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Wor Stories

Tales from the world of Alia-Wor

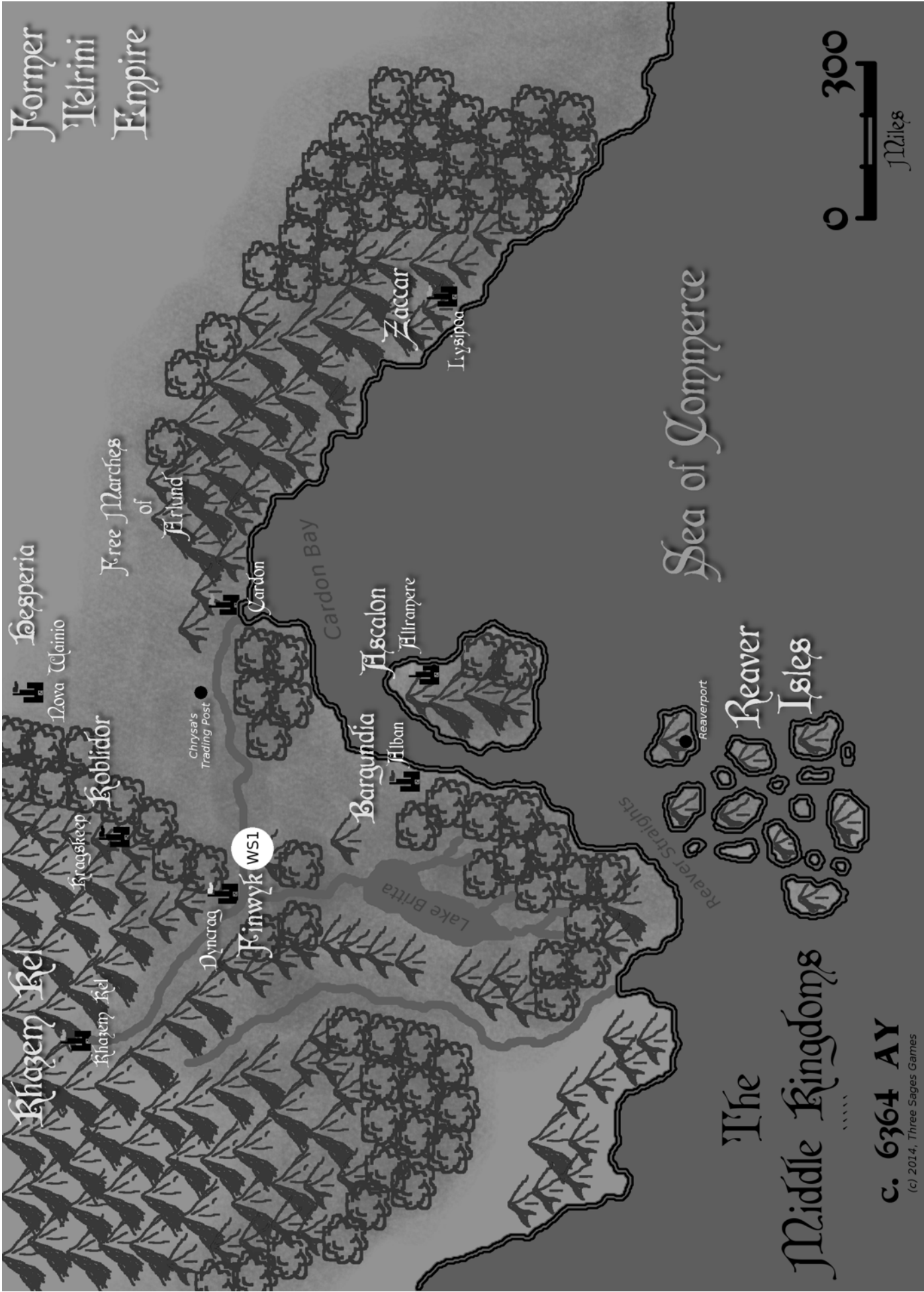
The Beast That Waits

A sandbox and adventure for a party of low-level adventurers.



Welcome to Graven, a quiet and peaceful little hamlet. Or is it? The Baron hasn't come down from his keep in three years. Bandits and worse have been stalking the road. People have been disappearing down by the river. The mine has become unsafe since a recent earthquake... And *something* has started killing villagers in the night. There is a need for brave adventurers...

Are you up to the challenge?



Former
Telrini
Empire

Besperia
Zova Qaimio

Free Marches
of
Ertund

Khazem Kel
Khazem Kel

Fragskeep
Roblor

Dyncrag
Sinwyk W51

Chrysa's
Trading Post

Cardon
Cardon Bay

Bargundia
Alban

Zaccar
Lysipoo

Ascalon
Ellrampere

Lake Britta

Sea of Commerce

Reaver
Isles

Reaverport

Reaver Straights

The
Middle Kingdoms

300
Miles

c. 6364 AY
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Wor Stories

The Beast That Waits

Swords & Wizardry
edition



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This book uses the supernatural for settings, characters, and themes. All mystical and supernatural elements are fiction and intended for entertainment purposes only. Reader discretion is advised.

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Welcome to *Wor Stories!*

...Or, if you've experienced *Realms of Wor* in the past, welcome back!

When we took over *Three Sages Games*, we inherited the *Wor* properties, and didn't want to see them fall into disuse and obscurity, as the setting has been around for a while and has a lot of cool potential. We also wanted to stay true to *Wor's* roots as a d20 setting, but were looking for a d20 system that would be fun and easy to play with for those new to gaming as well as those familiar with "Old School" gaming.

We could have just made stuff up and forged ahead with some sort of 'Old School' label, but there are already a number of great systems out there; it seemed kind of silly to reinvent the wheel, as it were. Among those systems, one we found we greatly enjoy was *Swords & Wizardry*, produced by Frog God Games. The rules were simple, and the license was open, so we went with it, and hope to produce a number of future *Wor Stories* under the *Swords & Wizardry* banner.

This particular 'module', *The Beast That Waits*, is the first in a number of adventures located in the Middle Kingdoms region of *Alia-Wor*, although you're certainly welcome to adapt it as you see fit—it's your game now, after all. Have fun with it.

And above all, enjoy your gaming!

—Curtis Lyon
Creative Director
Three Sages Games



How To Use This Adventure

Although set in the Middle Kingdoms of *Alia-Wor*, there's no reason the hamlet of *Graven* couldn't be placed anywhere else with minimal tinkering.

While there are some specific plots and hooks within *The Beast That Waits*, they aren't meant to be tackled in any particular way or order... Although some things may be more or less difficult depending on how and when they're approached. In general, however, the players should have free rein to travel where they want when they wish.

Locations are presented in the order it's assumed most parties will approach them, but that doesn't mean they need be tackled in that order. The Referee should bear in mind, however, that some locations and encounters may be tougher than others—it's up to the players to know when to fight and when to run and plan a new strategy.

The Beast That Waits is meant for a group of low-level characters—between 1st and 3rd level—but some of the 'Boss Monsters' may require more thought and planning for the party to survive and prevail.

Most encounters are listed by way of 'random' encounters, but there's no reason a clever party couldn't track specific

encounters to their lairs or find other ways to deal with specific encounters—especially since dealing with the outdoor threats is a potential part of the adventure.

Finally, it should be noted that the Referee is certainly free to change, alter or modify anything that doesn't work for her or her group of players.



Questions or comments can be directed to
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Introduction: Gravenshire



Gravenshire is located in the Kingdom of Finwyk, about 120 miles southwest of the royal city of Dyncrag. Ostensibly, it's ruled over by **Baron Sekler Graven**, although the Baron hasn't bothered to show his face outside his keep for about three years. Baron Graven has appointed a reeve, **Sheriff Vyner**, to oversee the affairs of the main community of Graven.

Gravenshire has a steady population of roughly 200 residents—mostly farmers and herders. A standing militia of 20 men-at-arms is maintained to 'keep the peace', although they mostly confine their patrols to the hamlet of Graven itself and a few outlying areas.

The militia is only raised as a proper army in the event of an emergency, and hasn't actually been called to arms since a small goblin raid twelve years ago. According to older residents, things were a bit more 'lively' when the Telrini Empire collapsed (about sixty years ago), but things eventually calmed down leaving little cause to call upon the soldiery these days... at least within the village.

Which isn't to say there aren't any dangers in the hills and forests around Graven—there are plenty—but the militia doesn't have sufficient manpower to quell all the threats outside the hamlet. Sheriff Vyner also points out he and his deputy are only two in number... and their job is to protect the village itself.

This all means times have been getting tough for the locals.

Once upon a time, Graven did a fair amount of trade with Dyncrag—mead, tubers, metals, and quality wool—and up until a couple of years ago it played host to a number of caravans traveling the road along the Duro River between Finwyk and Ascalon. But the road into Graven passes through woods that have become increasingly dangerous,

and caravans have largely stopped coming to the hamlet as a result of bandits and monsters.

To make matters worse, there was a small earthquake not too long ago. In and of itself, it wasn't too nasty, but it did collapse part of the mines, forcing work to stop until things were cleared out. Unfortunately, 'things' turned out to be more than just rubble and debris—something had been released from deep in the bowels of the mines, causing the dead to rise up and attack. The mines and hills were largely abandoned, bringing all the iron production to a halt.

Although the walking dead seem content to confine themselves to the area around the mines, there's something else that's been lurking around the hills since then... something that kills in the night, leaving a mangled and bloody corpse behind. No one knows what it is (and most don't care, as long as it stays out of the village), but some have dubbed it "The Beast That Waits".

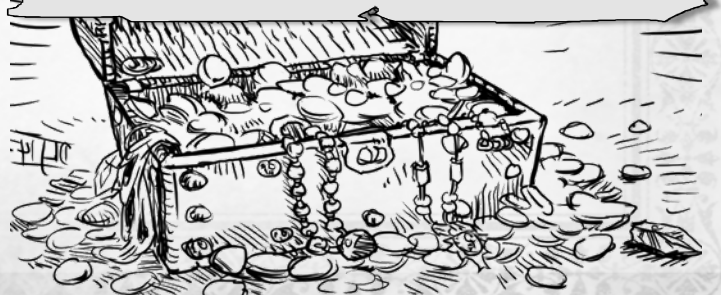


Characters can be drawn into Gravenshire for a number of reasons. Some examples might be:

- A wealthy merchant in Dyncrag (such as **Livia Bracer's** father—see location **C1** in the village) asked them to look into the situation in Graven.
- A powerful noble (like the King of Finwyk) wants to know what's going on in Gravenshire.
- Someone needed a letter delivered to a resident of the village (pick one of the villagers).
- The characters are just wandering around looking for adventure and stumble into Gravenshire from one direction or another.

Ideally, the Referee should create a reason (or number of reasons) that best suits her group of players and that will best draw them into the adventure.

*The lettered locations in the text correspond to the letters on the map printed on the inside of the back cover. Numbers listed with a letter, such as **C1**, refer to specific locations listed in their appropriate description. **C1** means the first location in area **C**.*



Location A: The Grimwood



These woodlands were once called "The Greenwood", but recent times have seen the forest become a darker place. This is one reason travel to Graven has all but ceased, since the road into the village passes through the Grimwood.

If the characters stay on the road, there is a 1 in 6 chance of an encounter during the day, and a 2 in 6 chance at night.

Daytime Encounters		Nighltime Encounters	
Roll	Encounter	Roll	Encounter
1	Wild Boar (1)	1	The Red Lady
2	Taniya Greenwalker	2	Taniya Greenwalker
3	Bandits (1d4+2)	3	Bandits (1d6+2)
4	Militia Patrol (6)	4	Gurt the Ogre
5	Stirges (2d4)	5	Stirges (2d6)
6	Traveler	6	Wolves (2d4)

When the characters enter the area to start the adventure, they automatically encounter '3'; no roll is necessary.

Wild Boar: HD 3+3 (hp 17); AC 7[12]; Atk 1 gore (3d4); Move 15; Save 14; AL N; CL/XP 4/120; Special: Continues attacking for 2 more rounds after being "killed".

Taniya Greenwalker (Elf Rgr3): HD 4 (hp 22); AC 6[13]; Atk 1 long sword/short sword (1d8+1) or longbow (1d6); Move 12; Save 12; AL L; CL/XP 3/60; Special: Unique.

Taniya Greenwalker is a local Ranger who tries to protect the surrounding woodlands. She prefers to work alone, but could be a useful ally for providing information or limited assistance. If the characters attack **Ashleigh the Dryad**

(see below), Taniya is automatically hostile. Other than her skills and her weapons, she has no treasure to speak of.

Bandits: HD 1 (hp 4 each); AC 7[12]; Atk 1 weapon (1d6); Move 12; Save 17; AL C; CL/XP 1/15; Special: None.

The Bandits are all part of **Lucan Hazard's** gang. They aren't cowards, but they have a survival instinct which means they'll flee if more than half their number are down. They don't know where Lucan holes up, but they suspect he's got some sort of deal with the baron. The bandits don't have any treasure on them as it's all kept at their camp (see below). If the characters kill enough bandits, Lucan orders the gang not to attack them directly.

Militia Patrol: HD 1 (hp 6 each); AC 7[12]; Atk 1 weapon (1d6); Move 12; Save 17; AL L; CL/XP 1/15; Special: None.

Stirges : HD 1+1 (hp 5 each); AC 7[12]; Atk 1 "Sting" (1d3 + blood drain); Move 3/18 (when flying); Save 17; AL N; CL/XP 1/15; Special: Drain blood 1d4/round.

Traveler: HD 1 (hp 5); AC 9[10]; Atk 1 weapon (1d4); Move 12; Save 18; AL N; CL/XP: B/10; Special: [1-4] Local Peasant, [5-6] Wandering Peddler.

The Red Lady (Ghost): CL/XP: 6/400; Special: Cannot be harmed by weapons or magic, causes Fear in those who see her (Save or 1d8 damage), if Turned returns after 1 day, unique.

"The Red Lady" is actually the ghost of a girl named Lyselle who was killed by the werewolf. She doesn't *mean* any harm, but is prone to getting upset—especially when would-be adventurers either try to fight her or avenge her. All she wants is for her mortal remains to be found and given a proper funeral. Of course she has no idea where her remains are, and she might choose not to 'move on' if she's decided she likes one of the characters... In any case, if the Red Lady is taken care of, she ceases to haunt the road (**treat future rolls of '1' at night on the road as 'No Encounter'**).

Gurt the Ogre: HD 4+1 (hp 15); AC 5[14]; Atk 1 Weapon (1d10); Move 9; Save 13; AL C; CL/XP 4/120; Special: Unique.

Gurt came here after hearing 'the call' from the buried ruins. He's not too bright, so he hasn't looked too hard for them—and he likes his new home here. Gurt has an 'understanding' with the bandits: they leave him alone, and he leaves them alone (he's learned he can't hurt their boss).

Gurt likes tender humans, though, and is thinking of broadening his hunting range a bit since travelers aren't so common any more. If Gurt is killed or driven off, the stirges confine their activities to the interior of the woods (**treat future rolls of '5' for forest encounters as 'No Encounter', except for daytime while off the road**). Unless he is encountered off the road at night, Gurt must be tracked back to his lair in order to find his treasure. In a damp cave he's stashed 32 GP, 336 SP, 1440 CP, 4 gems (50 GP each), and 200 GP worth of goods and provisions.

Wolves: HD 2+2 (hp 11 each); AC 7[12]; Atk 1 Bite (1d4+1); Move 18; Save 16; AL N; CL/XP 2/30; Special: None.



If the characters leave the road, the chance of encounters rises to 2 in 6 during the day, and 3 in 6 at night, along with a 30% chance of getting lost.

Daytime Encounters		Nighltime Encounters	
Roll	Encounter	Roll	Encounter
1	Bear (1)	1	Werewolf (1)
2	Taniya Greenwalker	2	Ashleigh the Dryad
3	Bandits (1d6+2)	3	Bandits (3d6)*
4	Gurt the Ogre	4	Gurt the Ogre
5	Stirges (2d6)	5	Stirges (2d8)
6	Wolves (2d8)	6	Wolves (2d4)

Bear: HD 4+1 (hp 19); AC 7[12]; Atk 2 claws (1d3) and 1 bite (1d6); Move 9; Save 13; AL N; CL/XP 4/120; Special: Hugs for additional 1d8 damage if both claws hit, unique.

The Bear dominates the forest interior at this point, and the animal habitats will change if it is killed or driven off (**treat future rolls of '1' as 'No Encounter' for daytime on the road and as 'Wild Boar' for daytime in the forest**).

Werewolf: HD 4 (hp 14); AC 5[14]; Atk 1 bite (2d4); Move 12; Save 13; AL C; CL/XP 5/240; Special: Lycanthropy, hit only by magic or silver weapons, unique.

The Werewolf is **Lucan Hazard**, the leader of the bandits. He's not a coward, but he's not a fool: he's got a good thing going, and if he's in danger of being killed, he flees to his lair (Graven Keep) to plan a defense. He has no treasure on his person. Along with being the bandit leader, Lucan is the alpha of the local wolf pack; if he's killed, the wolves largely disperse (**treat future rolls of '6' for forest encounters as 'No Encounter' except for daytime on the road**).

Ashleigh the Dryad: HD 2 (hp 9); AC 9[10]; Atk 1 wooden dagger (1d4); Move 12; Save 16; AL N; CL/XP 3/60; Special: Charm person (-2 save), unique.

Ashleigh doesn't move too far from her ash tree. As protector of the woods, she currently sees **Taniya Greenwalker** as her only ally. If characters have attacked or killed Taniya, Ashleigh is automatically hostile. If Ashleigh is killed (she fights to the death, if she must), the Grimwood suffers a grievous blow: Neutral and Chaotic creatures up to CL 8 begin moving into the area. Ashleigh only has 20 GP, but she also has a *ring of protection +1* she gives to any character she feels needs or deserves it.

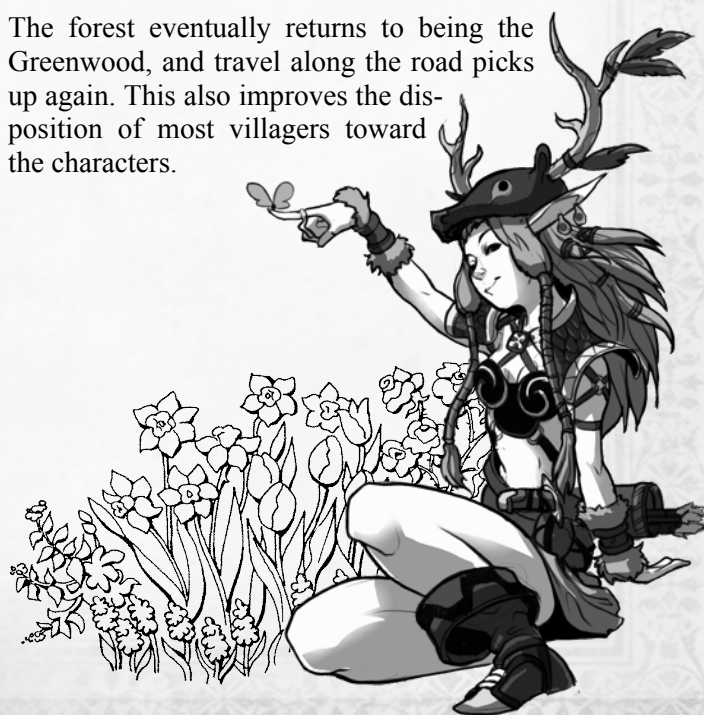
*This is the bandits' camp, where they store their ill-gotten gains in several sacks and chests. They have 80 GP, 840 SP, 3600 CP, 2 sapphire earrings (50 GP each) and a matching necklace (100 GP), 500 GP worth of goods and provisions, and a *short sword +1* (Lucan ordered this destroyed, but the bandits haven't figured out how to do that while maximizing their profits). If the bandit camp is cleared out, most of the bandits flee, while the remainder rally around Lucan at the keep (area F—**treat all future rolls of '3' in the woods as 'No Encounter'**).



Clearing the Grimwood

It's possible for skilled and persistent characters to clear all of the threats from the forest—especially along the road. If all the 'unique' encounters are cleared from the Grimwood, give each character a 200 XP bonus. Making allies of Taniya Greenwalker and Ashleigh the Dryad counts as clearing them.

The forest eventually returns to being the Greenwood, and travel along the road picks up again. This also improves the disposition of most villagers toward the characters.



Location B: Mill Bridge and the River



The Mill Bridge spans the Duro River allowing travelers to move between Graven and the Trade Road. It gets its name from the mill built on the south end of the bridge. Villagers come here to have their grain ground.

The immediate area is relatively safe, but two militiamen are always on watch at the south end of the bridge all the same. Aside from sounding the alarm should a threat arise (there's a bell hanging in the mill for that purpose), they levy tolls from anyone crossing the bridge into Graven—these are for maintaining the bridge.

The toll used to be 1 CP per leg, but the lack of travelers has forced the hamlet to raise the toll to 1 SP per leg. Any coin collected is stored in the mill's strong box until the shift change, when it's turned over to **Sheriff Vyner** (see area C6) who eventually delivers half of it up to the Keep.

If the characters stay on the road, there is a 3 in 6 chance of an encounter day or night.

Daytime Encounters		Nighltime Encounters	
Roll	Encounter	Roll	Encounter
1	Villagers (1)	1	Villagers (1d2)
2	Villagers (1d3)	2	Militia (1d2)
3	Militia (1d2)	3	Militia (2)
4	Named Character*	4	Named Character*
5	Traveler (1)	5	Traveler (1)
6	Livestock (1d6)	6	Lizzie

Villagers: HD 1 (hp 3); AC 9[10]; Atk 1 weapon—usually improvised (1d6); Move 12; Save 18; AL N; CL/XP B/10; Special: None.

Villagers encountered during the day are [1-4] taking grain to the mill or [5-6] on some other errand. At night, encountered villagers are on personal business.

Militia: HD 1 (hp 6 each); AC 7[12]; Atk 1 weapon (1d6); Move 12; Save 17; AL L; CL/XP 1/15; Special: None.

If only one militiaman is encountered, he's delivering a message to the guards or the mill. Otherwise, they're changing shifts for the watch.

***Named Characters** always have a reason for being here—even if it's just "taking in the scenery". All named characters come from the Village Commons (area C); roll 1d6 to determine which establishment they're from.

Traveler: HD 1 (hp 3); AC 8[11]; Atk 1 weapon (1d6); Move 12; Save 18; AL N; CL/XP B/10; Special: None.

Travelers encountered during the day are either [1-3] arriving in town, hoping to strike it rich at the mines, or [4-6] leaving town, dejected. At night travelers are usually lost and looking for shelter and possibly help.

Livestock: HD 1 (hp 5); AC 8[11]; Atk 1 gore, trample, or peck (1d4); Move 12; Save 15; AL N; CL/XP 1/15; Special: None.

These are domesticated animals from the village. They're either pigs (if 1 is encountered), goats (if 2 or 3 are encountered), or chickens (if 4 or more are encountered).

Lizzie (Pseudo-Dragon): HD 2 (hp 9); AC 2[17]; Atk 1 bite (1d3), 1 sting (1d3 + poison); Move 6/25 (when flying); Save 16; AL N; CL/XP 5/240; Special: Poison (save or sleep), invisibility, 25% magic resistance, unique.



The Pseudo-Dragon is known by the locals to live along the river bank, and is treated much like a stray cat: some people offer it food; others shoo it from their property. It responds to the name 'Lizzie', and does more to help the hamlet than most residents realize, as it tries to keep pests (like rats... or imps) away. Lizzie views Zoe (area C1) as an entertaining plaything.

If any characters wander east or west along the river, things get more dangerous. There's a 1 in 6 chance of encounters during the day, and a 2 in 6 chance at night.

Daytime Encounters		Nighttime Encounters	
Roll	Encounter	Roll	Encounter
1	Villagers (1d3)	1	Militia Patrol (6)
2	Livestock (1d6)	2	Imps (3)
3	Giant Spiders (1d4)	3	Zorcha
4	Lizzie	4	Lizzie
5	Nixies (1d6)	5	Avainna
6	Clawed Fiends (1d6)	6	Teruah

Villagers down by the river are usually fishing or gigging (frog hunting). They'll make every effort to head home before nightfall—which is when things get really dangerous.

Giant Spiders: HD 2+2 (hp 9); AC 6[13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; AL C; CL/XP 4/120; Special: Poison (+1 save or paralyzed), surprise (5 in 6), webs (+1 save or stuck).

Nixies: HD 1 (hp 4); AC 7[12]; Atk 1 weapon (1d6); Move 6/12 (when swimming) Save 18; AL N; CL/XP B/10; Special: Charm -2, unique.

