



99 BARRELS OF BEER

EXPERT SET SCENARIOS FOR LEVEL 4-6 CHARACTERS

NTRPGCON 2016-2019, 2020

Final Draft

My thanks to Alex Johnson and Noah Green for their editorial and other assistance.

This covers several scenarios, starting with the Shattered Tower (level 4) and moving through to the Alex Johnson Tribute (level 5-6).

- The Broken Tower.
- The Beer Run // 99 Barrels of Beer.
- Alex Johnson Tribute (with a guest NPC visit).
- Appendixes.

The Broken Tower

About this Adventure

This adventure was originally a pre-OD&D/OD&D hybrid, run at NTRPG Con 2016 on the first night of the con. Before that it was part of a 1974 adventure. It shows all the signs of its age.

The characters get the chance to fit into a quest and a magic map. They may even find out the real story about why Rock Sorenson disappeared one more time.

It has more than the usual introductory/background material as a result. Text you might read to the players is in **bold**.

Unlike most of what I do, this is not a thread through a giant sandbox scenario.

The only major re-occurring character is Rock Sorenson/Sven Sorenson.

A Note on Presentation

I am writing this up as a B/X rules adventure.

Introduction

In *Broken Tower*, the party will start in a tavern in a small town that sits under the shadow of a necromancer's tower. The necromancer became infamous as a mage who was using create undead on everything he could find, building a huge army of zombies and skeletons. Eventually he overstepped and one night his tower was broken and he was cast down, never to be seen again. The locals avoid the tower,

the skeletons sleep and do not disturb them in return. Since the tower is (a) filled with undead [or rumored to be] and (b) clerical powers don't work so well [turn undead doesn't work inside the tower] and (c) all the loot disappeared with the mage, very few have ventured into it for the last two hundred years.

A magic map indicates that the party's path, if they want the adventure, takes them into the tower.

Structure

This adventure can be moved into any setting as a small set piece. The appropriate level for the characters depends on the day of the year. On the Solstice, all monsters have their level/hit points reduced 90%. At noon on the Summer Solstice, they have additional reductions. **For fourth level characters, only noon on the Summer Solstice is recommended.** You can adjust the "special day" to some other event if the scenario does not match up with your calendar. The basic idea is that there is a specific special date that makes this possible and the map that triggers the adventure comes into play and the characters hands only at that one destined moment.

Unlike most of my projects, this adventure is not aimed at expanding or explaining my world building or at expanding the context or framework of Shattered Norns.

History

This is a variant of my original Shattered Tower, a god-stricken mage tower. It has been greatly simplified for use as a convention one-shot.

Background

The setting is a mage's tower, once the center of empire. It was broken at dawn by an alliance of foreign gods and the mage displaced. The empire fell to a combination of invasion and rebellion, its armies fled to the waste.

It is now a couple hundred years later, on the day of the great equinox, a confluence of magical and physical equinox.

Preface—starting the adventure

The adventure begins in media res as the characters are on a trip as caravan guards working for Rock Sorenson. Rock has been recovering from some disasters and has a stable, but boring, route he now runs with two wagons that are pulled by a team of two clay mules (think of clay golems that pull wagons instead of fight). His goods are bulky, but the profit is steady.

You are guards for Rock Sorenson. He's had his ups and downs, but there has always been a good explanation for the rumors – and he hasn't been run out of town on a rail or fed to the God of Worms. His guild tattoos are intact on his hands. So, in spite of the rumors, you took a job as guards for him, and so far, so good. Even better, he was going the way you are going, in a low risk way, so you got to get paid for traveling where you were going anyway.

Day One

The party arrives at an inn/waystop in a small village. The inn has a walled courtyard with a stable built into it where the wagons and mules are locked up for the night.

The inn is two stories up and one story down. It is made of fired adobe style bricks, plastered over on the exterior and interior. Outwardly it looks as if it is made of typical lathe and plaster construction with a shale shingle roof. It just happens to be a good deal more substantial underneath the cosmetic appearance improvements.

The basement has several large beer brewing vat barrels. Three brew a famous dark lager. Four brew a weaker, mild tasting, “common” ale that is also famous and considered magical. Six are brewing small ale, or sour bread slushies as Alex Johnson puts it. Those six have what is more a bread alternative than a beer, common many, many years ago; local farmers buy and consume it like they would bread as a staple in meals. Contrary to rumors, it is not the real reason the Dark Ages were called the Dark Ages.

The main floor has a fireplace, kitchen, some storage and a large common room (which is also used for guests to sleep in) as well as stairs up from the common room and stairs down to the cellar from the kitchen. It has the only door to the inn. The characters are told to never open the door at night.

The walled courtyard's wall has a top inlaid with worked and blessed iron, as does the floor of the basement. Worked iron is a barrier to penetration by spirits, especially the spirits known to spoil the beer (though how a beer/bread slushy can be spoiled worse than it naturally is, that is something you don't want to learn). With the blessing, it blocks spirits and most astral travel and astral entities from passing over the curtilage of the inn.

Upstairs are the rooms for the better quality of guests and the Innkeeper.

The party is fed by the Innkeeper and put up in the common room and Rock takes a room upstairs. Outside of the common area, all of the inn's interior walls are paneled with mountain ash (rowan wood) over the interior plaster.

As Rock goes to his room, Rock finds Sven, his distant cousin, looking for him. Sven is always in trouble. Unlike Rock (who is also often in trouble, but never at fault), Sven is often at fault for his trouble.

On Rock and Sven. Rock and Sven are seen as distant cousins, but they are also linked as magical twins as well as cousins. They also switch bodies from time to time. They go by the body's name, though the guild tattoos follow the honest one. As a result, Sven and Rock are not always Sven and Rock, but the guild tattoos can be trusted.

This time a con went bad and Sven owes someone ten thousand gold pieces. Trying to recover from his losses, Sven stole a magic map which is a paladin relic, and is hoping to sell it to Rock.

Sven has a few problems with this plan.

1. Rock doesn't have the gold.
2. Rock doesn't deal in stolen goods, especially not one stolen from an order of paladins.
3. The map won't go any further unless it goes towards the Necromancer's blasted tower. If it is inside of a container, the effect spreads to the container until it is taken out. This is an artifact level magical limit that results in the map only going in one set of directions and no other.
4. As a result, the map cooperated with Sven until he tried to go further than where Rock is.

Sven can't go any further with the map, so to keep running, he has to leave it behind. The map is sentient and used Sven to get itself to the inn near the tower that the adventure concerns.

When Sven realizes that Rock doesn't have the gold and won't buy the relic or promise to pay for it later, Sven triggers his failsafe magic item, a spirit walking ring, that is supposed to whisk him away so he can still run and escape his creditors. The barrier around the inn disrupts the ring's magic, causing the spell to grab Rock as well, and dumping them both on the road south of the inn, right in the lap of the Paladin party in pursuit of the map.

The magical map is a relic created by Astara Firebinder of the Azura as a tool intended to finish off what was started long ago. Its purpose is to guide a party to the Necromancer's altar that was the core of his ability to summon and retain the undead so that the altar can be destroyed. It cooperated with Sven taking it North to the area of the tower, but is now waiting for a party to get wrapped up in the prophecy it carries so the job can be finished.

As for the Paladins who were keeping it "safe" they kept not acting. The time to act is now, so the map has worked its way to fall into the party's hands. It is willful, and not just a relic to be venerated rather than used.

That Night

In the middle of the night, at the same time when the spirit walk spell goes awry, something will knock on the door. Rock and Sven had argued for some time before Sven finally triggered the spell.

You went to bed the tavern you were hired to escort Rock to. In the middle of the night, something knocks on the door. What do you do?

If the party opens the door, which they should not (they have been warned), roll d6.

1-2 Nothing happens.

3-4 A barley spirit assaults them, drawn by the brew below. It has 4d6, AC 0, and does 4d6 a round in attacks spread over the area within 20' of it (so if there are six people in the area, and it rolls 12 damage, each would

take two points). AC goes down by 2 every melee round (so AC 0, then AC 2, then AC 4, etc.).

5-6 A greater skeleton attempts to enter the Inn. 4d6 hit points, AC 4, hits for d6+1, takes half damage from spears and arrows, double damage from clubs and maces.

The next day, the party runs through the scenario.

Day Two

You can delete any of these encounters to avoid the scenario from taking too much time. If you have a lot of time, you can role play the characters coming into the inn and having the night encounter as well as the complete scenario.

When you wake up after the strange pounding on the door, on what was tomorrow morning, the day of the Summer Solstice, you are expecting to be paid. You wake up, head down to breakfast, and Rock doesn't show up with your money.

It has been a good trip. No encounters, a safe ride with free meals and pay at the end – in the direction you were going and no one else was headed that way. There are times fortune has really smiled on you. You even get paid for being along for the ride.

The characters are caravan guards. They have stopped at an inn with their employer for the night. Come morning, when they go down to the common room for breakfast, he isn't there. This is the first time he hasn't been there to greet them. It is also the morning that he was supposed to make their first payroll.

If they go up to his room to see what is up, the door is unlocked (otherwise it is a lock +40% to thief rolls to lockpick – not a very good lock). In the room they see their employer's blanket, his pillow and his lockbox. There is also an opened letter on the desk.

In the hem of the blanket on the bed is a key (to the lockbox). The lockbox won't move if the characters try to budge it (that effect is magical, tied to the map they will discover below). If the characters look for a trap, the roll to disarm is +20% to disarm traps. If they use a tool when trying to disarm it, (either the gnome's tools or a dagger), they get an additional 20% to disarm traps. The trap is a needle trap with a poison that does 2d6 + the 1d3 from the needle if not disarmed.

