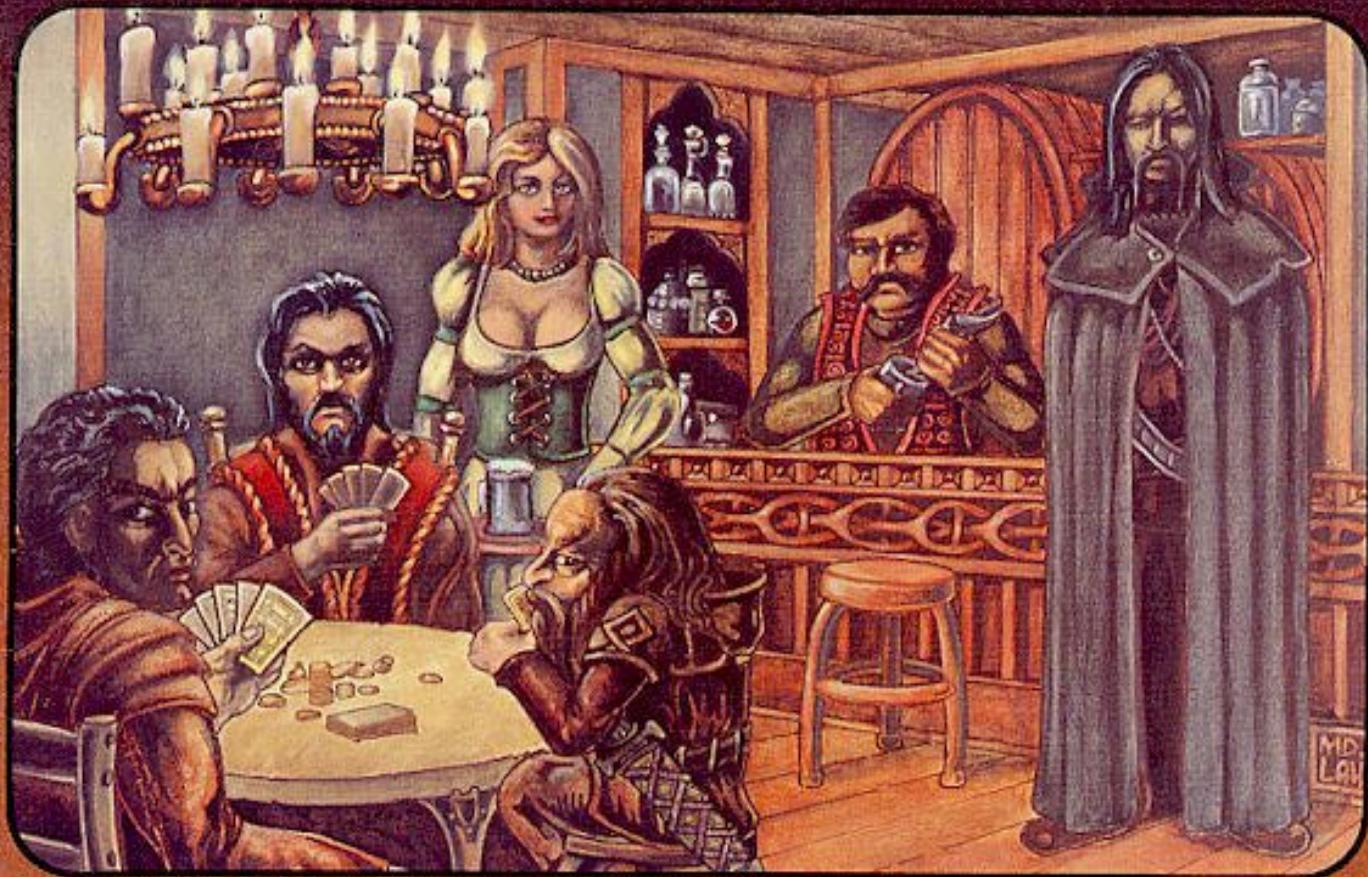


Advanced Dungeons & Dragons®

Fantasy Adventure Module

The Assassin's Knot by Len Lakofka

The second module in the LENDORE ISLE Series

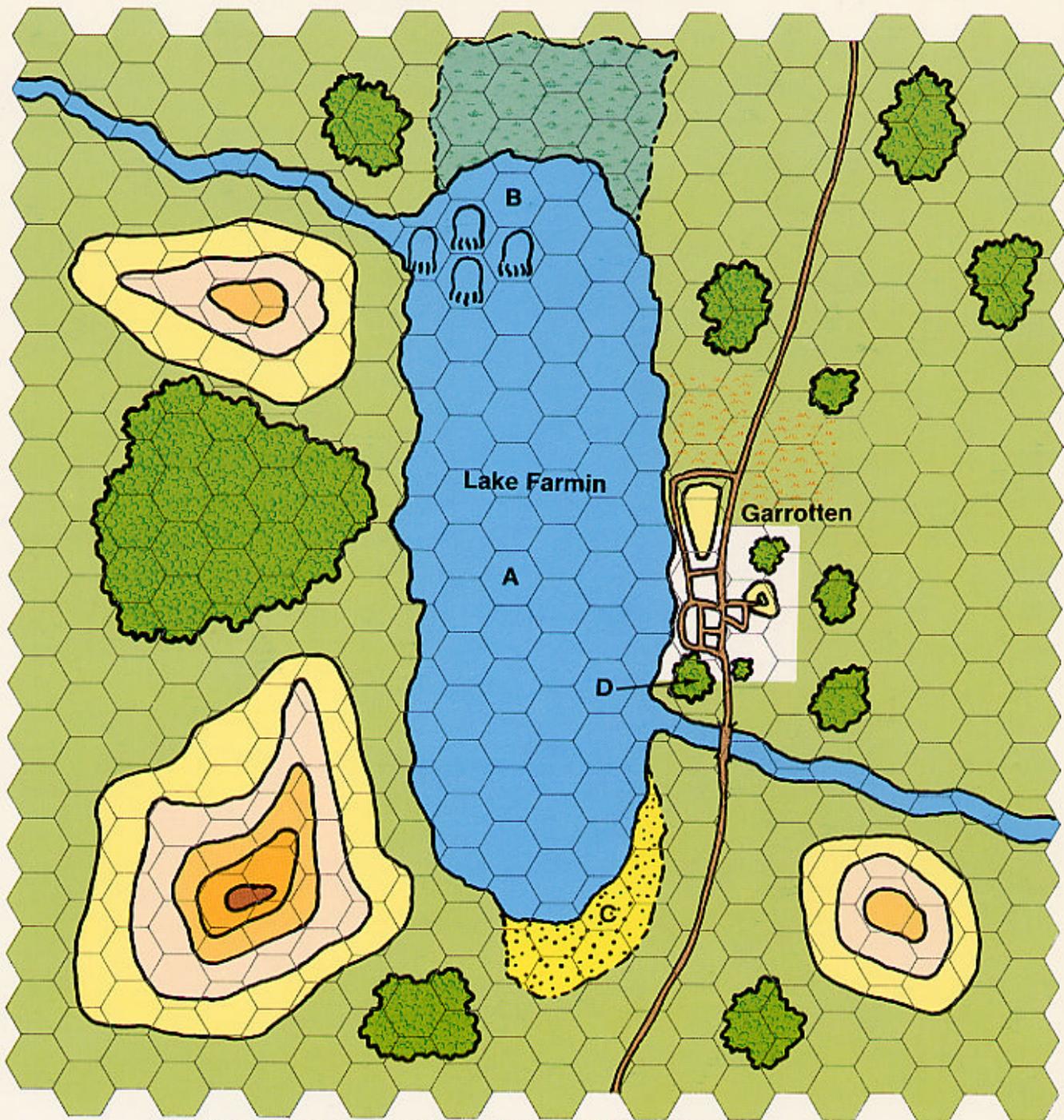


Murder most foul! A small ruby, a leather button, and a golden lute string are your only leads. Can you follow them to the heart of THE ASSASSIN'S KNOT?



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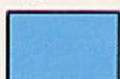
ENLARGED AREA MAP



Key [includes Enlarged Area Map and Town Map]



Road



Water



Trees



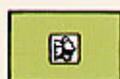
Hills



Swamp



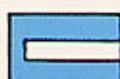
Building



Statue



Fences



Docks



Octopus

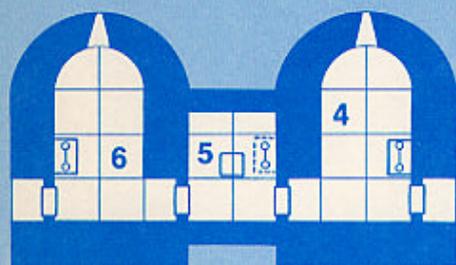


Beach

1 HEX = 1/4 Mile

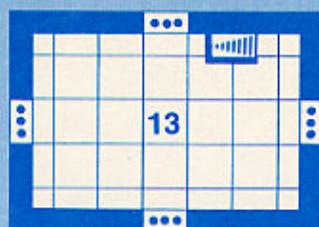


EN CASTLE

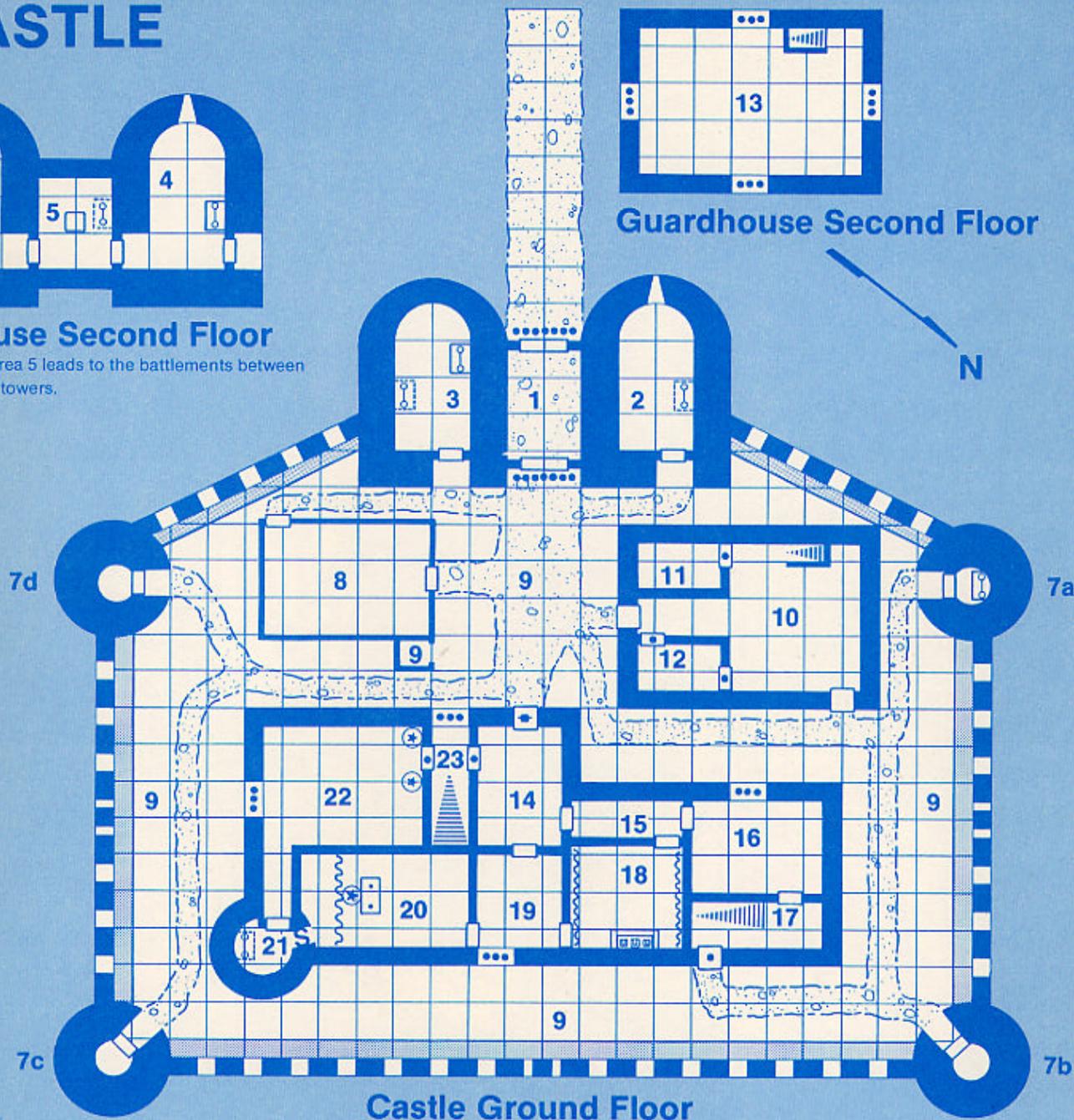


Gatehouse Second Floor

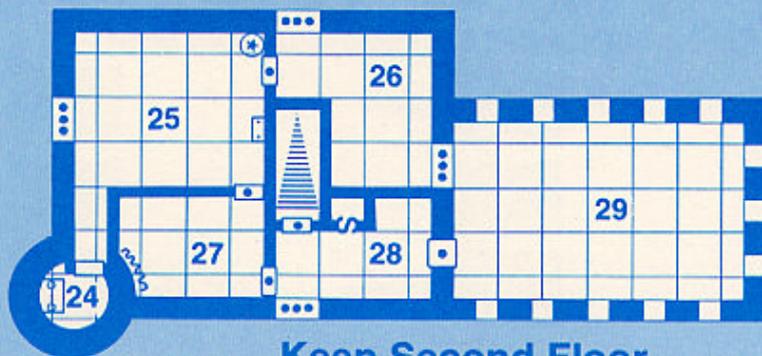
The ladder in area 5 leads to the battlements between the gatehouse towers.



Guardhouse Second Floor



Castle Ground Floor



Keep Second Floor

Tower rises two more floors

The Assassin's Knot

by Len Lakofka

AN ADVENTURE MODULE FOR CHARACTER LEVELS 2-5

This module can be played alone or as the second part of the LENDORE ISLE Series.



Baron Grellus of Resternford is dead. All clues point to the small town of Garrotten, a day's journey to the south. The sorcerer Pelltar of Restenford has asked you to undertake a secret investigation of the crime. Can you succeed before the murderer strikes again?

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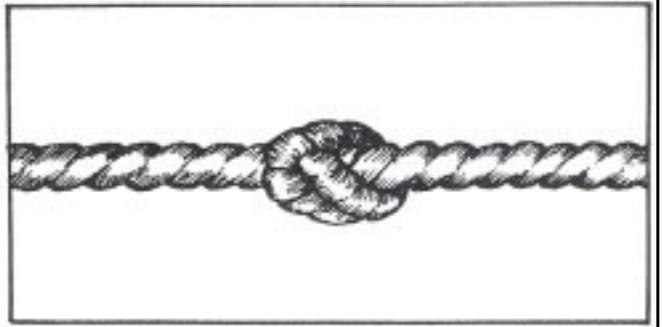
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Dungeon Module L2

The Assassin's Knot

This module is a sequel to module L1 **Secret of Bone Hill**. Although that module is not necessary to play this one, they can be used together as parts of a continuing adventure. If you plan to participate in this module as a player, please stop reading here. Knowing the details of this module will make it less fun to play for all concerned.



INTRODUCTION

This module is different from most other modules—it is a murder MYSTERY. The players will have to assemble the clues you give to discover the murderer and prevent him from carrying out his plans. Because so much of the action depends on what the player characters do, you must pace the events of this module to be both challenging and entertaining. Remember, **ACTIONS LEAD TO REACTIONS**, there is a strong emphasis on character interaction, and the investigation has a definite deadline. Parties who rely only on force should not expect to do well in this adventure.

This module is designed for play by 6-10 characters of levels 2-5, totaling at least 20 levels. Parties with more than 35 levels, or any 6th level characters, may find the going too easy. The adventure begins in a large inn where assassins and a thief live. The action moves to a church run by a crazy old coot high priest who can be both a help and a hindrance; a theater where the party might find help from a bard; and a town with many interesting occupants. The party may even raid the castle of an evil magic user!

Read the module carefully before running it for the players. Give special attention to the non-player characters (NPCs) and the ways the clues may lead to the mysterious assassin in this adventure. Carefully comparing the text to the maps while studying the module will give you good ideas on how to fit the encounters into an ongoing adventure.

The following abbreviations are used to summarize the information given about monsters and NPCs:

AC = Armor Class; **MV** = Movement; **HD** = Hit Dice; **hp** = hit points; **AT** = Number of Attacks; **D** = Damage; **SA** = special attack; **SD** = special defenses; **S** = Strength, **I** = Intelligence; **W** = Wisdom; **D** = Dexterity; **C** = Constitution; **CH** = Charisma.

DM's Background

Baron Grellus of Restenford is dead. All clues point to Garrotten (Gar RO ten), a small town about 18 miles to the south of Restenford. The party has been secretly contacted in Restenford by the sorcerer Pelltar to find out who murdered the Baron and to bring the murderer to justice. Pelltar really wants to continue his researches in peace, but the death of the Baron threatens the stability of the whole region.

The Baron was found strangled at 8 AM Monday morning. His bedroom was locked from the inside. No furniture or other objects were overturned or broken; however, three clues to the murderer were found in the room. First, a small red ruby (value 50 gp) was located near the body. Second, a golden lute string was found under the bed. Third, a red leather button was found in the Baron's hand. Restenford castle has been sealed to outsiders until the Baron's wife and daughter recover from the shock. The effort to **speak with dead** gave no clues, and all attempts to **raise** the Baron met with failure. However, Pelltar has acquired the following information:

An old man with long white hair, wearing a blue robe with the symbol of three barracuda on it, ate at the Restenford inn. This symbol is known to represent one of the major sea deities worshipped on Lendore Isle: Osprem, Goddess of the Seas and Water Travel. A temple to this deity is located in Garrotten. The old man displayed a beautiful golden holy symbol, a small whale. The eyes of the whale were red rubies.

A man in traveling clothes appeared at a local tavern where he had a few drinks and played the lute for the people in the tavern. He stayed a few hours and then left. The lute had unusual golden strings.

A man came into town to buy a few barrels of beer and have them shipped to his inn in Garrotten. He wore a distinctive red vest with ornate red buttons. When shown the button found in the Baron's room, the wine merchant identified it as resembling the ones on the innkeeper's vest.

The guard at the south gate of Restenford (whose road leads to Garrotten) remembered each of the three men. They arrived one after the other, about an hour apart, between 7 PM and 9 PM Sunday night. None of these men were seen to leave Restenford, but a later search of the town did not find them. Pelltar the sorcerer thinks he knows them. The first is **Harper**, the high priest of the Church of Osprem in Garrotten. The second is **Balmorrow**, a theater owner in Garrotten. The third seems to be **Abraham**, the town's innkeeper.

The party knows that Garrotten does not enjoy a good reputation. Dark rumors suggest that Garrotten is the headquarters for assassins who operate right under the nose of the town's mayor. There is no proof that such a guild exists, but a common phrase in much of this area is, "If you want someone killed, go to Garrotten." It is up the party to find out who killed the Baron and why, and to bring the guilty party to Restenford if possible.

The Murder—DM ONLY

All three suspects are innocent. The Baron of Restenford was murdered by Tellish, head of the Assassins' Guild in Garrotten. Tellish accomplished the murder by using a **cloak of ethereality** and his abilities to climb walls and pick locks. At 7 PM he entered town dressed as the high priest of the temple of Osprem. He then sneaked out of town, removed the high priest disguise, and re-entered as the theater owner at 8 PM. Once that role was played, he again left by the wall and entered town at 9 PM disguised as the innkeeper. Tellish then removed the last disguise and went to perform the assassination at 1 AM. He then climbed the town wall a third time and returned to Garrotten.

Tellish selected Sunday night to perform the assassination because none of the men he framed are usually in public view then. The high priest always retires very early on Sunday and does not reappear until 9 AM Monday morning. The theater owner does not have performances on Saturday or Sunday and is usually setting up new backdrops or rehearsing alone for next week's show. The innkeeper has Sunday night off and usually retires to his room for a quiet evening. Thus none of the three has a good alibi.

The Plot

The assassin was hired by Qualton, the canon of the Church of Phaulkon in Restenford. Qualton suffers from a form of schizophrenia that produces occasional fits of megalomania. It is his goal to become Baron of Restenford himself, but to do so he must murder the current Baron and Baroness, then marry the Baron's daughter. In his twisted mind this all seems quite logical and possible.

Qualton's desire to kill the Baron and Baroness fits right into the plans of Arness, the mayor of Garrotten. She would like to see the Baron's entire line die out (including the daughter, Andrella). Arness, as the strongest surviving political leader in this part of Lendore Isle, could then claim the town of Restenford in addition to her town of Garrotten. The Duke of Kroten is too busy with non-human raids on his borders to intervene—and would probably support a strong local ruler anyway... Thus, Qualton paying Tellish to kill the Baron has played right into Arness' hands!

On the following Sunday Tellish will again travel to Restenford. He will assume no guises this time, however. He will just sneak into the castle and murder the Baroness. If nothing stops him, one week later he will kill Andrella and Qualton as well! The death of the Baroness should be a strong hint to the party that they are under time pressure, if they have not yet guessed.

The Assassins' Guild

Tellish poses as a clerical advisor to Arness. He is a cleric who became an assassin, and now enjoys the benefits of both professions as a dual-classed character. His guild has two other members in the castle garrison, three at the inn, and one posing as a caretaker at the church. Associate members of the guild are the mayor of the town herself (Arness, a 6th level magic-user) and brigands from the nearby woods, who occasionally provide "muscle" for the Guild. The Assassins' Guild is well concealed in the town, and only Tellish knows everyone else. It is essential that you read through the module carefully prior to play to understand how the Assassins' Guild is linked at locations **1** (the castle), **2** (the inn) and **3** (the church).

Assassins' Guild Roster

Character	Rank	Usual Hangout	Cover
Tellish	C5/A6	Castle	C3
Sangster	A4* (spy)	Castle/Town patrol	F2
Gellius	A3	Castle/Town	F2
Rogan	A1	Castle/Town	clean-up boy
Thomas	A1	Castle/Town	student
Philmar	A3	Inn	hunter
Oscar	A3	Inn	local
Basmar	A4*	Inn	smuggler
Lothar	A5*	Temple	groundskeeper
Gilmi (Dw)	F4 (spy)	Smithy	smith
Arness	M6*	Castle	mayor
Holga	M1 (spy)	Castle	student
Glami	M3 (spy)	Inn	barkeeper

* Knows Tellish is the head of the guild.

