

HU

The Night Wolf Inn



ANTHONY HUSO

The Night
Wolf Inn

Anthony Huso

HU₁
THE NIGHT WOLF INN

Anthony Huso

A SANDBOX / CAMPAIGN SETTING FOR ALL CHARACTER LEVELS



Author, Design and Map Design: Anthony Huso

Front Cover Artist: Kira Markvirer

Interior Artists: Kira Markvirer, Tom Fayen, Ricardo Rodrigues, Anthony Huso, Catharina Klein

Editing: Anthony Huso

Layout: Anthony Huso

Map Artist: Tom Fayen

Special Thanks: Guy Fullerton, Chris Duden, Joe Houston, Alan Blomquist, Tony Lee, Chris Chapman, Jason Fehling, Michael Delk, The Oyster Boys, and my mom—who never bought into the bullshit advocacy groups of the 80's.

www.anthonyhuso.com

September 13th 2016

Module text is Copyright © 2016 Anthony Huso, All Rights Reserved. Advanced Dungeons & Dragons, AD&D and D&D are trademarks of Wizards of the Coast, and are used without permission. This product is not affiliated with Wizards of the Coast.

First Printing: 2016

ISBN 978-1-365-40916-5

FOREWORD

I am perhaps the strongest advocate for 1st Edition Advanced Dungeons & Dragons that I know. (But then I don't get out much)

This is the rule set that carried me through the tumultuous years of my youth when so many things I could not control had gone wrong. With these rules, I found a semblance of control and a sanctuary among dear friends. Here was a game I could relate to. It was a game of simulated struggle, with brutal consequences, where heroes died just as they did in the real world. But here also was a game where you faced those terrible trials together with friends and realized how important that was—to have good friends when you had little else. Then again, here was a game where the dead could be raised and those of righteous intent gained special power. How could I not long for such a thing? And so began my deep desire to master the rules of this admittedly complicated game.

I started by reading (more like poring over) the rules.

A small section of text on p. 57 of the 1979 Dungeon Master's Guide sounded like something I was late to learn of: "Travel in the Known Planes of Existence." What are Planes of Existence? I wondered. And how does one travel to them? Gygax answered these questions and then came his words of encouragement: "For those of you who haven't thought about it, the so-called planes are your ticket to creativity, and I mean that with a capital C!" And then, after reading his sentence which began, "Astral and ethereal travel are not difficult..." I was quickly on my way.

So the Night Wolf Inn was born. As I refereed games each weekend the legend of the Inn grew with my creations. The Inn was for my players. And they delved many parts of it throughout high school. Later I took it to the University of Minnesota and tried it out on a new group of friends. Reactions were surprisingly unified and complimentary. Thus, when I returned to gaming in 2014 and my players decided to head in the opposite direction of what I had planned for the evening's adventure, rather than turn them around, I dug out the old blue spiral notebook labeled "Night Wolf Inn" and for a moment wondered if material I had penned in my teens would end my good name. When the jaded group of middle-aged gamers told me afterward how much they enjoyed the Inn I decided that perhaps after all these years it was time to share it.

What you hold in your hands is a distillation of decades worth of scribbled notes and partial maps. This supplement stays true to the rules of AD&D but you will also find references to old friends like Dragon Magazine. While I borrow sparingly from Unearthed Arcana, I have relied mostly on the core rules prior to 1985. As such there are no non-weapon proficiencies or thief-acrobats. Barbarians in my day were simply fighters with low CHR.

Nevertheless, you will notice new metals, races, monsters and more. Additionally, the true horror of 1st edition monsters is unleashed here with unflinching candor and those beasts infamous for permanently draining hp, levels and ability scores can be found within. It is this author's opinion that 1st edition is best run with an easy-come easy-go mindset. Harsh consequences are balanced by opportunities for scores to be raised, and levels to be restored or gained. If you lack the heart to take away, then the possibilities for gaining such lofty rewards should also be excised with regards to your group. Whole parties may be obliterated or showered in wealth. This setting is not for the timid or the fragile-hearted.

Additionally, I have included my personal rulings for many monsters that are often discussed on forums due to those early—and vague—descriptions in the Monster Manual et.al. Please consider these a charitable attempt to provide DMs who are new to 1st edition with what I feel is the spirit of the rule. You are not obliged to use my recommendations, especially if these beasts are old hat to you.

You will notice that the setting itself is notably more Victorian than most medieval fare, but this may be a strength in underscoring the Inn's otherworldly origins. You will see the creations of a teenage DM from the 80's here, who hung on every word that proceeded from the mouth of Gary Gygax. And you will see those creations not as they were then, but tempered and polished by my 40-something-year-old self who has finally come full circle, returning to the gaming table after many years of raising children, writing novels and doing other things. It is my sincerest hope that I have written something that Gary himself might look down on from whatever cloud he's on and smile.

If you are a person like me who reads the Dungeon Master's Guide even though you have read it many times, if you are a person who longs for settings that can surprise and captivate, then it is my hope that you are holding the correct pile of words in your hands.



Anthony Huso

8 May 2016

HU1

The Night Wolf Inn

INTRODUCTION

"So—you start in a tavern..."

The Night Wolf Inn is meant to turn this on its head. A status-symbol-establishment that caters to the sordid fantasies of the rich, it is also a guild where adventurers share legends. Here, the wealthy rub shoulders with the dangerous. But underneath that crust of banality, the Inn has a deeply haunted history and an unplumbed number of worlds, dimensions, and lucre strewn from its spires to its cellars.

It is a place of powerful and strange dweomers, filled with secret doors, lost gods, demons and artifacts.

It might become both the safest place in your campaign world and the most dangerous...

WHAT IS THIS?

This is not a module. This is a setting. Instead of a dungeon with a series of levels and challenges, the Night Wolf Inn offers a sandbox of vignettes. Many of these vignettes will kill 1st to 15th level characters with equal ease.

The Inn is a hub and a place to explore not all at once, but incrementally in the "down time" between other adventures.