The Nixies are in the service of **Avainna**. While not particularly malicious, they take their 'job' of protecting 'The Lady' seriously—at least as seriously as a nixie can. If the characters convince the nixies of the worthiness of their cause, they can choose to gain an audience with Avainna (**their next nighttime encounter is automatically '5'**).

Clawed Fiends: HD 2 (hp 7); AC 7[12]; Atk 2 claws (1d8); Move 3/12 (when swimming); Save 16; AL C; CL/XP 2/30; Special: Initiative reduced by 1.

The Clawed Fiends are toad-like creatures drawn by the disturbance in the ruins (see area **G**). However, **Teruah** serves their needs well, so they serve her and bring her 'food' whenever possible.

Militia Patrols are sometimes sent out to keep tabs on things, but it's a duty they particularly hate... Unless the characters are on good terms with them, it's likely the militia won't take kindly to would-be adventurers hanging around the river at night.

Imps: HD 2 (hp 7); AC 2[17]; Atk 1 sting (1d4 + poison); Move 6/16 (when flying); Save 16; AL C; CL/XP 6/400; Special: Poison tail, polymorph, regenerate, immune to fire, hit only by magic weapons, unique.

Zorcha (Giant Spider Mother): HD 4+2 (hp 16); AC 4[15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13; AL C; CL/XP 6/400; Special: Poison (save or paralyzed), webs (save or stuck), unique.

Zorcha has spawned all the giant spiders along the river, and any treasure they've collected is in her lair. If Zorcha is killed, no more giant spiders will be encountered (**treat all future rolls of '3' as 'No Encounter' on the above table**). Scattered around Zorcha's lair of webs are 224 GP, 2352 SP, 10,080 CP, and another 1000 GP worth of goods and provisions.

If Lizzie is encountered at night, there's a 75% chance she's fighting the imps and faring badly. Characters can attempt to assist any way they wish, although it's likely the pseudo-dragon will die if they don't interfere. If the characters kill (or have killed) the imps, Lizzie is automatically friendly to them.

Avainna (Nymph): HD 3 (hp 14); AC 9[10]; Atk none; Move 12; Save 14; AL N; CL/XP 5/240; Special: Sight causes blindness or death.

Avainna will have nothing to do with the characters (in any positive way) if they've attacked the nixies. On the other hand, she's currently 'at war' with the **Teruah**, and is positively disposed toward characters who defeat her and her minions. Avainna doesn't have much in the way of treasure, but she rewards adventurers who do so with her *ring of regeneration*.

Teruah (Rusalka): HD 4+3 (hp 17); AC 3[16]; Atk special; Move 9/18 (when swimming); Save 13; AL C; CL/XP 8/800; Special: Create wall of fog, charm, paralyze, drown victims (2d8), immune to non-magic weapons, immune to mind-affecting spells, turned as wraith, unique.

Teruah can be a difficult opponent for the characters to defeat, but if they think before fighting, they can do it, as Teruah wants vengeance on the man who killed her (see area **F9** for more information). If she's either killed or driven off, the clawed fiends won't be encountered again (**treat all rolls of '6' as 'No Encounter' on the above table**). Her underwater lair holds all of her treasure: 440 GP, 4620 SP, 19,800 CP, 2000 GP worth of goods and provisions, a *ring of spell storing* (magic-user), and a *cloak of protection +1*.



Clearing the River

While the threats on the river haven't directly affected Graven as much as the threats in the forest, the river's still a dangerous place, feared by the locals. Characters who are careful and persistent, can clear all the threats from the area. If they defeat or drive off all the Chaotic creatures from the river, give each character a 100 XP bonus.

Fishing and leisure along the river becomes more viable, and the militia becomes generally well-disposed toward the characters.

Location C: The Village Commons



This is the main area of the village, and a central gathering point for the locals. Travelers arriving from the north enter the Commons only a few minutes after crossing the Mill Bridge. The circular area is entered through an 'archway' of standing stones, is dominated by a central well and statue, and is surrounded by six large buildings.

At night, things are relatively quiet here, but during the day there's always activity—clanging, clinking, chattering and shouting as the villagers go about their business. Market Day, which is always on the first day of the week, is even busier... although things have become more subdued with the lack of travelers these days. But the locals always hope for things to turn around.

There are two notable landmarks in the commons other than the main buildings:

The Standing Stones: This trilithe of glyph-covered stones is used by the locals as sort of a gateway into Graven—the twin thirty-foot-tall stones, capped with a third stone of similar size, are noticeable from quite a distance.

No one knows for certain just how old the Standing Stones are, other than they predate the hamlet. Some ascribe them to dwarves (although **Oleg Ironsinger (C3)** insists the

glyphs aren't Dwarven); others to Queen Marwen during her sorcerous reign over a thousand years ago. Some even claim they date back farther than that, and whisper of the cursed Atlanteans.

Whatever the truth of their origins and purpose, these days the stones simply provide shade on sunny days, and a sense of grandeur for visitors to the village.

The Well and Statue of Sir Gray: Although the foundations of Graven date back much farther, all the locals consider the official founder to be Sir Gray of Eldercarn—in fact the name "Graven" is just a shortening of the original name of "Gray's Haven".

Sir Gray was the current Baron's great-great-grandfather, and remained loyal to Duke Finwyk (an ardent Royalist) during Duke Kobridor's 'Bloodstone Rebellion' against the king of the former kingdom of Espring. Gray established an outpost in the area, and after the attempted coup and subsequent Telrini invasion, Lord Finwyk—who ended up a king in his own right—granted Gray all the lands he'd defended, along with the title of Baron.

The statue was built abutting the village's water well after Gray's death as both a commemoration and a testament to his role as protector and provider. Today, the Statue of Sir Gray serves as a centerpiece for Market Days and festivals, and a gathering point for the locals to draw fresh water and exchange gossip.

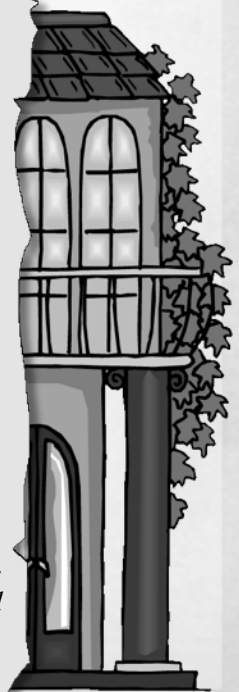
During the day, there are 1d4 locals at the well, gathering water and gossiping (the 'Notable Patron' table on page 11 can be used to randomly determine who they are).



There are six major buildings on the commons:

- 1. The Three Stones Inn & Tavern*
- 2. The Chapel of Shendor*
- 3. Ironsinger Smithy*
- 4. Candler's General Goods and Merchandise*
- 5. Klara's Apothecary & Bakery*
- 6. The Watch House and Village Gaol*

Specific locations can be chosen randomly if necessary by rolling 1d6 and taking the result.



C1: Three Stones Inn & Tavern

The Three Stones is a three-story stone and stucco building that serves as a popular roadhouse for travelers... when there are travelers. The inn used to be much more prosperous, but has fallen on harder times since merchants have all but stopped coming through Graven. Fortunately, the locals still like to gather in the common room to eat, drink, and exchange stories.

Dagmar Bracer runs the place with the help of his wife (**Livia**), son (**Daron**), three daughters (**Lucia**, **Dorea**, and **Zoe**), and a few other villagers when things get busy... which doesn't happen these days. He does his best to keep prices down (it helps that he brews his own ale), but the recent lack of traffic has driven his costs up a bit.

The common room is usually pretty empty during the day, but starts filling up in the afternoon. When travelers are coming through, the place can get quite packed in the evenings.

When Dagmar bought the building, it was because there was an apparatus in the cellar that allows water to be sluiced through a grate in the wall into a large tub that could be covered and heated. Originally, this allowed him to start brewing his ale, but he later realized he could also use the tub for hot baths. The tub can comfortably sit up to eight people, and Dagmar's baths are almost more popular with the locals than his ale.



Board	Cost*	
Leftovers	2 SP	1 SP
<i>From whatever was on the menu yesterday¹</i>		
Local Grain and Produce	7 SP	5 SP
<i>Mostly barley bread and boiled tubers</i>		
Fresh Fruit and Meat	3 GP	1 GP
<i>Usually apples, pork and chicken²</i>		

¹ 1 in 6 chance of being spoiled (save or 1d6 damage).

² Adding fruit and meat to the diet allows a character to add Constitution bonus to daily healing.

Drink	Cost*	
Three Stone Ale	3 CP	2 CP
<i>Dagmar's personal brew</i>		
Beman's Mead	1 SP	5 CP
<i>Honey mead from the local beekeeper¹</i>		
Lizzie's Sting	1 GP	1 SP
<i>Local potato mash whiskey²</i>		

¹ Beman's is an acquired taste, but adds local credibility if one drinks it.

² 2 in 6 chance to cure disease; allows automatic save vs. spoiled food.

Rooms	Cost*	
Common Room	1 SP	1 CP
<i>On the floor or where ever you can find space</i>		
Private Room, Shared	5 SP	1 SP
<i>Price is for the room, which has two single beds</i>		
Private Room, Deluxe	3 GP	1 GP
<i>Room has one double bed and includes all amenities¹</i>		

¹ Resting (with no activity) in this much comfort allows a character to heal one extra hit point per day.

Extras	Cost*	
Bath	1 GP	1 SP
<i>Hot baths are in the cellar (see main text)</i>		
Laundry & Mending	2 SP	1 SP
<i>Required for bath effects and adds longevity to clothes</i>		
Werne Tobacco	1 GP	1 SP
<i>The best, but often not in stock with the road closed</i>		

*The second column is the cost if the road is open and travelers are arriving regularly.

Dagmar Bracer: HD 3 (hp 17); AC 9[10]; Atk 1 weapon (1d8); Move 12; Save 12; AL L; CL/XP 3/60; Special: Dagmar still keeps his sword, "Just in case," and has 120 GP in a strongbox.

Dagmar used to be a man-at-arms in the service of the Baron's father. However, after riding out on a particularly vicious campaign against the King of Kobliodor and a subsequent Hobgoblin invasion, Dagmar decided he didn't much care for the life of a warrior. He decided to take a stab at running an inn, and bought the Three Stones from her former owner. After finding the brewery in the cellar, he also learned he had a knack for making ale. Dagmar has never regretted his decision to give up the sword.

Dagmar's in his early fifties, average height and slightly portly in build. His hair's already gone gray, and is thinning on top, but his blue eyes remain sharp, and his hands remain strong. Dagmar usually tends bar in the common room.

Livia Bracer: HD 2 (hp 11); AC 9[10]; Atk 1 weapon (1d6); Move 12; Save 14; AL L; CL/XP 2/30; Special: Livia's 'weapon' is usually an iron skillet, and she has 60 GP stashed 'for emergencies'.

Livia is the daughter of a prosperous merchant from Dyn-crag who made regular stops in Graven up until a couple years ago. Although considerably younger than Dagmar, Livia saw his good heart and hard-working nature, and persuaded her father to agree to a marriage. She's tried getting her father to bring caravans back into Graven, but he's already lost too much to bandits and other dangers.

Livia's now in her mid-thirties, but still a good-looking woman—just curvy enough to not show the bit of extra weight she's put on through the years. Her auburn hair shows a few strands of gray, but is still long and thick. She sometimes works in the kitchen, but is always the one who tends the books and manages the finances.

Daron Bracer (Ftr1): HD 1 (hp 8); AC 9[10]; Atk 1 weapon (1d4); Move 12; Save 14; AL L; CL/XP 1/15; Special: **Can be hired as a Special Hireling.** Daron keeps a cudgel handy, but has been eyeing a longsword at Oleg's smithy for a while; he's got 30 GP he's saved up and is debating how his father would feel about the purchase.

Daron understands his father's desire to settle down, but still hasn't gotten past his own itch to go out and find adventure and excitement. However, Daron also understands his family needs to have him around to help, so he currently contents himself to daydreaming and listening to the tales of adventurers. It's been bothering him that travel-

ers have become sparse because of conditions along the road, and part of him dreams of going out and 'doing something about it'.

Daron inherited his mother's looks and his father's temperament. Having just reached twenty, he's taller and more slender than his father, with thick auburn hair and green eyes. He doesn't realize it, but a number of local women find him quite handsome. Daron oversees the inn when needed, tends bar when his father isn't, or just helps around the tavern.

Lucia Bracer: HD 1 (hp 4); AC 9[10]; Atk 1 weapon (1d4); Move 12; Save 18; AL N; CL/XP B/10; Special: Lucia usually has a knife or rolling pin handy, as well as a locket worth 20 GP.

Lucia is happy with life in Graven—except she'd like to find a husband, settle down, and start her own family. When handsome or wealthy men show up at the tavern, she has a tendency to unhitch a couple extra stays on her bodice to show off her... 'assets', and flirt heavily. This usually leads to a chastising by Dagmar, after which she behaves herself until she thinks she can get away with it again.

Lucia's in her late teens, and favors her father in her looks: a pleasant face, brown hair, blue eyes, and a slightly plump build. She often serves in the tavern, but Dagmar has started having her help out more in the kitchen (claiming that learning to cook will help her catch a good husband).

Dorea Bracer (Mag1): HD 1 (hp 4); AC 9[10]; Atk 1 weapon (1d4); Move 12; Save 15; AL N; CL/XP 1/15; Special: **Can be hired as a Special Hireling.** Spells: Dorea's spell book has *detect magic*, *light*, *read magic*, and *sleep* (usually memorized). She has a locket worth 20 GP, and another 10 GP tucked away 'just in case'.

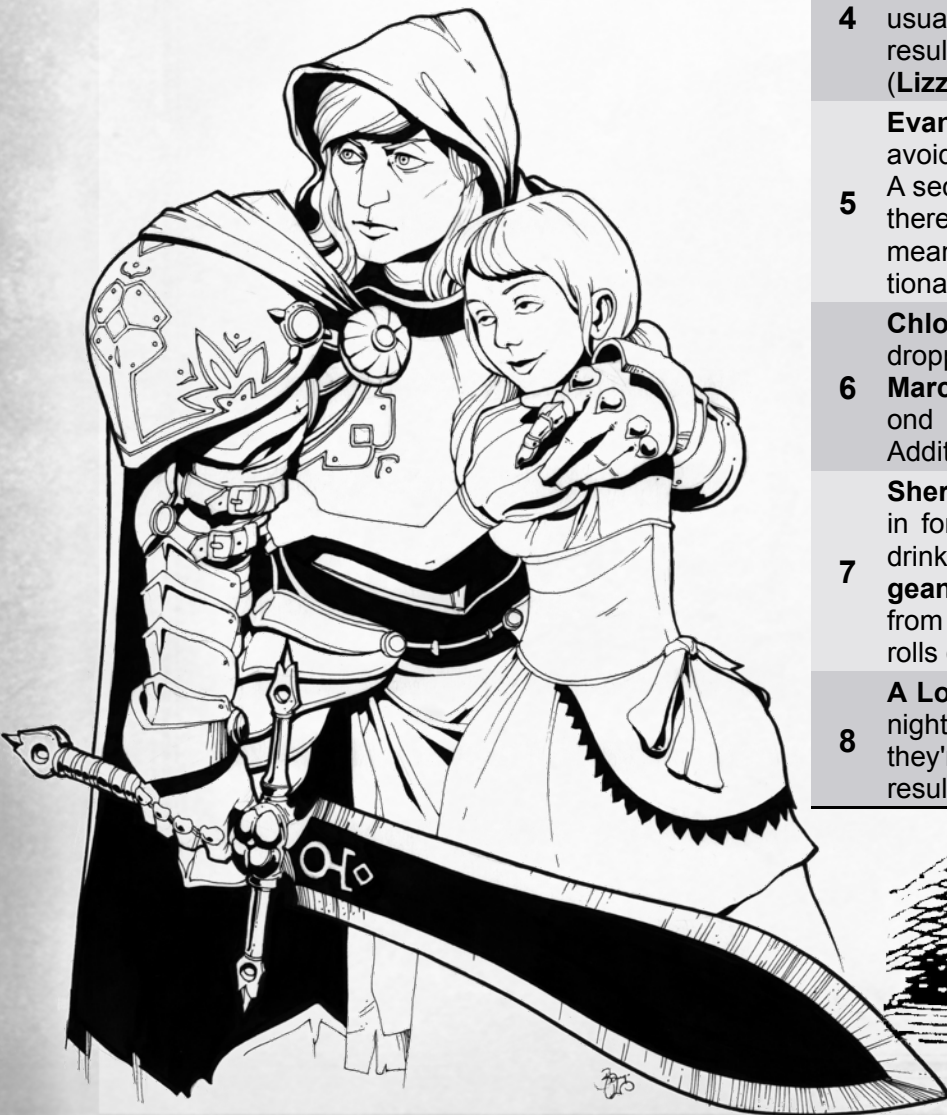
Dorea is the quiet one of the family, and would just as soon sit and read as anything else. Her father has noted her talent for magic, and would like to see her properly trained, but for the time being the best he can do is let her sate her curiosity at **Klara's Apothecary (C5)**. For her part, Dorea is perfectly aware of the problems the town is having, but doesn't view them as something she should be running out and fixing.

Dorea's leaving her mid teens, and views herself as somewhat plain—though she's better looking than she gives herself credit for. She's a little taller than average, and slender, with long brown hair and gray eyes. Dorea helps serve in the tavern, but prefers it when she can just clean in the inn.

Zoe Bracer (Thf1): HD 1 (hp 4); AC 8[11]; Atk 1 weapon (1d4); Move 12; Save 15; AL N; CL/XP B/10; Special: **Can be hired as a Special Hireling.** Zoe typically has a knife or club, and some make-shift tools, as well as a locket worth 20 GP.

Zoe is the youngest of the Bracer family, and of the family, she's probably the least concerned with the family Business. In fact, most days, she's running around the village exploring every nook and cranny. Her biggest 'rival' is Lizzie, the pseudo-dragon (see area B), whom Zoe is determined to catch. It's not uncommon to see Zoe climbing around the mill trying to get close enough to bag the beast... although the one time she got close, the Lizzie stung her and put her to sleep.

Zoe's in her early-to-mid teens, and every bit a tomboy. She's slim, with short, dark brown hair and blue eyes. Zoe is supposed to help serve in the tavern, but has been known to run off at random because she got sidetracked.



During the day, there's a 2 in 6 chance of a random notable patron being in the tavern. At night and on Market Days there are always 1d4 notable patrons present.

Roll	Notable Patron
1	Taniya Greenwalker (from area A): During the day she's come to gather supplies and paused for a drink; At night she's come to gather information and plans to stay the night. Additional rolls of '1' result in a random traveler (as described in area B).
2	Bracer Family Member (roll 1d6 for which one) day or night: they're taking a quick break and willing to chat. Additional rolls of '2' result in more family members.
3	Mother Miryam (C2): During the day she's taking a break and getting off of her feet; At night she's just relaxing. A second roll of '3' means Brother Glyn is also present; additional rolls of '3' are treated as '8' instead.
4	Oleg Ironsinger (C3): During the day he's taking a break to cool off; At night he's relaxing (which usually means drinking hard). Additional rolls of '4' result in a 'special patron'—Referee's choice (Lizzie from area B, for example).
5	Evan Candler (C4): During the day he's usually avoiding work; At night he's usually just drinking. A second roll of '5' means Eamon Candler is also there, trying hard to bond with his brother; A third means Reina is eating with her father. Treat additional rolls of '5' as '8' instead.
6	Chloe Marchand (C5) during the day: She's dropping off baked goods from her mother. Klara Marchand (C5) at night: She's socializing. A second roll of '6' results in Chloe being with her. Additional rolls of '6' are treated as '8' instead.
7	Sheriff Vyner (C6) day or night: He's just stopped in for a bit to "check up on things" and grab a drink. At night, a second roll of '7' means Sergeant Nik is also here, probably watching quietly from the shadows. Either way, treat additional rolls of '7' as '8' instead.
8	A Local Farmer or Herder (from area D) day or night: Roll 1d6 for which family they're from; they're simply trying to relax. Additional rolls of '8' result in more farmers or herders.



C2: The Chapel of Shendor

Although this stone building appears to be two stories tall (plus a single bell tower), the interior is really only a single story. Ivy clings to the back half of the structure and climbs the lower part of the tower. Above the arched doorway is the symbol of a dove flying above a unicorn.

The High Priestess (and unofficial town elder) is **Mother Miryam**, who tends the church with **Brother Glyn**.



Shendor

Goddess of Peace and Fertility

Shendor is an old and popular goddess worshiped throughout the continent of Eurosa (she even had shrines in the Telrini Empire, in spite of not being part of the Telrini pantheon). Unlike most other popular deities, Shendor has no central hierarchy—a priest can simply wander to a location, construct a church and minister to worshippers.

Followers of Shendor are expected to participate in the monthly rite of planting a food-producing plant, and are prohibited from using weapons that draw blood, such as swords, axes or arrows (priests of Shendor may not kill a sentient being). Additionally, followers are expected to donate 80% of their income to a church, avoid violence, and assist anyone in need of medical aid.

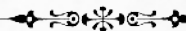
On the up side, Shendor blesses those who follow her tenets with immunity to normal diseases and a +2 to saves against poisons and magical diseases. Followers of 5th level and higher also heal 1 extra hit point when they rest, and Clerics of 5th level or higher may pray for a familiar (usually a dove) or a holy mount (similar to a Paladin's). A priest of Shendor will cast cure light wounds upon anyone who needs it, only charging what the supplicant can afford (a farmer may be asked to donate a chicken, while a wealthy merchant may be asked for a sack of gold).

Shendor's symbols are the dove and the unicorn; visitors can also acquire Holy Water for the usual price.

Mother Miryam (Clr4): HD 4 (hp 14); AC 9[10]; Atk 1 weapon (1d4); Move 12; Save 12; AL N; CL/XP 4/120; Special: Spells. Miryam usually has the following spells prepared: *cure light wounds* (x3), *Bless*. She has a walking stick she can use as a cudgel in a pinch, and 240 GP in the poor box.

Miryam came to Graven almost thirty years ago, and began assisting the former Head Priest of Shendor (Father Parr). When the old priest died ten years ago, Miryam was accepted by the villagers as the new Head Priestess. Miryam was present when **Baron Sekler's** son, **Xaver**, was born, and has no idea why neither the Baron nor his son have bothered visiting the village recently. She's also read Father Parr's journal, and knows the Barony has had some dark moment's—particularly under Gray's son, Dyer—although she doesn't know any specifics. She doesn't like **Sheriff Vyner**, though she couldn't say why other than she finds him too 'evasive'.

Miryam is a short, plump woman in her fifties, with gray eyes, grayer hair, and a pleasant face and demeanor. She wears the white robes and green trim of Shendor's head clergy, and is usually behind the church, tending the garden.



Brother Glyn (Clr1): HD 1 (hp 6); AC 6[13]; Atk 1 weapon (1d4); Move 12; Save 15; AL N; CL/XP A/15; Special: **Can be hired as a Special Hireling**. Glyn usually keeps a club handy (just in case), and has a small ruby worth 30 GP.

Glyn is also someone who came to Graven and settled down. He wandered into the hamlet a little over five years ago and decided to stay after taking up the tenets of Shendor. There are those who suspect Glyn has a dark past, but most locals accept he's put it behind him. As a matter of fact, Glyn used to be an assassin in Cardon, to the east, but 'retired' after an ugly incident involving a merchant's daughter. He's been happy in Graven with his new life, except for the recent arrival of **Sergeant Nik**—Nik gives Glyn a 'bad vibe', like other assassin's did. Glyn has even considered leaving except he likes the people here too much (and he's got something of a crush on **Lucia Bracer (C1)**... So, for now, he just does his best to stay out of Nik's way.

Glyn is an average-looking man in his mid-twenties—skinny, brown-eyed, with an unruly crop of dark hair. He's easy-going, likable, and helpful, so most villagers think well of him. He wears the yellow robes and black trim of Shendor's junior clergy (covering leather armor), and typically takes care of maintaining the church itself.



C3: Ironsinger Smithy

This is another large building with a stone foundation and ground floor, and a wood and stucco second floor. A pair of large wooden doors allow entry, and a sign bearing a hammer and anvil hangs out above the large doors. The steady clang of **Oleg Ironsinger's** hammer can usually be heard from inside—although he hasn't seemed to be as busy as he was a few years ago, and the smoke from Oleg's forge isn't seen as often these days.