Note that there are few assassins. One mass melee could easily destroy the entire guild. Thus, the guild will avoid a direct confrontation at all costs, and try to minimize their losses at all times. They can expect little help from the castle guards unless the party does something overt. Most of the guards are not involved in the guild, and it would be politically unwise of Arness to order the guards to attack the party without cause.

CHRONOLOGY OF EVENTS

Although play will vary a good deal depending on party actions, the general plotline follows this schedule:

SUNDAY:	Tellish murders Baron Grellus and plants his false clues.
MONDAY:	The player characters are assembled in Restenford by the wizard Peltar. Investigations point to Garrotten.
TUESDAY:	The characters travel to Garrotten, arriving about 8 PM. They will probably stay at the House of Abraham, the only inn in town. They will be very tired after their trip.
SUNDAY:	If the players have not solved the mystery (most won't), Tellish assassinates the Baroness.
MONDAY:	Word of the assassination reaches Garrotten.
SATURDAY:	Events of this week depend on player actions. Probably the mystery will be solved and the characters will raid the mayor's castle. If the DM wants a confrontation with Qualton (using L1), the characters will hear a rumor that Qualton has proposed to Andrella.
SUNDAY:	If Tellish isn't stopped, he will assassinate both Andrella and Qualton.
MONDAY:	Word reaches Garrotten. Within a few days, Arness and Tellish begin their political takeover. Peltar retires from the scene. The characters must adapt to the new order or flee.

Some events may happen at anytime, if certain conditions are fulfilled. The following are typical, though the DM may wish to make up others depending on the flow of play.

The Arrest of Abraham. If the party goes to Arrness (or she hears of their investigation) she will hold an audience that will delay the party investigation half a day. Arrness will forbid the characters to continue, saying that she can keep order in her own town. The next day, Abraham will be arrested and convicted; the trial will cost the characters half a day if they go. Abraham will be executed morning of the second day following, unless rescued. (The inn's stableboy, Falpir, will give his clue to the party if Abraham is condemned.) To make matters worse, if the innkeeper is executed, the mayor will tell the party that the innkeeper was hired by the sorcerer Pelltar of Restenford! (As Pelltar is one of the most powerful NPCs in Restenford, Arrness would like to see him eliminated!)

The Visit. While the party members are out, their rooms at the inn are ransacked by assassins. This event is most likely after the party has drawn attention to itself. An alternative is to have Wilfong, a common thief, caught (or nearly caught) in the act of robbery.

The Octopus. Basmar at the inn spins a tale of a monstrous devilfish that attacks boats going upriver at the north end of the lake. His purpose is to distract the party from the investigation. Even if no one is killed, the hunt will take a full day.

The Contact. The DM introduces a special NPC who supposedly has vital information. The main purpose of this encounter is to kill the NPC to demonstrate to the players how dangerous the investigation is. The exact details are up to the DM—the effect on the players is the most important result.

The Ambush. The party is lured out late one night by the promise of information. They are jumped by a gang of brigands brought in from out of town. The purpose here is a brisk fight to break the pattern of cautious investigation—captured brigands will know little of value. The guild will need a few days to set this up properly, and they are not likely to try this more than once. Remember to set up an alibi for the NPC who lures them out (“I guess they weren't after ME, they just knocked me out.”)

The Crab Hunt. Harper, the high priest, invites the party on a crab hunt (do this only if the players have made a diplomatic blunder or aren't concentrating on their mission). The offer should be VERY hard to refuse. It will waste a day of investigation time.

The Town Guard. Player characters skulking around at night are picked up by the town guard. Make it obvious the guards are just doing their job. Depending on how the players handle this encounter, they could get anything from a free drink and a friendly warning to a day or so in the castle dungeon for disorderly conduct, resisting arrest, and so on. Of course, the Penalty for killing a town guard is death, so a player mistake here could drive the investigation underground.

Special Note. It is possible to make reports and get advice from Pelltar, but it takes a day for a message to be delivered and a day to get a reply.

THE OUTSKIRTS OF GAROTTEN

This area is shown on the large area map. This map also fits together with the area map in L1. Random encounters outside the town limits are at the discretion of the DM. The recommended maximum encounter strength is 12 HD of creatures, with individual creatures less than 5 HD each.

A. The Lake

During the day it is 90% likely (if the weather is fair) that 2-7 fishing boats from the town will row out together at dawn to fish in the lake, returning at sunset. At night, all boats are in the dock (4). On Tuesday all boats are removed from the water and left on the beach the full day (this is Osprems' holy day and all fishermen observe it).

The fishermen know of all of the lake's dangers. They do not like others fishing on the lake, but they would like to see the octopus killed. Non-evil fishermen are 40% likely to tell of the lake's dangers in casual conversation, 95% if a character specifically mentions going out on the lake. An evil fisherman will only tell the character to stay off the lake.

Fishing in the lake is reasonably good. Each character who goes net-fishing has a 20% chance per 6 hours to gain 1-8 fish worth 1-4 cp each. Line fishing yields 1-2 fish. A secondary skill in fishing adds 10% (all town fishermen have this, of course).

B. Octopus Lair

At the mouth of the lake where the Farmin River empties into Lake Farmin, a huge octopus occupies the few marked hexes. The creature is 30% likely to attack craft entering these hexes. It is no danger elsewhere in the lake, but does prevent the fishermen from going upriver. A special octopus hunt takes a full day, but guarantees an encounter with the octopus.

Huge octopus (AC 7; MV 3"/12"; HD 6; hp 28; #AT 7; D 1-3(x6)/1-10; SA constriction: SD ink cloud).

C. Beach

This sandy beach with numerous rocky outcroppings is occupied by the giant crabs that populate the southern portion of the lake. Anyone walking the beach is 35% likely to encounter 1 or 2 crabs.

Giant crabs (AC 3; MV 9"; HD 3; hp roll 3d8; #AT 2; D 2-8/2-8; SA surprise on 1-4). A giant crab can be sold in town for 1 sp per hit point of the dead crab. However, characters will not be able to sell more than two crabs a week.

The Church of Osprems protects the crabs from overhunting and will take action if it finds out that characters are slaughtering the crabs, especially if the characters use magic. Penalties are up to the DM, but fines or even a curse are possible, depending on the circumstances. The crabs in the lake are no threat to characters on the surface.

D. Forest

This area is where the assassins meet outsiders. Any such meetings will be arranged by the DM as needed. See the notes on character intrigue at the inn (2).

THE TOWN OF GARROTEN

The town of Garrotten, formerly named Lake Farmin, is not a good town by any standard. The majority of its people are Lawful Neutral and a number are Lawful Evil. Most of the people here worship the Seul (SOOL) Gods, especially the sea gods Osprem and Xerbo, and the war god Kord. Each town building is listed in the **Town Table**.

All buildings followed by an asterisk (*) have additional encounter information in the **KEY TO GARROTEN**.

All shops are fully stocked with common goods. Prices are 20% over **Players Handbook** prices, but some owners might go down to 10% over normal. Shopkeepers are not wealthy and few, if any, could afford to buy even the most minor of magics from a character.

The DM may add additional description to the shopkeepers and peasants (fisherman, farmers, wives, and children) as needed. In general, these characters remain insignificant. They know no information of real value and will not be helpful to a party. They never know the alignment or level of other town occupants, to say nothing of someone else's treasure.

Peasants and shopkeepers carry purses of from 1-20 coins (DM choice, but never gold or platinum). Children might (40%) have 1-2 cp. Homes of fishermen or farmers might (40%) contain a stash of 1-10 gp. Shopkeepers always have a stash of 1-100 gp at home and additional money at the shop (8-80 cp, 4-40 sp; 50% chance of 2-20 ep and 1-10 gp).

Brief descriptions (but not maps) are provided for the more important homes and businesses in the town. The DM should let the players look at the town map during play.

The Town Patrol

The town is patrolled regularly by a small troop of guards to insure the peace and to observe anyone new in town. Patrols do not march and their route is often erratic. They will normally leave the castle at noon and 8 PM, and the entire patrol takes 21 to 40 minutes. The guards always check in at the inn.

Patrol Composition

1-60	2-5 guards , select at random using d20.
61-80	2-5 guards led by Sangster (posing as a fighter). It is 40% likely Sangster will leave the patrol and talk with one or more of the assassins in the inn.
81-95	2-5 guards , plus (roll d12): 1 Armax 2 Falbore 3-12 Armax and Falbore
96-00	3-7 guards , select at random using d20.

KEY TO GARROTEN

Buildings 1-4 are special encounter areas, described in detail after the town key. These are: the castle **(1)** the House of Abraham Inn **(2)** the Church of Osprem **(3)** and the Theater of the Mystic Celebration **(4)**.

5. MARTIN'S HOME

This small 30' x 30' one-floor home has a new coat of white-wash. The house is in excellent repair and tall, healthy flowers fill the flower boxes at each window.

The cobblestone paths around the house are well tended. A beautiful apple tree stands before the front door. Another apple tree shades the rear door. North of the house lies a small, ordered plot of radishes and onions. Martin is known to be an excellent farmer; neighbors often take his advice. His wife and children usually work around the house.

Martin, druid (AC 4; D3; MV 12"; hp 24; #AT 1; D by weapon; AL N; S 13, I 12, W 14, D 17, C 16, Ch 15). He is a large man, 6'3" and 195 lbs. He has short brown hair, a full beard, and wears brown and green robes at all times. Beneath his clothing he wears leather armor and a **ring of protection +1**. He carries a shillelagh of fine oak at all times and is seldom seen without his dog, Wolf. His purse contains 1-20 gp and 3-30 sp. Martin's usual spells are:

- First level:** animal friendship, entangle, predict weather, shillelagh, speak with animals
Second level: charm person or mammal, cure light wounds
Third level: plant growth

Wolf, war dog (AC 7; MV 18"; HD 1+2; hp 10; #AT 1; D 2-5)

Martin is the druidic friend of Balmorrow the bard and trusts him completely (see the **Theater** section).

13. LYDIA'S GENERAL STORE

This is a 20' x 20' building, with a slightly smaller frame house behind it. The one-room house has two barred windows and only one iron reinforced door. The store has four barred windows along the street side of the building. The main door is iron reinforced and has a lock. The store is open from 9 AM to 6 PM, and is run by Lydia and her husband Gelmark. Only one of them will be here at any time.

Lydia, fighter (AC 4; MV 24"; F5; hp 30; #AT 1; D by weapon; AL LN; S 13, I 13, W 14, D 11, C 16, Ch 18). She wears **bracers of defense AC 4** (not obvious under the long sleeved dress she wears) and **boots of striding and springing**. She carries two throwing daggers tucked inside her boots. Inside the cubicle, she keeps a **broadsword +2 (I 15; E 5; AL LN; empathy, detect good, detect evil)**.

Gelmark, fighter (AC 8; MV 12"; F2; hp 12; #AT 1; D by weapon; AL LN; S 15, I 15, W 9, D 13, C 13, Ch 17). He carries a broadsword and dagger.

Gelmark and his wife Lydia are part of an adventuring party that settled down here—perhaps permanently. The other party members are located at **26**, **29**, **32**, and **39**. Thus Lydia and Gelmark have people they trust and vice versa, in times of need. It is not common knowledge that they were an adventuring party and this remains their secret. They do not know any useful information about the Assassins Guild. If Lydia or Gelmark are harmed or killed the rest of their party will seek to capture the characters responsible.

Inside, the goods of the store are scattered about on pegs, tables, shelves and floor. Before the back door is a 5' x 5' barred cubicle around a counter. The cubicle has a small door into the store that can be locked. The store bank and records are kept here.

The store has a wide selection of goods that sell for a 25% more than the prices listed in the **Players Handbook** (Lydia can be bartered or haggled down to 5% more, but no lower). She has four suits of leather armor, four shields, two sets of studded leather, one set of chain, eight daggers for hand-to-hand combat, three throwing daggers, one throwing hand axe, thirty darts, one hammer, four broadswords, one short sword, sixteen pairs of boots, seven cloaks, fourteen tunics, sixty flasks of oil, a thief's kit, ten tinder boxes, eighty standard rations, a hooded lantern, one hundred and fifty candles, and two hundred spikes. Inside the cage is the store's bank of 10 + d20 gp, 30 + d10 ep, 20 + 2d20 sp and 30 + 3d10 cp.

The door to their home is usually locked. Inside the home, under a loose floorboard (treat as a secret door) is a pouch of 8 pp and 204 gp.

18. WINERY

This is a small town winery. Above the door is the symbol of three barracuda (this symbol appears on any bottle of wine sold). The front of the shop is very small, only 5' x 7'. When the front door opens a small bell over the door rings. In the small front room are forty bottles of wine labeled with the barracuda symbol and the year. Thirty bottles sell for 7 sp, five for 12 sp and five for 20 sp. A drape conceals the back room, where winemaking is in progress.

The small winery is run by the Church of Osprem (3) and the three barracuda are a symbol of that deity. The winery employs



two clerics who sleep upstairs in a single room and four lay brothers who sleep in the cellar. The vines grow on the hill behind Martin's house, and during the day 2-5 of these characters will be on the hill tending the vines.

Eless, cleric (AC 10; MV 12"; C2; hp 10; #AT 1; D by weapon; AL LN; 2 10, I 12, W 15, D 13, C 14, Ch 8). Eless wears no armor and carries no weapon when he works. He does have a mace and shield in the back, and a set of chainmail in his room. His usual spells are:

First level: purify food and drink, create water, bless (x2)

Grecko, cleric (AC 7; MV 12"; C1; hp 7; #AT 1; D by weapon; AL LN; S 16, I 8, W 13, D 17, C 12, Ch 11). Grecko carries a hammer at all times but does not wear armor. He has a shield and suit of leather armor in the back room. His spells are:

First level: create water (x2)

4 lay brothers (AC 10; MV 12"; NM; hp 3, 4, 5, 6; #AT 1; D as club; AL LN; no spells). These are characters learning to be first level clerics. None own armor but all have clubs and staves at hand if attacked.

The back room contains the wine press and other equipment needed to make and bottle wine. The characters here know nothing of the Assassins' Guild. Naturally, they do know the staff of the Church, and will defend their good names if necessary. Once a week, **Basil**, the curate at the Church, takes a supply of wine to the castle. This has nothing whatever to do with guild activities, of course.

19. ARMORER'S SHOP

This small 15' x 25' stone building is the workshop of **Krak** the armorer. A small iron-shuttered window is next to the door, which is also made of iron. No other windows can be seen.

Inside, a hearth lies along the back wall near a large anvil and a complete set of tools. Two work tables contain bits of scrap leather, numerous studs and spikes, and large quantities of heavy leather cord. Krak makes both leather and studded leather armor.

Krak, armorer, half-orc (AC -1; MV 12"; F5; hp 42; #AT 1; D by weapon; AL NE; S 18/22, I 9, W 8, D 17, C 15, Ch 7). Krak is a massive half orc who stands over 6' 4" and weighs 250 lbs. He wears **chain armor +3**. He uses a **longsword +2, damage +6 vs. lawful good (I 15, E 19, NE; slay lawful good characters; detects lawful good, sloping passages, and elevator rooms; levitation; speaks common)**.

The blade has a mind of its own, and is 25% likely to scan for lawful good characters within 10 feet if it is not performing some other function. If it detects any, it will takeover Krak, who does not have the intelligence, charisma, and level to oppose it. The sword only picks fights that it thinks it can win. The sword is worth 8000 gp if turned over to the Church of Osprem.

Krak enjoys brawling and being rowdy. He will gladly melee at the drop of a hat. The armor he makes is of good quality and sells for a 25% markup over normal prices. Krak does not bargain about the price: take it or leave it. He carries all of his money on his person (2-200 gp).

20. TAILOR'S SHOP

This 20' x 20' frame shop is divided into a front and back half by a wall with a single curtained doorway in its center. In the front of the shop, illuminated by two large windows, is an assort-

ment of clothing: eight caps, ten hats, fourteen cloaks, eight robes, four girdles, forty tunics, eight dresses and a wide variety of undergarments for men and women. Everything is hung on pegs and racks for the customer to look at. A small bell above the door rings when a customer enters.

Ollie, magic-user, elf (AC 8; MV 12"; MI; hp 5; #AT 1; D 1-3; AL CN; S 8, I 16, W 10, D 16, C 15, Ch 4). Ollie the elf is missing three fingers from his left hand and has a nasty gash along the left side of his face. He moves with a pronounced limp. He studied magic and went on an adventure that turned out very badly for him. He has had to revert to this profession. If Ollie considers someone "unsavory," and this applies to most people in town, he will try to **charm** the customer into buying something for an inflated price (300% markup), then tell others what a bargain it was! He will never try this if a group is present or if the target seems to him to be an adventurer (the DM decides this). Otherwise, Ollie's goods sell for plus or minus 50% of the normal price (this reflects the extensive quality range of his goods—50% of normal would be low quality, normally worn only by a peasant, while plus 50% would be better than average and suitable for all but the most formal occasions).

In his small living quarters he has hidden his treasure of 135 gp as well as his book of magic spells. These are hidden beneath the floor in a tiny cellar. The trapdoor is under a small rug and is treated as a concealed door. In the book are the spells: **charm person, mending, identify, jump, read magic.**

25. BOATHOUSE

The boathouse next to the lake is a 35' x 25' wooden structure that is 20' tall. It has a small door opening to the street and a larger one opening to the small dry dock. Across from the boathouse is another wooden structure that has four windows and a normal front and back door. This 18' x 24' structure appears to be a normal home.

Beshkar, magic-user (AC 10; MV 12"; M3; hp 9; #AT 1; D by weapon; AL; LN; S 10, I 18, W 12, D 13, C 11, Ch 12). She carries a dagger and her spells are:

First level: sleep, magic missile
Second level: web

Beshkar normally likes to do small magical researches. She is the watchwoman of the boathouse across the street, but the duty is light and offers ample free time. If cargo is left in the boathouse, a ship's crew may provide additional guards. However, if they do not, Beshkar's vigil becomes more regular. She will **wizard lock** the street door and put a **magic mouth** on the lakeside door. Otherwise only the **wizard lock** will be in place. Cargo might be sent to Garrotten on occasion but this only a monthly event at best—Garrotten is not a seaport.

In her home, where Beshkar has **wizard locked** both doors, is her book which contains the following spells: **detect magic, magic missile, read magic, shield, sleep, magic mouth, web, wizard lock.** The book lies open on a table and is not protected.

Beshkar is a good friend of the jeweler Ohlatta (29) and will go to her aid if she hears a commotion from that home.

Beshkar's treasure amounts to a few pieces of jewelry valued at 190 gp; 30 gp for earrings, 20 gp for a silver ring, 40 gp for a talisman, and 100 gp for a string of pearls. These are kept in a simple box in her bedroom.

26. CLERIC OF XERBO

This freshly painted wooden home (18' x 20') has six windows and two normal doors. It has a small flower garden nearby.

Bess, cleric (AC 10; MV 12"; C1; hp 7; #AT 1; D by weapon; AL CN; S 10, I 11, W 14, D 13, C 14, Ch 11). Her husband is a fisherman. Her normal spells are:

First level: cure light wounds (x2), light

She worships Xerbo, God of Life in the Seas. She is often found at the church, or (5% likely) seen cleaning and polishing the statue of Xerbo (51) across from her home. She sells **cures** to the town fishermen for 65 gp, but will never withhold a cure needed to save someone's life (i.e. a character below 1 hit point).

She often goes to the beach (C) with giant crab hunters to administer cures if necessary. Bess wears no armor but owns a hammer that she wields if necessary. At one time she was part of the adventuring party (see 13) and will be loyal if trouble arises that affects anyone in that group.

29. JEWELER AND MONEYCHANGER

The 30' x 30' stone structure has no windows and has two iron doors. Next to the front door is the sign of "Ohlatta, Jeweler and Money Changer."

Ohlatta, illusionist (AC 5; MV 12"; I 4; hp 11; #AT 1; D by weapon; AL LN; S 13, I 18, W 13, D 17, C 13, Ch 13). She wears **bracers of defense AC 8** and carries a **dagger +1/+3 vs. larger than man-sized opponents** and a **wand of fear** with seven charges. She is cautious to the point of paranoia. Her spells are:

First level: color spray, hypnotize, phantasmal force
Second level: blindness, improved phantasmal force

She is psionic with a psionic attack/defense strength of 62/62. Her attack mode is **id insinuation (D)**, and her defense modes are **mind blank (F)** and **mental barrier (H)**. Her abilities are:

precognition (at 4th level mastery)
clairvoyance (at 2nd level mastery)

Her front door is locked and barred from inside. The door opens into a 5' x 5' passage to another iron door that is also locked and barred. Thus, characters bypassing the first door will find themselves still locked in a 5' x 5' chamber. Ohlatta opens the first lock through a small (locked) access hole from her cubicle inside the shop. She closes and locks the access hole before unbaring the first door. Ohlatta admits only one or two customers at a time, and has a small peek hole into the 5' x 5' room so she can see how many people are present. If more than two enter the first chamber she will not open the second door. She asks that all weapons be left in the 5' x 5' chamber. Those who refuse are asked to leave. Ohlatta always bars the first door before unbaring the second.

Inside the main room, directly in front of the door, is a large stone statue, 8' tall, with six arms and 2 heads. The eyes of the statue are blue gems valued at 500 gp each. This golem-like creation is Ohlatta's major treasure. It is word-activated, but it also beset to guard at night when the shop closes and Ohlatta goes upstairs to sleep.

Statue (AC 0; MV 12"; HD 6+6; hp 42; #AT 6; D 3-8; (d6+2); SD immune to **charm, hold**, and normal weapons: XP value 1,750).

In the main shop, Ohlatta conducts business from behind a locked iron grillwork. She will open the second entrance door then move into the "cage" to do business. She will exchange coins at a charge of 1%. She will estimate a gem's value at a cost of one half of one percent of its value. She will buy gems at 10% below value and sell them at 10% above. She does not barter—her price is either taken or left. She has the following supply of coins and gems: 134 pp, 2,460 gp, 2,350 ep, 4,750 sp, 3,550 cp; 80 gems: 40 x 10 gp, 20 x 25 gp, 10 x 50 gp, 5 x 100 gp, 1 each of 200 gp, 350 gp, 500 gp, 1000 gp and 2000 gp.

