

Book of Lairs ⁵ People & Places

BY SIMON FORSTER



This book has ten 'lairs' and the NPCs that inhabit each, again on two-spreads: a double-page for the usual map/lair combination, and another double-page covering the NPCs and whatever treasure can be found.



This is my fifth Book of Lairs, written with the Adventurer, Conqueror, King System in mind, but easily compatible with other similar old school fantasy RPGs.



Book of Lairs ⁵ People & Places

BY SIMON FORSTER

© 2018



Some artwork copyright William McAusland, used with permission

<http://www.outlandarts.com>

Look for all the Fantasy Clip Inks stock art collections from Outland Arts,
visit <http://www.outlandarts.com/fantasyclipinks.htm>

This is my fifth Book of Lairs, written with the Adventurer, Conqueror, King System in mind, but easily compatible with other similar old school fantasy RPGs.

This book has ten 'lairs' and the NPCs that inhabit each, again on two-spreads: a double-page for the usual map/lair combination, and another double-page covering the NPCs and whatever treasure can be found.

I have used stock art by William McAusland, and a bit of my own (much poorer) efforts. You can tell which ones I did.

Just as the previous books have been supported by my loyal Patrons, this one is no exception. A special and most sincere thank you to everyone who has supported me over the years, past and present. I am humbled.

I hope this book finds a use at your table. Even if it just acts as a beer mat.

Cheers,

Simon.

November 2018



Contents



Cloister of the Delicate Webs

Pages 2-5



Sanctuary of the Seven

Pages 6-9



Cult of the Many-legged God

Pages 10-13



The Cottage

by the River

Pages 14-17



Tranquility

Pages 18-21



The Sewers Rats

Pages 22-25



Stinking Fish & Golden Sands

Pages 26-29



The Underwater

Rainbow Wizard

Pages 30-33



The Last

Watch

Pages 34-37



Six Heads & One Hungry

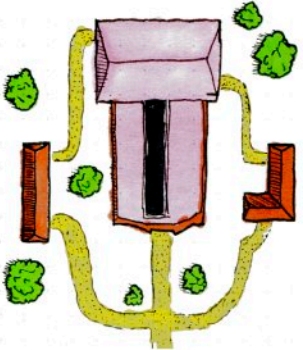
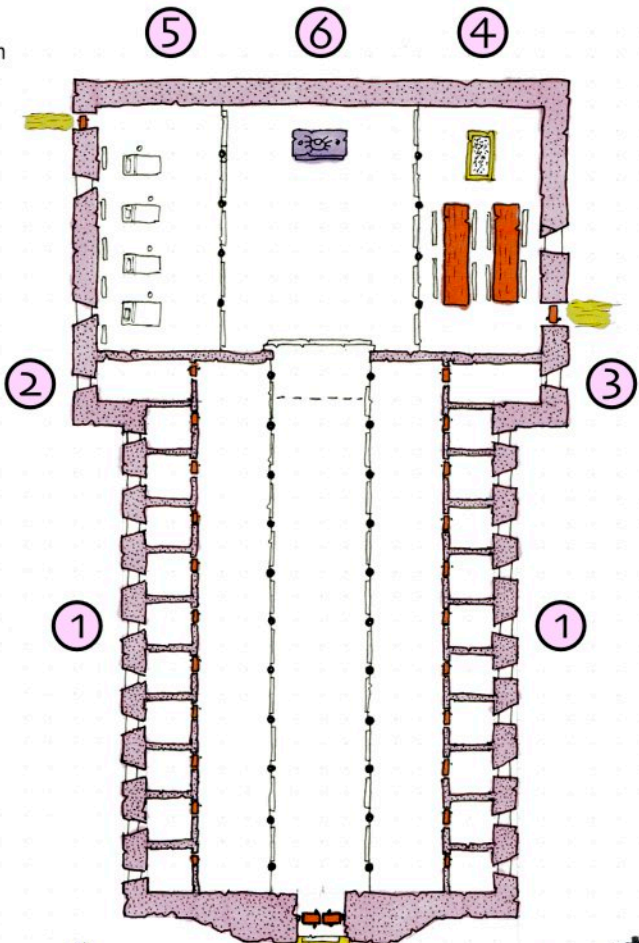
Monster

Pages 38-41

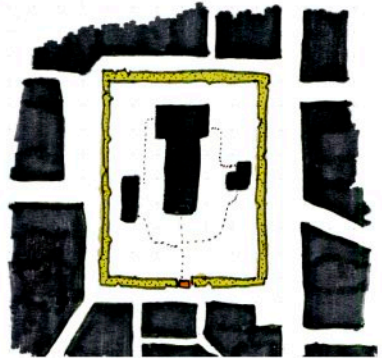
OGL

Pages 42-45

- 1 Cells
- 2 Matriarch
- 3 Stores
- 4 Kitchen
- 5 Hospital
- 6 Chapel



Grounds



Surroundings

Cloister of the Delicate Webs

Right in the centre of an affluent quarter, this pink marble cloister is home to a priestess, IRIS, and her acolytes of ATTRECOPPEA, petty goddess of very small spiders*.

Crowded by tall houses and businesses, this house of worship is surrounded by 15' sandstone walls and protected by an iron gate. Inside, the grounds hold two dormitories (housing the 80 COMMONERS looking to become novices, although only 2d20 are present, the rest being out and about seeking to better the lives of others) and the cloister, amidst a grassy lawn and tall oaks.

The cloister is strewn with fine, delicate webs spun by the tens of thousands of very small spiders that crawl across the walls, floors and ceilings. These are deemed holy by the priesthood and amongst them are a dozen shrunken GIANT BLACK WIDOW SPIDERS, which grow to giant-sized if stepped on or when the cloister or priesthood is threatened. Crossing the cloister requires care.

Inside the pink building are twenty CELLS for the novice ACOLYTES stationed here; a larger cell for the MATRIARCH, IRIS OF THE DELICATE WEBS; the STORES of the cloister (holding food, watered beer and wine, healing herbs and mundane supplies); the HOSPITAL where the priestesses care for the frail and sick; and the KITCHEN that caters both to the priesthood and the homeless and destitute of the city.

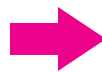
The hospital and kitchen are each staffed by 1d10 acolytes and 1d8 commoners being trained. There are 1d6 sick bedridden and being cared for, and at mealtimes 2d6 hungry folk occupy the tables in the kitchen.

The covered CHAPEL holds an altar and statue dedicated to the goddess, carved from solid amethyst that glitters in the candlelight that casts flickering shadows of the swarming spiders that flock here. IRIS is usually found here, praying for guidance, or else moving from the hospital to the kitchen, helping out where she can.

Iris claimed the cloister for her priesthood after discovering it abandoned in the midst of the wealthy merchant quarter. Her loyal priesthood is shunned due to the ever-present spiders and feared for the powers they possess; however, none would dare turn against her in her domain and recognise the work her priesthood accomplish.



* Petty Gods, page 11





IRIS, MATRIARCH OF THE DELICATE WEBS

(Matriarch)

MATERNAL, PATIENT, but **STUBBORN**

St 9 De 8 Co 4 In 11 Wi 13 Ch 11

AC -1, MV 40', HD 9d4, hps 16, #ATS 1 (8+, by weapon), SV C9, ML +2, AL L, XP 1,900; turn undead, spells.

PROFICIENCIES: Healing, Theology, Divine Blessing, Diplomacy, Prophecy, Leadership.

SPELLS: 5/5/5/3/3.

ITEMS OF NOTE: holy symbol with a sapphire (250 gp, spider on a web), web-woven robes, very small spiders, keys.

WANTS: to find someone to replace her, who will look after her followers and continue the work of the order.

SECRETS: suffers from a wasting disease that divine magic has failed to cure.

The high priestess has attracted a following of twenty acolytes and a further eighty commoners, all women, who want to become novices of the order.

ACOLYTES (20)

(Novice Missionaries)

AC 0, MV 40', HD 1d4, #ATS 1 (10+, by weapon), SV C1, ML +1, AL L, XP 16; turn undead, spells.

PROFICIENCIES: Divine Health, Diplomacy.

SPELLS: 1st (1).

ITEMS OF NOTE: holy symbol with moonstone (50 gp, spider on a web), robes, very small spiders, healer's kit,

COMMONERS (80)

AC 0, MV 40', HD 1, #ATS 1 (10+, by weapon), SV Fo, ML 0, AL N, XP 10; 80% leave every year, replaced by 1d6*20 newcomers.

In addition, there are a dozen giant guardian spiders watching over the grounds, two of which are always accompanying Iris, usually on her body somewhere, ready to pounce if she is threatened.

GIANT BLACK WIDOW SPIDERS (12) ACKS page 194

AC 3, MV 20', web 40', HD 3, hps 13 (*3), 15 (*3), 12, 9 (*2), 16, 17, 11, #ATS 1 bite (2d6 & poison), SV F2, ML 0, AL N, XP 80; deadly poison, save or death in a turn.



Order of the Delicate Webs

Shunned by all but the sick, poor and homeless, the faithful of the Cloister of the Delicate Webs spend their time caring for others. The commoners and novices help with domestic chores, bringing in the sick to their hospital, feeding those who cannot feed themselves, and settling disputes in domestic situations when asked. They happily aid adventurers in need of sanctuary or healing.

STRICTURES OF THE ORDER

- Must never harm a spider
- Must never take a human life
- Must always help when asked
- Must pray at dusk

Treasure

STORES hold:

- 2 barrels of preserved fish (10 gp)
- 3 barrels of beer (30 gp)
- 3 cords of hardwood logs (15 gp)
- 23 bottles of wine (115 gp)
- 7 gallons of lamp oil (14 gp)
- 20 lbs of birthwort (200 gp)
- 20 lb of woundwort(200 gp)

CELLS holds:

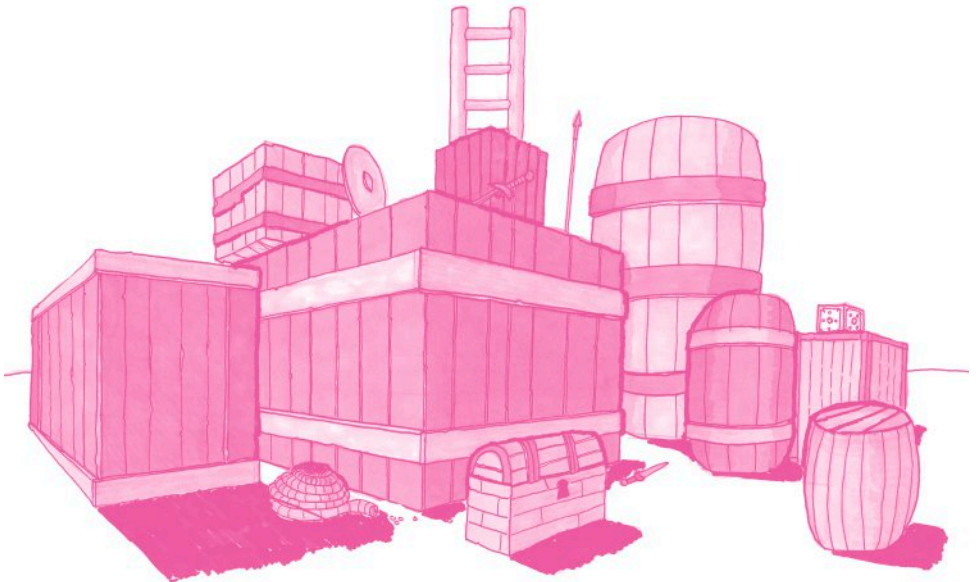
- 2 vials of rare perfume (200 gp)
- 1 moonstone (50 gp)
- 1 tiger eye (25 gp)

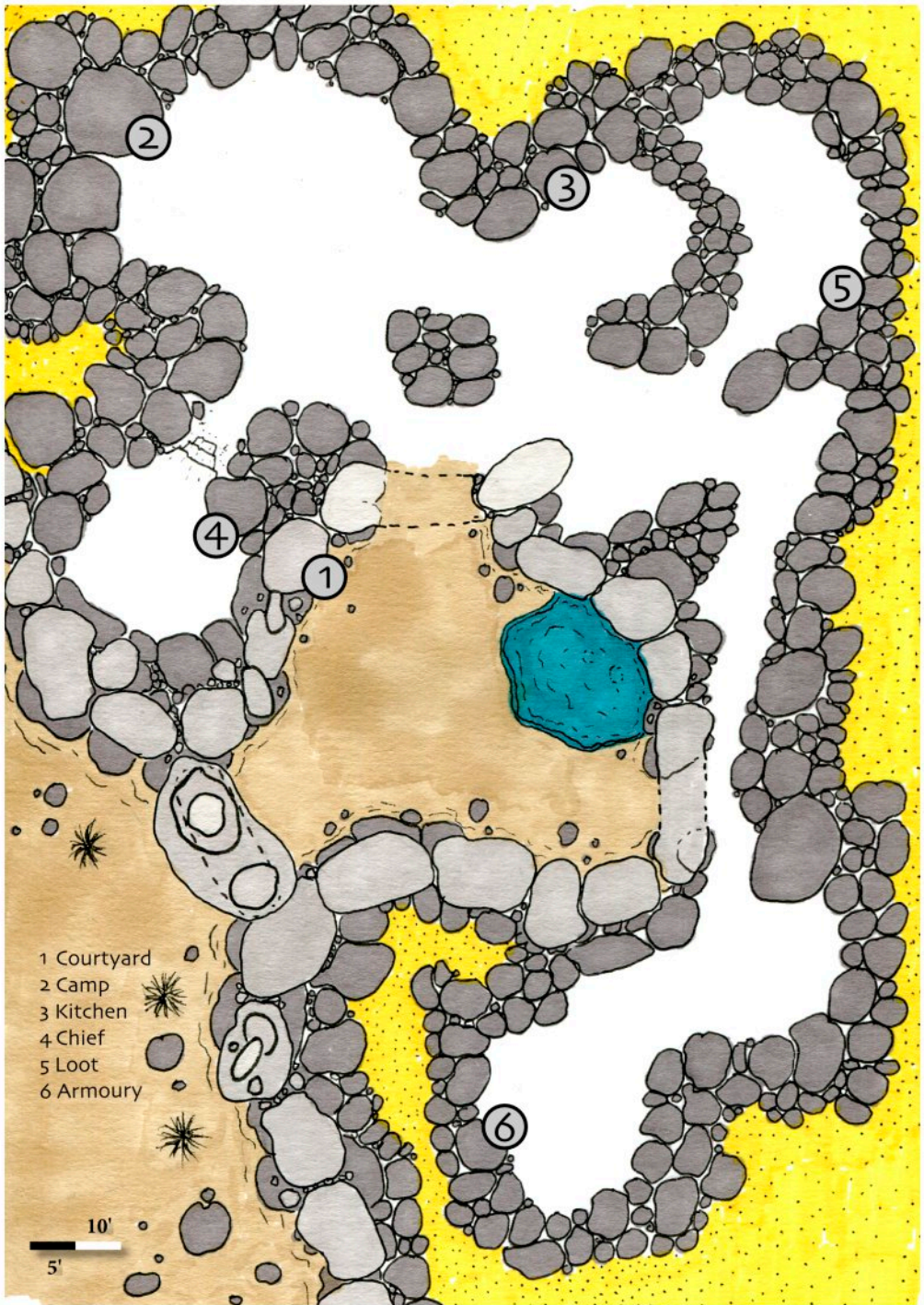
CHAPEL holds (hidden inside the altar):