The Night Wolf Inn will provide characters with powerful friends, news about adventures, good gear, a safe place to relax, a dangerous place to explore and an extra-dimensional mystery to solve.

The setting is a semi-Victorian medieval crossbreed.

Imagine that you have a great aunt with a magical old house surrounded by flowering bushes. She serves you cookies and spiked lemonade on the porch and you totally love being there because interesting people are always stopping by...but there's also something strange about the place. Something that, even on sunny days, makes you avoid looking at the attic windows.

The inn is going to do terrible things. It will give the magic user a pistol, maybe even a disintegration pistol; toss the thief into the abyss; make the fighter vanish for a year, and present some of the most terrifying monster encounters you can imagine coupled with big-ticket loot items—even a few artifacts. It is an easy-come-easy-go wheel-of-fortune housed in a *mostly* serious setting that should scare the crap out of even high level characters and later make them laugh.

HOW MUCH PREP?

Here's the thing...

This is not a module! It's a setting filled with worlds. You can't skim this in 2 hours and then plop down to referee. If you are looking for that sort of thing, buying this will make you sad.

The Night Wolf Inn demands that you read it several times. You must understand the motivations of at least the core NPCs so that you can run the establishment properly and spontaneously: cater to the player characters, cajole them into joining the guild, ad-lib understated warnings about the cellar and so on. You must be able to keep the Inn's back story in mind while offering rumors, hints, relationships, and enticements that bait players toward certain regions of the Inn while giving reasonable warning against places that will surely kill them.

Despite boxed text to describe rooms, suggestions for handling unusual encounters and page references to help novice DMs navigate the rule books, this supplement will not hold your hand.

You may need to come prepared with an idea of how to handle your players stumbling onto the first layer of the abyss—or a different world. You may need to punt at any moment. Ultimately you will have to make the Night Wolf Inn your own, by ad-libbing a great amount.

Each part of the Night Wolf Inn is fully described, but you are not told what to do with those parts.

You may decide after reading this book that the Inn Master is going to throw a summer party on the lawn. Clearly Jeeves will coordinate this and the Inn Master might not be present at all. There will be contests: archery, wrestling, singing, and prizes devised by you. Perhaps an enemy of the guild will come to this party. Perhaps the party is meant to lure that enemy out.

Such a party is not detailed in this book. You will have to create the invitations for your players; depict the busy days of preparation beforehand; introduce dozens of new NPCs as they flock to the Inn for the event. Perhaps there will also be help-wanted fliers in the tavern: "Raiders on the South Road! Heroes needed!" So you will have your work cut out for you.

Additionally, here is a list of books and resources you should have on hand if you'd like to go whole hog:



- *Dungeon Master's Guide*
- *Player's Handbook*
- *Monster Manual*
- *Monster Manual 2*
- *Fiend Folio*
- *Unearthed Arcana*
- *Deities & Demigods (Cthulhu Edition is preferable)*
- *Manual of the Planes*
- *Dungeoneer's Survival Guide (only for gemstone mines)*
- *Dragon #37 May-80: That's not in the Monster Manual! by Arthur W. Collins*
- *Dragon #50 Jun-81 50: Self Defense for Dragons by Gregory Rihn*
- *Dragon #63 Jul-82: A Shifty Character for Your Campaign by Tom Armstrong & Roger E Moore*
- *Dragon #73 May-83: The Duelist by Arthur W. Collins*
- *Dragon #74 Jun-83: Landragons by Ronald Hall*
- *Dragon #89 Sep-84: Creature Catalog by various contributors*
- *Dragon #90 Oct-84: The Enchanting Incantrix by Ed Greenwood & Bats that do More than Bite also by Ed Greenwood*
- *Dragon #91 Nov-84: The Goristro Revealed by E. Gary Gygax*
- *Dragon #94 Feb-85: Creature Catalog II by various contributors*
- *Dragon #98 Jun-85: Dragon Damage Revised by Leonard Carpenter*
- *Dragon #101 Sep-85: Creature Catalog III by various contributors*
- *Dragon #114 Oct-86: The Witch by Bill Muhlhause*
- *Dragon #118 Feb-87: A Hero's Reward by Leonard Carpenter*
- *Dragon #119 Mar-87: The Dragon's Bestiary by various contributors*
- *Dragon #134 Jun-88: The Dragon's Bestiary by various contributors*
- *Dragon #140 Dec-88: The Dragon's Bestiary by Ed Greenwood*

OK, SO HOW DO I USE IT?

When you feel like you know the characters and the Inn personally and when you understand both the back story of the Inn and all the regions of the Inn intimately, tell your players that a huge luxurious estate has popped up on the outskirts of town.

Other options:

- The Inn advertises its grand opening.
- NPCs the party knows have recently joined a guild. They invite the player characters to come check it out.
- In traveling to a new city where they plan to establish themselves, the characters happen upon a large Inn just outside of town.

Ideally, you will position the Inn at a location the characters will return to frequently. You will entice them to join and then use the Inn as a springboard for any adventures you wish.

In between adventures, the PCs will slowly get to know the Inn and its staff and perhaps begin investigating its mysteries.

BEYOND CONTESTATION

The Inn can be placed almost anywhere but works well on the outskirts of a major city where traffic is common and the Inn can entice new recruits.

As a political entity, the Night Wolf Inn is sovereign. It is owned by a seldom-seen personage who does not speak to guests or guild members and who is referred to by the staff as the Inn Master (or) Master for short.

The Master is rumored to be an archmage of such potency that kings and sultans have made concessions to him.

One can think of the Night Wolf Inn as an embassy. The accompanying

influx of rich explorers and travelers brings an enormous boost to the local economy. It also brings added security because powerful people frequent the Inn and support local laws. The downside is that the ambassador living in this embassy can turn your country to ash.

Political powers therefore generally leave the Night Wolf Inn alone. But it isn't all fear and resentment. The Inn Master (who is detailed later) represents not only a cunning businessman, but a powerful ally. Furthermore, he operates his establishment within the laws or hides it well if he does not. He ensures that his guild members do likewise.

