

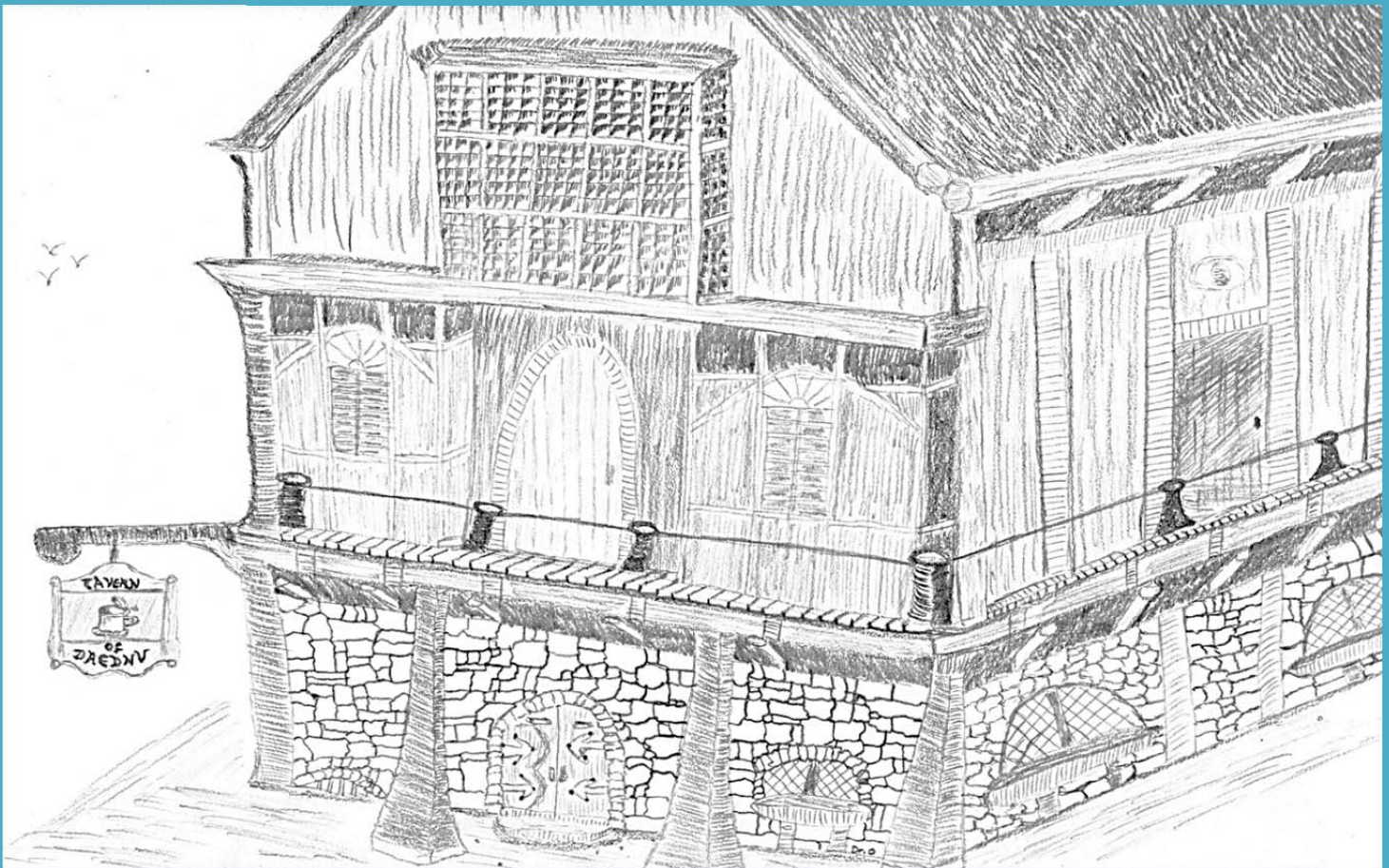
OB1  
For AD&D 1st Edition

# Dragonsfoot Module OB1

## The Tavern of Daednu

By the Oliver Brothers

AN ADVENTURE FOR CHARACTER LEVELS 1-3



As you trudge along wearily, contemplating another night beneath the stars, you round a bend in the road, and something strange catches your eye. The last rays of the setting sun, and the pale light of evening illuminate an edifice standing along the side of the road, no more than a quarter of a mile away. It is a large two-story building, with a stable and a well to one side. It is far too large to be a house, and in fact, it almost looks like an inn!

As you approach the building, you see it is a decently constructed, two-story, stone and wood edifice. A lamp hangs from a spar protruding from the wall, illuminating a green sign with red trim. In flowing, golden script the sign proclaims that this place is the "Tavern of Daednu."

If you enjoy this module, look for future adventures from the Oliver Brothers.

# Tavern of Daednu

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## INTRODUCTION

As you might tell from the credits, we are a family of gamers. While we have played many versions of the game, we are fond of the old school game play which motivated us to write this original first edition AD&D adventure

The Tavern of Daednu is a short adventure for 3-8 characters of 1<sup>st</sup>-3<sup>rd</sup> level. The scenario works best with characters of low level who are veteran players. They will of course be suspicious and fully knowledgeable of the monsters that they will encounter, making the unpredictability and horror of the tavern that much more of a surprise. That said, although it may confuse novice players a bit, it will also work for them as well.

The Tavern of Daednu will play out in the traditional three acts. The first act consists of the players finding the tavern and spending a pleasant evening in it. During this time, the tavern and its residents seem to be very jovial and a

fair amount of bartering takes place in the tavern. The player characters may participate in the bartering for goods as well.

The second act of the adventure is when the player characters slowly discover that all of the other customers are actually undead and are toying with them. This is the time in which the main portion of the adventure takes place and it will unfold in three separate phases: the banging noise, the disappearance, and the appearance of the undead. After the characters have explored the tavern and have several encounters, or when you feel that the time has come to end the adventure, act three begins.

The third act of the adventure is when the white spectre appears and moves to attack the player characters. Foolhardy characters will almost certainly die if they choose to stay and fight, but smart characters will flee the tavern. Leaving the tavern concludes the adventure.

## BACKGROUND

The Tavern of Daednu is a strange and accursed place, whose background is shrouded in mystery. It vanishes during the day, whirling through the mists of the shadow plane, only to reappear at random upon some isolated crossroads or seldom traveled road. At night, mists begin to slowly surround the tavern, and the permanent residents of the tavern revert to creatures of the living dead. If any player character should die while in the tavern or with the coming of dawn, weary travelers who have not yet fled the tavern in horror, their souls will be taken by the tavern's curse and they will disappear along with the tavern. When it reappears the following evening, they

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will find themselves one of the tavern's customers welcoming new guests into its interior. Once bound to the tavern, one can never leave.

### **FOR THE DUNGEON MASTER**

The Tavern of Daednu will appear to be a normal tavern, usually situated along a road connecting two important destinations. The tavern appears without fail in the remote and wilderness regions of a road or at an isolated crossroads, always far away from any thorp or village that could provide an alternative means of rest.