- 1,000 cp in a cocoon of webs
- 1,000 sp in a web-sealed strongbox
- The altar itself is worth 2,500 gp

MATRIARCH's room holds:

- Books and scrolls for a 2nd-level divine spell research library (6,000 gp)
- Scrolls of Cure Light Wounds (3)
- Scrolls of Bless (2)
- Scrolls of Salving Rest (3)





- 1 Courtyard
- 2 Camp
- 3 Kitchen
- 4 Chief
- 5 Loot
- 6 Armoury

10'
5'

Sanctuary of the Seven

Nestled in the side of a hill is a hidden cave, a sanctuary for a band of seven bandits that are trying to break the hold of a tyrant who rules a local barony.

The entrance to the caves is an archway created by boulders piled upon each other, which opens into a **COURTYARD** with a couple of low-ceilinged cave entrances and a pool of water fed by an underground spring. One of the bandits will always be nearby, lurking in the entries or in the courtyard.

Inside the caves are the living quarters of the bandits. The largest cave is the **CAMP**, where the all but the chief bandit and his mate bed down. Bed rolls are shoved against the walls during the day, along with lanterns, candles, blankets and the belongings of the bandits.

A small **KITCHEN** holds a simple stove, pots and pans, pheasants hanging from hooks shoved into crevices, jars of dried fruits and biscuits, 2 bags of tea (75 gp each), and a pile of firewood.

Past the kitchen is a long cave where the bandit's **LOOT** can be found (see **TREASURE**). The bandit thief, Vilrestal is often found here (4-in-6 chance) counting coins and drooling over the loot.

Further along the passages is a cave where the bandits keep their weapons. In this **ARMOURY** are the following items:

- 21 silver arrows (5 gp each)
- Superior-quality sword (+1 damage)
- Superior-quality spear (+1 to hit)
- 3 bows
- 25 arrows
- 2 warhammers

The last cave is up a short flight of carved steps. The Chief beds down here with his lover, the bandit's assassin. They share a simple bed, piled high with blankets and furs, with a curtain made of a stolen tapestry hanging across the entrance when they want privacy.

Treasure

Chests full of coins: (1) 300 gp; (2) 6,000 sp; (3) 10,000 cp;
1 jar of purple dye (50 gp)
2 vials of Holy Water (25 gp each)
9 glass prisms (50 gp each)
5 jars of cooking oil (20 gp each)
3 pouches of willowbark (5 gp each)
5 pouch of bitterwood (10 gp each)





The Seven

The seven bandits are led by their chief, a man called William.

"CHIEF" WILLIAM

(Hero)

Determined, Fanatic, and Driven

St 13 De 14 Co 13 In 12 Wi 9 Ch 15

AC 5, MV 40', HD 4d8, hps 23, #ATS 1

sword or bow (7+, 1d6+3), SV F4, ML +3,

AL N, XP 135; +2 damage bonus.

PROFICIENCIES: Command, Leadership, Intimidation.

ITEMS OF NOTE: chainmail, dagger, sword, bow (16 arrows).

Wants: to bring the lord of the land and his rule to an end.

Secrets: to replace the lord as ruler of the land.

- William is a brown-haired rough-looking man with a wild gleam in his eyes.

GEMMA

(Destroyer)

Cunning, Manipulative, and Selfish

St 12 De 15 Co 10 In 13 Wi 12 Ch 16

AC 3, MV 40', HD 5d6, hps 22, #ATS 1

sword or dagger (8+, 1d6+2 or 1d4+2),

SV A5, ML +2, AL C, XP 350; +2 damage

bonus, x3 backstab, Move Silent (13+),

Hide in Shadows (15+).

PROFICIENCIES: Acrobatics, Bargaining, Disguise, Naturalism, Survival.

ITEMS OF NOTE: leather armour, sword, short sword, three throwing daggers.

Wants: to see herself on the winning side.

Secrets: to rule over her peers.

- Handsome woman with a twinkle in her eyes and a pout that turns heads.

VILRESTAL

(Burglar)

Clever, Nervous, and Cowardly

St 9 De 14 Co 10 In 13 Wi 11 Ch 9

AC 3, MV 40', HD 4d4, hps 6, #ATS 1

sword or dagger (9+, 1d6 or 1d4), SV T4,

ML -1, AL N, XP 135; x2 backstab, thief

skills (OL 15+, FRT 15+, PP 14+, MS 14+,

CW 4+, HS 16+, HN 11+).

PROFICIENCIES: Alertness, Gambling, Lockpicking, Survival.

ITEMS OF NOTE: leather armour, short sword, brace of five throwing daggers.

Wants: to be wealthy and living in comfort.

Secrets: to be respected by his peers.

- Nervous, mousey man with receding hair and a limp.



Jan

(Forester)

Loyal, Generous, and **STUBBORN**

St 17 De 9 Co 15 In 7 Wi 12 Ch 9

AC 2, MV 40', HD 3d6, hps 8, #ATS 1

handaxe or bow (7+, 1d6+4), SV E3, ML

+3, AL N, XP 65; +2 damage bonus, +1

initiative and surprise rolls.

PROFICIENCIES: Climbing, Intimidation,

Trapping.

ITEMS OF NOTE: leather armour, handaxe, hunting knife, bow (12 arrows).

Wants: to help those in need.

Secrets: to stop killing people.

- **Large man with a heart of gold but a short temper.**

Voan

(Magician)

Self-serving, Focused, and Careful

St 12 De 13 Co 12 In 17 Wi 12 Ch 9

AC 1, MV 40', HD 4d4, hps 9, #ATS 1

dagger (9+, 1d4), SV M4, ML +2, AL C,

XP 190; spells.

PROFICIENCIES: Alchemy, Engineering,

LOremastery, Navigation.

Spells per Day: (1st) 2, (2nd) 2.

Spells Known: (1st) Charm Person, Detect

Magic, Magic Missile, Shield; (2nd) ESP,

Knock, Mirror Image Web.

ITEMS OF NOTE: dagger, spellbook.

Wants: to acquire knowledge and power.

Secrets: wants to be loved for who he is.

- **Cold-hearted loner who surrounds himself with useful people.**

Callan

(Acolyte)

Driven, **PATIENT**, and **STUBBORN**

St 13 De 14 Co 9 In 12 Wi 15 Ch 12

AC 6, MV 40', HD 2d6, hps 8, #ATS 1

warhammer (9+, 1d6+1), SV C2, ML +2,

AL L, XP 38; turn undead, spells.

PROFICIENCIES: Healing II.

Spells per Day: (1st) 1.

ITEMS OF NOTE: chainmail, shield,

warhammer, vials of Holy Water (2).

Wants: freedom for all.

Secrets: to die fighting for a cause.

- **Attractive brunette with a death wish.**

Raco

(Chronicler)

Talkative, **IMPATIENT**, and Selfish

St 9 De 10 Co 9 In 16 Wi 11 Ch 7

AC 2, MV 40', HD 5d6, hps 21, #ATS 1

sword or dagger (8+, 1d6 or 1d4), SV B5,

ML 0, AL N, XP 350; inspire courage, read

languages (5+), chronicles of battle.

PROFICIENCIES: Art, Knowledge

(Geography), Magical Music, Military

Strategy, Theology; LOremastery (14+),

Arcane Dabbling (10+).

ITEMS OF NOTE: leather armour, sword,

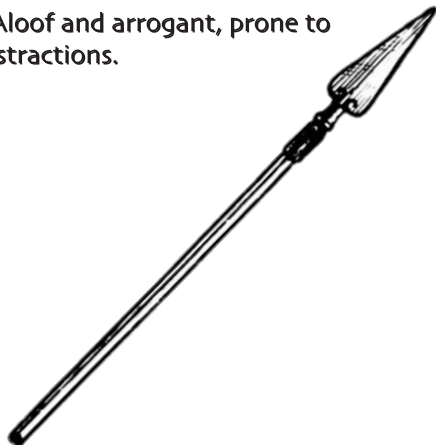
pair of throwing daggers; harp.

Wants: to be remembered in stories and

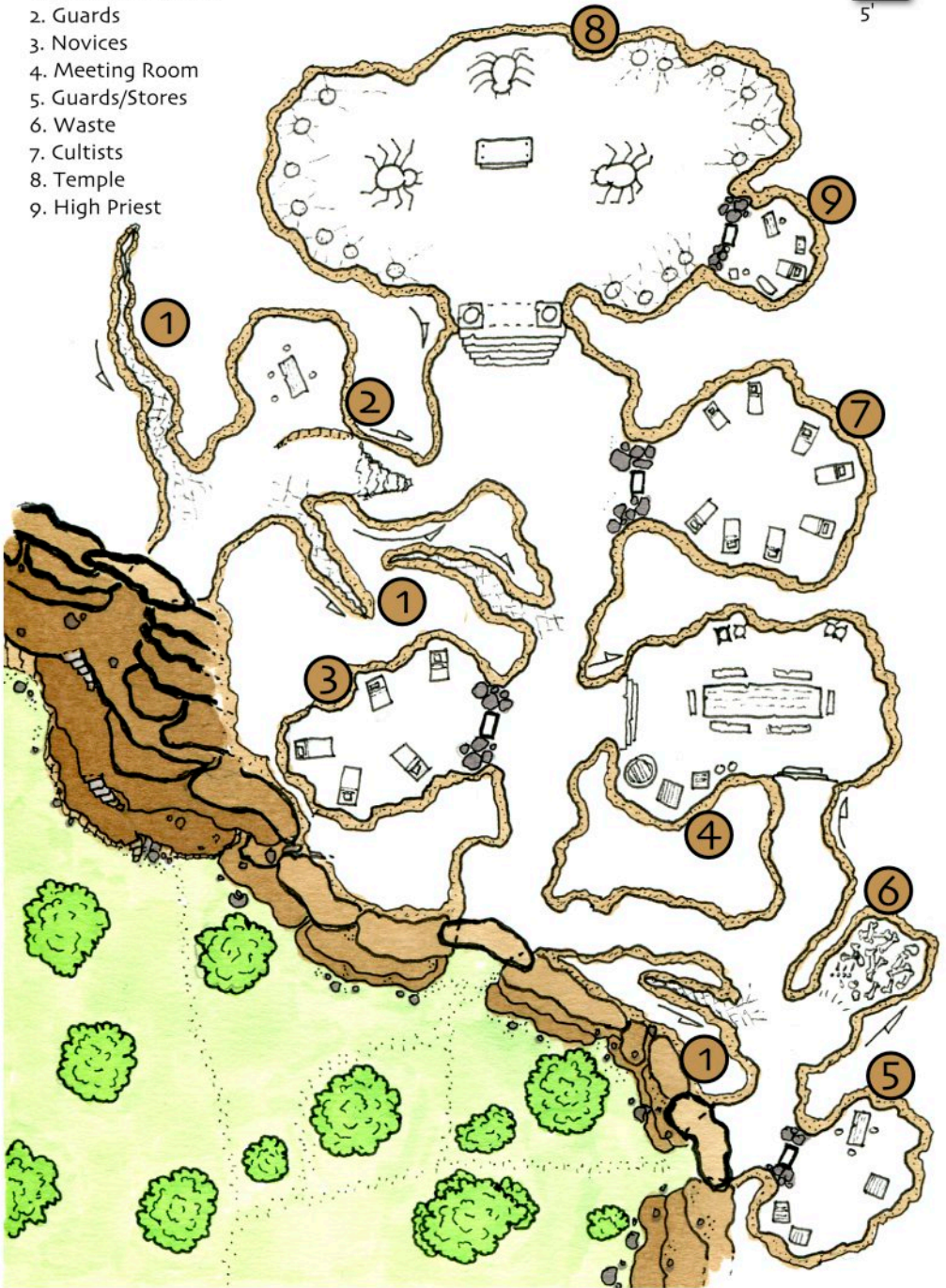
songs.

Secrets: to be the leader of the bandits.

- **Aloof and arrogant, prone to distractions.**



1. Webbed Crevices
2. Guards
3. Novices
4. Meeting Room
5. Guards/Stores
6. Waste
7. Cultists
8. Temple
9. High Priest



Cult of the Many-Legged God

Behind a copse of oaks lies a rocky hillside, three natural arches leading to caves inside. A cult has taken up residence, building a shrine to their deity, the **CRAWLING GOD, FATHER OF SPIDERS, NISHMA THE MANY-LEGGED**. Here they breed and raise Giant Spiders, and pray for their brethren to take their rightly place as rulers of the land.

