

DUNGEONS & DRAGONS®

Official Game Adventure

Queen's Harvest

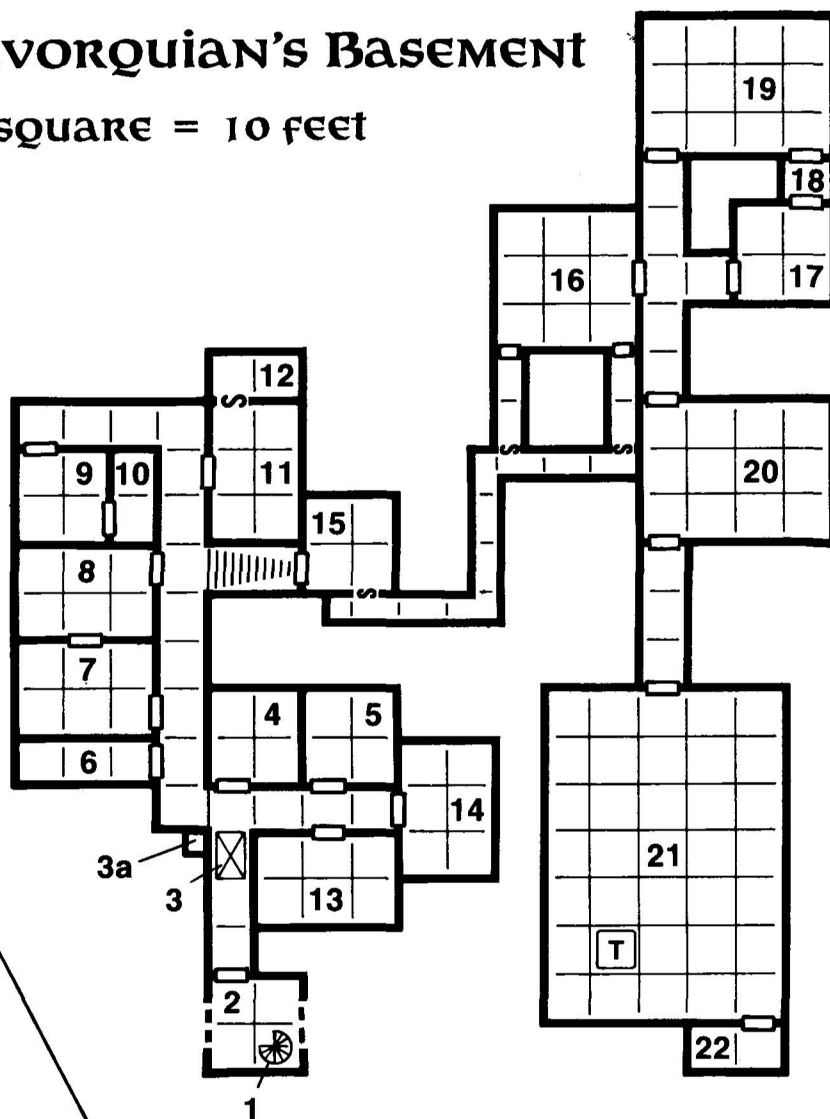
by Carl Sargent



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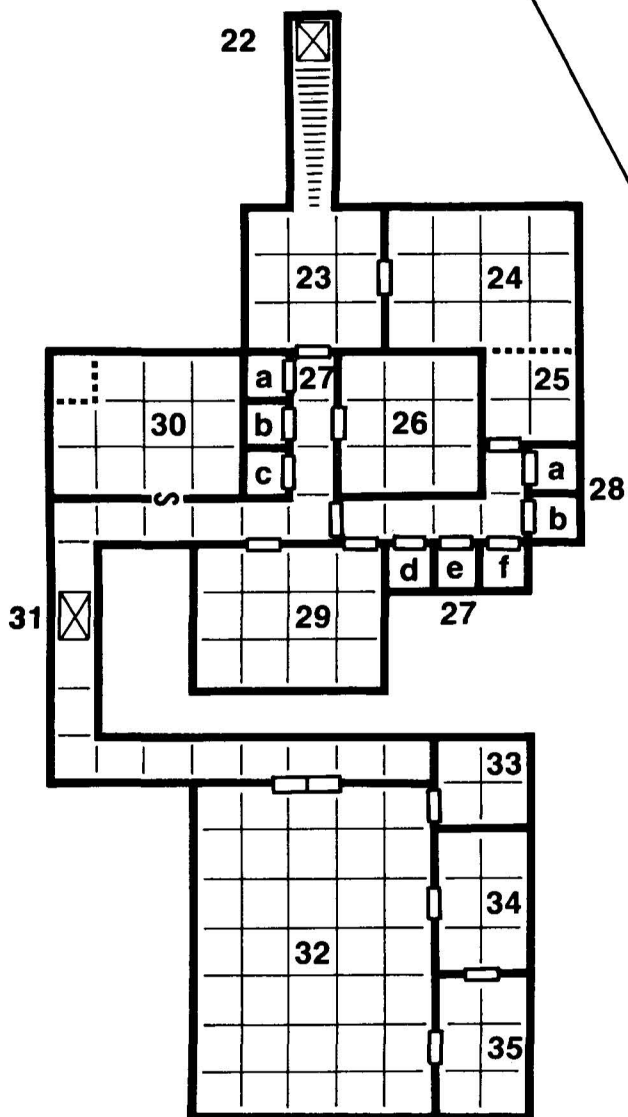
MAP #1: Kavorquian's Basement

ONE SQUARE = 10 feet



MAP #3: DUNGEONS OF the Queen's Keep

ONE SQUARE = 10 feet



-  Covered Pit
-  Secret Door
-  Trap Door
-  Spiral Stairs
-  Secret Sliding Wall
-  Oil Holders

DUNGEONS & DRAGONS®

Basic Game Adventure

QUEEN'S HARVEST

by Carl Sargent



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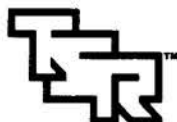
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Introduction



Welcome to the adventure! This module contains two adventures, one for 5–7 player characters (PCs) of first or second level, and a follow-up adventure for PCs of second or third level. If you are going to be a player in these adventures, please do not read any further! The material presented here is for the Dungeon Master (DM) to read and use in setting up the game for you.

Queen's Harvest is best enjoyed after playing the adventure module B11, *King's Festival*. However, they can easily be played as a pair of stand-alone adventures.

Preparing for Adventure

If you have played *King's Festival*, the PCs will have a note addressed to "Kavorquian." They will also have met Aralic, a cleric, who will have told them that he has heard of Kavorquian the wizard. This adventure begins with Aralic telling the PCs that Kavorquian lives in a hillside mansion about a mile northeast of Penhaligon, and the PCs can easily

travel the twelve miles or so down the Duke's Road to his home. Aralic suggests that the PCs take the note to Kavorquian at once, since the matters referred to seem very important!

If you have not played *King's Festival*, then you should begin the adventure by having the PCs arrive in Stallanford. If you do not have suitable PCs (no characters of 2nd level), you can use the pre-generated characters listed on page 16 and 17.

PCs can be lured to Stallanford by vague rumors of orc raids, treasure, and plunder. When they get to Stallanford they will discover that the orcs have been slain, but the town cleric, Aralic, is interested in meeting them. A full profile for Aralic is given on page 18.

Aralic asks the PCs to act as couriers. They are to take a private letter to the home of Kavorquian the wizard, who lives in a hillside mansion about a mile northeast of Penhaligon. He offers the PCs 5gp each for this service. This isn't much, but then it's only half a day's walk!

If the PCs accept, Aralic hands them a bone tube sealed with wax that bears the imprint of a signet ring. He asks them not to open the tube. You should discourage the PCs—especially Lawful characters—from going against the cleric's wishes. What is in the note is shown on page 32 of this module.

Whether the PCs have played through *King's Festival* or not, you should give the players a copy of the map found on page 15 to show them where Stallanford and Penhaligon are.

In fact, the whole middle section of this product is a special pull-out section of helpful material for the players and the DM. Detach pages 15–18 by lifting the staples, taking out the middle leaves, and pressing the staples flat again. You can photocopy any or all of these pages for personal use if you prefer not to cut up the central pages.

The first adventure begins on page 4, as the PCs approach the town of Penhaligon, carrying the letter for the wizard. The adventure's background is fully detailed, but you should read through the

entire module and be familiar with its contents before running any part of it.

If You're a Novice Dungeon Master

If you haven't played *King's Festival* prior to this adventure, you really should! That module is packed with many useful hints for the novice DM, covering all aspects of D&D® game adventuring, together with helpful play-aids which may be photocopied for personal use.

However, *Queen's Harvest* has been written with the inexperienced DM in mind, too. One thing that should be noted is that, because there is a lot of adventure crammed into this package, boxed text (for the DM to read to players) is not always used, and when it is given, only the main details of locations are described.

You can and should embellish this boxed text slightly, adding dusty floors, cobwebs, distant hoots or moans, and similar appropriate details. Customizing rooms to frighten or alarm certain PCs helps to make modules like this one more personal.

Locations and Mapping

For both adventures, the map on page 15 shows the general area of Penhaligon and Stallanford. The location of Kavorquian's mansion is marked on it for the players.

Other parts of the module are keyed to specific maps. For example, the module's first adventure takes place in the basement of the house the PCs will visit—shown in Map 1, which can be found on the left hand side of the module's inner cover.

Individual areas on the maps are called locations, and when PCs enter them you should provide basic details of what the characters see, hear, smell, and so on. Some of this information can be found in the text of the adventure by matching the number on the map to the number in the text. Remember, you can always add material of your own to the boxed text, too.

It will be useful for you to keep a record of Experience Points (XPs) earned by PCs on a spare sheet of paper as you

play through the module. Note what XPs the characters earned, along with where in the dungeon they earned them. This will also allow you to see at a glance which locations the PCs have visited.

Monsters

When a monster is described in an individual location, its abilities are given in abbreviated form. The following information is covered:

Name (number); Armor Class; Hit Dice (or Class and Level for an NPC); hit points; Movement per turn (and per combat round in brackets); Number of attacks per round; THAC0 (special—see material later in the Introduction); Damage per attack; Special attacks (poison, etc.); Save as (Class and Level); Morale; Alignment; XP value for overcoming monster (if there are several of the same creatures, the number shown is per individual monster); and Other abilities (if any).

Ability Checks

An extra rule is used in these adventures, the Ability Check. When the text calls for such a check to be made, it will specify the Ability (e.g., Charisma Check, Dexterity Check, and so on). The player must roll the specified Ability score or lower for his character (on a d20) to succeed in the check. The text explains what will happen if the PC succeeds or fails each Ability Check.

THAC0

THAC0 is an acronym for "To Hit Armor Class 0 (zero)." It is the minimum number needed on a d20 roll to hit an enemy of AC 0. To find if the creature has hit its opponent in combat, simply subtract the opponent's AC from the THAC0 given, and if the d20 roll is equal to or greater than that modified number the creature has struck its enemy. For example, a monster with a THAC0 of 17 hits AC1 on 16 or better, AC5 on 12 or better, and so on.

Abbreviations

The following abbreviations are used in this module:

#AT	Number of Attacks
AC	Armor Class
AL	Alignment
C	Chaotic
Cha	Charisma
CL	Cleric
Con	Constitution
cp	Copper Piece
D	Dwarf
d	Type of Die
Dex	Dexterity
Dmg	Damage
E	Elf
ep	Electrum Piece
F	Fighter
gp	Gold Piece
H	Halfling
HD	Hit Dice
hp	Hit Points
Int	Intelligence
L	Lawful
N	Neutral
NM	Normal Man
ML	Morale
MV	Movement Rate per Turn (and per round in brackets)
pp	Platinum Piece
SA	Special Attacks (poison, paralysis, etc.)
Save	Save As (Class and Level)
sp	Silver Piece
Str	Strength
T	Thief
W	Wisdom
XP	Experience Points Earned for Overcoming Monster

the wizard's dungeon

The PCs begin by setting off from Stallanford, headed for Kavorquian's home. They need to cover about 12 miles, which they can do in a day. During the morning the weather is awful—rainy and windy—but it becomes calmer by early afternoon. The PCs cannot buy horses or mules in Stallanford as none are available, so they must go by foot.

Read the following to the PCs after they set out:

There is little pedestrian traffic on the road, but no wagons or horses. The bad weather seems to have made most people leave travel until tomorrow. So, it's peaceful enough.

After about six hours or so, toward early evening, you find yourself standing at the bottom of a path leading to several large houses atop a slight hill. Walking up the path, you soon see a notably fine house with some marble statues in its grounds. The iron gates have some interesting, unusual designs wrought on them.

A PC magic-user or elf can recognize that these designs are actually runes used by spellcasters, so this is probably Kavorquian's home. The gates can be opened easily enough, so read on:

Your boots crunch on the gravel as you make your way up to the house. As you arrive, a liveried manservant steps on to the porch outside the front door to light the lamps on the lintel.

The PCs will presumably ask the manservant if this is Kavorquian's home (or, if they're feeling confident, ask to see the wizard). The man will frown slightly, and then drop the bombshell that the wizard died in his bed three weeks ago.

However, he quickly adds that, if they would just like to wait outside for a moment, someone will speak to them. He goes back into the house and shuts the door. Allow the players enough time to wonder what to do now that the man they've come to deliver a letter to is dead, and then read the following to them:

An elegantly attired butler opens the door and apologizes for your wait. He ushers you in through the hall to a lounge, and offers you glasses of a very fine white wine while you wait for the new master of the house.

You can have a little fun role-playing the butler and fending off questions from the PCs here; the "master" will tell all. The butler looks disdainfully at anyone who wears armor and with considerable suspicion at anyone wearing leather. If you like, he will count the silver items in the room while looking up at any PC thieves from time to time.

The butler will want the PCs' names. Then the butler leaves, and after a minute or so he reappears with a young man. He gives the PCs' names to the man, and then announces his master as "Lord Kaerin Penhaligon," and leaves.

You can find a full description of Kaerin on page 18, and you should give the PCs a good description of what he looks like. The first thing they'll notice, of course, is his missing right arm.

The information below covers what Kaerin will say and how he will reply to the questions PCs are most likely to ask.

The Letter

The PCs may offer the letter to Kaerin right away—or not. Kaerin will, of course, ask the PCs what brings them to the house. If they give some foolish answer, he asks them politely but firmly not to waste his time.

If the PCs do not produce the letter or a reasonable excuse for the visit, they will be asked to leave. If this happens, a messenger from Stallanford arrives at Kaerin's later that night to see if the PCs got to the house safely. Then a group of watchmen from Penhaligon itself will go and get the PCs and the note and bring them to Kaerin.

When Kaerin reads the letter, he will be alarmed and concerned. He does not know exactly what it means, but says that he will take advice from a cleric who

is visiting him shortly. In the meantime, in reward, how about some dinner?

Answering Questions

This is done over a delicious dinner, served up in Kaerin's dining hall (spacious and tastefully decorated). However, Kaerin asks as many questions of the PCs as they ask of him. You can role-play a mutual question and answer session here. Of course, the PCs' answers will depend on whether they have played *King's Festival* or not.

Kaerin's Questions: Kaerin will, of course, want to know how the PCs got the note. He will ask for details about their adventures in finding it (if there have been any).

If the PCs have played through *King's Festival* and mention Aralic's rescue, Kaerin will look very pleased. He also perks up at the mention of the Chaotic cleric's defeat or any other actions the PCs have undertaken against evil. Kaerin also subtly interjects queries about whether the PCs are actively seeking adventure.

Questions by the PCs: Kaerin's replies to the most likely questions are:

1. Kavorquian died from natural causes. The old wizard was nearly 90 years old, and unlike some wizards, didn't want to live forever.
2. Kaerin honestly doesn't know anything more about the contents of the note. He will not disclose its contents if the PCs have not read it.
3. The butler called him "Lord," so the PCs may suspect he's royalty. Kaerin looks a little uncomfortable and says the title is really only honorary. He tries to change the conversation. However, the PCs may persist in this line of questioning. Kaerin will admit that he is related to the noble family which rules the Estates of Penhaligon, an area around the town.
4. Kavorquian had a wife, but they separated some years ago.

5. Kaerin is Kavorquian's only child, and he realizes that his father was quite old when he sired him.

6. To queries about his wounded arm, Kaerin says truthfully that it was torn away by a monster—a slicer beetle (which the PCs won't have heard of)—about a month ago.

