossible to identify due to the green flashing light rendering its surface opaque white.

The light makes any normal task difficult in here, especially combat – **apply a -1 to hit to everyone relying on normal sight** in the area. The undead do not suffer this penalty. The orc skeletons are wearing banded mail armour and wielding scimitars and shields, improving their armour class as below. **They will attack until destroyed** and will pursue the party outside the temple. If they are killed or successfully Turned they, their armour and weapons will disintegrate.

Orc Skeletons – AC 3, HP 8 each, HD 1, Damage Scimitar 1d8, Sp Def half damage from pointed and edged weapons.

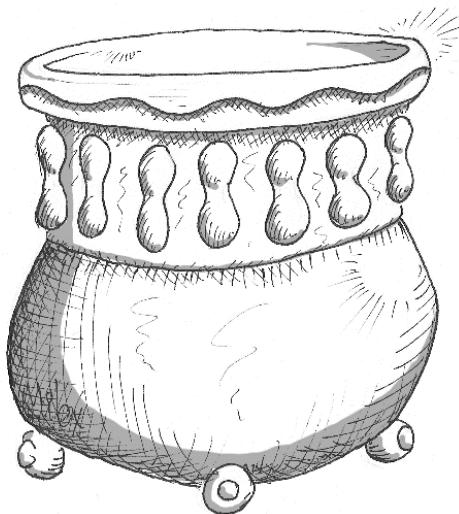
The “Red Gem of Hot Life” in the middle of the throne detects as magic and can be easily pried out of the Throne. Its magical property is that if a druid or neutral cleric holds it while casting a *Cure* spell of any kind they will automatically cure the maximum amount that can be rolled for that spell. The down side is that they will lose 100xp for using an item dedicated to a deity other than their own every time the Gem is used. This is a unique item, as far as is known. If the party wish to sell it to a suitable customer (perhaps the Magic Guild or someone contacted through them) then the item has three possible values: If the party do not know what the gem does, but that it is magic they can get 400gp for it; if they don’t know it’s magic they can only get 200gp for it from a jeweller. If they manage to figure out what its properties are then they should get 1000xp to share and be able to sell it for 2000gp if they want to.

The star statue is worth 200gp and the ruby in it another 200gp. There is nothing magical or cursed about them.

Seeing into the pool is difficult unless a light source can be put under the surface of the water. Just below the surface is a **Marine Ghoul** which will attack anyone getting close enough to the surface for it to attack with Surprise (normal check). Its favourite target is to try and pull characters into the pool and drown them. If two or more of its attacks hit (it concentrates on one opponent at a time) then it has seized them and can pull them in if they fail to roll under their strength on 2d12, or if they are paralysed. If you don’t have any preferred drowning rules then judge characters to start to drown after their Con in

segments, losing 25% of their HP every segment thereafter.

Marine Ghoul – Ac 5, HP 10, HD 2,
Damage 1d4/1d4/1d6 plus paralysis.



The Return of the Cauldron of Millent

Being the Second Part of the Trials of a Young Wizard

Player's Introduction

If and when the party agree to Darkstar's little errand the College Bursar and friendly tea-room proprietor will explain to them a small concern the college have over the return of an item loaned to an old member some time ago.

"It's not a big deal really," Darkstar explains, "It's the **Cauldron of Millent**. You may be familiar with it? Anyway, we, erm, that is the Guild and I, decided to lend the Cauldron to **Herefus Darkhand** as he needed it for some research he was doing. Good chap, old Herefus, always a man of his word if not the most timely of persons in any of his dealings. Anyway, long story short, he should have returned the Cauldron last Waterfest, so it's a bit overdue now. I wrote to him of course, twice in fact, but he hasn't replied at all yet. I would like you to call in on him and see if you can bring the Cauldron back with you? His manor is not far from the town of **Duntully**; less than ten miles north. Almost on your way back."

If the party question Darkstar more about the situation the following may be learned. Darkstar has nothing to hide and will be open and honest with any Guild Member about what he knows:

- The **Cauldron of Millent** was enchanted several centuries ago for the specific purpose of brewing **Potions of Longevity** and similar. It does not enable the manufacture of these potions but rather reduces the manufacturing time involved, by 2d20%.
- **Darkstar has a drawing of the cauldron**, which is golden, decorated with a repeating hourglass motif, about ten inches in diameter (25cm) and eight inches (20cm) deep, weighing about 22lbs (10kg). (Such an item would be identified by any reasonably adept member of the Guild and anyone stealing it or trying to sell it would invite the most unwelcome attention very quickly – probably via very expert assassins). Of course the safe return of the item to the Guild would be very much appreciated by all the Guild hierarchy.
- **Herefus Darkhand**, an orphan by birth, is a very successful and widely respected mage. While his precise level is not known it must be "12 or more" although he has retired from active adventuring and instead manufactures magic items to order now. He is in his fifties or sixties now and made his reputation back in the day seeking deep below the Burning Woods and into the Darkworld. He married his childhood sweetheart and fellow mage **Othelladra** after his first adventure and together they built a mansion called **Darkhand Manor** on the eastern edge of the picturesque woods of the Royal Parks. The manufacture of magic items proved very lucrative and Herefus is reputedly very wealthy. His wife was quite an ambitious and capable lady in her own right and designed extensive gardens and extensions for the mansion, which were started some years ago.
- **About a year and a half ago Othelladra died** (of natural causes) and Herefus

was greatly saddened. Darkstar knows that the old mage has not been himself since the death of his beloved wife and expects the matter of the Cauldron has simply slipped his mind.

- **Herefus and Othelladra were never blessed with children.** In fact they probably have very few, if any, living relatives.

Games Master's Introduction In Brief:

Herefus Darkhand died a couple of months ago. The pain of the loss of his wife and soul-mate had slowly eroded his soul and his old heart gave out one evening as he was getting ready for bed. Since then a 'friend' (**Ralph the Green**) has discovered his passing and ripped off most of the loot he could find. **Then some goblins moved into the ground floor.** The goblins can't occupy anything higher than that as the mage had some animated suits of armour, called his **Guardians**, guarding key points – see the New Monsters section at the end of the module for more information on Guardians. These Guardians will attack anyone not wearing or carrying a **Talisman of Darkhand**. There are six of these Talismans scattered about the Manor.

In detail:

Up until his demise Herefus had been downsizing his domestic operation steadily to reduce the time he had to spend administering it. While this isn't sinister in itself it did mean that he was using magic more and more to support himself. He stopped all work on the expansion of his manor house and laid off the gardener and builders his wife had employed. He also steadily got rid of all his servants, replacing them with animations of various sorts. His grounds became more and more overrun by nature and fewer and fewer people bothered to call on him.

Before long his only consistent contact with the outside world was Ralph the Green, the disgraced Master of Woods of Baron Duntully, who was scraping a living poaching in the area. Ralph supplemented his meagre wage by supplying Darkhand with fresh meat and fruit; the only things the mage's magic wasn't able to supply to his satisfaction.

It was **Ralph the Green** that found the dead mage after failing to find him downstairs when delivering more food. Ralph was exempt from the action of the animated guards as Herefus had instructed them to always let him pass. Ralph said a little prayer for the dead man, took everything of value he could find and did a runner.

Since then a wandering gang of goblins from the southwest have discovered the abandoned manor and moved into the ground floor. The animated guards prevent them from getting any further up the building but the cellars were still well-stocked and the goblins have been quite happy with the circumstances ever since.

Given Herefus had no heirs, the party can keep anything they find in the place (bar the Cauldron) in good conscience, but trying to take over the manor itself would bring them into conflict with Baron Duntully and probably sour any previous good relationship they may have built up.

The Village of Kingslodge

When the old king ran his regular hunts the village of Kingslodge was the base through which all the hunters would travel. The manor-house is still owned by the king and the management of it is the responsibility of **Sir Thelt of Grande Nez**. However, Sir Thelt is very rarely here given the lack of interest in hunting amongst the Royal Court these days so the place is run by his two main administrators. These are **Seth Goodson (Steward of the Lodge)** and **Sidney the Tree Surgeon (Royal Forester)** and live in the Kingslodge itself with a permanent staff of about twenty servants of various kinds.

The village itself includes accommodation for the inhabitants and a number of uninhabited lodges that are there for hunters. The inns rarely have more than 25% occupancy when there isn't a hunt on and Sir Thelt isn't in town. Likewise, most of the lodges will likewise be unoccupied.

The community is small and diverse but with a very high opinion of themselves. The main persons of interest are all listed below. The DM can make up others as and when required. **Everyone in the village knows of Darkhand but no one has seen him for some time.**

The villagers know of Ralph the Green as well and have a very low opinion of him, which most will share with little encouragement. It is well known that Ralph supplements his income with some poaching (all the game in the forest are the property of the king) and it is thought this is why the Duntullys dismissed him. No one has seen him for a few weeks.

Kingslodge has the feel of a very wealthy holiday resort in an extended off-season, with two inns and a smithy being the only significant all-year businesses. A lot of the housing is unoccupied and there are sheds and barns containing lots of equipment and resources used in grand feasts and tourneys. The remaining staff gossip a lot and little will remain secret for long. Being a hunting community most of the inhabitants have weapons and many have quite reasonable weapons skills. There is no permanent sheriff or Guard force, the **police duties falling to Seth Goodson** in the absence of Sir Thelt.

Sir Thelt of Grand Nez (human male, F7) is the King's Master of the Park. He resides in Dunromin with his mistress (his wife runs the manor back in the Barony of Grand Nez) but visits the parks every few months with a sizable entourage. He is a fairly average member of the aristocracy, with a sly eye for a profit and excellent manners towards those that matter.

Seth Goodson (human male, F3) is a middle-aged and self-important snob. He is more than

likely to ignore the party to the point of rudeness.

Sidney the Tree Surgeon (half-elf male, R5) is the Royal Forester and supposedly responsible for the health and well-being of the Greenwood. This would be a difficult task for a single Ranger even if he was trying to do a good job. Sidney is far more interested in just patrolling the local woods and hawking. He will not take kindly to anyone reminding him of his duties or even asking of the increasing monster population of the area. His excuse is he can't be expected to be everywhere at once.

Walder of Kingslodge (Human male, F2) is the innkeeper of the Green Room, the posher of the two inns. He is quite dizzy and seems to be completely uninterested in money. His wife is the cook and his large family are mostly staff or work in the surrounding area. He employs two soldiers (human males, F4 and 5) who are both long sword specialists with good armour and good experience. They both have their wives and families living in house and this is, essentially, paid retirement for them. They are both very competent.

Bent of Kingslodge (Human male, peasant) and his family run the other inn; "The Jolly Huntsman". This inn, while less posh than the Green Room, is still a cut above even the best inns in Dunromin. Bent's three daughters and their husbands run the inn between them but are also the primary contractors at the Kingslodge itself when there is a hunting party

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in town. Bent is a terrible gossip and comes across as being very camp.

Bran of Kingslodge (Human male F4) is the blacksmith. He is a cheerful fellow with a ruddy face and a can-do attitude. He is remarkably competent with all forms of metalwork and some of his smithying skills could shame a gnome. He delights in his work and will point out any short-falls or faults in any kit the party have with no self-consciousness. He is very thick-skinned and has a habit of upsetting people, usually by accident.

William of Talmir (Wood Elf Male T3) is a story-teller, musician and comic. He's not a bard but has a good repertoire of songs and stories as well as travelling widely for news and gossip. A very good friend of Bent.

