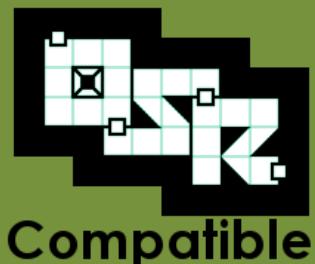


The Stolen Child

By Dave Tackett



An OSR compatible module for any old school RPG or modern clones, designed for character levels 7-9.



PO-1: The Stolen Child

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This module is OSR Compatible and can be used with any old school RPG or modern clones. It was designed with the classic version of the game in mind but with minimal changes can be used with original or advanced rules or their clones.

Encounters are listed in the following format: Orcs (4) – AC 6, HD 1, #AT 1, D 1d6
Armor Class is given descending values. An unarmored character is AC 10.

Introduction

Travelling between adventures, the characters stop at an inn in the small town of Sligo. Except for a minor incident involving the town's crazy woman, Mad Mandy, the stop has been rather pleasant. The characters have found prices to be rather cheap and the townsfolk friendly enough, though the area might be a bit too quiet for them. Just after midnight, their sleep is interrupted by a loud hue and cry. A child has disappeared and is alone at night. No blame will fall of the characters, who were clearly accounted for all night and there was another disappearance several months ago. The townsfolk immediately begin organizing search parties and beg the characters to help them.

Background

Sligo was founded forty years ago in the shadow of Sleuth Wood. Serving the needs of travelers, farmers, and a small lumber operation, it quickly grew into a pleasant little town. However, Sligo has not been without its share of troubles. Even before the town was founded, there were goblin attacks on travelers passing through the area. The goblin tribes have been beaten back and now dwell a bit deeper in Sleuth Wood. Having lost too many battles, they avoid contact with the humans of the area, but won't take kindly to outsiders, except the loggers, with whom they've reached an understanding, trespassing in their territory.

An occasional undead monster will wander out of the wood and cause havoc, but these are usually intercepted by loggers or the patrols set up for just such a purpose. At worst, a stray ghoul or two will wander into a field and kill a cow or a couple of sheep. These undead come from the ruins of an ancient Bronze Age city and the larger packs tend to stay close to the ruins. Some of the townsfolk, especially Vid and the loggers, are aware that there are dangerous ruins

in Sleuth Wood, but none know that they were part of an ancient city that is connected with the disappearances.

The ancient city of Kish was home to humans and a now forgotten type of elves. These elves were slightly smaller than other elves, could not reproduce with humans (no half-elves), and were completely ageless, though they could be killed. They lived harmoniously with their human allies for generations with little cause for conflict and many benefits from cooperation. The elves tended to be better at magic and the humans better at fighting, but these were only tendencies and both sides constantly learned from each other.

This tranquility was shattered when a new invention was brought in by human traders from a distant land. Steel and the method of forging it seemed a godsend at first. But, it soon became clear that it was a blessing for only half of the population of Kish. At first the Kish elves thought it was just the touch of iron and steel that gave them problems. But over time they realized that it was far worse, that the trace amounts of iron in the air from smelting and forging were toxic to them. They begged the humans of Kish to forgo this and return to using bronze, but steel was too great a gift to be given up.

The dying and sick elves of Kish realized that there was no place that would ever be completely safe from this new threat so they created their own place, a minor demi-plane of their own. Leaving this world, they swore revenge on the selfish humans of Kish. But as the years passed, Kish was overrun by enemies, destroyed, and forgotten. As Kish declined so did the Kish elves. Having no one to take revenge upon, for there were no human settlements near their gate, they settled into

pettiness and decadence, their once great achievements nearly forgotten. Only in population did they grow. Over the years, they kidnapped the occasional human child, or a goblin child when they could not find a human, to test them for weaknesses similar to that the elves have for iron. Over the centuries, younger Kish elves have gotten lazy and will kidnap children to act as slaves, leaving concerns about retaking the old world to the elves who once lived there.

With the founding of Sligo, old hatreds were rekindled as the former elves of Kish, seeing Sligo as Kish reborn, again had a chance to strike at their long lost enemies. But the Kish elves are not what they once were. They are still powerful by human standards, but few can even remember the powers that their race once commanded. Most Kish elves, born long after the exile, are more interested in indulging in as many vices as possible, especially overindulging in Kish wine.

However, the few “great ones,” elves who had lived in the ancient city of Kish, have never forgotten their loss. Under their leader, “the merciless one,” a female Kish elf of great beauty and power, they plot the end of humanity, or at the very least, its enslavement. Over the last thirty years, Kish elf scouts have lured away several children with false promises; it is important to many of the “great ones” that they come of their own free will because the inhabitants of Kish freely chose iron over their elven citizenry. The young boy Conall is the most recent stolen child, but if the characters don’t act, he won’t be the last.

Possible Adventure Outline

It is anticipated that the adventure will fall into three stages, but characters being what they are, anything is possible.

The first stage is the town of Sligo and the surrounding areas. Here the players will be able to resupply and set up a home base, likely in the Drag-On Inn. The characters will hear about the disappearance of a young child, Conall and will be able to investigate this.

It shouldn’t be too difficult for the characters to figure out that Sleuth Wood is where the action is and that’s it’s the most likely place to start searching.

The second stage is Sleuth Wood. It is where the characters will meet their first serious challenges. Depending on how long the characters take to discover the existence of the Kish elf demi-plane and a way into it, they might stay in Sligo while they make forays into the wood.

After the characters have found out how to enter the demi-plane (as an absolute last resort, Mad Mandy could temporarily regain enough sanity to tell them what they need to do) they will enter stage three, the rescue.

In stage three, the characters will take on a Kish elf guardhouse and, either by stealth or by brute force, rescue the child and return to Sligo as heroes.

This adventure is designed for a small party of characters 7th to 9th level. But party strengths, even of the same levels, greatly vary and GMs should not be afraid to change anything to make it more or less challenging. Monster numbers could be doubled or halved, there could be more or less undead, a higher or lower percentage of leaders among the Kish elves, etc.

Part One: Sligo

Around Sligo

The area around the town of Sligo is generally very quiet with nothing more dangerous than a coyote or stray dog to trouble residents. Six more interesting random encounters are listed below to either be rolled for or to be selected by game masters. GMs might have one random encounter just before the characters reach Sligo and two or three while they look for Conall.

Random Encounters Near Sligo (d6)

1 Goblin Merchants

Ahead is strange sight. Pulled by a tired old mule is a covered cart heaped full of pots and pans, with various and sundry kitchen utensils hanging from the beams. It would be ordinary enough, if it weren't for the peddlers themselves. One drives the cart while two walk alongside. The driver is clearly a goblin, although he looks a bit odd. Of the two walking, one might be goblin mixed with something else, while the other is covered in orange striped fur and has a head the looks like a larger version of a tabby housecat. When they are within hearing range of the party, they shout what are obviously well-rehearsed lines. "Pots to boil your tea, Skillets for your house, Pans to carry and knives to try; Come buy, come buy."

These are a different type of goblin (see merchant goblins in the appendix). They have no desire to fight, nor any real ability to do so. They are what they seem, merchants. However, they are, like most of their kind, incredibly dishonest and will try to pass off ordinary items as rare heirlooms. If the characters talk to them, they will likely try to sell them a *knife of quick escape* that "cuts through any rope trap" or a magical *pot of food rationing* that "causes food in it to be twice as filling." Not surprisingly, these items aren't really magical.

Merchant goblins (3) – AC 7, HD 1-1 (2,2,1 hp), #AT 1, D by weapon -1.

2 Runaway Cow

As the party is walking or riding down a side road, they see a commotion up ahead. A cow is running down the road toward them, being chased by an elderly farm couple (Godel and Gunnora). As they see you one of them yells to the characters "Stop her please." The players should easily be able to safely stop the runaway cow, either through magic (*Hold Animal, Slow, Command, Sleep*, etc.) or by more mundane means if they choose to do so. The cow is completely harmless and will only flee and not attack under any circumstance. If they stop the cow, Godel and Gunnora will be quite grateful. Although they have no money with which to reward the characters, they have plenty of food and will gladly feed the party for the entire time they are in the area, including supplying them with a couple days' rations while they search for the missing child.

Cow (1) – AC 7, HD 3 (12 hp), #AT None.

3 Patrol

A few lightly armed riders meet the PCs on a road or in town. Unless the party is acting especially suspicious, the patrol will just give them a friendly wave. After the child has disappeared, they will stop and question the PCs, but more to share information than out of any suspicion that the characters were involved. Before Conall's disappearance there will be 2-4 riders in the patrol, afterward there will be 2-7 of them.

Men – AC 7, HD 1-6 hp, #AT 1, D by weapon.

4 Rat Catcher

Ahead you see a bedraggled looking man carrying a long wooden pole with roughly a dozen dead rats tied to it. He is whistling, slightly off-key, a risqué tune well known in many taverns. He seems rather friendly, if somewhat intoxicated and waves to you with a friendly greeting.

Vid is the local rat catcher and a part time hunter. He makes frequent trips into the Sleuth Wood hunting deer, rabbits, and other game, which he sells to The Drag-On Inn. Because of this, he is well aware of the undead and goblins and has a feeling that there is something wrong about the island in the lake. He will gladly guide the party for a small fee or even for free if they are looking for the stolen child.

Vid – Lev 6 ranger, AC 4, HP 44, #AT 1, D by weapon.

5 Fenodyree

As you walk by a field, you see a bizarre site, a dwarf wearing a fur coat, despite the warm weather, while working the fields at an astonishing speed. As he comes closer, you are appalled to realize that he is not wearing a coat, that he is just exceptionally hairy and working au naturale.

The fenodyree (see new monster in appendix) encounter can be played for laughs and to make the characters uncomfortable. He will not be offended if they mistake him for a dwarf, but will be greatly affronted if the characters question his nudity. If this encounter takes place after the child was taken, he will remember that he saw Conall walking toward Sleuth Wood. This encounter should only occur in the area roughly between Sligo and Sleuth Wood

Fenodyree (1) – AC 3, HD 1 (7hp), #AT 1, D by weapon (1d6)

6 Pilgrims

A small group (2-8) of pilgrims is passing through the area on their way to a large temple in the nearest city. They know nothing about the disappearance and will be dismayed to hear of it. They will say a prayer for him to their (Neutral Good) deity. If any of the party members are injured, one of the pilgrims has the ability to cast two *cure light wounds*. If asked if they know anything about the area, a different pilgrim, a sage, will tell them that while the area is the now occupied by simple towns and villages, it was once the location of an ancient city-state called Kish.

Set Encounters Near Sligo

1 Moonshiners

At first you are uncertain what the strange contraption by the creek is, with its twisted metal pipes then laughing you realize that it must be some sort of homemade still. You are about to leave when someone behind you demands to know what you are doing there.

