

G2

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Swords & Wizardry™ game**

Mini-dungeon Module G2

The Restless Knight

by Matthew E Kline

AN ADVENTURE FOR CHARACTER LEVELS 2-4



The Fallstones have a problem. The ghost of a man clad in armor haunts the inn they recently purchased. Its presence seems to have cursed the place, bringing all sorts of unwanted guests to the inn's doors...

The Restless Knight is part of a series of mini-dungeons designed to drop into existing adventures or campaigns. Use them as side quests or a way of getting in a quick adventure when you're short on time.



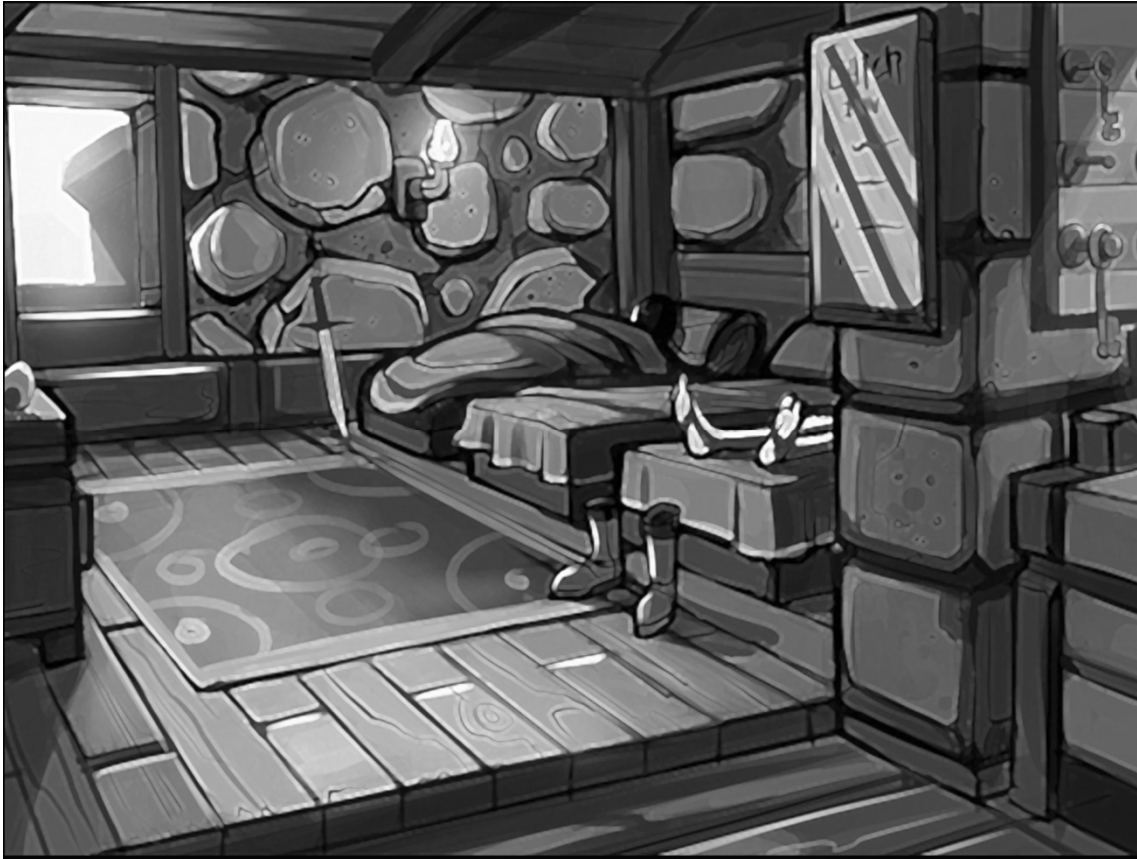
Dungeons of
Dazegoneby

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Writing, design, layout: Matthew E Kline

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Dungeons of Dazegoneby

Mini-Dungeon Module G2

The Restless Knight

The Fallstones have a problem. The ghost of a man clad in armor haunts the inn they recently purchased. Its presence seems to have cursed the place, bringing all sorts of unwelcomed guests to the inn's doors. One event after another ensures that the party experiences a very restless night. Hopefully your band of adventures can survive to see the next morning.

About This Product

Although it can be scaled by the Gamemaster for groups of other sizes, The Restless Knight is designed for 4-6 adventurers of level 2-4. This product is part of a line of mini-dungeons designed as quick, drop-in adventures. They're ideal for use as short side quests, or for gaming sessions where you're pressed for time. You could even string them all together as a mini dungeon campaign.

Gamemasters should feel free to adjust this adventure to suit their group's style of game-play or level of difficulty.