The tavern also appears to be a rather decent place to stay. Prices are reasonable, the food and ale are good, the bartender is friendly enough, and the other travelers are jovial and talkative. There are even bits and pieces of gear for sale by the barkeep! This is because so far removed from civilization he has found it lucrative to serve as a de facto pawn shop. The patrons themselves also spend much of their time bartering for goods as the closest town is always at least a day's ride away. In short, the Tavern of Daednu is a satisfactory tavern and inn, and there is nothing that should be cause for rightful suspicion amongst players.

After nightfall, when everyone retires to sleep's embrace, the tavern's true nature will reveal itself. It starts with a banging noise coming from the end of the hallway, a constant knocking that prevents anyone from sleeping, at least anyone in the adventuring party. As they begin to investigate, they will discover the banging noise is coming from the closet located in the last room down the hall. When they open the door, the body of a dead bugbear will fall to the floor, a dagger sticking out of

the poor soul's back. Seeing this, players should believe that they have a murder mystery on their hands, but that will soon give way to something more sinister.

The player characters will then hear the banging sound, once again coming from the end of the hallway, only this time it is coming from their closet. As the players struggle to figure out what is going on, the challenges will become ever more dangerous. They will soon see something moving down the hall, disappearing through doors. In many of these rooms, they will have several encounters with the undead. The encounters will become more horrific (and more challenging), until eventually the players should realize that they have no choice but to flee for their lives.

As they flee, it will be at that point the half-real, half-illusory nature of the tavern becomes apparent, as reality itself flickers and dissolves into mist, leaving the characters at an empty cross-roads where the tavern once stood. No bruises or wounds from their fights are left. But the items they found, bought, or bartered for in the tavern, and the coins they spent are gone...

Was it a dream? A nightmare? Or was it all real?

Read on good Dungeon Master, and give your players a taste of terror and excitement with the Tavern of Daednu! And if you haven't figured it out just quite yet, Daednu spelled backward is undead. But don't let your players know that until it's too late!

### **HOW THE TAVERN WORKS**

The Tavern of Daednu is semi-illusory and semi-real. It is most definitely real

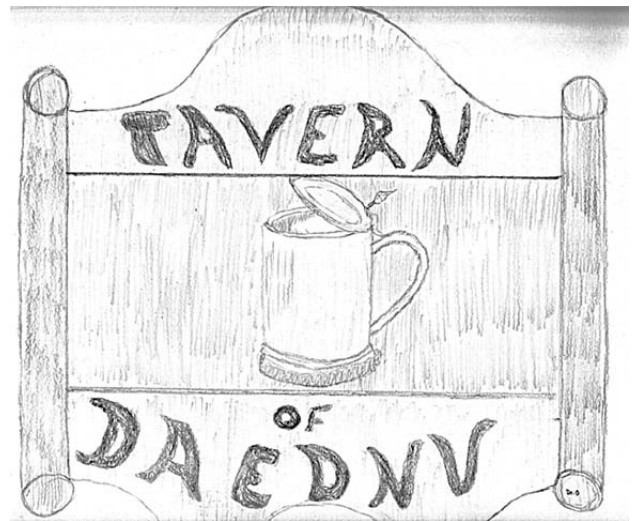
## Tavern of Daednu

during the players' stay there, but when dawn comes or the players flee the tavern, whichever comes first, everything will fade and it will seem to have been but a dream. The Dungeon Master should note the following rules about how the tavern works:

- Any players killed while in the tavern stay dead. There are encounters in this game that they should run from! Choosing to fight certain monsters could get a foolhardy band of would-be heroes an unexpected ticket to heaven.
- Any gear dropped or left behind in the tavern will remain lost and cannot be retrieved once the players flee the tavern. Their horses (if any) will likewise vanish along with the stable and the tavern. The horses will never be found again.
- All spells cast while in the tavern will remain cast after the characters leave.
- Any hit point damage suffered in the tavern will vanish once the heroes leave. Any spells cast, potions drank, or charges used will remain used though. It should be noted that characters who are brought to 0 or fewer hit points will have sharp headaches and will feel pain where they were *hit*, but will have no real physical damage.
- While the players are in the tavern, everything is real to them. They cannot try to *disbelieve* or otherwise try to prove that the tavern is an illusion, because at that point, it truly is not an illusion. When the players flee the tavern, reality dissolves around them, mist swirls about, and they wake up outside. Their lack of wounds may

*prove* that it was an illusion or dream, but their used items and spent coins will testify otherwise. Not to mention that the tavern will be gone, with almost no trace that it was ever there.

- Experience points won while in the tavern are kept by the players, and should be awarded by the Dungeon Master. After all, they are in real danger and could actually die in the tavern. Some nightmares you never wake up from . . .



### ACT ONE: AN EVENING IN THE TAVERN

*The journey has been long and arduous. These past few days you have traveled over hills, across rivers, and through forests and fields. Rain has beaten you, the sun has burnt you, and the winds have chafed you. The past few nights have been spent sitting around small campfires, sleeping on the rocky ground, and keeping watch in case some animal, bandit or monstrous denizen of these wild frontiers should come upon you while your party slumbers. The journey has been rough.*

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*As you trudge along wearily, contemplating another night beneath the stars, you round a bend in the road, and something strange catches your eye. The last rays of the setting sun, and the pale light of evening illuminate an edifice standing along the side of the road, no more than a quarter of a mile away. It is a large two-story building, with a stable and a well to one side. It is far too large to be a house, and in fact, it almost looks like an inn!*

*As you approach the building, you see it is a decently constructed, two-story, stone and wood edifice. A lamp hangs from a spar protruding from the wall, illuminating a green sign with red trim. In flowing, golden script the sign proclaims that this place is the "Tavern of Daednu." From inside the tavern comes the sound of laughter and music, the clinking of mugs, and the delicious aroma of good food.*

Assuming that the players are not so paranoid as to avoid this fortuitous place entirely, they will find the door unlocked, and they can let themselves in. There is a post where they can tie up their horses if they possess such beasts, and if the innkeeper is asked, he will send his daughter to take their horses to the stable and feed them.

Once the players enter the tavern, read or paraphrase the following:

*The doors open to reveal a pleasant tavern within. A fireplace roars from across the room, warming up the interior of the tavern, and providing a warm glow to the room. To the right of the fireplace stands a wooden bar, over which watches a very unlucky bugbear. Several lamps hanging from wooden posts light up the rest of the place. There are about 10 patrons or so, sitting at the*

*various tables and talking loudly. A serving lass walks around, passing out fresh mugs of ale. Behind the bar is a pudgy man, who looks to be in his forties. His head is balding, and his hair greying, but he laughs with the air of youth at a jest made by one of the men he is talking to. Upon seeing you enter he bellows "Hello there lads! What can I do for you this fine evening?"*

The Tavern of Daednu serves ale by the pint for a mere 5 coppers, beers for 3 coppers, merchant's meals for 5 coppers, and rich meals for 10 silver pieces. Anything that the players want to buy to eat or drink will be very cheap, but the food is excellent, and the ale is extremely good. The bartender introduces himself as **Ruggo** and acknowledges the barmaid as his daughter, **Avalona**. He asks the players where they are from, where they are going, and is genuinely curious and interested in their travels and adventures. If asked how his tavern exists out in the middle of nowhere, he will respond by saying that "It's the midpoint of a good trade route, so I get travelers coming in all the time; prime place for an inn and tavern. I make excellent profit from the tavern alone, but I also do some trading with the merchants on the side." He will quickly change the topic back to the players however.

