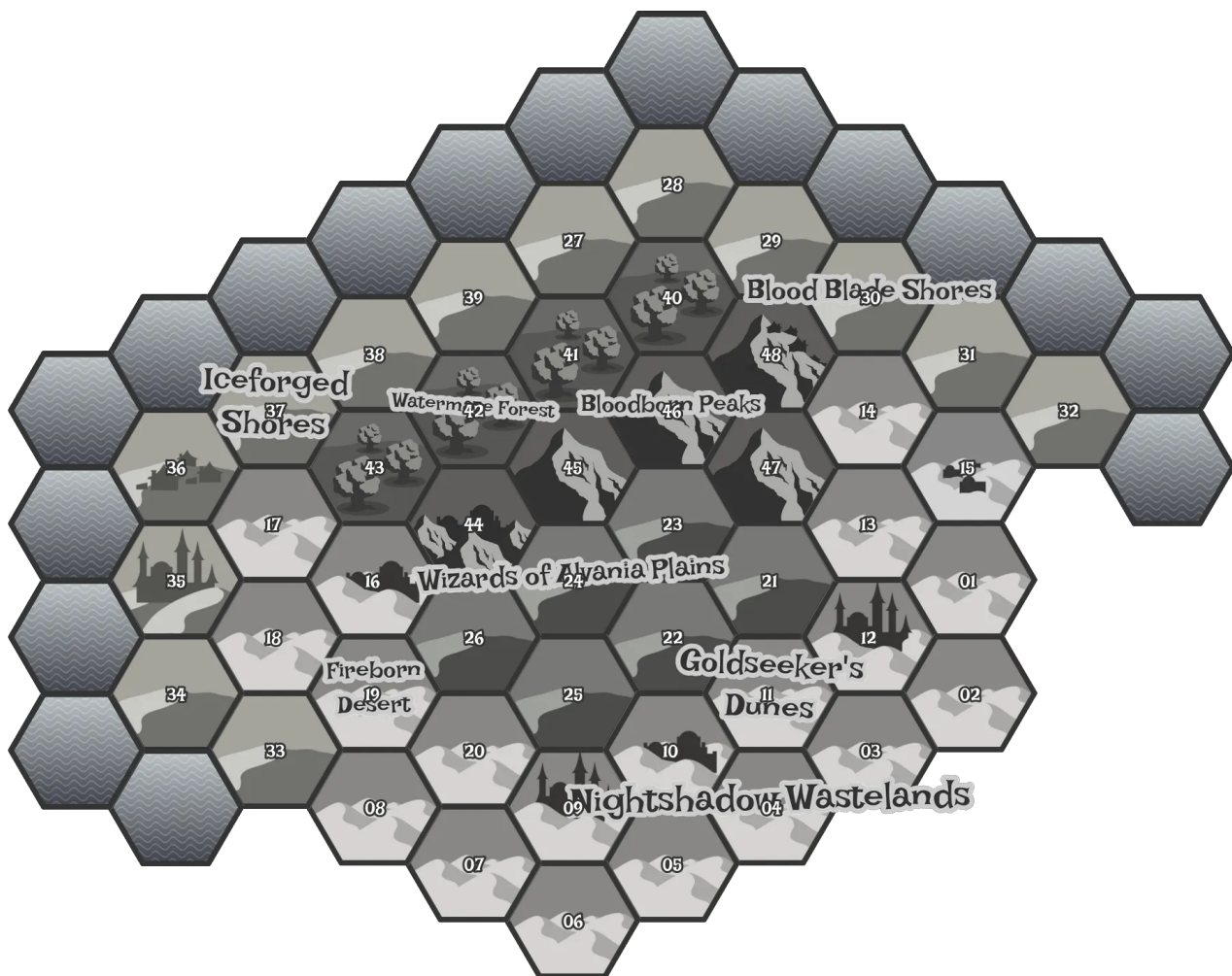




# The Empire of Elsafil



# **BACKGROUND**

A peculiar plague is ravaging the land. Some say it is a curse from the gods while others blame the wrongdoing of a faction.

Ruled by **warlord Hartgor of Jokka**, a level 13 Fighter. He has a long blonde beard, cold dark eyes and a strong, muscular physique.

**Armour Class** 6 [13] Leather armor + Shield **Hit Points** 50 **Attacks** 1 × Sword + 3 (1d8+3) **THACO** 10 [+9] **Movement Rate** 90' (30') **Saves** D4 W5 P6 B5 S8 **Alignment** Neutral **STR** 17 **INT** 10 **WIS** 6 **DEX** 11 **CON** 11 **CHA** 15 **Spells**

# REGIONS

# NIGHTSHADOW WASTELANDS

## HEX 01: ALTAR

The sand here is as dark as the night. Not a fire nor a vulcano could have been the cause.

The crumbling ruins of an ancient altar could be found between two giant dunes.

### RANDOM ENCOUNTER

There's a **1 in 6** chance when exploring (or **2 in 6** chance if camping overnight) to be ambushed or preyed upon by:

1d4	Encounter	stats
1	Small Herd Animals (5)	<b>Armour Class:</b> 7 [12] <b>Hit Dice:</b> 1 <b>Attacks:</b> 1 × butt (1d4) <b>THACO:</b> 19 [0]/18 [+1] <b>Movement:</b> 240' (80') <b>Saving Throws:</b> D12 W13 P14 B15 S16 (1) <b>Morale:</b> 5 <b>Alignment:</b> Neutral <b>XP:</b> 10/20
2	Orcs (14)	<b>Armour Class:</b> 6 [13] <b>Hit Dice:</b> 1 <b>Attacks:</b> 1 × weapon (1d6 or by weapon) <b>THACO:</b> 19 [0] <b>Movement:</b> 120' (40') <b>Saving Throws:</b> D12 W13 P14 B15 S16 (1) <b>Morale:</b> 6 (8 with leader) <b>Alignment:</b> Chaotic <b>XP:</b> 10 (leader: 10)
3	Pit Vipers (2)	<b>Armour Class:</b> 6 [13] <b>Hit Dice:</b> 2 <b>Attacks:</b> 1 × bite (1d4 + poison) <b>THACO:</b> 18 [+1] <b>Movement:</b> 90' (30') <b>Saving Throws:</b> D12 W13 P14 B15 S16 (1) <b>Morale:</b> 7 <b>Alignment:</b> Neutral <b>XP:</b> 25
4	Orcs (4)	<b>Armour Class:</b> 6 [13] <b>Hit Dice:</b> 1 <b>Attacks:</b> 1 × weapon (1d6 or by weapon) <b>THACO:</b> 19 [0] <b>Movement:</b> 120' (40') <b>Saving Throws:</b> D12 W13 P14 B15 S16 (1) <b>Morale:</b> 6 (8 with leader) <b>Alignment:</b> Chaotic <b>XP:</b> 10 (leader: 10)

## HEX 02: TEMPLE OF THE GREY

## OGRE

Surrounded by the soft dunes, a huge rock shaped like a dome is planted in the sand. It is almost too slippery to climb on.

The **Temple of the Grey Ogre** is hidden somewhere on the dunes sands.

### ENTRANCES

- Stairs leading down into area **1** in the dungeon are deep inside the mouth of a giant stone craved skull, partly buried under a dune.
- Stairs leading down into area **84** in the dungeon are under a wooden trapdoor buried 5 feet into the sand, with only an arrow-shaped sign pointing down hinting on the location.

## HEX 03: THE KING'S SPEAR LODGE

Either wind or some other force creates dozens of giant sand vortexes here, as tall as the eye can see.

The **King's Spear Lodge** is welcoming travellers and adventurers near an oasis.

## HEX 04: SHRINE OF THE DISHONORED FIRE

There are numerous sinkholes in the sands here. Some of them are

big enough to swallow an inn.

The **Shrine of the Dishonored Fire** is hidden somewhere between two giant dunes.

### ENTRANCES

- Stairs leading down into area **1** in the dungeon are deep inside the mouth of a giant stone craved skull, partly buried under a dune.

## HEX 05: PORTAL

Either wind or some other force creates dozens of giant sand vortexes here, as tall as the eye can see.

There's a magical portal to another hex on the dunes sands.

The portal is large slab of dark rock that has a seamingly hollow arch-shaped stone gate on top. There's a strange red glow surrounding it. Anyone or anything passing through the gate will get teleported into a different hex (preselected by the referee), but there's a 1-in-6 chance that the portal will give the character donkey ears (roll per character).

### RANDOM ENCOUNTER

There's a **1 in 6** chance when exploring (or **2 in 6** chance if camping overnight) to be ambushed or preyed upon by:

Id	Encounter	stats
1	Geckos (4)	<b>Armour Class:</b> 5 [14] <b>Hit Dice:</b> 3+1 <b>Attacks:</b> 1 × bite (1d8) <b>THACO:</b> 16 [+3] <b>Movement:</b> 120' (40') <b>Saving Throws:</b> D12 W13 P14 B15 S16 (2) <b>Morale:</b> 7 <b>Alignment:</b> Neutral <b>XP:</b> 50
2	Pit Viper	<b>Armour Class:</b> 6 [13] <b>Hit Dice:</b> 2 <b>Attacks:</b> 1 × bite (1d4 + poison) <b>THACO:</b> 18 [+1] <b>Movement:</b> 90' (30') <b>Saving Throws:</b> D12 W13 P14 B15 S16 (1) <b>Morale:</b> 7 <b>Alignment:</b> Neutral <b>XP:</b> 25
3	Goblins (8)	<b>Armour Class:</b> 6 [13] <b>Hit Dice:</b> 1-1 <b>Attacks:</b> 1 × weapon (1d6 or by weapon) <b>THACO:</b> 19 [0] <b>Movement:</b> 60' (20') <b>Saving Throws:</b> D14 W15 P16 B17 S18 (NH) <b>Morale:</b> 7 (9 with king) <b>Alignment:</b> Chaotic <b>XP:</b> 5 (bodyguard: 20, king: 35)
4	Camels (2)	<b>Armour Class:</b> 7 [12] <b>Hit Dice:</b> 2 <b>Attacks:</b> 1 × bite (1), 1 × hoof (1d4) <b>THACO:</b> 18 [+1] <b>Movement:</b> 150' (50') <b>Saving Throws:</b> D12 W13 P14 B15 S16 (1) <b>Morale:</b> 7 <b>Alignment:</b> Neutral <b>XP:</b> 20

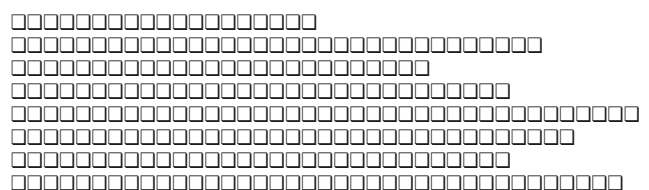
## HEX 06: GRIFFONS

You can clearly see bones revealing under the sand when the wind shifts the sand. This was no land of peace.

8 Griffons are wandering on the dunes sands. There's a **2-in-6** chance of encountering at least one of them outside (the rest will be in their lair inside an old abandoned copper mine).

### Griffon

**Armour Class:** 5 [14] **Hit Dice:** 7 **Attacks:** 2 × claw (1d4), 1 × bite (2d8) **THACO:** 13 [+6] **Movement:** 120' (40') / 360' (120') flying **Saving Throws:** D10 W11 P12 B13 S14 (4) **Morale:** 8 **Alignment:** Neutral **XP:** 450



- **Lair** hoard (**1-in-6** base chance of

finding if an encounter occurred):

**Wand of Trap Detection** ▪ **Ring of Delusion** ▪ **Potion of Clairaudience**

## HEX 07: PORTAL

There are numerous sinkholes in the sands here. Some of them are big enough to swallow an inn.

There's a magical portal to another hex on the dunes sands.

The portal is large slab of dark rock that has a seemingly hollow arch-shaped stone gate on top. There's a strange red glow surrounding it. Anyone or anything passing through the gate will get teleported into a different hex (preselected by the referee), but there's a 1-in-6 chance that the portal will change the character's alignment (roll per character).

### RANDOM ENCOUNTER

There's a **1 in 6** chance when exploring (or **2 in 6** chance if camping overnight) to be ambushed or preyed upon by:

Id4	Encounter	stats
1	Small Roc	<b>Armour Class:</b> 4 [15] <b>Hit Dice:</b> 6 <b>Attacks:</b> 2 × claw (1d4+1), 1 × bite (2d6) <b>THACO:</b> 14 [+5] <b>Movement:</b> 60' (20') / 480' (160') flying <b>Saving Throws:</b> D12 W13 P14 B15 S16 (3) <b>Morale:</b> 8 (12 in lair) <b>Alignment:</b> Lawful <b>XP:</b> 275
2	Hobgoblins (6)	<b>Armour Class:</b> 6 [13] <b>Hit Dice:</b> 1+1 <b>Attacks:</b> 1 × weapon (1d8 or by weapon) <b>THACO:</b> 18 [+1] <b>Movement:</b> 90' (30') <b>Saving Throws:</b> D12 W13 P14 B15 S16 (1) <b>Morale:</b> 8 (10 with king) <b>Alignment:</b> Chaotic <b>XP:</b> 15 (bodyguard: 75)
3	Tuatara	<b>Armour Class:</b> 4 [15] <b>Hit Dice:</b> 6 <b>Attacks:</b> 2 × claw (1d4) <b>THACO:</b> 14 [+5] <b>Movement:</b> 90' (30') <b>Saving Throws:</b> D10 W11 P12 B13 S14 (4) <b>Morale:</b> 6 <b>Alignment:</b> Neutral <b>XP:</b> 275
4	Tuatara	<b>Armour Class:</b> 4 [15] <b>Hit Dice:</b> 6 <b>Attacks:</b> 2 × claw (1d4) <b>THACO:</b> 14 [+5] <b>Movement:</b> 90' (30') <b>Saving Throws:</b> D10 W11 P12 B13 S14 (4) <b>Morale:</b> 6 <b>Alignment:</b> Neutral <b>XP:</b> 275

## HEX 08: ALTAR

The wind here is gentle and the sand is soft and warm. Large canopied desert trees provide enough shadow to rest or camp under.

The crumbling ruins of an ancient altar could be found between two giant dunes.

### RANDOM ENCOUNTER

There's a **1 in 6** chance when exploring (or **2 in 6** chance if camping overnight) to be ambushed or preyed upon by:



#### 1d4 Encounter stats

1 **Orcs** (4)  
**Armour Class:** 6 [13] **Hit Dice:** 1 **Attacks:** 1 × weapon (1d6 or by weapon) **THACO:** 19 [0] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14 B15 S16 (1) **Morale:** 6 (8 with leader) **Alignment:** Chaotic **XP:** 10 (leader: 10)

2 **Tuatara**  
**Armour Class:** 4 [15] **Hit Dice:** 6 **Attacks:** 2 × claw (1d4) **THACO:** 14 [+5] **Movement:** 90' (30') **Saving Throws:** D10 W11 P12 B13 S14 (4) **Morale:** 6 **Alignment:** Neutral **XP:** 275

3 **Hobgoblins** (3)  
**Armour Class:** 6 [13] **Hit Dice:** 1+1 **Attacks:** 1 × weapon (1d8 or by weapon) **THACO:** 18 [+1] **Movement:** 90' (30') **Saving Throws:** D12 W13 P14 B15 S16 (1) **Morale:** 8 (10 with king) **Alignment:** Chaotic **XP:** 15 (bodyguard: 75)

4 **Lion**  
**Armour Class:** 6 [13] **Hit Dice:** 5 **Attacks:** 2 × claw (1d4+1), 1 × bite (1d10) **THACO:** 15 [+4] **Movement:** 150' (50') **Saving Throws:** D12 W13 P14 B15 S16(3) **Morale:** 9 **Alignment:** Neutral **XP:** 175

## GOLDSEEKER'S DUNES

### HEX 09: CITY OF KALDAR

The sand here is as dark as the night. Not a fire nor a volcano could have been the cause.

The **City of Kaldar** decorates the horizon near an oasis. Kaldar is ruled by an honest but weak mayor and is known for its cheerful taverns.

### HEX 10: TOWN OF YAARA

There are numerous sinkholes in the sands here. Some of them are big enough to swallow an inn.

The **Town of Yaara** stands secure on high grounds on the dunes sands.

## HEX 11: WAGONS

There are numerous sinkholes in the sands here. Some of them are big enough to swallow an inn.

There are several abandoned and half-broken wagons between two giant dunes.

### RANDOM ENCOUNTER

There's a **1 in 6** chance when exploring (or **2 in 6** chance if camping overnight) to be ambushed or preyed upon by:

#### 1d4 Encounter stats

1 **Hobgoblins** (5)  
**Armour Class:** 6 [13] **Hit Dice:** 1+1 **Attacks:** 1 × weapon (1d8 or by weapon) **THACO:** 18 [+1] **Movement:** 90' (30') **Saving Throws:** D12 W13 P14 B15 S16 (1) **Morale:** 8 (10 with king) **Alignment:** Chaotic **XP:** 15 (bodyguard: 75)

2 **Orcs** (14)  
**Armour Class:** 6 [13] **Hit Dice:** 1 **Attacks:** 1 × weapon (1d6 or by weapon) **THACO:** 19 [0] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14 B15 S16 (1) **Morale:** 6 (8 with leader) **Alignment:** Chaotic **XP:** 10 (leader: 10)

3 **Hobgoblins** (4)  
**Armour Class:** 6 [13] **Hit Dice:** 1+1 **Attacks:** 1 × weapon (1d8 or by weapon) **THACO:** 18 [+1] **Movement:** 90' (30') **Saving Throws:** D12 W13 P14 B15 S16 (1) **Morale:** 8 (10 with king) **Alignment:** Chaotic **XP:** 15 (bodyguard: 75)

4 **Hobgoblins** (6)  
**Armour Class:** 6 [13] **Hit Dice:** 1+1 **Attacks:** 1 × weapon (1d8 or by weapon) **THACO:** 18 [+1] **Movement:** 90' (30') **Saving Throws:** D12 W13 P14 B15 S16 (1) **Morale:** 8 (10 with king) **Alignment:** Chaotic **XP:** 15 (bodyguard: 75)

### HEX 12: CITY OF SILVERBEND

There are numerous sinkholes in the sands here. Some of them are big enough to swallow an inn.

The **City of Silverbend** stands boldly behind its tall walls between two giant dunes.

Silverbend is ruled by an honest but weak mayor and is known for its developed culture life.

## HEX 13: TOMB OF THE DARK BLADES

Vast dunes stretch in all directions, shimmering in the desert heat. The sun makes the sand scroching hot.

The **Tomb of the Dark Blades** is hidden somewhere near an oasis.

### ENTRANCES

- Stairs leading down into area **1** in the dungeon are inside a cave on a formation of rock surrounded by dunes.

## HEX 14: A GIANT ROC

Vast dunes stretch in all directions, shimmering in the desert heat. The sun makes the sand scroching hot.

A Giant Roc is foraging near an oasis. There's a **2-in-6** chance of encountering it.

### Giant Roc

**Armour Class:** 0 [19] **Hit Dice:** 36 **Attacks:** 2 × claw (3d6), 1 × bite (8d6) **THACO:** 5 [+14]  
**Movement:** 60' (20') / 480' (160') flying  
**Saving Throws:** D2 W3 P4 B3 S6 (18) **Morale:** 10 (12 in lair) **Alignment:** Lawful **XP:** 6,250



- **Lair** hoard (**1-in-6** base chance of finding if an encounter occurred): **7**

**jewellery items** worth **7000gp** in total

- **Potion of Fire Resistance**
- **Sword +2, Charm Person**
- **Potion of Clairvoyance**

## HEX 15: VILLAGE OF PARTHA

The sand here is as dark as the night. Not a fire nor a volcano could have been the cause.

The **Village of Partha** blends seamlessly with its surroundings between two giant dunes.

# FIREBORN DESERT

## HEX 16: TOWN OF GAZAL

Vast dunes stretch in all directions, shimmering in the desert heat. The sun makes the sand scroching hot.

The **Town of Gazal** sits behind a wall between two giant dunes.

## HEX 17: A TARANTELLA

There are numerous sinkholes in the sands here. Some of them are big enough to swallow an inn.

A Tarantella is foraging on the dunes sands. There's a **2-in-6** chance of encountering it.

### Tarantella



There's a **1 in 6** chance when exploring (or **2 in 6** chance if camping overnight) to be ambushed or preyed upon by:

1d4	Encounter	stats
1	Camels (2)	<b>Armour Class:</b> 7 [12] <b>Hit Dice:</b> 2 <b>Attacks:</b> 1 × bite (1), 1 × hoof (1d4) <b>THACO:</b> 18 [+1] <b>Movement:</b> 150' (50') <b>Saving Throws:</b> D12 W13 P14 B15 S16 (1) <b>Morale:</b> 7 <b>Alignment:</b> Neutral <b>XP:</b> 20
2	Hobgoblins (3)	<b>Armour Class:</b> 6 [13] <b>Hit Dice:</b> 1+1 <b>Attacks:</b> 1 × weapon (1d8 or by weapon) <b>THACO:</b> 18 [+1] <b>Movement:</b> 90' (30') <b>Saving Throws:</b> D12 W13 P14 B15 S16 (1) <b>Morale:</b> 8 (10 with king) <b>Alignment:</b> Chaotic <b>XP:</b> 15 (bodyguard: 75)
3	Small Roc	<b>Armour Class:</b> 4 [15] <b>Hit Dice:</b> 6 <b>Attacks:</b> 2 × claw (1d4+1), 1 × bite (2d6) <b>THACO:</b> 14 [+5] <b>Movement:</b> 60' (20') / 480' (160') flying <b>Saving Throws:</b> D12 W13 P14 B15 S16 (3) <b>Morale:</b> 8 (12 in lair) <b>Alignment:</b> Lawful <b>XP:</b> 275
4	Small Herd Animals (4)	<b>Armour Class:</b> 7 [12] <b>Hit Dice:</b> 1 <b>Attacks:</b> 1 × butt (1d4) <b>THACO:</b> 19 [0]/18 [+1] <b>Movement:</b> 240' (80') <b>Saving Throws:</b> D12 W13 P14 B15 S16 (1) <b>Morale:</b> 5 <b>Alignment:</b> Neutral <b>XP:</b> 10/20

# WIZARDS OF ALVANIA PLAINS

## HEX 21: TOMB OF THE VIOLENT HORRORS

Several large geysers discharge boiling streams of water and vapour every few minutes.

The **Tomb of the Violent Horrors** is hidden inside an oak somewhere in the grasslands.

### ENTRANCES

- Stairs leading down into area 1 in

the dungeon are under a wooden trapdoor buried 5 feet in the ground.

## HEX 22: ABANDONED VILLAGE

Crushed skulls and rusted swords are scattered around the hills here. You can almost hear the noises and screams of the ancient battlefield.

The burned remains of a small village could be found on a hill's slope.

### RANDOM ENCOUNTER

There's a **1 in 6** chance when exploring (or **2 in 6** chance if camping overnight) to be ambushed or preyed upon by:

1d4	Encounter	stats
1	Berserkers (8)	<b>Armour Class:</b> 7 [12] <b>Hit Dice:</b> 1+1 <b>Attacks:</b> 1 × weapon (1d8 or by weapon) <b>THACO:</b> 18 [+1] <b>Movement:</b> 120' (40') <b>Saving Throws:</b> D12 W13 P14 B15 S16 (1) <b>Morale:</b> 12 <b>Alignment:</b> Neutral <b>XP:</b> 19
2	Troll	<b>Armour Class:</b> 4 [15] <b>Hit Dice:</b> 6+3 <b>Attacks:</b> 2 × talon (1d6), 1 × bite (1d10) <b>THACO:</b> 13 [+6] <b>Movement:</b> 120' (40') <b>Saving Throws:</b> D10 W11 P12 B13 S14 (6) <b>Morale:</b> 10 (8 fear of fire) <b>Alignment:</b> Chaotic <b>XP:</b> 650
3	Bandits (8)	<b>Armour Class:</b> 6 [13] <b>Hit Dice:</b> 1 <b>Attacks:</b> 1 × weapon (1d6 or by weapon) <b>THACO:</b> 19 [0] <b>Movement:</b> 120' (40') <b>Saving Throws:</b> D13 W14 P13 B16 S15 (T1) <b>Morale:</b> 8 <b>Alignment:</b> Neutral or Chaotic <b>XP:</b> 10
4	Pit Vipers (2)	<b>Armour Class:</b> 6 [13] <b>Hit Dice:</b> 2 <b>Attacks:</b> 1 × bite (1d4 + poison) <b>THACO:</b> 18 [+1] <b>Movement:</b> 90' (30') <b>Saving Throws:</b> D12 W13 P14 B15 S16 (1) <b>Morale:</b> 7 <b>Alignment:</b> Neutral <b>XP:</b> 25

## HEX 23: BRIDGE

There's a perfect circle of large stones, each standing tall above the ground. In the center, a shallow pit

seems to have hosted a bonfire not too long ago.

There's a dangerous looking rope bridge in a valley.

## RANDOM ENCOUNTER

There's a **1 in 6** chance when exploring (or **2 in 6** chance if camping overnight) to be ambushed or preyed upon by:

1d4 Encounter stats	
1	<b>Bandits (6)</b> <b>Armour Class:</b> 6 [13] <b>Hit Dice:</b> 1 <b>Attacks:</b> 1 × weapon (1d6 or by weapon) <b>THACO:</b> 19 [0] <b>Movement:</b> 120' (40') <b>Saving Throws:</b> D13 W14 P13 B16 S15 (T1) <b>Morale:</b> 8 <b>Alignment:</b> Neutral or Chaotic <b>XP:</b> 10
2	<b>Orcs (17)</b> <b>Armour Class:</b> 6 [13] <b>Hit Dice:</b> 1 <b>Attacks:</b> 1 × weapon (1d6 or by weapon) <b>THACO:</b> 19 [0] <b>Movement:</b> 120' (40') <b>Saving Throws:</b> D12 W13 P14 B15 S16 (1) <b>Morale:</b> 6 (8 with leader) <b>Alignment:</b> Chaotic <b>XP:</b> 10 (leader: 10)
3	<b>Berserkers (3)</b> <b>Armour Class:</b> 7 [12] <b>Hit Dice:</b> 1+1 <b>Attacks:</b> 1 × weapon (1d8 or by weapon) <b>THACO:</b> 18 [+1] <b>Movement:</b> 120' (40') <b>Saving Throws:</b> D12 W13 P14 B15 S16 (1) <b>Morale:</b> 12 <b>Alignment:</b> Neutral <b>XP:</b> 19
4	<b>Trolls (3)</b> <b>Armour Class:</b> 4 [15] <b>Hit Dice:</b> 6+3 <b>Attacks:</b> 2 × talon (1d6), 1 × bite (1d10) <b>THACO:</b> 13 [+6] <b>Movement:</b> 120' (40') <b>Saving Throws:</b> D10 W11 P12 B13 S14 (6) <b>Morale:</b> 10 (8 fear of fire) <b>Alignment:</b> Chaotic <b>XP:</b> 650

## HEX 24: WATCHTOWER

A pile of stones form a pyramid of steps, tall enough to provide a better vantage point over the region. At its top, a rusted old sword is planted with its blade in the ground.

There's a recently built but seemingly unstaffed watchtower at the top of a hill.

## RANDOM ENCOUNTER

There's a **1 in 6** chance when exploring (or **2 in 6** chance if camping overnight) to be ambushed or preyed upon by:

1d4 Encounter stats	
1	<b>Small Roc</b> <b>Armour Class:</b> 4 [15] <b>Hit Dice:</b> 6 <b>Attacks:</b> 2 × claw (1d4+1), 1 × bite (2d6) <b>THACO:</b> 14 [+5] <b>Movement:</b> 60' (20') / 480' (160') flying <b>Saving Throws:</b> D12 W13 P14 B15 S16 (3) <b>Morale:</b> 8 (12 in lair) <b>Alignment:</b> Lawful <b>XP:</b> 275
2	<b>Berserkers (5)</b> <b>Armour Class:</b> 7 [12] <b>Hit Dice:</b> 1+1 <b>Attacks:</b> 1 × weapon (1d8 or by weapon) <b>THACO:</b> 18 [+1] <b>Movement:</b> 120' (40') <b>Saving Throws:</b> D12 W13 P14 B15 S16 (1) <b>Morale:</b> 12 <b>Alignment:</b> Neutral <b>XP:</b> 19
3	<b>Bandits (10)</b> <b>Armour Class:</b> 6 [13] <b>Hit Dice:</b> 1 <b>Attacks:</b> 1 × weapon (1d6 or by weapon) <b>THACO:</b> 19 [0] <b>Movement:</b> 120' (40') <b>Saving Throws:</b> D13 W14 P13 B16 S15 (T1) <b>Morale:</b> 8 <b>Alignment:</b> Neutral or Chaotic <b>XP:</b> 10
4	<b>Berserkers (5)</b> <b>Armour Class:</b> 7 [12] <b>Hit Dice:</b> 1+1 <b>Attacks:</b> 1 × weapon (1d8 or by weapon) <b>THACO:</b> 18 [+1] <b>Movement:</b> 120' (40') <b>Saving Throws:</b> D12 W13 P14 B15 S16 (1) <b>Morale:</b> 12 <b>Alignment:</b> Neutral <b>XP:</b> 19

## HEX 25: TEMPLE OF THE DOOMED GOBLIN

There are several large craters in the green fields here. Something violent must have hit the ground from the sky in the past.

The **Temple of the Doomed Goblin** is hidden under the ruins of an old fortress somewhere atop a rocky hill.