The moonshiners, Guy and Toly, aren't really interested in trouble; they just want to make certain that the PCs aren't thieves or worse. The PCs can easily reassure them and if they do so, Guy and Toly will try to sell them their moonshine, which they call "madshine." This vile liquor is surprisingly useful. Because it is nearly pure alcohol, madshine burns like flaming oil. It can be used on wounds to lower the likelihood of infection, and it can be drunk or traded to humanoids that appreciate bad drinks. Guy and Toly charge five silver pieces a bottle or five bottles for twenty silver pieces.

Guy and Toly AC 7, HD 1-6 hp (6,4), #AT 1, D by weapon

2 Lumber Mill

Located just east of Sligo, the mill is fairly successful, making lumber from the logs that are chopped and floated down the river. The characters will find out little information here, but the workers will suggest the seek out the lumber camp in the forest, figuring that if Conall went into Sleuth Wood, one of the lumberjacks might have seen him.

Sligo

The town of Sligo (Pop. 600) is a fairly young town, having been formally founded only forty years ago. As a local lumber operation grew in size, shops sprung up to serve their needs, as well as those of the many travelers on the road and the area farmers. Sligo is a quiet town that has the misfortune of being at a center of old hatreds that are just now resurfacing.

[Only three of the town's buildings are detailed so GMs should feel free to any buildings they feel might be helpful and appropriate to make the town fit into their campaigns.]

As the characters enter the town, they are accosted by an unkempt crazy looking woman, with long matted hair and glazed eyes. She will grab hold of one of the characters and speak nonsense to the characters.

“Ah me braves come to save me you has, you has, but you’s too late; I amēltu, I Manda like you. Backwards, forwards, backwards, forwards, sheik, sheik, sheik!”

If there is an elf in the group she will add, “Not all elves is elves; not all goblins is goblins; you’re a fine one.”

After which she runs off laughing and accosts someone else.

A nearby group of townspeople will come and apologize, telling the party that Mad Mandy disappeared as a child, nearly thirty years ago and only just returned a year ago, completely deranged, talking about bad elves and good goblins. They beg the party to ignore her, telling them that she’s crazed, but harmless.

Locations in Sligo

1 The Drag-On Inn and Tavern.

The inside of the Inn is painted a gaudy shade of green. Everything else is painted various clashing shades of bright or dark green. Even the dishes are made of green glass. On one wall, dark makings have been painted over and it is impossible to tell what they were. If asked, Otto Goodhill, the Halfling owner/barkeep will sigh and explain that after the green dragon of Sleuth Wood was killed a few years ago, he renamed the Inn “The Green Dragon’s End” and as a pun had painted a green dragon mooning the tavern’s patrons. According to Otto, the mayor and several other prominent citizens had threatened to evict him if he didn’t get rid of the painting and rename the inn.

Because the Drag-On Inn caters to locals as well as travelers, food and lodging at the inn are cheap but good. Lodging should cost the typical cost for an Inn, but it is exceptionally clean, while food and drinks cost about one-half the typical price. Otto serves nothing harder than mead to prevent barroom brawls and other trouble.

Otto is fond of bad puns and knows a little of the history of the region. However, he is not a very good source of information. The tavern rumors, although half-true at best, are a much better source of information. The characters should overhear one rumor for every hour they spend in the tavern – one for every half-hour they spend

if they are actively talking to their fellow patrons. Many of them should only be heard after Conall disappears.

Tavern Rumors

1. Ghosts walk Sleuth Wood at night, especially near the lake. You wouldn't catch me going in there after dark.

[Partly true, there are undead in the wood, but the "ghosts" that are occasionally seen near the lake are really Kish elves]

2 Mad Mandy was taken away by fairies many years ago and hasn't been right in the head since they brought her back.

[Mostly true but she escaped; they never bring anyone back.]

3 I hear a goblin market will be coming to Sligo soon. There's always interesting things to buy at one of them. Just keep a close eye on your coin purse.

[True, but it's not important in this adventure.]

4 Stay away from Sleuth Wood. The lumberjacks have stirred up a horde of orcs. Bet they took that poor child. My cousin Loryn saw a patrol of them dragging off something that might have been a child.

[False, there are no orcs in sleuth wood. Loryn saw a solitary goblin carrying a rabbit over its shoulder]

5 Young Conall must have been a bad child. Only reason old Bloody Bones would have taken him.

[False, if the PCs ask the speaker will tell them that bloody bones is a fairy or goblin of some type that takes away bad kids.]

6 Bet Guy and Toly drowned Conall in the river for messin' with their madshine still.

[False, they wouldn't hurt a child. If asked what madshine is, the speaker will laugh and say "You don't want to know,"]

7 Wolves took that boy. You can bet on it. They've been multiplying around these parts for years and nobody will do anything about. Mark my words, you'll find his bones in wolf den.

[False, local famers wrongly blame wolves for everything.]

8 There are some very dangerous old ruins in the forest. If you come across an old barrow or broken down-building, run the opposite direction. I don't care what anyone tells you, there are dead things walking around them and you want nothing to do with them.

[True, but PCs typically will likely not want to run away from undead.]

9 It's slavers you should be lookin' for. They kidnap people and sell 'em to distant lands. Children are easy prey. My father always said there was an aerie that needed assaulting somewhere to the west.

[False.]

10 Sleuth Wood is dangerous. It holds old memories that will only lead to trouble.

[True, but the speaker is only speaking a hunch and knows no details.]

2 Tadc's General Store.

A large store that has become a "must visit" for travelers passing through Sligo. Tadc's has virtually every non-magical item imaginable for sale, except weapons, armor, gems, and jewelry. Here the characters can find anything they might want for 90% the book price for the item. Tadc will only pay 20% of book price for any item and will not haggle.

Tadc – Lev 15 thief Lawful Evil, AC 2, HP 50, #AT 1, D by weapon.

3 The Slido Blacksmith and Armory.

Here is a very well-run blacksmith shop. The blacksmith is a relatively friendly and talkative dwarf named Nyr Stoneaxe. He sells swords, daggers, axes, and knives at 120% book price, but they are all exceptionally well made. He also sells chainmail and plate mail at book price. He can custom make any common non-magical weapon at 200% book price (300% for a rush order of 24 hours). Surprisingly he also has a large selection of bows and arrows, which he sells on consignment for his friend Vindalf, an elf who lives in a nearby city.

Dwarf (1) – AC 4, HD 1 (10 hp), #At 1, D by weapon.

Part Two: Sleuth Wood

Sleuth Wood



Sleuth Wood is a good sized, old-growth, mixed deciduous forest. With limited undergrowth, it is fairly easy to walk through, though the large trees and hilliness greatly limit visibility.

If the party has a ranger, druid, wood elf, or other character familiar with the wilderness, the game master might read:

As you enter Sleuth Wood, you are greeted by the damp, pleasant smell of countless trees and the reassuring trilling calls of tree frogs and the competing, yet harmonious, sounds of many varied insects echoing in the dark. It is the comforting sound of home for you. Yet, you can detect a few discordant notes in this sylvan symphony. A call cut off short, directions from which no sound comes, and a feeling of cautious alertness contrast with the relaxing natural sounds of the wood.

Otherwise the following might be more appropriate:

The unpleasant forest fills you with a near overwhelming sense of dread. From the stench of decay to the overwhelming cacophony of screeching bugs, this wood seems a nightmarishly unwholesome place. Clearly this is not a place for civilized beings, with the blood-sucking insects being the least of its perils.

Random Sleuth Wood Encounters (d10)

1 Black Bear

If the party has a druid or ranger this encounter can be avoided. The bear is out hunting for prey but will not attack party except in self-defense. It will simply stare threateningly at the party for 1d3 rounds then wander off into the woods. However if the party casts *speak with animals*, the bear will be a very good source of information. It knows that the Kish elves took the child, where they took him, and the charm to open the gate to their demiplane. It also knows the locations of other forest encounters, but can only answer simple direct questions.

Black Bear (1) – AC 7, HD 3+3 (13hp), #AT 3, D 1d3, 1d3, 1d6.

2 Loggers

If this encounter occurs during the day, the loggers will be a scouting party of 2d6 loggers who are marking trees to be felled in the near future. They will be friendly and answer general questions about the forest, but don't stop from their work. If this encounter occurs at night, then the loggers will be a group of 2d4 that have gotten lost and will offer 100sp for an escort back to camp. They aren't actually lost so much as recovering from drinking too much madshine.

In addition to an axe for cutting down trees, most loggers carry a crossbow to defend themselves.

Loggers – AC 8, HD 1d6 hp, #AT 1, D by weapon.

3 Goblins

The goblins in Sleuth Wood have taken enough beatings over the years to avoid conflicts with the locals. But obvious outsiders like the PCs are just too tempting. Not especially brave or powerful, these goblins will take a few potshots at the characters before fleeing, unless the characters seem especially weak or badly injured.

Goblins (12) – AC 6, HD 1-1 (7, 6, 6, 6, 6, 5, 3, 2, 2, 2, 1, 1), #AT 1, 1d6 or by weapon. The 7hp goblin is the leader and fights as a 1 HD monster.

4 Wild Boars

Wild boars are always aggressive, but these are exceptionally vicious. Unbeknownst to the characters, they have been the frequent victims of pranks by the local pixies and a scouting party of Kish elves has implanted a false memory of humans killing their babies. They are in a foul mood and hate all humans.

Wild Boars (9) – AC 7, 3 boars HD 3+3 (20, 18, 12hp) #AT 1, D 3d4 and 6 sows HD 3 (24, 15, 13, 13, 12, 10hp), #AT 1, D 2d4

5 Pixies

This group of pixies is a bit meaner than most, having been won over by a Kish elf scouting party. Their pranks will have the potential for real damage. They will spy on the characters while invisible, then begin their attack. One of them will drop a hornets' nest on the head of a random character (2d6 damage from stings, 1d4 for any other characters within ten yards). If the party has internal trust issues they might cast an *illusion* of one party member stealing from another, etc. They will do anything to get the humans to leave the forest.

Pixies (8) – AC 5, HD 1-4hp (4, 4, 4, 3, 2, 2, 2, 1hp), #AT 1, D by weapon or spell.

6 Bandits

This group of bandits (detailed in NPC section) is new to the area. Having plucked all the “low hanging fruit” and attracted the attention of the powers that be at their last locale, they have temporarily taken up residence here. So far they have only killed a couple of goblins and a pixie, but they are getting restless and if the characters don't kill them or drive them off, they will begin attacking isolated farms, robbing and torturing/killing the inhabitants before burning the buildings.

All five bandits are extraordinarily sadistic and enjoy causing pain. They have a group treasury of 100 platinum pieces and each carries their own treasure.

7 Giant Spiders

If the characters are surprised, the game master might read:

This portion of Sleuth Wood is abnormally quiet; there are no frogs calling, no insects chirping, nothing. All you can hear are the sounds of your own footsteps and breathing. A smell of rotting death permeates the air, causing your stomachs to turn and a feeling of unease to fill you. Small tree branches come crashing to the ground around you causing you to look upward and observe the sickening sight of a dozen spiders the size of small ponies. They surround you as they descend on threads as wide as your arms.