Bobby of Kingslodge (Human male F2) is Ralph the Green's half-brother and is probably even more of a crook. He does menial work around the settlement but does know the woods well. He hires himself out as a guide to hunting parties or whoever needs him, for 5-10gp per day. He can do the job but will go missing if things get scary...

Rumour Table

- 1 Since Mordred became king the Royal Family have used the parks less and less – only one hunt in the last year (true)
- 2 Pigs and boars have been going missing recently – swineherds regularly use the woods to feed their stock and several have reported animals going missing, particularly in the woods to the south and west and the deeper woods and in the general direction of Darkhand Manor, perhaps, a bit... (true)
- 3 The Witch Griselda (who is a one of the kitchen maids at the Kingslodge) is a dwarven princess (false)
- 4 Herefus Darkhand lives alone with only magical servants for company (true, or it was until he died)
- 5 Herefus Darkhand is a great mage and a good personal friend of the king Mozgad the Royal Archmage (also the king's uncle) in years gone by (true)
- 6 Kobolds have been seen on the forest tracks, mainly to the south and southwest (true)

- 7 Ralph the Green was the old Master of Woods for the Duntully's until he was sacked a moth or two ago. He's been seen around the area a lot but not for a few weeks (true)
- 8 The Tree-Creatures of the woods don't like people who use metal weapons (slightly false; the fey in the woods don't really like anyone).
- 9 There is a white stag in the woods – seeing it is a portent of a bad winter (false) but its skin is worth a fortune (partly true; about 300gp).
- 10 Trolls (or orcs, or ogres, or giants, or dragons) have been seen stealing pigs (false)
- 11 Bran the Smith has seen wraiths and spectres in the woods around Darkhand Manor (false – he has heard woodsmen talking about strange, ghostly things over there)
- 12 Darkhand Manor is haunted by a Forest Spirit of Sickness. Anyone who stays there will die within the month of a magical wasting disease that rots their blood and turns them yellow (false)

The Road to Darkhand Manor

When on the roads or in the woods in this area of the Parks use the following wandering monster table. Check every hour, day or night, 1 in 8 chance of an encounter. Player characters making a lot of noise and/or using fire will not be bothered by animal-intelligence encounters.

- 1-2 Lone deer on the path ahead.
- 3 Wolf – most likely heard rather than seen at night (10% hyena)
- 4-5 Badger if dark/night, Boar (normal) if daylight
- 6 Goblin Patrol – 4 goblins moving cautiously. They will avoid a fight if they can and report back. Any escaping will head back to Darkhand manor, not that this will cause an increase in watchfulness.
- 7 Stirges x1d6
- 8-9 Beetle or Spider; chose any you like or 1d6 Fire Beetles or 1d6 giant spiders
- 10 Unusual or unsettling feeling; a sensation of being watched. This might coincide



with a sudden drop in the volume of birdsong or a distant noise like a shriek, howl or roar. These are ancient woods with curious spirits residing in them. They get restless now and then but this isn't a threat to the party.

- 11 Sudden bad smell, like bad air or rotting flesh. Again, wood spirits or fey at play. These are no threat to the party unless they start wanton destruction of trees. In such a case then anything from Pixies up to Tree Spirits might take an interest...
- 12 Traveller from Farwood. These roads are still pretty safe to travel and any travellers will not be hostile to any non-monsters they meet on the road. Typical travellers will be a carter with a boy (both armed and armoured) carrying trade goods of one sort or another, or even a mixture of stuff to sell at the next village. They can be a source of rumours but will not have visited Darkhand Manor.

Darkhand Manor

Approaching Darkhand manor involves riding up a clearly signposted track from the main road. **After half a mile this stops at an ornate wrought-iron gate, closed but not locked.** In the right side gate pillar is a hooked bell-pull. There is a six-foot wall extending away from the gate in both directions but this is for show really as it can be seen that it stops after about fifty feet in either direction.

Beyond the gates the track continues through trees and out into an open area. **The manor itself can just be seen from the gate**, through the over-grown bushes and trees that were, once, an ornamental garden of huge size and scope. Since the death of his wife Herefus allowed the splendour of his gardens to fall. **The lawns are like meadows, the flowerbeds overgrown and full of bushes and small trees.** The larger trees have grown without check and many of the ornamental paths through the woodlands are all but impassable without a machete.

If the party take the time to explore the grounds they will encounter wandering monsters (except the humans listed) at the usual rate but they will also notice that foundations have been dug (now infested with briars and such). There are numerous abandoned piles of building materials and even some walls built up to eight or ten feet at the left hand end of the site. The existing Manor, mapped below, was originally intended to be just the northern wing of a building four or five times the size of the current building. All of these grand plans were abandoned when Otheladra died.

The manor house is built as a defensible structure containing comfortable living areas. The design is a simple style, fashionable a few decades ago, with little decorations apart from 'gargoyles' built into the run-offs from the flat

roof. It is a square plan with towers in each corner. **The ground floor has no windows** and only one door, at the front. **The First Floor has only arrow slits**, each narrow and of limited height (six inches wide and three feet tall – some have cloth stuffed in them to keep out the draught). **The next floor has fine, glazed windows** with narrow panes and metal bars on the outside. The tower roofs are pitched and one tower extends another floor above the rest. **This tallest tower has large windows in every wall** providing a wonderful view of the surrounding area. Between the towers is a flat-roofed area not visible from the ground but intended as a rooftop garden and landing zone for flying visitors.

The walls vary between 5 feet thick (all the outer walls) to one foot thick (inner walls). Ceilings in all rooms and corridors are eight feet high. Stair cases are wooden and the upper floors have many carpets of fine quality. It is worth noting that while good stone has been used in a lot of the walls and foundations this has been augmented with *Wall of Stone* and *Stone Shape* spells so should someone start throwing around *Dispel Magic* spells then it is quite possible the whole place could come crashing down (the original caster was 15th level when the spells were cast).

Choices of approach

The naive party might pull the bell-pull and see what happens. Nothing will, but if they persist then a goblin might be sent down to see who is making all the noise. At the sight of the party it will flee back to its friends and raise the alarm. If the creature can be caught and persuaded to talk it will inform the party there are nearly a hundred goblins in the “castle” waiting for him to get back.

A bold party might open the gate and advance openly on the manor with the intention of banging on the door or simply opening it. This is the worst idea (day or night) as the goblins will see them approach and set an ambush (all the goblins will be ready and waiting in area 4, the main hall).

A cautious party might bypass the gate and seek a concealed route up to the manor. This is easy enough, day or night, as long as reasonable precautions are taken to keep noise down and no lights in the dark. Such a party should be able to approach the manor without alerting the goblins, although the GM might

test them with a wandering monster on the way.

Once the party have made their way up to the manor they can either attempt an entry through the front door, beginning the adventure at location 1 below, or they might explore the sides of the building looking for an alternative entry.

Climbing the manor walls involves standard checks every ten feet. All the arrow-slits are too small for a player to get through without magical assistance. The windows on the upper floors except the third floor are all locked and made of *Glassteel*. The window locks are all *Wizard Locked* and, if opened, are quite small anyway – anyone of average build or larger with a height of five feet or more will not be able to squeeze through without some serious demolition work. This is of course possible but will attract attention.

The top of the manor is a flat roof with light gravel intended as a landing pad for flying visitors. This has doors from it into the wizard’s private living chambers but these ways are guarded by armoured sentinels. See location areas for more details about these.

About the Grounds

There is no map of the grounds as it is not anticipated the party will spend much time in them. The over-grown ornamental gardens provide plenty of cover for even armoured persons to approach close to the manor with relative ease. To the west is a natural lake that has been augmented with some decorative landing stages although the pleasure boats are rotting in their boat sheds.

There are some gardeners’ huts dotted about the place as well and a small, family graveyard on the far side of the lake to the manor in a stand of willow trees. There are only six graves here, dating back a couple of hundred years. The most recent grave is that of Otheladra herself. None of the graves have grave goods in them and the bodies are unimpressive apart from Otheladra’s herself which, due to a curse, has become a Wight. If the party happen to dig her up they will be confronted by a particularly mad and vicious Wight wearing courtly purple velvet dress that has been ripped to shreds. If you want to warn the party of this dire threat you might have them hear

thumping from the coffin as they dig down to it.

Wight: AC 5, HP 21, HD 4+3, Damage claw for 1d4+ energy drain, only hit by silver and magical weapons. XP 645

Key to Encounter Areas:

Ground Floor:

This level is dark and lacks natural light except in the corners of rooms 3 and 5. There used to be *Continual Light* spells cast on lanterns about the place but the goblins have smashed them up. Ceilings are all eight feet and the walls, floors and ceiling are all smooth cut stone but not polished or plastered to any degree (normal Climb Walls chances). The floors are bare stone unless otherwise described. **Note there is no access to room 12 on this level.** Access up is via room 6, access down to the cellars is via room 10.

All the doors are **heavy oak** and can be barred from the inside, although only the main entrance doors are when the party arrive. **The whole floor stinks of goblin and there are rotting foodstuffs and goblin excrement scattered about in most rooms and corners.**

The Approach

From the main road up *[or anywhere on the Eastern side of the Manor]* you can see once fine ornamental gardens have become overgrown with the neglect of more than a few weeks, possibly years. The path up to the front door of the manor looks to be aimed to the north of the main structure and does a dog-leg right and then left to line up with the main door of the manor building itself. The reason for this is obvious as, overgrown and abandoned, you can see the diggings of foundations for a far wider and grander structure. It is evident that the existing manor was only ever intended to be the northern wing of the whole structure so the main avenue of approach is directed at what would, when finished, have been the centre of a huge palace perhaps four or five times the size of the existing building.

Everywhere is overgrown and shrubs and ivy are starting to encroach on the manor too. Everywhere is calm, birds singing and generally an idyllic panorama of picturesque

ruins in peaceful countryside. The sun is shining and it is fairly warm *[unless the party are approaching at night, in which case there is enough moonlight to see all the details here]*. The height of shrubs and small trees around the gardens means that approaching the front door in concealment seems fairly easy. You can see that the undergrowth has been cleared from the front door, which looks damaged, and the ivy has been cut back from the arrow-slits to each side of the front door.

The party can easily ensure that they can get to the front door without being seen by the goblin in area 3, who is actually looking for approaching intruders. Those goblins in area 5 will not be so preoccupied with keeping watch. A noisy party will attract attention though.

Note that while **these arrow-slits have been specifically cleared**, the other arrow-slits are all on the first floor and shuttered from the inside unless specifically described in the text.

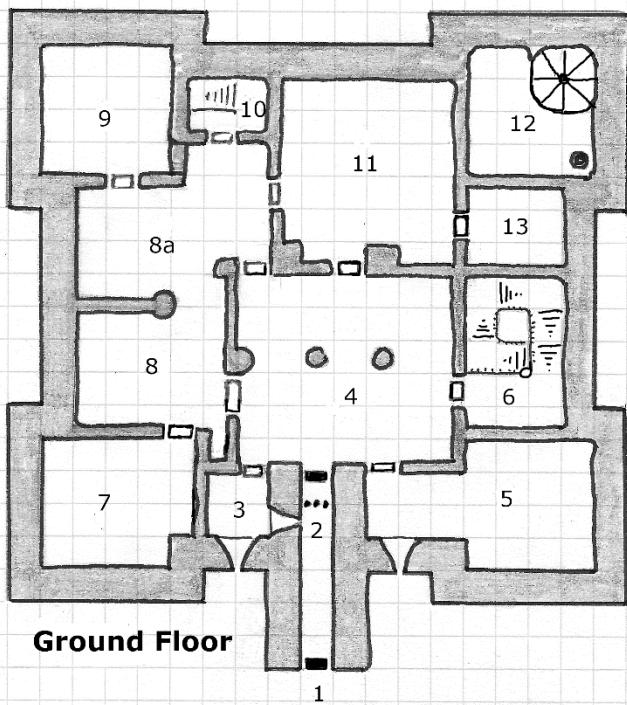
1 Main Gate

This door has evidently been battered down and rebuilt at some point, probably fairly recently. The repair job is not brilliant and you can see through the cracks that it has been barred from the inside. The shrubs and ivy have been cleared from this part of the building to allow a clear view from the arrow-slits on each side of the door.