Really persistent PCs may keep asking about Kaerin's name, relations, his "father," and the like. If this happens, have the butler appear and serve another course (which should put a stop to it). If the PCs continue, the butler clears his throat loudly and looks extremely disapproving. If they still persist, move on to "The Offer of Adventure" below, since Kaerin won't want to be pumped for information on the topic of his family.

You'll have to deal with other questions, improvising on the basis of Kaerin's profile (page 18) and the information below.

The Offer of Adventure

After the meal, brandies are offered. Kaerin does not drink. Then, he will say the following to the PCs, deflecting questions during this little speech, answering them only when he's finished speaking.

"I think you might be suitable people for helping me with a problem I have. I've only just moved in, having come from Specularum, and I'm still taking stock of the whole house. It looks wonderful—apart from the basement."

Kaerin shifts in his armchair and leans forward, looking at each of you in turn. "I haven't told you everything of importance. That note is worrying me because it could concern important people. I can't tell you everything, but I will promise to be wholly truthful in what I do tell you."

"Kavorquian's basement holds some of his magical items and also some treasure. I want you to find something down there for me—a

sword with an unmistakable gem-set hilt and pommel. Also, there is a diamond tiara that I know is there, because Kavorquian told me about it. I want the sword and tiara—you get everything else you can find.

"The problem is, the old man fitted the basement with traps and magical guardians. Nothing meant to be lethal, but it could be dangerous—possibly very much so, because some of his guardians might be out of control now. My problem is simple." Kaerin ruefully points to the missing arm. "I'm not in a position to go down myself and get what I want. I was just about to advertise for adventurers to help when you showed up."

Kaerin pauses and smiles. "Well?" he asks. "Are you interested? Before you say yes or no, though, remember that you can have everything other than the sword and tiara you find in the basement. You must promise to deliver those two items to me. I will



also pay you 250 gold pieces each for finding those two items. And I must have them in 48 hours."

Kaerin can be bargained up to 300gp each if the bargaining PC makes a Charisma Check. Kaerin does not know exactly what may be in the basement, and he doesn't have keys to rooms there either. He does know that Kavorquian protected his basement with enchanted monsters, traps, and some special magical creature that can travel through walls. He also knows that Kavorquian performed magical experiments with monsters, and that there might be a few failed experiments loose in the basement.

If the PCs have played *King's Festival*, they will probably have a magical *staff of healing*. However, if your PCs do not have such an item, Kaerin possesses one which he will lend to them if they agree to gather the two items for him.

Kaerin is adamant that he must have the sword and the tiara in 48 hours, and if pressed, he will say that he needs them for a social function. He will admit no more, but says that if the PCs can't deliver the items in time the reward is forfeit (although they can keep any treasure from the basement).

If the PCs agree, Kaerin notes that it is late and the PCs must be tired (which they are; if the heroes want to start tonight, say they really must rest). He arranges for his butler to show them to comfortable guest rooms.

They are awoken with a good breakfast early the next morning, and after bathing and dressing, they will be taken to the wine cellars of the house, where the door to the basement is. Kaerin will extract a promise from each character that he will do his very best to retrieve the items by the evening of the next day. This gives the PCs two game days to find the sword and tiara. Allowing for rest, sleep, meals, and relearning spells, a game day is 12 hours long.

The PCs, of course, will expect to be able to move to and from the house with ease. Are they in for a surprise!

Down In The Basement

Map #1 shows the layout of the basement.

Check for wandering monsters only once per hour of game time; a wandering monster appears on a roll of 1 on 1d6. Use the table below to determine the monster type (roll 1d12).

WANDERING MONSTERS

1-7: Phase Stinger (1). AC4; HD 2 + 1**; hp 10 each; MV 15' (5')/ 15' (50') flying; #AT 1 sting; THAC0 17; Dmg 1 hit point; SA Paralysis; Save MU7; ML 12; AL N; XP 45. See New Monsters.

8: Wood Golem (1). See New Monsters.

9: Giant Rats (2d6); AC7; HD ; hp 3 each; MV 120' (40'); #AT 1 bite; THAC0 19; Dmg 1d3; Save NM; ML 8; AL N; XP 5. These rats do not carry disease.

10: Shadows (1d4); AC7; HD 2 + 2*; hp 10 each; MV 90' (30'); #AT 1 touch; THAC0 17; Dmg 1d4 + special; SA temporary Strength drain; Save F2; ML 12; AL C; XP 35. Shadows are only hit by magic weapons and are immune to *charm* and *sleep* spells, surprising on 1-5 on 1d6 roll.

11: Fire Beetles (1d4); AC4; HD 1 + 2; hp 7 each; MV 120' (40'); #AT 1 bite; THAC0 18; Dmg 2d4; Save F1; ML 7; AL N; XP 15.

12: Illusory monster! PCs are "attacked" by phantom cabinet, wardrobe, table, and so on, which does no damage and vanishes after 4 rounds.

Timekeeping

This is crucial. The PCs start at 8 A.M. on one game day and must deliver the goods by 8 P.M. the following day. With 12 hours sleep and rest, they have only two 12-hour days to attain their goal. Keep careful track of time!

Lighting, Doors, and Ceilings

All locations are unlit unless the text specifies otherwise, but there are bracketed wall torches along the corridors which PCs can use. Doors are unlocked unless the text says otherwise. A locked door can be opened by a thief making an open locks roll or by using the set of keys found in location #8. Rooms are 15 feet high unless otherwise noted.

A Complication

Although the basement is supposed to be deserted, there are some NPCs there. One group is there on specific business and is only encountered in a specific setting (location #21).

However, two other NPCs are mobile; you can place them wherever you like (before location #21). They have managed to sneak into the basement in the hope of looting it. They are thieves after all!

These two NPCs are smart. They will not attack a sizeable PC party, and they may own up to being thieves trusting to Erren's Charisma to get away with this open admission.

Indeed, if the thieves have entered one or two rooms, there may be signs of their recent work, and you may wish to alter some of the location descriptions accordingly. For example, Sarrah has a bad cold and tends to drop one or two of her scented handkerchiefs now and then.

These two NPCs will try to steal from the PCs if they can, but they may well try to help the PCs with a fight or two—so that they look brave and helpful. They'll flatter the egos of tough male fighters so they can be assured protection. They'll stay with the PCs and pick a pocket or two, then escape.

NPC MINI-CAPSULE

Erren and Sarrah

Thieves

(Erren 3rd Level/Sarrah 2nd Level)

Erren: Str 10, Int 14, Wis 12, Dex 16, Con 11, Cha 18; AL N; Hit Points 10; AC4 (*leather armor +1*), magic items owned: *potion of invisibility*. Erren has a backpack with normal equipment, and has a short sword and dagger.

Erren is 22 years old, 5'6", with shoulder-length strawberry-blonde hair and big blue-green eyes. She likes to play being a dumb blonde, but she is smart and highly manipulative. From Specularum, she is worldly and fairly cynical.

Sarrah: Str 13, Int 13, Wis 7, Dex 18, Con 13, Cha 13; AL N; Hit Points 9; AC4 (*leather armor*), magic item owned: *short sword +2*. Sarrah has a backpack with normal equipment, and also carries a dagger and light crossbow with 15 bolts.

Sarrah is 20 years old, 5' 8", and of stronger build than the slender Erren. She is quite tough, tanned from outdoor work, and, while unwise, is not foolish. She leaves the talking to Erren when she can. Sarrah is also from Specularum, fairly new to thievery, and somewhat in awe of the more self-confident and assertive Erren. Away from Erren, she is reserved but friendly if talked to kindly, and she could become a trusty and brave companion for the PCs if they can get her to separate from Erren.

KAVORQUIAN'S BASEMENT

1. SPIRAL STAIRCASE

Beyond the door in the cellar is a stone spiral staircase, descending into darkness. PCs must have a light source to go down the steps safely. Keep a careful note of who is carrying what light source. This will be crucial shortly.

2. BASEMENT LANDING

The staircase descends 60 feet, terminating in this bare chamber. The floor is dusty, and no tracks or marks are visible. The points on the walls marked "X" on Map #1 (where secret sliding doors are located) do not appear unusual and PCs will not be able to detect them.

3. CONCEALED PIT

This 10'x10' pit can not be detected, even by a dwarf. The pit is 6' deep and a fall into it causes 1d4 points of damage. It is concealed by stone-covered metal plates that slide laterally and are triggered as described below in "Mayhem in the Basement."

3a. SECRET ALCOVE

There is a tiny secret door here, one foot square, 5 feet above ground level. If opened, there is a 1 cubic foot recess which has a lever within it. If the lever is pulled down, the pit in location #3 will open; if the lever is pushed back up, the pit closes.

4. CHAMBER OF THE MAGEN

This chamber is dusty, cobwebbed, and dirty. There is a little junk (worthless small furniture items, a moldy carpet or two) stacked against the east wall, and a caldron magen (see New Monsters) lurking within.

Caldron Magen: AC5; HD 4*; hp 14; MV 120' (40'); #AT 1 grasp and acid; THAC0 16; Dmg 1d10; Save F4; ML 12; AL N; XP 125.

Again, the magen's actions are detailed below in "Mayhem in the Basement."

Mayhem in the Basement!

When any PC stands over the pit in location #3, the PCs hear a small voice apparently coming from the east wall! It says simply, "What's the password?" Obviously the PCs have no idea at all what the password is, so whatever they say is wrong. Whether the PCs guess or not, on the round after the voice is heard the following things occur:

(i) At the points marked "X" in location #2, 10' thick stone slabs that reach to the ceiling suddenly slide outward and meet in the center of the room. The southern half of room #2 is totally blocked off (and the PCs can't get back to the staircase).

If one or more PCs are in location #2 at the time, allow them to run forward to join the others. If they don't do this, they will be trapped at the bottom of the stairs and won't be able to open the doors to join their friends!

(ii) The pit in location #3 opens, and any PCs standing on it are dumped down for 1d4 damage. The pit plates instantaneously close again, sealing them in! The only way to rescue anyone trapped is by using the lever in location #3a.

(iii) In the distance (the PCs can't tell exactly where), a bell rings loudly. The door to location #4 opens, and the magen steps out. This action has the usual chance of 2 in 6 to surprise the PCs.

Combats

Two combats will now take place. First, those outside the pit battle the magen. The caldron magen can stretch its arms 20' to attack. However, because the magical creature has been uncontrolled by a mage for some time, its grasp is not as firm as usual. Its hit causes normal (1d10) damage, but the magen cannot continue to hold its enemy after a hit. Instead, it must make a fresh to hit roll every time it strikes.

A second fight begins in the pit, for on the round after anyone has been dumped down it, a phase stinger (see New Monsters) appears through the wall of the pit, surprising PCs on a roll of 1-5 on 1d6.

Phase Stinger: AC4; HD 2 + 1**; hp 10; MV 150' (50'); #AT 1; THAC0 17; Dmg 1 hit point + special; SA Paralysis; Save MU7; ML 12; AL N; XP 45. See New Monsters.

The stinger causes paralysis for 2-8 turns or until a *cure light wounds* spell is cast on the victim. Phase stingers do not continue to attack paralyzed opponents. If the stinger paralyzes all the PCs in the pit, it departs.

Any characters caught without a light source during combat must fight with a penalty of -4 to hit (unless they have infravision).

When the fight is over, the PCs will want to check the stone walls in location #2. Make it plain that there is no way of dealing with them; they are an impenetrable barrier. PCs may look for secret doors or search for a lever like the one in location #3a, but there aren't any to be found.

5. GUEST ROOM

The door to this room is locked. If the PCs get in, read the following:

This is a comfortably decorated room, with fair carpets and furnishings and a pair of beds. Beside each bed is a small table with a lamp, a goblet, and an urn. The west wall has a tapestry showing elves frolicking in the woodlands. There is a brass gong on a stand by one bed.

The tapestry is valuable (worth 200gp), as are the silver goblets (25gp each). If the beds are carefully searched (takes 1 turn), a small silver ring with a blue-green gem is found under the pillow (value 75gp). The gong is too heavy to carry. If it is struck, immediately make a wandering monster check.

6. LOUNGE

When the PCs enter, read the following:

This is a rather agreeable lounge, with armchairs, a flickering fire in a grate, rugs, mahogany furnishings—not well maintained, alas—and a liquor cabinet. There is a pair of spears mounted above the fireplace, and a mantel with some ornaments. Very cozy!

The fire is magical and burns apparently without wood. Any PC foolish enough to put his hand in the flame takes 1d8 points of damage.

The mantel holds two valuable ornaments along with a bunch of worthless

junk (broken pipes, small pottery dwarves holding fishing rods, and so on): a crystal bird (75gp) and a sandalwood box with mother-of-pearl inlay (75gp).

The liquor cabinet contains a set of six silver goblets worth 25gp each and a crystal decanter worth 50gp. The crystal items are fragile and will smash if the PC carrying them falls down. The ornamental spears have blue, undetailed pennants, but are otherwise quite normal and of no combat value.

7. DINING ROOM

PCs will see under this room's doors if they make a successful Intelligence Check. When the PCs enter, read the following:

This is clearly a dining room. There is a large table with six chairs around it, and six place settings of silver and china. A painting of an imposing old wizard hangs on the west wall. A side-table with glasses, a bowl, and vases of long-dead flowers rests under the painting. A splendid crystal chandelier that glows with a soft, magical light is mounted on the ceiling above the table.

The place settings are each worth 25gp, but have an encumbrance value of 25 cn. The crystal bowl is worth 70gp.

The painting is of Kavorquian, although there is nothing on it to show this. The painting shows a man in his seventies, wearing blue and cream robes. He is thin, almost 6' tall, with graying brown hair and brown eyes—very different from Kaerin. The painting is too heavy to carry and has no value.

One round after the PCs enter the room, the chandelier glows brightly and casts a *light* spell at the eyes of one PC (choose at random); the PC must make a Saving Throw versus Spells or be blinded for 4 rounds.

On the same round, the door to location #8 opens and the monsters there (zombies) enter and attack. The chandelier will also continue to cast *light* spells at PCs at random, one per round, as long

as they stay in this room.

The chandelier can be disabled by inflicting 10 hit points of damage (consider as AC9); it is 15' off the ground, so it may be hard to reach. Award 50 XPs for disabling the chandelier.

8. KITCHENS

This chamber contains work tables, copper utensils, pots, bowls, a stove with a magical fire within it, and other cooking necessities.

The zombies the wizard used for domestic servants are not exactly the tops for hygiene, so they wear thick leather gloves to hold the meat cleavers they employ as weapons. Kavorquian was not evil, but he had no objections to animating particularly evil enemies of his as zombies to serve him.

Three of these zombies wait mindlessly here, but will attack if this area or location #7 are entered. Note that zombies that are turned by a cleric in the basement only stay turned for 1 turn (10 rounds). After this time, they will hunt the PCs if they have not been slain.

Zombies (3): AC8; HD 2; hp 5, 7, 12; MV 90' (30'); #AT 1 meat cleaver; THAC0 18; Dmg 1d8; Save F1; ML 12; AL C; XP 20.

There is no treasure here, but there is a large set of keys—some 20 in all—on the wall by the north door. These keys open all the doors in the basement, but 2-12 rounds must be spent each time a door is to be opened, looking for the right key!

9 & 10. STORES

These storage chambers contain dried fruit, sacks of grain, moldy cheese, rotted meat, bottled fruits, dried and smoked fish, and a supply of kitchen linen and spare dishes. The bottled and dried fruit is edible, so PCs can stock up if they brought no food with them. A very careful search in location #10 (3 turns) turns up a forgotten silver sugar bowl that has exceptional filigree work and is worth 50gp.



11. WEAPONS ROOM

When the PCs can see the door to this chamber, read the following to them:

The door here is unusual. It is made of a glossy black wood with iron hinges, and there is a plaque affixed to it, bearing an etched warning: "Do not enter! Guardian is hostile and very dangerous! K."

The PCs have been warned, so they should be at full strength to enter this area. They will have to pass through this room at some stage, since the sword Kaerin wants is within. The door is locked, of course.

When the PCs enter, read the following to them:

Many weapons line the room on shelves and in racks. The guardian is a horrid thing, a horned and fanged winged monster with raking talons.

Its skin is made of stone, and it streaks through the air straight at you!

Gargoyle: AC5; HD 4*; hp 14; MV 90' (30') or 150' (50') flying; #AT 2 claws/1 bite/1 horn; THAC0 16; Dmg 1d3/1d3/1d6/1d4; Save F8; ML 11; AL C; XP 125.