## ENTRANCES

- Stairs leading down into area **1** in the dungeon are deep inside the mouth of a giant stone skull.
- Stairs leading down into area **75** in the dungeon are in the



exploring (or **2 in 6** chance if camping overnight) to be ambushed or preyed upon by:

1d4 Encounter stats	
1	<b>Berserkers (8)</b> <b>Armour Class:</b> 7 [12] <b>Hit Dice:</b> 1+1 <b>Attacks:</b> 1 × weapon (1d8 or by weapon) <b>THACO:</b> 18 [+1] <b>Movement:</b> 120' (40') <b>Saving Throws:</b> D12 W13 P14 B15 S16 (1) <b>Morale:</b> 12 <b>Alignment:</b> Neutral <b>XP:</b> 19
2	<b>Orcs (7)</b> <b>Armour Class:</b> 6 [13] <b>Hit Dice:</b> 1 <b>Attacks:</b> 1 × weapon (1d6 or by weapon) <b>THACO:</b> 19 [0] <b>Movement:</b> 120' (40') <b>Saving Throws:</b> D12 W13 P14 B15 S16 (1) <b>Morale:</b> 6 (8 with leader) <b>Alignment:</b> Chaotic <b>XP:</b> 10 (leader: 10)
3	<b>Kobolds (15)</b> <b>Armour Class:</b> 7 [12] <b>Hit Dice:</b> ½ <b>Attacks:</b> 1 × weapon (1d4 or by weapon - 1) <b>THACO:</b> 19 [0] <b>Movement:</b> 60' (20') <b>Saving Throws:</b> D14 W15 P16 B17 S18 (NH) <b>Morale:</b> 6 (8 with chieftain) <b>Alignment:</b> Chaotic <b>XP:</b> 5 (bodyguard: 15, chieftain: 20)
4	<b>Bandits (7)</b> <b>Armour Class:</b> 6 [13] <b>Hit Dice:</b> 1 <b>Attacks:</b> 1 × weapon (1d6 or by weapon) <b>THACO:</b> 19 [0] <b>Movement:</b> 120' (40') <b>Saving Throws:</b> D13 W14 P13 B16 S15 (T1) <b>Morale:</b> 8 <b>Alignment:</b> Neutral or Chaotic <b>XP:</b> 10

## HEX 29: TEMPLE OF THE CORRUPTED LICH

An rocky islet is merely a short swim away from the coast here, (or a wet walk when the tide is low).

The **Temple of the Corrupted Lich** is hidden somewhere near an estuary.

### ENTRANCES

- Stairs leading down into area **1** in the dungeon are under a wooden trapdoor buried 5 feet in the ground.

## HEX 30: LOST STAFF INN

The sands here are soft and warm and the turquoise water are crystal

clear.

**Lost Staff Inn** is welcoming travellers and adventurers near an estuary.

## HEX 31: SHRINE OF THE RAGING BLOOD

A giant stone statue of a head was washed ashore here. It seems like it was detached from a full statue of a body at the neck.

The **Shrine of the Raging Blood** is hidden somewhere in a rocky cove.

### ENTRANCES

- Stairs leading down into area **1** in the dungeon are located behind a giant skull's gaping mouth.

## HEX 32: CAVE BEARS

A giant stone statue of a head was washed ashore here. It seems like it was detached from a full statue of a body at the neck.

2 Cave Bears are wandering near the coastline. There's a **2-in-6** chance of encountering at least one of them outside (the rest will be in their lair inside the ruins of a forgotten keep).

### Cave Bear

**Armour Class:** 5 [14] **Hit Dice:** 7 **Attacks:** 2 × claw(1d8), 1 × bite(2d6) **THACO:** 13 [+6] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14 B15 S16(3) **Morale:** 9 **Alignment:** Neutral **XP:** 450





## ENTRANCES

- Stairs leading down into area **1** in the dungeon are under a wooden trapdoor buried 5 feet in the ground.
- Stairs leading down into area **81** in the dungeon are located behind a giant skull's gaping mouth.

## HEX 38: BRIDGE

The coastline here is barricaded with giant boulders, forming a wall against the raging waves. It extremely difficult for boats to come in or out.

There's a dangerous looking rope bridge near the coastline.

### RANDOM ENCOUNTER

There's a **1 in 6** chance when exploring (or **2 in 6** chance if camping overnight) to be ambushed or preyed upon by:

Id4 Encounter stats	
1	<b>Orcs (20)</b> <b>Armour Class:</b> 6 [13] <b>Hit Dice:</b> 1 <b>Attacks:</b> 1 × weapon (1d6 or by weapon) <b>THACO:</b> 19 [0] <b>Movement:</b> 120' (40') <b>Saving Throws:</b> D12 W13 P14 B15 S16 (1) <b>Morale:</b> 6 (8 with leader) <b>Alignment:</b> Chaotic <b>XP:</b> 10 (leader: 10)
2	<b>Ogres (3)</b> <b>Armour Class:</b> 5 [14] <b>Hit Dice:</b> 4+1 <b>Attacks:</b> 1 × club (1d10) <b>THACO:</b> 15 [+4] <b>Movement:</b> 90' (30') <b>Saving Throws:</b> D10 W11 P12 B13 S14 (4) <b>Morale:</b> 10 <b>Alignment:</b> Chaotic <b>XP:</b> 125
3	<b>Small Roc</b> <b>Armour Class:</b> 4 [15] <b>Hit Dice:</b> 6 <b>Attacks:</b> 2 × claw (1d4+1), 1 × bite (2d6) <b>THACO:</b> 14 [+5] <b>Movement:</b> 60' (20') / 480' (160') flying <b>Saving Throws:</b> D12 W13 P14 B15 S16 (3) <b>Morale:</b> 8 (12 in lair) <b>Alignment:</b> Lawful <b>XP:</b> 275
4	<b>Orcs (7)</b> <b>Armour Class:</b> 6 [13] <b>Hit Dice:</b> 1 <b>Attacks:</b> 1 × weapon (1d6 or by weapon) <b>THACO:</b> 19 [0] <b>Movement:</b> 120' (40') <b>Saving Throws:</b> D12 W13 P14 B15 S16 (1) <b>Morale:</b> 6 (8 with leader) <b>Alignment:</b> Chaotic <b>XP:</b> 10 (leader: 10)

## HEX 39: ABANDONED VILLAGE

A smoking volcano stands not far from the coastline here. The lush green vegetation that covers it indicates it did not erupt for a while now.

There's a recently abandoned village in a rocky cove.

### RANDOM ENCOUNTER

There's a **1 in 6** chance when exploring (or **2 in 6** chance if camping overnight) to be ambushed or preyed upon by:

#### 1d4 Encounter stats

1 **Ogres** (2)  
**Armour Class:** 5 [14] **Hit Dice:** 4+1  
**Attacks:** 1 × club (1d10) **THACO:** 15 [+4]  
**Movement:** 90' (30') **Saving Throws:** D10  
W11 P12 B13 S14 (4) **Morale:** 10 **Alignment:**  
Chaotic **XP:** 125

2 **Troll**  
**Armour Class:** 4 [15] **Hit Dice:** 6+3  
**Attacks:** 2 × talon (1d6), 1 × bite (1d10)  
**THACO:** 13 [+6] **Movement:** 120' (40')  
**Saving Throws:** D10 W11 P12 B13 S14 (6)  
**Morale:** 10 (8 fear of fire) **Alignment:**  
Chaotic **XP:** 650

3 **Hobgoblins**  
(5)  
**Armour Class:** 6 [13] **Hit Dice:** 1+1 **Attacks:**  
1 × weapon (1d8 or by weapon) **THACO:** 18  
[+1] **Movement:** 90' (30') **Saving Throws:**  
D12 W13 P14 B15 S16 (1) **Morale:** 8 (10 with  
king) **Alignment:** Chaotic **XP:** 15  
(bodyguard: 75)

4 **Bandits** (5)  
**Armour Class:** 6 [13] **Hit Dice:** 1 **Attacks:** 1  
× weapon (1d6 or by weapon) **THACO:** 19  
[0] **Movement:** 120' (40') **Saving Throws:**  
D13 W14 P13 B16 S15 (T1) **Morale:** 8  
**Alignment:** Neutral or Chaotic **XP:** 10

## WATERMAZE FOREST

### HEX 40: WOLFS

The trees here are naked and twisted. Their branches reach down like bony claws. Was this place cursed in days long gone?

14 Wolves are foraging deep in the woods. There's a **2-in-6** chance of encountering at least one of them outside (the rest will be in their lair inside an old abandoned copper mine).

#### Wolf

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**Armour Class:** 7 [12] **Hit Dice:** 2+2 **Attacks:** 1 × bite (1d6) **THACO:** 17 [+2] **Movement:** 180' (60') **Saving Throws:** D12 W13 P14 B15 S16 (1) **Morale:** 6 (8 in larger packs) **Alignment:** Neutral **XP:** 25

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### HEX 41: CAVERNS OF THE FORESAKEN SOULS

Giant red, purple and blue mushrooms grow beside the trees here, their colors are vibrant and bright, much like gem stones.

The **Caverns of the Foresaken Souls** is hidden near an abandoned stronghold, deep in the woods somewhere where the woods meet a tall mountain.

#### ENTRANCES

- Stairs leading down into area 1 in the dungeon are deep inside the trunk of a giant oak, at the bottom of an excavated spiral staircase.

### HEX 42: WHITE DRAGONS

So big and tall are the trees here. Their tops are almost hidden by the dense mist. Their trunks are as wide as a hut. Some of them have planks of wood attached, forming a ladder.

3 White Dragons are sleeping deep in the woods. There's a **2-in-6** chance of encountering at least one of them outside (the rest will be in their lair inside the ruins of an abandoned stronghold).

#### White Dragon

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**Armour Class:** 3 [16] **Hit Dice:** 6 **Attacks:** [2 × claw (1d4), 1 × bite (2d8)] or breath **THACO:** 14 [+5] **Movement:** 90' (30') / 240' (80') flying **Saving Throws:** D10 W11 P12 B13 S14 (6)

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**Morale:** 8 **Alignment:** Neutral **XP:** 725

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- **Lair** hoard (1-in-6 base chance of finding if an encounter occurred):  
**10gp** ▪ **Ring of Wishes, 1-3** ▪  
**Ring of Invisibility** ▪ **Potion of Polymorph Self**

## HEX 43: UNICORNS

An oversized statue of a king holding a sword against the ground stands proudly in a clearing here. Fresh flowers were recently placed near its base.

8 Unicorns are sleeping where the woods meet a tall mountain. There's a **2-in-6** chance of encountering at least one of them outside (the rest will be in their lair inside the ruins of an abandoned stronghold).

### Unicorn

**Armour Class:** 2 [17] **Hit Dice:** 4 **Attacks:** 2 × hoof (1d8), 1 × horn (1d8) **THACO:** 16 [+3]  
**Movement:** 240' (80') **Saving Throws:** D8  
W9 P10 B10 S12 (8) **Morale:** 7 **Alignment:** Lawful **XP:** 125

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# BLOODBORN PEAKS

## HEX 44: TOWN OF ABERIUS

A thundering waterfall drops hundreds of feet down from an overhang in the steep slopes, forming a cloud of raging water at the base.

The **Town of Aberius** sits behind a wall high in the mountains.

## HEX 45: DEAD ADVENTURERS

A thundering waterfall drops hundreds of feet down from an overhang in the steep slopes, forming a cloud of raging water at the base.

The bodies of three dead adventurers were thrown to rot on the edge of the cliffs, at the end of a winding steep trail.

### RANDOM ENCOUNTER

There's a **1 in 6** chance when exploring (or **2 in 6** chance if camping overnight) to be ambushed or preyed upon by:



# SETTLEMENTS

# VILLAGE OF QONA

## VILLAGE SHOPS & SERVICES

**Tavern** (The Troll & The Fearless Bard Tavern), **Guards** (Justinna), **Pet Shop** (Elisianna's friends), **Herbalist** (Anson's mushroom), **Clothing** (Ermentar's wearables), **Carpenter** (Sager's workshop), **Tin Worker** (Temidia's), **Bookstore** (Materia's books), **Tin Worker** (Ortmar's)

## THE TROLL & THE FEARLESS BARD TAVERN

### PATRONS & VISITORS

Ortmar Hildetrude (when not in shop)

Noger of Albor (when not in shop)

Temidia of Nanu (when not in shop)

Baldwar of Yazar (when not in shop)

**Velerio Heidentrude**, a level 6 Magic-user. He has short blonde hair, wise dark eyes and a star tattooed on the forehead.

**Armour Class** 8 [11] Unarmored **Hit Points** 18 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D11 W12 P11 B14 S12 **Alignment** Neutral **STR** 13 **INT** 12 **WIS** 7 **DEX** 13 **CON** 12 **CHA** 8 **Spells** Detect Magic, Sleep, Invisibility, Web, Protection from

Evil 10' Radius, Water Breathing

**Lugar of Lyana**, a level 1 Magic-user. He has a frowny expression, deep blue eyes and a star tattooed on the forehead.

**Armour Class** 10 [9] Unarmored **Hit Points** 2 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 3 **INT** 11 **WIS** 13 **DEX** 8 **CON** 11 **CHA** 3 **Spells** Charm Person

**Ramiro Willberna**, a level 2 Dwarf. He has a long black beard, wild green eyes and short, fat fingers.

**Armour Class** 2 [17] Plate-mail armor **Hit Points** 11 **Attacks** 1 × Spear (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 16 **INT** 3 **WIS** 12 **DEX** 15 **CON** 13 **CHA** 9 **Spells**

**Waltilde Haelwaloe**, a level 2 Thief. She has short red hair, wise dark eyes and sharp, pointy nose.

**Armour Class** 7 [12] Leather armor **Hit Points** 6 **Attacks** 1 × Sling (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 11 **INT** 12 **WIS** 4 **DEX** 11 **CON** 11 **CHA** 10 **Spells**

**Atwin Aclewalda**, a level 7 Thief. He has a short brown beard, cold dark eyes and a scar across the eye.

**Armour Class** 7 [12] **Leather armor**  
**Hit Points** 13 **Attacks** 1 × Long Bow  
(1d6) **THACO** 17 [+2] **Movement**  
**Rate** 90' (30') **Saves** D12 W13 P11  
B14 S13 **Alignment** Neutral **STR** 15  
**INT** 9 **WIS** 9 **DEX** 10 **CON** 9 **CHA** 13  
**Spells**

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**Winsy Ermenalda**, a level 1 Elf. She has soft gentle features, wise dark eyes and silky dark skin.

**Armour Class** 5 [14] **Chainmail armor + Shield** **Hit Points** 2 **Attacks** 1 × Mace (1d6) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves**

D12 W13 P13 B15 S15 **Alignment** Neutral **STR** 17 **INT** 13 **WIS** 11 **DEX** 6 **CON** 7 **CHA** 13 **Spells** Light (Darkness)

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**Duberta Liutgarde**, a level 1 Thief. She has long red pony-tail, wise brown eyes and sharp, pointy nose.

**Armour Class** 6 [13] **Leather armor**  
**Hit Points** 3 **Attacks** 1 × Spear (1d6)  
**THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15  
**Alignment** Neutral **STR** 7 **INT** 14  
**WIS** 3 **DEX** 14 **CON** 15 **CHA** 17 **Spells**

### Bulletin

“**Help requested!** A heirloom of sentimental value was stolen from me. I will reward anyone who is kind enough to get it back. Yours, **Ermentar Hilderada**”

### d6 Rumor

- 1 **Ermentar Hilderada's Sturdy Leather Boots** (actually a **Boots of Speed**) is somewhere in the Shrine of the Raging Blood
- 2 The **Tomb Of The Hopeless Spider** is near the base of a steep cliff, somewhere in **Bloodborn Peaks**
- 3 **Hilde of Rahdor's son** is held captive in the **Shrine Of The Tormented Desire**
- 4 **Riqin Christofana's Sturdy Leather Boots** (actually a **Boots of Levitation**) is somewhere in the Shrine of the Dishonored Fire
- 5 **The Army Of Justice** are plotting to **eliminate all cultists**.
- 6 **Lautilde Swanhilde's husband** is held captive in the **Temple Of The Grey Ogre**

## GUARDS

### Guard #1

**Justinna Haelhoiarn**, a level 6 Fighter. She has delicate features, deep blue eyes and a missing middle-finger.

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**Armour Class** 3 [16] Plate-mail armor **Hit Points** 28 **Attacks** 1 × Two-Handed Sword (1d10) **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D10 W11 P12 B13 S14 **Alignment** Lawful **STR** 11 **INT** 9 **WIS** 12 **DEX** 11 **CON** 13 **CHA** 13 **Spells**

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### ELISIANNA'S FRIENDS (*PET SHOP*)

Item	Price
Pet Dog	2 gp

**Owner:** Elisianna Hildelinde. She has short and braided blonde hair, deep blue eyes and an earring. (*Petrified*)

### ANSON'S MUSHROOM (*HERBALIST*)

**Owner:** Anson of Balaz's wish. He has short almond hair, wise dark eyes and a neck band. (*Unsure*)

### ERMENTAR'S WEARABLES (*CLOTHING*)

Item	Price
Clothes, Uniform	10 gp
Clothes, Adventurer's	10 gp
Clothes, Adventurer's	10 gp
Clothes, Fine	10 gp
Wolfsbane (1 bunch)	10 gp

**Owner:** Ermentar Hilderada. He has short almond hair, cold dark eyes and a nose ring. (*Horny*)

- **Sturdy Leather Boots** is lost (or so claimed). (Secret: This is actually a **Boots of Speed** and it is currently somewhere in the **Shrine of the Raging Blood**)
- Reward is **2500gp**

### SAGER'S WORKSHOP (*CARPENTER*)

**Owner:** Sager of Oshar. He has thick bushy eyebrows, cold dark eyes and a face tattoo. (*Pleased*)

### TEMIDIA'S (*TIN WORKER*)

**Owner:** Temidia of Nanu. She has long black pony-tail, cold dark eyes and a nose ring. (*Rejected*)

- Temidia likes spending her time in the The Troll & The Fearless Bard Tavern.

### DAYCARE

**Manager:** Noger of Albor. He has a



short blonde beard, cold dark eyes and a nose ring. (*Confident*)

- Noger likes spending his time in the The Troll & The Fearless Bard Tavern.

### **LIBRARY**

**Manager:** Femianna Bellavita. She has soft gentle features, cold dark eyes and a face tattoo. (*Rejected*)

### **MATERIA'S BOOKS (BOOKSTORE)**

**Owner:** Materia Kinborough. She has long white hair, wise brown eyes and a neck band. (*Lifeless*)

### **BANK**

**Manager:** Baldwar of Yazar. He has a long brown beard, crystal blue eyes and a deep scar on the cheek. (*Joyful*)

- Baldwar likes spending his time in the The Troll & The Fearless Bard Tavern.

### **ORTMAR'S (TIN WORKER)**

**Owner:** Ortmar Hildetrude. He has a frowny expression, wild green eyes and an earring. (*Sorrowful*)

- Ortmar likes spending his time in the The Troll & The Fearless Bard Tavern.

# CITY OF NAROUK

## SHOPS & SERVICES OVERVIEW

### MARKET DISTRICT

**Tavern** (The Cursed Sword Tavern), **Guards** (Seconda, Materia), **Black Market** (Beneta's ), **Butchery** (Petesia's prime cut), **Craft** (Littera's handmades), **Tin Worker** (Lautilde's ), **Music** (Meira's guitar & flute), **Scribe** (Warnger's ink & feather), **Vehicle Maker** (Weltrude's ), **Trade Post** (Huldward's ), **Butchery** (Guerro's prime cut), **Weaver** (Goldiva's garments), **Barber** (Macarius's scissors), **Restaurant** (Serveta's ), **Restaurant** (Aicard's ), **Tin Worker** (Meliora's ), **Craft** (Baius's crafts), **General Goods** (Hezelo's goods), **Tailor** (Elisiard's )

### TOWNSFOLK DISTRICT

**Inn** (The Ogre & The Crying Queen Inn), **Guards** (Liutmar, Atilia), **Flower Shop** (Audrada's bouquets), **Liquor** (Berlinde's spirits)

### HARBOR DISTRICT

**Lodge** (The Troll & The Crying Witch Lodge), **Guards** (Eupraxia, Malger, Odelhaus), **Jeweler** (Waltard's gems), **Casino** (Solianna's casino), **Fish Market** (Wulviva's ), **Lawyer** (Volkin's ),

**Trade Post** (Wigher's)

## TOWNSFOLK DISTRICT

**Tavern** (The Crying Spectre Tavern), **Guards** (Joculus), **Butchery** (Henarda's steak), **Grocer** (Sager's supply), **Salon** (Audrada's salon), **Indoor Market** (Theuda's)

## TEMPLE DISTRICT

**Lodge** (The Magic Mace Lodge), **Guards** (Aldiva), **General Goods** (Grimhar's supply), **Clothing** (Fakard's boutique), **Winery** (Artcar's wines)

## MARKET DISTRICT

**Tavern** (Magic Stone Tavern), **Guards** (Ermo), **Herbalist** (Huward's greens), **Vehicle Maker** (Wulfsy's), **Distillery** (Erlinde's), **Cobbler** (Richmar's shoes), **Mill** (Minger's), **Flower Shop** (Seconda's tulips), **Tinkerer** (Gendrada's devices), **Clothing** (Beneta's fashion), **Glass Blower** (Lautard's bottlemakers), **Flower Shop** (Henarda's roses), **Trade Post** (Berlinde's), **Jeweler** (Lootgar's gems), **Casino** (Nivard's casino), **Barber** (Grimhard's razor), **Printing Press** (Electo's), **Tanner** (Waser's)

## CRAFTING DISTRICT

**Lodge** (The Brewer's Torch Lodge), **Guards** (Almer), **Vehicle Maker** (Getrude's), **Carpenter** (Onofrio's woodcraft), **Spices** (Ladwin's salt & pepper), **Liquor** (Hagward's spirits), **Hatter** (Agenna's top hat), **Armor &**

**Weapons** (Latilde's shield & sword), **General Goods** (Melibor's supply), **Glass Blower** (Grimhar's bottlemakers), **Carpenter** (Dadmar's workshop)

## CRAFTING DISTRICT

**Tavern** (The Sad Mummy Tavern), **Guards** (Landrada), **Leatherworker** (Gerward's bags and such), **Black Market** (Audrada's), **Exotic Goods** (Meinher's exotic), **Craft** (Hartwin's handmades), **Brewery** (Rotharde's brews), **Game Shop** (Gislara's), **Cobbler** (Altrude's shoes), **Printing Press** (Arbar's), **Herbalist** (Haimo's mushroom), **Blacksmith** (Reinger's forge)

## MARKET DISTRICT

**Tavern** (The Cursed Sword Tavern), **Guards** (Seconda, Materia), **Black Market** (Beneta's), **Butchery** (Petesia's prime cut), **Craft** (Littera's handmades), **Tin Worker** (Lautilde's), **Music** (Meira's guitar & flute), **Scribe** (Warnger's ink & feather), **Vehicle Maker** (Weltrude's), **Trade Post** (Huldward's), **Butchery** (Guerro's prime cut), **Weaver** (Goldiva's garments), **Barber** (Macarius's scissors), **Restaurant** (Serveta's), **Restaurant** (Aicard's), **Tin Worker** (Meliora's), **Craft** (Baius's crafts), **General Goods** (Hezelo's goods), **Tailor** (Elisiard's)

## THE CURSED SWORD TAVERN

### PATRONS & VISITORS

Beneta Concessus (when not in shop)

Goldiva of Xizul (when not in shop)

Aicard of Sidena (when not in shop)

Serveta Aclehilde (when not in shop)

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**Helmhard of Xothal**, a level 2 Halfling. He has a big round belly, deep blue eyes and round, bulbous nose.

**Armour Class** 3 [16] Chainmail armor **Hit Points** 14 **Attacks** 1 × Silver Dagger (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 11 **INT** 9 **WIS** 5 **DEX** 17 **CON** 16 **CHA** 12 **Spells**

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**Savius of Sicca**, a level 4 Elf. He has a Goatee beard, cold dark eyes and silky dark skin.

**Armour Class** 7 [12] Leather armor **Hit Points** 15 **Attacks** 1 × Javelin (1d4) or 1 × spell **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D10 W11 P11 B13 S12 **Alignment** Neutral **STR** 18 **INT** 14 **WIS** 11 **DEX** 16 **CON** 9 **CHA** 11 **Spells** Sleep , Protection from Evil , Knock , Phantasmal Force

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**Walber of Nafar**, a level 2 Dwarf. He has a frowny expression, wild green eyes and big red cheeks.

**Armour Class** 3 [16] Plate-mail armor **Hit Points** 15 **Attacks** 1 × Dagger (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 14 **INT** 12 **WIS** 10 **DEX** 12 **CON** 16 **CHA** 5 **Spells**

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**Airard Wenceslas**, a level 1 Fighter. He has no hair, deep blue eyes and a strong, muscular physique.

**Armour Class** 7 [12] Leather armor **Hit Points** 7 **Attacks** 1 × Spear (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Neutral **STR** 17 **INT** 5 **WIS** 12 **DEX** 12 **CON** 10 **CHA** 14 **Spells**

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**Hillinus of Usor**, a level 4 Elf. He has thick bushy eyebrows, enchanting green eyes and silky dark skin.

**Armour Class** 8 [11] Leather armor **Hit Points** 14 **Attacks** 1 × Club (1d4) or 1 × spell **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D10 W11 P11 B13 S12 **Alignment** Neutral **STR** 10 **INT** 11 **WIS** 8 **DEX** 8 **CON** 13 **CHA** 13 **Spells** Detect Magic , Read Magic , Levitate , Continual Light (Continual Darkness)

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**Gerhilde Senthilde**, a level 1 Halfling. She has delicate features, deep blue eyes and extremely large feet, even for a halfling.

**Armour Class** 5 [14] Chainmail armor **Hit Points** 5 **Attacks** 1 × Club (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 17 **INT** 10 **WIS** 3 **DEX** 11 **CON** 16 **CHA** 7 **Spells**

## Bulletin

**“Help requested!** A heirloom of sentimental value was stolen from me. I will reward anyone who is kind enough to get it back. Yours, **Weltrude Aizivella**”

**“Husband is missing!** My husband is missing since last week. Please reach out to me if you can help. **Petesia of Gayan**”

**“Husband is missing!** My husband is missing since last month. Please reach out to me if you can help. **Lautilde Swanhilde**”

**“Help requested!** A heirloom of sentimental value was stolen from me. I will reward anyone who is kind enough to get it back. Yours, **Serveta Aclehilde**”

## d6 Rumor

- 1 **Lautilde Swanhilde’s husband** is held captive in the **Temple Of The Grey Ogre**
- 2 **Petesia of Gayan’s husband** is held captive in the **Tomb Of The Violent Horrors**
- 3 **Weltrude Aizivella’s Decorated Sword** (actually a **Sword +1**) is somewhere in the **Tomb of the Nameless Slaves**
- 4 **Serveta Aclehilde’s Decorated Sword** (actually a **Sword +1, +3 vs Undead**) is somewhere in the **Lair of the Hidden Pits**
- 5 The **Shrine Of The Dishonored Fire** is **between two giant dunes, somewhere in Nightshadow Wastelands**
- 6 **Urofina Mathurine’s daughter** is held captive in the **Shrine Of The Tormented Desire**

## GUARDS

Guard #1

**Seconda Madalhilde**, a level 4 Fighter. She has long black hair, deep blue eyes and a missing

middle-finger.

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**Armour Class** 3 [16] Chainmail armor + Shield **Hit Points** 22  
**Attacks** 1 × Short Sword (1d6)  
**THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D10 W11 P12 B13 S14  
**Alignment** Chaotic **STR** 16 **INT** 5  
**WIS** 8 **DEX** 13 **CON** 15 **CHA** 13 **Spells**

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### Guard #2

**Materia of Onher**, a level 6 Fighter. She has short and well-brushed almond hair, wise brown eyes and a strong, muscular physique.

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**Armour Class** 1 [18] Plate-mail armor + Shield **Hit Points** 20  
**Attacks** 1 × Silver Dagger (1d4)  
**THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D10 W11 P12 B13 S14  
**Alignment** Lawful **STR** 13 **INT** 5  
**WIS** 6 **DEX** 14 **CON** 7 **CHA** 9 **Spells**

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### BENETA'S (*BLACK MARKET*)

**Owner:** Beneta Concessus. She has long red pony-tail, deep blue eyes and a deep scar on the cheek. (*Desperate*)

- Member of the **The Black Sun**.
- Beneta likes spending her time in the The Cursed Sword Tavern.

### PETESIA'S PRIME CUT (*BUTCHERY*)

**Owner:** Petesia of Gayan. She has braided almond hair, deep blue eyes and a face tattoo. (*Disorganized*)

- husband is missing since last

week. (Secret: Held captive in the Tomb of the Violent Horrors)

### LITTERA'S HANDMADES (*CRAFT*)

**Owner:** Littera Dructbert. She has short almond hair, wise brown eyes and an earring. (*Lost*)

- Member of the **The Burning Truthseekers**.