In the box is a flask of flammable oil and sodium. If the box is broken into instead of opened with the key or by picking the lock on the chest, the flask breaks and the oil in the flask bursts into flame as soon as the sodium is exposed to air from the flask breaking, hitting everyone within 10' for 2d6 of fire damage each, 1d6 on a save. The fire goes out before catching the inn on fire, since the floor is hardwood, the walls plaster over adobe brick, the blanket wool, the letter enchanted, so there is nothing to catch fire.

In the lock box are a collection of small bags, each one labeled with a rune that corresponds to each player-character. In each bag is the 40 gp the character was to be paid this morning. In a separate bag is 1000 gp.

There is also a map. If the map is picked up, the lock box can be moved. The map is fireproof.

The letter on the desk says:

“Sven. As agreed, I’ll be meeting you here the day of the equinox for the 10,000 gp you owe me.” (remember their employer is named “Rock” and not “Sven.”).

When the map is picked up, it glows briefly, and a rune [Asap] forms and the map then shows a path from the inn to the gates of the tower on the hill overlooking the town and the inn.

The characters can investigate the tower or they can decide to avoid adventure. If they steal the 1000 gp, they suffer damage to their alignment (e.g. it shifts from Lawful to Neutral). They can each take their bag with their pay in it without risk.

From the Inn to the Tower

The Innkeeper has general knowledge of the area and the tower and can answer some simple questions.

There is a tower that sits on a hill about a mile and a half from the inn. It is made of large 20' by 20' blocks of gray smoky quartz, and is shattered at about 50' of height with about 150' of shattered tower scattered across the hill it is on. It is surrounded by a large field (about 300 yards across), covered with grass. The field has been mostly undisturbed for over a hundred years.

There is a vague remnant of the paved road that used to go to the gateway of the tower, but it is covered with soil and grass. The path that the map displays does not follow the road.

The approach to the tower is infested with skeletons buried in pits under the ground. Everyone knows that. The mage who raised the tower continually raised skeletons and then buried them into the hillside. He had an army of tens and tens of thousands of skeletons. On days other than the equinox the skeletons instead being typical skeletons they are 10d6 creatures and are turned and resist clerics like greater undead. But they do not leave the hill. The locals ignore them and avoid any problem by just not approaching or climbing the hill. Since the tower is not known to have any great treasures, the skeletons have been just ignored by adventurers as well for over a hundred years.

The hillside is covered with long grass, waving as if in the wind, even though the air is still. The grass is a brownish gray blighted color even though the woods are green and healthy looking. The tower you see in front of you is a roughly 50' stump of its former self, shattered with large stone sections of 150 foot of tower scattered about the hillside.

On this day the skeletons are AC 4 and have 3 hit points each.

The path on the map takes the characters in a path where they do not trigger many skeletons. If they go off the path, they encounter 2d6 skeletons each movement turn until they return to the path.

In spite of the help of the map, 1d3+1 times on the path to the tower they get too near to skeletons even if they follow the path and do everything right (there are just a lot of skeletons) and they are attacked by 1d6+1 skeletons, AC 4, 3 hit points per skeleton each time.

The skeletons resist being turned/dispelled as Wights as long as the tower is still standing. On days other than the equinox, they are as noted above (with 10d6 hit points) and basically impossible to turn.

At the Tower

When going through the gate to the tower, the largest/tallest party member must roll. Add the character's level to his or her dex. Roll under that number on a d20 to avoid the trap. So, if dex 12, level 4, roll 16 or less. A

character rolling over the number bumps against the door, which inflicts 2d6 on all in a 20' area around the entry way.

If a party member thinks to detect for traps, they will find the trap as follows:

- Thief, roll with +35% bonus to detect traps (it is easier to detect than a normal trap), for the trap's ability not to be detected. If detected the thief can easily warn everyone on how to avoid the trap.
- Elf/gnome, detecting on 1-3 on a d6—but only if they are looking for a trap.
- A gnome/thief is at +50% to the detect traps roll.

At the gate to the tower the map glows and another rune forms [Iskat]. A room appears on the map on the other side of the gate on the map (100' in diameter, a door to the left and a dais).

The path goes to the dais and then to the door.

The Dais Monster

The room is covered with scattered fragments of small animal skeletons. Otherwise, the interior is rotted away, with fragments of tapestries and bare rock, with a stone dais at one end.

As the party approaches the dais, broken skeleton segments, skeletal mice, rats and other small animals swarm over the dais and form into the shape of a tall man armed with a shield and a mace.

He is AC 2, 64 hit points, has two different attacks (a mace/maul for 1d10 and his shield for 1d6). He hits AC 0 on a 12 with the maul, on 15 with the shield. Resists dispelling/turning as a 16 hit dice undead. He alternates rounds striking with his maul or his shield.

Adjust up for more hit points, etc., if not fought during the center of the day and x10 for hit points, x5 for damage if not on the equinox. He hits twice as often as well (striking with the maul and the shield every round).

Once this revenant (the dais monster) is defeated, the rune [Ansuz] displays and the map shows a path going through the door behind the dais and down the stairs behind the door appears.

The door is not trapped and it is unlocked, though the hinges are galled with rust so that it squeaks and makes noise as if to raise the dead. The stairs go down a flight to a landing and then they split three ways, up sideways and down. The first flight goes up, the second one flight goes sideways, and the flight on the map's path goes down. At the landing the rune [purisaz] appears and the map shows more of a path. The map shows a path down.

The Stairs

If the party goes up, they find themselves at the top of the tower (remember it is shattered and broken), looking up at the noon-time sun. There is an elemental of light who admonishes them to follow the map to the depths and destroy the evil there and to not distract him. The elemental is focusing the power of the sun to create the effect that coupled with the solstice is reducing the power of everything connected to the tower.

If they go sideways, they find themselves at a door, which when opened looks out over an extra-planar abyss that looks dark and infinite. Entering into the abyss sees the players lost into the abyss.

If they go down, there is a door, which when opened shows a large room with an altar in the middle of it.

However, going down the stairs, the dust is 4" deep. It is slick. Again, treat this condition as a trap for the person in the lead. +40% to detect if searched for (it is fairly easy to find if searched for as a trap). Failure to detect means the first person slips and falls down the stairs, taking d6+1 damage.

At the landing, there is a chance of a guardian being triggered, a stone man. (It is a Stone Golem other days of the year).

Today it has 24 hit points, hits as a 4 hit dice monster, doing d6+2 twice a round (two fists), will seek to alternate targets rather than focus on one person. It takes half damage from magic, AC 2. If destroyed it has two garnets for eyes that are worth 20 gp each. One garnet, if dissolved in wine, will also cure poison.

To determine if the guardian is triggered have the party roll d6. If someone fell down the stairs, add +2. On a roll of 1-2, the guardian is not triggered. On a

roll of 3-8 it is. It gets surprise if the roll is greater than the party's level (so the party is all level 4, so on a roll of 5-8 the stone man gets surprise on the party).

Going down from the landing the stairway ends at a door.

The door at the bottom of the stairway is alive, and has teeth. It will bite at anyone who tries to open it. It has 30 hit points, hits as a level 1 creature. AC 8 (AC 10 vs. hammers, maces and clubs). Bite is $d3+1$, but it can bite at anyone who is within 3' of the door. It has no save vs. magic.

It does not have surprise since it will attempt to bite at 10', snapping and snarling, and its range is only 3' and the snapping and snarling should alert the party to it. If they use weapons with reach greater than 3', they can destroy it without being at risk.

Past the door

Once the party passes the door, they are in a large arched room with an altar in the middle of it.

The fused quartz this part of the tower is made of is black as midnight rather than the smoky color the tower is above ground. The flooring is obsidian.

When the party opens the door, the map shows the room, the altar is marked on the map with the rune [hagalaz] and a glyph for destruction in the common magical lexicon. The party can feel the altar oozing a sense of wrongness and evil and they feel a mild compulsion or inspiration to destroy the altar, with any clerics or paladins feeling a strong compulsion to destroy the altar.

The altar is the tool by which the Necromancer was able to raise, bind and control vast hosts of skeletal warriors. It is the target the characters are aimed at by the map.

If the characters attack the altar, darkness starts to hang on them as the room becomes darker and darker, in waves. At this point they need to invoke light by using magic in order to see. They are also attacked by waves of creatures, weakened by the solstice forces.

If they don't attack the altar, it comes alive and attacks them. The waves of creatures attack the party in any case.

Wave One. Shadow Vampires. These are destroyed by daylight or magical light that is the equivalent of daylight. Otherwise, 10 hit points, drain ½ level per hit unless the target is in light (the presence of light also prevents them from draining). Hit AC 0 on a 20. A total of 9, they come in 3 waves, roll d6 for the first two waves, with a maximum of 9, any not rolled for come on the third wave (so if one wave had 3 and another had 5, one would come on the last wave. If the first wave had six and the second wave 3, there would be no third wave). If the party has used a clerical light spell, these creatures are destroyed as they enter the light on the attack. (If not on the solstice they drain 2 levels per hit, hit twice, hit AC 0 on 10, multiply hit points by 10).

They will attack, even if it means their destruction, though they will focus on any who decide to leave any protective light and attack them first.

Wave Two, the staggered arrival of six zombies (if not at solstice the zombies manifest as vampire lords) in plate armor (AC 3) 12 hit points each. They arrive at the rate of two zombies every four melee rounds.

At the solstice noon, altar has 60 hit points, AC 4, no saving throws. When not on the solstice it has 6000 hit points, and AC -4. It does not save at noon on the solstice but otherwise saves on a roll of 2 or higher on d20.