It's recommended that the Gamemaster read through this product at least twice in order to familiarize themselves with the adventure prior to playing. They should also take note of any new monsters or magic listed at the end of the document.

This product requires the use of the *Swords & Wizardry* rules. More information can be found online at www.swordsandwizadry.com

On the pages that follow you'll find boxes like the one surrounding this text. These boxes hold suggested descriptions of the rooms that can be read out loud to the players.

After most of the room descriptions you'll find one or more of the following symbols:



This symbol indicates that there's a monster or monsters in the room.



This symbol indicates there's treasure in the room.



This symbol indicates that there's a dangerous obstacle in the room.

A description of the monsters, treasures, or obstacles encountered follows after each symbol.

About Dungeons of Dazegoneby

I can remember a time in my distant past when I could head to the local mall walk into one of the two bookstores they had at the time, plunk down around five dollars, and walk out with a brand new Dungeons & Dragons module. Our *Dungeons of Dazegoneby* line is a tribute to old school gaming, paying homage to a time filled with graph paper maps, wandering monster tables, hand-drawn character sheets, and lazy afternoons filled with adventure and wonder. We hope you enjoy playing these products as much as we enjoyed making them.

You can find more of our RPG products on RPGNow. Please feel free to visit us at www.creationsedggames.com or like us on Facebook. Thank you for your support!

Gamemaster's Eyes Only:

Simon Fallstone was the proud new owner of a quaint little country inn. The halfling had lucked out and gotten it for a steal. That should have told him something right there, his luck had never been very good. The previous owner, an odd and nervous man named Varner Gribbs, seemed eager to sell. The reason became apparent soon after Simon took ownership of the place. The inn was haunted.

The ghost of a man in armor walked the inn at night. It didn't seem to be a malevolent spirit; instead it seemed quite sad, searching the inn in vain for someone or something. Simon's wife Lotti decided they should attempt to capitalize on its presence. They named the establishment The Inn of the Restless Knight, hoping to attract guests looking to catch a glimpse of the ghost.

Unfortunately the inn was also cursed to bestow bad luck upon its occupants and attract evil and 'weirdness' to it, due to the fact that Gribbs dabbled in dark magic in a secret room hidden in the cellar. He had accidentally summoned a demon and lacked the power to banish it. Gribbs lured a paladin named Largus Gimlyn there to deal with it. The paladin and demon's exchange lead to their mutual destruction. Gribbs left the bodies in the secret room, barricaded the door, and gave up magic for good. When the ghost of Gimlyn started haunting the inn he felt it was time to give that up as well.

Set Up

The party is approached in a tavern or inn by a friendly halfling who buys them a round of drinks and offers them a proposition. "Name's Fairly Fallstone, and

I've got an opportunity for a group such as yourselves. How would you like to stay at a haunted inn?"

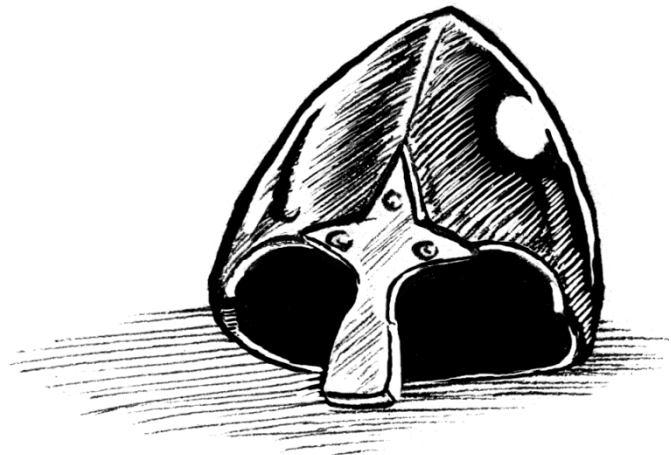
At this point he catches an angry eye from the establishment's owner who believes him to be stealing his guest. Fairly continues in a lower voice, explaining how a relative of his is offering 1,000gp to rid his establishment of a ghost. He adds that the ghost seems to be attracting bad luck to the inn: things getting broke, people having accidents, weird noises, creatures sniffing about outside at night; and it seems to be getting worse.