However, Oleg is the hamlet's only smith, and any odd jobs that require metalworking are usually sent to him. Oleg can provide any standard metal goods from the price list, given the time and money (he may have an extra weapon or two laying around, at the Referee's discretion), as well as most general metal goods (like hammers, scones, hinges or the like) at a cost of between 5 SP and 5 GP, depending on the size and complexity. It takes a number of days equal to the cost in gold for Oleg to craft an item.

Oleg can shoe horses and mules for 1 GP (though he doesn't like to), and he'll also buy metal scrap, paying out 20% of an item's normal cost. Note that he considers used weapons and armor to be 'scrap', and he won't buy anything that's wood or leather.

All things considered, the characters may decide at some point they want silver weapons. Oleg can craft those as well, but he needs silver to do so.

Coins will work, but he requires enough for the equivalent weight of the weapon, plus the cost of the weapon itself. So a silver dagger would cost 4 GP (2 of which must be paid in silver), while a silver long sword would cost 25 GP (10 of which must be paid in silver). The time required is still equal to the total cost in days, since Oleg must mix the silver with iron and temper it to a usable hardness.



Oleg Ironsinger, Dwarf: HD 1 (hp 6); AC 7[12]; Atk 1 weapon (1d4+3); Move 9; Save 17; AL L; CL/XP 1/15; Special: Detect attributes of stonework. Oleg always has his hammer (a *duril* war hammer), and keeps 30 GP in a strongbox.

While still young by dwarven reckoning, Oleg has been in Graven since the village's founding. Oleg came down from Khazem Kel when he heard that miners in the south of Finwyk had stumbled across an unusual orange ore while digging for iron. Oleg recognized the description as *duril*—an ore similar to copper, but which the dwarves had learned to smelt into a metal both stronger and lighter than steel—and came to Graven to make his fortune. While he theoretically knows a lot of the hamlet's history, it takes a lot of drink and persuasion to get Oleg talking about it. It takes even more to get him to talk about his past. Some villagers speculate the dwarf had some sort of falling out with his kin, though there's no real proof of that, save his stubborn refusal to return to Khazem Kel.

Like most of his kind, Oleg is short, stocky, strong and sturdy. His hair is the color of gold and his eyes the color of slate. He's also gruff and taciturn, although the villagers know him to have a good heart—if a bit of a mercenary streak.



Oleg's Problem

Oleg really only wants to accomplish one thing in Graven, and that's to forge *duril* weapons and armor. Unfortunately, recent events have led to no one working the mines, and the dwarf can't get any fresh supplies of the ore. He'd be willing to pay for it, though... He'll make an offer to any character who seems competent, or expresses an interest in exploring the mine. Oleg is willing to pay 10 GP per pound of *duril* ore, or offer payment in the form of a weapon forged from the metal (provided he receives at least twice as much as he needs to craft the weapon).

A *duril* weapon counts as a magic weapon that gives no bonus to attack rolls, but adds +2 to damage. It can't be broken by normal means—though it can be destroyed by things like dragon fire. Armor crafted from *duril* counts as magic for determining weight, and adds +1 to Armor Class. Like *duril* weapons, *duril* armor is impervious to normal means of destruction, although again, things like dragon fire can destroy it.

C4: Candler's General Goods

This building is a three-story structure, much like the Three Stones Inn, made of stone, timber, and stucco. The ground floor is the general store, although the inventory is more sparse than in days past, when goods could easily be picked up from passing caravans.

Eamon Candler runs the store along with his younger brother, **Evan**. Eamon's daughter, **Reina**, is also getting to an age where she can effectively help out, but Eamon doesn't like to put her to work unless he's with her.

Candler's can currently provide any General Equipment (from the main *Swords & Wizardry* book) that costs 5 GP or less, although Eamon charges 20% more than the listed cost in order to cover his expenses. The store also has clothing made from local goat wool—a wool cloak costs 3 GP (after markup), as does a full set of wool garments. If local trade picks up again, the stock will increase and Eamon can lower the prices.



Eamon Candler: HD 1 (hp 4); AC 9[10]; Atk 1 weapon (1d6); Move 12; Save 18; AL N; CL/XP B/10; Special: None. Eamon bought a heavy mace after Oriana died, and has 20 GP on hand.

Eamon is a Graven native, but there are times he wonders if he should bother staying. Thirteen years ago, he bought the store and married his childhood sweetheart, **Oriana Felders** (see area **D**). Sadly, soon after Oriana gave birth to Reina, hobgoblins appeared in the hills and attacked the hamlet. They were driven off, but not before Oriana was killed. Eamon devotes himself to his remaining family and his work, but he's become bitter, and overprotective of Reina—he rarely lets her out of his sight when others are around, and it's unlikely he'll view anyone as being worthy of his daughter.

Eamon's in his mid-thirties, but appears to be almost ten years older. His hair is thinning and graying prematurely, and he wears a perpetual frown.



Evan Candler: HD 2 (hp 7); AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; AL C; CL/XP 2/30; Special: None. Evan still has his long sword, and a small ruby worth 60 GP.

Evan's is the story of the Prodigal Son gone bad... and an epilogue that could end up being worse. Evan left Graven while still a teenager, looking for adventure and fortune, and leaving Eamon to care for their farm and ailing parents. Unfortunately, Evan only managed to run afoul of the law in Kobliodor, Zaccar, and Ascalon. After the last one, about a year ago, he returned home to lay low. Eamon welcomed his long lost brother with open arms, and made him a partner in the store. Eamon's trust and faith in family

is sadly misplaced—Evan's still looking for the 'Big Score', and has his eye on Reina. He still knows a slaver in Hesperia he's sure would pay a lot of gold for a girl like her. He just needs a plan...

Evan's in his late-twenties, and would be considered handsome if he didn't sneer and leer so much. He's dark-haired and gray-eyed, and always looking for ways to keep from working.



Reina Candler: HD 1 (hp 5); AC 9[10]; Atk 1 weapon (1d3); Move 12; Save 18; AL L; CL/XP B/10; Special: None. Reina has a silver bracelet worth 20 GP.

Reina's stuck between a rock and a hard place: she loves her father, but feels trapped by him. He's always been protective of her, but since catching **Hamlin Barker** (see area **D**) trying to steal a kiss from Reina, he's never left her unattended. To make matters worse, if Eamon can't watch over Reina himself, he leaves her with her uncle Evan. Her father may like him—and she tries to put a good face on it for his sake—but Reina's uncle makes her uncomfortable. He takes his job too seriously, and never lets her out of his sight. Ever. Evan 'feels' ugly to her, and she doesn't like the way he looks at her, though she couldn't say why.

Reina is in her early teens, just starting to blossom into womanhood. She's somewhat short and petite, but her hair is almost as long as she is tall—she inherited her mother's golden tresses and sky-blue eyes. She dresses plainly and simply, only adorning her outfits with an apron when she cleans.

Evan isn't a good guy, period. He's not above 'having his way' with Reina before handing her over to his contact in Hesperia, but you may not want to play that up depending on your group's comfort level with such dark themes. But whether you play it up or down, it remains the same: Evan isn't a good guy.

If Evan's arrested, Sheriff Vyner moves him to Graven Keep (area **F**), where he's recruited into Lucan's gang. If Vyner or Nik learn of Evan's nature before he gets in trouble, he's recruited more subtly so he can keep an eye on things in the hamlet—particularly any characters who are becoming a threat to Lucan. If Eamon learns of Evan's plans (assuming he could be convinced of their truth), it's likely Eamon snaps and kills his brother... then kills himself in grief and shame.

Ideally, Evan is thwarted before carrying out such a heinous crime, but if not, he takes advantage of the first good distraction to grab Reina and run to Hesperia. Preventing this should be worth a bonus 200 XP.

C5: Klara's Apothecary & Bakery

This sturdy two-story stone building was formerly used by a paper-maker and includes a stubby tower jutting up over the back side of the structure. When Klara arrived in town, the building was empty and in disuse. She bought it and opened up an apothecary, selling various potions, herbal remedies, and baked goods—which she also sells through the Three Stones (C3).

Klara Marchand is the proprietress, though it may become apparent to anyone paying attention that, while Klara brews and bakes, it's really her daughter, **Chloe**, who makes sure the whole shop doesn't collapse into chaos. Fortunately, Klara's potions work as advertised... as long as you don't mind drinking something pink.



Klara Marchand: HD 2 (hp 11); AC 9[10]; Atk 1 weapon (1d4) Move 12; Save 15; AL L; CL/XP 3/90; Special: **Can be hired as an Alchemist.** Klara carries a knife, and wears jewelry worth 180 GP.

Klara arrived with one of the last merchant caravans to make the trip to Graven and arrive intact (about two years ago). When Klara saw the old paper-maker's building, she squealed, promptly bought the place, and set up shop. A number of locals have expressed an interest in the buxom alchemist, but she claims to be married, and brushes off most would be suitors. When asked about her husband, Klara shrugs and says, "Oh, he's probably in some old tower somewhere, plotting to take over the world."

Klara is a pretty blonde in her late-twenties, possessed of an ample bosom, high intellect, tremendous wealth, and an inordinate fondness for the color pink. She dresses in fancy pink silk and lace, and claims her fortune came from her husband's adventures, although she refuses to say any more on the subject. Klara is just scatterbrained enough that no one can tell how serious she's really being.



Chloe Marchand (Mag1): HD 1 (hp 4); AC 9[10]; Atk 1 weapon (1d6) Move 12; Save 14; AL N; CL/XP 2/30; Special: **Can be hired as a Special Hireling** (but she won't join a party unless her mother has also been hired on). Spells (usually *shield* and *sleep*). Chloe has a staff, and her spellbook (with all the 1st Level spells in it).

Chloe is disturbing to a few of the villagers. She's quiet—only speaking when necessary—and possessed of an uncanny intellect. She's very observant and far more insightful than her age suggests. Chloe doesn't trust people easily, and wouldn't talk to strangers at all except someone needs to handle the business when her mother gets distracted. The only person in town she seems to get along with is **Dorea Bracer** (C3). Chloe admits her father is a wizard,

but when asked if that's why she studies magic, she says, "Not exactly." If anyone can pry out the answer why, it's, "In case my father returns."

Chloe is still a pre-teen, so she's slender and not yet very tall. Her long, straight hair is raven black, and her eyes are a startling blue (the eyes are obviously from her mother; the hair obviously isn't). In contrast to her mother, Chloe dresses plainly and simply (because it's more practical).



Potions	Cost (per does)
Klara's Curative Potion	50 GP
<i>Heals 1d8+1 hp</i>	
Nighty-Night Potion	150 GP
<i>Sleep (as the spell) for one hour</i>	
Purely Pink Potion	100 GP
<i>Purify food and drink (as the spell)</i>	
Doctor Doolittle Potion	200 GP
<i>Speak with animals (as the spell)</i>	
Liquid Ladder Potion	300 GP
<i>Levitate (as the spell) for five minutes</i>	
Hunka-Hunka Potion	300 GP
<i>+1d4 Strength (+1d6 for Fighters) for eight hours</i>	
Love Potion #9 ¹	750 GP
<i>Charm person (as the spell)</i>	
Klara-voyance Potion ¹	1,500 GP
<i>ESP (as the spell)</i>	
Peek-a-Boo Potion ¹	1,500 GP
<i>Invisibility (as the spell)</i>	

¹Because these potions can easily be abused, Klara is cautious about whom she sells them to.

Teas	Cost (per cup)
Teddy Bear Tea	10 GP
<i>Recover +1 hp after sleeping (at least eight hours)</i>	
Nightingale Tea	20 GP
<i>Re-roll vs. disease after sleeping (at least eight hours)</i>	
Unicorn Tea	25 GP
<i>Re-roll vs. poison after sleeping (at least eight hours)</i>	
Lady Pink Tea	1 GP
<i>Klara just likes the way it tastes</i>	
Treats	Cost
Snickerdoodle	1 SP
<i>Klara's favorite cookie; one dozen costs 1 GP</i>	
Pink Berry Muffin	1 SP
<i>One dozen costs 1 GP</i>	
Pink Jelly Beans	1 GP
<i>Price is for 1 pound; a small handful costs 1 or 2 CP</i>	
Pinky Pie	1 GP
<i>Made with pink berries; a single slice costs 1 SP</i>	



Klara can get most of the supplies she uses for baking and alchemy from the local farmers, but one thing has become a must for Klara, and it's not easy for her to acquire right now: pink berries. Known as **banderberries** to the locals, the pink berries grow wild in the woods and forests north of the river. Most people view them as a unique treat, but Klara views them as a gift from the gods and uses them as an ingredient in most of her concoctions. But they only grow in the woods, and the woods aren't too safe these days.

As a result, Klara offers enterprising characters 100 GP credit in her store (or half that in coin paid out) for every pound of banderberries they bring in. To make things easy, assume any encounter in area A resulting in 'No Encounter' because the threat's been removed can be a banderberry bush. If the characters spend a day foraging, they can gather 1d4 pounds (the bush will be picked clean at that point). This can only happen once in a season for each numbered encounter, day or night.

Note that banderberries only grow in the spring and summer, and can only be encountered at that time.



C6: The Watch House & Village Gaol

This building is almost a twin to the Apothecary (C5), being a two-story stone structure abutted by a squat tower. This one, however, serves as a meeting place for the village militia as well as a place to hold the occasional prisoner awaiting sentencing. For the last three years, **Sheriff Vyner** and his 'deputy', **Sergeant Nik**, have used the place as both headquarters and home.

Vyner arrived in Graven three years ago with a writ—signed by **Baron Sekler** (see area F for details on the baron) and sealed with the Baronial Seal—declaring Vyner to be the Baron's reeve in Graven. The writ gave him the authority to collect taxes and act as the Baron's representative in all matters concerning the village. Nik was in Vyner's company, and the new Sheriff declared him to be his sergeant and right-hand man.

While most of the villagers don't exactly like Vyner (no one knows where he came from, and most are sure he's corrupt), no one really hates him, either (he's stayed out of their personal affairs, and generally run things with an even hand). Nik, on the other hand... People just don't know what to make of Nik. He's almost always skulking around and watching people. No one's quite sure exactly what his job is.



Sheriff Vyner (Ftr4): HD 4 (hp 16); AC 4[15]; Atk 1 weapon (1d8+1); Move 12; Save 11; AL C; CL/XP 4/120; Special: None. Vyner wears chain armor and carries a long sword and shield; he has 360 GP in a strong box.

In spite of what some characters might think, Sheriff Vyner's documents are legitimate... however, the Baron did sign and seal them under duress (see area F for more information). Vyner is one of **Lucan Hazard's** lieutenants, acting as his eyes, ears and voice in the village. Generally, as long as a portion of profits comes back to Lucan, he doesn't care what Vyner does, so Vyner simply keeps tabs on things. If anyone becomes too problematical, or seems like they'd be of interest to Lucan, Vyner arranges to have them moved up to the Keep to have Lucan deal with them. Otherwise, he simply sends a militiaman up to the Keep periodically to deliver money or messages.

Vyner is a large, strong man in his mid-thirties, with shaggy brown hair that hangs in his eyes. He usually needs a shave, and has a wicked scar running down his left cheek. When he smiles or laughs, his dark eyes don't show any mirth. Anyone keeping an eye on Vyner may notice he sometimes leers at Sergeant Nik in an odd sort of way.



Sometimes characters get in trouble and thrown into prison.

The gaol itself has two stone cells with iron bars. Most players like to think their characters could just pick the lock or batter down the doors, but if it were that easy, we wouldn't have jails today. Still... If they've got a good plan for a jailbreak, let them try. Just remember to play the jailers smart: the reason someone is always on guard is to smack picks out of the hands of would be lock pickers, and if prisoners seem dangerous or suspicious, the jailers use polearms (or even bows) to deal with threats.

Bending iron bars or battering them down isn't any easier, either. In a pinch, you can let a character use the Carry Modifier for his Strength as a raw percentage chance, but remember the guards (and village militia) won't respond kindly to that sort of perceived threat.

Sergeant Nik (Asn4): HD 4 (hp 15); AC 6[13]; Atk 1 weapon (1d6); Move 12; Save 12; AL N; CL/XP 4/120; Special: Climb Walls 86%; Delicate Tasks and Traps 20%; Hear Sounds 3 in 6; Hide in Shadows 15%; Move Silently 25%; Open Locks 15%; Use Poisons; Disguise; Backstab (+4 hit, x2 damage); Nik wears leather and uses a short sword; he has 60 GP and a bracelet worth 120 GP.

Sergeant Nik is even more of a mystery to the villagers than Sheriff Vyner. He always wears his hood up over his head, and never says anything within hearing of anyone other than Vyner. Some have even speculated that Nik is mute, but others swear they've seen him obviously talking to the Sheriff. Most people view Nik as Vyner's eyes and ears, however, and avoid saying or doing anything they wouldn't want the reeve to know about.

No one knows for sure what Nik looks like, other than he's got a slim build and medium height. He seems to keep himself clean-shaven, and most are pretty sure he's got dark hair and pale eyes—maybe gray or light blue. He's always in leather armor and a hooded cloak.

Location D: Pastures and Farmlands



The flat land between the Duro River and the UMBER HILLS are largely given over to grazing goats (to the west) or farming (to the east). The western pastures are more hilly than the fields to the east, and eventually lead up to the bluff where Graven Keep (F) sits.

Of the families living in the area, a few are worth noting:

[1] **Barker:** The Barker family has a homestead near the river where they herd goats. Ever since **Eamon Candler** (C4) threatened their teenage son, **Hamlin**, there's been something of a feud between the Barkers and the Clanders. **Penniman**, the Barker family patriarch, now refuses to sell goods to "that churlish upstart", which has really only hurt his own family since there aren't many other people they can sell to at the moment. Penniman's wife, **Frida**, has urged him to calm down, but it's unlikely the father's ire will slake until Hamlin is no longer afraid of Eamon.

[2] **Beane:** **Roscoe** and **Iris Beane** are a bitter old couple living on the outskirts of Gravenshire. Their tiny farm has fallen to weeds as the pair has grown older and more crotchety. They'd pinned all their hopes on their only child, a girl named **Chrysanthemum**, who they betrothed to **Watt Tilyer** (see below). But she ran off a dozen years ago, during the fighting, and never bothered coming back. They'll happily tell their woes to anyone who'll listen.

[3] **Beman:** The Beman farm isn't large, but it's well-known locally since **Coel Beman** makes a popular mead out of the honey he gets from his beehives. Beman also grows apples, but his cider isn't as popular as his mead (though he'll sell it to interested parties for 1 GP per small keg). Coel's wife, **Hedda**, and his son, **Cathan**, help tend the farm. The family also has a daughter, **Coral**, who married **Tristan Felders** and now lives at the Felders farm (see below).

[4] **Felders:** The Felders family is well-known and well-liked in Graven. **Lyndon Felders** leads his family with an even hand, and his wife, **Nessa**, is known for her serenity

and wisdom. Though saddened by the tragic death of their daughter, **Oriana** (see area C4), the wedding of their son, **Tristan**, and **Coral Beman** (see above) has been beneficial and fruitful. Tristan and Coral have a son, **Lucas**, and a daughter, **Lyris**, both nearly of marriageable age.

[5] **Godard:** The Godard family lives near the hills, where they raise and herd goats. **Emery Godard** does his best to care for his family, but he's worried about what's going on around Graven. Emery is suspicious something odd is going on at the keep (he lives close enough to see what he feels are some odd comings and goings of late), and his oldest son, **Doak**, disappeared one evening two weeks ago while he was out tending the goats. Emery's also seen a strange light glimmering from the hill where the mines were. Lately, he keeps his wife, **Myrna**, and his daughter, **Lina**, close to home, and frets when his younger son, **Tell**, is tending the herd by himself. Tell, for his part, knows about the opening beneath Graven Keep (area G room A), but keeps his mouth shut since he's pretty sure he's not supposed to have seen it.

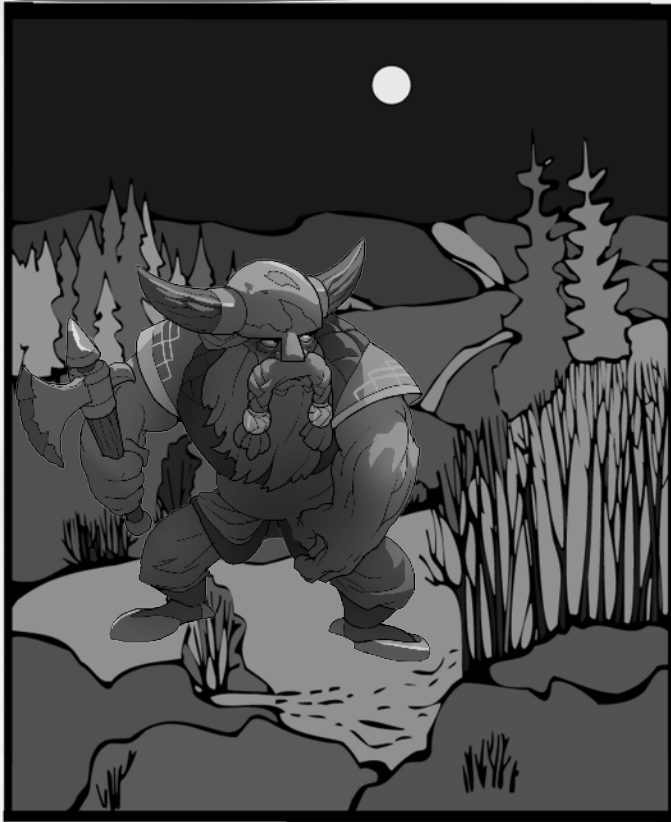
[6] **Tilyer:** The Tilyer family has the largest farmstead in Gravenshire. Although **Wily** and **Myra Tilyer** remain the family heads, the couple is aging, and most affairs are handled by their oldest son, **Watt**. Watt's a fine specimen of a man... if you don't believe it, just ask him. He still can't figure out why **Chrysanthemum Beane** (see above) hasn't come back to claim her prize (him, of course), so now he's just waiting for the right woman to come along so he can make her his bride. The Tilyers have quite an extended family, but the main clan includes Watt's younger brother, **Wager**, and three younger sisters, **Meredith**, **Melody**, and **Melissa**.

The Old Candler Farmstead: Since **Eamon Candler** (C4) moved into the hamlet after his parents died, the old Candler farmstead has been abandoned... Except for a small group of gnolls that now uses the abandoned house as a base for scouting. Rangers can find signs showing the gnolls have come down from the direction of the mine (area G).

Gnolls (3): HD 2 (hp 7 each); AC 5[14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; AL C; CL/XP 2/30; Special: None. They've accumulated 28 GP, 294 SP, 1260 CP, and 200 GP worth of goods and provisions.

Should anyone ask about it, Eamon would be willing to rent the house at 50 GP per month, or sell it outright for 500 GP. The place has two bedrooms, a kitchen with a wood-burning stove, a living/dining area with a fireplace, and an outhouse. The whole house could use some maintenance, but an acre of farmland is included.

Location E: The Umber Hills



These hills are mostly to the south of Graven, except for a spur to the west of the hamlet that creates the bluff where Graven Keep (F) sits. One reason Sir Gray chose to set up camp in the area was the Umber Hills are rich in iron deposits, making it easier for him to have weapons crafted. Later, after the village was established, it was discovered the hills also have substantial veins of *duril*. This helped Graven prosper since it opened up direct trade with the dwarves of Khazem Kel to the north.

The Duriman Mines (G) have been Graven's major source of income—even with the road being so dangerous, a few daring merchants were willing to brave the trip for the promise of dwarven gold. But a few months ago, an earth tremor collapsed part of the mines, and when crews went back to resume work, 'things' attacked them.

Some were gnolls who'd apparently come out of the hills and moved in. But, at night, something else began killing people. No one ever saw it; no one ever heard it... but every morning for a week, workers found someone brutally mauled. After that week, the few remaining miners abandoned the camp and refused to return.

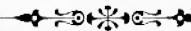
The only miner remaining is **Old Mungo Perrier**, who lives in a small cabin at the foot of the hills. Mungo figures he's too old to be fearing death, but he still keeps his home locked, shuttered, and bolted at night. He's less afraid of the gnolls than what he calls '**The Beast That Waits**'. "*It ain't natural,*" he says, and he's got the feeling it thirsts for blood and vengeance... whatever 'it' is.

If the characters wander around the hills, they have a 2 in 6 chance of an encounter during the day, and a 3 in 6 chance of an encounter at night.