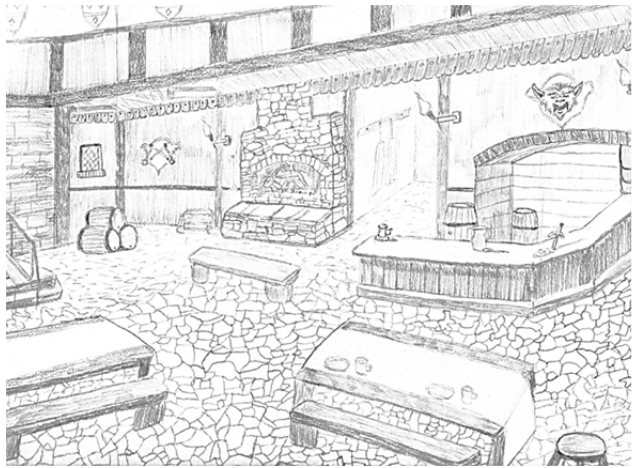
After an evening of talking, eating, and drinking alongside the other patrons and the tavern owner and his daughter, the evening will come to a close. The patrons will slowly leave the main room to head upstairs for bed. By midnight, if the players are still downstairs, they will be the only ones save the bartender, who will tell them that he is going to bed, his room being on the first floor. At some point in the evening, assuming

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they will be spending the night in the tavern, they will be assigned room number 1 by **Ruggo**.

**Ruggo** (tavern owner, commoner): AC 10; MV 12"; HD 1; hp 8; #AT 1; 1-6 or by weapon type.

**Avalona** (tavern girl, commoner): AC 10; MV 12"; HD 1; hp 6; #AT 1; 1-4 or by weapon type.



### FIRST FLOOR TAVERN KEY

#### 1. TAVERN ROOM

This the main tavern room which features a roaring fireplace with a bench in front of it, and seven tables, most with benches and a few with chairs. The tables are labeled as follows:

##### Table A

Two magic-users (**Therrin** and **Rullan**) sit here, both in their forties. They are comparing spell books and selling scrolls to each other. They are keenly interested in acquiring new scrolls, and will pay for any magic-user scroll that they are sold. They are somewhat reserved unless the player characters are willing to discuss matters of magic

and the occult for they are obsessed with collecting spells, if not necessarily using them for any greater purpose. These two are friends who meet from time to time to trade with each other. They are truly two kindred souls.

**Therrin** (3<sup>rd</sup> level magic user): AC 9; MV 12"; HD 3; hp 8; #AT 1; Dmg 1-4 or by weapon type; Spells: *shield*, *magic missile*, and *knock*.

**Rullan** (2<sup>nd</sup> level magic user): AC 10; MV 12"; HD 2; hp 5; #AT 1; Dmg 1-4 or by weapon type; Spells: *sleep* and *ventriloquism*.

##### Table B

An elderly cleric by the name of **Edrose** sits here, dressed in brown robes, with a large holy symbol about his neck. He is enjoying a fine glass of wine and a roasted chicken. He is a cleric of Fharlanghn, which is why he is out traveling the roadways. He is always eager to discuss matters of theology with any player, but especially fellow clerics. He is kind, but somewhat aloof, as if constantly lost in his own thoughts. If asked where he is going, he will explain that he is on a quest to see the ocean and then follow the shore as far as it takes him.

**Edrose** (2<sup>nd</sup> level cleric): AC 9; MV 12"; HD 2; hp 10; #AT 1; Dmg 1-6 or by weapon type; Spells: *cure light wounds* and *purify food and water*.

##### Table C

A dwarf (**Bjorn**) and two halflings (**Wennel** and **Davos**) are sitting here, chatting amiably. All of them are fairly young, and are currently heading for a nearby city. They will explain, if asked, that the dwarf just met the two halflings on the road and they have been traveling together for the past few days.

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Bjorn has been hoping to join an adventuring party, but has had little luck. When he came across Wennel and Davos, he thought he would start an adventuring party with them. They agreed, but their interest seems to lie more in drinking beer than fighting. Bjorn may ask the adventuring party to join his party, but in reality, he wishes to be free of Wennel and Davos and just join the adventuring party himself. The three of them will gladly listen to any stories of adventure that the characters have to offer. If they are good stories, the halflings will buy the player characters a beer.

**Bjorn** (3<sup>rd</sup> level fighter, dwarf): AC 8 (3 with plate armor); MV 9"; HD 3; hp 21; #AT 1; Dmg 1-6 or by weapon type (battle axe).

**Wennel** (1<sup>st</sup> level fighter, halfling): AC 8; MV 12"; HD 1; hp 5; #AT 1; Dmg 1-6 or by weapon type (short sword).

**Davos** (1<sup>st</sup> level fighter, halfling): AC 8; MV 12; HD 1; hp 4; #AT 1; Dmg 1-6 or by weapon type (short sword).

### Table D

An elderly man (**Garig**), who is clearly blind, and his 20 year old daughter (**Margaret**) sit here. At the man's feet is a rather large dog. The man has been traveling in a small carriage to meet with old friends in one of the nearby towns, but being advanced in years, has trouble walking. He is sound asleep, and his daughter is looking a bit bored, and will gladly talk with any character who approaches her. Eventually, the old man will wake up, and will talk to the character as well.

The old man will share his background with the player characters. He was born into a poor family and was apprenticed

to a cobbler. He decided one day that he was going to be an adventurer. He went off on several adventures (making it to second level!), but when at last he came across the treasure chest of his dreams, it was trapped. Acid sprayed his eyes and he was permanently blinded. He found he could do cobbling without his eyesight and so, that was how he made his living for the past several decades. He married and had a daughter, but his wife died in childbirth. His daughter has cared for him ever since she was little.

If the characters continue to listen, he will ask the player characters if they know of the ancient mines of Wisteria. They are located within a half-day's ride. When he was an adventurer, he and some companions had discovered a treasure map which led them to the abandoned mines. They discovered there was indeed treasure in that old mine, but there was also many dangers, and they were lucky to escape with their lives. He always regretted never going back, but on the next adventure, he lost his eyesight. At this point, the players should believe that the purpose of the tavern is to serve as a "hook" to get the characters to the next adventure. It is up to the Dungeon Master to determine if the old man's story is true or just part of the illusory nature of the Tavern of Daednu.

**Garig** (commoner): AC 10; MV 6"; HD 2; hp 5; #AT 1; Dmg 1-2.

**Margaret** (commoner): AC 10; MV 12"; HD 1; hp 4; #AT 1; Dmg 1-2.

**Dog**: AC 7; MV 15"; HD 1+1; hp 5; #AT 1; Dmg 1-4.

### Table E

Unoccupied

### Table F

Three merchants (**Ali**, **Laertes**, and **Quirran Golden-Beard**) sit here. They are traveling merchants currently on their way to one of the nearby cities. They have two guards, who are sitting at the bar. The merchants will be interested in any wares that the players have for sale, and will haggle for them if possible. The merchants also have items that will be of interest to the player characters as determined by the Dungeon Master. The merchants love to haggle and will start out ridiculously high when selling and low when buying. They will however, if the player characters can last long enough, eventually reach a fair market value or maybe even one that slightly favors the player characters. Keep in mind, Ruggo the Barkeep may also jump into the haggling if there is something that he thinks may be valuable to travelers so far from town, thus further prolonging the haggling.