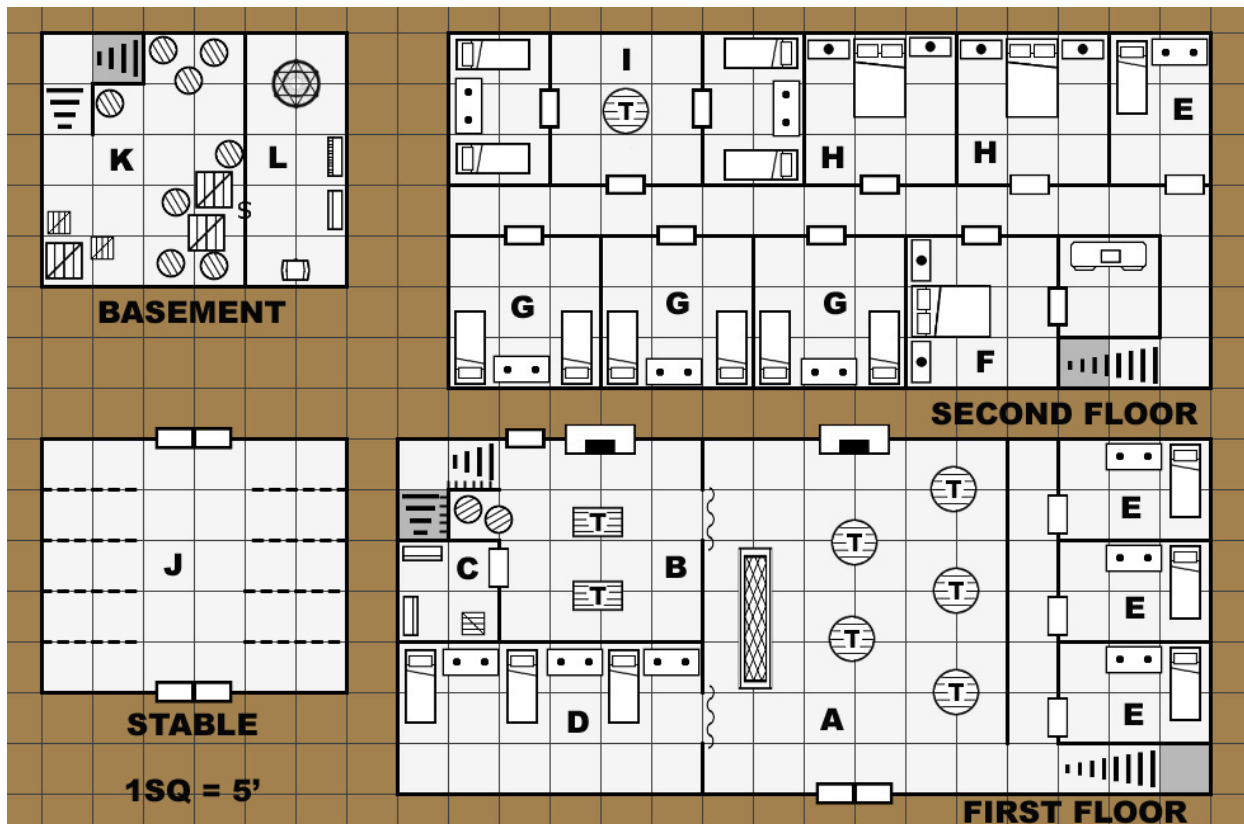
If the party agrees Fairly gives them directions to *The Inn of the Restless Knight* and wishes them good luck.

A Note to the Gamemaster

The set up described here is only a suggestion. Feel free to introduce this scenario to your group in any way you see fit.

It's possibly the party stops at the inn to rest for the night, however an exhausted group looking to heal up or regain spells during this particular night's stay may find it difficult to do so.





THE RESTLESS KNIGHT

Key to the Restless Knight Inn

The inn is run by Simon and Lotti Fallstone with the help of a couple of young men and women from a nearby farming village. Simon and Lotti take turns either manning the bar in **Area A** or working in the kitchen in **Area B**.

Cost per night for rooms and stabling are listed below.

RESTLESS KNIGHT ROOMS	
ITEM	COST
Common Room	3 sp
Wanderer's Room	2 gp
Traveler's Room	4 gp
Merchant's Room	8 gp
Adventurer's Suite	12 gp
Care and stabling for horse	10 sp

A. Tavern

The tavern sees most of its patrons in the morning and evening. Due to the bad luck that seems to befall staff and guests alike, attendance is sparse. Some of the more adventurous locals visit at night for a couple of ales. Other than a few guests that stay hoping to see the ghost, an occasional merchant or traveler will show up in time for supper, leaving shortly after breakfast. The tavern's usually empty through the day.

One server is typically on hand at all times. The server helps out in the kitchen or cleans rooms when there's no one to wait on in the tavern. Simon or Lotti will usually be behind the bar, which also serves as the inn's front desk.

In the evening the Fallstone's usually pull at least one additional helper in from

the village depending upon the number or guests.