This gargoyle is large enough to attack two PCs at once, striking one with a claw and the other PC with its other three attacks.

If the PCs defeat the creature and search the room, they find 12 long swords, 3 two-handed swords, 4 short swords, 1 longbow, 3 crossbows, 1 mace, 30 arrows in a quiver, a box of 60 crossbow bolts, and 6 spears. Only two of these weapons are unusual in any way.

One of the two-handed swords has gems set into the hilt and pommel, and is obviously the sword Kaerin wants. It is a magical *two-handed sword* +2. It is perfectly permissible for a PC to use the sword if he wishes to do so during the ad-

venture. After all, the agreement was to take the sword to Kaerin; it's fine to use the weapon to help you return it!

If a *detect magic* spell is used, one of the crossbows radiates magic. This is a *crossbow* +1, and a PC using it adds +1 to all hit rolls made when firing bolts from this weapon.

12. ARMOR CACHE

The secret door to this chamber is locked and must be opened in the usual way. Inside the bare chamber are two suits of chain mail, one suit of dwarf-sized plate mail, and four shields, on stands. The dwarf-sized plate mail is *plate mail* +1; nothing else is magical, but it is all in good condition.

13. BATHROOM

If the PCs open the door to this locked room, read the following:

This is a splendid bath chamber! A sunken bath of marble dominates the

room, and the walls are covered with blue and green enameled tiles. A quilted bathrobe hangs on a peg, and you see copper urns, a table with soap and some vials, and a pile of towels. There is a commode in the southeastern corner of the room.

The first PC to enter the room is in for a nasty surprise. Above the door is a colony of green slime, which will drip on the PC as he enters. A hit roll is needed, but every PC trying to enter is subject to this attack, and any AC bonus from shield or Dexterity is negated.

Green Slime: AC can always be hit; HD 2**; MV 3' (1'); #AT 1 drip (but see below); THAC0 18; Dmg see below; Save F1; ML 12; AL N; XP 30. Note that due to a printing error this monster is incorrectly detailed in the *Dungeon Master's Rulebook*.

The slime gets one attack at anyone who enters the room or attacks it (it splashes when struck). It can only be damaged by fire. It dissolves wood or leather instantly. It dissolves metal in 6 rounds.

When the slime penetrates armor, it will then start to affect flesh: 1-4 rounds after contacting flesh it turns the victim to slime! This can only be stopped by burning the stuff off, which causes half the damage inflicted to the slime and half to the PC.

Green slime is very dangerous if PCs don't know that it is only vulnerable to fire. If they have no idea what to do, wait until the slime is in contact with flesh, then allow the wisest cleric PC a Wisdom Check to remember that fire burns slime. They may just save a PC that way!

If the PCs get into the bathroom, the four crystal vials are empty (smelling faintly of soap) and are worth 25gp each. The bathrobe is worth 20gp but has an encumbrance value of 75 cn; inside one pocket is a small aquamarine gem worth 100gp.

14. SMALL STUDY

This room is lit by a chandelier similar to that in location #7, which is not going to attack, however. The door is locked. There is a 50% chance that the monsters here will be in the room when the PCs enter (giving the stingers the usual 2 in 6 surprise chance), and a 50% chance that they sense the PCs beginning to open the door and phase through the wall to attack the second rank of the party, giving them a surprise chance of 5 in 6. The study has a couple of reading tables, a desk, several chairs, a ratty old wolfskin rug, and shelves of books.

Phase Stingers (2): AC4; HD 2 + 2; hp 18, 8; MV 150' (50'); #AT 1; THAC0 17; Dmg 1 hit point + special; SA Paralysis; Save MU7; ML 12; AL N; XP 45.

The books cover various subjects—herb lore, astrology, dwarven kinship rituals, childrens' games—and are worth between 20 and 100gp each. There are 100 books in all, but each PC should only be able to carry two or three, as they are rather heavy volumes.

On top of the desk are sheafs of vellum and inks which are valuable (80gp for the lot), and some quill pens.

The desk has two drawers, both of which are locked. The lower drawer contains two magical potions (one is a *potion of healing*, the other, of *invisibility*), and a pouch with three red-orange gems worth 50gp each.

The upper drawer is also locked, and has a trap; if the trap is activated by opening the drawer without unlocking it, yellow-green gas fills the room in one round, and anyone inside must make a Saving Throw versus Poison or be paralyzed for 1d4 hours. This drawer contains a bag with 60pp and 50gp.

15. THE COAL HOLE

The steps to this chamber lead down 10' to a locked door. If the PCs open it, read the following:

This room appears to be largely filled with coal. A pair of large shovels are half-buried in the stuff, which is heaped up toward the eastern end of the room. There are squeaking noises coming from under a pile of empty sacks in the north.

The giant rats here are desperately hungry and unless the PCs throw food to them (which keeps them busy for 2 rounds per set of rations thrown) they attack with the frenzied desperation of the starving.

Giant Rats (10): AC7; HD 7; hp 3 each; MV 120' (60'); #AT 1 bite; THAC0 19; Dmg 1d3 + special; ML 11 (unfed) or 8 (after eating); AL N; XP 5(x8), 6(x2).

Rats #3 and #8 carry a disease; let the PC know this if bitten ("the rat which bit you had a disgusting foam around its mouth"). In fact, this disease can be avoided if a Saving Throw against Poison is made, and even if this is failed the PC will not die for 4 days.

PCs may wonder what on earth a coal hole is doing down here since the fires use no coal. It's just a ruse, of course. The area in front of the secret door has a little coal in front of it. The secret door is locked and trapped, with the trap being a 10' cube of paralyzing gas whose effects last for 1d4 hours unless a Saving Throw versus Poison is made. The passage beyond the secret door is only 4 feet wide, and PCs must walk in single file along it.

16. ZOMBIE GUARDS

This bare chamber contains only four mindless guards. One stands before each of the southern doors, and two stand in the center of the room. When the PCs enter, those in the middle approach to attack. Unless the PCs attack from both directions, one of the zombies (nearest a door) will head down the corridor to the southern secret doors and attempt an attack on the party's rear.

Zombies (4): AC8; HD 2; hp 14, 12, 6, 9; MV 90' (30'); #AT 1 fist; THAC0 18; Dmg 1d8; Save F1; ML 12; AL N; XP 20.

17. MEDITATION CHAMBER

The door to this chamber is locked; read the following when the PCs enter:

This small chamber is decorated in azure and sky blue, and has chairs, footstools, and a large brass bowl on the east wall. The carpets here are thick and quite luxurious; the whole room smells slightly spicy and sweet.

The brass vessel is an incense burner, and the strong smell comes from the small amount of incense within. If the burner is checked carefully, the PC can find a small catch in the front and open a compartment in the bottom of the vessel which has a small mahogany box (worth 10gp) with six blocks of sweet, fragrant incense (worth 25gp per block).

18. CONNECTING CHAMBER

This small antechamber has no decorations, only a pair of valueless gray robes on pegs and a tattered pair of old slippers on the floor. If the smartest PC makes an Intelligence Check, he can see splash marks (of liquid, now dried) on the floor.

19. LABORATORY

Both doors to this chamber are locked. When the PCs enter, read the following:

Glassware, brass and bronze vessels, and similar things clutter this room. There are flickering flames from several iron burners, and the atmosphere is heavy and warm. There are many tables and cupboards, and the glint of strange and rare substances—sulphur, mercury, gems, and crystals. But there is also a guardian in the room, and it immediately attacks you!

Crystal Living Statue: AC4; HD 3; hp 12; MV 90' (30'); #AT 2 fists; THAC0 17; Dmg 1d6/1d6; Save F3; ML 11;

AL N; XP 35. This manlike statue is unaffected by *sleep* or *charm* spells.

It will take time to search here. Each turn, PCs can collect small gems, bottles of rare substances, brass and bronze vessels small enough to carry, and parchment bearing alchemical recipes, to the value of 100gp (encumbrance value 20 cn per 100 gp value). They can keep this up for 6 turns, grabbing a total of up to 600gp worth.

However, each turn there is a 1 in 6 chance that their search creates some reaction involving chemicals and the magically sustained fire, causing something to explode, shooting hot liquid over one PC (choose at random from those who are searching) for 1d4 points of damage.

20. MONSTER PENS

In this chamber, Kavorquian kept monsters that he used for magical experiments. Most of them—including a carrion crawler and a giant lizard—died from starvation some time ago, and their corpses litter the floor. One of the creatures remains alive, however, having escaped from its wooden cage and eaten the metal ones. It is now extremely hungry.

Rust Monster: AC2; HD5*; hp 20; MV 120' (40'); #AT 1; THAC0 15; Dmg special; Save F3; ML 7; AL N; XP 300.

The PCs can delay the creatures with at least 6 iron spikes (or more) for 1 round, but unless they do something amazingly clever like luring it into another room with a trail of spikes and then shutting it in that other room, they will have to fight it. If they are smart enough to do something as clever as luring it away, award full XPs for overcoming it.

A hit from the monster destroys metal armor or shield, although magical metal has a chance to survive—10% per magical plus (e.g., a *shield* +3 has a 30% chance of not being turned to dust by a rust monster). Metal weapons striking the monster are likewise subject to corrosion.

21. KAVORQUIAN'S CHAMBER

When the PCs get within 5 feet of this door, read the following to them:

A thick, heavy oak door bars your way, but even through the thickness of the wood you can hear the clang of metal and shouting.

This gives the PCs time to make preparations, for they are going to have a tough fight in this room. The door is locked, but when they open it they have a 3 in 6 chance of surprise on the NPCs inside, and the PCs cannot be surprised themselves, since they have heard the noise. If the PCs hear the battle and go away, returning later, the noise will have died down and they will only have the usual 2 in 6 surprise chance when they enter.

When they do enter, read the following:

This huge chamber must have been luxurious once, for the carpets, furnishings, books, and paintings look of high quality. But this isn't your concern now. There is a pile of shattered iron on the ground and four people in the room. A dwarf in plate mail is inspecting his hand axe, while a tough-looking fighter in chain mail is dragging his blade out of the mass of iron. A dark-haired man with chain mail and a mace is touching the shoulder of a robed, blond man who has a dagger in a scabbard and a bone tube at his belt, from which a scroll has been half-extracted.

These NPCs have just destroyed an iron living statue. They will attack the PCs immediately; if the PCs waste time trying to negotiate, they have a -1 to the Initiative Roll in combat. If the PCs don't have surprise, but attack at once, then the fighter has a -2 penalty to Initiative, since he is retrieving his weapon.

Gurdrot, Dwarf: AC2 (plate mail and shield); D1; hp 6; MV 60' (20'); #AT 1 hand axe; THAC0 18 with Strength bonus; Dmg 1d6+1 (Strength bonus); Save D1; ML 11; AL C; XP 10.

Hargrinn Coogan, Fighter: AC3 (chain mail and *shield* +1); F2; hp 11; MV 90' (30'); #AT 1 sword; THAC0 18 (with Strength bonus); Dmg 1d8 +1 (Strength bonus); Save F2; ML 11; AL C; XP 20.

Katzani, Cleric: AC3 (chain mail, shield, Dexterity bonus); C3; hp 13; MV 90' (30'); #AT 1 mace; THAC0 18 with mace; Dmg 1d6 +1 with magical *mace* +1; Save C3; ML 10; AL C; XP 50. Katzani has used one *cure light wounds* spell, but has not used the other. He keeps it for himself!

Mordrain, Magic-User: AC7 (*ring of protection* +1, Dexterity bonus), but see below; MU3; hp 8; MV 120' (40'); #AT 1 dagger; THAC0 19 (melee) or 18 (with missiles); Dmg 1d4; Save MU3; ML 9; AL C; XP 50. Mordrain has already cast his *shield* spell, which gives him AC2 in melee and AC0 against missiles. He has the spells *magic missile* and *levitate*.

The dwarf will try to attack an elf PC if possible; he hates elves ("take that, you pointy-eared pile of pig's droppings"). Otherwise, he attacks a fighter-type. The fighter, Hargrinn, will head for the toughest-looking PC fighter. Katzani is a mean and cowardly sort, and tries to attack a thief or magic-user with his mace (but other PCs should easily be able to cut him off). Mordrain tries to cast his *levitate* spell, then his *magic missile* spell against a PC, and throws daggers (he has 5 of these) at PCs who are not in melee combat.

These NPCs are Chaotic, but not fools. They will not fight if their deaths will obviously ensue and will do almost anything, even offer their magic items if they must, to stay alive.

When the dust settles, the PCs can see one additional detail of the room; the trap door in the ceiling, which is open. It is dark beyond, but there is a 60' high shaft that has an iron-rung ladder on each side.

Searching the NPCs, the PCs can find little treasure—Katzani has a gold bracelet worth 60gp and the magic-user has a scroll in a bone tube with two *knock* spells written on it.

If there are no PC magic-users who can cast a *knock* spell, it is important that the players get the scroll from the NPCs. The tiara that Kaerin wants is located behind the southern door, but the door is held closed by a *wizard lock* spell.

If the PCs manage to take the NPCs prisoner, they will not talk. They hope that powerful friends will get them out of trouble later, and they will give nothing away about what they have been doing here. Not even a *charm person* spell will do the trick! At the first opportunity, the NPCs will leave via the open trap door in the ceiling, using tables and chairs to climb up to it.

In this main chamber, small items (ornaments, trinkets, and the like) can be taken to the value of 200gp; other items are too heavy or bulky to carry. None of the books are of major interest or value.

22. TREASURE ROOM

The door is locked and also has a *wizard lock* spell on it. If the PCs can enter the room, read the following:

You see a small, barren, chamber. Virtually nothing worth mentioning in here, except for two chests standing on the floor by the opposite wall.

The chests are both locked, and both are trapped with a paralyzing gas trap (person opening chest unless the trap has been defused must Save versus Poison or be paralyzed for 1d4 hours).

Chest #1 contains several magic items—a pair of blue *elven boots*, a *wand of magic detection* with 10 charges, a *sling* +1, a sword, and three leather-bound books. The sword is magical: it is a *long sword* +1, +2 versus spellcasters.

Two books are spellbooks! The first contains the spells *floating disc*, *light*, *continual light* and *invisibility*. The second contains the spells *magic missile*, *protection from evil*, *knock*, and *mirror image*.

The third book is a notebook. Most of the entries are of no importance—jottings about alchemy and astronomy—but the last page is of interest to the PCs. Give the players the handout on page 18

if you have photocopied it or write out a longhand version for them.

Chest #2 contains bags of platinum and a fabulous tiara, made of gold and set with diamonds, rubies, and pearls. It is obviously the one Kaerin sent you after. It is of exquisite workmanship and worth 10,000gp—but the PCs do not get to keep it, and XPs are not awarded for this. The bags of gold contain a variable amount. The total sum is 200 pp per PC in the party.

Getting Out

The PCs can leave by the trap door in location #21. They do have to get 15 feet up to the ladder, though. A thief can climb the walls to get up and tie a rope to the ladder or PCs can stack furniture until they can climb to the exit. In either case, a Dexterity Check must be made for a PC to successfully reach the ladder.

CONCLUDING THE ADVENTURE

You will need to modify the ending below if the PCs do not get out on the second day: there will be no extra payment and no evening visit by Kaerin.

The PCs climb the ladder and emerge through a secret trap door in the butler's pantry. Kaerin is present with several chain mail-clad fighters, and a tall, imposing, man in his 60's who has gray-white hair and pale blue eyes. Kaerin introduces him as Baron Sherlane.

PCs will immediately note that Kaerin now has two arms and is wearing plate mail. There is blood on the floor, and in the room beyond two men are carrying a coffin out. Kaerin looks grim and tells the PCs that the bandits they have just faced were almost certainly let in by the butler, since he has now disappeared. Kaerin has no idea what they were up to. They did, however, quietly kill three of his servants.

If there are any NPCs with the PCs (Erren, Sarrah, or any of the Chaotics) Kaerin will want to know exactly who they are and what they have been doing. He will not allow any of the thieves to get

away without being punished and will have constables from Penhaligon summoned to cart them off to jail. Only impassioned pleading by a PC (e.g., if Sarrah helped the PCs a lot) on behalf of an NPC will change Kaerin's mind.

Kaerin will be delighted by the sword and tiara—the tiara is the crucial item. He pays the PCs the agreed reward in platinum pieces. He will excuse himself, saying that he has to attend to the house—there are dead folk to deal with. Sherlane gives him a nod at this point.