Ohlatta was a former adventurer (see **13**) and has friends she can call upon if there is trouble. Her book of spells (unreadable by a magic-user) contains: **color spray, phantasmal force, hypnotize, light, wall of fog, blindness, improved phantasmal force, magic mouth, misdirection.**

Her living quarters upstairs contain a simple bedroom and kitchen. The stairs are behind the iron grate, of course. The back entrance has the same precautions as the front, including the grillwork and 5' x 5' antechamber.

31. WEAVERS' SHOP

The 25' x 18' single story frame structure houses a weaving business that specializes in making and repairing nets. Garrotten nets are prized all over Lendore Isle and it is for them that many a trip and voyage is made. The shop is divided in two, with the mending and weaving area in front. Coils of heavy hemp and thinner thread and other materials are all over the small work room. Needles and a large loom are also present.

Rollo and **Tess**, magic-users (AC 10; MV 12"; MI each: hp 4 each; #AT 1, D by weapon; AL LN). Both Rollo and Tess have no armor and bear only a dagger for defense. Each carries only 1-20 sp. Both have decided not to adventure but instead to use the magic craft to immediate profit. Thus their knowledge is just basic and their spell inventory small. Their spell book contains: **read magic, unseen servant, mend, identify, light, jump.**

Rollo memorizes **mending** and Tess takes **unseen servant** daily. They do not know much about town politics nor do they want adventure.

32. CAPTAIN QUENEX'S HOUSE

This 15' x 18' home of wood houses the captain of the local fishing squadron. His home is in good repair and boasts a large anchor before the door and etchings of leaping dolphins on the brightly painted shutters. The door knocker is a brass sea horse and a small opening in the door is shaped like a crab.

Quenex was a member of the adventuring party (see **13**). He has settled down in this town for awhile but may adventure again. He is very loyal to his old party. Everyone in the fishing fleet knows him to be a cleric.

Quenex, cleric (AC 4; MV 12"; C3; hp 19; #AT 1; D by weapon, AL CN; S 15, I 14, W 15, D 13, C 16, Ch 10). Quenex wears **chainmail +1** and bears either a mace or hammer (50/50). He carries a purse of 2-40 ep and has 45 gp hidden in his home. His usual spells are:

First level: cure light wounds (x2), bless, light
Second level: spiritual hammer, silence 15' r.

His deity is Xerbo, God of Life in the Seas. Upon his tunic is that deity's symbol—a dragon turtle. Quenex does not seek active adventure with strangers. Quenex and Bess (see **26**) are allowed to use the church for services to Xerbo each Friday night at 8 PM.

39. ABANDONED BUILDING

This 30' x 25' frame building is in poor repair. Some boards have fallen off and others have warped. A few of the shutters have fallen off or are hanging by a single leather hinge. In this building lives the town beggar and fool, **Priska**.

Priska, thief (AC 5; MV 12"; T4; hp 18; #AT 1; D by weapon; AL LN; S 10, I 13, W 13, D 17, C 11, Ch 6). Under tattered gloves he wears a **ring of protection +2** and carries two throwing daggers in his boot.

Priska was a member of the adventuring party (see **13**) and remains loyal to them. He is acknowledged by few in the town as anything but a nuisance, though his former party certainly knows his real profession. Priska's job for that party is to seek out new adventuring "prospects" (for his party only—none of these characters will join another party).

Priska is aware of the Assassins' Guild and knows that one of the residents of the inn is an assassin, but he does not know which one. Priska may beg outside of the inn. If he sees a lone drunken character who does not live in town, he may try to pickpocket (ability at 50%). Priska acts the part of an idiot, though it might be noted that he seems cleaner than a town idiot would normally be. In his home he has hidden a **broad-sword +1** and a purse of 250 gp (treat as secret door for chances of finding).

46. WEAPONSMITH

The 30' x 25' stone and frame building has an open hearth and an anvil at the northwest corner, facing the road. A dwarf works there during the day, crafting blunt weapons of various types.

Gilmi, weaponsmith, dwarf, (AC 2; MV 9"; F4; hp 30; #AT 1; D by weapon; AL LE; S 18/18, I 14, W 8, D 10, C 15, Ch 8). Gilmi wears **plate armor +1** and has a **hammer +2** at his side. He carries a purse of 1-12 pp and 3-30 gp.

Gilmi makes the following weapons: flails, hammers, morning stars, iron-tipped quarterstaves and sling bullets. He has four of each weapon type in stock as well as 100 sling bullets. His prices are at a 20% markup over normal. He does not bargain.

Gilmi is an active spy for the Assassins' Guild. The midget assassin Oscar at the inn is his contact; he does not know anyone else. He will report interesting strangers to Oscar when he has a chance to do so. He will greet any dwarf or gnome he meets and act as friendly as possible without revealing his true alignment.

48. ALCHEMIST SHOP

This 35' x 30' stone building has six small barred windows six feet off the ground. The door is made of heavy wood with iron borders and hinges. The door is carved in the shape of a dragon with an open mouth (note: the dragon is not like any particular known type of dragon, nor is the door colored). Next to the door is a sign saying, "Hestal the Alchemist, by appointment only!"

Hestal's wife answers the door and sets up appointments for him. She might also be on duty in the shop or helping him in the back room. The appointment fee is 1 gp and will always be for the next day. For 3 gp or more, Hestal will suddenly find time to leave what he is doing. If he is making another potion at the time (35% likely) he must try to finish it before he can do anything major for the party!

Relba, Hestal's wife (AC 10; MV 12"; NM; hp 4; #AT 1; D 1-4; AL LN). She has no armor but carries a dagger. In her pocket is a small vial with a label that says: "If you find this woman dying give her this potion of healing at once." The vial will do 1-4 points of curing but the character must also save vs. poison or sleep for 2-5 days!

Hestal, alchemist (AC 10; MV 12"; AI; hp 17; #AT 1; D by weapon; AL LN; S 8, I 17, W 12, D 14, C 13, Ch 11). He wears no armor but carries a dagger. His purse has 1-20 gp. his cloaks are all bright colors and decorated at the cuffs and hem with embroidery in geometric patterns. These cloaks are each worth 100 gp (he owns six of them).

Hestal does business in the front of the shop in a small 5' X 7' room. The back room contains all of his gear, raw materials, etc. He employs four apprentices who make pottery and glassware for him. Each is a boy between 12 and 15 years of age (AC 10; MV 12"; NM; hp 3; #AT nil). None of them are being taught alchemy.

Hestal can identify potions by testing them. Any test is 80% accurate and costs 75 gp. Those tests that fail have a 40% chance to produce an explosion that will do 1-12 hit points of damage to Hestal and anyone within 5 feet. He can create potions as a 7th level magic-user (see the **DMG**), if the proper materials are made available. Hestal has NO potions for sale. However, he carries a potion of **polymorph self** on his person at all times.

A staircase leads to his living quarters below. In his bedroom is a cache of 440 gp hidden in a secret panel. His book of recipes cannot be understood by a non-alchemist.

Hestal and Relba are withdrawn, unfriendly people. They care about their business and nothing else. Hestal will deny any knowledge of poisons or of the Assassins' Guild.

50. GUARD HOUSE

This 20' x 25' foot stone building is a guard house. Its five windows are all barred. The front and rear doors are both heavy oak and iron reinforced. The rear window of the guard house has a direct line of sight to the stone bridge crossing the south branch of the Farmin river. The bridge is just over 800 feet away.

Golfig, fighter (AC 3; MV 12"; F3; hp 20; #AT 1; D by weapon, AL CN; S 15, I 8, W 9, D 15, C 14, Ch 8). He wears chain and shield, and carries a longbow and a longsword. Golfig has 1-20 gp.

Tesh, fighter (AC 4; MV 12"; F2; hp 11; #AT 1; D by weapon; AL CN; S 13, I 10, W 11, D 13, C 10, Ch 7). Tesh wears chain and shield, and carries a longsword and a longbow. He has 1-12gp.

Hestor, cleric (AC 4; MV 12"; C2; hp 12; #AT 1; D by weapon, AL CN; S 10, I 11, W 15, D 13, C 11, Ch 11). He wears chain and shield, and carries a flail. He has 1-12 gp and the following spells:

First level: **cause fear, cure light wounds, command, light**

Hestor is a cleric of Kord (the same god of war worshipped by the garrison). As such, his formal duty is lighter so he has a few hours for devotion and prayer to his deity.

The three guards have the daytime duty of patrolling the southern section of town. They will stroll up and down the streets about every hour, perhaps (5% chance) stopping in any shop along their route. It is not their job to question or stop travelers, but they are nosy.

At night they watch the bridge which is the center of a globe of **continual light**. The stone bridge is built very high to allow small coastal vessels (barges and small galleys) to pass underneath. The 15 foot clearance does not allow sailing boats of any type to pass under unless the mast can be removed.

It is common knowledge that the town is occasionally raided from the south by orcs from a base somewhere in the Farmin mountains. Thus, watching the bridge at night is very important. The guards, however, tend to imbibe a bit too much. There is a 15% chance that they will be drunk or passed out as the night wears on.

The guards are loyal to the town even more than they are loyal to the mayor. As such they can be bribed for a few gold pieces (2-5) if and only if they can be convinced that the action is for the benefit of the town. They are not in favor of the Assassins' Guild because it harms the town's reputation!

51. STATUE OF XERBO

A statue of Xerbo, god of the seas. Beneath his statue is the phrase "Go forth to the sea in ships to claim its bounty by fair means. Feed its monsters or rid the seas of them. This is the fortune of the high seas!"

This translates to: "It's okay to catch fish, if the fish have a chance to catch you!"

52. STATUE OF OSPREM

A statue of Osprey, Goddess of the Seas and Water Travel. Anyone who stops and faces the statue will hear a magical voice say "Pause and pray in my temple! The deities of the seas would have your praise and your generosity." Those who do not heed the voice suffer no consequences.

There is a 10% chance that 1-2 acolytes or adepts might come out to cajole the characters into the temple. The poor box will be pointed out to anyone who is enticed inside.

53. STATUE OF KORD

This is a statue of Kord, the God of War. Upon the base of the statue are etched the words, "Bring not might of arms to the door of the fortress lest I strike you down." This threat is not idle. Characters passing within 20 feet of this statue on the way to the castle with drawn weapons (not including pole arms, quarterstaves, and the like that are normally carried un-sheathed) have a 35% chance to invoke a **watcher**.

The watcher will partially materialize as a nine foot tall fighter clad in chainmail and a long red cape, holding a giant broadsword. If all weapons are sheathed, the watcher will vanish. If not, the watcher will follow the characters up to the castle. If the weapons are still not put away, the watcher will call down a small flame strike at a point within 30 feet of the offenders.

If the weapons are kept drawn, the next bolt of fire will hit one of the offenders for 4-48 (4d12) points of damage, half if a saving throw vs. spells is made. Only one damaging bolt will be called down regardless of the number of weapons drawn. The watcher will then vanish. It is apparently impervious to all attacks upon it. It can be avoided by not approaching the statue or by keeping all weapons sheathed.

54. DOCK

The small dock area can harbor ten small row boats. During the day, most of these will be out on the lake (area **A**). There are three docks for larger boats; barges or small galleys. Such boats travel up and down the coasts, but are not large enough to cross a major body of water without extreme peril. Such a vessel might arrive on any day (10% chance); it will leave again in 2-5 days if it can secure a cargo, on the 6th day for certain if it has not. There are no large vessels in town at the start of the investigation but the DM may have one arrive during the adventure if desired.

INN: THE HOUSE OF ABRAHAM (Building 2)

The main inn building is a single story structure with wooden upperworks and a stone foundation. In front of the building is a large bright green shingle that reads, "House of Abraham: Food, Lodging and Ale." In the center of the shingle is a picture of a smiling man holding out a large tankard of ale.

The grounds around the inn contain an old red barn, a corral for horses, a small tool shed, and a vegetable garden. A number of trees and bushes grow in the area—especially a large apple tree covering a small privy behind the inn.

The House of Abraham will probably become the characters' base as they begin their investigations. The inn is a source of information as well as a place to stay. It is a site of small intrigues; a place to meet townfolk, passing travelers, and the town's "underground." The descriptions of the NPC staff and residents are followed by a complete description of the secrets and intrigues at the inn.

Inn Staff

Abraham d'Farmin, innkeeper (AC 5; MV 12"; F4; hp 25; #AT 1; D 1-8+2; SA/SD psionics; AL LN; S 16, I 14, W 18, D 14, C 14, Ch 15). Abraham is 42 years old, 5'8," 160 lbs. He has greying brown hair, a large waxed moustache, and wears a decorated red leather vest over an apron and trousers. On his wrists are two plain iron bands (actually **bracers of defense AC 5**). He wears a pair of throwing daggers and keeps a **longsword +1** in reach. His pockets contain 1-4 gp, 2-20 ep, 3-30 sp and 4-40 cp.

Abraham is psionic with a strength of 111/111, which means he can use his **psionic blast** on non-psionics only once. His attack modes are **psionic blast (A)**, **ego whip(C)**, and **id insinuation (D)**. His defense modes are **mind blank (F)** and **mental barrier (H)**. His psionic disciplines are:

clairaudience (at 4th level of proficiency)

detect good/evil (at 2nd level of proficiency: 40% accurate for a creature, 5% for exact alignment; 10% for an object)

His personality and goals are explained in the **Intrigue** section. Read them before playing the inn encounters.

Glami, barkeeper (AC 7; MV 12"; M3; hp 14; #AT 1; D 1-4 or spells; AL LE; S 12, I 16, W 17, D 16, C 15, Ch 13). Glami is 35 years old, 5'9," 145 lbs. He has long stringy black hair and a full beard. His right arm is partially paralyzed and he has a long ugly scar on the inside of his forearm. He wears a small silver ring on his left hand (**ring of protection +1**) and carries a dagger. His purse has 1-12 gp. Spells:

First level: **shocking grasp, charm person**

Second level: **web**

James, serving boy (AC 10; MV 12"; NM; hp 2; #AT 1; D 1-3; AL CN). James is 14 years old, 5' 5", 105 lbs., and has long blond hair. He is unarmored and carries a knife. He is one of the boys who clean up the inn. Glami is teaching him how to tend bar and James occasionally waits on tables.

Balmar, serving boy (AC 7; MV 12"; NM; hp 4; #AT 1; D 1-3; AL LN). Balmar is 12 years old, 5' tall, 85 lbs., and has long black hair. While unarmored, he is very agile (dexterity 17) and carries a knife. He cleans up the inn. Balmar hangs around **Balmorrow** the bard (the **Theater**) a great deal.

Falpir, stableboy (AC 10; MV 12"; NM; hp 5; #AT 1; D 1-4; AL LN). Falpir is 13 years old, 4' 10", 95 lbs. He has short brown hair and carries a dagger. He tends to get into trouble.

Rillis, barmaid/cook (AC 10; MV 12"; NM; hp 4; #AT 1; D nil, AL LN). Rillis is 17 years old, 5' 3", 110 lbs. She has long blond hair, is very attractive (charisma 17), and is a bit of a flirt. Rillis is a cook and waitress.

Residents

Wilfong, thief (AC 7; MV 12"; T3; hp 14; #AT 1; D by weapon; AL LN; S 13, I 15, W 15, D 16, C 15, Ch 10). Wilfong is 5' 3" tall, 110 lbs. He has a small moustache, a trim beard, and medium length black hair. Wilfong wears a **ring of protection +1** and a **medallion of ESP, 30'**. He has a broadsword and dagger (plus a throwing dagger in each boot). He carries d20+10 gp and d20 +20 sp. In his boot heel is a gem valued at 100 gp. He is a professional gambler.

Philmar, assassin (AC 6; MV 12"; A3; hp 11; #AT 1; D by weapon; AL LE; S 13, I 15, W 13, D 16, C 14, Ch 6). Philmar is 5' 5", 115 lbs. He is about 30 years old and has trimmed black hair. He wears leather armor and carries a broadsword and six darts. His purse contains 3-30 gp. His cover profession is a hunter and dog trainer, though he will refuse offers of employment.

Oscar, midget assassin (AC 7; MV 6"; A3; hp 9; #AT 1; D by weapon; AL NE; S 10, I 14, W 13, D 15, C 15, Ch 7). Oscar is 3' 4", 70 lbs., with a full beard and long brown hair. He wears leather armor and uses a short sword or sling. He carries 2-40 gp. His cover profession is working "at the castle," doing "odd jobs."

"**Captain**" **Basmar**, assassin (AC 4; MV 12"; A4; hp 21; #AT 1; D by weapon; AL LE; S 13, I 15, W 17, D 16, C 16, Ch 5). Basmar is 6' tall, 170 lbs., 30 years old, and has long black hair. He carries a broadsword and a **dagger +1/+3 vs. good clerics**. He wears leather armor and a **cape of protection +2** (like a **cloak of protection**). Around his neck, but beneath his tunic, he wears a **necklace of missiles** with three gems on it (a 5-dice and two 3-dice). His purse holds 12 pp and 4-40 gp. His cover profession is smuggling goods on the lake and river.

The Intrigues at the Inn

Abraham is honest and hard working. He is interested in his inn, his friends, the town's prosperity, and the rumored Assassins' Guild; in that order.

His Inn. Abraham is likely to test a party with his psionic powers. He likes to know the alignment of people in the inn, but does not want to be obvious about it. Anyone who acts suspiciously in front of the innkeeper may also be subject to his **clairaudience**. Anything that might cause a brawl or mayhem in the inn will not be allowed. A character who tries to break down doors, fight in the common room, or engage in other such foolishness will find the innkeeper on the side of the disturbed customers. Abraham may send for the guard or may join a brawl himself if needed. In a fight, he will use his single **psionic blast** at once if his current psionic strength is at least 100.



His friends. Abraham has three important friends: the high priest Harper from the church (3) the theater owner Balmorrow (a bard, 4) and Martin (a druid, 5). Abraham will be quick to speak in their defense if necessary. If properly approached, he will tell party that these people can be trusted. Balmorrow and Martin will be especially singled out as characters interested in getting rid of the assassins in town.

The town. Abraham realizes that the town is currently enjoying moderate growth. This is due to occasional ships that dock here, but more to the money that flows into town from unknown sources. That money likely comes from assassinations. Garrotten itself has not been the site of many killings—these have occurred elsewhere on the island.

The Assassins' Guild. Abraham suspects Philmar and Oscar of being assassins, since his psionic powers have detected that they are evil. He has used **clairaudience** to listen in below their room (see room 15). However, he failed to detect evil on the assassin Basmar. Abraham does not suspect him, nor has he listened in at Basmar's room. Abraham is, in one way, playing a dangerous game. He knows his barkeeper Glami is a spy for the mayor. Thus, Abraham will always appear to support the mayor openly when Glami is present. (He does NOT know the mayor is part of the Assassins' Guild!)

Glami is no longer an adventurer due to partial paralysis in his arm. He still dabbles in the art and his teacher is the mayor herself. His book was lost in the adventure that maimed him, thus he is dependent upon her for spells. She does not charge him anything for reading her book as long as he keeps her informed about new people in town. He is clever and will try to trick a party into telling him their business without revealing that he is really a spy for the mayor. He does not know the mayor is part of the guild nor that three assassins stay in the inn. If the inn is attacked or if the innkeeper enters melee, Glami will support the innkeeper. He does not know of Abraham's psionic powers nor that Philmar, Oscar, and Basmar are assassins.

James, Balmar, Falpir, and Rillis are all loyal to Abraham. They know nothing whatsoever about town intrigues or even about the residents in the inn. All of them know most customers by name and perhaps by business, if this is obvious (they know the people from the temple, the jeweler, the town beggar, etc.).

Falpir was duped by the gnome **Rogan** (see the **Castle**) into stealing one of the buttons from Abraham's vest. The button

was left at the murder scene to implicate the innkeeper. If Falpir is cleverly questioned by a player character, or if Abraham is arrested, this information may be introduced by the DM. Or, perhaps, the assassin may remember this loose end, and try to silence Falpir for good. In any event, the party cannot get this information by bullying or threatening the boy.

Wilfong appears nightly in the inn and often sits at the circular table in corner. He has a deck of cards (78 in number) that he uses for gambling games. Since Wilfong has a **medallion of ESP**, he is a superior gambler. Any characters who play with Wilfong will probably lose in the long run.

Wilfong might attempt his pickpocket ability outside the inn on a single character who is (or appears) drunk. He knows better than to rob someone in the inn. He is not an assassin but he suspects the other three may be. He might sell his suspicions for 25 gp or more—he has seen the bandana signal Oscar and Philmar use (described later). He has observed that "Captain" Basmar doesn't own a boat.

Three of the inn's permanent residents belong to the Assassins' Guild (Oscar, Philmar, and Basmar). While they do not know who murdered the Baron of Restenford, they do know that someone from their guild did the job.

Philmar and **Oscar** share room 6. They drink sparingly and are willing to talk with virtually anyone about anything (except the guild!). They do not know who heads the guild, nor do they know that the mayor is associated with it. They might (20% chance) try to rob someone staying alone in the inn, even though this is against guild rules. Remember that **Gilmi** the dwarven weaponsmith is a spy who reports to Oscar.

Basmar is their guild contact, though they do not openly associate with him. When Basmar wants to see them, he ties a bandana to their doorknob. He will meet them just outside town at the bridge that crosses the river near area **D**. When Oscar and Philmar want to contact him, they slip a copper piece under his door.

Oscar and Philmar are the first contacts for a character who wants to hire an assassin. If they are approached with an offer they will contact Basmar. Basmar will meet them at the bridge to get the details. If the client looks good, Basmar will meet the character—alone and at the bridge (Oscar and Philmar will be in forest **(D)** in case of trouble).



Basmar's only contact at the castle is **Sangster**. Basmar does not know the boss nor does he know the mayor is connected with the guild. He does not even know that Glami is the major's spy in the inn. If the party begins to ask too many questions. Basmar may arrange for one of them (or a contact) to be assassinated. Chances of success are GOOD if the party does not post guards or set traps, or fails to find the secret doors in their rooms. Alternately, the assassins could import some ruffians from another area to ambush the party during their investigations. The number, plan, and capabilities of such a group is up to the DM. Information gained from such an encounter should be minimal.

Priska, the fool (building 39) may often be encountered near the inn. He is not allowed inside, and only his friends in town know that he is not what he seems.