When the altar is destroyed, the darkness lifts and the tower cracks in half vertically with sunlight pouring into the room. The party can climb/walk out onto the hillside through the crack and return to the inn without using the stairs.

After the party survives (if they survive).

The rune [berkanan] appears and a path back to the inn is reflected on the map. The hillside is cratered with holes as every skeleton on the hillside has dissipated into dust. As the party emerges into the light the guardian from the top of the tower appears and offers to touch each of their weapons. Each weapon that is touched is marked with the rune [Dagaz].

When the name of the rune is spoken, the weapon glows with the light of a new dawn (not a very bright light, but has the effect of daylight on anything affected by daylight. Otherwise light 10' radius). The weapon does not detect as magical but when used in combat will affect anything that requires magic to hit, and will affect things that require silver as the weapons have become +0 magic items. It will glow on command for up to 24 hours a day.

When the party arrives back at the inn, they discover that Rock is being held for questioning by a group of Paladins chasing Sven Silver-tongue (his infamous nickname). Sven is accused of having stolen a map that legend has it was fated to bring down the tower. Sven also had some significant debts and is known for trying to saddle others with the funds he owed. The Paladins have “purchased” all of Rock’s inventory.

Rock is ready to continue on to the next stop, but he has sold all of his goods and he doesn’t need an escort. The characters appear to have finished their employment with him.

The Paladins will want the map back, though since the quest has been completed, they will not seek to punish the party or Rock, both of whom are innocent of any crime. If the party stole Rock’s thousand gold pieces, they may not have survived the encounters as their cleric will not have been able to turn undead. However, if they survived and have stolen the money, the Paladins will arrest them unless Rock forgives them, which he will do for the return of his money and the return of the party’s wages earned to date.

A successful party will also receive free healing and will be cured of the disease “bone rot” which they will have picked up in the course of the adventure without being aware of it until they are healed.

Text Box

The Map

The map is magical and cannot be moved off of the path of the quest. If it is in a box, it will keep the box from being moved at all until the box is opened and the map is taken out. If the party attempts to go somewhere else and take the map, it will just not move. The party can leave the map behind. Once the altar is destroyed, the map no longer has that magical resistance to being moved.

It is a prepared magical key to guide a party to destroy the tower at the confluence of the equinoxes when the tower is vulnerable.

99 Barrels of Beer

So, the party is in town, needing employment.

Well, Sven would say that “all is well that ends well.” But, of course, he didn’t get abandoned in the middle of nowhere without warning. On the other hand, it wasn’t his fault, everyone lived and here you are. And wasn’t his name Rock? Rock and Sven sometimes seem to switch places, and your memory is fuddled. Oh, Rock was your old employer who paid you, but after everything decided he wasn’t in the market to employ anyone.

Sven is in the market to employ people. And surprisingly, this morning the Paladins are off chasing Rock and Sven has guild tattoos. Your memory seems a little off, you were sure they were chasing Sven and Rock was the one that was in the clear.

Sven also has barrels of beer to deliver and you are in the middle of nowhere and could use a job to get you to the nearest city where you were headed before. Of what Sven has to deliver there is one wagon full of light “sunlight” beer, and one wagon of “very dark” beer. At least he has mules to pull the wagons, so you won’t have to pull them yourselves.

You have a night at the inn and then you are off. You may want to consider a watch schedule for tonight and your order of march tomorrow.

The Order of the Adventure

- Night in the Inn. Sven turns over the party’s true reward from the last adventure
- Loading the Barrels. (two wagons full, one bag of holding)
- Sven Skips Ahead.
- Night Fall
- Skeletons. Arghh, aren’t they all gone?
- Beer sotted Bears
- Night Fall

- The Beer Elemental Breaks Loose
- Forest Panther Wanders by
- The Tower of Shadows
- Morning.
- Rhagodessa x 2
- City Guard
- Sven Pays Up.

Trivia

Long before England's King Richard III defined the wine puncheon as a cask holding 84 gallons and a tierce as holding 42 gallons, there was the true keg (which weighed about 40 lbs when filled with beer). About 60 of these will fit to a wagon. 60 will also fit in a bag of holding.

Night in the Inn.

The party is put up in private rooms. Before leaving the inn, Sven offers the party a choice of trinkets that the paladins left as gifts as a reward for recovering the map and for ending the threat of the tower. Sven would like to keep them, but he is honest, even if it took him a day to remember to be honest. Each party member gets only one. The trinkets will work until the recipient levels up.

The gifts/trinkets are:

- A bag of dice with a bull's head on it.
- A small philter bottle, empty.
- A dagger.
- A glowing tube of crystals.
- A second bag of dice with a bull's head on it.
- A small jar of marmalade.

Sven doesn't know what any of them do. The characters find out what they do only after they choose the one that character takes.

The philter bottle, if filled once with beer touched by magic, will provide the owner with up to a gallon of beer a day (the beer elemental's remains [to be encountered later in this scenario] will count for this) until the trinket wears out.

The tube casts light 20' radius for up to six hours and heals one point of damage to all in the light. It cast's light and heals once a day. It also makes the carrier glow as long as it is carried and adds 20% or 2d6 to all thief skills. Note that a glowing thief will not be able to hide in shadows or sneak up on people from behind or pick pocket.

The dice bag has a d4, d6, d8 and d10 in them, once a week you can use each of the dice from the bag to improve morale. The dice return a week after the last of them is used, except with one less die each time until no dice are left, then they start over. When a moral check is made, the character may choose one or more of the dice to roll along with the regular ones rolled for the check which uses up that die (or those dice) for the week.

The dagger, once a week, can add +d6 to hit and a +d6 to damage to one combat turn (up to 10 melee rounds, but only until the melee ends).

The ring adds +1 to charisma when in a church. It cures disease on the wearer once a month, if they are in a church. Heals for one point each anyone who is affected by the wearer's charisma once a day per person.

Eating the marmalade will give the eater double fast travel movement (out of combat, for a day). The jar refills once a week. It also heals 2 points of damage. Two servings are in the jar. The jar refills with d2 servings each week so that it may only result in one serving being available after all are used.

Loading the Barrels

The party loads the wagons. That is two wagons full, plus Sven's bag of holding (if only the party also had one) to be loaded. Each wagon is drawn by two clay mules. Clay mules are a type of clay golems that won't fight, only pull a wagon or let people ride on them. They can obey vocal commands and have a functional intelligence of 8.

Sven Skips Ahead.

When the party begins their escort and driving the wagons they get a message from one of the barkeeps that Sven has gone ahead without them. He apparently used magical travel while they were finishing up loading the barrels.

The night at the inn and travel the first day are uneventful. Note that nothing knocks on the door at night, unlike prior nights.

The Road

The road has not been used in generations, since the tower and the skeletons overlapped it and blocked traffic. The beer the party is taking has reached legendary status in the city at the other end of the road and with collectors. Everyone would like a sample. The roadway has trees to each side of it, but the hardened road is mostly clear of debris and growth, and easy to use and follow.

There are no encounters the first day until nightfall. The party can be forgiven thinking that the trip onward might just be as peaceful as the trip in was.

Nightfall

There are three encounters through the night, two encounters with skeletons (the first while setting up, the second later) and one encounter with bears

Skeletons.

While the party sets up for the night they are attacked by Skeletons. "Arghh, aren't they all gone?" the party should be thinking. It turns out a few random skeletons from the tower and its fields remain.

Armor Class 7	Number Appearing 2d6
Hit Dice 1d6+2	Save as Fighter 1
Move 60'(20)	Morale 14
Attack 1	Treasure Type Nil
Damage 1d6	Alignment: Chaotic

Skeletons again.

Each of the two times that skeletons appear there are 2d6 skeletons, but there is a maximum of 16 skeletons total (so if 12 the first time, roll 2d6 for how many, but no more than 4 for the second. It is, of course, possible to have less than 16 skeletons).

Beer sotted Bears.

The wagon and the beer attracts bears that want beer.

Armor Class 7 Number Appearing d3+1
Hit Dice 4+4 Save As Fighter 3
Move 150 (50) Morale 10 (6 if given beer).
Attack 2d6 Bite or 2 x 1d6 claw
Treasure Type V
Alignment: neutral

One has a collar with a gem, that also heals for 2d6 hit points once a day upon uttering the command word embroidered on the collar. The bear's fur, after the fight, is worth a d6 gp per dead bear. If a bear is killed without any weapons being used on it, its fur is worth 12 gp. If the players were skilled at skinning and preserving, the value of the bear skins and fur would triple.

Next day travel. No daytime encounters.

Nightfall

The Beer Elemental Breaks Loose Just as the Sun Sets. No wonder Sven didn't stick around. This encounter happens right at nightfall, midway through dusk.

The beer starts to rumble and then 3d6 casks split open, with a Beer Elemental breaking loose and arising out of the spilled beer.

Armor Class 2 Number Appearing 1
Hit Dice 8 Save as Fighter 8
6' Tall and 12" in diameter
Cannot move more than 60' from the beer
Move 120'(40) Morale 10 -1 per d6 damage done to it.
Attack ½ -- 2d6 per hit, attacks every other round.
Treasure Nil

Note on the Beer elemental fight: only magic or silver weapons will damage it. If a bless spell is used on a non-magic weapon, only the bless damage is done. Note the party has a collection of +0 weapons that will all do full damage since they do damage as if silvered or magic.

After that encounter is completed, a Forest Panther wanders by.

The forest panther will only attack if attacked.