RESTLESS KNIGHT MENU	
ITEM	COST
Breakfast, traveler's	2 sp
Breakfast, merchant's	6 sp
Supper, traveler's	5 sp
Supper, merchant's	1 gp
Lotti's Stew	3 cp
Bread & cheese plate	1 sp
Various Ales & Meads	1-3 sp
Wine, Gold Lion white/red	1 gp

The traveler's breakfast consists of eggs, bread and milk or honey mead. The merchant's breakfast adds meats (ham, sausage) and fruits. Supper dishes are mostly ham and pork (courtesy of a local pig farm.) Occasionally fish caught in a nearby stream and small game brought in by villagers looking to make a few coin grace the menu as well. The merchant's supper is just larger portions of whatever the traveler's supper is that night. Lotti keeps a pot of stew, usually a collection of whatever's left over from the night before, simmering on the hearth through the day. Ale, mead, and wine prices are per glass.

B. Kitchen

There's almost always something going on in the kitchen, someone preparing for a future meal or dealing with the remains of the last. Throughout the day locals will show up at the back door trying to sell recently acquired fish and game or making deliveries.

There are two prep tables here and a wide hearth sits against the north wall. A small storage area next to the stairs heading down to the cellar holds a barrel of potatoes and a barrel of wax encased cheese wheels.

C. Pantry

Shelves against the north and west walls of this room hold a variety of fruits, vegetables, breads, nuts, and cheeses, along with small jars of spice and jams. A crate contains extra bowls, plates, and mugs packed in straw.

D. Common Room

Guests can stay cheap in the common room, however it lacks the privacy of other rooms, with only a thin curtain to shut out the noise of the tavern. The room has only three beds however there are a few cots the Fallstones can bring up from the cellar to handle any additional guests (they haven't found the need to do so yet.) There are also three low dressers here. Each features two wide drawers. Two candle holders rest atop each dresser.

E. Wanderer's Room

These are simple rooms with single beds and low, two-drawer dressers. Two candle holders sit atop the dressers.

F. Fallstone's Room

This room belongs to the Fallstones. There's a double bed and two tall, three-drawer dressers. A candle holder sits atop each. A door leads to a small room with a desk where the Fallstones keep track of the inn's accounts.

G. Traveler's Room

These rooms feature two single beds with a tall, four-drawer dresser. Two candle holders sit atop the dresser.

H. Merchant's Room

These rooms feature a double bed with two low, two-drawer dressers. A candle holder sits atop each dresser.

I. Adventurer's Suite

This suite features three rooms; a center meeting room with a traveler's room off to either side. A map of the area once hung on the north wall but some former occupants tore it down and took it along with them when they left.

J. Stable

The Fallstone's pay a couple of local youngsters to tend to the guest's horses here. Traveler's wagons can also be pulled inside the barn-like structure to protect them from the weather or theft.

K. Cellar

This room's used as storage for the inn. Six cots, for use in the common room, stand folded behind the crates and barrels to the south.

The crates contain spare linens for the inn's beds as well as decorations for the local holidays. The barrels are filled with ale or mead. There are also a few barrels of water, salted pork, salted fish, and hardtack that can serve as provisions in case of shortages or emergencies.

L. Secret Room

Hidden behind some crates is the entrance to a secret room. There's a pentacle painted on the floor near the north wall. Shelves along the east wall

hold old dusty tomes and various trinkets. A chest sits against the south wall.

A Restless Night

This adventure is a bit different than our other offerings in that the encounters don't occur as the players move from room to room; rather the encounters occur at various times during the party's stay at the inn.

The following events occur at the *Restless Knight* throughout the night of the party's stay. While most of these events can occur in no particular order, **Welcome to the Inn** should be the first event and **The Ghost Appears** should be the last.

Minor cases of bad luck strike the inn's occupants in random ways at random times. Here are a few examples as to how this bad luck can manifest:

- A server spills a drink or plate of food.
- Someone in the kitchen suffers a minor cut or burn.
- A guest trips down a few steps or over a chair.
- A spark from the hearth ignites a guest's cloak.
- A chair, table, or bed breaks.
- A coin pouch or backpack rips.

In addition to these, if a player or creature rolls a 1 on their 'to hit' die roll during combat they suffer the following bad luck for the duration of that combat (roll 1d4):

Die Roll	Bad Luck
1	50% chance of tripping and falling prone first time they move more than 5'.
2	50% chance of fumbling and dropping weapon first time they attack.
3	'To hit' rolls suffer a -1 penalty.
4	Saving throws suffer a -1 penalty.

A player or creature can only suffer from 1 type of bad luck each combat.

Welcome to the Inn

A lone serving girl catches sight of you as you enter the inn and scurries off through a curtain to the rear of the room. In seconds she returns followed closely by a halfling who approaches you bearing a forced and hopeful grin. "I don't suppose you were sent by a kin of me and mine?"