Later, Kaerin will meet with the PCs again (after their wounds have been tended to and so on). He presses the PCs about whether they found anything in Kavorquian's basement that could explain why the raiders went to such lengths to get into the cellars.

If the PCs don't offer Kaerin the notebook (which they should), Sherlane will ask about the books they are carrying. Kaerin will leaf through it, get to the last page, and look anxious. He gives it to Sherlane to read. Sherlane then tells the PCs politely that he would be very grateful if they would stay. They have become involved in something of great import, and for their own protection, they should know what may be going on. Sherlane says he wishes to speak with advisors about the notebook entry. Kaerin notes that he has a social engagement that evening.

Kaerin and Sherlane then leave for the evening. The PCs get the food and rest they need. This is a convenient place to award XPs, share magic items, and let players amend character sheets. XPs are not awarded for the reward payable by Kaerin; this counts only as money. There is also a bonus of 100 XPs per PC if they got the sword and tiara within the 48 hour deadline.

Later That Same Evening . . .

Kaerin and Sherlane return to talk to the PCs. Kaerin's face is slightly flushed and he looks very happy. Sherlane has a patient smile on his face, but when they meet the PCs their expressions become more serious. It is Sherlane who does the

talking now. His voice is authoritative and commanding. PCs should be aware that this man is powerful, wise, and someone of importance, although they will not know exactly what position he holds in the land as yet.

Read Sherlane's speech below to the players:

"I think I should first explain the importance of this household. Kaerin is the son—adopted, to be sure—of Kavorquian the wizard. That old man was the brother of Lord Arturus Penhaligon, who died some four years ago. It is his daughter, Lady Arteris, who is the ruler of the Estates of Penhaligon and directly responsible to Duke Stefan Karamaikos himself. I am, shall we say, an old family friend. The note you brought from Aralic is fairly cryptic, but it makes sense now that we have Kavorquian's notebook."

At this point, if the PCs have not previously seen the last page in the notebook, give them a copy of it as shown on page 18. If the PCs have not seen the note Aralic sent, give them the handout from page 32. Sherlane then continues.

"The queen referred to in the note you brought is known to me. Her name is Ilyana, and she is a fighter of some merit. She is intensely Chaotic, and a vicious and evil person. She is also the illegitimate daughter of the old Lord Arturus.

"It is clear that Ilyana is raising a force to attack Penhaligon itself. Although she is illegitimate, only Arteris stands between her and the rightful claim to the rulership of the estates. Kaerin, being adopted, would not have a claim.

"If she should take the estates, Duke Stefan might have to accept her claim. If he did, the place would be ruled by chaos and evil. If he did not and took the estates back by force, many other local rulers would say that the duke feels free to overthrow any-

ne whose rulership he does not care for. Either way, the result would be bad for the land. And the duke has much else to worry about.

"Further, I do not think you will be safe here. The killers you overcame must have friends; they had an agent in this very house. You must leave and go to the last place on earth these people would expect you to go—to the keep of this self-styled "queen," Ilyana, to strike a crippling blow at her there. She cannot yet have raised a large force—but it will grow with each passing week.

"You can accomplish much if you have the bravery and strength. A larger force would be seen too early; surprise would be lost. A capable, small group could use hit-and-run tactics, striking a blow and retreating, returning and striking again, finally overcoming this evil woman and bringing peace to the land. If you do not, there will be war and you will not be safe wherever you go. The enemy knows you now."

The PCs should take up this challenge; their adventure against the "queen" is the next stage of this module! If they do not, have them attacked regularly by small groups of NPCs like the one the encountered in the basement until they decide to do the right thing.

You may need to deal with PCs' questions here. The most important is: where is the queen's keep to be found? Sherlane will point out the keep's general location on a map similar to the Area Map on page 15 of the module.

If the PCs accept, the final adventure will soon be upon them! However, they may have some other questions, and a role-playing conversation with Kaerin and Sherlane over brandies—after they have agreed to help—should be informative and fun for the PCs.

The following topics of conversation may arise. You can let the PCs have some or all of the information below as you see fit, either in response to PCs' questions or as comments by the NPCs.

Kaerin's Arm: Kaerin says that Sherlane has been able to help him with this problem. If pressed, Sherlane says that magical help was necessary.

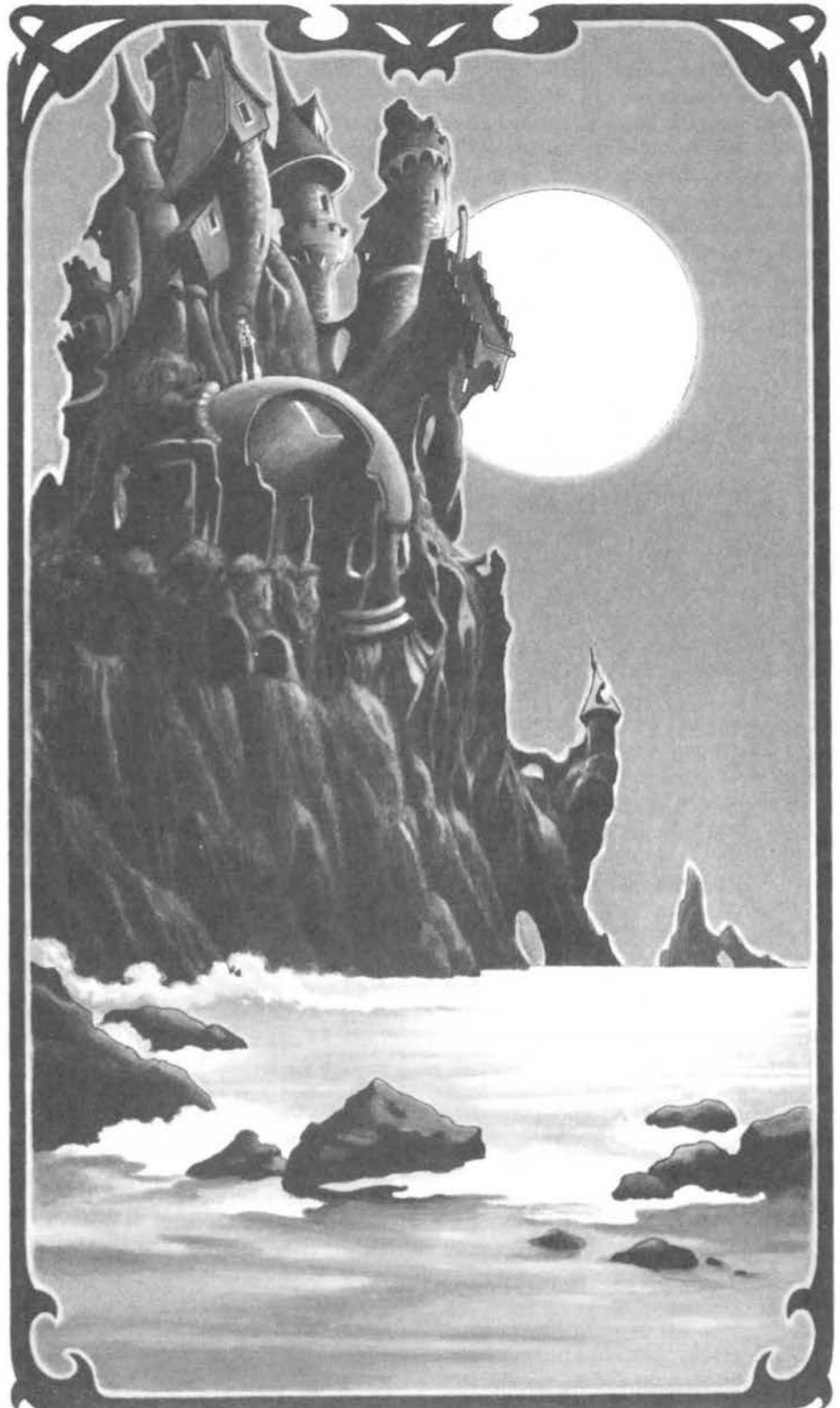
The Sword and the Tiara: Kaerin wanted the sword in order to look dashing and the tiara as a gift. He has just dined with Lord Desmond Kelvin II, ruler of the great town of Kelvin, and his daughter Alerena. He has been paying court to her, and after his resplendent gift, Desmond softened and agreed to Kaerin becoming engaged to his daughter. PCs will need to ask tactful questions to get this information.

Baron Sherlane: The PCs may ask what he is a baron of, or words to that effect. Sherlane smiles, and Kaerin mutters something about not introducing people by titles again. Sherlane says he is the ruler of Threshold, a major town west of the River Shutturgal, some 40 miles northwest from Penhaligon.

Kaerin and Sherlane will have much to do, and the PCs should move on to the next adventure quickly. Sherlane insists that Kaerin must stay with Lady Arteris for safety. Sherlane himself has other problems; Threshold is under attack (goblins, orcs, and worse!) and he has certain political worries at the present time. In other words, the PCs should quickly realize that they are making their trip to the queen's keep alone.

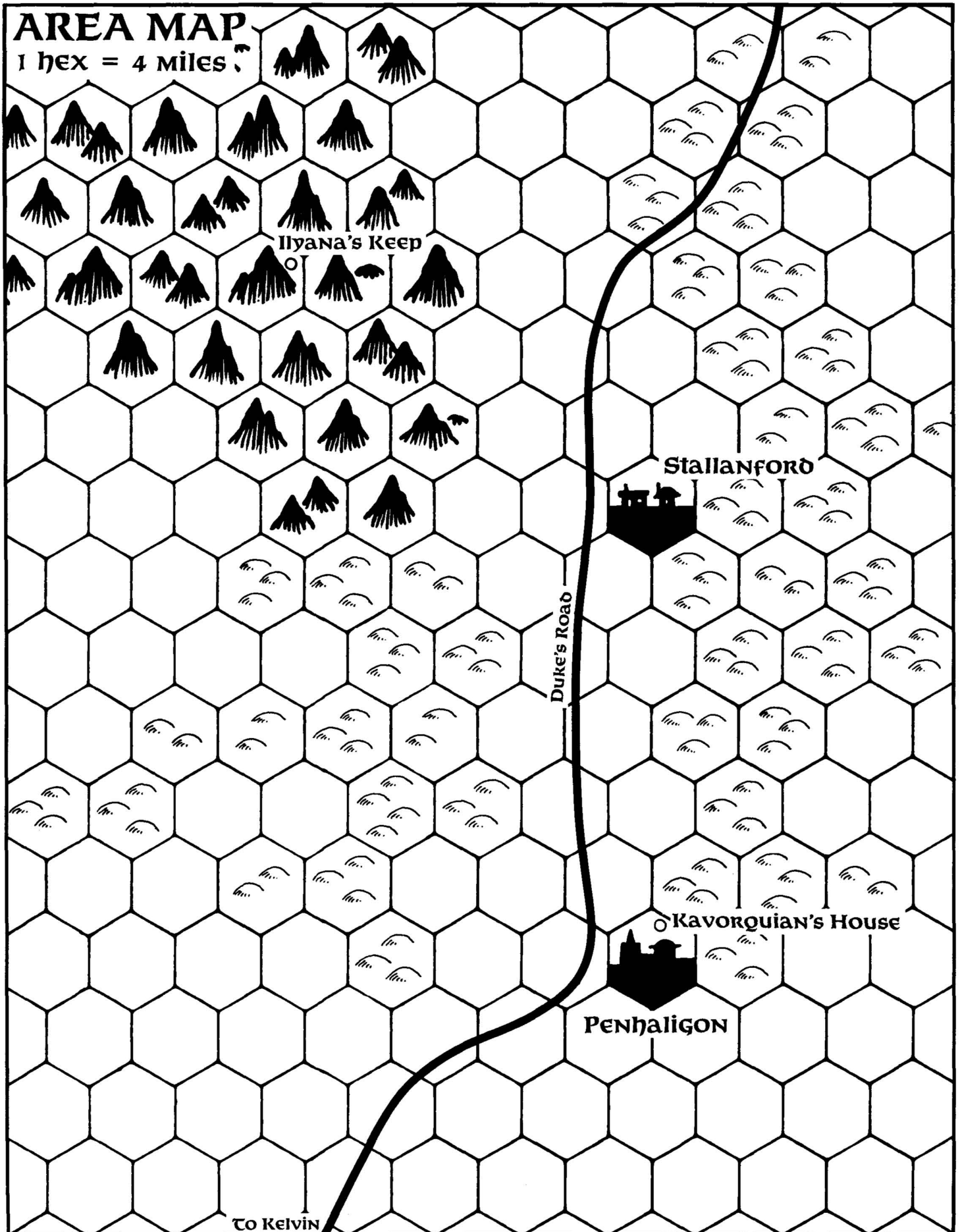
Still, the PCs are being sent on a tough mission, so the NPCs will give them some help before they leave. If the PCs did not have a *staff of healing* until Kaerin lent them his, he now gives this to them. Sherlane will cast a spell to cure a disease if there is a rat-bitten PC, and if a Lawful PC has been killed during the adventure he will read a scroll that will return that PC to life! He says that this is a boon which can only be granted once.

Soon, however, the player characters find themselves on the road again, this time in search of the queen's keep!



AREA MAP

1 hex = 4 miles



Ready-to-play characters

Players may use their own PCs for this module, but they should not be significantly more powerful than the ones shown here. These pregenerated PCs should be used in the order shown here if there are fewer than 7 players. If there are only 4 players, the DM should play PC #6 as an NPC who is known to the PCs and has agreed to adventure with them.

Certain details of these characters—their name, age, sex, personality, and so on—have not been filled in so players may personalize the characters. It is strongly suggested that most of the PCs be Lawful, and none should be Chaotic. If two clerics are being played, both should be of the same alignment (preferably Lawful) to avoid discord in the party.

PC #1: Fighter, 2nd Level

Strength: 16 (+2 bonus to melee Hit rolls and damage, +2 bonus to opening doors)
Intelligence: 7
Wisdom: 8 (–1 penalty to Saving Throws against Magic)
Dexterity: 13 (+1 bonus to missile fire Hit rolls, –1 bonus to Armor Class)
Constitution: 16 (+2 bonus to hit point rolls)
Charisma: 10
Armor Class: 1 (includes Dexterity bonus, wears plate mail and shield)
Hit Points: 14 (includes Constitution bonus)
Money: 700gp
XP: 2,035
Bonus to earned XPs: 10%
XPs needed for 3rd level: 4,000
Magic item owned: (normal) sword +1

PC #2: Cleric, 2nd Level

Strength: 13 (+1 bonus to melee Hit rolls and damage, +1 bonus to opening doors)
Intelligence: 9
Wisdom: 16 (+2 bonus to Saving Throws against Magic)
Dexterity: 14 (+1 bonus to missile fire Hit rolls, –1 bonus to Armor Class)
Constitution: 9
Charisma: 12
Armor Class: 1 (includes Dexterity bonus, wears plate mail and shield)
Hit Points: 9
Money: 650gp
XP: 2,035
Bonus to earned XPs: 10%
XPs needed for 3rd level: 3,000
Spells usable: 1 1st-level
Magic items owned: mace +1, staff of healing

PC #3: Elf, 1st Level

Strength: 13 (+1 bonus to melee Hit rolls and damage, +1 bonus to opening doors)
Intelligence: 13 (+1 language of player's choice)
Wisdom: 9
Dexterity: 15 (+1 bonus to missile fire Hit rolls, –1 bonus to Armor Class)
Constitution: 14 (+1 bonus to hit point rolls)
Charisma: 9
Armor Class: 2 (includes Dexterity bonus, wears chain mail +1 and shield)
Hit Points: 6 (includes Constitution bonus)
Money: 700gp
XP: 1,943
Bonus to earned XPs: 5%
XPs needed for 2nd level: 4,000
Spells usable: 1 1st-level
Spells in spellbook: magic missile, read magic, shield, sleep

PC #4: Thief, 2nd Level

Strength: 9
Intelligence: 11
Wisdom: 10
Dexterity: 18 (+3 bonus to missile fire Hit rolls, -3 bonus to Armor Class)
Constitution: 13 (+1 bonus to hit point rolls)
Charisma: 13 (+1 bonus to reactions)
Armor Class: 3 (includes Dexterity bonus and ring, wears leather armor)
Hit Points: 8 (includes Constitution bonus)
Money: 750gp
XP: 2,035
Bonus to earned XPs: 10%
XP's needed for 3rd level: 2,400
Magic item owned: *ring of protection +1*

