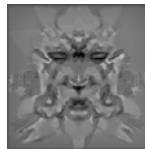


The Sanctuary Ruin

by Eric Jones



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Introduction

Along the Old North Road lies the lonely Margravate of Blackmarch. Long a quiet bastion of the borderlands, malign powers have turned their eyes hence, and dark machinations threaten to tip the region into chaos. The call has gone out; who will answer? If you intend to adventure in Blackmarch *stop reading here!* The following material is intended for the game master's eyes only.

Notes for the Game Master (GM): The Blackmarch sequence of adventures, beginning with this module, is designed to fit easily into any campaign. The central location, *The Bleak Tower*, is situated along the *Old North Road*, a wide dirt track that serves as a hinterland trade route. The surrounding area constitutes generally *the Margravate of Blackmarch*.

The prelude: *The Overtaken Cart*, should prove short work for a beginning party, but they may then require some assistance in the ensuing adventure. *Appendix A* offers a few pre-generated characters for quick play, potential hirelings, and/or replacements for lost PCs.

Preparation for the use of this module: To play this module requires that you own an original edition or retro-cloned fantasy role-playing game such as *Labyrinth Lord™* or *OSRIC™*. For your convenience, NPC and monster statistics are noted as follows: **Name** (AC, HD, hp, #AT, D, MV, Save, ML) representing (armor class, hit dice, hit points, attacks per round, damage, movement, save class and level, and morale).

Prelude: The Overtaken Cart

A light rain falls on the heath as the adventurers travel along the *Old North Road*. At length, they sight a plume of smoke, curling in the distance, perhaps a quarter mile up the road. Drawing closer, one finds the black smoke billows from a burning, overturned cart. A luckless dwarf lays motionless in the dirt nearby, peppered with arrows. Some incautious goblins have slain a mule and are roasting slabs of its meat skewered on the ends of their spears. The distracted goblins can be avoided if they are given a wide enough berth, otherwise they will be only too happy to take up a fight.

There are 8 **goblins** (AC 6, HD 1-1, hp 3 each, #AT 1, D d6, MV 60' (20'), Save NH, ML 7) and one fat **goblin captain** (AC 5, HD 2, hp 7, #AT 1, D d8, MV 60' (20'), Save F2, ML 8) who sits perched on a wooden chest, relishing his meal. The goblins are armed with spears and daggers and each carries 2d6 silver pieces. The leader carries a battle axe and has a belt pouch containing 180 silver pieces. Piled next to the chest are several sacks of damp barley, and a bolt of fine silk (40gp).

Dopkin the Coward, a cowering halfling, is locked inside the chest (AC 9, HD 2, hp 7, #AT 1, D d4+1, MV 60' (20'), Save F2, ML 8). He is armed with a sling a few stones, but has been otherwise relieved of his possessions. Before being waylaid by goblins he was on his way to *The Bleak Tower* after receiving a letter from *Fengis*, the tower provisioner, who is interested in hiring him as an agent to oversee purchases. Dopkin would be relieved if the party would accompany him the rest of the way.

A Villain's Luck

Continuing along the road, the rain subsides after a while, and the party sights a stout tower looming in the distance. This is **The Bleak Tower**, home to the *Margrave of Blackmarch* and his retainers. Drawing closer one spies a low building near the foot of the tower: "**A Villain's Luck**," a one-story inn arranged around a small courtyard, incorporating a stable and a smithy. The innkeeper, **Ubert Grim**, is a stout, red-faced man who is helped by his always-sullen wife **Egren**. Ubert is enamoured of adventurers, and eager to speak of the local 'Hero Erdwain' (see **Rumors**). A Villain's Luck has seven rooms for rent, the availability of which depends entirely on how many other adventurers (from **Appendix A**) the game master chooses to have staying at the Inn.