In **WEBBED CREVICES** lurk 1d4 **Giant Black Widow Spiders**, guardians of the shrine. These protect the cult, as do the **GUARDS** stationed on a raised platform and in the **STORES**: 2d4 **Cultists** are here, idling their time playing dice games. The **STORES** hold rations for the cult.

In one lit chamber the cult's **NOVICES** (five new recruits) sleep, with their meagre belongings under the simple beds. The ordained **CULTISTS** bed down in another chamber, with better blankets and their own candles.

All cultists dine in the **MEETING ROOM**, where they also make plans and share gossip. 1d6 **Cultists** and 1d4 **Novices** can be found here, eating or talking. There is a 1-in-6 chance that the **High Priest** will also be present.

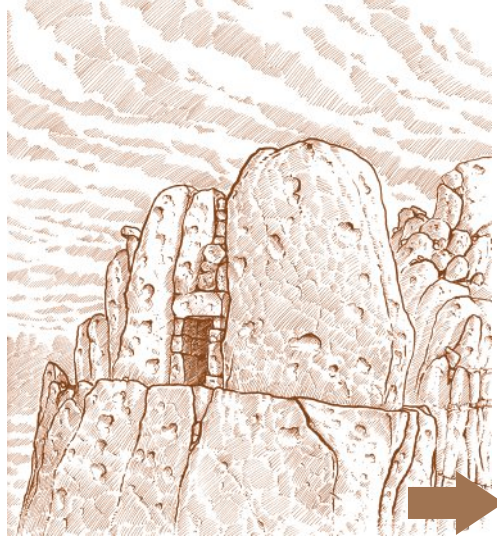
The **HIGH PRIEST** himself has a room adjacent to the shrine, where he has an ornate desk, fancy high-backed chair and a locked chest holding the accumulated treasure of the cult (see page 13).

The largest cave holds the shrine. This **TEMPLE** has three large obsidian statues of spiders, as well as webbed pillars around the temple: each has manacles and are used to hold captives for the spiders to feed on. 2d4 **prisoners** (O-level humans, close to death, wrapped in thick webs) are held here, watched hungrily by 1d4 **Giant Black Widow Spiders**.

Praying at the shrine are 1d6 **Cultists** and 1d4 **Novices**, and (4-in-6 chance) the **High Priest** leading their prayers.

The altar is a chunk of polished obsidian, with accurate depictions of spiders carved carefully into the stone.

Finally, in a dug-out alcove are the cults' **WASTE**, including hundreds of bones left over from the spiders' frequent meals and discarded treasures (see page 13).





The Cult

HIGH PRIEST "GERT" (Bishop)

Smooth-talking, calm, unwavering.

AC 4, MV 40', HD 8d6, hps 30, #ATS 1 sword (1d6), SV C8, ML +2, AL C, XP 1,600; control spiders, spells.

SPELLS: (1st) 3, (2nd) 3, (3rd) 2, (4th) 2, (5th) 1.

PROFICIENCIES: Contemplation, Healing II, Laying on Hands, Unflappable Casting.

ITEMS: sword, chainmail, hooded robe, unholy symbol (spider wrapping victim in a cocoon), key to chest.

MAGIC ITEMS: Potion of Flying, Potion of ESP, Ring of Invisibility, 2 packets of Dust of Disappearance.

WANTS: to replace the rulers of the local domain with his spider brethren.

SECRETS: to rule using the name of his god and the spiders, but to satisfy his own desires (gambling, women, drink).

The Cult of the Many-Legged God is led by its HIGH PRIEST, **GERT THE WHITE**, so-called due to his snow-white hair. His followers work in conjunction with their 'brethren', **GIANT BLACK WIDOW SPIDERS**, to wrestle rule from the decadent rulers of the land: by sneaking spiders into their bed chambers and poisoning them, then replacing the dead with a puppet ruler.

Giant Black Widow Spiders ACKS page 194

AC 3, MV 20', web 40', HD 3, #ATS 1 bite (2d6 & poison), SV F2, ML 0, AL N, XP 80; deadly poison, save or death in a turn.

NOVICES (Catechist)

AC 1, MV 40', HD 1d6, #ATS 1 club (1d4), SV C1, ML 0, AL C, XP 13; control spider (as undead, but spiders).

ITEMS: hooded robes, club, unholy symbol (spider wrapping victim in a cocoon).

CULTISTS (Priest)

AC 2, MV 40', HD 3d6, #ATS 1 dagger (1d4), SV C3, ML +1, AL C, XP 65; control spider, spells.

SPELLS PER DAY: (1st) 2.

ITEMS: hooded robes, leather vest, dagger, unholy symbol (spider wrapping victim in a cocoon).



Treasure

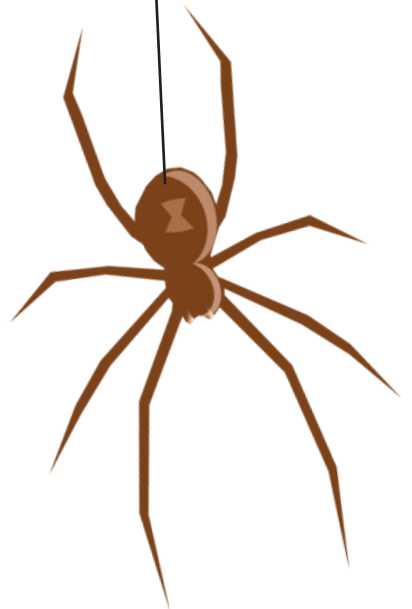
On the altar in the TEMPLE are 3 vials of rare perfume (300 gp) used to anoint the cultists.

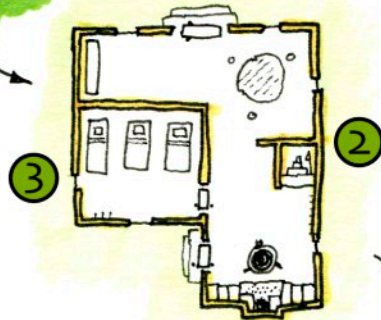
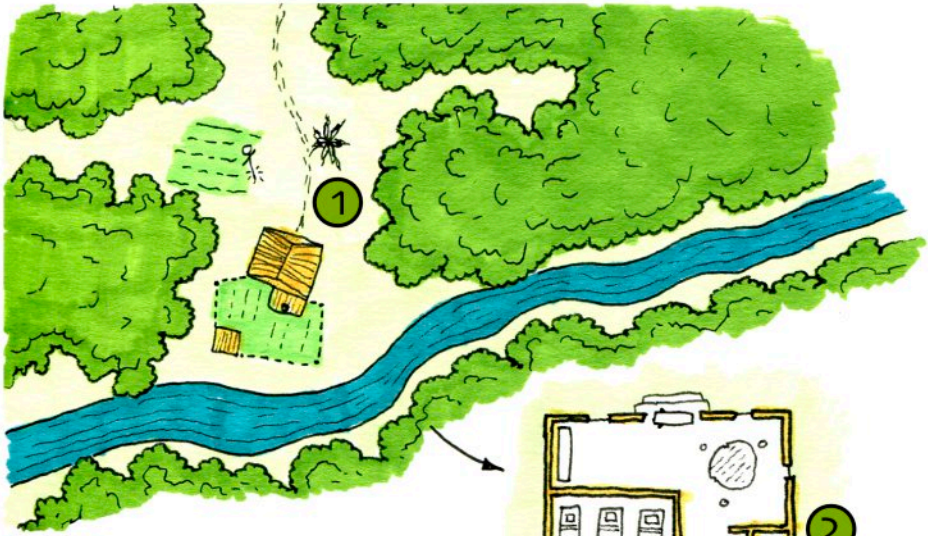
In the locked chest under the bed of the HIGH PRIEST are the following:

- 2,000 silver pieces (200 gp)
- 9,000 silver pieces (900 gp)
- 200 gold pieces (200 gp)
- 5,000 electrum pieces (2500 gp)

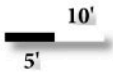
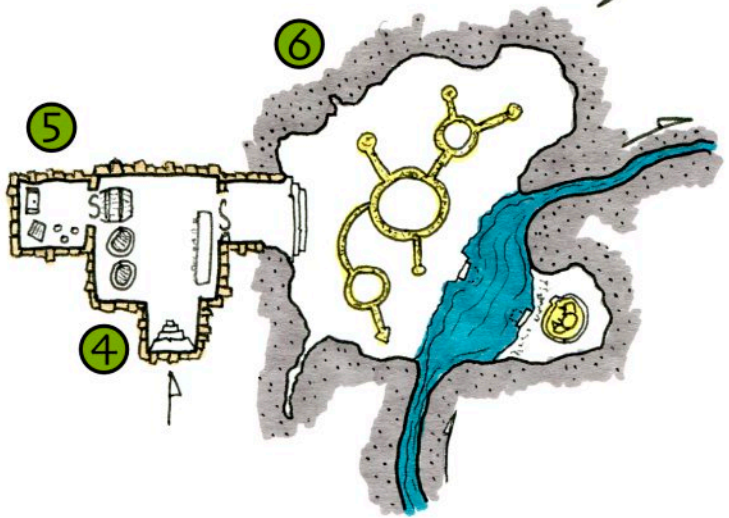
The STORES hold the following items of value:

- 4 quarter-barrels of fine spirits or liquor (200 gp)
- 15 common ram horns, and boar tusks (60 gp)
- 6 half-crates of terra-cotta pottery (300 gp)
- 30 yards of woven textiles (150 gp)
- 4 jars of lamp oil (80 gp)
- 5 bundles of rabbit fur pelts (75 gp)
- 2 crates of armour (chainmail, leather) and weapons (short swords, daggers) (450 gp)
- 3 jars of dyes and pigments (150 gp)





- 1 Field
- 2 Living Area
- 3 Bedroom
- 4 Cellar
- 5 Secret Room
- 6 Cavern



The Cottage by the River

In a clearing by the side of a river is a small cottage, home to three beautiful young women, sisters, who are reputed to be wise beyond their years and gifted seers.

The approach to the cottage is by a **FIELD** that stands opposite an ancient oak tree that was struck by lightning decades ago and stands a charred, skeletal tree like a clawed hand reaching for the sky. The field itself produces pumpkins of great size and is watched over by a pumpkin-headed scarecrow; which is actually an animated creature that protects the sisters from troublesome visitors:

SCARECROW (WOOD GOLEM, ACKS PAGE 173)

AC 2, MV 90' (30'), HD 2+2, hps 15, #ATS 1 fist (1d8), SV F1, ML n/a, AL N, XP 47; golem, immune to mundane weapons, gas, poison, hold, charm and sleep spells; vulnerable to fire.

The cottage itself has a large open plan **LIVING AREA** with a fireplace that is always lit; a bubbling stew is constantly on the go. Hanging on the shelves are 12 bundles of **healing herbs** (100gp, 1st each) (1200 gp, 12 st). The three sisters sleep in the adjacent **BEDROOM**, which is a simple and plain room, with clothes tucked into recycled crates beneath the beds. The beds are covered in 12 **rugs of large wolf and black bear fur** (total value 1080 gp, 8 st).

Stairs lead down to a **CELLAR** below, where the supplies of the sisters are kept, along with barrels of fresh

water, a large keg of honeyed mead, and a rack of bottles that conceal a secret door in the brick-wall. There are 190 **bottles of fine wine** (5gp each, 1st per 5) (950 gp, 38 st).

Another secret door is behind the **keg**, leading to a **SECRET ROOM** that holds the valuables of the three sisters (page 16). The door has small bells hanging from hooks on the inside, which ring loudly if the door is opened.

Behind the secret door of the wine rack is a short passage and steps leading into a natural **CAVERN**, a stream running through it. Carved into the stone floor are circles of summoning, inlaid with **gold and silver runes** (worth 5,000 gp, if dug out). In the middle of the largest circle is a **STONE OF CONTROLLING EARTH ELEMENTALS**. Across the stream is an alcove with steps leading up to it; a **wooden statue** sits there. The statue is expertly carved, sculptured in the image of a pagan and diabolical goddess that no one has worshipped for centuries and which was banned in all civilised kingdoms (600 gp, 15 st).

This cavern is where the three sisters spend much of their time, as they are in fact three **HAGS** that lure people here on the pretence of telling fortunes, offering sage advice, or just feeding the poor with their hearty stews (made of human flesh for the most part). The hags let some go with the knowledge or help they seek, but most visitors neve

Treasure

In locked chests warded with **Glyphs of Warding (fire)**:

- 1,000 ep (500 gp, 1 st)
- 2,000 gp (2000 gp, 2 st)
- 5,000 pp (25000 gp, 5 st)
- Scroll of Ward against Elementals

In a large crate: CHAINMAIL +1, two round SHIELDS +1, a kite SHIELD +2, a blue-bladed SWORD +1, FLAME TONGUE, a TWO-HANDED SWORD +1, and a WAR HAMMER +1.

Loose in the corner of the room:

- POTION OF HEROISM
- POTION OF LONGEVITY
- POTION OF SUPER-HEROISM



HANA

The Coven

The three sisters are in fact **HAGS**, using their ability to change their appearance to look like beautiful young women. These witches feast on those unfortunates that come to visit the sisters to learn secrets or for a glimpse of the future. Those few that live end up spreading rumours of the sisters' powers, thus luring others to their death.

Each sister has the same basic statistics as a Hag, but each follows a different witch's tradition.

HAGS (3) ACKS LAIRS & ENCOUNTERS PAGE 172

AC 6, MV 90' (30'), HD 9, hps 25, 45, 44, #ATS 2 claws (1d4+4/1d4+4), SV C9, ML +2, AL C, XP 3,100; 1/day alter-self, and bestow curse; 9th-level witches.

SPELLS PER DAY:

(1st) 5, (2nd) 5, (3rd) 5, (4th) 3, (5th) 3.

The hag called **Hana** is a painfully thin woman with an abundance of black hair that brushes the floor. She wears transparent dresses of thin red silk and appears shy and quiet. In reality she is a foul-mouthed old crone, hunched and fat, with her hair burnt to a stubble and half her face deformed by burn scars.