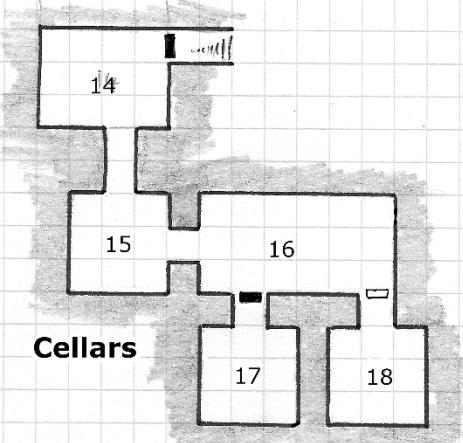
See the notes above about approaching the manor undetected. This is reasonably easy and it is anticipated that any vaguely competent party will manage to get at least this far without alerting the goblins to their presence. **If the party have happened to alert the goblins then the whole gang will be ready at the arrow-slits or in area 4.**

There are gaps that can be peered through but without a light source or Infravision nothing will be seen in the corridor beyond. Likewise nothing can be heard except maybe some distant strange singing.

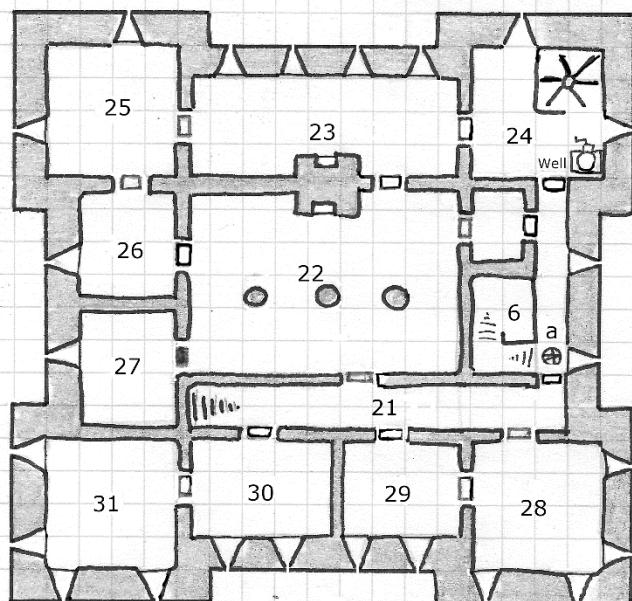
The door can be opened with a normal open-doors roll or the bar can be lifted by a thief with a successful pick locks chance at +20% due to the ease of the process. Smashing the door down may be heard by the goblins in area 4.



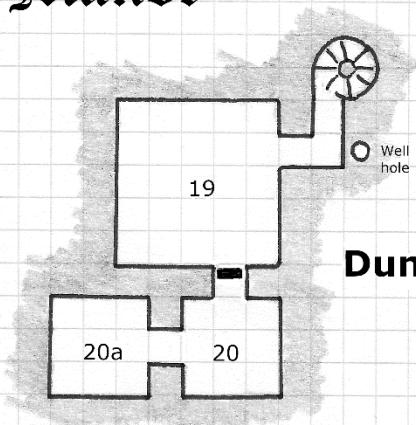
Ground Floor



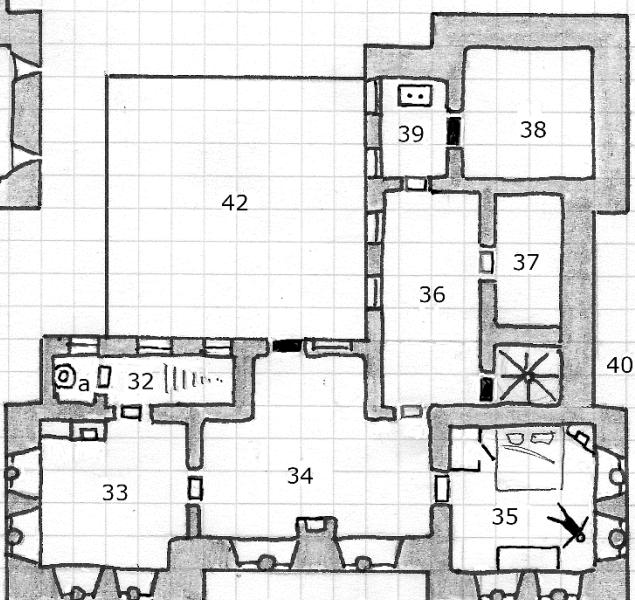
Darkhand Manor



First Floor



Dungeon



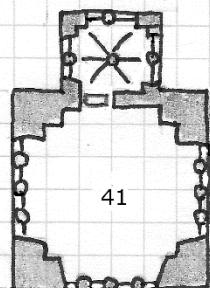
Second Floor

0 10 20 Feet

— Door Normal

■ Door - Heavy
Barred

→ N



Third Floor

2 Inner gate

The corridor is a featureless tunnel thirty feet long and ending in another once-sturdy door that has received a battering at some point in the past. Five feet in front of the door is an iron gate with a heavy chain to keep it shut.

The gate is not locked as there is no padlock to fasten the chain tight. The door may be opened as per the door in area 1, although a thief reaching through a hole to lift the bar may be spotted by the goblins in area 4.

If the alarm has been raised then two goblins can fire arrows through the holes in the door as the party approach down the tunnel. Likewise the party can return fire when they reach the door but, if this happens, the goblins will lift the bar and charge the party in the tunnel. **Otherwise they will wait in area 4 to ambush the party.**

3 Sentry

This small chamber has a pool of light coming in through the arrow-slit to the east corner. A single goblin watches through this slit, armed with a short-bow and short sword. Next to him is a gong of the type used to summon rich families to meal times.

This goblin will smash the gong and scream the alarm for all his worth if he sees the party inside or outside the building. He will defend himself if attacked. The noise he can make will rouse the other goblins in 1d4+2 rounds.

Goblin: AC 5 (rough armour and natural agility), HP 5, HD 1-1, Damage short sword 1d6 or short bow 1d6 two shots per round, XP 10. He has 8gp and 20sp in a pocket inside his britches.

4 Main Entrance Hall

The air here is rank with the stench of goblin filth, rotten food and stale drink. There is no natural light but you can hear several voices singing tunelessly somewhere close by. *If a light source is available/* This large chamber was evidently the main entrance for the building, with space for people and horses to move about. There are several thick pillars supporting the arched roof and a number of heavy doors leading off in various directions.

If the alarm hasn't been raised/ Half a dozen or so figures can be seen clumped in the far side of the chamber. They look like goblins sat down and sharing a meal of some sort. They chat gruffly to each other but their weapons are close to hand.

If the alarm has been raised then all the goblins will be in here, armed and ready for a fight. About a third of their number will be visible along the far wall while the rest will be concealed to the left and right ready to attack the party's flanks.

If the alarm has not been raised, there are normally seven goblins in here, supposedly on guard but actually sat chatting about the fact the food is running out and they will have to start hunting for food again or eat the prisoners (in room 7). There are six normal goblins and a sub-chief. If a fight develops they will make a lot of noise and the other goblins on this floor will start arriving in groups from each of the rooms, one room per round, and join in the fight.



6 Goblins: AC 5 (rough armour and natural agility), HP 5 each, HD 1-1, Damage short sword or short bow, XP 10 each. They have 8gp and 16sp each.

Goblin sub-chief: AC 5 (rough armour and natural agility), HP 10, HD 2, Damage short sword or short bow, XP 70, in a pouch he has 6 x 10gp gems.

5 Old Guardroom

This odd shaped chamber has natural light from an arrow-slit pooling about the entrance and a larger space to the north. There are the smashed remains of bunk-beds in here as well as some simple furniture although there is no bedding. Below the arrow-slit is the recumbent figures of a pair of sleeping goblins.

If the alarm has been raised these two goblins will be watching out of the arrow-slit, one ready to run and get help when the party is sighted (outside). These two will only go to

help in room 4 after the sounds of combat have been going on for a while.

2 Goblins: AC 5 (rough armour and natural agility), HP 4 each, HD 1-1, Damage short sword 1d6 or short bow 1d6 two shots per round, XP 9 each. They have 12gp and 20sp each.

6 Stairs Up

The door is unlocked and can be opened normally.

Beyond the door is a simple but well-made wooden spiral stair leading upwards. The place stinks of rotten flesh. Bright white light shines down from above.

Proceeding up the stairs can be done without risk but as the party round the **second corner** they will observe the bloated and rotting bodies of two goblins on the stairs ahead of them. As they proceed further they will observe that **there is a human-ish figure in armour at the top of the stairs** (location 6a). As the party get closer they will see that the figure is actually a suit of bronze plate-mail with a shield, helm and broad sword. While it initially looks like the armour is an empty suit perhaps hung on a stand of some sort it will become apparent as the party get with ten feet that there is no stand and the armour is hanging in mid-air, un-supported.

This is a Guardian; an animated suit of armour manufactured by Darkhand as his personal security force (see New Monsters section at the end of the module). The being is essentially a very low-power golem with limited intelligence. It will attack any non-human not wearing a Talisman of Darkhand and any human not accompanied by another human wearing a Talisman of Darkhand. There are 6 of these talismans which are made of gold and jade and depict the coat of arms of Darkhand, which is a black hand holding a golden lightning bolt.

The Guardian will fight to the death but will not leave areas 6 and 6a. If engaged in missile fire the Guardian will seek cover, aiming to lure the enemy close enough for a melee attack.

Guardian AC 3 (bronze plate-mail and shield), HP 25, HD 4, Damage short sword 1d6, XP 185. The Guardian gains

+1 to hit and damage when striking at someone one step or more below it on the stairs. Not affected by *Sleep*, *Charm* or other mind influencing spells. No treasure.

7 Corner Chamber and Prison

This room is barred from the room 4 side but, once unbarred, can be opened easily as a normal door.

In this room the smell is even worse. Four figures are chained up around the walls of the room and have evidently been left here to suffer in their own filth. The nature of the filth and their appearance suggests none of them is in the best of health. There are three kobolds and one elderly male human.

The **kobolds know nothing of any use** and are unlikely to be persuaded to fight for the party.

The **human is a travelling pedlar called Tiller of Onton**. He was caught on the road by the goblins and only wants to get the hell out of here. He knows a fair bit about local history but is no use in a fight. He can cook, forage and repair armour and clothes, with the right tools.

Kobold: AC 8 (while chained to the wall) or 6 (no armour and natural agility), HP 2, HD $\frac{1}{2}$, Damage claws 1d4, XP 7 each.

Tiller of Onton: Human Pedlar (peasant level 1) AC 10, HP 2, HD 1d6, Damage whatever weapon that is to hand, -3 to hit, XP 7.

8 Old Stables

This area (and area 8a next door) have the wooden dividing walls associated with stables. Whatever horses were stabled here are long gone and the stable fittings and fixtures smashed or used elsewhere. Whatever feed and straw might have been here are long gone and used by the goblins.