The front door of the inn opens to a small common room, with oak tables, and casks of wine, where residents gather to talk and sup. **Fengis** the seedy provisioner, can usually be found here. Unknown to the other inhabitants, Fengis is a *wererat* (AC 7, +1 or better to hit, HD 3, hp 14, #AT 1, D d4, MV (40'), Save F3, ML 8). Should anyone mention the overturned cart Fengis will inquire after (and claim ownership) of the bolt of fine silk. If the party possesses it and hands it over (or offers to retrieve it) he will suggest that they may keep any coin found on the scene in recompense. If they do have it but refuse to give it up he will only sneer and begin to plot to steal it back when the party least expects. If the party rescued *Dopkin the Coward*, Fengis will happily take him in but offer no reward. Fengis carries a jeweled dagger worth 800 gold pieces, and has a coin purse with 14 gold pieces (he 'dislikes trading in anything less than gold'). He offers a variety provisions for sale or trade, though in limited quantities. These are kept in several locked chests in his room along with an additional 120 gold pieces. If discovered as a wererat he will try to flee to his lair (see **Den of Rats**).

On the far side of the common room is a door that opens into a weedy courtyard. The courtyard features a deep water well and an open-air smithy, maintained by the old dwarf, **Daerdun One-Thumb** (AC 4, HD 1, hp 6, #AT 1, D d6, MV 60' (20'), Save D1, ML 8). Long ago Daerdun was apprenticed to a great dwarven master smith, but his rival, Raodin Shaleboot, bit off Daerdun's thumb in a brawl. The injury rendered Daerdun incapable of the fine detail required of a master smith. He left in shame and now forges and repairs weapons for the tower garrison and any passing adventurers (for a fair price). He drinks heavily most nights before retiring to a hammock that hangs in his smithy.

The Tower Door

The Bleak Tower is an imposing structure, roughly 70' tall. At the top juts a parapet of dark, weathered wood, that supports an iron spire. The only visible entrance to the tower is a heavy iron door at the base. A bill is posted on the door; it reads: "*A bounty is offered, 5 pieces of gold for evidence of each goblin guaranteed to no longer trouble the Mark - heads preferred; ears sufficient.*" It is signed, "*Onomaclus, Seneschal of the Tower, in the service of the Margrave.*" If there is a knock on the door, a guard will shout down from a window above, asking if someone is claiming a bounty. All other business will be turned away (see **The Bleak Tower**).

Rumors

The following rumors can be heard by speaking with the residents of the inn, or any members of the tower garrison who come out for a drink, provided they are amenable to the party:

- The Ironwood lies to the northeast, a desolate petrified forest that has only recently begun to grow again.
- Many years ago marauding orcs were a constant threat to Blackmarch but the Margrave himself drove them out and none have been seen since.
- An old sad hermit has dwelt in the Ironwood for decades. He comes to the tower for provisions once a year.
- 'The Hero Erdwain' turned over the notorious thief *Culwich the Black* to the Margrave; if that weren't enough he has sworn to rid the Mark of goblins and their ilk.
- The lady of the tower is sometimes seen staring out of a high window.
- There are vile cockatrices in the Ironwood; be wary!
- 'The Hero Erdwain' disappears for nights at a time, and has been gone this time for several days.
- Many in the tower garrison were recently lost in an expedition into the Ironwood. They no longer have the men to spare to make excursions from the tower.
- There is an old ruined sanctuary somewhere deep in the Ironwood. The goblins are likely holed up there.
- The Margrave in his later years has become a private man. No one outside the tower ever sees him, and those inside only rarely.



The Ironwood

There is a path leading north and east from the Bleak Tower that strikes out into the Ironwood. The forest terrain is broken and varied: low hills, gullies, rock bluffs. Most striking are the petrified trees, some still standing, others lying broken on the ground like toppled columns. White birch trees have taken hold in recent years, restoring some semblance of life to the forest. The petrified trees that still stand can be toppled on a successful bend bars roll, dealing 2d6 damage to any creature in their path failing a saving throw vs. death.

Random Encounters: The game master should check for a random encounter for every hour (6 turns) spent in the Ironwood. A roll of 1 on a 1d6 indicates an encounter.