KEY TO THE INN

An individual room rents for 12 sp per night for the first character, and an additional 6 sp for each additional character, thus four people in a room would cost 30 sp (3 ep) a night. Weekly rates give a flat 20% discount. Further information is posted in the main room (8).

Note: All guest rooms are identical, except as noted in the room descriptions. Window bars may be bent at the normal chances, and the shutters have a simple latch that can be lifted from outside with a thin dagger. Each room has a secret trap door under the rug.

1. GUEST ROOM

This room has two double beds along the wall farthest from the wall. A table with two iron candlesticks and four chairs occupies the center of the room. Near the door is a dresser with an iron candlestick and four drawers. The single window is barred and has shutters on the inside. A large carpet covers the floor, leaving only three inches of floor exposed on each side of the room. Under each bed, concealed by the ruffled bedding, is a chest for storing personal belongings.

2. WILFONG'S ROOM (here 45% asleep 50%)

One of the beds has been moved to the southeast corner of the room. (Wilfong has found the trap door under the rug and has moved the bed to block it). Both chests are under Wilfong's bed, hidden by the bedspread. Both are locked, but neither is trapped. They contain clothing, but nothing extraordinary. One chest contains a spare card deck. The dresser also contains clothing. The second drawer holds sealing wax, tinder and flint, and a spare throwing dagger. On the back of the third drawer (these items can be found only if the drawer is removed) are 8 individual platinum pieces and a gem valued at 50 gp. They are stuck in place with sealing wax. The shutters have been fitted with a bolt. The window bars lift up and out of their sockets easily, and dense bushes lie just below the window (Wilfong's escape route, if needed).

3. GUEST ROOM

Unoccupied. Furnished as room 1.

4. GUEST ROOM

Unoccupied. Furnished as room 1.

5. BASMAR'S ROOM (here 30%, asleep 45%)

Basmar keeps his door trapped with a hair-trigger crossbow aimed at a height of three feet. It will fire when the door is opened more than 60° (thus it can easily be bypassed if the door is opened just enough to let someone in).

The trap receives a "to hit" roll (as Basmar, 4th level assassin). The bolt does 2-7 points of damage, and the victim must save vs. poison at a +2 bonus or take d4 points of damage per round for d6+4 rounds. The victim will turn pale and feel sick as soon as the saving throw is failed. Note that the crossbow fires down the hall, so a miss might hit a character standing behind the first target instead.

The room has normal furnishings. Nothing unusual will stand out to casual inspection except the aimed crossbow. This is wired to a chair about four feet from the door.

The chests beneath the beds are empty. The shutter is both barred and trapped. A candlestick wired to the bar will be knocked over if the bar is moved. If the characters look for concealed doors, they will notice a slight bulge under the carpet. Basmar has found the secret trap door and rigged a lock on this side of it. The door is also barred from below.

Basmar's dresser contains many types of clothing. The bottom drawer contains a disguise kit. In the kit are numerous pieces of hair, spirit gum, and six jars of makeup. One of the jars contains two applications of **Keoghtom's ointment**. Another contains three applications of the poison used on the crossbow bolt. Attached to the underside of the table is a leather tube (2" x 18") with a leather cap. Inside are 30 pp and six gems each valued at 25 gp.

6. OSCAR AND PHILMAR'S ROOM (here 20%, asleep 50%)

The door is trapped with a bucket of whitewash hanging above the door. If the door is opened about three inches, the thread attached to the balancing bucket can be released so that the bucket will not topple on the character walking through. This will cause no injury but will mark the victim very clearly.

The chest of drawers is empty. The chests beneath the beds contain clothing and two small makeup cases. One of them contains beards and makeup in dwarven style and color. This chest contains a battle axe as well.

Concealed under the rug is the trap door. Oscar and Philmar have rigged a lock that causes a slight bulge in the rug. Along the edges of the rug have been sewn two pockets. One contains 45 gp and the other contains 20 gp and two gems worth 50 gp each.

7. GUEST ROOM

Unoccupied. Furnished as room 1.

8. COMMON ROOM

The 25-foot square main room is lit by four large candle chandeliers hanging in the center of the room. Candles also burn in the four booths and by the round table in the southwest corner. Near the center of the room are four tables with four chairs each. Beyond the tables stands a bar with six stools.

The south wall holds four booths with tall partitions that go to the ceiling. Each booth can hold four characters comfortably. In the southwest corner is a large round table with eight chairs around it. There is a door behind the bar, a door next to the last booth and a pair of swinging doors on the north wall. Next to the swinging door is a board painted with the following:

HOUSE OF ABRAHAM			
Ale	17 cp	Meals: noon to 2	2-20 sp
Beer	8 cp	7 PM to 10 PM	2-20 sp
Mead	8 sp		
Wine	9-16 sp		
Rooms: 12 sp + 6 sp per extra guest			
Closed Midnight to Sunrise.			

The door behind the bar is always locked while the other doors are always open.

Special circumstances in town, determined by the play of the module, may cause NPCs to enter or leave the inn. Random visits by NPC groups can be determined by die roll.

1. Roll d6+1 for the number of NPC groups if it is noon, d8+2 if it is evening, d4 at all other times except if the inn is closed (closed midnight to sunrise). One group will always be 2-5 soldiers from the castle.
2. Roll d% once for each remaining group, dividing the roll by 2 and rounding up. This gives the number of the building the customers are from. If everyone at a building is here, out of town, etc., ignore the roll. From 1-4 characters will be present from a building (except children, who are not allowed in).
3. Each hour, 1d20 is rolled for each NPC group present. A group with a roll under 12 will leave. Those that make it stay one more hour. Roll 1d6. If it comes up 1-3 another group arrives. (The DM may pre-roll random groups to save time during play—do not let this interfere with the flow of play.)

9. KITCHEN (Rillis, 10-3 PM, 5-11 PM)

The east wall is dominated by a large hearth, cooking pots and tools and a large stack of firewood. Next to the door is a table covered with jars of spices, sacks of ingredients (flour, sugar, salt, etc.), a number of knives and cleavers, and tools of wood for mixing and stirring. In the center of the room is a large work table which is kept clean when meals are not being served. A heavy wooden chest is on the west wall. The barred window has shutters but these are open. A candelabra of six candles hangs above the work table.

Rillis is here from 10 AM to 2 PM and from 5 PM to 11 PM. James and Balmar will be in and out during these times. Otherwise the room is unoccupied. In the large chest can found a number of dead animals, skinned and cleaned.

10. STORAGE ROOM (Rillis, around 10 AM and 5 PM)

The room is lined with numerous shelves. The shelves contain sacks, jars, kegs, bottles and other containers. The room is lit by a single torch in a sconce by the door or by a candle also near the entrance on one of the shelves. Just beyond the door is a staircase down.

The containers hold various foodstuffs, spices, raw materials, candles, oil, etc. The room is unoccupied except at 10 AM and 5 PM when Rillis comes in for supplies.

11. GLAMI'S ROOM (*day 5%, awake; night 100%, asleep 85%*)

The room contains a bed on the north wall, a four drawer chest, a table and chair topped with a pair of candles. A small mirror hangs on the east wall. Below it is a Small table with a single drawer. Upon the table is a pitcher inside a washbowl. The door to the cellar is not only mechanically locked, it is **wizard locked** (at 3rd level magic use) as well.

The cabinet contains clothing of the usual sort, but in the bottom drawer is a black cloak of the sort worn by magic-user (it has numerous all pockets for material components). The mirror is ordinary but radiates magic since there is a **magic mouth** on the back of the mirror. If turned around the mouth will scream "Thief, Thief!" ten times. Behind the mirror is a secret compartment (a loose board) that holds a small sack of 35 gp, 45 ep and two gems (50 gp and 100 gp). In the back of the drawer, a scroll may be found. it contains the spells **jump**, **mirror image**, and **web** (at 7th level magic use).

12. ABRAHAM'S ROOM (*night 90%, asleep 90%*)

The large bedroom has a huge double bed in the northeast corner. A painting of a tiger hangs next to the bed. Below the painting is a chest. in the center of the room there is a padded leather chair. The east wall has a shelf containing 20 books. On the west wall, a desk sits under the window, whose shutters are closed and barred.

Before entering the locked room, Abraham always uses **clair-audience** for a round to hear if someone is there. The painting of the tiger is magical and operates automatically if anyone comes within ten feet of the chest. The tiger will roar loudly five times and animate. It cannot leave the painting. The locked chest contains an array of clothing and concealed below this is an iron box. It is a puzzle box—any thief who attempts it (one chance only) must roll his or her *open locks* percent to find the solution. The attempt takes d8+4 minutes even if successful. inside are 280 gp, 375 ep, and 575 sp. The box cannot be broken easily, but hitting it hard enough will break the locking puzzle. A non-thief is only allowed a single try to open it at 1% per point of intelligence. The books on the shelf are ordinary and contain no useful information.

Note that the bed must be moved and the rug pulled back before the secret door down to **14** can be found. The trap door is locked, the lock is below the floorboards and must be located and then picked.

13. WINE CELLAR

The stairs come down to an L-shaped corridor that has two doors in it. The corridor is dark, but a torch sconce is located at the foot of the stairs next to first door. Inside the small room are four large kegs. Along the north wall are shelves holding 100 wine bottles. The casks hold beer, mead and ale. The bottles hold wine, mostly poor quality, but some good wines are also present.

14. STOREROOM

The room has a large number of crates piled up in the center. The walls are bare. In the northeast corner is a ladder going up.

The crates are marked with the names of ports along the coasts of the Great Kingdom and the Iron League. All are also marked for this inn. Candles, oil, plates, mugs, blankets, leather, wine, etc.—all boxes are accurate and none of the contents are exceptional or magical. The ladder leads to a trap door to Abraham's room (**12**). It is locked from above. The secret door must be sought, of course. That doorway is three feet high and three feet wide.

15. SECRET CRAWLWAY

The secret door leads to a long crawlway three feet high and three feet wide. Three ladders can be seen going up. Next to each ladder is a number: "1," "2," "3." The L-shaped corridor leads to ladders 4 through 7. At the top of each ladder is a bolted trapdoor to guest rooms **1-7**. Doors 2, 5, and 6 are locked or held in some way from above.

The crawlway has seven ladders leading to seven secret trap doors into the guest rooms. They are obvious trap doors if seen from below, and each is latched. The assassins and Wilfong have found their secret doors. The assassins have locked their trapdoors from their side so that the doors can no longer be opened. Wilfong has moved his bed so that a leg of it is squarely on top of the trapdoor, but has not locked it.

Only the innkeeper might (5%) be found in this crawlway. Abraham is not a thief so he will not enter a room. If he tells his friend Balmorrow the bard of something suspicious, however, the bard would investigate directly. Balmorrow has entered rooms of the inn this way before with the permission and blessing of the innkeeper.

16. BARN (*Falpir, day 70%*)

The barn is made of wood and has a pair of large front doors. The roof is slanted. There is no other entrance.

The main area has eight stalls for horses. Next to the main doors is a stall-sized area holding three saddles, harness, tack and saddlebags. At the rear of the barn is a stall-sized area with a grain bin filled with hay. The only horse in the barn at this time belongs to Abraham. It is a medium war horse (HD 2+2; AC 7; MV 18"; hp 15; #AT 3; D 1-6/1-6/1-3). There is nothing unusual about the stalls, tack or grain.

Beyond the stalls is a small room for James, Balmar, and Falpir. It contains beds, a table and chairs, and three small chests. The boys are here between 12 PM and 8 AM, and are 95% likely to be asleep. Their chests contain only clothing, and Falpir has a small knife under his pillow. Whatever coins the boys have, they carry. There is nothing more of interest here.

17. RILLIS' HUT (*here 90%, 2-4 PM or 11-8 AM: asleep 80%*)

This small 15' x 15' building is made of wood and has two doors, a small barred window on the east wall, and a gabled roof. To enter quietly, the lock on either door can be picked. On the north wall are a number of digging tools and two large bags of seed. In the southwest corner, there is a bed. A small table and chair are beside the bed. Another small table is in front of the window which has shutters.

THE CHURCH OF OSPREM (Building 3)

The Church of Osprem is the home of the second suspect, Harper, the high priest. This area is not detailed because the primary action here is the verbal interaction between the player characters and the church staff. Briefly:

Harper is old and senile (which is one reason the Guild doesn't regard him as a threat). He is essentially harmless and highly eccentric. Harper will cast a spell at the drop of a hat, though he will never actually harm anyone. He may **glyph** a piece of cheese he wants for lunch, send someone on a **quest** for a bar of soap, or **plane shift** away on some caprice. These actions are far from lawful but Osprem moves in mysterious ways, and a potion of **longevity** would do much to reverse Harper's condition, if one could be found.

Harmin, the canon, really decides church policy. He sees the primary responsibility of the church as protecting the waters, and looking after the worshippers of the goddess. He will not allow the church to be drawn into intrigues unless it is directly threatened. His concern with greater issues and the welfare of the clerical staff may make him seem cold and bureaucratic to outsiders.

Basil, the curate, takes care of the actual administration of the church grounds. He also spends much of his time looking out for Harper and apologizing for Harmin's brusque manner. He has much more to do with the smooth operation of the church than is obvious at first glance.

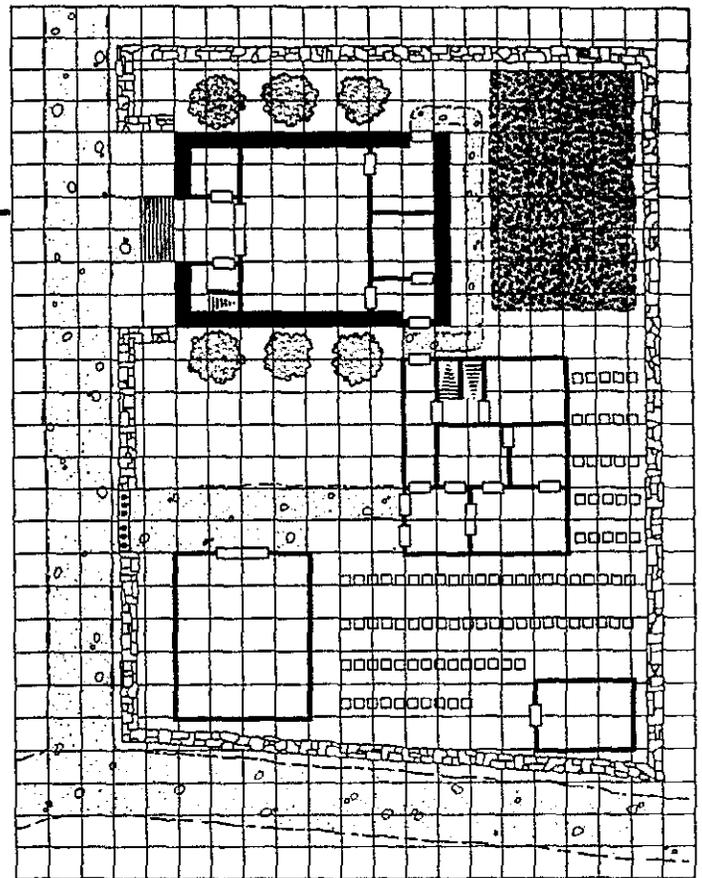
Lothar is the Assassin Guild spy here, posing as the crippled groundskeeper. He prefers to stay out of the public eye, since his wounds caused the loss of his left ear, his left eye, and left him a horrid scar where the left side of his face was mangled by a flail. He is high in the Guild hierarchy, and a dangerous adversary. He stole the high priest's holy symbol for Tellish, and may engineer additional problems for the party. No one knows his real purpose, and he will not risk suspicion unless the situation is critical.

Character Details

Harper, high priest (AC 2; MV 12"; C9; hp 31; #AT 1; D by weapon; AL LN; S 9, I 14, W 16, D 10, C 11, Ch 17). Harper is 71 years old, 5' 10", and 175 lbs. He has long white hair and a full flowing beard. His clerical vestments and robes are blue with one of the symbols of his deity Osprem, Goddess of Water Voyages: three barracuda, a whale, a ship, one or more dolphins. He wears **bracers of defense AC 2**. His weapons are either a **quarterstaff +1** or a **hammer +2**. Upon each hand he wears a ring (**water walking** and **spell turning**). His usual spells are:

- First level: **bless, cure light wounds, light, purify food and water, resist cold, create water**
- Second level: **augury, find traps, hold person, resist fire, silence, speak with animals**
- Third level: **dispel magic, locate object, (a)**
- Fourth level: **(b) , (c)**
- Fifth level: **(d)**

Harper will pray for the missing spells randomly (roll d8 for each random spell prayed for). If a specific request or payment has been made roll d12 instead. If d12 comes up the desired spell or 9-12, Harper will pray for the correct spell. Otherwise the characters have to wait until the next day!



Third level spells he might pray for:

1. continual light, 2. continual darkness, 3. cure blindness,
4. cure disease, 5. prayer, 6. glyph of warding (paralysis),
7. remove curse, 8. speak with dead.

Fourth level spell he might pray for:

1. cure serious wounds, 2. divination, 3. exorcise, 4. mask lie (instead of *detect lie*), 5. lower water, 6. neutralize poison,
7. speak with plants, 8. tongues.

Fifth level spell he might pray for:

1. atonement, 2. commune, 3. flame strike, 4. insect plague,
5. plane shift, 6. quest, 7. raise dead, 8. true seeing.

Note: A **commune** should not be allowed to spoil the mystery. Harper may misquote questions, fumble answers, and be a lot of fun to run in the process. Harper does not harm others, and this includes members of the Assassins' Guild. Also remember that Osprem is a sea goddess and doesn't care much about what happens on land.

Harmin, canon (AC -4; MV 12"; C6; hp 43; #AT 1; D by weapon; AL LN; S 17, I 12, W 16, D 18, C 16, Ch 15). Harmin wears bright golden **plate +1** and carries a **shield +1**. These have a scrolled filigree design that incorporates images of ships, dolphins and barracuda. Harmin carries a throwing hammer and a **flail +2**. He wears a **ring of protection +2** and a **ring of free action**. Harmin is 41 years old, 5' 10" tall, and 165 lbs. He has short, brown hair, a trim beard but no moustache, and brown eyes. Harmin carries a purse of 20 +/- 2-20 gp at all times. His usual spells are:

- First level: **cure light wounds, light, darkness, command, sanctuary**
- Second level: **hold person (x2), resist fire, spiritual hammer, augury**
- Third level: **dispel magic, prayer**

Basil, curate (AC 2; MV 12"; C4; hp 21; #AT 1; D by weapon; AL LN; S 14, I 13, W 15, D 12, C 14, Ch 13). Basil carries a **mace +1** and wears **chain +2** with a normal shield (though it is bronzed and filigreed like the canon's). His purse contains 1-20 gp. His usual spells are:

First level: **bless, cause fear, cure light wounds, light, protection from evil**
Second level: **hold person, find traps, slow poison**

Lothar, groundskeeper (assassin) (AC 4; MV 12"; A5; hp 24; #AT 1; D by weapon; AL LE; S 17, I 13, W 12, D 16, C 15, Ch 5). Lothar poses as a fighter who has been maimed in the wars and seeks now only a more quiet life. As such he has hired on at the church some 15 months ago as a handy man and grounds keeper. Lothar wears only leather armor but has a **ring of protection +2**. He carries a **broadsword +1** and a **throwing axe +1** (as well as a throwing dagger in each boot). He has an **amulet of proof against detection and location**. He has told everyone he is lawful neutral and the amulet has prevented the detection of any evil aura on him. Only Arnness and Tellish know that Lothar is in the Guild.

All of the following nine clerics have #AT 1; D by weapon; AL LN. Strength, dexterity, and constitution for all are 7-14. Intelligence and charisma are 9-16. Wisdom can be deduced from their spell lists. Each carries 3-18 gp.

Second level adepts:

Name	armor	AC	hp	weapons
Thyme	ch&sh	4	15	hammer, mace cause fear, cure light wounds
Samster	ch	5	14	hammer, flail command (x2), detect magic
Wilcox	ch&sh	4	13	flail, mace darkness, light, purify water
Pingbo	ch	5	12	mace, q.staff cure light wounds (x3)
Bratt	ch&sh	4	11	mace +1, hammer cure light wounds, detect evil, prot/evil, sanctuary

First level acolytes:

Name	armor	AC	hp	weapons
Frunk	sl&sh	6	8	mace, hammer cure light wounds (x2)
Alister	sl&sh	6	7	flail, q.staff bless, detect magic
Warmen	ch&sh	4	7	q.staff, mace darkness, detect evil, light
Latool	l&sh	5	5	mace, hammer bless, detect good, light

The Church and Rectory

See 52, the statue of Osprem, if anyone approaches the church building from the front.

The church is a 20 foot structure with a sharply slanted roof. A small bell tower is located at the southeast corner. The stone walls of the church join directly to the wall around the church grounds. To each side of the main building stand three poplar trees, while the church building itself is unadorned except for its windows and doors. Along each side of the building, six feet above ground level, is a series of eight-foot high, two-foot wide

stained glass windows. There are three such windows on each side, but none in the front or rear of the church building. The front doors are made of wood and carved with ships, whales, barracuda, and ocean waves.

In front of the church building there is a sign that denotes Tuesday as the night of services to Osprem. Goddess of Water Travel (services to Xerbo, God of Life in the Seas, are held Friday). The services begin promptly at 8 PM. The sign further states that the church is locked from dusk to dawn and all day on Saturday and Sunday. During non-church hours persons are directed to the side gate.

The church and rectory grounds are surrounded by a seven foot high stone fence. The grounds can be entered through the church building itself or through the side entrance. This entrance is through an iron grillwork gate south of the main building. The gate is locked at midnight and opened at dawn. These hours are posted on a small sign nearby. A simple pull cord leading to a bell is mounted next to the gate.

A few grave markers can be seen from the gate. If the church yard is entered, other graves can be seen. The graveyard extends around and behind the rectory building. The rectory itself is a two story structure of stone. It is about sixteen feet tall and has a flat roof. Its windows are barred. This is where the clerics live and take their meals.

A small wooden barn stands in the southeast corner of the yard. Its a slanted roof rises about nine feet above the ground. In the southwest corner of the church grounds is a stone mausoleum, about eight feet high. These have no importance in this adventure.

