

Throne of Evil

by Stephen Bourne

Multi-level Castle with Dungeon
12th Century English Setting
Fraught With Political Intrigue

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Rowena



THRONE OF EVIL

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On the cover: The March Lord observes his adversaries, Lady Matilda and Geoffry.

THRONE OF EVIL

Scan: Glumag

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How To Use This Book

Conventions include the 'D' abbreviations for 'die' or 'dice'. 1D20 means roll one 20-sided die; 1D100 (or D%) means roll two 10-sided dice sequentially, generating a percentage, or number between 01 and 00 (read as 100); 3D6 means roll three 6-sided dice and add the results to get a sum.

Value assumes, with a medieval level of civilization, that the value of one gold piece is about \$20 in 1984 U.S. dollars. An income of 20 gold pieces (or gp) would be a very profitable day for a merchant, but 5-10 gold pieces is a more likely sum for a day's effort.

Armor Class works on a scale where lower (or more negative) is better. A character who has no armor has AC 10. A shield adds one step to make it AC 9; chain mail is AC 5; plate mail and shield is AC 2.

THACO is a convenient statistic meaning "To Hit Armor Class 0." When you know someone's THACO, you will know the number required to score a successful hit with a D20 (or multiply by 5 to get the percentage chance of success).

For example, if Erik's THACO is 16, and the target is wearing chain mail with no shield (AC 5), Erik needs to roll 11 on a D20 ($16 - 5 = 11$), or a 55 or less on D% ($11 \times 5\% = 55\%$).

Characteristics (or Attributes or Ability Scores) are derived from 3D6, 3 being the lowest score possible and 18 being the normal maximum score. Rough conversions are made for use in game systems where percentage scores are used as a base (100 maximum).

Ability Rolls on your character's abilities work much like saving throws. On

certain occasions, your character will be directed to make a "check" or a die roll against one or more of his basic ability statistics.

For example, if you want to detect a lie or get further information, you may have to make a check or die roll against the statistic of Insight (IN) as directed in the text.

Roll a D20 for all checks that you are required to make. If the number is **equal to or lower than** the ability score, you make the check.

Ability rolls are often modified. If you are instructed to make an IN Roll at -3, you subtract 3 from the die roll. For example, if your IN is 12 and you roll a 14, you make your check ($14 - 3 = 11$).

You will be required to make saving throws as well as ability rolls. For saving throws, you must roll **equal to or greater than** the score to save.

Note: All maps are at the end of the book.

Reading The Entries

Each of the entries in this book has two sections. What the GM reads to the players is printed in *italic type*. This portion of the text is followed by three asterisks, as follows:

* * *

The portion of the text that tells what the GM should know is printed in regular (Roman) type.

Any information that is of special interest to the GM in conducting the adventure will be indicated by the word **NOTE**. The example on the right is taken from *Throne of Evil*.

15. Cascade

Entrance to Cavern Level II

A small waterfall flows from a hole in the center of the ceiling. It feeds a stream that cuts through the cave and flows down the passageway to the east.

* * *

The hole in the ceiling is about 8' in diameter and it leads up vertically. The rush of falling water is not sufficient to impede a climbing attempt.

NOTE: This hole in the ceiling is the only access to Cavern Level II.

In some cases, the party will confront more than one opponent in a cave or room. When this happens, the number of attacking opponents will be shown in parenthesis before the opponents' name or monster type, as in this example

(6) *Dire Wolves*

AC: 6, HTK: 22 each (3D8+3)

M: 18", THACO: 16

AL: Neutral, IT: Semi

Att: 1, Dm: 2-8

Abbreviations

AC Armor Class
HTK Hits To Kill
M Movement in feet/yards per melee round
AL Alignment
Att Attacks per melee round
Dm Damage per attack
THACO To Hit Armor Class 0
Special Special attacks or defenses

IT Intellect
IN Insight
ST Strength
D Dexterity
SM Stamina
A Appeal
gp gold pieces
sp silver pieces

Introduction

This module is designed to provide more than an adventure in treasure and magic hunting. Above all, Throne of Evil offers players an opportunity to become embroiled in the intrigue, uncertainty, and suspense of medieval politics. In the face of grim odds and changing fortunes, adventurers will

Historical Setting

Throne of Evil is indebted to English history. It is based on a lesser known era at the end of the "Norman" period, around 1140. During the troubled reign of King Stephen, peace and sanity gave way to war and madness. Britain was engaged in an undeclared civil war of succession for the throne of Stephen's predecessor, Henry I. William the Conqueror's peace

The Conquest of Britain

The Norman conquest of Britain in 1066 changed the course of that country's history. Had not the Normans taken the island, England would have probably evolved as a Scandinavian country, not unlike Denmark.

In 1064 the Saxon King, Edward the Confessor, was captured in Normandy. He promised the throne of England to Duke William of Normandy, as the price of his freedom. As Edward's second cousin, William's claim to the throne was reasonably valid since Edward the Confessor had produced no heir. Instead, Harold Godwinson, Edward's brother-in-law, snatched the English throne just after Edward's death in 1066. Harold II's claim to the throne was dubious at best. Nevertheless, he did have the support of the Saxon nobility. Despite his short reign, he revealed himself as an able administrator.

On September 25th, 1066, Harold and his men defeated a Viking invasion force near York, in Yorkshire. Three days later the Normans, under Duke William, landed on the shores of southern England. On October 14, William's army faced the remnants of Harold's force near Hastings. After a one day battle, Harold II lay dead, and Duke William of Normandy became William the Conqueror.

By 1072 Britain was under Norman rule. William introduced feudal land tenure, which formed the basis of medieval society in Britain. Under the feudal system, a noble was entitled to occupy a plot of land in exchange for an oath of allegiance to the King. This oath or homage required the noble to provide knights and men-at-arms for the King's personal service. During the reigns of William and his sons, William, Rufus and Henry I, this order was maintained under the Normans. The Normans themselves numbered no

more than 10,000 so maintaining the peace was a difficult undertaking. After the dismantling of the Saxon nobility, the Norman 'system' still kept the country in check. In 1135, however, there was no male heir in the offing, since Henry's son had drowned when a ship carrying him was sunk off the coast of France. Before his death, Henry nominated his daughter Matilda to succeed him. Following the King's death, the Council of the King, who considered a woman unfit to rule, offered the crown to Henry's nephew, Stephen of Blois.

For 19 years the country was torn asunder by rivalry, fighting, and finally civil war. The nobility, uncertain of their own allegiance, became unruly and defiant. The church, centered in monasteries, became even more important, as it was one of the few remaining stable institutions. The well ordered Norman system broke down, with almost every faction in the country going a separate way. Many of the nobles built castles and set up their own kingdoms. Finally, in 1139, Matilda and her husband Geoffrey of Anjou invaded the country. The invasion heralded a decade of civil war.

In 1153, a truce was established. It was agreed that upon Stephen's death, Matilda's son Henry of Anjou would take the throne. In 1154 Henry of Anjou became Henry II, the first of the Plantagenet Kings. Historians mark this date as the end of the Norman period and the beginning of the Plantagenet era.

For the purpose of this adventure, I have added my own convolutions to the already complex history of the day. The historical struggle and the central characters remain the same, with the addition of one key figure, Mortimer, The March Lord.

become the pawns of unscrupulous power brokers. Ironically, the players themselves may be the only source of ethics in an adventure filled with sundry political aberrations and moral pitfalls. The real challenge here is to learn how to play the game of power.

Background for Players

Read to each player privately:

Dark days have fallen on the land. The old king has died without an heir apparent. Throughout the realm, dark riders have proclaimed the coronation of a new king. Stephen, nephew to the old monarch, has been crowned by order of the King's Council. It is well known, however, that the Earl of March is the power behind the throne. He has ruthlessly crushed opposition to the new king. The country is on the brink of civil war.

In the midst of this crisis, you have received an urgent request to perform a task on behalf of your country. You are asked to travel to the village of Redford, and meet at an appointed time at an inn called the Seven Suns. At the bottom of your letter, you recognize the royal seal of the old king, Henry I. You are instructed to burn the parchment after reading it.

GM Note: After convening, the GM should give the players an opportunity to meet one another at the Seven Suns. A servant of Sir Thomas will wait until a party of priests leaves the Inn, and will then approach each player and lead him to a back room at the inn. This fellow will identify himself with a ring bearing the insignia of old King Henry.

To be read aloud by the GM in the role of Sir Thomas Louvain:

"First of all, I thank you for coming. Allow me to introduce myself. I am Sir Thomas Louvain, Captain in the late King's guard. I represent her Highness, Lady Matilda and her husband, Count Geoffrey of Anjou. As you know, Lady Matilda is King Henry's daughter. She was nominated by the old king to succeed him to the throne.

"I don't have to remind you of the reign of terror in this land since the usurper, Stephen, seized the throne. This is the work of Mortimer, the traitorous Earl of March. The peasants call him the March Lord. After the old king's death, Lady Matilda and her husband were forced to flee for their lives. I must admit that the March Lord prepared his moves with stealth and ruthlessness. There was no time to rally the old king's supporters, and so her Ladyship escaped with a handful of retainers under my command. I cannot tell you of her current whereabouts, but as you can see, her servants have returned. And this brings me to our mission.

"You have all been approached in this business because it is known to us that you were all loyal to the old king. We must depose the puppet king, Stephen, for his reign will destroy the country. He is an usurper and his crowning offends our sense of decency.

"But first we must deal with the real power behind his throne, The March Lord. We want you to gain access to the March Lord's castle at Wraithstone and kidnap the traitor. If you cannot take him alive, you are authorized to kill him. This is not an easy task, nor is it kindly, but you must not consider yourselves unsavory kidnappers or assassins. Striking a blow against the Devil can never offend the truly good at heart. This will be a great and honorable service to your Queen and your country.

"We know that some of you are soldiers of fortune, so we are prepared to offer 60,000 gold pieces for the capture of the March Lord. If the March Lord is killed, we will pay you the

same 60,000 gold pieces for the delivery of his severed head.

"At present, we do not have sufficient strength to invade the domains of both the false king and his evil patron. If we did, we would slay these vermin on the field of honor. Sadly, we are forced to make use of such means as may be, at this time. The March Lord must be taken.

"If you agree to our proposition, you must ride north, along the old Chepstow road by night, until you arrive at an Inn called the Maiden's Mist. It is perhaps 30 miles north of here. There you will meet an old beggar who will lead you on foot to a forest called Hunter's Wood, just south of the Castle of Wraithstone. Wraithstone Castle is built high on a hill, surrounded by the Hawthorne Dales. Some of you may be familiar with this country.

"Reliable information suggests that somewhere within the forest of Hunter's Wood, you can gain access to a secret entrance into the hillside beneath the castle. The hill itself is honeycombed with tunnels and caverns. We have ruled out a surface assault on the castle because of the Wyverns that soar above the citadel.

"You must find a way up through the mazes within the hill, and climb into the castle above. Here you must move stealthily until you find the tower of the March Lord. We know that Mortimer takes rest at Wraithstone for the next fortnight. It is said that he must retire to the castle to replenish his dark powers, whatever they be. These are more than simple-minded rumors, for we know that the March Lord makes frequent use of sorcery.

"I will watch for you here in ten days time. If you have not returned in 14 days, I will assume that all is lost.

"I am authorized to give you 500 gold pieces for your supplies. When you get to the Maiden's Mist, you will know the beggar at once, for he will approach you. He carries a ring like the one I have shown you, with the emblem of the old king.

"You must bring me the March Lord if he lives, but I will settle for his disembodied head in a sack, if you decide to kill him. Go, then, with God's speed."

At the end of this speech, one of Sir Thomas' men will rush into the room. He will warn the party that a patrol of King Stephen's soldiers has been seen a few miles up the road to the east. These troops appear to be traveling toward Redford. At this point, Sir Thomas will inform the group that there are horses waiting in the stables adjacent to the inn. He will give them the 500 gold pieces and suggest that they may secure provisions at the Maiden's Mist. He will encourage them to make haste in order to avoid the King's men. If asked, Sir Thomas will admit that spies are everywhere, and that it would not surprise him to hear that others may know of this meeting.

At the conclusion of this meeting at the Seven Suns, it is dusk, so the party may safely journey north along the Chepstow road. They will reach the Maiden's Mist without incident, just before dawn.

NOTE: The Chepstow road is an old, unused Roman track leading to Wraithstone. The main Norman road must be avoided because it is patrolled by the March Lord's men. One of Sir Thomas' men will lead the party to the Chepstow road, which begins in a wood just north of Redford. The GM should impress upon the group that it is imperative for them to conceal their movements en route to Wraithstone. (If they do not, see 'Encounter in Hunter's Wood' for Horsemen.)

The Characters

ELEZAR

Elf

Skill 6 Magic User

ST: 14, IT: 17, IN: 15, SM: 14

D: 17, A: 15

AC: 2, HTK: 24, THACO: 18

Alignment: Chaotic/Good

Weapons and Armor: AC 7 Bracers of Defense, +2 Cloak of Protection (+3 Dexterity bonus). He carries a Quarterstaff and a +2 Dagger.

Magic: Wand of Magic Missiles and a Pearl of Power which allows him to recall and re-use one spell per day. He also carries an amulet that he has not yet identified.

NOTE: This amulet is, in fact, Protection from Alignment Detection and will ward off any Know Alignment, ESP or other spell used to investigate his alignment.

Spells: 4/2/2

Description: Elezar is a secretive but benevolent Enchanter of good Elven stock. Prior to the Norman period, Elezar was loyal to the old Saxon kings. Of late he adjusted to the conquerors and was quite fond of the late King Henry.

Elezar is quite willing to take on this quest, due to his extreme dislike of the March Lord and those who have taken power since the old King's death.

On the way to the meeting, Elezar had a strange encounter with a wandering friar, who appeared next to him on an apparently empty highway. The friar expounded on the sanctity of life and the evil of slaying anyone, except in honorable and "blessed" battle.

LIGHTFOOT

Half Elf

Skill 5 Ranger

ST: 16, IT: 12, IN: 12, SM: 14

D: 16, A: 13

AC: 3, HTK: 48, THACO: 16

AL: Neutral/Good

Weapons and Armor: Wears chain armor (no shield) and has +2 dexterity. Carries a +1 Long Sword but prefers to use a composite short bow and 20 +1 arrows. Also carries a flail and a javelin.

Description: A skilled hunter, trapper and furrier, this ranger is on a

personal quest to recover her reputation in the wake of prior unfair charges of cowardice. Shamed, Lightfoot is now bold to the point of being reckless. This character is suspicious and she distrusts Magic Users.

GHETTI

Dwarf

Skill 6 Fighter

ST: 17, IT: 12, IN: 14, SM: 15

D: 14, A: 12

AC: 4, HTK: 56, THACO: 16

AL: Lawful/Neutral

Weapons and Armor: Wears chain armor and shield. Wields a battle axe, +1 short sword, light crossbow and a +1 mace.

Description: Skilled as a miner and armorer, this Dwarf is a serious and stolid campaigner. In this particular adventure Ghetti is looking for an ancient Celtic battle axe that is known to his people through old legends. The Dwarf will value this item more than gold.

NOTE: The axe is buried in Cave #10 within the hillside below Wraithstone Castle.

MIRIA

Half Elf

Skill 5 Magic-user/Skill 6 Thief

ST: 15, IT: 16, IN: 12, SM: 14

D: 18, A: 15

AC: 3, HTK: 26, THACO: 19

AL: Chaotic/Neutral

Weapons and Armor: Wears studded leather armor and an Elven cape. Wields a +1 Sword and a +1 Dagger. **Magic:** Carries a luckstone which affords her +1 on all saving throws, a wand of paralyzation and a fireball scroll.

Spells: 4/2/1

Description: This very attractive half elf employs magic and thieving skills to great effect. Her good looks and high appeal also aid her greatly in all her endeavors. In this campaign she is especially interested in magical rings and valuable jewelry. Despite her charm and appeal, Miria is a self-seeking character who will stop at little to attain her wishes.

WOALDE

Dwarf

Skill 6 Fighter

ST: 14, IT: 12, IN: 10, SM: 14

D: 16, A: 16

AC: 4, HTK: 26, THACO: 14

AL: Lawful/Neutral

Weapons and Armor: Wears chain mail and carries a +1 Sword and shield. **Description:** This Fighter, though inclined to be loyal to the old king, Henry I, owes his true allegiance to the individual or group who offers the largest reward for his services. Woalde was between engagements when he received the message from Sir Thomas. Though he thinks that a mission this dangerous is worth more than Sir Thomas is offering, Woalde needs money desperately. He will therefore hold the party back whenever he thinks there is an opportunity to find gold or gems.

QUAAN

Human

Skill 6 Cleric

ST: 14, IT: 15, IN: 17, SM: 12

D: 13, A: 17

AC: 2, HTK: 42, THACO: 18

AL: Neutral/Good

Weapons and Armor: Plate Mail, shield and helm. Quaam carries a 10' pole and wields a +1 mace.

Magic: Six vials of Holy Water, Potion of Extra Healing, Potion of Animal Control and a Raise Dead scroll.

Spells: 3/3/2

Description: Quaam is a devoted Canon (priest) of the Norse god Balder. He is a very charismatic figure and has a great love of the ladies. Any human or half elven females in the group will gain the attention of this cleric.

Quaam burns with the knowledge that the March Lord and his clerical retainers pay homage to the evil Norse god, Loki. He is determined to smash Loki's temple and rout its followers, should these be encountered in the adventure. Quaam is likewise hostile to Christianity, as practised in the local monasteries.

