

**BL1-2****FOR ALL CLASSIC FANTASY RPGS  
FOR BASIC-LEVEL PLAYERS AND GMs**

# ADVENTURE MODULE BL1-2

## THE RUINED HAMLET/ TERROR IN THE GLOAMING

### AN ADVENTURE FOR CHARACTER LEVELS 1-2



Into the Unknown! The wilderness around the cave stronghold called Gold Hill Trading Post is dangerous and scattered with ruins of large and small settlements. Will your party find fame and fortune, solve ancient mysteries, or just disappear into the Borderlands like so many that came before?

This module contains underground and wilderness maps that form a detailed adventure and mini-campaign for beginning characters. It includes maps and detailed descriptions of a ruined village, haunted graveyard, ruined church, ruined keep and dungeon, traders' camp, wilderness encounters, and a mapped and detailed "base camp" stronghold. The module is designed for use with all "classic" fantasy roleplaying game rule books and sets for Basic-level players and gamemasters and can be converted for use with "Advanced" fantasy game rules and compatible systems with a minimum of effort.



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# **ADVENTURE MODULE BL1-2**

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text, maps and layout by Barrataria  
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## INTRODUCTION

This adventure module is designed for use with any fantasy roleplaying game rulebook or set for Basic-level players and gamemasters. It is best suited for a party of 6-8 characters (and/or retainers). The first segment, **BL1 The Ruined Hamlet**, is designed for new 1st level characters on their first adventure. If characters of higher level are to explore the Ruined Hamlet, the difficulty of the encounters and numbers of hostile creatures there must be increased. Some of the wilderness encounters are more dangerous and should be attempted only after characters have advanced one or more levels.

This module is presented in separable segments to give the gamemaster ("GM" hereafter) maximum flexibility. The Ruined Hamlet can be used on its own as a stand-alone "outdoor dungeon", or the wilderness encounter areas can be used to add detail to some other journey or adventure. Gold Hill Trading Post itself can serve as a base for other adventures, or could even be used as a bandit lair with a few modifications.

### GM NOTES

**ON NAMES:** There are few proper names given in the text of the adventure and the description of the stronghold. This is intentional. Early fantasy roleplaying adventure modules<sup>1</sup> were written in this manner to allow, and to encourage, the GM to provide imaginative detail consistent with the desired tone of the game and plans for the larger campaign world to ultimately be explored. Where names (or details such as descriptions of churches or temples or orders of knighthood or nobility) are given, these are consistent with the **WORLD OF STRONGHOLD**, a fantasy roleplaying setting to be developed in future releases from Barrataria Games. GMs can ignore all these references without any adverse effect on the module; they should (indeed, must) change such details to be consistent with their own ideas for the campaign. Also, there are no compass roses on the maps herein. In each case the top of the map is assumed to be north, but if another orientation better suits the GM's purposes, the maps should be re-oriented as needed.

**ON BOXED TEXT:** Throughout this adventure module certain text appears in boxes. This text is designed to be read aloud to the players when they enter a certain area or when a particular event occurs. Beginning GMs often appreciate this convenience. However, the inclusion of boxed text does not relieve

the GM of the duty to convey the proper mood or sensory information to the players. GMs that dislike boxed text should, of course, ignore it if they wish.

**ON CONVERTING FOR USE WITH OTHER GAMES:** If this adventure is to be used with a fantasy roleplaying game system that calculates defense or armor class based on 20, simply subtract the listed armor class value from 20. For example, where a character in leather armor is listed in this module as having AC 7, subtracting 7 from 20 gives a converted armor class/to hit number of 13. If the game system to be used assumes that race and class are separate, treat the class as the most appropriate. For example, the halfling trader appearing in wilderness area 5 becomes a first-level halfling fighter. Character levels should be roughly comparable across systems, but spells available to spellcasters should be carefully adjusted. Alignment designations vary by system and campaign; determining whether a character presented here is "good" or "evil" should be fairly straightforward, and those fitting neither category can be assumed to be neutral.

**ON ENCOUNTER DIFFICULTY AND TREASURE:** This module assumes that the campaign calculates experience based on monsters defeated and treasure amounts recovered. Amounts herein should be adequate to advance a party to 2nd-3rd level. If not, the GM should adjust as desired for the campaign, particularly to remove treasure that seems excessive. Note that not every encounter in this adventure module can be solved with a frontal assault. Retreat is an important skill to learn! The GM should consider periodic experience point bonuses for good play in non-combat situations.

**ON CERTAIN SPECIAL RULES:** This adventure is set in the **WORLD OF STRONGHOLD**, and GMs may wish to apply certain special rules that are assumed and will eventually be detailed in the campaign guide. Heavy crossbows fire once every other round; characters must spend one round reloading after each shot is taken. Skeletons move at 60' per round; zombies move at 20' per round. The attacks of bears listed herein do increased damage. 1st-level clerics (such as the apprentices in Area I9 of Gold Hill Trading Post) cannot cast spells. Finally, although this rule is not implemented in the module as presented, for complete compatibility with **WORLD OF STRONGHOLD** campaigns, treat silver pieces as gold pieces with respect to purchasing power and in placed treasures, but award experience as normal (i.e. 1 xp/10 sp/1 gp). Treat platinum pieces as gold pieces. These minor rules are not necessary to run the module but will prepare a GM to run future adventures set in the **WORLD OF STRONGHOLD**.

<sup>1</sup> Early fantasy adventure modules written by the late Gary Gygax provided particular inspiration for the locations herein, particularly the sign at Area I.

## BACKGROUND

One of a thousand such places in the **WORLD OF STRONGHOLD**, this hamlet was once known as Oummlay. For many years, the small hamlet was prosperous. Although the nearby mine at Gold Hill was a rich strike, not all prospectors were successful. Many of them eventually gave up their picks and pans and returned to their original vocations- farming, woodcutting, blacksmithing, and so on. The pleasant glen beside Doety's Ravine became a bustling farm community and jumping-off point for the many prospectors that came calling and a source of ample tax revenues for the Baron of Glendarry and his liege-lord to the south, the Grand Duke of Corgh. An opulent church of the White Quoddes was erected, bearing a fine alabaster altar and hung with rich tapestries from the faraway Jade Crescent, and an eccentric wizard arrived and constructed a forbidding tower.

However, the golden epoch known as the Bloom of Man faded, replaced by the wars, famine, plague, and upheaval of the Tortured Century. Poor weather ruined crops and passing brigands plundered (or demanded ever-larger ransoms to plunder elsewhere). Finally the ore veins began to run thin and fewer and fewer new strikes were made. Although there are many documents recording the dates of the first ore finds in the area, no one knows when the last resident fled over the hill for greener (and safer) pastures, leaving the hamlet to the ever-growing Borderlands of the Barony.

Thus the hamlet decayed for several decades, with the mines and local ruins housing an ever-changing roster of bandits and predators. But in the past five years, a new order has descended on the area. The current Baroness of Glendarry decided that one bandit gang looking over the battlements was better than ten gangs ravaging the countryside. She appointed a notorious local highwayman who grew up on a nearby farm as her local "Constable". The promise of pardons for prior crimes attracted a few worthies to his cause, and soon enough most other bandit gangs decided to seek their fortunes in more poorly-warded lands.

Although the "Constable" is the vanguard of the Baroness' hopes for a prosperous future in Gold Hill, the demands on his forces are outnumbered only by the dangers his little hideout faces. Although a few farms have been resettled, and the Constable's family farm is prospering as never before, only a few travelling merchants find it worthwhile to pass through. Even fewer see a reason to settle here. The lands are still plagued by large predators such as wolves and bears, and a hobgoblin fortress to the

north looms ominously over the nascent community. But the biggest danger to the region lurks beneath and within the local ruins, unknown to all until the party arrives on the scene.

## BEGINNING THE ADVENTURE

The GM can begin these adventures in several ways. For immediate action, players can begin at the Ruined Hamlet with fully-equipped characters and a minimum of explanation. Alternately, the characters could have just arrived at the Trading Post with the barest essential equipment, and can equip themselves therein while meeting the individuals in the stronghold and learning some rumors. Finally, the GM might begin the characters with the "Brigand's Map" (see Map A-6 in Appendix A) and let them march off into the wilderness guided by their wits alone. If the wilderness encounter areas are used, the GM should consider whether or not to use the sequence of events discussed in **BL2 Terror in the Gloaming**, which detail the attack(s) of a particularly vicious wight on the Gold Hill area.

## PART 1: THE RUINED HAMLET (MAP A-1)

### HAMLET DESCRIPTION

Because they were built before the area was devastated by the trials of the Tortured Century, the houses and outbuildings here are constructed of vertical plank siding atop wood frames, noticeably different than the thatch, peat, and wattle-and-daub construction now common throughout the Barony. Most of these now have expansive views of open sky through numerous holes in their roofs. The few doors that remain hanging are warped in place or stuck fast with rusty hinges. These buildings are barely suitable for shelter from a passing downpour and virtually worthless as the basis of any permanent habitation. Although the hamlet might eventually be resettled on old foundations, any aspiration of forming a new settlement from this miserable collection of hovels is

misplaced. Moreover, the ruins have been ransacked and looted repeatedly, and the GM should feel free to add whatever description seems appropriate to make this clear to the players. They should frequently find gnawed bones, empty quivers, rusted fragments of armor or weapons, holed wineskins, and so forth as they explore the ruins.

Also, as noted in the introduction, the directions given in the text assume that maps are oriented such that the top of the map is north. Take care to ensure consistency if the maps are re-oriented.

## RUINED HAMLET WANDERING MONSTERS

The GM should check for wandering monsters (1 in 6 chance) for every 6 turns (1 hour) the party spends exploring the Ruined Hamlet. Checks should also be made every time an “open doors” check is failed while exploring the Hamlet or as specifically directed in the text. Encounter distance will often be dictated by circumstance: for example, if the party falls into a pit, wandering monsters might come to the edge of the pit to pin the characters in or simply jump in to attack. If not indicated by the circumstances, wanderers will be encountered at the standard distance of 20-120'. Encounters will only occur once, except for the giant rats, giant centipedes, and the wolf. If more than one wolf is encountered, subtract any additional wolves met from those present at one of the locations in the Ruined Hamlet. There is (unfortunately for the party and the locals!) no limit to the number of rats or centipedes that can be encountered.

If an encounter is indicated, roll 1d10 and consult the following list:

**1-3: 6-12 giant rats** (AC 7, HD 1/2, HP 2 each, MV 120' (40'), AT 1 bite, D 1-3 + 5% chance of disease, SV F1, ML 8, AL N).

**4-5: 2-8 giant centipedes** (AC 9, HD 1/2\*, HP 2 each, MV 60' (20'), AT 1 bite, D poison (10 day illness), SV NM, ML 7, AL N).

**6: 1-4 brigands** (AC 6, HD 1, HP 3 each, MV 120' (40'), AT 1, D 1-6 (short sword or hand axe), SV T1, ML 8, AL C).

**7: 2 skeletons** (AC 7, HD 1, HP 5 each, MV 120' (40'), AT 1, D 1-6 (spear or javelin), SV F1, ML 12, AL C).

**8: 1 wolf** (AC 7, HD 2+2, HP 11, MV 180' (60'), AT 1 bite, D 1-6, SV F1, ML 6, AL N).

**9: 1 giant lizard** (AC 5, HD 3+1, HP 14, MV 120' (40'), AT 1 bite, D 1-8, SV F2, ML 7, AL N).

**10: 1 black bear** (AC 6, HD 4, HP 26, MV 120' (40'), AT 2 claws/1 bite, D 1-4/1-4/1-8, SV F2, ML 7, AL N). If both claw attacks hit the same victim in a round, the victim is hugged for an additional 2-16 points damage. Although bears encountered in the wilderness will generally avoid groups, this individual is exceedingly hungry and will attack characters that do not loudly and forcefully drive him off (missiles, ranged spell attacks, illusions of dangerous monsters, etc.).

## RUINED HAMLET LOCATIONS

1. A stubble of wood posts and a few warped planks were probably once a farmer's clapboard cabin. These remnants are attached to a burned and ruined barn. Although the charred walls of the barn still stand, the roof is holed in several spots. A tall elm sapling is ruining the rest, as its top pokes through the largest hole in the barn roof and leans on a crumbling wall. A wide doorway faces the path, still framed by the hinges that once held the barn doors.

This building is a trap! Passing bandits strung a trip wire across the room 5' in from the open doorway, which will cause the ceiling remnants to fall in on unwary entrants. Characters tripping (usually the front rank) must save vs. Breath Attacks or take 1-6 hit points of damage and be buried under debris which will take 2 rounds to remove. In addition, the clatter may attract the attention of a wandering band of **giant rats** (see encounter 1-3 under “Ruined Hamlet Wandering Monsters” above). Immediately roll a wandering monster check; if an encounter is indicated here it will always be with the giant rats, which arrive the round after the roof caves in.

2. This building appears to have once been a farmhouse. A lichen-covered hitching post stands in front of this dilapidated building. The building's flat roof appears mostly intact, but on each side of the building several planks have fallen away or been broken through. There is a large (10' diameter) patch of dead grass to the east, and several crows seem to watch from a gnarled old crabapple tree on the opposite side of the road. The air smells of rotting meat or flesh.

This cabin is the lair of **2 wolves** (AC 7, HD 2+2, HP 12, 9, MV 180' (60'), AT 1 bite, D 1-6, SV F1, ML 6, AL N). They will growl and snarl at any entering their den, attacking intruders that do not immediately back away. This pair has recently killed a wild pony and eaten well, so they will not pursue fleeing

intruders. Only a few gnawed bones and haunches remain of the pony, and these are infested with maggots and emit the foul stench. The crows are normal and will resume picking the bones once the party moves on (or will pick at carcasses- wolf or human- left after the battle).

Note that the party may sell wolf pelts, if carefully taken, at Gold Hill Trading Post or to the traders in the wilderness (see Gold Hill Wilderness Location 6).

3. This ruin may once have been a house or workshop. The walls still stand, but many of the siding planks have warped at the top and/or bottom and pulled away from the framing. The roof is battered, with many missing planks, and the eaves have mostly been pulled down. The front door is missing, although the rusty and bent hinges still hang in their original location. The tanned hide of some creature is tacked up next to the doorway.

There are a few stray pieces of broken and decaying wood and several gnawed and moldering pieces of leather (possibly remnants of harnesses or other projects) inside the workshop. The skin is an old cowhide tacked up by a long-forgotten leatherworker to advertise his trade. The remains of two large vats are behind the shop, the remaining staves warped and decayed beyond utility. There is a dead raven in one of the vats; the other is full of a (harmless) fuzzy yellow fungus.

4. The ruins of this small cottage will likely disappear in another few years. It is charred completely, inside and out, and there is no remaining roof. Ivy and morning glories cover what remains of the western wall.

This ruin holds nothing of value. A careful search will reveal a shattered white clay pot that contains the remnants of dried flowers.

5. This large ruin is actually comprised of several smaller buildings tacked onto a larger edifice. The whole thing has taken a lot of abuse, and the remains are charred with no ceiling left. The walls still have some plaster clinging in crumbly patches here and there, covered with mold and mildew wherever they are not regularly warmed by the sun (particularly on the north side of the building). There are six metal flagons or goblets scattered across the floor, one upside-down.

This was once the local inn. The moldy ruins are generally unremarkable. However, the floor beams are rotted and dangerously weakened. Any character wearing armor heavier than studded leather will fall

through the floor (taking 1-6 hit points damage) unless a saving throw vs. Breath Attack is made. In addition, if a character falls, immediately check to see if a wandering monster has been alerted by the commotion. The flagons are made of pewter and worth 1 gp each if cleaned thoroughly. The upside-down flagon covers 15 gems (small opals) worth 10 gp each.

6. This shambles appears to have once been a temple or church. It was built in the shape of an "X", each side approximately 30' long. However, the walls themselves are ruined, partially burned at one time or another and now afflicted with some kind of fungus or rot which gives the once-white walls a strange scaly red texture. The ornate, finely-detailed doors have been smashed off and lay rotting in front of the church. Only rainbow-hued glass shards and tendrils of lead remain where stained-glass windows once hung. The side nearest the road is completely crushed, possibly by a battering ram or similar force.

This building was once the center of the hamlet's spiritual life. If the GM is placing the adventure within the **WORLD OF STRONGHOLD** every character will immediately recognize the place as a Church of the White Quoddes. The floors within have been warped and damaged, and there are scorch marks of varying sizes (perhaps from **fire balls**) in the eastern and southern wings. There is a large alabaster altar in the central area which retains some of its original glory despite graffiti scrawled on its side: "No pale strumpet will save you from the shadows within!"

If the altar is examined carefully, characters may discover a secret catch that allows the entire altar top to swing open. There is a **sword +1, +3 vs. undead** within which formerly belonged to a knight of the Quoddes. If the sword is pulled out during daylight hours, the sky will darken slightly, as if a cloud suddenly passed before the sun, and the party will hear a distant murder of ravens begin to squawk furiously. If the sword is extracted at night, the party

will hear a lone wolf suddenly howl in the distance. The sword was used to ward the evil spirit and life essence of the wight at Gold Hill Wilderness Location 10. Removing the sword breaks the enchantment, releasing this foul essence and immediately reviving the wight. The wight then is freed to begin the depredations described in "Terror in the Gloaming" below.

NOTE: If the characters do not discover the sword, the fighter bodyguard accompanying the Magician (see Gold Hill Wilderness Location 12) will eventually discover the sword, thereby freeing the wight and portending his own doom. The player characters will face a greater challenge because the wight will then control the single item in the area that most threatens its unlife.

7. This cottage is in better condition than most in the hamlet, and, although damaged, looks to have been constructed more recently than the other buildings. Brambleberry vines<sup>2</sup> cover most of the place, even growing between the rafters. The walls and roof at the open end of the building seem to be intact. The door is severely weathered but still hangs from its hinges.

The door has warped in place, requiring a successful "open doors" check to operate. (The noise caused by any failed attempt should trigger an immediate wandering monster check.) This building still has a few pieces of the original furnishings: two broken stools and a warped and splitting bench. There is a filthy green banner lying at the open end of the building, wadded into a moldy pile. It is festooned with tattered silk patches depicting wheat sheaves. There is nothing of value here.

8. This cottage still looks habitable. The walls seem sturdy, with only minor warping of a few siding planks. Only two holes are visible on the roof, each less than 1' or so in diameter. There is a large bundle or pile of some cloth or sacking near the front door, which has been torn from its frame and cast to the left of the doorway.

The roof in fact has a huge hole in it, with the whole eastern gable burned and rotted away. The pile of

<sup>2</sup> In the **WORLD OF STRONGHOLD**, there are many fast-growing vines that cover ruins, sometimes whole towns. These include morning glories, wisteria, and the brambleberry. This plant is similar to common blackberry bushes, but faster-growing (up to one foot per day in summer) and covered in mildly-poisonous thorns. Any unarmored humanoid creature landing in a brambleberry thicket must save vs. Poison or lose 1 point of dexterity for the next week. It is thought that these plants may have resulted from elven spellcasting or experimentation.

cloth consists of shreds and scraps of burlap, canvas, and various articles of clothing, all of which has been chewed up and dragged around the room by the **4 wolves** (AC 7, HD 2+2, HP 15, 12, 9, 9, MV 180' (60'), AT 1 bite, D 1-6, SV F1, ML 6, AL N) here. They are hungry and dislike intrusion, and although they won't pursue a fleeing party for long, they will give chase at least to the banks of the ravine. There is a rotted leather bag holding 25 gp beneath one of the clumps of ragged fabric.

9. A line of scraggly maple trees stands on the north side of the road here, barely screening a granite statue. The statue is about 6' tall and carved with exquisite detail, vividly depicting a magic-user with flowing robes and a crackled leather scabbard at his belt (which sports a buckle of impossibly-smooth granite). He holds a staff in his right hand, the grain of the wood marvelously reproduced in stone. However, you wonder at the treatment of the subject by the artist, for the face wears a horrible grimace.

This unfortunate was an adventuring magic-user petrified by some attack long ago. If the characters someday return with a potion of **stone to flesh** or similar magic, the GM will have to detail the individual. However, for the remainder of this adventure the party should be dreading an encounter with creatures that have petrification attacks (such as a basilisk or medusa). The GM is encouraged to heighten this fear, perhaps giving other false clues to convince the players that a petrification attack may be around the next corner.

10. This seems to be the only stone building in the hamlet. It once had a slate roof, but now only a few rotting timbers hold up two corners of the moss-encrusted slates: a 5' patch over the entryway and a larger corner in the northeastern end of the building. Three large oak trees (and several smaller ones) shade the building, making it very damp within and without. Slight dripping sounds can be heard as you approach.

This was once the local brewer's workshop. There are still two large (6' deep) vats standing in the center of the building; although they have warped and decayed beyond repair, they still have small puddles of murky rainwater in the bottom. There is a large pile of moldering grain sacks in the northeast corner beneath the remaining roof. There is a danger clinging to the slate roof over the door which will drop on the **SECOND** rank of characters entering the place:

**Green slime:** (AC N/A, HD 2\*, HP 12, MV 3' (1'), AT 1, D acid, SV F1, ML 12, AL N). Green slime

dissolves wood and metal in 6 rounds, but not stone; it turns flesh to green slime and any unprotected victim turns to green slime in 1d4 rounds.

If the green slime is burned off one or more victims, the resulting shouts and smoke may attract curious visitors- immediately make a wandering monster check. Also, note that if the party is not carrying a lit torch, unpacking one and lighting it will require at least two rounds.

11. This small complex consists of a building and barn or stable of equal size, connected by a small farmyard or riding area. The larger building nearest the road is in the best condition, although its many windows have all lost the shutters that once shielded them from the elements. The roof and its two chimneys still appear to be in decent condition, the southernmost emitting a small wisp of grey smoke. The barn in the rear is in sorry shape, with two entire walls peeled away from the poles holding up the nearly-destroyed roof. The barnyard between is a tangle of tall grass and bull thistles. The corral posts lean in different directions like a row of drunken soldiers, and only one or two planks remain intact in each span of the fence.

As the party approaches the main building, they will (unless completely oblivious and/or making a great deal of noise) hear several male voices singing within. Characters approaching with a modicum of care can peek into a window and see the revelers inside.

This ruin is the temporary lair of a group of freebooters scouting out new hunting grounds. This band is not affiliated with the Gold Hill Trading Post "Constabulary". In fact, agents at the Post will pay a reward of 250 gp for apprehension of the leader of this band, and bringing any others to justice will earn the respect and goodwill of the Constabulary.

**Brigand leader:** AC 5 (leather armor, DEX 16), T3, HP 10, MV 120' (40'), AT 1, D 1-8 (long sword) or 1-6 (light crossbow, +2 to hit), SV T3, ML 8, AL C). He carries 22 sp, 4 gp, and a **potion of healing** in a belt pouch. He also carries 5 gems (aquamarine) worth 100 gp each and a map of the surrounding area (see Map A-6, "Brigand's Map") in a leather scroll tube at his belt. The map indicates a "secret tomb" that holds "horrible treasures". He will make every attempt to keep his minions between him and an attacking party, and will flee if it looks as if the other brigands will be defeated.

**4 brigands:** AC 7, HD 1, HP 3 each, AT 1, D 1-6 (short sword), SV T1, ML 8, AL C). Each carries 8 sp. The GM should add one brigand for every party member in excess of 6.

The leader will invite the party to join the band for a drink. He will then attempt to place a sleep poison in the wood cups served to the party (treat each attempt to poison a cup as an attempt to pick pockets, with base 30% chance of success). If the attempt is successful and the imbibing character(s) fail to save vs. Poison, affected characters will immediately fall asleep for 1-4 turns. The remainder will be overpowered and stripped. The party will awaken to find the brigands long gone with their possessions.

There is a swaybacked **mule** lashed to the back of the main building. Its saddlebags contain some poor-quality iron rations, and it is also laden with a small coffer containing 860 sp.

12. This building appears to be sound, with siding still attached and roof planking in place. There is a white or yellow powder scattered all around the base of the walls. The door stands closed. If not for the tall weeds in front of the door the building would still seem to be inhabited.

Appearances are deceiving, for this building has been totally consumed by termites and rot, still standing only by sheer accident. If the walls, door, or anything else are so much as touched by a member of the party the whole will crumble in a great cloud of sawdust, almost as if by magic. Creatures within 10' will cough and choke for two rounds if they fail a saving throw vs. Poison, but will suffer no other ill effects. The GM may wish to make a wandering monster check after such a collapse.

13. This cottage is a mess. Each wall has a yawning hole in it, and there is nothing left of the rafters or roof. There are three tree stumps in the front of the cottage, each scarred with many axe marks. One of the stumps has a rusty bucksaw blade stuck in its midst, the handles long since rotted away.

There is a large pile of rags and unidentifiable debris inside the cottage. There is a small velvet pouch (worth 25 gp) that holds 8 gems (malachite) worth 100 gp each beneath the pile, but rummaging through the mess long enough to find the gems WILL attract a wandering monster from the table above. No check is necessary; just determine which type of creature comes to investigate.

14. This is a small cottage in disrepair typical of the other buildings in the hamlet. The eastern half of the building has sunk and collapsed. The western half still stands, but most of the roof planking has blown off and about half of the siding has warped and fallen away from the frame. A large mound of earth or



organic matter is visible over the sagging roofline that remains.

This earth is a pile of decomposed manure left by the dairy cattle once raised here. **2 giant carnivorous flies** (AC 6, HD 2, HP 10 each, MV 90' (30'); fly 180' (60'), AT 1 bite, D 1-8, SV F1, ML 8, AL N) dwell in a burrow in the pile. These beastly things are lurking in shadows between the dung heap and the cottage, and surprise on a roll of 1-4. They spring to attack up to a distance of 30'.

There is a mound of bones and filth in their burrow which also contains a moldering sack of 765 sp and 5 gems (onyx) worth 85 gp each. The sack is rotten and the bottom will tear out as soon as it is lifted.

15. This building must have been well-built, for it is still in decent repair although the shutters were long ago torn from the windows. The door hangs listlessly from its rusty hinges. There is a square post in front of the house, and there is a horseshoe nailed to each face of the post. There is a flat piece of rotten wood to the south side of the door.

Although this was once the hamlet's smithy, there is nothing of interest left. The rotting wood is the former sign of the smithy, which simply bears a carved image of an anvil.

16. A weathered sign depicting a bag of wool and a loom still hangs from this building. The house gives less shelter than the sign, its siding totally stripped down to the timbers, leaving just posts and a warped and discolored plank floor.