Still, it is important to underscore that the Inn represents a nearly unassailable magical and extra-dimensional fortress that has caused entire armies to pause and mill outside its walls before eventually packing up their siege engines and going home.

What is the purpose of establishing the Inn Master and his Inn as so insuperable that the world goes around them like picnickers avoiding a hornet's nest?

The answer is simple. It allows you as the DM to maintain the Inn as an indefinite source of intrigue, adventure, and (most importantly) tension.

HOUSE RULES: PECULIARITIES

The Night Wolf Inn exists simultaneously in up to 7 different locations. Think of this as if the Inn was a house standing on 7 legs.

Each of the feet attached to these legs stands on a different world or country. When the player characters approach the Night Wolf Inn they are seeing only one such foot. But through this foot, the characters can enter the body of the Inn. The date on the Inn's cornerstone comes from the Inn's home world on the Prime Material Plane. More on that later.

The body of the Inn does not exist in any one place. Like the alteration magic of a Rope Trick, it is nowhere. For purposes of planar travel, it is a pocket plane, a dimension unto itself that is connected to other planes by private gates. It is therefore inaccessible from the ethereal and astral planes except by extant means. Armor of Etherealness allows limited access to the border Ethereal but not the Deep Ethereal.

When the Inn Master decides to move one of the feet to a new location, he typically masks the event with disaster. Fire is a favored choice. Such a conflagration typically cascades into a magical or supernatural series of explosions that send the stonework of the building skyward. When the dust and ash settle, rumor and speculation are left to fill the emptiness.

So, how is it possible that the same Inn can take in travelers from 7 vastly different regions?

While the story of the Inn can be read later, the basic principle of the Inn is that it seamlessly binds "things" and dimensions in an active and participatory way.

The Inn will reconcile currencies as a matter of course. All currencies inside the Inn appear local to the viewer and are "exchanged" magically at the time they trade hands. Note that rather than an exploitable feature, this fact is virtually unknown to any other than the staff.

Languages are not reconciled, but the staff of the Inn is able to communicate with patrons regardless of tongue. This does not mean the server at the table can translate an ancient map. The dweomer does not grant linguistic knowledge of any kind. It simply allows the staff to clearly communicate with patrons. This too is an invisible and virtually unknown feature of the establishment.

When a traveler leaves the limits of the property, they return to their own world seamlessly.

Occasionally, travelers do enter the Inn from one location and exit it at another, thereby traveling thousands of miles (from a cold northern town to a tropical sultanate for example) in a twinkling. But this trick is hardly common knowledge and would need to be learned by deeply curious characters bent on unearthing the Inn's secrets. See area 109.

As DM you can infer much from these examples. They will help you convey the environment of the Inn as pleasantly accommodating yet clearly strange.

The Seven Rules are provided to help you arbitrate when players test the limits of the Inn.

Example

An adventuring company steps in from the cold and stamps snow from their boots. They warm themselves by the fire and look out the windows to see that snow is still falling on their home town. They also notice a strange cultural show happening on the stage; the performer is singing in a language they cannot understand. Nearby, a man wearing a light summer tunic, reclines near an open window. He seems oblivious to the flakes that waft in and land on his head. Strange! Thinks the group of northerners. At least it is warm here by the fire...

The man in summer dress is a paladin. When he looks out the window, he sees the distant copper domes of his great city. Though the fireplace is lit, his open window brings him comfort. He notices a band of strange folk dressed in furs. They sit near the fire and warm their hands while talking in a language he does not understand.

On the stage is a freakish minstrel with an outlandish instrument but a soothing voice. This Inn certainly draws an odd crowd, thinks the paladin, but they have the best brandy he's ever tasted.

Toward the end of the evening, the group in furs leave the tavern. The paladin watches them through the window, walking tall despite the rain that has blown in. When they reach the edge of the property, however, they disappear. He blinks but there is no denying they have vanished.

Meanwhile, on the snow-swept road a world away, the company of northern adventurers glance back longingly at the Night Wolf Inn, wishing they were still inside, sipping toddies. Despite the falling snow they can make out the face of the paladin peering out one of the tavern windows as if searching for something...

The minstrel finishes her performance. She has made good money. Every coin that landed in her hat was familiar, stamped with the head of a King from her world. A dark skinned man in strange dress comes up to her. He does not speak her language but he tips her well.

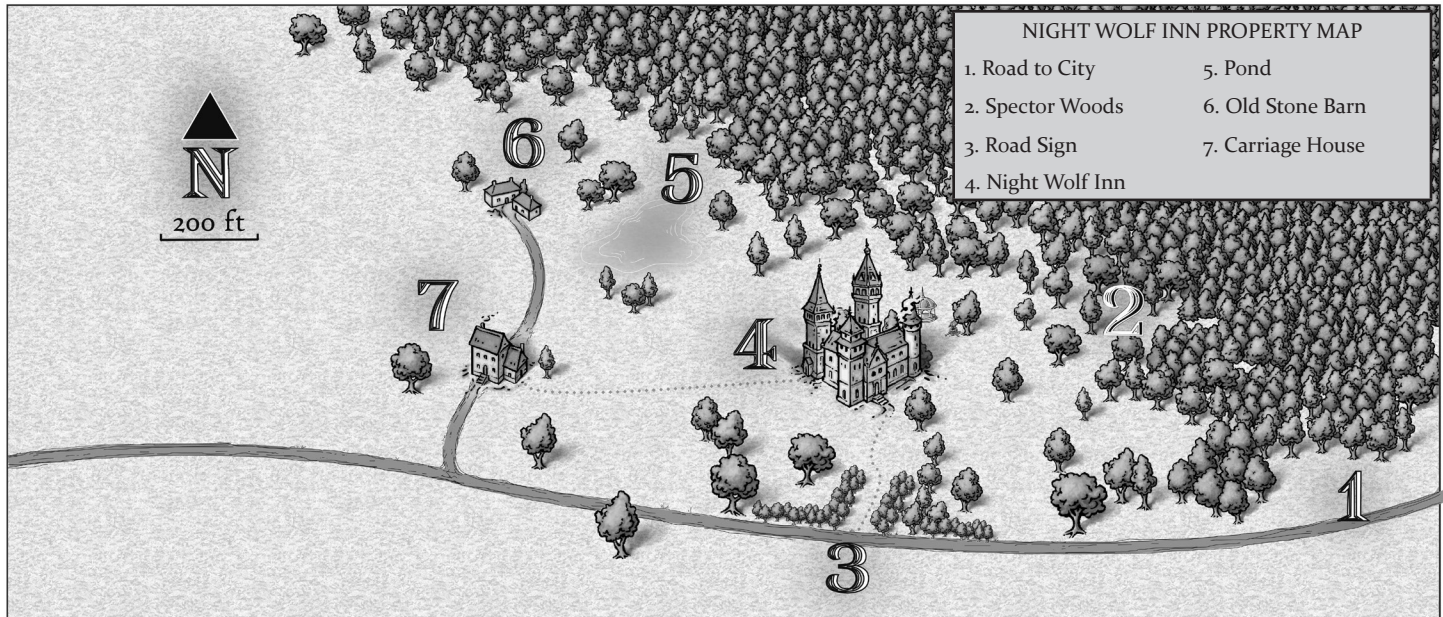
Foreigners, she thinks. But his money is good and his face is kind. She packs up her instrument and bids the concierge good night. Jeeves smiles and waves. "We'll see you next week?" he asks.