Monster(s) encountered (roll d4):

- 1. d4 Giant Toads** (AC 7, HD 2+2, hp 10 each, #AT 1, D d4+1, MV 90' (30'), Save F1, ML 6)
- 2. 3d6 Goblins** (AC 6, HD 1-1, hp 3 each, #AT 1, D d6, MV 60' (20'), Save NH, ML 7) armed with spears and daggers. Each carries 2d6 silver pieces.
- 3. d3 Giant Spiders** (AC 6, HD 3, hp 12, #AT 1, D 2d6, poison, MV 60' (20'), Save F2, ML 8) The spiders will be accompanied by d4 x 10 normal spiders.
- 4. d2 Cockatrices** (AC 6, HD 5, hp 16, #AT 2, D d6, petrify, MV 90' (30'), Save F5, ML 7)



The Old Hermit: After a few forays into the Ironwood the party is likely to encounter **Odend** (AC 6, HD 1, hp 6, #AT 1, D d4, MV 120' (40'), Save C1, ML 7) once a great cleric, Odend was years ago drained of his energies by an undead villain he refuses to name. He now wanders the Ironwood alone.

The Petrified Orc: At some point, preferably before their last foray into *the Sanctuary Ruin*, the party should stumble upon a petrified orc, a scout from a particularly fierce tribe that has recently come into the Ironwood. Should the party cast *stone to flesh* on him they will find him unusually disciplined for his kind and unwilling to talk. In either case *Onomaclus*, Seneschal of *the Bleak Tower* will be keenly interested in any reports of orcs in Blackmarch (see **Epilogue: the Bleak Tower**).

The Bleak Tower Environs



1 Hex = 10 Miles

The Wayshrine

Proceeding along the main path, roughly a day's march from the tower, one comes to a modest wooden bridge that spans a clear, shallow brook. Just ahead the path seems to end at a natural outcropping of stone. Close inspection reveals steps hewn into the rock. The stairs lead to the relatively flat top, roughly 30' above the ground. There a young white birch grows from a cleft, and beneath it stands a stone bowl, carved with three stylized figures holding it aloft. The bowl is filled with rainwater, dead leaves and algae. A large raven perches by the bowl, but takes wing at first sight.

A patrol of 8 **goblins** (AC 6, HD 1-1, hp 3 each, #AT 1, D d6, MV 60' (20'), Save NH, ML 7) is usually active nearby. They are armed with the short bows and short swords and each carries 2d6 silver pieces. If unaware of the party they will send one goblin to the top of the rock to have a look about. They are accompanied by **Hastwine the Feckless**, (AC 10, HD 1, hp 3, #AT 1, D d4, MV 120' (40'), Save MU1, ML 4, spells memorized: *ventriloquism*) Hastwine is a human mage of small talent who, after being spurned by his peers, has allied with the goblins. He will use his one spell to cause distraction. If a fight is going badly he will flee to rejoin the goblins in the Sanctuary Ruin (see **The Sanctuary Ruin**). If Hastwine does indeed escape the game master might consider developing him into a proper nemesis for the party. He will bear a special grudge against any skilled magic-users.

The Sanctuary Ruin

From the top of the wayshrine a keen eye will sight a trail that wends to the northeast. It runs roughly 15 miles, cutting through a shallow valley, dense with trees, then opening to a wide clearing, the site of a ruin of ancient stone arches, hung with moss and overgrown with vegetation. An opening is set in a wall on the west side of the structure; here a stone stair descends underground. If the party spends a good deal of time searching the area they will also find a small hole concealed in a thicket 120' west of the entrance: a hole in the ceiling of area 3.