**Ali** (merchant, commoner): AC 10; MV 12"; HD 1; hp 6; #AT 1; Dmg 1-6 or by weapon type (dagger).

**Laertes** (merchant, commoner): AC 10; MV 12"; HD 1; hp 4; #AT 1; Dmg 1-6 or by weapon type (dagger).

**Quirran Golden-Beard** (merchant, commoner): AC 9; MV 9"; HD 1; hp 5; #AT 1; Dmg 1-6 or by weapon type (short sword).

**Guard #1** (3<sup>rd</sup> level fighter): AC 5; MV 12"; HD 3; hp 14; #AT 1; Dmg 1-6 or by weapon type (broad sword and dagger).

**Guard #2** (2<sup>nd</sup> level fighter): AC 6; MV 12"; HD 2; hp 11; #AT 1; Dmg 1-6 or by weapon type (long sword and crossbow).

### Table G

Unoccupied

#### 2. THE BAR

The bar is set before a second fireplace, but this fireplace is only used for storage. Ruggo is typically found here. If anyone asks about the mounted head of the bugbear hanging above the bar, Ruggo will mention that the bugbear came in for a drink and tried to leave without paying. He will pause a second and then laugh, assuredly a joke.

#### 3. STAIRS

The steep stairs rise up to a balcony walkway that overlooks the tavern's main floor before disappearing down a hallway to the second floor's rooms.

#### 4. STORAGE

This 20' by 20' room is located under and behind the staircase and is used for storage. There are extra benches, chairs, and one table. Many of the chairs and benches are in need of repair.

#### 5. KITCHEN

This 40' by 50' room is the kitchen. The beer flows fast in the Tavern of Daednu, but the food is served slowly. Avalona is both bar maid and cook.

#### 6. PANTRY

This 10' wide by 20' long closet serves as a pantry containing various dry food supplies.

#### 7. CLOSET

This 10' wide by 20' long closet serves as storage for coats, boots, and gloves, as well as tools and mundane items.

#### 8. RUGGO'S BEDCHAMBER

This bedchamber is 20' wide and 40' long and features a bed, desk, chair,



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dresser, and washstand. There is a closet on the south side of the room. There is a secret panel in the east wall of the closet which hides a small area between both of the closets in Rooms 8 and 9. This is where Ruggo keeps a knapsack containing 897 gp.

### 9. AVALONA'S BEDCHAMBER

This 20' by 20' room is a bedchamber which features a bed, dresser, chair, and washstand. There is a closet located in the south west corner of the room.

### 10. REAR DOOR

This door leads to the rear of the tavern where the stable and well are located.



## ACT TWO: NIGHT IN THE TAVERN

*After climbing into bed and slowly starting to drift off to sleep, a loud banging noise jars you back awake. It sounds like it is coming from down the hallway.*

The player characters located in Room 1 will hear a banging noise coming from down the hallway. If any player

character draws back the curtain to look outside, they will see nothing for the fog has grown too thick. They will, however, continue to hear the loud banging sound.

Act Two of the Tavern of Daednu will occur in three phases after the player characters retire and wake up to the knocking sound.

### THE THREE PHASES:

#### Phase 1 – The Banging Noise:

In this phase, the player characters will hear the banging noise coming from down the hallway. Assuming they proceed down the hallway to investigate the banging noise, they will discover it is coming from Room 9. The door is unlocked and when they open it up they will see that the room is empty and the banging noise is coming from the closet. When they open the closet door, you will tell the players that a large creature covered in fur, lunges at them and they should roll initiative. After rolling initiative, let whoever won the initiative make their attack, but after that the body slams on the ground, dead. Protruding out of the dead bugbear's back is a dagger.

At this point, the players should think that the game is actually a murder mystery. Up and to the point of discovering the dead body, if for any reason the player characters decide to search the other rooms before opening the closet door, they will find the occupants appearing as they did earlier, only they will be in a deep sleep and impossible to wake up.

#### Phase 2 – The Disappearance:

After the player characters discover the dead body and after the Dungeon Master lets the players dwell on the

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possibility that the game is a murder mystery, they will then hear the banging sound again coming from down the hallway. This time it is coming from their closet in Room 1. When they go to investigate and open the closet door, a shadowy figure will fly out of the closet, through the wall into the hallway, and then fly down the hall to Room 9. Assuming they chase it, when they enter Room 9, they will discover the dead body of the bugbear has disappeared. The mysterious figure will fly into the closet of Room 9 and the door will slam shut.

If, by chance, the player characters left a guard on the dead body, the shadowy creature will fly into the closet in Room 9 and the door will slam shut, which will naturally distract the guard. Before any other player characters can arrive in the room, the body will have disappeared. Between the discovery of the dead body and the subsequent discovery that the body has disappeared, if they player characters enter any room to seek help, they will discover that everyone in the tavern has disappeared. If the player characters choose to open the closet door, it will empty.

The discovery of the now missing bugbear body in Room 9 will trigger the events in phase 3.

### **Phase 3 – Rise of the Undead:**

In phase 3, all of the occupants will have returned to their rooms, but now they will appear as some form of undead. The player characters can enter any of the rooms at any time and they will face the undead in the rooms. However, the shadowy figure (which is the spectre of act 3) will continue to lead the player characters on a chase through the guest rooms of the tavern.

This is perhaps the most important element in the Tavern of Daednu. The DM must use this wisely. Describe it as a white, flickering thing at the edge of their vision that disappears into a wall, around the corner, or into the floor. It can fly down the hallway in a flurry of shadowy white and disappear through doors. Use it to guide the players from place to place, a carrot to lead them where you wish, with the chase progressing ideally in the following fashion.

After appearing in the closet of Room 1 and flying down the hall to the closet in Room 9, it will then appear in the hallway in front of the door to Room 9. At this point it will fly down the hall, through the walls, and into Room 2. Assuming the player characters follow it and enter Room 2, there they will face the occupants (skeletons in this case). After dispatching the occupants and giving the player characters a chance to loot the room, the ghostly figure will appear and lead them to Room 3. This pattern will continue to Room 3, 4, 5, 6, 7, 8, and 9. When the player characters make their move for Room 9 (or when the Dungeon Master realizes the players are ready to move on), the third act of the Tavern of Daednu will begin.

Again, it should be noted that the player characters can explore the tavern rooms in any order or fashion, but that things will change throughout based upon the events that occur. It is your prerogative when these events occur, but look for clues on how to proceed from your players. For instance, if they appear to think the skeletons too weak, skip room 3, and move them to room 4. Characters should be kept on the move, as new sounds and disturbances from other

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areas of the tavern guest rooms arouse their suspicion.

Finally, remember that any character who ventures more than 10 feet outside of the tavern's exterior doors will disappear into the fog, and will leave the Tavern of Daednu. Characters who do this will wander alone in the forest and the fog for hours, only finding their friends when they also flee the tavern.