There is no visible clue to its existence, but there is a locked chest hidden beneath the floor of the cottage. The chest contains 1250 sp and a vial of sticky, sweet, brown fluid (**potion of healing**). If either the chest or lock is smashed the potion bottle will break and spill completely. Also, the noise caused while pulling up floorboards will likely attract wandering monsters—make a check on the encounter table.

17. The barest remains of a farmhouse stand precariously before a large barn. The walls of the barn are in decent shape, but its double doors were torn off long ago. There is a scattering of bones near the road.

The bones are the remains of a deer killed by the occupants of the barn a few days ago, and will be recognized as such by elves or characters with knowledge of the wilderness. Characters that listen for noise will hear multiple growls from within.

The barn is the den of **6 wolves** (AC 7, HD 2+2, HP 10 each, MV 180' (60'), AT 1 bite, D 1-6, SV F1, ML 6, AL N). There are also two wolf cubs present, so the pack will fiercely defend the lair (but will not pursue more than 60' distant). The GM is advised to add one wolf for each member of the party in excess of 6 in number.

There is little of interest in the barn itself, only a few tufts of fur, skin, and bones from rabbits recently caught and devoured by the pack. The cubs have chewed on a small leather belt pouch which still holds a crystal vial containing a pink, slimy liquid (**potion of neutralize poison**) (see Appendix B) and 4 gems (rubies) worth 250 gp each.

18. This building must have been the hamlet's mill. Although the building is as decayed and nondescript as the others, the wheel still wobbles on its original driveshaft as it is turned by the lazy stream filling the murky millpond. There is a periodic high-pitched squealing sound.

The squeal comes from the water wheel as it incessantly turns. Note that if the sound is interrupted (by disturbing or destroying the wheel, for example), a wandering monster WILL appear to investigate.

Inside the building, **5 giant centipedes** (AC 8, HD 1/2\*, HP 2, MV 60' (20'), AT 1, D Poison, SV NM, ML 8, AL N) lurk under a destroyed pile of furniture and clothing. There is no treasure here.

19. This is a ruined barn. Two small trees stand to the east, probably once planted by the occupant of whatever cottage or farmhouse once stood here. The barn's walls still stand, but much of its plank siding has fallen away. The roof has mostly collapsed, although the northwest and southeast corners still cover the shattered interior. Two grey-colored humanoid shapes lay sprawled and unmoving in front of the yawning doorway facing the road.

The two figures are hobgoblin corpses, killed and sucked dry by the occupants of this ruin. The barn shelters **2 crab spiders** (AC 7, HD 2\*, HP 13, 8, MV 120' (40'), AT 1, D 1-8 + poison (saves made at +2 on roll; death in 1-4 turns if missed), SV F1, ML 7, AL N).

There is a pile of bones, old clothing, and armor scraps in the southeast corner of the barn. Amidst the bones, found only with careful investigation, is a scroll tube made of bone. It contains a scroll with two spells: **protection from evil** and **cure light wounds**.

20. As the main road (“Smugglers’ Track”) leaves the hamlet, it passes in front of a small ridge that looks to have been man-made. There is a huge pile of stone rubble atop this plateau; its placement suggests that it was once a tower or gatehouse of a larger fortification.

There is a small burrow on the north face of the rubble, the lair of **1 undead troll-hobgoblin** (AC 6, HD 3\*\*, HP 16, MV 120' (40'), AT 2 claws or 1 weapon, D 1-6+1 or 1-3/1-3 + paralysis, SV F3, ML 10, AL C, regenerates one hit point per round once damaged). It wields a **mace +1**. This menace is shunned by all other creatures in the hamlet with good reason, as it will attack anyone or anything that looks intent on entering its burrow.

Its foul nest is lined with offal, bones, and manure. If the party sifts through this mess they will discover 750 sp, 10 gems (aquamarine) worth 50 gp each and a gold necklace worth 225 gp.

21. A dense grove of huge oak trees stands here, clearly older than others in the hamlet. The trunks are black, but do not seem to have ever been burned. A foul draft seems to emanate from the midst of the copse. There is a thick growth of brambleberry vines strangling the tree trunks, tangled amongst many bones and dropped and broken branches. There is a small rock cairn made of grey stones piled together.

The cairn is now just a pile of rocks, but it once was the central altar of some kind of druidic worship. There is an exquisitely-detailed green glass sculpture in the middle of the wood near the cairn. It seems to depict the head of a helmed warrior of an ancient kingdom with a curly, tangled beard of seaweed. It is essentially worthless, but an inventive party may manage to make interesting use of (or a profitable swindle with) it.

22. The millpond drains into a larger pond of undetermined nature. It is very stagnant and is covered with a thick pad of green and red algae. Sickly, sun-starved water lilies meekly poke their tendrils above the surface of the muck.

The pond was once fairly deep, but about 2' of silt and decay have filled it, leaving the water only 3' deep. Halflings and other small creatures will be mired in the mud and sink (as if in quicksand) if they choose to wade in. If the party is desperate enough to grope in the muck beneath the pond's surface they will find a large chest. It is locked, but breaking the lock should have no effect on the 500 gp and 1,000 sp therein.

However, thrashing about in the mire will probably attract the attention of wandering monsters. Check once per turn of swimming, diving, or dragging the pond.

**W6. THIS LOCATION IS ONLY OF IMPORTANCE IF THE EVENTS OUTLINED IN “TERROR IN THE GLOAMING” BELOW COME TO PASS.** A vast mound of brambleberry bushes overgrows a house. Beneath the thorny vines you can see a layer of moss and fungus that has grown over the house. It looks as if the sun rarely hits the surface of the ruins.

This will be the lair of a band of **wights** if certain happenings outlined in **BL2** occur as detailed therein (see Gold Hill Wilderness Location 10). Depending on the actions of the party in Part 2, they may have to return to the hamlet when it has been overrun by undead!

## PART 2 THE WILDERNESS

### WILDERNESS WANDERING MONSTERS

The party may occasionally encounter wandering monsters as they travel through the wilderness depicted on the area map. Encounters will occur 1 in 10 per every 8 hours travelled or as specified in the wilderness encounter area descriptions. If an encounter is indicated, roll d20 and consult the following table:

#### Gold Hill Wilderness Encounters:

1-3	Patrol
4-5	Boars
6-7	Wolves
8-9	Mountain Lion
10-11	Black Bear
12-13	Insect Swarm
14	Giant Skunk
15	Giant Ferrets
16	Giant Carnivorous Flies
17	Killer Bees
18	Brigands
19	Magicians
20	Wights

#### **1-3. Patrol:**

This group consists of a 3rd level **commander** and 8 **constables** from Gold Hill Trading Post. They question the party regarding their intentions and their escapades in the area. The patrol will react favorably to any evidence of productive activities (wolf pelts, captured bandits, etc.). Although they will be interested in any news of undead, they will scoff at any

notion that there is some kind of growing threat from a horde of wights. If the party causes trouble in the Trading Post, this group is the first dispatched to apprehend them- dead or alive! If combat ensues, members of the patrol will make every effort to use concealment, ambush, and missile attacks to defeat their foes.

**Commander, Thief 3** (AC 5 (DEX 16), HP 10, MV 120' (40'), AT 1, D 1-6 (short bow) or 1-8 (long sword), SV T3, ML 8, AL N). He wears leather armor and carries a short bow and long sword. He has a backpack with a variety of mundane equipment (including 1 week's rations) and a quiver with 20 arrows. His belt pouch holds 6 gp and 37 sp. He conceals 2 gems (onyx) worth 50 gp each in a hollow in his boot heel.

**8 constables, Thief 1** (AC 6 (DEX 13), HD 1, HP 4 each, MV 120' (40'), AT 1, D 1-6 (short bow) or 1-8 (long sword), SV T1, ML 8, AL N). Each carries 2 gp and 15 sp. They are clad in leather armor.

**4-5. 1-4 Boars** (AC 7, HD 3, HP 14, MV 150' (50'), AT 1, D 2-8, SV F2, ML 9, AL N).

These foul-tempered creatures will flee from parties of 6 or more characters, but will always defend themselves vigorously when cornered. The Trading Post will pay bounties for boars, either for the whole pig (if in edible condition) or for just the head (evidence that a boar was killed). Local farmers (except the hermit at Gold Hill Wilderness Location 4e) might also make similar payments for evidence of destruction and/or share meat in a festive meal with the party.

**6-7. 1-6 Wolves** (AC 7, HD 2+2, HP 11 each, MV 180' (60'), AT 1 bite, D 1-6, SV F1, ML 6, AL N).

These creatures will flee from the party if they are outnumbered. The fur traders at Gold Hill Wilderness Location 5 will likely pay for wolf pelts taken.

**8-9. 1 Mountain Lion** (AC 6, HD 3+2, HP 18, MV 150' (50'), AT 3, D 1-3/1-3/1-6, SV F2, ML 8, AL N). Note: if both paws hit in a round the cat will attempt to rake with its 2 hind claws for 1-3 points of damage each.

This creature is a wily hunter but will generally avoid the party unless a character stands a night watch alone (or perhaps if a small character roams at a distance from the party). Farmers might treat the party to a feast or pay a small bounty on presentation of a lion pelt or head.

**10-11. 1 Black Bear** (AC 6, HD 4, HP 26, MV 120' (40'), AT 2 claws/1 bite, D 1-4/1-4/1-8, SV F2, ML 7, AL N). If both claw attacks hit the same victim in a round, the victim is hugged for an additional 2-16 points damage.

Bears encountered in the wilderness will generally avoid character parties. However, if encountered at night, bears may raid food stores that are not properly secured. Black bears are clever and will chew through ropes suspending food, break or chew off branches supporting food sacks, and even dive from a nearby tree to attempt to grab food on the way down! GMs should request specific details regarding food storage when the party makes camp so that bear encounters can be properly managed. Black bears can be driven off with loud noises and bright lights, but if somehow cornered or trapped they will fight furiously.

**12-13. 1 Insect Swarm** (AC 7, HD 2, HP 10, MV 60' (20') (flying), AT 1, D 2 hp, SV NM, ML 11, AL N).

This encounter indicates that the party has disturbed a nest of yellowjackets (aggressive wasps). They sting repeatedly and will pursue at their full movement rate. Note that characters swinging weapons or torches can "ward off" or damage the swarm.

**14. 1 Giant Skunk** (AC 7, HD 3\*, HP 12, MV 120' (40'), AT 1 bite/special, D 1-4 + special, SV F2, ML 7, AL N) (new monster- see Appendix B).

Under normal circumstances, the party should have an opportunity to avoid this encounter, because the skunk's odor will precede it by some distance. In general skunks will seek to avoid encounters. However, if this encounter occurs in daylight the skunk is 80% likely to be infected with a brain-wasting disease. The animal will act erratically, foam at the mouth, and attempt to bite any encountered. Those bitten that fail saving throws vs. Disease will gradually weaken and die of the brain infection within 1-4 weeks.

The fur traders (see Gold Hill Wilderness Location 5 below) may pay for giant skunk pelts if carefully taken.

**15. 1-4 Giant Ferrets** (AC 5, HD 1+1, HP 6, MV 150' (50'), AT 1 bite, D 1-8, SV F1, ML 8, AL N).

These creatures are unpredictable, their reactions depending on circumstances and party actions. If the number of ferrets encountered equals or exceeds the number of party members they are likely to attack.

**16. 1-4 Giant Carnivorous Flies** (AC 6, HD 2, HP 10 each, MV 90' (30'); fly 180' (60'), AT 1 bite, D 1-8, SV F1, ML 8, AL N).

These nasties are likely to attack a party with mounts or pack animals. If they are greatly outnumbered by the party (more than 4 to 1, for example) the flies will buzz by and look for easier prey elsewhere.

**17. 1-12 Killer Bees** (AC 7, HD 1/2\*, MV 150' (50'), AT 1, D 1-3+special, SV F1, ML 9, AL N).

If more than 8 bees are indicated, the party has encountered a small hive. Note that even if a hive is encountered, only a few bees will sally forth to defend the hive at a distance. If the party insists on attacking the hive they will encounter increasing resistance (and warrior bees with 1 HD each), eventually facing the queen of the hive (see the description of killer bees in the rulebook).

The hive may contain "royal jelly" that will have the same effect as a **potion of healing** if all of it is eaten.

**18. 4-12 Brigands** (AC 7, HD 1, HP 4 each, MV 120' (40'), AT 1, D 1-6 (short sword and short bow), SV T1, ML 8, AL C). Each carries 12 cp and 8 sp.

**Brigand leader, thief 4** (AC 6 (DEX 15), HP 14, MV 120' (40'), AT 1, D 1-8 (sword or heavy crossbow), SV T4, ML 8, AL C). He carries 22 sp, 5 gp, 2 gems (onyx) worth 100 gp each, and wears a gold necklace worth 175 gp beneath his armor (see below).

This is a roaming band of footpads looking for easy plunder. If they think the party is significantly stronger than their band, they will pose as hunters or fur traders about to set up camp or have a meal, which they will invite the party to join. If, however, they think the party to be easy pickings, a few of their number will melt into nearby cover to threaten with missile weapons and the rest will attack at close quarters. They are particularly interested in obtaining mounts, so even if the party has mules or donkeys this group will do their utmost to take them, by force or farce.

The necklace worn by the leader belongs to the Smith at Gold Hill Trading Post (see Area S in Part 3 below). If a party member openly displays it in the Inn it is 85% likely that the item will be recognized and the party will be assumed to be highwaymen. If the possessor freely returns the necklace after the theft is explained, the Smith will pay a 50 gp reward.

**19. Magician (see Gold Hill Wilderness Location 12.)**

This is an encounter with the Magician (see Gold Hill Wilderness Location 12 for statistics) and his band, travelling on some fell errand. If this encounter occurs well after play has begun in the Gold Hill area, the GM should consider whether this group has already recovered the sword from the Ruined Hamlet (in which case the Magician's Bodyguard will be carrying it).

**20. Wight(s)** (AC 5, HD 3\*, HP 12 each, MV 90' (30'), AT 1, D Drain 1 level, SV F3, ML 12, AL C). The number encountered is dictated by the current state of wight deprecations as described below (see Gold Hill Wilderness Location 10). If this encounter occurs before the events in **BL2** have been set in motion, or after they have been resolved, only a single wight will be encountered. If the sword has been taken from the altar of the church in the Ruined Hamlet, this result indicates an encounter with the band of wights (in number appropriate to the situation as described in Gold Hill Wilderness Location 10).

## GOLD HILL WILDERNESS LOCATIONS

### 1. GOLD HILL TRADING POST

This area is described in Part 3 below.

### 2. RUINED FARMSTEAD AND KILLER BEEHIVE

This small collection of buildings looks to have once been a small farmstead. Two neat rows of apple trees line a faint path (overgrown by weeds) that leads to three small abandoned buildings. A charred and broken wall is all that remains of what was probably the farmers' cottage. There is a small (5' wide) shed just behind the wall. The cottage is now roofless and the entire front wall and door have been pulled off. The barn behind is very large (100' or so in length), and although it leans slightly, it seems to have originally been well-built. The walls and roof are mostly intact, and it appears that the few planks missing from the sides have been patched from within with mud or some other material.

If the party stops to listen and consider the surroundings they will hear a buzzing sound that will get louder as they approach the barn.

The old barn is now the hive of **12 killer bees** (AC 7, HD 1/2\*, HP 3, MV 150' (50'), AT 1, D 1-3+special, die after stinging once, SV F1, ML 9, AL N). Three will attack the party if they circle to the back of the house or enter the barn. If these are killed, three more will appear each round until all have emerged. They will not pursue intruders more than 100' from the barn.

Inside the barn the party will encounter 4 **killer bee warriors** (as above, but with 1 HD and 6 HP each), and a **queen** (as above but 2 HD, 12 hp, and can sting multiple times without dying). The south half of the barn has been packed with wax, which is the patching material that clogs the various holes in the barn walls. There are also honeycombs which as usual will act as a **potion of healing** if consumed (but only if the whole is consumed by one person).

If the whole hive is ransacked the party will find a bone scroll tube containing one scroll (**ward against undead**) buried beneath the wax.

The cottage wall is of no interest, although it is easily pushed over if for some reason a creature attempts to climb it or move it.

The shed is now just a series of weathered planks stuck into the once-soft earth. There is a backpack leaning against the back wall which contains some spoiled provisions, a musty bedroll, and a tinder box. Everything except the tinder box is infested with ants and is useless.

### 3. ROCK AND CAIRN- RATTLESNAKE

A huge granite boulder looms over the trail, flanked by large pine trees with alligator-skin bark. In front of the boulder someone (or something) has erected a small cairn of some sort from a few large chunks that have crumbled away from the boulder.

A **rattlesnake** (AC 7, HD 1\*, HP 7, MV 90' (30'), AT 1, D 1-3 + poison, SV F1, ML 7, AL N) nests within the cairn. It will strike at anything disturbing the rocks or moving between the cairn and the boulder. There appears to be nothing of interest in the cairn (which is really just a pile of rocks left by some traveler to mark some long-forgotten information). However, a careful search will uncover a skeleton buried beneath one of the pines. Close examination by a knowledgeable character will reveal that the skeleton is that of a female elf. The skeleton still

wears a golden head circlet (worth 500 gp), 2 golden armbands (worth 100 gp each), and a gold necklace set with tiny emeralds (worth 300 gp).

### 4. FARMSTEADS

These places can be further detailed by the GM as necessary if substantial play occurs at any of them. Each farm consists of a handful of cottages and/or huts, a barn or two, and one or more sheds (stock shelters, crop or seed storage, and so forth). There will be from 2-24 people at each farmstead; assume all are **normal men and women** (AC 9, HD 1/2, HP 3, MV 120' (40'), AT 1, D by weapon (usually club, staff, or dagger), SV NM, ML 7, AL L). There will also be from 1-8 children aged 13 and below (who cannot fight effectively, even in self-defense). Each dwelling and family will have some minor coinage (2d20 of cp and /or sp, and 1d20 gp). Each raises a number of subsistence-type crops, and is especially engaged in raising special crops or stock as listed below. Each week one or more (but never the Old Hermit) brings fresh seasonal produce and other items to a very humble market held in the clearing in front of Gold Hill Trading Post.

Except for the Old Hermit at 4e, the farmers will be wary, but welcoming to strangers if approached in peace. This will be particularly true (+2 to reaction rolls) if the party has some sign of favor from the Constable or the Trading Post or evidence of destruction of wolves, boars, or mountain lions. In addition, folk at a farmstead (again, except for the Old Hermit) will know one or more rumors which can be randomly selected or chosen by the GM from the table appearing in the description of the Inn at Gold Hill Trading Post (see Area I in Part 3 below).

Note that any major misdeeds at a farm (except the Old Hermit's) will bring swift retaliation from retribution parties sent out from the Trading Post. If anything untoward occurs at location 4f, the Constable himself will lead warbands to exact revenge at any cost.

4a: Horse Trader. This farmstead belongs to the Horse Trader and his family. They raise and sell cattle, horses (riding and draft only), and war dogs (untrained). They are generally friendly and welcoming, moreso than the other farmers. However, the **Horse Trader** (AC 5 (scale mail and shield), F2, 15 hp, long sword, +2 to hit and damage from his 16 STR) bears a great (and seemingly irrational) dislike for the Constable. If Constabulary men are with the party, or if the party visits in the name of the Constable on some errand the reception will be chilly at best (treat as -2 on any reaction rolls). The rest of the family bears no ill will toward the Constable's clan



and in fact is somewhat embarrassed at the one-sided, non-existent feud.

The Horse Trader's **two sons** are bright and able lads who are hungry for adventure. They are therefore likely to depart for new horizons in the years to come, and are often found at the Inn at the Trading Post (see Part 3 below). They are good candidates to support the party or to replace fallen comrades. The eldest son is 18 years old and a first level fighter (hp 8), and the younger son is 15 years old and equivalent to a first level thief (hp 5, CON 13). Both will eagerly accept any new equipment, but each will be satisfied to depart for adventure with his own leather armor, battle axe, and throwing axe. Note that the Horse Trader will be quite angry if both his sons leave the farm, and will blame the party (and the Constable, whom he will also hold responsible) if the boys meet an untimely end or are treated poorly.

4b: Shepherd. This farmstead belongs to a family of shepherds, a vast clan of 25 (including parents, grandparents, children, spouses, grandchildren, etc.). They principally graze sheep (whose milk they turn into a pleasant, mild, dry white cheese) and raise fish (bass and bluegill) in several small ponds.

4c: Goatherd. This farm belongs to the Goatherd and his clan. They maintain a large herd of goats and pursue a bizarre trade in worms (which the other farmers use to more rapidly break down their considerable manure piles or to feed farmed fish). The eldest son of the family has just left to begin apprenticeship with the Magician (see Gold Hill Wilderness Location 12). The family believes the Magician is an important member of the Royal Magic-users' Guild in Corgh City (the capital of the Grand Duchy far to the south). However, the apprenticeship is not a point of pride for the family because the son is somewhat unbalanced and the family is relieved to have dispatched him. In any case they have no idea of the Magician's true nature and will speak highly of him even in the face of evidence to the contrary.

4d: Orchard. This farm belongs to the Orchard, who recently inherited the farm when his father died. He has one brother and one half-brother to help him raise his young sister and supervise the few hands they have remaining. They primarily raise goats, but have a fine orchard with apple, pear, and persimmon trees. The farm is a bit unkempt, however, because the Orchard is a frequent patron of the Inn and a prodigious drinker of his homemade hard cider. Visitors will be invited to partake, and he will soon be drunk and incoherent.

4e: Old Hermit. This farmstead consists of a ramshackle barn and a filthy cottage. It belongs to

the Old Hermit, whose family has lived here for many centuries. He looks as if he has lived here for the entire period. He is well over 80, shriveled and sunburnt, and speaks in a rambling manner with a very odd and thick accent. To understand what he is saying in any particular conversation, characters must make a languages skill check or (if no skill system is in use in the game) roll 16 or greater on a d20 (adding intelligence modifier, if any). He has a large flock of unkempt and near-wild sheep and an interesting vineyard. There are several rows of ancient grapevines, enough to produce hundreds of gallons of wine each season. However, for reasons only known to the inscrutable Hermit, he never harvests them. Every autumn the vineyard is beset by bears (see Gold Hill Wilderness Location 9), killer bees, and other noxious beasts that feed on the sweet bounty.

The cantankerous Hermit also has a very nasty pet **dire wolf** (AC 6, HD 4+1, HP 19, MV 150' (50'), AT 1, D 2-8, SV F2, ML 8, AL N). If the party explores his farm without permission, irritates him in any way, or repeatedly fails to understand his speech, he will loose his hound on them.

4f: Constable's Family Farm. This prosperous farmstead is almost a hamlet unto itself. There is a fine main house with covered porch and shuttered windows with smoke trailing from several of its chimneys. Hired workers are housed in three tidy cottages nearby. There are several barns: one large hay barn, a milking parlor, and one for mounts. The Constable's family has done well, particularly since their favored son was appointed Constable. They are very friendly and are honest traders, willing to sell riding or draft horses, and even have two war horses available for purchase. As noted elsewhere, any offense here will be met with vicious retribution by the Constable and his companions. Fortunately for the party, he is the most vengeful member of his family, and the folk at the farmstead are not easily offended.

## 5. FUR TRADERS' CAMP

Gold Hill and its surroundings are teeming with wildlife, as explorers will quickly discover. Many of these bear valuable furs. This group of fur traders was one of the first groups to return to the area when the Constable arrived. Their numbers vary at any particular time, but there are always a few fur traders in camp and several others in the surrounding area. Although they have kept a base camp here for a few years, the traders still live in a haphazard collection of tents and lean-tos set against knobby old oak trees full of mistletoe. There is a central firepit and common oven, and there are four small firepits surrounding the camp. At night all five are lit to warm the camp and to discourage intruders.

At any given time, there will be from 3-12 (3d4) fur traders in camp. They will be using one of the tents (marked "T") or lean-tos (marked "LT"), as randomly determined by the GM. Note that "in camp" does not mean "in tent": during the day the fur traders present will be working on gear, skinning animals, tanning skins, and so on. At night, they will be at one of the smaller fires or at the central fire, telling stories or gaming.

**3-12 fur traders:** (AC 6 (leather armor and shield), HD 1, HP 6, MV 120' (40'), AT 1, D 1-6 (spear, short sword, or short bow), SV F1, ML 7, AL N or L). Each carries 3d8 cp, 2d12 sp, and 1d6 gp.

There will also be one or two of the following individuals who are the de facto leaders of the camp:

**1. Senior Trader** (AC 5 (leather armor +1 and shield), F3, HP 15, wields battle axe, hand axe, and long bow, MV 90' (30'), SV F3, ML 9, AL N). He usually carries 3d8 sp and 2d6 gp. He also wears a silver necklace beneath his armor that is worth 100 gp.

Although he has no formal authority of any kind, the Senior Trader has been trapping in the area for many years and has come to be seen by the traders and the Constabulary as the head of the group. He is fair-minded and practical and is often called on to mediate disputes. He has no formal authority to do so, however, and (because he worked the area before the appointment of the Constable) he does not truly acknowledge the authority of the Constabulary and desires to resolve disputes "within the camp" whenever possible. He dotes on the Junior Trader and has long groomed him as "successor" to his nonexistent position. However, the trappers have not really warmed to the Junior Trader and tend to withhold matters that come up in the Senior Trader's absence until his return. He does not like or trust the Greedy Trader at all, but appreciates his skills as a trapper and his audacity in wringing every copper piece of profit from any transaction.

**2. Junior Trader**, F2, (HP 11, wields long sword, dagger, and long bow, ML 9, AL L). He carries 2d12 sp and 1d10 gp.

At 25, he is about half the age of the Senior Trader but has none of the Senior Trader's leadership skills. He is indecisive and confused and loathes to make any important decision without the Senior Trader's counsel. He is also meek, and the Greedy Trader often manages to goad him into unwise courses of action that result in greater earnings for the Greedy Trader. He is affable and exceedingly polite, however,

and gets on very well with the Constabulary (partially because he does not express disdain for them or share the other traders' belief that the Constabulary lacks authority over the camp).