Intelligent (Int of 11/Cha 14)

Armor Class 8	Number Appearing 1
Hit Dice 3+4	Save As Fighter 3
Move 180 (60)	Morale 8
Attack Bite or claw	Treasure Type V (but not in lair, so no treasure on it).
Damage: d10 bite	Alignment Neutral

Next Morning on the road

Rhagodessa x 2

This particular species of Rhagodessa appears as a huge hairy spider looking creature with a giant head and 5 pairs of legs.

One of these appears, then one more appears (that is, the two of them appear one at a time).

AC 5	Number appearing 1+1
Hit Dice 4+2	Save As Fighter 2
Move 150(5)	Morale 9
Attacks leg/bite	Treasure Type U
	In their lair (30' off road)
	45 copper pieces
	5 gold pieces
	Scroll three spells.
	First: LIGHT
	Fourth: WALL OF ICE
	Sixth: PART WATER

Damage 0/2d8	Alignment Neutral/Hungry
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Will attack the mules first round, then realize they are clay and immune to its bite.

Leg hit means the bite is automatic hit next round. They attempt to attack with two legs every round until they get a hit, then they start biting.

In addition, every melee round of the fight roll d6. On a 1, d6 skeletons come out of the woods and join the fight. The interruptions from skeletons continues until both Rhagodessa are dead.

Skeletons:

Armor Class 7	Number Appearing 2d6
Hit Dice 1d6+2	Save as Fighter 1
Move 60'(20)	Morale 14

Attack 1
Damage 1d6

Treasure Type Nil
Alignment: Chaotic

The Rhagodessa lair is 30 yards from the campsite. The characters can track to the lair back from their burrow (such as by sending the familiar down it) or by searching for it.

30 yards further from the burrow, on the other side of a hill, is a five-story tower of pitted gray-black stone. Somehow it wasn't visible in the shadows last night when the party camped at the way ring campground. However, the tower is very obvious from the lair.

The Tower

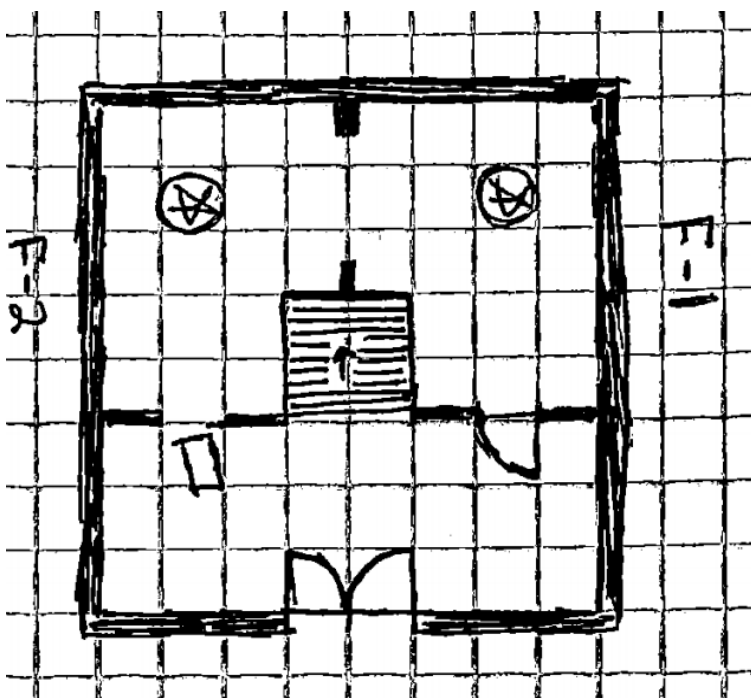
The tower is 60' to a side on the outside, made of an obsidian looking stone in a deep black with shadowy veins. It is not on any maps. It is where it is as the result of disturbances on the plane of shadow, where it originated, that have caused it to manifest or attach to the normal world.

First Floor

The tower has two ten-foot wide doors that are partially open. The doors are made of black iron, banded with black steel. From the outside the doors can be seen and it is obvious that the entranceway has some sign of foot traffic, as if someone or something has attempted to explore tower before the party.

The bottom/first floor has two 30'x60' rooms. They are covered with dust with tracks through the dust. The first room has the back side of a stair. If someone breaks through the walls around the stair or the flooring it becomes obvious that the tower is built into an up thrust in the rock so that it has a solid foundation.

The symbols on the map are pentagrams, but there is nothing contained in them. Examination by a skilled practitioner of magic (15% chance of success at level 12, +5% every level higher, 0% level 11 or below) would reveal that they had imprisoned some sort of anchoring attachment holding the tower in the realm of shadow and that as a result of their being disrupted the tower had moved to the mortal realms where it now is.



Once inside, the party can see that the doors have a drop bar and that they can be closed and barred easily. It is possible to stable the mules, party animals and wagons safely in the tower while exploring the tower. All that is needed is putting them in the tower and barring the doors.

Second Floor

The second floor has rat-men in it, they arrived before the party and have just started to explore the second floor. Their battle cry is "gnome for dinner."

Armor Class 7 Number Appearing 6+d6

Hit Dice 2 (12) Save as Fighter 2

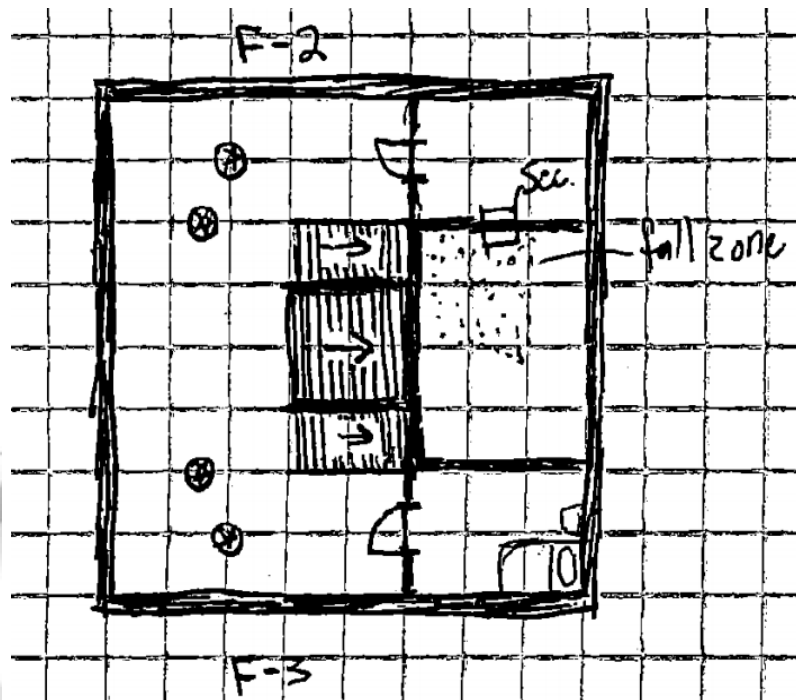
About five and a half feet tall.

Move 120'(40) Morale 8, 10 if there is a chance to kill and eat a gnome.

Attack 1 spear attack a round.

Treasure 8d6 copper pieces total. They are woefully undersupplied with treasure.

Damage 1d6+2 broad headed spear (used two handed).



They will ambush any initial scout (such as the familiar if sent up) and can smell invisible. Once they have ambushed an initial scout, they will relax (normal roll for initiative with them afterwards.). They are obviously not very bright if they've just ambushed and dispelled a magic-user's familiar and figure that is the end of it.

- ➔ Stairway to third floor
- ← Stairway up from first floor in the middle.
- ➔ Stairway to third floor

The area around the top stairway has a good deal of debris that an inspection will show has come from the ceiling.

The four circular symbols on the map are summoning circles that could be used to summon and bind elementals if they were completed. They appear to be linked to shadow and movement.

Third floor.

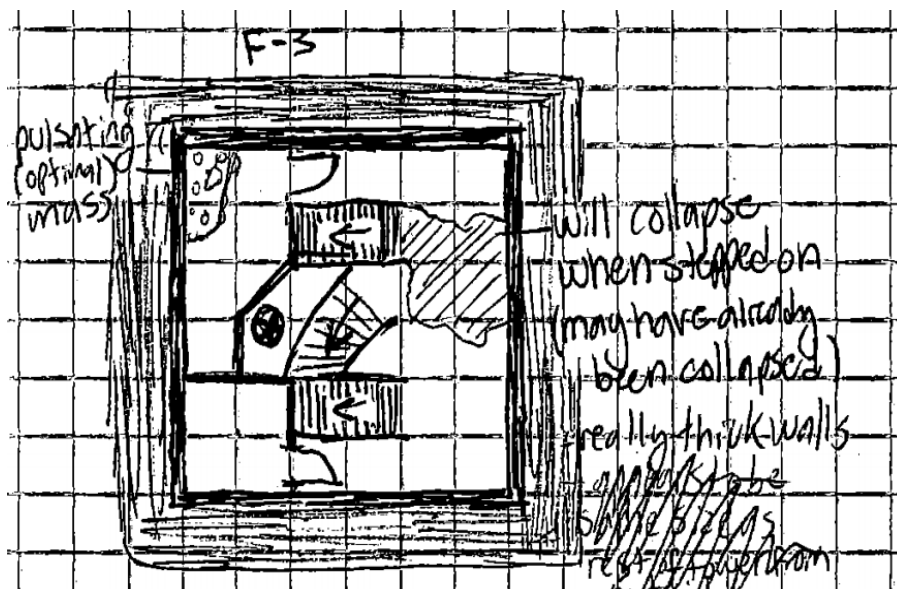
There is a large font with glowing green slime (and it is a green slime, just one that glows and won't leave the font unless provoked).

← Stairway from second floor with a damaged area on floor. Roll d6, doing 1-6 damage on a fall through to second floor. Avoid the fall by detecting traps.