The Adventure Begins

The Approach

The air is cool and very damp as you ride slowly north along the old Roman track. You can hear larks singing overhead. Although the dawn is very near, the sky is still dark to the east. You come to a bend in the road, marked by a very large oak tree. Mistletoe brushes against your faces as you ride under the spreading branches of a tree.

Through the darkness ahead, you see the faint glow of a single amber lantern, shrouded in the mist of early morning. As you approach, you begin to perceive a small building on the west side of the road. At a distance of one hundred feet you can see a small sign post below the lantern. Apparently, you have reached the Maiden's Mist.

* * *

The party may approach the Inn as they wish. Before they enter the small structure, they will be accosted by a single figure who has been standing in a clump of trees on the east side of the road. From the darkness the party will hear an old man's voice, "Who rides forth on the Chepstow Road on such a night as this?" It is Edgar, the beggar who must lead the party to Hunter's Wood and Wraithstone Castle. Edgar is a Chaotic/Neutral non-player character in the service of Sir Thomas Louvain. However, he is a suspicious old curmudgeon and somewhat cynical. He thinks this mission is a fool's game, although he does not know the specific nature of their task. As one of Sir Thomas Louvain's agents, his job is to lead the group to the hillside entrance and help outfit them with equipment. The group may secure any non-ma-

gical provisions they desire, and Edgar will advise them to take plenty of rope and spikes. He will warn the party to say little to the Innkeeper and his servant. Rather, he will advise the group to pay the fellow off with a few gold pieces.

Edgar's Intrigue

At an opportune moment, Edgar will secretly tell 1 or 2 players of good alignment that he suspects there is a traitor in the group. The GM can easily do this by slipping a piece of paper to the player(s).

Note: A player of neutral alignment will suffice in the absence of a good character.

In the growing light of day, Edgar will lead the party on foot to Hunter's Wood. It will take them most of the morning to navigate through the forest.

Encounter in Hunter's Wood

You have been walking for hours through the dense foliage of a forest. You have been following the course of a barely distinguishable path. Although Edgar knows the way, he stops occasionally to check the path and to listen. Every time one of you breaks a twig, he curses under his breath. The old man has forbidden you to speak on this sojourn.

At length, he leads you to a clearing in the forest. He turns to you and whispers, "Now we are close. This is the vale of Ruith. It was once a Nemeton where the old ones came to worship, a sacred place of sacrifice."

As you enter the clearing, the air is very still. The moonless night is moist and oppressive. Suddenly, in the darkness, you hear a muffled cry. You see a member of your party fall, jerking, to the ground. Edgar lies face down on the forest floor, his right arm twitching violently, an arrow in his back. Suddenly, you realize that arrows are flying all around you.

* * *

The party has walked into a trap. They are surrounded by 14 of the March Lord's Men-at-Arms. These fighters are bowmen who also carry



swords. They have Ranger-like abilities and it is their job to patrol Hunter's Wood.

At this point, everyone in the party must make 3 save vs. Dexterity rolls at -4. Every failed roll will mean that the player has been hit by an arrow. For every hit the GM rolls 1D6 for damage inflicted. Any player hit by 3 arrows will fall to the ground, writhing from his wounds. He may get up again, but he will lose initiative for one melee round.

For this encounter, 10 of the Fighters have been firing arrows at the party. After the arrow volleys, 4 men-at-arms rush forward with swords drawn, while the other 10 change weapons.

(14) Skill 3 Fighters

AC: 5, HTK: 16 each, THACO: 18

AL: Lawful/Evil

Att: 1 (sword), Dm: 1-8

Each fighter carries a shield and wears normal chain mail under his black tunic. If they are killed and searched, the party will discover that they possess a total of 300 gold pieces. All their weaponry is non-magical.

For the first melee round, only 4 of the fighters will engage the party from the four sides of the clearing. Thereafter, the group will be surrounded by all of the fighters. If at least 12 of their number are killed, the remaining fighters will attempt to escape.

Only a Ranger or an Elf will be able to follow them in the forest of Hunter's Wood. If cornered, the remaining fighters will fight to the death.

If the party examines Edgar, they will discover that he is still barely alive. Before dying, he will advise the party to follow the path north out of the clearing. It will lead them to the rocky cliff face of the hill, where they must find the entrance themselves. Edgar will refuse any suggestion to be taken to the monastery of St. Brendan, though it is visible a few hundred yards away.

Monastery of St. Brendan

No lamps are lit at the monastery. There has been no reaction to the noises of battle. If the characters approach the monastery, they will find the gate barred. No one will answer their knock, no matter how persistent.

If the party lingers at the monastery any longer than one round, a group of horsemen will pass nearby. Should the

party fail to take cover, they will discover that the horsemen are visiting a neighboring lord, and have no interest in them at all. A conversation with the horsemen will, however, expend two rounds of movement time.

NOTE: If one of the player characters who has been told about the traitor is near Edgar, the old man will gesture for only that player to lean closer. The old man will whisper, "You are doomed. The traitor..." At this point, Edgar will die.

If, after his death, the party examines Edgar's body, they will find 2 **Rings of Water Breathing** in a pouch attached to his belt.

Edgar will not respond to a Speak

With Dead spell, as his spirit is in limbo.

Waterfall Encounter

Entrance to Cavern Level I

You have cautiously followed the path under cover of the overarching forest. At last you come to a clearing in the wood. In the light of dawn you see a huge cliffside rising before you.

Wraithstone Castle leers down from the apex of the cliff. The night-mists feel clammy and alive, as if they would like to seep into your flesh. All around you, the trees have gone peculiar. They twist and contort like the souls of the damned, in eternal torment.



Even though the sun has begun to rise, it seems to provide no warmth, only the wan promise of despair. Just ahead you see a large pool of black water. The pool appears to be fed by a small waterfall issuing from the cliff, about 30 feet above the ground.

A small, torpid stream runs east from the pool, at a slight down-grade. To the west of the waterfall, a cave entrance yawns like the toothless maw of some great, filthy serpent.

* * *

This cave is not the entrance to Level I. It is the self-contained cave home of two large Bugbears. It is literally a hole in the wall. If the party should venture into the cave, the Bugbears will attack.

(2) Bugbears

AC: 5, HTK: 13, 15 (3D8+1)

M: 9", THACO: 16

AL: Chaotic/Evil, IT: Low

Att: 1, Dm: 2-8, or by weapon.

Special: fight with wooden clubs and maces, which they can throw up to 4".

Within the cave the party will find an old chest containing 100 gold pieces, a +2 Magic Short Sword, and a Cleric's Speak With Dead spell, in the form of a tome on a scroll. If the Cleric prays to his god, the tome may be learned, and thereafter the Cleric may add this spell to his repertoire.

The Bugbears' Cave is a dead end. The real entrance to Level I is below the water in the pond. An underwater cave leads to the other side of the rocky hillside.

Within the hill, the water wells up into a small grotto (see cross-section of Wraithstone Hill). However, the cave entrance below is blocked by an iron portcullis, which will break away if a combined strength of 24 pulls at it. The bars may be bent, but each player character will only have up to one minute to do this before having to come up for air.

Characters who are below water for more than one minute will have to save vs. Poison or take 1-4 HTK of damage since their lungs will take in water. The underground 'tunnel' cave is about 15 feet long and about 5 to 8 feet under the water.

NOTE: The underwater cave cannot be seen from above because of the churning effect of the waterfall. Characters who are wearing heavy armor will have to remove it to operate swiftly underwater. Removing the armor, hauling it through the pool, and putting it on again will expend 1 round.

Wraithstone Adventure

The Hill and the Castle

GM Only

The dangerous attempt to 'take' the March Lord is only feasible because the party may gain access to what would otherwise be an impregnable fortress. The party must make their way up through the center of the hill in order to enter the castle.

Once the party gains access to the inner caverns of Level I, they must find the watercourse in Cave 15 in order to climb to the next level.

Once the party has reached Level II (Cave 18), they must locate the source of the castle's well (marked by an 'X'), adjacent to the encounter area in Cave 24. Here they will find the bottom of a well that serves the castle 120 feet above.

The well hole is the only access to Wraithstone Castle from the caverns within the hill.

Wraithstone Castle is a more difficult assignment for the group. Although it is under-manned, the castle is still occupied by a considerable force of the March Lord's men. The objective in the castle adventure is to locate the March Lord in his tower (room 18), and either capture or kill him. They must act quickly to avoid discovery by Dunwich (room 13), or the guards.

The Caverns

Level I

Wandering Monsters

(6) Dire Wolves

AC: 6, HTK: 22 each (3D8+3)

M: 18", THACO: 16

AL: Neutral, IT: Semi

Att: 1, Dm: 2-8

(5) Salamanders

AC: 5/3, HTK: 20 each (7D8+7)

M: 9", THACO: 13

AL: Chaotic/Evil, IT: High

Att: 2, Dm: 1-6 (spear)/2-12

Special: Heat damage of 1-6 HTK, Immune to Sleep, Charm, Hold, and fire-based attacks. Cold-based attacks add one point damage per die of attack value. Lower body AC: 3, upper body AC: 5.

(4) Owlbears

AC: 5, HTK: 23 each (5D8+2)

M: 12", THACO: 15

AL: Neutral, IT: Low

Att: 3, Dm: 1-6, 1-6, 2-12

Special: Hug on a paw hit of 18 or better causes an additional 2-16 points of damage.

Key to Level 1

1. Cave Grotto

You surface in a cave. Surrounding the pool of water you see a rock ledge about 8 feet wide. The walls of this cave are deeply pitted. The rock appears to be very porous.

2. Cave of Bones

This cave appears to be empty except for several large piles of bones. These bones seem to be the bones of one or more large animals. The floor of the cavern is slick with blood.

* * *

If the party pokes at the piles of bones, they will disturb a large Puff Adder Snake.

Puff Adder

AC: 6, HTK: 6 (2D8+1)

M: 15", THACO: 15

AL: Neutral, IT: Animal

Att: 1, Dm: 1-3 (Poison)

The snake will have the initiative, striking the closest party member. If bitten, a victim will have to save vs. Poison or become paralyzed for up to 6 turns. Potions and a Slow Poison spell will either negate or reduce the effect in terms of time or debility.

After the snake encounter, the group will notice that the animal had been coiled around an unusual wishbone-shaped stick.

This object is a Rod of Divining, and it will detect the presence of the largest available body of water. When held, the stick will vibrate and point in the direction of water, if the person wielding it is within 60 feet of the water source. However, the person must be holding the stick outward from the body in order for the rod to function.

3. Lurker Above

This cave appears to be empty except for a huddled shape lying near the wall directly opposite the cave entrance.

* * *

If the party enters this cave they will be attacked by a Lurker Above that is hanging from the ceiling. It will fall upon the party in the first 20' x 20' area.

Lurker Above

AC: 6, HTK: 50 (10D8)

M: 1"/9", THACO: 10

AL: Neutral, IT: Non

Att: 1, Dm: 1-6

This creature will completely surprise the group on a roll of 1-4 on a D6, and it will cause each victim to sustain 1-6 HTK of damage each melee round. The party members will suffocate in 2-5 rounds unless they can kill the creature and break free. Characters trapped by the Lurker cannot fight, unless they have an unsheathed short sword or dagger.

The huddled figure on the floor is a dead Thief. There are 40 gold pieces on his body. If he is summoned by a Magic User with the Speak With Dead spell, he will tell the party that he died in these caverns, looking for a fabulous Celtic treasure.

He will tell of a terrible beast that attacked him. He died of his wounds in this cavern, having managed to crawl away from the animal after the initial attack. Thereafter, he will speak no more.

4. Cave of Skulls

The walls of this cave are pitted, with niches throughout. Some of these holes contain decomposing heads. The floor of the cave is littered with the debris of crushed skulls. Directly opposite the entrance is a large stone column, about 12 feet high. Set in the column are more humanoid skulls. There are 3 of these skulls set into the pillar, one each at 3, 6, and 9 foot heights.

* * *

Inside the top skull on the pillar, there is a large emerald embedded in the stone of the column. If this stone is removed or disturbed in any way, a false cave roof will collapse in a 20' x 20' area (most of the cave).

Each player within this area will sustain 2-12 HTK of damage from falling rock. There will still, however, be a roof to the cave. It will be about 15 feet high instead of 12. The emerald has a value of 400 gold pieces.

This cave was once a sacred place for the ancient Celts. The trap was designed to punish intruders, and to destroy the violated shrine.

5. Cave of Images

Most wall space in this cave is covered with ancient symbols. Judging from the deterioration of the pictures, they would appear to be very old. They are largely incomprehensible. However, at least one image is fairly clear. It represents some kind of horned devil. Under the robes of the figure you can make out a barbed tail and the hooves of a goat in place of feet.

* * *

A Magic User in the group of at least skill 6 or a Cleric of at least skill 5 will have a base 70% chance of recognizing the figure. It is a representation of Dis-pater, Celtic God of the Underworld.

6. The Cave Trap

In this cave you see the carcass of a wild animal on the floor, near the north passageway. It appears to be the remains of a large boar. Scurrying here and there throughout the cave you see rats in a feeding frenzy over the dead animal.

* * *

In the 10' x 10' area marked 'T', the floor of the cave is in danger of imminent collapse. The weight of even an elf will cause the ground to give way. The victim will have a saving throw vs. Poison but he must roll at -4 because this is a natural trap and it is very well disguised.

The victim (s) will sustain 3-6 HTK of damage resulting from a fall of 15 feet into another small cavern below this one. At this point, there is a base 25% chance that one of several rats living in the lower cave will bite the fallen victim. The party member must save vs. Poison or lose his sight indefinitely, unless a cure is administered within one round.

7. Cave of the Beaker Folk

This cave is littered with ancient relics. You see broken pots and clay drinking cups scattered on the floor. Here and there you see moldering stone arrowheads. Buried in the debris there are two stone spearheads and several fragments of bone. The walls of the cave are covered with pictographs that depict scenes of a tribal people hunting and gathering.

* * *

This cave was occupied by the bronze-age Beaker People, who pre-date the Celts. If the party thoroughly examines the relics in the cave, they

will notice that one intact clay cup bears the figure of a reptilian humanoid, holding a trident.

NOTE: This figure is the Lizard King found in Cave 16 of this level. At one time the Beaker Folk were slaves to this loathsome beast.

8. Mausoleum

This cave is dominated by the grisly sight of 6 dismembered reptilian creatures. Pieces of their broken swords and shields lie beside the mutilated bodies.

* * *

These lizard men have been destroyed by the Giant Wolverine in Cave 9. This creature was also responsible for killing the Thief in Cave 3.

9. Giant Wolverine

This large cave is littered with military paraphernalia from King Henry's royal guard. You are all startled by the sound of an ominous growl emanating from the north area of the cave. You detect a faint musky odor in the air.

* * *

The growl is coming from a Giant Wolverine who is poised and ready to attack from the north niche of the cave.

Giant Wolverine

AC: 4, HTK: 34 (4D8+4)

M: 15", THACO: 15

AL: Neutral/Evil, IT: Semi

Att: 3, Dm: 2-5, 2-5, 2-8

Special: Any opponent within 6" to the rear of the Wolverine will be squirted with musk. The victim must save vs. poison or be blinded for 1-8 hours, retreat a full melee round, and lose 50% of both Strength and Dexterity for 2-8 turns (due to nausea.)

It appears that others have tried to find their way through this labyrinth.

10. Hall of Sacrifice

This cave is dominated by an altar that was apparently cut from the rock wall in the east portion of the cave. Throughout the area, you glimpse the remains of decapitated humanoids.

* * *

This was once a ritual slaying area for the ancient Celtic people who occupied these caverns. Beside the stone altar, on the south side, a small hole in the ground is hidden by a false cave floor about 1' x 1'.

If the detritus is moved in this area, a stone slab will appear. Beneath the stone, in the hole below, there is a glowing battle axe. This weapon is a +2 Magic Battle Axe, once used to sever the heads of sacrificial victims.

If the axe is touched, 3 Wraiths will appear in the Cave and attack the party. These Wraiths are the evil servants of an ancient Celt, who invoked a Curse spell in the cave. Touching the sacred Axe has activated the Curse, causing the Wraiths to materialize.

(3) Wraiths

AC: 4, HTK: 20 each (5D8+3)

M: 12"/24", THACO: 15

AL: Lawful/Evil, IT: Very

Att: 1, Dm: 1-6

Specials: Energy Drain of 1 Skill Level per hit; Silver or Magic weapons to Hit. Unaffected by sleep, charm, hold, or cold-based attacks.

11. Owlbears

This cave is a lair of some kind. From the evidence of patches of fur and scattered feathers, it seems this may be the home of more than one creature.

* * *

This is the lair of the Owlbears (see Wandering Monsters section for stats). There is a 40% chance that the Owlbears will be in their cave at this time.

In the far north end of the cave, a leather pouch reposes beneath a filthy pile of rags and rotten cloth. The sack contains 350 gold pieces. It was filched by one of the Owlbears from the body of an unfortunate adventurer.

NOTE: The passageway leading east goes on for about 100 feet and ends in a tunnel exit out of the hill. This entrance into the hill was unknown to Edgar, and it is very well disguised by trees. It forms the access route for many of the animals and humanoids in these caverns.

The portcullis over the underwater tunnel was placed there by the Saxons, who sought to block access to these accursed caverns. The portcullis was erected centuries before this adventure, before the waterfall and pond had formed at this location. The Saxons did not know about the other tunnel entrance.