### LAUTILDE'S (*TIN WORKER*)

**Owner:** Lautilde Swanhilde. She has short black hair, wild green eyes and a nose ring. (*Agitated*)

- husband is missing since last week. (Secret: Held captive in the Temple of the Grey Ogre)

### MEIRA'S GUITAR & FLUTE (*MUSIC*)

**Owner:** Meira Boleslava. She has short and well-brushed red hair, enchanting green eyes and a deep scar on the cheek. (*Queasy*)

### WARNGER'S INK & FEATHER (*SCRIBE*)

**Owner:** Warnger Cadhoiarn. He has no hair, enchanting green eyes and a neck band. (*Rejected*)

### WELTRUDE'S (*VEHICLE MAKER*)

**Owner:** Weltrude Aizivella. They have short black hair, wild green eyes and a nose ring. (*Worried*)

- **Decorated Sword** is lost (or so claimed). (Secret: This is actually a **Sword +1** and it is currently somewhere in the **Tomb of the**

### **Nameless Slaves)**

- Reward is **3500gp**

### **HULDWARD'S (TRADE POST)**

**Owner:** Huldward Desideria. He has a big round belly, enchanting green eyes and freckles. (*Worthless*)

### **GUERRO'S PRIME CUT (BUTCHERY)**

**Owner:** Guerro of Nanu. He has no hair, wise brown eyes and a neck band. (*Apprehensive*)

### **GOLDIVA'S GARMENTS (WEAVER)**

**Owner:** Goldiva of Xizul. She has long and well-brushed white hair, wise brown eyes and freckles. (*Troubled*)

- Goldiva likes spending her time in the The Cursed Sword Tavern.

### **MACARIUS'S SCISSORS (BARBER)**

**Owner:** Macarius of Firebell. He has a big round belly, wise brown eyes and a face tattoo. (*Upset*)

### **BANK**

**Manager:** Nanier of Payin. He has a short almond beard, deep blue eyes and a neck band. (*Fearful*)

### **SERVETA'S (RESTAURANT)**

**Owner:** Serveta Aclehilde. She has long blonde hair, crystal blue eyes and a neck band. (*Confident*)

- **Decorated Sword** is lost (or so claimed). (Secret: This is actually

a **Sword +1, +3 vs Undead** and it is currently somewhere in the **Lair of the Hidden Pits**)

- Reward is **1500gp**
- Serveta likes spending her time in the The Cursed Sword Tavern.

### **AICARD'S (RESTAURANT)**

**Owner:** Aicard of Siden. He has a big round belly, wild green eyes and an earring. (*Determined*)

- Aicard likes spending his time in the The Cursed Sword Tavern.

### **MELIORA'S (TIN WORKER)**

**Owner:** Meliora Sulhoiarn. She has short and wild brown hair, crystal blue eyes and a face tattoo. (*Overwhelmed*)

### **BAIUS'S CRAFTS (CRAFT)**

**Owner:** Baius of Preya. He has a Goatee beard, enchanting green eyes and a face tattoo. (*Surprised*)

### **BANK**

**Manager:** Mirko of Erabor. He has short almond hair, deep blue eyes and an earring. (*Repentant*)

### **HEZELO'S GOODS (GENERAL GOODS)**

**Owner:** Hezelo Dalmatius. He has short blonde hair, wise brown eyes and freckles. (*Lazy*)

### **ELISIARD'S (TAILOR)**

Item	Price
Wolfsbane (1 bunch)	10 gp
Clothes, Fine	10 gp
Clothes, Adventurer's	10 gp
Clothes, Adventurer's	10 gp
Clothes, Common	10 gp

**Owner:** Elisiard of Narouk. He has a long smoking pipe in his mouth, deep blue eyes and a deep scar on the cheek. (*Bothered*)

## TOWNSFOLK DISTRICT

**Inn** (The Ogre & The Crying Queen Inn), **Guards** (Liutmar, Atilia), **Flower Shop** (Audrada's bouquets), **Liquor** (Berlinde's spirits)

## THE OGRE & THE CRYING QUEEN INN

### PATRONS & VISITORS

Audrada of Naram (when not in shop)

Aitilde of Gazal (when not in shop)

Berlinde Reinhilde (when not in shop)

**Volkin Hildewalde**, a level 2 Cleric. He has a big round belly, deep blue eyes and a holy symbol tattooed on the forehead.

**Armour Class** 5 [14] Chainmail armor **Hit Points** 9 **Attacks** 1 × Staff (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D11

W12 P14 B16 S15 **Alignment** Neutral **STR** 10 **INT** 16 **WIS** 12 **DEX** 9 **CON** 12 **CHA** 12 **Spells** Light (Darkness)

**Worwin of Nyaro**, a level 1 Fighter. He has a frowny expression, cold dark eyes and a strong, muscular physique.

**Armour Class** 2 [17] Plate-mail armor + Shield **Hit Points** 2 **Attacks** 1 × Club (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Neutral **STR** 13 **INT** 10 **WIS** 4 **DEX** 10 **CON** 7 **CHA** 13 **Spells**

**Svator of Cazar**, a level 3 Halfling. He has a long brown beard, wild green eyes and round, bulbous nose.

**Armour Class** 6 [13] Leather armor + Shield **Hit Points** 7 **Attacks** 1 × Sling (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 18 **INT** 11 **WIS** 8 **DEX** 12 **CON** 6 **CHA** 8 **Spells**

**Macia Ermenrich**, a level 1 Thief. She has short red pony-tail, wise dark eyes and sharp, pointy nose.

**Armour Class** 4 [15] Leather armor **Hit Points** 2 **Attacks** 1 × Dagger (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 13 **INT** 3 **WIS** 11 **DEX** 18 **CON** 6 **CHA** 14 **Spells**

**Hachar Ermenbalda**, a level 1 Thief.

He has a frowny expression, wise brown eyes and long, skinny fingers.

**Armour Class** 5 [14] **Leather armor**  
**Hit Points** 2 **Attacks** 1 × Club (1d4)  
**THACO** 19 [0] **Movement Rate** 90'  
(30') **Saves** D13 W14 P13 B16 S15  
**Alignment** Neutral **STR** 15 **INT** 9  
**WIS** 6 **DEX** 17 **CON** 8 **CHA** 18 **Spells**

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**Aclemode Aclebalda**, a level 2

Cleric. She has short almond ponytail, wise dark eyes and a holy symbol tattooed on the forehead.

**Armour Class** 5 [14] **Chainmail armor** **Hit Points** 4 **Attacks** 1 × Mace (1d6) or 1 × spell **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D11 W12 P14 B16 S15 **Alignment** Neutral  
**STR** 7 **INT** 6 **WIS** 10 **DEX** 9 **CON** 12  
**CHA** 3 **Spells** Detect Magic

## d6 Rumor

1 The **Shrine Of The Raging Blood** is in a rocky cove, somewhere in **Blood Blade Shores**

2 **Arcin Belleflos's Armor Of Sentimental Value** (actually an **Armour +1**) is somewhere in the Shrine of the Tormented Desire

3 The **Lair Of The Hidden Pits** is in a rocky cove, somewhere in **Iceforged Shores**

4 **Odelrada Ermentaria's Decorated Sword** (actually a **Sword +1**) is somewhere in the Shrine of the Raging Blood

5 **The Black Sun** are secretly **attempting demons summoning rituals**.

6 **Audrada of Jaluba's nephew** is held captive in the **Lair Of The Hidden Pits**

## GUARDS

### Guard #1

**Liutmar Landetrude**, a level 6 Fighter. He has short almond hair, wise brown eyes and a big nose-

ring.

---

**Armour Class** 2 [17] **Chainmail armor + Shield** **Hit Points** 33  
**Attacks** 1 × Club (1d4) **THACO** 17  
[+2] **Movement Rate** 90' (30')  
**Saves** D10 W11 P12 B13 S14  
**Alignment** Chaotic **STR** 16 **INT** 13



**WIS 13 DEX 17 CON 11 CHA 12**

## Spells

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### Guard #2

**Atilia Bellaflor**, a level 3 Fighter. She has short and silky almond hair, wise brown eyes and a missing middle-finger.

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**Armour Class** 4 [15] Chainmail armor **Hit Points** 20 **Attacks** 1 × Staff (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Lawful **STR** 14 **INT** 14 **WIS** 7 **DEX** 13 **CON** 9 **CHA** 15  
**Spells**

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### AUDRADA'S BOUQUETS (*FLOWER SHOP*)

**Owner:** Audrada of Naram. She has delicate features, crystal blue eyes and a face tattoo. (*Depressed*)

- Audrada likes spending her time in the The Ogre & The Crying Queen Inn.

### DAYCARE

**Manager:** Aitilde of Gazal. She has delicate features, wise dark eyes and freckles. (*Distressed*)

- Aitilde likes spending her time in the The Ogre & The Crying Queen Inn.

### BERLINDE'S SPIRITS (*LIQUOR*)

**Owner:** Berlinde Reinhilde. She has delicate features, enchanting green eyes and a deep scar on the cheek.

(*Rejected*)

- Berlinde likes spending her time in the The Ogre & The Crying Queen Inn.

## HARBOR DISTRICT

**Lodge** (The Troll & The Crying Witch Lodge), **Guards** (Eupraxia, Malger, Odelhaus), **Jeweler** (Waltard's gems), **Casino** (Solianna's casino), **Fish Market** (Wulviva's), **Lawyer** (Volkin's), **Trade Post** (Wigher's)

### THE TROLL & THE CRYING WITCH LODGE

#### PATRONS & VISITORS

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Wigher of Canedar (when not in shop)

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Ingimar Domhnaigh (when not in shop)

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**Amara Christofana**, a level 7 Dwarf. She has long white hair, crystal blue eyes and short, fat fingers.

**Armour Class** 7 [12] Leather armor **Hit Points** 56 **Attacks** 1 × Spear (1d6) **THACO** 14 [+5] **Movement Rate** 90' (30') **Saves** D4 W5 P6 B7 S8 **Alignment** Neutral **STR** 18 **INT** 14 **WIS** 11 **DEX** 11 **CON** 18 **CHA** 13  
**Spells**

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**Godbalda of Handsworth**, a level 2 Halfling. She has silky white hair, cold dark eyes and big red cheeks.

**Armour Class** 2 [17] Chainmail armor **Hit Points** 9 **Attacks** 1 × Lance (1d6) **THACO** 19 [0]

**Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral  
**STR** 11 **INT** 4 **WIS** 11 **DEX** 18 **CON** 15  
**CHA** 15 **Spells**

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**Resende Theodehard**, a level 1 Magic-user. She has well-brushed blonde hair, wild green eyes and a star tattooed on the forehead.

**Armour Class** 10 [9] Unarmored **Hit Points** 3 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 4 **INT** 14 **WIS** 7 **DEX** 8 **CON** 10 **CHA** 8  
**Spells** Shield

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**Helmward Framtrude**, a level 1 Dwarf. He has a short red beard, wise brown eyes and a golden tooth.

**Armour Class** 7 [12] Leather armor **Hit Points** 6 **Attacks** 1 × Battle Axe (1d8) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 14 **INT** 3 **WIS** 12 **DEX** 12 **CON** 16 **CHA** 11  
**Spells**

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**Malger Frodeberga**, a level 3 Magic-user. He has a big round belly, enchanting green eyes and a nose ring.

**Armour Class** 10 [9] Unarmored **Hit Points** 9 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 8

**INT** 17 **WIS** 9 **DEX** 7 **CON** 13 **CHA** 9  
**Spells** Magic Missile , Detect Magic , Detect Evil

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**Audrada of Uthak**, a level 7 Elf. She has short red pony-tail, deep blue eyes and a sigil tattooed on the neck.

**Armour Class** 3 [16] Plate-mail armor **Hit Points** 34 **Attacks** 1 × Mace (1d6) or 1 × spell **THACO** 14 [+5] **Movement Rate** 90' (30') **Saves** D8 W9 P9 B10 S10 **Alignment** Neutral **STR** 14 **INT** 13 **WIS** 8 **DEX** 10 **CON** 13 **CHA** 13 **Spells** Read Languages , Hold Portal , Protection from Evil , Continual Light (Continual Darkness) , Wizard Lock , Protection from Normal Missiles , Dispel Magic , Dimension Door

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**Gammo Wistrilde**, a level 1 Thief. He has short white hair, crystal blue eyes and small, thin lips.

**Armour Class** 5 [14] Leather armor **Hit Points** 2 **Attacks** 1 × Dagger (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 10 **INT** 14 **WIS** 14 **DEX** 17 **CON** 15 **CHA** 14  
**Spells**

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**Senkata of Naram**, a level 2 Dwarf. She has long and curly almond hair, wild green eyes and big red cheeks.

**Armour Class** 5 [14] Leather armor + Shield **Hit Points** 13 **Attacks** 1 × Short Bow (1d6) **THACO** 19 [0]

**Movement Rate** 90' (30') **Saves** D8  
W9 P10 B13 S12 **Alignment** Neutral  
**STR** 16 **INT** 9 **WIS** 6 **DEX** 15 **CON** 10  
**CHA** 9 **Spells**

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**Theodora Christofana**, a level 1  
Fighter. She has delicate features,  
enchancing green eyes and a  
missing middle-finger.

**Armour Class** 4 [15] Chainmail  
armor + Shield **Hit Points** 7 **Attacks**  
1 × Short Bow (1d6) **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D12  
W13 P14 B15 S16 **Alignment** Neutral  
**STR** 14 **INT** 10 **WIS** 5 **DEX** 11 **CON** 9  
**CHA** 6 **Spells**

## d6 Rumor

- 1 **Getrude of Ellal's husband** is held captive in the **Tomb Of The Hopeless Spider**
- 2 **Berlinde Ingitrude's Bottle Of Sentimental Value** (actually an **Efreeti Bottle**) is somewhere in the Temple of the Grey Ogre
- 3 **Lautard Fionnghuala's wife** is held captive in the **Temple Of The Grey Ogre**
- 4 There's a **Giant Roc** somewhere in **Goldseeker's Dunes**.
- 5 The **Temple Of The Corrupted Lich** is near an estuary, somewhere in **Blood Blade Shores**
- 6 **The Defenders Of Justice** are conspiring to **abolish all magic-users**.

## GUARDS

### Guard #1

**Eupraxia Ermenbalda**, a level 4  
Fighter. She has long and silky  
blonde hair, cold dark eyes and a  
deep scar on the right arm.

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**Armour Class** 7 [12] Leather armor  
**Hit Points** 11 **Attacks** 1 × Two-

Handed Sword (1d10) **THACO** 17  
[+2] **Movement Rate** 90' (30')  
**Saves** D10 W11 P12 B13 S14  
**Alignment** Lawful **STR** 15 **INT** 11  
**WIS** 9 **DEX** 11 **CON** 6 **CHA** 11 **Spells**

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### Guard #2

**Malger of Partha**, a level 5 Fighter.  
He has no hair, enchancing green  
eyes and a strong, muscular

physique.

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**Armour Class** 3 [16] Chainmail armor + Shield **Hit Points** 18  
**Attacks** 1 × Mace (1d6) **THACO** 17  
[+2] **Movement Rate** 90' (30')  
**Saves** D10 W11 P12 B13 S14  
**Alignment** Lawful **STR** 16 **INT** 13  
**WIS** 12 **DEX** 13 **CON** 9 **CHA** 15 **Spells**

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### Guard #3

**Odelhaus of Karaja**, a level 6 Fighter. He has no hair, wise dark eyes and a big nose-ring.

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**Armour Class** 4 [15] Chainmail armor + Shield **Hit Points** 17  
**Attacks** 1 × Lance (1d6) **THACO** 17  
[+2] **Movement Rate** 90' (30')  
**Saves** D10 W11 P12 B13 S14  
**Alignment** Lawful **STR** 16 **INT** 5  
**WIS** 9 **DEX** 11 **CON** 6 **CHA** 6 **Spells**

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### BANK

**Manager:** Ingimar Domhnaigh. He has short red hair, crystal blue eyes and a face tattoo. (*Worried*)

- Ingimar likes spending his time in the The Troll & The Crying Witch Lodge.

### WALTARD'S GEMS (JEWELER)

**Owner:** Waltard of Jiral. He has short almond hair, wild green eyes and freckles. (*Repentant*)

- Member of the **The Defenders Of Justice**.

### SOLIANNA'S CASINO (*CASINO*)

**Owner:** Solianna Bellaflor. She has long blonde pony-tail, wise dark eyes and a face tattoo. (*Troubled*)

- Member of the **The Defenders Of Justice**.

### WULVIVA'S (*FISH MARKET*)

**Owner:** Wulviva of Taramis. She has soft gentle features, wild green eyes and a deep scar on the cheek. (*Happy*)

### VOLKIN'S (*LAWYER*)

**Owner:** Volkin Carissima. He has a thick moustache, wild green eyes and a neck band. (*Desperate*)

### WIGHER'S (*TRADE POST*)

**Owner:** Wigher of Canedar. He has no hair, enchanting green eyes and an earring. (*Drained*)

- Wigher likes spending his time in the The Troll & The Crying Witch Lodge.

### REGISTRY

**Manager:** Anglicus of Xuthil. He has short almond hair, crystal blue eyes and a nose ring. (*Depressed*)

- Member of the **The Defenders Of Justice**.

## TOWNSFOLK DISTRICT

**Tavern** (The Crying Spectre Tavern), **Guards** (Joculus), **Butchery** (Henarda's steak), **Grocer** (Sager's supply), **Salon** (Audrada's salon),

Indoor Market (Theuda's)

## THE CRYING SPECTRE TAVERN

### PATRONS & VISITORS

Theuda of Yateli (when not in shop)

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Audrada of Jaluba (when not in shop)

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Henarda Waldefrid (when not in shop)

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**Wulfsy Hildefrid**, a level 1 Halfling. She has short brown pony-tail, wild green eyes and extremely large feet, even for a halfling.

**Armour Class** 6 [13] Leather armor  
**Hit Points** 6 **Attacks** 1 ×  
Warhammer (1d6) **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D8  
W9 P10 B13 S12 **Alignment** Neutral  
**STR** 11 **INT** 7 **WIS** 12 **DEX** 14 **CON** 15  
**CHA** 11 **Spells**

---

**Urofina Reintilde**, a level 2 Halfling. She has long white hair, deep blue eyes and extremely large feet, even for a halfling.

**Armour Class** 2 [17] Plate-mail  
armor + Shield **Hit Points** 4 **Attacks**  
1 × Sling (1d4) **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D8  
W9 P10 B13 S12 **Alignment** Neutral  
**STR** 14 **INT** 7 **WIS** 12 **DEX** 12 **CON** 15  
**CHA** 16 **Spells**

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**Dúin of Nadan**, a level 1 Fighter. He has a long almond beard, wise brown eyes and a big nose-ring.

**Armour Class** 5 [14] Leather armor  
**Hit Points** 7 **Attacks** 1 × Mace (1d6)  
**THACO** 19 [0] **Movement Rate** 90'  
(30') **Saves** D12 W13 P14 B15 S16  
**Alignment** Neutral **STR** 12 **INT** 10  
**WIS** 8 **DEX** 17 **CON** 15 **CHA** 16 **Spells**

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**Eupraxia of Zamoria**, a level 1 Dwarf. She has soft gentle features, cold dark eyes and big red cheeks.

**Armour Class** 3 [16] Plate-mail  
armor **Hit Points** 8 **Attacks** 1 ×  
Battle Axe (1d8) **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D8  
W9 P10 B13 S12 **Alignment** Neutral  
**STR** 15 **INT** 4 **WIS** 13 **DEX** 9 **CON** 17  
**CHA** 9 **Spells**

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**Vuteria of Ludya**, a level 1 Fighter. She has soft gentle features, wise brown eyes and a big nose-ring.

**Armour Class** 3 [16] Leather armor  
+ Shield **Hit Points** 4 **Attacks** 1 ×  
Sling (1d4) **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D12  
W13 P14 B15 S16 **Alignment** Neutral  
**STR** 17 **INT** 7 **WIS** 11 **DEX** 18 **CON** 16  
**CHA** 16 **Spells**

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**Aicfrida Dragoslav**, a level 5 Halfling. She has long black hair, enchanting green eyes and round, bulbous nose.

**Armour Class** 3 [16] Chainmail  
armor + Shield **Hit Points** 18  
**Attacks** 1 × Warhammer (1d6)  
**THACO** 17 [+2] **Movement Rate** 90'  
(30') **Saves** D6 W7 P8 B10 S10

### Bulletin

“**Nephew is missing!** My nephew is missing since two days ago. Please reach out to me if you can help. **Audrada of Jaluba**”

### d6 Rumor

- 1 **Audrada of Jaluba's nephew** is held captive in the **Lair Of The Hidden Pits**
- 2 There's a **White Dragon** somewhere in **Watermaze Forest**.
- 3 **The Black Sun** are using the **Shrine Of The Tormented Desire** as their hideout.
- 4 **Hilde of Rahdor's son** is held captive in the **Shrine Of The Tormented Desire**
- 5 The **Tomb Of The Violent Horrors** is in the **grasslands, somewhere in Wizards of Alvania Plains**
- 6 **Hachar Madalberta's Handcrafted Broom** (actually a **Broom of Flying**) is somewhere in the **Shrine of the Raging Blood**

## GUARDS

### Guard #1

**Joculus of Lakesail**, a level 4 Fighter. He has a long red beard, cold dark eyes and a strong, muscular physique.

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**Armour Class** 3 [16] Plate-mail armor **Hit Points** 30 **Attacks** 1 × Sword (1d8) **THACO** 17 [+2]  
**Movement Rate** 90' (30') **Saves** D10

W11 P12 B13 S14 **Alignment** Chaotic  
**STR** 15 **INT** 3 **WIS** 14 **DEX** 10 **CON** 16  
**CHA** 16 **Spells**

## HENARDA'S STEAK (*BUTCHERY*)

**Owner:** Henarda Waldefrid. She has delicate features, cold dark eyes and a nose ring. (*Pained*)

- Henarda likes spending her time in the The Crying Spectre Tavern.

## SAGER'S SUPPLY (*GROCER*)

Item	Price
Rations (standard, 7 days)	5 gp
Rations (standard, 7 days)	5 gp
Rations (standard, 7 days)	5 gp

**Owner:** Sager of Xara. He has a big round belly, deep blue eyes and an earring. (*Depressed*)

## AUDRADA'S SALON (*SALON*)

**Owner:** Audrada of Jaluba. She has short and silky brown hair, wild green eyes and a deep scar on the cheek. (*Heartbroken*)

- nephew is missing since last week. (Secret: Held captive in the Lair of the Hidden Pits)
- Audrada likes spending her time in the The Crying Spectre Tavern.

## THEUDA'S (*INDOOR MARKET*)

**Owner:** Theuda of Yateli. She has short red pony-tail, wild green eyes and a neck band. (*Annoyed*)

- Collaborates with the **The Defenders Of Justice**.
- Theuda likes spending her time in the The Crying Spectre Tavern.

## NUNNERY

**Manager:** Reinteus of Zakar. He has a frowny expression, wild green eyes and a nose ring. (*Desperate*)

## TEMPLE DISTRICT

**Lodge** (The Magic Mace Lodge), **Guards** (Aldiva), **General Goods** (Grimhar's supply), **Clothing** (Fakard's boutique), **Winery** (Artcar's wines)

## THE MAGIC MACE LODGE

### PATRONS & VISITORS

Artcar Altadonna (when not in shop)

Grimhar of Yezud (when not in shop)

Fakard of Narus (when not in shop)

**Dúin of Thodar**, a level 1 Halfling. He has a thick moustache, enchanting green eyes and short, chunky fingers.

**Armour Class** 6 [13] **Leather armor**  
**Hit Points** 5 **Attacks** 1 × Short Bow (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12  
**Alignment** Neutral **STR** 18 **INT** 7  
**WIS** 8 **DEX** 13 **CON** 7 **CHA** 13 **Spells**

**Winmar Hildegund**, a level 1 Elf. He has a long almond beard, cold dark eyes and silky dark skin.

**Armour Class** 6 [13] **Leather armor**  
**Hit Points** 2 **Attacks** 1 × Javelin (1d4) or 1 × spell **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D12 W13 P13 B15 S15 **Alignment** Neutral  
**STR** 15 **INT** 12 **WIS** 13 **DEX** 13 **CON** 8  
**CHA** 10 **Spells** Sleep

**Elenia of Hellgate**, a level 1 Halfling.

She has long white hair, enchanting green eyes and round, bulbous nose.

**Armour Class** 1 [18] Plate-mail armor + Shield **Hit Points** 3 **Attacks** 1 × Short Sword (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 17 **INT** 12 **WIS** 5 **DEX** 13 **CON** 11 **CHA** 6 **Spells**

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**Herger of Xothal**, a level 4 Dwarf. He has a long brown beard, wise dark eyes and big, bulbous nose.

**Armour Class** 8 [11] Leather armor **Hit Points** 22 **Attacks** 1 × Polearm (1d10) **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D6 W7 P8 B10 S10 **Alignment** Neutral **STR** 12 **INT** 6 **WIS** 8 **DEX** 6 **CON** 13 **CHA** 8 **Spells**

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**Sager Roenhoiarn**, a level 3 Cleric. He has a long smoking pipe in his mouth, wild green eyes and strong-looking hands.

**Armour Class** 4 [15] Plate-mail armor **Hit Points** 6 **Attacks** 1 × Mace (1d6) or 1 × spell **THACO** 19 [0]

**Movement Rate** 90' (30') **Saves** D11 W12 P14 B16 S15 **Alignment** Neutral **STR** 10 **INT** 6 **WIS** 17 **DEX** 8 **CON** 7 **CHA** 12 **Spells** Detect Magic , Light (Darkness)

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**Tanquard of Willowdale**, a level 3 Elf. He has a thick moustache, wise brown eyes and a nose ring.

**Armour Class** 6 [13] Leather armor + Shield **Hit Points** 6 **Attacks** 1 × Mace (1d6) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P13 B15 S15 **Alignment** Neutral **STR** 13 **INT** 18 **WIS** 16 **DEX** 9 **CON** 8 **CHA** 6 **Spells** Read Magic , Charm Person , Locate Object

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**Lefsy of Ferabor**, a level 2 Elf. She has short almond pony-tail, cold dark eyes and long, pointy ears.

**Armour Class** 8 [11] Leather armor **Hit Points** 6 **Attacks** 1 × Club (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P13 B15 S15 **Alignment** Neutral **STR** 12 **INT** 15 **WIS** 14 **DEX** 8 **CON** 8 **CHA** 12 **Spells** Ventriloquism , Sleep



## d6 Rumor

- 1 There's a **Giant Roc** somewhere in **Goldseeker's Dunes**.
- 2 **Audrada of Eramoor's Decorated Sword** (actually a **Sword +1, Wishes**) is somewhere in the Temple of the Grey Ogre
- 3 There's a **Tarantella** somewhere in **Fireborn Desert**.
- 4 **Serveta Aclehilde's Decorated Sword** (actually a **Sword +1, +3 vs Undead**) is somewhere in the Lair of the Hidden Pits
- 5 **Berlinde Bellissima's wife** is held captive in the **Shrine Of The Raging Blood**
- 6 **Lefin Aclebalda's Embroided Cloak** (actually a **Displacer Cloak**) is somewhere in the Temple of the Grey Ogre

## GUARDS

### Guard #1

**Aldiva of Zutan**, a level 3 Fighter. She has long almond pony-tail, deep blue eyes and a deep scar on the right arm.

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**Armour Class** 2 [17] Plate-mail armor + Shield **Hit Points** 19  
**Attacks** 1 × Silver Dagger (1d4)  
**THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16  
**Alignment** Lawful **STR** 15 **INT** 9  
**WIS** 9 **DEX** 16 **CON** 9 **CHA** 15 **Spells**

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## GRIMHAR'S SUPPLY (*GENERAL GOODS*)

**Owner:** Grimhar of Yezud. He has a Goatee beard, wild green eyes and a neck band. (*Repentant*)

- Member of the **The Burning Truthseekers**.
- Grimhar likes spending his time in the The Magic Mace Lodge.

## FAKARD'S BOUTIQUE (*CLOTHING*)

Item	Price
Clothes, Fine	10 gp
Clothes, Adventurer's	10 gp
Wolfsbane (1 bunch)	10 gp
Wolfsbane (1 bunch)	10 gp

**Owner:** Fakard of Narus. He has a Goatee beard, crystal blue eyes and freckles. (*Confident*)

- Fakard likes spending his time in the The Magic Mace Lodge.

## ARTCAR'S WINES (*WINERY*)

**Owner:** Artcar Altadonna. He has no hair, deep blue eyes and a face tattoo. (*Hurt*)

- Artcar likes spending his time in the The Magic Mace Lodge.

## MARKET DISTRICT

**Tavern** (Magic Stone Tavern), **Guards** (Ermo), **Herbalist** (Huward's greens), **Vehicle Maker** (Wulfsy's), **Distillery** (Erlinde's), **Cobbler** (Richmar's shoes), **Mill** (Minger's), **Flower Shop** (Seconda's tulips), **Tinkerer** (Gendrada's devices), **Clothing** (Beneta's fashion), **Glass Blower** (Lautard's bottlemakers), **Flower Shop** (Henarda's roses), **Trade Post** (Berlinde's), **Jeweler** (Lootgar's gems), **Casino** (Nivard's casino), **Barber** (Grimhard's razor), **Printing Press** (Electo's), **Tanner** (Waser's)

## MAGIC STONE TAVERN

### PATRONS & VISITORS

Huward Blitgilde (when not in shop)

Lautard Fionnghuala (when not in shop)

**Palemia Erchamrad**, a level 1 Halfling. She has wavy white hair, crystal blue eyes and extremely large feet, even for a halfling.