If the alarm has not been raised/ there are three goblins in the western half of this room. They have carved various human and humanoid femurs into skittles have set up a bowling alley.

The goblins are quite engrossed in their game and used to their fellows coming and going. As a result they **will automatically lose the**

initiative if attacked. The skittles are not really worth anything. The 'balls' are unusually spherical stones.

3 Goblins: AC 5 (rough armour and natural agility), HP 5, HD 1-1, Damage short sword 1d6, XP 10. They have 10gp and 12sp each.

9 Old Storeroom

The door is not barred or locked and can be opened easily.

Inside is a dark room that looks like it was a store-room of some kind. There are the remains of various smashed racks and shelves scattered about the place, although much of it has evidently been removed. There are two beer butts and a lots of smashed wine bottles about the place. There is a strong smell of stale wine and beer.

This used to be where the Darkhands kept their wine and beer. The stocks had been run down over the years and the goblins have made short work of everything that was left. The beer butt is empty.

10 Stairs Down

These stairs lead down to the cellars, which is where the goblins will retreat to if they have a chance. The air is cold and stale with a strong smell of animal rising from below.

11 Chief's Room

[If the alarm hasn't been raised] The air is filled with raucous singing arising from about a dozen goblins in here. It is hard to tell quite what they are singing but they seem to be enjoying it. They each have their weapons to hand.

A fire burns in the fireplace and has burnt off the worst of the goblin smell in here. A chair has been covered with animal furs as a kind of throne here and various other stools and chairs are arranged around the room. Blankets and other soft rugs and such are rolled up in the corners of the room while furs and various trophies are hanging from the wall. The trophies are mainly human armour and weapons. Tables support the remains of a meal and some bottles.

If not already encountered, there are thirteen goblins in here along with the leader and a sub-chief. They are singing a long dirge about a heroic goblin who makes war on the elves and such. Despite the presence of booze there is not enough for them to get very merry and it will not affect their fighting ability.

The chief has a cage of 10 normal rats to hand which he will hurl at any attackers if he has the chance. The cage will break and the rats will attack the party once before fleeing.

10 normal rats: AC 8, HP 1 each, Damage 1d2 +10% chance of disease, XP 6 each.

13 Goblins: AC 5 (rough armour and natural agility), HP 4 each, HD 1-1, Damage short sword 1d6 or short bow 1d6 two shots per round, XP 9 each.

Goblin sub-chief: AC 5 (rough armour and natural agility), HP 10, HD 2, Damage short sword 1d6 or short bow 1d6 two shots per round, XP 70. In a bag around his neck he has 3 x 50gp gems.

Goblin Leader: AC 4 (chain mail and shield), HP 15, HD 3, Damage Scimitar 1d8+1 (strength) or Short-bow 1d6, 2 shots per round, XP 140. He wears a ring worth 150gp and has a gold-studded belt worth 60gp. He has a key on a chain about his neck.

In a **locked chest under the 'throne'** is the gang's loot. The key is kept by the chief on a chain about his neck. The chest contains 945gp, 45pp, a gold goblet worth 50gp, a gold candlestick worth 25gp, 4 x 100gp gems and a gaudy necklace of gold loops worth 200gp. The trophies around the room are mainly armour and weapons looted from the store-rooms and other locations but unsuitable for the goblins to use. Surprisingly hanging amongst them is a large +1 Shield and a suit of human-sized Chain Mail +1.

12 Junk Room

There is no access to this room on this level without some serious sledge-hammer work or some spells. If the appropriate tools exist then hammering a way through the wall is likely to take a couple of hours.

[If coming to this room down the stairs:] This place looks like a badly organised Thrift Store.

The place is crowded with clothing racks full of old fashions and various less grand clothing. There are sacks and baskets around the floor as well moth-eaten stuffed animals, broken furniture, pots and pans, vases and other bric-a-brac. There is a three-foot hole in the southeast corner of the room with a matching hole in the ceiling.

The hole is a well, the winding equipment for the bucket is in the floor above in room 24. The hole is 3 feet wide and goes down about twenty feet to a natural-filling volume of reasonably **fresh water**. The GM might wish to have something down there that has an access to something deeper and more mysterious.

The clothes are mostly dresses and such made to fit a larger lady but there are also robes and other clothes suitable for a mage of large size and some status. All the clothes are old and mouldering with zero practical use or value while being very cumbersome. There is some costume jewellery that might be collected to a value of about 20gp but weighing 20#.

13 The Chief's Boudoir

This room has a noisome pile of old mattresses in the middle of the floor covered with filthy blankets. On the south wall is a bookshelf with a number of books balanced untidily on it.

Any surviving goblins might be hiding in here but otherwise there is nothing living in here.

Hidden amongst the filthy mattresses is a small chest which he has managed to trap the lock with a poison needle. The poison is not lethal but a failed save will mean the person pricked with it will become infected with a disease. After 2d6 rounds they will start feeling nauseous and then start vomiting uncontrollably for an hour or more. They will also suffer -1 on their Constitution every hour for 2d6 hours, becoming incapacitated if they reach 2 or less, comatose if it reaches zero. Lost Constitution is regained at 1 point per day of bed rest.

The chest is a little rotten and would be easy to smash or the lock is fairly primitive (+30% on Pick Locks chance) and the goblin leader can open it with a small piece of wire that is probably mixed up in the bed somewhere, along with a lot of other, erm, stuff.

The chest is lined with mouldy velvet, and contains a necklace (200gp), 3 x 100gp Gems, 4 x 50gp gems, 20pp and a gold and jade amulet bearing the coat of arms of the Darkhand family (50gp). This latter item is a Talisman of Darkhand which, when worn in a prominent position, will defend the wearer from the Guardians – they will simply remain inanimate unless attacked, in which case they will defend themselves from any one. For more information on the talismans see the special notes on the Guardians earlier in the text.

On the books shelf are some books the Goblins have found that amuse them (the rest on this level have been burnt as fuel). There are twenty books, all weighing 5# each, that are all large picture children's adventure books (worth about 5gp each) but there is one copy of "Entellers Zoology of the Darkworld", weighing 10# but worth 300gp to the Great Library or a collector.

Cellars

The cellars are accessed through area 10 on the Ground Floor. The goblins have been through these rooms like a swarm of locusts for their favourite kinds of food but there is still a lot left. The air is cold and the rooms vaulted to a ceiling height of only eight feet in the centre. There is a good ten feet of stone between the ceiling and the floor of the Ground Floor above. The walls, floors and ceilings are smooth cut stone but not polished smooth. The cellars are very dry which is why the goblins aren't using them as sleeping quarters. Unbeknownst to them a Skulk has sneaked down here and is living off their food while it works out how to get out safely.

14 Storage

There are various smashed crates and piles of dried fruit lying around here.

There is enough dried fruit for five people for three weeks here, but eating fruit exclusively is not good for humans or demi-humans other than elves. Mixing this in with a balanced diet would be fine though and extend dried rations by an appropriate amount. The goblins can't digest dried fruit in the same way humans can't digest rabbit droppings.

15 Storage

There are sacks piled on tables in here; the legs of the tables are shaped like mushrooms and stand about two feet tall. This is a common design to prevent vermin from getting to the sacks. There are three tables with about twenty sacks each.

The sacks contain corn, flour and other grains. The goblins are able to bake unleavened bread and similar recipes and can eat it, if they have to, but have not sunk to that level yet. And will do almost anything to avoid it.

16 The Skulk in the Storage

This room is the coolest on this level and contains meat wracks and some meat hangers from the ceiling. These are mostly empty but still support four salted boar carcasses that have evidently been hunted and butchered professionally. As well as these are the bodies of four kobolds and two humans, that have been butchered, but not so professionally. There is a barrel (half-full of salt) by the door and a pile of mouldy sausages.

There are two doors in the wall, one of which has been barred shut.

There is a Skulk in this room, passing its time playing with the giblets of a kobold. If the party are moving normally the Skulk will have heard them coming and will be immobile (90% undetectable) by the door to area 17 where there is a rabid wolf. **Once the party are all in the room the Skulk will flip the bar off and open the door to 17 and the wolf will attack the party, probably with surprise.**

Skulk: AC 7 (90% undetectable), HP 11, HD 2, Damage dagger (attacks at +4 to hit and double damage if back-stabbing), XP 56, no treasure.

The skulk will then observe developments. If the party kill the wolf with ease then the skulk will seek to escape, assuming the goblins are mostly dead, and head back to its friends (see third adventure in this book). If the party seem to struggle with the wolf the skulk will try and backstab someone, preferring Magic-Users, and then escape, seeking to lure the party up to fight with the Guardian.

If by some devious means the party manage to capture the Skulk alive they may be able to

interrogate it. The Skulk is no soft touch and is cunning. It will inform the party that the "Invisible Ones" are prowling throughout society and are just waiting for the Sign from the heavens to attack the "loud Ones" and take over the Land. This is all rubbish, of course. If the party have some means of getting the truth from the creature then they will learn that it and its group, with another creature of some form (a Doppelganger) are prowling the land attacking remote farms and such. The rest of the group are about three hours walk northeast (or where-ever the GM wants to set the Third part of this adventure).

The body parts of the kobolds and the humans are large enough to be identified as such but have been skinned so any more formal identification would be impossible.

The sausages are pork with elder berries. The goblins are not interested but the sausages are perfectly edible if washed and cooked properly, and are delicious.

17 The Mad Wolf

The door to this room is barred shut.

[If the party lift the bar] The door bursts open and a growling, snarling mess of fur and fangs springs from the darkness beyond.

This room is bare save for the animal waste associated with a wolf in captivity. Quite how the goblins trapped this creature in here is a mystery but here it is. **The occupant is a rabid wolf driven doubly mad with hunger.** It will attack anything and everything in its way, frothing at the mouth and generally exhibiting symptoms anyone could identify as rabies. If the wolf manages to bite anyone they will be infected with a particularly nasty form of Rabies unless they make a saving throw versus poison.

Rabid Wolf: AC 5, HP 12, HD 2+2, Damage claw/claw/bite; 1d4/1d4/1d8 + poison, XP 46, no treasure.

If the person fails the save the wound will start itching in 1d4 hours. About an hour after this the character will start feeling nauseous and weak. They will suffer a -2 or -10% on all rolls for the next 24 hours. They must now make another save versus poison. If this is failed the character will die after the 24 hour period, otherwise they will recover with no long-term

side-effects. A *Cure Disease* will stop all symptoms but a *Cure Light Wounds* will only give the character a +4 bonus on their saving throws against the disease.

There is nothing else of interest in the room.

18 Storage

This room looks like whatever it contained has been stripped out. There are shelves of differing heights and widths, some of which have been smashed and many of which are missing. There are several broken jars, pots and amphora about the place and a number of pleasant-smelling pools of goo on the floor.

This chamber used to have an excellent collection of fine delicacies, preserved meats, pickle and chutneys, as well as cheese and such. The Goblins made short work of it when they first arrived. Any chefs or members of the upper classes in the party might be able to identify some of the jars as being very expensive products from Dunromin and neighbouring kingdoms, all available on the markets in Dunromin for exorbitant prices.

Dungeon

The Dungeon is accessed only through the spiral staircase in room 24 on the First Floor – there is no access down here from the ground floor without knocking down the walls of room 12. The staircase goes down forty feet so that the Dungeon is well below the cellars. Otherwise the construction is similar to the cellars but with the ceiling vaulted to a maximum height of 12 feet instead. The air is cold and very dry. The walls, floors and ceilings are smooth cut stone but not polished smooth.