12. Mirror Pool

In this large cave, a pool covers most of the floor area. A narrow ledge around the pond slopes downward into the water.

* * *

NOTE: This cave is fed by water from the tunnel adjacent to this cave and Cave 13. The water in all the passages is about 1 to 2 feet deep. The floors of the pools and underground streams are slippery and covered with jagged rocks. Torches must be carried carefully to avoid extinguishing them. The center of this pool is about 4 feet deep.

13. Water Weird

This is another water-filled cavern, fed by the run-off from an adjoining passageway. Surrounding the pond in this cave is a smooth ledge 8 to 10 feet wide.

* * *

A Water Weird dwells within the water of this cave.

Water Weird

AC: 4, HTK: 18 (3D8+3)

M: 12", THACO: 16

AL: Chaotic/Evil, IT: Very

Att: Nil, Dm: Nil

Special: Drowns its victim.

A "hit" player must save vs. Paralysis or be dragged into the water. The Water Weird can only be hit by an unsheathed short sword. It is susceptible to Cold spells. Anyone under water for more than one minute will take 1-6 HTK of damage. If a victim cannot escape in 2 minutes, he has drowned. Sharp weapons cause only 1 hit point of damage, blunt weapons cause full damage.

At the bottom of the pond lies a glowing +1 Magic Spear. This weapon once belonged to a Paladin who died in these caverns.

14. Paladin's Cave

You are startled to see a knight in red and white armor on the south wall of this cave. It seems that this wretched figure was pinned to the cave wall with two spears. The figure has an aura of white light.

* * *

Anyone of Neutral or Evil alignment who touches the Paladin will instantly sustain 10 HTK of damage, and every magical item in that player's possession will lose its magical properties.

A player of Good alignment will also lose 10 HTK if he touches the figure, but the player's magical items will not be affected.

If a Speak With Dead spell is cast, the Paladin's remains will tell his story to the Cleric. The dead Paladin will identify himself as Sir Gower, a Saxon

Champion of King Alfred. He will tell the following story:

He came to these caverns to kill a Lizard King, whose Lizard Men terrorized the countryside two hundred years ago.

Sir Gower killed 20 Lizard Men before they overwhelmed him in this cave. The Lizard King himself impaled the Paladin. Sir Gower's body now emanates a force field of magic, due to his alignment and the great heroism of his deeds. This force field has protected his body from violation.

He will warn the Cleric that the party should not to touch his earthly remains or they will sustain great damage. Sir Gower will warn of great evil in these caverns. Finally, he will ask the Cleric to avenge him by killing the Lizard King.

15. Cascade

Entrance to Level II

A small waterfall flows from a hole in the center of the ceiling. It feeds a stream that cuts through the cave and flows down the passageway to the east.

* * *

The hole in the ceiling is about 8' in diameter and it leads up vertically. The rush of falling water is not sufficient to impede a climbing attempt.

NOTE: This hole in the ceiling is the only access to level II.

16. Dining Hall

This cave holds 12 seated reptilian humanoids. They are feeding on the flesh of an animal. Each of them has a sword and shield beside him. The heat in this cave is oppressive.

* * *

The Lizard Men will attack immediately, but the party will have the initiative.

(12) Lizard Men

AC: 5, HTK: 15 each (2D8+1)

M: 6"/12", THACO: 16

AL: Neutral, IT: Low (average)

Att: 3, Dm: 1-2/1-2/1-8

NOTE: After the first melee round, the Lizard King from Cave 17 will attack from behind his men.

Lizard King (Salamander)

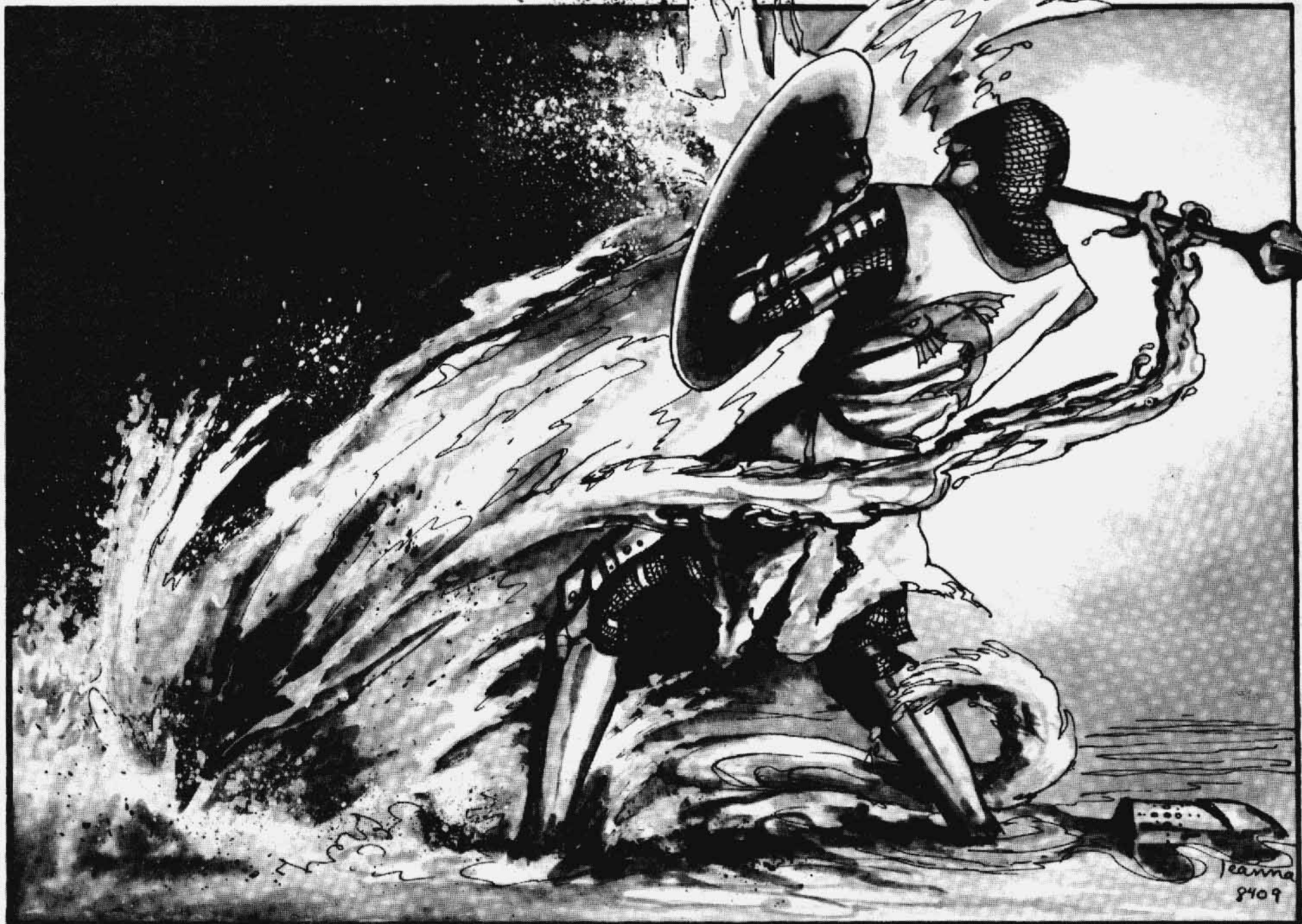
AC: 3, HTK: 45 (7D8+7)

M: 9", THACO: 13

AL: Chaotic/Evil, IT: Average

Att: 1, Dm: 5-20/2-12

Special: Skewers with Trident. Body



heat causes additional 1-6 points of damage. Immune to fire-based attacks, Sleep, Charm, or Hold spells. Cold-based attacks cause additional 1 point of damage per die of attack.

The Lizard King attacks with a trident (5-20 HTK) but, if the Lizard King rolls more than 4 over the required number to hit, the trident will skewer the victim, doing double the normal damage, and not less than 15. The Lizard King wears a gold medalion worth 50 gold pieces. The trident will only function as a normal trident in the hands of the party members.

The Lizard King carries a large key, about 5 inches long, in a pouch suspended from his girdle.

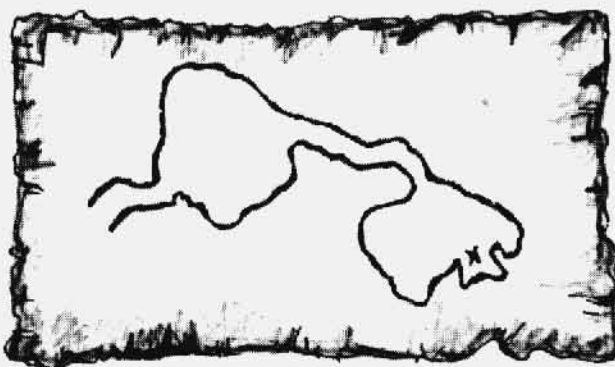
17. Lizard King's Chamber

This cave has the appearance of a living area. The temperature has risen alarmingly. You can barely breathe in

this hot, humid atmosphere. In a niche in the east wall you see a large cedar chest.

* * *

The chest is locked, but the key from the Lizard King's pouch will open it. The chest contains the following items: a +2 **Magic Long Sword** (Good Alignment only) (sword is non-magical if used by a neutral or evil player); a **Druidic Neutralize Poison Potion** (green color, 2 applications); a **Magic User's Death Spell**; and a **Parchment Map**. (The GM should draw this picture and give it to the players.)



NOTE: This map refers to caves 19 and 20, respectively, on level II. The 'X' marks the sight of buried Celtic treasure in Cave 20. The GM should give no clues.

Underground River Cavern Level II

The tunnel up from Cave 15 (Level I) is about 17 feet long, and it rises at a 90 degree angle. Scaling this rock hole using ropes and spikes should allow the party safe access to Cave 18 on this Level.

Wandering Monsters

(10) **Giant Bats**
 AC: 8, HTK: 8 each (1D8+1)
 M: 3"/8", THACO: 20
 AL: Neutral, IT: Animal
 Att: 1, Dm: 1-3
 Special: Drain Blood

These gargantuan bats will drain blood each melee round for a further

1-4 HTK. When each creature has drained a total of 12 HTK of blood, it will retreat, sated.

Giant Spider

AC: 4, HTK: 36 (4D8+4)
M: 3"/12", THACO: 15
AL: Neutral, IT: Non-
Att: 1, Dm: 2-8
Special: Poison

A character who is bitten must save vs. Poison or be killed. Slow Poison, Cure Poison or other measures must be administered immediately.

Key to Level II

18. Cave Entrance

As you emerge from the waterfall tunnel, you see that the water flowing here is part of a swiftly moving stream. The water appears to have cut a course through the many stalagmite forma-

tions in the cave. Stalactites hang from the ceiling.

* * *

Ten of these stalactites are Piercers.

Piercers

AC: 3, HTK: 5 each (2D8)
THACO: 16
AL: Neutral, IT: Non-
Att: 1, Dm: 2-12

The GM should roll a D10 to see how many of the Piercers will attack. The piercers attack randomly. Each attacking Piercer will do so only once for 2-12 HTK. Thereafter, the victim may withdraw.

NOTE: The underground river on this level runs swiftly from north to south. In some places the water is 3 feet deep. There is very little dry passage down the main water course (see map).

19. Hawk Men's Cave

In this large cave you see 6 bird-like

creatures, petulantly regarding the carcass of a mammal. These creatures are humanoid, with the heads and limbs of birds. Each of them carries a long, curved sword, and they are all wearing tunics with belts and attached gear. Your intrusion has startled them, and they move into an attack formation.

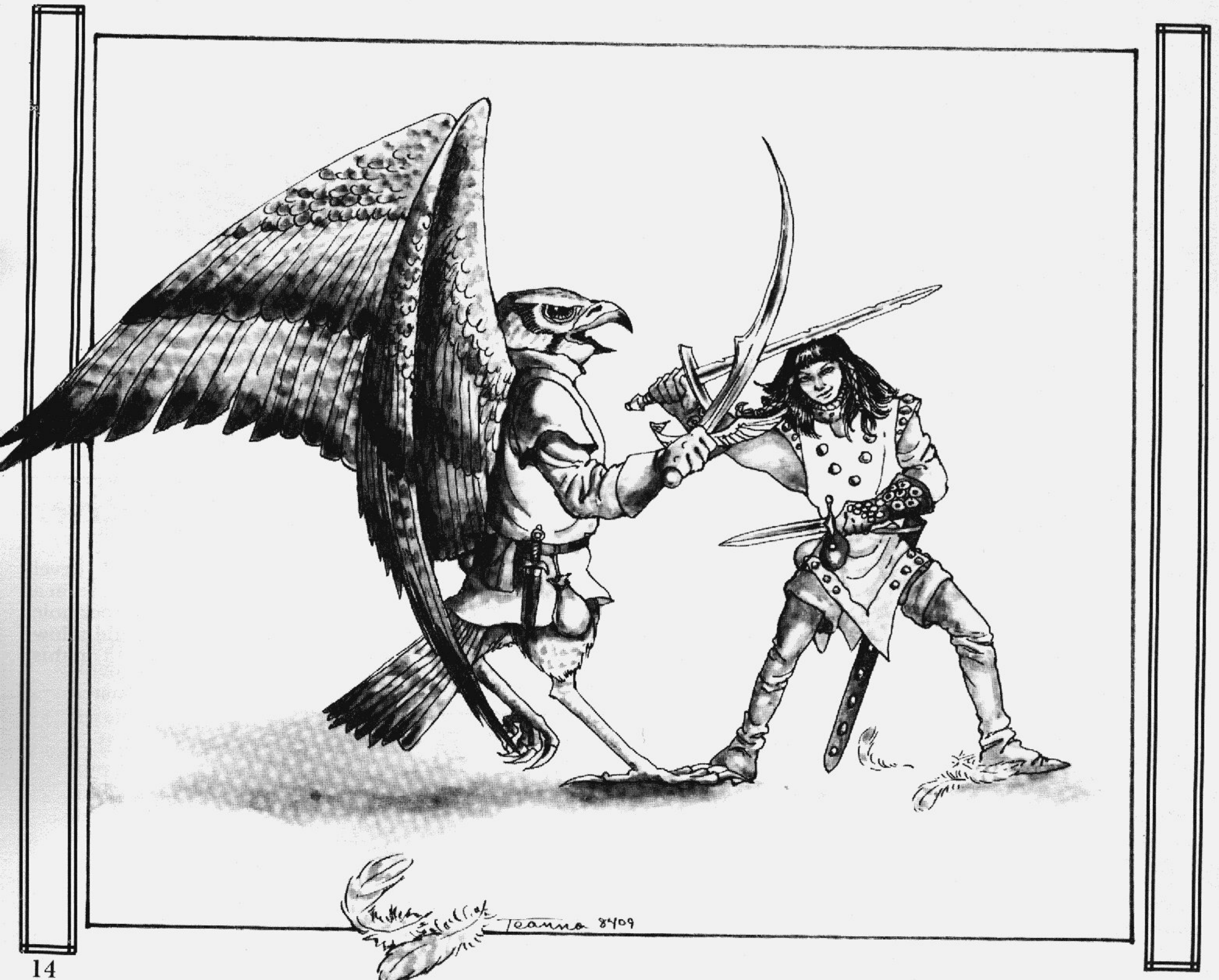
* * *

These bird-like bipedal humanoids are Hawk Men. They have just killed a Giant Weasel, while seeking the lost Celtic treasure. They are in no mood to be trifled with, and they will attack the party immediately.

(6) Hawk Men

AC: 5, HTK: 26 each (5D8)
M: 6"/18", THACO: 15
AL: Neutral, IT: Average
Att: 3, Dm: 1-4, 1-4, 1-8
(claw, claw, sword)

NOTE: All of the Hawk Men will have one Shocking Grasp attack by virtue of their ability to use Magic. It is suggested that they put this spell on their swords in time for the second melee round. In this case they will do 1-8 plus



1-12 HTK of damage each (by Shocking Grasp) for 1 round.

The ceiling of this cave is not high enough to permit the Hawk Men to fly inside. In this case, their wings are a nuisance to them. Any hit taken on the wings (30% chance) will cause a Hawk Man to retreat for 1 melee round.

The Giant Weasel pelt is worth 1500 gold pieces if the party wishes to skin it. Each of the Hawk Men carries 40 silver pieces. Their weapons are normal, and each carries a quarterstaff on his back.

20. Celtic Treasure

Bones litter the west portion of this cave. In a southwest enclave, four skulls grimace from atop spears. Two other spears lie on the ground nearby.

* * *

The floor of this cave is not solid rock. The Celtic treasure is buried 3 feet below fine rock and rubble, at the spot marked 'x' on the map. If the party digs here, it should take them 2 turns to unearth the treasure.

The GM must roll twice for a wandering monster encounter. A roll of 1 or 2 on a D6 signifies an encounter.

The Celtic treasure consists of an iron chest that contains: **3000 gold pieces; 6000 gold pieces; 1 solid gold cross (500 gold pieces); 1 gold ring (Magical).**

NOTE: The gold ring is in a small leather pouch within the Chest. On the inside of the ring the following words are printed: "Axa Mogh Ruith."

These words are ancient Celtic and they refer to the Druidic Necromancer who forged the magic ring. This ring is a limited version of a Fire Elemental Command Ring. Its wearer will be able to launch a focused Flame Strike up to 50 feet.