Daytime Encounters		Nighttime Encounters	
Roll	Encounter	Roll	Encounter
1	Militia Patrol (6)	1	Skeletons (1d8)
2	Gnolls (1d4)	2	Gnolls (1d4)
3	Gaugur Hunters (1d4)	3	Gaugur Hunters (1d4)
4	Giant Ants (1d6)	4	Giant Ants (1d6)
5	Torg Axegrind	5	Torg Axegrind
6	Zombies (1d4)	6	Revenant (1)

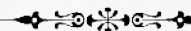
Militia Patrol: HD 1 (hp 5 each); AC 7[12]; Atk 1 weapon (1d6); Move 12; Save 17; AL L; CL/XP 1/15; Special: None.

A Militia Patrol can only be found in the hills during the day—there's no one in the village willing to risk patrolling the hills at night. Militiamen in the hills are on alert (since gnolls have been frequently reported), but not hostile to non-threatening travelers. They will, however, strongly recommend leaving the hills before night falls.



Gnolls: HD 2 (hp 7 each); AC 5[14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; AL C; CL/XP 2/30; Special: None.

The Gnolls are a 'wild card' threat. Normally they don't live in this area, but this group has come here following a bugbear shaman/prophet they call "**K'hark**" (see area G4 for more information on K'hark). If the characters manage to interrogate any gnolls, they learn K'hark and the gnolls are seeking "a sleeping goddess who will lead them to greatness". If K'hark is removed from the picture, most of the gnolls leave, though a handful remains in hopes of raiding the human settlement. In that case, after another 12 gnolls have been killed, no more remain (**treat all future rolls of '2' for hill encounters as 'No Encounter'**).



Gaugur Hunters: HD 1 (hp 5); AC 7[12]; Atk 1 weapon (1d6); Move 12; Save 16; AL N; CL/XP 1/15; Special: Hear sounds, hide in shadows and move silently as Level 2 Thief, night vision.

The Gaugur Hunters are also not indigenous to the area, but have been tracking the Gnolls who went marauding through their territory a few months ago. When encountered, there's a 1 in 6 chance their leader, **Talitha of the Wild Bow**, is with the group as well. If the encounter occurs at night, there's also a 2 in 6 chance the characters have stumbled across a Gaugur campsite.

Talitha of the Wild Bow (Gaugur Rgr4): HD 5 (hp 28); AC 7[12]; Atk 1 weapon (1d6); Move 12; Save 11; AL L; CL/XP 5/240; Special: Hear sounds, hide in shadows and move silently as Level 2 Thief, night vision, unique; accidentally hits a random ally on an attack roll of '1'. At camp, Talitha has 12 GP, 126 SP, 540 CP, 2 emerald earrings (100 GP each), and 250 GP worth of goods and provisions.

If Talitha is killed or the Gnolls eliminated, the Gaugur Hunters return to their homeland (**treat all future rolls of '3' for hill encounters as 'No Encounter'**).

The Gaugur are a race of catlike humanoids indigenous to the Lake Britta region, south of Finwyk. Their features vary, but all Gaugur have a few common traits: catlike ears, eyes and tails, the ability to see well at night, heightened senses, and an innate talent at stealth. While many Gaugur could make consummate Thieves, most tend toward being Rangers or Druids.

Gaugur society is tribal and insular. As a people, they're highly territorial, but to gain the friendship of a Gaugur is to have one of the most loyal and steadfast friends one could hope for. In fact, while most Gaugur put on a show of being aloof and cold, their feelings are often obvious and easy to read.

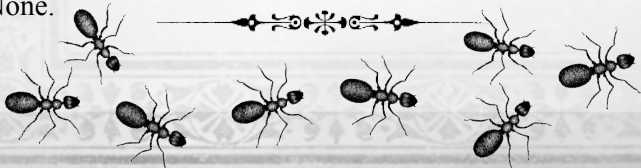
Giant Worker Ants: HD 2 (hp 9 each); AC 3[16]; Atk 1 bite (1d6); Move 18; Save 16; AL N; CL/XP 2/30; Special: None.

The Giant Ants have only been around since the earthquake opened up a new fissure for them to emerge through the mines. Most are Workers, but if there are five or more Workers, a giant Warrior ant is there as well.

Giant Warrior Ant: HD 3 (hp 14); AC 3[16]; Atk 1 bite (1d6 + poison); Move 18; Save 14; AL N; CL/XP 4/120; Special: Poison 2d6 (save for 1d4).

Even though the Giant Ants are a recent infestation, there's no easy way to eliminate them... other than finding where they emerge into the mines (see area G), crawling through miles of narrow tunnels (which are too small to allow armor to be worn and requires gear to be dragged along behind), and killing the Giant Ant Queen. Not an impossible task, but since the nest has 75 Giant Ant Workers and 15 Giant Ant Warriors in it, the task is neither easy nor pleasant. There's little treasure to be gained from it beyond the goodwill of Graven's miners.

Giant Ant Queen: HD 10 (hp 45); AC 3[16]; Atk Bite (1d6); Move 3; Save 3; AL N; CL/XP 10/1,400; Special: None.



Torg Axegrind, Dwarf: HD 1 (hp 4); AC 4[15]; Atk 1 weapon (1d8); Move 6; Save 17; AL C; CL/XP 1/15; Special: Detect attributes of stonework, unique.

Torg Axegrind is on a personal mission. Torg has a grudge against **Oleg Ironsinger** (see area C3), which mostly involves Oleg's perceived status, Torg's lack thereof, and a princess back in Khazem Kel. The bottom line is Torg wants information on Oleg (to help him defame or kill the latter) and to find a rich vein of *duril* he can work himself. He's willing to offer characters whatever he thinks will get him either (or both) of those things... Not that he'll necessarily follow through with said payment—Torg is a shifty sort of Dwarf, who's a firm believer in discretion being the better part of valor. Think ambushes and traps. (**If Torg is driven off or killed, treat all future rolls of '5' for hill encounters as 'No Encounter'**.)

Zombies: HD 2 (hp 9 each); AC 8[11]; Atk 1 strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

Skeletons: HD 1 (hp 5 each); AC 6[13]; Atk 1 weapon (1d6); Move 12; Save 17; AL N; CL/XP 1/15; Special: Immune to sleep and charm spells.

Revenant ("The Beast That Waits"): HD 6 (hp 21); AC 5[14]; Atk 2 claws (1d6 + paralysis); Move 9; Save 11; AL C; CL/XP 10/1,400; Special: Fear (as the spell), immune to non-magic weapons, immune to mind-affecting spells, turned as mummy, unique.

"The Beast That Waits" is a Revenant—a vengeful spirit bent on avenging its own death. Unfortunately, the circumstances surrounding this particular spirit's death leave it thirsting to kill humans in general. For that matter, even if The Beast that Waits is killed, it reappears the next night, fully regenerated. To make matters worse, it's the origin of all the undead activity happening around the abandoned mines... which means the Zombies and Skeletons remain a threat until the revenant is permanently destroyed. (For more information, see area G, room 14.)

Clearing the UMBER Hills

Unlike the forest or the river areas, clearing the hills can't be done in a straightforward manner. The principle problems mostly dwell within the mines and must be cleared from there first. However, if the characters do clear the hills of every threat other than the Giant Ants, they should receive a 300 XP bonus each (clearing out the Giant Ants should be worth an additional 100 XP bonus each). This opens the mines back up—although production will remain low until the mines are completely safe as well.

Location F: Graven Keep



The ancestral home and keep of the Barons Graven sits on a bluff that juts out from the Umber Hills and overlooks the valley below. It's a stone structure with 40' walls and two baileys. The main keep is built around a central tower, and a small chapel to the god, Mitra.

Normally, Graven Keep houses **Baron Sekler Graven**, his son, **Sir Xaver**, and the household staff—but things have been far from normal lately.

The Baron hasn't been down to the village in three years, and rumors suggest he may be ill, or cursed, or pining over a lost love... In other words, no one really knows for certain what's going on. But it's not for the common folk to pry into the affairs of Lords, so the villagers just carry on with their business. After all, he sent **Sheriff Vyner** (see area C6) to act as his reeve, so it's not like they've been abandoned, right?

The truth is worse than most villagers realize.



The Little Beast

A little over three years ago, **Lucan Hazard** came to Graven Keep under the guise of being a displaced Hesperian noble whose lands had been recently lost to Koblidor. He offered fealty to Baron Sekler, who accepted—but not realizing Lucan was simply an ambitious bandit with designs on the rich, but lightly populated, lands of Graven-shire.

While 'Lord Hazard' kept the Baron distracted, members of Lucan's gang tunneled through the hillside beneath the keep's foundations.

Almost three years ago to the day, Lucan opened the great gate to the keep, allowing part of his gang in the front door, while the rest burst up from the tunnels below. Enraged, the Baron ordered his men to fight, only to realize not only was Lucan a bandit, but a werewolf as well.

Baron Sekler was forced to surrender, hoping to spare as many of his men as possible. Unfortunately, he didn't

count on Lucan's bloodthirsty nature. Almost all the guards and staff in the keep were slaughtered while the Baron helplessly looked on.

A few staff were spared to handle menial tasks (and serve as food for Lucan); Sir Xaver was thrown in the keep's dungeon to act as surety of the Baron's cooperation—If he defied Lucan, his son would be infected with lycanthropy. That was the promise Lucan made to Sekler.

Baron Sekler sadly complied, and in this way Lucan was able to have one of his men, **Vyner**, appointed reeve of Graven-shire to keep an eye on things down in the village.

This has remained the state of affairs for the last three years...



Entering the Keep

There are three ways into the keep (although enterprising adventurers might come up with others): the tunnel dug by Lucan's gang, the main gate, or over the walls.

The tunnel entrance (room A) might be discovered by the characters and used in a manner similar to what the bandits originally did, if the characters can get through.

Characters entering the keep by invitation (or simply knocking on the front door) must pass through the main gate. A 'porter' keeps watch at that entrance (see room 6), and opens the gate if someone is given leave to enter. **For details on an audience with the Baron, see room 11.**

The walls are usually watched on the approach sides (south and east), where they are 40' high. The north and west sides of the keep aren't as thoroughly watched, as it's a treacherous 90' climb to reach the battlements.



If the characters are sneaking through the keep, there's a 1 in 6 chance of encountering a bandit in any area. This rises to a 2 in 6 chance of 2 bandits if they're on alert.

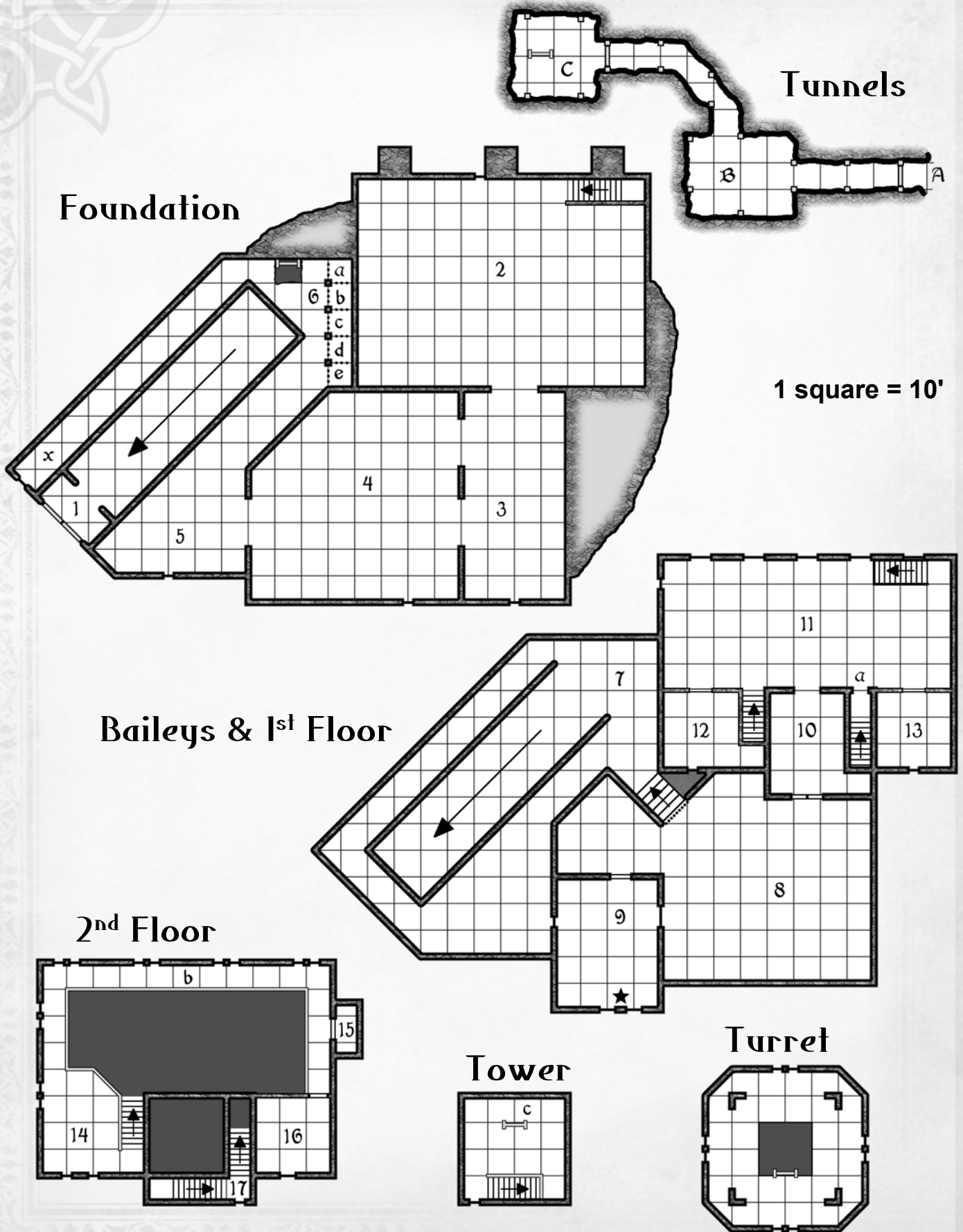
Bandit: HD 1 (hp 4); AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; AL C; CL/XP 1/15; Special: None. Has 1d10 GP and 10 GP worth of gear and provisions.

There are 20 bandits in the keep at any time, but the number of all the bandits are doubled if the bandit's camp has been cleared (see area A).

A bandit won't necessarily fight right away, but if engaged (unless taken by surprise), he'll call for help right away. This has a 4 in 6 chance of being heard by anyone who's one room away; the chance drops to 1 in 6 for anyone two rooms away, and no one any farther away will hear.

Any bandits who escape sound the alarm.

Graven Keep



Foundation and Lower Level

[1] **Gate:** These large, solid doors are usually closed and barred. Visitors who are expected or granted audience are let in by the porter in room 6. Beyond the gate is a portcullis, and then a slope up to the lower bailey (room 7). The whole area can be used as a kill zone from the lower bailey.

[2] **Kitchen and Larder:** This huge chamber is accessible from the great hall (room 11) upstairs. There's a large oven and stove here, as well as a good deal of food and provisions (enough for 40 people for a month). During the day, two young women, **Lyselle** and **Noela**, are preparing food for the keep; at night they're in one of the dungeon cells (see room 6). Both are terrified of the bandits; neither fights unless attacked.

Scullery Maids: HD 1 (hp 3); AC 9[10]; Atk 1 weapon (1d4); Move 12; Save 18; AL N; CL/XP B/10; Special: None

If the girls are here, there's a 2 in 6 chance that 2 bandits are also here, trying to coerce food or sex from them.

[3] **Storage:** Boxes and crates are piled high here, filled with 4000 GP worth of goods and gear (no weapons or armor). 4 wolves prowl here—they won't bother the bandits, but attack anyone whose scent they don't know.

Wolves: HD 2+2 (hp 11); AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; AL N; CL/XP 2/30; Special: None

[4] **Servants' Quarters:** This area is now used by most of the bandits. There are always 4 bandits here, although 1d4 of them are sleeping unless an alarm has been raised (use the stats from room 7).

[5] **Watch Post and Armory:** A catwalk gives access to a window overlooking the south approach to the keep. Most of the good equipment has been removed from the armory, but there's still 500 GP worth of old and worn equipment (weapons break on an attack roll of '1'; armor is reduced by 1 if hit by an attack roll of '20'. 2 bandits are always on duty here (use the stats from room 7).

[6] **Dungeon:** This is where Lucan's men broke in—a hole and a ladder lead down to the tunnels below. The stench of death and decay rises from the hole. 2 bandits are here—one (at the 'x') acts as porter, while the other sits and keeps watch over any prisoners. The cells are occupied as follows:

[a] **Misty Rosebriar.** Misty's been here for a few days now (having been caught trying to steal a few baubles from upstairs), and she's starting to fear her prospects aren't very good.

Misty Rosebriar (Werne Thf2): HD 2 (hp 6); AC 8[11]; Atk 1 weapon (1d4); Move 12; Save 14; AL N; CL/XP 2/30; Special: **Can be hired as a Special Hireling**; Save +4 vs. Magic, +1 w/ missiles, Climb 86%, Traps, Hide and Locks 25%, Move Silent 35%.



The Werne are the 'Little People' of Alia-Wor—sort of a mix between Halflings and Gnomes: some are very rustic and pastoral, while others are clannish and warlike.

Misty Rosebriar is of the former variety, and comes from a small village in the forests north of Dyncrag.

For all practical purposes, Player Character *Swords & Wizardry* Halflings are considered Werne in Alia-Wor, with no changes necessary to the character.

[b] **Doak Godard** (see area D). Doak has been here for two weeks and is in bad shape. Having more courage and less sense than his younger brother, Doak was caught nosing around the tunnels.

Doak Godard: HD 1 (hp 4—currently 1); AC 9[10]; Atk 1 weapon (1d4); Move 12; Save 18; AL L; CL/XP B/10; Special: None.

[c] **Lyselle and Noela** (see room 2). The girls are only here at night. They've seen others led away to never return, and they both figure their time will come.

[d] Empty. *Captured characters are put here.*

[e] **Xaver Graven.** Lucan knows he has to keep Sekler's son alive, but doesn't figure he has to be in good shape. But Xaver has a strong will... he's beaten, but not broken. Still, he won't take any action that might bring harm to his father.

Sir Xaver Graven (Ftr2): HD 2 (hp 13—currently 3); AC 9[10]; Atk 1 weapon (1d4; 1d8 if armed); Move 12, Save 13; AL L; CL/XP 2/30; Special: **Can be hired as a Special Hireling.**

Baileys and Ground Floor

[7] **Lower Bailey:** This courtyard overlooks the south and west approaches to the keep, and allows access to the upper bailey. Primarily, it's also the first point of attack against unwelcome visitors. 2 bandits are always on sentry duty here. Characters attempting to sneak in may roll for surprise as normal (increase the odds of surprise by 1 if they're sneaking in at night).

Bandits: HD 1 (hp 4); AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; AL C; CL/XP 1/15; Special: None. Each has 1d10 GP and 10 GP worth of gear and provisions.

[8] **Upper Bailey:** The gate from the lower bailey is kept closed unless someone has leave to pass through. This courtyard overlooks the south and east approaches to the keep, and allows access to both the keep and the chapel (room 9). 2 bandits are always on sentry duty here as well.

Bandits: HD 1 (hp 4); AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; AL C; CL/XP 1/15; Special: None. Each has 1d10 GP and 10 GP worth of gear and provisions.

[9] **Chapel to Mitra:** This large stone building is across the courtyard from the main keep. Given Mitra's role as a god of war and justice, it's unsurprising the chapel has been abandoned since Lucan's advent, and remains locked. This isn't to say there's nothing there.

The body of **Father Egan**, spiritual advisor to the Graven family, has been left before a statue of Mitra (the star on the map) to be gnawed on by rats. Big rats who are hungry for more meat.

Giant Rats (8): HD 1 (hp 3 each); AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased (save vs. poison).

There's little left of Father Egan but bones and a few scraps of cloth, but a search reveals a holy symbol of Mitra (a gold disk engraved with a stag's head) and a small silver chain (worth 1 GP) with a key to his personal effects.

These are locked in a small trunk, alongside a sleeping pallet, behind a wooden partition. Egan's possessions are mostly religious texts and old journals, but one journal is written by a "Father Morley", and dates back to the founding of Graven.

The later entries talk of Baron Dyer, noting he was a vain, selfish and jealous man. At one point, he became smitten with a beautiful girl from the village named Teruah, though she was in love with another man and resisted the Baron's advances. One day, Dyer persuaded Teruah to walk with him down by the river—Teruah vanished after that. Baron Dyer maintained she'd probably run off to be with her lover, but Morley apparently suspected foul play. However, although he searched around the river himself, he never found any evidence.

If Father Egan's body is removed and properly interred, the characters should receive a bonus of 50 XP.

Father Morley's journal can be used to help 'defeat' **Teruah the Rusalka** (see area B), as the information within is adequate to prove her killer is already long dead. If either **Baron Sekler** or **Sir Xavier** to show penitence to Teruah for their ancestor's crimes, the Rusalka seeks an oath for them and their descendents to protect all the maidens of their lands. Once given, spirit and water separate, and Teruah is gone.



Mitra

God of War and Justice

Mitra is one of the most widely worshipped gods on the continent of Eurosa, although there are three distinct denominations of his church. The Middle Kingdoms follow the doctrine of the western branch, accepting the Grand Patriarch in Port Bostal (a major city far to the northwest) as head of the Church of Mitra.

Followers of Mitra must perform a ritual of all-day prayer and exercise on the 10th day of each month. Priests of Mitra are allowed to use swords—in fact, all followers of Mitra are expected to use a sword before any other weapon. Followers are also expected to donate 20% of their income to the church, and must show any magic items to the church, donating any deemed better used in someone else's hands. They must also protect the innocent, and are expected to fight against evil.

In return, Mitra grants those who follow his tenets a +1 bonus against any fear. Followers may also turn undead, while priests automatically destroy any undead they turn. The Church of Mitra also has a few monastic orders that teach unarmed combat.

Mitra's symbols are the stag and a downward-pointing sword, although the barbarians of the north use the symbol of a bull rather than a stag. The western templar order is called the Order of the Blue Lance.

[10] **Tower and Foyer:** This is the main entrance to the keep. The door is always bolted unless a visitor has been allowed entry. 2 bandits stand guard here (use the stats from room 8), but don't take their job too seriously—unless an alarm has been sounded. Anything of value has been removed from this room.

[11] **Great Hall:** The Baron once used this large chamber to hold court and feasts, now, it's largely abandoned. The throne and dining tables remain, but any finery has been stripped from the room, replaced with dirt, dust and clutter. Four wolves roam freely in here, and there's a 2 in 6 chance during the day of 1d4 bandits also being present.

Wolves: HD 2+2 (hp 11); AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; AL N; CL/XP 2/30; Special: These wolves know the smell of the bandits, and won't attack them.

Bandits: HD 1 (hp 4); AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; AL C; CL/XP 1/15; Special: None. Have 1d10 GP and 10 GP worth of gear and provisions.

A balcony runs around the perimeter of the great hall, making it a large, open chamber. Any of the rooms on the second floor count as only being two rooms away for purposes of hearing any commotion.

An archway ('a' on the map) opens into the tower stairway, and stairs in the back lead down to room 2.

In the event the Baron must grant an audience to someone, the wolves are cleared from the room, and **Lucan** takes the role of 'lord and advisor' to **Baron Sekler**. Several bandits play the role of guards. Canny characters might note the Baron defers to his 'advisor' on almost everything, and most questions are deflected.

Some answers to some questions might be:

- The Baron's health has been poor of late.
- **Sir Xavier** is on a quest of errantry.
- **Father Egan** left on pilgrimage. With the key.
- **Sheriff Vyner** is a duly-appointed reeve.

[12] **Guest Chambers:** This room has a large bed, a trunk and a writing chest, as well as a side alcove for a bath. No one has used the room recently, and although the finery hasn't been entirely removed, dust and cobwebs cover everything. Several giant spiders (of the smaller variety) have fled the woods and made their nests here.

Giant Spiders (1d4+1): HD 1+1 (hp 6 each); AC 8[11]; Atk 1 bite (1 hp + poison); Move 9; Save 17; AL N; CL/XP 3/60; Special: Poison (+2 save or die). There is 360 GP worth of goods in the room.