If they aren't surprised:

As you walk, you notice that the forest ahead of you is quiet, too quiet. Halting, you stop to observe the area. You smell the reek of death and something else unpleasant. Something very dangerous waits up ahead.

And if they aren't surprised and have a ranger, druid, or wood elf add:

You see what could easily be mistaken for vines, but you recognize them for what they really are, strands of spider webs, huge ones. You now can place that second unpleasant smell, spiders. There must be giant ones directly ahead.

Giant Spiders (12) – AC 4 HD 4+4 (35, 33, 30, 29, 28, 24, 23, 22 (*2), 19, 15, 11 hp), #AT 1, 1d8 + poison.

8 Dryad

The dryad will approach parties that seem badly injured or are obviously lost and will offer assistance. Otherwise she will remain hidden.

Dryad (1) – AC 6, HD 2 (7 hp), #AT 1, D 1d2

9 Ghouls

Packs of ghouls roam the forest, especially near ruins. However a pack may be encountered anywhere,

Ghouls (4d6) – AC 6, HD 2, #AT 3, D 1d3/1d3/1d6 + Paralysation.

10 Kish Elves

A raiding party of Kish elves is hunting for potential slaves, though they are not planning on searching near Sligo for fear of too much resistance. They are primarily here in case opportunity happens to present itself. The elves have no desire to engage either the characters or the loggers in Sleuth Wood and the leader will try to mislead the characters by her innate magic (See Kish elf description in the appendixes). The party contains one Kish elf leader and four ordinary Kish elves.

Kish Elves (4) – AC 3, HD 4, (32, 24, 18, 10 hp) #AT 1, D by weapon. Kish Elf Leader (1) – AC 0, HD 6 (39 hp), #AT 1, D by weapon.

Set Encounter in Sleuth Wood

The Ruins

The ruins are the remains of the once proud city of Kish. There are numerous undead in the area and GMs should feel free to add additional ruins if they are fond of running undead.



1. Banshee Lair

As you walk along the rocky creek, you hear the wind moaning and wailing through the tree branches. Ahead you see an old woman in tattered robes sitting on a small pile of rocks facing away from you.

Banshee (1) – AC 0, HD 7 (25 hp), #AT 1, D 1d8, and special.

If they search under the rubble, the characters will find a trap door to a basement. With the leaky trap door open, the characters can see (assuming they have lighting) an eight foot tall room that is 10' by 10' wide. It has horribly smelling stagnant water that is about three foot deep. Anyone searching the slimy water will find eleven bones (belonging to the banshee, a, drowned rat, and twenty antique silver coins (worth a total of 2000 gp to a collector if cleaned)

However, anyone searching this fetid basement has a 5% chance of catching a disease (as the cleric spell *cause disease*) unless they make a saving throw vs poison.

2 Library

In the middle of the typically damp forest, the characters come across an exceptionally dry area. There are piles of stone rubble with a pair of broken pillars still standing. And completely exposed are stone stairs going down into a large dark room.

1 Main room

This 40' by 30' room has a thick lair of dust covering everything. There are numerous stone shelves mostly covered in dust, with a few ancient clay tablets with writing in an unknown language. If translated, they are just unimportant ancient poetry such as “The voice of the wild goose cries, / Where she has seized their bait, / But your love holds me back, / I am unable to

liberate her.” There are many bones from small animals here as well as dehydrated animal droppings.

Characters who check their rations after entering this room will discover that all their water has instantly vanished. Food items that are mostly water, such as beer and wine, will have lost all their water and become an unpalatable, nearly pure alcohol mixture of much less volume. Solid food will slowly dehydrate, but unless the characters decide to spend a night in this room it will be barely noticeable.

2 Head Librarian’s Office

This small room, behind the *wizard locked* door, is in much better shape than the main room outside it. There is a large desk with nothing on except a bronze dagger, with large blue gemstone (lapis lazuli) inlaid in the pommel, stuck into the wooden desk, holding down a note in an ancient language.

The note reads: “The iron sickness has become too strong and those of us who have the old blood in our veins must leave this world. I leave this last record for you dirt people who remain. Know that we will always hate you for what your rapacious nature has done to us and may the Gods damn you all to the harshest hells.”

The dagger is a +1 dagger and the magic eliminates any penalties associated with it being made of bronze.

The desk has six drawers, all locked. The top right drawer is trapped with a poisoned needle (save vs. Poison at -3 or die). Inside the drawer is a magnificent silver necklace inlaid with diamonds and lapis (3,000 gp value).

There are a few shelves on the wall half of which are covered with scrolls, the others are

strangely empty. Any scroll read will be a simple record of items acquired by the library, fines, and other mundane notices.

3 Special Collections Room

This room, like the head librarian's office, is perfectly preserved behind its wizard locked door. There are a few shelves with old, crumbling clay tablets from the earliest days of the city. Few are in good enough shape to be readable.

There are a few scrolls however, including a *control undead scroll*.

3 The Wizard's Tower.



You see a bright white, three-story tall tower standing in the center of a small clearing. Apparently made of limestone, it is built on a small hill and would be visible for miles if not for the towering oaks that have grown even taller around it. As you approach, you notice that the vegetation becomes thinner and more stunted the closer you get to the tower until it is surrounded by a nearly six foot wide circle

where nothing grows. A small, active anthill in the circle shows that only plants are affected.

If the characters come any closer to the tower:

All at once, the surrounding forest grows quiet as if the calls of all the nearby frogs and insects were stilled at the same time. Then you hear a chorus of the most beautiful voices imaginable singing in perfect counterpoint. Although the words are unintelligible, the world fades away and you are transfixed by music that somehow recalls your happiest memories.

If a PC saves vs magic, as is very likely then:

Suddenly, the singing doesn't sound beautiful. It is more like a cacophonous mixture of the screech of a large bird of prey and the sound of breaking glass. How could you have been so confused?

Either way the harpies will attack.

From the roof of the tower a flock of harpies fly toward you, swooping awfully and shaking their wings with loud clangor, anticipating a feast, spreading a foul smell, and uttering their dreadful cries.

Harpies (7) – AC 7, HD 3 (20, 19, 19, 15, 12, 10, and 5 hp), #AT 3, D 1d3, 1d3, 1d6 + charm.

After defeating the harpies, the characters will notice that there is no visible entrance to the tower, no door or windows. The door is there but it is covered by a permanent illusion. The door is also wizard locked.

All rooms inside are well lit by permanent light spells, cast on objects that can be covered.

Level 1

1 Guard Room

This room, although it has not been opened in ages, is completely unchanged since the day the

door was last closed. Inside are three human guards who had been under a variant form of *temporal stasis*. They are armored in chainmail and a shield, and carry long swords (1d8+1). They will assume the characters are enemies and will immediately attack.

Guards (3) human male Lev 7 fighters, AC 3, HP 50, 40, 35, #AT 3/2, D by weapon +1.

Other than the guards, the only things in this room are three doors, including the one out, and the stairs up.

2 Ladder Down

This “room” is merely a fixed ladder going down to the basement. The door is *wizard locked*.

3 Waiting Room

This is a pleasant room with two padded sofas, two chairs, and a small table, upon which rests a primitive chess set with gold and silver pieces (500 gp value). The walls are painted a continuous scene showing the defeat of a pair of demonic magic users by a greater human wizard, presumably the tower’s owner.

Basement

The basement is one large laboratory full of odd experiments. Lying on a table in the center of the room is a large (8 foot tall) clay sculpture of a man. Along the walls, are shelves filled with unidentifiable items as well as several vials filled with an unknown liquid. (The liquid is a deadly poison; save vs poison at -1 or die if drank.)

Also on the shelves are several small closed bags (most contain sand or dried guano, but one contains 500gp worth of diamond dust), a crystal sphere the size of an orange, a dozen wands (one

of which is a *wand of lightning* with 25 charges), and a collection of rocks.

Carved on the floor are two large, elaborate pentagrams.

If the characters touch anything other than the floor, walls, and pentagrams, four things happen nearly simultaneously.

First, the face of a man appears on the far wall and shouts at the characters in an ancient language. If they can somehow understand it they hear “Cowards! Fools! You will pay for trespassing where Serakh, the mighty has forbidden it.”

Second, a permanent *wall of fire* appears blocking the door. It is effectively twelfth level for purposes of dispelling, but does 2d6 + 20 hp damage to anyone passing through it. It is unusually small and only fills the doorway.

Third, centered on the crystal sphere, a fear spell fills the room, causing anyone who fails their save to flee as fast as possible.

Fourth, the clay golem animates and begins attacking.

Clay Golem (1), AC 7, HP 50, #AT 1, D 3d10 + special.

Level Two

This floor is one large room with many shelves on one half and stacks of crates on the other. On the shelves are hundreds of scrolls and clay tablets. Most are history and geography, telling the story of Kish, the arrival of iron, and the departure of the elves.

Other scrolls tell of the biology and tactics of orcs, goblins, trolls and the like. On one shell

there are several magic scroll, including six *comprehend language* scrolls as well as any others the game master wishes to be here. [It's a good place to introduce new spells into the campaign or to provide extra firepower to parties that might be likely to have trouble with later encounters.]

The crates contain perfectly preserved food items, including dried meats and vegetables. In one crate, there are twenty bottles of perfectly preserved ancient wine. Each of which would sell for at least 200gp in a large city.

Level 3

1 Landing

This small room has two doors, a small chair, and one wall is painted with a pastoral scene of nymphs and satyrs frolicking by a waterfall. Oddly, the characters can hear running water, as if coming from the waterfall, but the sound originates from behind one of the doors.

2 Bathroom

This room is a luxury beyond the imagination of most people of the characters era. There are a bathtub, a toilet, and a sink, all with continually running water. Water flows from taps and then disappears into short pipes. The water in the bath is surprisingly warm and vanishes into the pipe at the same rate the water flows, leaving the bath constantly ready. This is all accomplished via a permanent, limited variation of the *teleportation spell*. The only movable object of any value is a small bronze cup by the sink (5 gp).

3 Bedroom



Rather Spartan by the standards of the characters' era, this large bedroom has a very large, though crudely made bed, a large chest, and a shelf filled with scrolls

The scrolls are Serakh's journal and are mostly of no interest. However, the last scroll tells how to get to the Kish elf demiplane, "On the island in the middle of the lake, there is always, even in deepest winter, a circle of toadstools. Stand in the center of the circle and say Kish backward three times." as well as explaining that he is going there to beg for aid against an approaching horde of orcs and goblins.

[GM note – Sarekh was killed by the Kish elves and Kish fell to the horde. The tower was spared because the horde could not find a way inside.]

Treasure: In the chest are a dozen ancient but well preserved robes, a pair of well-worn sandals, and small leather coin purse. The purse contains 12 bronze coins of unknown make (worth 200 gp each to a collector). While the robes appear worthless, almost any tailor would pay well (50-200gp) for a pair of them to study.