### Second Floor Tavern Key:

#### 1. THE ROOM OF THE ADVENTURING PARTY

*This 20' by 30' room is a "hostel" style bedroom which is designed to hold multiple people. There are 4 bunk-beds, a table and chair, and a small empty chest. On the west side of the room there is a closet and beside that is a bench resting underneath a set of curtains that are currently closed.*

This is the room of the adventuring party. The curtains can be pulled aside to reveal a window that is old and cloudy overlooking some trees. As the night progresses the ability to see out of the window will be limited by the fog.

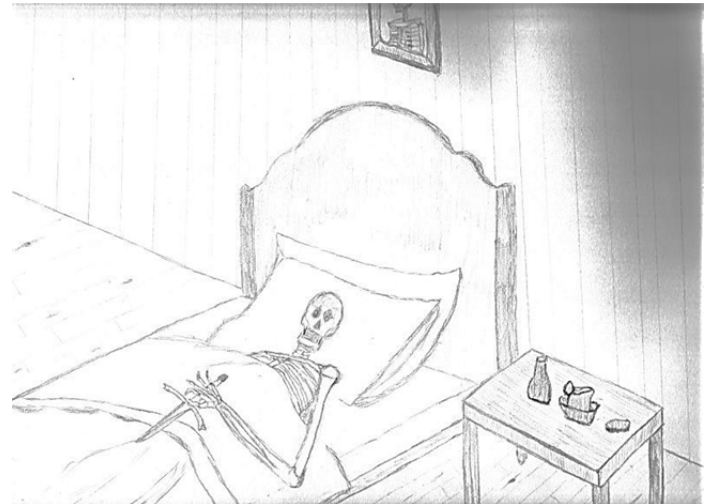
Depending on the current phase in the adventure, add the following:

**Phase 2:** *Your room does not appear to have been disturbed, but the knocking sound is distinctly coming from your closet.*

Assuming they open the door, read the following description:

*A shimmer of white flies out of the close and moves to the center of the room. It hovers for a second then flies through the wall and into the hallway.*

The spectre will now lead the player characters down the hallway and back to Room 9.



#### 2. THE ROOM OF SKELETONS

*This 20' by 20' room features a fireplace on the south side of the room, no doubt connected to the fireplace on the first floor. There is a small table to the west of the fireplace with two scrolls resting in the center. To the east of the fireplace there sits a rocking chair. There are two single beds located on the east side of the room.*

Depending on the current phase in the adventure, add the following:

**Phase 1:** *This is the room of the two magic users, Therrin and Rullan. Therrin is resting in the bed closest to the fireplace reading, while Rullan is in the rocking chair, smoking a pipe.*

**Phase 2:** *The room is empty of any occupants.*

**Phase 3:** *Sitting in the rocking chair, smoking a pipe, is a skeleton. Another one lies in the bed closest to the fireplace with a nightcap on its head and a dagger clutched in its hand. They begin to slowly move toward you,*

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*one wielding its dagger, the other waving its pipe.*

**Skeleton (2):** AC 7; MV 9"; HD 1; hp 5, 3; #AT 1; Dmg 1-6 or by weapon type.

Treasure: There are two scrolls located on the table. On the first scroll are the magic-user spells *magic missile* and *audible glamer*. On the second scroll are the magic-user spells *affect normal fires*, *find familiar*, and *magic mouth*. The skeleton wields a **dagger +1**.

### 3. THE ROOM OF ZOMBIES

*This 20' by 20' room features a fireplace on the south side of the room, but it is currently not lit, but has two lanterns on the mantel. There is a chest on the east side of the fireplace, and on the west side is a rocking chair. There are two single beds located on the west side of the room.*

Depending on the current phase in the adventure, add the following:

**Phase 1:** *This is the room of the old man and his daughter, Garig and Margaret. Garig is currently resting in the bed closest to the fireplace reading a book, while the dog rests at his feet. Margaret is reading her own book in the rocking chair.*

**Phase 2:** *The room is empty of any occupants.*

**Phase 3:** *Sitting in the rocking chair is the former visage of the woman Margaret, but her face and skin are so badly disfigured it appears to be sliding off her face. The old man and the dog on the bed are equally grotesque. They all slowly rise from their resting positions.*

**Zombie (2):** AC 8; MV 6"; HD 2; hp 6, 4; #AT 1; Dmg 1-8; SD immune to *sleep*,

*charm*, *hold*, and *cold*-based spells. Note: Zombies always strike last in initiative order.

**Zombie dog:** AC 8; MV 6"; HD 1; hp 4; #AT 1; Dmg 1-4/1-6; SD immune to *sleep*, *charm*, *hold*, and *cold*-based spells. Note: Zombies always strike last in initiative order. The dog will first attack with a bite causing 1-4 hit points of damage, but then its jaw will drop to the ground. Once jawless, the zombie dog will resort to slamming the player characters for 1-6 points of damage.

Treasure: There is a locked chest in the room. The locked is trapped with an acid spray. Inside the chest will be found some clothing, and 2 pouches. The first contains 15 cp, 38 sp, and 106 gp, and the second contains 3 cp, 25 sp, and 42 gp.

### 4. THE ROOM OF GHOULS

*This 30' by 20' room is a "hostel" style room which is designed to hold multiple people. There are 3 bunk-beds, a table and chair, and a small empty chest. On the east side of the room there is a closet and beside that is a bench resting underneath a set of curtains that are currently closed.*

Depending on the current phase in the adventure, add the following:

**Phase 1:** *This is the room of the dwarf Bjorn and the two halflings, Wennel and Davos. Each has taken one of the bunks and they are currently resting on the bottom bunks.*

**Phase 2:** *The room is empty of any occupants.*

**Phase 3:** *The center of the room depicts a grisly scene. Blood is spattered all over the room, and the cadavers of*

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*what appear to be Wennel and Davos lie in bloody mangled heaps upon the floor. Kneeling beside them is a hideous looking creature, about the same size as Bjorn. The creature stands, dropping the partially eaten leg of one of the halflings.*

**Ghoul:** AC 6; MV 9"; HD 2; hp 14; #AT 3; Dmg 1-3/1-3/1-6; SA any non-elf struck by a ghoul must make a save vs. paralysis or be paralyzed; SD immune to sleep and charm effects.

Treasure: Wennel has a pouch with 16 sp, and Davos has a pouch with 8 sp and 3 gp. Bjorn wears a money belt containing 8 cp, 19 sp, and 32 gp. He also has, in his bunk, a **+1 great axe**.

### 5. THE ROOM OF SHADOWS

*This 20' by 30' room is a "hostel" style bedroom which is designed to hold multiple people. There are 4 bunk-beds, a table and chair, and a small empty chest. On the west side of the room there is a closet and beside that is a bench resting underneath a set of curtains that are currently closed.*

Depending on the current phase in the adventure, add the following:

**Phase 1:** *This is the room of the three merchants, Ali, Laertes, and Quirran. Each has clearly staked out a bunk and they have all taken the lower bunk and placed their merchandise on the top bunk. Each is currently resting on the bottom bunk.*

**Phase 2:** *The room is empty of any occupants.*

**Phase 3:** *The three merchants, Ali, Laertes, and Quirran, appear to all be sleeping under their sheets on the bottom bunks.*

Upon closer inspection, the player characters will realize that it is the bodies of the three merchants, but they look as if they have been dead for years. Ali and Laertes appear to be desiccated, as their clothes are rotten and their skin clings to their bones with a yellowed hue. The body of Quirran does not have the dried out look, but he does look like he had his throat savagely slit open.