The Flame Strike will inflict 7-12 HTK (1D6+6) of damage upon any creature with normal defenses. Creatures with fire resistance subtract 4 from any damage roll. The ring will function as a spell and will only produce the Flame Strike once per day. In addition, the ring will only function 5 times before its charge is permanently lost. It will then be worth 250 gp.

There is a base 50% chance that a Cleric or Magic User will know that the word "axa" means Fire. If the Cleric in the group worships a Celtic God, there is a 95% chance of knowing the meaning of the word "axa".

21. Crypt of Giant Kobolds

The dismembered bodies of 7 blue humanoid creatures lie on the floor of this cave. Their heads are large. They have very deep eye sockets, and small horns. On the floor of the cave, 10 short swords lie in a jumbled heap.

* * *

These unfortunates are Giant Kobolds. They have been ripped to pieces by the Giant Spider from Cave 22. Three Kobolds have been dragged off by the Spider. The dead Kobolds have nothing of value on their bodies.

22. Giant Spider's Lair

This cave is swathed in Spider webbing. Through the webbing at the entrance, you can see the remains of 3 creatures lying on the cave floor.

* * *

NOTE: A description of the adult Giant Spider should be added to the cave description unless the party has already encountered it as a Wandering Monster.

Six infant Giant Spiders crouch in the webbing in a corner of this cave. If the party enters the cave, the small spiders will attack.

(6) Spiders

AC: 10, HTK: 3 each (1D8)

M: 3"*6", THACO: 19

AL: Neutral, IT: Low

Att: 1, Dm: 1-2

These creatures are the young of the Giant Spider. They are not yet poisonous because they are immature. If the party sets fire to the webbing in the cave, the baby spiders will perish without a chance to attack. If the adult Giant Spider is present, it will attack the party immediately. Setting fire to the web will not deter the adult spider from attacking the group.

An old sack in the south end of the cave contains 2000 silver pieces.

23. Warren of the Giant Kobolds

The entrance to this cave is blocked by a crude portcullis. The cave itself seems inhabited. A pile of raw meat, encrusted with maggots, lies on a table in the center of the cave. Skins decorate

the walls. Four separate tunnels lead into the cave.

* * *

If the party bends or breaks the portcullis and enters the cave, a total of 16 Giant Kobolds will attack them. Four of the creatures will issue from each tunnel leading to the cavern.

(16) Giant Kobolds

AC: 10, HTK: 8 each (1D8+2)

M: 9", THACO: 18

AL: Neutral, IT: Semi-

Att: 1, Dm: 1-8

Each of the four smaller caves is a sleeping area for the Giant Kobolds. The portcullis was erected by the creatures to keep their principal enemy, the Giant Spider, at bay. A search of the adjoining cave to the south will reveal a chest containing various precious gems worth about 1500 gold pieces.

24. The Nadir of Castle Well

As you approach the eastward stream, you can detect fresh air. Near the fork in the stream, the water deepens. The tunnel ceiling is only about 2 feet above the water.

* * *

This is the bottom of the castle well. The water here is about 4 feet deep at its center. There is a hole in the tunnel ceiling, about 6 feet in diameter. During the day, light will appear from above. Characters will smell fresher air and, if they call out, there will be no echo.

NOTE: This is the only way up to the Castle.

Climbing the Well Hole

The GM should consider the following conditions and variables in this difficult climb:

- The well is 120 feet deep. The party must climb the hole using items that they have brought along in their packs. The walls of the well are quite rough and fairly porous. Driving spikes into the rock is one possibility. Thieves or those with special climbing abilities should have no difficulty with this assignment.

- Each character will have to make one saving throw vs. Dexterity to ascertain whether or not he has lost his grip. If he loses his grip, he gets another saving throw vs. Dexterity to regain his grip. The character will fall if he fails this saving throw.

- The GM rolls a D12 to determine

from what height the character has fallen. Eg., a roll of 9 means 90 feet; a roll of 5 means 50 feet. To establish the damage inflicted by such a fall, the GM takes the D12 roll and multiplies by 2. Hence a fall of 50 feet will result in 10 HTK of damage.

NOTE: Anyone who falls from 110 feet or more (a roll of 11 or 12 on D12) must save vs. Dexterity or die instantly from the fall. If the save is made, the victim will take the damage multiplied by 3.

- Characters can only be seen 30 feet from the top of the well. Attempting the climb at night would reduce the chance of being detected to virtually nil.
- A Levitation or a Fly Spell will enable only one person to reach the top of the well. A Levitate or Fly potion must be completely consumed by one person to achieve the same result. The GM must use his own judgement regarding other magical approaches to this ascent.
- Under normal conditions it should take about 1 hour to reach the top of the well.
- If the group attempts the climb in the daytime, the GM will check twice to see if they have been discovered.
- A roll of 1-5 on D6 means that the group has not been discovered. A roll of 6 means that the group will have 1 round to escape or subdue the guard before he can sound the alarm. Failure to subdue or kill the guard results in an attack by 4 guards (for Guard stats see the "Wraithstone Castle" section).

Wraithstone Castle

Ground Floor

Atop the well is a conventional trestle with a rope. If the party emerges at night, there will be no men-at-arms present in the courtyard. A daylight ascent will undoubtedly decrease the chances of a secret infiltration. In either case the GM must consult the following table:

Chance Seen	No. Guards	Time Lapse	Chance of Alarm
-------------	------------	------------	-----------------

Night:
05% 1-4 Every 3 turns 5%

Day:
50% 1-4 Every 2 turns 30%

The GM will note that for every

chance of a guard encounter, there is a further chance of the general alarm being sounded. A bell in the south tower will ring loudly in this event, and all the castle's men-at-arms will be mobilized to search and/or defend the castle. Dunwich, the March Lord's champion, will conduct the security procedures personally.

Castle Guards

(21) *Human Skill 4 Fighters*

AC: 5, HTK: 20 each, THACO: 18

AL: Lawful/Evil, IT: High

Att: 1 or by weapon type

Description: Each guard wears a black tunic with the red eagle emblem of the March Lord. They wear chain armor (no shield), and each carries a long sword (Dm: 1D8) and a short bow (2 attacks, Dm: 1D6, 1D6) with 20 arrows. For each encounter, the GM will select the weapon type appropriate for the melee. Each guard carries 1-20 gold pieces.

Castle Guard Roster

There will be 14 guards on duty at all times and 7 off duty. Generally there are 7 guards on the ground floor and 7 above. Four of these 14 will be stationed atop the towers (1 above each tower and 1 above the west gatehouse turret). The other 10 guards will function as wandering monsters. (See 'Upper Level' section for special notes regarding movement on open-air parapets.)

GROUND FLOOR KEY

1. Steward's Gatehouse

A spiral staircase stands against the north wall of this circular chamber. An open trap door is visible in the ceiling. There is a small bed against the west wall. A large gear mechanism with a winch and cables is set into the east wall. A figure clothed in animal skin robes stands near the winch.

* * *

The figure wearing animal skins is the Castle Steward.

Castle Steward

Human, Skill 4 Fighter

ST: 16, IT: 8, IN: 12, SM: 16

D: 16, A: 13

AC: 5, HTK: 27

AL: Chaotic/Evil

Att: 1, Dm: 1-8

Weapons and Armor: AC 5 Bracers of Defense, Broadsword, Dagger.

This fellow is a bit slow-witted, but he will recognize the group as intruders. After an initial melee, he will try to flee up the spiral stairs. After 3 melee rounds there is a 40% chance that the Anti-Paladin in Room 13 (level II) will investigate the disturbance.

The gear and winch setup raises and lowers the inner portcullis at the main gate. A number of tiny arrow slits in the north wall provide a view of the area outside the main gate.

Beneath the bed is a chest containing: **1 long sword, 1 heavy crossbow with 20 heavy quarrels, a long shield and a sack with 178 silver pieces.**

2. Gatehouse Armory

The door to this chamber is locked. Through a grate in the door you can see that the room is stacked with weapons.

* * *

Three wall racks contain a total of 20 pikes, 20 halberds and 20 lances. Three large chests hold a total of 300 spikes, 20 long bows, and 500 arrows.

A wall cabinet to the east of the door is locked. Within there are 19 heavy crossbows and 200 heavy quarrels.

3. Guardroom

Eleven narrow beds with footlockers lie against the north wall. Seven of the beds are occupied.

* * *

These 7 castle guards are off duty. All of their equipment is in their footlockers. In this situation, the guards will be AC: 10 and it will take 2 rounds for them to get at their weapons (see Castle Guard Roster).

One of the empty beds has a sack of 48 silver pieces under the mattress.

4. Guardroom

Ten narrow beds lie against the south wall. There is a footlocker beside each bed.

* * *

Eight footlockers are empty. Of the two others, one contains a long sword and shield and the other holds a light crossbow and 20 light quarrels.

5. Stables

The horses in this stable become restless as you enter. Half of the stalls are empty in this long building. The air is redolent of horse sweat and manure. Large horseflies cluster on your skin, inflicting painful bites.

* * *

There are five light war horses here. Five sets of bridles, reins and saddles each lie in chests opposite the occupied stalls. The five chests adjacent to the five empty stalls are empty.

6. Great Hall

This large, high vaulted chamber seems to be a dining hall. Throughout the large area are rows of tables and chairs.

Against the west wall hangs a voluminous tapestry bearing the emblem of a large red eagle on a black shield. Below the eagle, are the words "Consistere, Stare Solus,"— Stand Fast, Stand Alone. The coat-of-arms belongs to the Earl of March. You can almost hear the walls whispering.

A hugh, stone fire place and mantle comprise most of the east wall. A glowing broadsword hangs on the wall above the fireplace.

* * *

If the sword is touched, a ghostly vision of an old Saxon knight in blood-stained plate armor will appear beside the fire. Everyone in the chamber must save vs. Spell or be turned by fear.

The ghost will communicate with a Cleric or Magic User of Good alignment who saves successfully. The vision will then speak the following message (read to the players in the event the sword is touched):

"I am Sir Uther Germaine, once a knight in the service of the old King, Henry I. I came to this accursed castle to meet with Mortimer over the issue of the King's successor. I was betrayed through the March Lord's treachery. His champion murdered me while I slept. Avenge my death so that I may find rest!

"God speed you on your mission."

After this the vision will fade into the wall.

The broadsword once belonged to this victim of treachery, and the March Lord has hung it here as a trophy. Although the weapon appears to be a +2 Broadsword, it is, in fact, a Cursed Sword of Berserking. In practice the

item will behave as a +2 sword but, when wielded in actual melee, it will cause its owner to go berserk, attacking the nearest living thing.

The sword wielder will continue to battle anyone nearby until he/she is either killed or subdued. The sword's wielder may be stopped by magic, but

the cursed sword can only be counteracted by a Wish spell or an exorcism spell cast by a Cleric.

NOTE: The sword wielder may be stopped by magic or force.

Two hammered gold candlesticks on the mantle are worth 200 gold pieces each. An elaborate candelabrum



hanging from the ceiling has 6 light refracting pieces of amber, worth 200 gold pieces each.

7. Kitchen

Three servants are working in this chaotic kitchen area. A large oven and fire pit dominate the south wall, with various pots and pans hanging from the walls and the rafters. Mangy cats prowl through the refuse heaped on the floor.

Salt-cured meats vie for space on the tables with bundled herbs, axes, tubs of lard, and fish heads. A pair of rooks has made a nest above the rafters, and one of them cocks its head in your direction as you enter. An open door in the east wall leads into an apparent storage area. The odor of the room, being a combination of fresh food and offal, is heady and foetid.

* * *

The servants will shrink back fearfully when the party enters. Two of the three women are deaf mutes. The third feigns these disabilities, that she may retain this relatively easy job. All three will act as if afflicted.

The deceiving woman, Hulga, may reveal information to a male adventurer with an Appeal of 14 or higher. In exchange for 2 gold pieces, she will take the player aside and tell him what she knows. The sum of her knowledge is:

The March Lord is currently in the castle; his quarters are in the west tower; Wraithstone Castle is an evil place, and the party should leave while they're still alive. Hulga also knows that there is a repellent Anti-Paladin at the castle, his name is Dunwich, and he is the March Lord's champion. In addition, Hulga will mention that her own quarters are very cozy, and that they are on the ground floor of the west tower.

Hulga will refuse to assist any of the party members except the aforementioned male party member after providing this information. She will try to entice the male of high appeal to stay awhile. In exchange for 4 more gold pieces, she will promise to maintain silence about the party's whereabouts. The other servants will offer no resistance to the party, but if they can sneak away, they will summon the guard.

The storage room to the east of area 7 contains good quality grain, flour, and legumes in sacks, and two large barrels of salt for curing.

8. Stables

There are ten stalls in this stable with a light war horse in each. A large brown-skinned humanoid is reclining on a disheveled cot near the southeast door.

* * *

The humanoid is an Ogre.

Ogre

AC: 5, HTK: 30 (4D8+1)

M: 9", THACO: 15

AL: Chaotic/Evil, IT: Low

Att: 1, Dm: 1-10 (club)

This large creature has been civilized and put in charge of the horses. He will attack the party immediately, presuming them to be intruders. The Ogre carries 50 gold pieces in a pouch attached to his belt.

There are 10 riding kits in footlockers, one opposite each horse.

9. Servants' Quarters

Six small, immaculate beds, with a large canvas sack beside each, occupy this chamber.

* * *

The 6 sacks contain the personal belongings of the servants at Wraithstone. If the room is completely ransacked, the characters will find a small pouch containing 40 gp in one of the sacks.

Beneath a loose floorstone in the northwest corner, an old tin box holds 20 gp and a pearl necklace worth 400 gp which one of the servants has stolen. Ransacking the room thoroughly will expend one round.

10. Captain's Office

Against the west wall is a desk. A tall oak cabinet stands beside it. A small bed lies in the southeast corner of the chamber.

* * *

The desk top is strewn with papers listing troop rosters, inventories of weapons, etc. The single drawer in the middle of the desk is locked with a complicated key device. The drawer houses a leather pouch containing 30 gp and a rolled parchment. The parchment is a decree issued by the March Lord in King Stephen's name. It reads:

"By Order of the Earl of March in the King's Name, the sum of 10,000 gold pieces is offered for information

leading to the arrest of the traitor, Sir Thomas Louvain.

(signed)

Mortimer, Earl of March."

The paper is sealed with the red eagle insignia and recently dated.

Any attempt to open the locked wall cabinet without the key, which is worn around the absent Captain's neck, will detonate a blade trap from within the unit.

As the doors open, a blade will descend, much like a guillotine. The victim must save vs. Poison or sustain 5-12 HTK of damage (1D8+4). Within the cabinet are *two jewelled swords (200 gp each)*, a normal *shield* and a long leather case. The case holds a +2 *Magic Short Bow* and a quiver of 10 (+1) *Magic Arrows*.

Under the bed, against the south wall is a footlocker containing the Captain's personal possessions and clothes. A small leather pouch is tacked to the underside of the bed frame, at the foot of the bed.

Five rubies (four of which are worth 100 gp each) are secreted in the pouch. The *fifth ruby* in the pouch appears to be worth 100 gp but it is, in fact, a *Luckstone*.

Only an alert Magic User (with an IN of 14 or higher) will recognize the faint dweomer on the stone. An Identify or Detect Magic spell will subsequently reveal the magical properties of the ruby. Whoever possesses the Luckstone will gain +1 on all of his/her saving throws.

Wraithstone Castle

Upper Level

Open-air Parapets

There is one guard atop each of the three towers and the north gatehouse. These vigilant sentries are responsible for watching the castle walls as well as the outside perimeter of the fortress. For every 40 to 50 feet of the party's movement along the open-air parapets, the GM should note the following:

Night 20% chance of discovery

Day 40% chance of discovery

NOTE: Sending the thief as an advance scout reduces the chance of discovery by 5% during the day, and by 10% at night. Alternately, the Magic-User can use either an Invisibility or Project Image spell. Characters wearing heavy

armor increase the chance of discovery by 10% for either a daylight or a night attempt.

If the party is discovered, the alerted sentry will sound the general alarm. This will result in a general mobilization of the castle guard under the direction of Dunwich, the March Lord's champion. Half of the March Lord's forces will be mobilized in 1 round. In 2 rounds, the full complement of forces will be searching for the party.

The GM should further note that the party has a 25% chance of being spotted by the Wyverns that circle above the castle. The GM must roll for each round that the party is in the open, to determine if they have been seen by Wyverns.

(3) *Wyverns*

AC: 3, *HTK*: 45, 50 (7D8+7)

M: 6"/24", *THACO*: 13

AL: Neutral, *IT*: Low

Att: 2, *Dm*: 2-16/1-6

Special: The Wyverns do 2-16 points of damage on a bite. Each Wyvern's tail is equipped with a stinger. Any character who is stung must save vs. Poison, or die. Characters who are stung and make their saving throws suffer 1-6 points of damage.

11. March Lord's Chamber

NOTE: Two guards, the March Lord's personal bodyguards, stand on either side of the door to this room.

(2) *Bodyguards*

Humans, Skill 6 Fighters

AC: 3, *HTK*: 36, 38

THACO: 16

AL: Lawful/Evil, *IT*: Average

Att: 1, *Dm*: 1-8 (swords)

Description: These well trained fighters wear helmets and plate armor, with a double-headed red eagle emblem on their shining breastplates. Neither bodyguard has a shield. They will fight to the death to prevent an intrusion to Room 11. Each of them carries 30 gp.