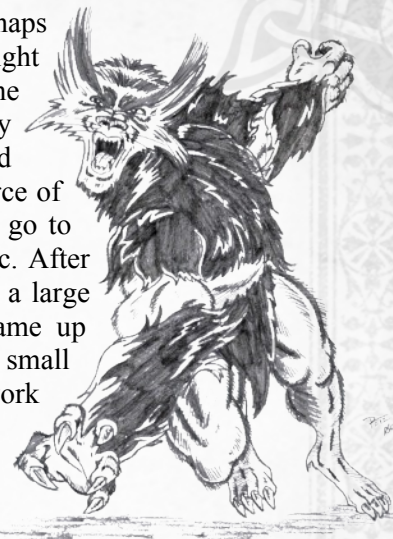
[13] **The Lord's Chambers:** This room used to belong to **Sir Xavier** (see room 6), but now **Lucan Hazard** uses it when he's at the keep. The room itself looks more gaudy and cluttered than sumptuous since Lucan keeps all of his 'personal' loot here.

During the day, there's a 4 in 6 chance Lucan is here; at night the chance is 2 in 6... Otherwise he's out in the Grimwood (area A). If the Bandit Camp has been wiped out, Lucan is always here during the day, and there's a 3 in 6 chance of his being here at night. If he isn't here in this case, he's gone downstairs to check on his prisoners (room 6). If they've already been freed, he sounds the alarm and starts actively hunting for intruders.

Lucan Hazard (Werewolf): HD 4 (hp 14); AC 5[14]; Atk 1 bite (2d4); Move 12; Save 13; AL C; CL/XP 5/240; Special: Lycanthropy, hit only by magic or silver weapons, unique. Lucan's hoard consists of 96 GP, 1008 SP, 4320 CP, and 480 GP worth of goods, gear and provisions.

Lucan Hazard was—perhaps ironically—actually a knight from Koblidor until he contracted lycanthropy five years ago. His lord and master (and the source of his disease) bade Lucan go to Finwyk and wreak havoc. After two years, he'd amassed a large enough gang that he came up with the plan to seize a small barony... and perhaps work his way up from there.

Lucan is a large man with dark shaggy hair, and even darker eyes. He's prone to either sneering or snarling, and while he can be charming when he tries, his lycanthropy has brought his short-temper and blood-thirsty nature to the fore.



Upper Keep

[14] **Parlour:** This isn't so much a room as an out-of-the-way area where the Baron used to sit with guests in order to speak privately. It isn't used much now, except when any bandits want a comfortable place to be lazy. There's little here but worn and dirty furniture.

The balcony (b) extends around the back perimeter of the great hall, and allows access to the garderobe and the Baron's personal chambers.

[15] **Garderobe:** Basically a medieval toilet. This room is usually empty (and stinky, since no one cleans it now), but there's a 1 in 6 chance a bandit is using it at any given time. He's automatically surprised unless the characters have been too loud (use the stats from room 11).

[16] **The Baron's Room:** This room is usually dark and dreary. **Baron Sekler Graven** is normally here, where he sits and stares mournfully out the window, wondering what will become of his family and lands. He won't fight against the characters, but neither will he aid them—unless he knows for certain his son is safe.

Baron Sekler Graven: HD 3 (hp 17—currently 9); AC 9[10]; Atk 1 weapon (1d8); Move 12, Save 17; AL L; CL/XP 3/60; Special: None. Technically, all the lands and treasure in Gravenshire belong to the Baron, though he won't begrudge a few adventurers claiming some reward if they save his barony. His wounds are more from mental

and physical exhaustion than anything, and he'll recover just fine, given the opportunity.

Baron Sekler was once a strong warrior, but age and the current circumstances have taken their toll. Now he's bent and gray, and wishes for nothing more than the current situation to come to an end—one way or another.

[17] **Tower Ascent:** Murder holes provide a view of the tower interior, and a window looks over the upper bailey. No one is stationed here, but bandits moving up or down the tower can still be encountered.

Tower

The chamber at the top of the stairs is a barracks. A dozen bunks line the east and west walls, and a 40' ladder allows access to the turret above. There are 4 bandits here, though 1d4 of them are sleeping at any time (use the stats from room A).

Turret

Sitting 80' above the upper bailey, the turret has a commanding view of Gravenshire and the surrounding lands. Lucan keeps 2 bandits stationed here on watch (use the stats from room A).

Tunnels

[A] **Dug Out Opening:** Roughly 40' below the base of the keep is the entrance to the tunnel **Lucan Hazard** had his men dig out for his assault. The entrance is covered with some brush and overgrowth, and a door has been built 10' inside the tunnel. The stench of death and decay comes from within the opening.

During the day, there are 2 bandits set here to watch for intruders and sound an alarm if necessary (one carries a hunting horn). At night, the door is locked.

Bandits: HD 1 (hp 4); AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; AL C; CL/XP 1/15; Special: None. Have 1d10 GP and 10 GP worth of gear and provisions.

[B] **Charnel Pit:** The smell of death and decay is overwhelming in this room—doing anything for any length of time in here requires a successful saving throw.

It's quickly apparent that this is where Lucan and his gang dispose of bodies and trash: corpses are piled all throughout the chamber dug here. A carrion creeper has made its home here, growing large and fat from the feast.

Carrion Creeper: HD 2+4 (hp 13); AC 7[12]; Atk 1 bite (1 hp) and 6 tentacles (special); Move 12; Save 14; AL N; CL/XP 4/120; Special: Tentacles cause paralysis (save or paralyzed for 2d6 minutes).

If the carrion creeper is dealt with, characters can search through the corpses, although this takes 4 man hours (in other words, 1 character can do it in four hours, 2 can do it

in two hours, and 4 characters could complete the search in one hour). The bandits didn't bother removing everything after the initial fighting, and strewn about are 24 GP, 252 SP, 1080 CP, and 180 GP worth of gear and provisions.

If the characters have encountered **The Red Lady** (see area A), they also find her remains here. While the body is no longer recognizable as her, the red cloak it still wears is.

Giving the body a proper burial fulfills her quest, granting her peace, and the characters her eternal gratitude... which may or may not be a good thing.

[C] **The Floor Breach:** This is where the bandits finally dug up into the foundation of the keep—a 20' ladder ascends up to room 6. During the day, this room is generally empty unless a body is being disposed of, but at night, 2 bandits are posted here (use the stats from room A).



Clearing Graven Keep

Clearing Graven Keep is a major accomplishment, as it has a huge impact on Gravenshire. The keep is considered 'cleared' once Lucan Hazard and his gang have been killed or driven from it. In and of itself, this is worth a 200 XP bonus to each of the characters, but ideally they've also returned control of the keep to a living member of the Graven family—either Sekler or Xaver. In that case, the experience bonus should be doubled to 400 XP.

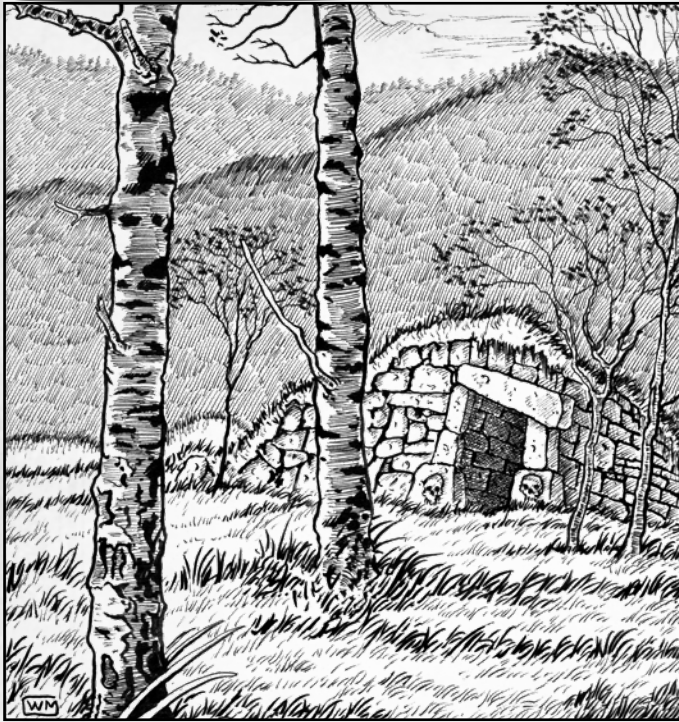
In either case, the stability of Gravenshire is ensured, although the King of Finwyk will need to appoint a new baron if the Graven line has been killed off.

On the other hand, if one or both still live, the characters have gained a powerful ally. Baron Graven (which ever one it is) will grant them each a boon, and try to assist in any way he can. Until he can recruit more soldiers, he can't lend them any fighting forces, but he's willing to make sure they're properly equipped for whatever endeavor they next have in mind.

Sheriff Vyner is removed from his post and imprisoned on charges of treason, although **Sergeant Nik** disappears and escapes. Vyner is never brought to trial, however—he's murdered in his cell by an assassin before that comes to pass. The Baron offers the title of Reeve to any of the characters who might be interested in such a thing.

The characters are hailed as heroes throughout Gravenshire, and are likely to receive free or discounted goods (as long as they don't take advantage of it too much), as well as possibly receiving amorous offers and/or proposals of marriage from any person or family who might have an interest in that regard.

Location G: The Duriman Mines



The Duriman Mines were one of Gravenshire's principle sources of wealth until a couple months ago. Normally, the earthquake a couple months ago would be a minor setback, but zombies, gnolls, and... something worse have left the mines entirely shut down.

The reasons all this happened requires knowing a little of the region's history...

The Sorceress Queen

More than 1,300 years ago, a sorceress, **Marwen Zarluna**, ruled over a large swath of the Middle Kingdoms. Her magic was powerful, and she ruled with an iron fist for nearly 90 years.

Marwen wasn't exactly a fluke—sorcerers were the ones who held land and power in those days—but Marwen was the undisputed Queen. Eventually, a number of lesser nobles noticed her power wasn't waning, and she showed no sign of either dying or giving up her rule. They began to whisper, then to plot, and eventually a rebellion was born.

The war was terrible and fought primarily with magic. Entire keeps and villages were blasted into oblivion by the forces being unleashed, and eventually the Queen Marwen and her court wizards were destroyed in a single massive *Meteor Swarm*, along with a good chunk of her lands and keep.

What almost no one was aware of was that Queen Marwen had managed to entomb her daughter in a stasis field deep beneath her keep.

And what absolutely no one is currently aware of is that Gravenshire sits squarely on top of the pitiful few remains of Marwen's capital, and the Duriman Mines edge up to the buried remains of her keep.



The Beast That Waits

'The Beast That Waits' is a Revenant—the vengeful spirit of an elven knight named Morilond who served the House of Zarluna in the final days of Queen Marwen's reign.

When Marwen placed her daughter, Morgana, into stasis, she ordered Sir Morilond to stand guard over the sealed chamber with a small contingent of loyal soldiers. No matter what happened outside, the Queen commanded, Morilond and his men were—under no circumstances—to abandon that post.

Morilond didn't realize he'd been left as a sacrifice until the massive fireball destroyed Marwen's keep. As he was consumed, Morilond realized his soul was being torn from his dying body, along with those of his soldiers, to fuel the magical orb keeping the princess safe and alive.

His last living thought was that he would have vengeance against the treacherous humans.

Such was the power of his will in that dying wish that something of his essence remained within the orb, trapped in the buried keep, waiting. When the earthquake struck, enough time and shifting of the earth had occurred to break the outer seals of the tomb, and the thing that had been Sir Morilond began looking for humans to sate his vengeance.



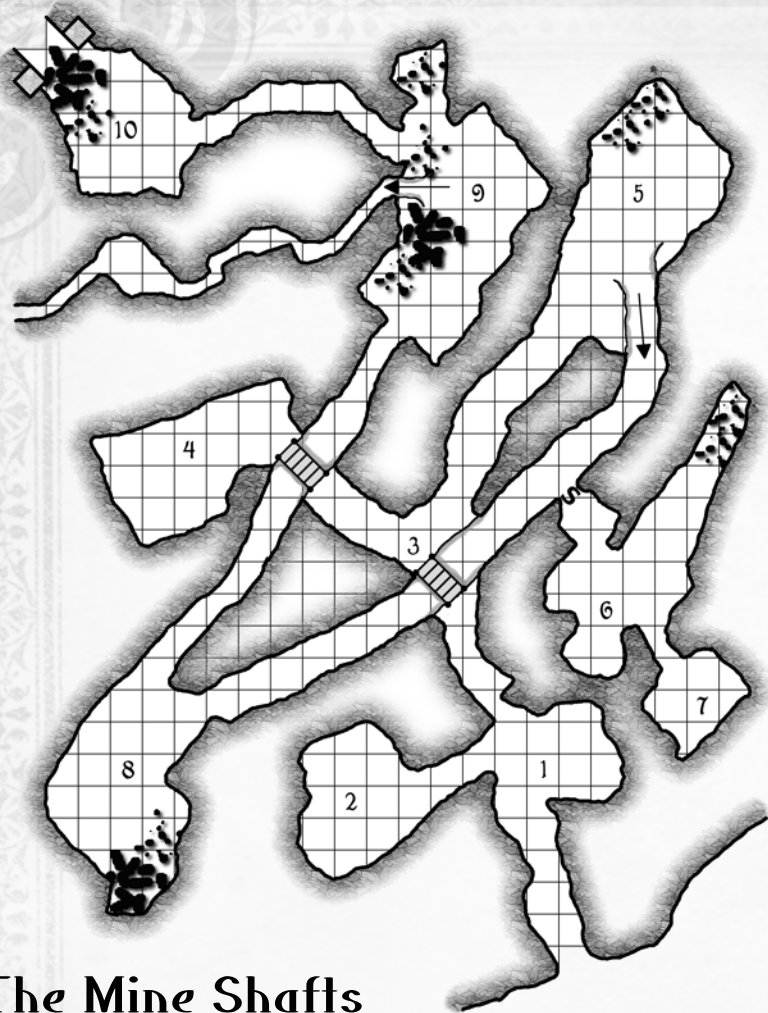
The Stasis Orb

The artifact behind many of the problems in Gravenshire is the Stasis Orb. Queen Marwen originally constructed this artifact as a way to preserve herself if necessary, but it became more expedient to use it on her daughter instead.

The power needed to initially put the Princess into an enchanted slumber was relatively small, but the energy required for timeless sleep was considerably greater, and the Stasis Orb was designed to consume enough power to do such a thing—in other words, in and of itself, the Orb is little more than a battery for maintaining the spell keeping Marwen's daughter in stasis.

Unfortunately, Sir Morilond's death wish and the agony of his soldiers' souls being ripped from their dying bodies had an unintended side effect: the Orb became infused with Morilond's hatred and the Chaos of eternal unlife.

When the earthquake unsealed the ruins, that darkness began calling like-minded creatures toward the Orb.



The Mine Shafts

The first level of the mines consist of the actual shafts dug by the miners. These cut several hundred feet into the hillside in a crisscross of tunnels and chambers. Some of the older supports are still intact, and some new ones were put in place before the miners were driven from the area, but the mine shafts still hold the danger of collapse.

In addition to the danger of a cave in, the mines are crawling with giant ants, gnolls, and undead.

The undead in particular are more problematical than usual because of the Stasis Orb... Undead killed or destroyed within two miles of the Orb reassemble or rise again on the next night. The only exception would be if a Cleric of Mitra managed a 'D' result while turning them—those would still be permanently destroyed—but at this point, none of the characters should be of sufficient level to effect that.

It should also be noted that the revenant doesn't bother the gnolls so long as they don't attack it—its vendetta is against humans. This also means characters who are Elves, Dwarves or Halflings will also be ignored if they don't threaten it (Half-Elves still 'reek' of humanity, so they're not exempt). Attacking the Stasis Orb, however, counts as attacking the Beast That Waits.

When the characters are between any numbered areas (the mine opening counts as a number for this purpose), they have a 1 in 6 chance of a random encounter.

Level I (Mine Shafts) Encounters

Roll	Encounter
1	Cave In (see below)
2	Giant Ants (1d6)
3	Gnolls (1d4)
4	Revenant (1)
5	Skeletons (1d8)
6	Zombies (1d6)

A **Cave In** means part of the tunnel collapses. Roll 2d6—this is the amount of damage taken by anyone who fails a Save, as well as the number of hours required to dig out the rubble and shore up the tunnel again.

A Thief can't detect this as a trap, but gets his Save bonus to avoid it. A Dwarf automatically detects the imminent cave in, giving everyone a +2 bonus to their Save. Before making the Save, each character must state the direction he's jumping to determine which side of the collapse he'll end up on.



Giant Worker Ants: HD 2 (hp 9 each); AC 3[16]; Atk 1 bite (1d6); Move 18; Save 16; AL N; CL/XP 2/30; Special: If there are 5 or more Worker Ants, there's also a Warrior Ant present.

Giant Warrior Ant: HD 3 (hp 14); AC 3[16]; Atk 1 bite (1d6 + poison); Move 18; Save 14; AL N; CL/XP 4/120; Special: Poison 2d6 (save for 1d4).



Gnolls: HD 2 (hp 7 each); AC 5[14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; AL C; CL/XP 2/30; Special: None.



Revenant ("The Beast That Waits"): HD 6 (hp 21); AC 5[14]; Atk 2 claws (1d6 + paralysis); Move 9; Save 11; AL C; CL/XP 10/1,400; Special: Fear (as the spell), immune to non-magic weapons, immune to mind-affecting spells, turned as mummy, unique.



Skeletons: HD 1 (hp 5 each); AC 6[13]; Atk 1 weapon (1d6); Move 12; Save 17; AL N; CL/XP 1/15; Special: Immune to sleep and charm spells.



Zombies: HD 2 (hp 9 each); AC 8[11]; Atk 1 strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.



[1] **Gnoll Sentries:** The gnolls have mounted a couple of human skulls on either side of the front entrance—which should serve as something of a warning. There are a pair of torches lighting this cave, and four gnolls are on guard duty (mostly watching for Gaugur). Even if they aren't surprised, there's a 1 in 6 chance for two of the guards to be sleeping.

Gnolls: HD 2 (hp 7 each); AC 5[14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; AL C; CL/XP 2/30; Special: None. They have no valuables; anything of worth is with **K'hark** (see room 4).

[2] **Rat's Nest:** This cave is unlit, and was used for storage; now it's full of rotting food, soiled goods... and a dozen giant rats.

Giant Rats (12): HD 1 (hp 3 each); AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased (save vs. poison). Most everything in this cave is rotted junk, but diligent characters can find up to 120 GP worth of gear (at the rate of 10 GP worth per half hour spent digging around).

[3] **Cave Gorge:** A pair of torches illuminate the southern end of a rope bridge that crosses a 10' deep gorge. 4 gnolls guard the northern side of the bridge (use the Gnoll stats from room 1, except their bows only do 1d6 damage)

Any prolonged noise from the first two rooms will have the gnolls on alert; otherwise there's the usual chance of surprise. In combat, two gnolls stand at the north end of the bridge, while the other two shoot arrows from the cliff top.

If the melee lasts more than 10 rounds, 2 of the zombies from room 8 come stand below the bridge to feed on any falling morsels, and the gnolls from rooms 4 and 5 arrive up top as reinforcements.

[4] **K'hark's Lair:** This chamber has been converted into a makeshift throne room adorned with an altar to the dark god, Vademyr. Four torches illuminate the room, and regardless of what's gone on in the previous chambers, a large, shaggy bugbear sits arrogantly upon a crude throne of stone and wood. If the characters have encountered **Talitha of the Wild Bow** (area E), he has her chained up and leashed... Otherwise he's only munching on the remains of a roasted Gaugur.

This is **K'hark**, self-proclaimed prophet of Vademyr. K'hark isn't a fool, so he's willing to negotiate with the intruders (assuming they don't attack him outright). If they do attack, he throws his guards (4 gnolls; use the stats from room 1) at them—unless they've already been deployed and killed, in which case the bugbear defends himself.

K'hark (Bugbear): HD 3+1 (hp 12); AC 5[14]; Atk 1 bite (2d4) or weapon (1d8+1); Move 9; Save 14; AL C; CL/XP 4/120; Special: Surprise opponents on 1-3, granted +1 to hit against opposed religions; unique.



Vademyr

Evil God of Power and Might

The worship of the self-proclaimed god of Power and Might is proscribed in most civilized lands (including the Middle Kingdoms), which doesn't stop some power-hungry individuals from taking up his banner all the same. His worship has become very popular with non-human races.

Vademyr is mostly interested in results, and to those followers who achieve them, he grants the power to discern the worshipers of gods who might oppose him (such as Mitra and Shendor). He also grants a +1 attack bonus against those worshipers.

Vademyr's symbol is a red oval on a black 'Y' in a red triangle. Vademyr should only be worshipped by evil NPCs.

K'hark had a vision of a sleeping female who Vademyr had chosen as his bride and the vessel of his power. K'hark was convinced this 'sleeping goddess' would help him usher in a new age for Vademyr, and when he felt the draw of the Stasis Orb, he followed it without question.

Unfortunately, K'hark and the gnolls who've chosen to follow him haven't been able to get past the undead guardians of the ruins. To this end, he's willing to strike a bargain with the characters—although they'd be wise not to trust him.

K'hark has accumulated a small hoard of 16 GP, 168 SP, 720 CP, a pair of silver earrings (25 GP each), a gold ring set with a small diamond (100 GP), a *figurine of the onyx dog* (he hasn't figured out the command word yet), and 300 GP worth of gear and provisions.

If Talitha is rescued, she vows to serve a life debt to whomever dealt the killing blow to K'hark. She will act as their bodyguard (like it or not) until her death.

[5] **Northeast Dig:** This chamber is dimly illuminated by a pair of torches. 4 gnolls stand watch here to guard the south tunnel against undead (use the stats from room 1).

[6] **Oleg's Dig:** About 60' down the tunnel from the northeast dig (room 5) is a secret door—**Oleg Ironsinger** (see area C3) crafted it to conceal his personal vein of *duril*. It's locked (and Oleg may have forgotten to hand over the key), but can be picked by a Thief.

The chamber beyond is dark, but has an obvious mine shaft extending to the northeast (where Oleg had been working), and a small smelter sits in the dug out area on the south side of the room.

This vein of *duril* is still quite rich, and a single person can extract 1 pound of the raw ore in an hour (there's still 200 pounds of ore left in this vein), but unless the mines have been cleared, every hour of such labor results in an automatic encounter (roll on the **Level 1 Encounters** table, page 28).

[7] Oleg's Quarters: Another dark chamber, this one has a small living area (with a bed, chair, stove, table and desk), as well as a locked trunk. The trunk has some of Oleg's personal things he prefers not to keep with him—and that **Torg Axegrind** (see area **E**) would dearly love to acquire.

Inside the trunk are some spare clothes (dwarf-sized); a writ, signed by King Trost XXIII (the ruler of Khazem Kel), granting Master Oleg Ironsinger exclusive rights to mine and work the *duril* in Gravenshire; another letter, signed and sealed by Baron Sekler Graven, recognizing Master Oleg Ironsinger's right to act on behalf of King Trost XXIII in return for a percentage of remuneration from the sale of any items crafted from *duril* taken from the Duriman Mines; and a golden locket, engraved with Dwarven runes ("*I have all faith in you*")—inside is a finely-crafted mosaic of a pretty young dwarf woman. The locket is worth at least 1,000 GP for the craftsmanship alone.

[8] Southwest Dig: This chamber is unlit, and shows obvious signs of mining (including a few tools here and there). The bodies of four gnolls lie on the rocky floor, and the bodies of two humans shamble around looking for fresh meat. These two attack immediately; the other four stand up and attack the following round.

Zombies (6): HD 2 (hp 9 each); AC 8[11]; Atk 1 strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm. They have nothing of value.

[9] Ant Hole: This unlit chamber is full of rubble, creating potential obstacles to both movement and combat. 2d6 giant ants scuttle around the room, picking through the debris.

Giant Worker Ants: HD 2 (hp 9 each); AC 3[16]; Atk 1 bite (1d6); Move 18; Save 16; AL N; CL/XP 2/30; Special: For every 5 Worker Ants, there's also a Warrior Ant present.

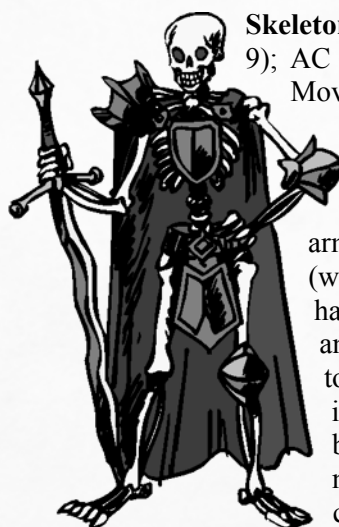
Giant Warrior Ant: HD 3 (hp 14); AC 3[16]; Atk 1 bite (1d6 + poison); Move 18; Save 14; AL N; CL/XP 4/120; Special: Poison 2d6 (save for 1d4).