Roof

Opening the trap door, you are nearly overwhelmed by the nauseating stench of rotting meat and decaying harpy waste. Strewn across

the roof, on top of, and sometimes buried deep in, piles of harpy droppings are the bones of past victims. From the tower roof the roof's battlements, you can see the whole of the clearing.

If the PCs are willing to dig through this disgusting mess, they will find treasure but any character searching this has a 10% chance of catching a disease, as the cleric spell *cause disease*, unless they make a saving throw vs poison.

Treasure – a large pouch with 100 gp and 2 gems (a bloodstone (50 gp) and a piece of amber (100 gp)) on a half-rotted corpse there is a +2 long sword and a non-magical dagger.

4 Tavern Cellar

Amid the rubble, you find stone steps going down into an exceptionally dark room or cavern. You feel an unusual chill around the area.

This was once a tavern cellar and is still partially intact due to the last remnants of a preserving spell. Unfortunately, it is no longer strong enough to preserve the wine that was once stored here. The cellar has become the haunt of several hungry shadows.

Shadows (10) – AC 7, HD 3+1 (25, 20, 20, 19, 18, 17, 12, 11, 7, 7 hp), #AT 1, D 1d6 + draining

The Island

This small, leafy island is the home of herons and water rats (both harmless animals) and it has two important uses for the Kish elves. It is their oldest gateway between the worlds, the only one near Sligo. They also store some of the vats of their wine here for aging, having found that the flavor is slightly better than those aged in their demi-plane.

Because of its importance the island is always guarded by a small patrol of Kish elves, even though they cannot conceive of anyone else being able to use the gateway. The elves try to stay hidden.

In the center of the island is a ring of toadstools about 6' in diameter. If the word "Kish" is said backward (pronounced "Sheik") three times, anyone in the circle is transported to the Kish elven demi-plane (Part three). If any toadstool is damaged, it rapidly regenerates.

Kish Elves (6) – AC 2, HD 5 (39, 35, 27, 17, 14, 10 hp), #At 1, D by weapon + special

Part Three: Rescue

Outside Elf "Castle"



Instantly you are somewhere else. A few hundred yards ahead of you rises a beautiful castle that looks like more like something that a fairy tale princess would live in than the castles you have seen. With ivory walls and towers crowned by gold plated roofs, it takes your breath away. Around you are sweet smelling flowers and a small, crystal-clear brook flows just behind you. As you look back toward the castle you see a drawbridge lower and countless mounted knights sally forth, their silver armor shining in the bright sunlight. As you start to

react, the scene flickers and ahead is not a beautiful, distant castle but an ugly, squat stone building, about fifty feet away. There are no scores of knights, only six well-armed elves.

Kish Elves (6) – AC 3, HD 4 (32, 30, 27, 18, 14, 9 hp), #AT 1, D by weapon + special

After defeating the guards, the characters notice that the entire scene has changed. The sky is no longer sunny, but is gloomy and overcast. The brook is still there, but now has a slightly oily smell. The area around, while not barren, is far less lush than before.

Guardhouse

Built initially to ward off potential attacks, this building has become a base for the occasional foray into the prime material plane. Beautiful illusions to make the lonely duty more tolerable once surrounded the area, but these have mostly decayed and perform erratically at best. Now apathy and over indulgence in wine and other vices are the order of the day.

All rooms within the guardhouse are an even 10' tall, with no variation. The internal walls often have painted scenes or tapestries, but most are faded beyond recognition.

The outer doors are not locked. Characters touching them will suddenly see them as being made of solid gold, but this remnant of a dying illusion quickly fades away.

1 Guard Room

This room has a dirty, faded tapestry covered in a layer of dust (10 gp if cleaned), that shows a group of elven knights fighting a dragon. There is a carved wooden table that apparently once had elaborate carvings, but these have been mostly worn away. Otherwise the room is empty except for numerous empty bottles scattered

across the floor and a bent bronze spear leaning against the wall.

2 Holding Cell

This 5' by 10' room has a wooden cot, with no padding, a bronze bucket, and a thick lair of dust. Through the bars, the characters can also see a pair of skeletons. One of the skeletons wears a *Ring of Feather Falling*, but it is completely covered by dust and will only be found if the corpses are searched. This room seems to be used rather infrequently.

3 Grape Storage Room

In comparison to the other rooms that the characters have seen, this room is immaculate. There are countless bunches of grapes hanging from racks that fill the room. This room has a powerful preservation spell on and any food left in it is perfectly preserved. However, the Kish elves have become apathetic about storing anything except the grapes they use to make their wine. There will be 1d4 Kish elves here 75% of the time.

Kish Elves (1d4) – AC 3, HD 4, #AT 1, D by weapon.

4 Bow and Arrow Storage

This small room has dozens of bows hanging from hooks on the wall. There are also hundreds of quivers, each with a dozen arrows (all with bronze arrowheads). While there is a thick layer of dust on a few of the quivers, it is clear that at least some of the items here are frequently used. Only in the corners is the dust thick.

5 Barracks

This large room has twenty large, comfortable looking cots arranged in rows of five. They are all disheveled and the room is in desperate need of a good cleaning. It smells of rotting food, stale wine, and unwashed linen. The room is

unkempt because the slaves are not allowed in it. Characters that thoroughly search the room will find $180 + 2d6$ gp and a lost *type 1 bag of holding*.

At any time, there will be $8 + 2d6$ Kish elves here.

Kish Elves (8+2d6) – AC 3, HD 4, #AT 1, D by weapon.

6 Barracks

See room #5

Kish Elves (8+2d6) – AC 3, HD 4, #AT 1, D by weapon.

7 Barracks

Somewhat tidier than the prior two barracks, this room has ten beds, each with a chest at its foot. Each chest will have $3d10$ gpus and 1-4 gems worth 10-100 gp each, as well as low value clothing.

At any time, there will be 1d4 Kish elf leaders here.

Kish Elf Leaders (1d4) – AC 0, HD 6, #AT 1, D by weapon.

8 Forgotten Room

This long forgotten room is behind a faded tapestry that shows a green dragon flying toward a distant sunset. The room contains old, broken crates and a thick layer of dust. There are no footprints and it is clear that this room has not been used in a very long time. If the characters are not observed entering it, this is a reasonably safe place to rest.

9 Closet

Here there are brooms, mops, buckets and the like, most of which are covered with a layer of

dust. Only those near the front have been used recently. Cleaning is seen as a punishment by many of the Kish elves, and the only rooms that they voluntarily clean are the grape storage room and the wine press.

10 Armory



There are roughly two hundred suits of bronze chainmail and twenty suits of bronze plate mail, all sized for Kish elves. There are also racks with numerous bronze long swords and bronze short swords.

11 Storage

Lacking only moldy food and a couple of dead cats, this room is a hoarder's dream. Boxes on top of boxes, old tools, lost clothing, empty bottles, and more, it is filled from floor to ceiling, with only very narrow walkways left open. There is nothing of real value here, but common adventuring items (ropes, crowbars, mirrors, etc.) are likely to be found here.

12 Common Room

This room is exceptionally luxurious for a guard house, especially one that has obviously seen better days. The floor is covered by a thick green carpet, there are countless pillows scattered across the floor, and a warm fireplace that is kept constantly burning.

The room has several columns shaped like tree trunks (They are decorative, not weight bearing). It has walls that are painted brown, one with a glowing moon giving off light (via a weak *continual light spell*). The ceiling is painted to resemble a canopy of leaves with glowing stars visible.

There will typically be 3d6 Kish elves lounging around here, drinking wine and relaxing. They are unarmed and unarmored and will automatically be surprised. There will also be 1-3 slaves here.

Kish Elves (3d6) – AC 3, HD 4, #AT 1, D by weapon.

Slaves – human or goblin (1d3) – AC 10, HD 1-4 hp, #AT none.

13 Fake Treasure Room

Through the barred door the characters can see two large chests, as well as some gold and silver bars on a shelf.

The door is locked, but not trapped. However the treasure is trapped. Any character other than an elf that touches either the chests or the gold and silver bars will set off a loud shrieking alarm (similar to a shrieker) that persists until the item is touched by an elf.

If the alarm lasts more than two rounds, 2d6 Kish elves and 1d4 Kish elf leaders will arrive. If the alarm is still going after twenty rounds, another similar group of Kish elves will arrive.

The treasure is fake. The chests are empty and the bars are painted lead.

14 Illusion Room

From outside, this room looks like a bare room with only a couple of simple chairs in the center. However, if a character sits on one of the chairs, a powerful variation of a *programmed illusion* spell will occur.

Normally this is used to educate younger Kish elves about the history of the city of Kish. It works by having the instructor sit on the chair and visualize scenes from old Kish. Characters

sitting on one of the chairs and not knowing how this works will see their worst fears brought to life.

Game masters can bring up a scene similar to the character's toughest battle or narrowest escape and allow them to momentarily believe that they have been teleported into danger.

15 Latrine

This room is especially clean because the Kish elves have their slaves clean it frequently.

Similar to the wizard's tower in Sleuth Wood, there is running water that appears from a small pipe mounted just above the sinks and toilets and disappears in a pipe at the bottom. This is an ancient, always operational, *teleportation* spell variation that has been lost to characters' world. There is 50% chance that there will be 1d4 Kish elves here. They will automatically be surprised and unarmored (armor will be hung on a hook), but will have weapons.

Kish Elves (1d4) – AC 8, HD 4, #AT 1, D by weapon.

16 Empty Room

This small side room is an empty room that has been mostly forgotten by Kish elves. If the characters are having too hard a time, this room can be a forgotten storeroom that is secure to rest in and contains a few *healing potions*.

Conversely, if the characters are having too easy a time, this can be a guest room with an impatient efreeti, dark elf, or other similar delegation waiting to meet the "merciless one" for negotiations.

17 Escape Room

This room is empty except for a simple, but powerful one-way *teleportation* spell painted on the wall. What looks, at first glance, like any other wall painting here, although one

remarkably less faded, is on the far wall. If the characters examine it, they will notice dreary grey scene with a road heading toward a small, ancient looking town. As the characters examine the painting, they will notice that tiny details in the background move, trees sway in the wind and smoke rises from a couple of fires, yet it is clearly a painting with visible brushstrokes.

Nothing the characters do has any effect on the painting; it is impervious to attacks and has no effect on the characters; it just feels like a stone wall to them. However, if an elf or half-elf character touches the painting directly or indirectly (with a sword, 10' pole, etc.) they are transported to the scene a hundred miles north. An elf will arrive unharmed, but a half-elf will take 3d6 hit points of damage due to the *teleportation* spell resisting their human half. The rest of the party will see the teleported character as part of the painting, brush strokes and all, until the character moves out of sight. The teleported character cannot see or hear the party and will not know that they are visible to them. Unless the character has a magical means of reuniting with the rest of the party, they will have a long difficult journey to get back.

This room is exceptionally well swept as the Kish elves love to psychologically torture their slaves by showing them a way to escape, but one that is impossible for them to use.