**Armour Class** 4 [15] Chainmail armor + Shield **Hit Points** 4 **Attacks** 1 × Battle Axe (1d8) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral

**STR** 15 **INT** 3 **WIS** 12 **DEX** 16 **CON** 14 **CHA** 13 **Spells**

**Lodn Hildefrid**, a level 3 Thief. He has short blonde hair, wise brown eyes and a scar across the eye.

**Armour Class** 7 [12] Leather armor **Hit Points** 12 **Attacks** 1 × Spear (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Chaotic **STR** 6 **INT** 6 **WIS** 6 **DEX** 12 **CON** 16 **CHA** 15 **Spells**

**Otilde Malparent**, a level 1 Halfling. She has long almond pony-tail, enchanting green eyes and short, chunky fingers.

**Armour Class** 0 [19] Plate-mail armor **Hit Points** 4 **Attacks** 1 × Warhammer (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 10 **INT** 14 **WIS** 8 **DEX** 18 **CON** 6 **CHA** 7 **Spells**

**Almer of Valeria**, a level 3 Thief. He has thick bushy eyebrows, enchanting green eyes and small, thin lips.

**Armour Class** 6 [13] Leather armor **Hit Points** 9 **Attacks** 1 × Warhammer (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 16 **INT** 6 **WIS** 4 **DEX** 15 **CON** 11 **CHA** 16 **Spells**

## Bulletin

**“Help requested!** A heirloom of sentimental value was stolen from me. I will reward anyone who is kind enough to get it back. Yours, **Waser of Aquareen**”

**“Help requested!** A heirloom of sentimental value was stolen from me. I will reward anyone who is kind enough to get it back. Yours, **Lootgar Gundoilde**”

**“Wife is missing!** My wife is missing since two weeks ago. Please reach out to me if you can help. **Berlinde Bellissima**”

**“Wife is missing!** My wife is missing since two weeks ago. Please reach out to me if you can help. **Lautard Fionnghuala**”

## d6 Rumor

- 1 **Lootgar Gundoilde’s Custom Sword** (actually a **Sword +1, Flaming**) is somewhere in the Caverns of the Foresaken Souls
- 2 **Berlinde Bellissima’s wife** is held captive in the **Shrine Of The Raging Blood**
- 3 **Waser of Aquareen’s Custom-Fit Armor** (actually an **Armour +1**) is somewhere in the Shrine of the Tormented Desire
- 4 **Lautard Fionnghuala’s wife** is held captive in the **Temple Of The Grey Ogre**
- 5 **Merard of Akeba’s son** is held captive in the **Shrine Of The Dishonored Fire**
- 6 **The Burning Truthseekers** are secretly **conducting horrid experiments in humanoids.**

## GUARDS

### Guard #1

**Ermo of Arkonna**, a level 4 Fighter. He has short almond hair, wild green eyes and a strong, muscular

physique.

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**Armour Class** 6 [13] **Leather armor** + **Shield Hit Points** 18 **Attacks** 1 × **Warhammer** (1d6) **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D10 W11 P12 B13 S14 **Alignment** Chaotic **STR** 14 **INT** 14 **WIS** 13 **DEX** 10 **CON** 11 **CHA** 15 **Spells**

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### HUWARD'S GREENS (*HERBALIST*)

**Owner:** Huward Blitgilde. He has short almond hair, wise dark eyes and a nose ring. (*Tired*)

- Huward likes spending his time in the Magic Stone Tavern.

### WULFSY'S (*VEHICLE MAKER*)

**Owner:** Wulfsy Theodward. She has long almond pony-tail, crystal blue eyes and a face tattoo. (*Outraged*)

### ERLINDE'S (*DISTILLERY*)

**Owner:** Erlinde of Silverbend. She has braided red hair, wild green eyes and a deep scar on the cheek. (*Timid*)

### RICHMAR'S SHOES (*COBBLER*)

**Owner:** Richmar Godelinde. He has a short black beard, enchanting green eyes and a face tattoo. (*Enraged*)

### MINGER'S (*MILL*)

**Owner:** Minger of Moundfar. He has a short red beard, wild green eyes and a neck band. (*Upset*)

### SECONDA'S TULIPS (*FLOWER SHOP*)

**Owner:** Seconda Bellabona. She has long and well-brushed blonde hair, wise dark eyes and an earring. (*Bothered*)

### GENDRADA'S DEVICES (*TINKERER*)

**Owner:** Gendrada Theodelinde. She has short white hair, enchanting green eyes and a face tattoo. (*Exhausted*)

- Collaborates with the **The Army Of Justice**.

### BENETA'S FASHION (*CLOTHING*)

Item	Price
Clothes, Uniform	10 gp
Clothes, Common	10 gp

**Owner:** Beneta of Gilli's outpost. She has wild white hair, wild green eyes and a neck band. (*Confident*)

### LAUTARD'S BOTTLEMAKERS (*GLASS BLOWER*)

**Owner:** Lautard Fionnghuala. He has short blonde hair, deep blue eyes and freckles. (*Rejected*)

- wife is missing since last week. (Secret: Held captive in the Temple of the Grey Ogre)
- Lautard likes spending his time in the Magic Stone Tavern.

### HENARDA'S ROSES (*FLOWER SHOP*)

**Owner:** Henarda of Sorak's well.

She has wavy black hair, wise dark eyes and a nose ring. (*Exhausted*)

- Member of the **The Defenders Of Justice**.

### **BERLINDE'S (TRADE POST)**

**Owner:** Berlinde Bellissima. She has delicate features, wise dark eyes and a neck band. (*Remorseful*)

- wife is missing since last week. (Secret: Held captive in the Shrine of the Raging Blood)

### **LOOTGAR'S GEMS (JEWELER)**

**Owner:** Lootgar Gundoilde. He has a short almond beard, wise dark eyes and a neck band. (*Agitated*)

- **Custom Sword** is lost (or so claimed). (Secret: This is actually a **Sword +1, Flaming** and it is currently somewhere in the **Caverns of the Foresaken Souls**)
- Reward is **4000gp**

### **ANIMAL POUND**

**Manager:** Grasso of Partha. He has a short almond beard, enchanting green eyes and freckles. (*Lost*)

### **NIVARD'S CASINO (CASINO)**

**Owner:** Nivard Admirable. He has a thick moustache, wise brown eyes and a deep scar on the cheek. (*Contented*)

- Member of the **The Burning Truthseekers**.

### **GRIMHARD'S RAZOR (BARBER)**

**Owner:** Grimhard of Gorah. He has a frowny expression, deep blue eyes and freckles. (*Satisfied*)

- Member of the **The Defenders Of Justice**.

### **ELECTO'S (PRINTING PRESS)**

**Owner:** Electo Framenger. He has a frowny expression, wise dark eyes and a neck band. (*Hopeless*)

### **WASER'S (TANNER)**

**Owner:** Waser of Aquareen. He has short white hair, wise brown eyes and a nose ring. (*Rejected*)

- **Custom-Fit Armor** is lost (or so claimed). (Secret: This is actually an **Armour +1** and it is currently somewhere in the **Shrine of the Tormented Desire**)
- Reward is **1500gp**

## **CRAFTING DISTRICT**

**Lodge** (The Brewer's Torch Lodge), **Guards** (Almer), **Vehicle Maker** (Getrude's), **Carpenter** (Onofrio's woodcraft), **Spices** (Ladwin's salt & pepper), **Liquor** (Hagward's spirits), **Hatter** (Agenna's top hat), **Armor & Weapons** (Latilde's shield & sword), **General Goods** (Melibor's supply), **Glass Blower** (Grimhar's bottlemakers), **Carpenter** (Dadmar's workshop)

### **THE BREWER'S TORCH LODGE**

#### **PATRONS & VISITORS**

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Agenna of Erabor (when not in shop)

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Getrude of Ellal (when not in shop)

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Latilde of Farglen (when not in shop)

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**Mirko of Innara**, a level 1 Dwarf. He has a Goatee beard, wise dark eyes and big red cheeks.

**Armour Class** 5 [14] Leather armor + Shield **Hit Points** 6 **Attacks** 1 × Mace (1d6) **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 12 **INT** 10 **WIS** 13 **DEX** 14 **CON** 11 **CHA** 14 **Spells**

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**Theodora Sonifrida**, a level 3 Magic-user. She has long and silky black hair, crystal blue eyes and a star tattooed on the forehead.

**Armour Class** 8 [11] Unarmored **Hit Points** 17 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 13 **INT** 13 **WIS** 10 **DEX** 14 **CON** 18 **CHA** 10 **Spells** Sleep , Magic Missile , Phantasmal Force

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### Bulletin

“**Husband is missing!** My husband is missing since two days ago. Please reach out to me if you can help. **Getrude of Ellal**”

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**Aldiva Whitehelm**, a level 6 Magic-user. She has soft gentle features, crystal blue eyes and a star tattooed on the forehead.

**Armour Class** 8 [11] Unarmored **Hit Points** 25 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 17 [+2]  
**Movement Rate** 90' (30') **Saves** D11 W12 P11 B14 S12 **Alignment** Neutral **STR** 5 **INT** 17 **WIS** 13 **DEX** 13 **CON** 13 **CHA** 10 **Spells** Floating Disc , Light (Darkness) , Continual Light (Continual Darkness) , ESP , Hold Person , Haste

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**Thangmar of Hammering**, a level 1 Fighter. He has short black hair, wise dark eyes and a missing middle-finger.

**Armour Class** 5 [14] Chainmail armor **Hit Points** 2 **Attacks** 1 × Battle Axe (1d8) **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Neutral **STR** 14 **INT** 9 **WIS** 9 **DEX** 12 **CON** 13 **CHA** 13 **Spells**

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## d6 Rumor

- 1 **Getrude of Ellal's husband** is held captive in the **Tomb Of The Hopeless Spider**
- 2 **Resende Sicleholde's Custom Sword** (actually a **Sword +1**) is somewhere in the Shrine of the Tormented Desire
- 3 The **Tomb Of The Hopeless Spider** is near the base of a steep cliff, somewhere in **Bloodborn Peaks**
- 4 **Hrotho Hildegilde's wife** is held captive in the **Tomb Of The Dark Blades**
- 5 **Riqin Christofana's Sturdy Leather Boots** (actually a **Boots of Levitation**) is somewhere in the Shrine of the Dishonored Fire
- 6 **Macia Swanhilde's daughter** is held captive in the **Shrine Of The Raging Blood**

## GUARDS

### Guard #1

**Almer of Handsworth**, a level 4 Fighter. He has thick bushy eyebrows, deep blue eyes and a strong, muscular physique.

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**Armour Class** 7 [12] **Leather armor**  
**Hit Points** 8 **Attacks** 1 × Club (1d4)  
**THACO** 17 [+2] **Movement Rate** 90'  
(30') **Saves** D10 W11 P12 B13 S14  
**Alignment** Lawful **STR** 13 **INT** 5  
**WIS** 9 **DEX** 16 **CON** 6 **CHA** 7 **Spells**

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### GETRUDE'S (VEHICLE MAKER)

**Owner:** Getrude of Ellal. She has delicate features, cold dark eyes and a deep scar on the cheek. (*Timid*)

- husband is missing since last week. (Secret: Held captive in the Tomb of the Hopeless Spider)
- Getrude likes spending her time in the The Brewer's Torch Lodge.

### ONOFRIO'S WOODCRAFT (CARPENTER)

**Owner:** Onofrio Ermentilde. He has no hair, deep blue eyes and a deep scar on the cheek. (*Outraged*)

### LADWIN'S SALT & PEPPER (SPICES)

**Owner:** Ladwin Reinhilde. He has short blonde hair, wise dark eyes and a face tattoo. (*Offended*)

### HAGWARD'S SPIRITS (LIQUOR)

**Owner:** Hagward of Reza. He has no

hair, crystal blue eyes and a face tattoo. (*Moody*)

### AGENNA'S TOP HAT (*HATTER*)

**Owner:** Agenna of Erabor. She has soft gentle features, wise dark eyes and freckles. (*Aghast*)

- Member of the **The Army Of Justice**.
- Agenna likes spending her time in the The Brewer's Torch Lodge.

### LATILDE'S SHIELD & SWORD (*ARMOR & WEAPONS*)

Item	Price
Sword	10 gp
Mace	5 gp
Silver Dagger	30 gp
Staff	2 gp
Sling	2 gp
Short Bow	25 gp

**Owner:** Latilde of Farglen. She has long and wild white hair, wise dark eyes and a deep scar on the cheek. (*Crushed*)

- Latilde likes spending her time in the The Brewer's Torch Lodge.

### MELIBOR'S SUPPLY (*GENERAL GOODS*)

**Owner:** Melibor of Spearhorn. He has a thick moustache, wise brown

eyes and a deep scar on the cheek. (*Worried*)

### GRIMHAR'S BOTTLEMAKERS (*GLASS BLOWER*)

**Owner:** Grimhar of Everdale. He has a frowny expression, enchanting green eyes and a face tattoo. (*Cheerful*)

- Collaborates with the **The Burning Truthseekers**.

### DADMAR'S WORKSHOP (*CARPENTER*)

**Owner:** Dadmar Waldehilde. He has a short black beard, deep blue eyes and a neck band. (*Rejected*)

## CRAFTING DISTRICT

**Tavern** (The Sad Mummy Tavern), **Guards** (Landrada), **Leatherworker** (Gerward's bags and such), **Black Market** (Audrada's), **Exotic Goods** (Meinher's exotic), **Craft** (Hartwin's handmades), **Brewery** (Rotharde's brews), **Game Shop** (Gislara's), **Cobbler** (Altrude's shoes), **Printing Press** (Arbar's), **Herbalist** (Haimo's mushroom), **Blacksmith** (Reinger's forge)

## THE SAD MUMMY TAVERN

### PATRONS & VISITORS

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Arbar Nadalinde (when not in shop)

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Rotharde Verderosa (when not in shop)

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Hartwin Richberga (when not in shop)

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**Nivard of Ecrean**, a level 4 Fighter. He has a frowny expression, crystal



blue eyes and a strong, muscular physique.

**Armour Class** 2 [17] Plate-mail armor **Hit Points** 9 **Attacks** 1 × Hand Axe (1d6) **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D10 W11 P12 B13 S14 **Alignment** Neutral **STR** 12 **INT** 4 **WIS** 10 **DEX** 15 **CON** 12 **CHA** 11 **Spells**

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**Percipia Siclebalda**, a level 1 Magic-user. They have short blonde hair, crystal blue eyes and long black robe.

**Armour Class** 8 [11] Unarmored **Hit Points** 3 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 14 **INT** 16 **WIS** 6 **DEX** 14 **CON** 15 **CHA** 5 **Spells** Magic Missile

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**Huward Samaritana**, a level 6 Cleric. He has a short almond beard, wild green eyes and long, skinny fingers.

**Armour Class** 5 [14] Chainmail armor + Shield **Hit Points** 33 **Attacks** 1 × Staff (1d4) or 1 × spell **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D9 W10 P12 B14 S12 **Alignment** Neutral **STR** 16 **INT** 12 **WIS** 16 **DEX** 8 **CON** 13 **CHA** 12 **Spells** Detect Magic , Detect Evil , Snake Charm , Bless (Blight) , Locate Object , Protection from Evil 10' Radius

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**Rothard of Balaz's wish**, a level 8 Dwarf. He has a Goatee beard, cold dark eyes and short, fat fingers.

**Armour Class** 2 [17] Plate-mail armor **Hit Points** 59 **Attacks** 1 × Javelin (1d4) **THACO** 14 [+5] **Movement Rate** 90' (30') **Saves** D4 W5 P6 B7 S8 **Alignment** Chaotic **STR** 13 **INT** 4 **WIS** 11 **DEX** 14 **CON** 18 **CHA** 6 **Spells**

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**Goldiva of Sephania**, a level 4 Elf. She has short and braided blonde hair, wise dark eyes and silky dark skin.

**Armour Class** 5 [14] Leather armor + Shield **Hit Points** 11 **Attacks** 1 × Short Sword (1d6) or 1 × spell **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D10 W11 P11 B13 S12 **Alignment** Neutral **STR** 13 **INT** 16 **WIS** 8 **DEX** 15 **CON** 7 **CHA** 6 **Spells** Magic Missile , Sleep , Web , Locate Object

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**Serveta Cadwallon**, a level 1 Cleric. She has short red pony-tail, enchanting green eyes and strong-looking hands.

**Armour Class** 6 [13] Chainmail armor **Hit Points** 4 **Attacks** 1 × Mace (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D11 W12 P14 B16 S15 **Alignment** Neutral **STR** 9 **INT** 9 **WIS** 13 **DEX** 6 **CON** 8 **CHA** 3 **Spells**

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**Acfrida Ermenrich**, a level 2 Dwarf. She has delicate features, cold dark

eyes and short, fat fingers.

**Armour Class** 7 [12] **Leather armor**  
+ **Shield Hit Points** 12 **Attacks** 1 ×  
**Short Sword** (1d6) **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D8  
W9 P10 B13 S12 **Alignment** Neutral  
**STR** 11 **INT** 11 **WIS** 13 **DEX** 8 **CON** 17  
**CHA** 6 **Spells**

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**Aleria of Zofara**, a level 1 Elf. She

has soft gentle features, wild green eyes and silky light skin.

**Armour Class** 2 [17] **Plate-mail armor** + **Shield Hit Points** 5 **Attacks** 1 × **Club** (1d4) or 1 × **spell THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P13 B15 S15 **Alignment** Neutral **STR** 15 **INT** 17 **WIS** 15 **DEX** 12 **CON** 10 **CHA** 8 **Spells** Read Magic

### Bulletin

“**Help requested!** A heirloom of sentimental value was stolen from me. I will reward anyone who is kind enough to get it back. Yours, **Meinher of Atali**”

“**Help requested!** A heirloom of sentimental value was stolen from me. I will reward anyone who is kind enough to get it back. Yours, **Audrada of Eramoor**”

### d6 Rumor

1 **Meinher of Atali's Decorated Helm** (actually a **Helm of Teleportation**) is somewhere in the Temple of the Doomed Goblin

2 **Audrada of Eramoor's Decorated Sword** (actually a **Sword +1, Wishes**) is somewhere in the Temple of the Grey Ogre

3 **Serveta Aclehilde's Decorated Sword** (actually a **Sword +1, +3 vs Undead**) is somewhere in the Lair of the Hidden Pits

4 **Wilher of Reyk's Horn** (actually a **Horn of Blasting**) is somewhere in the Tomb of the Violent Horrors

5 **Agenna of Calidar's husband** is held captive in the **Shrine Of The Dishonored Fire**

6 **Audrada of Eramoor's Decorated Sword** (actually a **Sword +1, Wishes**) is somewhere in the Temple of the Grey Ogre

## GUARDS

### Guard #1

**Landrada of Arga**, a level 4 Fighter. She has soft gentle features, wise dark eyes and a missing middle-finger.

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**Armour Class** 4 [15] Chainmail armor **Hit Points** 12 **Attacks** 1 × Polearm (1d10) **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D10 W11 P12 B13 S14 **Alignment** Lawful **STR** 10 **INT** 5 **WIS** 12 **DEX** 15 **CON** 8 **CHA** 12 **Spells**

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### GERWARD'S BAGS AND SUCH (LEATHERWORKER)

Item	Price
Backback	5 gp
Sack (large)	2 gp
Sack (large)	2 gp
Sack (small)	1 gp
Sack (small)	1 gp

**Owner:** Gerward Contaminat. He has short blonde hair, cold dark eyes and a deep scar on the cheek. (*Helpless*)

### AUDRADA'S (BLACK MARKET)

**Owner:** Audrada of Eramoor. She has long white hair, wild green eyes

and an earring. (*Tired*)

- **Decorated Sword** is lost (or so claimed). (Secret: This is actually a **Sword +1, Wishes** and it is currently somewhere in the **Temple of the Grey Ogre**)
- Reward is **1500gp**

### MEINHER'S EXOTIC (EXOTIC GOODS)

**Owner:** Meinher of Atali. He has a short blonde beard, cold dark eyes and a neck band. (*Horried*)

- Member of the **The Black Sun**.
- **Decorated Helm** is lost (or so claimed). (Secret: This is actually a **Helm of Teleportation** and it is currently somewhere in the **Temple of the Doomed Goblin**)
- Reward is **5500gp**

### HARTWIN'S HANDMADES (CRAFT)

**Owner:** Hartwin Richberga. He has a frowny expression, wild green eyes and an earring. (*Hopeless*)

- Hartwin likes spending his time in the The Sad Mummy Tavern.

### ROTHARDE'S BREWS (BREWERY)

**Owner:** Rotharde Verderosa. She has soft gentle features, crystal blue eyes and a deep scar on the cheek. (*Terrified*)

- Rotharde likes spending her time in the The Sad Mummy Tavern.

## **GISLARA'S (GAME SHOP)**

**Owner:** Gislara of Hogsfoot. She has long black pony-tail, enchanting green eyes and an earring. (*Sad*)

## **ALTRUDE'S SHOES (COBBLER)**

**Owner:** Altrude of Thodar. She has delicate features, enchanting green eyes and a deep scar on the cheek. (*Calm*)

## **ARBAR'S (PRINTING PRESS)**

**Owner:** Arbar Nadalinde. He has a big round belly, cold dark eyes and a face tattoo. (*Alone*)

- Arbar likes spending his time in the The Sad Mummy Tavern.

## **HAIMO'S MUSHROOM (HERBALIST)**

**Owner:** Haimo Ingibiorn. He has a long smoking pipe in his mouth, cold dark eyes and a face tattoo. (*Rejected*)

## **REINGER'S FORGE (BLACKSMITH)**

Item	Price
Sling	2 gp
Javelin	1 gp

**Owner:** Reinger Theodehard. He has a long black beard, wise dark eyes and a face tattoo. (*Energetic*)

# **SHOPS & SERVICES OVERVIEW**

## **HARBOR DISTRICT**

**Tavern** (The Black Torch Tavern), **Guards** (Muscatta), **Fortune Teller** (Tedesca's), **Liquor** (Mauger's spirits), **Jeweler** (Huger's sparkly things), **Post Office** (Bernwin's), **Winery** (Alviva's wines)

## **MARKET DISTRICT**

**Tavern** (The Cursed Skeleton Tavern), **Guards** (Mauricia), **Smokehouse** (Odelrada's), **Printing Press** (Almer's), **Barber** (Acfrida's razor), **Smokehouse** (Aitard's), **Stables** (Hachar's stallions), **Leatherworker** (Ajutor's leathers), **Distillery** (Riqin's), **Leatherworker** (Wilhilde's bags and such), **Scribe** (Gislara's copywriters)

## **COMMON DISTRICT**

**Inn** (The Black Sword Inn), **Guards** (Mirko), **Butchery** (Mauger's prime cut), **Winery** (Beneta's wines)

## **CRAFTING DISTRICT**

**Inn** (The Rogue's Staff Inn), **Guards** (Nanier, Volkmar, Aicfrida), **Carpenter** (Achard's carpentry), **Scribe** (Nitard's ink & feather), **Bookstore** (Winmar's scrolls), **Music** (Ermo's guitar & flute), **Bookstore** (Druda's scrolls), **Brewery** (Radhilde's brews), **Carpenter** (Urisima's woodcraft), **Tailor** (Aqualina's)

## MARKET DISTRICT

**Inn** (The Devil's Sword Inn), **Guards** (Stebilia, Perpetuo, Helmgor), **Barber** (Gilmar's razor), **Brothel** (Drudo's companions), **Distillery** (Onofrio's), **Brothel** (Onafria's companions), **Clothing** (Vuteria's wearables), **Tailor** (Meliora's), **Cobbler** (Lutisima's shoes), **Bathhouse** (Melibor's baths), **Printing Press** (Lanto's), **Butchery** (Gislara's beef & pork), **General Goods** (Merard's goods), **Post Office** (Benno's), **Pet Shop** (Aginteus's friends), **Leatherworker** (Berlinde's leathers)

## TEMPLE DISTRICT

**Inn** (The Werewolf & The Laughing Devil Inn), **Guards** (Nanier, Rothward), **General Goods** (Tedesca's goods), **General Goods** (Percipia's goods)

## PALACE DISTRICT

**Tavern** (The Bleeding Wraith Tavern), **Guards** (Rathard, Helmward, Daguin), **Enchanter** (Sichilde's), **Flower Shop** (Soficia's bouquets), **Restaurant** (Fiuca's), **Physician** (Sichilde's clinic), **Winery** (Littera's wines)

## PEASANTS DISTRICT

**Tavern** (The Rogue's Staff Tavern), **Guards** (Helmhard, Wilhilde), **Clothing** (Rator's boutique), **Music** (Marcher's instruments)

## MARKET DISTRICT

**Tavern** (The Magic Sword Tavern), **Guards** (Adger), **Grocer** (Volkavara's supply), **Grocer** (Ermentar's groceries), **Tin Worker** (Gailhard's), **Barber** (Altilde's scissors), **Indoor Market** (Martio's), **Blacksmith** (Sabato's blade), **Distillery** (Villana's), **Casino** (Grimin's easy-money), **Restaurant** (Winmar's), **Indoor Market** (Hrotho's), **Casino** (Lootgar's dicerollers), **Clothing** (Achard's boutique), **Glass Blower** (Hesso's tubes), **Pet Shop** (Divitia's friends), **Occult** (Adremar's witchcraft materials)

## HARBOR DISTRICT

**Tavern** (The Black Torch Tavern), **Guards** (Muscatta), **Fortune Teller** (Tedesca's), **Liquor** (Mauger's spirits), **Jeweler** (Huger's sparkly things), **Post Office** (Bernwin's), **Winery** (Alviva's wines)

## THE BLACK TORCH TAVERN

### PATRONS & VISITORS

Bernwin of Koja (when not in shop)

Huger Ermenbald (when not in shop)

Mauger Altafrons (when not in shop)

**Audrada Tigernach**, a level 1 Cleric. She has short and braided black hair, wise dark eyes and long, skinny fingers.

**Armour Class** 2 [17] Plate-mail armor + Shield **Hit Points** 6 **Attacks** 1 × Sling (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D11 W12 P14 B16 S15 **Alignment** Neutral **STR** 11 **INT** 16 **WIS** 18 **DEX** 9 **CON** 10 **CHA** 3 **Spells**

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**Rotharde of Zelata**, a level 1 Fighter. She has long white pony-tail, wise brown eyes and a big nose-ring.

**Armour Class** 4 [15] Leather armor **Hit Points** 3 **Attacks** 1 × Battle Axe (1d8) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Chaotic **STR** 12 **INT** 5 **WIS** 11 **DEX** 18 **CON** 12 **CHA** 13 **Spells**

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**Daguin of Calidar**, a level 2 Halfling. He has a frowny expression, wise dark eyes and extremely large feet, even for a halfling.

**Armour Class** 1 [18] Chainmail armor + Shield **Hit Points** 5 **Attacks** 1 × Dagger (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 11 **INT** 7 **WIS** 12 **DEX** 18 **CON** 6 **CHA** 7 **Spells**

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**Aicard of Sorak's well**, a level 1 Elf. He has short black hair, crystal blue eyes and long, skinny fingers.

**Armour Class** 4 [15] Chainmail armor + Shield **Hit Points** 4 **Attacks** 1 × Polearm (1d10) or 1 × spell

**THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P13 B15 S15 **Alignment** Neutral **STR** 15 **INT** 10 **WIS** 9 **DEX** 11 **CON** 16 **CHA** 12 **Spells** Floating Disc

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**Wiggo of Frostfyord**, a level 1 Fighter. He has a long black beard, wild green eyes and a strong, muscular physique.

**Armour Class** 5 [14] Leather armor + Shield **Hit Points** 4 **Attacks** 1 × Warhammer (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Neutral **STR** 15 **INT** 10 **WIS** 10 **DEX** 13 **CON** 10 **CHA** 6 **Spells**

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**Hachar Hildebald**, a level 1 Halfling. He has short almond hair, wild green eyes and extremely large feet, even for a halfling.

**Armour Class** 5 [14] Chainmail armor **Hit Points** 7 **Attacks** 1 × Sling (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 15 **INT** 4 **WIS** 5 **DEX** 12 **CON** 13 **CHA** 10 **Spells**

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**Savius Gautlinde**, a level 2 Cleric. He has no hair, deep blue eyes and a holy symbol tattooed on the forehead.

**Armour Class** 6 [13] Plate-mail armor **Hit Points** 4 **Attacks** 1 × Staff (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D11 W12 P14 B16 S15 **Alignment** Neutral

**STR 6 INT 6 WIS 12 DEX 3 CON 15  
CHA 12 Spells** Protection from Evil

**Elisiard of Aberius**, a level 7 Thief.  
He has a big round belly, wise dark eyes and a scar across the eye.

**Armour Class** 7 [12] Leather armor  
**Hit Points** 22 **Attacks** 1 × Polearm  
(1d10) **THACO** 17 [+2] **Movement  
Rate** 90' (30') **Saves** D12 W13 P11  
B14 S13 **Alignment** Neutral **STR** 16  
**INT** 9 **WIS** 7 **DEX** 10 **CON** 13 **CHA** 11  
**Spells**

### Bulletin

“**Help requested!** A heirloom of sentimental value was stolen from me. I will reward anyone who is kind enough to get it back. Yours, **Mauger Altafrons**”

### d6 Rumor

- 1 **Mauger Altafrons's Decorated Sword** (actually a **Sword +1, +2 vs Lycanthropes**) is somewhere in the **Lair of the Hidden Pits**
- 2 **Lodn of Hawkmen's wife** is held captive in the **Temple Of The Doomed Goblin**
- 3 **Audrada of Eramoor's Decorated Sword** (actually a **Sword +1, Wishes**) is somewhere in the **Temple of the Grey Ogre**
- 4 **Lanto of Olfey's husband** is held captive in the **Tomb Of The Hopeless Spider**
- 5 **Berlinde Bellissima's wife** is held captive in the **Shrine Of The Raging Blood**
- 6 **Petesia of Gayan's husband** is held captive in the **Tomb Of The Violent Horrors**

### GUARDS

#### Guard #1

**Muscatta Madalhilde**, a level 6

Fighter. She has short red pony-tail, enchanting green eyes and a strong, muscular physique.