19 Large Dungeon Room

After coming down the spiral stairs more than fifty feet you round a corner to find yourself in a large, chilly space of smooth-cut stone and a high, vaulted ceiling, 20 feet tall in the centre and 10 feet tall at the edges. The walls and floor are painted with a myriad of delicate magical symbols [*anyone who can read and write Arcana will identify the signs and sigils as being general protections charms against all kinds of demons, devils, elementals and other creatures of the outer planes, good, bad and*

indifferent]. The main feature is a pentagram painted on the floor in salt and framed by four onyx candlesticks, each three feet tall. The door to the south is barred heavily from this side.

The candlesticks are worth 200gp each but are difficult to transport.

There is nothing to be found in here and the various glyphs and wardings, while slightly magical in nature, have no significance beyond a wise precaution when dealing with entities from the Outer Planes. However, the place has inherited some other-worldly powers and **this will start to effect party members after 10 rounds in the room**. The lowest Wisdom characters will be affected first and will imagine hearing whispering. This whispering sounds like other members of the party, always the ones out of their field of vision, insulting them. The GM may wish to pass secret notes to characters explaining what their characters have heard, the impression being that either the other characters are whispering them or that they are thinking them and something about the room makes one's thoughts audible to others. The whispers will contain information no one else could know. This is an opportunity for some good role-playing amongst the characters who are less circumspect about their actions than others. Reward good play with experience.

If the party leave the room then the effect will pass.

20 The Barred Room

The bar to the room can be removed easily. The room beyond is silent but anyone close to the door will catch the scent of rotting flesh.

As the door swings open your senses are assailed by the stench of rotting flesh and other smells both familiar and unfamiliar but uniformly noxious. Beyond the doorway the room is dark, as if the very air was sucking the luminosity from your torches and lamps. As you peer into the darkness you become aware of a hissing and buzzing noise like a myriad insect wings or perhaps snakes hissing.

There is a powerful darkness enchantment on this room. **All lights**, including magical ones and even the light from explosions, **will appear as mere dull glows, invisible beyond 5 feet**.

The darkness is even deeper in area 20a and no light at all penetrates what looks like the vertical face of a black mist made solid.

If the party approach within ten feet of 20a than the beast within will attack. The beast should perhaps have perished many years ago but there is a magical spirit of mad wickedness trapped within lustng for blood. The creature was once a young troll but has become a short, grey-green blur of claws and teeth, with a bit of regeneration thrown in. Bizarrely it does wear a Talisman of Darkhand but this may not be immediately obvious

Undead Child Troll: AC4, HP 16, HD 3, Damage claw/claw/bite 1d4+1/1d4+1/1d6, the creature can be turned as a Wight and will retreat into 20a for 10+1d6 rounds. It also regenerates as a troll but only 2hp per round. The regeneration can be prevented by burning the wounds or applying a flask of Holy Water. XP 1200. No treasure other than a Talisman of Darkhand (50gp).

First Floor

The Goblins have not been able to get up to this floor and Ralph the Green only did a quick search of the area knowing that what was here was probably not worth the effort of carrying it on his own. This means the rooms are pretty much as they would normally be. Enchanted staff clean the areas and deal with petty vermin. The place is grand but lacks the warmth of a home. Since the death of his wife Herefus became more and more insular and melancholy. The guest rooms and many of the other chambers on this floor haven't been used for years. They are furnished tastefully but not ostentatiously. The fixtures and fittings are of fine quality but the emphasis is on practicality and comfort rather than gaudiness. The floors have carpets and rugs on them.

All the doors are heavy oak but only the one to area 27 is locked and barred – from the outside.

All the outer rooms have arrow-slits for defence but have good-fitting shutters on the inside that are closed and locked by default. They can be battered open as per Open Doors but the slits themselves are only 6 inches wide by three feet high, starting about six inches from the floor. As with the rest of the manor,

all ceilings are eight feet high, outer walls are five feet thick and inner walls one foot thick.

Most living chambers are lit, unless otherwise stated, by gentle *Continual Light* spells cast on small round stones set in the ceilings or wall sconces.

All the fires and candelabras on the first and second floors are magical. They all consist of a small Fire Elemental bound to the grate and grudgingly burning away for ten years each. They provide heat and light but cannot be turned off, up or down, meaning they are pretty impossible to steal or transport. Likewise, they are immune to non-magical weapons but only have one hit point. They will not retaliate if attacked (death releases them from their bonding) and so are worth no experience points for killing.

A particularly enterprising party could strip the building of the fixtures and fitting but transporting all this furniture back to Dunromin for sale would be a time-consuming activity and would require a cart of some description. It would probably be worth it though, unless someone were to challenge their legitimacy selling it or some accident were to set fire to it all. All the objects that are worth anything are valued in the text, along with a carrying encumbrance (1# = 10 coins = 1 pound or 0.5kg).

21 Long Hall

This long corridor is lit by three glowing stones set in the ceiling. The walls are panelled in polished oak and hung with many pictures (rather amateur water-colour landscapes but pleasant enough) and the floor has a long carpet laid down the middle secured with flat-head nails. There are several doors and some stairs up at the south end. The stairs are also carpeted.

There is nothing hostile in this room. Behind the panelling are plane stone walls. The watercolours are worth about 10gp each by weigh 2# each. The carpet is worth about 200gp but weighs 40#, the stair carpet 100gp and 20#.

22 Great Hall

Candelabras in soft white with magical, pale flames illuminate this room with a warm light and a fire burns in the grate without visible

fuel. A large table has been built around the pillars down the centre of the room surrounded by twelve large, comfortable chairs. The table is set for one for breakfast, but the food prepared has spoiled in the weeks or months since the meal was prepared. The walls are hung with seven excellent tapestries of romantic and magical scenes. Along the west wall, to the left of the fireplace is a wide, dark-wood sideboard on which are silver serving dishes and the like.

There is a Permanent *Unseen Servant* in the room. It was ordered to prepare breakfast for the following morning by its master but the master never lived to give it another order. It goes about its normal chores (tidying, polishing and so on) but with no new orders it just stands in here. It will avoid the party and they will probably not become aware of it unless they use a *Detect Magic* or similar spell.

23 Kitchen

This area is a well-equipped and clean kitchen with a warm fire burning in the grate without any visible fuel. There is a bread oven, long cold, but a fire burns in the large wrought-iron stove – quite the latest style and technology. The oven and the stove are on each side of the fireplace which looks to be equipped with a set of roasting spits. There is a smell of rotten meat, milk and fruit in the place and although there is a pale of water you can see the water is greening with algae.

There is nothing hostile in this room. The kitchen is in a state of readiness for the lunch order that never came. The food is sufficient for several meals for a single person but has all rotted away and only the smell remains. The pots, pans and other culinary kit is worth about 200gp but the encumbrance is about 300#. Likewise the fantastic kitchen range with a 5-year fire elemental binding in it is worth 4000gp but has an encumbrance of well over 900#.

24 Tower Room

This room is undecorated and has no carpets or other creature comforts. In the northeast corner there is a well and opposite that a spiral stairway heading downwards. About the room are a number of other items associated with domesticity but out of place in a kitchen or other room. There is a washing barrel with

mangle attached, brooms, brushes mops and buckets, scrubbing brushes, wicker baskets, clothes driers, carpet beaters, leather polishing kit and other mundane equipment. There is even a spinning wheel.

There is nothing hostile in this room. There is more information about the well and the spiral staircase in the description for room 12 on the floor below.

There is no real value to any of this equipment as it is all standard domestic kit widely available in any large town. If the party need any specific item that would be reasonably common in such a place then it is likely they will find it in this room or the kitchen.

25 Pantry

This room is cooler than the others and doesn't have drapes over the arrow-slits to reduce drafts. The ceiling has a number of metal racks hanging with cured meats, sausages, cheese and bread. There are four barrels marked "Beer" and a rack of wine bottles (24 of them). There are also two milk churns, crates of seasonal vegetable and fruit. The cool air smells a little of sour milk.

There is nothing hostile in this room. The milk, bread and some fruit has gone off, is mouldy or rotting but the rest of the food is edible. There is about 60 meals worth here. The beer is of average quality and each barrel is worth about 40gp. The bottles are mainly from a Halfling vineyard a short distance away and are worth 2gp each, but 6 bottles are an old elven vintage and are worth 100gp each, not that anyone without a specialist knowledge of such things would know this.

26 Unused Bedroom

This room has four simple beds in it, each with a foot locker but no linen. There is also some basic furniture; a table, chair and a wardrobe.

There is nothing hostile in this room. This is servants' quarters and hasn't been occupied for a long time.

27 Armoury

This room is locked but the lock has been forced and the door left ajar (by Ralph the Green).

Inside the room are racks of weapons, armour stands and all the equipment one might expect to need to protect a castle is included here. There are many weapons including two long swords that seem to have been pulled off the racks and dropped on the floor. There are gaps for two more long swords and a dagger. The room smells of oil and hot metal. Although the kit is oiled and protected there is a layer of dust on this and a lot of cobwebs. Marks in the dust suggest someone has been in here recently.

There is nothing hostile in this room. All the kit in here is well stored and cared for. All the weapons are standard and non-magical but there is a variety of manufacturing styles. Ralph came here hoping to find some choice items but left with the best he could find, having rejected the two swords he dropped in his haste. All the leather armour and the shields have the Darkhand symbol on them and there is a pile of 40 tabards similarly embroidered. The contents of the armoury are listed below. All can be sold if a customer can be found for about half their list price.

- 10 suits of chain mail
- 10 open helms
- 20 suits of leather armour
- 20 large shields
- 20 longbows
- 800 arrows
- 10 light crossbows
- 400 quarrels
- 16 Halberds
- 12 longswords & scabbards
- 20 daggers
- 80 spears
- 1 barrel of oil (40 flasks worth)

28 Sumptuous Guest Room 1

This chamber is a very well appointed bed chamber with a welcoming fuel-less magical fire in the grate. There is a large and soft bed with dressing table, chest of drawers and large wardrobe. There is a thick rug on the floor, almost the size of the room, and tapestries cover the stone walls. Soft light illuminates the room from small magical candelabras on wall sconces as the curtains are drawn across the windows. As well as these significant items there are the usual kinds of homely things you might expect, including a water carafe and glasses, two bed pans and a bed warmer. The

décor is a mixture of blues and deep reds of a style that was very fashionable a decade or so ago but is still tastefully done.

There is nothing hostile in this room. The furnishings in this room are very well made, with decorations and crocheted cloths on the top. The whole place is spick and span and recently dusted – one of the Unseen Servants' standard tasks. The fire is in a small hearth between the windows; being magical it does not need a chimney.

The bed and wardrobe are too big to be taken downstairs and would need to be dismantled first, the other furnishings can be man-handled down with a lot of effort and time. Although of excellent quality nothing in here is worth a huge amount of money and would require two or three carts to get back to anywhere they could be sold (Dunromin, probably, or one of the baronial towns). Everything could probably be sold then for about 1000gp. The more easily transported things are the Carafe and glasses 5gp, brass bed-warmer 2gp, crocheted doilies 1gp the lot, magical candelabras 250gp each. The *Glassteel* in the windows can be extracted as usual.

29 Comfortable Sitting Room 1

This room is a well-appointed sitting room with a cosy fireplace on the outer wall, thick rug on the floor and tapestries on the walls. The curtains are drawn and the light is provided by the fire and a candelabra on the table in the middle of the room. Around the table are four comfortable chairs and drawers in the table conceal a number of games and puzzles for light entertainment. There is a bookshelf against one wall with no books in it. A corner cabinet holds various glasses and bottles.