**3. Greedy Trader, Halfling 2** (HP 11 (CON 16), MV 90' (30'), carries short sword and short bow, ML 6, AL N). He carries 2-40 sp and 2-20 gp. This fellow is greedy and craven to the core. He will buy or sell anything and everything if he is convinced he can profit from it, particularly if the trade is made with no risk to him, storage and transport of the goods is subsidized by someone else, and so on. He is also exceedingly frugal, wearing clothing until it unravels and sharpening knives and swords until their edges are virtually worn away. He is outwardly friendly and is well-liked by anyone who has never traded with him. He is therefore hated by most here and holds some information or influence (such as gambling debts) over everyone in the camp save the Senior Trader. He regularly uses this leverage to force whatever bargains he desires. He is always happy to loan a few coins to a hard-up adventurer, but will hound them mercilessly for repayment (or "equivalent goods", which he interprets quite broadly).

Roll a d6 to determine who is present in the camp at any particular time: 1= Senior Trader only, 2= Junior Trader only, 3= Greedy Trader only, 4= Senior Trader and Junior Trader, 5= Junior Trader and Greedy Trader, 6=Senior Trader and Greedy Trader.

### Buying Furs

As noted elsewhere, the party may end up with animal skins of one sort or another. Any leader present will make an offer for any furs or pelts that are in relatively good condition (i.e. only one or two minor wounds to the body, not riddled with arrows, cleanly skinned from the carcass or still on the carcass but not badly decomposed, etc.). The Greedy Trader will underbid more than the others, but he is far more likely to take ANY kind of pelt offered because he always believes he can trade it to someone else at some profit.

The GM should assign reasonable values consistent with the campaign to the various furs that the party may obtain. For example, the traders may buy wolf pelts for 15 gp, skunk pelts for 5 gp, and bear pelts for 30 gp. The Greedy Trader will buy brushtail possum pelts (see illustration) for 2 sp each and giant rat pelts for 1 cp each. Whatever the value, the traders are professionals and will only pay such sums after vigorous bargaining by the party. The GM may also have to consider efforts by the party to double- or triple-collect, such as collecting bounties from multiple farmers by delivering different parts (head to

one, ears to another, etc.) and selling the pelts to the traders.

### **Buying and Selling Other Items**

The GM is encouraged to allow the party to buy minor supplies from the traders, such as a sheaf or two of arrows, a weeks' worth of iron rations, and so on. However, the traders generally do not have spare armor or metal weapons, piles of gems, or large amounts of coin. The Greedy Trader will, however, consider any offers for anything he owns (at least to the extent he can replace it at a lower cost).

### **LOCATIONS: SEE MAP A-5**

#### **F= Firepit**

By day, these small firepits are just piles of ash with a few coals beneath. When the sun goes down, the fires are kindled and tended all night to warm the fur traders and ward off beasts that fear fire and light.

#### **FC= Central Firepit/Oven**

The fur traders use this central oven to bake meats and bread to supplement their rations. The oven is made of dried clay and stands just above a large firepit in the earth. At night, traders sharing stories and keeping warm after a long days' work surround the pit. Note that although the fire is not usually stoked during the day, the oven remains very hot both inside and out.

#### **H= Headstakes**

Each of these locations indicates a spear stuck in the ground with a head impaled on it. The eastern stake holds the head of a hobgoblin, and the western stake holds the head of a bandit. These unfortunates serve to warn raiders away from the camp (to varying effect).

#### **L= Latrine**

The traders dug a privy at this location just beyond a cluster of pear trees. The latrine is not illuminated by fires at night, and several traders have met with untimely ends in the night. Once the wight is freed, this is one of the hunting grounds it will visit.

#### **LT= Lean-to**

Each of these locations is a lean-to made from oak branches. The GM should randomly determine which of these are in use when the party arrives. Note that the Senior, Junior, and Greedy Traders always sleep in tents. If a particular lean-to is inhabited, there will be nothing more than a small pack of wilderness gear and a meager bedroll. Unused lean-tos contain nothing.

#### **MP= Mule Pen**

This corral is made of rough planks tacked to posts and nailed to an oak tree. At any given time it contains several **mules** (AC 7, HD 2, HP 9, MV 120' (40'), AT 1, D 1-4, SV NM, ML 8, AL N). There will be 1-6 mules, plus an additional mule for every fur trader present in camp.

#### **S/P= Skinning Block/Carcass Pit**

A battered oak stump stands at this location. The stump and surrounding soil is dark from the blood of many animals, and there are tufts of various types of fur scattered around. There is a large pit to the southwest that serves as a charnel; carcasses remaining are tossed in once they are skinned. Periodically the stump is rolled to another spot and a new pit is dug. The smell from the pit is unpleasant even on a cold day, and nauseating in summer.

#### **T= Tents**

These battered tents are the housing of choice for the traders. Each is a simple affair, heavy sailcloth draped over three lashed poles. The Senior, Junior, and Greedy Traders will only sleep in tents; the remaining traders indicated in camp will be split between the tents and lean-tos. Inhabited tents will contain nothing more than a backpack of wilderness gear and a bedroll. All traders hide their wealth on their person, even while sleeping.

#### **W= Well**

The traders dug a well at this spot to supply their camp and mounts. It is approximately 25' deep. It is covered with a wooden frame with hinged top

(constructed after a wounded animal fell in a few months ago and fouled the well). There is a wooden bucket tied to a post next to the well.

## 6. GRAVEYARD

In headier days, this was the main burial ground for the Gold Hill area. As civilization declined throughout the Tortured Century, various unscrupulous or desperate souls robbed the tombs and despoiled the graves here. In addition, nefarious clerics, particularly those from the Coven of Evil Chaos, used the remains for their own insidious purposes. From time to time certain animated creatures escaped their creators' control or spawned minions, and eventually the whole cemetery became infested with undead. As human control over the region weakened, this place was increasingly shunned by the few good folk left, particularly once the Miasmatic Plague began to kill faster than the dead could be buried.

The plethora of undead and the foul Coven rites occasionally performed here have suffused the whole area with Chaotic power. Any cleric attempting to turn undead within the boundaries of the graveyard (within the iron fence) is treated as one level lower for purposes of determining the necessary roll. For example, a 3rd level cleric attempting to turn undead will be treated as a 2nd level cleric. 1st level clerics turn undead normally (i.e. no penalty applies). Note that turned undead will not flee the perimeter marked by the iron gate: they instead flee to the most distant area of the yard and cower until the turning cleric has left the area. If the turning cleric is later killed or falls unconscious, the undead will rally immediately against the remaining characters!

In general, the mindless undead will merely attack the party on sight. However, intelligent undead here (ghouls, wraith, ghost) concentrate their attacks on clerics to the extent circumstances permit them to.

If the party eventually finds some way to purge the undead from this place and re-consecrates it, the GM should be generous with experience point bonuses.

6A. You have come upon a ruined graveyard. It is surrounded by an iron fence topped with pointed, flower-shaped finials and supported with stonework columns every 40' or so along its length. The iron has rusted slightly, and the reddish rust streaks appear to be blood dripping from wounds in the fence and pillars. The fence appears sound, except where the southwestern corner has been entirely torn away. The western half of the cemetery nearest the fence seems to be covered with tombstones. To the north of these there are two large sepulchers, and behind these there is a huge mound of earth and rubble. The

northwest corner of the graveyard is a tangle of shrubs and trees. The eastern end features a column-lined path leading to a very large tomb or ossuary of some sort. Old gnarled trees and saplings surround the tomb as if guarding what lies within.

If the party camps within sight of the graveyard or remains outside the fence for more than 2 turns, check each turn thereafter (1 in 6 chance) to see if 1-4 **ghouls** (AC 6, HD 2\*, HP 9, MV 90' (30'), AT 3, D 1-3/1-3/1-3 + paralysis, SV F2, ML 9, AL C) have come to prey on them.

6B. The entrance to the graveyard was once a splendid affair, crowned with an archway cut from white granite. However, the iron gates have suffered over the years and stand half-open, hanging from the hinges at odd angles like broken limbs.

The fence can be climbed easily by party members wishing to enter that way for some reason. However, trying to climb it hurriedly (such as when being pursued by undead) should require a Climb Walls roll or other appropriate skill check. Failure indicates that the character has slipped and takes 1-4 points damage from the pointed finials.

The gates are rusted and inoperable, but normal-sized characters can easily fit through the opening. The gates are so rusted that they cannot be opened any wider, and tearing them from the hinges should be exceedingly difficult (half the normal chance to Open Doors).

6C. Beyond the gates, granite columns stand 20' apart, flanking what was once the central processional. Each column seems to bear some bas-relief or inlaid sculpture of bone or ivory. Broken flagstones and scraggly weeds line the area. In the center of the processional, a 10' wide path flanked by smaller columns leads to the east, ending at a large tomb or monument overgrown with brambleberry vines.

Closer inspection of the columns will reveal that each has a guardian. There are **12 skeletons** (AC 7, HD 1, HP 4, MV 120' (40'), AT 1, D 1-6, SV F1, ML 12, AL C) along the main processional. They animate to attack if disturbed or if any creature enters the central junction area. In addition, there are also **10 skeletons** (as above) among the eastern pillars lining the pathway leading to area 6L. These only animate if the western processional is entered, firing down the processional with their only weapons, short bows. If they are engaged in melee they use their weathered

bows to bludgeon, still inflicting 1-6 points of damage per hit.

6D. Two closely crowded, irregular rows of granite slabs lay in the ground here, marking the graves of long-forgotten area residents. Dry weeds poke up haphazardly between the stones, and a few bleached bones lay scattered among the grave markers.

There is nothing of interest here. The bones are normal, dropped by feasting ghouls as they passed by. These graves have not been disturbed because the bodies were properly prepared for burial (as described at Gold Hill Wilderness Location 10). Note that if party members now disturb the graves this protective effect is cancelled unless they re-administer the appropriate rites thereafter. Those buried here were not wealthy, and nothing of value or use will be found among them.

6E. A 50' section of the iron fence is missing at the southwestern corner of the burial yard. The northwest corner is overgrown with brambleberry vines and scrubby trees. The ground between that tangle and the missing fence is covered with three haphazard rows of granite gravestones. The rows are more uneven near the missing fenceline, and the outer stones seem to have been subjected to frost heaving or other disturbance, poking their corners up at odd angles like broken teeth. There are two large piles between the gravestones and the larger tomb to the west: a 10' high pile of dug earth and a pile of granite gravestones.

The "heaved" graves have previously been dug up and replaced by grave robbers or marauding clerics. Neither the earth mound nor the gravestone pile has been moved recently. The remains here have not been warded like those under the gravestones in 6D above.

6F. Like a forgotten sentinel, a life-size statue of a chain mail-clad warrior stands atop a 10'-square granite burial vault. The statue appears to be clad in green mail, but this effect is due to the pale lichens that have dug into the stone circlets of his granite armor. The warrior wields a battle axe of stone, but wears a rusty iron helm atop his head.

The stone vault was fit together with great skill (and at great expense) such that the door will only be found as if detecting a secret door.

This is the tomb of a great fighter, once a protector of the miners of Gold Hill. Unfortunately, the corrupted presence of the graveyard has infused his remains with an evil essence, making him a **ghast** (AC 4, HD

4\*\*, HP 22, MV 90' (30'), AT 3, D 1-4/1-4/1-8, SV F4, ML 12, AL C; ) (new monster- see Appendix B). He will spring to the attack, and if the party has made any noise at all in opening the tomb, the GM should apply a +1 modifier to the ghast's initiative roll in the first round of combat. The ghast will never be surprised in such a situation, but the party may be!

There is a rusty **battle axe +1** on the floor of the tomb.

6G. This is a large granite tomb similar to the one at 6F immediately to the south, but the memorial statuary has been broken off. Only two granite feet remain, still clad in their stone platemail.

This tomb has a secret door like the tomb at 6F. However, this chamber contains a mountain of silver pieces (20,000 in number). Unfortunately, 90% are tin with only silver plating (and therefore basically worthless as coin), leaving the party with 2,000 sp. Beneath the whole trove is a **staff of healing**.

This tomb also has a secret door in the floor which covers a small hidden cache. This secret door is trapped. Unless detected and disarmed, stone blocks will fall from the ceiling and upper portion of the walls on all inside, causing 1d12 points of damage. The trap is old and crudely-concealed; it can be detected at +15% to normal chances.

The cairn contains another 900 sp, a vial containing a sticky, sweet, brown liquid (a **potion of healing**), and a small wooden scroll tube with ivory stopper (worth 50 gp) which has a scroll of two cleric spells: **protection from evil** and **bles**s.

6H. A huge pile of earth and rubble dominates the area between the northern fence of the graveyard and the granite tombs. Seven skeletons in varying states of assembly are arranged on the ground at the base of the mound.

The skeletons all appear to be human, and although they seem to be complete, very close inspection by a character with suitable knowledge (such as a cleric) will reveal that they are in fact random collections of bones with a skull included in each. A passing chaotic cleric had intended to create some skeletons, but did not realize that the skeletons were too incomplete to be animated.

There is no treasure here.

6I. The northwestern corner of the graveyard has been completely overgrown. Just north of the gravestones, an elm tree has sprouted and now towers over a vast tangle of brambleberry vines.



Occasionally a slight skittering can be heard from deep within the tangle.

These plants are essentially impassable to all, except along the northern fence. There a small, low passage extends through the growth to the ghoulish pit (see 6J). The skittering is from small insects and lizards: the ghouls drive off almost everything else.

6J. The brambles part slightly to reveal a large pile of stone and earth. Just in front of it is a dark pit, seemingly hand-dug, about 10' across. The area smells faintly of carrion.

This pit is approximately 20' deep and about 40' in diameter at the bottom. There is a hollow on the north side of the pit where 6 **ghouls** (AC 6, HD 2\*, HP 9, MV 90' (30'), AT 3, D 1-3/1-3/1-3 + paralysis, SV F2, ML 9, AL C) dwell. These horrors will hear any attempt to climb down into the pit (obvious exceptions include the use of **feather fall** and **fly** spells), and will lurk in the northern hollow to avoid being seen if a torch is dropped into the pit. The ghouls will attempt to attack by surprise from the alcove, grabbing characters to paralyze them as they descend. If the party stops descending, the ghouls may attempt to pull the rope into the pit. The ghouls can easily and quickly climb the earthen sides of the pit, moving at their normal rate to pursue prey even outside the graveyard.

Flasks of oil dropped into the pit will have no effect unless at least four are used to coat the sides and floor of the pit with oil before being ignited.

The alcove is littered with bones and remnants of clothing and gear. Sifting through this mess will reveal a silver necklace worth 250 gp. The ghouls' treasure is buried within the soft earth of the northern wall of the alcove: 3,032 cp and 156 gp.

6K. The area between the large tomb and the southeastern fence is completely overgrown with elm trees and brambleberry vines. One elm sapling has woven itself through the bars of the fence. There is a clearing about 15' wide between the brambles and tomb and the western iron fence.

The vines are normally impassable except with special or magical abilities. However, if characters somehow gain access to the area they will be safe from the corporeal undead as there is no other way to access the clearing.

6L. The eastern end of the graveyard is dominated by a circular tomb approximately 30' in diameter. There is a stone doorway on the western face of the tomb.

Each of the northern, eastern, and southern faces of the tomb features a bas-relief of an armored human male atop a rearing stallion. The tomb is flanked by trees: an ancient and gnarled oak on the north and two young elm trees on the south.

Unlike the tightly-joined seams in the tombs at 6F and 6G, the door to this tomb has been opened multiple times since its creation, both to admit additional family members and (more recently) to animate or rob their remains. However, there are still cobwebs in the corners of the doorway and the floor of the tomb is covered with dust.

There are **8 zombies** (AC 8, HD 2, MV 60' (20'), HP 10 each, AT 1, D 1-8, SV F1, ML 12, AL C) inside the tomb. They are the long-dead remains of a wealthy family that once owned many of the commercial enterprises in the hamlet. Although each has the same statistics, their physical forms at death appear to have been: 2 elderly human females, 1 middle-aged human male, 1 middle-aged human female, 3 young adult human males, and 1 child (female, although this is not immediately apparent). They will shuffle forward to attack intruders, but will not pursue beyond the temple doors.

There is a rusty longsword (with several empty sockets in the pommel that once held precious gems) wrapped in some rags in the southeastern corner of the tomb. The sword is dulled but serviceable if sharpened and oiled. There is nothing else of value here.

## 7. RUINED CHURCH OF THE QUODESS

Once the predominant faith in the Kingdom of Dromeda, fewer and fewer count themselves as members of the Church of the White Quodess. Clerics of the Church proved to be unable to stem the tide of the Miasmal Plague or died ministering to victims, and fewer yet could protect their parishes from the depredations of brigands and monsters. Like many other churches and cathedrals in the Grand Duchy, this church lost its last parsoness long ago. Because the Constable is not a follower of the Quodess, and because his followers are of dubious piety, there has been no attempt to restore this place to its former glories.

7A. Set in a semicircle of cottonwood trees, this ruined church seems to have been abandoned to the elements some decades ago. It was built in the shape of an "X", each wing approximately 30' long and 20' wide, constructed from fitted white granite blocks. Wooden double doors pierce the end of the northern

wing, their whitewash mostly worn away to reveal split and weathered wood beneath. Arrow slits are spaced 3' apart along each wing, but these seem to have been covered over with leaves, cobwebs, and foliage. There appears to be an unmoving humanoid form sprawled on the ground just to the west of the double doors.

The corpse is a hobgoblin that seems to have died within the past week. His body was picked clean at some point, leaving him only shirt and breeches, both of which feature several (single) bloodstained puncture marks about 2" in diameter. He was killed by the stirges at area 7J above. There is a 1 in 6 chance per turn that the stirges will appear to check for prey (in which case 1-4 will attack the party hungrily).

The arrow slits have been plugged by the denizens of area 7D, but their webs have over time been covered with leaves, weeds, insects, and so forth such that the webbing is not obvious unless a particular slot is completely cleaned out. Any light entering through cleared openings will alert the spiders at 7D, which will creep along the ceiling to area 7B and cling there to await prey.

The doors still function although they are stuck and will require a successful "open doors" check to operate. They are carved with an intricate pattern of interlocking "X" designs.

7B. The entry hall of the church is lined with square columns approximately 8' apart. The floor beneath the columns is covered in closely-spaced white marble tiles and the ceiling is wood- heavy beams supporting the planks that form the second floor of the church.

Note that if alerted as described in area 7A, the spiders from area 7D may lurk on the ceiling here. The columns are hewn from the same white stone (granite) as the church. The marble tiles are chipped and cracked but otherwise unremarkable. There is an empty flask (with traces of oil in the bottom) beside the third western pillar.

7C. The western wing of the church is filled with two rows of 8' long pews hewn from red-colored wood, once polished to a fine sheen but now dull, pitted, splintered, and cracked. There are several human or humanoid forms draped over the pews.

There are 5 corpses, two men and three male hobgoblins. The men wear leather armor and the livery of the Constabulary; each has a leather purse with 1d6 sp in it. The hobgoblins wear studded leather armor and carry no treasure. The bodies are dried husks with grey-colored skin, a by-product of the virulent poison of the spiders.

7D. The eastern wing of the church seems to be filled with orderly rows of pews. However, only the first two rows of pews are visible- the remainder of the area is blanketed with a thick, cottony white substance.

The alcove is covered with webs spun by **3 giant black widow spiders** (AC 6, HD 3\*, HP 16, MV 60' (20'), in web 120' (40'), AT 1, D 2-12 + poison, SV F2, ML 8, AL N). If the spiders have not ambushed the party elsewhere they will lurk in the upper webs and creep silently out to drop on characters. Note that burning the webs will ignite the ceiling timbers, burning the upper floor and destroying the entire church and everything inside it.

7E. The center of the church is dominated by a raised circular dais 20' in diameter. There is a 20' tall white marble statue atop the dais that once must have nearly reached the ceiling. It is the likeness of a female humanoid but has been heavily battered, missing one whole arm and half of another, with chips and chunks missing all around. It appears to have four necks, each of which has lost the head once attached, although stone curls still dangle down the statue's back. One of the broken arms lays at the foot of the dais, the hand still forming a holy blessing sign of the White Quoddess: palm outward, with thumb and index, ring, and little finger extended and middle finger held to palm. Pews fill the areas to the east and west of the sanctum. Behind the dais, a ragged, filthy curtain hangs lifelessly from the ceiling, screening whatever lies to the south.

If the statue is examined closely, a secret drawer can be detected (same chance as to detect a secret door). The drawer is lined with white velvet, but is empty. If the velvet is removed, a false bottom will be discovered, but it too is empty.

7F. The grimy curtain conceals the southern wing of the church, an empty room with wooden staircases leading up and down.

Other than the stairs, there is nothing of interest here.

7G. The stairs climb to a 20' x 30' chamber. A hallway leads out to the north. There is a large pile of rags and debris in the southeastern corner of the chamber beside the stairwell.

The rags are remnants of the parsoness' vestments. There are rended bits and scraps of cotton and linen

cloth, a few leather articles (single gloves or boots), a dull and rusty dagger (useless) and a cracked wooden goblet. None of this is valuable.

7H. The northern door opens onto the ruins of the church library and study. The western and eastern walls are lined with empty bookshelves. There are two small piles of debris in the room, and there is a pile of broken wood near the north wall. There are no windows in the room.

The smaller piles consist of wood and leather book covers and torn bindings, mangled parchment scraps, and moldering cloth. The northern pile consists of the rotted and broken remains of the desks and chairs that once seated clerics and scholars studying in the library.

At the back of the uppermost shelf on the western wall there is a false panel which conceals a **mace +1, +3 vs. undead**.

NOTE: This is a logical location for the GM to place any books or maps relevant to future plots or campaign background. For example, if the wight has been released (as described at Gold Hill Wilderness Location 10 below) and the party has not yet discovered the growing danger, the GM may wish to place a history book or cleric's journal to provide relevant clues.

7I. This small chamber is ruined. There is a pile of broken furniture in the center of the room, flanked by two small mounds of shredded cloth. There is an exit door on the opposite side of the room.

This was once the parsoness' reception room/office. The wood shards seem to have once been a desk- the top and legs are still discernible, although rotted and useless. The cloth hosts a green fungus that will erupt in a (harmless) cloud of spores if disturbed.

7J. This small chamber is open to the elements. The eastern wall is in fact a large window once closed by shutters. They are now stuck open, allowing the piles of refuse, ruined clothing, fungus, and manure to rot away in the storms that lash the chamber each winter.

Characters listening for noise outside this chamber will hear numerous squeaking sounds. These come from the **10 stirges** (AC 7, HD 1\*, HP 5 each, MV 30' (10'), fly 180' (60'), AT 1 (+2 to first attack), D 1-3 + drain 1-3 per round, SV F2, ML 9, AL N) that roost

here. If any were previously killed at 7A, the number appearing here should be reduced accordingly. The stirges have no treasure, but one of their hapless victims was wearing a jeweled bracelet (worth 100 gp) which was eventually carried back so that the stirges could enjoy the sparkling gemstones.

7K. This chamber appears to have been an office or dwelling chamber. There is a smashed table just inside the door, with two small piles of rotten, shredded cloth next to it. There is a weathered and dusty (but apparently undamaged) desk against the east wall. Above it are two heavy shutters which were permanently closed with iron spikes some years ago.

The detritus is worthless and uninteresting. However, one of the two desk drawers contains a silver necklace set with garnets worth 250 gp. The other drawer is locked and trapped with a poison needle in the lock. Because the poison degraded many years ago, characters that fail to detect and remove the trap will merely take 1 hp damage when they are jabbed by the needle.

7L. The stairs descend into a long (40') chamber in the cellar. There is a door in the northeast corner and a passage exiting to the west.

There is nothing of interest here, but unless the party is travelling very quietly (and even then if there is a chance their scent would be detected), they will be stalked and/or attacked by the wolves in 7M.

7M. There is an exit door in the northwest corner of this chamber. There is a great mound of refuse in the center of the room, consisting of torn and shredded cloth of various kinds, sticks, and even furs and animal skins.

This room is the den of **5 wolves** (AC 7, HD 2+2, HP 2 x 12, 3 x 9, MV 180' (60'), AT 1 bite, D 1-6, SV F1, ML 6, AL N). They are hungry and will attack intruders, pursuing them up the stairs and out of the church ruins. Sifting through the nest will reveal a small leather bag containing 37 gp. The debris is nothing more than shards of rotted wood.

7N. This dank chamber seems to have once been a kitchen. There is a large brick fireplace in the northeastern corner of the room. Next to it is a pile of debris of some sort. There is a door in the northern wall.

The brick fireplace is vented to the outside; characters with proper means to navigate the flue (such as a **potion of diminution**) could use it as an escape route if necessary.

7O. [The door to this chamber is stuck fast.] This small room was probably a storeroom at some point, but whatever provisions were once here have decayed into a large mass of burlap, wood, mold, and fungus.

There is nothing of value here.

7P. The door opens onto a short hallway with three stout wooden doors in the north wall. Each door has a small (1' square) window about 4' from the floor, covered with bars.

This was once the covert holding area for transgressors against the faith or other victims of "lunacies" (Church-sponsored crusades of inquisition and rectification of the impious). Each of the doors is stuck fast, and each of the old locks is rusted beyond operation. The doors can be battered open, but the noise this entails will bring wolves from 7M or stirges from 7J to investigate.

The cells are empty except for three gold teeth (worth 5 gp each) scattered on the floor in the easternmost cell.

## 8. RUINED TOWER

As miners pulled endless carts of precious metals from beneath Gold Hill and the community boomed, its fame attracted attention from all over Dromeda. One powerful mage from distant Arcaena City decided that the wealth beneath the hill would eventually bring travellers wishing to trade magic spells or items (or predatory monsters that might bear such things). Who that wizard was, and what led to his demise, is obscured by the passage of time and the plundering of looters.

The current situation is no mystery, but still very dangerous to explorers. First, there is a hungry **harpy** lurking on the roof. Whenever she detects new prey nearby, she will begin singing and lure characters to climb to their doom.

Secondly, there is a **hobgoblin war band** now holed up inside the ruined tower. These hobgoblins are good fighters and strong tacticians. They will concentrate missile attacks on magic-users or unarmored humans first, and melee attacks will be focused on elves or clerics (at least those easily recognized as such). They are very interested in taking prisoners for interrogation, and those with

valuable information (or who can convince the hobgoblins that they have valuable information) will be taken to their king. While they may occasionally choose to make a tactical withdrawal, once the leader in 8H has joined the fray there will be no retreat. The chief's ire is a fate worse than death! (The remainder of the tribe, their stronghold, and the dark force behind their incursion will eventually be detailed in Adventure Module **BL3 Mountain Redoubt of the Hobgoblin Legion**).

Finally, there is a pack of **ghouls** in the dungeon below the tower ruins. The area is shunned by the hobgoblins who will, if questioned, disclose their belief that the dungeon is cursed by evil spirits. Their avoidance is not very effective, however, because the ghouls have learned how to use a teleporter in the dungeon that connects with the upper levels, and they regularly devour unwary stragglers (which may well include careless adventurers).