Once the characters all enter the room and start investigating, the door slowly closes behind them, and the shadows in the room deepen. From the shadowy recesses of the room, a hideous shadow detach itself from the walls and ceiling and float slowly toward the player characters!

**Shadow:** AC 13; MV 12"; HD 3+3; hp 14; #AT 1; Dmg 2-5 plus each hit deals 1 point of strength damage. If reduced to 0 strength the player character dies and becomes a shadow. SD It takes a +1 or better weapon to hit a shadow, Shadows are immune to sleep, charm, and hold spells. Note: Any strength damage dealt by a shadow returns in 2d4 turns.

Upon the death of the shadow, the dark shadows in the room vanish, returning the room to normal illumination. Should the players choose to flee from combat, the shadows will not follow them out of the room. The door is stuck however, and will require a successful open doors check to open.

Treasure: The body of Ali has a pouch with 22 gp. Laertes' body has a pouch with 18 gp. Quirran's body has a pouch with 27 gp and a gold necklace worth 50 gp. The packages in each of the top bunks also contain items of value. Ali's

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packages consist of 27 small ivory carvings valued at 270 gp. Laertes' packages contain fine silks and garments, valued at 345 gp. Quirran's packages contain various gold rings, gold necklaces, and gold earrings, with a total value of 756 gp. Any items purchased by the merchants earlier will also be located in these packages.

### 6. THE ROOM OF WIGHTS

*This 20' by 20' room features two single beds with a nightstand between them, one table and two chairs.*

Depending on the current phase in the adventure, add the following:

**Phase 1:** *This is the room of the two sell-swords who were hired by the merchants to guard them. They are both in bed, under their covers, and apparently fast asleep. Their swords rest on the floor between them.*

**Phase 2:** *The room is empty of any occupants.*

**Phase 3:** *This is the room of the two sell-swords who were hired by the merchants to guard them. They are both in bed, under their covers, and apparently fast asleep. Their swords rest on the floor between them.*

The door to this room is locked at all phases of the game and unless they hear the voice of one of the merchants in phase 1 and the pass phrase ("By this sword, ye shall guard") they will not open the door. In phase 2 and 3 they will not open the door, regardless. The two sell-swords are now wights who will remain under the covers until they are pulled back. At which point, they will attack.

**Wight (2):** AC 5; MV 12"; HD 4+3; hp 21, 16; #AT 1; Dmg 1-4; SA energy drain; SD silver or magic weapons to hit, not affected by *sleep*, *charm*, *hold*, or *cold*-based spells, poison, or paralyzation. Holy water causes 2-8 hit points of damage and a *raise dead* spell will destroy the wight. Any human drained of life energy will become a half-strength wight under the control of the attacking wights.

Treasure: Sell-sword #1 has a pouch with 23 gp, and #2 has a pouch with 27 gp. The two swords lying on the ground, which the wights will not use, are **+1 broad swords**.

### 7. ROOM OF THE LAUGHING SKULL

*This 15' by 10' room is sparsely furnished, featuring only a bed and a nightstand.*

Depending on the current phase in the adventure, add the following:

**Phase 1:** *Oddly, resting on the nightstand is a skull with what appears to be a fresh red rose clenched in its teeth.*

**Phase 2:** *The room is empty of any occupants (and the skull on the nightstand is missing).*

**Phase 3:** *Oddly, resting on the nightstand is a skull with what appears to be a black rose clenched in its teeth.*

If the player characters go in and out of this room in phase 3, the skull on the nightstand will continue to appear in different locations (e.g., on the bed, on the floor). If the skull is picked up, the rose will fall from its mouth, and its jaw will start to open and a hideous laughter will emit from the skull. If the player characters try to strike the skull, it will

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attempt to move out of the way, which it can do, but it cannot attack.

**Laughing skull:** AC 0; MV 1"; HD 1; hp 4; #AT 0.

### 8. ROOM OF THE WRAITH

*This 15' by 10' room is sparsely furnished, featuring only a bed, a nightstand, and a chair.*

Depending on the current phase in the adventure, add the following:

**Phase 1:** *Resting on the single bed is Edrose, still wearing his brown robes. He appears to have been reading when he fell asleep.*

**Phase 2:** *The room is empty of any occupants.*

**Phase 3:** *On the bed are brown robes that look to be the ones that Edrose the missionary was wearing. They are dusty and moth-eaten, as if no one has worn them in years. On the nightstand is a silver holy symbol, but it is not of the good deity that Edrose worshipped, but rather a symbol of a skull.*

When the player characters enter the room, rising up out of the dusty and moth-eaten robes is Edrose who is now a wraith. He will slowly rise out of the robes, float over the bed, then move to an upright position before coming forward to attack the player characters.

**Wraith:** AC 4; MV 12"/24"; HD 5+3; hp 28; #AT 1; Dmg 1-6; SA energy drain; SD silver weapons (half-damage) or magic weapons (full damage) to hit.

Treasure: The holy symbol is worth 300 gold pieces.



### 9. ROOM OF THE MYSTERIOUS BUGBEAR

*This 30' by 20' room is designed to accommodate two guests for there are two single beds with a nightstand in-between them, a small table with two chairs, and a washstand. On the east side of the room there is a closet and beside that is a bench resting underneath a set of curtains that are currently closed.*

Depending on the current phase in the adventure, add the following:

**Phase 1:** *The banging sound is obviously coming from the closet.*

Assuming the player characters open the closet door, read the following: *The door opens and an enormous creature, covered in fur, lunges at you.*

Tell the players to roll for initiative. Treat the encounter like a zombie encounter where the creature always goes last in initiative order. The first player character will have the opportunity to react by striking the "creature." After the first hit and damage determined, the bugbear body will strike the ground face down and the player characters will see a dagger protruding from the bugbear's back. They now have a

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murdered bugbear, a mystery to solve. Allow the players to discuss the dead bugbear, allow them to realize they had not seen the bugbear earlier in the tavern (except over the bar – if they remember), and to ponder who could have murdered the creature and why. If they inspect the dagger, they will discover it to be a **+2 dagger**. Also, allow them to search the room if they so choose. They will find nothing for the room is empty and there are no personal affects in the room. When the timing is right, read them the following:

*The stillness of the tavern is once again disturbed by a banging noise coming from the end of the hallway. Every few seconds, it sounds like a door is slamming shut.*

This time, the slamming of the door is coming from Room 1, the room the player characters were assigned for the night.

Note: Phase 1 of the Tavern of Daednu ends with the discovery of the corpse and Phase 2 begins.

**Phase 2:** *The room is empty and there is no sign of the corpse.*

Note: Phase 2 of the Tavern of Daednu ends with the discovery that the corpse is now missing and Phase 3 begins.