During church hours, the main sanctuary might be occupied by Harper (15%), Bess (cleric of Xerbo from building 26, 25%), 1-4 clerics either praying or working (40%), 1-2 townspeople (25%), or Lothar sweeping, cleaning, or dusting (45%). Roll for each. Either Harmin or Basil will always be in the church office (50% chance for either). When off duty, the clerical staff will usually be found at the rectory. All will beat the rectory during meal hours.



The other Seul Gods associated with the sea are acknowledged and occasionally worshipped here as well. For example, Xerbo, God of Life in the Seas (symbol: dragon turtle) is worshipped on Friday evenings.

Running the Church

During business hours Harmin or Basil will handle church business in an office in the church building. Harmin will charge the standard prices for all spells and services. He will not give any discounts. He will never admit anyone to see the high priest, but will say Harper is "too busy," "in prayer," "performing a ceremony," "resting," etc. Harmin cannot be bribed or bullied to let anyone meet the high priest.



The curate Basil, on the other hand, will be more reasonable, and might arrange an interview. He will try to shelter Harper, but under reasonable prodding he will see if the old man can be disturbed. If a price for services is agreed on, the payment must be made immediately.

Lothar has secret spy holes into Harper's office and the main sanctuary. He will always try to get an ear or eye full and report interesting information to the guild. If present, he will quietly go to his room soon after a stranger meets the high priest. He will wait for a period of at least an hour before going to the castle. He will never go the castle during daylight hours. He always asks for Tellish when he goes to report.

Harper is a bit senile and eccentric. He has become very forgetful and somewhat impetuous in his daily actions. Yet he is the only high priest for miles around. No one wants him dead, since without him slain characters cannot be raised. When officiating at a service he makes numerous small, insignificant errors that make Harmin and Basil wince.

Harper only prays for spells in the morning. He often forgets exactly what he has agreed to pray for, but if he prays for the proper spell he will remember why it is needed. He always forgets to pray for spells not on the above lists (see **Harper**).

Instead of the normal fees, Harper has four big wheels mounted on the wall of his office. Each wheel is numbered 0 through 9. Harper will spin the wheels to fix the price of the spell: four wheels for fourth and fifth level spells (0000-9999 gp), three wheels for second or third level spells (000-999 gp), and only two wheels for a first level spell (00-99). The wheels set the price for the day—it will not change—until tomorrow. (Balancing the books for the church can be very difficult for Harmin, who has to make ends meet! In fact, if arrangements are made through Harmin, he will charge the standard rate.) All payments are in advance, of course.

Harper will first go to breakfast with his clergy and will then cast any requested spell after that meal. Also, each day, he will probably (80%) cast his 5th level spell before going to sleep though he usually keeps other spells. This effect can often be very dramatic if the 5th level spell is **flame strike** or **insect plague!** He would never use the spell to harm anyone, thus he does not bring an insect plague on the crops or flame strike some poor soul walking past the church.

Bodies waiting for a raise dead spelt will be put in a side room in the church building. Characters who need curing must come back at an appointed time. Sick people may not sit around the church and wait for cures!

Lothar's Room (*night 70%; asleep 75%*)

The door is trapped with a crossbow that can be disarmed if the door is only opened a few inches. Otherwise it fires at anyone in the doorway (attacks as a 3 HD monster, D 1d6+4).

This small bedroom in the rectory has a cot along the south wall. Under it is a flat chest. Two small battered "target" shields hang on the south and east walls. No other furniture is in the room except a single chair. Behind each shield is a small hole that Lothar drilled to listen to the conversations of the adepts an acolytes in the next rooms. In his chest of worn clothing is a pouch of 175 gp and a throwing dagger in a large sheath.

THE THEATER OF THE MYSTIC CELEBRATION (Building 4)

In the theater, the player characters may find an ally against the Assassins' Guild. As with the Church of Osprey, the emphasis here is on character interaction. **Balmorrow** the owner, a bard, has been trying to uncover the guild. Balmorrow does not want Garrotten to retain its reputation as a village of assassins, but he has not been able to break the hierarchy of the Guild and determine who is leader is. He has made little progress, and does not realize he has attracted the guild's attention.

Balmorrow is very popular with the people of the town. He provides, with the inn, one of the few entertainments in the small village. For this reason, coupled with Balmorrow's considerable ability to defend himself, the Assassins' Guild has made few direct moves to oust him. However, Tellish, the chief assassin, is trying to discredit Balmorrow by making it appear that he might be an assassin—hoping that some avenging character will eliminate him without getting the guild involved.

Balmorrow's chief friends are the druid Martin and Abraham, the innkeeper. Balmorrow is also friendly with Harper, the high priest at the church, but doesn't trust the priest's eccentric habits. His staff includes **Willis** and **Phyllis**, an illusionist/magic-user team; Phyllis' familiar, a crow named **Black Beauty**; and three stagehands/thieves named **Marvin**, **Wilbur**, and **Arthur**. They are all loyal to him and vice versa.

Unknown to Balmorrow, Wilbur has fallen in love with **Holga**, the mayor's apprentice and spy (see **Castle Residents**). She convinced him to get one of Balmorrow's golden lute strings, which the mayor passed on to Tellish for the assassination. Holga doesn't know this, nor does she know about the mayor's association with the guild. Wilbur is a complete (if not too bright) innocent. He thinks Holga still has this token of his affection and considers himself fiercely loyal to Balmorrow.

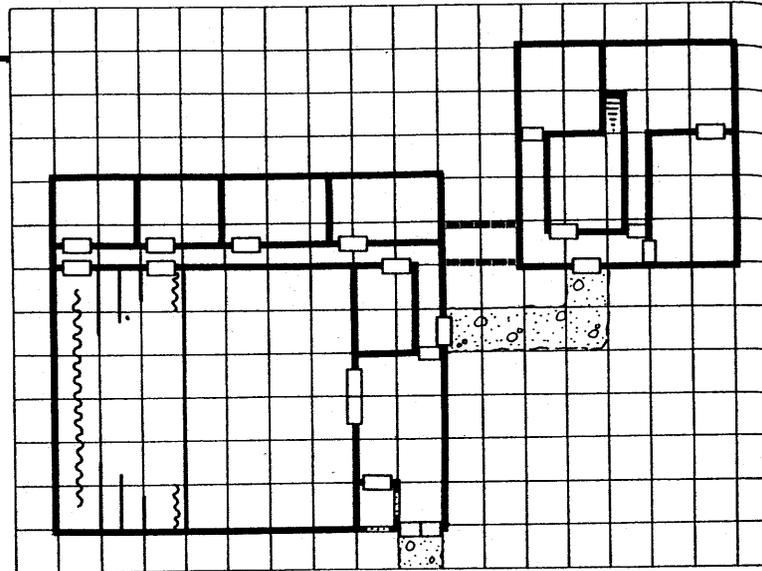
Character Details

Balmorrow, bard (AC 0; MV 24"; F7/T5/B5; hp 66; #AT 3/2; D by weapon; SA Charm 30%, Legend Lore 13%; AL CN; S 15, I 16, W 16, D 17, C 15, Ch 15). He is 40 years old, 5' 10", 175 lbs. and has closely cropped brown hair. Balmorrow wears **chain +2**, a **ring of protection from charming** (6 charges, see **NEW MAGIC**), and **boots of speed**. His **longsword +2** is a **guardian blade** (see **NEW MAGIC**). His purse contains 4-40 gp. His usual spells are:

First level: entangle, detect magic, faerie fire
Second level: charm person or mammal, heat metal

Winky, blink dog (AC 5; MV 12"; HD 4; hp 30; #AT 1; D 1-6; SA from rear 75%; SD teleporting; AL LG). This is Balmorrow's pet blink dog. It is totally loyal to him and will not attack him or his crew. It will attack anyone alone or unprotected by one of the theater crew. It spends most of its time in the house, the theater basement, and the secret passage between them. Balmorrow sometimes takes it out late at night for walks upon the hills outside town. Few people even suspect that Balmorrow has a dog and they surely do not know of the dog's magical powers! The dog will, if wounded to below 12 hit points, "blink" away to sound the alarm. It will bark during melee to rouse others.

Willis, illusionist (AC 6; MV 12"; I 3; hp 8; #AT 1; D by weapon; AL LN; S 10, I 17, W 13, D 18, C 13, Ch 15). He is 45 years old, 6'



1" tall, 165 lbs. and has thinning black hair. He carries a dagger. His purse will have 1-12 gp. His spells are:

First level: change self, color spray
Second level: ventriloquism

Phyllis, magic-user (AC 8; MV 12"; M 3; hp 9 or 13*; #AT 1; D by weapon; AL LN; S 9, I 17, W 14, D 13, C 13, Ch 16). She is 42 years old, 5' 5" tall, 110 lbs. and has long black hair. She wears a **bracers of defense AC 8** and carries a dagger. Her purse has 2-20 gp. Her usual spells are:

First level: enlarge, unseen servant
Second level: rope trick

*Phyllis has a familiar which adds to her hit points (bringing them up to 13) when within 12" of her.

Black Beauty, crow (AC 7; MV 3"/15"; HD 1/2; hp 4, #AT nil). The crow has been trained to stand guard above their bed. when they sleep and thus to warn them if anyone enters their room. It also occasionally performs in the show.

Marvin, **Wilbur** and **Arthur**, stagehands/thieves (AC 10/10/8; MV 12"; T 1; hp 4, 3, 6; #AT 1; D by weapon; AL CN). Each carries 2-40 ep. These three young men (aged 15, 16 and 17 respectively) work as stagehands and helpers in the theater. They occasionally appear on stage in bit parts and might even "work" a crowd that Balmorrow is singing to (with their thieving abilities)—though Balmorrow does not approve of this. Arthur has a dexterity of 16, the rest of the boys have average or slightly below average characteristics.

The Theater

The theater building itself is of good stone construction. The windows are heavily barred (-8% to bend bars chance) and can be shuttered. Near the door is a sign that gives the theater hours (7-10 PM Weekdays, Closed Saturdays and Sundays, Shows at 8 PM, No Admittance after the Show Begins). To the side of the theater is a house where the troupe lives. It is also of stone construction and has barred windows.

Inside the theater is a lobby that contains a "cage" booth where tickets are sold, a few benches, and doors to the auditorium and a door to Balmorrow's office and the backstage area. The



auditorium has two rows of five benches, each seating four, for a maximum seating capacity of 40. The stage is slightly elevated above the floor (1') and has a large curtain that can be drawn between acts.

The office and backstage area includes two small dressing rooms, a prop room, and a wardrobe room. All are unremarkable. Most of these areas, and the stage, have secret trap doors to the theater's basement, which is an additional storage area. A secret passage connects the theater basement and the house. The house is also unremarkable, except that this is where Willis and Phyllis keep their spell books (well hidden!) and that Balmorrow's room is heavily protected.

Running the Theater

The entire troupe will be at the theater during the performance times. They will all be in the house for meals, which are served at 7 AM, noon, and 6 PM. Most weekdays and Saturdays are spent in rehearsal or set construction. Balmorrow usually spends Sundays alone.

For shows, the theater opens at 7 PM. One of the boys will sell tickets from the locked booth, which contains a strongbox holding 1-4 gp and 2d20 + 20 sp. The doors are closed at 8 PM and no one is admitted after that. The shows are very entertaining.

Business is conducted in Balmorrow's office. The bard will meet a party of up to three, and no more, in his office. His lute with the golden strings hangs on the wall here. Balmorrow does not know of the attempt to frame him for the killing in Restenford. If he finds this out in a direct way he may try to sell the names of two assassins to the party seeking the killers of the Baron of Restenford. For the sum of 750 gp per name he will tell of Oscar and Philmar at the inn!

As long as Balmorrow thinks the guild might leave him alone, he will refuse to be directly involved. He will not risk the lives of his friends or his theater and home if he can avoid it. If he does take an active part, he will stay behind the scenes as much as possible, though he might agree to be lookout or rear guard for a specific mission.

If attacked, the bard will seek escape to muster his friends for a full counterattack. In a fight, Balmorrow will offer no quarter and will slay a character who is down unless the fight is forced in another direction. The DM should use the bard's boots, the trapdoors, and various props for effect; Balmorrow is a swash-buckler in a fight.

Although the party might connect the use of costumes and makeup in the theater with the use of disguises in the assassination, a close search of the dressing room and wardrobe room will reveal that no specific individual in town can be exactly duplicated with the materials here.

If asked whether any of his lute strings were recently replaced or removed, Balmorrow will recall that Wilbur accidentally broke one about a week ago. (Actually, Wilbur stole it for Holga.) Following this clue may lead the characters to Tellish through Arnness.

If the players stumble on this, remember that Holga is clever. Once she realizes that the lute string was used in an assassination, she must decide whether to abandon Wilbur or try to convince him to flee Garrotten with her (she really likes him!). If the latter, he will have to decide whether his fear of assassination and love for her is stronger than his loyalty to Balmorrow. The DM should introduce and use this material as desired; it can add interest to the story.

Running the House

The troupe lives in the small building behind the theater. Like the theater, the house is made of good stone construction and its windows are heavily barred (-8% from *bend bars* chances) and can be shuttered. No characters will be allowed in here unless fully trusted by the bard.

Willis' and Phyllis' spell books are concealed here: (Willis) **change self, color spray, dancing lights, hypnotism, phantasmal force, invisibility, magic mouth, ventriloquism;** (Phyllis) **enlarge, find familiar, read magic, unseen servant, ventriloquism, ESP, rope trick.**

Balmorrow's room is well protected. The door has a complex lock (-8% from open lock abilities). Further, the door is **fire-trapped** (10 points). Just inside the door is an electrical **glyph of warding** (18 points), placed by Harper, the high priest. A secret door out of the room is one way only. Inside some chests are a fine array of clothing, worth about 1200 gp; tunics, cloaks, capes, shoes, hats and cloaks.

Under the dressing table is an extensive make up kit containing jars of grease paint whose colors correspond to the flesh tones of elves, dwarves, gnomes, goblins, hobgoblins, orcs, and men. There are also wigs and bits of hair. The kit also has pencils, sticks, bits of wax and other materials to create elaborate disguises. Once again, the identities of specific town individuals can not be created with the materials here.

THE CASTLE (Building 1)

The following roster includes all characters who live in the castle. Their placement and actions will be given in the **KEY TO THE CASTLE**. Characters who often go on patrols in the town are marked with an asterisk (*). The DM should be familiar with the castle routine and responses to an alert before trying to run an adventure in this area. Also note that the presence of an NPC is often decided by a percentile roll. These results may be changed or ignored, depending on the outcomes of previous encounters. Reasonable story development is more important than random rolls!

Castle Residents

The Lord Mayor, Protector of the Lake, and Her Henchmen

Arness, female magic-user (AC 3; MV 12"; M6; hp 25; #AT 1; D by weapon; AL special; S 14, I 17, W 13, D 12, C 16, Ch 12). She is 45 years old, 5' 4", 120 lbs., with long brown hair and blue eyes. Arness wears **bracers of defense AC 7** and a **cloak of protection +2**. She wears a crown with three large gems on it (their value is 3,500 gp). The gems confer to the wearer the powers of **read magic**, **comprehend languages**, and **mask alignment** (the **mask alignment** power works constantly). She carries a normal dagger and six darts. Her usual spells are as follows (see her book in room 28 for alternate spells):

First level: charm person, magic missile, sleep, reduce
Second level: invisibility, ray of enfeeblement
Third level: hold person, slow

Tellish, male dual-class cleric/assassin (AC 0; MV 12" (3") with cloak; C/A 5/6; hp 40, #AT 1 or 2; D by weapon; AL LE; S 14, I 16, W 15, D 17, C 16, Ch 9). He is 38 years old, 5' 10", 155 lbs., short brown hair and brown eyes. He wears **bracers of defense AC 3**, and a **cloak of etherealness** with 7 charges (see **NEW MAGIC**). He is generally known only as a cleric, and carries a **flail +2** in public. When on a job or in his private quarters, he prefers a two-weapon attack using his **longsword +2 (I 14, E 5; detect invisible, locate objects; speaks common)** and his **throwing axe +1**.

First level: cause fear, cure light wounds, command, darkness, detect magic
Second level: hold person, silence 15' rad., find traps, augury
Third level: dispel magic

Tellish poses as an advisor priest (3rd level). His is actually the head of the Assassins' Guild and co-equal with Arness. Only the assassins in the guild of 4th or higher level know his profession and his identity. The following five know that he is a 5th level cleric.

Ascue, male cleric/fighter, half orc (AC 1; MV 12"; C/F 4/5; hp 32; #AT 1; D by weapon; AL LE; S 17, I 13, W 14, D 12, C 11, Ch 7). He is 48, 6' 2", 210 lbs., long black hair and full beard, black eyes. He carries a **battle axe +1** and wears **chain +1** and **shield +2**. His usual spells are:

First level: cure light wounds (x2), command, bless, protection from good
Second level: resist fire, know alignment

Ascue is Captain of the Guard. Tellish appears to be answerable to him but Tellish is allowed to do as he wills in emergency situations.



Chief Hirelings of the Lord Mayor

Each bears the title Sergeant of the Guard and is co-equal among the troops and hirelings of the castle.

***Armax**, female magic-user (AC 6; MV 12"; M4; hp 14; #AT 1; D 1-4; AL LN; S 10, I 17, W 16, D 10, C 11, Ch 14). She is 5' 3", 120 lbs., 34 years old, brown hair and eyes. She carries a normal dagger, **bracers of defense AC 6**, and a **wand of paralysis** with six charges. She carries 2-20 gp and 3-16 sp. Her usual spells are:

First level: charm person, magic missile, shield
Second level: invisibility, levitate

She often goes to town and frequently has patrol duty with other guards. She is married to Falbore.

***Falbore**, male cleric (AC 2; MV 9"; C 4; hp 16; #AT 1; D by weapon; AL LE; S 14, I 13, W 14, D 13, C 11, Ch 14). He is 38 years old, 5' 9", 160 lbs., black hair, full beard, black eyes. He

has chain, a **shield +2**, and uses either a normal flail or a mace. His purse contains 2-40 gp, 3-30 ep, and 4-40 sp. His usual spells are:

- First level:** cure light wounds (x2), light, darkness, curse
Second level: hold person, resist fire

Falbore is married to Armax. He is also often on patrol.

***Sangster**, male assassin (poses as fighter) (AC 5; MV 12"; A 4; hp 20; #AT 1; D by weapon; AL LE; S 14, I 16, W 14, D 15, C 16, Ch 12). Sangster is 5' 8", 145 lbs., 40 years old, brown hair, clean shaven, brown eyes. He wears leather and carries a **shield +1**. His weapons are a broadsword and throwing daggers (four carried). His purse contains 2-20 ep and 3-30 sp. Sangster poses as a fighter in town. He knows who Tellish is.

Gellius, male assassin (poses as fighter) (AC 6; MV 12"; A 3; hp 14; #AT 1; D by weapon; AL NE; S 17, I 13, W 15, D 15, C 14, Ch 8). Gellius is 38 years old, 6' 1", 200 lbs., black hair, moustache, black eyes. He wears leather armor and a **ring of protection +1**. His weapons are a **short sword +1** and normal darts (he carries a dozen of them). His purse contains 3-30 ep and 4-40 sp. Gellius poses as a fighter in town.

The balance of the roster are guards, students, and servants. Their ability scores are not given, for the most part, but should be considered between 8 and 14 if necessary. Any exceptional characteristic, like high strength or dexterity, will be noted.

Students

Clerical Students—teacher, Ascue

Relmak, male cleric, half-orc (AC 4; MV 9"; C 1; hp 7; #AT 1; D by weapon: AL LE). He carries a mace and is armored in chain and shield. Purse: 2-12 gp, 3-30 sp. Relmak's usual spells are:

- First level:** cure light wounds, command, light

Geltuck, male cleric (AC 4; MV 9"; C 1; hp 7; #AT 1; D by weapon: AL LE). He carries a flail and is armored in chain and shield. Purse: 3-18 ep. Geltuck's usual spells are:

- First level:** cure light wounds, command, darkness

Trell, male cleric (AC 5; MV 9"; C 1; hp 6; #AT 1; D by weapon: AL LE). He wears chain armor and carries a flail. Purse: 3-18 ep. Trell can only carry one spell, usually:

- First level:** cause fear

Assassin Students—teacher, Sangster

Rogan, male assassin, gnome (AC 5; MV 9"; A 1; hp 7; #AT 1; D by weapon: AL LE). He wears leather armor, but has high dexterity. He can throw a dagger (carries four) or use a short sword. In town he passes as a clean-up boy. With his hair dyed and shorn, he can pass as a grubby human boy of about 10 years or so at a distance of 20' or more. He tricked Falpir into getting a button from Abraham. Purse: 2-20 ep.

Thomas, male assassin (AC 7; MV 12"; A1; hp 4; #AT 1; D by weapon: AL CE). He wears leather armor. Thomas can throw darts (carries six) or use a broadsword. Purse: 3-30 ep.

Magic-user Student—teacher, Arness

Holga, female magic-user (AC 10; MV 12"; M1; hp 3; #AT 1; D 1-4; AL LE; S 9, I 16, W 15, D 13, C 12, Ch 17). She is 19 years old, 5' 2", 105 lbs., blond hair and blue eyes. She wears no armor and carries a set of six darts. Her purse has 4-40 gp. Holga's usual spell is:

- First level:** sleep

She goes into town. unescorted, as a spy for the mayor. She reports all new characters to Arness directly, who might reward her with an extra gold piece or two for excellent information. Her relation with **Wilbur** is explained in the **Theater** section.

Servants

Name	occupation/	weapon	AC	hp
1. <i>Yelda</i>	cook	knife	10	3
2. <i>Gorg</i>	maid	dagger	10	4
(half orc)				
3. <i>Torrel</i>	stable boy	dagger	8	4
4. <i>Pobo</i>	clean-up	nil	10	3

The four servants are normal peasants. They have no armor and carry 2-40 sp.

Zero level NPCs and orcs are not literate in any way. They cannot read nor write and they cannot draw very well, if at all. If questioned, charmed, etc. they will have little useful information and what they will tell will be inaccurate, incomplete, or an outright lie.