Hana follows the Voudon tradition of witchcraft, granting her these Gifts:

- Craft (brewing)
- Grey lore (turn undead, 5th level)
- Perform spiritual rituals
- Mistress of Charms & Illusions

ITEMS: a silver RING OF PROTECTION +1, a pair of EYES OF PETRIFICATION that look like half-moon spectacles, and two vials; a POTION OF ANIMAL CONTROL, and a POTION OF GASEOUS FORM.



VASILISA

Vasilisa is a red-haired beauty with antlers woven into her hair. She dresses in furs and little else, has a full, curvy figure, and is very direct in her speech and actions. Her true appearance is a frail old woman with greying hair, whiskers more suited to a cat, and milky-white eyes. Her skin is paper-thin and covered in sores.

She follows the Sylvan tradition, which grants her these Gifts:

- Friendship of beasts
- Change self 1/day
- Pass without trace
- Polymorph self 1/week

ITEMS: a wooden RING OF WATER WALKING, an amber ROD OF CANCELLATION, and two blue-glass bottles; a POTION OF GROWTH, and a POTION OF HUMAN CONTROL.



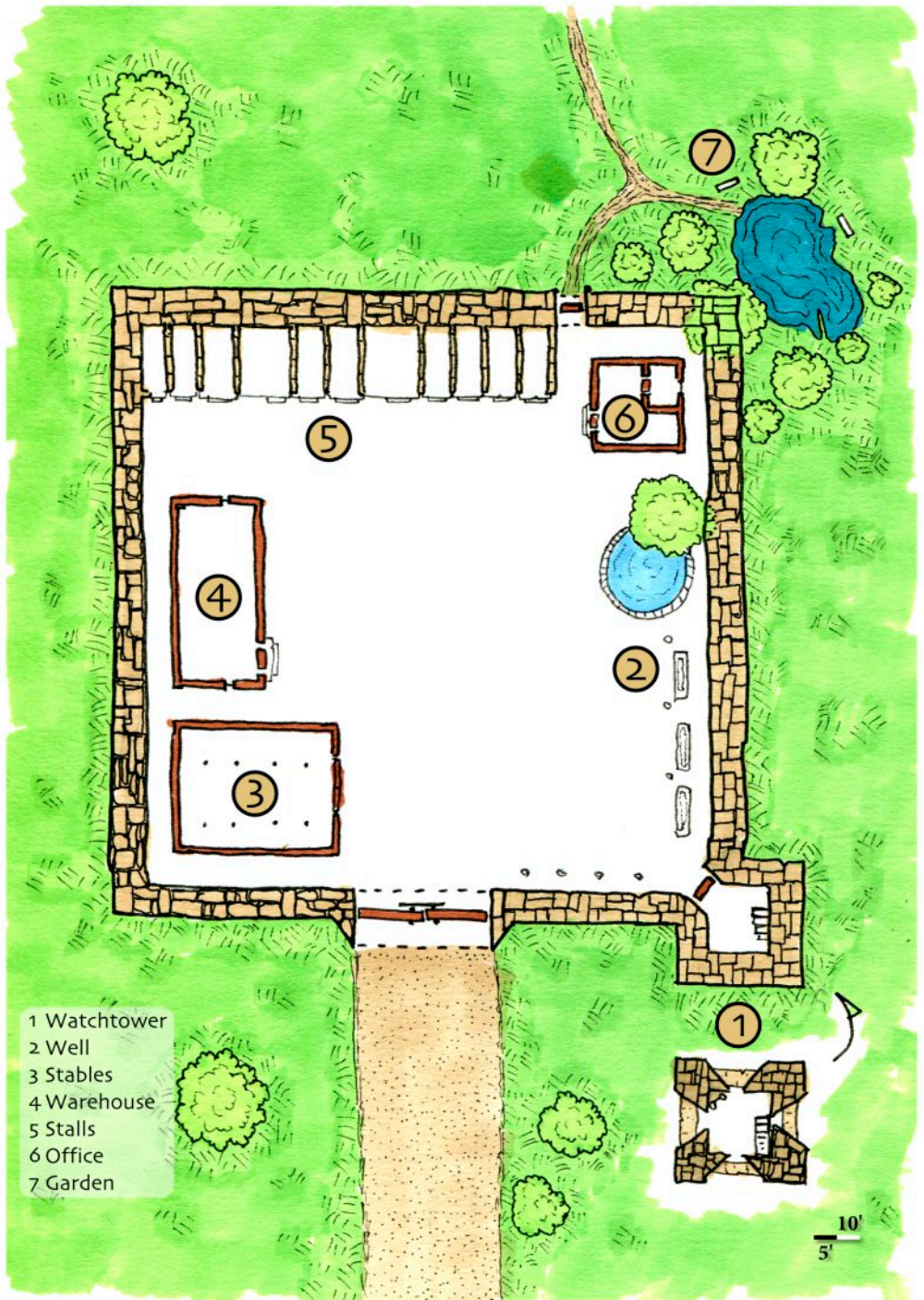
MIRI

The eldest of the three sisters, **Miri** is a voluptuous woman of alluring beauty, driving men and women to lust. She wears revealing dresses and has rich, brown hair. Her true form is a skeletal old wart-faced hag with flaking skin.

Miri follows the Cthonic tradition of witchcraft, and has the following Gifts:

- Seduction
- Black Lore (command undead, 5th level)
- Mystic aura
- Charm person 1/day

ITEMS: bone Wand of Fear, a glass vial holding a Potion of Polymorph, and a leather case holding a Scroll of Divine Spells (written in an ancient, lost language): Restore Life and Limb (5th), Magic Mouth (2nd), Phantasmal Force (3rd level), and Infravision (4th).



Tranquility

Off the beaten track is a small caravansary known as Tranquility. It is home to a garden that soothes the mood and negates aggression, making it the perfect place to hold delicate meetings and peace talks.

Watching over the caravansary is a single **WATCHTOWER**, where four **MERCHANT-GUARDS** stand watch in rotation, armed with bows and sharp eyes.

Below the tower is the outpost's **WELL**, a pool fed by a bubbling spring that also feeds the pool of water in the gardens outside the walls. The well's water is very refreshing and therapeutic, acting as a **MINOR HEALING POTION** to anyone that drinks it (heals 1d4 hps, effective once per day). Troughs and posts of horses are lined along side.

A large barn acts as the outpost's **STABLES**. The guards bed down in the loft above. The wagons that these horses pull are outside in the courtyard; there are 1d10 wagons present at any one time, two horses per wagon on average. **APPRENTICES** to the merchant's are found here tending to the horses (2d4), along with a few of **CARAVAN GUARDS** (1d4).

The majority of the goods that these passing caravans carry are kept in the **WAREHOUSE**, a secure barn that is guarded day and night by a mixture of the **CARAVAN GUARDS** from the various **MERCHANTS** (2d4).

Taking advantage of the importance of this site, a number of open **STALLS** are along the inner wall, rented out by the host of the caravansary. These are almost always occupied and the trade varies (see the following pages; 5-in-6 chance of each stall being occupied by a merchant).

Keeping the outpost running is its owner and famed merchant, **KALIK ACHMED**, a local-boy who has done rather well for himself. He operates out of his **OFFICE**, which is not only the site of his own enterprise, but also where he lives. It has a main office and a small bedroom.

Outside the wall, with a still pool of water and surrounded by trees and benches is the reason this outpost exists: the **GARDEN**; commonly referred to as the Garden of Tranquility, or the Tranquil Gardens, or just the Peace Pool. Under the eaves of the trees, around the pool, an atmosphere of calm resides. No one is able to act aggressively here, all violent thoughts and actions are nullified, and it is the perfect place to sit down and talk things through, no matter the subject or the people involved.

So popular is the site that the gardens are rarely free and booking a date for a talk is difficult unless one is willing to wait for a few months. Kalik, however, is always willing to make a deal, if one is willing to pay the price.





The Merchant Prince

KALIK ACHMED, 9TH-LEVEL VENTURER

Clever, bold, but hot-headed

AC 2, MV 40' (120'), HD 9d4, hps 24, #ATS 1 short sword or crossbow (1d6 or 1d6+1), SV T9, ML +2, AL N, XP 1,300; mercantile network; expert bargainer; hear noise 6+; read languages 5+; +4 to avoid getting lost; diplomat; good at bribery; spells.

Proficiencies: Arcane Dabbling, Bargaining, Profession (Merchant), Command, Lip Reading, Skirmishing, Theology.

Spells per day: (1st) 2.

Spells Known: Charm Person, Detect Magic, and Sleep.

Items: leather armour, short sword, crossbow and 20 bolts, 1d100 sp, 2d20 gp, 1d12 pp in a pouch tucked inside his armour.

Magic Items: Scroll of Arcane Spells (2nd, Invisibility, and 5th, Cloudkill), Censer* of Controlling Air Elements, 10 crossbow bolts +1.

Secrets: seeks revenge on local warlord.

Kalik Achmed lost his family and wife when a local warlord (then just a brigand captain) destroyed his home looking for a lost treasure. Little did the warlord know that Kalik had it hidden away (the Censer*). Since then he has worked hard to establish a network to track down this warlord, to exact his revenge.

This outpost is situated on the borders of this warlord's domain, and the disputes amongst the warlord and others like him at slowly starting to be settled by talks at the Garden of Tranquillity, all to Kalik's plan. He is waiting for the time when the warlord comes to make peace at the pool, at which time he intends to have his revenge. In the meantime, he continues to run the outpost as a centre for talks and trade.

Other Visitors

MERCHANT/CARAVAN-GUARDS

AC 3, MV 40' (120'), HD 2, hps 12, #ATS 1 short sword or crossbow (1d6), SV F2, ML +1, AL N, XP 20.

APPRENTICES

AC 0, MV 40' (120'), HD 1d4, hps 2, #ATS 1 dagger (1d4), SV T1, ML 0, AL N, XP 13; mercantile network; expert bargainer; hear noise 14+ read languages 5+; +4 to avoid getting lost; diplomat; good at bribery.

MERCHANTS

AC 2, MV 40' (120'), HD 3d4, hps 8, #ATS 1 dagger or short sword (1d4 or 1d6), SV T3, ML +1, AL N, XP 65; mercantile network; expert bargainer; hear noise 12+ read languages 5+; +4 to avoid getting lost; diplomat; good at bribery.

Merchant Stalls

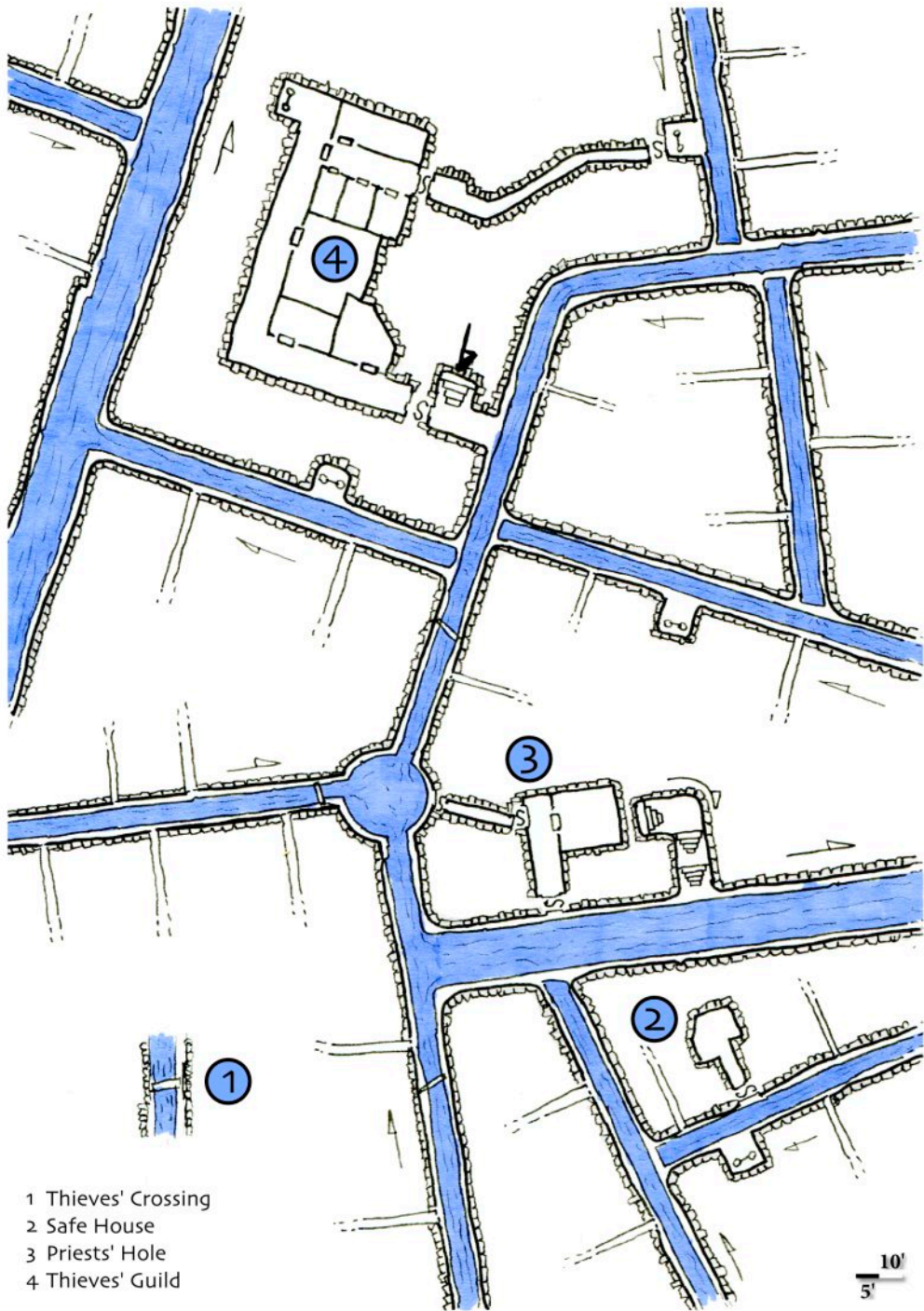
The stalls of the outpost sell a variety of goods, which can be determined by the Judge's needs or rolled randomly below:

1. Used/salvaged adventuring gear
2. Rugs and tapestries
3. Fine clothes and hats
4. Perfumes
5. Glass trinkets (figurines, ornaments)
6. Pottery
7. Jewellery (semi-precious stones)
8. Weapons (swords, daggers, spears)
9. Armour (leather, chain)
10. Pets (lizards, monkeys, exotic birds)
11. Books (blank, history, poems)
12. Writing implements (ink, quills)
13. Dolls
14. Rolls of silk
15. Fine wines and spirits
16. Potions and Poulitices
17. Inks, paints and dyes
18. Domestic slaves
19. Cartography
20. Fortune Teller

Example of Goods in Warehouse

- 2 jars of dyes and pigments (50 gp, 5 st each);
- 8 bundles of common fur pelts (such as fox or rabbit) (15 gp each, 0.8 st);
- 10 yards of woven textiles (5 gp, 1 st each);
- 22 jars of lamp oil (20 gp, 6 st each);
- 5 quarter-barrels of fine spirits (50 gp, 4 st each);
- 5 bags of loose tea or coffee (75 gp, 5 st each);
- 16 common animal horns and tusks (such as boar, bull, or ram) (9 gp each);
- 2 crates of armour and weapons (225 gp, 10 st each);
- 6 captured or enslaved labourers (worth 40 gp each);
- 1 enslaved domestic servant (worth 100 gp).