18 Dining Room

This room is a relatively clean area with four long wooden tables with benches on both sides. Against the far wall, there is a warm fireplace blazing at all times. At most times there will be 1d4+1 Kish elves here, but at meals, that number rises to twenty at a time.

Kish Elves (1d4+1 or 20) – AC 3, HD 4, #AT 1, D by weapon.

19 Pantry

This room has a strong preservation spell that indefinitely keeps any food item fresh. There are countless boxes full of fruits and vegetables here. Characters low on food rations will find plenty here.

20 Kitchen

This is a rather typical kitchen with tables, benches, cabinets, stoves, and various bronze kitchen utensils. There is little here to interest the characters, unless one is looking for a knife. However, the bronze here has not been magically hardened, which makes any knife here a poor weapon against armored opponents.

21 Guards

This guard room is extremely professional by Kish elf standards. There are four Kish elf leaders and six regular Kish elves on duty at all times. The barred door allows the guards to shoot arrows at anyone other than a Kish elf or slave that approaches. Although there has been no real trouble for centuries, the guards are very alert, anticipating not invaders, but surprise inspections by the merciless one. There is a desk with some rather tedious paperwork on it. If the characters can read the Kish elf script, they will notice that top paper notes the “acquisition” of a human slave named Conall.

Kish Elves (6) – AC 3, HD 4 (30, 28, 16, 15, 9, 7), #AT 1, D by weapon.

Kish Elf Leaders (4) – AC 0, HD 6 (39, 30, 25, 22 hp), #AT 1, D by weapon.

22 Administrator's Bedroom

This is a surprisingly Spartan bedroom for what is clearly an important official. There is a desk, that seems to a continuation of the work desk in room #23, a small cot with a single wool

blanket, a shelf of books, and a trunk filled with robes and sandals. If the players search the chest thoroughly, they will find a poorly disguised false bottom, under which are five hundred loose gold pieces and various spell components.

23 Administration Room

Here is the heart of the guard station. All records, histories, and scheduling is stored here. There are maps of the demi-plane and disturbingly, of the region around Sligo, on the walls, a desk with papers stacked high, a simple chair behind the desk and a comfortable one in front of it. In stark contrast to most other rooms here, which reflect a lethargic attitude, this room reflects a frenetic energy and sense of work and purpose. In the bottom drawer is a bag with fifty platinum pieces to be given as rewards for exceptional duty (the bag is dusty).

Kakia (detailed in NPC section), a Kish elf “great one,” is the administrator of this guard post will be either here or in room #22.

24 Throne Room

Currently unoccupied, this palatial room was clearly designed to impress. The walls are painted with beautiful scenes of mountains, sunsets, and elven armies on the march. The floor is covered by a soft red carpet. There is a rolled-out, black carpet running from the door to the throne with a dozen bronze incense burners (weighing ten pounds and worth 20 gp each) lining the walkway. There are two sconces mounted on the wall behind the throne, both having a torches enspelled to burn continually, giving off bright light and heat, but not smoke. The effect of having the throne backlit was clearly planned to make anyone sitting on the throne seem even more intimidating.

The throne itself is the most impressive item in the room. Being made of pure electrum, it is as

tall as a person and four feet wide. It has inlaid red velvet cushions and a hundred black diamonds. Unfortunately for the characters, the throne is protected by a powerful ancient spell that makes it immobile and indestructible. But over the centuries, the spell has weakened slightly and the characters may pry loose a black diamond every ten minutes up to a maximum of ten. Each black diamond is worth 2,000 gold pieces.

25 Queen's Bedroom

This small but lavish room has a large, luxurious bed with red and black blankets, there is a mahogany wardrobe filled with fancy dresses fit for a very short elf or a thin child. There are fancy shoes, belts, and other items, but no jewelry. However, hidden in the back of the wardrobe is a locked box, not trapped, that contains 500 platinum pieces. Along the walls are shelves that are, filled with ancient scrolls and clay tablets covered in hieroglyphics. Anyone casting *read magic* on them will find that they are not magic spells or historical documents, but poems of widely varying styles and quality. The clothing could be sold for as much as 500 gp in a large city.

There is a map of Sligo on the wall with the words “Goblin Market” written in ancient Kish.

Level 2

26 Guard Room

See room #21, but there is no paperwork here.

Kish Elves (6) – AC 3, HD 4 (30, 28, 18, 17, 11, 9), #AT 1, D by weapon.

Kish Elf Leaders (4) – AC 0, HD 6 (43, 29, 26, 21 hp), #AT 1, D by weapon.

27 Wine Press

Here the Kish elves make their wine. The room has a large winepress, vats, empty bottles, sugar, yeast, and other supplies, as well as a large fireplace in the back of the room. The grapes are pressed here, the yeast, sugar, and other ingredients added, and the vats are left to properly ferment, either here or in Sleuth Wood.

28 Wine Cellar

In here are shelved thousands of bottles of Kish wine. Due to extreme overuse of the wine, dust doesn't have time to settle. There are always 2d4 Kish elves here getting bottles of wine to take with them. Any bottle of Kish elf wine would sell for at least 10 gp.

Kish Elves (2d4) – AC 3, HD 4, #AT 1, D by weapon.

29 Torture Room

Torture takes many forms. The Kish elves rarely use physical violence on their slaves. Instead, the slaves are conditioned to experience absolute terror at the sight of an angry elf. The room is empty except for a desk with three clear globes and a chair with straps that is bolted to the floor. This room has a permanent programmed illusion of furious Kish elves yelling about poor work and calling the victim various insulting names. The illusion starts when the door closes. This would likely be ineffective if not for the three *Globes of Terror* on the desk. Each of these functions similarly to *Drums of Panic*, but with minor differences. They radiate fear in a 50' radius with no safe zone, require a command word to start ("Shik" for all three of these), usually have a delay built in when they are constructed (ten rounds for all of these) and their fear effect does not pass through walls. The elves will strap the victim, usually a child, into the chair say the command word, leave and shut the door. The terrified victim, after a few

sessions, will be conditioned to be terrified of making an elf mad.

There is a 5% chance that the torturer (detailed in NPC section) is here explaining to a slave why he or she is about to be punished.

30 Slave Quarters

This room takes squalid to a new level. There are a dozen sleeping pallets on the floor with piles of dirty straw filled with rotting food and excrement. The stench is nauseating. The room is completely unlit and when the door opens, any slaves in the room will cower in the corners and not talk to the characters, screaming if they are touched. At any time, there will be 1d6 humans here, mostly middle aged, and 1d4-1 goblins.

Slaves – human and goblin (1d6 and 1d4-1) – AC 10, HD 1-4 hp, #AT none.

31 Slave Quarters

See room #30

Slaves – human and goblin (1d6 and 1d4-1) – AC 10, HD 1-4 hp, #AT none.

32 Slave Quarters

See room #30, except Conall is here and will run to the characters, begging for help.

Slaves – human and goblin (1d6 and 1d4-1) – AC 10, HD 1-4 hp, #AT none.

33 Torturer's Room

This room is lavishly furnished, with a large feather bed, a large dark cherry dresser, a dark cherry wardrobe, and shelves filled with bottles of wine and other luxuries. The floors have a thick grass-green carpet, that helps muffle sounds coming from this room.

On a table in the middle of the room is a crystal ball from which issues both beautiful music and a soft glowing light. The light reflects off a small, beautiful tapestry of an ancient city at sunset (worth 200 gp). On other walls there are three paintings; one is of an elven knight (50 gp), one is a landscape of a mountain (50 gp), and the third is a somewhat crudely painted nymph (5 gp).

The crystal ball is an ordinary glass globe that has been enchanted with a continual light spell and a permanent audible glamour spell. There is a black cloth beside it that if placed over the crystal ball will suppress the light and sound until it is removed. This item, with the cloth, would likely sell for at least 500 gp due to the high quality of the music, which loops every three hours. A character listening at the door will barely be able to hear the music from it.

If the torturer (See NPC section below) has not yet been encountered, he will be here.

34 Barracks

See room #5

Kish Elves (8+2d6) – AC 3, HD 4, #AT 1, D by weapon.

35 Barracks

See room #5

Kish Elves (8+2d6) – AC 3, HD 4, #AT 1, D by weapon.

36 Barracks

See room #5

Kish Elves (8+2d6) – AC 3, HD 4, #AT 1, D by weapon.

37 Barracks

See room #5

Kish Elves (8+2d6) – AC 3, HD 4, #AT 1, D by weapon.

38 Guard Room

The guards here are even more alert than at other guard stations because while there have been no incursions from the outside world, Kish elf thieves do exist and this would be a tempting, though very difficult target.

This room always has two Kish elf leaders and ten Kish elf guards at all times.

Kish Elf Leaders (2) – AC 0, HD 6 (44, 25 hp), #AT 1, D by weapon.

Kish Elves (10) – AC 3, HD 4 (30, 27, 25, 24, 20 (*3), 18, 8, 5) #AT 1, D by weapon.

39 Treasury / Payroll

The door to this room is wizard locked. Inside are four locked chests. Chests one, three, and four each contain 1000 gp. Chest two contains a strong poison gas that when opened will cause anyone within 10' to save vs poison or die and anyone within 20' to save vs poison or be nauseous for 1d4+1 rounds as a stinking cloud.

Any thief or ranger characters who closely observe the chests will notice a thin lair of dust on the second chest. While the elves are smart enough to walk up to each chest, making equal paths on the floor, many are scared to touch the trapped one.

40 Memory Room

It is telling that this room is considered even more valuable to the oldest Kish elves than the treasure of the previous room. It is filled with tables that are covered with ancient junk. The

tables are covered with pottery shards, bricks, broken tools and bronze weapons (a few intact, but not hardened and therefore suffering from the weaknesses of bronze), badges, etc., all from the lost city and its neighboring villages. While a small sack full might sell for a few gold coins to a historian in a large city, these items are of very limited financial value.

Concluding the Adventure

Characters rescuing Conall will be town heroes in Sligo and get anything they want for free or at no profit to seller. They can have free lodging, free food, free healing if there is a temple in town, half store price on other items, except at Tadc's General Store, and even he will give the characters 15% off, though only to avoid ill will.

The characters will likely be surprised when the elves make no retaliatory strike and may wrongly assume that the fear iron too much. Instead, the “merciless one” will take revenge at the upcoming goblin market (PO-2) or if the GM doesn’t run that upcoming module, then the elves can be assumed to have sealed this gate and are biding their time.

If they have cleared out the wizard’s tower, some characters might wonder if they could keep it. The residents of Sligo and the surrounding area would be pleased if they did. No one else has even the slightest claim on it as Serakh died before Kish fell and had no heirs. The lumberjacks would especially benefit from having good heroes in the one area of Sleuth Wood that is truly dangerous to them. Of course, there would be attacks by roving packs of undead and other dangers.

If the characters fail to rescue Conall, the town will be grateful for their efforts, though no rewards. The Kish elves will continue their kidnappings, although a bit more cautiously and

will change the phrase needed to open the gate.