Note that the hobgoblins have taken to plugging their ears with wax when outside the tower to protect themselves from the singing of the harpies. This means that in general the hobgoblins will not hear anything quieter than loud melee combat or similar commotion.

8A. You stand before a forgotten stone tower, 50' tall and 60' in diameter. The main entrance is a set of double doors of ebon wood. These bear carvings of great dragons whose clawed feet form the door handles. There is a small portal about 6' from the ground that has been boarded over from the inside with some rough-hewn pine planks. The eastern face of the tower is overgrown by wisteria vines which snake all the way to the top of the tower.

The doors are barred from within, and it will take 5 rounds of battering to force them open. The guards are wary but confident; parties that threaten and bluster may meet with only silence. If the hobgoblins believe the intruders to be weak (particularly if the party is small or poorly-equipped), they may simply usher the party inside, barring the door behind them once all have entered.

In addition, note that any activity except quiet skulking and whispering will attract the attention of the harpies at 8N which will begin singing and charming characters to climb the vines growing on the face of the tower. Thieves can use their normal "climb walls" skill (at +5% bonus to die rolls); other characters must roll a 14 or higher on a d20 (including dexterity modifier, if any). Failure indicates a fall and 1d6 hit points damage. If this occurs, the fall breaks the charm. If the harpies continue to sing, the fallen character must save vs. Spells in the

following round or be compelled to attempt the climb again.

Also, note that the hobgoblins in 8C may stab at characters as they climb past.

8B. This chamber is barely furnished, containing only 2 rough benches and two rickety stools. A battered barrel stands in the northeastern corner. There is a door in the north wall, and a ladder in the western end of the chamber leads down. There are three beeswax candles in a sconce on the wall above the barrel.

This is the main guardroom for the hobgoblin garrison. There are **8 hobgoblins** (AC 6, HD 1+1, HP 6 each, MV 90' (30'), AT 1, D 1-8 (battle axe) or 1-6 (light crossbow), SV F1, ML 8, AL C) here. Each carries 9 sp. If the door is battered, a whelp waiting with them (almost of age to join the warriors) will run to warn the common room at 8C and continue on to warn the second level. Note that these individuals have packed their ears with wax and will hear nothing short of battering the door.

The ladder leads down to the dungeon, descending to a point 40' west of the door to area 8P.

There is nothing of value here. The barrel contains water; a wooden dipper hangs from its rim on a leather thong. Wax from the candles is used by the hobgoblins to plug their ears.

8C. This large chamber seems to be used as a common room by the hobgoblins. There is a door in the north wall and an ascending circular stone stairway in the center of the room. There are small wood tables on either side of the stairway. There is a 3' diameter hole bored into the east wall, covered by vines which grow around its edges and reach into the room. The western wall of the tower bears a large stained-glass window depicting a magic-user on a flying carpet soaring above a towered city. Colored light streams into the room through the stained glass. There is a small wooden box on the floor near the window, and there are several piles of moth-eaten furs around the room.

There are **2 hobgoblin guards** (AC 6, HD 1+1, HP 6 each, MV 90' (30'), AT 1, D 1-6 (spear or javelin), SV F1, ML 8, AL C) that will use their spears to stab at anyone climbing the vines on the outside of the tower (whether charmed or not). They each carry 7 sp.

There are also 8 female hobgoblins and 6 whelps here. If a whelp comes from 8B to alert the second floor, the females and whelps will head for the

storeroom in 8E and barricade the door. Reinforcements will arrive before the party can break through the door there. The females and young will not fight in any circumstance.

If the south door opens and anything other than a hobgoblin steps through, the whelps will flee upstairs, bringing the hobgoblins from area 8F in 3 rounds.

The furs are worthless, but there are 1-20 cp scattered each pile. The box contains 18 soft beeswax candles.

The window is in fact a layer of stained glass covering a wall subjected to a **continual light** spell. It was created by the tower's owner long ago to create a feeling of openness without sacrificing security.

8D. This small chamber serves as a kitchen. There is a hearth against the north wall which holds two steaming cauldrons over a crackling fire. There is a battered, doorless cabinet in the west end of the room. There is a battered and bloody log chopping block against the wall just east of the door.

If intruders have somehow penetrated this far without alerting the hobgoblins, there will be one noncombatant female hobgoblin here hacking the arm of a halfling into bits to toss into the mess being cooked for the next meal.

If the females from 8C pass through, the cook will flee with them to hide in the storeroom at 8E.

8E. This small chamber is a storeroom. There are 4 barrels and 11 large sacks stacked here.

If the females and whelps come here, they will move all the barrels and sacks to barricade the door. Two barrels contain good salt pork, one contains moldering beetroot, and one contains sour ale. The sacks contain rye and corn. The last sack searched has a **dagger +1** hidden in the grain, but this will only be discovered if all the sacks are opened (which will take two turns) and their contents are dumped out.

8F. This chamber contains 10 rough sleeping pallets lined with straw. There is a table in the northern end of the room with three wooden drinking vessels and a wood or gourd pitcher atop it.

Unless summoned elsewhere, there are **4 hobgoblins** (AC 6, HD 1+1, HP 6 each, MV 90' (30'), AT 1, D 1-6 (short sword or light crossbow), SV F1, ML 8, AL C) sleeping or relaxing here. If the party has somehow reached this room without alerting the hobgoblins, they will only have time to grab their



shields (AC 8) and weapons and spring to attack. Each carries 5 sp. The pitcher contains sour ale.

8G. This room appears to have once been used as a laboratory. There are three tables of varying sizes pushed against the south wall. Each holds heaps of broken and dented magical or alchemical equipment. The floor beneath the tables is covered with a 6" deep layer of debris: broken glass and clay vessels, pieces of metal tubing, piles of dried and ground items, and shreds of fabric. There are two stools and a battered chair in the northern end of the chamber.

The destroyed equipment is worthless, although the party should have to sift through the remnants for a few minutes to determine this.

8H. This small chamber is comfortably furnished, at least when compared to the rest of the tower. There is a worn and ragged bear pelt on the floor. A large chest stands at the foot of a battered bed, which has more furs and two dark green wool blankets atop it. There is also a small (3') wooden crate with a low stool in front of it.

This is the chamber of the **hobgoblin leader** (AC 4 (chain mail and shield), HD 4, HP 15, MV 90' (30'), AT 1, D 1-8 (sword) +1 for strength, SV F4, ML 8, AL C). If he has not been alerted before intruders reach his chamber, he will hurriedly grab his shield and sword (AC 7) to defend himself. He wears a belt pouch containing 9 gp, 2 gems worth 250 gp each, and a brass key (which opens the chest).

There are also **2 hobgoblin bodyguards** (AC 6, HD 1+1, HP 9 each, MV 90' (30'), AT 1, D 1-8 (battle axe) or 1-6 (light crossbow), SV F1, ML 8, AL C) here. Each carries 2 gp.

The chest is locked and trapped with a poison needle in the lock (which paralyzes any failing their saving throw vs. Poison). Using the leader's key will safely open the lock. The chest contains loot taken from locals and monsters, a total of 3482 cp, 847 sp, and 180 gp.

8I. The circular stair ends on the third level of the tower in this small rectangular chamber. There are doors to the north, south, and east.

There is nothing of interest in this room save the secret door in the east wall. The ghouls in the dungeon know how to use the teleporter in the secret room and regularly do so to hunt unwary hobgoblins.

The hobgoblins, for their part, think this level of the tower is haunted and avoid it except in the direst circumstances.

Each turn a party member is on the third level of the tower, there is a 1 in 6 chance that a ghoul will appear through the secret door and stalk prey on this level.

The first time the party arrives on the third level, there will be a **ghoul** in 8M awaiting prey (no check necessary).

8J. [NOTE: The door to this room is magically locked with a spell cast by a 5th level magic-user]. This chamber houses a collection of artwork. There are three paintings hung on the west wall. They depict a male human magic-user in three different action poses: gazing into a crystal ball (which gives off a brilliant magical glow, illuminating the chamber), flying on a magic carpet, and casting a spell at an assembled force of orcs. There is a large tapestry woven from red and gold wool covering the east wall. The north wall features three ornate masks carved from some black stone. A thick layer of grey dust covers the art and the black marble floor.

The magic-user's art collection has thus far remained untouched. The tapestry is trapped, such that anyone attempting to remove the tapestry's display rod will trigger an arrow trap in the ceiling that will strike a character standing in front of the tapestry for 1-6 points of damage. The GM should determine the relative worth of the objects in the campaign, considering (1) that the paintings are basically curiosities, vanity pieces that will not appeal to a collector and (2) the masks are religious icons carved from obsidian by a distant and ancient race and would be valuable to a collector or scholarly institution.

Note that the glow of the crystal ball in the first painting is due to a **continual light** spell cast long ago.

8K. This area appears to have been a study or small library. The floor is a mountain of torn and crumpled sheets of parchment and paper and torn and broken book bindings. Atop this mess are two smashed book cases and a pile of wooden rails that probably once comprised one or more scroll racks.

The GM is encouraged to place any treasure maps or leads to future adventures in this room as desired. Beneath the debris is a hollowed-out book bound in black leather that holds a vial containing a black, inky liquid (**potion of undead control**).

8L. The original purpose of this room is not clear, and it is apparently unused now. There is a jumble of broken wood, torn leather, and scattered wool or other padding material in the north end of the room that was probably once a stuffed chair. The southern end of the room holds a large pile of smashed wooden furniture, probably the remains of a wooden table and chairs. In the western end of the room, a ladder climbs to the ceiling, but the opening is covered over with several walnut boards with smooth, lacquered surfaces.

Although the hobgoblins fear the “haunting” on this level, they fear the harpy even more and consequently have covered over the opening to her rooftop lair with an old table top.

8M. This secret chamber has a large pile of rugs in the southern end. There is a wooden bedframe leaning up against the wall on top of the rugs. There is a 4' diameter circle inscribed on the floor near the secret door which glows with a mocking pink radiance.

The glow is caused by a teleportation circle which connects with the circle at 8T in the dungeon below. It is activated merely by stepping on it (which is almost unavoidable if an attempt is made to examine the rugs). Any character treading on it will be teleported down in a cloud of brimstone smoke.

When the party first arrives at this location there will be a **ghoul** (AC 6, HD 2\*, HP 9, MV 90' (30'), AT 3, D 1-3/1-3/1-3 + paralysis, SV F2, ML 9, AL C) in the chamber. The ghoul will pursue intruders anywhere in the complex, paralyzing as many as possible for devouring later.

8N. The roof of the tower is bounded with battlements. At the western edge, a ladder leads down through the roof to the tower interior. In the center of the roof there is a noisome pile of branches, reeds, and scraps of cloth and leather, all fouled with excrement.

This tower is the roost of a **harpy** (AC7, HD 3\*, HP 16, MV 60' (20'), flying 150' (50'), AT 2 claws or 1 weapon + special, D 1-4/1-4 or 1-6 or charm, SV F3 (+2 on all saving throws), ML 7, AL C). The harpy prefers fresh food and companionship, so charmed characters will not be immediately devoured but will be held for a period of time.

The harpy has accumulated a treasure of 3,280 sp and wears a small leather pouch with 14 gems (garnets) worth 50 gp each around her neck.

8O. This is a series of tunnels and caves dug by a group of giant rats. The tunnels are approximately 3' wide and about as high. Consequently, characters larger than a dwarf can only enter by crawling on hands and knees.

The number in each cave indicates how many **giant rats** (AC 7, HD 1/2, HP 2 each, MV 120' (40') swim 60' (20'), AT 1, D 1-3 + 5% chance of disease, SV F1, ML 8, AL N) are in each cave. Note that once combat is joined additional rats will come from the adjoining cave(s) to take part in the meal. Rats thus engaged will, if they have drawn blood, pursue anywhere in the dungeon.

8P. The door to this chamber is stuck closed. Within, water drips slowly from the ceiling in the northeastern corner of the room, puddling on the floor and draining out between the flagstones there. The dripping water has left small mineral deposits on the ceiling, the beginnings of stalactites.

The water is normal, as are the mineral deposits. There is nothing of value here unless the party has run out of potable water.

8Q. This long hallway has three stout wooden doors in the north wall and three in the south wall. The doors are iron-bound, and there is a small window in each covered with a thin steel grating.

This was once a block of detention cells. The doors are all difficult to open, requiring a successful open doors check to operate. There is nothing of interest in any of the cells, except for the northwestern cell where a skeleton is still shackled to the wall, prisoner for decades. The bones have all been slightly gnawed in several places by hungry giant rats. There is a rat hole in the western wall of this cell that connects to the passages described in 8O (note particularly the size restrictions on characters seeking to enter).

8R, 8S. The original purpose of these rooms is unclear. Currently, however, the rooms are overgrown with fungi. There is a multitude of mushrooms in various hues, together with lobe-shaped fungi growing from the walls. At one point, these chambers were used by the hobgoblins to cultivate edible fungi. If the fungus is disturbed or removed decaying planks will be found beneath that once formed crude planting beds.

Since the hobgoblins stopped venturing into the dungeon, however, the fungus has been left to grow unchecked, which has attracted **fire beetles** (AC 4, HD 1+2, HP 6, MV 120' (40'), AT 1, D 2-8, SV F1, ML

7, AL N) to graze here. There will be 2-5 beetles in either room at any given time.

8T. This secret room has a foul stench. There are six piles of clothing and bones along the southern wall of this chamber. There is a hobgoblin carcass as well, now just a head and torso with ragged, gnawed spots where limbs were chewed off. In the southeastern corner of the room, there is a 4' diameter circle inscribed on the floor which glows with a mocking pink radiance.

This chamber is the lair of **5 ghouls** (AC 6, HD 2\*, HP 9, MV 90' (30'), AT 3, D 1-3/1-3/1-3 + paralysis, SV F2, ML 9, AL C). For every additional ghoul that has been encountered in the tower above, there will be 1 less ghoul present here (i.e. if four are encountered above, there will only be 1 ghoul remaining in the lair).

Characters that accidentally teleport here from 8M will be attacked by any ghouls present, but if paralyzed will not be immediately devoured. The ghouls will wait to catch as many characters as possible before settling in to their feast.

If the nests are ransacked, the party will discover 2,800 cp, 985 sp, and 3 gems (garnets) worth 100 gp each.

8U. The passage ends in a large irregularly-shaped chamber. There is a manure-streaked pile of sticks, leaves, scales, and bones in the southeastern corner.

This was once the lair of a troll that met with an untimely end at the hands of the Constable. There is a battered and decayed set of leather armor in the bottom of the nest which is neither serviceable nor valuable.

8V. The passage turns north and east and continues on 50' or so to exit to the surface. To the south a secret door leads to a long-forgotten treasure cache. Within is a large chest (locked, untrapped) that contains 1,200 sp. Next to the chest, a headless wicker mannequin wears a suit of **chain mail +1** and wields a **mace +1**. A leather pouch hangs across the mannequin's chest which contains a **scroll: ward against magic**.

8W. This exit tunnel connects to the abandoned mine complex (see Gold Hill Wilderness Locations 11 and 13). If the GM does not want the party to explore the tunnels, players may simply be told that the tunnel has completely collapsed.

## 9. BEAR SITES

Each of the locations numbered 9 on Map A-2 indicates a place frequented by black or grizzly bears. When the party visits one of these locations there is a 64% chance (1-4 on d6) of encountering a bear.

If an encounter with a bear is indicated, a d6 should be rolled to determine the type and number of bears appearing:

1-4. **1-4 black bears** (AC 6, HD 4, HP 26, MV 120' (40'), AT 2 claws/1 bite, D 1-4/1-4/1-8, SV F2, ML 7, AL N). If both claw attacks hit the same victim in a round the victim is hugged for an additional 2-16 points damage. These bears are generally shy and seek to avoid encounters with adventuring parties. However, if 3 or 4 bears are encountered one will be a sow and the remainder her cubs. In this case, the mother will be more likely to run, but if cornered she will fight fiercely to defend the threat to her young.

5. **1 grizzly bear** (AC 6, HD 5, HP 27, MV 120' (40'), AT 2 claws/1 bite, D 1-6/1-6/1-10, SV F2, ML 8, AL N). If both claw attacks hit the same victim in a round, the victim is hugged for an additional 2-16 points damage. These bears are hungry and will attack small or poorly-armed parties.

6. Old Blondie, a wizened and vicious **grizzly bear** (AC 5, HD 5+1, HP 41, MV 120' (40'), AT 2 claws/1 bite, D 1-8/1-8/5-10 (1d6+4), SV F3, ML 10, AL N). If both claw attacks hit the same victim in a round, the victim is hugged for an additional 4-16 points damage. This mean-spirited creature kills for joy and to sate her near-boundless appetite. She is identified by the blonde tips to her fur, and is notorious, even among the hobgoblins, throughout the Gold Hill region for her depredations. The head or pelt from this creature will be warmly received by all who have lost friends, family, or property to this beast. Once the party has defeated this bear, a roll of 6 should be treated as an encounter with grizzly bears as described above.

The locations of the encounters are as follows:

9a. This is a forgotten vineyard, with knobby old vines planted in neat rows and clinging to rotting wooden stakes. The bears love grapes (particularly sugary wine grapes like these) and will defend perceived threats to this source of tasty treats.

9b. This location is a circle of old, low-growing oak trees, each of which has one or more beehives hanging from its branches. Bears encountered here are more likely to run away than those at 9a.

9c, 9d. Each of these locations is a grove of willow trees growing on soggy ground (atop a high water table). The willows shelter a great tangle of brambleberry bushes. The bears love to snack on the berries before retreating to the center of the tangle to nap. If a bear is encountered here, there will be a bear-sized hole in the bramble where the bear has crashed into the brush. The brush is so thick that missile attacks into it are useless.

## 10. PARSONESS' TOMB

NOTE: The GM should carefully consider whether to use the "Terror in the Gloaming" scenario detailed here. If the players do not catch on to the growing menace, the campaign area will be overrun with undead and the players' characters may not be able to do anything but flee for their lives! The GM can instead use the descriptions here as a simple wilderness lair and ignore the subplot involving the attacks on locals by the wight. If the subplot is not utilized, the GM must carefully revise the following area descriptions to conform to the situation in the campaign.

The wight was once the local parsoness for the Gold Hill area, although she was also secretly a member of the Coven of Evil Chaos. Whether she had always harbored an evil nature or suffered some kind of mental lapse or endured some horror that drove her mad is uncertain. Whatever the case, she was discovered one moonless night sacrificing innocents and their blood for the glories of her coven. Her true nature revealed, she was captured and hung. However, because her tomb had already been built, and because of her many acts of prior service to the community she was still buried honorably.

In part, this was also because the simple folk of the area suspected that her prior misdeeds would come back to haunt her (and them). They were careful to use magical and mundane physical wards to keep this evil creature from reviving. They even sought to separate the parsoness' evil spirit from her hung body. Using ancient rites (now forgotten except in the most obscure writings of theologians of the Church of the White Quoddess) they trapped her spirit within the altar of the church in the Ruined Hamlet, warded by the presence of the undead-slaying sword (see Ruined Hamlet Location 6). If the players have clumsily broken the warding spells there, that spirit has returned to its long-denied body and is out for vengeance!

10A. This building is constructed of closely-fit white granite blocks. It is built in the shape of an "x", four intersecting corridors 20' wide and 40' long. There appears to be only one entrance: a pair of double doors 20' wide and 20' tall in the southernmost end of the building. The doors are thick gray wood carved with interlocking x patterns. There are 2 rusty pull rings on each door, each in the stylized shape of a moon.

If the wight's spirit has been released before the party arrives here for the first time, the doors stand open. If not, the doors still stand closed and the moon-shaped pulls will feel icy to the touch. When the doors are opened, a piercing, horrifying scream will emanate from the entire tomb, and a cold wind will blow from the open doorway. Although the wight's spirit has not been released fully and its form is still locked in the tomb, the monster will be alert and waiting to attack the party, eager to begin its campaign against the locals as detailed below.

10B. The doors open into a rectangular chamber 20' wide and 40' long. The floor and ceiling are covered with black marble. There are green and white stained glass panels inset at intervals along the length of the room at the roofline. Each wall is covered with a mosaic of grey, white, green, and black tiles. The western mosaic depicts a female cleric in a white robe creating food for a mass of hungry peasants. The eastern wall bears an image of the same cleric wielding a staff showering pure white light over a rabble of vicious-looking demons. At the opposite end of the chamber is another set of carved wooden doors, but these doors seem to be hewn from a different, reddish wood. They are bound by a great set of silver chains and vast padlock.

If the sword has been removed from the church in the Ruined Hamlet, the doors to 10C will stand open with the sundered chains on the floor in front of the doorway. If not, the lock may be picked by a thief character, or a strong character can attempt to break the chains. In either case, the wight will be awake and ready to spring on any entering 10C.

10C. The doors open into a long, T-shaped chamber. Each wing is 20' wide, and the east and west wings (extending on either side of the doorway) are each 40' long. Directly across from the door, another wing extends to the north. There is a large marble sarcophagus in the center of the opening to the northern alcove which glows all over with a gentle white radiance. There are statues at the rear of each wing of the chamber. These seem to be made of white stone (perhaps alabaster) and depict human

female forms. The ceiling bears a large window or skylight which appears to open onto a clear, starry night sky.

The statues are indeed made of alabaster; the statue in the eastern chamber depicts an infant girl with arms outstretched; the statue in the western alcove depicts a maiden carrying a bushel of grain, and the statue in the northern alcove depicts a grown woman holding a swaddled bundle (presumably an infant, although the face is not depicted). The “window” is in fact an illusion that, combined with the magical glow of the sarcophagus, makes the whole area appear to be moonlit no matter the time or weather outside the tomb.

If the sword has not yet been removed from the church in the Ruined Hamlet, the **wight** will be encountered here. If the chains on the entry door are broken or the lock is opened by any means, the wight will have thrown open the sarcophagus and will spring from its edge to attack the first character entering the door. Make a surprise check for the party only; the wight cannot be surprised in this situation. Even if the party isn’t surprised, the wight will still get +1 on its initial initiative roll.

If the party somehow enters without breaching the chain and lock (presumably with some sort of magical device or spell), the wight will be “sleeping” in the sarcophagus.

**Wight** (before spirit freed): AC 5, HD 3\*, HP 24, MV 90’ (30’), AT 1, D Drain 1 level, SV F 3, ML 12, AL C.

**Wight** (after spirit freed): AC 4, HD 4\*, HP 32, SV F 4, otherwise as above.

The wight wears a platinum chain that holds four crescent moon pendants worth 1500 gp total. If this adventure is set in the **WORLD OF STRONGHOLD**, clerics of the White Quoddes will recognize this as an ancient symbol of church office and will go to great lengths to recover it from unworthy possessors (i.e. males).

There is a secret compartment in the floor which contains 6,000 cp, 2,000 sp, and 10 gems (malachite) worth 100 gp each.

## TERROR IN THE GLOAMING

Once the wight is freed from the tomb, it will begin attacking local denizens to feed its rage at its long imprisonment and to punish those responsible for the hanging. In each case, the wight strikes during the dawn (just before sunrise) or gloaming (just after

sunset and before darkness falls) of the indicated day<sup>3</sup>. The GM may wish to have the party happen on the scene after the wight has killed victims but before these have arisen. See “Preventing the Propagation of Wights” below if party members think to take appropriate actions to ensure the repose of the dead.

Day 2 (i.e. the day after the wight is freed): The wight kills the old hermit at 4e. The next night he arises as a wight. 1 wight created.

Day 4: The wight waylays a pair of missing guards from the Trading Post. The next night they arise as wights. 2 wights created.

Day 6: The wights enter the Magician’s camp at sunrise and kill the Magician, his Bodyguard, and his two goons as they sleep. Unless the GM decides otherwise, the wights do not discover the Eccentric Medium in his tree or the Guide, both of whom remain hidden during the massacre. (The GM may wish to have one or both of these characters unite with the party to combat the wights). 3 wights created.

Day 8: The wights descend on the farm at 4d, killing the brothers and two farmhands. The sister and remaining hands flee to the Old Hermit’s farm at 4e where they hide for the next several days. 5 wights created.

Day 9: The wights descend on the Fur Traders’ Camp at 5. The GM should determine which of the senior traders are killed in this raid; one of the senior traders should be away when the raid occurs (and may seek out the party to help him exact revenge on the wights). 11 wights created.

Day 10: The wights waylay a patrol from the Trading Post which consists of the Chaplain, a Serjeant, and a patrol of 6 constables. 8 wights created.

At this point, the wight leads the group to the Ruined Hamlet (see area W6). Because the Chaplain will have been killed, the party is the last, best hope for defeating the wights. The Constable’s forces don’t have enough magical weapons available to make a difference. The Constable will send a punitive band (the party, if they are on good terms with the Constable and the Trading Post, or a sizable portion of his remaining forces) against the Hamlet. This force will be routed by the wights; one or two escapees will return to the Trading Post with a harrowing tale that will convince the Constable to take his treasure and his family at 4f and head for

<sup>3</sup> In the **WORLD OF STRONGHOLD**, dawn and gloaming last for several hours depending on location; on the continent of Dromeda, each period lasts approximately two hours.

safer locales. The party will then be the only force between the wights and the remainder of the Barony (although the GM may wish to have one or more of the Underconstables stay behind to make a last stand).

The GM should of course alter the above timeline as necessary to allow the party a fair chance to combat the menace. If the party must rest for one or more days to recover from wounds taken, the GM should delay one or more of the events listed. The GM may also wish to have an NPC explain the information below under the heading "Preventing the Propagation of Wights" to the party and give them a chance to properly inter some of the wight's victims before they arise as undead. By the same token, if the party chooses to dally for days on end at the Trading Post, they should receive periodic reports of undead raids. If they still choose to do nothing, they should be chased from the area by a ravaging band of wights!

### PREVENTING THE PROPAGATION OF WIGHTS

Any cleric or elf of 2nd level or greater knows how to prevent the propagation of wights. If no party cleric has advanced to the appropriate skill level, the GM should suggest that the players improvise. Note that these steps are unnecessary if a body is buried in properly-consecrated grounds (although there are none in the Gold Hill area).

If the body of a person killed by a wight is subjected to one of these spells before burial, the deceased will not arise as a wight: **protection from evil, bless, protection from evil 10' radius, limited wish, wish**. Any lawful or neutral cleric (even an acolyte) can use a holy symbol and one-fourth of a vial of holy water to perform a consecration rite that will have the same effect.