Thief Skills

Open Locks	20%	Move Silently	25%
Find Traps	15%	Hide in Shadows	15%
Remove Traps	15%	Pick Pockets	25%
Climb Walls	88%	Hear Noise	1-3

PC #5: Magic-User, 3rd Level

Strength: 5 (-2 penalty to melee Hit rolls and damage, -2 penalty to opening doors)
Intelligence: 17 (+2 languages of players choice)
Wisdom: 13 (+2 bonus to Saving Throws against Magic)
Dexterity: 16 (+2 bonus to missile fire Hit rolls, -2 bonus to Armor Class)
Constitution: 13 (+1 bonus to hit point rolls)
Charisma: 9
Armor Class: 7 (includes Dexterity bonus)
Hit Points: 11 (includes Constitution bonus)
Money: 700gp
XP: 5,200
Bonus to earned XPs: 10%
XP's needed for 4th level: 10,000
Spells usable: 2 1st-level, 1 2nd-level
Spells in spellbook: *read magic, magic missile, shield, sleep, knock, locate object*
Magic item owned: *potion of levitation*

PC #6: Dwarf, 1st Level

Strength: 18 (+3 bonus to melee Hit rolls and damage, +3 bonus to opening doors)
Intelligence: 6
Wisdom: 11
Dexterity: 7 (-1 penalty to missile fire Hit rolls, +1 penalty to Armor Class)
Constitution: 13 (+1 bonus to hit point rolls)
Charisma: 7 (-1 penalty to reactions)
Armor Class: 2 (includes Dexterity penalty, wears plate mail and *shield +1*)
Hit Points: 7 (includes Constitution bonus)
Money: 700gp
XP: 2,035
Bonus to earned XPs: 10%
XP's needed for 2nd level: 2,200

PC #7: Cleric, 2nd Level

Strength: 9
Intelligence: 9
Wisdom: 18 (+3 bonus to Saving Throws against Magic)
Dexterity: 17 (+2 bonus to missile fire Hit rolls, -2 bonus to Armor Class)
Constitution: 10
Charisma: 10
Armor Class: 2 (wears plate mail and shield)
Hit Points: 7
Money: 700gp
XP: 2,035
Bonus to earned XPs: 10%
XP's needed for 3rd level: 3,000
Spells usable: 1 1st-level
Magic item owned: *potion of healing*

npc profiles/diary page

Aralic of Stallanford

Cleric, 3rd Level

Strength: 11
Intelligence: 10
Wisdom: 16
Dexterity: 13
Constitution: 9
Charisma: 14
Alignment: Lawful
Hit Points: 11
Armor Class: 3 (chain mail and shield, Dexterity bonus)
Spells: 2 1st-level (usually *cure light wounds*(x2))
Magic item owned: *mace +1*

Aralic is 44 years old, 5'8" tall, of medium build. He has curly brown hair and green-hazel eyes. He is a kindly, friendly man, whose days of active adventuring are over; now he prefers to tend to the needs of the villagers of Stallanford.

Kaerin Penhaligon

Fighter, 4th Level

Strength: 16
Intelligence: 14
Wisdom: 9
Dexterity: 10
Constitution: 13
Charisma: 15
Alignment: Lawful
Hit Points: 25
Armor Class: 6 (*ring of protection +2*; can wear his *plate mail +1* for AC -1)
Magic items owned: (*normal*) *sword +1*, *staff of healing*

Kaerin is 26 years old, 6'1" tall, strongly built. He has brown hair, worn over the collar, and dark brown eyes. He is the adopted son of Kavorquian the wizard. Kavorquian, in turn, was the uncle of the current ruler of Penhaligon, Lady Arteris Penhaligon. Kaerin is given the honorary title of "Lord" by courtesy of Arteris, and is both friendly and loyal to her. He is missing his right arm.

Ilyana Penhaligon, "The Queen"

Fighter, 4th Level

Strength: 17
Intelligence: 9
Wisdom: 13
Dexterity: 10
Constitution: 14
Charisma: 14
Alignment: Chaotic
Hit Points: 24
Armor Class: -1 (*plate mail +1*, *shield +1*, Dexterity bonus)

THAC0: 15, 13 with *sword +2*

Dmg: 1d8 + 4

Magic item owned: *Chaotic sword +2*, gives power of absolute command over up to 40 HD each of goblins and hobgoblins. When she wields the sword, Ilyana and all allies within 60' are immune to *charm* and *sleep* spells.

Ilyana is 5'10", strongly built, with brown hair and brown-hazel eyes. She has a cruel smile and very pale skin. She is the illegitimate daughter of Lord Arturus Penhaligon. Her mother died in childbirth, and Arturus did not know of her existence for some years. By then she had already become firmly committed to Chaos and evil. Bitter about her father's desertion (as she saw it), she vowed to take her "birthright" by force.

Bernal

Cleric of Chaos, 4th Level

Strength: 13
Intelligence: 7
Wisdom: 18
Dexterity: 15
Constitution: 13
Charisma: 5
Alignment: Chaotic
Hit Points: 21
Armor Class: 1 (*chain mail +2*, *ring of protection +1*, Dexterity bonus; does not use shield)
THAC0: 18 (16 with *staff +2*)
Dmg: 1d6 + 3
Spells: 2 1st-level, 1 2nd-level. Usually: *cure light wounds*, *darkness*, *silence 15' radius* (x2), *potion of gaseous form*
Magic items owned: scroll with the spells *cure light wounds* (x2), *potion of gaseous form*

Bernal is 27 years old, 5'9", rather pudgy, with short-cropped blond hair and blue-gray eyes. He is a long-time associate of Ilyana. He is wickedly evil, sadistic, and brutal.

Last page of Diary

... is puzzling. *Haradraith's Keep* seems to be where this force is assembling. It is still weak, but growing. The leader is a self-styled warrior queen and has an evil spellcaster with her. It seems she is mad, but is cunning enough to raise this rabble and prepare for—what?

It may be that Arturus's first-born is this "queen." She was always an evil bandit, and she may have stumbled upon some item of evil power. I may have confirmation from a trusted servant soon.

The "queen" may try to take what she madly thinks is her birthright by force. Even if she cannot take Penhaligon—and I do not know how long she will wait, how great her force will grow—she could destroy Stallanford and wreak havoc along the Duke's Road. She **MUST** be stopped. If only Kaerin were here—I must get word to him about this. . . .

The PCs now stand between the vengeful "queen," and the harvest of death she threatens to bring down on Penhaligon. This adventure begins as the PCs leave Kaerin's home and head northward. The obvious route to take is to Stallanford (a half-day), cross the river there, and strike out for the Black Peak Mountains. Before they go, PCs can safely cache their treasure from the last adventure with Kaerin.

In Stallanford, the PCs can renew their friendship with Aralic and get supplies. They can also get a mule to carry spare supplies. They will have to pay 20gp for the beast. The mule allows them to carry extra equipment and food, but if they are attacked by monsters a Morale Check must be made for the beast or it will flee.

Movement Across Land

The PCs have some distance to travel in the wilderness after they cross the river at Stallanford. On your Area Map (page 15) three types of terrain are marked: civilized (farmlands), hilly, and mountainous. In civilized territory, they can cover 18 miles per day. In hilly terrain, this is reduced to 12 miles per day. In the mountainous areas, this is reduced further to 9 miles per day. The mountains—the Black Peaks—in which the PCs travel aren't sheer peaks, just tough climbs, and no special gear like crampons and ice picks are needed.

Finding the Keep

The PCs have been slightly misinformed as to the exact location of the keep, but once they find the trail noted on the Area Map it should be easy to locate the structure. The keep stands in a 200-yard-wide gorge and can be approached to within 100 feet under absolutely safe cover.

One thing that is crucial to the PCs is a safe base. They have been briefed to use hit-and-run tactics, and of course they should have a safe place to retreat to. They can find a dry cave anywhere around the keep—the Black Peaks have many such hideaways. Be sure to make an exact note of where the PCs make

their lair, and how far this is from the keep. Mark it on the Area Map.

When PCs sleep there, make sure you get an "order of watch." Each rest period is usually 12 hours long, during which any single PC must sleep for at least 6 hours. It is vital to know who is on watch at what times in case a wandering monster comes along in the night!

Wandering Monsters

In the hills and mountains, check for wandering monsters once per 4-hour period. On a roll of 1 on 1d6, a wandering monster turns up. Roll 1d10 and select the monster from the table below.

WANDERING MONSTERS

1-2: Wolves (2d4): AC7; HD 2 + 2; hp 10 each; MV 180' (60'); #AT 1 bite; THAC0 17; Dmg 1d6; Save F1; ML 8 (6 after half killed); AL N; XP 25.

3: Stirges (1d10); AC7; HD 1*; hp 5 each; MV 30' (10')/180' (60') flying; #AT 1; THAC0 19 (17 on a dive); Dmg 1d3; SA drain blood for 1d3 hp/round automatically after hit; Save F2; ML 9; AL N; XP 13.

4-5: Goblins (2d4): AC6; HD 1-1; hp 4 each; MV 90' (30'); #AT 1 short sword or 1 crossbow bolt; THAC0 19; Dmg 1d6; Save NM; ML 7; AL C; XP 5.

6: Hobgoblins (1d6): AC6; HD 1 + 1; hp 6 each; MV 90' (30'); #AT 1 sword or 1 crossbow; THAC0 18; Dmg 1d8 or 1d6; Save F1; ML 8; AL C; XP 15.

7-8: Orcs (2d4): AC6; HD 1; hp 6 each; MV 120' (40'); #AT 1 spear (have spares for throwing); THAC0 19; Dmg 1d6; Save F1; ML 6; AL C; XP 10.

9: Mountain Lions (1d2): AC6; HD 3 + 2; hp 14 each; MV 150' (50'); #AT 2 claws, 1 bite; THAC0 16; Dmg 1d3/1d3/1d6; Save F2; ML 8; AL N; XP 50.

10: Mountain Goats (1d4): AC7; HD 2; hp 8 each; MV 240' (80'); #AT 1 butt for males (50% are male) only; THAC0 18; Dmg 1d4; Save F1; ML 5; AL N; XP 20.

There are no wandering monsters in the keep, only patrols. A patrol will be randomly encountered on a roll of 1 on 1d6, made each hour of game time, until the PCs have slain or driven off the keep's defenders. Patrols will be (roll 1d4): 1: 1d6 orcs; 2: 2d4 goblins; 3: 1d4 hobgoblins; 4: 1d4 hobgoblins and 1d4 goblins. Use statistics from those given below for guards (duplicate for patrols).

After all defenders have been slain, use the wandering monster table above, checking once per 4 hours. There are no wandering monsters in the lower dungeon.

Adding Detail

You should add details to the adventure script given. For example, when the PCs are traveling outdoors, tell them about the weather. There are no rules for weather here—if you want this, buy the D&D® Expert Set—but sunny days, pouring rain, and a foggy night or two add atmosphere to the trip.

Likewise, in the keep itself many locations are not described in full detail. This has deliberately been left for you to add. You can add small flourishes—sacks of food, utensils, dice and cards, a dead rat, dirty clothing in baskets, flagons of foul ale, and so on.

In some locations, it is stated that "incidental treasure" can be found, and the value is given. Such treasures should be little knickknacks—small crystal ornaments, ivory-handled combs, silver mirrors with fancy filigree, and the like. Use your imagination and have fun filling in these little extras.

The Story of Ilyana's Madness

Exactly what is going on in the keep? Ilyana and her Chaotic cleric friend Bernal are raising a force of bandits, mercenaries, and monsters to attack Penhaligon (after decimating Stallanford first). Ilyana is coming to claim the rulership of Penhaligon by violence.

Ilyana is insane. Always an outcast and bandit, on a recent adventure she found a magical and Chaotic sword that once belonged to a warrior-queen, Elendorath, who ruled the local lands in terror and

misery hundreds of years in the past.

This horrid weapon magically controls goblins and hobgoblins, causing them to obey Ilyana's will (and giving them a superior Morale). These monsters are totally loyal to Ilyana and will never help the PCs in any way. Ilyana, as the holder of the sword, can converse in goblin and hobgoblin. No details are given of Elenorath here, since the PCs have no way of finding out about this during the adventure (see "Concluding the Adventure" for further discussion of this).

A "Living" Dungeon

The occupants of the keep will not just stay in their rooms waiting for the PCs to come back again and again to kill them. They are going to react to PC incursions. As DM, you have work to do here.

The first time the PCs attack, the people in the keep will not take special precautions against a second attack. They are Chaotic and disorganized, and with orcs, goblins, and bandits in the mountains, these things happen.

However, the gatehouse and battlements will be replenished. Fighters and monsters who have been killed by the PCs will be replaced on guard. Take replacements from the barracks areas (locations #4, 5, 7, & 18) to keep guard strength up. Don't forget that these reinforcements will not be in their original barracks locations any more.

After a second attack, matters will be different. The keep's defenders will know that someone is out to get them. What you do now is simple. Take all the monsters and defenders of the keep, place approximately one-third of them in the gatehouses and on the battlements, and the rest will be in their barracks. Of those in the barracks, half will be asleep at any given time and will need 2 rounds to waken and get ready for combat. The creatures in the gatehouse will have two large gongs that they will bang immediately when the PCs attack.

Unless the PCs manage to mount an amazing surprise attack, the third time they attack the keep, they'll have a terrific showdown on their hands.

In the keep's dungeons, matters will be different. The characters and monsters therein will not emerge to attack. They will be highly vigilant at all times.

After a first attack there, all surviving creatures will be pulled into a tighter defensive ring around the throne chamber (location #32). Corridors will have guards after a first attack, who will shout a warning if they have any time to do so. The PCs will need to be cunning and fight well before they get to the throne chamber from which Ilyana and the mad Chaotic cleric Bernal will not move.

Tactics for PCs and Defenders

If the PCs head for the gates first—possibly after using one round to fire at archers atop the gatehouses—what happens? Below is a suggested outline for the actions of defenders.

Round 1: The defenders at the front gates shout the alarm. Sleeping guards in the gatehouses (#2 & 3) are woken. Arrow fire from top of towers (#2c & 3c).

Round 2: Defenders who were already awake in the towers (#2a, 2b, 3a, & 3b) move to the gates. Those asleep begin to wake. Alarm cries reach locations #4 & 5. One archer nearest each set of stairs (#12a-d) moves to the top of the stairs, drawing a hand weapon.

Round 3: Assuming the PCs are in the gates by now, defenders on top of the gatehouses draw hand weapons and move down, but do not arrive in combat yet. Door to location #4 opens and two hobgoblins come out. One gets to fight, the other runs off to the north to warn the leaders.

Alarm reaches location #7. Goblins or gnolls from the battlements descend the stairs (#12a-d). They do not reach the fight yet. Other archers on the battlements (#15a-15e), now afraid of hitting their own troops, draw hand weapons and head for the steps.

Round 4: Two more hobgoblins emerge from location #4 to fight. The door to location #7 opens and four goblins come out, running to the doors to location #6.

Two orcs reluctantly emerge from location #5 to fight.

Troops from the battlements who came down the stairs last round get into the melee. More troops move to, and down, the steps. Doors to locations #8, 9, & 10 open and occupants who were initially awake emerge. Guards in the gatehouses' two lower floors (#2a, 2b, 3a, & 3b) who were initially asleep now emerge, armed and ready to fight.

Round 5: Assume that all previously sleeping defenders have now been woken. Hobgoblins emerge 2/round from location #4. Orcs emerge 2/round from location #5. Goblins emerge 2/round from location #7 to fight. Goblins in location #6 enter pens and saddle up the dire wolves. Goblin and hobgoblin leaders from areas #8 & 9 enter the fray.

The dire wolves ride out with their goblin riders on round 6, and other monsters leave their barracks at a rate of 2 per round. Archers from the battlements continue to descend. Forces from locations #16-21 do not come out to attack. They protect their inner lair area.

Retreating PCs will be chased for 6 rounds and then the defenders will head back to the keep.

Hunting Parties

After a second attack, you may have a force from the keep come out looking for the PC raiders. This force should be no more than 25% of the remaining keep occupants, although one of the dire wolves ridden by the goblins will be used for tracking spoor.