"Absolutely," she says. "I made a killing."

THE SEVEN RULES

- I. No known power short of a lesser deity can scry into or out of the Night Wolf Inn.
 - a. Scrying while inside the NWI on individuals who are also inside the Inn is allowed.
- II. In Short, the best guideline for refereeing the Night Wolf Inn is to assume that barring a Wish, the Inn is indestructible; unassailable; and inescapable.
- III. With regards to Pass Wall, Teleportation, Dimension Door, Ethereal Travel, and so forth: none of these will allow the caster to travel into or out of the Inn. Nor will they allow characters to move through walls within the Inn.
 - a. Example: Upon becoming lost inside the Inn, Gob the mage attempts to teleport back to the Tavern and thereby save himself. His spell fails and he realizes too late that he has gotten in over his head. He turns ethereal successfully but even in that form is unable to escape the room.
 - b. Using Dimension Door or Blink may work locally. Crossing from one side of the tavern to the other via dimension door—or blinking about within the immediate room—will meet with success. Whereas attempting to pass through walls or doors will not.
 - c. Summoning, Gating and conjuring will not work in the Inn, but will work in the "wilds" of the guest rooms.
 - d. With regards to entering or leaving by means of doors and windows, note that only guild members are able to manipulate many of the portals (see Joining the Guild).
- IV. If a character leaves the Inn by means of a gate or portal and winds up on a different plane, rules for that plane then take over and the character is treated as being outside the Inn.
 - a. In the "wilds" of any guest room (see Guest Rooms) planar travel is possible. However, once a character leaves the wilds for another plane the character is no longer in the Night Wolf Inn and must find their own way back to a world where the Inn exists in order to re-enter it through the front door.
 - b. With regards to magical objects (See MoP p. 10) the Night Wolf Inn (including its lawns and out buildings are all considered ON THE PRIME MATERIAL. Although the interior of the Inn is extra-dimensional and could exist on an alternate Prime, its position is assumed to be more of an ALTERATION magic similar to Rope Trick albeit on a grand scale. Therefore Magic Weapons do not suffer enchantment loss inside the Inn. Entering a guest room however, does remove the character one plane.

Miss Ironwolf has a +3 sword. She enters the Inn. It is still +3. She enters her rented guest room. The Sword is now +2. She leaves the furniture for the room "wilds" and is now able to travel to the ethereal plane. She does so. Her sword is now +1 and she cannot return to the NWI except by the front door.



V. Nearly all walls (exterior and interior) floors, furniture, railings, windows and various curios and decorations such as globes, curtains, books, rugs and so forth are virtually impervious to damage. A trebuchet missile will fail to damage the exterior, but may squash someone standing in the yard.

- a. Rock to mud, Disintegrate, Alter Reality and even Limited Wish will fail to alter the geometry or property housed on or inside the Inn's common rooms.
- b. A full Wish may accomplish significant vandalism and indeed a full wish might even be able to gain a trespasser entrance to the Inn without making use of the doors. A full Wish might also be able to bring a lost adventurer back from the depths of whatever dimensions they have stumbled into.

VI. Entrance to the Inn can be denied to any personage or creature at the whim of the Inn Master, the Concierge, or the Carriage Master. If any of these three will the Inn to prevent entry, the person or creature (even a guild member) will be blocked and unable to enter via any door. The Inn Master has ultimate authority in this regard.

- a. If a creature or person has already gained entrance to the Inn, they can only be ejected via one of the doors or windows. Such a creature or person is of course able to resist this ejection to the best of their ability.

VII. There are many entrances and exits to the Inn Cellars. Creatures from other dimensions and worlds come and go but only at the Inn Master's pleasure. You may assume the cellars will occasionally take in wandering monsters from other cave systems or worlds, but keep in mind that the Inn Master can deny entrance to any such being. Additional guidelines:

- a. The cellars are populated with beasts and treasures that the Inn Master hopes will entice guild members to continue exploring the Inn. They are not populated with creatures that pose a threat to the Inn itself.
- b. Creatures in the cellars cannot summon or gate in additional creatures. They are bound by the same rules that govern the rest of the Inn.

Following the path from the road, you arrive on a welcoming veranda. Flower-brushed railings enclose a spacious deck where a fleet of walnut rocking chairs idle in the shade. At the back of this porch tall panes of amber glass flank a pair of equally impressive iron-studded doors. The doors smell of fresh polish but look to have been salvaged from a castle.

On each door is varnished an intimidating coat of arms featuring a black wolf's head crossed by a sword, a bone and a long stem rose.

PROPERTY & OUTBUILDINGS

The Night Wolf Inn may be approached from any direction. A player copy of the property map has been included in the back.