There is nothing hostile in this room. The soft furnishings are all a matching blue and red to go with the bedding in room 28 and is intended as a place where guests might relax or work in private. The bottles contain wines, brandy and whisky (6 bottles in total, worth about 5gp each), the glasses are worth 10gp and the candelabra 300gp although transporting it without setting everything alight might be tricky – there is a command word to turn them on and off but finding this out would be tricky.

The rest of the furnishings might fetch 1000gp as in 28 but transportation would be tricky. The fire cannot be removed as it is a 1HD Fire Elemental bound to the hearth for ten years. Due to its entrapment and binding of non-hostility killing the Fire Elemental is worth no experience.

30 Comfortable Sitting Room 2

There is nothing hostile in this room. This room is very similar to 29 except that it is decorated in shades of mauve and dark green. Some of the details are different but the effect, value and purpose very similar.

31 Sumptuous Guest Room 2

There is nothing hostile in this room. This room is similarly appointed to room 28 except that the colour of the décor matches room 30. Likewise the value and portability of the contents is the same.

Second Floor

This floor consists of the main living chambers for the mage before he died. There are far more signs of normal occupation here, such as books and wine glasses left out, knick-knacks and such cluttering surfaces. The place has been dusted and generally tidied but it is still apparent that someone has made a search of the place, although perhaps not very thoroughly. The nature of the furnishings is quiet luxury, as per the floor below. Rooms and corridors are carpeted or have rugs down.

There is ample light from windows and *Continual Light* spells, although the windows are made of *Glasssteel* with the stonework *Stoneshaped* around them to prevent easy removal – A *Dispel Magic* spell successful against a 15th level Magic-User will cause all the pains in the area of effect to fall out. You might wish it to have other less useful effects too – like the stairs becoming a slide or some of the ceiling falling in. Taking one pane out takes about a turn of careful work with a hammer and iron spike or chisel but the panes are worth up to 200gp (encumbrance 5#) each if a buyer can be found.

Area 42 is an open flat roof with no parapet around it. Characters can climb up to it relatively easily (no penalties on their Climb Walls chances) but will need to put in spikes or similar to secure ropes for anyone else.

32 Stairs Up and Landing

At the top of the stairs lies a smashed suit of armour, next to it lies a long sword with some blood on it. There is more blood on the carpet too, leading through the door to the south.

In his haste Rufus dropped his Talisman of Darkhand at the bottom of these stairs and was attacked by the Guardian at the top as a result. There was a fight in which Rufus was damaged as well. He went into the Privy to dress his wounds once the Guardian was destroyed and has since recovered his Talisman of Darkhand which he has taken with him. The armour and long sword are not magical.

32a Privy

This small room contains one of the fashionable new “Thunderboxes” with a removable ceramic jar beneath it. To the right is a bowl and a jug of water with a few towels. One of the towels and much of the floor and nearest wall are splashed and daubed with blood, including several human-sized hand prints.

Rufus dressed his wound in here and was able to generally sort himself out again.

33 Sitting Room

This welcoming room has several large, comfy chairs, a lectern, some small tables, a writing desk, book-shelves and other mundane lounge furnishings. There are several portraits on the walls of portly men sharing the same weak chin and wearing the Darkhand crest. Above the fireplace is a huge mirror, next to which is a bust of another weak-chinned old man [*the name “Herefus Darkhand” is written on the front of the base*]. The various drawers and lids of the place are all open or askew as if hastily searched. Some ink has been spilt on the carpet next to the desk.

There is nothing hostile in this room. Rufus only gave this room a cursory search as he had been in here before and was pretty sure there was nothing of value in here. His search has revealed most of the likely hiding places but **a more thorough search might** (treat as a Concealed Door to elves or as a Trap to thieves) **detect a concealed door** in the base of the bust of Herefus. This reveals a small chamber containing three ornamental snuff boxes

(200gp each) containing a fine selection of snuff (30gp each for the contents), and a small pouch of 5 diamonds worth 500gp each. Keeping these hidden was a habit of Herefus' as he didn't trust the staff and his wife disapproved of his voracious snuff habit.

The mirror is 3 feet tall by 5 wide and is worth 400gp, although it weighs 80#. The books on the shelves are popular editions, widely available. The books are worth 300gp in total but weight 60#. The pictures are not really worth anything but the party may not realise this. As in other rooms, the furnishings are worth 1000gp in total but would be difficult to move.

34 Library and Study

This place has been more thoroughly searched. The floor is scattered with books and sheets of paper and some of the books have been damaged. Most of the walls are covered in bookshelves and racks for scrolls and other information storage methods, although barely three quarters of it is full. That said, the quality of the lore stored here is readily apparent to any wizard and the merest sight. Some of the titles and arcane bindings are enough to have any wizard slavering. A warm fire burns in the hearth and there is a generous desk and several comfortable reading chairs.

The scrolls are not the magical type and there are no "Magical" books here; only books about magic, many of them of significant value. However, Herefus was very jealous of his collection and anyone removing any book or scroll from this room will discover the book item is cursed to disintegrate immediately.

Of course anyone doing research here into any topic of magic, zoology or geography would benefit from a 30% bonus to success. Likewise, any Magic-User spending 3 weeks here reading the books would benefit from 3000xp of knowledge.

Other than the books there is nothing of significant value here – even the desk is a simple one made by a local carpenter for functionality rather than décor. Knocked onto the floor by the desk and hidden under some blank pieces of parchment are two Talismans of Darkhand (50gp each).

35 Master Bed Chamber

This room stinks of the dead. It is a sumptuous bedroom and evidently has been thoroughly searched. The bloated, black and noisome corpse of an old, portly man is laid next to the bed, his face a rictus of pain and fear, his left hand still grasping at the nightshirt around his heart, although two fingers have been cut from it and discarded close by. Likewise there are signs of missing rings from his left hand and marks of an absent, heavy chain about his neck.

There is a large wardrobe, dressing table with mirrors, comfy bed and chest of drawers, all torn open and cut to pieces.

The place has been looted completely, although a detailed search will reveal a fine silver neck-chain that has been dropped, worth 100gp. **In the headboard of the bed is a secret compartment** Rufus missed. This small door is *Wizard Locked* and the glass contents will be smashed if it is broken open from the back. Inside are two glass phials (potions of *Healing* and *Extra Healing*) as well as a **Ring of Protection +2**.

36 Laboratory

Just inside this room is another suit of animated plate mail armed with a long sword. Beyond this individual are sturdy workbenches scattered with glassware, ceramics containers and all sorts of other wizarding paraphernalia, mostly dirty and much of it cracked. There are many curious substances and pieces of equipment about the place as well as parchments and notebooks.

The suit of armour is a Guardian and will attack if the first person appearing in the doorway does not have a Talisman of Darkhand.

If there is a fight about 20% of the things in the room will be smashed per round. When the Guardian is destroyed or stands down having detected a Talisman of Darkhand then a slim black cat with a Talisman of Darkhand fastened to its collar (50gp) will try to make an exit past the party.

The cat will appear to be a perfectly normal and hungry cat but is in fact the trapped form of a minor demon Herefus was using a bait in

a bigger summoning he was planning. The demon in the cat is a Type I whose material form has been put into limbo until the end of its binding. Chasing the cat around could be fun but it does have the potential to shred the whole party of the rolls go badly.

It is very unlikely the demon will identify itself and will seek to escape to safety, aiming to survive as a cat until its binding runs of in eight months' time. If the party manage to catch it, which will be very dangerous and tricky, there is limited information the demon can give them and it may even be reluctant to admit it can even speak. It might tell them some of the information given in the GM's sections of the descriptions and maybe some information on passwords or plans Herefus had, or it might make up something completely ridiculous. Of course, the demon cat is unlikely to tell the truth but is not very clever. The creature has access to all its demonic powers save the ability to *Gate* anything in to help it or change its form from that of a cat, meaning it has the strength and size of a rather weak feline but the toughness and other powers of the demon. It is bound to follow Herefus's verbal instructions but that is a bit irrelevant now.

Guardian: AC 2 (plate-mail and shield), HP 25, HD 4, Damage **+1 Short Sword**, XP 185.

Type I Demon Cat: AC 4 (due to size and demonic nature), HP 35, HD 8, Damage Claw/claw/bite for 1/1/1d2, Special Abilities; 50% Magic Resistance, can cast *Darkness* 5 foot radius at will, *Detect Invisible Objects* and *Telekinesis* 200# encumbrance, XP 1625.

Any spell casting class have a chance of finding material components for spells in here. This chance is 80% less 10% for every level of the desired spell above 1st, and less 20% for Clerical and Druidical magic (Herefus dabbled in a lot of things), less 10% for every 200gp of value of the component. In addition to this there can also be found a test-tube of ground ruby (100gp), a pair of matching 500gp diamonds, some dragon-blood ink (100gp), a collection of pickled monster parts (worth 200gp the lot, contained in robust glass jars but having a combined weight of 30#), and a Magic-User Scrolls of 4 third-level spells and three second level spells (randomly roll these

unless there is something the party particularly need).

37 Storeroom

This room contains boxes and shelves of various types of stuff, mostly bric-a-brac at first glance. There are toys, ceremonial clothes, various hats, pots and cauldrons, odd-shaped wooden and glass objects, empty bottles and flasks, some musical instruments, a set of skis, a tennis racquet, a painting easel and set of paints and brushes and more stuff like this.

More detailed searching of the shelves, boxes and crates will reveal a load more random dungeon dressing, mostly souvenirs of strange adventures but also components of spells and research long failed. There are two wands but they have been discharged and no longer detect as magic. Searching through the various shelves will locate the **Cauldron of Millent** pretty quickly.

38 Summoning Room

The door to this room is heavily barred from the outside (and can be barred from the inside as well) and *Wizard Locked*.

Beyond the heavy door the air is freezing cold (-10°C). The walls have been hung with black sheets embroidered with silver symbols of various forms and sizes. Despite being an enclosed space a cold wind blows through the room, whistling shrilly and making it hard to speak to one another. There is piece of sculpture in the centre of the room consisting of concentric spirals of white marble, about four feet across and five high. Six silver stars hang from its outer edge, five *less if the party have destroyed any Guardians* of which glitter with a fey light but one *more if the party have destroyed any Guardians* of which is dull.

There is little of immediate interest here and it is very cold – party members lingering here without taking appropriate steps to keep warm will suffer 1hp damage per Turn from exposure. Any normal torch or lantern brought in here will be extinguished. The various magical fire sources in the building will also be blown out in here but all will re-light once removed from the gale.

This room is closely tied to the Elemental Plane of Air and anyone who can read Arcana (basically all spell-casters native to this land) will identify. Herefus did a lot of work with the elemental planes and this was his area for speaking with the Spirits of the Wind. If the party research and practice the relevant rituals for a year or so they will also be able to commune with these creatures as well, not that they will be able to learn much from them.

Herefus very much saw this as a stepping stone to reaching more powerful entities but did use the powers contained here to create the Guardians. The glass stars are unremarkable save for radiating magic (the sculpture doesn't except when the ritual is being enacted) but if smashed they will cease the animation of the Guardians. There are six glass or crystal stars, one for each Guardian. One is dull because Rufus has destroyed one Guardian, others will be dul for each Guardian the party has managed to slay.

39 Altar to Hecate

This small room has a small alter bearing an exquisite silver statue of a shapely maiden with a blank face riding on a crescent moon. The statue and mounting stand about twelve inches tall. Behind this is a circular silver mirror in a delicate frame. To the right is a heavy door, barred heavily from this side and decorated with silvery sigils.