The halfling is Simon, greeting the party in hope that they're there to help him with his ghost problem. He explains how he purchased the inn from its former owner only to find it haunted. While he doesn't know much about the former owner, he does know that the inn seems to be cursed. He believes the ghost is to blame. He offers the party the 1,000gp to stay the night at the inn, deal with anything that 'goes bump' in it, and figure out some way of getting rid of the ghost.

Lotti will enter the room at some time during Simon's conversation and interject when he blames the ghost for the bad luck. She doesn't feel that the ghost's to blame. "It seems to be sad and searchin' for someone. I don't think its causin' the bad luck, so much as here *because* of it."

Simon sets the group up in whatever rooms they want for the night, save for the **Room H** closest to the stairs which is currently occupied (see **A Pair of Rats**.) He also offers the "traveler's supper" and the first round of drinks for fee.

The players are free to take advantage of his hospitality until the next encounter.

Feel free to spring one of the following encounters on the players any time you wish, however if the player's attempt to head into the cellar before the ghost appears it will trigger an encounter.

Goblins at the Door

The front doors to the inn suddenly burst open. A young man staggers in, clutching something to his chest. He manages to croak one word before collapsing, "goblins." A half dozen arrows are sticking out of his back.

If the party isn't present in **Area A** they hear the sounds of the doors slamming open and the man collapsing to the floor.

The young man is Hap Osred, someone the Fallstones recognize as a local. He took a job recently as a guide and hireling for an adventuring party. The party was slain by a band of goblins but he managed to escape. The goblins have unfortunately followed him here.



Hap managed to grab a golden idol the goblins were worshiping before running off. The goblins want it back. They'll mill around outside the inn for 1d4+1 rounds before building up enough courage to attempt to enter. If the idol is thrown out to them during this time they'll leave without attacking.



Goblins (26): HD 1d6hp; HP 6,6,5,5,5,5,5,5,4,4,4,4,4,3,3,3,3,3,3,3,2,2; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight.



Hap holds a small golden idol to his chest. The idol appears to be a goblin with a squid for a head. It's worth 780gp.

A Noble Endeavor

In a flurry of motion a resplendently dressed valet, escorted by two formidable looking guards enters the inn and makes his way to the bar.

The valet informs whoever's behind the bar at the time that there's nobility present; two representatives from a neighboring kingdom, passing through. The representatives are to remain nameless due to the fact that they're on official business of a delicate nature, however the valet hints that it's regarding the state of tenuous peace that currently exists between two historically warring realms.

The valet wishes to rent the upper floor of the inn, with the 'nobles', guards, and attendants as its sole occupants for the night. He then tosses a drawstring pouch containing 500gp onto the counter stating that it should cover their expenses. He

also offers to reimburse the cost of the room to any guests who wind up moved to a ground floor room as the result of this arrangement.

If the Fallstones (or any of the guests) attempt to resist this 'arrangement' the guards will attempt to gain compliance through intimidation.

If the party is not present in **Area A** when this occurs they will be notified by one of the Fallstones as they make the rounds, asking guests with rooms upstairs to take rooms downstairs. Any party members occupying rooms downstairs will be alerted by the activity caused by displaced guests as they move to their new quarters. Moved guests may have to sleep in the common room, tavern, or possibly even the stable.

The 'nobles' will enter only after the upstairs has been secured, a young man and woman dressed as Duke and Lady. The Duke offers to buy a round for whoever's present in the tavern at the time then quickly heads upstairs with his retinue.

The 'nobles' and their entourage are actually a group of bandits. They've been scamming inns and taverns along their path with their 'traveling nobility' routine, paying for everything with counterfeit gold coins. If left on their own they'll order the best drinks and finest meals brought upstairs then leave in the morning. At least one guard will be posted at the top of the stairs all night.

If the players manage to get a hold of one of the coins being used by the nobles there's a chance they could tell that something's a bit off with it, especially a dwarf or a thief. The coins are simple metal slugs, stamped with the image of a



crown on one side, rearing horse on the other, and coated with a high quality gold paint. While the paint is pretty convincing the nobles con relies heavily upon distraction, intimidation, and the mind addling effect a big bag of gold has on unsuspecting dupes.

If the nobles get drunk enough through the night they may make additional demands (insisting that everyone else move to the stables, or turn over all their weapons for security reasons, for example.) Even if the party puts up with this there's a good chance that another guest or even the Fallstones won't.

If the bandits are asked too many questions or confronted they'll feign being

offended and attempt to leave in an elaborate huff or just outright attack.



Bandits (11): HD 1; HP 8,8,7,7,7,7,6,6,6,6,5; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 1/15; Special: None.