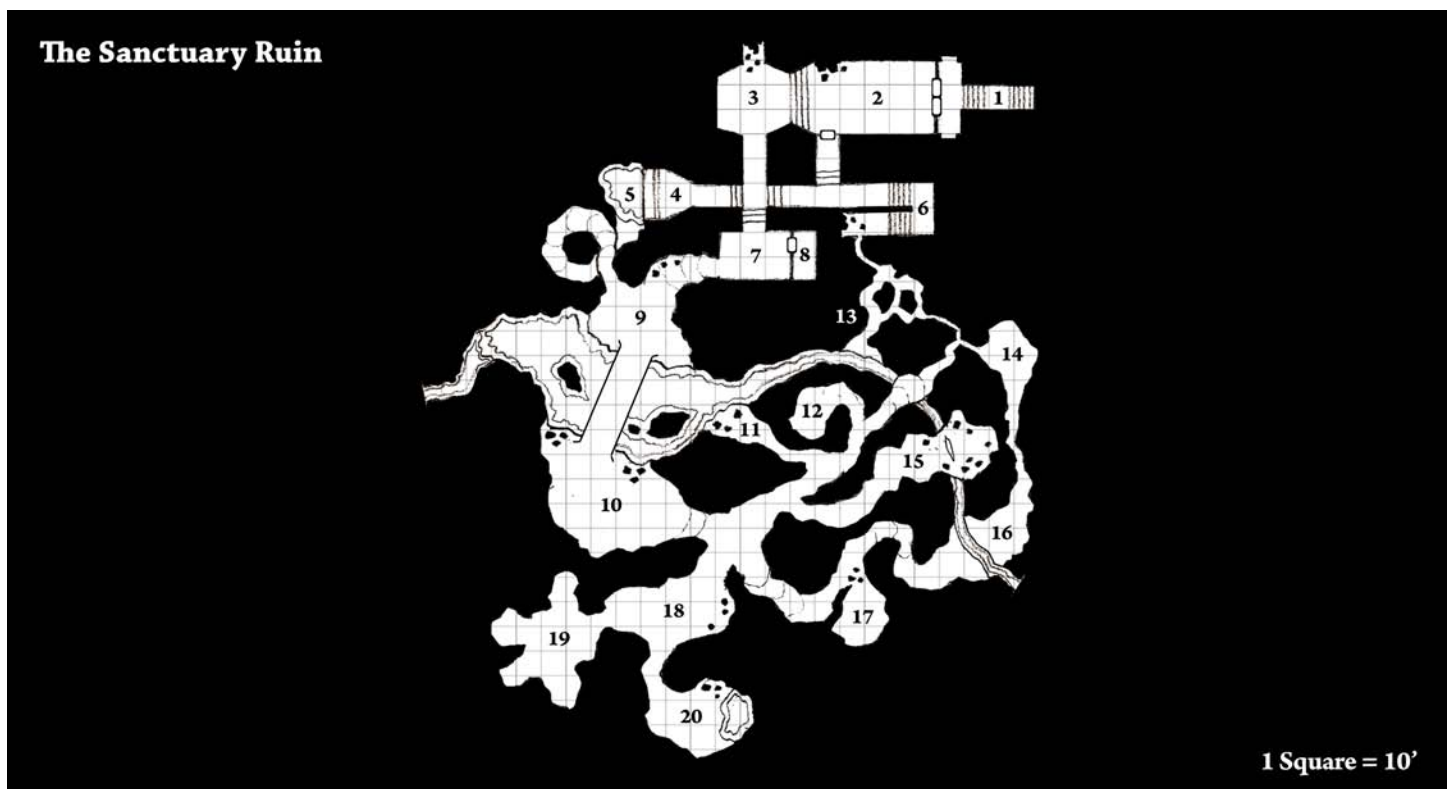
1. Entrance: The stair descends two flights, roughly 30' down to an arched entryway, housing a looming 18' double door made of ornately carved wood, with iron rings for knockers. There are recessed alcoves in the wings; a large stone vase stands in each though one has broken in two. Dirt and dead leaves have accumulated on the floor; they conceal a 10' pitfall, which does d6 damage to anyone unfortunate enough to tumble in. The doors open inward and are barred on the inside. Knocking will alert the **goblin guards** from area 7 who first rouse the **dire wolves** from area 3 before opening the door and turning them loose on any visitors.

2. Main Hall: A long great hall with a high vaulted ceiling covered in hanging mosses; the walls are decorated with the tattered corners left behind by fallen tapestries. There is an arched passage to the south, and a similar passage to the north that has collapsed. There is a chance here to hear faintly echoing screams of **Mad Mord** in area 4.