1. ROAD TO THE CITY is meant to offer a simple way to attach the Night Wolf Inn to the outskirts of any town or city that you like. The road's name will be the same as whatever west or east-reaching highway extends from your chosen settlement.
2. SPECTOR WOODS should occupy an area of at least 100 acres if possible. The total acreage of the property will vary depending on geographical constraints but should never be less than 50 acres.

Spector Woods will offer plentiful wild game and herbs that are indigenous to the region (if possible). Remember that the limits of the property mark the end of the Inn's influence and to those not sharing a common world origin, characters stepping onto the road will appear to wink out of existence.
3. ROAD SIGN, which declares in local common tongue: Night Wolf Inn.
4. NIGHT WOLF INN with its gazebo and well.

On the north side of the road fans a startling estate. Vast lawns bask in the shadows of venerable sycamores, maples, and oaks and the heavy aroma of roses and lilacs clabbers the air. In the midst rises a manse of cream-gray stone. Though the odd geometry triggers a twitch in the primal part of your brain, the building is so beautiful you cannot look away.

Just ahead, a wooden sign swings in an iron frame. It reads, Night Wolf Inn. This sign marks a lilac-bounded path that conducts your sense of interest to a south-facing veranda with grand doors.

5. POND that the Old Stone Barn overlooks. This pond is stocked with trout and is often used for swimming, reading in the shade, painting and other diversions that members of the guild enjoy between adventures.
6. OLD STONE BARN that can accommodate up to 30 horses at a time (but has never been so full). The loft is filled with hay and there are oats, sugar cubes, saddles, brushes, fetters and so on; all close at hand.

While the front of the barn opens on the Inn's private drive (which curls through the Carriage House) the back side opens into a grand pasture.

The barn has a cellar filled with ancient farm machinery collected from different worlds. A passageway in the cellar connects to area 006 after traveling beneath the lawn for some 1,000 feet.

Occasionally, trolls have burrowed into this tunnel.

7. CARRIAGE HOUSE where:

Flowers dangle beneath windows filled with circular panes of swirled glass. As elsewhere on the grounds, lilacs and rosebushes screen this grand two-story affair. The second floor rides high, straddling a large open shop that tunnels in one side of the building and out the other. A brightly painted door leads into a small set of ground floor offices but all around the roof, dormer windows flocked with lace peak down at you, lids heavy with fresh thatch.

The barrel vaulted shop contains a black carriage, dozens of horseshoes, a furnace, bellows and all manner of tools and equipment. It smells of leather, molten metal and fresh straw.

Garden Blackrest is a natural black smith!

The shop is wide enough for two carriages to pass each other while driving through the tunnel. A locked room contains most of the gear that Jeeves sells from the front desk and it can be picked up here from Garden.

Book keeping is handled in the offices and the staff of the Night Wolf Inn live above in spacious suites. Maggie Frost has a large room here as does Jeeves.

Although the outbuildings have no maps, this is because I have never needed any. The descriptions above have always sufficed to manage whatever takes place here.

Robbing or thieving gear from the Carriage House has never been attempted, but if it is, feel free to give the characters a large haul of whatever they can carry. The Inn Master will be two steps behind and that should put an end to it.

Additional Details:

- There are three regular floors visible from the exterior and a large attic atop the main house.

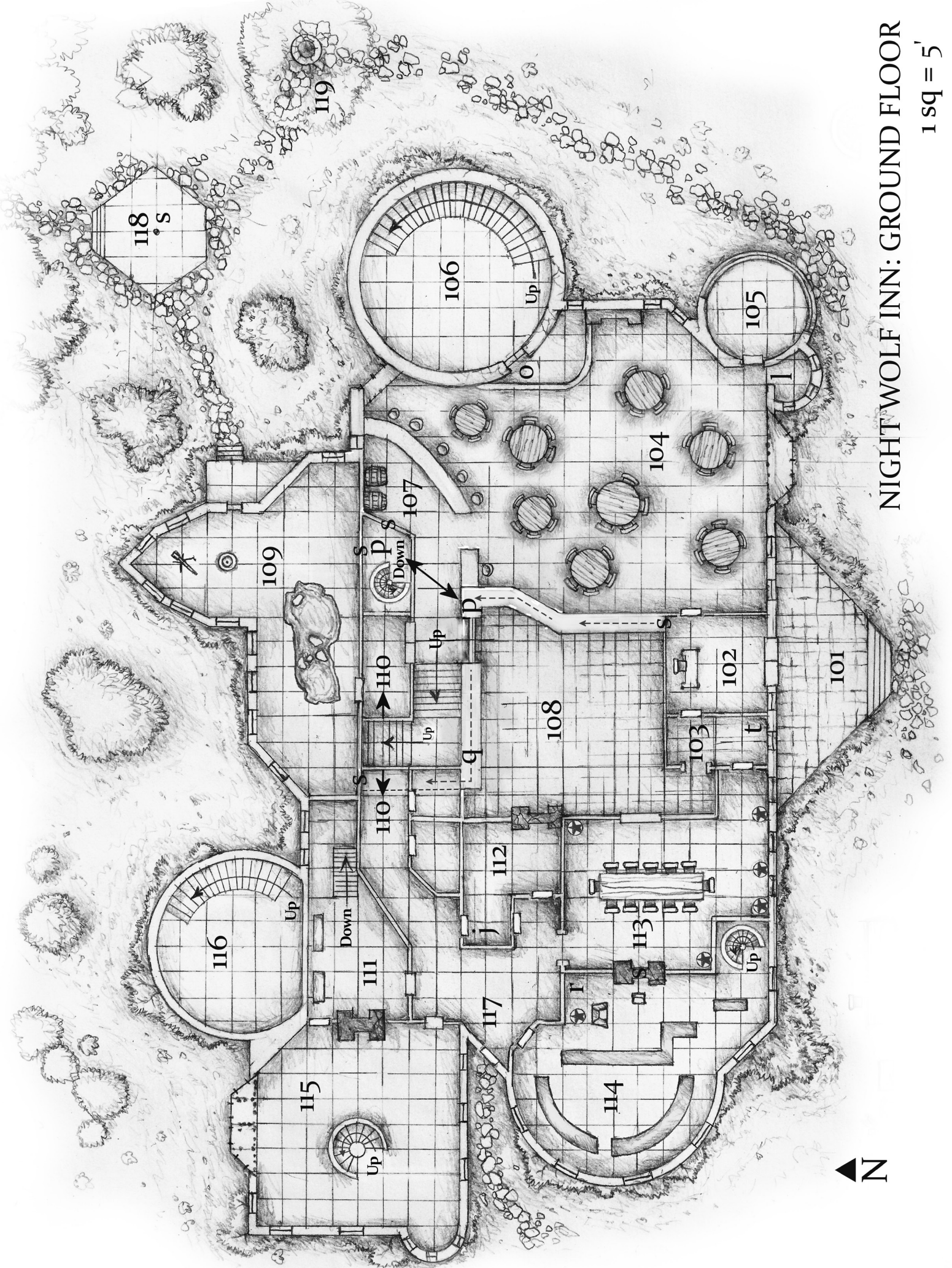
- This attic is surmounted by an open cupola supporting a wind-haunted bell (area 403).
- There is a cornerstone with a curious date that does not seem to match any known calendar: 25,877 HX.
- Wildflowers dot the back yard and lead to the wood behind the house where a stately gazebo and acorn-peppered well stand in the shade. (see areas 118 & 119 respectively)
- If Detect Magic is used: the sign, lawn and mansion itself all emit strong radiations.