- 1 Thieves' Crossing
- 2 Safe House
- 3 Priests' Hole
- 4 Thieves' Guild

10'
5'

The Sewer Rats

Under the streets of the small city are ancient sewers left behind by a previous civilisation. Operating from here are the local thieves' guild, the crime syndicate known as the Sewer Rats, led by their boss, a scoundrel and wise-cracking former assassin infamous for his multiple escapes from the gallows.

The sewers are old and not well-known to those who do not frequent them. The guild knows the pathways well and have placed planks across the streams, locally known as a **THIEVES' CROSSING**. Each plank has a rope rigged to pull the plank free should a thief need to cross quickly and discourage pursuit.

Aside from the guild headquarters, the guild operates a secret **SAFE HOUSE** close to a sewer entrance: this small chamber is stocked with bed-rolls and blankets, dried rations and water, and is used to shelter fellow criminals who are on the run. They hide down here until the heat has died off. Friends of the guild can hire the room out for clandestine meetings.

Not far from the safe house is a secret **PRIEST HOLE**, a clerical safe house for the priesthood that operates out of the church above (accessed via the steps that lead to its undercroft). A short corridor leads to a door with a sturdy lock and a room beyond that has a bed, wardrobe, table and chairs, and is kept stocked with fresh bedding, blankets, rations

and holy scriptures to read. It is used by the priests to hide from periodic persecution from the local rulers, who constantly change their minds about which religion should have dominance.

With three secret ways in (two from the sewers, the third via the cellar of a mortician's) the **THIEVES' GUILD** is a small complex of rooms: a central training room that doubles as a meeting hall, the office and living quarters of the guild boss, several small bedrooms used for temporary occupancy by thieves on rotation, an armoury and vault, and a modest **library** and **workshop** (value 8,000 gp & 6,000 gp, respectively) used by the resident magic-users.

Encounters in the Sewers

Travelling through the sewers can be dangerous; roll 1d6 every turn: on a 6 an encounter occurs.

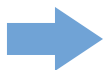
1D6

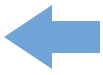
| | ENCOUNTER |
|---|---|
| 1 | 2d6 Giant Rats <small>ACKS page 201</small> |
| 2 | 1d6 Thieves* <small>Level 1 thief</small> |
| 3 | 1d4 Thieves & 1 Assassin <small>Level 2</small> |
| 4 | 2d4 Thieves & the Wizard* |
| 5 | 2d6 Militia hunting thieves |
| 6 | 2d4 Thieves & the Boss* |

* see pages 24-25

MILITIA (2D6)

AC 3, MV 40' (120'), HD 2, average hps 7, #ATS 1 sword or crossbow (1d6+1), SV F2, ML +1, AL N, XP 20; leather armour, shield, sword, crossbow & 15 bolts, lantern and flask of oil.





Silas

The syndicate known as the **SEWER RATS** are the local thieves' guild, led by a man called Silas, also known as the Cheater of Death, or the Hung-man. He is infamous for surviving and escaping the gallows not once, but three times. His infamy has helped to expand the membership of the guild, so that it now has 100 members and is likely to continue to grow, so long as the local government continues to argue amongst themselves.

Current Membership consists of **45 local thugs** used for everything from cutting purse-strings, stalking, to muggings and protection rackets; **35 thieves-in-training**, plying their trade with petty larceny, and pick-pocketing; a **dozen experienced thieves and assassins** that deal with hired murders, smuggling, kidnapping and high-end burglaries; and **eight lieutenants** that run operations in the different districts of the city.

This Class IV Guild earns about 7,350 gp per month in revenue, from stolen and fenced goods, ransoms and muggings.

The Sewer Rats Membership

SILAS THE HUNG-MAN, CHEATER OF DEATH (7TH LEVEL THIEF, 1)

Charming, witty, but reckless
AC 2, MV 40' (120'), HD 7d4, hps 16, #ATS 1 scimitar or bow (2d4 or 1d6) SV T7, ML +2, AL N, XP 1,140; backstab x3, thief skills.

THIEF SKILLS: Open Locks (OL) 10+, Find & Remove Traps (FRT) 11+, Pick Pockets (PP) 10+, Move Silently (MS) 10+. Climb Walls (CW) 3+, Hide in Shadows (HS) 12+, Hear Noise (HN) 8+

PROFICIENCIES: acrobatics (13+), disguise, contortionism (18+), gambling.

ITEMS: Shortbow, quiver with 20 arrows, scimitar, 2 well-balanced daggers with boot-sheathes, leather armour, colourful tunic and pants, silk girdle, high boots, wineskin with good wine, small sack, 50' rope, thieves' tools.

MAGIC ITEMS: Ring of Regeneration.

SECRETS: Silas has died several times, but his ring keeps bringing him back. He is terrified of actually dying.

THUGS (O-LEVEL, 45)

AC 0, MV 40' (120'), HD 1, average hps 4, #ATS 1 cosh (1d6), SV Fo, ML 0, AL N, XP 5; cosh.

THIEVES, IN TRAINING (1ST LEVEL, 30)

AC 0, MV 40' (120'), HD 1d4, average hps 2, #ATS 1 dagger (1d4), SV T1, ML -1, AL N, XP 13; dagger; backstab x2; thief skills: OL 18+, FRT 18+, PP 17+, MS 17+, CW 6+, HS 19+, HN 14+.

ASSASSINS, IN TRAINING (1ST LEVEL, 5)

AC 2, MV 40' (120'), HD 1d6, hps 2, 3, 4, 5, 2, #ATS 1 sword or bow (1d6+1), SV F1, ML +2, AL N, XP 13; leather armour, sword, bow; backstab x2; thief skills: MS 17+, HS 19+.

Thieves, Experienced (2ND LEVEL, 8)

AC 2, MV 40' (120'), HD 2d4, average hps 5, SV T2, ML +1, AL N, XP 29; leather armour, dagger, sword; backstab x2; thief skills: OL 17+, FRT 17+, PP 16+, MS 16+, CW 5+, HS 18+, HN 13+.

Assassins, Experienced (2ND LEVEL, 4)

AC 4, MV 40' (120'), HD 2d6, hps 7, 6, 6, 6, #ATS 1 sword or crossbow (1d6+1), SV F2, ML +2, AL N, XP 29; chain mail, sword, crossbow with 20 bolts; backstab x2; thief skills: MS 16+, HS 18+.

THIEVES, LIEUTENANTS (3RD LEVEL, 4)

AC 2, MV 40' (120'), HD 3d4, hps 7, 9, 7, x, #ATS 1 sword or dagger (1d6 or 1d4), SV T3, ML +2, AL N, XP 65; leather armour, sword, dagger; backstab x2; thief skills: OL 16+, FRT 16+, PP 15+, MS 15+, CW 5+, HS 17+, HN 12+.

Assassins, Lieutenants (3RD LEVEL, 2)

AC 2, MV 40' (120'), HD 3d6, hps 12, 14, #ATS 1 sword (1d6+2), SV F3, ML +2, AL N, 65 x; leather armour, sword; backstab x2; thief skills: MS 15+, HS 17+.

NIGHTBLADE, LIEUTENANT "ELORIN"

(3RD LEVEL, 1)

AC 3, MV 40' (120'), HD 3d6, hps 7, #ATS 1 sword (1d6), SV T3, ML +2, AL N, XP 80; leather armour, sword; backstab x2; thief skills: MS 15+, CW 5+, HS 17+; acrobatics 18+; spell-book.

Spells per day: (1ST) 2.

Spells Known: Charm Person, Magic Missile, and Sleep.

MAGE "THE WIZARD" (3RD LEVEL, 1)

AC 0, MV 40' (120'), HD 3d4, hps 10, #ATS 1 dagger (1d4), SV M3, ML -1, AL C, XP 80; dagger, spell-book.

Spells per day: (1ST) 2, (2ND) 1.

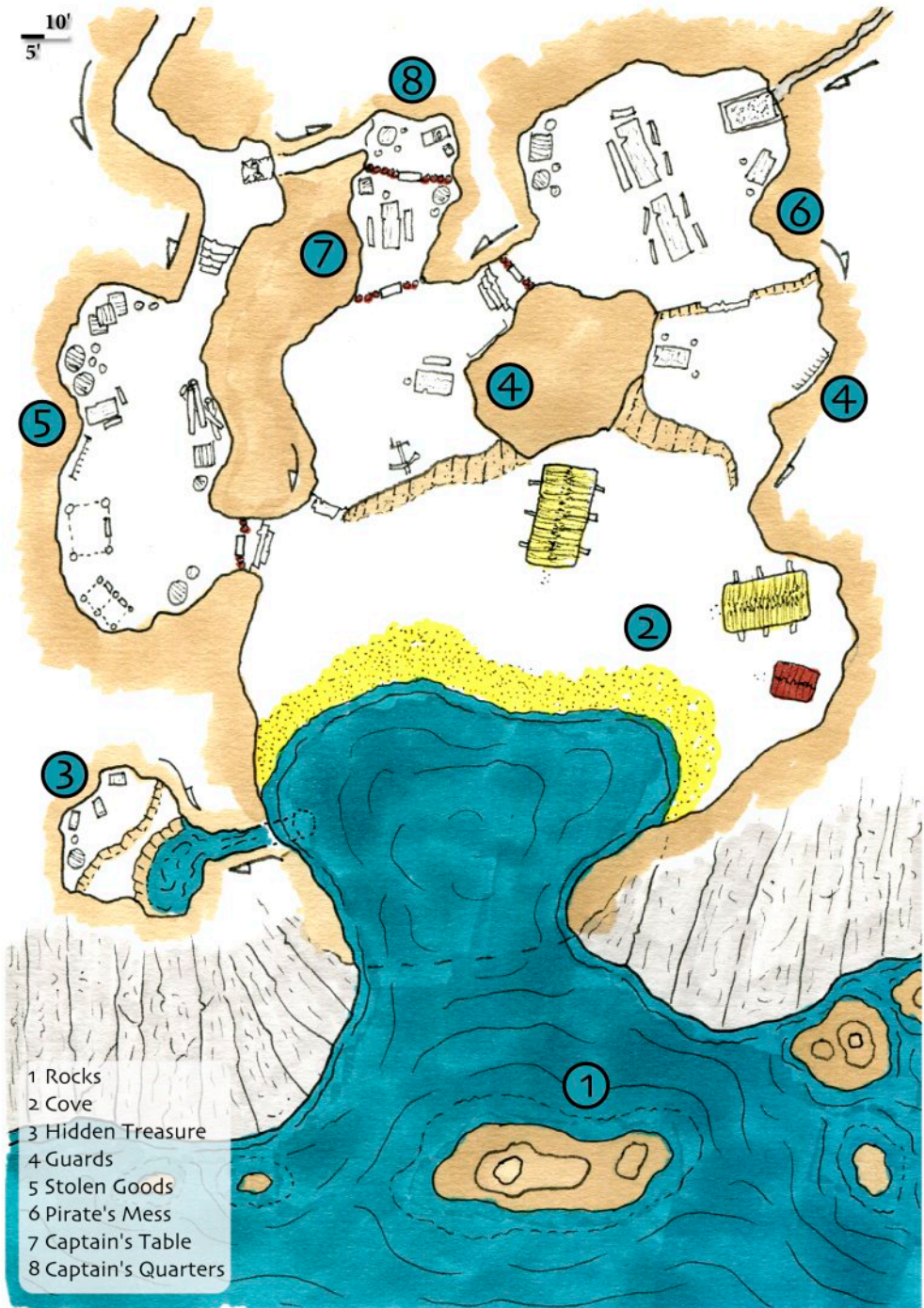
Spells Known: (1ST) Detect Magic, Shield, and Sleep; (2ND) ESP, Invisibility.

Treasure

Secured in the guild's vault are the following stolen goods:

- 1,000 electrum pieces (500 gp, 1 st)
- 2,000 silver coins (200 gp, 2 st)
- 2 silver holy/unholy symbols (70 gp each)
- 6 crates of glassware (200 gp, 5st each)
- 2 pouch of black lotus (worth 200 gp each)
- 2 pouches of horsetail or saffron (15 gp each)
- 12 pouches of lungwort (5 gp each)
- 1 sets of engraved teeth (worth 70 gp)
- 1 vials of holy water (worth 25 gp)
- Potion of Sweet Water
- Potion of Green Dragon Control
- Scroll of Ward against Elementals
- Sword +1/+3 vs summoned creatures





Stinking Fish & Golden Sands

Hidden along the rugged coast lies a cove where a pirate captain and her smuggling crew plot their raids on the traders that sail along the coastal currents.