The Castle Guards

Name	Race	Class/ Level	AL	Weapon	Combat Bonus	Armor	AC	hp
1. Thull	H	F2	LE	longsword longbow	-/+1	ch&s	4	18
2. <i>Nelb</i>	E	F2	LN	longsword longbow	+1/- +1/-	ch&s	1	16
3. Gorsk	1/2-0	F2	NE	longsword javelin	+1/+3 +1/+3	ch&s	4	13
4. Tesp	D	F1	NE	shortsword lt crossbow	-/- -/-	ch&s	4	7
5. Golmar	H	F1	NE	shortsword longbow	-/- -/-	ch&s	4	8
6. Paulis	H	F1	NE	longsword	-/-	ch&s	2	11
7. Garm	H	NM	LN	longsword longbow	—	c	5	4
8. Fargo	H	NM	LN	halberd shortsword	—	c	5	5
9. Torp	H	NM	LN	spear dagger	—	c	5	6
10. <i>Harth</i>	H	NM	LN	longsword dagger	—	c	5	5
11. Harp	H	NM	LN	longsword lt crossbow	—	sl&s	6	6
12. <i>Trell</i>	H	NM	LN	broadsword lt crossbow	—	sl&s	6	4
13. Gorg	orc	LE		broadsword spear	—	c	5	7
14. Gulk	orc	LE		club spear	—	c	5	5
15. Frag	orc	LE		club spear	—	c	5	8
16. Kusk	orc	LE		club spear	—	sl&s	6	5
17. Borp	orce	LE		club spear	—	sl&s	6	5
18. Yuck	orc	LE		club spear	—	sl&s	6	8
19. Tresk	orc	LE		broadsword spear	—	ch&s	4	8
20. Glup	1/2-0	F1	LE	broadsword +1, spear	+1/+1	ch&s	4	8

Notes on the guards. Armor types: c = chain, ch&s = chain shield, sl = studded leather. The first column of the Combat Bonus is the "to hit" bonus, the second is the damage bonus. Female characters are in italic.

Castle Guard Duty Table

Castle Location	% chance on duty	No. of Guards	Area Watched	Type of party approach:	
				Open	Concealed
2	100%	1-2	Road	100%	56%
4,5,6	30%*	1-4*	Road	60%	30%
7a	25%	1	West & North	80%	30%
7b	25%	1	North & East	80%	30%
7c	25%	1	East & South	80%	30%
7d	25%	1	South & West	80%	30%
28 (top)	15%	Commander	All	65%	20%

* At night there is a 10% chance of 1-2 guards. These guards are in addition to the wall guard.

Guard Commander Table

1-4	Ascue
5	Armax
6	Falbore
7	Armax and Falbore
8	Sangster
9-10	Gellius

The castle guard and lookouts

Guards are positioned at various lookout locations. These are specified here so that approaches to the castle can be adjudicated.

None of the windows of the keep or guardhouse gives a view over the wall. No guards are posted on the roofs of the keep or guardhouse.

A guard's tour of duty is one circuit of the wall (21 to 40 minutes). This starts in tower **7a** with the return of the old guard. The new guard walks to tower **7b**, climbs the ladder to the top of the tower, and looks around. After 1-4 minutes, the guard climbs back down to the catwalk and goes to tower **7c**. The process is repeated for towers **7c** and **7d**. At **7d** the guard backtracks to the small towers, repeating the routine. This routine is repeated in rain or snow, sun or darkness. The officers of the guard check up on the guards at random intervals (at least twice a day).

KEY TO THE CASTLE

All castle walls and towers are made of a rough, gray stone. The outer curtain wall is twenty feet high and conceals the main building. The wall towers are fifteen feet in diameter and thirty feet high. The large interior tower is forty-five feet tall.

The gatehouse is thirty feet high. It has three forward-facing arrow slits. The portcullis is down, and the two huge iron-reinforced doors behind it are closed.

If the party observes the castle for awhile, they will see the guard walking the curtain wall. He enters each small tower and climbs to the top, where he pauses for a few minutes to survey the countryside. He then moves to the next tower.

A party as close as the Statue of Kord at **53** is 40% likely to see a guard or two on the roof above the gate complex between the gatehouse towers.

A. GATEHOUSE (Areas 1-6)

1. Entryway

To enter the castle this way, the outer portcullis must be raised and the outer doors opened (the bar holding the outer doors and the outer portcullis mechanism are in **2**). The inner doors are not barred, but are butted against the inner portcullis (the inner portcullis mechanism is in **6**). If the inner portcullis is up, the inner doors can simply be pushed open. There are no windows into the gate passage but there is a "murder hole" above it that can be opened from **5**.

2. North Winch Room

A guard is always present and alert. From outside the arrow slit is six feet off the ground and is far too narrow for even a thin kobold to squeeze through.

In the south corner of the room are a table and a chair. On the table is a large brass bell, a mug and an iron candlestick with a partially burned candle. (At night, the candle will be lit.) A large wheel that looks like the wheel of a ship is on the south wall. It is attached to a large chain and a ratchet mechanism. A handle on the south wall connects to a thick beam of wood. The arrow slit has a firing step in front of it and a wooden shutter to close it from the inside. On the north wall, a wooden ladder goes up to a trap door in the ceiling.

The guard will go to the window every 2-5 minutes to look down the road. The brass bell is normally tapped once for each character approaching the front gate. If rung rapidly and continuously, it signals an alarm. The winch opens the outer portcullis, while the beam is used to bar the outer doors at **1**.

During an alarm, the guard will bar all entrances and defend this room.

3. Weapons Room

On the south wall is a ladder going up to a trapdoor, in the floor near the north wall is an obvious trap door (to **40**). Also on the north wall is a rack holding a dozen spears. On a table near the west door is a large basket holding a dozen arrows and a dozen light crossbow bolts. In the front curve of the room are four shields, four hammers, a shortbow and a light crossbow. All this material looks normal.

During an alarm, all doors to this room can be barred if necessary. In addition, guards might come here for weapons (40% chance for 1-2 guards).

4. Guardroom

Areas **4**, **5**, and **6** might be occupied (30% chance, one roll for all). If occupied, 1-4 guards are dispersed in these rooms as the DM desires. All doors and trap doors are normally closed, but can be barred from the inside as well.

On the north wall is a narrow door leading to the north catwalk. Next to it, a trap door leads to **2** below. In the west curve is an arrow slit and beside the slit stand a table and a chair. On the table rest a deck of cards, a dagger, and a candlestick. In the south wall is a door to **5**.

During an alarm, one or more guards will go to **5** or **6** after barring the door to the catwalk and the trap door leading to **2**.

5. Murder Hole Room

This room has a trap door in the center of the room. It opens into a 2' x 2' hole, 16' above the entryway. The room holds six large rocks and six spears. A character throwing rocks or spears down into the entryway below gains a -4 bonus to his or her AC due to good cover. The rocks do 2-12 points of damage. The DM may give rock targets a defensive bonus if not directly under the hole.

6. South Winch Room

This room is identical to the other winch room (**2**).

During an alarm, a guard present here will lock himself in and await the "all clear" signal (two knocks on the door, repeated three times).

6. OUTER WALL (Area 7)

The wall is twenty feet high and made of sturdy stone. A guard's head can be seen just over the tops of the merlons as he walks along. The towers are 30' high and have no arrow slits or windows.

7. Catwalk and Towers

The catwalk has merlons and a four-foot high parapet. Each tower is hollow, with an inside diameter of just over six feet. At catwalk level, there are narrow doors to the catwalk, a wooden ladder to a trap door at the top of the tower, and a trap door in the floor. All doors and trap doors can be barred from inside. All ladders are anchored to the tower walls. The lower trapdoor and ladder lead to the tower's base. At the base of each tower is an arrow door to the inner castle grounds. They are not locked, but can be barred from inside.

Tower **7a** has a trap door to the old cellar of the Guardhouse (**43**). This is now used as quarters for the students. Tower **7d** has an opening to the castle cesspool. A character might come to **7d** at any hour of the day or night (7% chance for any single turn). Roll d% to see who is taking advantage of the facility:

1-50	Any guard (of 20; roll at random)
51-65	Any student (of 6)
66-80	Any servant (of 4)
81-83	Arness
84-86	Tellish
87-89	Ascue
90-92	Armax
93-95	Falbore
96-97	Sangster
99-00	Gellius

The character must arrive from his or her quarters so the DM should allow for travel through the courtyard. The door is barred from inside if in use. Anyone who enters will knock first, just as someone coming in from the trapdoor above would knock before entering.

C. BARN AND KENNEL (Areas 8-9)

8. Barn

The main barn is made of wood and stands 12' high. Its roof is slanted slightly. It has obvious front and side doors but no windows. A small shed can be seen near the front of the barn.

In the barn are six light war horses and their tack, harness, saddles and leather barding (AC 6). It takes 1-4 rounds to saddle a horse and 2-8 more rounds to put on the barding. Light war horses (AC 7 or 6; MV 24"; HD 2; hp 9, 10, 12, 13, 15, 16; #AT 2; D 1-4/1-4).

The stableboy and clean-up boy (day 40%, night 85%) live in the back of the barn. The side door directly enters their small 7' x 7' room.

9. Kennel

The 3' x 5' x 4' lean-to has a permanently open front door 3' high.

Two war dogs live here. They have the run of the courtyard and are seldom here (day 10%, night 30%; roll for each dog). If present, they will be asleep. Otherwise, roll d4 for each dog to find its location:

1. Along north wall behind the guardhouse or keep.
2. Along east wall behind keep
3. Along south wall behind barn or keep
4. In central courtyard

War dogs (AC 6; MV 12"; HD 2+2; hp 17, 9; #AT 1; D 2-8; SD keen smell and hearing). The dogs cannot smell someone on the catwalk. If a dog is near the entrance to the cesspool (**7d**) it will always investigate a character going in or coming out. If a dog finds an intruder it will attack at once, barking loudly throughout the attack.

When hired, each guard and servant is brought to the dogs so the dogs will know not to attack them. Anyone escorted by a guard or servant will not be attacked. The dogs are slightly underfed and vicious.

D. GUARDHOUSE (Rooms 10-12)

The guardhouse is a two-story structure made of gray stone. It has no first floor windows but on each side of the second story are barred windows. The roof is flat. The front and side doors are iron and are always closed.

The iron doors are not usually locked, but can be barred from inside by iron bars. The windows have inside shutters and each is usually open (80% likely). The bars can be bent in the usual manner. There is no entrance from above. The basement of the guardhouse cannot be entered from inside (that former staircase has been sealed—it can be entered from tower **7a**, however).

10. Barracks Room

The room is occupied 90% of the time by 1-6 guards (95% by 3-6 guards at night). At night the guards will be asleep.

In the barracks room there are six beds along the walls of the room, and a table and eight chairs in the center. On the



table are two candlesticks, eight mugs, and eight tin plates. In front of each bed is a small, padlocked chest. On the north wall is a small hearth along with fireplace tools and some iron pots. A set of shelves next to the fireplace hold small kegs and sacks, and a few bottles. There is an obvious staircase going up to the second floor.

The iron doors to the outside can be barred from inside, though they are normally unbarred. The doors to rooms 11 and 12 are locked. The back of the stairs is bricked shut (this was a stairway down). Each of the six beds is for one of the warriors or veterans of the guard. The chests contain clothing and the following treasure (the number matches the number of the guard on the garrison roster): 1) 20 gp, 2) 84 ep, 3) 18 gp, 4) 28 ep, 5) three gems worth 10 gp each, 6) 20 gp and one gem. This gem is paste but looks real (500 gp). A thief or assassin would know it is worthless. The materials on the shelves are food-stuffs: flour, salt, honey, salted meat, bread, vinegar, and a small keg of poor wine.

During an alarm, one of the guards will bang on an iron pot to summon the rest. This banging will be heard in the cellar (40) as well.

11. Gellius' Room (day 75%, asleep 45%; night 100%, asleep 30%)

This small bedroom contains a bed, table and chair, chest and shelf of ten books. There is a torch sconce on the wall by the door and a candle on the table. A figure is seated in the chair with his back to the door.

The figure is a dummy filled with a mixture of flour and pepper. If it is struck a serious blow (hit vs. AC 10), it will burst, flooding the area for five feet with flour and pepper. The striking character must save vs. poison or sneeze for 3-18 segments.

Gellius' chest has a poison needle trap (save vs. poison or take 3-18 points of damage from the weak poison on the needle). Inside is a **dagger +1** and three normal throwing daggers. The balance of the chest contains an array of clothing including tunics, breeches, boots, clogs, slippers, a dress, a cleric's robe and a cape. There is a woman's wig and a makeup kit as well. In the false top of the chest is a gem valued at 100 gp. The ten

books are of poems and have no significance. In the binding of book 7 is an unlabeled floor plan of the main floor of the castle. (You may draw the floor plan and give it to the players.)

12. Sangster's Room (here 30%, asleep 30%)

Both doors are usually locked. The doors have complex locks that reduce the chance to pick by 8%. The door that leads to the hallway is trapped from inside—a spring-fired dagger above the door shoots straight down two segments after the door is opened more than a few inches, the dagger blade is coated with poison. A character who moves into the room upon opening the door is attacked as if by a 4th level fighter. The dagger does 1-4 damage and the victim must save vs. poison at -1 or take 4-24 points of poison damage as well. The trap is easily seen from inside the room.

The room contains a bed, a table and chair and a chest. On the table is an open book and a silver candlestick with three candles. The wall is covered by a hand-drawn map of Garrotten and a hand-drawn map of the inn. Neither map has any labels or markings.

In Sangster's chest is an assortment of clothing, two wigs, a make up case, some shoes, and a girdle that is heavily padded to make the wearer look about 20 pounds heavier. Beneath the chest is a secret compartment. A loose floor brick can be removed to find a bag containing 220 gp and a 50 gp gem. The bag covers a hole that hides a giant centipede (AC 9; MV 15"; HD 1/4; hp 1; MV 15"; #AT 1; D poison only, save at +4) -80% chance of surprise unless the character is taking precautions. The centipede is fed daily by a careful Sangster. The open book discusses methods of ambush. It is not magical.

13. Orc Barracks

Orcs may be here—day 50% for 1-8, night 70% for 5-8; asleep 60% if present.

This large single room contains eight pallets spread around randomly. There are four unshuttered windows, one per wall. The pallets contain some oddments and bits of clothing but nothing of value as they do not trust one another.

E. KEEP (Areas 14-31)

The keep is made of gray stone. It is 25' high, but the second floor windows are not high enough to overlook the curtain wall. The roof is flat and featureless. The balcony is 13' from the ground and merlonated.

If a character observes the keep from various sides before entering, additional facts can be learned. The front and rear doors are carved with the relief head of a lion that holds an ornate door knocker in its mouth. A leap from the east catwalk to the balcony might be possible—the distance is 9' and the balcony is below the catwalk level.

All nine windows of the keep are four feet wide and five feet high. The iron bars across them are firmly anchored (-8% from the bend bars chances). The keep tower has an exit to the second floor roof that is 2'x2', barred and padlocked from the inside (see 29). The roof is flat and made of stone.

First Floor of the Keep

14. Entry Hall

The front door is made of wood reinforced with iron. Carved in relief on the door is the face of a lion holding the door knocker in its mouth. There is a **magic mouth** on the lion that operates at the approach of a dwarf, an elf, or a halfling. It will cry out: "What are you doing here? Guard! Guard!..." 18 more times!

At night the door is locked, and during any emergency it is barred as well. The chance of breaking the lock is 7% less than the bend bars chance; breaking both the lock and the bar is 18% less than the bend bars chance.

Inside, the hall has three doors beside the main entrance. A guard is also here (day only). In the southeast corner of the room is a suit of plate mail armor and halberd. Along the north wall are three chairs. On the south wall, between the armor and the door, a 2'x3' mirror hangs above a small table. On the table are two candlesticks and a brass bell.

The door to the south room (15) is always locked. The other doors are just closed. The suit of armor is badly rusted and useless. The halberd is partially cut through and will break if a blow is struck with it. The mirror is normal. The candle sticks are silver and worth 20 gp total. The bell is rung to announce guests (if rung rapidly it raises an alarm).

Visitors arrive in the company of a guard from the gatehouse, who rings the bell to summon the captain of the guard (1 ring) or one of the sergeants (2 rings) for normal business.

15. Corridor

This hallway is quite dark. The walls are featureless except for a torch sconce next to the south door on the west wall. Normally all doors in the corridor are unlocked. The south door can be barred from this side in an emergency.

18. Kitchen

The cook will usually (80% chance) be here during the day. A maid and clean-up boy will always be present during the meal periods (noon and 6 PM).

On the north wall is a hearth, complete with fireplace tools, large pots, and kettles. The north and east walls hold shelves of supplies. By the west wall, under the window, is a large working table. It is littered with utensils and numerous jars (spices, about 20). Next to the table is a large knife rack holding various blades, including a meat cleaver. None of this is very valuable or useful to the players.

17. Back Entryway

The back door is carved with the face of a lion that holds a door knocker in its mouth. If a dwarf, gnome, elf or halfling stands in front of the door it belches a 10' lightning bolt for 3d4 damage (no save). This trap only works once per hour. The door is locked and barred at all times.

The room contains a staircase going down along the west wall and two large barrels with spigots in the northeast corner.

This entryway leads to the kitchen. The barrels contain water. The door to the kitchen is not locked and this area is normally empty with the only usual traffic being servants. However, Arrness, Tellish, Armax, or Falbore may use it to go the rooms below. The stairs have an fire **glyph of warding** (10 points). All servants and those named know of the glyph and its name so they can bypass it.

18. Reception Room

On the east wall is a stone dais of three steps. Atop the highest step is a large, highly decorated wooden chair. Two smaller chairs sit on the next step down from the large chair. The dais itself is six feet wide and five feet deep, with the chairs standing along the back wall. The north and south walls are hung with tapestries of woodland scenes.

The chairs are for Arrness (Lord Mayor—center chair), Tellish ("Priest/advisor"—right chair), and Ascue (Captain of the Guard—left chair). At least one of the three will be present if an audience is being given. Roll d%:

1-40	All three
41-60	Arrness only
61-90	Ascue only
91-00	Tellish only

Circumstance or a particular request for an audience may alter this.

The dais is magical. Upon the command "**FIRE**" from someone in one of the chairs, everyone on the dais becomes immune to fire as long as they remain on the dais. The dais itself will begin to flame instantly. Anyone moving onto the dais after this will take 3d4 damage per round from the flames, no saving throw; and items exposed to the three foot flames must save vs. magical fire. The dais will flame for seven rounds, but cannot be activated again for a full day.

There is nothing special about the tapestries though they have a value of 85 gp. Both tapestries conceal maps. Neither map is labeled in any way. Behind the north tapestry is a map of the town of Restenford. Behind the south tapestry is a map of the ground floor of Restenford Castle. (Characters familiar with the castle, such as those who played in module L1, will recognize them if they find the maps here.)

19. Dining Room

If a meal is in progress, roll for those present: Arrness (90%), Tellish (85%), Ascue (65%), Falbore and Armax (70%—together only), Sangster (50%), Gellius (45%), students (80%, for 1-6). Otherwise the room is unoccupied.

This room has a large wooden table with eight chairs around it. On the table are two large candelabras holding four candles each. In the northeast corner stands a large upright cabinet. In the southwest corner is a suit of armor with a spear. Between the armor and the south door is a 3'x5' mirror. Six extra chairs line the west wall.

The mirror is hung so that anyone sitting at the head of the table (north) can observe the north door. The candelabras are worth 150 gp each. The cabinet is magical and trapped. Its door is protected by a fire **glyph of warding** (10 points). Within are silver serving pieces valued at 550 gp. Magic can be detected from the armor due to the scroll (**shocking grasp, web**; 8th level magic use) stored inside the breastplate. The armor and spear are otherwise normal. The doors to the room can be barred from inside. Meals are served at noon and 6 PM for the high level characters and their students. About an hour before and after these times servants will be in and out of the room.

20. Chapel

The chapel may be occupied by Ascue (40%), Tellish (40%) or lower clergy (30%, 1-3 present).

All five clerics know of the secret door to the tower. The door to this room is usually unlocked but it can be barred from inside.

The chapel is dominated by a statue of Kord the God of War of the Seul Peoples. Kord is a massive character dressed in heavy gauntlets, a wide girdle, and large boots. He bears a red (painted) sword. Kord is worshipped among by the Seul Peoples by fighters of all types, but more by chaotics. Upon the altar there are two candlesticks valued at 200 gp each as well as a large dagger encrusted with gems. The altar is backed by a full length curtain of bright red that goes from wall to wall and floor to ceiling. In the center of the room and in front of the altar, a two-inch diameter crystal of many facets lies upon a three-inch diameter pedestal. The crystal radiates many colors around the room as light from the pedestal comes up through it. There are no chairs or other ornamentation in the room.

A **detect magic** spell will reveal emanations from the altar and the pedestal. The dagger is magical and evil. The crystal is not magic (however, it is worth 300 gp). The light comes from a small magical gem below the crystal that sheds light. The light shining through the crystal creates the colors. The dagger is a ceremonial **dagger +2, triple damage vs. lawful good clerics (I 16, E 12; aligned LE)**. Any character who is not lawful evil who picks it up takes 12 points of damage, no save; and clerics who are lawful good take 24 points (gp value: 3500 if turned in to a good or neutral church). The candlesticks may be taken without reprisal.

The full length curtain hides the curve of the tower wall and any use of the secret door to area 17.

21. Tower Base

This small circular room is the lowest level of the keep tower. It has a two-by-four to bar the door, ladder going up to 29, and a spear.

The rear door to the temple is secret from both sides. The spear is normal. The wooden ladder upward is anchored to the wall.

22. Ascue's Room

This is the room of the half-orc captain of the guard, Ascue (day 30%, night 45%; lightly asleep 60%). His battle axe, chainmail and shield are near his bed when he sleeps (though he may grab the broadswords there as well!).

Flanking the north door (to 15) are ebony statues of two leopards sitting upon their haunches. This ample room also contains a large bed along the east wall, with a pair of crossed broadswords above the headboard. Next to the bed is a table decked with a candle, flint and steel, a flask, and a mug. On the west wall is a large upright cabinet and an iron-bound, pad-

locked chest. In front of a barred window in the south wall is a table and a single chair. The window can be shuttered from inside.

The leopard statues are magical and evil. If a good character passes between them, or if they hear the word "KILL," they will animate, attacking a good character if possible or a neutral one otherwise. They will not attack an evil character even if commanded to do so.

Leopard statues (AC 3; MV 15"; HD 5; hp 30 each; #AT 3; D 1-3/1-3/1-6; SA Rear claws for 1-4/1-4; SD immune to **hold, charm**, and poison). In a melee, Ascue will animate the leopards and try to escape into the tower (17) and get reinforcements.