* * *

The walls of this singularly appointed bed chamber are lined with intricate tapestries. The floor is covered with rare animal skins. A large fireplace blazes in the northwest corner of the room. The mantle is overshadowed by a portrait of a black rider bearing a banner with the symbol of the red eagle below a gold crown.

A large ebony-wood four poster bed

stands against the middle of the east wall. An ebony desk and chair are ranged along the north wall, next to the bed. A tall laquered cabinet stands in the southeast corner, and an exceptional tapestry, depicting Norman knights and their Saxon adversaries, covers most of the west wall.

A small table in the southwest corner holds several delicate crystal glasses and a decanter of amber-colored liquid.

* * *

The wall cabinet holds fine linen and silk clothing. The desk drawer contains the March Lord's personal papers, including 2 letters from King Stephen.

The letters outline plans for the King's coronation, and one of them expresses Stephen's apprehension of Lady Matilda's power. A rough draft of the March Lord's decree concerning "the traitor, Sir Thomas Louvain" is hidden beneath the other papers.

Concealed in the north post of the bed, near the wall, is a lever that opens a hidden wall panel to the north staircase chamber. Inside the chamber, spiral stairs lead 16 feet up to a trap door. A handle on the inside of the trap door opens it inward, toward the stairs.

Behind the west wall tapestry is another secret wall panel in the center of the wall. This portal can be opened by pushing a pressure plate on the floor, immediately to the north of the door beside the fireplace. The door is made of stone and is flush with the wall.

This 10' x 10' secret chamber contains the following: a chest with 8000 gp and a gold necklace (worth 1000 gp). The necklace is Mortimer's symbol of office as head of the Royal Council. The chamber also contains a suit of +1 Plate Mail that can be worn by a full-sized human, a +2 Magic Long Sword, 2 ruby-studded short swords (200 gp each), and a German-made broadsword with silver filigree at the hilt (300 sp).

Atop the mantle piece sits the marble effigy of a two-headed eagle (200 gp). The decanter on the southwest table contains vintage amontillado wine. The complete crystal set is worth 100 gp.

The furs covering the floor are worth 10,000 gp.

NOTE: See end of this level for description of Area 18, the March Lord's Watchtower.)

12. Gatehouse Turret

In the west portion of this chamber you see a fighter sitting at a table, drinking from a flask. Various weapons line the walls here.

* * *

There are 10 spears, 10 lances and 10 pikes fixed to the walls here. The figure at the table is the Captain of the Castle Guard.

Castle Guard Captain

Human, Skill 6 Fighter

AC: 2, *HTK*: 40

THACO: 16

AL: Lawful/Evil, *IT*: Average

Att: 1, *Dm*: 1-8 (sword)

Description: The Captain wears the gold-trimmed tunic of the guard over his plate armor. He has *AC*: 2 with a +1 dexterity bonus.

He will engage the party straight away, and call for Dunwich in Room 13. The Captain carries 40 gp in a pouch and wears a set of keys to room 10 around his neck.

13. Dunwich's Chamber

This chamber has a large canopied four-poster bed in the southeast corner. In the center of the west wall, a large chest sits atop an oak table. The light that streams through a large ruby-glass oriel in the south wall gives the fixtures in the room the appearance of being dipped in blood.

* * *

The GM will note that the party has, in all likelihood, encountered Dunwich in room 12, or elsewhere.

Dunwich

Human, Skill 6 Anti-Paladin

ST: 17, *IT*: 14, *IN*: 14, *SM*: 15

D: 16, *A*: 17

AC: 0, *HTK*: 50

THACO: 13

AL: Lawful/Evil

Att: 1, *Dm*: 3-10 long sword

Description: Dunwich wears +1 glowing plate armor (black with a red eagle design). He wields a +2 Nine Lives Stealer long sword that kills a victim on a natural roll of 20. A victim will get a saving throw vs. Magic. If the save is successful, the sword will function non-magically without expending a charge. The sword has nine such life-stealing charges, and may be wielded by anyone.

Dunwich gets +2 on all his saving throws, is immune to disease, can detect Good at 60 feet, and continually

radiates a Protection from Good in a 10' circle. Dunwich can cure himself for 10 HTK of damage through this encounter.

NOTE: a +2 Dexterity bonus gives him AC: 0

Dunwich carries a +2 dagger and 30 gp in a pouch suspended from his belt. Around his neck a small silver key, which unlocks the chest in his chamber, hangs from a gold chain (20 gp).

Any attempt to open the chest without using Dunwich's key will cause a deadly gas to issue from the keyhole. Anyone standing within 5 feet of the chest must save vs. Poison or die within 4 rounds. All others in the room must save vs. Poison or fall unconscious for up to 2 turns, and sustain 2-9 HTK of damage from the gas.

NOTE: If the chest is smashed open the same result will occur.

The chest contains: 5000 gp, 4000 sp, a *Cloak of Elvenkind*, a *Magic Brooch of Shielding*, a gold medallion engraved with the initials "U.G." (worth 40 gp).

The cloak appears to be a normal gray cape until it is worn. The Brooch of Shielding also appears to be a normal item until it is used to fasten a cloak. The brooch will afford its wearer complete protection from magic missile attack, absorbing up to 101 HTK before it disintegrates. The inscription "U.G." stands for Uther Germaine, one of Dunwich's hapless victims.

An unlocked footlocker beneath the bed holds the occupant's various personal possessions and clothing.

14. Guardroom

To the east of the south door there is a large fire pit and a footed iron cauldron. West of the same door, a cask stands on a low table. 14 mugs hang on the wall behind the table. A scabious hound growls as you enter the semi-circular chamber. Benches line the walls.

* * *

NOTE: On a roll of 1 or 2 on a D6, there will be 3-8 (1D6+2) guards in this chamber. On a roll of 3-6 the room will be empty.

If the guards are encountered, one of them will hold back. He is actually an informer for the local monastery. He has no desire to get killed, since he feels that he has more important duties. If the party spares him, he will offer them asylum in the monastery in exchange for information of the castle's secret

entrance. He will further require that they abandon their mission.

He has no real power to grant asylum. If the party accepts his offer, they will be denied entrance to the monastery. He cannot be bribed, threatened, or cajoled into accompanying the party anywhere, but he will give no alarm if the party spares him. He will, however, try to get word to his superiors at the monastery.

The dog looks menacing but it is actually sick and toothless. It will back away as the party enters. The cask on the table contains ale, and the fire pit is unlit. A cauldron hanging from the ceiling holds about 30 gallons of poor quality oil for defense.

15. Tower Storage Room

This unusually shaped room is locked. It holds 10 large barrels and 10 smaller ones. A number of casks are stacked on shelves above the barrels.

* * *

The large barrels hold oil. The smaller barrels hold water, and the casks contain ale. A pile of buckets with handles is stacked to the east of the barrels. These buckets are used to deliver boiling oil to the towers.

16. Circular Hallway

The cracked ceiling is particularly high in this circular hallway. Cool breezes stir the dust motes as you explore the passageway. There are arrowslits in the outside wall. At length you come to a door against the inner wall of the hallway, where two large humanoids with ivory-white skin and slate-blue eyes are standing guard. These fellows heft large battle axes and carry shields at their sides.

* * *

These two humanoids are the Frost Giant bodyguards of the Cleric in room 17.

Frost Giants (Large)

AC: 4, HTK: 70, 72 (10D8)

M: 12", THACO: 10

AL: Chaotic/Evil, IT: Average

Att: 1, Dm: 4-24 (Axe)

Description: These fellows are immune to cold-based attacks and can catch missiles 40% of the time. They will not hurl rocks in this situation. One of the Giants wears a blue stone necklace.

Any character who dons this necklace

gets +2 on all saving throws against any cold-based attacks. The Giants will fight to the death in this encounter.

NOTE: In the event of a major melee, the occupants of Room 17 will enter the battle within 3 melee rounds. The GM may wish to hold back the Cleric in room 17 for a surprise attack.

17. Cleric's Chamber

A large blood-red statue of a Viking warrior stands against the north portion of this circular chamber. A shining font rests on a carved pedestal before the statue. An oak cabinet with glass doors perches on a table near the west wall.

There is a small narrow bed along the east wall. In front of the statue, a red-robed figure stands in a devotional posture. Two large snarling wolves on either side of the door bare their teeth at your approach.

* * *

NOTE: In the event of a major melee with the Frost Giants in the hall, the Cleric and his wolves will investigate and join a full battle within 3 rounds. In this case, delete the occupants of room 17.

The wolves are Winter Wolves in the service of Cynrik, the Cleric.

(2) Winter Wolves

AC: 5, HTK: 30 each (6D8)

M: 18", THACO: 13

AL: Neutral, IT: Average

Att: 1, Dm: 2-8

Special: Breath weapon of Frost Blast for 6-24 HTK once every 10 rounds.

Victims may save for half damage.

The Frost Blast extends 10 feet from the muzzle of the creature.

Description: These large creatures are immune to cold-based attacks, but fire attacks damage them at +1 above the normal damage inflicted. They will fight to the death in the service of the cleric.

The red-robed figure is the castle cleric, Cynrik.

Cynrik

Human, Skill 6 Cleric

ST: 15 IT: 18 IN: 18 SM: 13

D: 17 A: 11

AC: -1, HTK: 24, THACO: 16,

AL: Chaotic/Evil

Att: 1, Dm: 3-8

Spells: 3/3/2

Description: Cynrik wears a hooded red robe, a helm and +1 Plate armor (excellent dexterity affords him a +3

defense adjustment on AC). He wields a +2 Mace and employs a Ring of Invisibility with three charges.

Around his neck he wears a Medallion of ESP, bearing the image of the god, Loki. This Medallion will only function effectively for characters of Evil alignment. It will not function at all for Neutral alignment characters, and will provide misleading information to characters of Good alignment. He carries a scroll with two Cause Serious wounds spells on it.

Cynrik prefers to employ Cause Serious Wounds, Cause Light Wounds, and Hold Person spells. If he has a chance to use the scroll at his belt, he will use both Cause Serious Wounds spells. He may also employ a Silence Spell.

Cynrik's helmet is a magical Helm of Comprehending Languages and Reading Magic.

The statue represents the god Loki. The Frost Giants and the Winter Wolves are gifts to Cynrik from a Cleric of Thrym (Lord of the Frost Giants). Currently the Clerics of Loki and Thrym have made a mutual assistance

pact. The platinum font in front of the statue is worth 1000 platinum pieces. The font is filled with unholy water.

The top shelf of the cabinet contains the following potions, from south to north: Potion of Speed; Potion of Extra Healing; Neutralize Poison (with 3 applications).

There is a book on the bottom shelf of the cabinet. Although the cover is red and black, the book is a Tome of Spiritual Strength. A Cleric or anyone wearing Cynrik's helm will be able to read the tome. A complete reading of the tome will improve a Cleric's Insight score by 1. All other Magical Helm wearers who read the tome will add 1 to their Strength Stat. The book will disappear after one complete reading.

A clerical scroll of Flame Strike is hidden under the bedframe, within a secret compartment.

18. March Lord's Tower

Note: The spiral stairs in the secret chamber hidden behind Room 11 lead 16 feet up to a trap door, indicated on the map as 'e' (inset 18).

* * *

As you open the trap door, you peer upward into a dark chamber. As your eyes adjust to the gloom, you can make out a glowing sphere sitting atop a baroque pedestal in the middle of this circular room. A carved chair facing the pedestal supports a man, who appears to be gazing into the sphere. Suddenly you hear throaty growls, as 3 large dogs move toward you from the shadows.

* * *

(3) War Dogs

AC: 6, HTK: 16, 15, 16 (2D8+2)

M: 12", THACO: 16

AL: Neutral, IT: Semi-

Att: 1, Dm: 2-8

The War Dogs will hit at +2 for the first melee round, due to the advantages of surprise and higher ground. They will fight to the death to defend their master.

The figure in the chair is the March Lord and, in this encounter, he has been totally surprised by the appearance of the party. Hidden here in his inner sanctum, he is unaccustomed



to interruption. Currently he is under-armed and unprepared for either combat or spell-casting.

Mortimer, The March Lord

Human, Skill 6 Fighter/Magic User

ST: 16, IT: 17, IN: 15, SM: 16

D: 16, A: 15

AC: 6, HTK: 48

M: 12" (or 24"), THACO: 16

AL: Lawful/Evil

Att: 1, Dm: 1-8 (Sword)

Spells: 4/3/1

Description: The March Lord is wearing leather armor and carrying a short sword (+2 Dexterity bonus). Though he is not prepared for spell-casting, he will employ 3 Magic Missiles before dying or being subdued. If he loses more than half his HTK he will surrender.

He carries 30 gp on his person and wears a hammered gold bracelet (50 gp). The ring on his left hand is a Ring of Feather Fall. He is also wearing Hose of Speed, a close-fitting garment similar to tights (M: 24"), which he will use if he has a chance to flee.

The March Lord is so deeply engrossed in his contemplation of the crystal that the party has the advantage of surprise for one melee round. If he is taken alive, the March Lord will try to reason with the group. He will say that they are misguided and that the mission can come to no good end.

He knows that they are in the service of Sir Thomas Louvain, and will therefore conclude that they are committing an act of treason. He will tell them they are deranged for becoming involved with Lady Matilda's cause.

Mortimer will further say, "Once I saw the Lady Matilda and her French fop of a husband, riding out from the castle. The old king had just died, and they rode gleefully to the hunt. I thought that their conversation was rather frivolous for two persons so recently bereaved. You will get what you so richly deserve from that pair."

Finally, in 5000 gold piece increments, he will offer them up to 15,000 gold pieces if they release him. Mortimer will keep sneering, "You will never see your homes and your loved ones again."

* * *

NOTE: After being taken and stripped of his magical possessions, the March Lord will be a helpless captive of the party, provided they are careful to prevent his escape. Given the opportunity, Mortimer will try to escape, using his Hose of Speed. In that case he will return to Wraithstone.

The Crystal Ball

Any Magic User of Skill 5 or better may attempt to scry with the crystal ball. At this level, the magic user has a 60% chance of 'seeing' through the ball. Add 10% for each additional skill level. For the duration of this adventure, the ball will provide a total of 3 visions, one each from the past, present, and future.

A Magic User may attempt to scry once every 4 hours until all of the visions are accessed i.e., a percentage failure to scry will mean that the magic-user must wait another four hours to try again.

The GM will roll a D6 for each successful scrying.

* * *

The Past: roll 1 or 2 on a D6.

As the cloudy picture forms within the ball, you see a young woman wearing the crown and robe of a royal princess. A handsome young man is standing with her, beside an ornately carved four-poster bed. The unmistakable figure of the old King, Henry I, who appears to be very ill, lies on the bed.

As the young woman watches, smiling, the young man takes a pillow from the bed and holds it firmly over the king's face. After a few minutes, the young man removes the pillow. The sovereign is apparently dead.

* * *

NOTE: The woman is Matilda and the young man is her husband.

* * *

The Present: roll 3 or 4 on a D6.

As the image forms in the crystal, you see the Maiden's Mist Inn, south of Wraithstone Castle. Five horsemen ride up to the inn and enter with drawn swords. One of the horsemen appears to be Sir Thomas Louvain's servant. Without hesitation, the armed men kill the innkeeper and his servant.

* * *

NOTE: Sir Thomas Louvain has ordered that the innkeeper and his servant be silenced. Should the party return to the Maiden's Mist, they will discover the bodies of the two men.

* * *

The Future: roll 5 or 6 on a D6.

In this vision you see your party riding into a small village with a bridge at one end. As your group reaches the bridge, a number of armed men face you from the other side. The leader of this band is Sir Thomas Louvain.

You see that this group is about to challenge your party in combat. Suddenly they attack with drawn swords and bows. As the image fades, all the figures are in heavy melee. For a fleeting instant, the image of a much older Elezar, kneeling in prayer, will appear.

* * *

NOTE: The last image is the possible future for Elezar, should the party choose to take shelter in the monastery after the adventure.

After these three visions the crystal ball will function like any other crystal ball.

Retreat from the Castle

Notwithstanding other inventive means, the party may leave the castle through the front gate (either on foot or on horseback), or back down the well and out through the hillside caverns. The remaining castle guards will attempt to block the retreat.

If the March Lord is alive, the guards will not attack if his life is demonstrably threatened. Without horses, the guards will not pursue the party on an overland escape.

In the case of a well hole exit, the remaining guards will follow the group after one full turn.

* * *

NOTE: If Dunwich, the March Lord's champion, is still alive, he will lead the fighters in pursuit of the party. In this case, the fighters of Wraithstone will follow the party with more vigor and higher morale.

Dungeon Level

In the south portion of the corridor to areas 9 and 10, a trap door is evident in the floor.

* * *

This portal leads to spiral stairs and the dungeon below.

25. Jailor's Office

Two heavy-set men in sleeveless, studded leather jerkins are chuckling by a wheel and torture rack against the south wall. Manacles hang from the walls throughout this L-shaped chamber. Thumbscrews and clysters are piled carelessly on the tables.

* * *

The two men are the jailor and his assistant.

Humans, Skill 6 Fighters

Jailor

ST: 16, IT: 12, IN: 12, SM: 15

D: 15, A: 9

Assitant

ST: 14, IT: 9, IN: 10, SM: 12

D: 7, A: 8

Both men

AC: 5, HTK: 40, 48 (6D8),

THACO: 16

AL: Lawful/Evil, IT: Average

Att: 1, Dm: 1-8 (short swords)

Description: The Jailor wears AC: 5 Bracers of Defense and his assistant wears a +2 Ring of Protection.