Appendix One: New Monsters

Fenodyree

Frequency:	Rare
No. Encountered:	1
Size:	Small
Move:	180 ft
Armor Class:	3
Hit Dice:	1
Attacks:	1
Damage:	by weapon
Special Attacks:	Nil
Special Defenses:	None
Magic Resistance:	75%
Lair Probability:	10%
Treasure:	Nil
Intelligence:	Average
Alignment:	Chaotic good
Level/XP:	1/10 + 1/hp
Source:	Celtic mythology

A fenodyree is a helpful fairy that resembles an exceptionally old, hairy, and short dwarf. They are famed for being exceptionally good at farm related tasks, using their great strength and speed to quickly accomplish tasks, doing the work of several humans.

Fenodyree will work the fields in record time, move boulders and other objects too heavy for humans to lift, chop wood, defend farm animals from minor nuisance predators (foxes, weasels, coyotes, goblins, etc.), and other hard work. All they ask for their labor is some leftover food. All fenodyree have 20 strength, dexterity, and constitution, allowing them to perform phenomenal feats of labor.

With their hard work and low wages, fenodyree would be extremely welcome anywhere if it weren't for their fashion habits. They are unrepentant nudists, refusing to wear clothes for any reason. They are quite offended if offered clothes and will likely leave their farm in

response, unless an apology is quickly given. This makes fenodyree much more welcome at poorer farms, which cannot afford to turn down any assistance than at wealthier ones, which consider them embarrassments.

Fenodyree first appeared in the **Treatise of Twisted Terrors**.

Goblins, Merchant

Merchant goblins are related to regular goblins but are quite different in appearance and actions. It is quite clear that they are not pure goblin, but what race, or races, is mixed with it is unknown. As it is, they often have mixed bestial features as if they were descended from goblins and a menagerie of wild animals.

They are not all merchants but those that are merchants are the ones that humans and demi-humans are most likely to meet. In personality, those are like modern day used car salesmen, with a random streak that might lead them to plant a bomb under the hood or hide a diamond ring in the glove compartment.

For stats, treat them as regular goblins, but without leaders and serious weapons. They are all chaotic in alignment with most being evil or neutral, but a few are good.

Elf, Kish

Frequency:	Very Rare
No. Encountered:	1-200
Size:	Medium
Move:	120 ft
Armor Class:	3
Hit Dice:	4
Attacks:	1
Damage:	by weapon
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	15%

Lair Probability:	10%
Treasure:	See below
Intelligence:	Average
Alignment:	Neutral or any evil.
Level/XP	4 and up / Variable

The elves of the ancient city-state of Kish and their descendants are an exceptionally rare subrace of elves. During the Bronze Age, they lived in harmony with the humans of Kish, but were forced into exile when iron tools and weapons became common. Unlike other elves, the Kish elves are poisoned by the mere presence of iron, including alloys like steel.

Sickened by the trace amounts of iron that smelting put in the air and unable to convince their human neighbors to give up this useful new metal, they were forced to flee. Seeing the spread of iron and steel throughout the world from humans all the way down to goblin tribes, the Kish elves knew that there could be no place to hide. Their greatest magic users and clerics worked together and managed to create a new demi-plane, one that is completely free of iron.

Kish elves look much like ordinary elves and indeed they consider themselves to be such. However, they do have some differences in addition to their iron weakness. They are all immune to aging and can live for ages. They cannot interbreed with humans or other elves. They have no racial level limits for the magic user, cleric, and illusionist classes, but only a tiny number ever take on a class.

All Kish elves have the standard elven 90% resistance to *sleep* or *charm* spells as well as +1 to hit with bows and swords. They also have 15% magic resistance to other spells, but only on their own demi-plane.

Their iron weakness causes them to take double damage from iron and steel weapons. Even just touching the metal will cause them to take two hit points damage per round. Due to the bumping and jostling that accompanies melee, any Kish elf in combat with a character wearing steel armor will take an automatic 1 hp damage per round.

Kish elf leaders have 6 HD and have innate magic abilities. These include; *Dancing Lights* (at will), *Audible Glamour* (at will), *Charm Person* (once per day), and *dimension door* (once per day). Kish elf leaders have the ability to become magic users, clerics, and illusionists, but only a small percentage ever do.

The few surviving elves who actually dwelt in Kish and have been in this demi-plane all these centuries are known as “the great ones.” They are all clerics, magic users, or illusionists of at least eighth level, many much higher. They have the innate magical abilities of Kish elf leaders and most have acquired other abilities, making each “great one” a unique individual. They are the absolute rulers of their demi-plane and all other Kish elves obey them without question.

Unfortunately, their bitterness has caused all “great ones” and many lesser Kish elves to become evil, devoted to plotting revenge.

These elves are led by a mysterious leader who is known only as “the merciless one”

Appendix Two: NPCs

Bandits

Bandit One – Oleg (Human male fighter level 9; Neutral Evil; AC -1; HP 54; # AT 3/2; Damage 1d8+4 sword or 1d6 bow).
S 15, I 11, W 7, D 17, C 15, CH 14

Oleg is the leader of this group and a complete psychopath. Formerly a sergeant in a large army, he was kicked out for excessive cruelty to his men. He escaped trial by killing the official who caught him torturing a new recruit for being slow to obey.

Eventually, he met up with a few like-minded individuals and formed an extremely successful bandit group. They rob, torture, and anything else their sick minds can think up, before killing any witnesses and burning the evidence, framing others whenever possible.

Oleg has +3 chainmail and a +3 long sword (1d8 +3) that he took from a victim and a long bow with a quiver of 30 arrows. He has an elven cloak and carries a bag of gems (16 gems, total value 800 gp).

He is about fifty years old, has a heavy beard, which covers only some of his many scars, and has a look that betrays his inner darkness. Oleg is very arrogant and will never surrender.

Bandit Two – Yuri (Human male thief level 7; Neutral Evil; AC 4; HP 42; Damage 1d6+2).
S 10, I 9, W 8, D 18, C 16, CH 7

At only sixteen, Yuri is by far the youngest of group and is starting to regret his decision to join them. He follows Oleg out of terror and if Oleg is dead, will conditionally surrender if given the opportunity. He would demand to be let free with a promise to never return, which he would honor.

Yuri is no better than the others but he is a coward. He would much prefer to limit their activities to victims that can't fight back. He has a hunted look about him.

He has leather armor, and a short sword. He has no money because he spends it as fast as he gets it.

Bandit Three – Spartak (Human male fighter level 7; Neutral Evil; AC 3; HP 40; # AT 3/2; Damage 1d8+4 axe or 1d6 bow).
S 17, I 12, W 12, D 10, C 15, CH 9

The quiet one of the group, Spartak lives to cause pain. He doesn't care about the money they steal, though he does keep his share.

Spartak loves to use his dwarf made +1 battle axe to amputate body parts from bound victims, sometimes heating the axe to cauterize the wounds.

He has his +1 battle axe, a suit of +1 banded mail, a short bow and a quiver of 20 arrows. He has 200 gp and a branding iron in his backpack.

Bandit Four – Faolan

Brigand (1) – AC 8, HD 1d6 hp (3 hp), #AT 1, D by weapon.

The chaotic evil Faolan thinks that meeting up with this group was his lucky break and that soon he will have a ton of loot. Unfortunately for him, he is a designated fall guy and after a couple of farmhouse raids, they plan on killing him at the scene and trying to make it look like he committed the crimes alone and died in the act. Until then, he follows their instructions without question.

Bandit Five – Khalia (Half-elf thief level 9; Chaotic Evil; AC -1; HP 51; Damage 1d6+4). S 16, I 17, W 8, D 18, C 15, CH 7

Khalia is insane and has absolutely no sense of empathy. She cannot conceive of others as being actually real. As such she kills with no more remorse than a modern child would have about shooting an alien in a video game. She is incapable of emotional attachment and views people and items as being either interesting or boring.

That which she finds interesting and useful, she keeps. If she finds something boring, she will try to kill or destroy it.

She wears +5 leather armor and has a +2 short sword. She has a belt purse with five different gems worth a total of 900 gp.

Conall (Human male; Neutral; AC 9; HP 2; Damage by weapon -1). S 5; I 12; W 8; D 15; C 10; CH 15

Conall is an ordinary ten year old child with no skills beyond herding sheep and milking cows. He was lured away by a Kish elf patrol with false promises of a happier life. His spirit hasn't yet been broken so he alone among the slaves will willingly follow the party.

Kakia (Kish elf magic user level 11; Lawful Evil; AC 4; HP 30; Damage 1d4+1+venom). S 10; I 19; W 13; D 15; C 11; CH 16

Kakia, like most older Kish elves, spends most of his time plotting ways to get revenge on the iron-making humans. He takes his duties here very seriously, but knows the post has become a relatively unimportant backwater as better gates have been built elsewhere on the demi-plane.

Because of the Kish elf immortality, it is impossible to tell ages by appearance. Kakia looks very young to be a magic user, but is quite ancient.

He wears a *black robe of the archmagi* (75% magic resistance and +4 saves), and has a +1 dagger of venom (with six doses of paralyses venom – save or be paralyzed for 2d6 rounds), and a *wand of fear* with 15 charges left. Not one for too many possessions, Kakia carries nothing of value on his person.

He has the innate ability to see invisible objects and beings and regenerates 3 hp per round.

If the battle starts to go against him, he will try to use his innate dimension door ability to teleport to the escape room and then try to get to the merciless one. If he succeeds then the party has three days to finish up the adventure and leave this demi-plane or face a foe well beyond their abilities and a small army of Kish elves.

Kakia will not speak with lesser beings (anyone but a pure elf) so if the party doesn't have one then negotiation is out of the question.

Spells memorized:

- (1) *Charm Person, Hold Portal, Magic Missile* *2
- (2) *ESP, Forget, Invisibility, Scare*
- (3) *Flame Arrow, Fly, Slow, Suggestion*
- (4) *Confusion, Fear, Fire Shield, Hallucinatory Terrain*
- (5) *Cone of Cold, Interposing Hand, Wall of Stone*

Mad Mandy (Human female thief level 1; Neutral; AC 10; HP 4; Damage by weapon). S 10 I 11* W 12* D 13 C 12 CH 7*

Known as Manda “Longwalker” as child because of her habit of taking walks in Sleuth Wood, she was the first child taken from the area after the Kisk elves discovered the new town of Sligo.

Mandy escaped the elves after partly breaking her conditioning, not by strength of will, but by giving in to insanity. She remembered the means to use the gates and during a delusional episode temporarily overcame her fear and escaped.

She now lives off charity and being a second-rate pickpocket/shoplifter (she won’t try to steal from the characters. She is rarely lucid and will only give vague clues unless the characters look to be unable to ever find the way in.

Torturer – Tirhakah (Kish elf magic user level 9; Neutral Evil; AC 8; HP 34; Damage None).