The broadswords are trapped so that if one is removed, the other will fall. The character removing one would have avoided being surprised, then score a missile hit against AC 5 to catch the falling sword. This trap can be detected and removed normally.

The flask of liquid is brandy. The cabinet contains clothing and a spare set of normal chain armor. Two throwing daggers are on the inside of the door. The chest holds a sack of 35 gp and 88 ep. Concealed under the seat of the chair are four gems (150 gp each) that have been stuck into place with candle wax.

23. Stairwell

This area is illuminated by a large candle burning on a small table just in front of the window.

All doors to and from this area are kept locked. The candle burns for 12 hours and is a signal. If it is unlit at night, it is the signal to raise a quiet alarm. Guards will quietly go to both outside doors while someone climbs to the balcony to awaken Tellish or Arnness by rapping lightly on doors or windows. The candle is replaced each night.

24. Tower Room

A ladder bolted to the south wall rises to a trap door above. This level contains a spear rack holding 8 spears and four throwing daggers. The trap door from below can be barred.

The door to room 25 is trapped (see 25).

Second Floor of the Keep

25. Tellish's Bedroom

Tellish is seldom here (day 2%, night 45%; alone and asleep if present).

The lock of the north door is trapped with a poisoned needle. Failure to bypass this means the victim must save vs. poison or take 2-7 points of damage. Also, the victim's dexterity decreases at two points per round until the character collapses at 0. Such a collapse will last for 2-8 turns unless the poison is **neutralized**. The doorway itself is protected by a fire **glyph of warding** (10 points) and the dragon statuette on the north wall.

The southeast door to the tower (29) is also trapped. A thief cannot find the trap from the tower side until the door is opened a few inches. If an inspection is then made the trap may be found. A large spiked iron ball is suspended from the ceiling. The ball will be released and will swing into the open doorway as the door is opened. It does 4-16 hit points of damage and the victim must save vs. poison or take 2-7 points of additional damage and lose 2 points of dexterity each round until a collapse occurs at 0. The collapse lasts 2-8 turns. From inside the room, the trap can easily be seen and disarmed.

The east door (to Arness' room) is **wizard locked**. Tellish can only go through if she lets him in or if he uses his **cloak of etherealness**.

On the west wall is a large bed. Along the south wall, a desk and chair stand before a window with iron shutters (these are closed at night). On the east wall, two large padded chairs face a small hearth. Between them is a small table with a bottle of liquid on it. By the north door is a statue of a hobgoblin in full scale armor with shield and spear. Also, a small altar on the north wall holds two brass candlesticks, a statue of a red dragon (about 1 foot tall) and a golden chalice. The room has a large red carpet on the floor that extends from wall to wall.

The bed is normal. Beneath it are a pair of throwing daggers and a broadsword. The hobgoblin statue is normal, though the spear is real and can be used. The desk contains tax records of the town, plus quills, ink, vellum, sealing wax, and a brass seal of the town of Garrotten.

Beneath the right chair by the hearth is a purse of 45 gp and 75 ep. The bottle of liquid on the table is laced with a strong sleeping aid. Drinking any of it will require a saving throw vs. poison each round for three rounds. Failing any roll puts the victim into a deep sleep for 2-7 hours. A character who has at least two hit points left can be awakened by slapping, etc., that will inflict one point of damage.

The items on the altar do not radiate evil. The dragon statue does radiate magic. If a good character comes within 10' of it, the statue will animate, turn its head as necessary, and breathe a 20' x 5' cone of flame. The two northern doors are within 10' of the statue.

Dragon Statue (AC 2; hp 18; #AT 1 breath; D 3-18, half if save vs. breath). If the save is failed, exposed items must save vs. magical fire. The dragon can breath three times, then takes

one full day to rekindle its internal flames. Someone against the south wall cannot be hit by the breath. The symbol above the altar is worth 200 gp. The golden chalice is and gem encrusted (250 gp).

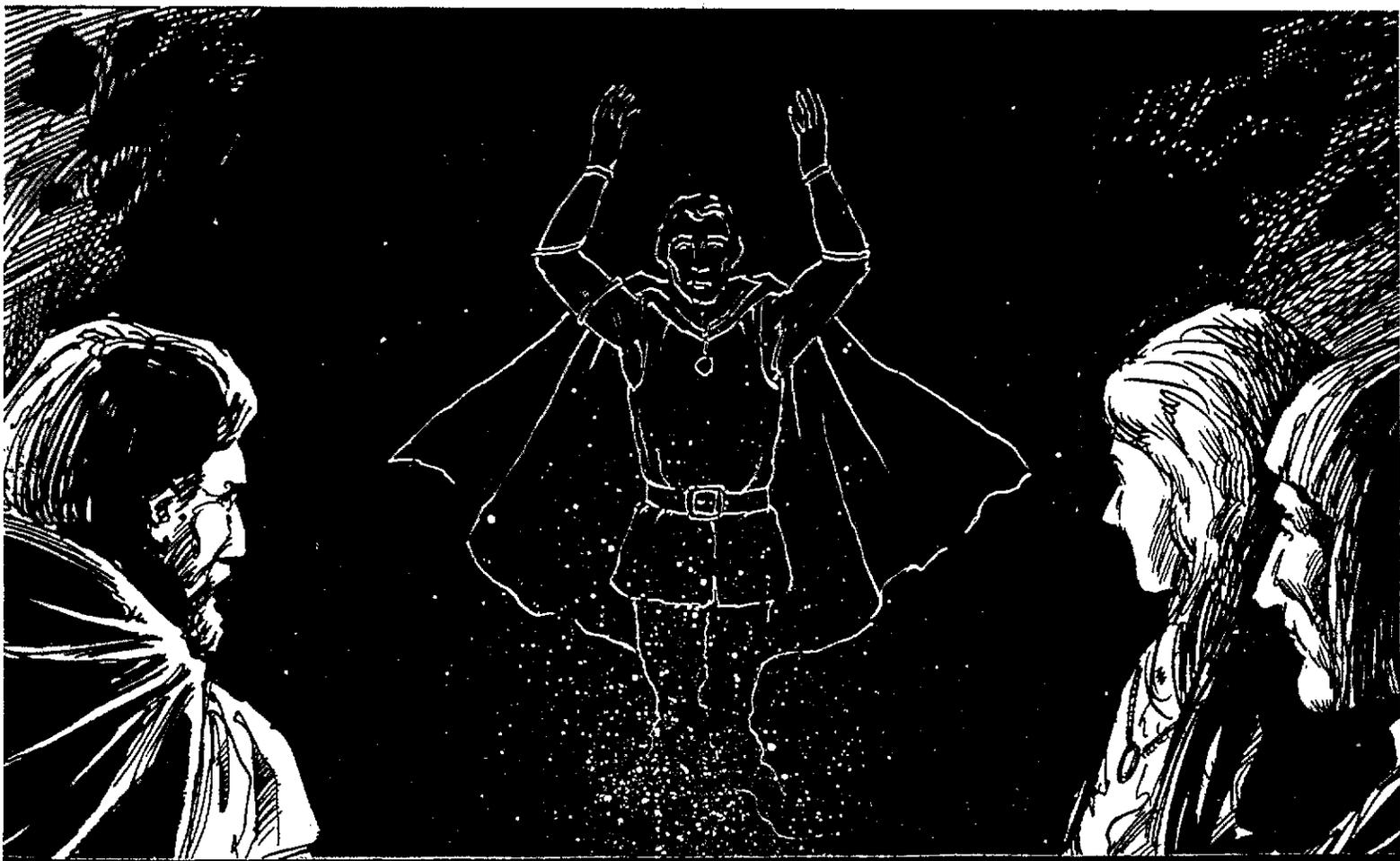
Note: Tellish enters the room from **29** (the tower). He opens the door a few inches, disarms the trap, then enters. In emergencies he may enter using his cloak.

26. Tellish's Inner Sanctum (here 10%)

Both windows in this room have iron shutters and bars. In front of the north window are a large table and a chair. Next to the table is a large upright cabinet, and beside the cabinet is a large chest. On the west wall is a series of eight roughly carved heads. Each wears a wig, and some also have beards or moustaches. One wig is very long and rests upon a female head.

The windows are closed at night, barred and locked in place. The door is trapped. The table in front of the window has a single drawer. Inside is a very complete disguise kit: tweezers, pencils, waxes, unguents, dyes, powders, etc.

In the upright cabinet is a wide selection of clothing, including a peasant woman's dress. Three outfits are of special note. A vest of decorated red leather is identical to one worn by the innkeeper. An outfit consisting of tunic, trousers, belt, and sword look like clothes often worn by Balmorrow at the theater. Finally, there is a blue robe with three barracuda on it like the one worn by the high priest Harper at the temple. Three of the wigs and appropriate facial hair also match those of the innkeeper, the bard, and the high priest. The chest, which is unlocked, contains a suit of battered scale armor, a shield, some weapons (dagger, broadsword, light crossbow, hand axe, battle axe and mace) and a worn set of studded leather armor. None are magical and all are old but serviceable. Under the studs of the leather armor, 85 studs in all, can be found



some gems. The gems include: 45 x 10 gp, 20 x 25 gp, 10 x 50 gp, 5 x 100 gp and 5 x 200 gp for a total of 2950 in gp! The studs are set firmly and each gem is padded so it will not rattle.

Under the table by the window can be found Tellish's sword and hand axe (his flail if he is not playing his clerical role). The weapons are stored inside a locked, lead-lined secret compartment.

27. Arness' Bedroom

Both doors into this bedroom are **wizard locked** at the 6th level of magic use. Arness may be here (day 5%, night 70%; asleep 55% at night, otherwise Tellish will be present).

In the southwest corner is a large ornate canopied bed, while a tapestry hangs across the southeast curve. Against the east wall stands an upright wardrobe cabinet of fine wood. On the west wall, at the foot of the bed near the door, stands a covered table and a chair. On the north wall hangs a large mirror flanked by golden candle sconces that hold three candles each. A raven sits on a perch near the center of the room.

The raven is not a familiar, but a trained bird (AC 7; hp 3; #AT nil). It can speak and will say "welcome" to anyone coming into the room. The only other phrases it knows are "not yet" and "almost dear." The bird is not chained and can fly around the room.

The bed is covered with fine silk. The pillows and mattress are of down. Hidden beneath the bed is a cage in which Arness keeps a large spider (AC 8; MV 15"; HD 1+1; #AT 1; D 1 + poison, save at +2). The cage door is held by a thread attached to the bed ruffle, which hangs to the floor. Thus lifting the ruffle without looking for traps will open the cage and release the spider. Arness wears a scent that the spider finds repulsive so it will never attack her.

The cabinet contains some fine dresses and expensive clothing (250 gp total, but resale is unlikely). The bottom of the cabinet contains boots, shoes, sandals and clogs. On top of the cabinet is a dagger. This can be reached by anyone at least 5' tall and can be seen by someone 6'3" or taller by just looking.

The tapestry on the wall depicts a hillside covered with scampering nymphs and satyrs (250 gp value). The mirror, candle sconces, and candles are normal.

The covered table has three drawers. The chair is ordinary. In the top drawer is a batch of jewelry: four lengths of pearls, a tiara, four pairs of earrings, six silver rings, four pendants, and five brooches (100 gp total). There is also a small bottle of perfume that repels large spiders (50 gp value to those who don't know its special use). The second drawer is trapped with a packet of **dust of sneezing and choking**. Those caught in the 20 foot diameter of the exploding packet must save vs. poison or die. Those who save will be disabled for 5-20 rounds. In the drawer is a wax lemon. In the bottom drawer are a number of silk handkerchiefs and a few pairs of gloves.

28. Antechamber

The stairway door is always locked and **wizard locked**. The door to the balcony is also locked. The window is barred and shuttered if no one is present. The room contains two large padded chairs, a large table and a wooden chair. On the east wall is a tapestry of a castle landscape (worth 200 gp).

The door from the balcony has a **magic mouth** on the outside that operates if anyone but Tellish or Arness comes within five feet of the door. (Actually, it operates unless a keyword is given, but only Tellish and Arness know it.) The mouth will

scream: "Attack! We are being invaded! Everyone to his post! Kill them! Here, on the balcony! Help me!"

Note the small secret closet next to the door to the stairs. Arness **firetrapped** this door (using a scroll) so she can pass through it without harm. Anyone else will take 1-4+8 points of damage. Inside the closet is a coffer containing 140 gp, 430 ep, and 800 sp. Her real jewelry is also here: three strands of pearls (100 gp, 150 gp, 200 gp), two pendants (150 gp, 200 gp) and four jeweled gold rings (100 gp, 150 gp, 175 gp, 250 gp). Arness also has her spell book concealed here. It contains: **detect magic, charm person, enlarge, magic missile, read magic, shield, shocking grasp, sleep; invisibility, magic mouth, ray of enfeeblement, web, wizard lock; dispel magic, fly, hold person, slow**.

Beneath one of the padded chairs is a scroll of **sleep, shield, and shocking grasp** at 7th level magic use.

29. Balcony

The balcony is empty except for two huge, covered clay jars standing in the northeast and northwest corners of the balcony. Each is four feet in height and two feet in diameter.

Inside each jar are four dozen arrows. Guarding the balcony are two invisible zombies created by Tellish and Arness. Their attack upon intruders is very likely to come by surprise!

Zombies (AC 8; MV 6"; HD 2; hp 9, 14; #AT 1, D 1-8, SD immune to **sleep, charm, hold**, and cold-based spells).

Upper Floors of the Keep

The keep's tower rises two stories above the second floor. These will be referred to by floor.

30. Third Floor

The ladder is bolted to the wall. The trapdoor down can be barred from here. Inside this room are a table, two chairs, and a candle holder. An open box of two dozen candles lies on the floor. On the table are a mug and a plate.

An invisible zombie guards this room (AC 8; MV 6"; HD 2; hp 15; #AT 1; D 1-8; SD immune to **sleep, charm, hold**, and cold-based spells). It will not attack Tellish, Arness, or any guard commander.

31. Fourth Floor

The ladder is bolted to the wall. The trap door to the third floor can be barred. The trap door to the roof is bolted and locked. Inside the room are a table and chair, ink, parchment, quills, strange instruments, and odd-looking charts.

These are Arness' researches on the movements of stars. They are useless to characters, though some NPCs, like Pel-tar, will pay up to 200 gp for the lot. Hidden in the wall behind the ladder at a height of 10' is a secret compartment. A small box inside contains a **ring of feather falling** and a **necklace of missiles** with three gemstones remaining (a 3-dice, a 5-dice, and a 7-dice missile).

Arness does not wear the necklace since she knows that if the necklace fails its saving throw vs. any magical fire all three missiles would detonate at once. If there is trouble, she or Tellish might risk this and go to the roof where they could throw the missiles down upon attackers. Neither Arness nor Tellish would think twice about blowing up a guard or student with an intruder. They might (50%) withhold a missile if a major henchman is involved. They would never risk each other in this manner. If being followed up the tower, either might throw a

missile down an open trap door (and close the door fast to avoid the blast!).

F. THE LOWER LEVEL (Areas 32-46)

32. Maid and Cook's Quarters

The maid and cook are here (95% chance) except an hour before to an hour after meals.

The room contains two beds and two chests. In the chests are clothes of simple manufacture. Most are worn and patched, though all are clean. There is nothing of value here.

33. Main Treasure Room

The door is made of iron and cannot be opened by force. It has a pair of locks, each of which is complex (minus 9% from a thief's chance to pick). Just inside the door on the floor is a fire **glyph of warding** (20 points of damage—placed by an appropriate level high priest).

The room is lit by a dull yellow glow. Each of the four large chests in this room has a large padlock, and a built-in lock as well. All four chests are bound in iron and are 5' x 4' x 3' in size. In the center of the room is a large table and a book. The book contains some strange marks and notes which are not part of any recognizable language.

The table is ordinary. The book notes contents of the chests, but in a complex code that would take a minimum of four days to crack.

Chest 1. Neither lock is trapped. Inside are 108 pp and 1,330 gp. Mixed into the loose coins is a silver **ring of weakness**.

Chest 2. Neither lock is trapped but both are complex (-4% from a thief's chance to pick a lock). Inside are 3,440 ep.

Chest 3. The padlock is trapped with a poison needle, save vs. poison or die at once. The lock on the chest is not trapped. Inside are 4,550 sp. The false top of the chest holds twenty gems: 8 x 50 gp, 8 x 100 gp and 4 x 250 gp.

Chest 4. Neither lock is special. The chest holds **chainmail +2**, a **flail +1**, a **mace +1**, six **light crossbow bolts +2**, and four potions (**extra-healing**, **growth**, **flying**, and **invisibility**).

34. Falbore's and Armax's Room

This is the bedroom of Falbore the cleric and his wife Armax the magic-user (day 30%, 30% that only one will be present; night 80% both present, 70% asleep).

This room contains a large double bed covered by a large black fur. On either side of the bed is a small table. The one to the right has a candle, a cup, and a bottle on it. The left table has a spherical-shaped clay pot with four spouts and metal lid. On either wall is a large wardrobe cabinet. On the north wall is a 2' x 3' mirror. The ceiling of the room has been painted an off-white color. There is a small fur rug in the shape of a leopard in front of the door. A table of fine polished wood and two well-made chairs finish the room.

Two floor stones have been removed under the leopard skin rug, so someone stepping on the rug will fall or trip. The hole is three feet deep, it is not trapped in any way. The bed is filled with feathers. There is nothing under it. The fur is made up of the skins of four black bears but is only worth 75 gp. The bottle of liquid beside the bed is a potion of **gaseous form**. The four-spout pot is used for incense. A drawer in the table contains twelve blocks of incense.

The right wardrobe contains women's clothing of various types and styles. None of the garments are of exceptional quality but none are cheap either. There is a box on the top shelf that holds two strands of pearls (45 gp and 80 gp), two pairs of earrings (30 gp and 80 gp) and two brooches (50 gp and 120 gp). The back of the cabinet is false and inside its secret compartment hangs a blue cloak. Behind the cloak hangs a belt and a **dagger +1, +3 vs. demi-humans**.

The cabinet on the left wall contains men's clothing and two vestments that show the symbol of Kord, God of War. On the top shelf of the cabinet is a coffer holding 11 pp, 92 gp and 140 ep. In the back of the cabinet is a normal mace. Beneath the table, held somewhat loosely by candle wax, is a **wand of paralysis** with 4 charges. Near the other end of the table is a scroll case that holds a scroll of **cure serious wounds**.

35. Laboratory

The door to the room is locked at all times. Arness and Tellish have keys.

This large room has numerous shelves all along the south wall upon which there are 500 bottles of liquid and 500 containers. The containers hold alchemical supplies. All bottles have labels and are tightly stoppered and sealed with wax. Two large work tables in the center of the room contain a scale, alembics, jars, beakers, hot plates, candles, tweezers, vials, etc. On the north wall is a hearth with fireplace tools.

None of the bottles or jars are magical, though six contain acids that will do 2-5 points of damage if poured on exposed flesh. The bottles are so thick, however, that they will not break upon impact unless they fail a saving throw of 11. They are heavy enough to do 1-3 points of damage to an unarmored character. The jars will prove to be dusty and unused—Arness has little time for research these days. The secret door leads to a long passage that goes to the outside.

36. Secret Passage

A dark corridor just over sixty feet long can be seen with a torch or other light source. The corridor is four feet wide and seven feet high. The west end has an obvious door mechanism. The east end has a staircase going up that ends in a large, barred trapdoor.

The large trapdoor is invisible from outside. The passage is guarded at each end by a zombie (AC 8; MV 6"; HD 2; hp 9, 14; #AT 1; D 1-8; SD immune to **sleep**, **charm**, **hold**, and cold-based spells). The zombies will allow Arness or Tellish to pass.

A. Hallway

This corridor is unlighted. It is four feet wide and seven feet high.

The ogre, **Gress** (room 37) patrols this corridor (15% likely). If he hears anyone at the doors he will be quiet and wait. The students in rooms 40 and 41 know his name and will call it out before going into the corridor so that he will not attack them by mistake.

37. Ogre's Room (here 85%, asleep 40%)

This small room contains a rough table and chair of large proportions. A candle, a huge mug, and a plate sit upon the table. A pallet lies in the northeast corner.

This room is usually occupied by an ogre guard, **Gress** (AC 6; MV 12"; HD 4+1; hp 29; #AT 1; D 1-10 or weapon +2). In his pouch are 104 ep, a gem worth 20 gp and a **ring of contrariness**. The ring is too small to fit his large finger but he likes to look at it. It has a blue gem and is worth 300 gp. In his pallet can be found the remains of a human bone he has been gnawing upon.

38. Empty Cell

This small cell contains a rough cot, an upside down pail, and a three-legged stool. Under the pail is a dead large spider. There is nothing of interest here.

39. Large Cell

This room contains three rough cots, an empty pail and three two-legged stools.

The room is 85% likely to contain 1-4 giant rats who have a hole in the south wall. The odor of the room is rather strong, as the rats' tunnels lead to the cesspool (44). Giant rats (AC 7; MV 12"; HD 1/2; hp 1-4 each #AT 1; D 1+3; SA 5% chance of disease per bite).

40. Clerical Students' Room (60% for 1-3; asleep 50%)

Three small beds line the south wall. On the east wall stands an upright cabinet and next to it is a ladder going up to a trapdoor. On the west wall there is a large chest. In the center of the room is a table with three chairs. On the north wall behind the door is a holy symbol of Kord, the God of War.

This is the basement of the **Guardhouse**. The upright cabinet contains vestments and clothing of various types and of three distinct sizes. The large chest's key is hidden on the back of the holy symbol. The holy symbol is guarded by a fire **glyph of warding** (10 points). The large chest holds three sacks. They contain 31 gp, 44 sp; 18 ep, 24 sp; and 7 gp, 84 sp respectively. In the chest are three sets of leather armor, three clubs and three maces. None are magic. In the false bottom of the chest is a scroll of **bless, cure light wounds** (x2), and **cause fear** at 7th level magic use. All three students know it is there. The trap door to 3 is usually open, but it can be barred and padlocked in place from below.

41. Students' Room

The student assassin and magic-user share this room (here 55%, asleep 45%; roll for each).

The room contains two small beds. On the south wall area pair of chests, one on either side of the door. The north wall contains two beds and an upright cabinet between them. A small lectern with an open book upon it and a regular table with two chairs complete the room's furnishings.