Will they find the PCs? Roll 1d20. On a roll of 10 or higher, they find the PCs' lair. However, subtract 1 from the dice roll for each full half mile between the keep and the PCs' lair. There is an additional -2 penalty if the hunters do not have at least 1 dire wolf with them (i.e., the PCs have killed them all). So, if the PCs cave is 2 miles from the keep, the hunters only find it on a roll of 14 or better.

If the hunters fail to find it, they will return to the keep. Of course, the PCs

may spy on the keep and attack when the hunting party is away.

If the hunters find the PCs, roll 1d6. On a roll of 1–3, they attack at once. On a roll of 4–6, they go back to the keep and come back with extra muscle. Creatures from the dungeons will not be in a hunting party.

Adding to the Keep's Defense

The PCs can't take forever to get into the keep. Each week of game time, extra defenders arrive at the keep: 1d6 orcs, 1d6 goblins, and 1d4 hobgoblins.

A Few Hints

The PCs have already been told to use hit-and-run tactics, but there are other tactical twists they can use. The keep contains orcs, goblins, and hobgoblins. Only the latter two types of monsters are magically controlled by Ilyana. The orcs are extremely unhappy about being bossed around by hobgoblins, and having to watch the goblins strut around is really intolerable.

If the PCs can take an orc prisoner and talk with it, they might be able to convince the orcs to help them kill goblins (although the orcs are fearful of the tougher hobgoblins). Offering the orcs a share of the spoils would certainly increase the PCs' chances. The orcs will not be prepared to fight any other monsters, though. Whether the orcs come through on any bargains or turn on the PCs is up to you, but, remember: orcs are cowardly by nature!

If the PCs make a really bold, effective strike you might also consider having one or two of the human mercenaries surrender and defect to the PCs. The mercenaries will want gold, for sure, and they may well leave if the fighting gets really tough. They will not take silly risks for the PCs.

There are many possibilities here: reward good play by PCs, make it sticky for them if they do something silly. The text for the adventure notes one or two NPCs who are ready to change sides, but you can decide who would be likely to see the PCs as the probable victors in the battle for the keep.

Can it be Done?

Assaulting this keep looks like a formidable task. There are well over 100 monsters inside. But they are disorganized and the orcs are cowards; the gnolls don't have great morale; waiting for a hunting party to leave the keep means fewer defenders left inside to overcome; hit-and-run tactics do work. If the players can handle a fundamentally different type of tactical play to dungeon adventuring, they will relish the challenge here!

When is the Adventure Over?

When Ilyana Penhaligon is slain. However, it is possible that the PCs may get into such trouble that they feel they have to give up without being able to do this. If so, then that is where the adventure ends. "Concluding the Adventure" (page 31) deals with this possibility.

Awarding Experience Points

Experience Points should really only be given when the PCs finish their adventure. However, at the start of the adventure you might have one or more PCs very close to the 3rd Experience Level (or even only 2nd for an Elf)—within 100–150 XPs. If this happens, you might allow one intermediate awarding of XPs, after a tough wandering monster encounter in the mountains.

THE QUEEN'S KEEP

Locations for the keep are shown in Map #2. The locations and forces in the keep are detailed first. With later PC attacks, you can use these tactics as guidelines, but, of course, the defensive forces will be weakened and regrouped, so you will need to make modifications.

The Forces in the Keep

There are five types of intelligent creature present in the keep, and it is useful to know their individual backgrounds.

Fighters: These are evil mercenaries and ne'er-do-wells, save for a few Neutrals, who go where the pay is. They protect the area of the keep close to the

entrance to the dungeons. They tend to avoid the non-humans—except for the gnolls, with whom they have to share their area. Their leader, Merkul, is crafty and evil. Normal morale applies to these men. The magic-user with them, Tarrayo, is detailed below. Each fighter has 1d6gp.

Gnolls: This is a small group, lured to the keep by the promise of looting and pillage. They are very greedy and might be amenable to being "paid off" by PCs. They generally ignore the other non-humans, but sometimes bully them if they meet. Normal morale rules apply. Each gnoll has 1d6gp.

Hobgoblins: These tough creatures rule the roost in the non-humans part of the keep. They are mean, tough, and have superior morale due to the magical control. They are wholly loyal to Ilyana, although they may surrender to save their skins if a Morale Check is failed. Each one has 1d4sp.

Goblins: These mean little creatures also have superior morale due to Ilyana's control, and while they are ordered about by the hobgoblins they are (unusually) above the orcs in the pecking order. They have an exceptionally tough leader, trained wolves, and a tribal spellcaster, so they are confident and aggressive. They are totally loyal to Ilyana. Each one has 1d4sp.

Orcs: These are the lowest of the low in the keep. They are not magically controlled, they have to do menial work, and they get bossed by goblins. They have wretched morale and would defect quite quickly given the chance. They would love to kill the goblin chief before running off, though. As noted earlier, wise play by PCs could exploit this. Each orc has only 1d6cp.

1. ENTRANCE GATES

These heavy wooden gates are 2' thick, and are barred. A *knock* spell would be very useful in opening them.



2a & 3a. GATEHOUSE: GROUND FLOOR

There are always two veterans and two goblins in each of these chambers. During the day, the goblins sleep; during the night, the men are asleep and the goblins are awake.

Veterans (4): AC7 (leather armor and shield); HD 1; hp 5 each; MV 120' (30'); #AT 1 sword; THAC0 19; Dmg 1d8; Save F1; ML 9; AL C; XP 10.

Goblins (4): AC6; HD 1-1; hp 4 each; MV 90' (30'); #AT 1 short sword; THAC0 19; Dmg 1d6; Save NM; ML 11 (9); AL C; XP 5.

2b & 3b. GATEHOUSE: SECOND FLOOR

These rooms are reached from the spiral staircase up from the ground floor, and the doors in each chamber open onto the battlements (#15a & 15b). There are reserve guards in these rooms, 2 veterans

and 2 goblins, with the same sleep rotation. Stats for these veterans and goblins are exactly the same as for locations #2a/3a.

2c & 3c. GATEHOUSE ROOFS

There are two archers atop each tower roof. During the daytime, these are veterans; during the night, goblins (who have infravision). Both the humans and the goblins use crossbows. During their sleeping hours, archers will return to their quarters in locations #7 and #16. Stats for the veterans and goblins are, once again, exactly the same as for those in locations #2a/3a above.

Because of cover from the battlements' crenelations, AC for those on the tower is -4 against missile fire from outside the keep.

4. HOBGOBLINS

This large barracks-style building has 20 bunks, tables and chairs, and military ornamentation. The hobgoblins are of the

Splintered Skull tribe, and they wear fragments of skulls about their necks. Their leader and his lieutenants wear whole skulls on thick silver chains (chains worth 30gp each). At any given time, 6 of the hobgoblins in the room will be asleep, and need 2 rounds to wake and get weapons ready to fight. Their leader lives in location #9 with one of his lieutenants.

Hobgoblins (14): AC6; HD 1+1; hp 6 each; MV 90' (30'); #AT 1 sword; THAC0 18; Dmg 1d8; Save F1; ML 11 (9); AL C; XP 15.

Hobgoblin Lieutenants (2): AC5; HD 2; hp 10 each; MV 90' (30'); #AT 1 sword; THAC0 18; Dmg 1d8; Save F2; ML 11 (9); AL C; XP 20.

The lieutenants each have a pouch with 17gp and 3pp, plus a small green gem worth 20gp in addition to the skull-chain. Incidental treasure in this building is worth a total of 60gp.

5. THE ORCS

This large barracks chamber is home to the orcs, who are disaffected and miserable and have rotten morale. The orcs do a lot of menial work, and the same number is always present here. These orcs are members of the Dark Web tribe and dress entirely in black. The beds and furniture are dirty and unkempt, and squabbling and arguments are common. Their leader lives with them.

As noted earlier, the orcs might well be incited to revolt against others, especially the goblins. It is particularly important for the PCs to appeal to Dyarr-Dakk's pride as the leader; if they do this, their chance of getting the orcs on their side—even if only temporarily—will be considerably improved.

Orcs (18): AC6; HD 1; hp 4 each; MV 120' (40'); #AT 1 sword or 1 throwing axe; THAC0 19; Dmg 1d8 or 1d6; Save F1; ML 6 (5); AL C; XP 10.

Dyarr-Dakk (Orc leader): AC5; HD 2 + 1; hp 11; MV 120' (40'); #AT 1 two-handed sword; THAC0 18; Dmg 1d10; Save F2; ML 8; AL C; XP 35.

Dyarr-Dakk keeps all the meager treasure of this group in a small wooden casket that is locked (he has the key in a pouch, together with a 8gp and a pilfered silver ring worth 20gp). The casket contains bags with 125cp and 200sp.

6-6f. THE WOLFMASTERS

Doors line this dark, musty hallway. In four of these rooms are laired dire wolves that are ridden by goblins (one each in the pens, location #6a-6d). Their trainer, an old, scarred, one-armed goblin who can still use a short sword, lives in #6e. The small chamber (#6f) is a storage room, with harness for the wolves, two whips, meat for the animals, and so on.

Goblin: AC6; HD 1-1; hp 6; MV 90' (30'); #AT 1 short sword; THAC0 19; Dmg 1d6; Save NM; ML 11 (9); AL C; XP 5.

Dire Wolves (4): AC6; HD 4 + 1; hp 27, 23, 10, 14; MV 150' (50'); #AT 1 bite; THAC0 15; Dmg 2d4; Save F2; ML 8 (9 with goblin rider); AL N; XP 125.

7. THE GOBLIN HORDE

This large barracks has bunks in ranks of military precision and is fairly clean and tidy. Several trophies of the Wolfmaster clan decorate the walls—a pair of halfling feet, two dwarf skulls, the scalps of two Lawful clerics, and several similar horrors. The goblins here are evil types indeed! Their number varies. During the night, most are on guard on battlements and towers (40 in total), so only 10 remain here. During the day, all 50 will be here, with 40 of them asleep, needing 2 rounds to prepare for combat.

Goblins (10 or 50): AC6; HD 1-1; hp 4 each; MV 90' (30'); #AT 1 short sword or 1 crossbow; THAC0 19; Dmg 1d6; Save NM; ML 10 (9); AL C; XP 5.

There is incidental treasure worth 100gp here; the leader is in location #8.

8. LEADER OF THE GOBLINS

Two nasty, tough goblins share this well-decorated room (incidental treasure worth 100gp). Klossarek—the chieftain—is a muscular brute wielding a two-handed weapon with his exceptional Strength. He wears a wolf's fur cape, with the animal's skull on his helmet. His bodyguard, Ratgrob, is a masterful fighter who also has the ability to cast clerical spells. This is a tough pair, and one of them is always awake.

Klossarek, Goblin Chieftain: AC5; HD 3*; hp 15; MV 90' (20'); #AT 1 two-handed sword; THAC0 15 (Strength bonus); Dmg 1d10 + 2 (Strength bonus); Save F3; ML 11; AL C; XP 50.

Ratgrob, Lieutenant/Shaman (spell-caster): AC6; HD 2*; hp 10; #AT 1 staff; THAC0 18; Dmg 1d6; Save C2; ML 11 (10); AL C; XP 25. Ratgrob can cast the spell *cure light wounds*.

There is a locked chest here (Klossarek has the key in a pouch), which contains sacks and bags with 350cp, 400sp, 200ep, 75gp, and a pouch with 16pp and three chunks of quartz worth 20gp each.

9. HOBGOBLIN LEADERS

This well-maintained and comfortable lair (incidental treasure worth 130gp) is home to Skrakkbak, the ferocious hobgoblin leader, and his personal bodyguard. One of these two is always awake.

Skrakkbak, Hobgoblin Leader: AC3 (wears chain mail, *shield* + 1); HD 3 + 3; hp 18; MV 90' (30'); #AT 1 sword; THAC0 16 (Strength bonus); Dmg 1d8 + 1 (Strength bonus); Save F3; ML 11; AL C; XP 75.

Hobgoblin Lieutenant: AC5; HD 2; hp 10 each; MV 90' (30'); #AT 1 sword; THAC0 18; Dmg 1d8; Save F2; ML 11 (9); AL C; XP 20.

Skrakkbak has the key to the locked chest in the room, which contains the accumulated loot of the hobgoblins. The chest is trapped, though: the key must be turned twice (once to open the lock, once to defuse the trap).

A thief making a find traps roll will know this and can open the chest safely (no remove traps roll needed). Otherwise, 6 darts fly out striking PCs in front of the chest (THAC0 15), each for 1d4 points of damage. Each of the hobgoblins has a small skull on silver chains (chains worth 25gp each) about their necks.

10. MESS HALL

This is a simple eating area with trestle tables and stools. Roll 1d6. If the roll is 1-2, there will be 1d4 goblins eating here; if the roll is 3-4, there will be 1d6 orcs eating here; if the roll is 5-6, there will be 1d4 hobgoblins eating here. Use the statistics above for whichever creature type is present. Do not subtract the creatures here from the numbers shown in their barracks. Eating creatures need 1 round to ready their weapons and fight.

11. KITCHENS

This is a large cooking area with stoves, utensils, and the like. There are also abundant stores of food—barrels of salted fish, bottled and dried fruits, breads, grains, and so on. The “staff” are totally demoralized menials who will surrender immediately if they can, and will not fight at all unless commanded to do so by a goblin or hobgoblin from location #10.

Orcs, Kitchen Menials: AC6; HD 1; hp 4 each; MV 120' (40'); #AT 1 ladle or kitchen knife; THAC0 19; Dmg 1d4; Save F1; ML 5 (2); AL C; XP 10.

12a-d. BATTLEMENT STEPS

These 10' wide stone stairs have a steep gradient and require 1 round to climb.

13. LATRINES

The foul smell from these simple dug-pit latrines is detectable 20' away.

14. WELL PUMP

This is a simple faucet-pump with a wooden handle that is used to pump water from an underground stream. There are a half-dozen wooden buckets around it.

15a-e. THE BATTLEMENTS

Each wall (#15a-15e) is 20' high and has 4' high crenelations that provide a -4 bonus to AC against missile fire from outside the keep. There will always be archers on duty, who also have hand weapons. During the night, there will be 4 goblins on each section of wall, #15a-15e. By day, the guard is somewhat weaker: there are 8 gnolls, 2 each on sections #15c, 15d, and 15e, and only one each on sections #15a and 15b.

Goblins (20): AC6; HD 1-1; hp 4 each; MV 90' (30'); #AT 1 short sword or 1 crossbow; THAC0 19; Dmg 1d6; Save NM; ML 10 (9); AL C; XP 5.

Gnolls (8): AC5; HD 2; hp 9 each; MV 90' (30'); #AT 1 sword or 1 longbow; THAC0 18; Dmg 1d8 or 1d6; Save F2; ML 8; AL C; XP 20.

At the points marked “X” on Map #2, there are copper containers with wooden handles that hold the equivalent of 8 flasks of oil. Some 5 feet away from each copper vessel is a bundle of torches with a tinderbox. The oil can be lit and the vessel emptied over the battlements, splashing out over a 10-foot radius below.

Two creatures must be carrying the copper vessel to do this. Within 5 feet of the center of the oil attack, normal burning damage (2d8 for one round, 1d8 the next) will be suffered by any creature hit. From 5-10 feet away, damage is only half this much (2d4, then 1d4). A Saving Throw against Breath Weapon is permitted to halve the damage.



16a-c & 17a-c. REAR TOWERS

The two towers have identical layouts, as shown on Map #2. However, unlike the gatehouses, the only guards here are archers at the towers' tops. By day, there are 2 gnoll archers with longbows on each tower; at night, there are 2 goblins with crossbows.

Goblins (4): AC6; HD 1-1; hp 4 each; MV 90' (30'); #AT 1 short sword or 1 crossbow; THAC0 19; Dmg 1d6; Save NM; ML 10 (9); AL C; XP 5.

Gnolls (4): AC5; HD 2; hp 9 each; MV 90' (30'); #AT 1 sword or 1 longbow; THAC0 18; Dmg 1d8 or 1d6; Save F2; ML 8; AL C; XP 20.

18. THE MERCENARIES

These human ne'er-do-wells are a rabble of bandits who regularly attacked traders along the Duke's Road. Their leader, Merkul, has been recruited and given a "gold piece hello" by Blackmaer, the thug who leads Ilyana's troops in the dungeons. These men are untrustworthy and brutal, the scum of the earth. This barracks area has pallet beds, simple furnishings, and a handful of spare weapons, military trophies, and the like (incidental treasure worth 70gp here).