3. Altar: Three stone steps at the far end of the hall lead up to a slightly narrower room, a kind of dais. A stone font stands in the center, carved with three figures; it is presently filled with murky rainwater. The font is virtually identical to the basin found at the wayshrine (see **The Wayshrine**) Water drips into the bowl from roots that dangle from an opening in the ceiling 30' above. The west wall is carved in relief with the image of three witch-like figures, the stone is covered in patches of black mold. Half-gnawed bones are strewn about the floor. Two **dire wolves** (AC 6, HD 4+1, hp 17 each, #AT 1, D 2d4, MV 150' (50'), Save F2, ML 8) can usually be found sleeping here. They have been trained by the goblins and are sometimes ridden by the goblin chiefs on raids.

4. Well: The passage ends in a small stone room; at the far end of the room is a rectangular stone well 10' wide, 3' across and 2' high, carved with a fading cockatrice motif. The muffled ramblings of **Mad Mord** emanate from 30' below (area 5). **Mad Mord** will reply to any attempt at communication by shouting, "I am *not* mad!"

5. Subterranean Pool: This passage curls downward and is coated with a kind of slippery algae whose properties are similar to the *oil of slipperiness*. There is a dank, stinking pool at the bottom, the domain of **Mad Mord** (AC 9, HD 1, hp 3, #AT 1, D by weapon, MV 120' (40'), Save F1, ML 9) an insane human clothed in damp rags. He will greet any visitors by saying "Come share a bath with me!" and will then ask for help finding his wand (a non-magical human femur lost in the pool.)



6. Oozing Passage: When descending the stairs here the air gets noticeably cooler; the walls and floor are damp and there are tufts of mold in patches. The ceiling drips with condensation. A **grey ooze** inhabits the landing (AC 8, HD 3, hp 12, #AT 1, D 2d8, MV 10' (3'), Save F2, ML 12). The goblins wisely avoid this portion of the dungeon. The passage at the bottom of the stair is collapsed; there is only a narrow crack in the wall, which leads to area 10. You might instead choose to leave this passage open, and extend the dungeon with level(s) of your own design.

7. Guard Room: A few moldering wooden crates are scattered around the room. Loose planks seem to poorly conceal a rough hewn passage to the West. 6 **goblin guards** are stationed here at all times (AC 6, HD 1-1, hp 3 each, #AT 1, D d6, MV 60' (20'), Save NH, ML 7) They are armed with spears and daggers and each carries 2d6 silver pieces. If caught in a fight that appears to be going poorly one goblin will break off and run to area 11 for help. If the guards here are slain they will be replaced at the earliest opportunity.

8. Locked Storage: The door to this small storage room is locked. Inside are cobwebbed shelves lined with disintegrating books. Scrolls with the spells *transmute rock to mud*, *wall of stone*, and *stone to flesh*, are hidden among the tomes, as are a dozen nasty **rot grubs** (AC 9, hp 1 each, #AT 0, D 0, MV 10' (2'), Save NH, ML n/a). These will attempt to burrow into the flesh of anyone rummaging about. One of the larger books is fake (and consequently in the best shape); it is hollowed out wood and is stacked with 200gp.

9.-11. The Bridge: The passage slopes downward and bends south, skirting a wall of stalactites; it then opens into a large cavern, full of the echoing sound of running water. There is a cleft in the middle, spanned by a wide wooden bridge; a stream courses 30' below, issuing from a high waterfall west of the main chamber. Large natural formations of rock stand on either side of the bridge, extending to the cavern ceiling. The frigid water below is anywhere from 8'-18' deep, generally getting shallower as the passage narrows to the east. The current is relatively negotiable although there is an undertow near the base of the waterfall. There are a few barrel rings, rusted weapons and the like at the bottom. Any character searching diligently down there has a narrow chance (cumulative 1%/turn spent searching) of finding a *ring of protection* +2.