The statue is worth 800gp to a normal customer, or 2000gp to a Temple of Hecate, but is *Cursed*, as is the 100gp mirror behind it (which is also very delicate but worth 500gp to a Temple of Hecate). Anyone removing the items who is not a Hecate worshipper will start suffering from extreme nightmares. These nightmares will never be remembered but will awaken the sleeper after barely an hour, screaming and sweating. This negates effective revision, natural healing or stealthy camping.

The effect of the nightmares is increasingly debilitating and the sufferer will lose 1 point of CON and WIS every 1d6 days until the curse is removed, which is only possible by a caster of seventh or greater Cleric level. If the Wisdom of the victim gets to zero they become catatonic and will starve to death. If their Constitution drops to zero they will die. Points

lost are regained at the rate of 1 point per day of complete rest in relaxed surroundings.

However, if a priest of Hecate uses this ancient artefact in their daily prayer they will always roll 51%-100% of maximum possible on healing or damage dice from their spells cast that day; hence the extra value to a Temple of Hecate. These items are quite ancient and any Cleric of Hecate has a chance (Wisdom x 2%) of knowing their powers. Anyone with knowledge of World Religions or members of the Olympic Temple will recognise them as being symbols of Hecate.

Possible campaign hook: Being a devote follower of Hecate his whole life Herefus was justly proud of these items and the GM might indulge in a little side-plot where members of the Hecate Temple in Dunromin pursue them for news of these relics. If the party leave the items alone then they might be gone when Hecate's followers come looking for them, casting suspicion onto the party...

The symbols on the door are pretty well known and anyone able to read Arcana (all spell-casters) will identify them as wardings and protections from the creatures and spirits of the Elemental Plane of Air. Listening at the door will reveal a whistling like wind around the eaves of a building. The bars can be easily lifted but the door is still held shut with a *Wizard Lock* spell.

40 Spiral Up

The door to this area is locked. Once opened the stairs beyond lead up to the observatory above; see area 41 below. The stairs are carpeted but there are no light sources within the tower (to prevent light pollution ruining the view of the heavens).

Third Floor

The third floor consists of a single room and is accessed via the spiral staircase marked as area 40. It is cold and dark at night, cold and light in the daytime.

41 The Observatory

The access to this room is via room 40. The door to the spiral stair on the Second Floor is locked and barred but the door on this level is a normal door and is unlocked.

This tower room has lots of windows set in stone frames allowing you a fantastic view over the whole area. Only the view west is slightly obscured but there are windows around the stair top that allow you to see in that direction as well. Even the ceiling is made of glass allowing a wonderful view of the heavens above. In the centre of the room is a suit of armour; fine plate-mail and human sized. It clearly has no one in it but as you enter the suit turns towards you, making ready with its long sword and shield to attack.

If the first person entering the room is not wearing a Talisman of Darkhand, they will be attacked. This Guardian is a Smart Guardian (see the section on new monster at the end of this scenario) and can *Detect Invisible* all the time as well and can see in even magical *Darkness*. This Guardian has a complex binding and will keep an endless watch about the parks of his master until destroyed. It will respond to the spoken commands of its master, including rushing to his aid if it hears him shouting.

If the party can somehow fake the Smart Guardian's master's voice then the Guardian will obey simple instructions as long as it does not see that the speaker is not its master. This Guardian is more sophisticated than the others and often accompanied its master as a bodyguard about the grounds and even to Dunromin. It can be classed as having Low Intelligence and Wisdom (about 4 each).

The windows are fixed well into the stone window-frames. Any extended combat may result in a lot of smashed and glass and the risk of someone falling from the tower. The Guardian suffers normal falling damage and, given the drop is about 35 feet (6d6) this will likely kill it.

Smart Guardian: AC 2 (**Plate-mail +2** and **Small Shield +2**), HP 32, HD 4, Damage **+2 Long Sword** 1d8+2, XP 315

The fine windows ensure that the observatory are well lit in the day time but a bit colder than the rest of the building. At night the space is very cold and dark as there is no source of artificial light here. The glass here is normal glass rather than *Glassteel* and some surprisingly large panes exist – all slightly curved. Anyone with knowledge of glass working will identify the gnomish technique

of blowing glass into large spheres and then cutting and flattening the glass while still soft.

In a case opposite the door are a set of handwritten notes and sketches detailing the features of the landscape visible from the tower, a telescope (the latest gnome design worth 1200gp and weighing 8#) and two books on astronomy (worth about 20gp each and 4# encumbrance).

42 The Flat Roof

This flat roof has been gravelled and the border flagged with smooth-cut stone. The north and east sides are the walls of the castle and are filled with large windows equipped with storm-shutters and fine curtains. There is a door to the east to allow access onto this area from the manor and two suits of armour stand, one either side of the door, keeping an endless vigil over the flat area. These armoured figures are armed with swords and bows.

The two statues are actually Guardians and will attack anyone on the roof or opening the door who hasn't got on a Talisman of Darkhand.

The roof is heavily reinforced and has, in the past, allowed for the landing of pegasi, gryphons and even a Gold Dragon in the past. It is intended as a landing area for flying visitors although Herefus never thought about stabling for such creatures. The floor is gravelled for aesthetic reasons but is probably a bad choice of surface for beasts landing at speed.

Guardians x2: Guardian AC 3 (plate-mail and no shield), HP 25 each, HD 4, Damage broad sword 2d4 or short bow 1d6 twice per round, XP 390.



Murder at the Red Barn

Being the Third Part of the Trials of a Young Wizard

GM's Introduction:

This is a murder-mystery with a fantasy flavour rather than being a pure dungeon hack. As a result there is more of an emphasis on preparation and role-playing in this chapter than in the other scenarios. That said, the party could just hack down everyone they meet. This is a possible solution but should be discouraged as the experience reward will be low and the party will probably end up outlawed.

The core of the scenario is the arrival of a Doppelganger with an entourage of Skulks on the fringes of the barony. These dangerous creatures have come across one of the more remote farms in the eves of the woods and set about feeding on the occupants. The Doppelganger murdered the farmer's wife as she was collecting firewood while the Skulks fed upon the two young children with her.

The Doppelganger then took on the form of the Mildred the farmer's wife and, with the Skulks sneaking up on the farm from the direction of the woods. The Doppelganger successfully ambushed most of the family in the kitchen. Mildred's mother did manage to get away as far as the new barn leaving a trail of gore.

Shortly after this the farmer himself returned from the fields to discover the horror awaiting him.

The farmer is a half-orc while the rest of the occupants of the farm, including his dead wife, are either human or so human-like so as to be indistinguishable from humans. The Farmer, Ulric the Plough, is an ex-adventurer and knows how to use a scimitar.

Using this skill Ulric has managed to corner his wife, whom he is convinced has been possessed, in the old Red Barn. Unfortunately, due an accident, this barn is now merrily ablaze and the farmer is standing outside of it wondering what to do. Likewise, with their leader apparently being burned to death the Skulks are also in a quandary as to what to do next and are keeping a watching brief.

Into this mess arrive the party and must disentangle the various stories and decide on the best course of action.

Ulric the Plough: AC 8 (Dex), HP 14, HD Fighter 3, Damage Scimitar (+1 to hit and damage due to strength, +3 to hit and damage due to double-specialism; total damage $1d8+4$). 3 attacks every 2 rounds, XP 210.

Doppelganger: AC 5, HP 28 (currently 18 due to slashing and burning damage), HD 4, Damage $1d12$, Special abilities; Surprise on 1-4, 90% mimicry (although since the party have never met Mildred before this is 100%), all saves as Fighter level 10, XP 422.

Skulks x 4: AC 7, HP 10 each, HD 2, Damage Short sword ($1d6$), Special abilities; backstab at +4 to hit for double damage, 90% undetectable when still, XP 56 each.

Player's Introduction:

As you walk through the mixture of woodland and well-cared for farming land you observe ahead of you a column of smoke suggesting a fire of some size. Drawing closer you crest a rise and see a small farm on the side of the track about two hundred yards away. The farm consists of a cottage and two barns. One of the barns is painted with red paint and is merrily ablaze. A figure can be seen wandering around, apparently aimless and confused.

[If the party come with 100 yards] You can hear screaming from within the barn now; the shrill tones of a woman, by the sounds of it, screaming in despair and imploring someone to help them. The figure you can see seems oblivious of you and has stopped walking around. He appears orcish, probably half-orc. He is dressed in peasant clothes but these are torn and covered with blood. He holds a scimitar in his hand that has blood splashed upon it.

If the party approach closer then Ulric will become aware of them and exclaim something close to the following: "My wife! She's in the barn! She's gone mad! She's killed our children! She's killed them all! She is possessed by something! She's killed them all!"



Rescuing Mildred:

As the fire is non-magical in nature (caused by a fallen lantern left lit by mistake) anyone with *Fire Resistance* due to the spell or a magic item can walk through the inferno of the Red Barn easily with only a minor chance of a falling piece of the structure landing on them (maybe 10% chance per round, causing 2d6 points damage). Rescuing Mildred is easy enough in such circumstances although she will suffer 1d6 points damage each round from the heat. Similarly, anyone entering the building without any protection will suffer 1d8 points damage per round from the heat, 1d6 if they manage to put a wet blanket over themselves first. Any rescuing characters will therefore take 2d6 or 2d8 points of damage from the fire getting in, finding Mildred and getting her out.

Mildred's Story will of course be that this 'mad half-orc' attacked her family after demanding money from them. She will claim to have never seen Ulric before and will say her own (human) husband is away in town for a couple of days purchasing seed corn.

Attacking Ulric:

Ulric will defend himself to the best of his abilities, all the time screaming at the party that he's not the enemy and that his wife has gone mad and killed the whole family.

Searching the Farm:

Anyone having a careful look at the farm (without getting any closer) has a chance equal to their Wisdom + 10% of noticing a strange shape rippling across the surface of the farm. This is one of the Skulks and, if looking specifically for Skulks, perhaps after the experience of encountering one of them in the previous adventure, than the observer will have a +25% bonus on spotting them.

It is important to keep a careful track of the party members as they tackle the blaze and try and figure out what has been going on. If any of them become separated from the rest of the party, or just out of the line of sight, one or two Skulks will take the opportunity to back-stab them. The Skulks are chaotic in nature and will not necessarily take the course of action that would best suit the Doppelganger. This is likely to be the undoing of them all but they

might also cause a disorganised party a lot of problems first.

There is a well at the side of the main farmhouse with several buckets ready. A bloody trail is easily spotted between the side-door of the farmhouse and the New Barn

Red Barn – without some exceptional magic this building will be completely consumed by the fire over the next few hours, although it will become an impenetrable inferno within 10 rounds of the party arriving. It is a sizable building with stone walls but wooden roof and internals, including a hay-loft. The barn was about 60% full of hay and fodder collected for the winter, along with other agricultural equipment and stores (plough, tack and harness, tools, etc.), all of which will be good fuel for the fire.

Farmhouse – this sturdy stone building has a wooden roof and walls internally. There is a chimney in the middle of the building, which is more or less square in plan. A wall divides the ground floor into two unequal halves. The larger half has two external doors, one each at the front and back although the rear one looks the most used. In the large room is also a ladder up to the loft where there are five beds for the children.

Inside, the main room is a charnel house about which are the shredded bodies of two adolescent boys, two younger girls and two dogs. All the bodies have been slashed and stabbed multiple times in the very recent past. Several exhibit bite marks but the nature of the biting animal is difficult to ascertain with any surety.