Tirhakah is almost as far from the archetypal torturer as you can get. Tall, thin, and extraordinarily refined, he looks more like a palace courtier than a dungeon dweller. Even more unusual is the fact that he abhors physical violence to such an extent that he is technically a pacifist. Psychological torture and mental pain are different matters.

He has the sweet voice of a parent trying to gently correct a naughty child and although he is the other “great one” stationed here, he has no compulsion against talking to non-elves, as long as they remember their place.

His only weapon is a *wand of fear* (20 charges left) that he will not hesitate to use. Tirhakah can cast illusionist spells as if they were magic user spells of their illusionist level.

He can afford to be so disdainful in part because he is immune to all weapons of less than +3 to

hit. However, he will still take two points of iron damage from armored opponents and any hit by an iron weapon of less than +3 will cause one point of damage from the iron.

Spells memorized:

- (1) *Audible Glamour* (i), *Charm Person, Friends, Sleep*
- (2) *Blindness* (i), *Darkness 15 ft Radius, ESP, Forget*
- (3) *Feign Death, Hold Person, Paralysation* (i)
- (4) *Fear, Confusion*
- (5) *Pain of Kish* (see appendix below)

Vid

Vid is not described in too much detail in order to allow him to be an emergency replacement PC or altered to fit the GM’s needs.

As he is, he is a likable, but slightly down on his luck, ranger who is making ends meet by catching rats for the 1 cp bounty and by hunting.

Appendix Three: New Magic

Coppersteel

Arcane Transmutation / Alteration

Level: Magic user 3
Range: 0
Duration: Permanent
Area of Effect: 5' radius
Components: V,S,M
Casting Time: 1 segment
Saving Throw: None

This spell permanently hardens all copper and copper alloys, including bronze and brass, within five feet of the magic user. The metals are then the exact same hardness and durability of steel, but are still their original chemistry. This spell was developed by the Kish elves during their exile, but Kish was destroyed before they could offer it to the humans of Kish. The material component is a diamond of any size, which is not hurt by the spell and may be reused.

Pain of Kish

Arcane Enchantment / Charm

Level: Magic user 5
Range: 120 ft
Duration: 3 rounds/ level
Area of Effect: See below
Components: V,S
Casting Time: 3 segments
Saving Throw: Negates

This spell fills all non-elves within 30' of the caster with the combined sorrow, anger, and fear of all the elves of Kish on the day that they began their exile. Those failing their saving throw are rendered catatonic due to emotional overload and are completely unaware of anything, not even feeling pain.

Those who survive this are often permanently damaged and must make a second saving throw or be inflicted with a random insanity.

Water Pipe

Arcane Transmutation / Alteration

Level: Magic user 7
Range: 0
Duration: Permanent
Area of Effect: Special
Components: V,S,M
Casting Time: 1 Turn
Saving Throw: None

This spell imbues two pipes of any width up to the caster's hand length with a permanent and very limited form of teleportation.

In one form only water is teleported, thereby filtering any impurities, into the receiving pipe, from which it flows at a rate proportional to the pressure at the source. For example, if a teleporting pipe is dropped in a small lake, the water will flow from the receiving pipe at a pleasant rate. If the same pipe had been dropped in the ocean depths, the receiving pipe would become a powerful, dangerous water cannon that doesn't turn off.

The other form, designed for waste disposal, allows all non-living material to pass through.

To create a sink with running water requires four pipes and two castings of this spell. Typically the exit pipes are placed near the same water source that the intake pipe uses in order to not influence water levels and water pressure.

Appendix Four: Explanations

Kish Coins.

The coins of ancient Kish are valuable to collectors and antiquarians because of their age and historical significance. The elves that the Kish elves make in their demi-plane are no more valuable than any other foreign currency. They did not keep the original coin designs because they did not want human portraits.

Kish Elf Demi-plane

This plane is essentially a relatively small (roughly the size and shape of Madagascar) copy of the characters' home plane. All magic is unaffected and time flows at the exact same rate. The main differences are that the plane is slightly poorer in all qualities (the soil is slightly less fertile, mines slightly less productive, etc.) There is apparently a sun with day and night on the plane, but no stars or moon.

The plane has many animals, decedents of those brought to the demi-plane, and a few monsters. However, except for a couple of clans of escaped slaves, the Kish elves are the only intelligent beings not held in slavery.

Preservation Spells

There are four types of permanent preservation spells that the characters might encounter. The first, and least successful, is the permanent dryness spell that was in the main room of the ruined library. Before Kish fell, the spell protected library scrolls from mildew, mold, and other humidity based damages, as well as preventing careless patrons from spilling a drink on a valuable scroll. But after the city fell, it offered no protection from insects and larger animals.

The food preservation spells at the Kish guard post simply prevents any food from spoiling, but offer no other protection.

Similarly effective but limited is the anti-plant spell at the wizard's tower. It prevents any plant from growing within its radius and from growing into its radius (such as tree roots), though it has no effect on dead plants (i.e. fruits and vegetables can be brought into the radius. It also has extremely limited power over plant creatures. A shambling mound would not even notice the spell, but if injured, it could not heal until it left the circle.

The last permanent preservation spell, which is on the wizard's tower, is the most powerful. It acts as a food preservation spell but expands that to non-food items, nothing can rot, rust, corrode, or similarly age. Items can be chopped up smashed, but even non-magical will go out before it can significantly harm anything. The spell also imbues the stone with regenerative powers. The spell virtually assures the tower's existence as long as it isn't dispelled.

Slaves Cleaning

Characters might wonder why parts of the guard house are clean and others are not. While the slaves are often made to clean areas, they are too psychologically broken to take any initiative. They only do what they are told. Rooms that they are forbidden from entering are mostly unkempt, and rooms that the Kish elves don't often enter (slave quarters, etc.) are worse.

Appendix Five: Inspiration

The modules/adventures in the PO series all take their inspiration from classic fantasy poems. And although they aren't truly sources for the adventures, as many details as possible are borrowed. This poem is in the public domain.

The Stolen Child

By William Butler Yeats, first published in 1886

Where dips the rocky highland
Of Sleuth Wood in the lake,
There lies a leafy island
Where flapping herons wake
The drowsy water rats;
There we've hid our faery vats,
Full of berry's
And of reddest stolen cherries.
Come away, O human child!
To the waters and the wild
With a faery, hand in hand,
For the world's more full of weeping than you
can understand.

Where the wave of moonlight glosses
The dim gray sands with light,
Far off by furthest Rosses
We foot it all the night,
Weaving olden dances
Mingling hands and mingling glances
Till the moon has taken flight;
To and fro we leap
And chase the frothy bubbles,
While the world is full of troubles
And anxious in its sleep.
Come away, O human child!
To the waters and the wild
With a faery, hand in hand,
For the world's more full of weeping than you
can understand.

Where the wandering water gushes
From the hills above Glen-Car,

In pools among the rushes
That scarce could bathe a star,
We seek for slumbering trout
And whispering in their ears
Give them unquiet dreams;
Leaning softly out
From ferns that drop their tears
Over the young streams.
Come away, O human child!
To the waters and the wild
With a faery, hand in hand,
For the world's more full of weeping than you
can understand.

Away with us he's going,
The solemn-eyed:
He'll hear no more the lowing
Of the calves on the warm hillside
Or the kettle on the hob
Sing peace into his breast,
Or see the brown mice bob
Round and round the oatmeal chest.
For he comes, the human child,
To the waters and the wild
With a faery, hand in hand,
For the world's more full of weeping than he can
understand.

Appendix Six: Open Game Content and Product Identity.

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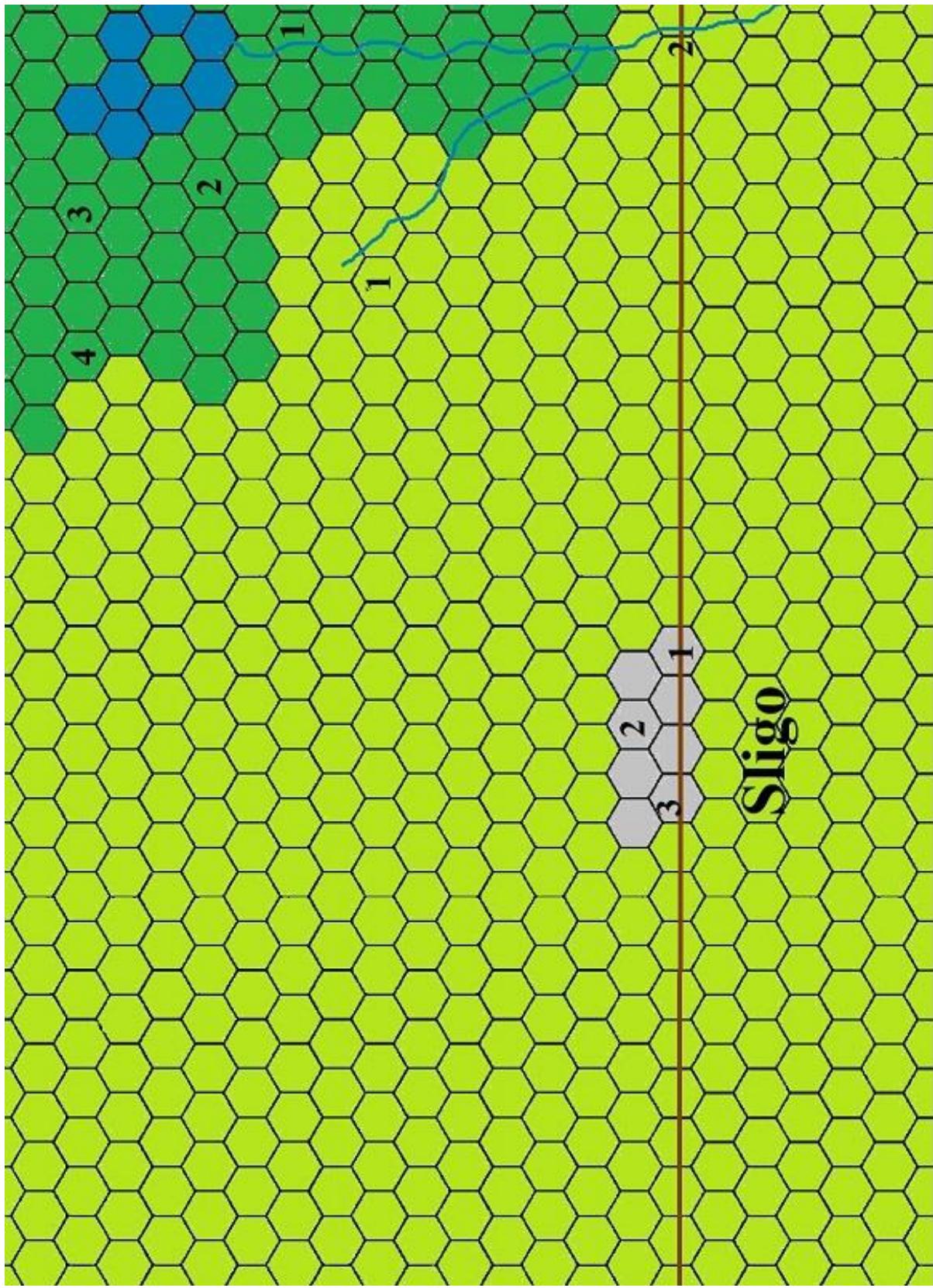
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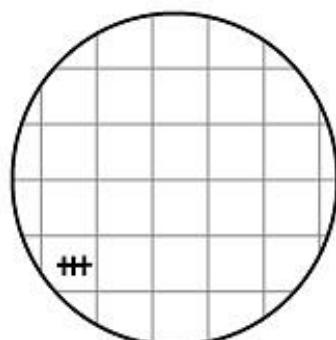
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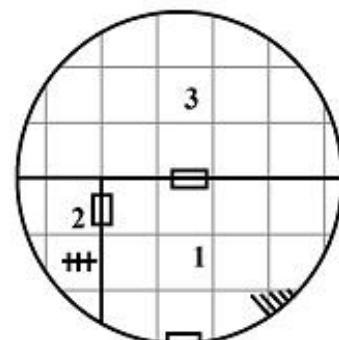
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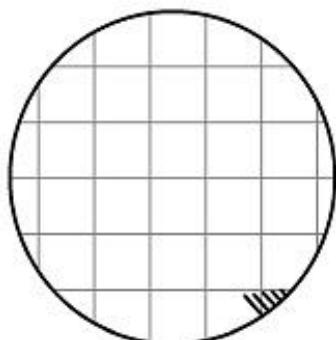
Sligo (grey hexes) and Sleuth Wood (dark green hexes)