At the far end of the bridge (area 10) there are clusters of stalagmites on either side. 10 **goblin guards** are usually found idling here (AC 6, HD 1-1, hp 3 each, #AT 1, D d6, MV 60' (20'), Save NH, ML 7). Each carries the usual 2d6 silver pieces. If there has been any audible commotion pairs of archers with short bows will take positions behind the stalagmites on either side. There is a slightly lower passage to

the southeast that opens to the cleft (area 11) and two more archers will take positions here. Another goblin will run to alert the *goblin chieftains* in area 19, and the remaining, armed with short swords and shields, will attempt to stop anyone crossing the bridge. There is a rope tied to one of the stalagmites that if cut will cause three planks in the middle of the bridge to drop out on a hinge - any characters attempting to blindly charge across will likely fall through. Once alerted the goblin chieftains will arrive, in d4 rounds, with another 2d6 goblins from area 19. If they consider the threat dire they will cut ropes that hold the bridge on their side, causing the whole thing to collapse. Left alone the goblins can repair the bridge in a few hours.

12. Empty Chamber: This chamber seems to have been neglected for quite some time. It is empty except for a few dry old bones. A thick layer of dust covers the floor.

13. Centipedes: Anyone venturing down the underground stream from area 9, finds the tunnel quickly narrows and that there is only enough room to keep one's head above water. After about 50' the cave again opens up a little and a tight side-passage is revealed, leading to a series of narrow runs, just large enough for a human-sized creature to squeeze through. The network of tunnels leads to area 14 and a narrow crack at the base of the stairs in area 6. 5 **giant centipedes** have made these tunnels their home (AC 9, hp 2 each, #AT 1, D poison, MV 60' (20'), Save NH, ML 7).

14. Rust Monster: The tunnel opens to musty chamber, strewn with leather straps and rotten burlap, the den of a **rust monster** (AC 2, HD 5, hp 18, #AT 1, D rust, MV 120' (40'), Save F3, ML 7). Buried amid the refuse are a few headless spears and a battered wooden *shield* +1.

15. Damp Chamber: The floor slopes down to a narrow hole which drops 3' to the subterranean stream. There is a gallery of stalagmites here, and stalactites that drip with condensation. Downy white mushrooms have accumulated around the hole. The mushrooms are highly toxic: eating one will cause a character who fails a save vs. poison to lose d8 points of Constitution for 2d8 days, if this reduces their Constitution to zero or less then that character dies. If the party has killed a significant number (but not all) of the goblins in an early foray into the Sanctuary, the surviving goblins will plot retaliation: the following night three of them will attempt to climb into the courtyard of *A Villain's Luck* and dump a sack load of the fungi down the well. Anyone then drinking the tainted water who fails a save vs. poison will lose d4 points of Constitution for 2d4 days. The game master is free to poison one or two of the NPCs of *A Villain's Luck* (although *Fengis* is immune) but should weigh the consequences of their dying as a result.

16. Underground Stream: The cavern opens to an oblong chamber with a low ceiling. The subterranean stream runs through here, approximately 4' deep with a swift current—much swifter than upstream in area 9. Any unarmored dwarves or halflings falling in will be swept downstream, pulled under, and drowned. The *rust monster* from area 14 and *giant rats* from area 17 sometimes wander here to take a drink.

17. Rat's Nest: Thick stalagmites bar the entrance to this low chamber, allowing only smaller characters to squeeze through (though a strong character might be able to break the formations). Husks of dead centipedes and a goblin skeleton are among the refuse on the floor. This is the nest of 8 **giant rats** (AC 7, HD d4, hp 2, #AT 1, D d3 + disease, MV 120' (40'), Save F1, ML 8). The rats are cowed—kept in check by (and occasionally fed to) the goblin's *dire wolves*; thus they will not take up a fight unless cornered. The rats have secreted away 3 gems (worth 25gp, 50gp, and 250gp). Unbeknownst to the goblins, one of the rats is a **wererat** (AC 7, +1 or better to hit, HD 3, hp 14, #AT 1, D d4, MV (40'), Save F3, ML 8), an agent of *Fengis*, the provisioner in *A Villain's Luck*. He is there to keep an eye on the goblins, as *Fengis* has been blackmailing them into service. If attacked the wererat will try to escape, immediately and at all costs, and return to the wererats' lair (see *Den of Rats*).