Any intrepid explorer who perambulates the house will notice other points of entry:

1. The servant's entrance on the west (area 117)
2. A high balcony door on the square tower (area 209)
3. A portal to the solarium (area 109) on the east porch (and)
4. A simple door on the southeast portico with a wooden sign stating Tavern (area 105)

These alternate entrances will open only to members of the Night Wolf Inn Excursionist Guild.

Additionally there are many windows of handmade glass without bars or shutters. Tests will prove that even hurled bricks fail to burst these venerable panes. Their simple latches cannot be picked or opened with any known spells and thieves who scout the dormers will be frustrated or worse (see area 306) in all attempts to gain entry.



NIGHT WOLF INN: GROUND FLOOR

1 sq = 5'



The House



IT'S ALIVE

Although back story and NPCs are essential to running the Night Wolf Inn, they have been placed in the appendices. Let us move on to the House and its adventures!

As has been alluded prior to this point, the house is aware and is connected to the Inn Master.

If the Inn is somehow destroyed, the Master will go with it. If the Master is destroyed, the Inn will dissolve into the dimensions.

Whenever a character or group of characters enters a new area you may check whether the Inn takes notice.

THE INN AS AN NPC

There is a base 1 in 6 chance of the Inn taking notice of the character(s).

If the character(s) have attempted to vandalize the property you may decide that the Inn notices them with 100% certainty.

Whenever the Inn notices an individual or group, roll once on the table below, modifying the result by the reaction adjustment of the character with the LOWEST charisma in the group. If carelessness or vandalism has occurred, subtract 60 from the roll.

Adjusted Die Score	Result
<01-05	The Inn snipes
06-25	The Inn recoils
26-75	The Inn does nothing
76-95	The Inn extends itself
96-00+	The Inn grants a gift

THE INN SNIPES

The Inn actively attempts to cause whatever target the DM finds most appropriate some form of harm. Feel free to roll 1d6 or choose from the examples below.

1. A floorboard pops up, causing the character to trip and fall (1 dmg no save).
2. The Inn hurls a small object at the character (attacking as a 10 HD monster) causing 1d3 dmg.
3. A bust, book, chandelier or other heavy object falls on the character and does 1d6 dmg (DEX check for half).
4. The Inn creates a trap of whatever type the DM wishes. The target character automatically triggers this trap, which is resolved by DM fiat. Once discharged the trap will conveniently vanish.
5. The Inn reveals a lure to the characters, such as a bobbing sphere of light, a treasure sitting on a mantelpiece or a secret door that swings open of its own accord. All such lures will lead the victims into pocket dimensions with monster encounters or magical traps. Note that a secret door does not have to exist on the map for one to open. The Inn

can fabricate such doors just as it fabricates traps.

6. The Inn steals something from the character. Roll a pick pocket attempt with a base (70%) of success. If the Inn makes this roll, some valuable of suitably small size goes missing from the character's inventory and is never found again.

THE INN RECOILS

This means the Inn actively seeks to inhibit the players. Doors in the immediate vicinity will close and lock. Window latches will stick. Furthermore, any searches conducted will automatically fail. Detection spells *will* work in the immediate surroundings as will Knock. Thieves skills will all suffer a -20% penalty for as long as the thief remains in this room.

THE INN EXTENDS ITSELF

This means the Inn will open itself to the PCs. Doors in the immediate vicinity will unlock or open. Searches conducted will automatically succeed. Thieves gain a +20% to the same skills negatively impacted by "Recoil". Furthermore, up to one extant secret in the room may reveal itself by catching a stray ray of light, making a sound etc.

THE INN GRANTS A GIFT

From its many nooks and crannies, the Inn selects a lost treasure and magically produces it for the character. This treasure is always non-magical and ranges in value from 100 - 1,000 silver. A poor result might mean the character notices a platinum coin on the floor. A high result might indicate a gemstone earring or man's wedding band.

GLIMMER DOORS

In areas numbered 101—408 there is a 1 in 20 chance each time a room is entered of "noticing a door that wasn't there before..."

Such doors are referred to by the staff as glimmer doors for they are fleeting and rarely seen twice in the same location.

When a room is entered, roll a d20. A natural 20 indicates a glimmer door has appeared in the room.

Such a door will always be unlocked. When opened, the door will draw the opener through unless a save vs Spells is made. The area on the other side of the door remains dim and misty. Only by passing through the door will what lies beyond be revealed. A character can always pass through such a door willingly.

Each character that passes through the door has a 40% chance of triggering the door to wink out of existence. Until this happens, the door will stay where it is for the next 24 hours.