The two 8 hit point bandits are dressed as the Lord and Lady. The Lord wears a gold ring worth 90gp and the Lady wears a necklace worth 100gp. The four 7 hit point bandits are posing as guards. Each wears a silver ring (worth 35gp) stamped with the same rearing horse image as the coins. The 5 hit point bandit masquerades as the valet. He carries an oak walking stick capped by a golden dome worth 250gp.

The 'noble's' carriage is inside the stable. A chest containing 4,500 of the metal slugs and two jars of the specially formulated gold paint can be found in a compartment under one of its seats.

A Grizzly Encounter

An ear piercing scream comes from the direction of the kitchen.

Lotti was in the process of clearing away scraps from dinner, selecting a few choice bits to add to her stew. She opened to back door to toss out some leftovers for the cats that wander over from the farms when she discovered a bear going through the inn's refuse pile. She let out a scream and fled into the tavern looking for help.

The bear caught scent of the stew and entered the kitchen to investigate.

Someone's going to have to try to get it to leave.



Bear: HD 4+1; HP 27; AC 7[12]; Atk 2 claws (1d3), 1 bite (1d6); Move 9; Save 13; CL/XP 4/120; Special: Hug.

A Pair of Rats

An odd scratching noise is coming from one of the guest rooms.

The first **H Room** at the top of the stairs is being rented by a pair of thieves attempting to pass as an ordinary traveling couple. The two will keep to themselves most of the night, emerging from their room only if displaced by the 'nobles'. Once the nobles have been dealt with however, and any resulting mess cleared away, they'll attempt to return to their original room.

If anyone moves to investigate the scratching sound they'll trace it to the room the thieves are occupying. The pair had encountered a group of rats while exploring a collection of old ruins. One of the more tenacious rodents that they encountered was actually a wererat.

The thieves were bitten in the battle that followed. There's a full moon out tonight and its making them aggressive.



Wererats (2): HD 3; HP 17,15; AC 6[13]; Atk 1 bite (1d3), 1 weapon (1d6); Move 12; Save 14; CL/XP 4/120; Special: Lycanthropy, control rats, surprise.



If the room is searched a pair of adventurer backpacks can be found under the bed. The packs each contain: 50' rope (silk), chalk

(2pcs), flint & steel, 2 flasks oil, hammer, 3 iron spikes, and 3 days worth of trail rations. Both also contain a sack which holds 400gp and 3 gems worth 50gp each (their take from their most recent adventure split evenly.) One of the packs holds a journal in which their adventures have been recorded. The last entry speaks of the rat attack in the ruins.

The Ghost Appears

Gimlyn's ghost will appear before one of the party members at some point, choosing one who preformed some exemplary feat during the night's events if possible. It cannot speak and instead will attempt to get the players to follow it by using a series of gestures. The ghost beckons to be followed down into the cellar where it will point towards the secret door hidden behind the crates.

Behind the door the players will find the former owner's secret chamber where a tsohg is waiting for them (see New Monsters.) The creature attacks anyone who enters the room.

Once the tsohg's been reduced to 5 hp or less the ghost will merge with it. There will be a blinding flash of light after which the remains of the paladin that comprise the tsohg will crumble to the ground.

The decomposed remains of a demon are in the pentagram to the north.



Tsohg: HD 3+2; HP: 21; AC 6[13]; Atk 2 claw (1d4); Move 12; Save 14; CL/XP 4/120; Special: Scream once per day (creatures within 25' take 2d4 damage and must save vs spell or lose 1d4-1 strength.)



Gimlyn's ghost wanted to make sure that the tsohg was dealt with but it also wanted to make sure that its sword *Everbright* got into the right hands (see New Magic.) The magic sword can be found among the tsohg's remains.

The chest contains materials used in black magic rituals. Among them are a silver hourglass filled with red sand (worth 300gp), a small gold skull (worth 100gp.), and an ivory scroll case capped with copper ends (worth 50gp) which holds a scroll of 2 spells (*mirror image*, *phantasmal force*)

The books on the bookcase look as though they were subjected to extreme heat though nothing else seems damaged. Only two books remain in good condition. One is *Strauss's Field Guide to Demons* (see New Magic) the other is a journal telling of the inn's former owner's attempts at black magic, including the summoning of the demon and his plans to lure the demon-hunting paladin there to defeat it.