© spiral stairway up – Can be used to avoid the damaged area.

← Stairway from second floor

In addition, it appears to have a summoning circle that on inspection by a skilled summoner would reveal that it is designed to trap creatures passing through the general area by means of magic (i.e. it is something that might suck in and trap someone using a wind walking ring). Its power has been used.



Fourth floor

The party comes up the stair case and they enter a room that is 60' tall, and extends 180' in every direction from the staircase. It is extending into shadow from the physical plane.

The room is filled with shadows, and the floors, ceiling and walls all have the look of dense shadow more than anything else. This level of the tower has Lesser Shadow Ktthjj. Ktthjj are somewhat like large undead magical leeches made of dreams, decay and old magic. Shadow Ktthjj are shadow instead of undead. This level is attuned to the plane of shadows. They radiate a feeling of evil.

They look like this:



(Practical effect of the darkness is that thieves' hide in shadows skill is +20% and the party should feel inclined to use light spells or sources). The Ktthjj start 140' from the party. When/if they are killed the tower floor shrinks to the normal size (that is, 60'x60'). All infravision and similar abilities are doubled in range while the Ktthjj are alive.

Lesser Shadow Ktthjj:

Armor Class 2. AC is reduced to 3 if in the presence of day light or strong light (such as light from a magical weapon. Magical weapons that radiate light are also +2 to hit, +2 to damage). All saves against their abilities are on the worst row in the shadows, on the best row if the party is in light (including light cast by magical weapons).

Number Appearing 2+d3

Hit Dice 8 (60 hit points)

Save as Fighter 8

Move 60' a round Morale 12

Attack:

Wave of evil.

Tangible evil washes out.

If the party is in light, they just feel tangible evil. The wave of evil does not do any damage.

If the party is not in light (e.g. not carrying lanterns or using magical weapons that cast light or a light spell), -d3 to morale, 2d3 damage. If save, 0 to morale, 1d3 damage.

They always open with wave of evil.

Touch.

Roll normal hit. If they hit vs. AC, touch does 1d8 and -1 to CON. After the Ktthjj as a group have drained points of CON = number of Ktthjjx2 the persons hit after that may save for no drain on each attack. CON drains have no effect on hit points, but when CON=0 the character dies). CON will return at 1 point a turn spent in full sunlight.

Treasure is 200 electrum pieces, a suit of +1 leather armor, a +1 shield, a suit of +1 plate armor and three scrolls (each scroll has d2 spells, roll d6 for level of each spell). 4 +1 arrows (reusable, +1 not expended when used), 1 +1 crossbow bolt (reusable, +1 not expended when used).

The treasure also includes Sven, whose wind walk ring did not take him to the city as it was supposed to, but left him stranded on the 4th floor of this tower after he was captured by the magical trap on the third floor. He is glad to be rescued.

After leaving the tower and proceeding onwards to the city, the next encounter is the City Guard.

On the Road to the City, City Guard

The City Guard meets the characters half a day from the city on the road. They are riding to the rescue because they have heard that the beer was sabotaged with a beer elemental. It seems someone opened the inn door during the night without any creature knocking on it. A higher plane warned the City, so the City sent troops to the rescue.

The guard escorts the party and the precious beer (no beer from the inn has made it to the City for years, and their dark lager is famous).

No more encounters.

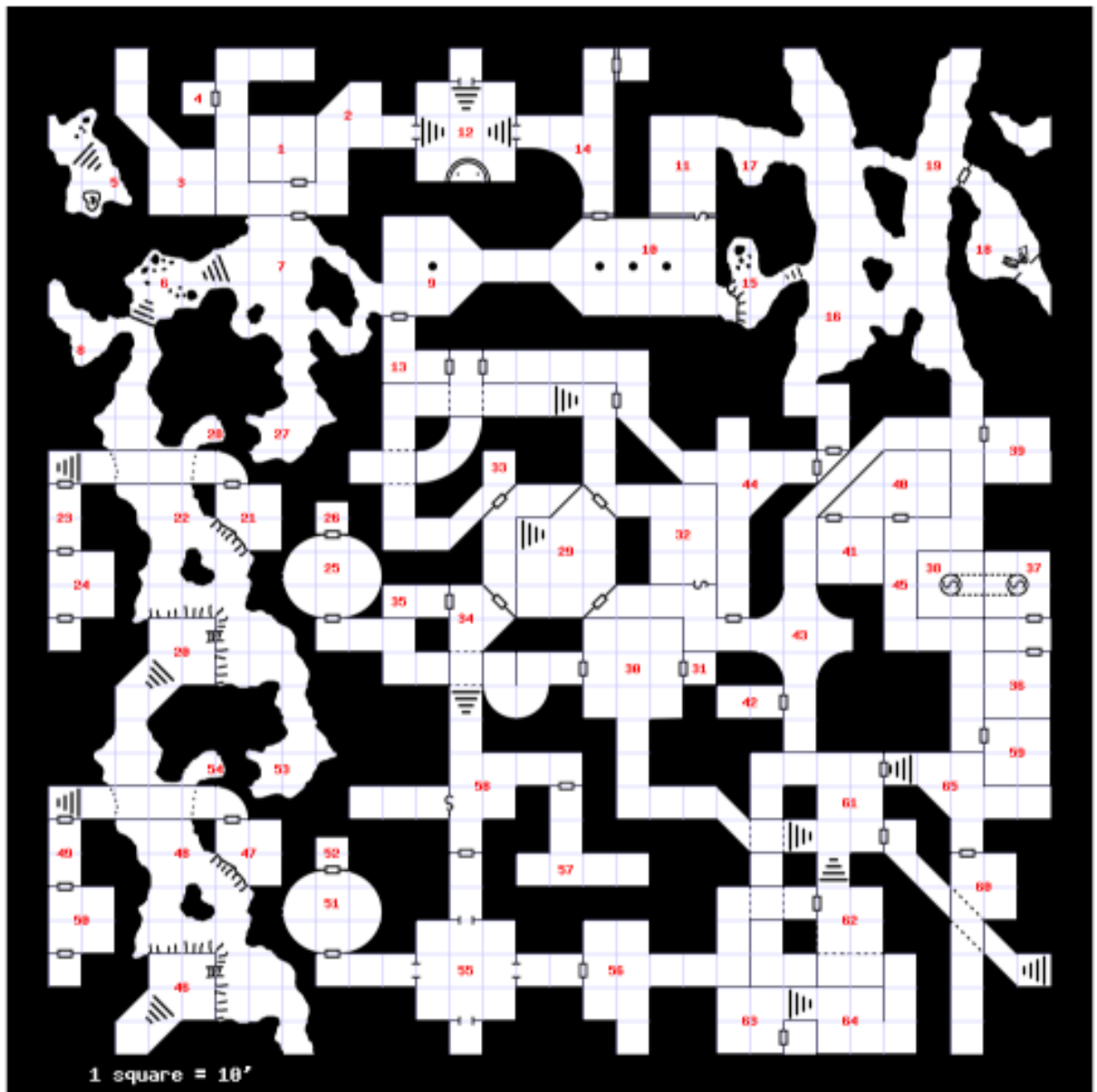
Sven pays up.

From Sven the party receives flasks and 20 gp gold each (to be paid 10 gp now, 10 gp tomorrow morning). The flasks they are given produce one quart of beer (type of the drinker's choice) a day and each party member gets one. They are able to use a drop of any of the beer from their travel if they desire.

Sven says "who knew?"

The Alex Johnson Tribute Run:

Of all things, this ends up a true dungeon run. This is the dungeon. The key follows. The dungeon can be used as a one shot, with most of it being bypassed, or a multi-session adventure as it is fairly difficult if the characters just explore it.



The party starts in an inn in the city they have come to. Sven was to meet them in the morning to discuss more work and pay them the 10 gp he didn't have on him to pay them when they arrived in the City. He was in a hurry last night when the party arrived in the City with the guard and did not even have time to check the cargo, telling the party to put it and themselves into the appropriate place in the Happy Chicken Inn, which is near the City gates and where he met them.

Obviously the gold isn't the real pay, the magical flasks are as they hold a quart of beer and are only half a pint in size and produce beer daily.

The party has arrived after dinner, though the Innkeeper left out small beer and bread for them. They have accommodations in the common area, sleeping on the floor under the tables, so that they will need to arise early.

In the morning, the Innkeeper treats the party with some sort of politeness. He offers them stale bread, cold porridge and small beer for breakfast. He also tells them that Sven was called away to the Lord Protector's office for an accounting and left them a message that if they joined him there, they would receive their pay.

The Innkeeper obviously does not think much of Sven or of the party. The party has to go to the Lord Protector's "office" to get paid and the Innkeeper gives the party directions of how to walk straight to the central square of the city and to look for the Lord Protector's office which is one side of the square.

The "office" is a giant structure, somewhere between a cathedral and a fortress in appearance. It is grandly made of white granite with brass instead of mortar. The brass glistens and shines (and is magically sealed so that it does not rust or corrode into verdigris).

The Course of the Adventure

The characters will arrive, be polymorphed into giant amphibious rats, dumped into the castle sewers to recover a missing treasure and then restored. They don't know to expect that. The Lord Protector has mistaken them for a different group Sven was supposed to recruit for the job and is in a hurry.

Each player will roll up new character statistics for the polymorphed shape, rolling 3d6 in order to determine STR, INT, WIS, DEX, CON and CHA. Regardless of minimum statistic scores, the character can be of the character class/race preferred if this is a one shot or of the character class/race the character was before the polymorph if an existing character. Re-roll hit points. Re-calculate AC and

damage. One character in the party is expected to be a Gnome or Halfling Adventurer (a lawful thief with various skills but without pick pocket). Basically, in either the one-shot or introduced into a campaign the characters preserve character class, they just find their attributes changed (they end up choosing character class first, getting their attributes second).