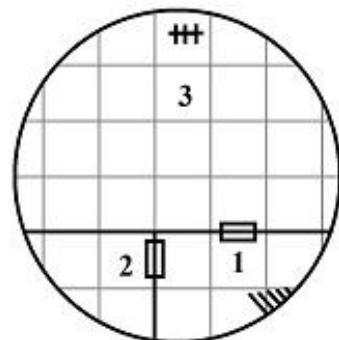
Basement



Level 1

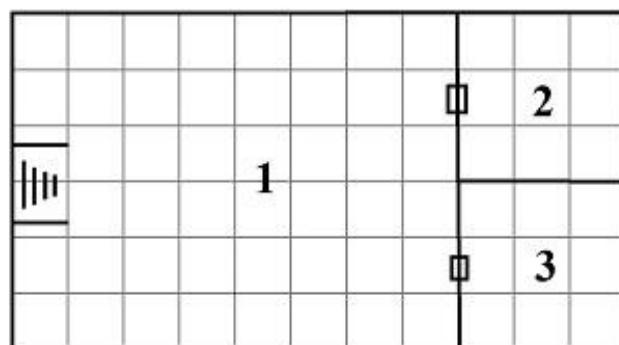


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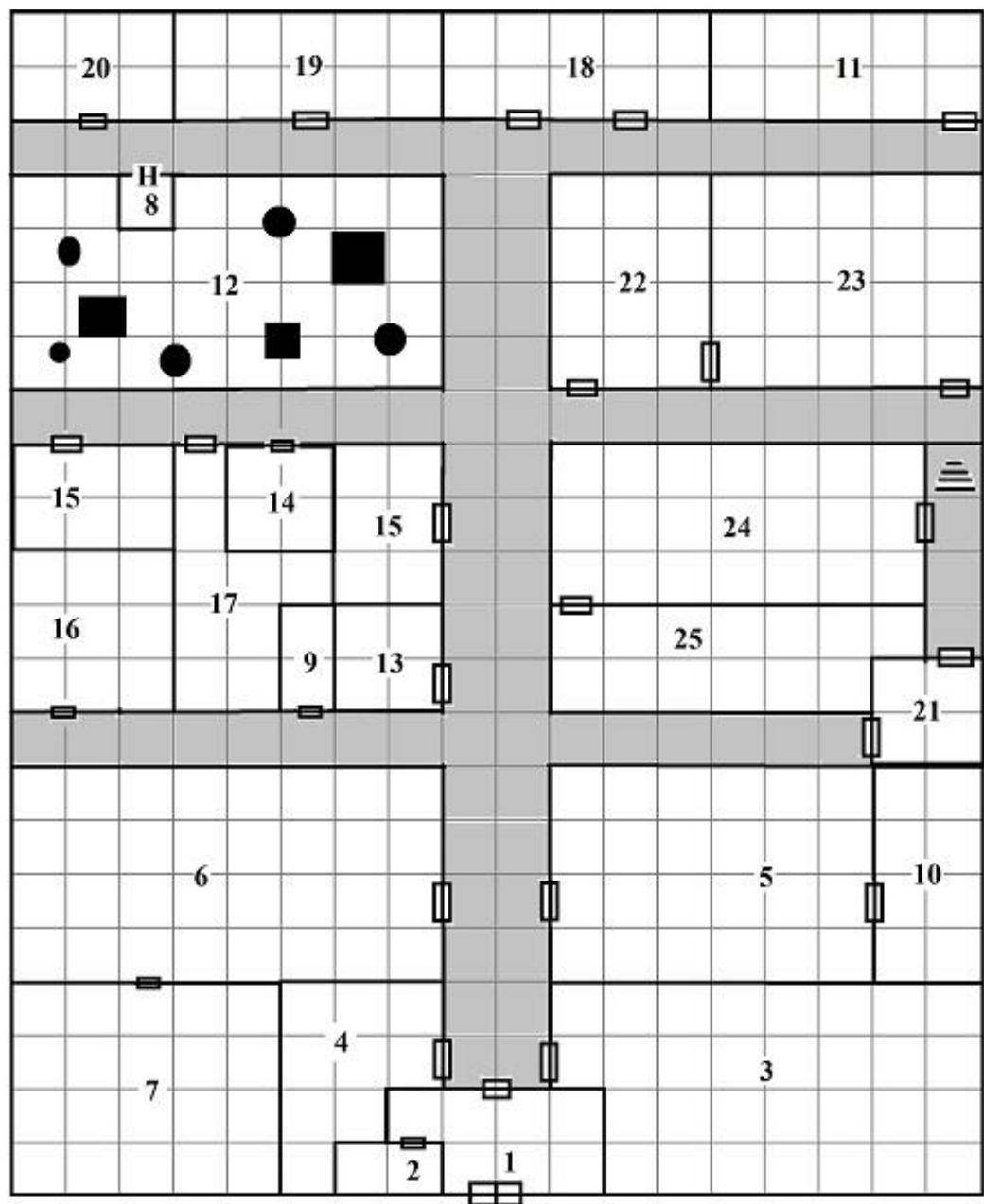


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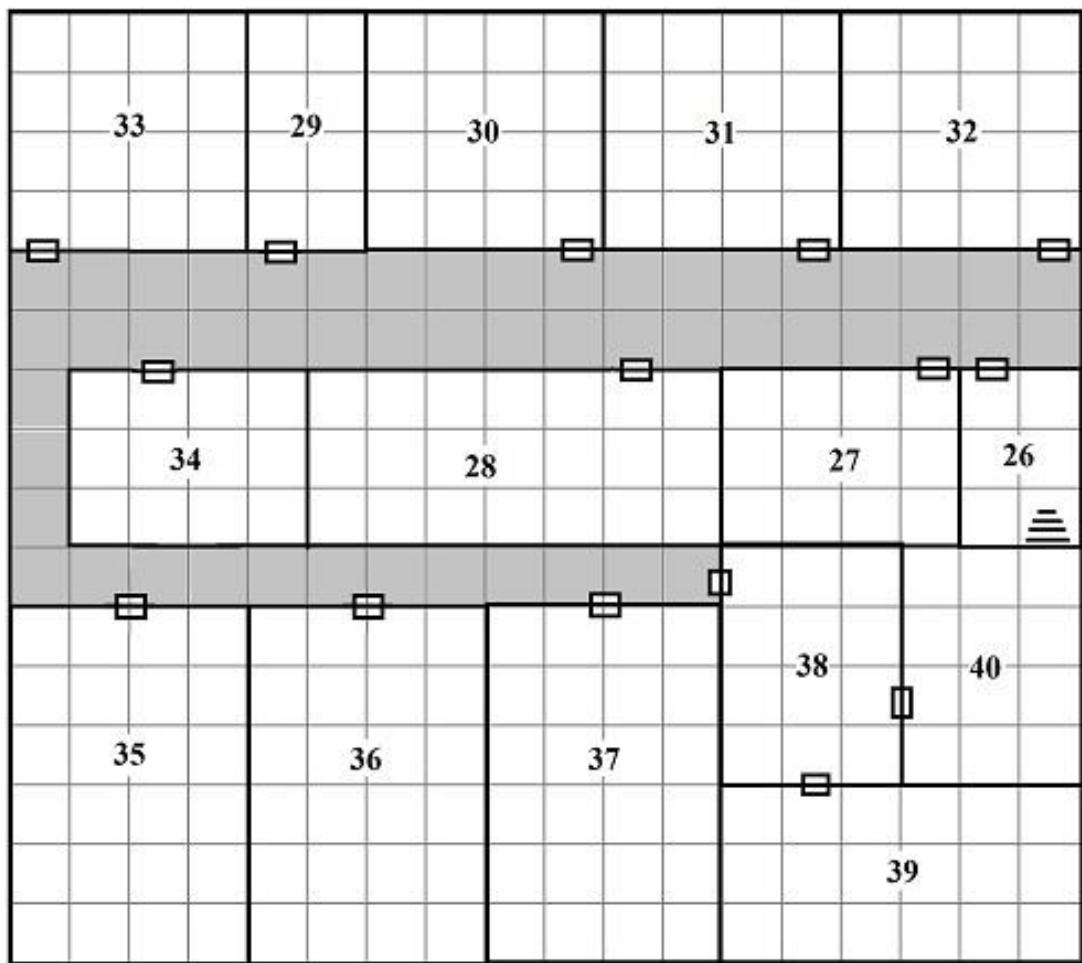
Wizard's Tower



Kish Library



Kish Elf Guardhouse Lev 1.



**Kish Elf Guardhouse Lev. 2
& Map Key**

 Stairs

 Door

 Hidden Door

 Ladder

Light grey shaded squares are hallways, light grey hexes are the town of Sligo, light green hexes are farmland, dark green hexes are forest, and blue is the lake. All square represent 5' and all hexes 1/2 mile.

The Stolen Child



The pleasant town of Sligo has its tranquility shattered when a young boy vanishes in the middle of the night. Investigating the disappearance, the characters discover lost ruins and an ancient plot for revenge and a long forgotten enemy of humanity. Will the characters be able to rescue the stolen child or will a cruel, wronged race be able to wreak vengeance on all humanity? An OSR compatible module for any old school RPG or modern clone, designed for character levels 7-9, **The Stolen Child** is easily adaptable to other levels.