**Armour Class** 3 [16] Chainmail

armor + Shield **Hit Points** 30  
**Attacks** 1 × Two-Handed Sword  
(1d10) **THACO** 17 [+2] **Movement**  
**Rate** 90' (30') **Saves** D10 W11 P12  
B13 S14 **Alignment** Lawful **STR** 11  
**INT** 8 **WIS** 4 **DEX** 13 **CON** 14 **CHA** 13  
**Spells**

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### TEDESCA'S (*FORTUNE TELLER*)

**Owner:** Tedesca of Wolfshead. She has long black hair, wise brown eyes and a neck band. (*Worthless*)

- Member of the **The Army Of Justice**.

### MAUGER'S SPIRITS (*LIQUOR*)

**Owner:** Mauger Altafrons. He has short black hair, wise dark eyes and a nose ring. (*Sad*)

- Member of the **The Defenders Of Justice**.
- **Decorated Sword** is lost (or so claimed). (Secret: This is actually a **Sword +1, +2 vs Lycanthropes** and it is currently somewhere in the **Lair of the Hidden Pits**)
- Reward is **2000gp**
- Mauger likes spending his time in the The Black Torch Tavern.

### HUGER'S SPARKLY THINGS (*JEWELER*)

**Owner:** Huger Ermenbald. He has short white hair, wise dark eyes and an earring. (*Helpless*)

- Huger likes spending his time in the The Black Torch Tavern.

### BERNWIN'S (*POST OFFICE*)

**Owner:** Bernwin of Koja. He has short red hair, deep blue eyes and a neck band. (*Upset*)

- Bernwin likes spending his time in the The Black Torch Tavern.

### ALVIVA'S WINES (*WINERY*)

**Owner:** Alviva of Guja. She has short black pony-tail, cold dark eyes and a face tattoo. (*Arrogant*)

## MARKET DISTRICT

**Tavern** (The Cursed Skeleton Tavern), **Guards** (Mauricia), **Smokehouse** (Odelrada's), **Printing Press** (Almer's), **Barber** (Acfrida's razor), **Smokehouse** (Aitard's), **Stables** (Hachar's stallions), **Leatherworker** (Ajutor's leathers), **Distillery** (Riqin's), **Leatherworker** (Wilhilde's bags and such), **Scribe** (Gislara's copywriters)

### THE CURSED SKELETON TAVERN

#### PATRONS & VISITORS

Hachar Madalberta (when not in shop)

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Riqin Christofana (when not in shop)

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**Serelo of Headsmen**, a level 2 Magic-user. He has thick bushy eyebrows, enchanting green eyes and a nose ring.

**Armour Class** 10 [9] Unarmored **Hit Points** 2 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 12 **INT** 13 **WIS** 12 **DEX** 8 **CON** 11 **CHA** 6



**Spells** Protection from Evil ,  
Ventriloquism

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**Trimer of Fercenta**, a level 3 Elf. He has short brown hair, deep blue eyes and long, pointy ears.

**Armour Class** 5 [14] Leather armor + Shield **Hit Points** 16 **Attacks** 1 × Long Bow (1d6) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P13 B15 S15 **Alignment** Neutral **STR** 16 **INT** 14 **WIS** 8 **DEX** 15 **CON** 12 **CHA** 3 **Spells** Light (Darkness) , Read Magic , Mirror Image

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**Gauzo Senthilde**, a level 2 Dwarf. He has a big round belly, cold dark eyes and big, bulbous nose.

**Armour Class** 2 [17] Plate-mail armor **Hit Points** 9 **Attacks** 1 × Cross Bow (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 10 **INT** 9 **WIS** 7 **DEX** 13 **CON** 10 **CHA** 11 **Spells**

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**Otmar of Cevarra**, a level 3 Cleric. He has short white hair, wise brown eyes and a holy symbol tattooed on the forehead.

**Armour Class** 5 [14] Chainmail armor + Shield **Hit Points** 14 **Attacks** 1 × Sling (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D11 W12 P14 B16 S15 **Alignment** Neutral **STR** 10 **INT** 10 **WIS** 15 **DEX** 8 **CON** 14 **CHA** 9 **Spells** Resist Cold , Cure Light Wounds

(Cause Lt. Wounds)

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**Berner Erchamold**, a level 3 Fighter. He has short black hair, crystal blue eyes and a missing middle-finger.

**Armour Class** 3 [16] Plate-mail armor **Hit Points** 14 **Attacks** 1 × Long Bow (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Neutral **STR** 15 **INT** 9 **WIS** 3 **DEX** 11 **CON** 8 **CHA** 10 **Spells**

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**Giso Knightwine**, a level 1 Magic-user. He has a Goatee beard, wise dark eyes and long crimson robe.

**Armour Class** 8 [11] Unarmored **Hit Points** 3 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 7 **INT** 10 **WIS** 11 **DEX** 13 **CON** 17 **CHA** 12 **Spells** Shield

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**Godmar of Ogashu**, a level 8 Elf. He has a long brown beard, wise dark eyes and a sigil tattooed on the neck.

**Armour Class** 6 [13] Leather armor **Hit Points** 22 **Attacks** 1 × Sword (1d8) or 1 × spell **THACO** 14 [+5] **Movement Rate** 90' (30') **Saves** D8 W9 P9 B10 S10 **Alignment** Neutral **STR** 12 **INT** 13 **WIS** 9 **DEX** 14 **CON** 10 **CHA** 13 **Spells** Shield , Sleep , Charm Person , Wizard Lock , Mirror Image , ESP , Invisibility 10' Radius , Fire

Ball , Growth of Plants ,  
Hallucinatory Terrain

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**Divitia Hildetrude**, a level 8 Halfling. She has flowing red hair, wise dark eyes and extremely large feet, even for a halfling.

**Armour Class** 5 [14] Leather armor + Shield **Hit Points** 39 **Attacks** 1 × Warhammer (1d6) **THACO** 14 [+5] **Movement Rate** 90' (30') **Saves** D4 W5 P6 B7 S8 **Alignment** Neutral **STR** 13 **INT** 6 **WIS** 7 **DEX** 14 **CON** 11 **CHA** 13 **Spells**

### Bulletin

**“Help requested!** A heirloom of sentimental value was stolen from me. I will reward anyone who is kind enough to get it back. Yours, **Hachar Madalberta**”

**“Daughter is missing!** My daughter is missing since last month. Please reach out to me if you can help. **Almer of Erdon**”

**“Daughter is missing!** My daughter is missing since last week. Please reach out to me if you can help. **Gislara of Koru**”

**“Help requested!** A heirloom of sentimental value was stolen from me. I will reward anyone who is kind enough to get it back. Yours, **Riqin Christofana**”

**“Help requested!** A heirloom of sentimental value was stolen from me. I will reward anyone who is kind enough to get it back. Yours, **Odelrada Ermentaria**”

- 1 **Odelrada Ermentaria's Decorated Sword** (actually a **Sword +1**) is somewhere in the Shrine of the Raging Blood
- 2 **Gislara of Koru's daughter** is held captive in the **Caverns Of The Foresaken Souls**
- 3 **Hachar Madalberta's Handcrafted Broom** (actually a **Broom of Flying**) is somewhere in the Shrine of the Raging Blood
- 4 The **Tomb Of The Dark Blades** is near an oasis, somewhere in **Goldseeker's Dunes**
- 5 **The Army Of Justice** are plotting to **eliminate all cultists**.
- 6 **Gislara of Koru's daughter** is held captive in the **Caverns Of The Foresaken Souls**

## GUARDS

### Guard #1

**Mauricia of Gazali**, a level 5 Fighter. She has curly almond hair, wise dark eyes and a big nose-ring.

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**Armour Class** 5 [14] **Leather armor** + **Shield** **Hit Points** 30 **Attacks** 1 × Sling (1d4) **THACO** 17 [+2]  
**Movement Rate** 90' (30') **Saves** D10 W11 P12 B13 S14 **Alignment** Lawful  
**STR** 14 **INT** 5 **WIS** 8 **DEX** 15 **CON** 16 **CHA** 13 **Spells**

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### ODELRADA'S (SMOKEHOUSE)

**Owner:** Odelrada Ermentaria. She has long and wild blonde hair, wild green eyes and freckles. (*Irritated*)

- **Decorated Sword** is lost (or so claimed). (Secret: This is actually a **Sword +1** and it is currently somewhere in the **Shrine of the Raging Blood**)
- Reward is **5500gp**

### ALMER'S (PRINTING PRESS)

**Owner:** Almer of Erdon. He has a long smoking pipe in his mouth, deep blue eyes and a deep scar on the cheek. (*Relieved*)

- daughter is missing since last week. (Secret: Held captive in the Shrine of the Raging Blood)

### ACFRIDA'S RAZOR (BARBER)

**Owner:** Acfrida of Thalanor. She has short red hair, enchanting green eyes and a neck band. (*Scared*)

- Member of the **The Burning Truthseekers**.

### AITARD'S (*SMOKEHOUSE*)

**Owner:** Aitard Theodegaria. He has a frowny expression, crystal blue eyes and freckles. (*Angry*)

### HACHAR'S STALLIONS (*STABLES*)

Item	Price
War Horse	250 gp
War Horse	250 gp
Camel	100 gp
War Horse	250 gp
Riding Horse	75 gp

**Owner:** Hachar Madalberta. He has a Goatee beard, crystal blue eyes and a neck band. (*Upset*)

- **Handcrafted Broom** is lost (or so claimed). (Secret: This is actually **a Broom of Flying** and it is currently somewhere in the **Shrine of the Raging Blood**)
- Reward is **3000gp**
- Hachar likes spending his time in the The Cursed Skeleton Tavern.

### AJUTOR'S LEATHERS (*LEATHERWORKER*)

Item	Price
Sack (small)	1 gp
Backback	5 gp
Sack (small)	1 gp

**Owner:** Ajutor Odelgarde. He has short blonde hair, deep blue eyes and a deep scar on the cheek. (*Helpless*)

### RIQIN'S (*DISTILLERY*)

**Owner:** Riqin Christofana. He has a big round belly, deep blue eyes and a deep scar on the cheek. (*Lazy*)

- **Sturdy Leather Boots** is lost (or so claimed). (Secret: This is actually **a Boots of Levitation** and it is currently somewhere in the **Shrine of the Dishonored Fire**)
- Reward is **1000gp**
- Riqin likes spending his time in the The Cursed Skeleton Tavern.

### ANIMAL POUND

**Manager:** Guther of Northhaven. He has a big round belly, deep blue eyes and an earring. (*Repentant*)

### WILHILDE'S BAGS AND SUCH (*LEATHERWORKER*)

Item	Price
Backback	5 gp
Sack (large)	2 gp
Sack (large)	2 gp
Backback	5 gp
Sack (large)	2 gp
Sack (small)	1 gp

**Owner:** Wilhilde of Uthak. She has short brown hair, cold dark eyes and freckles. (*Pained*)

### GISLARA'S COPYWRITERS (*SCRIBE*)

**Owner:** Gislara of Koru. She has delicate features, cold dark eyes and a face tattoo. (*Alone*)

- daughter is missing since last week. (Secret: Held captive in the Caverns of the Foresaken Souls)

## COMMON DISTRICT

**Inn** (The Black Sword Inn), **Guards** (Mirko), **Butchery** (Mauger's prime cut), **Winery** (Beneta's wines)

### THE BLACK SWORD INN

#### PATRONS & VISITORS

Mauger Admiranda (when not in shop)

Beneta Reinberga (when not in shop)

**Sieggo Reintilde**, a level 1 Magic-

user. He has a frowny expression, enchanting green eyes and long black robe.

**Armour Class** 9 [10] **Unarmored Hit Points** 1 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 4 **INT** 18 **WIS** 15 **DEX** 11 **CON** 12 **CHA** 3 **Spells** Detect Magic

**Gautmar Willberna**, a level 1 Dwarf. He has a Goatee beard, wise brown eyes and a golden tooth.

**Armour Class** 2 [17] Plate-mail armor + Shield **Hit Points** 6 **Attacks** 1 × Hand Axe (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 17 **INT** 4 **WIS** 13 **DEX** 16 **CON** 14 **CHA** 12 **Spells**

**Almer Whitehelm**, a level 2 Elf. He has thick bushy eyebrows, deep blue eyes and a nose ring.

**Armour Class** 6 [13] Leather armor **Hit Points** 6 **Attacks** 1 × Sword (1d8) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P13 B15 S15 **Alignment** Neutral **STR** 18 **INT** 11 **WIS** 16 **DEX** 13 **CON** 16 **CHA** 6 **Spells** Charm Person , Floating Disc

**Reingard of Gazali**, a level 3 Magic-user. He has a long smoking pipe in his mouth, wise dark eyes and a star tattooed on the forehead.

**Armour Class** 10 [9] **Unarmored Hit Points** 6 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 14 **INT** 16 **WIS** 9 **DEX** 7 **CON** 12 **CHA** 8 **Spells** Light (Darkness) , Charm Person , Detect Invisible

**Gaumia of Hannes**, a level 2 Cleric. She has soft gentle features, wise brown eyes and long, skinny fingers.

**Armour Class** 8 [11] **Leather armor Hit Points** 11 **Attacks** 1 × Warhammer (1d6) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D11 W12 P14 B16 S15

**Alignment** Neutral **STR** 10 **INT** 12 **WIS** 13 **DEX** 7 **CON** 10 **CHA** 6 **Spells** Light (Darkness)

**Aitilde Aizivella**, a level 2 Elf. She has silky white hair, crystal blue eyes and a sigil tattooed on the neck.

**Armour Class** 4 [15] **Plate-mail armor Hit Points** 7 **Attacks** 1 × Mace (1d6) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P13 B15 S15 **Alignment** Neutral **STR** 10 **INT** 18 **WIS** 12 **DEX** 7 **CON** 10 **CHA** 11 **Spells** Hold Portal , Charm Person

### Bulletin

“**Son is missing!** My son is missing since last week. Please reach out to me if you can help. **Beneta Reinberga**”

### d6 Rumor

- 1 **Beneta Reinberga's son** is held captive in the **Lair Of The Hidden Pits**
- 2 The **Tomb Of The Violent Horrors** is in the grasslands, somewhere in **Wizards of Alvania Plains**
- 3 **Wilher of Reyk's Horn** (actually a **Horn of Blasting**) is somewhere in the **Tomb of the Violent Horrors**
- 4 There's a **Vampire** in **Tomb Of The Nameless Slaves**
- 5 **Lautard Fionnghuala's wife** is held captive in the **Temple Of The Grey Ogre**
- 6 **The Defenders Of Justice** are plotting to **eliminate all cultists**.

## GUARDS

### Guard #1

**Mirko Mancinagross**, a level 6 Fighter. He has thick bushy eyebrows, deep blue eyes and a big nose-ring.

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**Armour Class** 4 [15] Chainmail armor + Shield **Hit Points** 38  
**Attacks** 1 × Silver Dagger (1d4)  
**THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D10 W11 P12 B13 S14  
**Alignment** Lawful **STR** 14 **INT** 9  
**WIS** 13 **DEX** 16 **CON** 15 **CHA** 7 **Spells**

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### MAUGER'S PRIME CUT (*BUTCHERY*)

**Owner:** Mauger Admiranda. He has short black hair, cold dark eyes and a nose ring. (*Sorrowful*)

- Mauger likes spending his time in the The Black Sword Inn.

### BENETA'S WINES (*WINERY*)

**Owner:** Beneta Reinberga. She has short black hair, enchanting green eyes and a nose ring. (*Irritated*)

- son is missing since last week. (Secret: Held captive in the Lair of the Hidden Pits)
- Beneta likes spending her time in the The Black Sword Inn.

## CRAFTING DISTRICT

**Inn** (The Rogue's Staff Inn), **Guards** (Nanier, Volkmar, Aicfrida), **Carpenter** (Achard's carpentry), **Scribe** (Nitard's ink & feather),

**Bookstore** (Winmar's scrolls), **Music** (Ermo's guitar & flute), **Bookstore** (Druda's scrolls), **Brewery** (Radhilde's brews), **Carpenter** (Urisima's woodcraft), **Tailor** (Aqualina's)

## THE ROGUE'S STAFF INN

### PATRONS & VISITORS

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Achard of Nadan (when not in shop)

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Winmar of Sargon (when not in shop)

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Aqualina of Izan (when not in shop)

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**Hildemar Whitehelm**, a level 1 Thief. He has a short brown beard, wise brown eyes and small, thin lips.

**Armour Class** 7 [12] Leather armor  
**Hit Points** 0 **Attacks** 1 × Sword (1d8)  
**THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15  
**Alignment** Neutral **STR** 16 **INT** 8  
**WIS** 13 **DEX** 16 **CON** 6 **CHA** 12 **Spells**

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**Gerbalda of Canedar**, a level 1 Elf. She has short brown pony-tail, wise dark eyes and a sigil tattooed on the neck.

**Armour Class** 7 [12] Leather armor  
**Hit Points** 8 **Attacks** 1 × Cross Bow (1d6) or 1 × spell **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D12 W13 P13 B15 S15 **Alignment** Neutral  
**STR** 14 **INT** 11 **WIS** 8 **DEX** 9 **CON** 16  
**CHA** 12 **Spells** Read Languages

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**Gatrude Abundance**, a level 2 Halfling. She has long red pony-tail,

wise dark eyes and extremely large feet, even for a halfling.

**Armour Class** 3 [16] Chainmail armor + Shield **Hit Points** 9 **Attacks** 1 × Lance (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 15 **INT** 12 **WIS** 7 **DEX** 13 **CON** 12 **CHA** 12 **Spells**

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**Ysoria of Qurra**, a level 2 Magic-user. She has short and braided black hair, deep blue eyes and long crimson robe.

**Armour Class** 9 [10] Unarmored **Hit Points** 12 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 13 **INT** 15 **WIS** 6 **DEX** 11 **CON** 18 **CHA** 4 **Spells** Floating Disc, Hold Portal

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**Ratrude of Panjani**, a level 2 Halfling. She has braided red hair, enchanting green eyes and big red cheeks.

**Armour Class** 1 [18] Plate-mail armor **Hit Points** 9 **Attacks** 1 × Spear (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 10 **INT** 5 **WIS** 8 **DEX** 17 **CON** 13 **CHA** 15 **Spells**

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**Ademar of Kandar**, a level 7 Cleric. He has a frowny expression, wild green eyes and long, skinny fingers.

**Armour Class** 5 [14] Chainmail armor **Hit Points** 40 **Attacks** 1 × Staff (1d4) or 1 × spell **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D9 W10 P12 B14 S12 **Alignment** Neutral **STR** 8 **INT** 7 **WIS** 15 **DEX** 12 **CON** 14 **CHA** 8 **Spells** Detect Evil, Resist Cold, Hold Person, Bless (Blight), Cure Disease (Cause Disease), Growth of Animal, Sticks to Snakes, Dispel Evil

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**Tedesca Theodward**, a level 1 Dwarf. She has short brown pony-tail, cold dark eyes and short, fat fingers.

**Armour Class** 6 [13] Chainmail armor **Hit Points** 9 **Attacks** 1 × Dagger (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 13 **INT** 8 **WIS** 11 **DEX** 7 **CON** 15 **CHA** 12 **Spells**

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**Rotharde of Feki**, a level 1 Cleric. She has wavy red hair, wise brown eyes and a nose ring.

**Armour Class** 6 [13] Chainmail armor **Hit Points** 0 **Attacks** 1 × Club (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D11 W12 P14 B16 S15 **Alignment** Neutral **STR** 12 **INT** 13 **WIS** 10 **DEX** 6 **CON** 7 **CHA** 14 **Spells**

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**Elisianna of Nyaro**, a level 7 Thief. She has long brown pony-tail, wise brown eyes and sharp, pointy nose.



**Armour Class** 4 [15] **Leather armor**  
**Hit Points** 11 **Attacks** 1 × Short  
Sword (1d6) **THACO** 17 [+2]  
**Movement Rate** 90' (30') **Saves** D12

W13 P11 B14 S13 **Alignment** Chaotic  
**STR** 11 **INT** 6 **WIS** 11 **DEX** 18 **CON** 6  
**CHA** 11 **Spells**

## d6 Rumor

- 1 **Hrotho Hildegilde's wife** is held captive in the **Tomb Of The Dark Blades**
- 2 **Audrada of Eramoor's Decorated Sword** (actually a **Sword +1, Wishes**) is somewhere in the Temple of the Grey Ogre
- 3 The **Shrine Of The Dishonored Fire** is between two giant dunes, somewhere in **Nightshadow Wastelands**
- 4 **The Burning Truthseekers** are using the **Temple Of The Corrupted Lich** as their hideout.
- 5 **Berlinde Hildesinde's Horn** (actually a **Horn of Blasting**) is somewhere in the Lair of the Hidden Pits
- 6 **Arcin Belleflos's Armor Of Sentimental Value** (actually an **Armour +1**) is somewhere in the Shrine of the Tormented Desire

## GUARDS

### Guard #1

**Nanier of Yazar**, a level 3 Fighter.  
He has short black hair, cold dark eyes and a deep scar on the right arm.

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**Armour Class** 4 [15] **Chainmail armor** **Hit Points** 9 **Attacks** 1 ×  
Dagger (1d4) **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D12  
W13 P14 B15 S16 **Alignment** Lawful

**STR** 18 **INT** 14 **WIS** 13 **DEX** 13 **CON** 6  
**CHA** 7 **Spells**

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### Guard #2

**Volkmar of Ithar**, a level 3 Fighter.  
He has a long almond beard, deep blue eyes and a big nose-ring.

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**Armour Class** 2 [17] **Plate-mail armor + Shield** **Hit Points** 22  
**Attacks** 1 × Hand Axe (1d6) **THACO**  
19 [0] **Movement Rate** 90' (30')  
**Saves** D12 W13 P14 B15 S16

**Alignment** Lawful **STR** 14 **INT** 7  
**WIS** 9 **DEX** 11 **CON** 14 **CHA** 13 **Spells**

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### Guard #3

**Aicfrida of Ironhead**, a level 6 Fighter. She has soft gentle features, wise dark eyes and a strong, muscular physique.

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**Armour Class** 2 [17] Plate-mail armor + Shield **Hit Points** 34

**Attacks** 1 × Short Bow (1d6) **THACO** 17 [+2] **Movement Rate** 90' (30')

**Saves** D10 W11 P12 B13 S14

**Alignment** Lawful **STR** 10 **INT** 13

**WIS** 8 **DEX** 11 **CON** 16 **CHA** 7 **Spells**

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### ACHARD'S CARPENTRY (*CARPENTER*)

**Owner:** Achard of Nadan. He has no hair, wise brown eyes and a nose ring. (*Horny*)

- Achard likes spending his time in the The Rogue's Staff Inn.

### NITARD'S INK & FEATHER (*SCRIBE*)

**Owner:** Nitard Aclehilde. He has a big round belly, wise dark eyes and an earring. (*Happy*)

### WINMAR'S SCROLLS (*BOOKSTORE*)

**Owner:** Winmar of Sargon. He has a big round belly, cold dark eyes and a nose ring. (*Horny*)

- Winmar likes spending his time in the The Rogue's Staff Inn.

### ERMO'S GUITAR & FLUTE (*MUSIC*)

**Owner:** Ermo Samanilde. He has a short almond beard, deep blue eyes and a deep scar on the cheek. (*Hurt*)

### DRUDA'S SCROLLS (*BOOKSTORE*)

**Owner:** Druda Budislava. She has long almond hair, deep blue eyes and a nose ring. (*Cheerful*)

### RADHILDE'S BREWS (*BREWERY*)

**Owner:** Radhilde Framengilde. She has wavy black hair, deep blue eyes and a neck band. (*Heartbroken*)

### URISIMA'S WOODCRAFT (*CARPENTER*)

**Owner:** Urisima of Gazali. She has short almond hair, wise dark eyes and an earring. (*Overwhelmed*)

- Member of the **The Burning Truthseekers**.

### AQUALINA'S (*TAILOR*)

Item	Price
Wolfsbane (1 bunch)	10 gp
Clothes, Adventurer's	10 gp
Clothes, Common	10 gp
Clothes, Uniform	10 gp
Wolfsbane (1 bunch)	10 gp
Clothes, Uniform	10 gp

**Owner:** Aqualina of Izan. She has delicate features, wild green eyes and a nose ring. (*Unsure*)

- Member of the **The Black Sun**.
- Aqualina likes spending her time in the The Rogue's Staff Inn.

## MARKET DISTRICT

**Inn** (The Devil's Sword Inn), **Guards** (Stebilia, Perpetuo, Helmgor), **Barber** (Gilmar's razor), **Brothel** (Drudo's companions), **Distillery** (Onofrio's), **Brothel** (Onafria's companions), **Clothing** (Vuteria's wearables), **Tailor** (Meliora's), **Cobbler** (Lutisima's shoes), **Bathhouse** (Melibor's baths), **Printing Press** (Lanto's), **Butchery** (Gislaras's beef & pork), **General Goods** (Merard's goods), **Post Office** (Benno's), **Pet Shop** (Aginteus's friends), **Leatherworker** (Berlinde's leathers)

## THE DEVIL'S SWORD INN

### PATRONS & VISITORS

Drudo Theodegrim (when not in shop)

Benno Ermenberta (when not in shop)

Meliora of Tuzan (when not in shop)

**Druda of Gayan**, a level 1 Fighter. She has delicate features, crystal blue eyes and a strong, muscular physique.

**Armour Class** 4 [15] Chainmail armor + Shield **Hit Points** 8 **Attacks** 1 × Short Sword (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Neutral **STR** 17 **INT** 12 **WIS** 3 **DEX** 10 **CON** 11 **CHA** 9 **Spells**

**Galianna Hildenibia**, a level 1 Elf.

She has soft gentle features, wild green eyes and long, pointy ears.

**Armour Class** 5 [14] Chainmail armor **Hit Points** 7 **Attacks** 1 × Two-Handed Sword (1d10) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P13 B15 S15 **Alignment** Neutral **STR** 12 **INT** 10 **WIS** 16 **DEX** 12 **CON** 16 **CHA** 4 **Spells** Detect Magic

**Perpetuo of Orkhan**, a level 2 Halfling. He has short almond hair, wild green eyes and short, chunky fingers.

**Armour Class** 4 [15] Chainmail armor **Hit Points** 5 **Attacks** 1 × Short Sword (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 11 **INT** 6 **WIS** 12 **DEX** 13 **CON** 6 **CHA** 12 **Spells**

**Hainard Theodemud**, a level 7 Elf. He has a frowny expression, wise dark eyes and a sigil tattooed on the neck.

**Armour Class** 2 [17] Plate-mail armor + Shield **Hit Points** 15 **Attacks** 1 × Staff (1d4) or 1 × spell **THACO** 14 [+5] **Movement Rate** 90' (30') **Saves** D8 W9 P9 B10 S10 **Alignment** Neutral **STR** 12 **INT** 12 **WIS** 6 **DEX** 10 **CON** 7 **CHA** 14 **Spells** Detect Magic, Magic Missile, Read Magic, Detect Invisible, Wizard Lock, Dispel Magic, Protection from Normal Missiles, Confusion

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**Lautrude of Gorn**, a level 3 Cleric. She has long and curly brown hair, crystal blue eyes and strong-looking hands.