The party is given a white philter that they can invoke “a few times” to help them find the, err, item, they are to recover. What is a “few times?” The players should not know, but the number is $4+d2$ times.

At the Lord Protector’s Palace

The guards at the entrance escort the characters in, quickly and with deference. “His lordship has been waiting for you.” They are brought into the center of a large chamber, almost 100’ across with an intricate mosaic floor.

The lord protector, dressed in rich robes, rises from his throne, nods to Sven at his left, and then says “thank you for coming so quickly.” “I’ve been waiting for you and appreciate your volunteering to help.” The characters are then polymorphed into giant aquatic rats (water breathing, +6 to save vs. poison, infravision, enhanced ability to smell), and as the protector changes form into his native brass dragon, they are scooped up in a claw and deposited into the sewer that drains from the room.

From above, they can hear his voice “I’m so perturbed that Za’c’k’x was taken from my collection. The sooner he is returned, the sooner all will be well.” You can hear Sven muttering in the background, something about “it was the other group of adventurers who agreed to this job.” Then a ball of light with some objects descends and the grate over the sewer closes. You can hear the brass dragon telling Sven “as soon as they are back with Za’c’k’x, you can talk with them” and then all sound is cut off as the grate is closed.

The ball of light contains six items:

- Three heal light wounds potions,
- A vial with a pale white liquid in it. To the first person who picks the vial with white liquid, it up it announces that it can help them find Za’c’k’x by pointing the way to him several times ($4+d2$ – but it does not give them the number) before its magic fades, and that if they return to this location with it and Za’c’k’x, it will open the grate for them even if the magic has otherwise faded.
- A mapping scroll (it automatically draws a map as the characters progress through the dungeon and at the start of the day allows for memorization of spells if the character somehow did not memorize spells during their rest period); and,

- A backpack with adventurer's gear including:
 - a set of lock picks
 - 40' of silk rope, 6 torches,
 - Firestarter kit, some iron rations
 - 6 iron pitons; and six rings.
 - Putting a ring on provides a magic field on the wearer that reduces all damage done to the wearer by one point per die rolled in the attack [if 6d6 are rolled, it reduces the damage by 6, one d20, it reduces the damage by 1.]. The rings have four charges each, each charge works for 10 melee rounds and the effect automatically occurs as long as a ring is being worn when damage occurs).

The polymorph converts the characters armor into scales on their skin and their weapons into their claws. For the duration of the adventure they do not appear to have weapons or armor, though they function as if they do. Generally, use the same AC that the character had before – but adjust for the changes (if any) made by dexterity and improve the AC by one (for being a scaled aquatic giant rat).

Use the same weapon damage as before, including magic/silvered characteristics, for the claws of the rat, with adjustments, if any, for characteristic scores. The ranged weapons and back-packs do not transform/shapechange with the characters, and they can still use them.

The characters need to recover Za'c'k'x and return to the starting point. Za'c'k'x is a Locathah Prince. There are two types of this creature, the two species resulting from how they moved from the surface to the aquatic environment.



and



The first type has male and female and children in a normal fashion. The second type reproduces by a form of fission and merger. Za'c'k'x is the type on the right, the second type, and is infamous for his reputation.

The first group arrays by companies. A tribe has several companies (2-4), patrol (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or tribe (30-100 plus 100% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains).

The second group, when it comes time to reproduce, separate into four individuals. Those four will combine with four others, resulting in four children who combine the attributes of the two parents. When dividing, the parent can select how much of the experience goes to each child. So, a parent with 100,000 experience points could keep 80,000 for one, 10,000 for another and 5,000 for the last two. If another similar parent does that, they could have a child with 160,000 experience points, one with 20,000 and two with 10,000 each. It is possible for a child with more experience points to eat one of the children with less, absorbing all of those experience points. However, at least two individuals must remain after the breeding event occurs.

Usually, all children have the same number of experience points, thus resulting in no child being at risk for being consumed by its siblings. The window of consumption/transfer is only an hour or so, with the result that if a Locathah avoids being eaten for the first day, it is safe from its siblings.

Both breeds can and do ride giant eels. On eel back they can travel 24" a turn underwater.

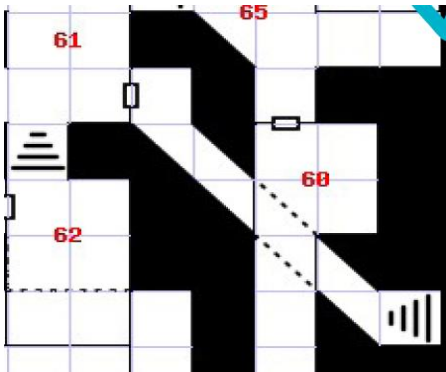
Other than his reputation for being obnoxious (and which may well not be deserved) Za'c'k'x is notable because he got collected by the Lord Protector and because he was one of the first Locathah. He was caught in a time warp that preserved him like a fly in amber until he was collected. That makes him suitable for a variety of rituals, which is why he was stolen from the collection by some Harrarr (the precursor race for the Sahuagin) who have decided that they too wish to become aquatic, but without resorting to the worship of the Shark God Leviathan.

Key to the Sewers

Each square is 15'x15' effectively (10'x10' if you weren't an amphibious rat). The sewer is made of granite and quartz blocks, in a dark gray-green.

Note that there are more complete creature descriptions following the key.

The party enters at the place marked as stairs leading down to the sewer/dungeon into a corridor that goes to room 61 (the bottom lower right hand side of the map).



1. Gray Ooze. The missing prince Za'c'k'x is also here, hung up over the ooze dangling from the ceiling. This is the direction the white substance in the vial will point to when queried.
2. Three Wereboars.
3. Smells of the sewers. The exit to (3) drops down into the deeper sewer levels. To reach (3) the wall must be knocked down.
4. There is a heap of manure here and two cave bears. They have been locked into the room and are the source of the manure.
5. Gray Ooze. Note how 5 is only reached from the sewers below.
6. Empty. The floor is covered with grating. Any ooze or similar creature that goes over the grates will fall into the sewers beneath the grate.
7. Part empty/5 hit dice poison snake guards 4000 silver pieces. It is on the side of the room and will not attack if the characters make no move to attempt to steal the treasure it guards. The snake is found in area 27.
8. Empty.
9. The air moves, as if there is wind moving through it from a pillar in the middle of the room.
10. This room radiates warmth.
11. Sleeping on a pile of rags is a group of five blink dogs. If not attacked, they will not attack other lawful creatures.
12. This room has several dismembered and rotting corpses. It also has six minotaurs.

13. This room and doors are lined with silver glyphs and the walls and doors are not penetrable by undead. There are three wraiths in the room. A cleric can turn them and drive them into a corner so that a party can pass through the room without combat and then close the door, locking them in.
14. This room has scattered bones and 4 Harrarr.
15. This room has a spring fired dart trap. The trap fires 2d3 darts when triggered, each dart does 1d4. In a chest flush with the floor under the trap are 4000 silver pieces and two items of jewelry. One is a fish shaped broach of platinum worth 300 gold pieces and the other an octopus shaped broach of jade worth 250 gold pieces.
16. There is a pile of dung with swirling mist covering it. It appears that it is a place where sewer effluvia is lodged rather than having been moved along by the sewers. If the characters venture into the mist, there are two cockatrices burrowed into the dung who will fight to protect their nest.
17. A rust monster.
18. There is a pile of dung with swirling mist covering it. It appears that it is a place where sewer effluvia is lodged rather than having been moved along by the sewers. In the dung pile are a thousand gold pieces and a magic ring, +2 to Armor Class.
19. A rust monster. Note that the rust monster cannot affect polymorphed equipment, weapons or armor.
20. There is a pile of dung with swirling mist covering it. It appears that it is a place where sewer effluvia is lodged rather than having been moved along by the sewers.
21. Two broken daggers are here. There is also a pile of dung with swirling mist covering it. It appears that it is a place where sewer effluvia is lodged rather than having been moved along by the sewers.
22. There is a pile of dung with swirling mist covering it. It appears that it is a place where sewer effluvia is lodged rather than having been moved along by the sewers. There are also six trolls. Roll their treasure per the charts, randomly.
23. Four wereboars.
24. There is a pile of dung with swirling mist covering it. It appears that it is a place where sewer effluvia is lodged rather than having been moved along by the sewers.
25. Giant Sewer Rat.
26. Two trolls. The air vents here, rising upwards and smells fresh.
27. Six Harrarr.
28. Four Hellhounds.
29. Six Harrarr.
30. There is a pile of dung with swirling mist covering it. It appears that it is a place where sewer effluvia is lodged rather than having been moved along by the sewers. Giant Sewer Rat.