Wrapping Up

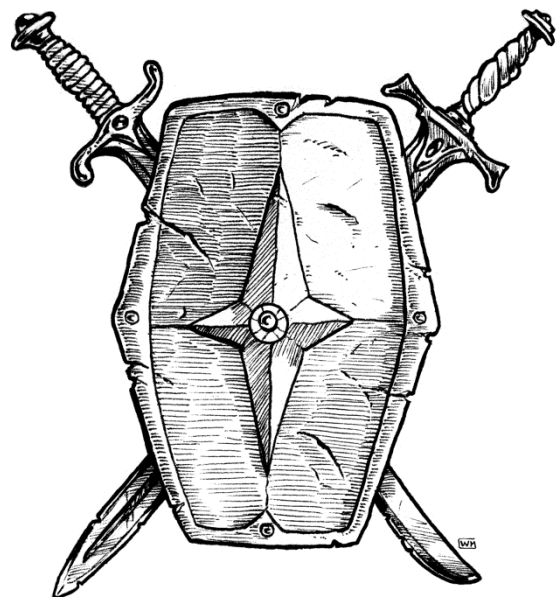
After the events of the night have been played through the heroes are free to get some rest.

The Fallstones will be interested in what transpired in their basement, especially the secret room. If they hear of the journal recovered from the secret room they'll be eager to look it over, wanting to learn more about the previous owner's hidden past.

Simon will hand over the 1,000gp payment to the group, suspecting that it's the last they'll see of the ghost. The 'Restless Knight' finally found what he had been looking for; heroes capable of defeating the tsohg and worthy of taking ownership of *Everbright*.

Dealing with the Tsohg also put an end to all the evil that the inn was attracting. Guests can finally get a good night's sleep without being disturbed by evil creatures and the various weird occurrences. The minor bits of bad luck however (spilt drinks, burnt fingers, breaking chairs, etc.) will continue to occur until the demon's corpse has been disposed of and the paladin's remains are properly laid to rest.

The Fallstones plan on burying Gimlyn beneath a tree near the inn. They'll be only mildly disappointed that their 'Restless Knight' will no longer be around to attract the curious along with their coin pouches, however they plan on charging admission to the Secret Evil Summoning Chamber discovered in their basement to make up for the loss.



Continuing the Adventure

Here are some suggestions for further adventures:

✘ The party may try to pass off the bandit's counterfeit coins as real. Unfortunately the authorities of major settlements in the area have been alerted and are on the lookout for these coins. Players may be mistaken as members of the 'Black Horse Bandits' and dealt with accordingly.

✘ If the players possess the squid head goblin idol for any length of time members of a lost race of amphibious goblins will come looking for it.

✘ The Fallstones contact the party after being informed by a mysterious traveler that bad luck will continue to befall the inn until a ritual of purification is preformed in the cellar's secret room. This ritual requires a unique ingredient (demon's blood, a dragon's scale, unicorn tears, a pegasus feather, or something along those lines) that the party is asked to acquire.

✘ The party is contacted by Simon after he receives a letter explaining how Gimlyn was the last of an order of demon hunters and that his remains must be interred at a specific site held sacred by the order to ensure his safety in the afterlife. The site's caretaker will pay 1,000gp upon receiving the paladin's remains for proper burial. Some demons would prefer it if Gimlyn never made it there.