**Armour Class** 8 [11] Leather armor

**Hit Points** 8 **Attacks** 1 × Club (1d4)

or 1 × spell **THACO** 19 [0]

**Movement Rate** 90' (30') **Saves** D11

W12 P14 B16 S15 **Alignment** Neutral

**STR** 13 **INT** 14 **WIS** 15 **DEX** 7 **CON** 7

**CHA** 10 **Spells** Protection from Evil, Purify Food and Water

### Bulletin

“**Help requested!** A heirloom of sentimental value was stolen from me. I will reward anyone who is kind enough to get it back. Yours, **Berlinde Hildesinde**”

“**Son is missing!** My son is missing since last week. Please reach out to me if you can help. **Merard of Akeba**”

“**Husband is missing!** My husband is missing since last week. Please reach out to me if you can help. **Lanto of Olfey**”

### d6 Rumor

1 **Merard of Akeba's son** is held captive in the **Shrine Of The Dishonored Fire**

2 **Berlinde Hildesinde's Horn** (actually a **Horn of Blasting**) is somewhere in the Lair of the Hidden Pits

3 **Lanto of Olfey's husband** is held captive in the **Tomb Of The Hopeless Spider**

4 **Mauger Altafrons's Decorated Sword** (actually a **Sword +1, +2 vs Lycanthropes**) is somewhere in the Lair of the Hidden Pits

5 **Berlinde Ingitrude's Bottle Of Sentimental Value** (actually an **Efreeti Bottle**) is somewhere in the Temple of the Grey Ogre

6 There's a **Giant Roc** somewhere in **Goldseeker's Dunes**.

## GUARDS

### Guard #1

**Stebilia Aceberta**, a level 5 Fighter. She has flowing blonde hair, cold dark eyes and a big nose-ring.

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**Armour Class** 2 [17] Plate-mail armor + Shield **Hit Points** 10  
**Attacks** 1 × Cross Bow (1d6) **THACO** 17 [+2] **Movement Rate** 90' (30')  
**Saves** D10 W11 P12 B13 S14  
**Alignment** Lawful **STR** 13 **INT** 10  
**WIS** 5 **DEX** 10 **CON** 7 **CHA** 15 **Spells**

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### Guard #2

**Perpetuo of Zeriti**, a level 6 Fighter. He has a thick moustache, wise brown eyes and a deep scar on the right arm.

---

**Armour Class** 3 [16] Plate-mail armor **Hit Points** 28 **Attacks** 1 × Javelin (1d4) **THACO** 17 [+2]  
**Movement Rate** 90' (30') **Saves** D10 W11 P12 B13 S14 **Alignment** Lawful  
**STR** 13 **INT** 7 **WIS** 7 **DEX** 12 **CON** 15  
**CHA** 13 **Spells**

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### Guard #3

**Helmgor Meintrude**, a level 5 Fighter. He has a short white beard, enchanting green eyes and a big nose-ring.

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**Armour Class** 1 [18] Chainmail armor + Shield **Hit Points** 30  
**Attacks** 1 × Dagger (1d4) **THACO** 17 [+2] **Movement Rate** 90' (30')

**Saves** D10 W11 P12 B13 S14  
**Alignment** Lawful **STR** 10 **INT** 7  
**WIS** 8 **DEX** 18 **CON** 16 **CHA** 6 **Spells**

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### GILMAR'S RAZOR (*BARBER*)

**Owner:** Gilmar Zacchaeus. He has thick bushy eyebrows, wise brown eyes and freckles. (*Petrified*)

### DRUDO'S COMPANIONS (*BROTHEL*)

**Owner:** Drudo Theodegrim. He has short white hair, deep blue eyes and a neck band. (*Hopeless*)

- Drudo likes spending his time in the The Devil's Sword Inn.

### ONOFRIO'S (*DISTILLERY*)

**Owner:** Onofrio of Gura. He has a short blonde beard, wise brown eyes and freckles. (*Embarrassed*)

### ONAFRIA'S COMPANIONS (*BROTHEL*)

**Owner:** Onafria Hildegund. They have a long white beard, enchanting green eyes and a face tattoo. (*Guilty*)

### BANK

**Manager:** Floretia Nicephorus. She has short and flowing brown hair, enchanting green eyes and a deep scar on the cheek. (*Sorrowful*)

### VUTERIA'S WEARABLES (*CLOTHING*)

Item	Price
Wolfsbane (1 bunch)	10 gp
Clothes, Adventurer's	10 gp
Wolfsbane (1 bunch)	10 gp
Clothes, Fine	10 gp

**Owner:** Vuteria of Majeste. She has short black hair, crystal blue eyes and a face tattoo. (*Petrified*)

### MELIORA'S (TAILOR)

Item	Price
Wolfsbane (1 bunch)	10 gp
Clothes, Common	10 gp
Wolfsbane (1 bunch)	10 gp
Clothes, Uniform	10 gp
Clothes, Common	10 gp

**Owner:** Meliora of Tuzan. She has flowing white hair, deep blue eyes and a deep scar on the cheek. (*Tired*)

- Meliora likes spending her time in the The Devil's Sword Inn.

### LUTISIMA'S SHOES (COBBLER)

**Owner:** Lutisima of Rockfel. She has delicate features, wise brown eyes and a neck band. (*Remorseful*)

### MELIBOR'S BATHS (BATHHOUSE)

**Owner:** Melibor Hildelinde. He has

a short almond beard, cold dark eyes and an earring. (*Troubled*)

### LANTO'S (PRINTING PRESS)

**Owner:** Lanto of Olfey. He has a long almond beard, wise dark eyes and a deep scar on the cheek. (*Delighted*)

- husband is missing since last week. (Secret: Held captive in the Tomb of the Hopeless Spider)

### GISLARA'S BEEF & PORK (BUTCHERY)

**Owner:** Gislara Erchamger. She has wild brown hair, deep blue eyes and a neck band. (*Ashamed*)

### MERARD'S GOODS (GENERAL GOODS)

**Owner:** Merard of Akeba. He has a short brown beard, crystal blue eyes and freckles. (*Unsatisfied*)

- son is missing since last week. (Secret: Held captive in the Shrine of the Dishonored Fire)

### BENNO'S (POST OFFICE)

**Owner:** Benno Ermenberta. He has short almond hair, cold dark eyes and freckles. (*Elated*)

- Benno likes spending his time in the The Devil's Sword Inn.

### AGINTEUS'S FRIENDS (PET SHOP)

Item	Price
Pet Cat	1 gp
Pet Raven	3 gp
Pet Cat	1 gp

**Owner:** Aginteus Hildenibia. He has a thick moustache, deep blue eyes and a face tattoo. (*Horrified*)

## BERLINDE'S LEATHERS (LEATHERWORKER)

Item	Price
Sack (small)	1 gp
Sack (large)	2 gp
Sack (small)	1 gp
Sack (large)	2 gp

**Owner:** Berlinde Hildesinde. She has delicate features, wise brown eyes and an earring. (*Calm*)

- **Horn** is lost (or so claimed). (Secret: This is actually a **Horn of Blasting** and it is currently somewhere in the **Lair of the Hidden Pits**)
- Reward is **5000gp**

## TEMPLE DISTRICT

**Inn** (The Werewolf & The Laughing Devil Inn), **Guards** (Nanier, Rothward), **General Goods** (Tedesca's goods), **General Goods** (Percipia's goods)

## THE WEREWOLF & THE LAUGHING

## DEVIL INN

### PATRONS & VISITORS

Percipia Nadaltrude (when not in shop)

Tedesca Landelanda (when not in shop)

**Odelhard Superantia**, a level 4 Halfling. He has a thick moustache, wise brown eyes and round, bulbous nose.

**Armour Class** 3 [16] Chainmail armor + Shield **Hit Points** 13

**Attacks** 1 × Short Bow (1d6) **THACO** 17 [+2] **Movement Rate** 90' (30')

**Saves** D6 W7 P8 B10 S10 **Alignment** Neutral **STR** 12 **INT** 12 **WIS** 7 **DEX** 13 **CON** 9 **CHA** 13 **Spells**

**Elisiard Samanilde**, a level 2

Fighter. He has a frowny expression, wise dark eyes and a big nose-ring.

**Armour Class** 4 [15] Chainmail armor + Shield **Hit Points** 9 **Attacks**

1 × Two-Handed Sword (1d10) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16

**Alignment** Neutral **STR** 17 **INT** 12 **WIS** 9 **DEX** 12 **CON** 10 **CHA** 15 **Spells**

**Gerlinde of Overi**, a level 1 Halfling. She has soft gentle features, cold dark eyes and big red cheeks.

**Armour Class** 5 [14] Leather armor + Shield **Hit Points** 5 **Attacks** 1 × Short Sword (1d6) **THACO** 19 [0]

**Movement Rate** 90' (30') **Saves** D8  
W9 P10 B13 S12 **Alignment** Neutral  
**STR** 10 **INT** 14 **WIS** 11 **DEX** 14 **CON**  
16 **CHA** 13 **Spells**

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**Gaucia Marquessa**, a level 1 Fighter. She has long black hair, cold dark eyes and a deep scar on the right arm.

**Armour Class** 4 [15] Chainmail armor **Hit Points** 3 **Attacks** 1 × Warhammer (1d6) **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D12  
W13 P14 B15 S16 **Alignment** Chaotic  
**STR** 18 **INT** 11 **WIS** 8 **DEX** 15 **CON** 8  
**CHA** 11 **Spells**

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**Nitard Waldefrid**, a level 3 Elf. He has a long smoking pipe in his mouth, cold dark eyes and a nose ring.

**Armour Class** 3 [16] Plate-mail armor **Hit Points** 4 **Attacks** 1 × Mace (1d6) or 1 × spell **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D12  
W13 P13 B15 S15 **Alignment** Chaotic  
**STR** 11 **INT** 10 **WIS** 10 **DEX** 16 **CON** 8  
**CHA** 8 **Spells** Read Languages ,  
Read Languages , Continual Light  
(Continual Darkness)

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**Baldemar Madaltrude**, a level 3 Halfling. He has a Goatee beard, enchanting green eyes and short, chunky fingers.

**Armour Class** 4 [15] Chainmail armor **Hit Points** 9 **Attacks** 1 × Lance (1d6) **THACO** 19 [0]

**Movement Rate** 90' (30') **Saves** D8  
W9 P10 B13 S12 **Alignment** Neutral  
**STR** 18 **INT** 3 **WIS** 14 **DEX** 13 **CON** 15  
**CHA** 14 **Spells**

---

**Erlinde of Larsha**, a level 5 Halfling. She has short black hair, crystal blue eyes and round, bulbous nose.

**Armour Class** 5 [14] Chainmail armor **Hit Points** 9 **Attacks** 1 × Polearm (1d10) **THACO** 17 [+2]  
**Movement Rate** 90' (30') **Saves** D6  
W7 P8 B10 S10 **Alignment** Neutral  
**STR** 17 **INT** 9 **WIS** 8 **DEX** 16 **CON** 7  
**CHA** 15 **Spells**

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**Serveta of Preya**, a level 8 Magic-user. She has delicate features, enchanting green eyes and long, skinny fingers.

**Armour Class** 9 [10] Unarmored **Hit Points** 22 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 17 [+2]  
**Movement Rate** 90' (30') **Saves** D11  
W12 P11 B14 S12 **Alignment** Neutral  
**STR** 11 **INT** 17 **WIS** 9 **DEX** 9 **CON** 11  
**CHA** 13 **Spells** Floating Disc , Detect Magic , Detect Magic , Detect Invisible , Levitate , Detect Invisible , Haste , Protection from Normal Missiles , Hallucinatory Terrain , Growth of Plants

---

**Goldiva of Lyana**, a level 1 Cleric. She has short blonde hair, crystal blue eyes and a holy symbol tattooed on the forehead.

**Armour Class** 4 [15] Chainmail



armor **Hit Points** 1 **Attacks** 1 × Sling (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D11 W12 P14 B16 S15 **Alignment** Neutral **STR** 15 **INT** 12 **WIS** 14 **DEX** 14 **CON** 9 **CHA** 9 **Spells**

---

**Gunnora of Jiral**, a level 1 Thief. She has short and wild almond hair,

wise dark eyes and a sigil tattooed behind the ear.

**Armour Class** 7 [12] Leather armor **Hit Points** 4 **Attacks** 1 × Cross Bow (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 11 **INT** 4 **WIS** 11 **DEX** 11 **CON** 12 **CHA** 13 **Spells**

## d6 Rumor

- 1 **The Defenders Of Justice** are conspiring to **abolish all magic-users**.
- 2 **Odelrada Ermentaria's Decorated Sword** (actually a **Sword +1**) is somewhere in the Shrine of the Raging Blood
- 3 **Audrada of Jaluba's nephew** is held captive in the **Lair Of The Hidden Pits**
- 4 **Macia Swanhilde's daughter** is held captive in the **Shrine Of The Raging Blood**
- 5 The **Shrine Of The Raging Blood** is in a rocky cove, somewhere in **Blood Blade Shores**
- 6 There's a **Cave Bear** somewhere in **Blood Blade Shores**.

## GUARDS

### Guard #1

**Nanier Rosceline**, a level 5 Fighter. He has a thick moustache, crystal blue eyes and a strong, muscular physique.

---

**Armour Class** 4 [15] Chainmail armor **Hit Points** 25 **Attacks** 1 ×

Club (1d4) **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D10 W11 P12 B13 S14 **Alignment** Lawful **STR** 14 **INT** 7 **WIS** 10 **DEX** 14 **CON** 10 **CHA** 10 **Spells**

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### Guard #2

**Rothward of Karan**, a level 3 Fighter. He has thick bushy eyebrows, wild green eyes and a big

nose-ring.

---

**Armour Class** -1 [20] Plate-mail armor + Shield **Hit Points** 18  
**Attacks** 1 × Cross Bow (1d6) **THACO** 19 [0] **Movement Rate** 90' (30')  
**Saves** D12 W13 P14 B15 S16  
**Alignment** Lawful **STR** 11 **INT** 14  
**WIS** 13 **DEX** 18 **CON** 13 **CHA** 8  
**Spells**

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### TEDESCA'S GOODS (*GENERAL GOODS*)

**Owner:** Tedesca Landelanda. She has short almond pony-tail, deep blue eyes and a nose ring. (*Worried*)

- Tedesca likes spending her time in the The Werewolf & The Laughing Devil Inn.

### PERCIPIA'S GOODS (*GENERAL GOODS*)

**Owner:** Percipia Nadaltrude. She has short and wavy almond hair, cold dark eyes and a nose ring. (*Embarrassed*)

- Percipia likes spending her time in the The Werewolf & The Laughing Devil Inn.

## PALACE DISTRICT

**Tavern** (The Bleeding Wraith Tavern), **Guards** (Rathard, Helmward, Daguin), **Enchanter** (Sichilde's), **Flower Shop** (Soficia's bouquets), **Restaurant** (Fiuca's), **Physician** (Sichilde's clinic), **Winery** (Littera's wines)

## THE BLEEDING WRAITH TAVERN

### PATRONS & VISITORS

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Sichilde Sonifrida (when not in shop)

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Sichilde Nadalberga (when not in shop)

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Soficia Fredebert (when not in shop)

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**Maillard Nadalinde**, a level 1 Thief. He has a short brown beard, cold dark eyes and long, skinny fingers.

**Armour Class** 7 [12] Leather armor  
**Hit Points** 2 **Attacks** 1 × Spear (1d6)  
**THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15  
**Alignment** Neutral **STR** 16 **INT** 5  
**WIS** 14 **DEX** 12 **CON** 13 **CHA** 18  
**Spells**

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**Aico Wanthilde**, a level 3 Magic-user. He has short red hair, wise dark eyes and long, skinny fingers.

**Armour Class** 9 [10] Unarmored **Hit Points** 9 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 7 **INT** 13 **WIS** 12 **DEX** 9 **CON** 11 **CHA** 11  
**Spells** Read Languages, Magic Missile, Web

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**Hildewin of Hellgate**, a level 1 Elf. He has a long smoking pipe in his mouth, enchanting green eyes and a nose ring.

**Armour Class** 6 [13] Chainmail armor **Hit Points** 2 **Attacks** 1 × Hand Axe (1d6) or 1 × spell **THACO** 19 [0]

**Movement Rate** 90' (30') **Saves** D12 W13 P13 B15 S15 **Alignment** Chaotic  
**STR** 18 **INT** 10 **WIS** 7 **DEX** 7 **CON** 13  
**CHA** 13 **Spells** Charm Person

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**Nanier Pentecoste**, a level 1 Fighter. He has short blonde hair, wise dark eyes and a strong, muscular physique.

**Armour Class** 7 [12] Leather armor  
**Hit Points** 6 **Attacks** 1 × Sling (1d4)  
**THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16  
**Alignment** Neutral **STR** 10 **INT** 7  
**WIS** 10 **DEX** 10 **CON** 16 **CHA** 13  
**Spells**

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**Rabota Acletrude**, a level 3 Magic-user. She has delicate features, wise dark eyes and long crimson robe.

**Armour Class** 8 [11] Unarmored **Hit Points** 9 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Chaotic **STR** 11 **INT** 12 **WIS** 14 **DEX** 14 **CON** 14 **CHA** 3 **Spells** Charm Person , Shield , Detect Invisible

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**Daguin of Brewfish**, a level 5 Magic-user. He has a Goatee beard, enchanting green eyes and a star tattooed on the forehead.

**Armour Class** 9 [10] Unarmored **Hit**

**Points** 15 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0]

**Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral  
**STR** 7 **INT** 13 **WIS** 11 **DEX** 11 **CON** 15  
**CHA** 7 **Spells** Protection from Evil , Protection from Evil , Locate Object , Detect Invisible , Lightning Bolt

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**Haimo Altabella**, a level 2 Elf. He has a big round belly, deep blue eyes and silky light skin.

**Armour Class** 4 [15] Chainmail armor **Hit Points** 8 **Attacks** 1 × Staff (1d4) or 1 × spell **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D12 W13 P13 B15 S15 **Alignment** Neutral  
**STR** 11 **INT** 14 **WIS** 10 **DEX** 15 **CON** 15  
**CHA** 10 **Spells** Magic Missile , Light (Darkness)

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**Otrude Hadelinde**, a level 4 Magic-user. She has wavy almond hair, wise brown eyes and long crimson robe.

**Armour Class** 8 [11] Unarmored **Hit Points** 16 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral  
**STR** 6 **INT** 14 **WIS** 14 **DEX** 14 **CON** 16  
**CHA** 5 **Spells** Magic Missile , Shield , Phantasmal Force , Phantasmal Force

## Bulletin

“**Nephew is missing!** My nephew is missing since last week. Please reach out to me if you can help. **Fiuca Wulftrude**”

## d6 Rumor

- 1 **Fiuca Wulftrude's nephew** is held captive in the **Shrine Of The Tormented Desire**
- 2 **Gislara of Koru's daughter** is held captive in the **Caverns Of The Foresaken Souls**
- 3 **Meinher of Atali's Decorated Helm** (actually a **Helm of Teleportation**) is somewhere in the Temple of the Doomed Goblin
- 4 **Meinward of Ophar's wife** is held captive in the **Temple Of The Grey Ogre**
- 5 **Merard of Akeba's son** is held captive in the **Shrine Of The Dishonored Fire**
- 6 **Sylvius of Palatea's Decorated Sword** (actually a **Sword +1, Wishes**) is somewhere in the Shrine of the Dishonored Fire

## GUARDS

### Guard #1

**Rathard of Aberius**, a level 4 Fighter. He has short almond hair, deep blue eyes and a big nose-ring.

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**Armour Class** 4 [15] Chainmail armor + Shield **Hit Points** 10  
**Attacks** 1 × Cross Bow (1d6) **THACO** 17 [+2] **Movement Rate** 90' (30')  
**Saves** D10 W11 P12 B13 S14  
**Alignment** Chaotic **STR** 10 **INT** 7  
**WIS** 4 **DEX** 11 **CON** 11 **CHA** 6 **Spells**

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### Guard #2

**Helmward of Knifeblade**, a level 3 Fighter. He has a long smoking pipe in his mouth, wild green eyes and a missing middle-finger.

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**Armour Class** 6 [13] Leather armor + Shield **Hit Points** 14 **Attacks** 1 × Silver Dagger (1d4) **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Lawful  
**STR** 15 **INT** 4 **WIS** 14 **DEX** 10 **CON** 15  
**CHA** 16 **Spells**

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### Guard #3

**Daguin of Gandar**, a level 5 Fighter. He has a frowny expression, wise dark eyes and a strong, muscular

physique.

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**Armour Class** 1 [18] Plate-mail armor **Hit Points** 18 **Attacks** 1 × Sling (1d4) **THACO** 17 [+2]  
**Movement Rate** 90' (30') **Saves** D10 W11 P12 B13 S14 **Alignment** Lawful  
**STR** 15 **INT** 7 **WIS** 9 **DEX** 17 **CON** 12  
**CHA** 16 **Spells**

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### SICHILDE'S (*ENCHANTER*)

**Owner:** Sichilde Nadalberga. She has delicate features, wild green eyes and freckles. (*Crushed*)

- Collaborates with the **The Army Of Justice**.
- Sichilde likes spending her time in the The Bleeding Wraith Tavern.

### SOFICIA'S BOUQUETS (*FLOWER SHOP*)

**Owner:** Soficia Fredebert. She has soft gentle features, wild green eyes and a face tattoo. (*Delighted*)

- Soficia likes spending her time in the The Bleeding Wraith Tavern.

### FIUCA'S (*RESTAURANT*)

**Owner:** Fiuca Wulftrude. She has long and wild blonde hair, deep blue eyes and a neck band. (*Anxious*)

- nephew is missing since last week. (Secret: Held captive in the Shrine of the Tormented Desire)

### SICHILDE'S CLINIC (*PHYSICIAN*)

**Owner:** Sichilde Sonifrida. She has delicate features, wise dark eyes and a face tattoo. (*Horrified*)

- Sichilde likes spending her time in the The Bleeding Wraith Tavern.

### LITTERA'S WINES (*WINERY*)

**Owner:** Littera of Icemeld. She has silky blonde hair, wild green eyes and an earring. (*Panicky*)

## PEASANTS DISTRICT

**Tavern** (The Rogue's Staff Tavern), **Guards** (Helmhard, Wilhilde), **Clothing** (Rator's boutique), **Music** (Marcher's instruments)

### THE ROGUE'S STAFF TAVERN

#### PATRONS & VISITORS

Rator of Gayan (when not in shop)

Marcher of Reza (when not in shop)

**Sighilde Landelanda**, a level 6 Dwarf. She has long and flowing black hair, enchanting green eyes and short, fat fingers.

**Armour Class** 3 [16] Plate-mail armor + Shield **Hit Points** 23  
**Attacks** 1 × Sling (1d4) **THACO** 17 [+2] **Movement Rate** 90' (30')  
**Saves** D6 W7 P8 B10 S10 **Alignment** Neutral **STR** 10 **INT** 4 **WIS** 12 **DEX** 8  
**CON** 11 **CHA** 14 **Spells**

**Ebbo Contaminat**, a level 2 Fighter. He has a long white beard, wild

green eyes and a deep scar on the right arm.

**Armour Class** 4 [15] Chainmail armor **Hit Points** 16 **Attacks** 1 × Battle Axe (1d8) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Neutral **STR** 14 **INT** 8 **WIS** 14 **DEX** 15 **CON** 11 **CHA** 15 **Spells**

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**Mauricia Bonflius**, a level 7 Elf. She has long blonde pony-tail, wise brown eyes and a nose ring.

**Armour Class** 4 [15] Chainmail armor + Shield **Hit Points** 29 **Attacks** 1 × Polearm (1d10) or 1 × spell **THACO** 14 [+5] **Movement Rate** 90' (30') **Saves** D8 W9 P9 B10 S10 **Alignment** Neutral **STR** 17 **INT** 10 **WIS** 13 **DEX** 12 **CON** 14 **CHA** 3 **Spells** Detect Magic , Floating Disc , Ventriloquism , Knock , Detect Evil , Fire Ball , Invisibility 10' Radius , Polymorph Others

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**Resende of Headbone**, a level 4 Halfling. She has delicate features, cold dark eyes and short, chunky fingers.

**Armour Class** 1 [18] Plate-mail armor + Shield **Hit Points** 11 **Attacks** 1 × Sling (1d4) **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D6 W7 P8 B10 S10 **Alignment** Neutral **STR** 14 **INT** 7 **WIS** 14 **DEX** 14 **CON** 12 **CHA** 7 **Spells**

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**Reinmar of Aphaki**, a level 3 Cleric.

He has a long almond beard, enchanting green eyes and a nose ring.

**Armour Class** 5 [14] Chainmail armor **Hit Points** 12 **Attacks** 1 × Staff (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D11 W12 P14 B16 S15 **Alignment** Neutral **STR** 9 **INT** 14 **WIS** 11 **DEX** 10 **CON** 14 **CHA** 14 **Spells** Protection from Evil , Detect Magic

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**Gatrude of Narus**, a level 2 Dwarf. She has soft gentle features, crystal blue eyes and big red cheeks.

**Armour Class** 3 [16] Plate-mail armor **Hit Points** 20 **Attacks** 1 × Spear (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 16 **INT** 14 **WIS** 6 **DEX** 12 **CON** 18 **CHA** 5 **Spells**

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**Lefward of Gorm**, a level 3 Elf. He has a thick moustache, enchanting green eyes and long, skinny fingers.

**Armour Class** 3 [16] Plate-mail armor **Hit Points** 12 **Attacks** 1 × Club (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P13 B15 S15 **Alignment** Neutral **STR** 13 **INT** 11 **WIS** 11 **DEX** 16 **CON** 11 **CHA** 7 **Spells** Floating Disc , Read Magic , Knock

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**Weltrude Ermesinde**, a level 1 Halfling. She has short red hair, wild green eyes and extremely large feet,

even for a halfling.

**Armour Class** 2 [17] Plate-mail armor **Hit Points** 5 **Attacks** 1 × Cross Bow (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 12 **INT** 3 **WIS** 3 **DEX** 13 **CON** 9 **CHA** 15 **Spells**

**Marozia of Goldwell**, a level 2 Halfling. She has long and flowing

blonde hair, wild green eyes and round, bulbous nose.

**Armour Class** 3 [16] Chainmail armor + Shield **Hit Points** 10 **Attacks** 1 × Battle Axe (1d8) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 10 **INT** 11 **WIS** 9 **DEX** 13 **CON** 11 **CHA** 8 **Spells**

## d6 Rumor

- 1 **Audrada of Jaluba's nephew** is held captive in the **Lair Of The Hidden Pits**
- 2 **Meinher of Atali's Decorated Helm** (actually a **Helm of Teleportation**) is somewhere in the Temple of the Doomed Goblin
- 3 The **Temple Of The Corrupted Lich** is near an estuary, somewhere in **Blood Blade Shores**
- 4 **The Black Sun** are using the **Shrine Of The Tormented Desire** as their hideout.
- 5 **Rodin Transmundus's Decorated Armor** (actually an **Armour +3**) is somewhere in the Caverns of the Foresaken Souls
- 6 The **Temple Of The Grey Ogre** is on the dunes sands, somewhere in **Nightshadow Wastelands**

## GUARDS

### Guard #1

**Helmhard Illuminata**, a level 5 Fighter. He has short white hair, wise dark eyes and a deep scar on

the right arm.

**Armour Class** 6 [13] Leather armor **Hit Points** 25 **Attacks** 1 × Lance (1d6) **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D10 W11 P12 B13 S14 **Alignment** Lawful **STR** 18

INT 12 WIS 9 DEX 15 CON 11 CHA 13  
Spells

## Guard #2

**Wilhilde Kinborough**, a level 6 Fighter. She has long blonde ponytail, cold dark eyes and a big nose-ring.

**Armour Class** 5 [14] Leather armor + Shield **Hit Points** 25 **Attacks** 1 × Short Sword (1d6) **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D10 W11 P12 B13 S14 **Alignment** Chaotic **STR** 11 **INT** 4 **WIS** 4 **DEX** 14 **CON** 10 **CHA** 7 **Spells**

## RATOR'S BOUTIQUE (CLOTHING)

Item	Price
Clothes, Common	10 gp
Clothes, Uniform	10 gp
Clothes, Fine	10 gp

**Owner:** Rator of Gayan. He has short white hair, crystal blue eyes and a nose ring. (*Exhausted*)

- Rator likes spending his time in the The Rogue's Staff Tavern.

## MARCHER'S INSTRUMENTS (MUSIC)

**Owner:** Marcher of Reza. He has a short white beard, enchanting green eyes and freckles. (*Calm*)

- Marcher likes spending his time in the The Rogue's Staff Tavern.

## MARKET DISTRICT

**Tavern** (The Magic Sword Tavern), **Guards** (Adger), **Grocer** (Volkavara's supply), **Grocer** (Ermentar's groceries), **Tin Worker** (Gailhard's), **Barber** (Altilde's scissors), **Indoor Market** (Martio's), **Blacksmith** (Sabato's blade), **Distillery** (Villana's), **Casino** (Grimin's easy-money), **Restaurant** (Winmar's), **Indoor Market** (Hrotho's), **Casino** (Lootgar's dicerollers), **Clothing** (Achard's boutique), **Glass Blower** (Hesso's tubes), **Pet Shop** (Divitia's friends), **Occult** (Adremar's witchcraft materials)

## THE MAGIC SWORD TAVERN

### PATRONS & VISITORS

Achard Gautlinde (when not in shop)

Ermentar of Medes (when not in shop)

**Waser Aldegarde**, a level 1 Thief. He has no hair, wise dark eyes and long, skinny fingers.

**Armour Class** 4 [15] Leather armor **Hit Points** 4 **Attacks** 1 × Javelin (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 13 **INT** 6 **WIS** 9 **DEX** 18 **CON** 12 **CHA** 15 **Spells**

**Teinger Theodeman**, a level 1 Cleric. He has thick bushy eyebrows, wise dark eyes and long, skinny fingers.

**Armour Class** 5 [14] Leather armor + Shield **Hit Points** 5 **Attacks** 1 × Sling (1d4) **THACO** 19 [0]



**Movement Rate** 90' (30') **Saves** D11 W12 P14 B16 S15 **Alignment** Chaotic  
**STR** 14 **INT** 15 **WIS** 17 **DEX** 14 **CON** 7  
**CHA** 10 **Spells**

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**Zdeslava of Spearhorn**, a level 4 Magic-user. She has soft gentle features, wild green eyes and a nose ring.

**Armour Class** 10 [9] Unarmored **Hit Points** 9 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 6 **INT** 18 **WIS** 15 **DEX** 6 **CON** 12 **CHA** 5  
**Spells** Read Languages , Sleep , Detect Evil , Knock

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**Natelma of Zamoria**, a level 6 Magic-user. She has long blonde pony-tail, deep blue eyes and a nose ring.

**Armour Class** 8 [11] Unarmored **Hit Points** 32 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 17 [+2]  
**Movement Rate** 90' (30') **Saves** D11 W12 P11 B14 S12 **Alignment** Chaotic **STR** 9 **INT** 17 **WIS** 7 **DEX** 15 **CON** 18 **CHA** 12 **Spells** Light (Darkness) , Protection from Evil , Detect Evil , Locate Object , Fire Ball , Water Breathing

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**Aleria Gratiadei**, a level 6 Halfling.