For more information about the giant ants, see area **E**. The tunnel to the west extends into miles of subterranean maze. The Referee may deal with this as she sees fit.

[10] Broken Seal: Another unlit chamber, this one shows signs of both mining and serious damage from the earthquake. At the back of the chamber, to the northwest, the rock wall has collapsed enough to reveal a pair of large, bronze doors. The doors were carved with the stylized image of a thorny rose, but they've also cracked and come loose from their marble supports, creating a gap about 3' wide into a deeper darkness beyond.

7 skeletons stand vigil here, armed with archaic weapons and armor; they attack as soon as anyone crosses more than halfway across the chamber, or if they are attacked. Six of the skeletons have long swords and shields, the seventh wields a great sword and also wears a tattered cape.

Skeleton Warriors (6): HD 1 (hp 5 each); AC 4[15]; Atk 1 weapon (1d6); Move 12; Save 17; AL N; CL/XP 1/15; Special: Immune to sleep and charm spells.



Skeleton Commander (1): HD 2 (hp 9); AC 3[16]; Atk 1 weapon (1d8); Move 12; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm spells.

The skeletons' weapons and armor are in poor condition (with reduced damage and only half the usual Armor Class), and are worth little, if anything to a merchant. However, each instance of a single item could be worth at least twice the normal value of such gear to a collector.

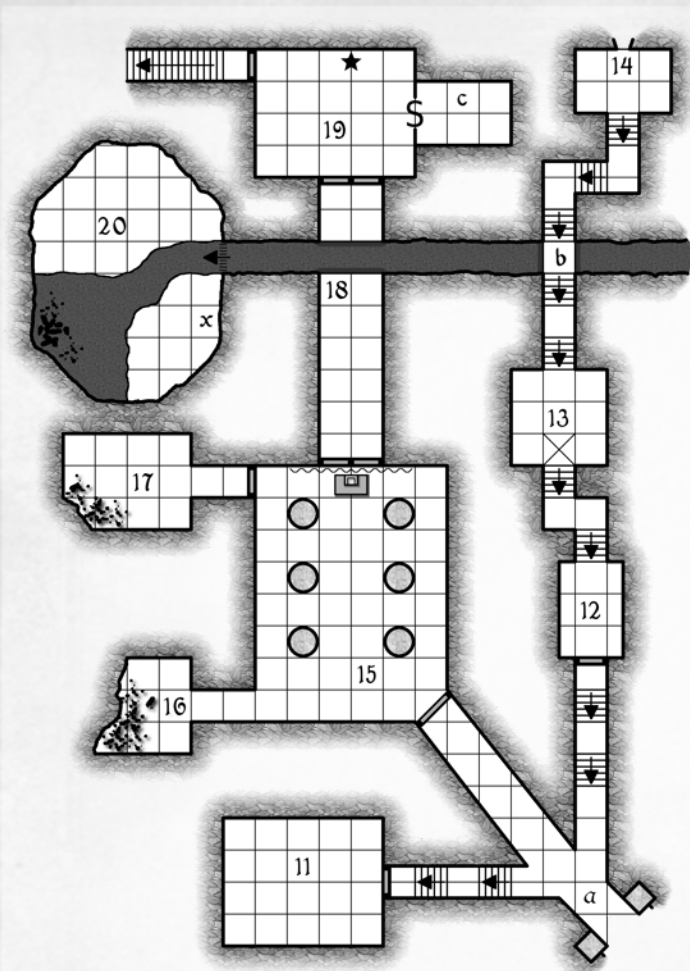
The Buried Ruins

The second level of the mines is the ruins the miners had almost reached when the earthquake occurred. Unlike the mine shafts, this area consists largely of worked granite and marble—it's much sturdier, but still ancient and in danger of collapsing in some places.

This level is also entirely unlit and hints at a catastrophe: throughout rooms **11-14**, and in area **18**, the rock is glazed... as if it was briefly exposed to enough heat to temporarily liquefy the surface. The natural rock in the areas around room **20** also show signs of intense heat.

The ruins are mostly given over to animated servants and undead—particularly skeletons and shadows. As with the mine shafts, these undead are under the influence of the Stasis Orb, and will return the night after they are 'killed' unless the Orb is destroyed.

Additionally, any characters killed on this level are consumed by the Orb, and can't be raised until it's destroyed.



When the characters are between any numbered areas, they have a 1 in 6 chance of a random encounter.

Level 2 (Buried Ruins) Encounters

Roll	Encounter
1	Level 1 Encounter
2	Animated Statues (1d4)
3	Myrmidon (1)
4	Revenant (1)
5	Shadows (1d6)
6	Skeletons (2d6)

If a Level 1 Encounter occurs, roll once on the **Level 1 Encounters** table (page 28) and apply the result as listed.

Animated Statues: HD 2 (hp 9); AC 3[16]; Atk 2 fists (1d4); Move 9; Save 15; AL N; CL/XP 3/60; Special: Half damage from piercing or slashing attacks; immune to fear and sleep effects.

A few **Animated Statues** wander around aimlessly, their last orders having been to guard against intruders. As a result, they attack any living thing they stumble across.

Myrmidon: HD 3 (hp 17); AC 1[18]; Atk 1 stone weapon (1d8); Move 12; Save 14; AL L; CL/XP 5/240; Special: Soul chill (Save or -2 to all saves and attacks for 24 hours), half damage from piercing or slashing attacks.

Like their less sophisticated cousins, the animated statues, a few of these relics from the Atlantean Age patrol the long-abandoned ruins of Marwen's palace. Unlike their less sophisticated cousins, it might be possible to reason with them.

Revenant ("The Beast That Waits"): HD 6 (hp 21); AC 5[14]; Atk 2 claws (1d6 + paralysis); Move 9; Save 11; AL C; CL/XP 10/1,400; Special: Fear (as the spell), immune to non-magic weapons, immune to mind-affecting spells, turned as mummy, unique.

Shadows: HD 2+2 (hp 9); AC 7[12]; Atk 1 touch (1d4 + STR drain); Move 12; Save 14; AL C; CL/XP 4/120; Special: Drains 1 STR with hit, can only be hit by magical weapons.

Skeletons: HD 1 (hp 5 each); AC 6[13]; Atk 1 weapon (1d6); Move 12; Save 17; AL N; CL/XP 1/15; Special: Immune to sleep and charm spells.

The location marked 'a' on the map is where the mine shafts let into the ruins. Beyond a pair of huge, marble pillars set into the walls is a long dark hall covered in carvings and reliefs depicting roses, beautiful women adorned in nothing but pearls, and magic users receiving supplication from humans, elves and werne.

[11] **Storage:** The stone door into this room is stuck. Beyond the door is a large, dark chamber filled with... not much of anything any more beyond junk and a quartet of statues carved in the form of nude men. Other than the containers made of stone, and some oxidized bits of metal, most of the goods once stored here have rotted to worthlessness. The animated statues set to guard this room, however, are still functional and immediately attack anyone trying to search the area.

Animated Statues (4): HD 2 (hp 9); AC 3[16]; Atk 2 fists (1d4); Move 9; Save 15; AL N; CL/XP 3/60; Special: Half damage from piercing or slashing attacks; immune to fear and sleep effects.

[12] **Antechamber:** The stone doors into this dark and chilly room now lie on the ground in front of the opening. Characters who listen can hear the faint sound of flowing water and blowing wind. Inside the room, the carvings on the walls depict soldiers saluting a woman draped with pearls and wearing a crown of roses. 4 shadows attack any living thing that enters (use the stats from the **Level 2 Encounters** table).

[13] **Barracks:** The sound of water and wind is more pronounced in this dark room. The floor immediately behind the archway is illusory—anyone stepping on it falls 40' and lands in room 25, taking 1d10 damage in the process (Save for half—Thief types get a +2 bonus).

The four shadows in the room also immediately attack (they're incorporeal, so they won't fall through the floor).

Shadows: HD 2+2 (hp 9); AC 7[12]; Atk 1 touch (1d4 + STR drain); Move 12; Save 14; AL C; CL/XP 4/120; Special: Drains 1 STR with hit, can only be hit by magical weapons.

[14] **Watch Post:** In order to reach this room, one has to climb more stairs and cross a stone bridge ('b' on the map). In the darkness, 30' below the bridge, is an underground river—the source of the sound of water. Wind blows down from the stairs from the other side. Falling into the water from here causes 1d6 damage.

The source of the wind becomes evident at the top of the stairs: The chamber, dimly illuminated by light from the outside, has a single, narrow opening that overlooks the valley of Gravenshire several hundred feet below. A chill wind is funneled through the opening.

A lone Elven warrior, translucent and ethereal, looks out the opening, but turns as soon as anyone enters—his visage twisting with rage. The ethereal form expands and coalesces in an instant into bone and bloody sinew. The Beast That Waits attacks.

Revenant ("The Beast That Waits"): HD 6 (hp 21); AC 5[14]; Atk 2 claws (1d6 + paralysis); Move 9; Save 11; AL C; CL/XP 10/1,400; Special: Fear (as the spell), immune to non-magic weapons, immune to mind-affecting spells, turned as mummy, unique.

The revenant's priority is to attack Female Magic-User Humans, in that order. Even if it is destroyed, it returns the following night unless the Stasis Orb (room 29) is also destroyed. The revenant has no treasure.

[15] **Throne Room:** The massive bronze door into this chamber is engraved with a relief of a woman draped in pearls and wearing a crown of roses. It's magically locked, and only opens if someone vocally pays homage to Queen Marwen (such as, "*All hail Queen Marwen!*").

The room itself is huge and dark. Six massive marble pillars—each carved with the figure of a nude woman and upward-spiraling roses and thorns—support the vaulted ceiling. A red carpet, brittle with age, sits between the pillars, making a path to a marble throne that sits atop a marble dais. The wall behind the dais is covered with a large tapestry, woven from metal threads, depicting a woman, adorned with pearls and crowned with yellow roses, receiving supplication from humans and elves of all walks of life. The tapestry could be worth several thousand

Gold Pieces (1d4+1) to a collector, but it has a weight of 150 lbs, making it awkward to lug around.

The figures 'carved' into the pillars are actually Stone Guardians, which emerge to attack anyone who steps off of the carpet (they can't walk on the carpet themselves, so there's a 'safe zone' down the center of the aisle).

Stone Guardians (6): HD 2 (hp 9 each); AC 4[15]; Atk 1 strike (1d6); Move 12; Save 16; AL N; CL/XP 3/60; Special: Immune to non-magical weapons and attacks.

The huge double doors behind the tapestry are carved with an image identical to the tapestry and are magically sealed. They can only be opened if someone sitting on the throne commands them to open.

[16] **Collapsed Chamber:** The door into this dark room has long since collapsed, broken into chunks of stone. The room itself, its purpose no longer apparent, has given in to the ravages of time and shifting earth, and lies mostly buried in rubble. Any Dwarf can tell the rest of the room is in danger of imminent collapse. Characters attempting to dig through the rubble have a 3 in 6 chance to cause a further cave in, doing 2d6 damage to anyone failing a Save. Thieves can add +2 to this Save.

[17] **Attendant's Chamber:** The door to this chamber is stuck (the result of settling earth) and must be forced open. The room beyond is unlit, and the southwest corner has collapsed. Marble benches, lined with mummified pillows, and a small marble table adorn the room. Like most of the other chambers in the ruins, the walls are decorated with reliefs depicting a woman clad in strings of pearls and crowned with roses—although this room has an inscription on the western wall. The writing is a very archaic form of the local tongue, but can be understood to read:

"All hail and marvel at our mighty Queen; all give adoration and worship to Marwen, Sorceress Unparalleled, Lady of Zerluna, Chosen of Zelinda, and Mistress of the Middle Kingdoms."

A silver pitcher, engraved with roses (worth 100 GP), and 8 matching goblets (worth 20 GP each), rest on the table.

[18] **Lower Causeway:** The wide avenue runs from room 15 to room 19 and is carved with the ubiquitous motifs of the pearl-clad woman and thorny roses. The sound of rushing water echoes through the darkness. The last 20' of the avenue is cut off by a 10' wide, 10' deep gorge filled with water rushing to the west.

Pressing the raised hand of the figure carved on the right and just before the chasm, is supposed to raise a bridge, but the ancient mechanism doesn't work so well any more—there's only a 2 in 6 chance the bridge will actually rise all the way. If it doesn't, it seizes about halfway up, and will never work again. If the bridge is raised, it automatically lowers again in 10 minutes (a similar carving on the other

side is meant to raise the bridge in order to exit).

2 Myrmidons stand guard at the back of the avenue (in the darkness on the other side of the chasm). They won't necessarily attack right away, but characters will need a good story in order to reason with them. Beyond the fact they were set to guard this doorway, they only know a very long time has passed since Queen Marwen gave them that order, and that nothing living remains in the palace on this side of the door. They know little about what lies beyond, other than the Shrine to Zelinda, which marks the entrance to the royal apartments.

Myrmidons(2): HD 3 (hp 17); AC 1[18]; Atk 1 stone weapon (1d8); Move 12; Save 14; AL L; CL/XP 5/240; Special: Soul chill (Save or -2 to all saves and attacks for 24 hours), half damage from piercing or slashing attacks.

[19] **Shrine to Zelinda:** A pair of massive granite doors block entry into this chamber. They're bound in bronze, and carved with the same woman and rose motif found throughout the rest of the ruins. They're also locked and trapped. The lock requires two keys to open, and a Thief can tell they could possibly be picked by a master (-50% to the Open Lock chance). The trap looks like it covers the entire area with flames, and is probably disabled from inside

Attempting to force the doors or an unsuccessful attempt to pick the locks results in the the 20' x 20' area in front of the doors being sprayed with oil from the ceiling for 5 rounds. On the sixth round, jets of flame erupt from the walls for another 5 rounds, causing 1d6 damage per round (Save for half), and igniting anyone or anything coated with oil. This fire burns until somehow doused, and does 2 points of damage per round (Save for half). Diving into the water will douse the flames if all oil-soaked clothing is removed.

If the doors can be bypassed, the chamber beyond holds a shrine—by now, some characters might recognize the goddess, Zelinda. Unlike most of the rooms on this level, this one is dimly illuminated by a black light glow. A large statue of a beautiful woman, adorned only in pearls, sits at the back of the room, with an offering divan placed as an altar in front of it. The pink velvet of the divan is faded and brittle, as are the yellow and pink pillows strewn about the room.

The same keys that unlock the main doors to this chamber can be used on this side to disarm the fire trap and lock the bridge in place (either open or closed).

A marble tray in front of the statue holds 2,000 GP worth of jewelry and miscellaneous trinkets (combs, bowls and the like), all crafted from silver and pearls. However, tampering with either the tray, its contents, or the statue causes the secret door on the east wall to open, releasing eight Animated Statues into the room with orders to attack



Zelinda

Goddess of Desires and Corruption

The worship of Zelinda predates the Telrini Empire, although she became part of the Imperial pantheon, and her worship continues in scattered parts of Eurosa. While not evil, per se, her cult can tend toward Chaos, as her precept of the 'Seven Perfect Pleasures' often detracts from the social order.

Currently, in the Middle Kingdoms, Zelinda worship isn't very widespread although it's known (in fact, the orgy that passes as her monthly ritual is something of a spectator sport in a couple of places)... usually being attached to some house of ill-repute or another.

Zelinda is always depicted as a beautiful woman wearing only pearls, and her symbol is a yellow rose bearing obvious thorns. Her followers are often comely, and always masters of manipulation and persuasion.

all intruders. The secret door can be found by searching, but is magically sealed.

Animated Statues (8): HD 2 (hp 9); AC 3[16]; Atk 2 fists (1d4); Move 9; Save 15; AL N; CL/XP 3/60; Special: Half damage from piercing or slashing attacks; immune to fear and sleep effects.

In the darkness of the hidden chamber, at the spot marked 'c', lies the mummified corpse of a man wearing brittle, dark red robes and clutching a silver scroll case in his hands. Inside is an old parchment bearing a note (see page 34). What's left of the quill and ink he used to pen it lie next to him.

The stone door in the northwest corner of the room is stuck, but otherwise not trapped. It opens onto a stone stairwell leading into the darkness below (and room 21).

[20] **Underground Lake:** 30' beyond the bridge (room 18), the river plunges over a cataract and drops 20' into an outlet that feeds an underground lake. Characters who aren't prepared take 1d4 damage if they go over the falls. Characters who remain in the water drift toward the southwest wall at the rate of 10' per minute. If they haven't left the water by then, they can attempt to cling to the rocks before they're sucked into an underwater 'drain' that feeds

Knowing what is likely to come, I put these words to parchment in the perhaps vain hope someone will read them and take the knowledge with them.

The rebels have gathered what is perhaps an insurmountable force in terms of magical power, and approach the palace from the river. The Queen has ordered a last stand at the Gate Stones. In preparation, she has placed the Princess in a magical slumber I fear will become permanent when the Stasis Orb is activated ~ but it is not my place to comment on such things.

All others have been ordered to stand and fight ~ or flee to the enemy and beg for mercy. I choose another route. The protections have been put in place, though I suspect Sir Morilond doesn't realize what is likely to happen... but then he hasn't been cursed with the gift of visions. When the flames come, the Kingdom of Zerluna will be no more.

Know then that Queen Marwen doubtless meant well, and take pity on what remains of the rest of us. If you would undo what has doubtless been done, the Stasis Orb must be destroyed. I have taken poison, and await my inevitable fate ~ which I pray comes swiftly. With luck and the mercy of Zelinda, I will not fall victim to the Orb.

*By my hand, in the 89th year of Queen Marwen's reign,
High Magister Xystus, Keeper of the Veiled Mysteries*

the fountain in room 23—characters caught this way are potentially doomed to drown, as a grate at the bottom won't allow anything larger than a couple of inches diameter slip through.

The cavern itself is dimly lit by phosphorescent crystals, and has dry land on both sides of the river, covered with stalagmites and stalactites. One minute after the cavern is entered, a pair of Aqueous Orbs rise from the lake in the hope of feeding.

Aqueous Orbs (2): HD 3 (hp 14 each); AC 4[14]; Atk 1 feeding-tail (1d4 + special); Save 15; Move 3; AL N; CL/XP 5/240; Special: Drains fluids (1d4 per round after successful attack), luminescence (Save vs. Charm or walk into water), immune to all but slashing or magical weapons.

The body of a would-be tomb robber is here (at the 'x' on the map). Characters who search him can find 2 GP, 21 SP, 90 CP, and 15 GP worth of useable gear and equipment. He also has a pair of oddly-shaped silver keys (these are the keys to room 19).



The Royal Apartments

The third level once served as the living quarters for the royal family and their personal servants, although Queen Marwen converted much of it over to a virtual tomb when she placed her daughter into stasis.

Like the rooms above, the chambers here are lined with worked granite and marble; unlike the rooms above, they aren't marred by catastrophe and—a bit disconcertingly—when anyone enters a room, it becomes illuminated with a soft blue light (equivalent to a torch) and a faint, tuneless melody wafts through the air.

Aside from a few specialized guardians, this level is pretty much uninhabited. However, once the upper door is breached by the characters, there's a chance for shadows to wander down from the second level.

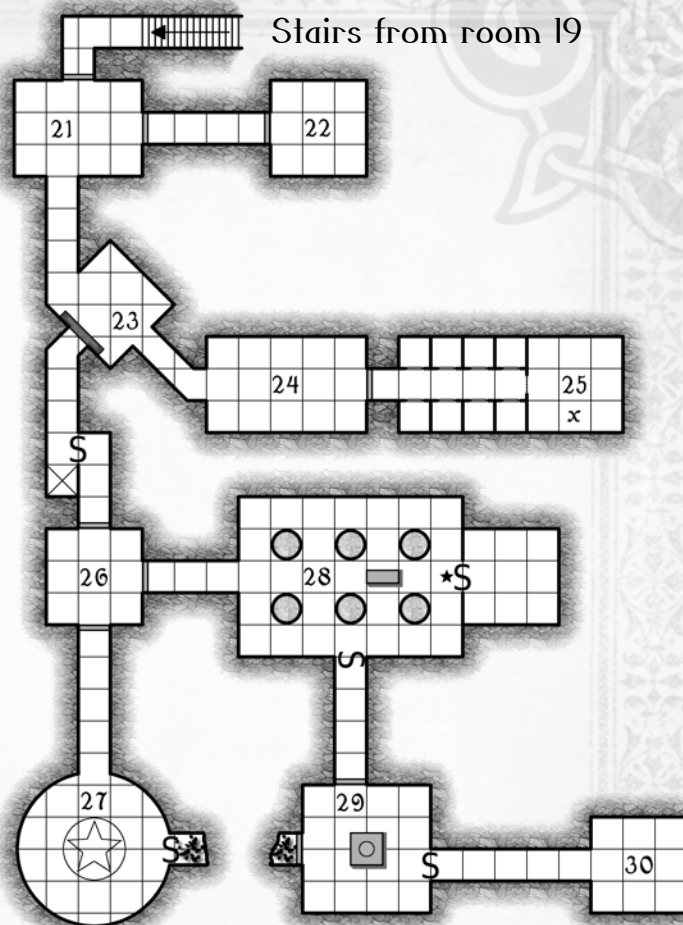
When the characters are between any numbered areas, they have a 1 in 6 chance of encountering 2d4 Shadows.

Shadows: HD 2+2 (hp 9); AC 7[12]; Atk 1 touch (1d4 + STR drain); Move 12; Save 14; AL C; CL/XP 4/120; Special: Drains 1 STR with hit, can only be hit by magical weapons.



[21] Entry Hall: This room is decorated with carvings of the now-familiar rose motif. Along the walls are benches covered with pink velvet and silk throw pillows that are surprisingly intact. All are embroidered with yellow roses. In total, they are worth about 50 GP.

A single marble table against the south wall (next to the



exit) is also set with a silver pitcher, engraved with roses (worth 100 GP), and 8 matching goblets (worth 20 GP each), similar to the set in room 17.

[22] Attendant's Quarters: There are six beds in this chamber, the bedding also intact. At the foot of each bed is a small trunk. They aren't locked, and five of them are empty; the sixth contains women's clothing—very skimpy, silky women's clothing, all in pink and yellow.

[23] Servant's Bath: This open chamber is decorated with images of people enjoying carnal pleasures, overseen by the form of Zelinda, clad in only a necklace of pearls, done in bas relief on the northeast wall.

The center of the room is dominated by a 10' x 10' depression about 2½' deep. A waterfall (fed from room 20 above) rains down the southwest wall and into a wide gap in the floor. A sluicing mechanism allows water to be diverted from the fall and into the depression... Anyone who's seen the bath below the Three Stones (area C1) can tell this is a slightly less sophisticated version of that mechanism. Sadly, the magic that once heated the bath is now inert.

The hallway to the southwest can be entered simply by passing through the waterfall, although it requires a Save

to avoid taking 1d4 damage from the pummeling of the water, slipping on the wet stone, or getting tripped up in the gap the water falls into.

Or, if someone vocally pays homage to Queen Marwen (such as, "*All hail Queen Marwen!*"), the water parts, allowing safe access.

The hallway beyond is carved with thorny roses framing pretty women wearing the same types of outfits as found in room 22. The hallway appears to lead to a dead end—not quite true, but an apt description, as the end of the hallway is trapped with Stone Guardians, similar to the Throne Room (room 15)

Anyone moving past the secret door causes a Stone Guardian to activate—one per character who passes. Note there's only space for two characters to pass initially, although the Stone Guardians will pursue as far as the waterfall (where they are stopped by a natural barrier). Anyone else passing the secret door can trigger additional Stone Guardians, but there are only 9 total set into the walls here.

Stone Guardian: HD 2 (hp 9); AC 4[15]; Atk 1 strike (1d6); Move 12; Save 16; AL N; CL/XP 3/60; Special: Immune to non-magical weapons and attacks.

[24] Guard Barracks: Eight bunks line the north wall, each with an empty footlocker at its foot and another to its left. The soldiers and their gear are long since gone, but 10 Animated Statues remain to 'guard' the dungeon. Their orders are to attack anyone attempting to leave the cells (see room 25) without giving the password, which would be given by the Captain every morning.

Since no password has been given for around 1,300 years, the Animated Statues won't respond to any password now.

Animated Statues (8): HD 2 (hp 9); AC 3[16]; Atk 2 fists (1d4); Move 9; Save 15; AL N; CL/XP 3/60; Special: Half damage from piercing or slashing attacks; immune to fear and sleep effects.

[25] Dungeon Catch: Anyone falling through the floor in room 13 is deposited on the 'x' in this chamber. In the past, soldiers would fetch any such unfortunates and remand them to one of the cells in the adjacent chamber to await interrogation, but since there are no longer any soldiers, anyone ending up here now could be in trouble if no one comes to help and they can't break out.