If this adventure takes place in the **WORLD OF STRONGHOLD**, clerics of the Coven of Evil Chaos can instead **curse** corpses by using the reversed forms of the spells listed above, or a rite utilizing unholy water. Corpses treated in this fashion have a **sympathy** effect (as the spell of the same name) on any undead in the area for the next 48 hours.

### 11. OLD MINES

The old mineshafts here connect to secret tunnels passing through the northern face of the hills and exit at a trail which leads to the nearby fortress of a band of hobgoblins (which will be detailed in **Adventure Module BL3 Mountain Redoubt of the Hobgoblin Legion**). If the GM does not wish to allow the party to explore that area, an inquiring

party can simply be told that the mines have collapsed and that there is no usable entrance.

Attempts to resume mining are likely to prove unprofitable, but details of such endeavors are beyond the scope of this module and left to the GM.

### 12. MAGICIAN'S CAMP

A travelling magic-user and his retinue camp at this location. The Magician is a chaotic wizard in the service of Ravensfeast Keep, the stronghold of a chaotic noble to the east. He is here to sow seeds of anarchy and to search for the tomb of the wight (Gold Hill Wilderness Location 10) which he believes to contain a powerful artifact. (As discussed above, he and his group will eventually discover the sword in the Ruined Hamlet's church if the party does not).

The description of the camp assumes that the magicians are in camp and in their tents; if circumstances seem to make this unlikely (for example, if the party has made a great deal of noise nearby, alerting the camp) the GM should adjust the descriptions as necessary.

12A. This tent belongs to the Magician. The interior floor is canvas, and furnishings are supported on cleats or pallets to keep them off the ground. There is a wood and canvas cot covered with maroon-dyed velvet blankets and pillows. There is an upright wooden chest that stands open and contains clothing. There is also a brazier glowing with hot coals, and a steaming tin pot hangs from the ceiling over the brazier. There is another chest near the bed which holds a lantern and two books.

**The Magician** (AC 7, MU 4, HP 12, MV 120' (40'), AT 1, D 1-4, SV MU4, ML 9, AL C) wields a dagger if somehow forced into melee. He carries a purse containing 17 sp, 9 gp, 1 gem worth 50 gp and 3 keys (one copper, one brass, and one tin). He also carries a spell scroll (**sleep**) and a **potion of flying**. He normally memorizes the following spells: **charm person, light, mirror image, and stinking cloud** (new spell-see Appendix C).

The chest near the bed is locked and, if opened without disarming the trap or using the Magician's tin key, a cloud of **sleep** gas is discharged that affects all within the tent that fail to save vs. Poison (putting them to sleep for 2-8 turns). The chest contains his spellbook, which contains the four spells listed above. It also includes a fine maroon travelling cloak and a (non-magical) staff carved from teak and worth 75 gp.

The upright chest contains a variety of normal clothing- black and maroon robes, a spare pair of boots, and an empty backpack. There is a false bottom in the chest which contains a small locked coffer made of polished ebony wood (worth 75 gp). The lock is trapped, and if not disarmed (or opened with The Magician's brass key) a poisoned spike punches out from the coffer to stab the individual opening it. The poison causes paralysis and weakness for 1-4 weeks if a saving throw vs. Poison is failed. The coffer contains 125 gp and 5 gems (onyx) worth 250 gp each.

12B. This tent belongs to The Magician's personal bodyguard. He has little in the way of gear: a bedroll, a backpack with adventuring gear, and a leather satchel with silver buckles worth 50 gp which contains a letter bearing the dark seal of Ravensfeast Keep requesting assistance and speed on journeys be rendered to the bearer.

**Bodyguard** (AC 3 (chain mail and shield, 14 Dexterity), F2, HP 14, MV 60' (20'), AT 1, D 1-8 (long sword) or 1-6 (light crossbow), SV F2, ML 8, AL C). He carries 15 sp and 3 gp.

12C. This tree is where the Eccentric Medium sleeps. He owns only what he carries, so the only evidence of his habitation is a stained and ragged wool carpet draped over one of the stout limbs.

**The Eccentric Medium**, AC 7, MU 1, HP 4, MV 120' (40'), AT 1, D 1-4 (dagger), SV MU1, ML 6, AL C). He memorizes the spell **sleep** each morning. He carries a small burlap sack which contains a small wheel of moldy cheese, some stale bread, and 16 sp. He also carries two wineskins which he drains frequently, forcing him to buy wine from his fellow-travellers or passing traders. He does not have a spellbook, but only a scroll of **sleep** which functions as his spell book. He has drawn doodles and sigils all over the opposite side of the scroll, and it has become a friend to him. If it is stolen or damaged he will travel the ends of the earth to punish the miscreant. He dislikes the Magician but serves him out of fear. If a combat seems to be going poorly, he is quite likely to grab his bag and run raving into the wilderness.

12D. This tent is the dwelling of two goons from Ravensfeast Keep that are seeking their fortunes by riding the tail of the Magician's black cloak. They fear the Magician but love his gold, and look forward to advancing in the hierarchy of Ravensfeast Keep with "good" service to the Magician. They have few possessions: bedrolls, a lantern, and a small cask of (poor) wine that they water down and sell off to the Eccentric Medium.

**2 goons**, AC 6, T1, HP 4 each, MV 120' (40'), AT 1, D 1-6 (club, short sword, or light crossbow), SV T1, ML 7, AL C). Each is clad in leather armor and carries 12 sp and 1 gp.

12E. This is the dwelling of a local woodsman the Magician took on as a guide to the local area. Unfortunately for the band he is really not a local resident, just a rogue cast out of the Constable's gang for robbing travellers without permission. He might take other service or turn coat if the remainder of the Magician's band is destroyed, or he might fabricate a story to save himself. He is not a murderer, and is uneasy with the methods of the Magician and his nefarious companions.

**Guide** (AC 6, T1, HP 3, MV 90' (30'), AT 1, D 1-6 (club or short bow), SV T1, ML 7, AL N). He carries 9 sp and has two gems worth 25 gp each sewed into his leather greaves.

### **13. SECRET MINE EXIT AND TRAIL TO REDOUBT OF THE HOBGOBLIN LEGION**

This location marks the exit point for one or more tunnels connecting to the Gold Hill Mine complex. These tunnels were dug by a nearby tribe of hobgoblins many years ago to facilitate raids on Gold Hill and the mines, which became yet another reason for miners and settlers to move away). The tunnels have recently been re-opened by hobgoblin patrols (including the group now in the ruined tower at location 8) and miners who are attempting to re-open the mines. The GM can develop these tunnels and the hobgoblins guarding them as desired. The hobgoblins' stronghold will eventually be detailed in adventure module **BL3 Mountain Redoubt of the Hobgoblin Legion**.

### **14. BOG/INSECT SWARM**

This location is a small bog, unremarkable except that it is the nesting site of a swarm of biting flies that will attack characters and pack animals. Each will take 2 points of damage per round spent within the swarm. The swarm will pursue victims after it has taken damage. Waving torches will inflict 1-4 points of damage on the swarm, although the torches must of course be lit first (which is likely impossible in the midst of an insect swarm)! The swarm takes no damage from weapons although waving a weapon may "ward off" the swarm briefly. Mounts are likely to rear, and pack animals are likely to run; make morale checks for such animals at -2 on the roll if they are been bitten by the swarm.



**Insect swarm** (AC 7, HD 2, HP 12, MV fly 60' (20'), AT 1, D 2 points per round, SV NM, ML 11, AL N).

## **PART 3: GOLD HILL TRADING POST (MAP A-3)**

### **INTRODUCTION**

What is now known in the area as Gold Hill Trading Post was once merely a network of naturally-occurring caves inhabited by various animals and monsters. During the most profitable and active periods of mining Gold Hill, adventurers and miners explored and cleared the caves. When mining activity waned and local population dwindled, the caves were colonized by various bands of evil humanoids, including at various points kobolds, orcs, goblins, hobgoblins, bugbears, and gnolls.

But this cave network appeared to the Constable and his followers (back when they were just bandits) to have great potential to become a highly secure hideout. Initially they cleared a few caverns of orcs, and as their band grew and successes mounted they cleared the remaining caverns and held them against all comers.

When the Constable was appointed, there was no better base in the area available to his band. As the operation grew (and its nature changed from illicit to sanctioned) additional caves were pressed into service as an "inn", a smith began plying her trade, and barracks were established for the "Constabulary" (alongside the original thief training areas).

Now the caves are a nascent hamlet. A weekly market takes place in the clearing outside the cave entrances, and a cleric appointed as Chaplain by the Constable holds services in the common room of the Inn twice weekly (and doubles as innkeeper). The smith and the Trading Post do a booming business with the farmers and trappers in the area, and a few intrepid traveling merchants have even begun visiting from time to time.

However, there are multiple secrets behind this relatively placid façade. Although the Constable now serves at the pleasure of the Baroness, his band still participates in brigandage in other areas of the Grand Duchy and monopolizes thieving activities in the Barony itself (the de facto Thieves' Guild for the area). Worse, there is a network of unexplored caves that the Constable ordered to be blocked off after a few goblin incursions, which conceal a variety of dangers and a long-forgotten tomb.

**ON THE CAVE COMPLEX:** As noted above, this is a naturally-occurring cave complex that has been

altered only slightly to accommodate the changing needs of the Constabulary. The caves are limestone, and unless otherwise indicated should be assumed to have dirt floors (from centuries of organic material and erosion from the walls); this dirt (or mud, in damp caves) is 2-4" deep. Ceilings are usually 8-10' tall, except for the Inn (I3) and the Constabulary common room (C2) where they are about 20' high.

Assume all public corridors and inhabited areas are illuminated by fire beetle glands (taken from the specimens at I14) unless otherwise noted in the text. Any secret chambers or passages (including the various secret passages connecting Area T to the rest of the complex) should be assumed to be totally dark.

### **AREA C. CONSTABULARY**

This area of the complex is used for housing and training regular members of the "Constabulary". They know of the thieves in Area T, but (generally) do not mingle with them, assuming them to be the personal and private bodyguards or associates of the Constable (and wisely not asking questions). The constables do not have general access to Area T, nor detailed knowledge of what occurs therein. Although the constables all have thieving skills appropriate to their level, they receive their instruction as "investigative techniques", not explicitly as thief training. The GM should improvise as necessary to satisfy curious players who begin asking questions about the non-public rooms in Area T, keeping in mind that the thieves therein will hear of such inquiries and will likely attempt to silence the curious, one way or another.

**C1. Guardroom/Entry:** This natural cave is approximately 30' x 30'. There is a small wood cask against the west wall, and three battered wood stools adjacent to it. There is a passage in the north wall that has been fitted with a stout iron-bound wood door, which itself is barred. There is a banner hanging on the north wall, just to the east of the doorway. The banner is green and is embroidered with a golden stag.

This area is the guardroom for the constabulary stronghold. Unless they are expected within, visitors will not be admitted beyond the barred door.

**4 constable guards** (AC 6, HD 1, HP 4 each, MV 120' (40'), AT 1, D 1-8 (long sword) or 1-6 (light crossbow), SV T1, ML 8, AL N). Each carries 8 sp and 1 gp.

**Constabulary Serjeant (Thief 2)** (AC 6 (DEX 15), HP 8, MV 120' (40'), AT 1, D 1-6 (light crossbow)

or 1-8 (long sword), SV T2, ML 8, AL N). He wears leather armor and carries a light crossbow and long sword. He carries 12 sp, 6 gp, and one gem (quartz, worth 10 gp) in a belt pouch. He also has a battered horn on a cord over his shoulder; he will wind this to alert the complex if the position here is threatened.

The cask contains water, and there is a single silver piece in the bottom (which will not be found unless a character feels in the water along the bottom of the cask). The banner is the personal device of the Constable, who hopes that the Baroness will eventually knight him and officially recognize this coat of arms.

**C2. Common Room:** This huge cavern seems to be some kind of meeting or training room. The eastern wall is lined with weapon and supply racks: a set of wooden swords and spears, several straw-stuffed man-shaped decoys, and several battered bales of straw or hay are stacked there. The western portion of the chamber is filled with four huge tables, each with one or more well-used benches around it. There is an opening in the northwest corner, and there are two stout wooden doors in the northern wall. There is a small alcove in the southwestern corner. The whole is well-illuminated by small glowing red gems set in cages spaced along each wall.

This area is the central focus of constabulary life. It serves as meeting area, training room, and feast hall. Assuming no alarm has been raised, **3 constables** (AC 6, HD 1, HP 4 each, MV 120' (40'), AT 1, D 1-8 (long sword) or 1-6 (light crossbow), SV T1, ML 8, AL N) are seated around one of the tables, each with a wooden trencher of wine. Each carries 9 sp and 1 gp.

These fellows are on a break from guard duty in C1. They will rush to the aid of their companions there if they hear commotion (arriving the round after the noise begins or the horn is sounded).

**C3. Constable Audience Chamber:** This small chamber is finely appointed, for a limestone cave. There are woven tapestries covering each of the walls. The floor is covered with wood decking that, though worn, is still in good repair. There is a large stuffed chair facing the chamber from the south wall with small tables on either side. In the northern end of the chamber, just to the east of the doorway, there is a round table (about 5' diameter), with 6 humble wooden chairs surrounding it.

The GM should describe the tapestries as best suits the campaign and satisfies the players. Similarly, the table might hold any scrolls or maps or other information or adventure leads the GM wishes to include in the campaign.

There is a secret door behind the tapestry on the western wall which leads to the network of passages throughout the underground complex and allows the thieves and constables to move unnoticed to and from the Inn and other locations. Note that the secret door must **STILL** be searched for and found once the tapestry is removed- it is not immediately obvious when the bare wall is exposed.

**C4.** This is a trapped false door, designed to destroy any intruders that somehow enter the secret passages. There is a large stone block balanced atop the door; if the trap is not detected and disarmed it will fall on anyone opening the door and cause 2-12 hp damage.

**C5.** Stairs descend here to cross beneath the Constabulary caverns and connect with the secret cave complex at Area T.

**C6. Kitchen:** This area appears to be a modest food preparation area. There is a small hearth in the northeast corner, presumably vented through the cavern roof somehow. Three barrels (two uncovered) stand against the southern wall. There is a single heavy table in the center of the room, covered in various vegetables and provisions and with two large cleavers atop it. Several iron pots hang from hooks driven into the timber shoring up the ceiling. There is a door in the northwestern corner and a passage exiting to the west.

The closed barrel contains water with a single silver piece in the bottom. One open barrel is a refuse bin; the other holds a variety of wooden service items such as plates and cups.

If no alarm has been sounded, one constable sullenly chops vegetables to work off a recent infraction with kitchen duty.

**1 constable** (AC 8 (no armor, DEX 13), HD 1, HP 4, MV 120' (40'), AT 1, D 2-5 (cleaver), SV T1, ML 7, AL N). He carries no treasure.

This individual might be willing to betray his allies if carefully approached, as he is quite disaffected with his current lot in life.

**C7. Stores:** This small chamber appears to store the kitchen goods for the complex.

Players may realize the pantry and kitchen seems too small to feed a military complex of this size and deduce that most prepared food is delivered from the Inn's kitchen.

C8. Barracks: This chamber seems to be a barracks. It contains a sleeping pallet and four sets of bunk beds, all constructed from rough lumber and lined with straw and rushes. There is a small bundle of blankets atop each bunk. In addition, there is a large round table in the southeastern corner of the room, with two battered chairs and six stools surrounding it.

Unless an alarm has been raised, there will be 8 off-duty **constables** and a **constabulary serjeant** here. They will likely be gaming or telling outlandish stories to one another.

**8 constables** (AC 6, HD 1, HP 4 each, MV 120' (40'), AT 1, D 1-8 (long sword) or 1-6 (hand axe), SV T1, ML 8, AL N). Each carries 9 sp and 1 gp.

**Constabulary Serjeant (Thief 2)** (AC 6 (DEX 15), HP 8, MV 120' (40'), AT 1, D 1-6 (light crossbow) or 1-8 (long sword), SV T2, ML 8, AL N). He wears leather armor and carries a light crossbow and long sword. He carries 12 sp, 6 gp, and one gem (quartz, worth 5 gp) in a belt pouch.

C9. Barracks: This seems to be a barracks chamber. It contains a sleeping pallet and four sets of bunk beds, all constructed from rough lumber and lined with straw and rushes. There is a small bundle of blankets atop each bunk. In addition, there is a high table in the northwestern corner of the room with four battered tall chairs around it.

This is another barracks area. If no alarm has been raised, these fellows will be sleeping soundly in their bunks and the room will be completely dark (if carrying a light source, characters' eyes will need one round to adjust to the darkness). They will take one round to grab their weapons and defend themselves; if summoned elsewhere they will don their armor before responding (taking about five rounds to rouse themselves and gird for battle).

**8 constables** (AC 8 (6 if time to don armor), HD 1, HP 4 each, MV 120' (40'), AT 1, D 1-8 (long sword) or 1-6 (short bow), SV T1, ML 8, AL N). Each carries 12 sp.

**Constabulary Serjeant (Thief 2)** (AC 6 (DEX 15), HP 8, MV 120' (40'), AT 1, D 1-6 (light crossbow) or 1-8 (long sword), SV T2, ML 8, AL N). He wears leather armor and carries a light crossbow and long sword. He carries 17 sp, 9 gp, and one gem (tiny diamond worth 10 gp) in a belt pouch.

C10. Barracks: This chamber appears to be a barracks. There are four roughly-built wooden bunk

beds and a single sleeping pallet, each with a crude mattress of rushes or straw. Each has a tattered blanket or rough skin or fur atop it. There are three wood benches around a battered and teetering table in a southern alcove.

Unless an alarm has been raised, there will be 7 off-duty **constables** and a **constabulary serjeant** here. This particular group contains the roughest individuals in the Constabulary; there is a 50% chance at any given time that all furniture will be pushed back against the wall to accommodate an impromptu wrestling match or fistfight.

**7 constables** (AC 6, HD 1, HP 4 each, MV 120' (40'), AT 1, D 1-8 (long sword) or 1-6 (light crossbow), SV T1, ML 8, AL N). Each carries 5 sp.

**Constabulary Serjeant (Thief 2)** (AC 6 (DEX 15), HP 8, MV 120' (40'), AT 1, D 1-6 (light crossbow) or 1-8 (long sword), SV T2, ML 8, AL N). He wears leather armor and carries a light crossbow and long sword. He carries 12 sp and 6 gp in a belt pouch.

C11. Barracks: This appears to be another barracks. There are 9 rough wooden cots here, each covered with straw and rushes. There is a small cask against the southern wall of the chamber.

This is a barracks, but individuals quartered here are on duty elsewhere. If the party enters this area multiple times the GM should determine when the group will return (and presumably which other barracks are empty at that time).

The cask contains water, and has a single silver piece in the bottom.

C12. Jail Guardroom: This small chamber has two stout (padlocked) doors set into the western wall. There are two benches along the eastern wall of this chamber, and there is a wood bucket atop a stool in the southern corner. There is a wooden dipper hanging from a thin chain attached to the bucket. There is a wooden rack set with pegs hanging on the eastern wall above the benches. A set of iron manacles hangs from one peg, and a cloak from another.

This is a guardroom protecting the jail holding areas beyond the locked doors. Unless an alarm has been raised (in which case the guards here may be reinforced), there are two **constables** and one **constabulary serjeant** on duty here. The cloak is worn but useable.

**2 constables** (AC 6, HD 1, HP 4 each, MV 120' (40'), AT 1, D 1-8 (long sword) or 1-6 (hand axe), SV T1, ML 8, AL N). Each carries 12 sp.

**Constabulary Serjeant (Thief 2)** (AC 5 (DEX 16), HP 8, MV 120' (40'), AT 1, D 1-6 (light crossbow) or 1-8 (long sword), SV T2, ML 8, AL N). He wears leather armor and carries a light crossbow and long sword. He carries 12 sp, 6 gp, and one small gem (turquoise, worth 10 gp) in a belt pouch. He also carries the key to the doors to C13 and C14 on his belt.

**C13. Jail Holding Cell:** This large cave is nearly empty- there are two wooden buckets along the north wall, and the floor is strewn with stained and foul-smelling straw. This chamber has two walls that are clearly man-made: the southern wall is made of roughly-fitted limestone, and there appears to be a passage in the eastern wall that has been completely blocked up with various types of stone rubble.

This cavern is used as the principal holding area for run-of-the-mill detainees. The GM should determine what sort of folk should appear here, but the most likely occupants are pickpockets, debtors, and perhaps one or two innocents. Rank-and-file brigands that are captured will also be held here. The secret door at the rear is used to move prisoners in and out in secret when necessary and to give thieves (and the Constable) a secret exit.

**C14. Small Jail Cell:** This is a narrow cave, created by partitioning a larger cave with a haphazardly-constructed limestone wall in the north end of the chamber.

This is another jail cell, used to segregate prisoners that need special attention such as spellcasters or unruly prisoners. Female prisoners will also be segregated in here when the need arises. The GM should populate the cell as best fits the campaign.

**C15.** This large chamber contains a battered armoire made of dark wood and three wooden cots covered in rushes.

This area serves as a guest chamber for visiting individuals that prefer (or require) more secure accommodation than is available in the Inn. There is a secret door in the north corner of this chamber, which allows for quiet access to the chamber for spying or other activities. The armoire is empty.

**C16. Barracks:** This large cave appears to serve as a barracks. There are nine wooden bunk beds and two

rough wooden cots here. Eight of the bunk beds and one of the cots are covered in straw and rushes.

The occupants of this barracks are normally found at C13, C17, and I2. The bunks without rushes are unassigned at the moment (any player characters or NPCs that join up with the Constabulary will be quartered here).

**C17. Guard room:** This chamber contains only a wooden table and two benches. These are well-used and barely functional, greatly warped and generally battered. There is a large capstan in the northwest corner which connects to a metal cable passing into the wall of the cavern. There is a woolen rug hanging on the western wall, about 6' long and so worn that it is impossible to determine what is depicted on it.

This is a supplemental guard room and contains the mechanism used to release the monsters in C18. If the proper signal is given, the capstan here is rapidly turned, raising the gate between C16 and C17. The owl bears have been trained to rush and attack anyone not wearing constabulary garb.

**4 constables** (AC 6, HD 1, HP 4 each, MV 120' (40'), AT 1, D 1-6 (spear or hand axe), SV T1, ML 8, AL N). Each carries 6 sp.

In addition, there is a secret door beneath the tapestry in the east wall. This secret door is trapped; if opened without disarming the trap a stone block falls from the ceiling. It causes 1-8 hp damage to any beneath it who do not save vs. Breath Attack.

**C18.** There is an underground stream flowing through the northeastern end of this cave. There is nothing in this cave but scattered bones, fur, and a few patches of tattered cloth.

**2 owl bears** (AC 5, HD 5, HP 23 each, MV 120' (40'), AT 2 claws/1 bite, D 1-8 each, SV F3, ML 9, AL N) are penned here. The mechanism at C17 opens the gate into areas C16 and C17, and the noise caused by this alerts the owl bears that a meal awaits them. The owl bears are not perfectly-trained: although they have learned to refrain from attacking Constabulary members, they will fall upon any corpses in their path, no matter what clothing they wear, if blood or gore is visible.

None of the refuse here is valuable.

## AREA I: THE INN

This cavern opening is, strangely, well-manicured. The grass surrounding the cave mouth appears to be regularly watered and trimmed, and there are flagstones set in the ground in a pleasing pattern, forming a welcome mat. There is a carved wooden sign hanging from an iron bracket to the left of the cave opening. It reads, in a variety of languages, "Well Met! Safety, security and repose for all friendly humanoids who enter in peace! Visit the first opening on the left for a meal and bed assignment!"

This area of the complex serves as an inn, the only one for many miles around. It also provides cooking facilities for the remainder of the complex, a built-in recreation center for off-duty constables, and a gathering place for the few hardy souls that trap, mine, or farm in the area. Fare served here is passable, surprisingly good for a borderlands thieves' den. Although the wine and ale served are cheap, they are not watered down at all. The Constable believes ale is one of the keys to a happy Constabulary, and strong ale at that!

The description of area I assumes that the Inn is "closed". The individuals are in their chambers or other normal off-hours locations. During the day or evening, 4 apprentices will be working in the kitchen or inn proper, 2 will be working at the Smithy (see area S below), and 2 will be off-duty (usually sleeping to recover from their crushing workloads).

**I1. Entry/watcher/ambush:** This cavern is approximately 20' wide and extends northward as far as you can see. There are small iron cages hung at intervals that contain small gems, each emitting a strange red glow.

This area is an ambush point. If obviously hostile creatures enter, all four constables will quietly enter the hallway from the southernmost secret door once the intruders have passed, attempting to attack from behind. One of the constables will fire his crossbow from a distance and then depart to warn the remainder of the complex.

If the entrants are not obviously hostile, two constables will open the northernmost door and challenge them. At the same time, the remaining two guards will prepare to use the southernmost door to mount a rear attack if anything untoward occurs.

The passage (like all the areas in the Inn) is lit with fire beetle gems harvested from I14.

**I2. Guardroom:** This small chamber contains only a bench, a warped wooden chair, and a bucket containing apples.

As described above, there are usually **4 constable guards** (AC 6, HD 1, HP 4 each, MV 120' (40'), AT 1, D 1-6 (club or light crossbow), SV T1, ML 8, AL N) here. Each carries 4 sp.

**I3. The Inn:** This very large cavern appears to be an underground tavern. Along the eastern wall, to the north of the entrance from the main corridor, there is a large makeshift bar fashioned by balancing two doors across the top of two wooden crates. There are several casks and barrels behind the bar, as well as a set of rough-built shelves containing wooden cups, pitchers, and a few trenchers. There is also a small table with two buckets atop it. There is a battered pine log along the length of the bar at floor level, probably to act as a foot rail. There are six battered, round wooden tables in the center of the room, each surrounded with three or four chairs. The floor is strewn with rushes, which seem to smell slightly of ale. There are two heavy velvet tapestries, each approximately 20' wide, hanging on the western wall on either side of an old door, each covering the wall from floor to ceiling. The battered old door standing against the wall between the two tapestries has several concentric red circles painted on it, and a 6'-long green worm with eight tentacles at its head hangs from wires attached to the cavern ceiling. There is a stout wooden door in the southern wall and two 10' wide passages in the north wall give egress.

The Inn is the center of social life in the area. At any time there may be local farmers, trappers, itinerant traders, and several off-duty constables here. Rarely, a thief from Area T will appear in some disguise, usually to case a particular individual to follow for later robbery. In general there are not many demihuman settlements in the immediate area; the GM should consider the overall campaign before populating the Inn.