She has long almond hair, wise brown eyes and big red cheeks.

**Armour Class** 4 [15] Chainmail armor + Shield **Hit Points** 28  
**Attacks** 1 × Battle Axe (1d8) **THACO** 17 [+2] **Movement Rate** 90' (30')  
**Saves** D6 W7 P8 B10 S10 **Alignment** Chaotic **STR** 17 **INT** 11 **WIS** 12 **DEX** 16 **CON** 10 **CHA** 11 **Spells**

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**Gerberta of Greenfell**, a level 1 Magic-user. She has wild black hair, wise dark eyes and a star tattooed on the forehead.

**Armour Class** 8 [11] Unarmored **Hit Points** 1 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 12 **INT** 15 **WIS** 15 **DEX** 14 **CON** 10 **CHA** 3 **Spells** Ventriloquism

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**Dúin of Kaldar**, a level 1 Fighter. He has no hair, enchanting green eyes and a big nose-ring.

**Armour Class** 1 [18] Chainmail armor + Shield **Hit Points** 2 **Attacks** 1 × Lance (1d6) **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Neutral **STR** 11 **INT** 8 **WIS** 7 **DEX** 18 **CON** 15 **CHA** 12 **Spells**

## Bulletin

“**Wife is missing!** My wife is missing since last week. Please reach out to me if you can help. **Hrotho Hildegilde**”

“**Son is missing!** My son is missing since last month. Please reach out to me if you can help. **Winmar Ermentilde**”

“**Son is missing!** My son is missing since two weeks ago. Please reach out to me if you can help. **Adremar Siclefrid**”

## d6 Rumor

1 **Adremar Siclefrid’s son** is held captive in the **Temple Of The Doomed Goblin**

2 **Winmar Ermentilde’s son** is held captive in the **Shrine Of The Tormented Desire**

3 The **Tomb Of The Nameless Slaves** is on one of the coastal cliffs, somewhere in **Iceforged Shores**

4 **Hrotho Hildegilde’s wife** is held captive in the **Tomb Of The Dark Blades**

5 There’s a **Vampire** in **Tomb Of The Nameless Slaves**

6 **Wilher of Reyk’s Horn** (actually a **Horn of Blasting**) is somewhere in the **Tomb of the Violent Horrors**

## GUARDS

### Guard #1

**Adger Nicephorus**, a level 4 Fighter. He has a big round belly, enchanting green eyes and a missing middle-finger.

**Armour Class** 6 [13] **Leather armor** + **Shield** **Hit Points** 18 **Attacks** 1 × **Battle Axe** (1d8) **THACO** 17 [+2]  
**Movement Rate** 90' (30') **Saves** D10  
W11 P12 B13 S14 **Alignment** Lawful  
**STR** 18 **INT** 12 **WIS** 11 **DEX** 12 **CON** 14 **CHA** 7 **Spells**

## VOLKAVARA'S SUPPLY (*GROCER*)

Item	Price
Waterskin	1 gp

Rations (standard, 7 days)	5 gp
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**Owner:** Volkavara Humiliosus. She has curly red hair, wise dark eyes and freckles. (*Bothered*)

## ERMENTAR'S GROCERIES (*GROCER*)

Item	Price
Rations (iron, 7 days)	15 gp

Rations (standard, 7 days)	5 gp
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Rations (standard, 7 days)	5 gp
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**Owner:** Ermentar of Medes. He has a frowny expression, cold dark eyes and a face tattoo. (*Crushed*)

- Ermentar likes spending his time in the The Magic Sword Tavern.

## GAILHARD'S (*TIN WORKER*)

**Owner:** Gailhard Waldegilde. He has short blonde hair, cold dark eyes and a face tattoo. (*Angry*)

## ALTILDE'S SCISSORS (*BARBER*)

**Owner:** Altilde Bonissima. She has wavy almond hair, wise dark eyes and a deep scar on the cheek. (*Lazy*)

## MARTIO'S (*INDOOR MARKET*)

**Owner:** Martio of Dreyolla. He has a big round belly, wise brown eyes and freckles. (*Sickened*)

## SABATO'S BLADE (*BLACKSMITH*)

Item	Price
Staff	2 gp

Two-Handed Sword	15 gp
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Silver Dagger	30 gp
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**Owner:** Sabato Ermenalda. He has a thick moustache, cold dark eyes and a face tattoo. (*Overwhelmed*)

## VILLANA'S (*DISTILLERY*)

**Owner:** Villana of Jaluba. She has delicate features, wild green eyes and a neck band. (*Ashamed*)

## GRIMIN'S EASY-MONEY (*CASINO*)

**Owner:** Grimin of Ragor. He has thick bushy eyebrows, crystal blue eyes and a face tattoo. (*Scared*)

- Member of the **The Army Of Justice**.

## WINMAR'S (*RESTAURANT*)

**Owner:** Winmar Ermentilde. He has short brown hair, wise dark eyes and a neck band. (*Outraged*)

- Member of the **The Defenders Of Justice**.
- son is missing since last week. (Secret: Held captive in the Shrine of the Tormented Desire)

## HROTHO'S (*INDOOR MARKET*)

**Owner:** Hrotho Hildegilde. He has a long smoking pipe in his mouth, wise brown eyes and a face tattoo.

(*Lazy*)

- wife is missing since last week.  
(Secret: Held captive in the Tomb of the Dark Blades)

### LOOTGAR'S DICEROLLERS (*CASINO*)

**Owner:** Lootgar Altabella. He has a big round belly, wise brown eyes and freckles. (*Determined*)

### ACHARD'S BOUTIQUE (*CLOTHING*)

Item	Price
Clothes, Adventurer's	10 gp
Clothes, Fine	10 gp

**Owner:** Achard Gautlinde. He has short red hair, wise brown eyes and freckles. (*Hurt*)

- Achard likes spending his time in the The Magic Sword Tavern.

### HESSO'S TUBES (*GLASS BLOWER*)

**Owner:** Hesso Heidenrich. He has short red hair, cold dark eyes and a nose ring. (*Excited*)

### ANIMAL POUND

**Manager:** Reinwar Hildelinde. He has short brown hair, enchanting green eyes and freckles. (*Crushed*)

### DIVITIA'S FRIENDS (*PET SHOP*)

Item	Price
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Pet Dog	2 gp
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Pet Dog	2 gp
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**Owner:** Divitia Acletrude. She has short blonde pony-tail, wise brown eyes and freckles. (*Relieved*)

### ADREMAR'S WITCHCRAFT MATERIALS (*OCCULT*)

**Owner:** Adremar Siclefrid. He has short red hair, cold dark eyes and freckles. (*Aggressive*)

- son is missing since last week.  
(Secret: Held captive in the Temple of the Doomed Goblin)

## CITY OF SILVERBEND

### SHOPS & SERVICES OVERVIEW

#### THE DWELLERS DISTRICT

**Tavern** (The Magic Mace Tavern),  
**Guards** (Aitilde, Hartwin, Littera),  
**Pet Shop** (Odaria's sidekicks)

#### MARKET DISTRICT

**Tavern** (The Bard's Staff Tavern),  
**Guards** (Jonilde, Petesia, Odelhaus),  
**Spices** (Berlinde's spices),  
**Butchery** (Lodn's beef & pork),  
**Herbalist** (Lutisima's mushroom),  
**Occult** (Berner's ritual)

goods), **Fish Market** (Queniva's ),  
**Vehicle Maker** (Gratioso's ),  
**Bookstore** (Herward's scrolls),  
**Exotic Goods** (Druda's exotic),  
**Game Shop** (Aqualina's ), **Flower  
Shop** (Gerhelma's flowers), **Tailor**  
(Marozia's ), **Cobbler** (Aleria's  
shoes), **Weaver** (Theuda's fabrics),  
**Printing Press** (Natelma's ),  
**Veterinarian** (Agia's pet hospital),  
**Smokehouse** (Nitard's )

## MARKET DISTRICT

**Tavern** (Cursed Mace Tavern),  
**Guards** (Haelcar, Alamanda,  
Roberta), **Veterinarian** (Savius's  
horse healers), **Indoor Market**  
(Brysia's ), **Game Shop** (Hademar's  
) , **Casino** (Duca's casino), **Pet Shop**  
(Meinward's friends), **Craft**  
(Arngilde's crafts), **Post Office**  
(Rubus's ), **Fish Market** (Elisianna's  
) , **Music** (Azwin's instruments),  
**Grocer** (Winsy's tomato), **Jeweler**  
(Aleria's gems)

## PEASANTS DISTRICT

**Inn** (The Gloomy Troll Inn), **Guards**  
(Rithilde, Saroilde), **Craft**  
(Hainard's handmades), **Bakery**  
(Morbida's bagette), **Stables**  
(Grimhar's stallions)

## CRAFTING DISTRICT

**Tavern** (The Laughing Zombie  
Tavern), **Guards** (Liutward, Aldiva),  
**Hatter** (Elisiard's top hat),  
**Distillery** (Roberta's ), **Clothing**  
(Duca's boutique), **General Goods**  
(Worwin's goods), **Game Shop**

(Baldemar's ), **Cartographer**  
(Maillard's mapmakers), **Herbalist**  
(Baius's weeds), **Spices** (Sihaus's  
salt & pepper)

## PEASANTS DISTRICT

**Tavern** (The Peasant's Mace  
Tavern), **Guards** (Temidia), **Music**  
(Olcaviva's harp & lute), **Butchery**  
(Svator's prime cut), **Craft**  
(Seconda's handmades)

## COMMON DISTRICT

**Tavern** (The Gloomy Hawk Tavern),  
**Guards** (Theodora), **Weaver**  
(Aclinde's fabrics), **Flower Shop**  
(Queniva's bouquets), **Grocer**  
(Atilia's groceries), **Liquor**  
(Lefward's liquor)

## MARKET DISTRICT

**Tavern** (The Glowing Torch  
Tavern), **Guards** (Vitta, Martio,  
Pribor), **Bookstore** (Sichilde's  
pages), **Restaurant** (Ashar's ),  
**Vehicle Maker** (Maltia's ), **Mill**  
(Gisilde's ), **Weaver** (Berengar's  
fabrics), **Winery** (Duca's wines),  
**Stables** (Galianna's riders),  
**Distillery** (Waltard's ), **Fish Market**  
(Waltilde's ), **Brewery** (Aldrada's  
brews), **Bathhouse** (Gaumia's  
baths), **Tanner** (Volkmar's ), **Post  
Office** (Wigher's ), **Distillery**  
(Lautard's ), **Winery** (Germar's fine  
wines), **Mill** (Roberta's ), **Craft**  
(Sager's crafts)

## PEASANTS DISTRICT

**Tavern** (Lost Mace Tavern), **Guards**

(Meira, Alctrude), **Salon** (Morbida's styles)

## PALACE DISTRICT

**Tavern** (The Paladin's Staff Tavern), **Guards** (Dúin, Arngilde, Gauzo), **Liquor** (Henarda's liquor), **Liquor** (Teinger's spirits), **Trade Post** (Fredegar's), **Liquor** (Aclemode's spirits)

## THE DWELLERS DISTRICT

**Tavern** (The Magic Mace Tavern), **Guards** (Aitilde, Hartwin, Littera), **Pet Shop** (Odaria's sidekicks)

## THE MAGIC MACE TAVERN

### PATRONS & VISITORS

Belonor of Kaan (when not in shop)

Odaria Cadhoiarn (when not in shop)

**Onafria Liutgarde**, a level 2 Magic-user. She has curly black hair, wise brown eyes and long crimson robe.

**Armour Class** 8 [11] Unarmored **Hit Points** 7 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 6 **INT** 17 **WIS** 16 **DEX** 13 **CON** 13 **CHA** 10 **Spells** Light (Darkness), Light (Darkness)

**Reinteus Felicitas**, a level 8 Fighter. He has a big round belly, wise brown eyes and a missing middle-finger.

**Armour Class** 4 [15] Chainmail armor **Hit Points** 47 **Attacks** 1 × Staff (1d4) **THACO** 14 [+5] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B10 S12 **Alignment** Neutral **STR** 14 **INT** 6 **WIS** 13 **DEX** 14 **CON** 15 **CHA** 16 **Spells**

**Saroilde Bernswith**, a level 1 Thief. She has long black hair, wise dark eyes and sharp, pointy nose.

**Armour Class** 5 [14] Leather armor **Hit Points** 0 **Attacks** 1 × Sword (1d8) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 6 **INT** 11 **WIS** 3 **DEX** 17 **CON** 8 **CHA** 10 **Spells**

**Hademar of Kaldar**, a level 6 Cleric. He has a thick moustache, cold dark eyes and a nose ring.

**Armour Class** 8 [11] Leather armor + Shield **Hit Points** 11 **Attacks** 1 × Club (1d4) or 1 × spell **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D9 W10 P12 B14 S12 **Alignment** Chaotic **STR** 9 **INT** 6 **WIS** 18 **DEX** 4 **CON** 7 **CHA** 11 **Spells** Detect Magic, Cure Light Wounds (Cause Lt. Wounds), Hold Person, Snake Charm, Continual Light (Continual Darkness), Create Water

**Pribor of Yaja**, a level 1 Dwarf. He has a Goatee beard, wise dark eyes and a golden tooth.

**Armour Class** 6 [13] Leather armor

+ Shield **Hit Points** 5 **Attacks** 1 ×  
Silver Dagger (1d4) **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D8  
W9 P10 B13 S12 **Alignment** Chaotic  
**STR** 14 **INT** 12 **WIS** 13 **DEX** 16 **CON**  
12 **CHA** 8 **Spells**

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**Ermengar of Yaruk**, a level 1 Cleric.  
He has short white hair, wise dark  
eyes and a holy symbol tattooed on

the forehead.

**Armour Class** 3 [16] Plate-mail  
armor + Shield **Hit Points** 3 **Attacks**  
1 × Staff (1d4) **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D11  
W12 P14 B16 S15 **Alignment** Neutral  
**STR** 12 **INT** 13 **WIS** 10 **DEX** 7 **CON** 13  
**CHA** 6 **Spells**

## Bulletin

“**Husband is missing!** My husband is missing since two days ago. Please reach out to me if you can help. **Belonor of Kaan**”

## d6 Rumor

1 **Belonor of Kaan's husband** is held captive in the **Lair Of The Hidden Pits**

2 **Ermentar Hilderada's Sturdy Leather Boots** (actually a **Boots of Speed**) is somewhere in the Shrine of the Raging Blood

3 **Wilher of Reyk's Horn** (actually a **Horn of Blasting**) is somewhere in the Tomb of the Violent Horrors

4 **Gislara of Koru's daughter** is held captive in the **Caverns Of The Foresaken Souls**

5 **Beneta Reinberga's son** is held captive in the **Lair Of The Hidden Pits**

6 **Audrada of Jaluba's nephew** is held captive in the **Lair Of The Hidden Pits**

## GUARDS

### Guard #1

**Aitilde of Albor**, a level 5 Fighter.  
She has long red pony-tail, crystal  
blue eyes and a big nose-ring.

---

**Armour Class** 3 [16] Leather armor

+ Shield **Hit Points** 26 **Attacks** 1 × Two-Handed Sword (1d10) **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D10 W11 P12 B13 S14 **Alignment** Lawful **STR** 11 **INT** 9 **WIS** 6 **DEX** 18 **CON** 6 **CHA** 16 **Spells**

---

### Guard #2

**Hartwin Boleslava**, a level 6 Fighter. He has short red hair, deep blue eyes and a big nose-ring.

---

**Armour Class** 7 [12] Leather armor **Hit Points** 34 **Attacks** 1 × Dagger (1d4) **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D10 W11 P12 B13 S14 **Alignment** Lawful **STR** 12 **INT** 10 **WIS** 7 **DEX** 10 **CON** 13 **CHA** 12 **Spells**

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### Guard #3

**Littera of Koja**, a level 3 Fighter. She has delicate features, wise brown eyes and a strong, muscular physique.

---

**Armour Class** 4 [15] Chainmail armor + Shield **Hit Points** 24 **Attacks** 1 × Mace (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Lawful **STR** 15 **INT** 9 **WIS** 7 **DEX** 10 **CON** 15 **CHA** 16 **Spells**

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## DAYCARE

**Manager:** Belonor of Kaan. He has a short black beard, cold dark eyes and a nose ring. (*Lost*)

- husband is missing since last week. (Secret: Held captive in the Lair of the Hidden Pits)
- Belonor likes spending his time in the The Magic Mace Tavern.

## ODARIA'S SIDEKICKS (*PET SHOP*)

Item	Price
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Pet Rat	3 gp
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**Owner:** Odaria Cadhoiarn. She has delicate features, cold dark eyes and a face tattoo. (*Nervous*)

- Odaria likes spending her time in the The Magic Mace Tavern.

## MARKET DISTRICT

**Tavern** (The Bard's Staff Tavern), **Guards** (Jonilde, Petesia, Odelhaus), **Spices** (Berlinde's spices), **Butchery** (Lodn's beef & pork), **Herbalist** (Lutisima's mushroom), **Occult** (Berner's ritual goods), **Fish Market** (Queniva's), **Vehicle Maker** (Gratioso's), **Bookstore** (Herward's scrolls), **Exotic Goods** (Druda's exotic), **Game Shop** (Aqualina's), **Flower Shop** (Gerhelma's flowers), **Tailor** (Marozia's), **Cobbler** (Aleria's shoes), **Weaver** (Theuda's fabrics), **Printing Press** (Natelma's), **Veterinarian** (Agia's pet hospital), **Smokehouse** (Nitard's)

## THE BARD'S STAFF TAVERN

### PATRONS & VISITORS

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Berlinde Ingitrude (when not in shop)

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Vitta Benvenuta (when not in shop)

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**Hogar Huldegarde**, a level 2 Magic-user. He has a long almond beard, wise brown eyes and a nose ring.



**Armour Class** 8 [11] **Unarmored Hit Points** 8 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 14 **INT** 11 **WIS** 13 **DEX** 15 **CON** 15 **CHA** 14 **Spells** Light (Darkness) , Hold Portal

---

**Stebilia of Lukor**, a level 1 Halfling. She has long red pony-tail, wise dark eyes and big red cheeks.

**Armour Class** 6 [13] **Leather armor + Shield Hit Points** 5 **Attacks** 1 × Warhammer (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Chaotic **STR** 11 **INT** 12 **WIS** 12 **DEX** 11 **CON** 13 **CHA** 7 **Spells**

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**Wulviva Benvenuta**, a level 2 Halfling. She has short red hair, cold dark eyes and short, chunky fingers.

**Armour Class** 3 [16] **Chainmail armor + Shield Hit Points** 5 **Attacks** 1 × Sling (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 10 **INT** 10 **WIS** 7 **DEX** 14 **CON** 6 **CHA** 9 **Spells**

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**Madwin Wistrilde**, a level 7 Cleric. He has a big round belly, crystal blue eyes and a nose ring.

**Armour Class** 6 [13] **Leather armor Hit Points** 42 **Attacks** 1 × Sling (1d4) or 1 × spell **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D9

W10 P12 B14 S12 **Alignment** Chaotic **STR** 15 **INT** 7 **WIS** 10 **DEX** 14 **CON** 16 **CHA** 4 **Spells** Light (Darkness) , Detect Evil , Resist Fire , Hold Person , Striking , Cure Disease (Cause Disease) , Sticks to Snakes , Quest (Remove Quest)

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**Aclehar of Firebell**, a level 2 Thief. He has short white hair, cold dark eyes and a sigil tattooed behind the ear.

**Armour Class** 7 [12] **Leather armor Hit Points** 5 **Attacks** 1 × Mace (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 14 **INT** 9 **WIS** 6 **DEX** 10 **CON** 15 **CHA** 18 **Spells**

---

**Celestus Reinbrand**, a level 1 Thief. He has no hair, enchanting green eyes and a sigil tattooed behind the ear.

**Armour Class** 7 [12] **Leather armor Hit Points** 3 **Attacks** 1 × Staff (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 6 **INT** 3 **WIS** 8 **DEX** 16 **CON** 9 **CHA** 11 **Spells**

---

**Gerlinde Cadhoiarn**, a level 1 Thief. She has soft gentle features, deep blue eyes and a scar across the eye.

**Armour Class** 5 [14] **Leather armor Hit Points** 3 **Attacks** 1 × Dagger (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13

B16 S15 **Alignment** Neutral **STR** 7  
**INT** 4 **WIS** 3 **DEX** 17 **CON** 16 **CHA** 12  
**Spells**

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**Haimo of Ironhead**, a level 5 Thief.  
He has a big round belly, wild green eyes and a scar across the eye.

**Armour Class** 7 [12] Leather armor  
**Hit Points** 7 **Attacks** 1 ×  
Warhammer (1d6) **THACO** 17 [+2]  
**Movement Rate** 90' (30') **Saves** D12  
W13 P11 B14 S13 **Alignment** Neutral  
**STR** 8 **INT** 10 **WIS** 5 **DEX** 12 **CON** 7  
**CHA** 12 **Spells**

### Bulletin

“**Help requested!** A heirloom of sentimental value was stolen from me. I will reward anyone who is kind enough to get it back. Yours, **Berlinde Ingitrude**”

“**Help requested!** A heirloom of sentimental value was stolen from me. I will reward anyone who is kind enough to get it back. Yours, **Berner of Capeya**”

### d6 Rumor

- 1 **Berlinde Ingitrude's Bottle Of Sentimental Value** (actually an **Efreeti Bottle**) is somewhere in the Temple of the Grey Ogre
- 2 **Berner of Capeya's Decorated Sword** (actually a **Sword +1, +3 vs Undead**) is somewhere in the Caverns of the Foresaken Souls
- 3 **Belonor of Kaan's husband** is held captive in the **Lair Of The Hidden Pits**
- 4 **Lodn of Hawkmen's wife** is held captive in the **Temple Of The Doomed Goblin**
- 5 **Berlinde Hildesinde's Horn** (actually a **Horn of Blasting**) is somewhere in the Lair of the Hidden Pits
- 6 The **Shrine Of The Dishonored Fire** is between two giant dunes, somewhere in **Nightshadow Wastelands**

## GUARDS

### Guard #1

**Jonilde Erchambert**, a level 5 Fighter. She has long and braided almond hair, crystal blue eyes and a big nose-ring.

---

**Armour Class** 5 [14] Chainmail armor **Hit Points** 25 **Attacks** 1 × Hand Axe (1d6) **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D10 W11 P12 B13 S14 **Alignment** Lawful **STR** 18 **INT** 6 **WIS** 13 **DEX** 12 **CON** 10 **CHA** 6 **Spells**

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### Guard #2

**Petesia Wenceslas**, a level 3 Fighter. She has short and braided blonde hair, cold dark eyes and a strong, muscular physique.

---

**Armour Class** 4 [15] Chainmail armor + Shield **Hit Points** 9 **Attacks** 1 × Dagger (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Lawful **STR** 11 **INT** 13 **WIS** 14 **DEX** 12 **CON** 15 **CHA** 6 **Spells**

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### Guard #3

**Odelhaus of Aral**, a level 6 Fighter. He has a short brown beard, deep blue eyes and a missing middle-finger.

---

**Armour Class** 2 [17] Plate-mail armor + Shield **Hit Points** 32 **Attacks** 1 × Mace (1d6) **THACO** 17

[+2] **Movement Rate** 90' (30')

**Saves** D10 W11 P12 B13 S14

**Alignment** Lawful **STR** 18 **INT** 7

**WIS** 13 **DEX** 16 **CON** 9 **CHA** 13 **Spells**

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## BERLINDE'S SPICES (*SPICES*)

**Owner:** Berlinde Ingtrude. She has long and wild white hair, enchanting green eyes and a nose ring. (*Delighted*)

- **Bottle Of Sentimental Value** is lost (or so claimed). (Secret: This is actually an **Efreeti Bottle** and it is currently somewhere in the **Temple of the Grey Ogre**)
- Reward is **1500gp**
- Berlinde likes spending her time in the The Bard's Staff Tavern.

## LODN'S BEEF & PORK (*BUTCHERY*)

**Owner:** Lodn of Xara. He has short brown hair, wild green eyes and a deep scar on the cheek. (*Contented*)

## LUTISIMA'S MUSHROOM (*HERBALIST*)

**Owner:** Lutisima Anshetil. She has short blonde hair, cold dark eyes and an earring. (*Troubled*)

## BERNER'S RITUAL GOODS (*OCCULT*)

**Owner:** Berner of Capeya. He has a long almond beard, wild green eyes and a face tattoo. (*Guilty*)

- **Decorated Sword** is lost (or so claimed). (Secret: This is actually a **Sword +1, +3 vs Undead** and it is currently somewhere in the

## Caverns of the Foresaken Souls)

- Reward is **2000gp**

### QUENIVA'S (*FISH MARKET*)

**Owner:** Queniva of Halfboot. She has soft gentle features, enchanting green eyes and a neck band.

(*Frustrated*)

### GRATIOSO'S (*VEHICLE MAKER*)

**Owner:** Gratoso of Fal. He has a frowny expression, crystal blue eyes and a deep scar on the cheek.

(*Lifeless*)

### HERWARD'S SCROLLS (*BOOKSTORE*)

**Owner:** Herward Confortata. He has short brown hair, wise dark eyes and an earring. (*Hurt*)

### DRUDA'S EXOTIC (*EXOTIC GOODS*)

**Owner:** Druda of Kojar. She has soft gentle features, wise brown eyes and a face tattoo. (*Uncomfortable*)

### AQUALINA'S (*GAME SHOP*)

**Owner:** Aqualina of Sephania. She has short and wild blonde hair, cold dark eyes and a face tattoo. (*Guilty*)

- Member of the **The Army Of Justice.**

### GERHELMA'S FLOWERS (*FLOWER SHOP*)

**Owner:** Gerhelma Desideria. She has short blonde hair, deep blue eyes and a face tattoo. (*Confident*)

### MAROZIA'S (*TAILOR*)

Item	Price
Wolfsbane (1 bunch)	10 gp
Clothes, Fine	10 gp
Clothes, Adventurer's	10 gp

**Owner:** Marozia Humbelina. She has wavy blonde hair, enchanting green eyes and an earring.

(*Distressed*)

### ALERIA'S SHOES (*COBBLER*)

**Owner:** Aleria Sicetrude. She has short black hair, deep blue eyes and a face tattoo. (*Arrogant*)

### THEUDA'S FABRICS (*WEAVER*)

**Owner:** Theuda Nadaltrude. She has short and curly white hair, crystal blue eyes and a nose ring.

(*Determined*)

### NATELMA'S (*PRINTING PRESS*)

**Owner:** Natelma of Yezud. She has short blonde hair, wise dark eyes and a face tattoo. (*Rejected*)

### AGIA'S PET HOSPITAL (*VETERINARIAN*)

**Owner:** Agia of Ithar. She has short and wavy red hair, deep blue eyes and a face tattoo. (*Determined*)

### NITARD'S (*SMOKEHOUSE*)

**Owner:** Nitard of Khari. He has short almond hair, enchanting green eyes and a neck band.

(*Drained*)

## **BANK**

**Manager:** Vitta Benvenuta. She has soft gentle features, wise dark eyes and a face tattoo. (*Anxious*)

- Vitta likes spending her time in the The Bard's Staff Tavern.

## **MARKET DISTRICT**

**Tavern** (Cursed Mace Tavern), **Guards** (Haelcar, Alamanda, Roberta), **Veterinarian** (Savius's horse healers), **Indoor Market** (Bryisia's), **Game Shop** (Hademar's), **Casino** (Duca's casino), **Pet Shop** (Meinward's friends), **Craft** (Arngilde's crafts), **Post Office** (Rubus's), **Fish Market** (Elisianna's), **Music** (Azwin's instruments), **Grocer** (Winsy's tomato), **Jeweler** (Aleria's gems)

## **CURSED MACE TAVERN**

### **PATRONS & VISITORS**

Azwin Liutgarde (when not in shop)

Duca Ermentaria (when not in shop)

Hademar Domhnaigh (when not in shop)

Rubus Waldefrid (when not in shop)

Arngilde of Atali (when not in shop)

**Elenia Erchamold**, a level 7 Halfling. She has short almond hair, wise brown eyes and extremely large feet, even for a halfling.

**Armour Class** 4 [15] Chainmail armor + Shield **Hit Points** 19 **Attacks** 1 × Lance (1d6) **THACO** 14

[+5] **Movement Rate** 90' (30')

**Saves** D4 W5 P6 B7 S8 **Alignment** Neutral **STR** 14 **INT** 3 **WIS** 8 **DEX** 11 **CON** 10 **CHA** 7 **Spells**

**Berengar of Azora**, a level 1 Elf. He has a long blonde beard, enchanting green eyes and silky light skin.

**Armour Class** 5 [14] Chainmail armor **Hit Points** 2 **Attacks** 1 × Sword (1d8) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P13 B15 S15 **Alignment** Neutral **STR** 17 **INT** 11 **WIS** 6 **DEX** 9 **CON** 15 **CHA** 11 **Spells** Light (Darkness)

**Meinward Contaminat**, a level 1 Elf. He has thick bushy eyebrows, wise dark eyes and long, pointy ears.

**Armour Class** 4 [15] Chainmail armor + Shield **Hit Points** 6 **Attacks** 1 × Short Bow (1d6) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P13 B15 S15 **Alignment** Neutral **STR** 14 **INT** 17 **WIS** 10 **DEX** 12 **CON** 9 **CHA** 4 **Spells** Floating Disc

**Dadmar Ermenhard**, a level 1 Fighter. He has short black hair, wise dark eyes and a deep scar on the right arm.

**Armour Class** 1 [18] Plate-mail armor + Shield **Hit Points** 2 **Attacks** 1 × Battle Axe (1d8) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12

W13 P14 B15 S16 **Alignment** Neutral  
**STR** 13 **INT** 10 **WIS** 7 **DEX** 14 **CON** 6  
**CHA** 16 **Spells**

**Berwin of Narus**, a level 1 Magic-user. He has a frowny expression, wild green eyes and a star tattooed on the forehead.