31. Scattered bones.
32. Gray Ooze
33. Four trolls.
34. There is a pile of dung with swirling mist covering it. It appears that it is a place where sewer effluvia is lodged rather than having been moved along by the sewers. Scattered sticks. 1200 gold pieces in the pile along with a sword +1, detect traps 10' lawfully aligned.
35. The flooring is broken up here.
36. An incoming air vent here.
37. A broken sword here.
38. Pit trap. Does 1d6 damage to any who fall into it. It is covered by a movable grate.
39. There is a pile of dung with swirling mist covering it. It appears that it is a place where sewer effluvia is lodged rather than having been moved along by the sewers.
40. There is a pile of dung with swirling mist covering it. It appears that it is a place where sewer effluvia is lodged rather than having been moved along by the sewers. 2000 gold in the pile of dung.
41. Sewer smells.
42. There is a pile of dung with swirling mist covering it. It appears that it is a place where sewer effluvia is lodged rather than having been moved along by the sewers and two Caecilians.
43. Exit air vent.
44. Sewer smells.
45. Incoming air vent.
46. Four owl bears.
47. 10' pit trap, 1d6 damage to any who fall in.
48. Trap. Emits swirling mist like the dung piles have. Smells terrible, but does not harm Aquatic Rats.
49. Trap, methane gas. Does 4d6 damage to any who fail to save. It can be disarmed by throwing a torch on it and setting the gas on fire. The floor is a grate that opens when walked upon, letting the methane gas out and up.
50. Twenty copper coins on the floor here.
51. Empty.
52. Incoming air vent.
53. Pick handle on the floor. Inside the hollowed out handle are four gems, black diamonds, worth 500 gold pieces each.
54. Four more wraiths. They are bound inside a pentagram. As long as the party does not breach the pentagram the wraiths cannot leave to attack them.
55. Sewer lizards.
56. Minotaur. It is lost.
57. More mist.
58. There is a pile of dung with swirling mist covering it.

- 59. Werewolf.
- 60. Empty.
- 61. Sewer gas. Save vs. poison or take 3d6 damage (0 damage if save). Methane gas. It can be disarmed by throwing a torch on it and setting the gas on fire. The floor is a grate that opens when walked upon, letting the methane gas out and up.
- 62. Water with a water snake in the water, 5d6 hit dice, bite does 1d3 + save or die poison. Only attacks if the water is entered. Guards a treasure of six silver urns, each worth 200 silver pieces.
- 63. Four Giant Horned Rats (similar to Minotaur – see below).
- 64. Sewer gas, swirling. Not poisonous.
- 65. Four Rhagodossas.

Monster Stat Blocks.

Blink Dog

AC 5
4d6 hit dice
Move 120'(40')
Bite for 1d6
Save as Fighter 5
Morale 6
Lawful.

Can blink up to 40' If they have initiative, they can bite and then blink out of range before their opponent can counterattack. If seriously threatened, they will flee by blinking out.

Caecilia

AC 6
6d6
Move 60'(20')
Bite for 1d8
Save as Fighter 3
Morale 9
Neutral.

Giant gray wormlike creatures. On an attack roll of 19 or 20 they have swallowed the target whole, and thereafter do 1d8 per melee round automatically. From inside attacks are at -4 to hit penalty.

Giant Cave Bears/Giant Rats

These are actually giant rats, though they take the place of giant cave bears in the sewer ecosystem

AC 7
7d6 hit points
Move 90' (30')
Bite for 1d8
Claw for 1d6
Save as Fighter 7, save +6 vs. poison
Breath underwater.
Morale 12
Neutral or Chaotic

Gray Ooze

AC 7
3d6+3 hit points
Acid envelopment for 2d6
Save as Fighter 12
Immune to Acid, Poison, Magic, Cold, Bashing or Crushing Attacks.
Damages weapons used against it.
Move 10'(10')
Save as Fighter 4
Morale 12. Will pursue prey, but slowly.
Neutral
Not smart enough to not slip through grated floors into the sewer level below.

Harrarr

The precursor race to the Sahuagin. They worshiped the Alligator god who was a racial ancestor before they learned to walk on two legs. When the great dark came with the floods, they worshipped Kinich Ahau (K'inich Ajaw) the child of Sipak, the Dark Night Shark who walks like a man (also known as the Shark or Dragon Shark or Leviathan) who transformed the race to what it is today. In the Forgotten Realms this deity is known as Sekolah.

Some did not change.
AC 5
3d6+6 hit points
Move 120/60
Bite for 1d8+2 and spear attack for 1d6+1 or
2 x Sword or Club for 1d8 (four arms)
Save as Fighter 5, save +6 vs. poison
Breath underwater.
Morale 10
Chaotic

This group infiltrated the sewers and then the palace of the Lord Protector in order to kidnap Za'c'k'x in order to attempt a ritual where they would gain the ability to breath water without having to worship Kinich Ahau

Hellhound

AC 4
4d6 hit points
Move 120' (40')
Attack: bite or breath (1-4 on a d6, 5-6 on a d6)
1d6 bite or 4d6 in a cone spread among all in the cone, save for half
Morale 9
Chaotic
Treasure:
Silver collars with moonstones, each worth 50 gold pieces, one per hellhound.
One moonstone has a star pattern in it. When crushed it has the same effect as a potion of growth.

Minotaurs/M Rats

These are monstrous horned rats. They are referred to as minotaurs in the key for convenience's sake and to give a DM an idea of what they act like.

AC 7
6d6+4 hit points
Save as Fighter 7
Move 120'(40')
Attack with horns 2d4 and with a weapon 2d6, once each, each round.
Morale 10
Chaotic

Owl Bear

AC 5
5d6
Claw 1d6/Bite 1d10
Save as Fighter 8
Morale 9, +2 if attacking with surprise
Chaotic

Rat Trolls Scrawny, scaled rats 8' tall. Referred to in the key as trolls for context.

AC 4
6d6+3. Three rounds after first takes damage will regenerate 3 hit points per round.

Move 120' (40')
2 claws, 1 bite
1d6, 1d6, 1d10
Save as fighter 6
Morale 10 unless fire or acid (then morale 8).
Chaotic
Each has a gizzard with 3 rough emeralds in it, each worth 60 gold pieces.

Rhagodessa

AC 5
Hit Dice 4+2
Save As Fighter 2
Move 150(5)
Morale 9
Attacks leg/bite
Damage d6 with leg/2d8 per bite
Alignment Neutral/Hungry

Sewer Lizard

AC 2
7d6 hit dice (21 hit points)
Claw d6 + Bite d8 or
Tail bash for d10+2
Morale 9
Neutral/Hungry
Immune Poison, can breath water.

Wereboar/Devil Swine

AC 3, require silver or magic weapons to hit (note that all the Characters have +0 magic weapons, if nothing else, their polymorphed shape counts as a magic weapon).

9d6-8 (hit points are reduced by 8 each as they are injured)
Move 180'(40)
Gore for 2d6
Save as Fighter 9
Morale 10
Chaotic

Note, the players and the Swine will not know this, but in Aquatic Rat form the characters are immune to charm. The wereboars do have their charm ability from the rule book as well. Roll d6 each attack for each of the wereboars. On a roll of 1, the wereboar will waste its attack attempting a charm.

Werewolf

AC 6, requires magic or silver weapons to hit.

4d6+4

Move 120' (30)

Bite for 2d3+1

Save as fighter 8

In wolf form.

Morale 10

Chaotic

In pouch it has a scroll with 2 magic user spells. One 2nd level and one 4th level. Roll for which spells after the combat is complete.

Wraith

AC 3, immune sleep, charm and hold.

Silver weapons do half damage. Magic weapons do full damage.

Note, polymorphed weapons that look like claws do not count as being touched by the wraith when they hit a wraith.

4d6 hit dice

240'(80')

Touch attack

1d6 and drain one level.

Save as Fighter 4

Morale 12

Chaotic

They are trapped in the room they are in, and can be held there by any cleric who has turned them (so a party can pass through the area by turning the wraiths and then closing the doors on them).

On return

Once the characters rescue the errant prince and return to their starting place, they are lifted up through the grate and can choose to remain giant rats or to return to their prior selves.

They also will be given rewards and payment, at the beginning of the Noah Green Tribute session (e.g. they are told to return tomorrow morning while the Lord Protector ponders and appropriate response).

The Lord Protector will apologize for the mistake and Sven will look embarrassed.

The party then returns to the inn for much needed and deserved baths and cleaning.

Supplemental Materials:

For the Tower, pregenerated level 4 characters:

The Characters (the party picks one character each to play from the characters available).

1. Lawful-Good Gnome Adventurer (Thief)
 - a. About:
 - b. STR: 11
 - c. DEX: 16 (+1 to hit, +1 to AC)
 - d. CON: 5 (-1 to hit points)
 - e. INT: 12 (gnomish, common, common dwarfish, elvish, goblin, clerical Latin)
 - f. WIS: 12
 - g. CHA: 7
 - h. Hit points: 9
 - i. Base saving throw: 14
 - j. AC 6; d6 sword, d3+2 sling with bullets (includes racial bonus). Hit AC 0 on 18,
 - k. Equipment: Leather armor, sling, twenty bullets, short sword, pouch, back pack, spare clothes. 20 gold pieces in gold or equipment. Bandages. Lock pick set +1d6 to pick locks/disarm traps.
 - l. Skills: Level d6 in pick lock, disarm trap, climb, hearing sounds, hide in shadows, move silent.
 - m. +3 Saving Throws/3+level if alignment is involved, 3+2 if devices involved. +1 bonus with missile weapons. +1d6 to move silent/hide in shadows/pick locks (racial bonuses).
 - n. Mount/familiar: NONE
2. Lawful-Good Human Paladin
 - a. About :
 - b. STR: 9
 - c. DEX: 9
 - d. CON: 9
 - e. INT: 13 (Common, Elvish, Common Dwarf, Clerical Latin, Goblin, Dragon).
 - f. WIS: 11
 - g. CHA: 12
 - h. Hit Points: 18.
 - i. Base Saving Throw: 9.

- j. AC: 4; Sword d8+0. Does +level against undead. Hit AC 0 on 17,
- k. Equipment: Chain Mail, Large Shield (+2 to AC instead of +1), Magic sword +0, call light 10' radius on command.
- l. Skills: Lay on hands and heal up to 8 points total per day. Immune to disease. Heal one disease per two hit points healed.
- m. Mount/familiar: 5 HD Warhorse.