The food served to the Constables and available in the Inn as a "common meal" is hearty, but unexciting fare, typically a soup or stew with crusty bread.

The tapestries screen off two private rooms (see I4). The door standing against the west wall is used for knife and axe throwing contests. The casks contain ale and white wine; there is one cask of red wine from distant Fleuria that is only available upon special request (and for 5 gp per glass). The stuffed worm over the bar was killed by the Constable in these caverns several years back.

Inn patrons and staff are likely to know trivial or substantial information about the area. If the party engages in friendly conversation they should be able to learn one or more of the following rumors:

**Rumor Table: Roll 1d20**

(apply Charisma modifier, if any, of the player character)

- 1 or lower: There is a curse on the Ruined Hamlet- all that go there are plagued. (F)
  2. Evil elves roam the village. (F)
  3. A halfling burglar steals children in the night. (F)
  4. A pack of wolves lives in the ruined graveyard. (F)
  5. There is no treasure in the old church in the ruined hamlet. (F)
  6. There is no treasure in the ruined church to the southeast. (F)
  7. There is a friendly magic-user travelling the area looking for a magic wand. (F)
  8. Vampires haunt the ruined graveyard. (F)
  9. The smith at Gold Hill Trading Post is a dishonest cheat. (F)
  10. The cleric at Gold Hill Trading Post is a witch! (F)
  11. Gold Hill Mine is haunted and many shafts are filled with bones. (mostly F).
  12. Bandit gangs are afraid of the constable. (T).
  13. More and more folk are farming in the area... maybe the Ruined Hamlet will be valuable again. (?)
  14. There are some traders in a camp nearby that buy pelts and furs (T).
  15. A weird old hermit to the south of the trading post has a magical vineyard, but he never harvests the grapes. (T).
  16. There is a ruined tower to the southeast that was built for a magic-user. (T)
  17. There is a foul undead spirit cursing these lands. (T)
  18. Evil lurks in the ruined churches of the White Quoddes. (T)
  - 19-20. There is a secret treasure in the millpond in the ruined hamlet. (T)
- Over 20: Gold Hill Trading Post is a "front" for a gang of thieves. (T)

This place is managed by a female cleric who doubles as Chaplain for the Trading Post. If set in the **WORLD OF STRONGHOLD**, she is a cleric of the Divine Workshop. The Constable was initially attracted to chaplain's charisma and her athletic good looks, and although she ultimately rejected his advances they have remained close associates. Similarly, her leadership (and the chance to be in her presence) has inspired many wayward bandits to apprenticeship with her. However, this apprenticeship features many hours of menial work, which does not appeal to the average bandit who serves the Constable. The apprenticeship also involves work

with the Smith (see Area C), who is even more demanding than the Chaplain.

The **Chaplain** (AC 8 (15 DEX) (3 if armored), C5, HP 22, MV 120' (40') (60' (20') if armored), AT 1, D 1-6, SV C5, ML 9, AL N) wields a club to break up bar fights or expel unruly patrons, and dons chain mail and shield and wields her **war hammer +1** if more serious trouble arises (and she has time to prepare). She carries a purse containing 16 sp and 3 gp. She wears a gold necklace (which she made herself) worth 25 gp from which hangs a small steel key (to the coffer in her chamber) and a large brass key (to the chest in the Inn). She also wears a belt pouch which contains a spell scroll (**remove curse** and **cure disease**) and a **potion of healing**. She normally prepares the following spells: **cure light wounds**, **detect evil**, **light**, **silence 15' radius**, **hold person**, and **dispel magic**.<sup>4</sup>

14. Private Alcove: The area behind the tapestry is a small alcove, about 15' square. It contains only a square wooden table and four benches.

These small chambers are available for patrons who may require some privacy for their intended purposes. There is no particular charge for use, unless one is to be held for a certain period of time (such as by a character intending to receive applicants to serve as hirelings or experts).

The tables in each room have secret compartments on the underside, just big enough to store a dagger, potion bottle, or scroll tube. Only the Chaplain, the Smith, and the Constable know of these.

15. Privy: This cavern is dimly lit with only a single fire beetle gem hanging from the ceiling near the entrance. The sound of rushing water can be heard, and the red glow seems to reflect from a pool or stream at the northern end of the cave. There is a slightly sour smell in the air.

This cave serves as the privy for the inn complex, so chosen because this cave is the last along the waterway, downstream of the other areas. There is nothing of interest here.

16. Kitchen: This area is obviously the kitchen. A large hearth fills the southwestern wall of the cavern, and a fire roars within. The northwestern wall is lined with rough wooden shelves, all stuffed with various jars, boxes, and bundles.

<sup>4</sup> Note: If this adventure takes place in the **WORLD OF STRONGHOLD**, the Chaplain, like all 5th level clerics of the Divine Workshop, can cast **knock** once per day.

This large kitchen serves both the Inn and the Constabulary complex. Most meals are prepared here and carried to the mess hall at C2. The stores here are mundane, although the salt box and remainder of the provisions would be worth 50 gp if transported to a town and sold to an inn.

17. Dry Stores: The temperature in this cave is noticeably lower than elsewhere in the complex. There are 12 large barrels here, 6 large crates, and 10 burlap sacks stacked atop some rough wooden planks.

The basic food supplies of the Inn are stored here. The sacks contain coarse wheat flour, and are atop the boards to protect them from the damp cavern floor. Three of the barrels contain beets, three contain salted codfish, three contain potatoes, one contains pickled herring, one contains pickled pork, and one contains pickled beef. Four of the crates contain beets and two contain apples.

18. Wine Cellar: Note: the secret door is locked from within by a hidden mechanism. Thieves attempting to open this should have a -5% penalty to die rolls. If the lock cannot be opened, the door itself can be broken away in two rounds (it is made of wood with a mud covering, matching the cave walls perfectly).

The secret door opens onto a smaller cavern. Its northern end contains a stack of about 20 barrels. There are 8 barrels stacked against the south wall, with four smaller casks atop them. The cave is cool and musty, smelling slightly of spoiled fruit.

This cave is the secure storage area for the wine and ale for the Inn and the rest of the complex. There is a trap just inside the doorway, a snare cord on the ground which connects to a hidden noisemaking mechanism. If not disarmed or specifically avoided, it triggers a cacophony of metal chimes which will be heard throughout the complex and will be investigated by the Chaplain and others within two rounds. In addition, each of the barrels is covered daily with contact poison- any individual touching the barrels must save vs. Poison or die in 1-4 rounds.

The northern barrels all contain ale: 16 are locally-made by farmers and are of average quality. Four are dwarven-made, imported from the distant dwarven stronghold of Ironcauldron (worth 50 gp each). The southern barrels all contain locally-made white wine, each containing 60 gallons. The casks atop contain brandy imported from Avenia and are worth 500 gp each.

Note that full barrels and casks are heavy and difficult to transport overland without a wagon or other conveyance.

19. Staff Lodging: This area houses the Chaplain/Innkeeper and up to eight apprentices.

The northern cavern houses the apprentices. There are four rough-built wooden bunk beds that are the sole furnishings allowed to them during their time of trial. During their time as apprentices, they have no possessions but their leather jerkins and clubs. What precious little free time they have is spent elsewhere, so there is not a single table or chair. These apprentices split their time working in the Inn and apprenticing with the Smith (see Area C below).

These individuals come from the ranks of Constables, impressed enough by the Chaplain to apprentice to priesthood in the Divine Workshop. The ranks include both female members (who look up to the Chaplain as role model) and male members (usually smitten with the Chaplain). However, the Divine Workshop is a demanding place, and few of the reprobates attracted to banditry are suited for its priesthood. Of the apprentices that have served here, only the Smith (see below) has advanced to priesthood.

**8 apprentices (acolytes)** (AC 8 (DEX 13), HD 1, HP 5 each, MV 120' (40'), AT 1, D 1-6 (club), SV C1, ML 7, AL N)<sup>5</sup>. Each carries 9 sp.

The southern cave is the Chaplain's quarters. Tucked into the eastern alcove, which has a ceiling only 4' tall, there is a wooden bed, covered in rushes, with two worn woolen blankets atop it. There is a large armoire made of dark wood against the southernmost wall. There are two well-worn upholstered chairs in the southeastern corner, and in the small alcove in the eastern wall there is a 6'-tall statue of a hooded, bearded man carved from some reddish wood.

The statue is of the patron of the Divine Workshop, probably worth 50 gp to some collector. However, any cleric or devotee of the Divine Workshop will recognize it as having been made by a cleric of the workshop and therefore likely to have been stolen.

There is a locked coffer beneath the bed (the Chaplain always carries the key). If opened without the key, or without first disarming the trap, a scything blade will slice from the front of the chest, inflicting 1-6 hp damage. At the GM's option, if damage inflicted

<sup>5</sup> In the **WORLD OF STRONGHOLD**, first-level clerics (referred to as "acolytes") cannot cast spells. Second-level clerics can cast two spells per day. See "ON CERTAIN SPECIAL RULES" in the Introduction.



would otherwise be fatal the blade might instead sever a hand. It contains 765 sp, 79 gp, and a necklace, bracelets, and headband of wrought gold worth 150 gp each.

The armoire is also locked, but with a puzzle lock made of sliding metal bars and plates. Any character may attempt to open this lock by making an Intelligence ability check on a d20 totaling 16 (including Intelligence bonus, if any). Alternately, a thief can attempt to open the “lock” as normal. The armoire contains a variety of normal female clothing, the Chaplain’s chain mail (if not worn by the Chaplain at that moment), and a set of formal vestments for the Divine Workshop crafted from leather and silk. The latter could be sold for up to 25 gp, but anyone in the area will immediately recognize the item as having been looted from the Chaplain. There is a scroll of **cure light wounds** pinned to the back panel of the armoire.

**I10. Guest Chambers:** Behind a velvet curtain, a passage runs north and south, connecting several small caverns. Each one contains a rush-covered cot and a small night table containing a wooden ewer, bowl, and cup.

These chambers are the Inn’s semi-private guest rooms. The GM should place any travelers here as appropriate for the campaign.

**I11. Guest “dorm”:** This cave looks to be some kind of barracks chamber. Its only furnishings are four sets of rough wooden bunk beds, each covered in straw with a rough blanket atop.

The beds here are rented out at low cost to travelers who do not wish to have a private room (or who cannot afford one). Again, the GM should provide details for whatever guests seem appropriate (keeping in mind that most who can afford a private room will be lodged in I10 or in Area V).

**I12. Junction:** Two passages intersect here, both joining into a small cave which leads to a bridge over an underground stream. There appears to be nothing of interest here.

This small junction is used as an emergency guardpoint in the event there is a general alarm throughout the complex.

**I13. Refuse Chamber:** This large cavern seems to be filled with waste of all sorts- broken wood, brush, tattered fabrics, random small pieces of metal and shards of broken glass and pottery, and so on. There

is a slight red glow emanating from the northwestern corner of the chamber.

This chamber is used as the refuse disposal area for the complex. Characters searching in the mess here are 25% likely to contract some form of disease (see the “**Rat, Giant**” entry in the rulebook). There is nothing of interest or value here. The glow from the north is emitted by the fire beetles at I14; the passage is blocked loosely by several small boulders. They can be easily rolled aside to allow access to I14.

**I14. Fire Beetle Cave:** There is a strange red glow in this cavern. The floor here seems to be covered in some form of earth or mud. There are several low, large shapes scuttling around. The cavern smells of mold and rot.

**2d6 fire beetles** (AC 4, HD 1+2, MV 120’ (40’), AT 1, D 2-8, SV F1, ML 7, AL N) are typically found here. These are tossed enough refuse from I13 to flourish so that glands can be harvested to light portions of the complex. Each week or so a few unlucky Constables are tasked with recovering one or more beetles to harvest glands.

There is a long-forgotten **dagger +1** beneath the ordure here.

### AREA S. SMITHY

Few females sign on with the Constabulary, and even fewer joined when they were just another bandit gang. But one who did found her calling with the Divine Workshop once the Chaplain appeared on the scene. The Smith is the only person to have successfully been apprenticed to the clergy. In her particular case, she sees metalworking as the highest form of faith, and is eager to pass the secrets of both on to eager novices. Unfortunately, instead of eager novices she is sent goldbricking bandit dregs who would rather be robbing merchants or extorting nearby villages than working a bellows. Because she is neither as charismatic nor as fetching as the Chaplain, the apprentices that seek to spend time near the Chaplain resent their time in the workshop. This leads the Smith (who is precise and exacting by nature) to treat them severely, frequently demand repetitive tasks, require that they remake poorly-completed items, and so on. She is a gentle soul, and rarely raises her voice, but her quiet rebukes are frequent and effective, until they drive apprentices back to full-time banditry.

**S1. Smithy:** There is a simple wooden sign hanging over this cave opening, with a symbol burned into the wood- a stylized hammer striking an anvil.

The passage opens into a large cavern, about 30' wide and 60' long. The cavern is lit by the red glow of a huge forge that occupies most of the south wall. It is flanked on the eastern end by small iron buckets, around which stand wooden buckets, open-topped barrels containing metal bar stock, and what seem to be partially-fashioned weapons. On the western end of the forge there are two anvils, one large and one small, set atop sturdy log stumps. There is a small alcove in the northeastern corner of the cavern wall which holds a half-round wooden table and four chairs. The remainder of the northern wall is covered with racks containing a myriad of metal-working tools: hammers of varying sizes, tongs, various straight and curved metal guide pieces, and so on.

There are two stout wooden doors in the eastern wall of the cavern, and a passage leads out to the west.

During the day, there will usually be 2 apprentices from the Inn hard at work beside the Smith. Rarely, she will leave on an errand to another part of the Trading Post, and the apprentices will be sleeping in chairs with their feet up on the table.

**The Smith/Adept**, (AC 7 (3 if armored), C2, HP 12 (CON 16), MV 120' (40') (60' (20') if armored), AT 1, D 1-6, SV C2, ML 8, AL N) wields a war hammer and dons chain mail and shield if a general alert is sounded. She does not carry any wealth on her person, although she will carry a handful of silver pieces if she ventures to the Inn or elsewhere. She normally prepares the following spells: **cure light wounds**, **detect evil**.

**2 apprentices (acolytes)** (AC 8 (DEX 13), HD 1, HP 5 each, MV 120' (40'), AT 1, D 1-6 (club), SV C1, ML 7, AL N)<sup>6</sup>. Each carries 4 sp.

The iron buckets contain water; the wooden buckets contain sand. The metal stock and partially-completed items might have value to another blacksmith, although the items would have to be transported a fair distance to any possible buyer.

**S2. Metal storage:** This small chamber contains metal. In all forms- ingots, bars, rolls of wire, sheets, and so on. Most of the stock seems to be iron, but there are several rolls of copper wire and ingots of bulk copper, as well as several sheets of what appears to be tin. A small wooden coffer sits in the center of the cave, emitting white smoke or steam.

<sup>6</sup> In the **WORLD OF STRONGHOLD**, first-level clerics (referred to as "acolytes") cannot cast spells. Second-level clerics can cast two spells per day. See "ON CERTAIN SPECIAL RULES" in the Introduction.

The GM should establish, if necessary, appropriate quantities for each metal and values for the whole. As with the equipment, it would only have value if transported to a more civilized area, as even a village blacksmith would probably not have ready cash sufficient to purchase the items herein.

The coffer is a magical brazier that pulls moisture from the air (emitting an odorless smoke as it does so). The Constable found it in the Ruined Hamlet several years ago and kept it for use in storage areas, and the smithy storage room is the ideal location for it. It would be valuable to all manner of craftspeople, including blacksmiths, and is worth up to 750 gp.

**S3.** [Note: The iron-bound oak door to this chamber is locked and features two traps.] **Product storage/armory:** This chamber appears to be an armory. There are several suits of armor here, and four large chests bound with heavy locks and chains. There is also a large weapon rack with a variety of large weapons on it.

There is a stone in the ceiling rigged to fall on any characters standing in front of the door if not first disarmed (via a tiny lever atop the door), doing 2-12 hp damage to each. There is also a poison needle trap in the lock, which will slay anyone attempting to pick the lock without first removing the trap if a save vs. Poison is failed.

This chamber holds the Smith's finished work and functions as the armory for the Constabulary.

Hanging from wall pegs around the room are:

- 2 suits of chain mail (1 human-sized, 1 dwarf-sized)
- several suits of studded leather armor (AC 6) in a variety of sizes fitting all major races
- seven suits of ring mail (AC 6) (2 human-sized, 2 dwarf-sized, 3 gnome/halfling-sized)

The rack contains:

- one great axe (bardiche) (two-handed weapon, inflicts 1-10 hp damage)
- two battle axes and four hand axes
- three pole arms
- one iron-shod spear with silver tip
- six spears with steel tips
- two light hammers and two war hammers
- two maces
- three flails
- four morning stars
- 6 javelins
- one heavy pick and three light picks
- one two-handed sword
- one trident

The chests are each locked and trapped with poison needle (identical to the needle on the door to the chamber). They contain, in order:

1. three light crossbows and one heavy crossbow
2. 12 daggers and 6 cases containing 4 darts each
3. Empty. There is a false bottom in the chest which emits a **sleep** gas if opened (unless the trap is first disarmed by fixing a tiny brass catch on the side of the chest). Characters failing to save vs. Poison will fall asleep for 1-4 days and will have purple skin and hair for 1-4 weeks.
4. 4 long swords and 6 short swords

Anything in this chamber is available for sale (although the Smith will not make bulk sales- no more than 4 or 5 of any particular weapon or armor will be sold). Generally, the Smith will begin negotiating prices at 200% of their listed price in the game rules, and can be negotiated down to 100%. However, the suits of chain mail will not be sold for less than 200 gp and even then only to reputable individuals. Ring mail usually sells for 75 gp.

S4. Smith quarters: This chamber appears to be a comfortable dwelling. There is a bed against the eastern wall, carefully fashioned from gnarled branches and logs which have been varnished and shine in the light of the oil lamp that hangs in the center of the room. There is a large dresser or cabinet on the north wall, which appears to be old but is in good condition. There is a small bookshelf against the south wall next to a leather-covered chair, and next to that a small table with two candlesticks atop it. There are planks laid on the floor which keep a large woolen rug out of the damp dirt on the cave floor.

**The Smith** (see statistics at S1 above) can be found here most evenings. She made the bed and lamp herself, and lovingly restored the other furniture (which she recovered from the Ruined Hamlet at some point in the recent past).

The dresser contains a variety of mundane clothing and a small lockbox. The lock is exceptionally difficult to pick (-10% to chances) and if the box is broken open two vials of sticky, sweet, brown liquid (**potions of healing**) will shatter, spoiling their contents. The box also contains 67 gp.

The bed is covered with a heavy quilt (also made by the Smith) worth 125 gp. There is a fine wooden box stored beneath the bed. It is equipped with a special

keyless puzzle lock (again, fashioned by the Smith). Thieves can open it with a successful open locks check (-5% to chances) or other characters can attempt with an Intelligence or other applicable check. It contains 177 gp, 6 small gems (diamonds) worth 50 gp each, and a scroll with two cleric spells (**cure light wounds** and **remove curse**).

## AREA T. TRADING POST/THIEVES' HIDEOUT

Most in the area know this cave as the Trading Post, the central focus of the complex and the only trading post for many miles. Very few know it as the hideout of a thieves' guild that controls all such activities in the local area. The thieves operate very discreetly, never robbing in the immediate area (represented by Map A-2) and employing various ruses to come and go without attracting attention.

Note that the numbers herein do not necessarily comprise the entire membership of the guild. There are likely other members working elsewhere in the Barony. There are also agents and fellow-travellers in cities and towns in the Grand Duchy. The senior thieves in the Trading Post are among the best-informed folk in the region, as they often correspond with their kinsmen elsewhere.

Any direct assault on the Trading Post or Thieves' Hideout will be met with retribution from all herein and reinforcements from these remote locations. This counterattack will likely come as a surprise to the wrongdoers, particularly if they do not expect an onslaught from a band of thieves!

T1. Trading Post: This large cavern (about 50' square) is stuffed with provisions of all types. There are numerous barrels, crates, and sacks stacked about. The walls are lined with shelves, and these carry everything from mining and mundane tools to tack and saddles, clothing and cloaks, and even arrows and quarrels and several suits of leather armor hanging from the ceiling. There is a 10' counter at the north end of the room, and behind that a stout wooden door surrounded by yet more shelves, these containing jars and boxes of food and small casks and bottles.

This room is the center of the legitimate activities of the Trading Post. The GM should assume that any equipment listed in the rules is available here, as well as saddles and tack, leather armor and arrows, quarrels, and other missile weapons such as darts and javelins. The GM should determine the costs as appropriate to the campaign, but items at a far-flung outpost such as this should be marked up at least

25% over the standard cost. The GM must also consider whether any particular items are strictly unavailable, or if any special items (such as furs from the local trappers) might be available at a discount. One item, however, is strictly unavailable. Any inquiries about thieves' tools will be met with denials by the apprentice on duty and will be immediately reported to higher-level thieves. Thieves will begin following any seeking to purchase thieves' tools, and any thievery in the area will result in a quick, quiet, firm "invitation" to join the local guild (or perhaps a "draft notice" from the Constabulary).

Finally, note that many of the items here have been "acquired" in raids on merchants and others in neighboring territories. A character may be surprised to later learn that his leather armor once belonged to a merchant waylaid by bandits months before!

There is always an "apprentice trader" (actually an **apprentice thief** (AC 7, T1, HP 4, MV 120' (40'), AT 1, D 1-8 (long sword) or 1-6 (crossbow), SV T1, ML 8, AL N) on duty. He wears leather armor and carries 12 sp and 3 gp. His weapons are stored behind the counter in easy reach, as is a small lever connected to bells that ring in T3 and T7 to alert the complex to impending trouble.

T2. This location indicates a trapped door and dead-end passage beyond. Any attempting to open the lock or break the door without first disarming the arrow trap in the eastern wall must save vs. Breath Attack or be struck for 1-6 points damage. If a saving throw is successful, the arrow may continue to hit another in its path, who is then entitled to a similar saving throw. The passage beyond is a dead end; the thieves hope to corner any intruders therein.

T3. Office: There is a large round table surrounded by 6 chairs in the west end of this chamber. Shelves containing scrolls, books, and bundles of papers line the eastern wall. There is a low counter area running the length of the wall beneath the shelves. A ledger, ink well and a silvered chalice (holding several long feathers) are atop the counter. There is a long chest beneath the north end of the counter, and there are two chairs pushed beneath the counter's southern end. There is also a very long (25') table with horizontal slots in its top along the north wall.

If an alarm is raised, the long table will be tilted up to cover defending thieves. They will fire their crossbows through the slots in the tabletop, giving them excellent cover (missile attacks will be made against them at -4 to hit).

The chest is unlocked. It contains 10 flasks of oil and two tinder boxes, three silver holy symbols (worth 25 gp each), four vials of holy water (worth 25 gp each),

and four vials of unholy water (worth 25 gp each). There are also two kits of thieves' tools herein. These items are kept in the office because of their relatively high value, but the oil and tinder boxes will be broken out and hurled at intruders if an alarm is sounded and intruders pressure here.

The chest also contains a lockbox with petty cash for the Trading Post: 257 cp, 147 sp, 56 gp, and 5 gems (turquoise) worth 50 gp each.

There is usually a **footpad** (AC 5 (DEX 16), T2, HP 6, MV 120' (40'), AT 1, D 1-8 (long sword) or 1-6 (crossbow), SV T2, ML 8, AL N) on duty here. He is summoned to deal with unruly customers or to broker special transactions (particularly those involving the purchase or sale of stolen goods). He carries 9 sp and 4 gp and the key to the petty cash lockbox.

T4. Loot: This room contains a variety of bulk items. There are several bales of furs, twenty or so large and small barrels, 15 bolts of silk cloth, and several crates.

This chamber stores goods and semi-precious items taken from merchants in neighboring lands or otherwise "seized" by the Constabulary and ordered to be sold by the Constable. Note that rank-and-file members of the Constabulary are aware of this room's existence, but the secret door in the north wall is never opened while anyone other than thieves' guild members are present. If necessary, the GM should determine the value of the loot appropriate for the campaign.

T5. This is a false door rigged with a **sleep** gas trap. The door opens easily, but failing to disarm the trap prior to doing so releases a thick cloud of gas that puts all who fail to save vs. Poison to sleep for 2-12 turns.

T6. Meeting Room: This chamber contains two large round tables, each with six chairs surrounding it. There is a large easel against the rear wall of the chamber that holds a large overland map. In the center of each table there is a wooden platter holding a wood pitcher and several wood cups.

The entrance passage to this chamber is trapped. A trip wire is strung across the passageway here which is connected to a heavy, hooked net covered with small bells suspended from the ceiling. If not detected and disarmed, the net falls on the front two ranks of characters entering the passageway, holding them fast for 3 rounds. The noise of the bells alerts the complex to intruders, and the thieves will rush to set ambushes in the remainder of the complex.

This location is usually guarded by an **apprentice thief** (AC 7, T1, HP 4, MV 120' (40'), AT 1, D 1-6 (spear or crossbow), SV T1, ML 8, AL N). He carries 5 sp.

The map depicts the Gold Hill area; if discovered by the players the GM may wish to give them a copy of Map A-2. The pitchers contain watered red wine.

T7. This location indicates a trap. A loose stone in the floor here is set to trigger a **stinking cloud** spell (see Appendix C) which lasts for 6 turns. The trap cannot be reset without engaging a magic-user to assist. If the hideout is seriously threatened, a thief may purposely trigger the trap to interdict passage by intruders.

T8. Training Room: This chamber contains a hodgepodge of items. The northern wall has a curious design, covered in a variety of different materials: in order from west to east, there are 5' sections of wall covered in wood planks, crumbling brick, fitted granite stones, and some sort of moss-covered rock. In front of this wall, there are 6 mannequins dressed in various styles of men's and women's clothing. One pair wears rich raiments of fur and velvet fit for nobility; one wears a leather apron and breeches, one wears a cloth apron and heavy skirt, and two are clad in peasant rags. There is a large table against the south wall piled with metal pieces, locks, and chains. There are three chairs around the table.

In this room apprentice thieves receive much of their initial and ongoing training in various thieflly arts. The table contains locks and chains used to challenge the mechanical skills of apprentices.

T9. Holding Cells: This chamber contains six large cages of floor-to-ceiling iron bars. The door of each cage bears a lock and chain.