Rocks protect the entry to this smugglers' Cove, where a small ship weighs anchor by a beach of golden sand. The stink of rotting fish wafts from this hidden cove, a brewed perfume created by the smugglers' local mage and used to keep sea-monsters at bay.

A couple of long-houses are used by the smugglers when they are stationed here, as well as a small privy. There are 2d6 SMUGGLERS resting here at any time.

SMUGGLERS (2-12, 2ND LEVEL THIEVES)
AC 2, MV 40' (120'), HD 2d4, average hps 3, #ATS 1 dagger or sword (1d4 or 1d6), SV T2, ML +1, +2 if their captain is present, AL N, XP 29; backstab x2; thief skills: OL 17+, FRT 17+, PP 16+, MS 16+, CW 5+, HS 18+, HN 13+.

The smugglers' leader, a pirate captain by name of RAVEN TRESS, keeps her most valuable treasures in a secret cave. This HIDDEN TREASURE can only be accessed by swimming through an underwater tunnel and climbing the rough slopes (see TREASURE, page 29).

Watching over the cove are two pairs of GUARDS, one by a large arbalest on a rotating pivot atop the small cliff.

GUARDS (4, 3RD LEVEL FIGHTERS)
AC 4, MV 40' (120'), HD 3d8, hps 15, 20, 12, 9, #ATS 1 sword or arbalest (1d6+2 or 1d8+2), SV F3, ML +2, AL N, XP 80.

A larger cave holds the most recent **STOLEN GOODS** (see TREASURE, page 29), which leads off to a tunnel that winds its way up to the cliffs outside, coming out from beneath a thicket of brambles. A lower tunnel leads to the **CAPTAIN'S QUARTERS**, where Raven Tress sleeps and plots. Her personal treasure is kept hidden beneath her bed in a locked strongbox (trapped with a poison needle, with 3 doses of curare toxin, instant, 2d12 & paralysis 2d4 turns):

- 2 scimitars of superior quality (140 gp each)
- 11 bone toy soldier figurines (26 gp each)
- 15 sticks of rare incense (9 gp each)
- 6 sticks of rare incense (8 gp each)
- 1 set of superior thieves tools (worth 200 gp)
- Potion of Invisibility
- Potion of Giant Control
- Potion of Longevity

Her room opens onto the **CAPTAIN'S TABLE**, where the captain and her most loyal men dine. Fancy plates and cutlery adorn the tables.

The smugglers all dine together at the **PIRATE'S MESS**, a large dining hall with a roaring fire-pit and cooking implements and supplies.





Raven Tress

9TH LEVEL FIGHTER (PIRATE CAPTAIN)

Seductive, commanding, but **paranoid**

AC 3, MV 40' (120'), HD 9d8, hps 45, #ATS 1 bow, scimitar or dagger (1d6+4 or 1d4+5 or +6 vs. dragons), SV F9, ML +2, AL N, XP 1,300.

PROFICIENCIES: gambling, leadership, seafaring, seduction, skirmishing, swash-buckling, weapon focus (scimitar).

ITEMS: Shortbow, quiver with 20 arrows, scimitar, 2 well-balanced daggers with boot-sheathes, leather armour, colourful tunic and pants, silk girdle, high boots, wineskin with good wine, 7 gp.

MAGIC ITEMS: dagger +1/+3 vs dragons.

SECRETS: stole a cursed shield from a green dragon and is paranoid that the dragon is hunting her.

RAVEN TRESS is seemingly a young woman, with a commanding presence and a fierce attitude. She rules the coast with her crew, raiding

the trading ships, stealing their goods with minimal bloodshed, then selling them off on the black-market.

Her most loyal smuggler and close friend is the pirate mage, Edith of the Red Veils; together they plot to steal enough treasure to fund a company of mercenaries or adventurers to slay a dragon that dwells in a deep cave many miles along the coast.

EDITH OF THE RED VEILS

7TH LEVEL MAGE

Quiet, intelligent, but **timid**

AC 0, MV 40' (120'), HD 7d4, hps 18, #ATS 1 staff (1d6-1), SV M7, ML -2, AL N, XP 1,140; spells.

SPELLS PER DAY: (1ST) 3, (2ND) 2, (3RD) 2, (4TH) 1.

SPELLS KNOWN: (1ST) Burning Hands, Detect Magic, Shield, Sleep, (2ND) Detect Invisible, Knock, Web, (3RD) Fly, Hold Person, Water Breathing, (4TH) Confusion, Wall of Ice.

PROFICIENCIES: alchemy, healing, seafaring, naturalism.

ITEMS: Wood-panelled spellbook, gnarled oaken quarterstaff, 5 darts, four-coloured cassock with hood and red veils, leather belt, low boots, backpack, quill and ink, 57 gp.

MAGIC ITEMS: Ring of Command Plant, Scroll of Clairaudience (3rd level), Scroll of Ward against Elementals

SECRETS: is actually a spy for the dragon, after he was caught by the beast and to live she swore to spy on her friend and the smugglers.

Treasure

HIDDEN TREASURE

Loose items:

- Shield AC o (cursed)
- Plate +1

Locked chests holding:

- 8,000 silver pieces (800 gp, 8 st)
- 100 gold pieces (100 gp, 0.1 st)
- 1,000 electrum pieces (500 gp, 1 st)
- 3 jars of purple dyes (50gp, 5st each)
- 2 set of superior thieves tools (200 gp each)

STOLEN GOODS

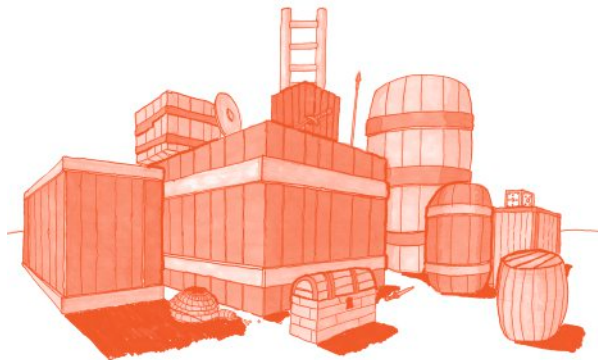
Locked chests holding:

- 3,000 copper pieces (30 gp, 3 st)
- 20,000 copper pieces (200 gp, 20 st)
- 5,000 silver pieces (500 gp, 5 st)

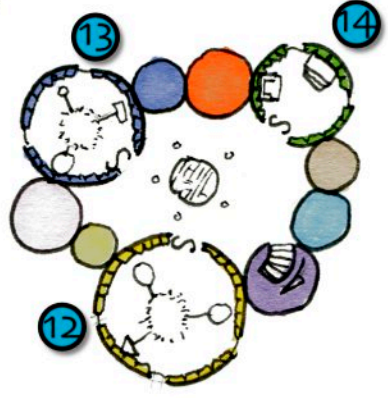
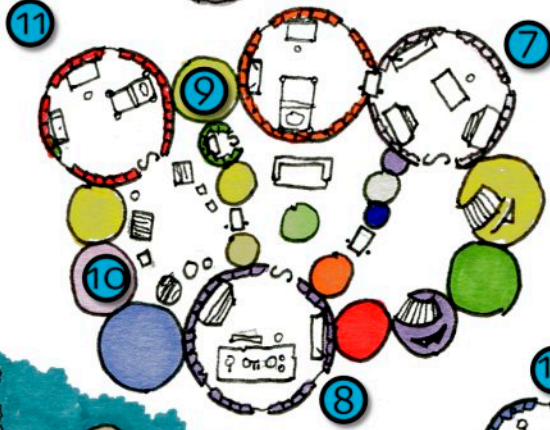
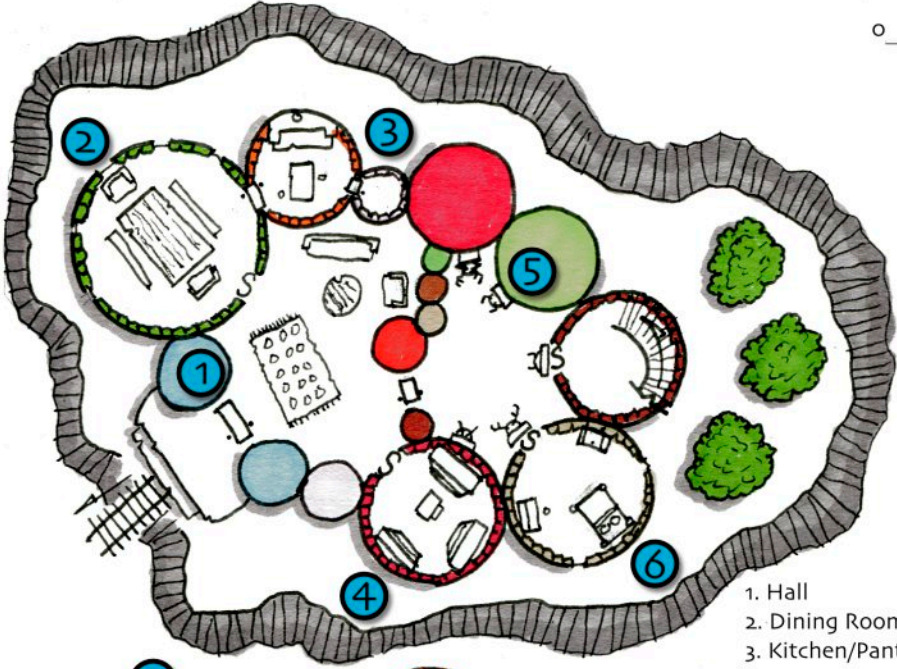
Loose goods:

- 2 barrels of preserved meats (5 gp, 2 st each)
- 3/10 of a cord of hardwood log (5 gp, 8 st each)
- 4 barrels of preserved fish (5 gp, 8 st each)
- 12 ingots of iron (1 gp, 1/2 st each)
- 38 wheels of cheese (3 sp, 1/3st each)
- 8 bundles of common fur pelts

- (15 gp each)
- 100 yards of woven textiles (5 gp, 1st each)
- 11 jars of lamp oil (20 gp, 6 st each)
- 5 half-crates of terra-cotta pottery (50 gp, 2.5 st each)
- 2 quarter-barrels of rum (50 gp, 4 st each)
- 16 common stag antlers (64 gp, 6.4 st in total)
- 19 rugs of common fur pelts (475 gp, 19 st in total)
- 6 bundles of large wolf fur pelts (180 gp, 5.94 st in total)
- 21 bottles of fine wine (105 gp, 4.2 st in total)
- 20 yards of woven textiles (5 gp, 1 st each)
- 9 uncommon animal tusks (900 gp, 22.5 st in total)
- 10 sticks of rare incense (110 gp, 0.1 st in total)



0 5' 10'



1. Hall
2. Dining Room
3. Kitchen/Pantry
4. Library
5. Trophy Room
6. Master Bedroom
7. Study
8. Laboratory
9. Secret Safe
10. Store
11. Guest Rooms
12. Summoning Chamber
13. Conjuring Chamber
14. Reading Room

The Underwater Rainbow Wizard

At the bottom of a deep cove lies the bubble-like opalescent home of the Rainbow Wizard, a recluse who specialises in oceanic magic.

The entrance **HALL** to the 'PEARL' (as his home is called) is enclosed by a permanent air bubble over the door. Inside is a elegant reception, with an **Unseen Servant** hovering around awaiting orders. A secret door leads into a **DINING ROOM** with crystal chandeliers, high-backed cushioned chairs and another serving Unseen Servant that roams between this room and the adjacent **KITCHEN** with its walk-in **PANTRY**. The servant does all the cooking, and is very good.

Hidden behind another secret door is a well-stocked **LIBRARY** (plenty of books on spell research, worth 26,000 gp, 6th level, +1 bonus) and a marine-blue marble lectern on which the WIZARD's personal spell book resides, bound by a **Wizard Lock**.

Further in, the home opens into a **TROPHY ROOM** with several heads studded and mounted on the walls: an **OWLBEAR'S**, a small **BLACK DRAGON'S**, a **MINOTAUR** with a brass ring through its nose (pull the ring to open the secret door to the stairs), a petrified **MEDUSA'S** head (one of the snakes twists to open the secret door), and the head of a **KHEPRI** (5,000 gp each).

The WIZARD's **MASTER BEDROOM** is on this floor, with an ornate and richly furnished four-poster bed, a dressing table and copper-bound oak

chest holding a variety of rainbow coloured robes and undergarments.

Upstairs are the WIZARD's **STUDY** (with more books, on oceanic matters, sea-life, and water-based magic; worth 4,000 gp), a couple of **GUEST ROOMS**, a **STORE** of general goods and rations, and a **SECRET SAFE** that is **Wizard Locked** and holds the WIZARD's treasure (see page 33). His **LABORATORY** is also on this floor, hidden behind a secret door; it is well-stocked and worth 14,000 gp, 5th level.

On the top floor, surrounding a central meeting room, are a quiet **READING ROOM** with a plush armchair and a bookshelf that currently holds cook books, a treatise on underwater snails, and a DIY book with a focus on sea-themed decoration; and two spell-casting chambers.

The **SUMMONING ROOM** is inscribed with gold and silver circles and runes, and is used for calling forth demons and binding them; while the **CONJURING ROOM** is for conjuring objects and communicating with the outside world. The runes and circles here are engraved in electrum.

Where's the Wizard?

THE RAINBOW WIZARD IS (ROLL 1D6)...

- 1 ...quietly reading in his Study.
- 2 ...upstairs in the Summoning Chamber.
- 3 ...eating his dinner in the Dining Room.
- 4 ...entertaining a guest in the library.
- 5 ...experimenting in the Laboratory.
- 6 ...asleep in his bedroom.





Rainbow Wizard

The RAINBOW WIZARD (JEFF to his friends) is a studious recluse who dwells inside his underwater home, seldom venturing out except for fieldwork for his research. He has a sharp mind, is an expert in many areas but lacks any sense and would be unable to look after himself if he didn't have his Unseen Servants to attend to his domestic needs.

Jeff is obsessed with the sea and can talk about it for days on end.