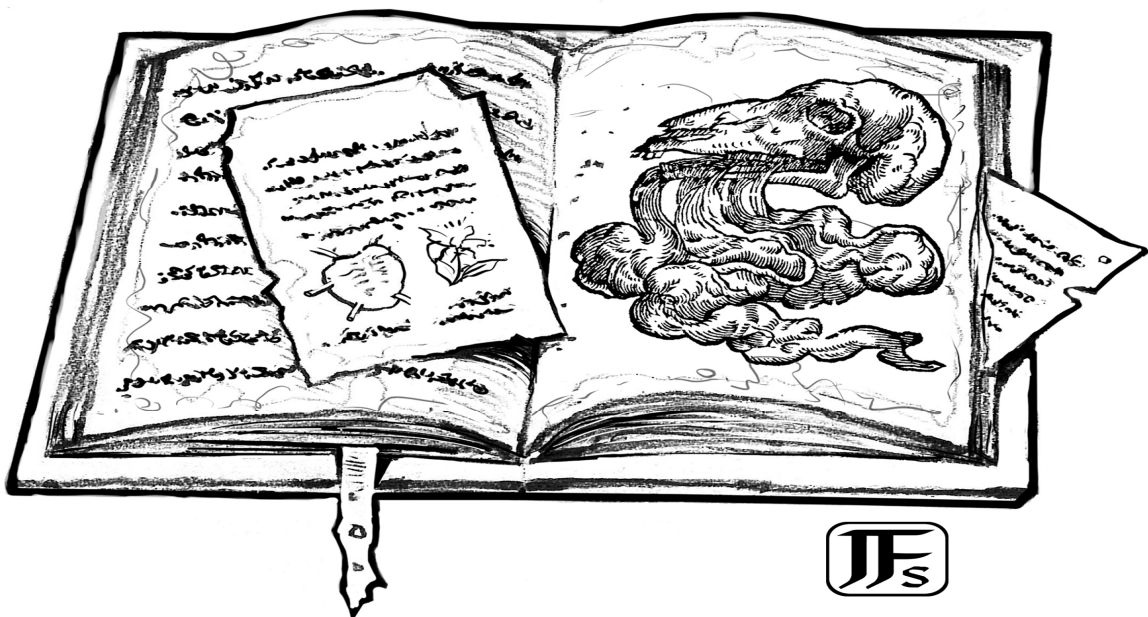
NEW MAGIC

Everbright

A long sword +1/+2 against demons.
Once per day the wielder can reroll a failed saving throw. The sword can also be willed to shed light equivalent to that of a torch.

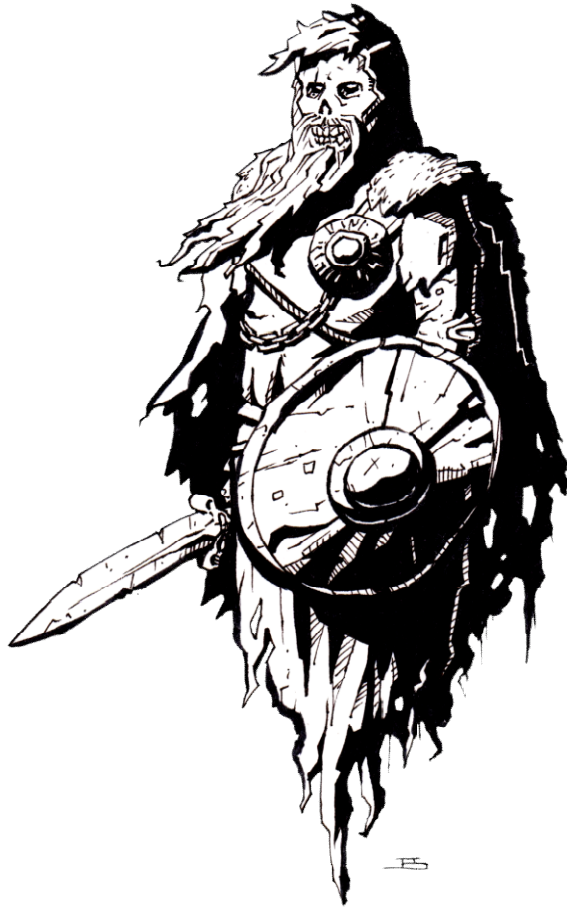
Ivo Strauss's Field Guide to Demons

This book contains invaluable information on demons. Simply having it among your possessions grants a +1 bonus to your 'to hit' rolls when fighting demons.



NEW MONSTER

Tsohg



When the ghost of an exceptionally good creature is created as the result of it being slain by an exceptionally evil creature, the process sometimes also creates a tsohg, the ghost's dark mirror.

Shortly after the spirit of the good creature leaves its body to manifest as a ghost, the physical remains that remain animate, forming the tsohg. These undead creatures are anchored to their place of creation and thankfully cannot venture very far from the site. Because of this a tsohg is difficult to turn. It's treated as a wraith and takes 2d6 damage instead of fleeing if a cleric succeeds at turning it.

While tsohgs are usually outfitted with equipment left upon their remains they prefer to attack with their skeletal claws. A tsohg's most powerful attack however is its strength-draining scream. Luckily it can only use this once per day. Any strength drained from a character returns at a rate of 1 point for every two hours of rest.

If a ghost and its tsohg counterpart ever come into contact with one another, their animating energies cancel each other out, destroying both ghost and tsohg.

Tsohg: HD 3+1; AC 6[13]; Atk 2 claw (1d4); Move 12; Save 14; CL/XP 4/120; Special: Scream once per day (creatures within 25' take 2d4 damage and must save vs spell or lose 1d4-1 strength.)

Art Credits

We'd like to thank the following for providing great spot art at low cost so that we can keep offering our products relatively cheap.

Shaman Stock Art provided the Country Inn for our cover and inside cover.

The Monster, Treasure, and Obstacle icons were made by Lorc. These are available on <http://game-icons.net>

The Helmet on page 2 and Shield on page 10 are from Outland Arts, © William McAusland, used with permission.

The Goblin on page 5, Valet on page 8, and the image for our Tsohg were created by J E Shields at JESstockart

The Book on page 11 was provided by Pawel Dobosz courtesy of The Forge Studios

The map for our "old school" Inn was created using dungeonographer mapping software from Inkwell Ideas.

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