This area is used to detain various individuals that are important to the Constable or the thieves or who must be held secretly for some reason. Unless the GM determines otherwise, only one cell is occupied; the other five are unlocked, with chain and padlock dangling down.

The locked cell contains a **dwarf** (AC 9, D3, HP 20, MV 60' (20'), AT 1, D by weapon +1 (STR 14), SV D3, ML 8, AL C) that supervised the building of the various secret doors and passages in the complex. He has been held here since the construction was completed years ago. The Constable originally planned to keep the dwarf on as a member of the band, but the dwarf resented the Constable's turn to respectability and eventual sanction from the Baroness. The Constable chose to keep the dwarf

locked up rather than ever risk knowledge of the secret passages and layout of the complex falling into his enemies' clutches. The dwarf fervently hopes for freedom and will promise nearly anything to potential rescuers.

T10. Robber's Quarters: This chamber contains a footlocker and a bed fashioned from oak branches which holds a straw-stuffed mattress. There is a straw mannequin (human-sized) and a wood desk with chair on the north side of the room, opposite the bed and locker.

This chamber is home to a **robber** (AC 5 (DEX 17), T3, HP 11, MV 120' (40'), AT 1, D 1-8 (long sword) or 1-6 (crossbow), SV T3, ML 9, AL N). He wears leather armor and carries 22 sp, 9 gp, and 1 gold nugget worth 25 gp.

T11. Footpads' Quarters: This appears to be another barracks chamber. There are two rough wooden beds with straw mattresses and woolen blankets in the eastern end of the chamber. Identical furnishings line the northern and southern walls: desk and wooden chair, armoire, and armor and weapon racks made of iron.

This area houses two second level thieves. Assuming no alarm has been raised, there will be **1 footpad** (AC 7, T2, HP 7, MV 120' (40'), AT 1, D 1-8 (long sword) or 1-6 (crossbow), SV T2, ML 8, AL N) here. He carries 6 sp and 1 gp.

Each armoire contains a variety of normal clothing in different styles, including a Constabulary uniform. The northern armoire contains one set of clerical raiments (matching those of the Smith and Chaplain). The southern armoire contains humble female maternity clothing and a secret compartment that contains beggars' rags, an eyepatch and false peg leg, and a sack with 76 gp.

T12. Female Apprentices' Quarters: There are two wooden beds against the eastern wall of this room. There are two large armoires with drawers in their bases against the northern wall. There is a long table against the southern wall with two chairs facing it. There are iron brackets attached to either side of the door. A weathered 6'-long plank leans against the southern wall behind the door.

This chamber houses **2 female apprentice thieves** (AC 5 (DEX 16), T1, HP 3 each, MV 120' (40'), AT 1, D 1-8 (long sword) or 1-6 (crossbow, +2 to hit), SV T1, ML 8, AL N). Each carries 6 sp. If no alarm has been raised, they will both be here. If summoned to defend the complex, this pair will

always try to avoid melee combat, using their crossbows to great effect (especially if they can make use of the table in T3).

The armoires each contain a variety of female clothing. The drawer in the western armoire contains a set of thieves' tools. The eastern armoire's drawer contains five wigs in various hair colors and a fine velvet gown with matching shoes and cloak (worth 100 gp). Atop the table, there are two metal hand mirrors and a wooden bowl filled with combs, brushes, and other grooming items.

**T13. Male Apprentices' Quarters:** This chamber is crowded with furnishings. There are two bunk beds herein, heads against the eastern wall of the room. There is a large cabinet on the northern wall of the chamber nearest the door. Against the south wall, a rough 8" plank is attached to the wall to form a makeshift counter. There are three chairs beneath the counter, and there are four small wooden lockboxes atop the counter.

This chamber houses the male apprentice thieves. Assuming no alarm has been raised, there will be **2 apprentice thieves** (AC 6 (DEX 15), T1, HP 3 each, MV 120' (40'), AT 1, D 1-8 (long sword) or 1-6 (hand axe), SV T1, ML 8, AL N) herein. Each carries 5 sp.

The cabinet is unlocked; its interior is partitioned into four compartments. Each contains a variety of mundane clothing. The lowest compartment has a false bottom; it opens via a metal catch which is locked. The concealed space contains constabulary livery and a pair of "loaded" six-sided dice which always generate results of 7 (as they are rigged to come up 4 or 3 depending on the result of the other die).

**T14. Passageway and Door:** This passage is 20' wide and features a floor covered in smooth flagstones. The passage ends in a set of wooden double doors. The doors have panels carved into their face, and seem to be covered in gold leaf, shimmering in the torchlight.

These false double doors are locked and trapped. The doors are locked, and the lock is trapped with a poison needle (the poison inflicts 2-12 hp damage if a saving throw vs. Poison is failed). If "unlocked", and the door is not re-examined for traps, a spring-loaded ballista in the wall fires, striking an individual in the doorway, who must save vs. Breath Weapon or take 2-12 hp damage. If the first character in the line of fire saves, any character directly behind that character must then save to avoid damage, and so on

until the bolt clears all party members standing in its line of fire.

The gold leaf on the doors is worth 5 gp if carefully peeled away, but this will take three turns (check for wandering thieves once per turn).

**T15.** The secret doors and passage here connect to a winding tunnel (not indicated on the map) that exits the hillside approximately 1/2 mile distant.

**T16. Reception/Assembly Chamber:** At the northern end of this chamber, a table sits atop a raised dais, two chairs behind it facing out to the entry door. A banner (bearing a gold stag on a green field) covers the eastern wall above the dais. Just in front of the dais, two more tables with two chairs each face the dais and elevated table. Between the entry and the lower tables, several rows of wood benches are arranged.

This chamber is used for assemblies and receptions of notable visiting guests (usually notorious thieves). There are two short swords and a short bow and 10 arrows secreted beneath the top of the table on the dais.

**T17.** There is a cage trap positioned over this location. The secret door at the north end of the passageway is trapped; if the door is opened without disarming, a 10' x 10' steel cage falls from the ceiling, trapping the front rank of characters. This causes a significant clanging, alerting any in the hideout who were not previously aware of intruders.

**T18. Burglar's Quarters:** This appears to be another barracks chamber, perhaps for an officer. There is a fine wooden bed with feather mattress in the north end of the chamber, and beside it a matching wood desk and chair. There is a large sideboard standing against the south wall, and a small round table and four chairs occupies the remaining floor space. There is a silvery pitcher and three goblets atop the table. There is a clothing rack against the southern wall which holds the cloak and tabard of a Constabulary officer. There is a worn woven wool rug on the floor which has been covered with some sort of wood decking.

This chamber houses a **cutpurse** (AC 5 (DEX 16), T5, HP 16, MV 120' (40'), AT 1, D 1-8 (long sword) or 1-6 (crossbow), SV T5, ML 9, AL N), the trusted accomplice of the Constable and the day-to-day leader of the thieves. He wears leather armor and carries 22 sp, 9 gp, and 1 gold nugget worth 25 gp. If no alarm is raised he will be here. However, if the party batters the door he will don his ersatz Constabulary livery and flee through the southern

secret door to rouse the **owl bears** at C18 and alert the Constable or otherwise sound an alarm in the complex.

The table top is balanced atop a keg of wine worth 50 gp. The sideboard contains various mundane clothing and one very fine ensemble of silk and velvet (complete with feathered cap) that might be worn by a rich merchant or noble (worth 35 gp). The pitcher and goblets are worth 25 gp each. There is a secret compartment (find as per searching for a secret door) in the flooring beneath the rug which contains 25 gp, 5 gems (onyx) worth 50 gp each, and a small iron key. There is also a secret compartment in the bed frame (obvious if the feather mattress is removed) that contains a locked coffer. Unless opened with the iron key hidden in the floor cache, the coffer will emit a gas that causes debilitating nausea to all in the chamber for 2-5 turns unless they save vs. Poison. The coffer contains 65 gp and three pieces of gold jewelry (necklace and armbands) worth 350 gp each.

**T19. Constable's Chamber:** The floor here is of smooth, dressed stone. This long, narrow room is partitioned into three separate areas, each approximately 20' square, by elaborate hanging tapestries. The easternmost chamber contains a round table topped with black marble and surrounded by four carved wooden chairs. The central area has a large map of the immediate area hanging on the north wall above a walnut desk with leather-covered chair. The desk holds a silver ewer and matching flagon. In the central section there is a large cask against the western partition, and a cabinet against the eastern partition. The westernmost section of the room contains a finely-appointed bed with an upholstered footstool next to it. There is a small ebony dressing table with a large mirror atop it in the southwestern corner of the room.

This is the Constable's private chamber. The easternmost area is used for very secret meetings with the Cutpurse or with visiting master thieves from allied guilds. There is nothing valuable in the easternmost section.

The central area is the Constable's inner sanctum. The map depicts the Gold Hill area; beneath it is a larger map that shows the entire surrounding Barony<sup>7</sup>. The cask and ewer contain fine red wine. The ewer and flagon are indeed silver and worth 250 gp total. The cabinet contains the Constable's clothing, as well as a beggar's costume (see T11) and

the uniform of a member of the Corgh City Watch (or comparable town in the campaign). There is a secret compartment in the bottom of the cabinet that contains a vial of a brown, sticky, sweet liquid (**potion of poison**) and a **ring of delusion**.

The bed is unremarkable but likely valuable to an inn or comparable establishment (worth perhaps 50 gp). The dressing table contains a variety of typical grooming items- shaving brush and razor, combs and brushes, and a small tin of a sticky black substance (grease which the Constable uses to darken his scalp beneath his thinning hair).

The secret door to T20 is behind the dressing table and mirror; there is contact poison on the mirror, and any touching it with bare hands must save vs. Poison or die.

Unless the Constable has taken it elsewhere, the whole area is protected by his pet **giant weasel** (AC 7, HD 4+4, HP 26, MV 150' (50'), AT 1 bite + drain blood for 2-8 per round, D 2-8, SV F3, ML 12, AL N). It typically snoozes in the westernmost chamber unless the Constable leads it into combat or it detects intruders in the room.

**Constable, Master Thief** (AC 3 (DEX 18), T10, HP 39 (CON 14), MV 120' (40'), AT 1, D 1-8+4 (**long sword +2**, STR 16) or 2-7 (**bow of magic missiles**), SV T10, ML 12, AL N). He wears **leather armor +1**, **elven cloak** and **boots of travelling and leaping** (whenever he is on a journey or expecting combat). He has a small belt pouch in which he carries 2 sp and 1 gp and two **potions of healing**, and wears a gold ring set with rubies (worth 500 gp) on his left hand.

The footstool has a storage compartment beneath its top which contains 120 glass gems of various colors, all of which are coated with contact poison (those touching with bare hands must save vs. Poison or die). This compartment has a false bottom which opens via a secret metal catch. The catch is trapped, and if not disarmed a spring pops beneath the glass gems, scattering them in a 3' radius (such that all within that area with ANY unprotected skin must save vs. Poison or die). The false bottom conceals a leather scroll tube which contains a magic-user spell scroll (**fly, haste, remove curse, teleport**). If severely pressed the Constable will seek to reach this chamber and use these items to escape to T22 and beyond to plot his revenge.

**T20. Treasure Room:** This small chamber contains five large, iron-bound oak chests.

<sup>7</sup> The GM can include whatever large-scale map best suits the campaign. If the adventure takes place in the **WORLD OF STRONGHOLD**, keep in mind that such maps are very rare, and when found are often dangerously outdated.



This chamber holds the bulk of the treasure of the Constable and his thieves. Note that there are several layers of traps and concealments in effect: take care in revealing only what has actually been discovered by the party. Also, note that all the chests are locked and that there are no keys for these locks! The Constable merely picks them open when necessary, and re-locks them with his tools when he has finished adding or removing treasures. The locks are fairly simple, so attempts to pick them are made at +10% to normal chances. However, all the traps are exceedingly well crafted, and are detected and disarmed at -10% to normal chances.

In order from north to south, these chests contain:

**Chest 1:** The chest contains 4,000 cp. The chest also has a secret bottom; if this is removed a small vial of malodorous golden liquid is revealed (**potion of treasure finding**).

**Chest 2:** This chest is trapped. It contains a set of false hinges, and if these are not fixed before opening the chest, a virulent poison gas fills the room within 2 rounds. Characters in the chamber that fail to save vs. Poison take 2-24 hp damage; those that save take 1-12. If the false hinges are fixed and the chest lid is opened with the hidden hinges, the main compartment opens to reveal 5,100 sp.

**Chest 3:** This chest contains 6,200 sp.

**Chest 4:** This chest is trapped. Unless disarmed before the chest is opened, a ballista mechanism within fires a bolt from the chest that strikes the character opening it for 4-24 hp damage. A successful saving throw vs. Breath Weapon will reduce the damage by half. There is nothing of value within the chest.

**Chest 5:** This chest contains 1,200 gp. There is a secret bottom in this chest which conceals a copy of the Brigand's Map (see Map A-6) with Gold Hill Wilderness Area 10 circled.

The southernmost portion of the cave is screened by an illusionary wall. Unless players specifically state that their characters "disbelieve" that the walls of the cave are sound, or unless a **dispel magic** is successfully cast (assume the caster of the illusion was 12th level), the southernmost area will not be detected. Also, note that only one chest is immediately visible even if the illusion is "disbelieved".

**Chest 6:** This chest is identical to the others in the chamber. It contains 10 silver ingots, each worth 1,000 sp (weighing 100 pounds per ingot), and is trapped. If the pressure plate beneath the chest is not disarmed and the weight of the chest is removed (either by moving the chest moved or withdrawing the ingots), a 15'-square stone block falls from the ceiling. This crushes all standing north of the illusionary wall, inflicting 2-24 hp damage. Characters in the back rank or in the doorway can avoid damage if they make a successful save vs. Breath Weapon.

There are two scrolls tucked into the lid of the chest. The first is a magic-user spell scroll (**haste**). The second is a **cursed scroll**: the reader must save vs. Spell or lose two levels of experience (q.v. **spectre**). Note that unlike an undead-inflicted level drain, this effect may be removed by a **remove curse** spell. However, the player characters will not know this unless they conduct research, consult with a sage (q.v.), or simply speculate that the spell may work- do not suggest it.

The final chest is invisible and will be detected only if characters feel around or probe at the base of the wall in the eastern portion of the cave. Chest 7 contains 2,600 gp, 18 silver wristbands worth 250 gp each and a **wand of enemy detection** in an ivory case worth 750 gp.

**T21.** The passage here narrows to a mere 5' wide and tall, ending in a stout, iron-bound wood door.

This is another trapped false door. It is locked, and the lock is trapped with a poison needle (the poison inflicts 2-12 hp damage if a saving throw vs. Poison is failed). If the door is not re-examined for traps once the lock has been opened, a large block falls from the ceiling, crushing all within 15' of the door for 2-24 hp damage if they fail a saving throw vs. Breath Attack (a successful save reduces damage by half). Both traps must be discovered and disarmed independently- finding one does not reveal the other.

**T22.** Escape Cave: The air is moist here and there is a freshening breeze. This cave opens onto an underground stream, ending in a small sandbar that faces onto a rushing underground stream about 25' across. There is a small rowboat on the sandbar, tied off to an iron ring set into the cave wall.

This small cave has been carefully reserved as an emergency exit by the Constable. He can use the boat to escape to any of the locations further downstream (or beyond if the GM decides to expand the cave complex by adding additional downstream locations). In addition, there is a small secret cache

in the rock beneath the iron ring. The cache contains a vial of a bubbly teal-colored potion (**gaseous form**), which the Constable will use if he believes he will not find aid or comfort anywhere else in the complex. No one but the Constable knows of the cached potion.

#### **AREA V: VISITOR'S CHAMBERS**

This small cave complex is used when necessary to house important guests or those wealthy enough to desire lodging separate from those in the Inn complex. Lodging here is also offered to those groups that the Constable desires to keep under close observation (which is accomplished via use of the secret observation room).

Common visitors include Divine Workshop clerics from Confluence or Corgh City, traders that the Constable hopes to entice to relocate to Gold Hill, and occasional adventuring parties on some errand or other for the Constable or Baroness. The GM may wish to rotate new occupants in every week or two, keeping in mind that visiting nobles usually stay in tents in the clearing outside the Trading Post. Rarely, small parties of nobles hunting in the wilderness (or groups posing as such) will stay here.

**V1. Visitor's antechamber:** This large cave appears to be empty. There is a passage exiting the northeast corner of the chamber.

This cave is usually used to quarter guests, servants, bodyguards, and so on. These individuals usually use whatever travelling gear they would otherwise employ. This chamber is kept unfurnished so that guests without retainers (who only need one chamber for their lodging) can store large items or even stable precious mounts here.

**V2. Visitor's chamber:** This cave has a plank floor which is covered with a woven wool rug. There are two beds, an armoire, and a table and three chairs here. There is an iron-bound wooden door in the north wall.

This is the chamber typically used to quarter important visitors. There is a series of nearly-invisible cracks in the southern wall which allow anyone in V3 to watch and listen to comings and goings here. All of the furnishings are mundane. There is a long-forgotten dagger tucked beneath the feather mattress of one of the beds.

**V3. Observation:** This cave appears to be empty.

Thieves from Area T use this secret chamber for furtive observation of visitors. If light is present in V2, it will show through several eyeholes (which are disguised as cracks) in the door.

#### **AREA X: SHUNNED CAVERNS**

As they cleared the cave complex of dangerous monsters, the Constable's men discovered extensive passages that connect to an underground cave network. They encountered a nest of rust monsters and turned back. Rather than invite disaster, and in deference to rumors of a secret evil temple somewhere under Gold Hill, they blocked off entrances to these caves and hoped for the best.

The GM can stock the caves with monsters to provide a few challenges to round out party experience, fill it with higher-level monsters to challenge characters that have completely explored the wilderness, or anything else that seems useful to develop the campaign.

**X1. Blocked Passage:** There is a huge pile of large and small boulders piled against the northern wall of the cave passage.

The blockage will take 12 man-turns to clear. Only three human-sized individuals can work on the pile at one time. Note that, if freed by the party, neither this barricade nor the very walls of the caverns will impede the movement of the wraith and spectre herein. If any wights are freed, they will diligently work to remove the obstruction and attack the remainder of the complex.

**X2. Empty Cave:** This cavern is roughly 40' across. It appears to be empty.

There is nothing of interest in this cavern.

**X3. Fungi Cave:** This appears to be a huge cavern, extending well beyond the range of your light sources. You can hear various drips and trickles of water, and the air feels moist. The floor and walls are covered in a riot of fungus and mushrooms, orange shelf fungi stick out from the cave walls. Even the fungus grows fungus, as several different types of mushrooms and toadstools seem to nurture different fuzzy and slimy molds. There are several piles of rust-colored dust scattered on the narrow paths leading through the fungus growths.

Cultivated long ago by some underground dwellers, the fungus in this cave is a source of nourishment for passing creatures.

The eastern exit has been obstructed with rubble like that at X1, except that this rubble has been mortared in place and cannot be moved without serious work with mining tools. Assuming such tools are available, clearing it will take 6 man-hours.

The rust piles are remnants of tools or weapons dropped by previous explorers and devoured by rust monsters.

**X4. Empty Cave:** This small cave is drier than the large cavern, so it does not harbor any fungus growth. There are a few small bones scattered at the northern end of the cavern.

There is nothing of interest in this cave.

**X5, X6 Empty Cave:** This small cave is drier than the large cavern, so it does not harbor any fungus growth. There are a few small bones scattered at the northern end of the cavern.

Very close examination of the sand in these caves will reveal some of the same type of rust dust found in X3.

**X7. Ford:** The cavern widens out to 30' across and crosses an underground stream. There is a layer of silt or sand along the bottom of the streambed which seems to hold several tracks left by passing creatures.

A character with an appropriate skill or making an appropriate ability check will determine that the tracks were made by goblins.

**X8. Rust Monsters:** This cave smells like metal. The floor is covered with a variety of scraps of wood and metal, broken weapons, old straps, and so on.

This cave is the lair of **2 rust monsters** (AC 2, HD 5, HP 31, MV 120' (40'), AT 1, D rust, SV F3, ML 7, AL N). If a rust monster touches metal (such as armor or metal weapons), it is immediately rusted and useless. Magically-enchanted items have 10% chance per "plus" of item to resist the rusting effect.

**X9. Connecting Caves:** The cave continues for an unknown distance to the north.

These passages connect to an underground cave network.

If the GM does not wish to continue the underground campaign, players can merely be told that these passages have completely caved in. If players insist on attempting to clear it, treat the effort as original excavation for purposes of calculating time and cost

requirements, and make frequent wandering monster checks.

**X10. Empty Cave:** This small cave is dry and empty.

There is nothing of interest here.

**X11.** There is a 10' opening in the southern wall of the passage.

The passage here is trapped with a large net. If not detected and disarmed, it falls on the first four characters passing beneath. They are trapped within unless they manage to save vs. Breath Weapon, with a save indicating they have managed to leap clear into X12 (characters in the front rank) or back into the passage (characters in the back rank). The net is festooned with discarded pieces of iron and tin, which make a metallic tinkling sound when the net drops, alerting the goblins in X12 who sprint over to attack trapped characters with their spears.

**X12.** This cavern contains several small nests, piles of furs and tattered cloth, and three canvas sacks.

This cave houses an advance scout/spy party for the hobgoblin king consisting of **8 goblins** (AC 6, HD 1-1, HP 3, MV 60' (20'), AT 1, D 1-6 (spear or short bow), SV NM, ML 7, AL C). Each carries 12 cp and 1 sp.

If the GM intends to continue the adventure with Module **BL3 Mountain Redoubt of the Hobgoblin Legion**, the goblins should have a map of the route to the fortress.

Two of the sacks contain rancid ham and moldy cheese; the third contains more worthless furs and flea-ridden blankets.

**X13.** This secret door is exceptionally difficult to find. Elves will NOT notice it automatically. Elves and dwarves only have a 1 in 6 chance to find it if they actively search; other characters only have a 1 in 12 chance.

**X14.** The rough natural walls of the caverns here lead to a smooth-worked black stone wall with 20' tall, 10' wide double doors. The stone doors seem to be inoperable because some sort of metal has been used to fill all the gaps around the doors. Each door bears a huge bas-relief carving of a skeletal, black winged creature wielding a great blood-stained scythe.

This location was chosen long ago as the site of a secret temple of the Coven of Evil Chaos. This was in part because the temple builders noted a high lead content in the surrounding rock which would keep incorporeal undead from moving through it. The doors were sealed with lead to complete the containment effect. If the doors are breached, the spectre and other undead within will be free to roam the complex.

**X15.** A second set of stone double doors opens onto what seems to be some large shrine. The shrine seems to have been hewn from the same black rock you have seen elsewhere; here the rock is scattered with red veining that makes the stone appear to be bleeding from a multitude of wounds. All the walls are bare, except the northern wall. It bears a bas-relief carving of the same figure featured on the doors, surrounded by a variety of writhing, grimacing demons, their souls or spirits seem to be flying down to perdition. There are a number of armored figures standing at attention in the chamber.

This evil shrine is warded by **30 armored zombies** (AC 5 (chain mail), HD 2, HP 9 each, MV 60' (20'), AT 1, D 1-8, SV F1, ML 12, AL C). They remain motionless unless they are physically disturbed or any of the doors exiting the chamber are opened, at which point they shamble to attack. The zombies have no treasure.

**X16.** This secret room appears to be a burial chamber. There are four stone coffins here, each formed from some black-veined red stone.

This is the secret burial chamber of the acolytes of the evil high priest interred at X18. The corrupting influence of the evil shrine has transformed them into **4 wights** (AC 5, HD 3\*, HP 12, MV 90' (30'), AT 1, D energy drain one level, SV F3, ML 12, AL C). They will vigorously attack any who open one of their coffins or who attempt to open the secret door to X19.

The coffins contain only a few tattered scraps of cloth that have fallen from the wights' burial robes. They have no treasure. Note that these wights are not linked to any other undead in the module, as they have lurked here for multiple centuries.

**X17.** [Note: The door to this room is sealed with lead similar to that on the doors at X14.] This appears to be another burial chamber. There is a large coffin standing against the eastern wall of the room opposite the door. The coffin is made from the same black stone from which this chamber was carved. There is

a red carpet, about 3' wide, leading across the room from the doorway to the side of the coffin.

Suspicious players will likely expect the carpet to be trapped, but it is in fact a boon. The floor of the room is enchanted to **cause fear** in any who tread on it that fail to save vs. Spells. Note that a save must be made the first time any character steps off the carpet. If melee ensues only one character at a time can attack the coffin or its occupant while standing on the carpet (unless the GM determines a second character can use a spear or other weapon allowing a longer reach). Only by fanning out into the room and leaving the carpet's protective aura can more than one character attack at a time.

The coffin is the resting place of the former consort of the evil high priest interred at X18. She is now a **wraith** (AC 3, HD 4\*\*, HP 25, MV 120' (40')/ 240' (80') flying, AT 1 + special, D 1-6 + energy drain one level, SV F4, ML 12, AL C). Like all wraiths, the consort can only be damaged by silver (half damage) or magical (full damage) weapons. The lead content of the walls has prevented her from reuniting with her paramour; if both the wraith and spectre are freed and can escape through the door at X14 they will likely wreak havoc on the entire complex.

The coffin contains several pieces of jewelry: a gold necklace worth 500 gp, two gold and pearl earrings worth 150 gp (total), and two armbands and two anklebands made of wrought gold worth 100 gp each. The carpet has no special properties outside this chamber, although it might be of some small value to a collector.

**X18.** This long chamber contains nothing but a single coffin of black stone in the northern end of the room.

When opened, a mist (actually just fine dust) will float upward out of the coffin, dissipating in the room. The coffin is filled with dry, crumbly soil. There is no treasure herein. If the party believes this coffin belongs to a vampire, the GM should occasionally add more clues to continue the deception as they explore!