He entertains guests in his home, using his magic to summon them or sending potions to help them breath underwater when they come to visit. He welcomes new visitors, because he is curious about the outside world, and hopes to one day meet another wizard who can aid him in his research.

JEFF THE RAINBOW WIZARD

LEVEL 14 ARCHMAGE

SHARP, SKILLED BUT LACKS COMMON SENSE. AC 0, MV 40' (120'), HD 9d4+5, hps 29, #ATS 1 staff or dart (1d6 or 1d4), SV M14, ML 0, AL N, XP 3,800; spells; permanently breath underwater (as the spell).

PROFICIENCIES: Elementalism (water), Naturalism, Alchemy, Knowledge (Geography, History, Natural History), Magical Engineering, Transmogrification, Lore mastery, Seafaring.

SPELLS PER DAY: (1st) 4, (2nd) 4, (3rd) 4, (4th) 4, (5th) 3, (6th) 3, (7th) 1, (8th) 1.

SPELLS KNOWN: (1st) Charm Person, Detect Magic, Light, Magic Missile, Magic Mouth, Protection from Evil, Unseen Servant, (2nd) Continual Light, Detect Invisible, ESP, Invisibility, Levitate, Locate Object, Wizard Lock, (3rd) Clairvoyance, Dispel Magic, Fly, Haste, Hold Person, Protection from Evil (sustained), Protection from Normal Missiles, Water Breathing, (4th) Charm Monster, Confusion, Dimension Door, Hallucinatory Terrain, Polymorph Other, Polymorph Self, Wall of Ice, (5th) Conjure Elemental, Contact Other Plane, Hold Monster, Teleport, Wall of Stone, (6th) Control Weather, Invisible Stalker, Lower Water, Move Earth, Wall of Iron, (7th) Phase Door, (8th) Permanency.

ITEMS: Wood-panelled spellbook, gnarled oaken quarterstaff, 5 darts, four-coloured cassock with hood, leather belt, low boots, backpack, quill and ink, 57 gp.

MAGIC ITEMS: Potion of Human Control, Ring of Water Walking, Wand of Detecting Metals, and, a Bowl of Commanding Water Elementals.

SECRET: Jeff hates fish. Like, really, really detests them. His entire research is to find a way to eliminate all fish from the sea in one foul swoop of magic. So far he has been unsuccessful.



Guests of the Wizard

1D10 ROLL

1. An ambassador of the Lizardfolk who dwell in the nearby swamp.
2. The Princess of the Mermaids who has come to ask for the Wizard's help against their sharkmen foes.
3. A fellow Archmage who has been studying the necromantic arts and is sharing her knowledge.
4. A sea-troll posing nude as the Wizard tries to improve his water-colour skills.
5. Margoret, the Sea Witch, who has come over for tea and cake.
6. The demon Tricoarsesis, Lord of Inky Nightmares, who is being quizzed on the death cycles of fish.
7. A trio of smugglers who are negotiating payment for some smuggled and illegal goods that the Wizard needs for his research.
8. A Shadow summoned from Hell, that the Wizard is interrogating about the whereabouts of his late wife.
9. Two talking shrunken heads that are sharing knowledge of different fish and how best to cook them.
10. Harold, the talking Turtle, who shares the Wizard's hatred of fish.

Treasure

In a WIZARD LOCKED chest besides the bed in the [MASTER BEDROOM](#):

- 1,000 ep (500 gp, 1 st);
- 1 capes of rare chimera fur (worth 1,000 gp, 1 st);
- Cursed Scroll (Inflicting: the victim is rendered blind);

- Wand of Cold

In the [SECRET SAFE](#) (also WIZARD LOCKED):

- 2,000 pp (10,000 gp, 2 st);
- Leather +1;
- Axe +1;
- Sword +1;
- Boots of Levitation;
- Horn of Blasting;
- Rod of Resurrection;
- Wand of Cold;
- Ring of Invisibility;
- Ring of Protection;
- Ring of Weakness .

In the [LABORATORY](#):

- 11 pieces of narwhal ivory (600 gp each);
- Potion of Delusion;
- Potion of Diminution;
- Potion of Gaseous Form;
- Potion of Giant Control;
- Potion of Giant Strength;
- Potion of Plant Control.

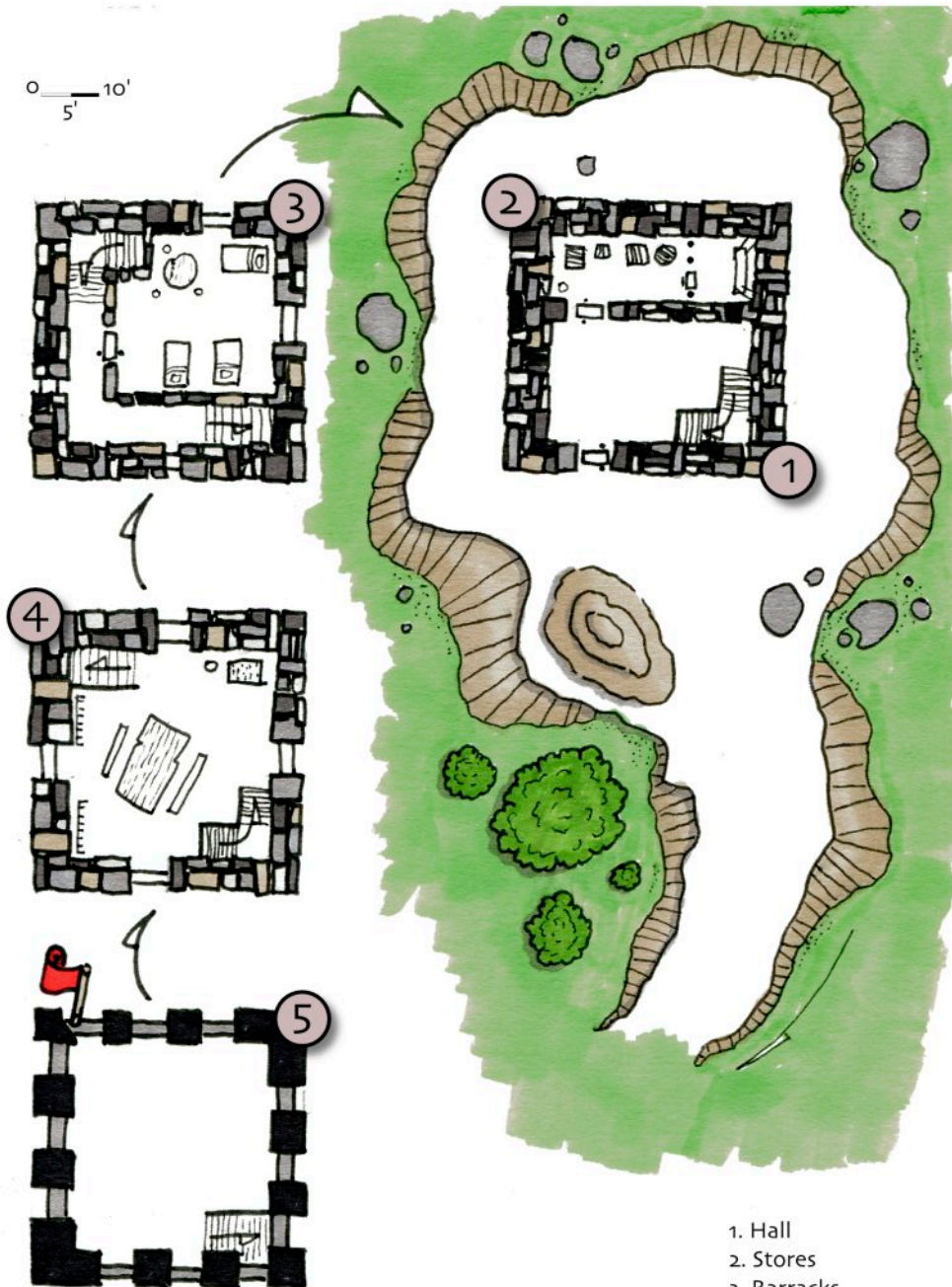
In the [STUDY](#) (locked drawer):

- 2 carved ivory figurines of mermaids (1000 gp each);
- Arcane Scroll: (5th) Curse of Swine, (6th) Detect Ritual Magic;
- Arcane Scroll: (1st) Detect Magic, Hold Portal, (4th) Dimension Door, (3rd) Telepathy, (5th) Hold Monster, Dimension Door, (6th) Reincarnate.

In the [READING ROOM](#) (stuffed inside a book on fish):

- Cursed Scroll (Inflicting: the victim is rendered blind);
- Arcane Scroll (2nd): Hypnotic Pattern.

0 5' 10'



- 1. Hall
- 2. Stores
- 3. Barracks
- 4. Guard Room
- 5. Rooftop

The Last Watch

On the border between two warring kingdoms stands a watchtower atop a flattened hill. Three soldiers have kept watch here for the past seven years, receiving updates and orders every month from the front.

Three months ago the reports stopped coming. Since then they have heard nothing from the front, seen no soldiers passing along the road, and fought off none of the enemy. The soldiers don't know if the war has ended, if their kingdom won, or if there is anyone left alive on either side. They stand watch, waiting for word of what has happened.

After climbing the sloping path up the hill, the entrance to the watchtower is through a guarded HALL, where one of the three soldiers stands guard. Stairs ascend to the upper levels, and a door leads into the STORES of the tower, which also has a simple cell for any prisoners of war; it is empty. The stores haven't been replenished for months and are going to run out in less than a week.

Currently the stores has 2 bags of loose tea or coffee (75 gp, 5 st each); 2 jars of red powered pigments (50 gp, 5 st each); 5 bundles of rabbit pelts (15gp each); and 30 yards of woven textiles (5gp, 1st each) (150 gp, 30 st total).

On the floor above is the BARRACKS, where the soldiers take turns sleeping. One of them is usually asleep while the other stand guard

and watch for the approach of the enemy. The personal belongings and any valuables are kept in lock boxes beneath their simple beds.

Above the barracks is the main GUARD ROOM, with a large table in the middle where they all dine together between shifts, with racks for their weapons (which hold three spare spears, a couple of bows, and quivers of arrows; 53 arrows in all). One of the soldiers will be here, watching out of the windows, a bow in hand.

The ROOFTOP has battlements and the flag of their kingdom flying high. If there is trouble, the soldiers gather here to watch and fire arrows at the enemy.

Treasure

Each soldier has their own box of treasure (in the barracks), mostly their unspent wages over the past seven years:

- 1,000 sp; 4 pouches of horsetail or saffron, worth 15 gp each.
- 2,000 sp; 1 quarter-bag of coffee (20 gp, 1.75 st).
- 3,000 sp; a deck of playing cards.





Gerald

HERO (LEVEL 4 FIGHTER)

LOYAL, PEDANTIC BUT WORLD-WEARY.

AC 6 (banded plate, shield), MV 40' (120'), HD 4d8, hps 17, #ATS 1 sword, bow or spear (1d6+2), SV F4, ML +1, AL N, XP 135; +2 damage.

PROFICIENCIES: Endurance, Gambling (dice & cards), Weapon focus (spear/polearm).

ITEMS: banded plate, shield, sword, spear, deck of cards, gaming dice, 23 gp, 55 sp and 68 cp (winnings).

Gerald is a loyal soldier, but his loyalty has been wavering since it has gone quiet. He is weary of war and wants nothing more than to return home, to manage his father's suffering inn.

He also has a gambling problem, grown from boredom and stress, and is currently on a winning streak against Horatio, who he has lost against on many occasions.



Horatio

Swordmaster (Level 3 Fighter)

LACONIC, ALERT BUT DEVIIOUS.

AC 5 (chain mail, shield), MV 40' (120'), HD 3d8, hps 12, #ATS 1 sword, bow or spear (1d6+2), SV F3, ML -1, AL N, XP 100; +2 damage.

PROFICIENCIES: Acrobatics, Signalling, Precise shooting.

ITEMS: chain mail, shield, sword, spear, bow and 15 arrows, 23 sp and 12 cp, small mirror (for signalling), signet ring bearing the crest of an enemy baron.

Horatio is a former thief who was conscripted into the army and wanted to escape. He has only kept going because of a deal he made, and longs to be freed of his obligations.

This thief is in fact a spy, enlisted by the enemy to spy on movements across the border, and to sow disinformation where possible. His contact has also gone quiet.



Oscar

EXEMPLAR (LEVEL 5 FIGHTER)

HAPPY, FAIR BUT IN-SECURE.

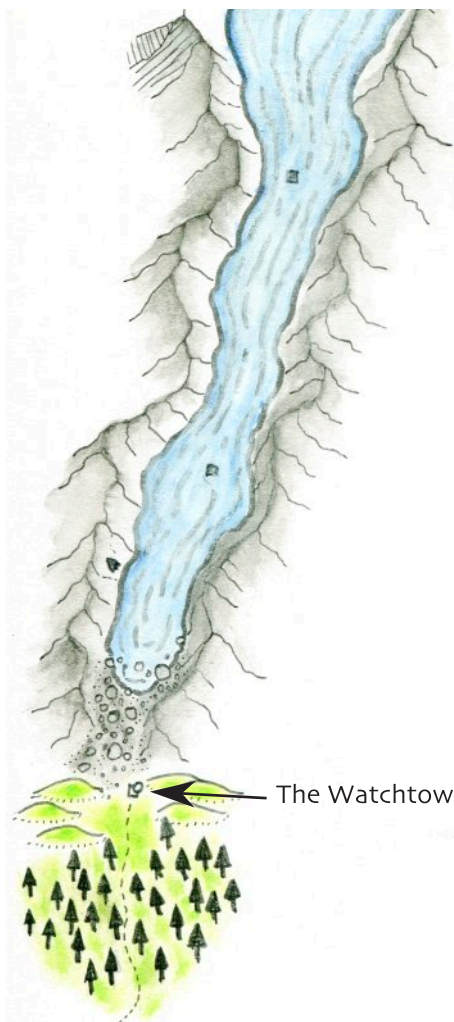
AC 6 (cursed plate, shield), MV 40' (120'), HD 5d8, hps 19, #ATS 1 sword, bow or spear (1d6+2), SV F5, ML +2, AL N, XP 350; +2 damage.