Veterans (12): AC7 (leather armor and shield); F1; hp 5 each; MV 120' (30'); #AT 1 sword; THAC0 18 (Strength bonus); Dmg 1d8 + 1; Save F1; ML 8; AL C (10), N (2); XP 10.

Warriors (3): AC4 (chain mail and shield); F2; hp 9 each; MV 120' (30'); #AT 1 sword; THAC0 18 (Strength bonus); Dmg 1d8 + 1; Save F2; ML 9; AL C (2), N (1); XP 20.

19. GNOLLS

The gnolls that dwell in these barracks are members of the Faceslasher tribe. This is a small, mercenary group, which has relatively low morale and is only concerned with money and the chance of killing. Their leader is with them. Dur-

ing the night, there are 14 gnolls plus their leader here; by day, there are only 2 gnolls and Hastrissek here. This barracks building is dirty and untidy, but there is incidental treasure worth 80gp here.

Gnolls (2-14): AC5; HD 2; hp 9 each; MV 90' (30'); #AT 1 sword or 1 longbow; THAC0 18; Dmg 1d8 or 1d6; Save F2; ML 8; AL C; XP 20.

Hastrissek, Gnoll Leader: AC4; HD 3; hp 16; MV 90' (30'); #AT 1 sword; THAC0 16; Dmg 1d8 + 1 with magical (normal) *sword* + 1; Save F3; ML 9; AL C; XP 35.

Hastrissek has a gold ring with striated tiger-eye gem settings worth 70gp, and a pouch with 22gp and a key that opens the small chest in this room. The chest contains the gnolls' treasure: 250cp, 150ep, 230sp, and 145gp in loose coins. These coins are mixed up with lots of junk and need a lot of sorting out. Right at the bottom of the pile of coins and junk is a wooden case which contains 8 *crossbow quarrels* + 1.

20. THE ARMORY

A large cache of spare weapons is kept here. In total, there are 40 swords, 24 short swords, 6 staves, 18 longbows, 25 quivers each of 30 arrows, 10 quivers each of 20 crossbow quarrels, 16 crossbows, 4 two-handed swords, 4 maces, and 11 daggers. Absolutely nothing is magical. There are also 4 kegs of fuel oil, each of which contains the equivalent of 20 flasks of the liquid.

The armory is kept locked; Merkul (see below) has the key to this cache.

21. COMMANDER OF THE KEEP

In this well-decorated room, Merkul—leader of the human mercenaries—lives with Tarrayo the magic-user. Merkul is swinish and brutal, but he has the knack of acquiring lots of money, which Tarrayo finds agreeable. Tarrayo is, in any

event, stuck here now, so she is making the best of it.

Merkul, Swordmaster: AC1 (*chain mail* + 1, *shield* + 1, Dexterity bonus); F3; hp 20; MV 90' (30'); #AT 1; THAC0 16 (Strength bonus and magical weapon); Dmg 1d8 + 3 (*sword* + 1, Strength bonus); SA F3; ML 10; AL C; XP 50. Abilities: Str 17, Int 14, Wis 9, Dex 13, Con 16, Cha 14.

Merkul is 6' 1", strongly built, with black hair and light blue eyes. He has the expressionless face of the true psychopath.

Tarrayo, Conjurer: AC6 (*ring of protection* + 1, Dexterity bonus); MU3; hp 10; MV 120' (40'); #AT 1; THAC0 18; Dmg 1d4 + 1 (*dagger* + 1); SA MU3; ML 9; AL N; XP 50. Abilities: Str 9, Int 16, Wis 9, Dex 16, Con 11, Cha 13. Spells memorized: *light*, *magic missile*, *levitate*.

Tarrayo is 5' 2", slim and petite, with curly blond hair and green-hazel eyes. Tarrayo carries a *potion of invisibility* that she keeps for a fast escape. In addition, she has a scroll with the spells *light* and *magic missile*.

In any fight, Merkul will make sure that he has his warriors and Tarrayo nearby. Tarrayo will use her *levitate* spell to get out of melee range, and then use her *magic missile* spells to attack and *light* spells to blind the PCs.

Incidental treasure here is worth 200gp, and there is a locked chest under the large wolf's skin covered bed shared by Merkul and Tarrayo (the skins are worth 150gp). Merkul has the key to this chest.

Inside the chest is the bandit treasure: three rolls of silk worth 100gp each; a bale of dyed and hand-embroidered cotton worth 180gp; a large sack with 1,200sp; a smaller sack with 650gp; a third sack with 400ep; a small jade figure of a swan worth 200gp; a pair of silver daggers with small gem settings in the hilt, and scabbards inlaid with ivory and jet, worth 300gp; a pouch of 14 assorted gems (10 worth 10gp each, 3 worth 50 gp each, 1 worth 150gp).

Tarrayo's spellbook is also hidden in the chest. It contains the following spells in addition to those listed for her above: *hold portal*, *read magic*, *ESP*, *wizard lock*.

The trap door in the floor here leads down to the dungeons.

THE DUNGEONS OF THE KEEP

The keep's dungeon level is extremely dangerous! There are not many enemies there, but those present are strong and utterly ruthless. Map #3 shows the layout of the keep's dungeon.

It may seem odd that these dungeon dwellers don't attack the PCs when they are decimating the keep. There are good reasons for this. At the first sign of a prolonged attack, Merkul—the leader of the mercenaries—will try to enlist the aid of Blackmaer the Swordmaster. Blackmaer will take some time to get back to Merkul, and will say that Ilyana wants the keep's defenders to do their duty and kill the intruders. Help will not be given.

Actually, Blackmaer will not tell Ilyana or Bernal—her cleric friend—what

is happening in the keep. Why not? Because he hopes to gain something from the attack. If the keep's defenders win and kill the PCs, it shows that he had everything under control. If the PCs win, Blackmaer is confident that he and his men can kill the PCs.

Still, Blackmaer realizes that the intruders must have been tough to get through the keep, and they will have loot and magic from "upstairs," as well as magic items of their own. Blackmaer plans to take whatever plunder he can from the PCs, then desert Ilyana. The treasure the PCs bring to him will be worth a fortune. Blackmaer is no fool; he is vicious and scheming, and he will not pass up the chance to acquire the PCs' money and magic.

Of course, it's unlikely that the PCs will find out about this. However, if your players find it odd and illogical that those in the dungeons don't help those in the keep, you could consider leaving a diary in Blackmaer's quarters (location #30) with notes on this strategy for the PCs to find.

As noted, this dungeon level is dangerous, but your PCs should be smart and strong enough to deal with it, and in the prisoner, Sarala, they have a potential ally. It is up to their wit and sinew to acquire the splendid treasures Ilyana has in her throne chamber!

A final note: dungeon areas are lit by oil-burning lamps.

22. STONE STEPS

These steps descend a total of 40 feet. It is disturbingly quiet in the dungeons, and any Lawful cleric will get a disquieting sense of evil here.

23. BARE CHAMBER

The only notable features of this chamber are several long streaks of old, dried blood leading to the door to location #24. It's almost as if a bloodied body had been dragged along. . . .





24. SERGREB THE OGRE

The ogre here is wily and cunning. He will have the door to location #23 ajar slightly, and when he hears the PCs he will wedge a chair under the door handle, making it impossible to open. He then will go to his pet's iron-barred pen and unlocks it with a massive iron key he carries.

Sergreb will then send the owl bear into location #23. Next, he will move into location #25, open the locked door there, and head south and west through the hallway. He plans to have the owl bear attack the rear of the party while he attacks the other side, pincering them. If he does this, he will roar out for "guards," but none will arrive during the combat. See location #29 for further details on the guards.

Sergreb the Ogre: AC5; HD 4 + 1; hp 18; MV 90' (30'); #AT 1 large club; THAC0 15; Dmg 1d8 + 2; Save F4; ML 10; AL C; XP 125.

Sergreb carries a thick gold chain about his neck worth 200gp, and within his

mostly barren lair he has a sack with 450sp and 75gp. In a large bowl is his favorite food—smoked thigh joint of dwarf—with a handful of candles that he eats as an hors d'oeuvres.

25. OWL BEAR PEN

This pen contains only a mass of matted, filthy straw, a large bowl of water, some gnawed bones, and Sergreb's well-trained and horrendous pet, an owl bear.

Trained Owl Bear: AC5; HD 5; hp 22; MV 120' (40'); #AT 2 claws/ 1 bite; THAC0 15; Dmg 1d8/1d8/1d8; SA if both paws hit in same round, hugs for extra 2d8 damage; Save F3; ML 9; AL C; XP 175.

26. OLD STORES

This storage chamber contains only utterly rotted food, sacking, and some smashed glass and earthenware. There is nothing of interest or value in here.

27a-f. THE CELLS OF THE DUNGEON

These six cells each have peephole shutters in the corridors, but nothing can be seen through them since it is dark inside each cell (infravision shows nothing, as well). Each cell contains a filthy mattress, manacles and chains set into the walls, and the like. The only "occupied" cell is #27e, which has a (harmless) skeleton in the manacles and chains.

28. STORAGE CHAMBERS

These two stores are currently in use. Location #28a has foodstuffs, vessels, and utensils. Location #28b has oil, ropes, iron spikes, and similar items (but no weapons). Allow PCs to take any reasonable items they may need if they wish to do so.

29. WARRIOR GUARDS

This chamber contains three pallet beds, a small chest under one of them, and rough furnishings and trappings. It is the home of Blackmaer's three warriors,



each as evil as their leader. If Sergreb the Ogre cries for help in battle, these three will ready themselves for the fight, but they will not come out until there has been one round of silence.

If they do emerge from the room, they will assume that the ogre has been killed and the PCs should be weakened by the conflict. They expect their leader—Blackmaer—to follow them, but he is as treacherous as they are and plays exactly the same trick on them that they played on Sergreb!

If the warriors fail a Morale Check and one or more surrenders, they will tell the PCs about the secret door to Blackmaer's lair and about his pet hunting lizard, in exchange for their lives. They also know where the doors to the throne chamber are, although they have never been inside it. They know that Blackmaer has a prisoner in his room, a caged girl, although they think she is an ordinary person he captured.

Warriors (3): AC3 (chain mail, shield, Dexterity bonus for each); F2; hp 7, 13,

9; #AT 1 sword; THAC0 18 (Strength bonuses); Dmg 1d8 + 1; Save F2; ML 9; AL C; XP 20.

The treasure these men have is partly on their persons (2d10gp each), partly incidental treasure in their room (70gp total), and partly in their (unlocked) chest, which has bags with 350cp, 200ep, and 180gp, plus a magical *potion of healing* that they have forgotten about in the excitement of the combat!

30. THE SWORDMASTER

This chamber is very comfortable. Blackmaer has a down mattress on his bed, with silk and fur covers (total value 400gp), a pair of armchairs that have been patched up with ill-fitting leather patches, a goatskin rug, and the like. He also has a large table on which is a copper bowl full of water, an oil burner, a silver mirror, a razor, and similar items.

The segregated area in the corner is a cell, surrounded by iron bars, 1" thick, spaced 6" apart, with a small door that

has a metal lock. There is a single prisoner in the cell.

Blackmaer's tactics are these: he listens at the secret door, and two rounds after the PCs pass he pulls a lever by that door. This opens the pit at location #31 and may dump PCs down it. Blackmaer then emerges from the secret door with his pet lizard to attack the rear of the party.

Blackmaer, Swordmaster: AC1 (*plate mail* + 1, Dexterity bonus); F3; hp 20; MV 90' (30'); #AT 1 *two-handed sword* + 1, + 2 *against lycanthropes*; THAC0 16 (Strength and magical sword bonuses); Dmg 1d10 + 3; Save F3; ML 11; AL C; XP 50. Abilities: Str 16, Int 14, Wis 10, Dex 15, Con 14, Cha 9.

Blackmaer is young (23), 6' 2" tall, with wavy brown hair and dark brown eyes. He has a broken nose, and his front upper teeth are missing.

He has a gold signet ring worth 25gp, a gold bracelet worth 100gp, and a *potion of healing* (in his belt). He also has a pair of keys—one to his treasure chest, one to the cell—and a bunch of wolfsbane. Lastly, he

has at his belt what appears to be a simple small sack. This is actually a *bag of holding*, and Blackmaer keeps his treasure in it—500sp, 430gp, 25pp, and small jewelry items worth a total of 450gp.

Hunting Chameleon Lizard: AC2; HD 5*; hp 19; #AT 1 bite/1 horn; THAC0 15; Dmg 2d4/1d6; Save F3; ML 8 (trained); AL N; XP 300.

The lizard has a third, additional, attack with its tail at anyone attacking it from behind: if this hits, no damage is suffered, but the PC is knocked down and cannot attack that round.

Within the cell, huddled behind a pile of dirty sacking, is a young female. She is 20 years old, with auburn hair and green eyes, and is streaked with dirt and scratches. She eyes the PCs with suspicion and fear. She can converse in the common tongue, but initially will be wary of any conversation.

The first PC getting within 5 feet of the cage area is allowed a Wisdom Check and, if this is successfully made, that PC will smell that the cage has a feline scent. The girl says that she is a shepherdess, Sarala, kidnapped by orcs and dragged down here. Blackmaer has ill-treated her (which is obvious).

Make a Reaction Check for her here; if the PCs have treated her well (letting her free at once, offering food, a cloak for cover, etc.), add +2 to the dice roll. If the result is Friendly, Sarala says that she will help the PCs. She asks for no weapons or armor, and does not answer if asked exactly what she will do. She simply states that she wants revenge for her ill-treatment.

Any other result on the Reaction Roll means that she simply wants to be let free. She will not attack the PCs whatever the dice roll is.

Sarala is, of course, no ordinary girl. She is a weretigress!

Sarala, Weretigress: AC 3 (9 in human form); HD 5*; hp 30; #AT 2 claws/1 bite; THAC0 15; Dmg 1d6/1d6/2d6; Save F5; ML 9; AL N; XP none—Sarala is not hostile.

31. COVERED PIT

This pit is opened (covering plates drop inward) by the lever in location #30. The pit is 13 feet deep, and a fall into it causes 1d6 + 1 points of damage.

32. THE THRONE CHAMBER

This grand chamber is lit by chandelier, and a red carpet leads from the doors to a massive wooden throne set on a platform. Portraits of Ilyana and her father, Arturus, decorate the west wall, together with two black-edged tapestries that show repellent scenes of torture and murder.

Ilyana sits on her throne with Bernal at her right hand. Her servants are zombies in livery. One stands before each of the three eastern doors, two before her, and two by the entrance door. Ilyana's vicious war dogs sit by her feet and will spring to attack any who approach their mistress. If Sarala is with the PCs, this is where they will get a further shock as the "girl" transforms into a muscular, powerful tigress.

Complete profiles for Ilyana and Bernal can be found on page 18. Statistics for the other monsters follow.

Zombies (7): AC8; HD 2; hp 10 (by east doors: 3) or 15 (main entrance doors: 2); 7 (before Ilyana: 2); MV 90' (30'); #AT 1 claw; THAC0 18; Dmg 1d8; Save F1; ML 12; AL C; XP 20.

War Dogs (2): AC6; HD 2 + 2; hp 8, 11; MV 150' (50'); #AT 1 bite; THAC0 17; Dmg 1d6; Save F1; ML 10; AL N; XP 25.

Tactics of the Chaotics

The zombies (save for two) and dogs will attack the PCs fairly randomly, since they are not intelligent.

Bernal is the one who commands the undead, and he will keep two zombies by him as bodyguards. He will first cast his *silence 15' radius* spell at a PC magic-user or elf to stop that PC from spellcasting. Then he will cast his *darkness* spell at the eyes of anyone heading for him. *Darkness* is a reversed *light* spell, and it will blind an

affected PC for 12 turns (2 hours!) unless a Saving Throw versus Spells is made.

Next, Bernal will attack with his *staff* + 2 in melee, trying to pick on a weak PC (a thief or such). Still, Bernal is rather cowardly. If he is reduced to 8hp or below, he will try to cast his *cure light wounds* spell on himself (and he has a scroll with this spell inscribed twice on it just to be sure!) before returning to the fight.

Bernal will not surrender while Ilyana is alive, but if she is killed Bernal will try to escape using his *potion of gaseous form*.

The zombies do not surrender, of course, but if a war dog fails a Morale Check, it will flee to a far corner of the room, yelping all the way.

Ilyana will attack the strongest-looking fighter in the PC party. She will fight to the death; treat her as having a Morale of 12.