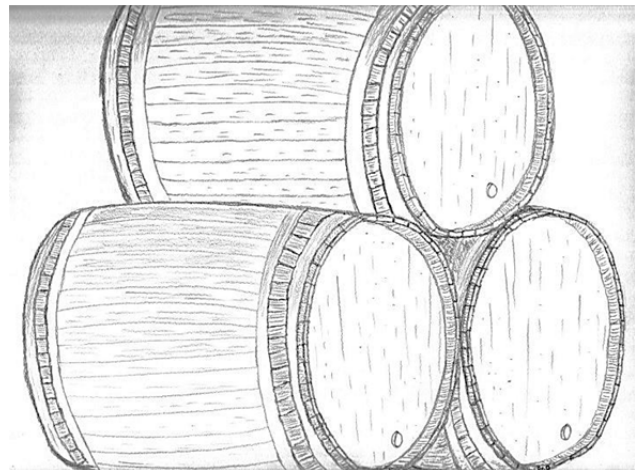
**Phase 3:** *The closet door is closed, despite your best recollection of having left the door open. There is also a thumping sound coming from inside the closet.*

If the player characters return to this room for yet a third time, they will discover the closet door closed. If they open it, inside they will find a headless bugbear, now animated and ready to

attack (despite the dagger still protruding from its back and being headless). The bugbear is in reality a zombie. The bugbear zombie moves very slowly because he cannot see, so closing the closet door will slow it down. Also, closing the door to Room 9 will impede it as well.

**Zombie:** AC 8; MV 6"; HD 2; hp 16; #AT 1; Dmg 1-10; SD immune to *sleep*, *charm*, *hold*, and *cold*-based spells. Note: Zombies always strike last in initiative order.

Treasure: the dagger in the bugbear's back is a **+2 dagger**. If they took the dagger in phase 1, they will discover that dagger to be missing from their person.



### FIRST FLOOR TAVERN KEY

If the player characters decide to explore the first floor of the Tavern of Daednu in Phase 1, they will find nothing much changed from when they went to bed. They can find Ruggo in his room, Room 8, and Avalona in her room, Room 9, on the first floor.

If, however, they explore the first floor during phase 2, they will find no occupants, but some strange sights as detailed below.



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1. The main tavern room is dark, save for the glowing embers of the fireplace, and it is entirely empty at the moment.
2. The bar area's lanterns are no longer lit, so the area around the bar is very dark. If they look up above the bar for the mounted head of the bugbear, it will be missing.
3. The stairs appear to be unchanged, but each step you take descending emits a loud groan or creak as if they stairs have not been used in decades.
4. This storage room contains nothing but a pile of splintered wood, as if all of the furniture was hacked to pieces.
5. This large kitchen has a dead fireplace, a few tables and the like. There are also a few barrels and boxes. Oddly, there is no food here, and dust covers everything.
6. The pantry is empty, save for some barrels and boxes, which are covered in a thick layer of dust. If the player characters inspect the boxes and the barrels, they will discover the boxes have some rotting hunks of meat in them, and the barrels have a blackish-red substance that looks suspiciously like blood in them.
7. The storage closet is empty except for an old coat that is moth eaten and threadbare.
8. This bedroom is covered in a thick layer of dust, but is otherwise empty.
9. This bedroom is covered in a thick layer of dust, but is otherwise empty.
10. The back door is locked from the inside, but otherwise normal.

Remember, if they player characters leave the tavern during Phase 2, they will wander around in a thick fog until dawn.

### **ACT THREE: THE WHITE SPECTRE**

When the players have explored the full tavern, have played through all the encounters, when the players have clearly decided to retreat from the tavern, just before dawn is about to break, or when you feel that the time has come for the adventure to end, you should begin act three of the Tavern of Daednu. The best possible way for this to happen is on the second floor, with the white spectre attacking the players from a direction that allows the players to flee down the stairs.

*The white flickering thing that has been flitting about the tavern suddenly appears in the hallway. But this time it isn't moving away from you, it's moving toward you. It is a spectral figure that holds a lantern by a chain. As it lifts the lantern up toward its face, you see the shadowed face looks similar to that of the bartender. The twisted, hideous look on its face speaks of eternal torment and a terrible loathing of all life. With an unholy scream the abomination flies at you, death in its eyes!*

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**Spectre:** AC 2; MV 15"/30"; HD 7+3; hp 39; #AT 1; Dmg 1-8; SA drains two life energy levels from an opponent; SD not affected by *sleep*, *charm*, *hold*, or *cold*-based spells, or poison or paralyzation.

Obviously this is an almost impossible encounter for low level player characters. If they determine that it is time for them to flee, read the following:

*You rush down the stairs, running as fast as you can, taking the stairs three at a time. The howling spectre appears above the tavern's main floor on the balcony. Then a hideous sight greets your eyes. You realize that the fireplaces and the lamps are lit on the lower-level of the tavern. At each table, in exactly the same position they were in before, are the patrons of the taverns. Most*

*horrible of all though, is that they are all rotting corpses. They slowly look up from their bloody drinks and rotten food, lift their cups to you, and begin banging them on the tables as they begin to laugh with unholy mirth.*

Assuming that the players continue to head for the door, continue narrating. If they decide to fight, there are 13 zombies and the spectre to contend with. Any creature slain will rise again with full hit points the round after being killed. It should become obvious that running is the best option.

*You sprint at full speed, heading for the doors as the zombies rise from their chairs, murder in their undead eyes. The howls of the spectre follow you as you slam into the door, dashing out into the fog. The fog swirls around you and you seem to be tripping and falling. The ground is soft and wet. Terror overcomes you and you half-crawl, half-run deeper into the fog.*

### CONCLUSION

*You wake with a start. You find yourself lying on the grass next to a road, the same road that you were traveling on yesterday. The warm sun has just risen over the horizon, spreading its bright rays over the land. You realize that you are not wounded. But nothing that you had found in the tavern is on you. They are missing. The spells that you cast while in the tavern are gone from your memory.*

*Looking around, you realize that this is the exact spot where the Tavern of Daednu stood, but no trace of it, except for one, remains. Lying on the ground is the sign that hung outside of the tavern. As you look closer, you realize the sign no longer reads the*