They are ready to fight but on a roll of 1 or 2 on D6 every two rounds, one of them will try to escape and summon the guard. The Jailor carries a jewelled dagger worth 100 gp and the other man wears two arm bracelets worth 50 gp each.

26. Jailor's Quarters

Although this chamber has the look of a cell, the door is open. The room is almost unnaturally tidy and very well furnished. There are two soft-looking beds and oak footlockers against the north wall. A small cookstove and pantry occupy the southeast corner. A tall brass-fitted cabinet stands in the southwest corner. Window curtains flutter in a slight breeze.

* * *

This chamber is the living area for the Jailor and his assistant. The footlockers contain clothing and other personal items, including a dagger, a long sword, 2 full wineskins and a small cask of meade.

A set of keys hangs from a hook on the wall between the beds. These keys will unlock all the key-locked devices on this level. The locked wall cabinet holds 2 whips, 2 spears, 2 shields, 2 helmets and sundry tools of torture, eg., thumb screws, manacles, spikes, pins, etc. Two candle lanterns hang from the walls on either side of the door.

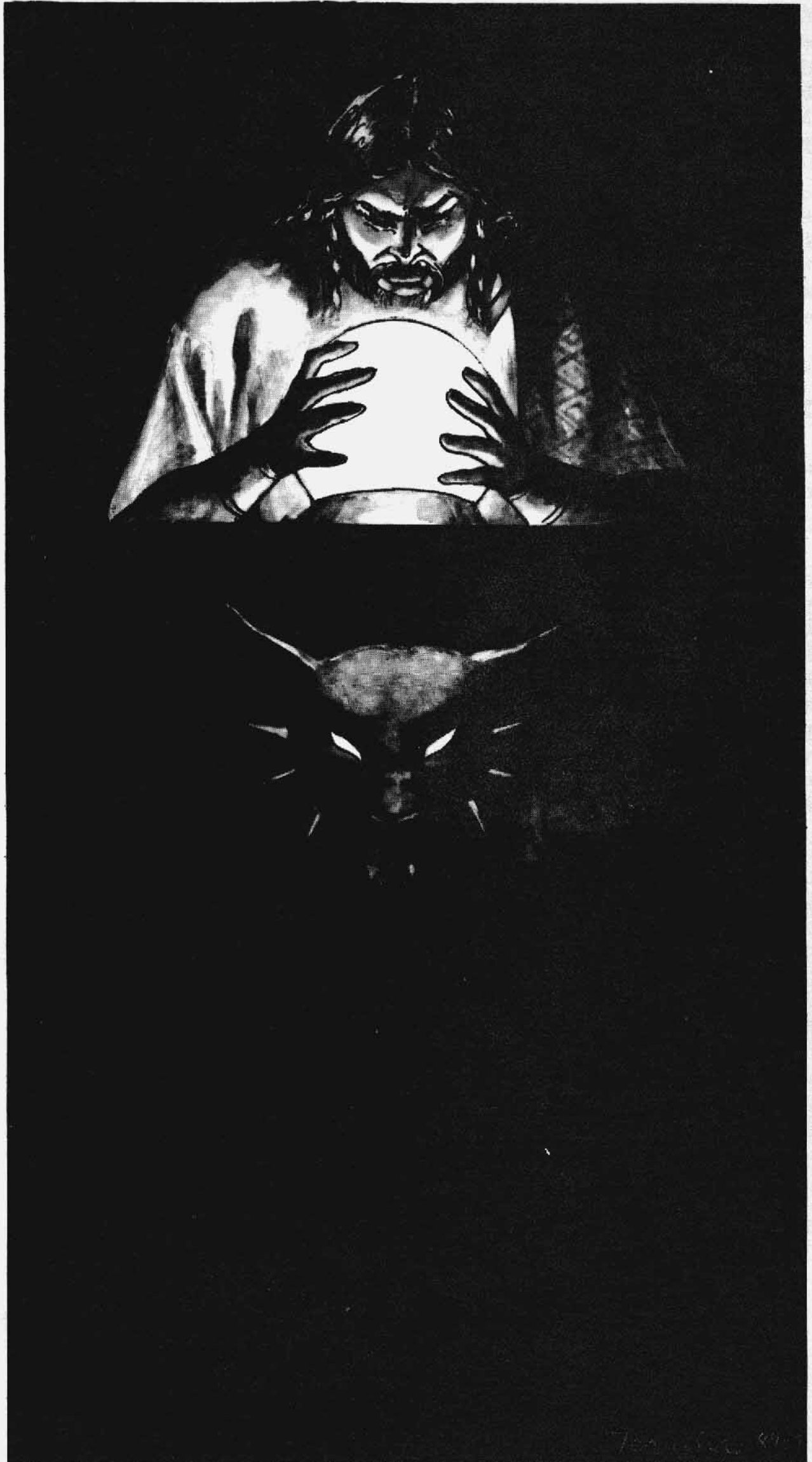
NOTE: If the west lantern is pulled downward, the wall cabinet will move out about 2' from the southwest corner. Behind the cabinet, a cubbyhole in the wall will reveal a chest containing: 300 gp, 600 sp, and a sack with 400 gp worth of gems and jewelry and a scroll. The scroll is a *Magic User's Spell of Mirror Image*. These items have been

taken from the hapless prisoners in the dungeon.

Foodstuffs, cooking utensils, and a small barrel of fresh water are stacked neatly in the pantry. A shelf above the stove holds two German drinking mugs and a flask of meade.

27. Large Cell

NOTE: The heavy oak door is bolted from without. A barred peephole is closed by a small wooden shutter with a clasp.



Half a dozen weary-looking figures in tattered animal skins are lying on cots and on the floor of this chamber.

* * *

This is a group of Half Orcs who have been imprisoned for mutiny. They are awaiting execution. In exchange for a promise of release, their leader will provide the party with a breakdown of the castle guard roster and a basic description of Dunwich, the March Lord's Anti-Paladin champion.

They also know that the King and the March Lord are actively searching for Lady Matilda's agents, Sir Thomas Louvain and company. However, the leader will demand gold for this additional information. The Half-Orcs are too enervated to fight.

28. Small Cell

The door is the same as the other cell in area 3. A thin raggedly-clad man is the sole occupant of this cell.

* * *

This feckless fellow is a troubadour, a traveling minstrel who has been imprisoned for being critical of the King in his songs. He has been imprisoned for nearly a year. The extreme privation of solitary confinement has unsettled his mind. Upon meeting the party, he will bow unsteadily and, with a shaky flourish of his arm, introduce himself as Roderick, Prince of the Minstrels.

He will explain that he has been imprisoned for singing the truth. At this point, he will offer to sing a song for the party in exchange for 2 pieces of silver. Roderick has 4 songs in his current repertoire, and for each payment he will sing one song.

The GM should sing or recite the lyrics in the following order:

1. *When an old King dies and leaves the land*

*in the state of deepest sorrow,
Don't waste your tears, for the new King's tax*

makes you beg or steal or borrow.

2. *April sings a bitter tune,
I'm sure you've heard them say.
But the third moon is harsher still,
and I waste in this prison today.*

3. *Uneasy sits the King upon his uncle's throne,
unseen awaits the Queen within her father's shadow,
watchful are the eyes scrying from the tower,*

and ruthless the hunted that may be the hunters.

4. *Don't speak of honor to one who baits a snare,
for civil war is in the town and on the greening dales,
the eagle is on the wing, soaring in the air,
and everyone will die when the accursed bird falls.*

After these complaints, Roderick will laugh aloud. If he is freed by the party, he will walk away singing loudly. A guard will take notice of the singing in 1 round, if the troubadour is allowed to continue his moving concert. The party may easily subdue the fellow or Roderick will accept 5 sp to leave quietly.

The Return

At this stage in the adventure, the players will be in a quandry. In all likelihood, they have determined that their employers are not trustworthy. On the other hand, they are guilty of treason and must now consider themselves fugitives. If they have the March Lord alive and in tow, they may begin to suspect that they are the custodians of a very questionable prize.

In this unenviable situation, the goals must be to survive, while 'unloading' the March Lord as quickly as possible, for as much gold as possible. The party will probably elect to do one of the following:

1. Return to Redford and try to extort the 60,000 gp from Sir Thomas Louvain.

2. Take the offer of the March Lord, and follow his suggestion that they contact the King's men to ransom him for 15,000 gp or more.

3. Either kill or release the March Lord and abandon the mission altogether.

4. Take shelter in the monastery of St. Brendan and throw themselves on the mercy of the abbot.

Both options 1 and 2 initially involve returning to Redford. The party may do this by either returning via the old Chepstow road (the way they came) or by going further west on the main Norman road from Wraithstone to Redford (see overview map).

The fourth option is open only if the party still has the March Lord in its custody. Since this is an opportunity to gain political power and possibly convert the March Lord, the abbot will admit the party to the monastery.

If the March Lord is turned over to the monks, the party will be granted asylum at the monastery under the protection of the church until they can be smuggled across the English Channel or until the prevailing political climate is cooler (about 6 months). During their stay, numerous friars and the abbot, in particular, will attempt to convert any party member who is not already Lawful/Good. The party may try to claim sanctuary at any time, unless the March Lord escapes.

The Church fears the rise of a powerful monarch more than it fears the current unrest, since these monarchs have usually withdrawn the power and lands gained by the churches and monasteries during unstable times. In the abbot's opinion, the monastery will only remain powerful if the current struggle continues indefinitely. To ensure this unrest, he will free the March Lord within a few days. The abbot will, however, secretly imprison the March Lord long enough to impress upon him that he is ever at the mercy of the church. The abbot offers no reward for the March Lord, but this option will give the players the greatest chance of survival.

The following are summaries of the encounter sequences for the first two options.

1. Meeting with Sir Thomas Louvain.

In this case the party will probably return via the old Chepstow Road. Half-way along the track they will be intercepted by Erik, a Huntsman in the employ of Sir Thomas. He will direct them to veer off the road and follow a secret track to Knight's Bridge.

Here the party will meet Sir Thomas and his men in the tiny village east of the main Norman Road, and the party must face the ultimate treachery of the episode. Louvain and his men will kill the March Lord (if he still lives) and attempt to kill the party. There is no reward for Mortimer (see Knight's Bridge Encounter).

2. Taking the March Lord to the King.

If the party has given up on Sir Thomas' good will, they may heed the March Lord's advice and decide to deal with the King. In this case, Mortimer will suggest that they go to Redford and contact the King's agent there.

In this situation, Mortimer will suggest that they explain their ransom conditions to the barman at the Seven Suns Inn, i.e. demand 15,000 gp or more for the safe release of their captive. In this event, the King will pay up to 30,000 gp for the March Lord. The

transaction will be done through the barman, and will take 24 hours to complete.

After the exchange, the March Lord will personally supervise the King's men in a pursuit of the party. If, however, the March Lord dies before the exchange, the party has no bargaining power.

The following encounters outline the possibilities.

Peasant's Cottage (Main Norman Road)

You have been moving northwest from Wraithstone Castle. After a few miles, the road intersects a larger thoroughfare that looks like a typical Norman roadway. To the right of the smaller road and to the east of the main road, you see a small, thatched cottage. Wisps of smoke spiral from the chimney.

* * *

This is the home of Alfred and his wife, Vera. These people have been victims of terrible oppression under the current regime. In fact, their only son was executed by the March Lord for stealing a cow. The lad resorted to theft to raise money for the outrageous taxes imposed by the King. When Alfred sees the March Lord he will fly into a rage and attempt to strangle Mortimer.

If he is not subdued, Alfred will kill the March Lord within 2 rounds. Alfred can be bullied, and he will calm down after this initial outburst. Thereafter, he and his wife will be sympathetic and helpful to the party if they are convinced that the group truly opposes the King and Mortimer.

Alfred will give the party food and water, conduct them to the main Norman Road, and advise of its dangers (patrols of the King's men). He will suggest that they hide in a secluded copse about a mile to the west of the intersection or seek refuge in the monastery.

Alfred's cottage is a typical 10'x10' peasant's cottage containing a hearth, a double bed, a table, two chairs, and two chests. These chests hold personal belongings, clothes, and farming utensils.

Alfred and Vera have hidden their life savings (30 gp) in a small leather pouch under a floorboard by the hearth. In the event of a major confrontation, Alfred and his wife will defer to the party. Since the couple is unarmed, they are totally incapable of resisting an armed attack.

NOTE: Alfred can tell the party the location of Redford, and show them the route via the main Norman Road. He can also provide them with a sketchy outline of a smaller hamlet (Knight's Bridge) and tell them its whereabouts.

Main Norman Road (to Redford)

For every 10 miles of progress, the GM must make a check for an encounter with the King's Horsemen. These troops will be riding north from Redford, and an encounter will occur on a roll of 1 or 2 on a D8. There are two bands of horsemen, so the GM can use a maximum of 2 encounters while the party travels. With considerable foliage and trees as cover, there is only a 30% chance of discovery by a patrol.

King's Horsemen: Group 1

Captain

Human Skill 6 Fighter (Mounted)

ST: 17, IT: 16, IN: 16, SM: 18

D: 17, A: 15

AC: 2, HTK: 50.

M: 24", THACO: 15

AL: Lawful/Neutral

Att: 1, Dm: by weapon

Light War Horse

AC: 7, HTK: 15, (2D8)

Description: The Captain is mounted on a Light War Horse. He wears plate mail, and the blue tunic of the King. He carries a short sword, a broadsword, and a shield with the King's coat of arms. He also carries 50 gp in a pouch on his belt and a parchment scroll. The scroll is an order from his superior officer to search for a party that has raided Wraithstone Castle and (A) kidnapped the March Lord or (B) killed him.

NOTE: Delete these orders if the encounter occurs within 24 hours of the party's exit from the castle.

(7) Horsemen

Humans Skill 5 Fighters (Mounted)

AC: 4, HTK: 32 each

M: 24", THACO: 16

AL: Lawful/Neutral

Att: 1, Dm: 1-6

Light War Horses

AC: 7, HTK: 14 each (2D8)

Description: The horsemen wear chain armor and the blue tunic of the King. They carry shields, lances, and short swords.

These men have orders to arrest or kill any group of men-at-arms who are unknown to them. They will fight to the death in melee.

Group 2.

Captain

Human, Skill 5 Fighter (Mounted)

ST: 15, IT: 16, IN: 17, SM: 16

D: 18, A: 13

AC: 3, HTK: 40

M: 24", THACO: 16

AL: Lawful/Neutral, IT: Average

Att: 1, Dm: 1-6 Lance

Light War Horse:

AC: 7, HTK: 16

Description: The officer wears plate armor and wields a lance. His blue tunic and the royal coat-of-arms on his breastplate indicate that he is this patrol's leader. He carries a sack of 100 sp and he wears a +2 dagger in his belt.

(5) **Horsemen** (see group 1 for stats.)

This group has orders to confront any unknown travellers on the road. If encountered within 5 miles of Redford, one of them will break off melee and attempt to ride to Redford to make a report.

NOTE: Group 1 will be encountered before Group 2. The second group will be within 10 miles of Redford.

Knight's Bridge Encounter (From the main Norman Road)

From the main Norman thoroughfare, the road to Knight's Bridge is quite narrow and winding, little more than a lane. After going two miles east on this road, you come to a rude stone bridge over a sluggish stream, about 50 yards from your vantage point.

Two men-at-arms stand on the west side of the stone trestle. Two horses are tethered nearby. The fighters carry lances and wear the blue tunic of the King's men. Beyond the bridge, to the east, is a small village comprised of a few peasant huts and a chapel. A sign by the bridge proclaims "Knight's Bridge".

* * *

Although the two fighters on the bridge appear to be members of the King's horsemen, they are really in the service of Sir Thomas Louvain. One of them, a sergeant, has used his rank to gain this posting at Knight's Bridge, thus securing the village as a safe haven for the rebels.

The other four members of his troop have been killed by Louvain's men. These two have heard a description of the party and will recognize the adventurers unless they are in disguise.

If they are confronted by the group, the fighters will identify themselves as soldiers of Sir Thomas Louvain, and

attempt to parlay. They will display rings bearing the insignia of the old King and even lay down their arms as a sign of good faith. They will attempt to lead the party through the main street to the chapel, purportedly to Sir Thomas.

Sir Thomas and his men have laid a trap for the party. Ten of the rebels are concealed atop the peasant huts. On a signal from Sir Thomas, they will fire on the party with arrows. Their primary target will be the March Lord (if he's still alive). Each of the bowmen will get 2 attacks with his short bow. In the absence of the March Lord, they will fire at the party at will.

(10) **Bowmen**

Humans, Skill 5 Fighters

AC: 8, HTK: 30 each, THACO: 16
AL: Lawful/Evil, IT: Low
Att: 2, Dm: 1-6 (short bows)

Description: The bowmen will use their main weapon. Each of them carries 20 arrows. They carry normal daggers at their waists, and between 1 and 20 sp apiece.

Louvain's personal guard consists of 5 fighters, including the two horsemen of the King. These will confront the party in the open, along with Louvain.

(6) **Fighters**

Humans, Skill 4 Fighters

AC: 5, HTK: 30 each, THACO: 18
AL: Lawful/Evil, IT: Low
Att: 1, Dm: 1-8 swords

King's Men: 1-6 lances (if armed).

Description: All of these fighters wear chain armor (no shield) and carry swords, except for the two wearing blue tunics, who carry lances. All of these fighters carry between 1 and 20 gp apiece.