A crossbow trap is set just inside the door alcove so that anyone who opens the door beyond 60° or hits the thin wire about two inches above the floor will trigger the crossbow at pointblank range. It attacks as a 7 HD monster for d6+4 points of damage. (The students only open the door part-way, then carefully step over the tripwire.) The chest contains clothing of two different sizes and of a wide variety of styles. There are two throwing daggers attached to the inside the door to the cabinet. The open book is Holga's book of spells: **sleep, shield, detect magic, read magic**. Beneath her pillow are three normal darts. Both students carry their personal wealth.

42. Barracks

This is the room for the men-at-arms (95% chance for 1d8+4; 35% all asleep if present; 50% chance of a noisy gambling game if awake).

This large room has 16 cots arranged along the east and west walls. At the foot of each cot is a small chest. A large barrel and a pail can be seen along the north wall.

The four southern beds are not occupied. The chests are unlocked and contain only clothing—no treasure of any kind. The southern door is locked (the guards do not have the key). The barrel contains water.

43. Empty Guardroom

This circular room contains a ladder to the trap door to tower 7a. The men-at-arms pass through here to go on duty above. It has a spear rack that holds 8 spears, and a large barrel with a spigot and a dozen tin cups. The barrel contains watered-down ale. The trap door can be barred from below.

44. Cesspool (below tower 7d). Nothing unusual.

ENDING THE ADVENTURE

The climax of the module will probably be a raid on the castle to disrupt the guild and destroy Tellish's plans, and to capture or kill him. If the players are close to the answer, but aren't strong enough or devious enough to get into the castle, the DM may allow them a chance to stop Tellish on the way to Restenford. Failing this, if the party can get a message to Pelltar before Andrella can be assassinated, they may be able to prevent the assassination. The DM should stage an exciting and challenging conclusion to the adventure if the party has been reasonably successful.

If the DM has a copy of **L1, The Secret of Bone Hill**, a final confrontation with the canon Qualton may be arranged. Such a conclusion would certainly use the details of the major

characters provided in **L1**, as well as the map of Restenford Castle.

As a general rule, the rewards the characters earn from this adventure should be geared to their success. A maximum of a one level advance is recommended, though some characters may be close to a second.

Finally, the DM should give some thought to the effect of this adventure on the town of Garrotten. If the party succeeds, some other NPC will have to take over as mayor. If they fail, Arrness will probably move to Restenford with Tellish, and someone else will have to take over in Garrotten. The DM should use the outcome of this module to set up future adventures.

Cloak of Etherealness

This apparently ordinary cloak will allow the user to fade briefly into the Ethereal Plane up to three times a week. It is activated by one segment of concentration. No verbal command is necessary—the character just begins to fade. The process takes five full segments, during which time the user cannot move but may defend against attacks. While fading into the ether the character can be struck by any weapon or spell. At the end of the five segments the character is wholly in the ether and thus invisible on the prime material and immune to most attacks. While ethereal, the user can move at the rate of 15 feet per segment in any direction, even up or down, and can bypass walls, ceilings, magical traps, doors, etc. At the end of three segments, the user will fade back in to the prime material plane. The cloak cannot be activated again for one full turn, and may be activated only three times in any one week. While in the ether there is a 1% chance of an ethereal encounter which may follow the user at the DM's discretion. A user who would rematerialize inside a material object is trapped on the ethereal plane! The cloak can be used but twelve times, after which the item becomes non-magical.

XP value: 2600

gp value: 15,500

Ring of Protection vs. Charming

This is a special limited charge ring based on the 8th level spell **Serten's spell immunity** (+9 vs. **beguiling, charm, suggestion**; +7 vs. **command, domination, fear, hold, scare**; +5 vs. **geas, quest**). It operates automatically to ward its wearer, and the protection from each charge lasts a full 16 turns. It protects only the wearer, and cannot be recharged. It may have a maximum of 12 charges.

XP value: 3,600

gp value: 18,000

Guardian Blade

This blade does not normally glow. Its chief function is lie upon or beside the sleeping character and warn of approaching danger. It can detect enemies like a **wand of enemy detection** within a 2" sphere. Upon detecting an enemy, the guardian will flash a single burst of light, telepathically alert its owner, and go out. This power can be used but once per day, and will operate continuously for a period of up to six hours. It may be used while the character is awake and moving, but once used, it will not function again for twenty-four hours.

XP value: 1600

gp value: 8,000

Pre-rolled Characters

The use of these characters is optional. This group of characters is identical to the party in module **L1**. However, some have gained magical items or a level of experience or two since that module. They are now ready to solve the murder mystery of the **Assassin's Knot**. From the following group, six to ten characters may be selected. Normal items and alternate weapons are not included—the DM may assign these or let the characters buy them.

Fighter, human male (AC 4; MV 9"; F5; hp 28; #AT 1; D by weapon; AL LN; S 17, I 13, W 15, D 13, C 13, Ch 8). He wears chainmail and shield, and has a **longsword +1** and a potion of **heroism**.

Thief, female elf (AC 4; MV 12"; T4; hp 14; #AT 1; D by weapon; AL CN; S 13, I 14, W 13, D 17, C 14, Ch 10). She wears **leather armor +1** and carries a **dagger +1, +3 vs. larger than man-sized creatures**.

Ranger, male half-elf (AC 0; MV 12"; R3; hp 27; #AT 1, D by weapon; AL NG; S 15, I 14, W 13, D 16, C 15, Ch 11). He has **chainmail +2**, a normal shield, and a **longsword +1**.

Cleric, human male (AC 3; MV 12"; C4; hp 22; #AT 1; D by weapon; AL LG; S 15, I 13, W 17, D 13, C 14, Ch 13). He wears **chainmail +1**, carries a normal shield, and has a **mace +1**.

Fighter, male dwarf (AC 2; MV 9"; F4; hp 30; #AT 1; D by weapon; AL LN; S 16, I 12, W 10, D 15, C 15, Ch 7). He has **chainmail +1**, a shield, a **flail +2**, and a potion of **extra-healing**.

Druid, female human (AC 7; MV 12"; Dr4; hp 27; #AT 1; D by weapon; AL N; S 13, I 12, W 16, D 14, C 17, Ch 17). She has leather armor, a wooden shield, a quarterstaff, and a scroll of **wall of thorns** 11th level magic use (35% chance of error when using).

Magic-user, female elf (AC 7; MV 12"; M4; hp 13; #AT 1, D by weapon; AL LN; S 10, I 17, W 13, D 14, C 14, Ch 12). She wears **bracers of defense AC 7**. In her book of spells are 6 first level spells and 3 second level spells.

Thief, male gnome (AC 6; MV 9"; T3; hp 18; #AT 1; D by weapon; AL N; S 12, I 13, W 13, D 16, C 15, Ch 13). He wears leather armor. His **short sword +1 (I 12, E 2; detects magic within 1"; semi-empathic)**. The detection may be used once each turn.

Fighter, human male (AC 4; MV 9"; F2; hp 15; #AT 1; D by weapon; AL CG; S 18(61), I 10, W 11, D 13, C 14, Ch 10). His chainmail and shield are normal. He bears a **flame tongue sword +1**.

Cleric, human male (AC 0; MV 9"; C4; hp 22; #AT 1; D by weapon; AL CG; S 16, I 12, W 15, D 15, C 12, Ch 17). He wears normal chainmail and has a **shield +3**.

CREDITS

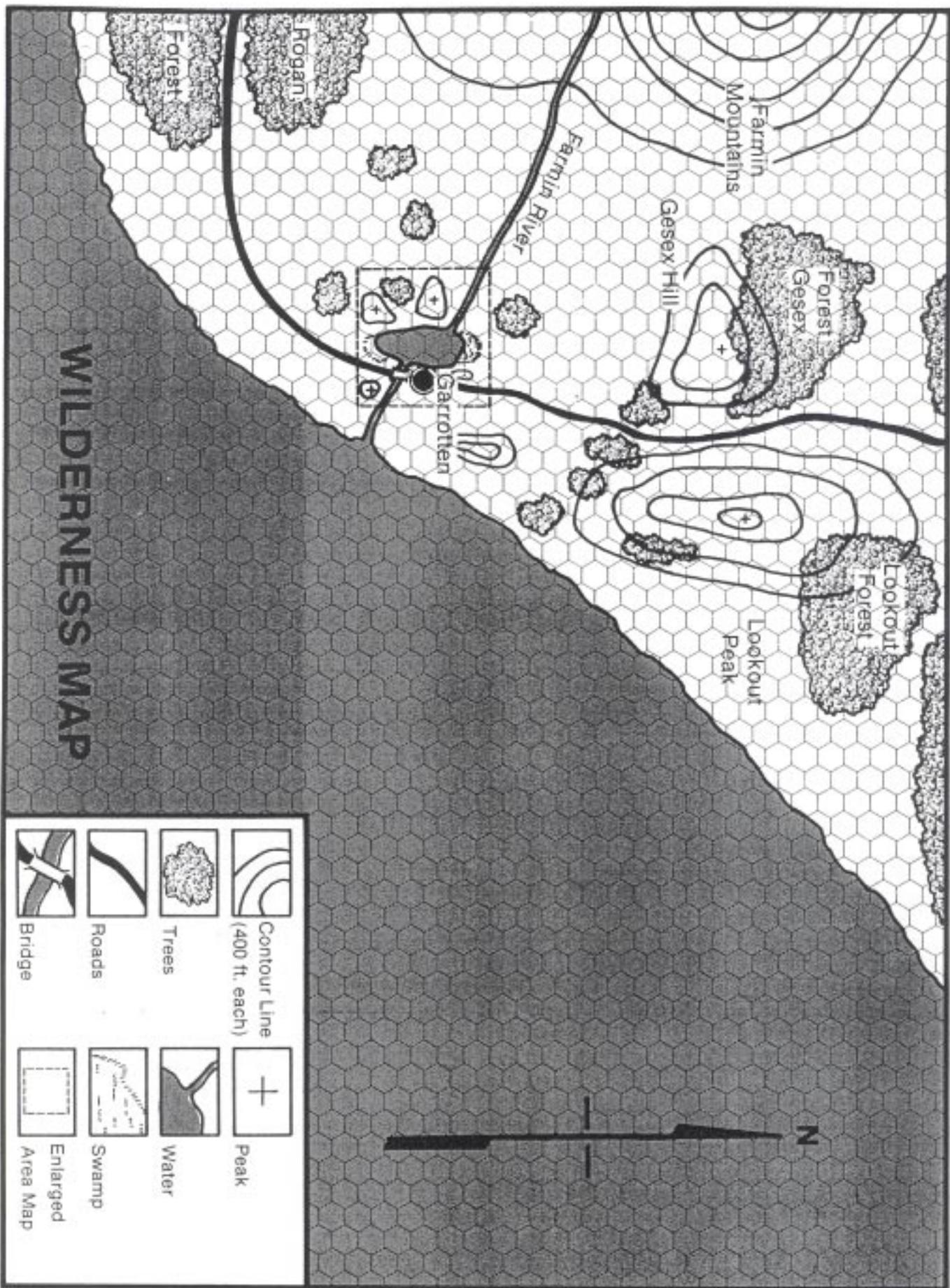
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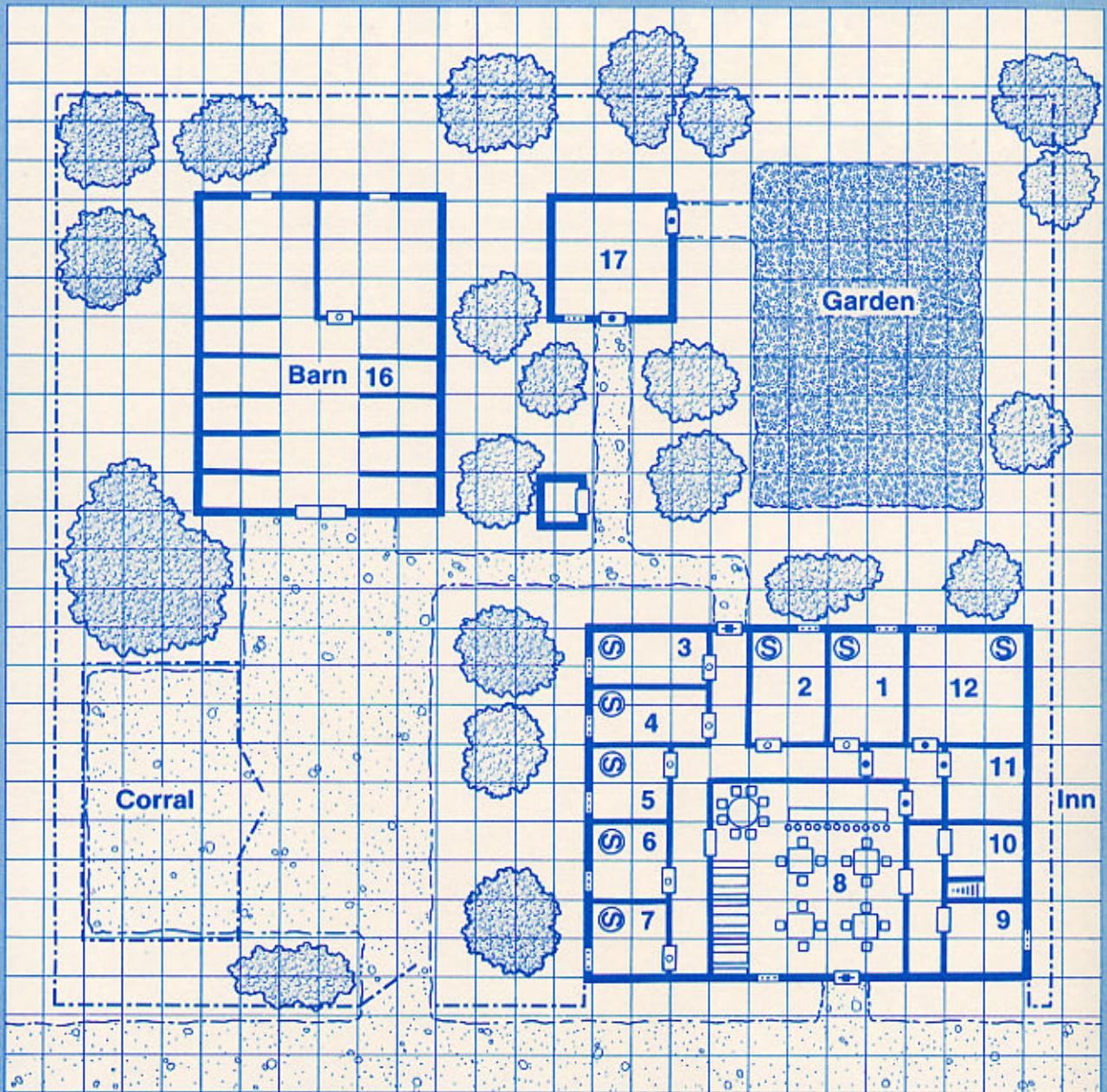
Cartography: Stephen D. Sullivan

Special Thanks to: Allen Hammack, Harold Johnson, Frank Mentzer

If you have any rules questions, please write to TSR. Ask the questions so they can be answered by a "yes," "no," or short answer. You must include a self-addressed, stamped envelope. Write to: TSR Hobbies, Inc., PO Box 756, Lake Geneva, WI 53147, ATTN: Rules Editor.



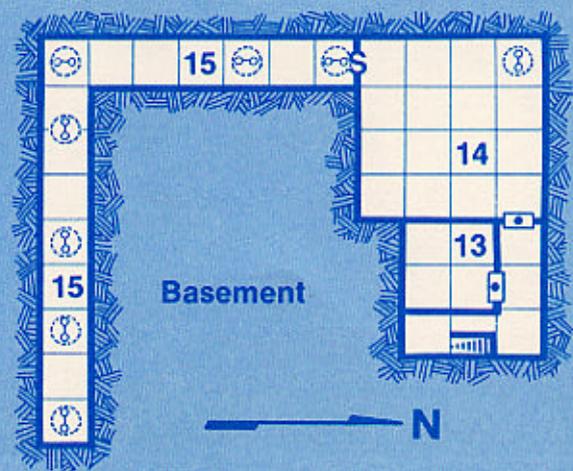
THE HOUSE OF ABRAHAM (INN)



Key

	Door		Fence
	Secret Door		Road Path
	Locked Door		Trees
	Door can be Locked		Garden
	Door Locked at Night		Window
	Stairs		Trap Door Ceiling with Ladder
	Secret Trap Door in Floor		

1 square = 5'



The **Town Table** lists total town occupants so the number of men, women, and children under 12 can be told at a glance. The entry 3,2, 4 would be five adults: three men, two women, and four children under 12 years of age. The table gives the number, profession, sex, and level of the major NPCs living in each building. The following abbreviations are used:

C = Cleric, **D** = Druid, **F** = Fighter, **R** = Ranger, **M** = Magic-user, **I** = Illusionist, **A** = Assassin, **T** = Thief, **MaA** = Man-at-arms,

NM or **P** = a zero hit die peasant or shopkeeper, **B** = Bard, **F/C** = Fighter/Cleric, **C/A** = Cleric/Assassin. After the abbreviation is a statement of level for all characters who are first level or higher: M6 would be a 6th level magic-user; F4, 4, 2x3 would be four fighters—two 4th level (one a woman), and two 3rd level. Men-at-arms and peasants are all zero hit dice (MaA 12 is twelve men-at-arms).

THE TOWN TABLE

Building/Type	Occupants	Characters/notes	Building/Type	Occupants	Characters/notes
1* Castle , stone	31, 6, 2	M 6,4,1, C 4 3x1, C/A 5/6, A 4,3 2x1, C/F 4/5, F 2, 2x2, 4x1, MaA 6, Orc 7, P 2, 2	26* Cottage , wood, Fisherman	1,2,1	C 1, P 1, 1
2* Inn , stone foundation wooden upper structure	9,7	F 4, M 3, P 3, 1 T 3, A 4, 2x3	27 Cottage , wood, Fisherman	1,1,7	P 1,1, N
3* Church , stone	13	C 9,6,4,5x2, 4x1, A 4	28 Cottage , wood, Fisherman	1,1,2	P 1,1, N
4* Theater , stone foundation, wooden upper structure	5,7	B 7/5/5, I 3, M 3 T 3x1	29* Jeweler/Moneychanger , stone	-1	I 4
5* Cottage , stucco, Farmer	1,1,2	D3, P 1	30 Cottage , wood, Fisherman	1,1,	MaA 1, P 1, N; AC 7, hp 5, broadsword
6 Cottage , frame, Farmer	1,1,2	P 1,1, LN	31* Netmaker , wood	1,1,2	M 1,1
7 Cottage , frame, Farmer	1,1, 4	P 1,1, LN	32* Cottage , wood, Fisherman	1,1,2	C 3, P 1
8 Cottage , shack, Farmer	1,1,2	P1,1,N	33 Cottage , wood, Fisherman	1,1,3	P 1,1, N
9 Cottage , frame, Farmer	1,1,2	MaA 1, P 1, LN; AC 7, hp 5, broadsword	34 Cottage , wood, Fisherman	1,1,1	P 1,1, N
10 Cottage , frame, Farmer	1,1,7	MaA 1, 1, LN; AC 7, hp 4,3 roadswords	35 Cottage , shack, Fisherman	1,1,4	P 1,1, NE
11 Cottage , frame, Farmer	1,1,4	MaA 1, P 1, N; AC 7, hp 6, long- sword & longbow	36 Fish Dealer , stall	2,0,3	MaA 2, LN; AC 7, hp 4,3, longsword
12 Blacksmith , stone	1	F2, LN; AC5, hp 14, two-handed sword, trength +1/+3	37 Sanilmaker , wood	1,1	P 1,1, N
13* General Store , stone	1,1	F5,2	38 Tackle maker , wood	1,1	MaA 1,1, N; AC 7 hp 4,3, longsword
14 Baker , frame	1,1,3	F 1, P 1, LN; AC 4, hp 11, battle axe	39* Cottage , shack	1	T 4
15 Tackle, Harness, & Leather Goods , frame	1,1	MaA 1, P 1, N; AC 7, hp 4, flail & longbow	40 Wheelwright , stone & wood	1	F 1, LN; AC 4, hp 9, war hammer
16 Home , frame & stone foundation, Farmer	1,1,8	P 1,1, LN	41 Horse trader , wood	1	F 2, N; AC 5, hp 10, longsword & longbow
17 Cottage , frame	1,1,3	MaA 1, P 1, LN; AC 7, hp 4, q. staff & longbow	42 Ropemaker , wood	1,1,3	T 2, P 1, N; AC 6, hp 7, short sword
18* Winery , stone & wood	6	C 2,1, P 4	43 Bowyer , wood & stone	1,1,1	F 4, C 1; LN; AC 7, hp 24,6, longsword & longbow, mace
19* Armorer , stone	1,1	F 5 P 1	44 Cottage , shack, Fisherman	1,1,1	P 1, 1, NE
20* Tailor , frame	1	M 1	45 Boatbuilder , frame & stone	1	F 2, LN; AC 3, hp 13, longsword & chainmail +1
21 Cottage , Fisherman	1,1,1	F 3, P 1, LN; AC 6, hp 18, longsword	46* Weaponsmith , stone	1,1	F 4, P 1
22 Food Shop , frame	1,1,3	P 1,1, N	47 Bait Shop , frame	1,1,2	P 1, 1, LN
23 Fresh Food , wooden stall	-1,1	P 2, N	48* Herb & Spice Shop , wood	1,1,4	Alchemist, P 1
24 Cottage , Fisherman	3	MaA 3, LN; AC 7, hp 6,5,3, longswords & longbows	49 Cottage , wood, Fisherman	1,1	MaA 1,1, LN; AC 7, hp 5,4 longswords
25* Boathouse , stone & wood	+ 1	M 3	50* Guard House , stone	3	F 3,2, C 2
			51* Statue, Xerbo	—	—
			52* Statue, Osprem	—	—
			53* Statue, Kord	—	—

Note: Those on the town militia (MaA) are usually armor class 7, studded leather armor. Female characters are in italic.

Total occupants: Men — 110, Women — 56, Children — 80, Men-at-arms (including garrison) — 29, Fighters (including garrison) — 22, Clerics/Druids — 25, Magic Users/Illusionists — 12, Thieves/Assassins — 15 (Guild — 9)

TOWN MAP OF GARROTTEN



1 square = 30 feet