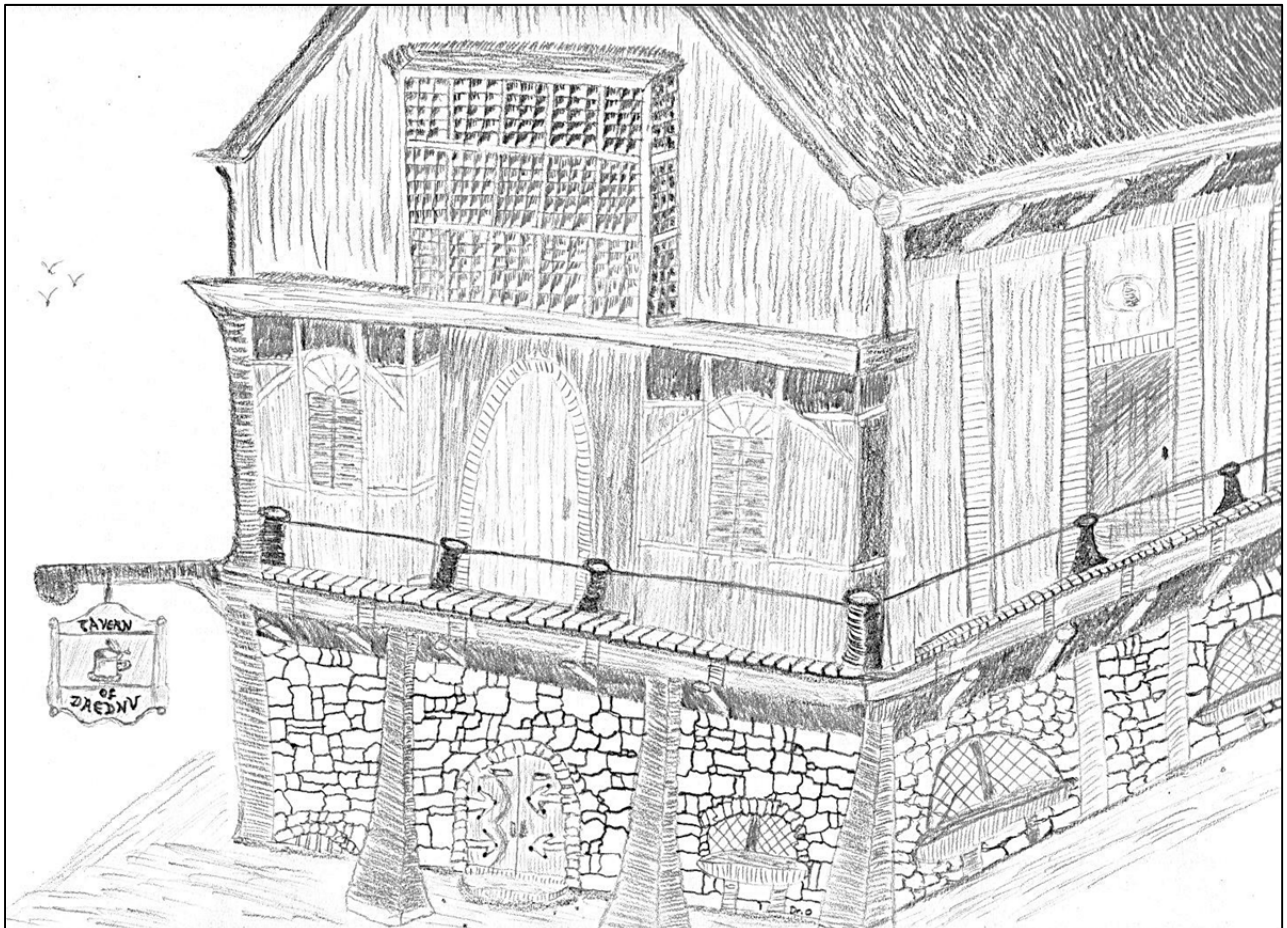
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*Tavern of Daednu as it did last night, but rather, it now reads the Tavern of Undead.*

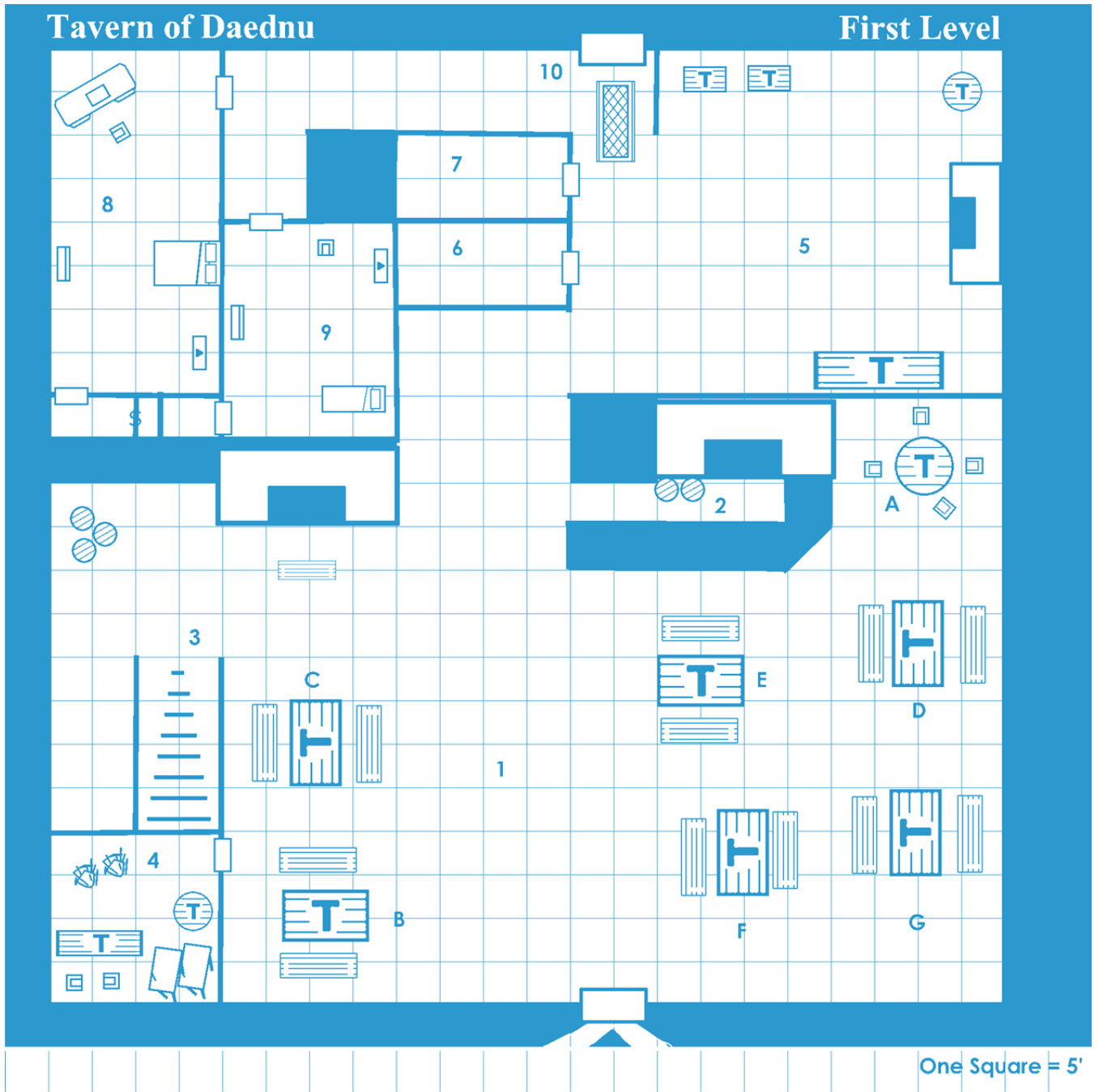
*A chill grips you as you and your companions stand by the road. What happened? Did any of this really*

*happen? Was it real? Or was it just a horrible nightmare? You have a chilling feeling that you may never truly know.*

*Here ends *The Tavern of Daednu.**



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# Tavern of Daednu