Sir Thomas Louvain

Human, Skill 7 Fighter

ST: 18, IT: 17, IN: 16, SM: 16
D: 18, A: 16
AC: -2, HTK: 50, THACO: 13
AL: Lawful/Evil, IT: High
Att: 1, Dm: 2-9 (+1 long sword)

Description: Louvain wields a +1 sword and wears a plain brown tunic over leather armor. He wears AC 3 Bracers of Defense and a +1 Ring of Protection. He carries a pouch with 40 gp. A +2 flail hangs from his belt.

Behind the chapel, hidden in the woods, are 15 light war horses belonging to Louvain and his men. A chest in a saddle bag on Louvain's horse holds 4000 gp.

NOTE: If the Knight's Bridge encounter is entered from the east (the

Chepstow Road), the GM will add the non-player character Erik the Huntsman to this encounter. (see the Chepstow Road section.)

An inspection of Knight's Bridge will reveal that the town has been ransacked by the King's men. The chapel has been cleared and the huts are deserted.

The Chepstow Road

Having elected to retrace their steps back to Redford, the party will find that the Maiden's Mist Inn has been sacked, and that the Innkeeper and his servant have been killed. Upon careful inspection of the scene, the party will find a small piece of ripped cloth lying near the Innkeeper's body.

Barely distinguishable on the linen is the woven insignia of the old King, Henry I. A Speak With Dead spell cast on the Innkeeper will allow the dead man's spirit to confirm that he and his servant have been the victims of Sir Thomas Louvain's treachery.

The party may proceed south along the road until the following encounter. (see map)

Huntsman Encounter

You have been riding south for hours. At a point where the old Roman track narrows, your horses suddenly rear up. Two arrows lodge in a tree trunk to your right. A voice from the shadows declares: "Hold, my friends, and heed some good advice." Suddenly you see before you a tall man dressed in a green and brown huntsman's cloak. He carries a longbow and a short sword.

* * *

The huntsman's name is Erik, and he will identify himself as a friend of Sir Thomas Louvain. He will produce a ring bearing the old King's coat-of-arms and then deliver the following information (Read aloud to the players):

"The countryside is overrun with King Stephen's men. They have even taken to patrolling this old Chepstow Road. What's more, the Seven Suns Inn at Redford is no longer the meeting place. The royal troops have taken the town.

"Sir Thomas Louvain asks you to turn west, here at the junction, and travel by this concealed path which

leads to Knight's Bridge. Sir Thomas will meet you there. It's our last haven. Make haste, my friends, for the King's men approach."

As Erik finishes his speech, a member of the party will detect the sound of horses' hooves approaching from the south. Erik will again insist that the party hasten to the west, along a small track to the right of the party's current position. The party may take the path west before the arrival of the King's horsemen. If the King's men arrive, Erik will help the party fight them, from the shadows.

Erik

Human, Skill 5 Fighter

ST: 16, IT: 15, IN: 14, SM: 17
D: 18, A: 15
AC: 5, HTK: 40
THACO: 16
AL: Lawful/Neutral
Att: 2, Dm: 2-7, 2-7

Description: Erik wears a green and brown cloak over a leather vest. He carries 20 +1 arrows and fires them with a +1 long bow. He carries a +1 short sword and he wears Hose of Speed (M: 24").

Erik also carries a +3 Arrow of Slaying that has been specially crafted to kill a Fighter/Magic User. Erik will use this item in an attempt to kill the March Lord at Knight's Bridge (on a signal from Sir Thomas Louvain).

King's Horsemen

(6) **Horsemen**

Humans, Skill 5 Fighters (Mounted)

AC: 4, HTK: 28, 30, 32, 34, 44
M: 24", THACO: 15
AL: Lawful/Neutral
Att: 1, Dm: 1-6 lance or 1-8 short sword

Light War Horses

AC: 7, HTK: 15 each (2D8)

Description: These fighters conform to the appearance of the troops of the king. They wear chain armor, carry shields, and will open the attack with lances. Each fighter carries 1-20 gp. They will fight to the death and pursue the party, if possible.

NOTE: In the event of melee, Erik will fire arrows at the King's Men from the shadows until the party has won the fight. He will not use his Arrow of Slaying. Erik fires his bow at +2 to hit and +1 to damage.

After the melee, Erik will disappear. If the party has taken his advice and made for Knight's Bridge, he will use his hose of speed to precede them, and join the ambush team of Sir Thomas Louvain. If the party ignores him and

heads south to Redford, he will follow them and try to kill the March Lord at the earliest opportunity.

Further south along the road Erik will shoot the Arrow of Slaying. A direct hit on the March Lord will kill him immediately.

NOTE: If the party attacks Erik, he will use his Hose of Speed to escape. Erik will report to Sir Thomas at Knight's Bridge after killing, or attempting to kill, the March Lord.

Return to Redford, (Ransom of the March Lord)

If the party rides openly into Redford during the day, they will have to confront up to 50 of the King's Horsemen (see previous stats). The town is glutted with soldiers. However, one or two members of the group will be able to make their way to the Seven Suns Inn if they proceed in disguise or under cover of darkness.

At the inn they may contact Graf, the Innkeeper. Graf is an agent for the King's Council, and is authorized to deal directly on behalf of King Stephen. Graf will be amenable to the party's ransom demands. The King is eager to recover his retainer quickly, before the whole country learns of this humiliation.

Graf will demand to see the March Lord in person. If the party is keeping their captive in a secluded spot outside of town, Graf will insist that the kidnapers take him to see Mortimer in the flesh. He will agree to whatever requests the party has.

In this situation, Graf will agree to pay up to 30,000 gp for the March Lord, should the party drive a hard bargain. As noted, this transaction will take 24 hours to complete. Graf will agree to an exchange where, when, and how the party wishes.

When the exchange arrangements are made, Graf will deliver a maximum of 30,000 gp. He will do so alone.

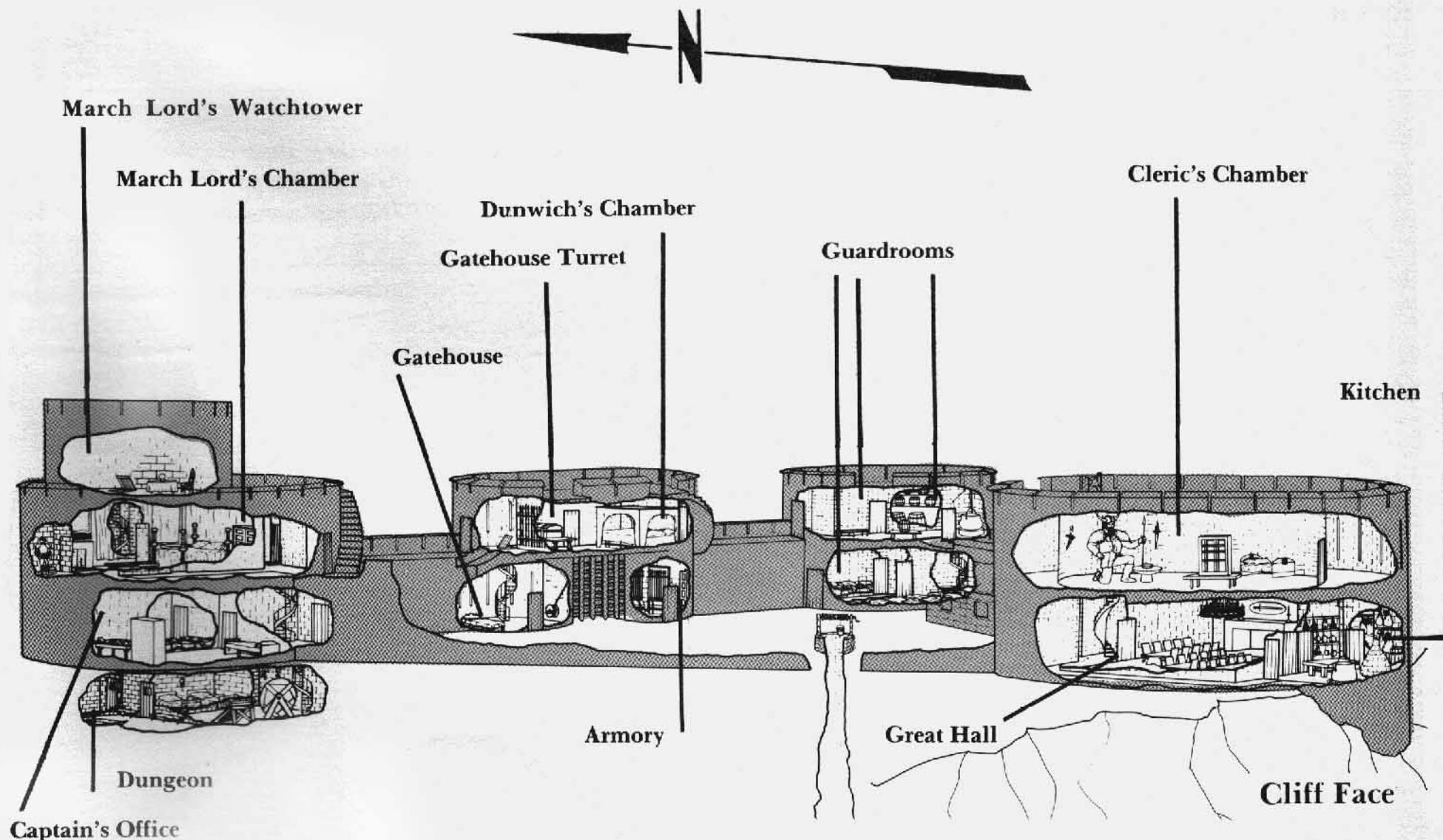
However, he will be wearing a Ring of Invisibility and if the party attempts foul play he will turn invisible (with the money) and escape.

If the exchange goes through, the party may safely retire with the money and they will have 3 turns to retreat from the area. After this, the March Lord will pursue them at the head of a troop of 20 horsemen. Mortimer has a base chance of 25% to pick up their trail.

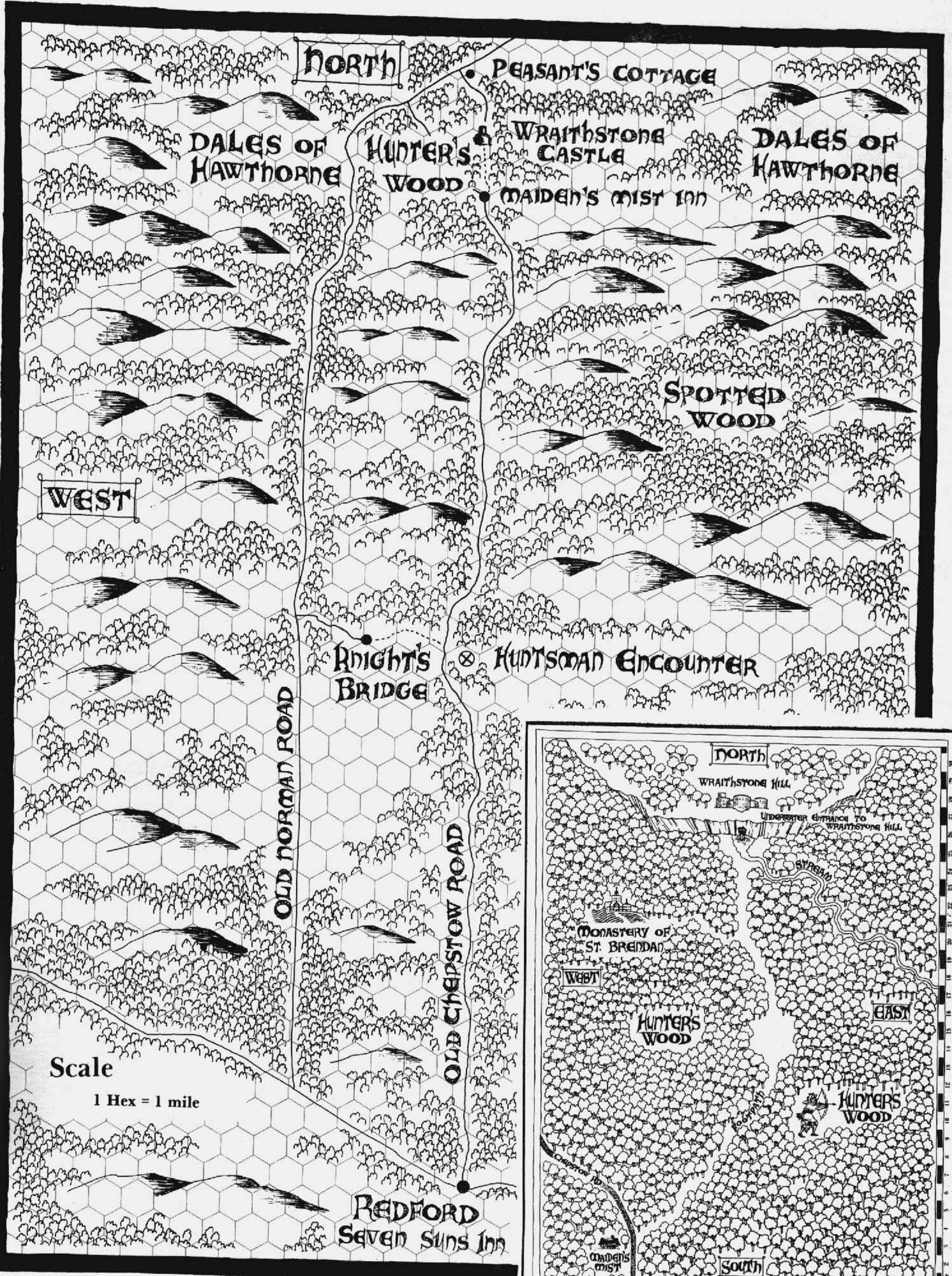
So ends the Wraithstone adventure. Those of the party that have survived this exercise in treachery, deceit, and intrigue should remember this valuable lesson: In politics there is little by way of right and wrong. The ultimate gain in the game of politics is the exercise of power.