The table below is consulted only once for the first character who passes through the door. Only one person at a time may pass through the door and all subsequent travelers will go to the location indicated by the initial roll.

GLIMMER DOOR DESTINATIONS

1. 104: Tavern
2. 106: Spector Tower, at the foot of the stairs.
3. 109: Solarium
4. 114: Library
5. 115: Grand Parlor
6. 204: Gallery

7. 205: Suzie's Bedroom
8. 209: Smoking Room
9. 210: High Tower Balcony
10. 301: Third Story Landing facing 302 (the Black Door)
11. 402: Attic
12. 303: at the Looking Glass
13. 208: Spy Passages
14. 007: The Well Deeps
15. 041: Immund Hall
16. 019: Hall of Knights
17. 032: Whispering Gallery
18. THE BOWERY
19. Room X: Land of Nod
20. Traveler arrives in the Deep Ethereal (see The Ethereal Plane & Planar Advice in the appendices)

Glimmer Doors deliver characters to a new location. The traveler arrives in the location determined by the roll and is left to his own devices. That is, there is never a corresponding door at the destination.

You may periodically determine that a glimmer door confronts the players at any time and in any place within the Inn. If the characters inquire about these doors, the staff will refer to them by the name given and advise the characters to be cautious about opening them because, *"You know little where you're going and even less whether you're coming back."*

THE GROUND FLOOR

The commons are the areas of the Inn that would generally be seen as mundane. They are represented by all areas numbered 101—408 and do not usually present fabulous vistas or extra-dimensional experiences like the Guest Rooms. The commons are a good place for characters to begin exploring the Inn as they are generally less dangerous than the cellars or the wilds of the Guest Rooms.

101. SOUTH VERANDA AKA THE FRONT PORCH

Surrounded by rose bushes and appointed with beautiful walnut rocking chairs, this raised veranda is well shaded and looks like it would stay dry even in most rain storms. The doors to the Inn are made of stout ancient oak and studded with iron. Slender amber windows to either side of these doors allow one to peek murkily into the foyer. Varnished images of the guild heraldry snarl proudly on each door.

The Obvious:

There are seven chairs on the porch. They may be configured in any way but no amount of trying will get them off the porch. Strange noises will sometimes be heard overhead (from area 205).

Not So Obvious:

Each rocking chair will magically continue to rock at the rate set by the sitter and will cease when the sitter wills it.

102. THE FOYER AKA THE CONCIERGE DESK

A surprisingly small room serves as the foyer beyond the mighty doors.

At the north end stands a great mahogany desk, topped with leather. On the west wall, beneath a cuckoo clock sits a single high-backed chair. There is a disturbing fresco on the ceiling.

Large six panel doors lead out on the east and west walls.

The Obvious:

The fresco shows a girl, younger than ten, at the edge of a forest being torn apart by a wolf while, nearby, a damsel disregards the calamity. The damsel holds a sword but stares wantonly into the eyes of an equally oblivious lover.

Behind all of this, a woman crowned in roses walks into the sun with her back to the tragedy. Meanwhile, a dark and threatening storm releases a rain of bones over the forest.

Jeeves is 90% likely to be here. See Core NPCs. On his desk is a snifter of brandy and the guild roster: a thick black book with a quill and ink well at the ready. See Joining the Guild and Room Prices for renting rooms.

Jeeves can:

1. Take orders for gear (see Joining the Guild).
2. Set up a night in the ballroom (see area 108).

Not So Obvious:

There is a secret door in the north wall that leads into a narrow passageway. A small button on the underside of the desk opens the door. The passageway thus revealed is extra-dimensional and although it is nearly 5' wide it occupies walls that are only six inches thick.

The secret passageway contains peepholes into all the rooms and hallways that it passes and does not interfere with the double doors in the ballroom, the men's restroom, or the hallway labeled "110". Rather, the extra-dimensional passage runs uninterrupted from area 102 to area 109. Along its length are two trap doors marked "Q" and "P".

"P" is a secret trap in the floor. It leads under the floor and across the hall to a corresponding and identical secret trap in the floor of area 107.

"Q" is also a secret trap in the floor. It, however, leads to the cellars (area 003) to the corresponding trap marked "Q" on the Cellar Map.

103. COAT ROOM

A dim hall set with two doors and an open archway has been fitted with numerous racks and hooks for coats, scarves and the like. There are two taxidermy umbrella stands made of elephant feet. They appear ghastly in the faint rays streaming from a small rose window in the south wall.

The Obvious:

Circuiting the ceiling is a stone border, cut with a series of exquisite bas relief figures. The series runs clockwise as follows, starting on the east wall and ending on the north: A monstrous wolf with a young girl. The girl wears a three pointed crown and is about to be eaten by the wolf. The numeral 27 follows her. After this is a beautiful maiden holding a sword. Behind her head is a six-pointed sinisterly-shaped halo. The Numeral 54 follows her. Next is a woman crowned with seven roses. The numeral 63 follows her. Finally a robed skeleton with a jester's cap bearing 9 points hung with bells is followed by the numeral 81.

Not So Obvious:

There is a trap door marked "T" in the south east corner of the coat room floor, partially concealed by the racks but not otherwise secret. It is made of stone, circular in shape and carved with a simple human skull. Keen investigators will note that it is exactly the same size as the rose window and that the stained glass also depicts a skull. Means of opening it will prove extraordinarily elusive.

This trap opens by itself once per year on a day determined by the DM, when the sun shines through the window at such an angle as to cast the colored pattern from the glass directly on the trap.

Any character who has seen this trap door and then goes to the library (area 114) with intent to research the trap has a 100% chance of discovering the date that the door will open unless the DM determines that the Inn dislikes the researcher.

Knock, Passwall, etc. will not bypass the trap door. Alter Reality or Limited Wish may open the door as if the date for opening has arrived. On the date the window shines on the trap, consult the Coat Room Crawlspace.

THE COAT ROOM CRAWLSPACE

Only one character can enter the crawlspace beneath the trap before the door will seal itself shut separating the single explorer from his or her comrades. If special precautions are taken to hold the trap open, then those precautions will allow the person who entered to exit quickly (or) one additional person may hastily enter (allow the players 3 seconds to decide).