18. Common Room: The passage widens into a large, musty chamber. The ceiling is roughly 30' high; a tremendous petrified trunk stands in the center like a great support column. Dead tree roots hang from the vault, wrapped in cottony spider's webs. Dozens of **large spiders** skitter around the ceiling (AC 6, hp 1, #AT 1, D poison, MV 30'(10'), Save NH, ML 8) largely uninterested in the activity of the goblins. A formation of tall stalagmites stands in the eastern corner and a faint flicker of fire can be seen to the west. A few crude tables and benches are scattered about; as many as 16 **goblins** can be found here (AC 6, HD 1-1, hp 3 each, #AT 1, D d6, MV 60' (20'), Save NH, ML 7), throwing daggers, shooting dice, and generally passing the time. Each carries 2d6 silver pieces. 20 spears lean in one corner which the goblins will take up at the first sign of alarm. Any protracted combat here will likely alert the *goblin chieftains* in area 20 and possibly some of the sleeping goblins in area 19.

19. Chambers: There is a fire pit in the center of this room where a pair of skinned rabbits are spitted. The goblins have dug out four large holes in the walls where they have gathered rags and whatever else they can scrounge for bedding. There are 12 **goblins** snoring here (AC 6, HD 1-1, hp 3 each, #AT 1, D d6, MV 60' (20'), Save NH, ML 7) and one tending the spit. Each carries the usual 2d6 silver and most sleep with a dagger nearby. Picks and shovels are piled in one corner. A ruby worth

100gp has been hidden under one of the rocks of the fire pit. The cook carries a key to a small locked chest that lies hidden beneath the bedding in the northernmost hole. The chest contains 300 silver pieces and a copper necklace worth 10 gold. The goblins will replenish any losses in areas 7 and 10 with goblins from both here and area 18. If their numbers are reduced by half they will leave only a runner in area 10. Any further losses will cause them to give up *The Sanctuary Ruin* and flee north.

20. Goblin Chieftains: The passage curves into a low-ceilinged room with a shallow subterranean pool at the far end. The walls are damp and patched with algae. Three piles of worn sacks, stuffed with moldy, dead leaves lie to one side along with a crude table and chairs and a large chest. There are 3 **goblin chieftains** here (AC 5, HD 2, hp 7, #AT 1, D d8, MV 60' (20'), Save F2, ML 8) and a **dire wolf** that sleeps by the entrance (AC 6, HD 4+1, hp 17 each, #AT 1, D 2d4, MV 150' (50'), Save F2, ML 8). Each goblin chief wears a shortsword and studded leather armor and has 3d6 gold pieces. One is armed with a *short sword* +1, and also carries a gem worth 100gp. The large chest is locked, and trapped with a poison dart (save vs. poison or take 2d6 damage); the chest contains 200gp, 400sp, and gems worth 25gp, 50gp, and 100gp.

A note written in common is stuck to the table with a knife; it reads: "Your minions did well in raiding my mule cart, I am absolved of suspicion! Continue to please me thus and I'll be sure not to sick these wretched humans upon you!" the note is signed 'F'. The note is from *Fengis*, the provisioner residing at *A Villain's Luck*. Also on the table is a crudely drawn map, etched on a piece of rat-hide. It marks a location in the Ironwood with a crude drawing of a rat. The goblins, tired of the wererats' threats, have located their lair.



Orcs!

Unknown to the denizens of Blackmarch, a tribe of vicious orcs has come into the Ironwood via the gorge to the northwest. One of their scouts has found *the Sanctuary Ruin* and they wish to seize it for their own purposes. At some point during the adventurers' last excursion into the sanctuary a war party of 12 **orcs** (AC 6, HD 1, hp 4 each, #AT 1, D d8, MV 120' (40'), Save F1, ML 8) will raid the dungeon. They are heavily armed with battle axes, heavy flails and long swords, a few have short bows, and one of the orcs wields a *mace* +1 (former arms of the Bleak Tower garrison). They are quick to use torches and oil and, in the spirit of fairness, the party can be forewarned of their approach by a fleeing goblin, engulfed in flame, screaming past.

The orcs will only engage the party if they pose an immediate threat, and will be less interested in anyone fleeing the dungeon. Where this incursion of orcs is first encountered is left to the discretion of the game master, however, the bridge connecting areas 9 and 10 is recommended. Not only does it afford the party more than one route of escape (which they may well need) but the resident goblins, facing the overwhelming threat of orcs *and* adventurers, will certainly attempt to collapse the bridge—which may lead to a memorable encounter.