PROFICIENCIES: Combat trickery (disarm), Leadership, Military Strategy, Theology.

ITEMS: shield, sword, spear, pair of lucky dice, gold ring from betrothed, letter from general.

MAGIC ITEMS: Ring of Delusion (protection), Scarab of Protection (5 charges), and -1 Plate armour (cursed: cannot draw first blood).

The commander of this post, Oscar was once on the path to promotion, and it was looking like he would one day be a great general. But a series of bad decisions and misfortune has seen him demoted time and time again, and he was sent here, to this backwater watchtower to basically keep him out of the way.

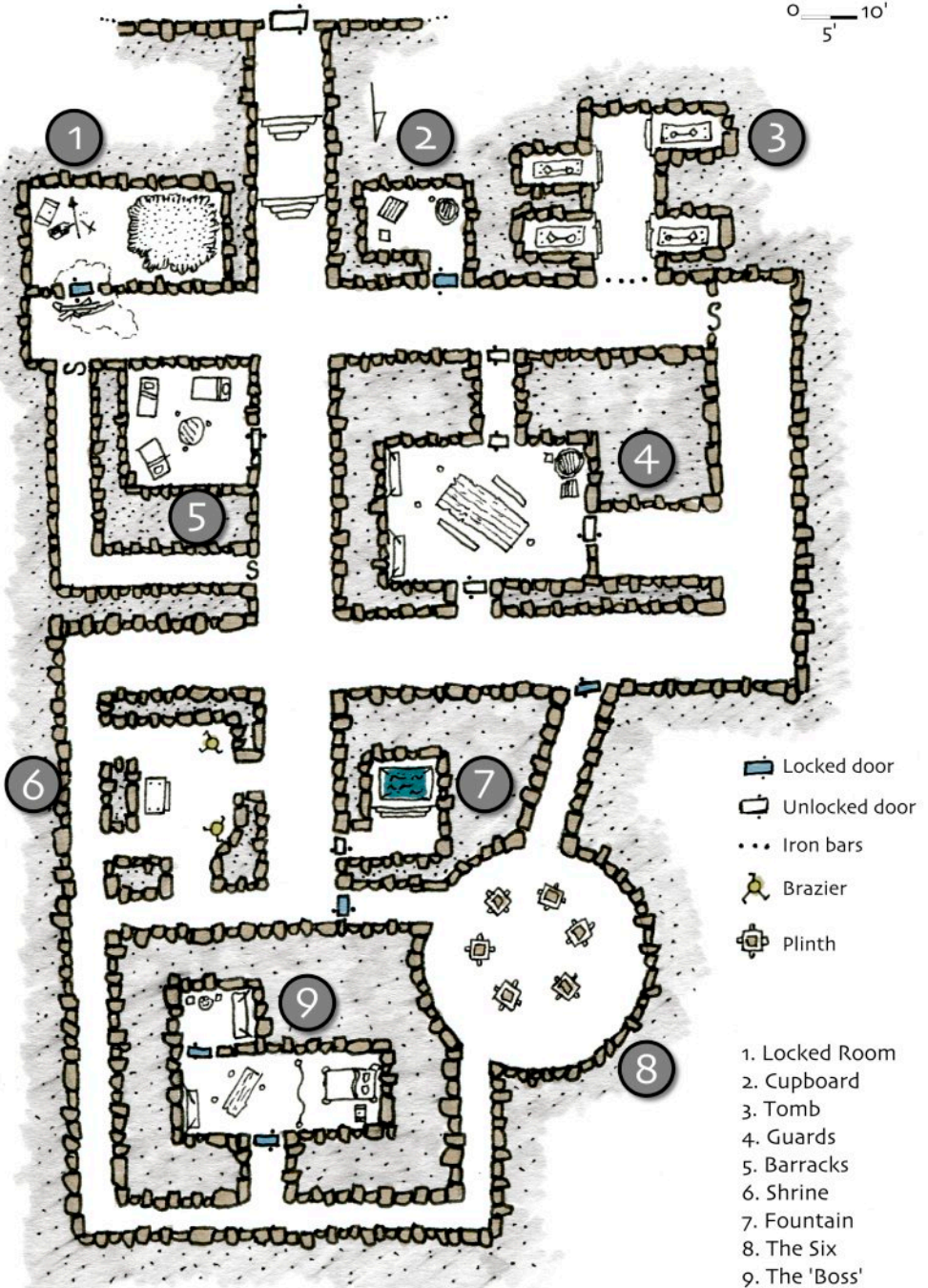


The Watchtower

Despite this setback, he has retained his positive outlook and sense of humour, but deep inside he has come to doubt his own ability and finds himself unable to strike first in a fight, something that he puts down to his poor combat skills and failed leadership.

In fact, his misfortunes and his inability to strike the first blow are a result of the cursed ring and armour he wears, a fact that he is totally unaware of.

0 5' 10'



Six Heads & One Hungry Monster

Survivors of a bugbear warband has taken up residence in this section of the dungeon, where they discovered a room of strange, shrunken heads. They also found a monster, a hungry monster, that they have managed to lock into a room, but now have no idea what to do with it.

The monster that the bugbears trapped is in the **Locked Room**: it is bolted shut, locked, and barricaded with nailed planks. Blood has stained the floor beneath the door.

Inside is a **MANTICORE**, that is very hungry and once it knows someone is on the other side, it tries to break free: roll 1d10 every round it knows someone is outside; on the roll of a 1, the door smashes open and the manticore is free to feast!

MANTICORE (1)

AC 5, MV 40' (120') or flight 60' (180'), HD 6+1, hps 21, #ATS 2 claws, 1 bite or 1 spike flurry (1d4/1d4, 2d4 or 1d6), SV F6, ML +1, AL C, XP 680; fire 6 spikes/round 180' for 1d6 damage each.

All of the surviving **BUGBEARS** have moved their mundane possessions into a large **CUPBOARD**, and they keep away from the **TOMB** with its four stone sarcophagi, because they believe it is haunted.

They are correct, as each holds the animated remains of skeletal warriors that attack if disturbed. The entrance to the tomb is a wall of thick iron bars, rusted with age (Open Doors throw 22+ to bend).

SKELETONS (3)


AC 2, MV 40' (120'), HD 1, hps 8, 1, 7, #ATS 1 rusty sword (1d6), SV F1, ML n/a, AL C, XP 13; undead skeleton.

The **BUGBEARS** are stationed as **GUARDS** that keep watch, or at least they're supposed to. In reality they spend their time drinking, eating, and gambling. The room has a large table, meagre supplies, and shelves gathering dust. They sleep in the nearby **BARRACKS**, where they also keep some of their treasure hidden under their beds.

When they explored this section of the dungeon the bugbears discovered a **SHRINE** further inside, which their leader prays at every morning and night, lighting the smoky braziers in the corner.

Across from the shrine is a small room that holds a fresh water **FOUNTAIN**, which is very refreshing (drinking it heals 1d3 hps, 1/day).

The main feature of the dungeon, however, are **THE SIX**: in this domed room are six stone plinths, on each of which is a shrunken head. Each head is different and can speak, and have knowledge that they can impart, if they are taken out of the damp, cold, dark dungeon. The bugbears are trying to learn from them.

The bugbear leader, **THE BOSS**, called **GRIZEELLE**, is in a large chamber close-by, which has its own store, where he also keeps his own treasure hidden in the barrel. 



Grizeelle

BUGBEAR BOSS (1)

AC 8 (+1 shield), MV 30' (90'), HD 7+2, hps 37, #ATS 1 claw/bite or two-handed sword (2d4+4 or 1d10+4), SV F7, ML +3, AL C, XP 900; +4 to damage; stealthy, -1 to surprise rolls; arcane dabbling (use magic items, 11+ throw).

ITEMS: +1 shield, two-handed sword, Potion of Climbing, Potion of Growth, Scroll of Arcane Spells: (2nd) Knock, (5th) Transmute Rock to Mud.

Grizeelle is a fierce and mighty chieftain, or at least he was before a band of adventurers stormed the dungeon and started slaughtering every living monster in sight. Now he stands his time talking to THE SIX, half-a-dozen animated shrunken heads that have taught him how to use arcane magic, albeit to a limited degree: he can cast scrolls at the moment.

He and his three loyal followers inhabit this section of the dungeon, which was evacuated when a mantichore came snooping for food. By luck more than anything else,

they managed to trap the beast inside a room. Now Grizeelle is planning on revenge, and intends to use the mantichore in his plans.

BUGBEAR FOLLOWERS (3)

AC 4, MV 30' (90'), HD 3+1, hps 20, 17, 19, #ATS 1 claw/bite or morning star or spear (2d4 or 1d8+1 or 1d6+1), SV F3, ML +2, AL C, XP 65; +1 damage with weapons; stealthy, -1 to surprise rolls.

The Six

The six animated shrunken heads name, description and knowledge are as follows:

GENERAL: smaller than the others, red hair, talks with a lisp.

KNOWLEDGE: Battles and Tactics.

CLOUD-WATCHER: fat-face, tiny glass eyes, bald, roughly spoken.

KNOWLEDGE: Geography.

TINKER: fast-talking, eyes always darting about, long blue hair, scars on cheeks.

KNOWLEDGE: Arcane Magic.

NODDER: stern-face, small eyes, huge nose, bald, arrogant.

KNOWLEDGE: Religion.

MOUSE: fine-boned, brown locks, solid black glass eyes, whispers.

KNOWLEDGE: Cookery.

BEDSIDE: blond, blue-eyed, friendly smile, smooth talking.

KNOWLEDGE: Medicine.

Treasure

IN THE BOSS' ROOM

IN THE CUPBOARD

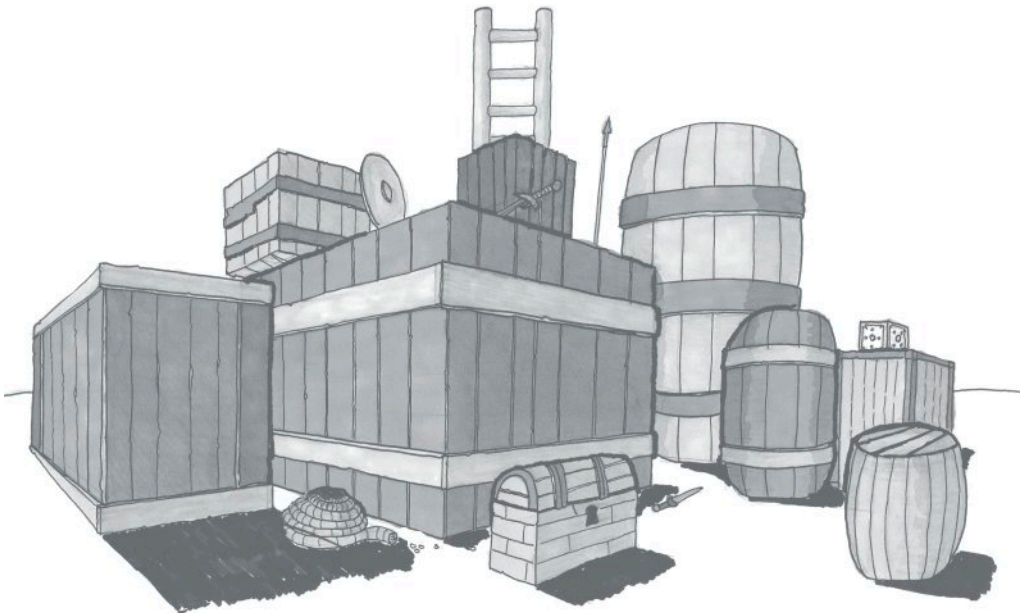
- 28 bundles of large wolf fur pelts (45 gp and 0.5 st each);
 - 4 crates of glassware (200 gp, 5 st each): goblets, bowls, napkin rings.
- 8 bundles of large wolf fur pelts (total 840 gp, 27.72 st);
 - 5,000 ep (2500 gp, 5 st);
 - 5,000 silver pieces (500 gp, 5 st);
 - 4 crates of glassware (200gp, 5st each): cake stands, fruit bowls, and tea cups.

IN THE LOCKED ROOM

- 3 vials of common poison (plant toxin) (600 gp each);
- Scroll of Ward against Elementals;
- 3,000 ep (1500 gp, 3 st);
- 1 silver unholy symbols (90 gp).

IN THE BARRACKS

- 3 uncommon manticores spikes (50 gp each);
- 3 bundles of large white ape fur pelts (300 gp and 6 st each);
- 2,000 common owl feathers (total of 200 gp, 13.2 st).



DESIGNATION OF PRODUCT IDENTITY

The following is designated as product identity: anything relating to 'theskyfullofdust'.

DESIGNATION OF OPEN GAME CONTENT

All text and tables, with the exception of material specifically excluded in the declaration of product identity, are open game content.

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly

identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e)

"Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity,

including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is

impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathon Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker,

Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker. Adventurer Conqueror King System Copyright 2011, Autarch; Authors Alexander Macris, Tavis Allison, Greg Tito, and Ryan Browning.

ACKS Lairs & Encounters Copyright 2016, Autarch; Author Alexander Macris

Basic Fantasy Role-Playing Game Copyright 2006-2008, Chris Gonnerman.

Castles & Crusades: Players Handbook Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Monsters Product Support Copyright 2005, Troll Lord Games.

Dwimmermount Copyright 2013 James Maliszewski, Author James Maliszewski, Alexander Macris & Tavis Allison

Labyrinth Lord Copyright 2007-2009, Daniel Proctor; Author Daniel Proctor.

Labyrinth Lord Advanced Edition Companion Copyright 2010, Daniel Proctor; Author Daniel Proctor.

Lamentations of the Flame Princess: Weird Fantasy Role-Playing Copyright 2011, LotFP; Author James Edward Raggi IV

END OF LICENSE

www.theskyfullofdust.co.uk
<https://www.patreon.com/theskyfullofdust>
Published Work on RPGNow