What if the PCs Run?

If the weretigress is with the PCs, she will attack the dogs (she hates dogs) and then the zombies. If she is reduced to 5hp or below, she will flee.

The PCs might just be forced to run away after a few rounds of combat, having suffered severe damage. A tactical retreat to use *cure light wounds* spells and their *staff of healing* could be a wise ploy. Should the PCs do this, the dogs will certainly chase them wherever they go. However, whether Ilyana and Bernal will follow them is another matter.

If Ilyana and Bernal have suffered 15hp or more of damage between them when the PCs run, they will wait while Bernal casts his *cure light wounds* spells (1 spell per round, so this could take up to 3 rounds). Only then will they pursue the PCs.

Use the standard pursuit and evasion rules if the PCs are running away with no intention of coming back for some time. This will at least give the PCs time to do some healing, although only one PC can touch the *staff of healing* each round.

At some time, however, there probably will be a fight to the finish, unless the PCs totally abandon their quest. If the PCs return another day, Bernal will have all his spells back and will certainly use

his healing abilities to restore hit points for himself and Ilyana. Further, Bernal will retrieve and most definitely use the magic items he has cached in his casket (location #33).

33. BERNAL'S CHAMBER

Bernal's bedroom also contains an assortment of clerical items devoted to the Chaotic god he worships. Two silver candlesticks (worth 25gp each) with tallow candles rest on an altar. Underneath Bernal's bed is a secret trap door 1 foot square; it opens into a 1 cubic foot recess. Inside this area is a small wooden casket containing the cleric's treasure.

The casket contains a pouch with 4 orange gems each worth 50gp, a second pouch with 70pp, a *potion of healing*, and a scroll of clerical spells: *darkness*, *light*, *bless*, and *hold person* (see the Basic Set's *Dungeon Master's Rulebook*, p.17).

34. ILYANA'S BEDCHAMBER

A sumptuous king-sized bed covered in silks and furs (value 600gp) dominates

the room. There is also a wardrobe with fine cotton and silk robes (300gp value), and a dressing table with vials of perfume, silvered ornaments, tortoise shell-backed brushes, and similar luxuries (total value 400gp).

A very large silver mirror is bolted to the eastern wall. The mirror can be taken off the wall, but it takes two PCs to do it. In addition, the PCs must make a Dexterity Check against the average Dexterity of the two PCs doing attempting to take the mirror. If the check is failed, the mirror falls and breaks; otherwise, it is worth 150gp, but has an encumbrance value of 200cn.

35. ILYANA'S TREASURE CHAMBER

Here, at last, is the supreme reward for your heroic PCs! The walls here are sculpted with bas reliefs and strange sigils and runes, and three chests stand by the east wall. All are unlocked and not trapped.

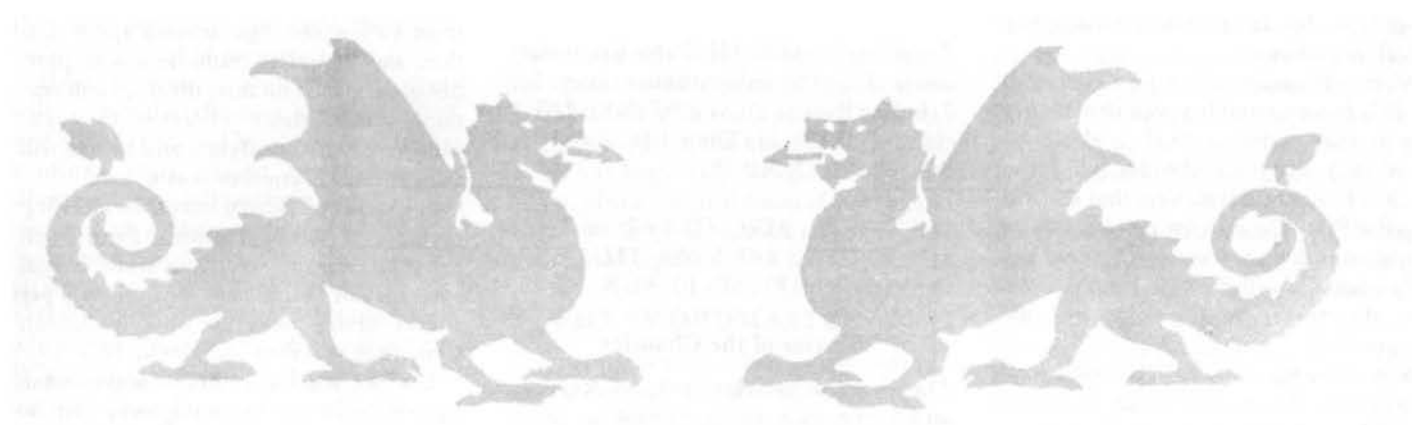
The northernmost chest contains three

sacks: one has 2,000cp, one has 2,000sp, one has 2,000ep.

The middle chest has two sacks. The first of these contains 1,000gp per PC in the party; the second contains 200pp per PC in the party (so, if there are 6 PCs, there are 6,000gp and 1,200pp here in total).

The third chest contains magic items not usable by Ilyana or Bernal, or not useful to them. These are: *dagger* +2, *crystal ball*, *potion of gaseous form*, a scroll of magic-user spells (*magic missile*, *levitate*, *web*, *fireball*), a *sword* +2, and a *short sword* +2.

If Sarala has fought with the PCs and is present, she should receive a share of the treasure. She will be delighted with some perfume vials, small gems, and the like, to the value of 250gp per PC. This must be deducted from the PCs' treasure.



The PCs can set off with their splendid treasures, headed back for Stallanford (probably) and Penhaligon. With Blackmaer's *bag of holding*, they should be able to carry almost all of their treasure, although they might have to leave a few coppers behind. They should have a fair store of magic items, and several PCs (notably clerics and thieves) should have sufficient XPs to raise them to the 4th experience level!

Back to Penhaligon

The PCs should be encouraged to head for Penhaligon, more specifically Kaerin's home. Aralic of Stallanford will certainly urge them to do this. When they arrive, Kaerin will be at home with Alerena, his bride-to-be, and Lady Arteris Penhaligon, ruler of the Estates of Penhaligon, together with 10 fighters in her service. Lady Arteris is 5' 11". An imposing woman in robes of dark blue and silver, Lady Arteris has brown hair and eyes, and is 29 years of age.

Lady Arteris will commend the PCs on their actions if they have slain Ilyana. If they were forced to retreat, she will look grave and at once send a messenger to Baron Sherlane in Threshold. At a later time, you can have gossip feed back to the PCs that another group of heroes overcame Ilyana and her forces at the keep. The same NPC heroes who defeated the mad "queen" might encounter the PCs later, if you like.

Assuming that the PCs did their best, they will be warmly greeted by Lady Arteris, but her special attention will only be granted if the PCs were successful in their mission. If they were, a public holiday will be declared in Penhaligon itself. The PCs will be greeted as heroes by the people of that town, and a feast night will be declared in their honor.

They may have experienced this type of treatment in Stallanford if they successfully concluded *King's Festival*, but this celebration will undoubtedly overwhelm them. Penhaligon is a large place (with nearly 4000 inhabitants), and there will be elven mime artists, gnomish jugglers, even dusky dancing maidens from the far land of Ierendi!

Where Do You Go From Here?

Your PC party will now certainly include 4th-level characters, so if you want to have further adventures with this same group (and your players will surely want this), you should acquire the D&D® Expert Set, which details experience levels 4–14. That should certainly keep your players going for a long time!

If you want to continue adventuring in the land of Karameikos, you should acquire the sourcebook GAZ 1, *The Grand Duchy of Karameikos*. This excellent package gives you plenty of information about all aspects of life and adventuring in Karameikos, a land which—for all their exploits—your PCs have hardly explored at all yet!

GAZ 1 gives further details, amongst a great deal of other material, of Lady Arteris (a fighter of 9th level) and Baron Patrick Sherlane—a cleric of no less than 14th level, and a man with many political concerns. . . .

For further adventures, you have several options. You can write your own if you wish, and given the friends the PCs now have—Aralic, Kaerin, Baron Sherlane, and Lady Arteris—they certainly have contacts in high places who trust them and could readily point them to grand adventures.

You can also use the adventure outlines and locations in GAZ 1 as a source of inspiration for your own adventures. In addition, the D&D® Expert Set briefly details the known lands of the D&D® game world. The Gazetteer series of modules, all similar to the one detailing Karameikos, describes many exotic lands. Using these guides, your PCs can explore an entire world of adventurous locals.

Alternatively, you can purchase one of the X-Level modules produced by TSR and run the adventure therein. Whatever you decide to do, though, your players will be looking for fresh challenges, nastier monsters, and greater, more splendid treasures!

And with a little imagination, the adventure can last forever.



GOLEM, WOOD

Armor Class:	7
Hit Dice:	2 + 2*
Move:	120' (40')
Attacks:	1 fist
THACO:	17
Damage:	1d8
No. Appearing:	1
Save As:	F1
Morale:	12
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	35

A golem is an enchanted monster created by a powerful cleric or magic-user, although the wood golem is the weakest sort. The wood golem is usually about 3' tall. It has a crudely carved man-like figure and moves stiffly (penalty of -1 to the golem's Initiative roll). Golems are immune to *magic missile*, *charm* and *sleep* spells, and also to the more powerful *hold* spells, gases, and cold-based attacks. However, they burn easily, saving at -2 versus magical fire attacks and suffering an extra 1 point of damage per die of fire damage (including burning oil).

MAGEN, CALDRON

Armor Class:	5
Hit Dice:	4*
Move:	120' (40')
Attacks:	1 (see below)
THACO:	16
Damage:	1d10
No. Appearing:	1-4
Save As:	F4
Morale:	12
Treasure Type:	V
Alignment:	Neutral
XP Value:	125

Magen ("Gens Magica" or "Magical People") are beings created by powerful magic-users. They are human in form, but are not actually living beings. The caldron magen is one example of this type of creature.

The caldron magen has the bizarre ability of stretching its limbs (usually arms) up to 20', and if it hits the victim it secretes acid that causes 1-10 points of damage. This damage is suffered each round until the victim is freed, which is usually accomplished only by killing the magen.

The caldron magen isn't affected by *charm* and *sleep* spells and gases. It needs no air, food, water, or sleep. When destroyed, its body dissolves in a burst of flame and smoke (this does not cause damage).

PHASE STINGER

Armor Class:	4
Hit Dice:	2 + 1**
Move:	15' (5')
Flying:	150' (50')
Attacks:	1 sting
THACO:	17
Damage:	1 hit point
No. Appearing:	1-2
Save As:	MU7
Morale:	12
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	45

Phase stingers are magical guardians created by Kavorquian to protect his lair. They are small brass spheres that travel by flying, and they can magically pass through walls. In combat, a small brass spike protrudes from the sphere, and strikes for 1 point of damage. It also injects a magically enhanced mild poison that causes paralysis for 2-8 turns, or until a *cure light wounds* spell is cast on the victim, unless a Saving Throw against Paralysis (not Poison) is made.

Phase stingers are not intended to kill, although they may do so; as soon as a character has been paralyzed, the phase stinger will attack another character. If phase stingers successfully paralyze all of a PC party, they will not attack further.

If a phase stinger appears through a wall, it surprises on a roll of 1-5 on 1d6. It will attack a party member chosen at random. Phase stingers have no minds, and are immune to *charm* and *sleep* spells.

SPECIAL NOTE ON SAVING THROWS

Two of the monsters above have Saving Throws better than Basic-level characters. Saves for an F4 (caldron magen) may be found on the inside back cover of the Dungeon Master's Rulebook. Saves for an MU7 (phase stinger) are found by subtracting 2 from the Saving Throws for MU 1-5, except for Rod/Staff/Spell, where the Saving Throw is three lower (i.e., 12 or better).

Dear Kavorquian:

I must tell you of an unsettling happening. Recently a young warrior rode into our village, badly injured and beyond my ability to heal. But his life was not what concerned him; he was desperate to give me a message, which he begged me to pass on to you.

He raved of Penhaligon's nemesis—a dark queen who promised a harvest of death in the land. She's a madwoman who is drawing together forces of Chaos in her citadel. "Magic and madness bring forth cold steel and blood," he said with his last breath.

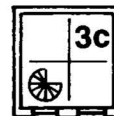
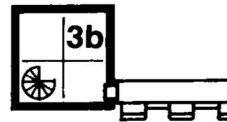
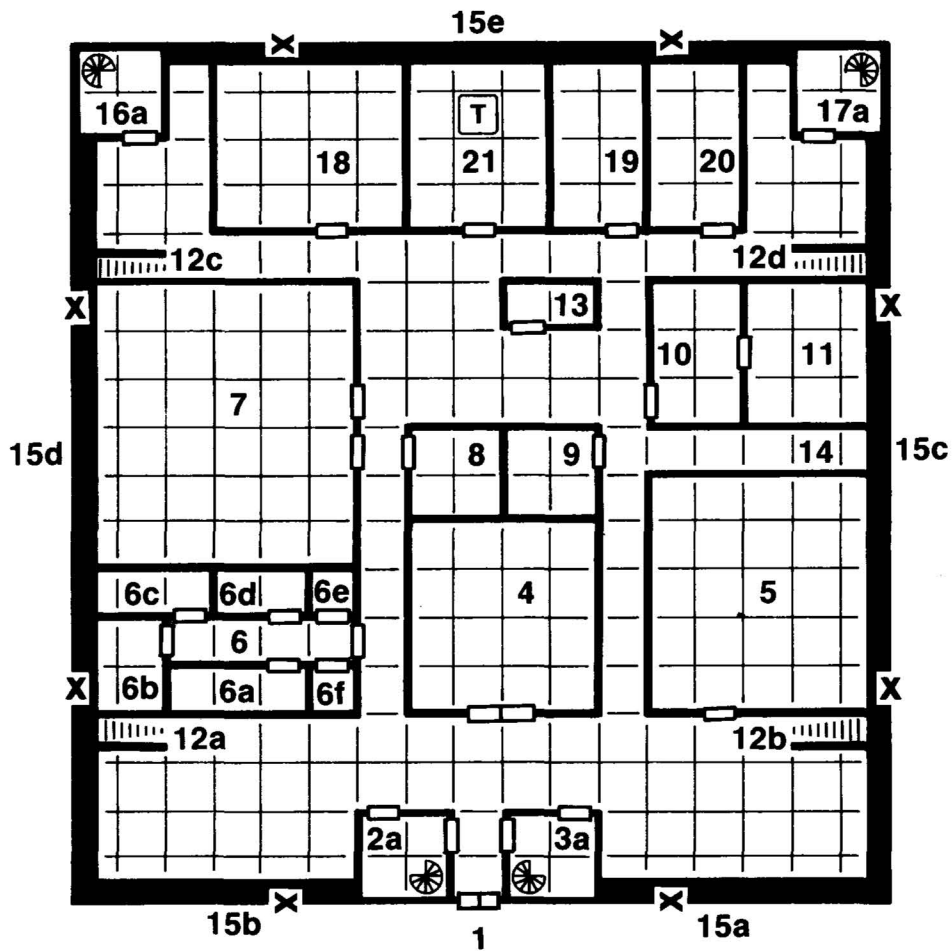
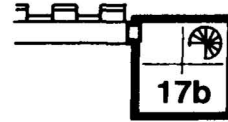
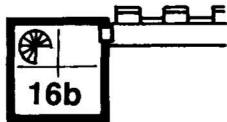
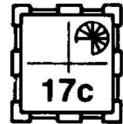
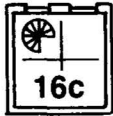
Do you know this queen? Does this nemesis, this "harvest," mean anything to you? That poor young man died in the belief that it would.

Ever yours,

Aralic

MAP #2: The Queen's Keep

ONE SQUARE = 10 feet





Official Game Adventure

Queen's Harvest

By Carl Sargent

The wizard Kavorquian is dead. But certain items belonging to his adopted son were in the wizard's keeping at the time of his demise. Now someone must venture into the silent vaults of Kavorquian's stronghold and recover the missing property.

Queen's Harvest picks up its story where B11, *King's Festival*, left off. It can be played as a sequel to that adventure or as a complete adventure in itself. It is tailored for beginning Dungeon Masters and players and contains helpful hints on adventuring and the land of Karameikos. The story develops simply, but ultimately leads the player characters into the nether reaches of Penhaligon's politics to confront Ilyana Penhaligon, mad pretender to the throne!

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