The lever to open the portcullis blocking this room's exit is located next to the door to room 24. The chance of lifting the gate enough to slip through is equal to a character's Carry Modifier.

The cells hold the bones of those unfortunates who were still imprisoned when Zerluna was destroyed. Since their souls were absorbed by the Stasis Orb, the skeletons—30 in total—stir restlessly if any living thing enters the area, and attempt to attack.

Skeletons (30): HD 1 (hp 5 each); AC 6[13]; Atk 1 weapon (1d6); Move 12; Save 17; AL N; CL/XP 1/15; Special: Immune to sleep and charm spells.

[26] Antechamber: The secret door leading to this section normally just needs to be pushed open, although it's now stuck. The door into the room itself is locked.

This room is noticeably different, if for no other reason than it's lavishly furnished and decorated. Marble benches with velvet cushions and pillows, silken drapes, marble end tables adorned with silver and pearl decanters, goblets and dishes... In all, there's perhaps 2,000 GP worth of goods and furnishing here, although much of it is too heavy to easily carry out.

Both of the other doors leading from the chamber are locked.

[27] Ritual Room: This room doesn't illuminate when entered. Also, unlike most of the other chambers in the ruins, the walls are bare granite with no decorative carvings or engravings. The only feature of this chamber is the 20' ritual circle carved into the floor at its center. The circle is currently inert, but a Magic-User of sufficient level could easily use this chamber to cast spells of Level 7 or higher.

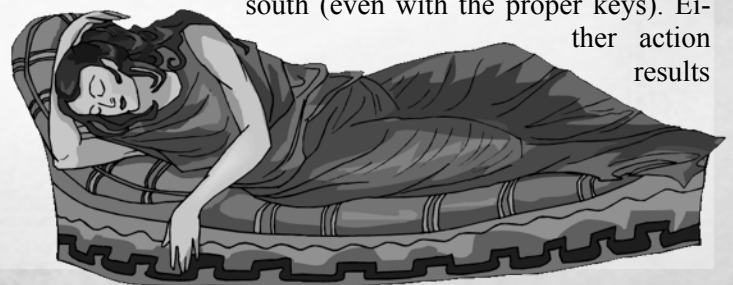
The secret door on the east wall is stuck, and if forced, only opens into a short corridor that has collapsed. Rubble chokes the passage. A Dwarf can tell the tunnel appears to have been intentionally caved in.

[28] Sleeping Beauty: This massive chamber is adorned with carvings of thorny roses all around the perimeter of the room, as well as on the six pillars that support the vaulted ceiling. Between the pillars, a velvet carpet of red and gold runs from the door to a large marble plinth that belies the relatively tiny figure atop it.

On top of the plinth is a low divan of red velvet, and in repose on the cushion is a beautiful young dark-haired woman draped in a silk blanket. She looks to be in her late teens or early twenties. The 15' tall statue of the goddess Zelinda at the far end of the chamber has her arms raised to her sides and seems to watch over the sleeping figure.

The secret door to the east is obfuscated by the statue, but even if discovered, it's magically sealed. Short of a Knock spell, the only way to open the door is to tamper with the sleeping lady or attempt to open the secret door to the south (even with the proper keys). Ei-

ther action results



in the eastern door bursting open as the Erinyes bound there is released to exact retribution on the transgressors. The room holding the Erinyes is otherwise empty.

Erinyes (Demon): HD 6 (hp 21); AC 2[17]; Atk 1 whip (entangle) or 1 bronze sword (1d6 + paralysis); Move 12/24 (flying); Save 11; AL C; CL/XP 9/1,100; Special: Fear (Save), see invisible, locate objects, entangle (Save or bound until released), immune to fire and cold, magic resistance (25%), paralysis (Save).

The secret door to the south is locked, and requires the same two keys that unlock the Shrine to Zelinda (room 19). The sleeping woman can't be harmed in any way nor awakened until the Stasis Orb has been destroyed.

[29] The Stasis Orb: The door at the south end of the hallway leading to this room is locked. The moment it is bypassed, the thrum of magical energy is palpable—the sound and feeling resonate through the room as a tangible thing.

In the center of the room, hovering above a 10' x 10' pedestal, is a large orb, roughly 5' in diameter, glowing with a sickly green light—the Stasis Orb. Even the densest characters should realize it's powerful and dangerous.

The only way to end what's going on in Gravenshire is to destroy the orb, which is fundamentally pretty easy, since it's pretty easy to hit. Unfortunately, it will also try to defend itself by summoning its minions and releasing its energy upon attackers.

The Stasis Orb can summon 6 HD worth of undead in a round. It starts with the Revenant ('The Beast That Waits') and then begins summoning Shadows 2 at a time. It can only have 16 HD worth of minions on hand at a time, although it can keep summoning them even after they've been Turned or Destroyed.

The orb also reflects any damaging attack back on its assailant. It takes the damage, but a tongue of energy licks out to strike the attacker for the same amount of damage it took.

If the orb is 'killed' it immediately shatters. All of the undead in the mines either collapse or dissipate, and the Princess, sleeping in room 28, awakens from her slumber. For more information about her, see page 47.

Stasis Orb: HD 6 (hp 33); AC 15[3]; Atk special; Move 0; Save 11; AL L; CL/XP 7/600; Special: Summon undead minions (6 HD per round; maximum of 16 HD at a time); rebound energy (deals damage to attacker equal to damage done); unique.

Revenant ("The Beast That Waits"): HD 6 (hp 21); AC 5[14]; Atk 2 claws (1d6 + paralysis); Move 9; Save 11; AL C; CL/XP 10/1,400; Special: Fear (as the spell), immune to non-magic weapons, immune to mind-affecting spells, turned as mummy, unique.

Shadows: HD 2+2 (hp 9); AC 7[12]; Atk 1 touch (1d4 + STR drain); Move 12; Save 14; AL C; CL/XP 4/120; Special: Drains 1 STR with hit, can only be hit by magical weapons.

[30] Vault: The secret door leading to this room is locked. Inside is Princess Morgana's 'inheritance'...1000 GP, 10,500 SP, 45,000 GP, 3500 GP worth of clothing and jewelry, a *ring of protection* +2, and a *staff of power*.



Clearing the Duriman Mines

Destroying the Stasis Orb and making the mines safe for Gravenshire once again is no small feat—the characters should receive a bonus of 600 XP each. Additionally, all of the upright people of Gravenshire regard the characters as true heroes.

The mines reopen, and Graven quickly begins to prosper once again. The characters can always find a safe haven in the village, and possibly the keep as well, if the Baron is on good terms with them. Offers of marriage or adoption may even be forthcoming from various villagers and families, depending on circumstances.

If the Grimwood and the River have also been cleared, the characters should always be able to enjoy free lodging at the Three Stones (area C1), as well as a 10% discount on anything else purchased in the village. If the Baron is available to do so, he waives the bridge toll for the characters as well (they each receive a writ to that effect).



Appendix I: Notes for the Referee

General Campaign Notes

This is your story and your game, so feel free to treat it as such. Do what you wish with it. That said, there are some things that came up during playtest sessions which could be helpful to discuss with the prospective Referee.

Party Strength: *The Beast That Waits* was designed with low-level parties of around four characters in mind, but that doesn't mean weaker or stronger groups can't tackle it. It also doesn't mean parties of that size and strength can rush headlong into danger—there are any number of points in the adventure where a low-level party will only manage a TPK by indulging in frontal assaults, or even *any* kind of combat in some cases. If the Referee wants to run this in a one-on-one situation, *Scarlet Heroes*, available from Sine Nomine Publishing is a good place to take ideas from.

Approaching the Adventure: *The Beast That Waits* is both an adventure and a sandbox. Other than funneling the characters into Gravenshire via the Grimwood, there's no set timeline, nor is there a specific 'path' the characters must follow. In fact, during playtesting, one of the first things parties typically discussed within a day or so, game time, was which way they wanted to go, and what threat to tackle first. This freedom of movement is important—unless the characters are sitting stagnant, they shouldn't be pushed any particular direction.

Investing the Players: The other thing that must be done as quickly as possible is to invest the players (and their characters) in the setting. Nothing kills an adventure faster than telling the players they need to rescue a struggling hamlet, and then filling it with nothing and nobody interesting. The principle characters in the village of Graven have been fleshed out for exactly that reason—to give the Referee plenty of handles to grab the NPCs by. One night in the Three Stones, for example, should be sufficient for savvy players to realize it's a family run business, and the family is filled with family foibles.

Naïve Peasants: If the Referee isn't careful, it could be easy for players to assume the town is full of bandits and bad guys. But if the locals—particularly the militia—are played correctly, the characters should simply come to view them as bumpkins and respond accordingly. For example, when the party first encounters the toll at the Mill Bridge, the militia should act a little embarrassed and apologetic at such an exorbitant fee, and try to explain the circumstances. Having them talk about things like how much they like the tabards they get to wear in the militia also helps bring home the idea that these are farmers and herders holding spears and keeping watch... not an army prepared to go out and fight a bunch of bandits.

Smart Villains: Conversely, the 'bad guys' shouldn't be played as stupid. NPCs like Sheriff Vyner, in particular,

aren't going to draw suspicion to themselves by directly and actively thwarting the players in their fight against Lucan Hazard and his bandits. In one playtest session, for example, when a character confronted Vyner on the subject of the bandits, the sheriff suggested dealing with the problems at the mines might be more productive, as merchants might be more inclined to resume travel to Graven if the mines were once again producing valuable ore. Vyner's thought: if the fools got themselves killed up at the mines, no harm done; if they actually fixed the problem, then it was as he said—the bandits might once more have some caravans to prey upon.

Non-Player Genders: Alia-Wor has pockets of racism and sexism, but on the whole, the setting is an open one (in every sense of the word). In some cases where gender was assigned, it was to suit the tone of the 'default' campaign, but if the Referee and her group have other ideas, then run with it. Sir Xaver, for example, was made the son of Baron Sekler, but there's no reason it couldn't be Sir Xenia, the Baron's strong-willed daughter. The one case a gender was specifically chosen was that of Princess Morgana... The timeline published by the original Three Sages stated:

"5,045 AY: Sorceress Queen Marween [sic] Zerluna had ruled over several regions of the Middle Kingdoms with an iron fist for almost 90 years. In this year the people finally unite and rebel against her. Although the queen successfully hides her daughter in a magic stasis tomb, Zerluna and her court magicians are defeated by the rebel sorcerers at the end of 5,046."

Campaign Assumptions

Rules and Variants: *The Beast That Waits* was written with all of the standard rules from *Swords & Wizardry* in play, as well as a few of the options and variants that suit the Three Sages style of play, as well as the Alia-Wor setting. One specific variant worth noting is the idea that Cleric spells higher than Level 5 and Magic-User spells higher than Level 6 require time, resources and/or rituals to cast. This tends to color how magic in Alia-Wor is presented.

Rangers and Random Encounters: There aren't any fixed encounters in the wilderness areas (A, B and E)... This was an intentional design. It doesn't really matter where Gurt's Cave or the Bandit Camp are, so the Referee can place them as she desires (or not at all). However, Rangers have an ability to track, so the Referee should be prepared to let a Ranger lead the party to a specific encounter if the trail presents itself. This allows parties to potentially avoid the frustration of trying to clear an area via random die rolls, since Taniya Greenwalker can fill the roll of a Ranger in the party if necessary.

Map Scale: The overland map of Gravenshire is done at a scale of 1 hex equals ½ mile. For purposes of keeping track of things, assume a typical party of characters can cover 1 hex in about 10 minutes along the road, or in 20 minutes if they're traveling cross-country. Encounter frequency is up to the individual Referee, but playtests showed rolling once for every hex entered kept things moving pretty well.

Falling Damage: The *Swords & Wizardry* rules don't deal directly with falling damage. It's recommended to play a little fast and loose with it, but for purposes of damage within *The Beast That Waits*, it's assumed every 10' fallen increases the damage by one die type—ten feet is 1d4, twenty is 1d6, thirty is 1d8, and so on. Falling on something softer than rock decreases the die type by one or more, and Saves or preparation can decrease the damage even further.

Treasure Values: Much of the treasure found in *The Beast That Waits* is given in terms of "GP Worth" of gear, goods, provisions, and so on. This was done to allow the Referee some flexibility with treasure without over-playing the XP awards... Experience is only given for coin, so characters must work a little harder if they want XP for miscellaneous treasure. Remember that most merchants will typically purchase such goods at only half value.

There are several ways the Referee can define 'Worth' treasure during play:

[1] Don't define it; just use the 'Worth' value for barter or trade. An example of this is when a character sold goods to Candler in trade for payment on the Old Candler Farmstead.

[2] Define it as needed. For example, if a player decides he wants a week's worth of dried rations, he can deduct 7 GP from the the party's accumulated 'Worth' of Provisions. In this case, Gear should be defined as weapons, armor and tools, Goods as clothes, artwork, and other crafted items, and Provisions as various foodstuffs.

[3] Define it when found. This involves a little more work, as the Referee and players need to go through and list out items up to the available 'Worth'. A useful tool to assist in this are the **Spoils of War** item decks, available from Three Sages Games (www.threesagesgames.com).

Setting Interpretations

Some elements of the setting have been explained in the text, while others have been left open to more interpretation by the Referee. This is to give the her greater freedom when incorporating *The Beast That Waits* into her campaign or gaming group, but in other cases it can cause some colorful references or elements of the Alia-Wor setting to go unnoticed. Here are a few examples of things actually 'designed' but not fully explained in the text:

The Bath at the Three Stones: This was meant to be sort of a Jacuzzi hot tub, but is only implied—the Referee can take it or leave it as she wishes. In initial concept, the tub infuses the ale with CO₂, giving it an effervescence that makes it popular. The same jets simply blow air when the cover isn't closed, making it a superb hot tub.

Market Days: Even with the troubles in Gravenshire, most locals look forward to Market Days, since it allows the people to mingle and attempt to forget their cares for a day. There's music, dancing, open air cooking... basically a block party for the locals. At the beginning, there's likely only tubers, wool, and small livestock for sale along with the occasional crafted good, but more can become available as the characters recover goods and (hopefully) get the roads open again. Encounters can be determined with the table on page 11, if necessary.

The Graveyard: Some people die, and Behind the Chapel of Shendor there's actually a cemetery. Fortunately, the affects of the Stasis Orb don't (currently) reach the village, so the dead stay buried, and this is where any in-game fatalities wind up. Characters can also find the graves of people like Oriana Candler here, if they go looking. It's potentially a way to learn about or confirm some of the local history.

Taniya Greenwalker and the Bandits: In every playtest session where characters encountered Taniya, they invariably asked if she knew the location of the Bandit Camp. The Referee can handle this as desired. In some playtest cases, the camp became easy to track down if the party successfully enlisted Taniya to help them; in other cases, she explained the bandits were constantly moving around, making it difficult for her to pin down their exact location at any given time.

Zorcha the Spider Queen: Many things are being 'called' by the Stasis Orb; Zorcha isn't one of them (although the Referee can choose otherwise, if she wishes). As originally envisioned, Zorcha actually migrated south from the mountains around Khazem Kel after the Dwarves there made a concerted effort to eradicate her kin from the deeps of their realm. She settled in the Grimwood because it was darkish there, and seemed a good place to breed.

Princess Morgana: The Sleeping Princess is intentionally left vague, again to give the Referee flexibility in developing her campaign. She can be played as a "Tyrant in Stasis", waking with a desire to reclaim her birthright and 'rightful' kingdom... Or she can simply be a confused young woman waking up in a Strange New World, and wanting no part in the sorts of politics that brought her mother's kingdom to ruin. The 'default' option is a little of both: Morgana knows she's supposed to inherit a kingdom, but also knows her mother's tyrannical ways only invited hatred and rebellion. She tries to be nice, but always with an eye toward ruling, and a slightly spoiled demeanor.

Appendix II: Secrets of Gravenshire

The Standing Stones (page 8)

The truth of the matter is the Standing Stones are Atlantean in origin, their actual function being to serve as a gate. A few people in Queen Marwen's time were aware of this (hence their being referenced as "the Gate Stones" in Xystus' letter—see page 34), Princess Morgana being one of them.

Gravenshire was built on the ruins of Zerluna, which was built on even more ancient ruins, so a few artifacts of that time remain (such as the underground sluice in the Three Stones Inn—see page 9). The Referee may want to have a few glyphs uncovered here and there that bear a resemblance to the ones on the Standing Stones... Having one in the aforementioned bath can be a nice touch.

If the characters manage to consult with Princess Morgana on the subject, she can explain how the Gate Stones work: a small 'Glyph Stone' is necessary to activate them. The Glyph Stone tells the Gate Stones where the user wishes to go and activates the Gate, opening a portal at the desired location.

Finding one or more Glyph Stones could be the focus of future adventures.

Brother Glyn (page 12)

Brother Glyn won't readily share his past, but it's possible for characters befriend him to learn of it...

Glyn was hired to assassinate a girl as retribution against a merchant who'd run afoul of Viscount Remus Arlund. In the end, Glyn couldn't bring himself to kill the girl, and instead he was forced to dispatch two of his brother assassins and flee from Cardon.

Should someone from Cardon's brotherhood, or Viscount Arlund himself, learn of Glyn's current whereabouts, it's quite possible things could get ugly for him.

Having Glyn's past come back to haunt him in the form of bounty hunters could be the focus of another adventure. For more information about Viscount Arlund and his plots, look for *The Perils of Ophelia* (revised) from Three Sages Games.

Oleg Ironsinger (page 13)

Speculation about Oleg's history are largely based on verifiable rumor—particularly that he was given exclusive rights to work the *duril* from the Duriman Mines—though only Torg Axegrind (see page 20) and Oleg himself know all the facts.

Oleg is a Dwarf of relatively low birth... something that could have left him digging up ore in the depths of Khazem Kel for the rest of his life had a Master Smith not noticed Oleg's natural talent with *duril*.

Oleg quickly gained recognition, but his fate was sealed when he inadvertently saved the life of Princess Ymir of Khazem Kel when hobgoblins attacked. Torg Axegrind, the Princess' bodyguard, was dishonored when a mere smith saved her in battle, and Ymir fell in love with Oleg. Unfortunately, his station is too low to marry a Princess, but Ymir persisted, begging her father to grant Oleg a proper title so they could be wed.

Since *duril* had been discovered in the mines of Graven, King Trost told Ymir he'd ennoble Oleg if the smith forged a *duril* axe worthy of the legendary Throd Ironfist himself. Privately, he told Oleg he'd have his head on a pike if he ever showed his face in Khazem-Kel again.



Oleg has resigned himself to his life in banishment, but Ymir hasn't forgotten her "sturdy knight", and sometimes she wonders what's become of him and why he's taken so long. Having her show up in Graven could be the source of several adventures.

Klara Marchand (page 15)

Klara is ridiculously wealthy, and it's not because her father was a semi-successful merchant. While she can seem a bit 'fluff-headed' at times, her past is pretty much exactly as she describes it: She married a very successful adventurer who lavished her with obscene amounts of wealth... and as far as she knows, she's still married.

Her husband, a powerful wizard who calls himself 'Raven', became obsessed in the pursuit of power and immortality. He simply left one day, and neither Klara nor Chloe have seen him since. Klara's assertion of her husband's whereabouts may not be far off the mark, and Chloe actually fears the day he might return—Raven was power-hungry, paranoid, and more than a little controlling and abusive.

While it's actually pretty unlikely that Raven will wander into Graven (and he certainly wouldn't be there looking for his estranged family), it's possible that the party might find themselves in his lair someday, searching for a magic item or on a quest to destroy an evil wizard. Or lich.

Sergeant Nik (page 17)

There's one big secret about Sergeant Nik that no one in Graven knows, other than Sheriff Vyner: Her real name's actually Nikki, and she's a woman.

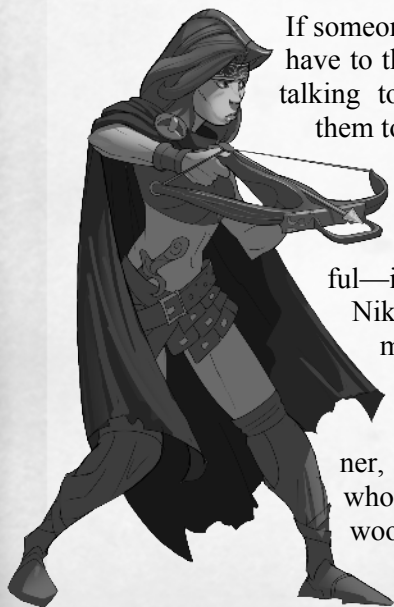
Nikki was one of two assassins sent from Koblidor on a mission to kill Lucan Hazard, hired by an enemy he'd made in Kragkeep (Lucan killed the man's family). Unfortunately, Nikki and her companion, Lyselle, didn't know about the bandit's lycanthropy. Lyselle was torn to shreds, and Nikki wasn't able to escape.

She languished in the dungeon at Graven Keep for a few days, while Lucan debated what to do with her. In the end, he made her an offer she couldn't refuse.

Lucan wanted an agent in the village, and had decided to send Vyner as the new 'reeve'. He told Nikki she was going to accompany Vyner to "deal with" any problems that might arise in town... If she refused, Lucan said he'd give her to his men as a plaything until they tired of her; then he'd use her himself and kill her when he was finished. Then he produced a medallion that had been Lyselle's and told Nikki if she tried to run or betray him, he'd send the medallion back to Kragkeep along with a message explaining how Nikki had betrayed her brotherhood, killed her partner, and fled with their target as her new lover. She'd be a dead woman walking.

Nikki capitulated, and became Sergeant Nik. She's obeyed Vyner without question—even submitting when ordered to 'pleasure' him, but she's inwardly seething and bitter.

She refuses to lose to Lucan and Vyner by taking her own life, and is just waiting for a chance to either retaliate or flee. If Lucan is killed, she only hangs around so she can exact some vengeance against Vyner.



If someone learns Nik's secret, they'll have to think quick and do some fast talking to prevent her from killing them to keep her secret safe.

On the other hand, it's possible that quick-thinking characters could find a useful—if a bit unlikely—ally in Nikki, if they can offer a legitimate way to help her out of her predicament.

As a side note, Nikki's partner, Lyselle, is the same Lyselle who currently haunts the Grimwood as "The Red Lady" (see page 4). Nikki doesn't know of Lyselle's current state.

Chrysanthemum Beane (page 18)

Roscoe and Iris Beane's daughter, Chrysanthemum, is alive and well, although she goes by simply 'Chrysa' these days, and has no intention of returning home to Graven. Anyone spending any time around the Beanes or Watt Tilyer should have a pretty good idea of why not.

The fact is, she's doing quite well for herself in her new life, having opened up a trading post along the road between Finwyk and Cardon, only about 300 miles east of Gravenshire. The location is good, and Chrysa's Trading Post has become a popular way stop for caravans and travelers.

The only reason her parents and would-be husband aren't aware of the situation is because none of them have any particular motivation to wander more than a few miles from Graven. Before the caravans stopped arriving, they'd all actually heard mention of Chrysa's, but it never occurred to any of them the owner of the trading post might be Chrysanthemum... Why would she go by anything other than her perfectly wonderful name, after all?

More information about Chrysa's Trading Post can be found in *Chrysa's Trading Post* from Three Sages Games. In addition to the adventures in that supplement, the characters could find themselves sent on a quest to learn the fate of Chrysanthemum.

Queen Marwen (page 27)

Just in case it isn't patently obvious, it should be mentioned that Queen Marwen Zerluna considered herself to be the earthly embodiment of the goddess Zelinda... an avatar, as it were.

The truth of this is open to debate, although if it *was* true, it could open up a whole other can of worms when it comes to dealing with Princess Morgan—namely, the question of whether or not she's become the next embodiment of Zelinda.

The call of the goddess, or simply devout cultists showing up in Gravenshire, could be the focus of a different set of problems and adventures... The usual modus of the Cult of Zelinda these days is to open up a brothel as a temple of worship. How would the Bracers, or even Morgana herself react to that?

Other products from Three Sages Games will offer a number of adventuring opportunities to characters who've played through *The Beast That Waits*, but the Referee should feel free to exploit any of the hooks throughout to create her own adventures. The hamlet of Graven makes for a good 'home base' for characters to work from.

Appendix III: Useful Tables

What follows are some tools meant to make the Referee's job easier, and help create depth for the adventure.



Weather in Gravenshire

Many groups simply ignore weather and its effects, but adding a touch of the elements can help add color to a campaign.