Den of Rats

The goblin's map indicates a spot roughly 15 miles south of *The Sanctuary Ruin*. Proceeding in that direction the party should soon pick up a animal run that leads eventually to a copse of birches on a rocky hillside. A brook burbles nearby, calling one's attention to the dead body of an adult human male, hanging by his ankle from a petrified tree. He wears a battered suit of splinted mail and his mouth is stuffed with a dead finch. This is the 'Hero Erdwain' likely mentioned by the innkeeper of *A Villain's Luck*. He has no possessions other than his soiled mail. An overturned petrified trunk nearby conceals a 2' wide hole in the hill.

Crawling inside the hole, one finds a roundish chamber dug into the earth, 10' in diameter and roughly 5' high. There is a powerful animal stench as the chamber is home to 3 **wererats** (AC 7, +1 or better to hit, HD 3, hp 14, #AT 1, D d4, MV (40'), Save F3, ML 8) and *Fengis* himself, if he has fled the inn (see **A Villain's Luck**). A large box has been hastily buried. It contains 100gp, 800sp, a bronze cup worth 10gp, and a gold necklace worth 200gp.

It is possible for *Daerdun One-Thumb* at *A Villain's Luck* to plate bladed weapons and arrows in silver to help defeat the wererats. He requires 10-200 silver pieces and a day or two of labor to do so depending on the size of the weapon to be plated. These weapons will only be viable for d4 hits (though only hits that do damage count). If provided enough silver he can forge genuine silver weapons. These will cost significantly more and take considerably longer to forge.

Epilogue: The Bleak Tower

Onomaclus, seneschal of *The Bleak Tower*, will personally want to meet the party after they have cleared *The Sanctuary Ruin*, and will give them a reward of 200gp each for having done so; and an extra 100gp each for dealing with *Fengis*. Additionally, he will be keenly interested in any sightings of orcs. Goblins have long troubled the Ironwood, but orcs have not been seen since the Margrave drove them out himself, decades ago. Once *Fengis* is slain *The Bleak Tower* will have need of a new provisioner—the party may be able to make a profitable arrangement.

Appendix A - Pre-Generated Characters

Bodkin Heldich (Neutral Level 1 Male Halfling; S16 D18 C14 I8 W7 CH10; AC1; hp7) wears chainmail and carries a shield. Weapons: mace, dagger. Equipment: large sack. Bodkin is a vicious and clever fighter who particularly hates goblins.

Cropey Oarswain (Lawful Level 1 Male Thief; S12 D17 C11 I15 W7 CH8; AC5; hp4) wears leather armor. Weapons: short sword, two daggers. Equipment: backpack, thieves' tools, grappling hook, 100' rope, 3 torches, 6 days of trail rations, flint and steel.

Hreigã of Cãléd (Neutral Level 2 Female Magic-User; S9 D13 C12 I17 W11 CH13; AC9; hp6) Weapons: dagger. Equipment: spellbook, scroll case, wineskin. Spells: *sleep*, *magic missile*.

Jünger (Lawful Level 1 Male Cleric; S13 D10 C15 I7 W16 CH12; AC3; hp6) wears splint mail and carries a shield. Weapons: light hammer. Equipment: holy symbol, lantern, 2 flasks of oil. Spells: *cure light wounds*.

Talesian (Lawful Level 1 Female Fighter; S15 D13 C15 I11 W11 CH12; AC6; hp7) wears chainmail and carries a shield. Weapons: long bow, bastard sword. Equipment: backpack, waterskin, 5 days of trail rations.

Uthæs (Neutral Level 1 Male Elf; S13 D13 C14 I12 W10 CH5; AC6; hp7) wears leather armor and carries a shield. Weapons: long sword, short sword, short bow with 20 arrows. Equipment: backpack, waterskin, 10 days of trail rations. Spells: *detect magic*. Uthæs has an abrasive personality, but is a talented tracker and scout. For the right price (or an extra share of treasure) he may prove invaluable in tracking goblins.



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