Whatever decision is made, the door will then pull free of the grip or mooring (and/or) destroy whatever object has blocked its path. If a character has used his own body to block or brace the door that character takes 3d6 dmg and is hurled aside. Once the door has shut in this manner it will not open again for another year.

You find yourself in an oppressive room roughly 4' wide by 3' wide by 7' tall. The walls have strange angles and seem to be made of stone. Though the air is dead you find no trouble breathing. You also notice that everything has gone perfectly silent.

If two characters managed to enter the crawlspace together, tell each player privately that they find themselves in the dark cramped space and that they are tightly pressed (nearly entangled with) what feels like a set of skeletal remains. Worse yet, those remains are moving.

If the characters struggle, they have a 50% chance to break out of the room.

Characters may attempt to break out each round. Once the dice indicate success, the character(s) burst through a thin stone wall and find that they have fallen out of an ornate stone coffin which stands vertically against the wall of a low-ceilinged room.

Explain that the affected characters can see in the darkness of the room. If there are two characters, each one also sees a skeleton (clothed in whatever their fellow explorer was wearing).

You should exercise restraint here, divulge only the barest details at first and see if the two skeletonized characters will attack each other.

Each character is now, regardless of former class or level (temporarily) a skeleton with the following statistics: AC 7 / MV 12" / HD 1 / HP 8 / THACo 19 / ATT 1 / DMG 1d6 / Half damage from sharp or edged weapons / See in dark, no need of air / Immune to poison, mind affecting spells etc. as undead.

In fact, you may treat the characters exactly like skeletons. They will take 2d4 dmg from holy water and can be turned or destroyed by clerics. They cannot speak. They cannot drink potions or wind horns.

They cannot verbalize spells, command words, or vocalize scrolls.

A THOUSAND YEARS OF DARKNESS

You may allow them to utilize armor or weapons they carried in life, but their base THACo will be 19 and ability scores are temporarily moot. Rings of protection and other similarly passive items may aid the character.

Immediately after breaking out of the coffin the character or characters are confronted by 1d2 skeletons who attack them on sight. Treat these hostile skeletons as above with no special gear.

If the player character skeleton(s) survive this battle, explain that they spend years, decades and centuries trapped in the dark tomb with no apparent way out. There is a sealed stone door that they are too weak to affect, the upright stone coffin and a few scattered bones in the room. Depending on your cruelty you may opt to leave them thus and have the players roll up new characters, only revealing the truth after 1 year of game time has passed.

Each day that passes in the Inn is a thousand days in the tomb. After a

thousand years pass, tell the players to make saving throws vs ACID at a -4 penalty for each object they are carrying. Objects that fail have disintegrated from great age. The skeleton character(s) will now notice light coming through the top of the stone coffin.

If the character(s) climb out, they will find themselves again in the coat room 1 year later, still skeletons and still cursed. These characters may be attacked unless they retain tokens indicating their identities. A remove curse will be needed to restore them to normal human status and level.

Repercussions:

- The characters have missed an entire year of game time unless they were somehow rescued via Alter Reality or Limited Wish. Keep in mind that any living creatures who enter the coffin become skeletons and cause the trap door to close! The best course is to allow the skeletons below to crawl out (undead will not trigger the trap to close).
- If the skeletonized character's curse is removed, she reverts to her previous class and level, flesh fully restored.
- A restored character is whole and healthy but will have aged 3 days for every 1 day of time spent cursed. (aging 3 years if 1 full year is spent in the crawlspace) No system shock check needed.
- A restored character is 100% afflicted with catatonia insanity (see DMG p. 84). This insanity will remain until a cure disease is cast on the character.
- On the upside, any character enduring the curse for more than 500 relative years as a skeleton has the following permanent changes conferred on him/her:
 - ◊ Total immunity to mind affecting spells, including undead fear effects.
 - ◊ Permanent 120' vision in total darkness

104. THE TAVERN

A dim, perfectly worn space greets you with rich wood and flickering light. The fireplace on the east wall crackles with a tinge of ghostly hues. There is a stage next to it.

Seven great black wolf heads have met the taxidermist and now hang here. Nooks at the edge of the room provide darker spaces for couples while the bar is a gleaming oasis of brass, lights and laughter.

The Obvious:

On warm evenings the door to the portico is left open and only a screen door separates the inside from the out. Nevertheless, this screen door will prove an impassable barrier to any non-guild member.

The barkeep is not a member of the Core Staff and his or her identity will change with time. He or she will usually be 1st level or lower and a fighter.

Roll to determine the barkeep's name and gender:

1. Barnabas
2. Chester
3. Harold
4. Alexander
5. Sabrina
6. Hillary
7. Celeste
8. Audrey
9. Julianna
10. Special*

*Each month there is 15% chance that the bar keep will change. A special bar keep will only ever last one month.

Special Bar Keep

1. A mute perfectly white skeleton in fine dark clothing source of





Esteemed Member,

Please consider the Inn your home. Feel free to enter any room or door you are able to access. You will not be trespassing! Do remember that the Inn cannot be held responsible for injuries or death caused by such expeditions. Also:

- 1. Rooms rented are safe so long as you stay with the furniture.*
- 2. Any valuables you discover are yours to keep free of disclosure. Note that certain objects may prove difficult to remove from the Inn.*
- 3. Your last will and testament is honored for one year. Should the beneficiary not be found in such time, your estate becomes the property of the Guild Master.*
- 4. The Inn offers unique combat training to interested companies. Inquire with Leeves.*
- 5. The Inn will recognize your new tattoo and allow you to use the entrances on the East Porch, the Tavern Portico and the Servant's Door in the west. Feel free to open windows. But be advised that doing so may expose you. All non-members are restricted to the entrance on the south veranda.*
- 6. Do not be slighted if the Guild Master fails to greet you.*
- 7. Please bring any inquiries or requests to the concierge or the carriage master.*

Welcome to the Night Wolf Inn!

—Leeves Everbleed