All the bodies are still warm as they have been killed about an hour before the party arrived.

The table has been turned over and the place looks like a full-on combat has taken place here very recently (as it has). There are chairs strewn about and a cot-bed in the corner has been over-turned as well.

The smaller ground floor room has no external doors and contains a large bed, some storage for clothing and all-weather gear, and a crib which is empty. A small box under the bed contains 30gp and a gem worth 100gp – the last of Ulric's adventuring loot.

New Barn – Just inside this building is the body of an older lady. Her body has been slashed and ripped savagely by some bladed weapon and she is dead. This is Mildred's mother; she managed to flee the farmhouse thanks to the dogs but the Skulks caught up with her at this point. This building is far enough from the Red Barn to avoid any risk of catching fire. It is used as stables and home for the various animals of the farm. Within is stabling for two draft horses, a large fenced area containing two pigs and a chicken coup. There are some barrels of seed grain as well as other innocent farming apparatus.

Anyone investigating anywhere on their own will almost certainly be attacked from behind by one or two Skulks.

Strategies for Success:

It is most likely that the party will find themselves trying to choose between Ulric and "Mildred" as to who to believe and who to kill. Note that Mildred will be perfectly happy to be held prisoner while the truth is determined since she knows her Skulks are around and ready to help. Ulric will not be keen on being

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disarmed and/or tied up and will fight to remain free.

However, careful interrogation will reveal holes in Mildred's story and evidence that Ulric is telling the truth. Only Ulric knows of the box of treasure under the bed for instance, and why would the farmer be away buying seed-corn when there are two barrels of it in the barn? (Although only someone with an agricultural background would realise this perhaps). All the time the interrogation is taking place of course the Skulks are free to do whatever they deem worthwhile and the light will soon be fading.

The bodies of the real Mildred and the two youngest children can be found if the woods are searched before nightfall. By morning wolves will have made off with the smaller bodies and Mildred's will be mauled beyond recognition.

If and when the party find Mildred to be the guilty party she will attack with chance of surprise if possible, or certainly order her Skulks to attack, which they will of they can.

If the party find Ulric to be the guilty party he will of course fight to defend himself. The Doppelganger and the Skulks will then bide their time and attack the party when they are resting that night – assuming the party elect to stay here the night. If the party slay Ulric and then move on the Doppelganger and the Skulks will be perfectly happy about that and just carry on with their original plan. The GM might even have the local sheriff try and pin the murders on the party some days later...

Rewards:

Other than combat experience there are few normal rewards available here. However, the GM should reward good role-playing and creative thinking with suitable experience. Players sticking close to the alignment and rolled Intelligence and Wisdom of their characters should be rewarded with a few hundred experience points. Players coming up with a good strategy for establishing the truth should get as much as 500xp each or whatever seems appropriate. Likewise, any character determined to blame everything on Ulric shouldn't get any bonuses.

The GM should consider the character alignments when judging their behaviour.

Any good or lawful characters trying to make off with Ulric's treasure or being too keen on killing civilians should be challenged.

End Note:

This concludes the adventure Trilogy "The Trials of a Young Wizard". The whole is designed as a diverting set of encounters for a low-level party with as much emphasis on role-play and puzzle solving as hack and slash. We hope you and your players enjoy it.

The characters emerging from this excitement and returning to Dunromin to sell their loot and train up should find themselves moving up a level or two and benefitting from some magic items. Monetary treasure brought back very much depends on how resourceful and/or ruthless the party are as regards stripping the valuables from Darkhand Manor.

Actual monetary rewards are kept deliberately low to prevent sudden or rapid level advancement but the GM can of course add more treasure as suits their campaign.

If this adventure has peaked your curiosity about the campaign setting based around Dunromin and the Land of the Young, on the curious world of Barnaynia then visit our website at www.dunrominuniversitypress.co.uk

and find out more, or search Dunromin on www.drivethrpg.com to see what other products are available – they're all fantastic value and of excellent quality of course.

The Player's Guide and GM's Guide to the city combine to give a complete, detailed environment to have city-based adventures or to use as a base for an entire campaign based in a flexible but interesting game world.

New Monsters

Guardian

(animated armour, minor golem)

Also known as Guardian Knight; Ghost Armour, Ghost Warrior, Spirit Mail.

Frequency: Very rare.

No. Encountered: 1.

Size: M (6-7 feet tall)

Move: 120 ft

Armour class: by armour type.

Hit Dice: 4

Attacks: 1.

Damage per attack: By weapon.

Special Attacks: nil.

Special Defences: nil.

Magic Resistance: Standard

Lair Probability: 100%.

Intelligence: Non (low)

Alignment: Neutral.

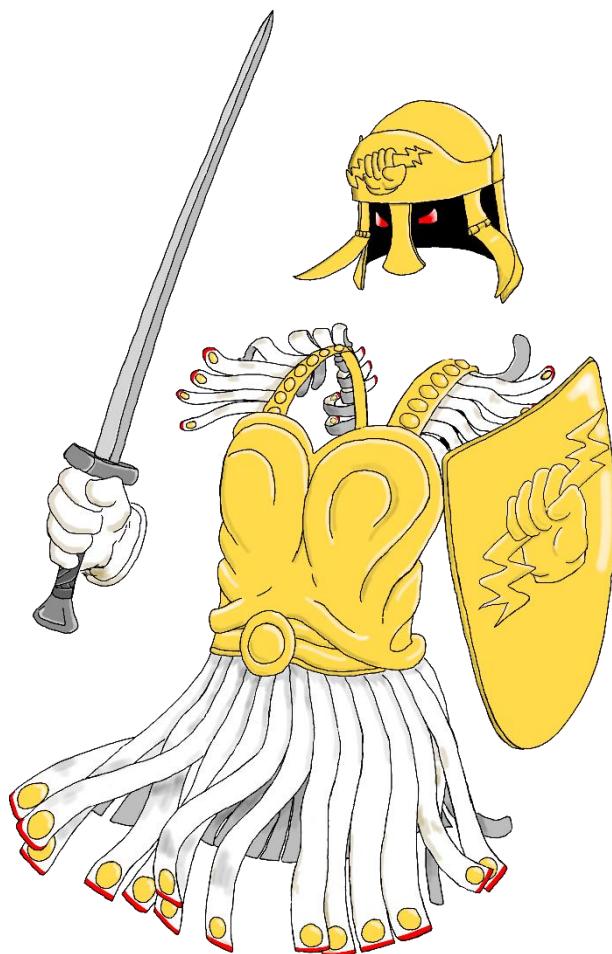
Level/XP Value: III/ 85+4/hp

(IV/215+4/hp for the Smart Guardians)

Guardians will have no personal treasure
but may be guarding something of value.

Moderate to high level Magic-Users can combine several spells and the right material components to manufacture a Guardian, which is a very minor Golem, for simple duties. The material components are the armour and weapons the mage wishes the Guardian to use and a set of amulets of value 50gp each. These amulets allow the wearer to move about in the presence of the Guardian without being attacked (unless the wearer attacks the Guardian first, even by accident) or otherwise molested. The mage must have them at the same time as the creature is created, although one or more amulets can be present in the manufacture of a number of Guardians to render the wearer safe from a number of Guardians. The caster does not need an amulet. The Guardians last until destroyed.

The spells needed in the creation of the Guardian are *Animate Object*, *Unseen Servant* and *Enchant an Item*. Also required is a diamond of minimum value 2,000gp and a crystal star worth 10gp. The Crystal remains somewhere safe as, if it is broken, the Guardian is destroyed, leaving only its



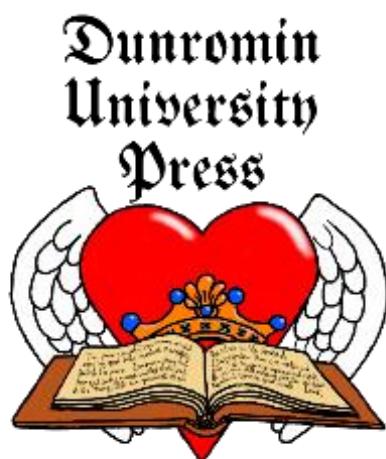
equipment behind. The reason for this is a fail-safe as the animation spell is not as competent as the Create Golem style of enchantments and the Guardian has a 10% chance per year or going rogue – that is forgetting its orders and wandering around doing random things until destroyed. A Rogue Guardian will still not attack its creator nor anyone wearing an amulet (unless they attack it first) but cannot be 'cured' so will probably be destroyed or put somewhere where it can no longer harm anyone.

Once enchanted the Guardian is capable of following simple instructions much as a Zombie. They fight as 4HD creatures with whatever equipment they were created with; they cannot gain new weapons or armour once created.

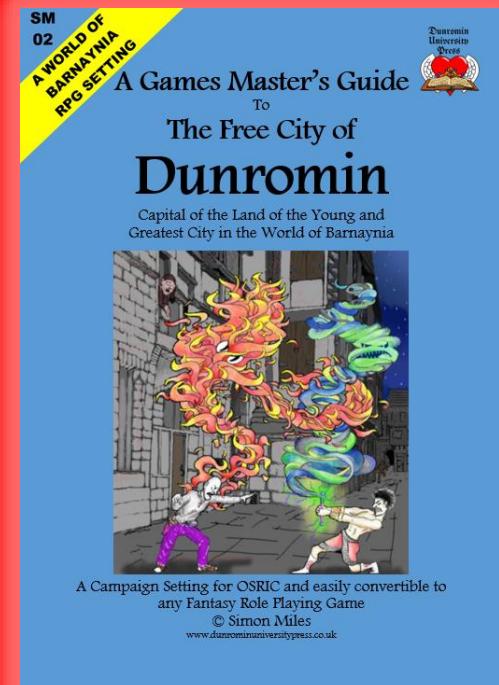
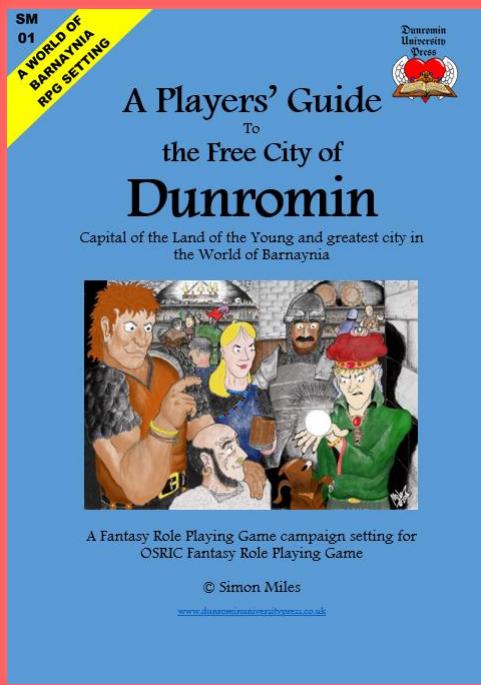
Guardians are pretty rare as most Mages see them as rather inferior to other forms of protection. There is no limit to the number of Guardians a Mage may have.

If a 2000gp+ ruby and a few drops of the caster's blood are added to the spell then a Smart Guardian may be created, with the extra Spells *Detect Invisible* and *Continual Light*. These Golems have maximum Hit Points and a rudimentary intelligence (about Int 3-4 and Wis 3-4) enabling them to follow simple instructions and even react to a number of

different circumstances. Smart Guardians can also *Detect Invisible* with 30 feet and see in Magical and non-magical Darkness 30 feet. These creatures might be used as mobile bodyguards as they are a lot more flexible in terms of behaviour and reactions than the 'dumb' Guardians.



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