3. Neutral Good Fighter-Cleric (Monk)

- a. About:
- b. STR: 10
- c. DEX: 14 (+1 to AC)
- d. CON: 10
- e. INT: 6
- f. WIS 11
- g. CHA 12
- h. Hit points: 18
- i. Base Saving Throw: 12. Save at 3 when it involves alignment.
- j. AC. Hit AC 0 on 18. D6+1+2 silver bound staff. +1 to AC in melee. (d6+1, +2 for Monk Level 4).
- k. Equipment: Cloth armor. Silver bound staff. Shoulder bag. Blanket. 20' silk rope. AC 4/AC 2 vs. missile weapons (includes dexterity bonus and staff bonus; AC reflects ability to deflect missile weapons).
- l. Skills: ½ level d6 on climb walls, hear sounds, move silently, fall safely.
- m. Dispell/turn undead as 4th level cleric.
- n. Mount/familiar: None.

4. Chaotic Good Half-elf Warlock Mage

- a. About:
- b. STR: 7
- c. DEX: 8
- d. CON: 6
- e. INT: 17
- f. WIS: 12
- g. CHA: 13
- h. Hit Points: 12
- i. Equipment: Dagger, Robe, sandals.
- j. Skills:
- k. Spells: Sleep, Magic Missile, Magic Missile, Phantasmal Force, Web.
- l. Darkvision 60'. Find Secret doors (level d6).

- m. Mount/familiar: Escovar of the Blight (a ghostly 5' long centipede that can dematerialize. Sense bone 10'). Gift of the one who stands aside, an outsider. Can be dispelled by doing 12 hit points of damage to it, will reform in a day. Has a bite of d3+1.
- n. The magic-user's familiar can only be summoned four times a day (once for each level). That means that the familiar can be dismissed and then summoned on the other side of a door (or anywhere else within 60').

5. Neutral Good Dwarf Fighter

- a. About:
- b. STR: 13
- c. DEX: 6
- d. CON: 11
- e. INT: 12
- f. WIS: 12
- g. CHA: 9
- h. Hit Points: 22
- i. Equipment: Plate Armor, Shield, Warhammer, throwing picks (x4).
- j. Skills:
- k. +4 to saving throws. Darkvision 60'. Familiar with stonework (level d6)
- l. Mount/familiar: Clay mule (a mule construct made of clay).

6. Neutral Good Elf Ranger (Elf but fighter skills only, no spells).

- a. About:
- b. STR: 10
- c. DEX: 11
- d. CON: 12
- e. INT: 12
- f. WIS: 7
- g. CHA: 11
- h. Hit Points: 20
- i. Equipment: Long Bow, 20 arrows, Saber (d6+1). Leather Armor.
- j. Skills: Darkvision 60'. Find Secret doors (level d6). Immune paralysis.
- k. Mount/familiar: Daylight Owl (can see through the owl's eyes level times a day).

7. Neutral Good Human Cleric

- a. About:
- b. STR: 13

- c. DEX: 8
- d. CON: 11
- e. INT: 9
- f. WIS: 11
- g. CHA: 11
- h. Hit points: 11
- i. Equipment: Chain Armor, Shield, Mace, Blessed Garlic, Holy Water. Holy symbol, cast light 10' radius on command.
- j. Skills: Turn undead 4d6 (level d6. Level x 10' Area effect. If points rolled are equal to or greater than the individual undead monster's hit points, it is turned. If focused on only one undead creature, if points are greater, each point over the number needed to turn the undead also does damage to the undead creature).
- k. Spells: Cure Light Wounds, Protection from Evil, Continual Light
- l. Mount/familiar: None.

8. Neutral Good Human Fighter

- a. About:
- b. STR: 13
- c. DEX; 9
- d. CON; 8
- e. INT: 11
- f. WIS: 13
- g. CHA: 9
- h. Hit Points: 17
- i. Equipment: Chain Mail, Shield, Sword +1 magical.
- j. Skills:
- k. Mount/familiar: Light horse

For Barrels of Beer

This is for 6-8 Expert Set Characters of level 5. They are up a level from the last scenario.

The pre-generated characters are:

Theorn, a 5th Level Gnome Adventurer (lawful).

- Speaks gnome, goblin, kobold, dwarf and common.
- Leather Armor AC 7/6; 5d6 (20 hit points). Short sword 1d6. Magic +0; light 10' on command. Hit AC 9 on 8 (with missiles on 7). Move 6"
- Save Poison 6; Wands 7; Stone 8; Dragon 10; Spells 10;

- Open Locks 35%; Remove Traps 30%; Move Silent 45%, Climb 91%; Hide 35%; hear 1-3; secret doors 1-3 (no pick pockets). Infravision 60'
- STR 10; DEX 13 (+1 to hit/+1 AC); CON 12; INT 9; WIS 11; CHA 12.
- Owns lock picks (+2 to lock picking); leather armor, sling (d4 damage); short sword; mule. 100 gp in gold or equipment

Iorwerth; 5th Level Human Fighter (Neutral).

- Speaks Common, Battle Cant, Lizard Man.
- Chain armor and shield AC 4; 5d8 (30 hit points). Long sword 1d8 (+1 to damage from strength). Magic +0; light 10' on command. Hit AC 9 on 7 (with missiles on 8).
- Save Poison 10; Wands 11; Stone 12; Dragon 13; Spells 14;
- STR 14 (+1 to hit/damage); DEX 11; CON 14 (+1 hit points); INT 9; WIS 9; CHA 9.
- Owns medium horse, armor, sword, cross bow (1d6); lance (1d6/2d6); 120 gp.

Wroguh; 5th Level Human Cleric (Lawful).

- Speaks Common, High Clerical Lawful, Elvish, Troll, Orcish.
- Chain armor and shield AC 4; 5d6 (25 hit points). Mace (1d6). Magic +0; light 10' on command. Hit AC 9 on 8
- Save Poison 9; Wands 10; Stone 12; Dragon 14; Spells 12;
- Dispel Skeletons; Zombies, Turn Ghouls; Wight; Turn Wraith on 7; Mummy on 9, Spectre on 12 (rolling 2d6).
- Two first level spells, two second level spells. Remove Fear; Cure Light Wounds (2-7 hit points); Bless (+1 to hit/+1 to damage/+1 morale); Hold/Paralyze Person (-2 to save). Also Detect Evil, Detect Magic, Protection from Evil, Purify Food and Water, Resist Cold; Find Traps, Know Alignment,
- STR 9; DEX 9; CON 14 (+1 hit points); INT 9; WIS 14; CHA 11.
- Owns mule, armor, mace, healing potion (heals 12 points of damage); scroll of cure disease (x2 uses).
- Holy Symbol, Holy Water x2. 100 gp.

Noita; 5th Level Human Mage (Neutral).

- Speaks Common, Otherspeak (a mage tongue), Elvish, Old Man. Werewolf.
- Robe AC 9; 5d4 (18 hit points). Dagger 1d3 (damage adjusted for strength). Hit AC 9 on 11. Walking staff, 1d3 damage (used two handed) light 10' on command.

- Save Poison 13; Wands 14; Stone 13; Dragon 16; Spells 15. Spells 2/2/1. Hold Portal, Magic Missile (range 150' 2d6+2 damage; Web, Invisibility; Fire Ball (20' radius, 5d6 fire damage, 240' range).
- STR 8 (-1 to hit/damage); DEX 10; CON 13 (+1 hit points); INT 17; WIS 9; CHA 13. You also know floating Disc, Light; Locate Object, Mirror Image; Protection from Evil 10' Radius but do not have those memorized at present.
- Owns light horse, robe, blanket, lantern, books. 160 gp.
- Familiar is a Giant Spirit Centipede, 10hp, AC 6; telepathy with master up to 30'; form up 3 times per day, bite for 1d3/3d3 vs. undead, sense undead 10', infravision 20'

Henkivartija; 5th Level Dwarf (Lawful)

- Speaks Common, Dwarf, Battle Cant, Orcish.
- Chain armor and shield AC 4; 5d8 (30 hit points). Long sword 1d8 (+1 to damage from strength). Magic +0; light 10' on command. Hit AC 9 on 7 (with missiles on 8).
- Save Poison 6; Wands 7; Stone 8; Dragon 10; Spells 10;
- STR 14 (+1 to hit/damage); DEX 11; CON 14 (+1 hit points); INT 9; WIS 9; CHA 9.
- Owns mule, armor, sword, cross bow (1d6).

Keijukainen 4th Level Elf (Lawful)

- Speaks Common, Wood Elf Battle Cant, Orcish, High Elf
- Chain armor and shield AC 4; 4d6 (16 hit points). Long sword 1d8 (+1 to damage from strength). Magic +0; light 10' on command. Hit AC 9 on 7 (with missiles on 8).
- Save Poison 10; Wands 11; Stone 11; Dragon 13; Spells 12;
- Spells 2/2; Sleep, Hold Portal; Detect Invisible, Levitate. You also know Detect Magic, Floating Disk and Wizard Lock, Locate Object.
- STR 14 (+1 to hit/damage); DEX 11; CON 10 (+1 hit points); INT 13; WIS 9; CHA 10.
- Owns mule, armor, sword, cross bow (1d6). Scroll Read Language x2; Read Magic x1, Ring with four hit points (can use for healing self, once a day). 90 gp.

For the tribute run.

I had the characters up a level again for that. You can use the characters above, but have them at sixth level for all but the elf (who is at fifth).