Determining weather can be as simple as rolling 1d6 and extrapolating (with a '1' being very bad weather, and a '6' being very good weather). However, seasonal changes can affect those results.

The default starting season for *The Beast That Waits* is spring.

Spring		Summer	
Roll	Weather	Roll	Weather
1	Rain Storm	1	Thunder Storm
2	Overcast and Windy	2	Cloudy and Breezy
3	Cloudy and Breezy	3	Clear and Breezy
4	Clear and Breezy	4	Clear and Mild
5	Clear and Cool	5	Clear and Warm
6	Clear and Mild	6	Clear and Hot

Autumn		Winter	
Roll	Weather	Roll	Weather
1	Wind Storm	1	Snow Storm
2	Overcast and Windy	2	Overcast and Windy
3	Cloudy and Breezy	3	Overcast and Cool
4	Clear and Breezy	4	Cloudy and Breezy
5	Clear and Cool	5	Clear and Cold
6	Clear and Mild	6	Clear and Cool

Spring and Fall default to Cool, Summer defaults to Mild, and Winter defaults to Cold.

Storms double all outdoor movement time, require a Save to avoid illness or injury (1d6), and add 2 to the base chance for Surprise.

Overcast has a 3 in 6 chance of rain or snow; Cloudy has a 1 in 6 chance of rain or snow. Rain and Snow add 1 to the base chance for Surprise.

Windy gives a -2 penalty to hit with bows beyond their base indoor range.

Cold subtracts 1d4 from Dexterity; Hot subtracts 1d4 from Strength. This recovers at 1 point per hour.

Names in Gravenshire

While all the major NPCs in Gravenshire have been listed in the adventure, there is still nearly another 200 nameless NPCs in the area... and eventually a player will ask for one of their names.

The Referee is certainly free to make up something, or even just toss out, "Joe," "Bob," or "Fred." But if she's feeling uncreative and wants a little inspiration, what follows is a short table of random names appropriate to the area around Gravenshire.

Note that these are all Human names, as other races aren't native to the area (although the Referee is certainly free to introduce Dwarves, Elves, or Werne, if she wants).

Male		Female	
Roll	Name	Roll	Name
1	Alan	1	Amelia
2	Beck	2	Birgit
3	Cory	3	Cora
4	Dirk	4	Dawn
5	Egon	5	Eslin
6	Frey	6	Fawn
7	Hale	7	Gwen
8	Jolan	8	Heather
9	Kyle	9	Janna
10	Lachlan	10	Keavy
11	March	11	Lynn
12	Nat	12	Mora
13	Owen	13	Nessa
14	Pyke	14	Odilia
15	Rhys	15	Rae
16	Swain	16	Sorcha
17	Trigg	17	Tea
18	Usher	18	Valeria
19	Wark	19	Wynne
20	Zach	20	Zoe



Rumors and Gossip in Gravenshire

Characters spending any time talking to people in and around Graven are likely to hear any number of rumors or tidbits of gossip. The Referee may simply dispense whatever information she wishes to impart to the party, or roll a d20 to determine it randomly.

Rumors are marked (T) if they are true, and (F) if they are false. (T/F) means there are elements of truth and falsehoods in the story.

[1] There's a ghost that haunts the road in the Grimwood—the Red Lady has been seen by travelers along the road late at night. (T – although no one is sure of her origins, she started being seen about the same time the "troubles" started)

[2] There might be ghosts along the river—folks have heard children laughing in the rushes, but no one was there. (T/F – what "folks have heard" are the nixies)

[3] People have seen giant frogs upriver, though no one's ever managed to gig one. (T – though these are actually the clawed fiends)

[4] The Standing Stones were created by (roll 1d4)...

1. ...the Dwarves (F)
2. ...the Sorceress Queen Marwen (F)
3. ...the ancient Atlanteans (T)
4. ...the Dragons (F)

[5] If two lovers kiss beneath the Standing Stones under a full moon, they (roll 1d4)...

1. ...will be destined to wed (F)
2. ...will give birth to twins (F)
3. ...will be blessed for a long life together (F)
4. ...will travel to a far away place (F – but based on the truth)

[6] Dagmar Bracer served in the army under the Baron's father. He decided to settle down after marching out to fight a long campaign against Kobliodor and then Hobgoblins. (T)

[7] Oleg Ironsinger is a Dwarven Prince in exile. (F)

[8] Eamon Candler and Penniman Barker have been feuding ever since Eamon caught Penniman's son, Hamlin, trying to kiss his daughter. (T)

[9] Chrysanthemum Beane didn't die in the Hobgoblin Raids twelve years ago—she just used the opportunity to run away from home. (T)

[10] All things considered, Baron Sekler could be worse—some of the Barons Graven have been downright evil. (T)

[11] The reason Baron Sekler has become a recluse is because he (roll 1d6)...

1. ...has fallen terribly ill. (F)
2. ...is really dead, but Sir Xaver isn't ready to admit that yet, for some reason. (F)
3. ...learned that a long lost love has died, and he's pining for her. (F – and some rumors even suggest the 'lost love' is Chrysanthemum Beane, which is doubly not true)
4. ...has been ensorcelled by an evil sorcerer. (F – though perhaps with a grain of truth; some quietly suggest the 'evil sorcerer' is Sergeant Nik)
5. ...went mad, and Sir Xaver is trying to figure out a cure. (F)
6. ...contracted lycanthropy, became a werewolf, and is now leading the packs of wolves that terrorize the Grimwood. (T/F – some people have heard rumors of the werewolf, and have put two and two together to get five)

[12] The reason Sir Xaver, the Baron's son, hasn't been around is because he (roll 1d6)...

1. ...already died from the illness now afflicting Baron Sekler. (F)
2. ...was killed by his father after the Baron went mad. (F)
3. ...rode out to perform deeds of knightly errantry, and is unaware of what's going on in Graven. (F)
4. ...went mad and was imprisoned by his father. (T/F – the situation is correct, but not the circumstances)
5. ...contracted lycanthropy and was killed by his father, who is now in mourning after having killed his son. (F – although there's a grain of truth behind it)
6. ...is remaining in mourning because he was forced to kill his father after the Baron contracted lycanthropy. (F – but with a tiny grain of truth)

[13] First it was the miners... Now some of the goat herders are starting to disappear. (T – but not all of the disappearances have been for the same reasons)

[14] Not everyone fled the mines—Old Mungo refused to leave his home. He must be crazy... or behind something going on up there. Why else would someone choose to stay someplace so dangerous? (T/F – Old Mungo insists on staying at his home, but he's neither crazy or culpable... Just stubborn)

Rumors and Gossip (continued)

[15] Folks have claimed to see cat people and dog people fighting up in the hills. It'd be kind of funny if things weren't so scary right now. (T)

[16] When some of the miners died, they didn't stay that way... Some got up the next night and started attacking other miners. (T)

[17] A miner dug up an old dish and sold it to some scholar from Dyncrag for several hundred gold coins! (T – though the miner is long dead, and no one knows who the scholar was or why the dish was so valuable)

[18] Lizzie, the pseudo-dragon, is guarding a small hoard of treasure (F)

[19] Taniya Greenwalker knows the Grimwood better than anyone—unfortunately she's abrasive, a loner, and some folk think she's not fond of Humans (T/F – Taniya does know the woods well, and is abrasive and a loner... but doesn't hate Humans; she doesn't suffer fools, and has little patience for most people)

[20] Some Gnomes were in Graven looking for a one-legged Human. (T – but has no bearing on this adventure)

Graven Commons Layout

This is a quick visual reference for the Commons area of the hamlet of Graven:

C1. The Three Stones Inn & Tavern

C2. The Chapel of Shendor

C3. Ironsinger Smithy

C4. Candler's General Goods and Merchandise

C5. Klara's Apothecary & Bakery

C6. The Watch House and Village Gaol

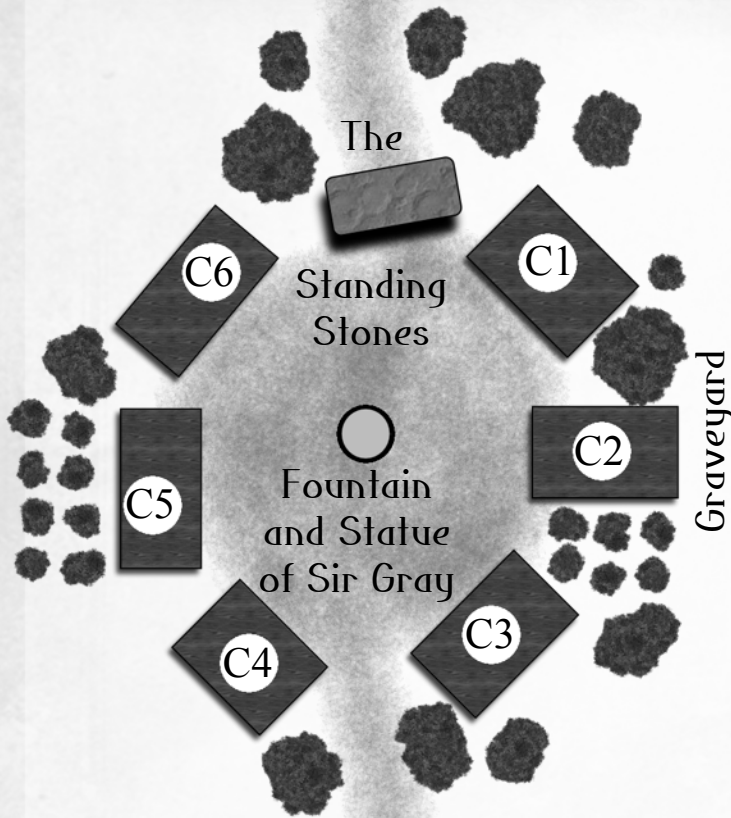
Beyond the Commons are a dozen or so houses, cottages, and out buildings. These serve as homes and storage for some of the nameless villagers, as well as animal pens for the ubiquitous chickens, goats and pigs.

These buildings are unimportant to the adventure, but the Referee may wish to add any locations that become important to the characters during game play.

In other words, feel free to expand on Graven and its environs as much (or as little) as desired.



To the Mill Bridge (area B)



To the Pastures and Farmlands (area D)

Wandering Gravenshire

No random encounter tables were given for wandering around area **D**, but if the Referee wishes to roll random encounters for that area, she can use the following table.

Characters traveling through Gravenshire's pastures and farmlands have a 3 in 6 chance of an encounter during the day, and a 1 in 6 chance of an encounter at night.

Daytime Encounters		Nighttime Encounters	
Roll	Encounter	Roll	Encounter
1	Farmers (1d3)	1	Villager (1d3)
2	Goats (2d6)	2	Vagrant (1)
3	Livestock (1d6)	3	Livestock (1d6)
4	Local Pedlar (1)	4	Dogs (1d4)
5	Militia Patrol (1d4)	5	Militia Patrol (1d4)
6	Notable NPC	6	Monster!

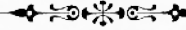
Farmers are working the fields, and goats are accompanied by a goatherd. A Pedlar is going around the shire trading small goods with the locals. Villagers are heading home

for the evening, while a vagrant is sleeping under the stars. All are considered Villagers.

Militia is simply patrolling and trying to both prevent and stay out of trouble. Stats for all of these, as well as Livestock (which includes goats) can be found on page 6, while Notable NPCs can be determined from the table on page 9.

If 1 dog is encountered, it's friendly, and just looking for food and attention (it could be lost). If 2 or more dogs are encountered, they're a pack out looking for trouble.

Dogs: HD 1 (hp 5 each); AC 7[12]; Atk 1 bite (1d3); Move 15; Save 17; CL/XP 1/15; Special: None.



If a monster is encountered, roll on the table closest to the party's current location—either area **A** or area **E** (the river creatures won't be so far inland)—and apply the results. If area **A** is being used, the Referee should treat the party as being on the road.

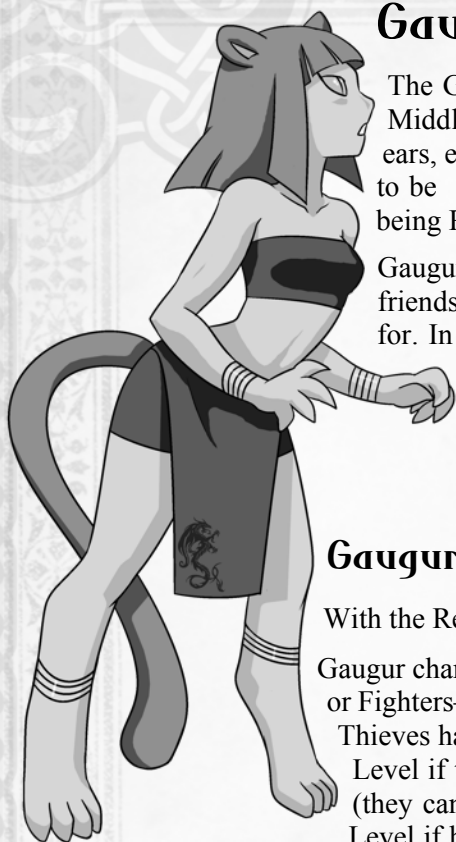
Creatures listed as 'unique' that have already been dispatched can still be encountered, as these are considered 'rogues' that have just wandered into the area.

Creatures listed as 'unique' that *haven't* been dealt with yet can either be rogues or the actual entity listed on the table, at the Referee's discretion.



Appendix IV: Monsters and NPCs

Gaugur (Cat Folk)



The Gaugur are a race of catlike humanoids indigenous to the Lake Britta region of the Middle Kingdoms. Their features vary, but all Gaugur have a few common traits: catlike ears, eyes and tails, the ability to see well at night, heightened senses, and an innate ability to be stealthy. While many Gaugur could make consummate Thieves, most tend toward being Rangers or Druids.

Gaugur society is tribal and insular. As a people, they're highly territorial, but to gain the friendship of a Gaugur is to have one of the most loyal and steadfast friends one could hope for. In fact, while most Gaugur put on a show of being aloof and cold, their feelings are often obvious and easy to read

Gaugur: HD 1; AC 7[12]; Atk 1 weapon (1d6); Move 12; Save 16; AL N; CL/XP 1/15; Special: Hear sounds, hide in shadows and move silently as Level 2 Thief, night vision.

Gaugur as Player Characters

With the Referee's permission, Gaugur can be taken as a Character Race.

Gaugur characters can see in the dark (darkvision) out to a range of 60'. Gaugur may be Thieves or Fighters—but not Clerics or Magic-Users—and are allowed to be Druids or Rangers. Gaugur Thieves have no level restrictions, but a Gaugur Fighter can only advance to 5th Level (or 6th Level if the Gaugur has a Strength of 17 or higher). Gaugur Druids are limited to 4th Level (they can go to 5th Level if either their Wisdom or their Charisma is 15 or better, and 6th Level if both attributes are 15 or better), and Gaugur Rangers can only advance to 6th Level

(or 7th Level if their Constitution is 17 or better). Gaugur may also take advantage of any Experience bonuses due to high scores in their class's Primary Attributes.

Gaugur Thieves gain a +1 bonus to Hear Sounds, a +15% bonus to Hide in Shadows, and a +25% bonus to Move Silently, however they suffer a -5% penalty to Open Locks and a -10% penalty for Delicate Tasks and Traps due to their somewhat limited manual dexterity.

Gaugur that are *not* player characters might have completely different limitations or abilities than Gaugur player characters, as determined by the Referee, and might include non-player characters of any Class.



Animated Statue

Animated Statues were one of Queen Marwen's attempts to emulate the Atlantean Myrmidons she'd discovered. Unfortunately, while they are useful to a degree, they're more limited than the sophisticated Myrmidons, and can only follow one or two very specific commands at a time.

Animated Statues appear to be ordinary statues, carved from marble... at least until they start moving. They attack by striking with heavy stone fists, and are resistant to weapons that aren't good at breaking stone (such as hammers and maces). Being stone, Animated Statues are also unaffected by things like fear and the need to sleep.

Animated Statues can occasionally be encountered in other places, but they're always carved from heavy metamorphic rock. Animated Statues can also be carved in almost any form (although forms without legs would have problems moving), but Marwen had hers carved to resemble herself—or Zelinda, as the case may be.

Animated Statues: HD 2; AC 3[16]; Atk 2 fists (1d4); Move 9; Save 15; AL N; CL/XP 3/60; Special: Half damage from piercing or slashing attacks; immune to fear and sleep effects.





Stone Guardian

Stone Guardians were the other result of Queen Marwen's attempt to recreate the Atlantean Myrmidons. Much like their Animated Statue counterparts, while Stone Guardians offered more flexibility in the process of creation, they were still limited to only following a few basic commands.

Stone Guardians are carved directly into a stone surface, such a wall or pillar, where they remain inert until the orders cause them to activate—which causes them to emerge fully from the stone. Being metaphysically tied to the earth itself, they are immune to ordinary weapons and attacks, but can only move where they can directly contact the earth. Unfortunately, they're also more vulnerable to magic than their lesser kindred.

Stone Guardians can also be found in other places, and can be carved from any solid stone. While they can be take nearly any form, Marwen was partial to representations of herself.

Stone Guardian: HD 2; AC 4[15]; Atk 1 strike (1d6); Move 12; Save 16; AL N; CL/XP 3/60; Special: Immune to non-magical weapons and attacks.

Myrmidon

These constructs were created by the Atlanteans thousands of years in the past, and the technique for creating them has long since been lost. Queen Marwen uncovered a handful when she first had her citadel built, and recognizing their worth, put them to work while trying to find a way to duplicate them.

Although carved from stone in the likeness of warriors, Myrmidons can think and learn, making them more autonomous than similar constructs. However, while they can be reasoned with, they aren't sentient, so emotional appeals carry no weight with them whatsoever. They are resistant to attacks from weapons not designed to smash stone, and something about the arcane energies fueling a Myrmidon causes living things struck by one to feel as if a deadly chill has overtaken them.

Myrmidon: HD 3; AC 1[18]; Atk 1 stone weapon (1d8); Move 12; Save 14; AL L; CL/XP 5/240; Special: Soul chill (Save or -2 to all saves and attacks for 24 hours), half damage from piercing or slashing attacks.

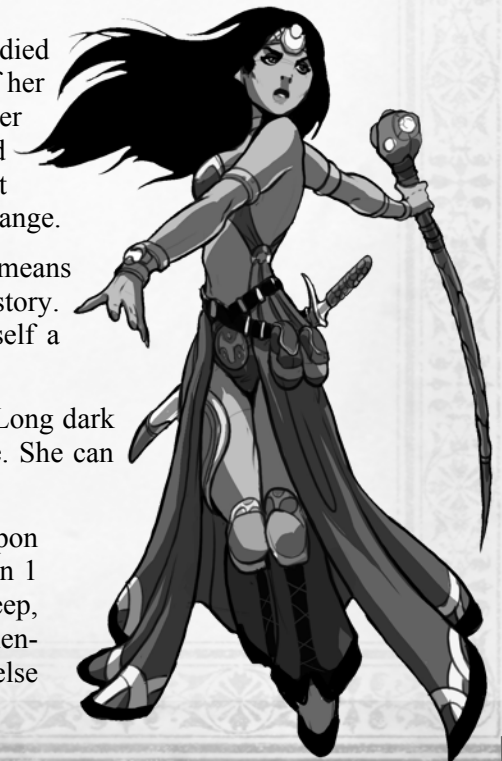
Princess Morgana Zerluna

Princess Morgana was raised from birth to take the reins of a kingdom that died with her mother. She's got all the haughtiness one would expect of someone of her rank and station, coupled with the massive insecurities heaped on her by her mother, and an utter lack of comprehension of how much things have changed in 1,300 years. At her core, Morgana probably isn't a *bad* person... She just hasn't learned how to play well with others. It remains to be seen if that can change.

Morgana remembers everything up to the point of her falling asleep—which means she can be a font of information about the events of the past and ancient history. Provided a character can get her to be cooperative. She still considers herself a priestess of Zelinda, though the cult has changed in the last millennium.

Morgana Zerluna is a beautiful woman who doesn't look a day over twenty. Long dark hair, ice-blue eyes and pale skin conceal a brilliant mind and a sharp tongue. She can either be a potent nemesis or an entertaining foil (think *Taming of the Shrew*).

Princess Morgana Zerluna (Mag7): HD 7 (hp 19), AC 6[13]; Atk 1 weapon (1d6) or spell; Move 12; Save 9; AL L; CL/XP 8/800; Special: Charm person 1 time per day (granted by Zelinda), spells: detect magic, light, read magic, sleep, knock, locate object, wizard lock, dispel magic, hold person, suggestion, dimension door. Morgana has a staff of power, a ring of protection +1, and whatever else she can acquire from the ruins of her mother's palace.



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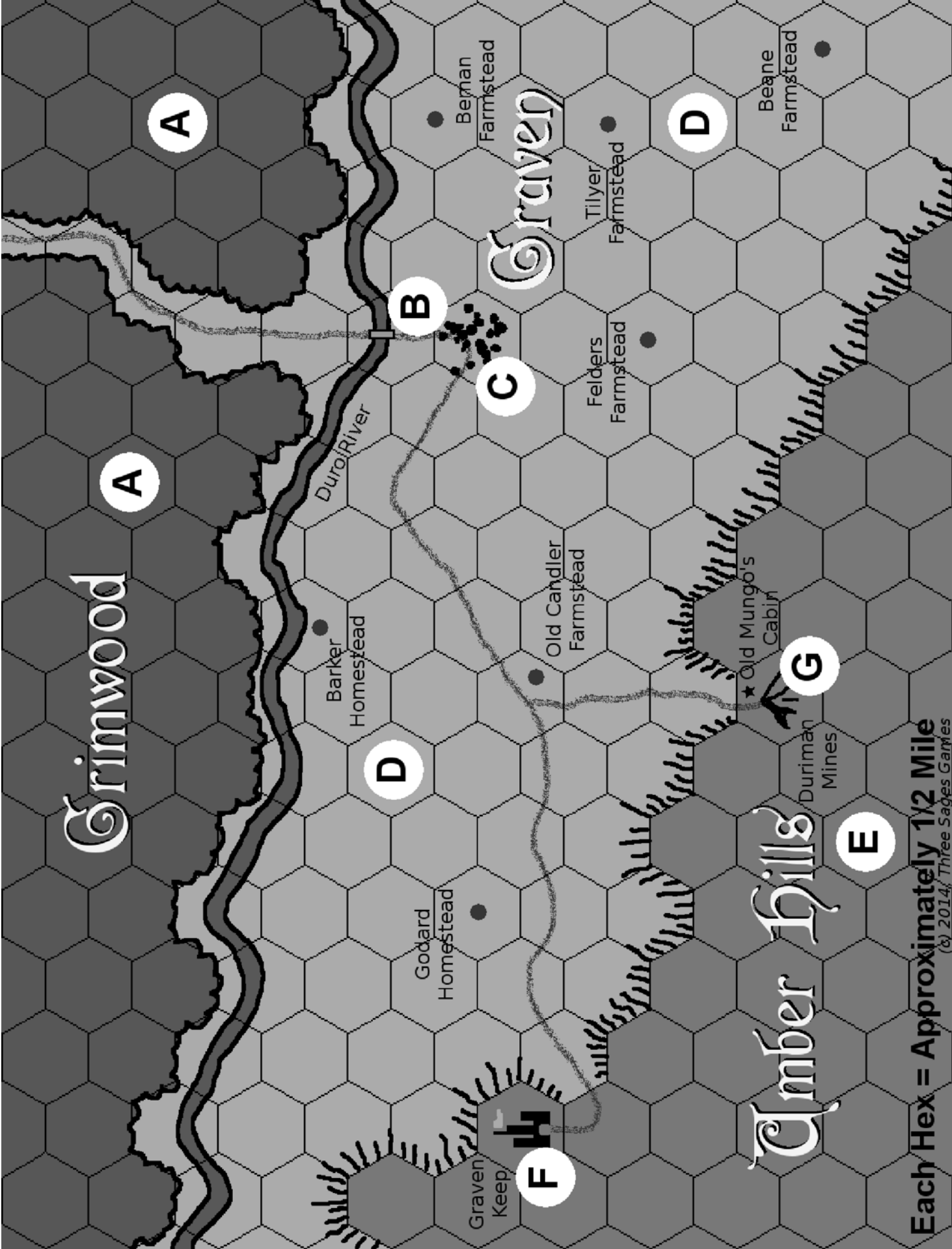
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Grimwood

Graven

Amber Hills

A

A

B

C

D

D

G

F

E

Duroi River

Barker Homestead

Godard Homestead

Beman Farmstead

Tilyer Farmstead

Beane Farmstead

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