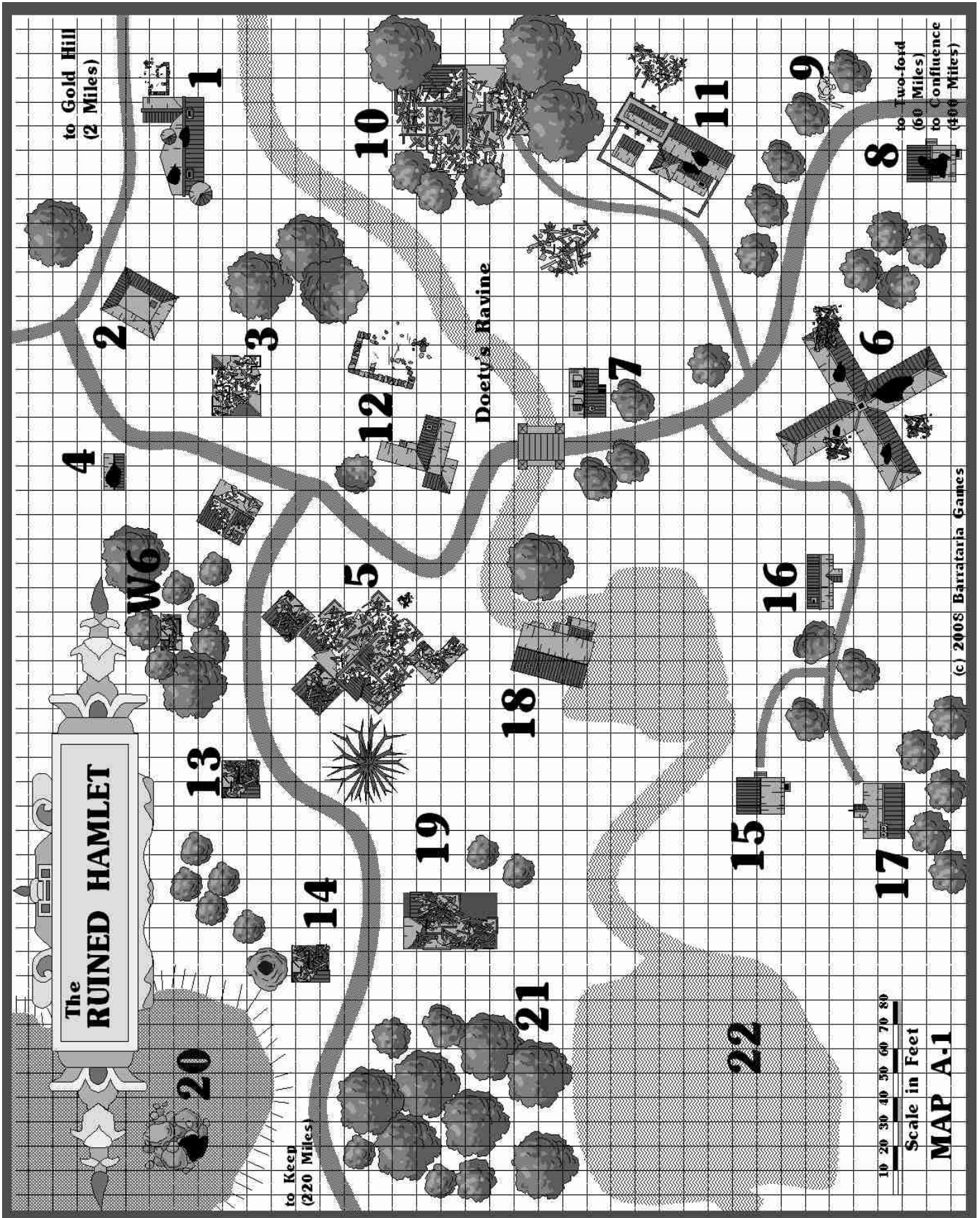
**X19.** The walls of this chamber have been intricately carved from the black rock, depicting multitudes of human and humanoid forms in various forms of suffering, figures being rended by demonic beasts, and evil clerics casting various wasting spells. There is a coffin in the southern end of the chamber made of black-veined red stone.

This chamber is the long-forgotten secret tomb of the evil high priest of the Coven in the Gold Hill area.

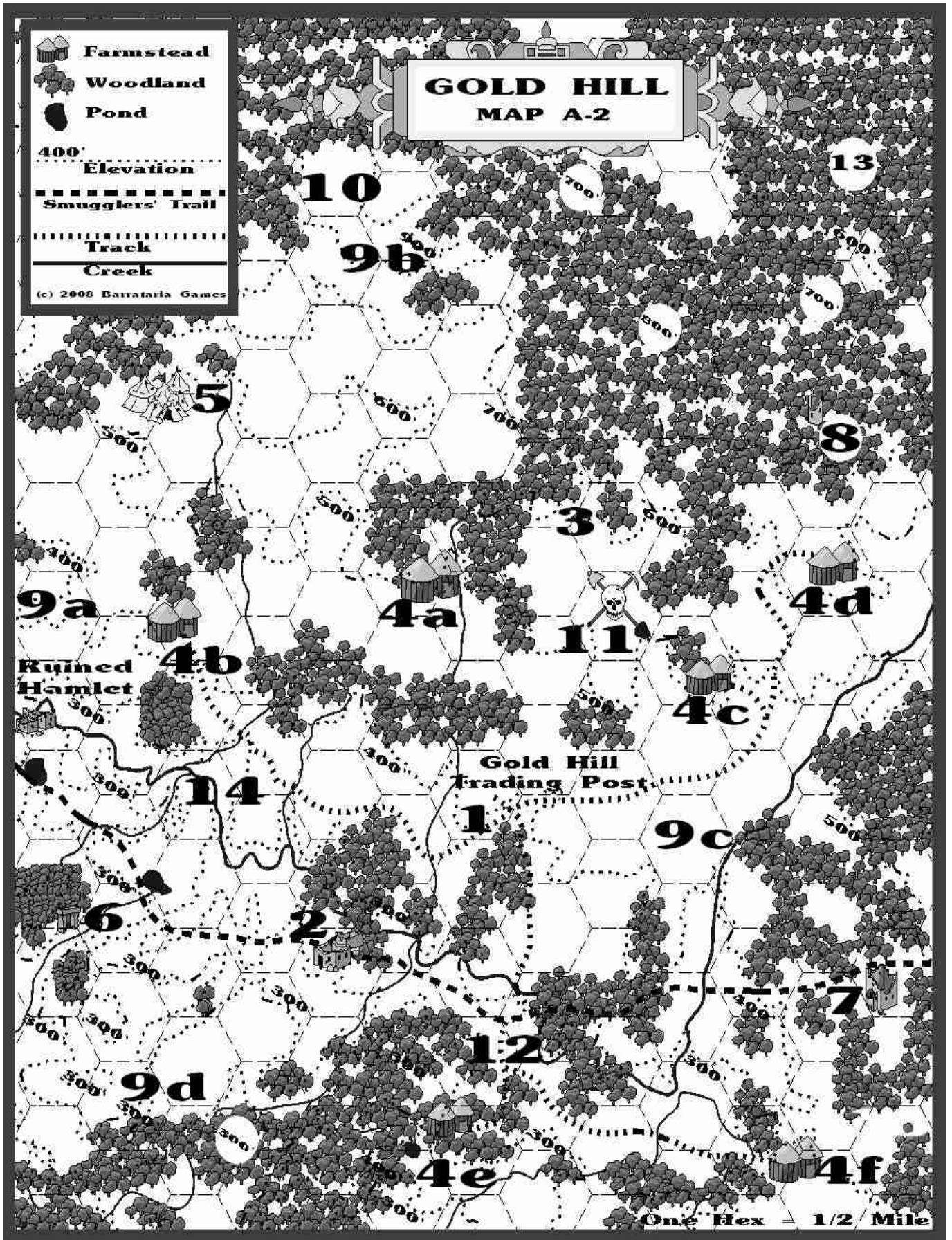
The priest is now a **spectre** (AC 2, HD 6\*\*, HP 32, MV 150' (50')/300' (100') flying, AT 1, D 1-8 + energy drain two levels, SV F6, ML 12, AL C) and will attack any who enter the chamber. Note that the coffin need not be opened- this stone does not impede the spectre's movement.

The coffin is very heavy, but if 40 or more strength points are applied it can be lifted to reveal a cairn beneath. This contains 10 silver ingots (each weighing 100 lbs. and worth 1,000 sp), 1,200 gp, 4 gems (rubies) worth 500 gp, a **mace +2**, a **staff of withering**, a **decanter of endless water** (new item- see Appendix C), and a **cursed scroll**. Any individual reading the scroll must save vs. Spell or be transformed into a **spectre**. This transformation can be undone by a variety of spells including **remove curse** or a successful **dispel magic**.

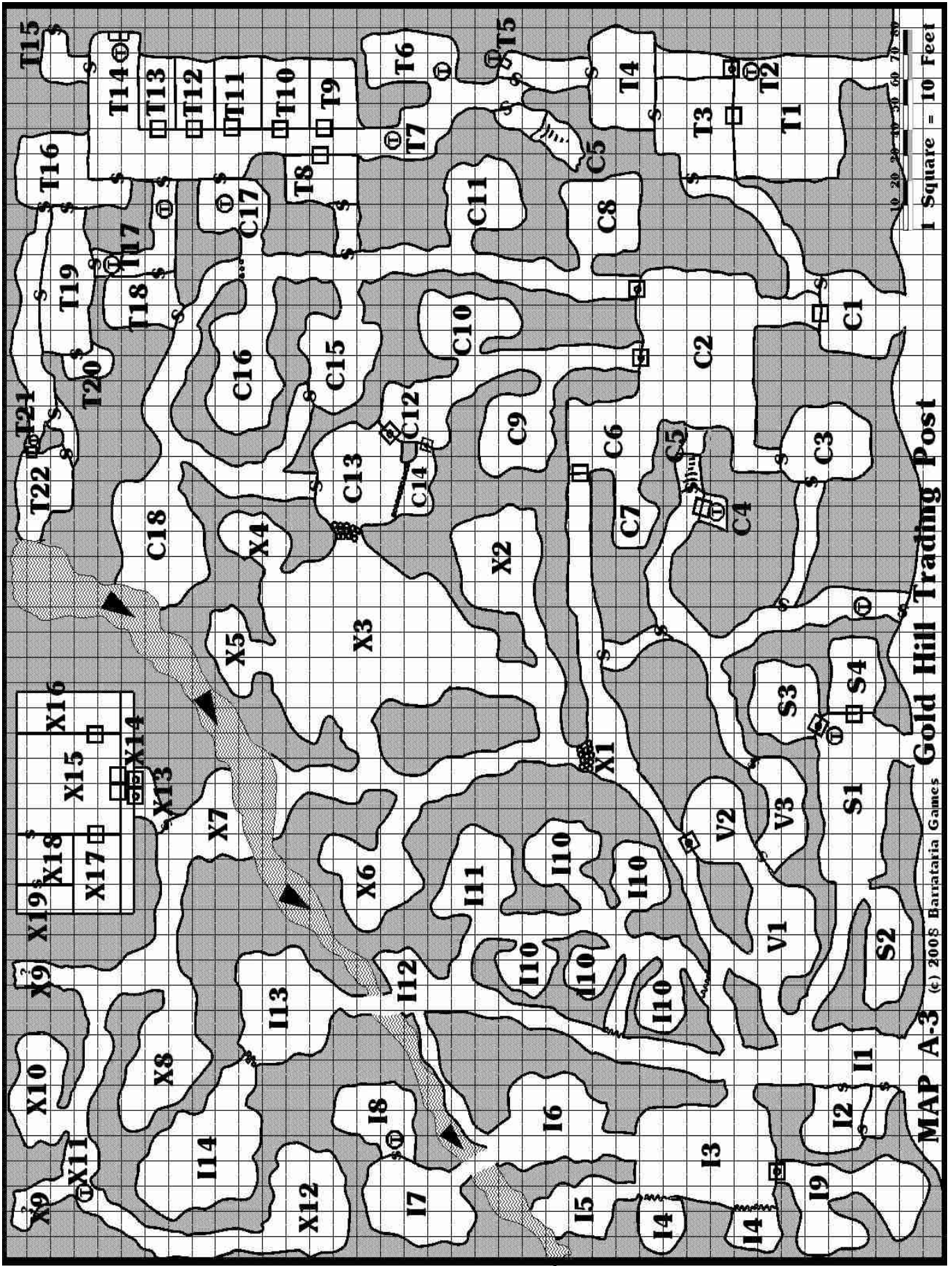
# APPENDIX A. MAPS









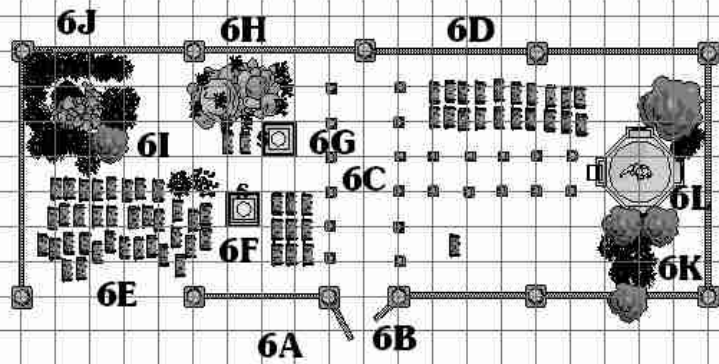


**MAP A-4**

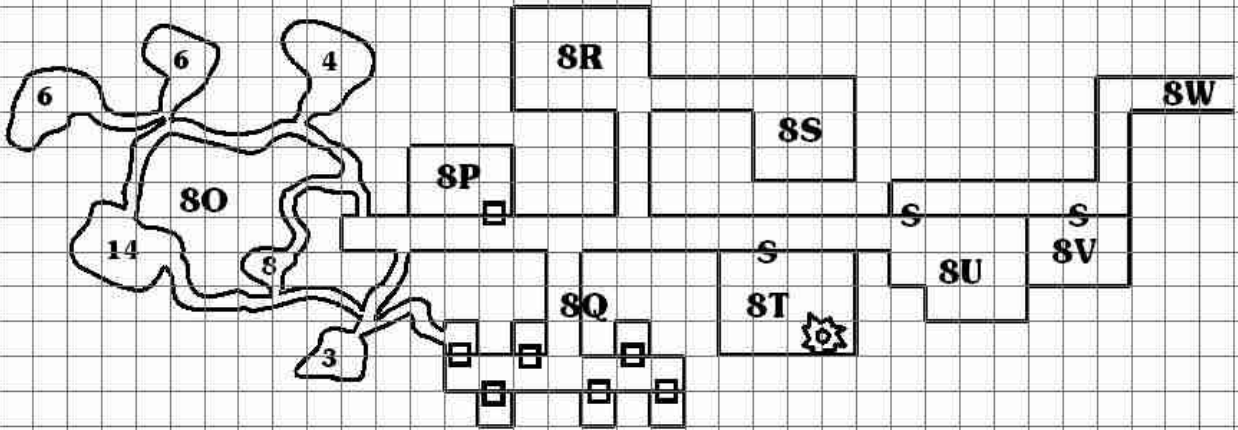
**GOLD HILL RUINS**

- 6: Graveyard**
- 7: Ruined Church**
- 8: Ruined Tower**

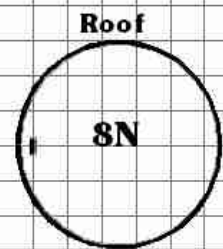
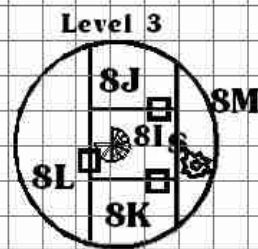
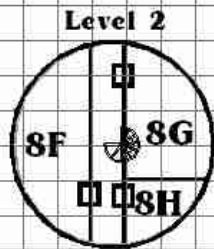
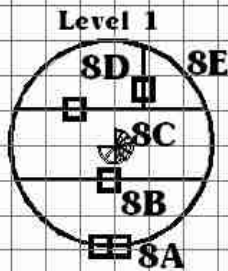
5 10 15 20 25 30 35 40  
 Scale in Feet  
 One Square = 10'



**Area #6: Ruined Graveyard**



**Area #8: Ruined Tower**

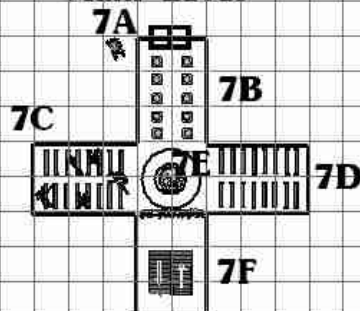


**Area #7: Ruined Church of the Quoddes**

**Basement**

**Main Level**

**Upper Level**

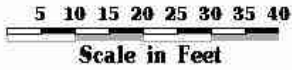


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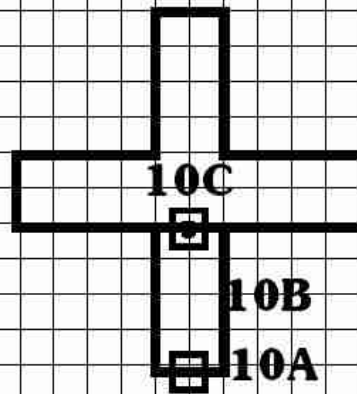
**MAP A-5**

**GOLD HILL RUINS**

- Area #5: Traders' Camp
- Area #10: Tomb of the Wight
- Area #12: Magician's Camp

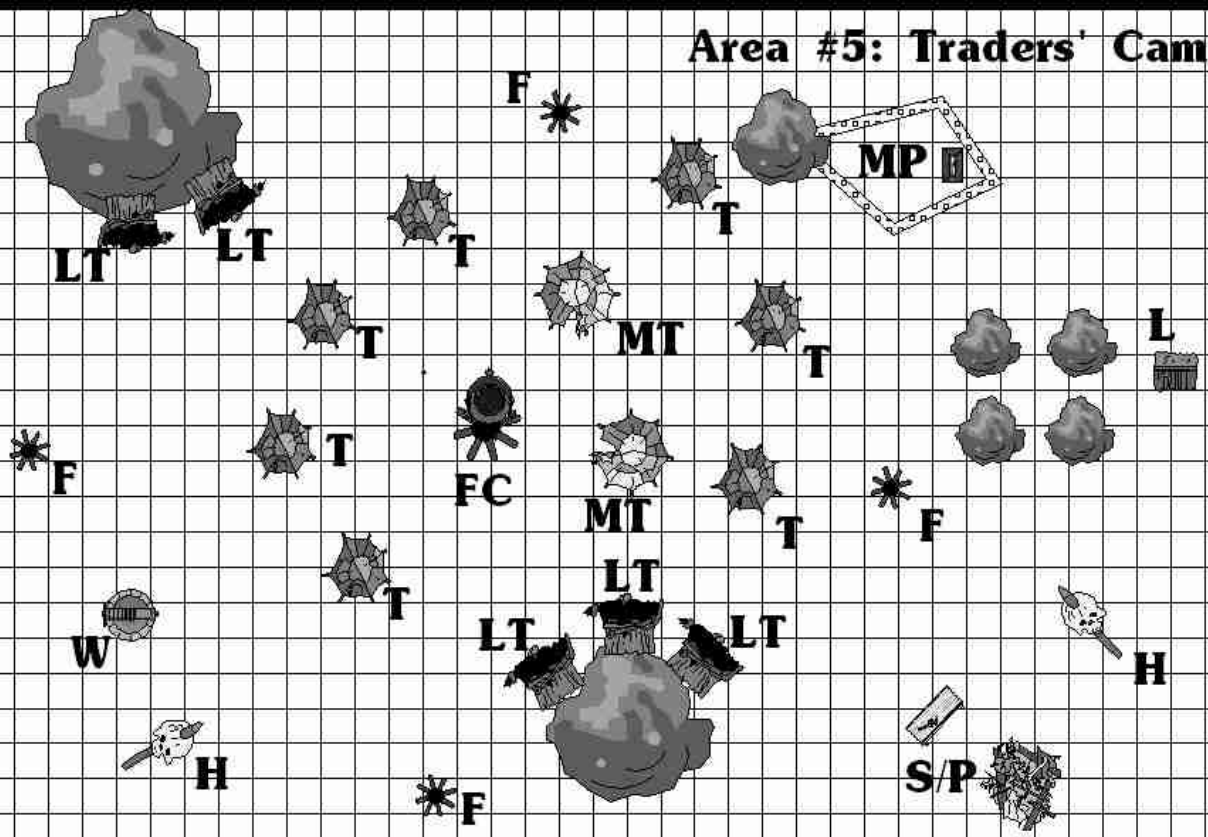


One Square = 10'

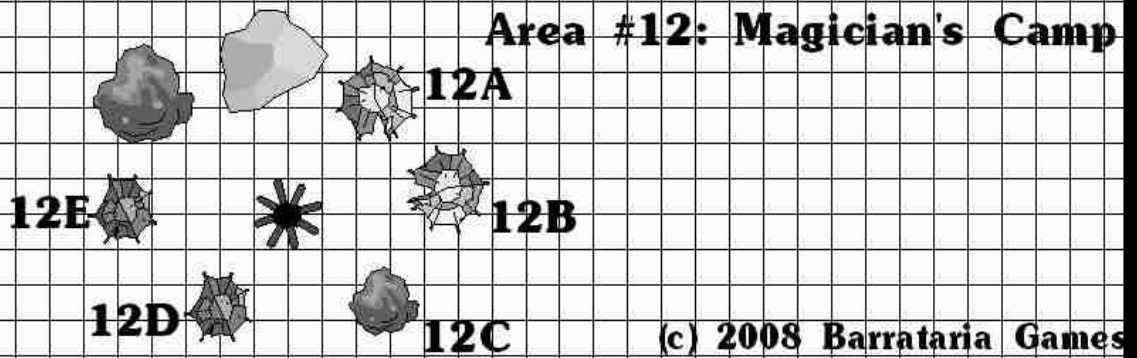


**Area #10: Tomb of the Wight**

**Area #5: Traders' Camp**



**Area #12: Magician's Camp**



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# BRIGAND'S MAP

**X**

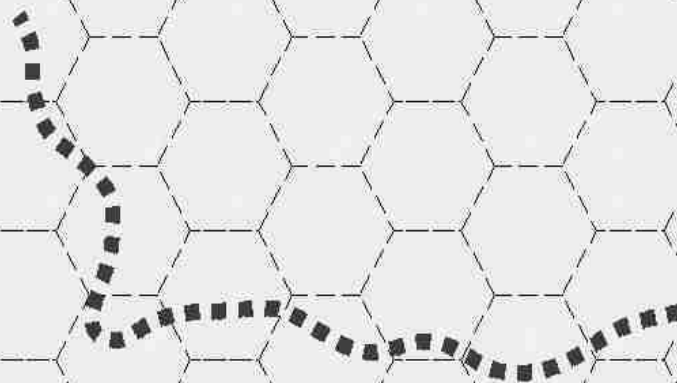
secret tomb...  
horrible treasurers



**X**



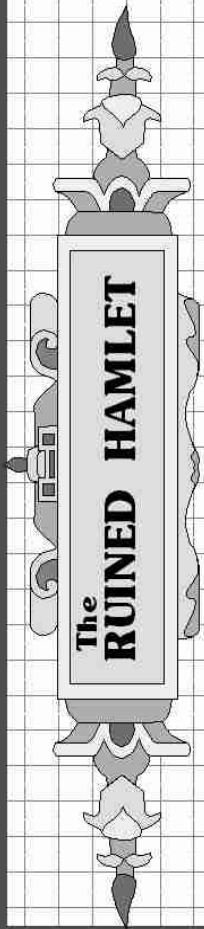
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**MAP A-6**

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**START**



**PLAYERS' MAP**

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**GOLD HILL  
PLAYERS' MAP**

**Ruined  
Hamlet**



**Gold Hill  
Trading Post**



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**One Hex - 1/2 Mile**

## APPENDIX B- NEW MONSTERS

### Donkey

Armor Class: 8  
Hit Dice: 1+1  
Move: 120' (40')  
Attacks: 1 bite or 1 kick  
Damage: 1-2 or 1-6  
No. App: 1-4 (1-12)  
Save As: Normal Man  
Morale: 7  
Hoard/Treas.: Nil  
Alignment: Neutral

Donkeys are small domesticated pack animals. They can carry 150 lbs. (or 350 lbs. at 1/2 movement rate). Although they are able to negotiate very rocky and hilly terrain, they are notably stubborn and occasionally hard to deal with.

### Ghast

Armor Class: 4  
Hit Dice: 4\*\*  
Move: 90' (30')  
Attacks: 3  
Damage: 1-4/1-4/1-8  
No. App: 1-4 (2-8)  
Save As: Fighter: 4  
Morale: 10  
Hoard/Treas.: VIII, IX, XXI/B, N, O  
Alignment: Chaotic

These undead look exactly like, and are usually found with, ghouls. The difference is usually noticed when opponents approach within 10', because the carrion stench of the ghast causes retching and nausea in all within 10' unless a saving throw vs. Poison is made. Those failing the saving throw are debilitated, making all attack rolls at -2 while within the stench area (and for 1-4 rounds after leaving it). The ghast's touch has the same paralyzing effect as that of ghouls (q.v.), but it also affects elves and lasts for 4-24 turns. They can be struck by any weapon and are turned as if they were wights.

Skunk	Normal	Giant
Armor Class:	7	6
Hit Dice:	1-1*	3*
Move:	150' (50')	120'(40')
Attacks:	1 bite+ squirt	
Damage:	1+ special	1-4/special
No. App:	1-2 (1-4)	1 (1-3)

Save As: NM                      Fighter: 2  
Morale: 6                         7  
Hoard/Treas.: Nil                VII  
Alignment: Neutral              Neutral

Skunks are infamous small scavengers that live in most terrains. They are nearly unable to fight with their bite, but are greatly feared nonetheless. If threatened, they can squirt a gout of horrid musk 5' wide and 15' long from their tail region that fouls all it touches. Any creature so hit must save vs. Poison or be nauseated for 3-30 rounds. Worse, any creature so sprayed cannot surprise anything it encounters and will repulse virtually every creature encountered (treat as charisma of 3) until the creature and all possessions are washed. Cloth and soft absorbent (such as leather) items are essentially ruined by the musk.

## APPENDIX C- NEW MAGIC

### NEW MAGIC-USER SPELLS

Level 2

#### Stinking Cloud

Range: 120'  
Duration: 1 round/caster level

This spell creates a 20' cube of thick fog composed of nauseating vapors. Living creatures in the cloud that fail a saving throw vs. Poison become nauseated for as long as they remain in the cloud and for 2-5 rounds after they escape or it dissipates. Any creature remaining in the cloud on a subsequent round (or re-entering it) must make an additional saving throw vs. Poison each round that it remains in the cloud.

### NEW MAGIC ITEMS

#### Bow of Magic Missiles

This powerful weapon appears most often without a string, although it can be fitted with one and fired as a normal long or short bow, in which case it will perform with a +1 to hit. This bow can fire one **magic missile** (as the spell) per round, whether or not it is strung. It will fire up to ten missiles per day.

#### Potion of Neutralize Poison

This potion confers the benefits of the cleric spell of the same name.

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