* * *

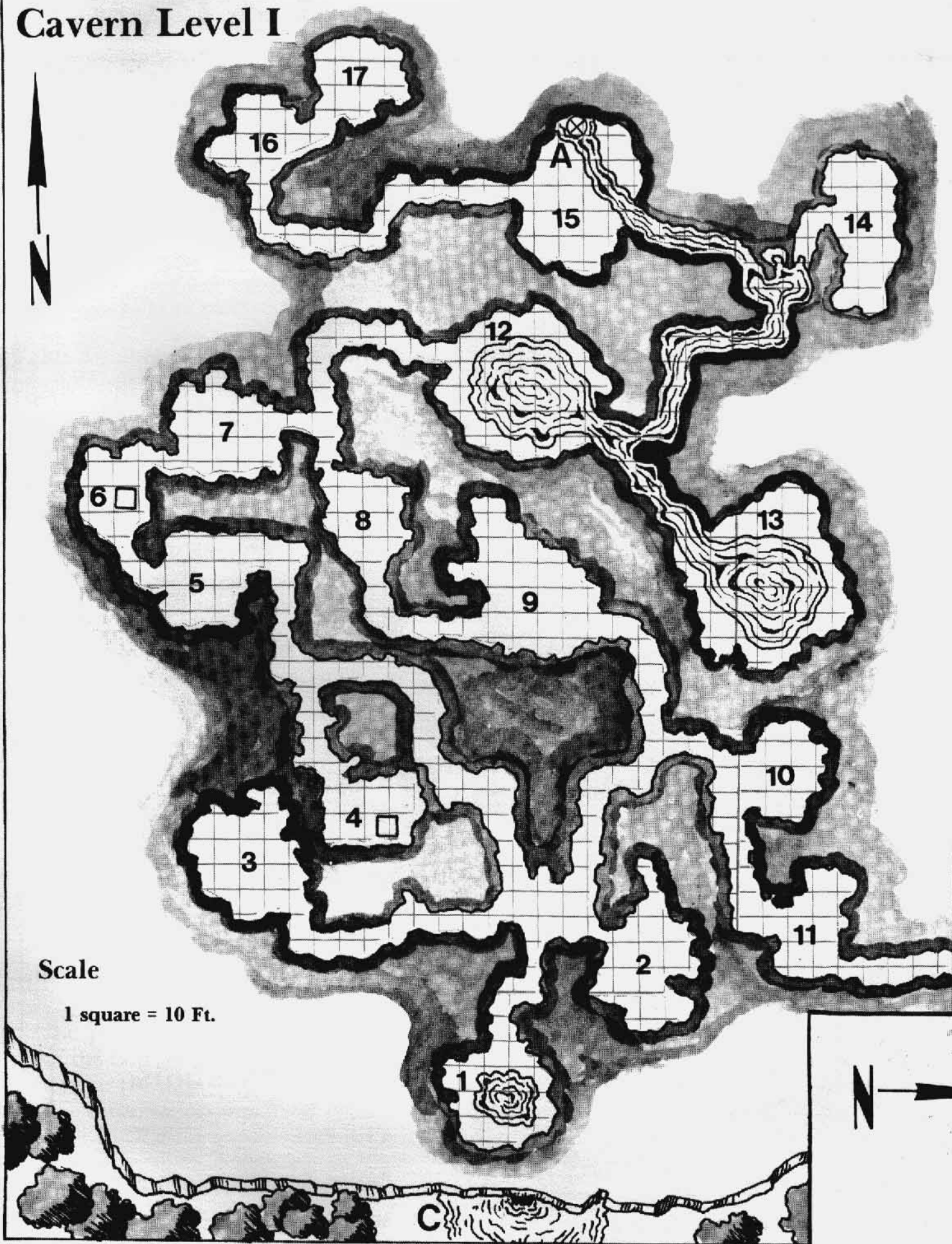
Wraithstone Castle Interiors



Hunter's Wood & Wraithstone



Cavern Level I



Key to Symbols

Portcullis



Trap



Entrance to Cavern Level II

A

Well

B

Waterfall Pond &
Underwater Entrance

C

Cliff Face



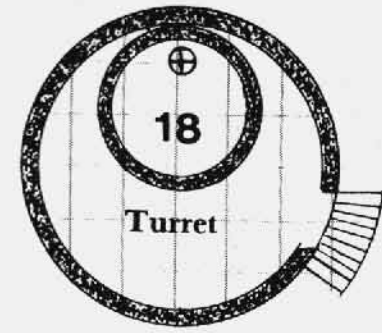
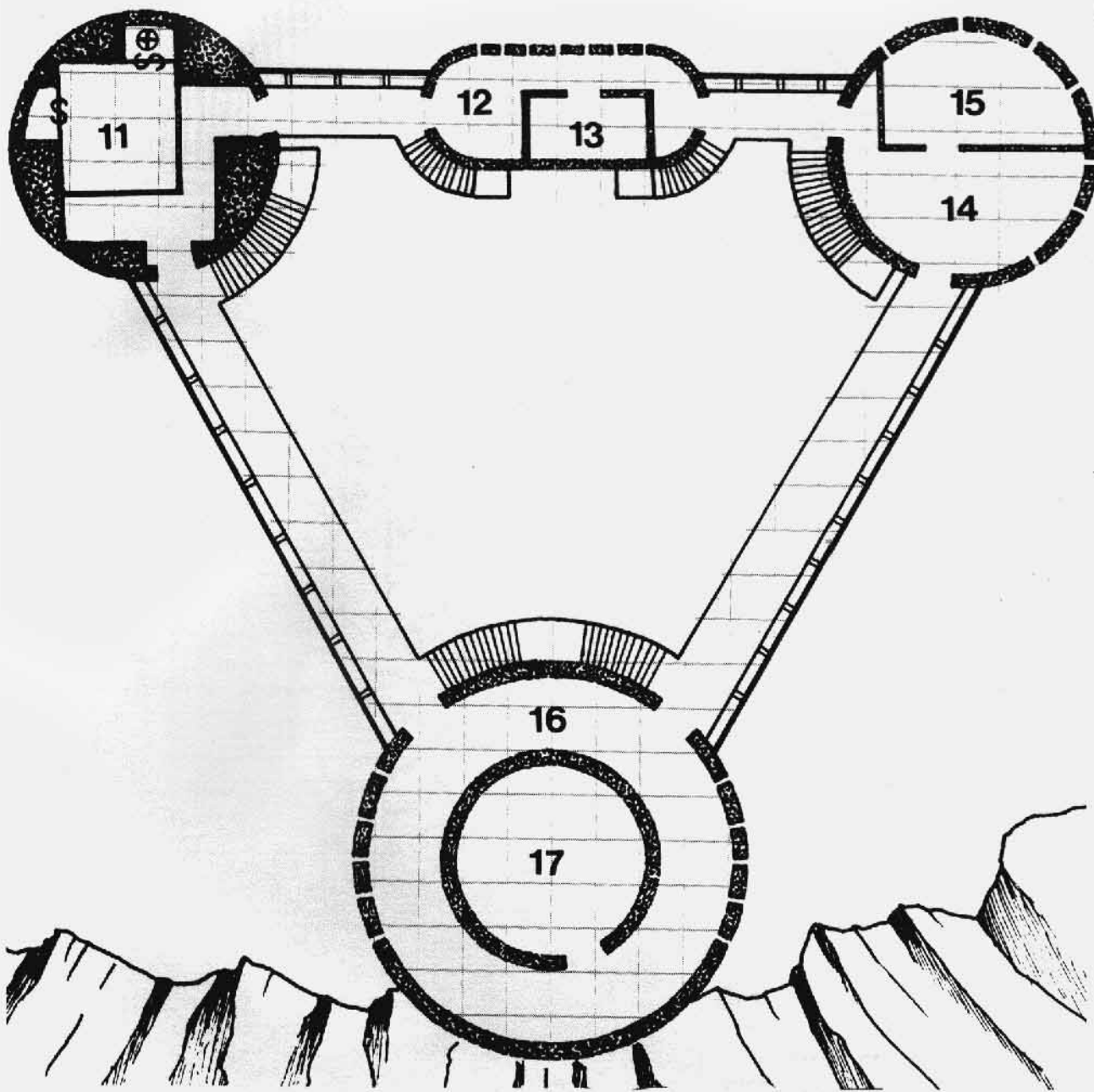
Wraithstone Hill & Castle



Cavern Level II










Castle Upper Level



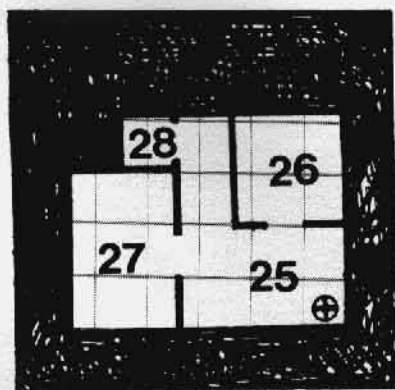
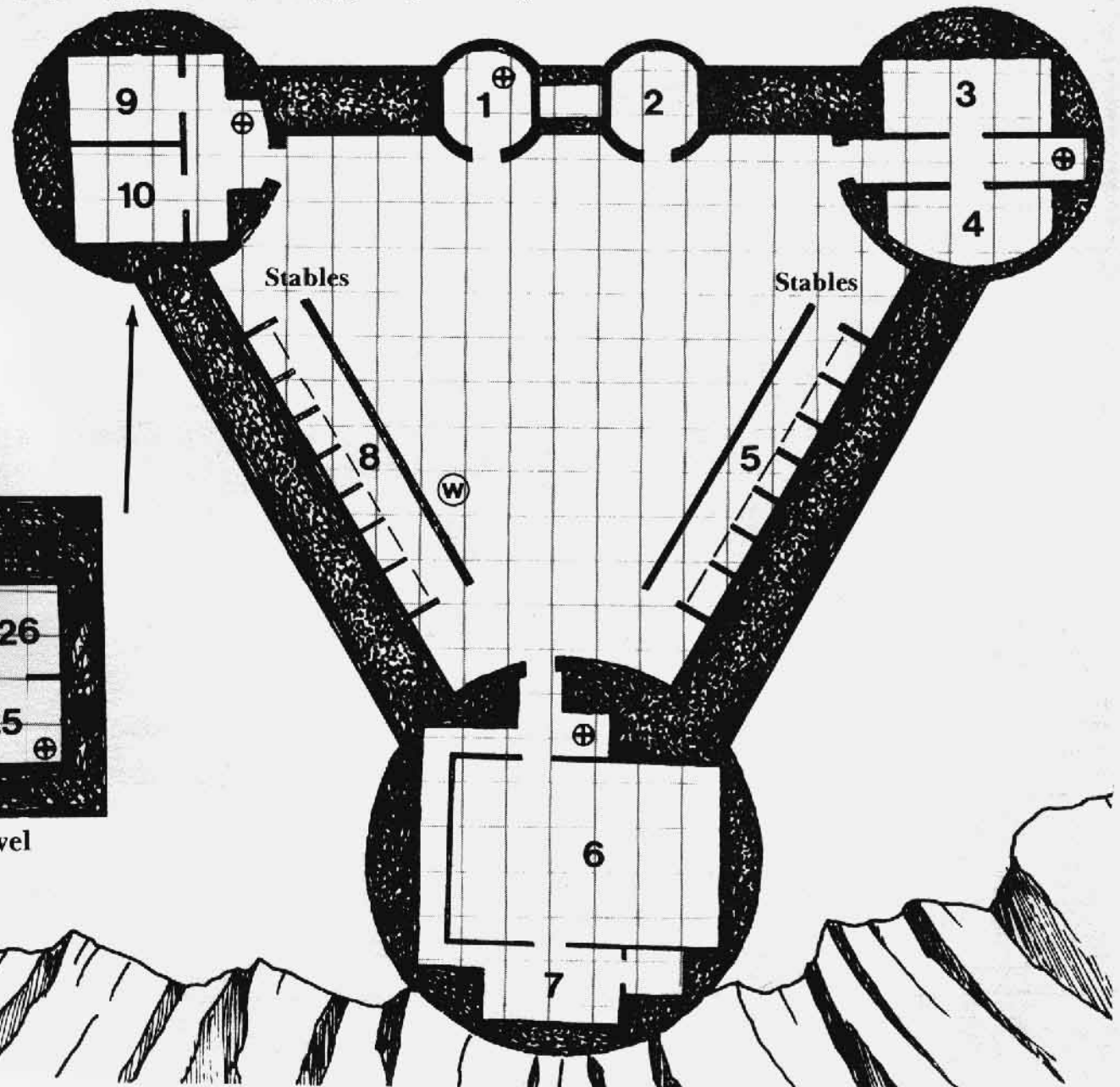
March Lord's Watchtower

Scale

1 square = 10 Ft.

- Well 
- Outside Stairs 
- Spiral Stairs (up) 
- Secret Door 
- Door 
- Window 
- Trap Door 

Castle Ground Floor

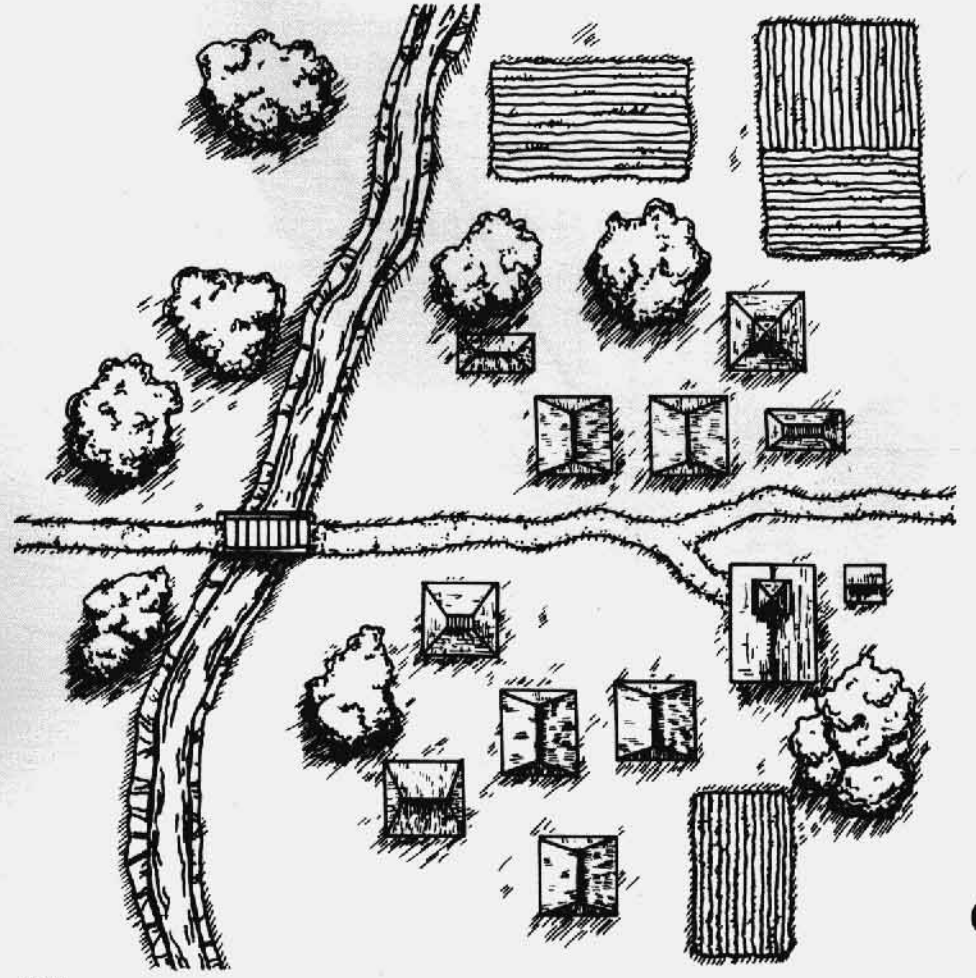
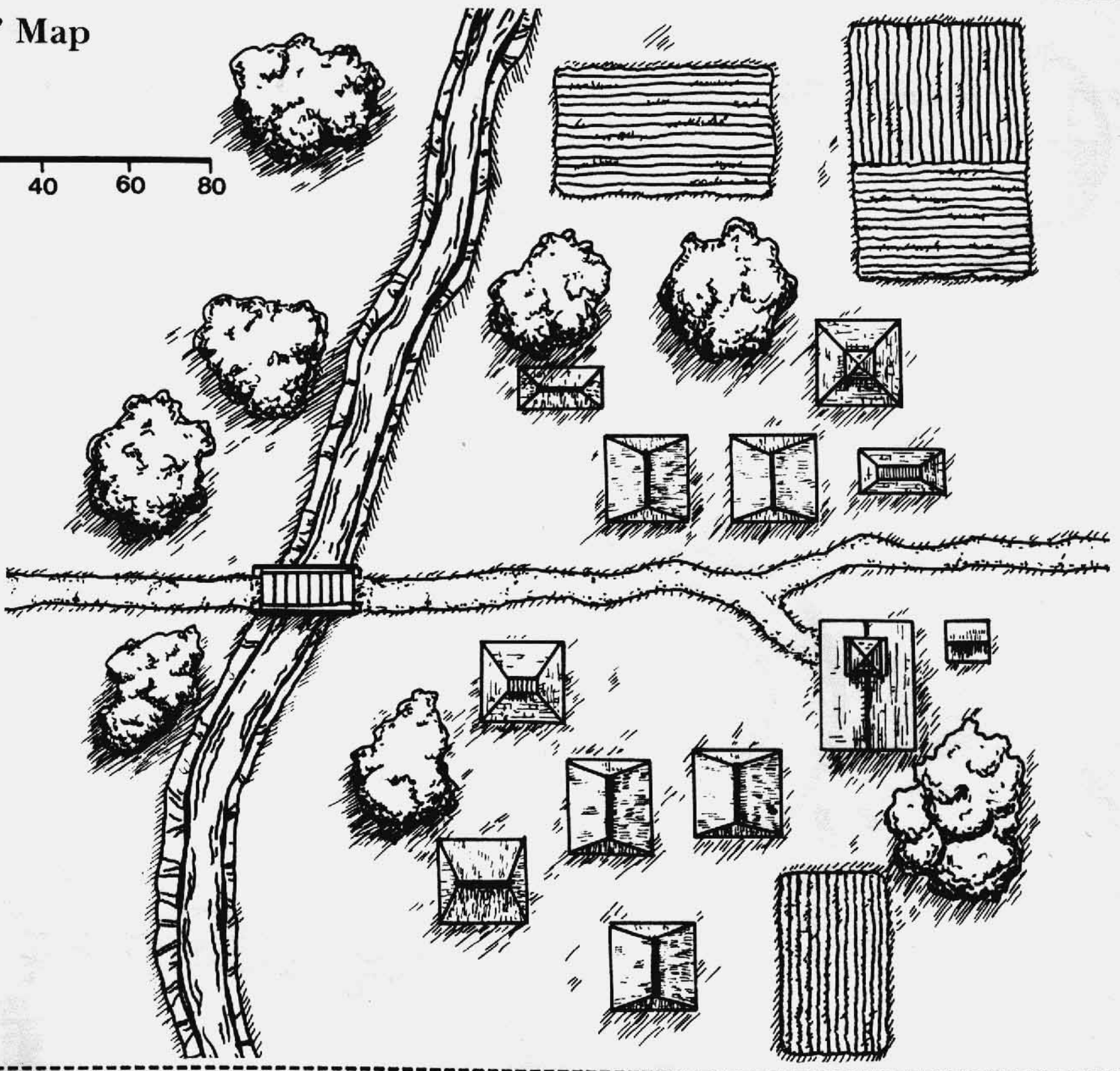


Dungeon Level

Players' Map

Scale

Ft.



Gm Map

Knights' Bridge Maps

Both of the maps on this page illustrate the town of Knight's Bridge. The larger top map should be photocopied or torn out, and shown to the players. The smaller map is provided for the GM. The GM should use the small map to plot where he wishes to place the party's opponents for the ambush at Knight's Bridge. For this encounter there are 10 bowmen (skill 5 fighters), hidden on the roofs of the peasant huts. Sir Thomas, a skill 7 fighter, and his personal guard of 6 skill 4 fighters are hidden, and will attack the party after the bowmen have fired. There are 15 light war horses in the woods behind the chapel.

The GM should use the symbol 'X' to indicate each of the bowmen and the symbol '●' to indicate Sir Thomas and each member of his personal guard.

The kindly old King has died without leaving a pure blood heir. Immediately, throughout the realm, dark riders proclaim the coronation of a new King. It is well known, however, that the Earl of March is really the man behind the throne. Ruthlessly, the opposition throughout the country is crushed.

CIVIL WAR IS IMMINENT!

One evening a messenger delivers a rolled parchment. You recognize the royal signet of the old King, Henry I, stamped in the sealing wax. You open the scroll. It contains an urgent plea to perform a dangerous task that, if successful, will save your country. You reread the parchment carefully and burn it, as instructed. You've accepted the charge against the . . .

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