**Armour Class** 9 [10] Unarmored **Hit Points** 6 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 6 **INT** 14 **WIS** 10 **DEX** 16 **CON** 18 **CHA** 8 **Spells** Read Languages

## Bulletin

“**Wife is missing!** My wife is missing since last month. Please reach out to me if you can help. **Meinward of Ophar**”

## d6 Rumor

- 1 **Meinward of Ophar's wife** is held captive in the **Temple Of The Grey Ogre**
- 2 **Meinher of Atali's Decorated Helm** (actually a **Helm of Teleportation**) is somewhere in the Temple of the Doomed Goblin
- 3 **Fiuca Wulftrude's nephew** is held captive in the **Shrine Of The Tormented Desire**
- 4 **Wilher of Reyk's Horn** (actually a **Horn of Blasting**) is somewhere in the Tomb of the Violent Horrors
- 5 The **Tomb Of The Nameless Slaves** is on one of the coastal cliffs, somewhere in **Iceforged Shores**
- 6 There's a **White Dragon** somewhere in **Watermaze Forest**.

## GUARDS

### Guard #1

**Haelcar of Taleka**, a level 3 Fighter. He has short white hair, wise brown

eyes and a missing middle-finger.

**Armour Class** 2 [17] Plate-mail armor **Hit Points** 0 **Attacks** 1 × Staff (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Lawful **STR** 14

**INT 3 WIS 3 DEX 15 CON 8 CHA 13**  
**Spells**

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### Guard #2

**Alamanda of Korveka**, a level 3 Fighter. She has delicate features, enchanting green eyes and a big nose-ring.

---

**Armour Class** 2 [17] Plate-mail armor + Shield **Hit Points** 16

**Attacks** 1 × Mace (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Lawful **STR** 18 **INT** 9 **WIS** 13 **DEX** 16 **CON** 14 **CHA** 6 **Spells**

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### Guard #3

**Roberta Esperanza**, a level 5 Fighter. She has braided almond hair, wild green eyes and a deep scar on the right arm.

---

**Armour Class** 3 [16] Chainmail armor **Hit Points** 10 **Attacks** 1 × Hand Axe (1d6) **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D10 W11 P12 B13 S14 **Alignment** Lawful **STR** 15 **INT** 11 **WIS** 14 **DEX** 17 **CON** 7 **CHA** 14 **Spells**

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### SAVIUS'S HORSE HEALERS (VETERINARIAM)

**Owner:** Savius of Askias. He has short brown hair, enchanting green eyes and a nose ring. (*Unsure*)

### BRYZIA'S (INDOOR MARKET)

**Owner:** Brysia Siclebalda. She has

long and silky blonde hair, wise dark eyes and a face tattoo.  
(*Aggressive*)

### HADEMAR'S (GAME SHOP)

**Owner:** Hademar Domhnaigh. He has short blonde hair, wild green eyes and freckles. (*Fearful*)

- Hademar likes spending his time in the Cursed Mace Tavern.

### DUCA'S CASINO (CASINO)

**Owner:** Duca Ermentaria. She has short and well-brushed blonde hair, crystal blue eyes and an earring. (*Overwhelmed*)

- Collaborates with the **The Defenders Of Justice**.
- Duca likes spending her time in the Cursed Mace Tavern.

### MEINWARD'S FRIENDS (PET SHOP)

Item	Price
Pet Raven	3 gp
Pet Raven	3 gp

**Owner:** Meinward of Ophar. He has short black hair, wise dark eyes and a nose ring. (*Horried*)

- wife is missing since last week. (Secret: Held captive in the Temple of the Grey Ogre)

### ANIMAL POUND

**Manager:** Henarda Mancinagross. She has short and flowing blonde

hair, cold dark eyes and a face tattoo. (*Horried*)

### ARNGILDE'S CRAFTS (*CRAFT*)

**Owner:** Arngilde of Atali. She has short and well-brushed almond hair, wild green eyes and an earring. (*Shocked*)

- Arngilde likes spending her time in the Cursed Mace Tavern.

### RUBUS'S (*POST OFFICE*)

**Owner:** Rubus Waldefrid. He has short white hair, wise brown eyes and freckles. (*Calm*)

- Rubus likes spending his time in the Cursed Mace Tavern.

### ELISIANNA'S (*FISH MARKET*)

**Owner:** Elisianna Dragoslav. They have short black hair, cold dark eyes and an earring. (*Exhausted*)

### AZWIN'S INSTRUMENTS (*MUSIC*)

**Owner:** Azwin Liutgarde. He has short black hair, cold dark eyes and a nose ring. (*Shocked*)

- Azwin likes spending his time in the Cursed Mace Tavern.

### WINSY'S TOMATO (*GROCER*)

Item	Price
Garlic	5 gp
Garlic	5 gp

**Owner:** Winsy Hildegrim. She has

short blonde hair, enchanting green eyes and an earring. (*Livid*)

- Member of the **The Defenders Of Justice**.

### ALERIA'S GEMS (*JEWELER*)

**Owner:** Aleria of Erabor. She has soft gentle features, deep blue eyes and a neck band. (*Annoyed*)

## PEASANTS DISTRICT

**Inn** (The Gloomy Troll Inn), **Guards** (Rithilde, Saroilde), **Craft** (Hainard's handmades), **Bakery** (Morbida's bagette), **Stables** (Grimhar's stallions)

## THE GLOOMY TROLL INN

### PATRONS & VISITORS

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Hainard of Nanu (when not in shop)

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Grimhar of Aphaki (when not in shop)

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Morbida Illuminata (when not in shop)

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Ortwin of Gezai (when not in shop)

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**Sighilde Ermengilde**, a level 1 Elf. She has short white hair, crystal blue eyes and long, pointy ears.

**Armour Class** 6 [13] **Leather armor**  
**Hit Points** 6 **Attacks** 1 × Javelin (1d4) or 1 × spell **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D12 W13 P13 B15 S15 **Alignment** Neutral  
**STR** 16 **INT** 10 **WIS** 16 **DEX** 14 **CON** 16 **CHA** 9 **Spells** Read Languages

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**Bontempo Erchamwald**, a level 6 Dwarf. He has a frowny expression, deep blue eyes and short, fat fingers.

**Armour Class** 7 [12] Leather armor + Shield **Hit Points** 47 **Attacks** 1 × Hand Axe (1d6) **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D6 W7 P8 B10 S10 **Alignment** Neutral **STR** 11 **INT** 8 **WIS** 7 **DEX** 8 **CON** 18 **CHA** 8 **Spells**

---

**Godmar of Saragol**, a level 1 Cleric. He has short black hair, wise brown eyes and a nose ring.

**Armour Class** 5 [14] Plate-mail armor **Hit Points** 1 **Attacks** 1 × Mace (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D11 W12 P14 B16 S15 **Alignment** Neutral **STR** 10 **INT** 15 **WIS** 10 **DEX** 5 **CON** 12 **CHA** 6 **Spells**

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**Urofina of Nakaris**, a level 2 Magic-user. She has long black hair, wild green eyes and long black robe.

**Armour Class** 9 [10] Unarmored **Hit Points** 10 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 10 **INT** 10 **WIS** 15 **DEX** 16 **CON** 14 **CHA** 13 **Spells** Read Magic, Read Languages

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**Hamard Cadhoiarn**, a level 2 Elf. He has a big round belly, cold dark eyes and silky light skin.

**Armour Class** 6 [13] Leather armor + Shield **Hit Points** 12 **Attacks** 1 × Polearm (1d10) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P13 B15 S15 **Alignment** Neutral **STR** 18 **INT** 16 **WIS** 15 **DEX** 16 **CON** 16 **CHA** 8 **Spells** Read Languages, Shield

---

**Urisima of Taramis**, a level 1 Dwarf. She has soft gentle features, wise dark eyes and big, bulbous nose.

**Armour Class** 6 [13] Chainmail armor **Hit Points** 10 **Attacks** 1 × Battle Axe (1d8) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 10 **INT** 5 **WIS** 8 **DEX** 7 **CON** 17 **CHA** 11 **Spells**

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**Ingimar Styrbjorn**, a level 1 Cleric. He has short blonde hair, enchanting green eyes and a holy symbol tattooed on the forehead.

**Armour Class** 6 [13] Chainmail armor **Hit Points** 4 **Attacks** 1 × Mace (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D11 W12 P14 B16 S15 **Alignment** Neutral **STR** 10 **INT** 11 **WIS** 12 **DEX** 7 **CON** 9 **CHA** 4 **Spells**

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**Zenbus of Wolfa**, a level 1 Cleric. He has short black hair, cold dark eyes and strong-looking hands.

**Armour Class** 5 [14] Chainmail armor **Hit Points** 5 **Attacks** 1 × Club (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D11 W12 P14

B16 S15 **Alignment** Neutral **STR** 16  
**INT** 12 **WIS** 13 **DEX** 11 **CON** 15 **CHA**  
11 **Spells**

**Rothard of Gorah**, a level 1 Cleric.  
He has short red hair, wise brown  
eyes and strong-looking hands.

**Armour Class** 7 [12] Leather armor  
**Hit Points** 1 **Attacks** 1 × Sling (1d4)  
**THACO** 19 [0] **Movement Rate** 90'  
(30') **Saves** D11 W12 P14 B16 S15  
**Alignment** Neutral **STR** 6 **INT** 16  
**WIS** 14 **DEX** 9 **CON** 10 **CHA** 9 **Spells**

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**Almer Liutberga**, a level 1 Cleric. He  
has a long smoking pipe in his  
mouth, wise dark eyes and a holy  
symbol tattooed on the forehead.

**Armour Class** 4 [15] Chainmail  
armor + Shield **Hit Points** 5 **Attacks**  
1 × Warhammer (1d6) **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D11  
W12 P14 B16 S15 **Alignment** Neutral  
**STR** 8 **INT** 16 **WIS** 15 **DEX** 11 **CON** 12  
**CHA** 9 **Spells**

## d6 Rumor

- 1 The **Shrine Of The Raging Blood** is in a rocky cove, somewhere in **Blood Blade Shores**
- 2 **Belonor of Kaan's husband** is held captive in the **Lair Of The Hidden Pits**
- 3 **Hrotho Hildegilde's wife** is held captive in the **Tomb Of The Dark Blades**
- 4 There's a **Werewolf** somewhere in **Bloodborn Peaks**.
- 5 **Adremar Siclefrid's son** is held captive in the **Temple Of The Doomed Goblin**
- 6 **Gislara of Koru's daughter** is held captive in the **Caverns Of The Foresaken Souls**

## GUARDS

### Guard #1

**Rithilde Aldetrude**, a level 3

Fighter. She has silky blonde hair,  
wise dark eyes and a missing  
middle-finger.

---

**Armour Class** 4 [15] Chainmail

armor + Shield **Hit Points** 11 **Attacks**  
1 × Short Bow (1d6) **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D12  
W13 P14 B15 S16 **Alignment** Lawful  
**STR** 16 **INT** 8 **WIS** 4 **DEX** 11 **CON** 14  
**CHA** 11 **Spells**

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### Guard #2

**Saroilde of Ungar**, a level 5 Fighter. She has soft gentle features, enchanting green eyes and a big nose-ring.

---

**Armour Class** 5 [14] Leather armor + Shield **Hit Points** 20 **Attacks** 1 × Cross Bow (1d6) **THACO** 17 [+2]  
**Movement Rate** 90' (30') **Saves** D10  
W11 P12 B13 S14 **Alignment** Lawful  
**STR** 12 **INT** 13 **WIS** 8 **DEX** 13 **CON** 12  
**CHA** 15 **Spells**

---

### HAINARD'S HANDMADES (*CRAFT*)

**Owner:** Hainard of Nanu. He has a short almond beard, crystal blue eyes and an earring. (*Depressed*)

- Member of the **The Defenders Of Justice**.
- Hainard likes spending his time in the The Gloomy Troll Inn.

### MORBIDA'S BAGETTE (*BAKERY*)

**Owner:** Morbida Illuminata. She has wavy almond hair, wise brown eyes and a deep scar on the cheek. (*Troubled*)

- Morbida likes spending her time in the The Gloomy Troll Inn.

### GRIMHAR'S STALLIONS (*STABLES*)

Item	Price
Mule	30 gp
War Horse	250 gp

**Owner:** Grimhar of Aphaki. He has a thick moustache, enchanting green eyes and a nose ring. (*Heartbroken*)

- Member of the **The Defenders Of Justice**.
- Grimhar likes spending his time in the The Gloomy Troll Inn.

### SCHOOL

**Manager:** Ortwin of Gezai. He has short almond hair, deep blue eyes and freckles. (*Sad*)

- Ortwin likes spending his time in the The Gloomy Troll Inn.

### CRAFTING DISTRICT

**Tavern** (The Laughing Zombie Tavern), **Guards** (Liutward, Aldiva), **Hatter** (Elisiard's top hat), **Distillery** (Roberta's), **Clothing** (Duca's boutique), **General Goods** (Worwin's goods), **Game Shop** (Baldemar's), **Cartographer** (Maillard's mapmakers), **Herbalist** (Baius's weeds), **Spices** (Sihaus's salt & pepper)

### THE LAUGHING ZOMBIE TAVERN

#### PATRONS & VISITORS

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Roberta Bellissimo (when not in shop)

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Baius Landetrude (when not in shop)

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Maillard Carissima (when not in shop)

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Baldemar of Zakar (when not in shop)

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**Galianna Knightwine**, a level 1 Magic-user. She has short blonde pony-tail, deep blue eyes and long black robe.

**Armour Class** 9 [10] Unarmored **Hit Points** 4 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 5 **INT** 18 **WIS** 16 **DEX** 10 **CON** 14 **CHA** 9 **Spells** Shield

---

**Galianna Hilderich**, a level 1 Dwarf. She has short and silky blonde hair, enchanting green eyes and short, fat fingers.

**Armour Class** 4 [15] Plate-mail armor **Hit Points** 6 **Attacks** 1 × Spear (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 16 **INT** 12 **WIS** 12 **DEX** 8 **CON** 18 **CHA** 9 **Spells**

---

**Morbida of Calidar**, a level 2 Magic-user. She has soft gentle features, cold dark eyes and long crimson robe.

**Armour Class** 9 [10] Unarmored **Hit Points** 4 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13

B16 S15 **Alignment** Neutral **STR** 14 **INT** 14 **WIS** 8 **DEX** 11 **CON** 11 **CHA** 14 **Spells** Sleep , Shield

---

**Sighard Nadalberga**, a level 1 Halfling. He has a long white beard, cold dark eyes and short, chunky fingers.

**Armour Class** 3 [16] Chainmail armor + Shield **Hit Points** 4 **Attacks** 1 × Javelin (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 10 **INT** 12 **WIS** 11 **DEX** 14 **CON** 13 **CHA** 9 **Spells**

---

**Lutisima of Farglen**, a level 8 Magic-user. She has delicate features, deep blue eyes and long black robe.

**Armour Class** 9 [10] Unarmored **Hit Points** 41 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D11 W12 P11 B14 S12 **Alignment** Neutral **STR** 8 **INT** 14 **WIS** 12 **DEX** 11 **CON** 18 **CHA** 13 **Spells** Protection from Evil , Ventriloquism , Read Languages , Detect Evil , Web , Mirror Image , Protection from Evil 10' Radius , Fly , Wizard Eye , Charm Monster

---

**Anberta Sicleramna**, a level 1 Magic-user. She has long and flowing white hair, wise dark eyes and a nose ring.

**Armour Class** 8 [11] Unarmored **Hit Points** 3 **Attacks** 1 × Dagger (1d4) or

1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 10 **INT** 18 **WIS** 15 **DEX** 14 **CON** 13 **CHA** 5 **Spells** Light (Darkness)

---

**Agino Liutwarde**, a level 2 Magic-user. He has short brown hair, crystal blue eyes and long crimson robe.

**Armour Class** 8 [11] Unarmored **Hit Points** 9 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 9

**INT** 12 **WIS** 6 **DEX** 15 **CON** 17 **CHA** 13 **Spells** Protection from Evil , Protection from Evil

---

**Isoard of Dragonia**, a level 1 Magic-user. He has a long smoking pipe in his mouth, cold dark eyes and long crimson robe.

**Armour Class** 8 [11] Unarmored **Hit Points** 5 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 4 **INT** 17 **WIS** 12 **DEX** 15 **CON** 15 **CHA** 5 **Spells** Charm Person

## d6 Rumor

- 1 **Meinher of Atali's Decorated Helm** (actually a **Helm of Teleportation**) is somewhere in the Temple of the Doomed Goblin
- 2 **Lautilde Swanhilde's husband** is held captive in the **Temple Of The Grey Ogre**
- 3 There's a **Wolf** somewhere in **Watermaze Forest**.
- 4 The **Tomb Of The Dark Blades** is near an oasis, somewhere in **Goldseeker's Dunes**
- 5 The **Temple Of The Doomed Goblin** is atop a rocky hill, somewhere in **Wizards of Alvania Plains**
- 6 **Arcin Belleflos's Armor Of Sentimental Value** (actually an **Armour +1**) is somewhere in the Shrine of the Tormented Desire

## GUARDS

### Guard #1

**Liutward of Riverborne**, a level 4 Fighter. He has thick bushy eyebrows, deep blue eyes and a missing middle-finger.

---

**Armour Class** 2 [17] Chainmail armor **Hit Points** 32 **Attacks** 1 × Hand Axe (1d6) **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D10 W11 P12 B13 S14 **Alignment** Lawful **STR** 14 **INT** 12 **WIS** 3 **DEX** 18 **CON** 16 **CHA** 9 **Spells**

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### Guard #2

**Aldiva of Ironhead**, a level 3 Fighter. She has silky red hair, enchanting green eyes and a big nose-ring.

---

**Armour Class** 5 [14] Leather armor + Shield **Hit Points** 11 **Attacks** 1 × Warhammer (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Lawful **STR** 10 **INT** 12 **WIS** 3 **DEX** 14 **CON** 8 **CHA** 8 **Spells**

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### ELISIARD'S TOP HAT (*HATTER*)

**Owner:** Elisiard Superantia. He has short red hair, wise dark eyes and a neck band. (*Nervous*)

### ROBERTA'S (*DISTILLERY*)

**Owner:** Roberta Bellissimo. She has short and wavy red hair, enchanting green eyes and a neck band. (*Pleased*)

- Roberta likes spending her time in the The Laughing Zombie

Tavern.

### DUCA'S BOUTIQUE (*CLOTHING*)

Item	Price
Clothes, Uniform	10 gp
Wolfsbane (1 bunch)	10 gp

**Owner:** Duca Sadrabald. She has soft gentle features, crystal blue eyes and freckles. (*Proud*)

### WORWIN'S GOODS (*GENERAL GOODS*)

**Owner:** Worwin Madalbert. He has a frowny expression, wise dark eyes and an earring. (*Persuasive*)

### BALDEMAR'S (*GAME SHOP*)

**Owner:** Baldemar of Zakar. He has thick bushy eyebrows, wise brown eyes and a face tattoo. (*Annoyed*)

- Baldemar likes spending his time in the The Laughing Zombie Tavern.

### MAILLARD'S MAPMAKERS (*CARTOGRAPHER*)

**Owner:** Maillard Carissima. He has a short brown beard, deep blue eyes and freckles. (*Pained*)

- Maillard likes spending his time in the The Laughing Zombie Tavern.

### BAIUS'S WEEDS (*HERBALIST*)

**Owner:** Baius Landetrude. He has a frowny expression, crystal blue eyes and freckles. (*Bothered*)

- Baius likes spending his time in the The Laughing Zombie Tavern.

## SIHAUS'S SALT & PEPPER (*SPICES*)

**Owner:** Sihaus Blitgilde. He has a long smoking pipe in his mouth, wild green eyes and a nose ring. (*Livid*)

## PEASANTS DISTRICT

**Tavern** (The Peasant's Mace Tavern), **Guards** (Temidia), **Music** (Olcaviva's harp & lute), **Butchery** (Svator's prime cut), **Craft** (Seconda's handmades)

## THE PEASANT'S MACE TAVERN

### PATRONS & VISITORS

Seconda Deurhoiarn (when not in shop)

Svator of Willya (when not in shop)

Olcaviva Hildegrim (when not in shop)

**Herard of Thodar**, a level 1 Cleric. He has short blonde hair, enchanting green eyes and long, skinny fingers.

**Armour Class** 1 [18] Plate-mail armor + Shield **Hit Points** 5 **Attacks** 1 × Staff (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D11 W12 P14 B16 S15 **Alignment** Neutral **STR** 10 **INT** 8 **WIS** 13 **DEX** 14 **CON** 16 **CHA** 10 **Spells**

**Gerlinde of Kingstown**, a level 2 Fighter. She has short red pony-tail, enchanting green eyes and a

missing middle-finger.

**Armour Class** 3 [16] Chainmail armor + Shield **Hit Points** 6 **Attacks** 1 × Silver Dagger (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Neutral **STR** 17 **INT** 12 **WIS** 5 **DEX** 15 **CON** 6 **CHA** 8 **Spells**

**Elenia Bellissima**, a level 2 Halfling. She has delicate features, enchanting green eyes and big red cheeks.

**Armour Class** 3 [16] Plate-mail armor **Hit Points** 8 **Attacks** 1 × Mace (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 13 **INT** 4 **WIS** 5 **DEX** 12 **CON** 15 **CHA** 9 **Spells**

**Saidra of Samari**, a level 8 Magic-user. She has wavy brown hair, wise dark eyes and a star tattooed on the forehead.

**Armour Class** 9 [10] Unarmored **Hit Points** 30 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D11 W12 P11 B14 S12 **Alignment** Chaotic **STR** 14 **INT** 13 **WIS** 8 **DEX** 11 **CON** 14 **CHA** 5 **Spells** Sleep, Light (Darkness), Ventriloquism, Knock, Wizard Lock, ESP, Haste, Lightning Bolt, Remove Curse (Curse), Wall of Fire

**Aclemode of Lillin**, a level 2 Cleric. She has soft gentle features, deep

blue eyes and a nose ring.

**Armour Class** 8 [11] Leather armor  
**Hit Points** 9 **Attacks** 1 × Mace (1d6)  
or 1 × spell **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D11  
W12 P14 B16 S15 **Alignment** Neutral  
**STR** 10 **INT** 16 **WIS** 17 **DEX** 7 **CON** 10  
**CHA** 3 **Spells** Protection from Evil

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**Amara of Upa**, a level 6 Magic-user.  
She has long almond pony-tail, wise  
brown eyes and long, skinny fingers.

**Armour Class** 10 [9] Unarmored **Hit**  
**Points** 14 **Attacks** 1 × Dagger (1d4)  
or 1 × spell **THACO** 17 [+2]  
**Movement Rate** 90' (30') **Saves** D11  
W12 P11 B14 S12 **Alignment** Neutral  
**STR** 8 **INT** 17 **WIS** 12 **DEX** 8 **CON** 12  
**CHA** 9 **Spells** Protection from Evil,  
Light (Darkness), Invisibility, ESP,  
Dispel Magic, Water Breathing

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**Lautilde of Farglen**, a level 2 Thief.  
She has long white pony-tail, cold  
dark eyes and a scar across the eye.

**Armour Class** 7 [12] Leather armor  
**Hit Points** 5 **Attacks** 1 ×  
Warhammer (1d6) **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D13  
W14 P13 B16 S15 **Alignment** Neutral  
**STR** 13 **INT** 4 **WIS** 7 **DEX** 16 **CON** 15  
**CHA** 15 **Spells**

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**Lanthar of Xathar**, a level 1

Halfling. He has short brown hair,  
crystal blue eyes and extremely  
large feet, even for a halfling.

**Armour Class** 4 [15] Chainmail  
armor + Shield **Hit Points** 4 **Attacks**  
1 × Lance (1d6) **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D8  
W9 P10 B13 S12 **Alignment** Neutral  
**STR** 11 **INT** 5 **WIS** 14 **DEX** 11 **CON** 7  
**CHA** 7 **Spells**

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**Senkata Mathurine**, a level 2  
Dwarf. She has short and wavy  
brown hair, crystal blue eyes and  
big, bulbous nose.

**Armour Class** 4 [15] Plate-mail  
armor **Hit Points** 16 **Attacks** 1 ×  
Short Sword (1d6) **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D8  
W9 P10 B13 S12 **Alignment** Chaotic  
**STR** 12 **INT** 13 **WIS** 10 **DEX** 6 **CON** 18  
**CHA** 11 **Spells**

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**Brysia of Tybor**, a level 1 Halfling.  
She has braided almond hair, wise  
brown eyes and round, bulbous  
nose.

**Armour Class** -1 [20] Plate-mail  
armor + Shield **Hit Points** 4 **Attacks**  
1 × Polearm (1d10) **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D8  
W9 P10 B13 S12 **Alignment** Neutral  
**STR** 15 **INT** 4 **WIS** 5 **DEX** 18 **CON** 6  
**CHA** 13 **Spells**



## Bulletin

“**Nephew is missing!** My nephew is missing since two days ago. Please reach out to me if you can help. **Olcaviva Hildegrim**”

## d6 Rumor

- 1 **Olcaviva Hildegrim's nephew** is held captive in the **Temple Of The Doomed Goblin**
- 2 **Audrada of Jaluba's nephew** is held captive in the **Lair Of The Hidden Pits**
- 3 **Odelrada Ermentaria's Decorated Sword** (actually a **Sword +1**) is somewhere in the Shrine of the Raging Blood
- 4 **Weltrude Aizivella's Decorated Sword** (actually a **Sword +1**) is somewhere in the Tomb of the Nameless Slaves
- 5 **Olcaviva Hildegrim's nephew** is held captive in the **Temple Of The Doomed Goblin**
- 6 **Almer of Erdon's daughter** is held captive in the **Shrine Of The Raging Blood**

## GUARDS

### Guard #1

**Temidia Brihtrich**, a level 6 Fighter. She has short red hair, wise dark eyes and a strong, muscular physique.

---

**Armour Class** 3 [16] Chainmail

armor + Shield **Hit Points** 39

**Attacks** 1 × Cross Bow (1d6) **THACO** 17 [+2] **Movement Rate** 90' (30')

**Saves** D10 W11 P12 B13 S14

**Alignment** Lawful **STR** 15 **INT** 6

**WIS** 8 **DEX** 14 **CON** 16 **CHA** 13

### Spells

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## OLCAVIVA'S HARP & LUTE (*MUSIC*)

**Owner:** Olcaviva Hildegrim. She has delicate features, wise brown eyes and a neck band. (*Bothered*)

- nephew is missing since last week. (Secret: Held captive in the Temple of the Doomed Goblin)
- Olcaviva likes spending her time

in the The Peasant's Mace Tavern.

## SVATOR'S PRIME CUT (*BUTCHERY*)

**Owner:** Svator of Willya. He has a frowny expression, wild green eyes and freckles. (*Rejected*)

- Svator likes spending his time in the The Peasant's Mace Tavern.

## SECONDA'S HANDMADES (*CRAFT*)

**Owner:** Seconda Deurhoiarn. She has soft gentle features, crystal blue eyes and a face tattoo. (*Elated*)

- Seconda likes spending her time in the The Peasant's Mace Tavern.

## COMMON DISTRICT

**Tavern** (The Gloomy Hawk Tavern), **Guards** (Theodora), **Weaver** (Aclinde's fabrics), **Flower Shop** (Queniva's bouquets), **Grocer** (Atilia's groceries), **Liquor** (Lefward's liquor)

## THE GLOOMY HAWK TAVERN

### PATRONS & VISITORS

Atilia of Cevarra (when not in shop)

Lefward Zawissius (when not in shop)

Queniva Theodeher (when not in shop)

Aclinde Superantia (when not in shop)

**Soficia Driwethen**, a level 1 Magic-user. She has long brown pony-tail, deep blue eyes and a star tattooed on the forehead.

**Armour Class** 9 [10] Unarmored **Hit Points** 4 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 12 **INT** 13 **WIS** 12 **DEX** 11 **CON** 11 **CHA** 14 **Spells** Detect Magic

**Hamard Bernegilde**, a level 5 Elf. He has short red hair, wise dark eyes and a sigil tattooed on the neck.

**Armour Class** 8 [11] Leather armor **Hit Points** 22 **Attacks** 1 × Lance (1d6) or 1 × spell **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D10 W11 P11 B13 S12 **Alignment** Neutral **STR** 18 **INT** 13 **WIS** 6 **DEX** 8 **CON** 14 **CHA** 10 **Spells** Magic Missile , Read Languages , Detect Invisible , Phantasmal Force , Infravision

**Sigwin of Qona**, a level 1 Cleric. He has a frowny expression, wise dark eyes and a nose ring.

**Armour Class** 6 [13] Chainmail armor + Shield **Hit Points** 7 **Attacks** 1 × Sling (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D11 W12 P14 B16 S15 **Alignment** Neutral **STR** 8 **INT** 10 **WIS** 11 **DEX** 4 **CON** 13 **CHA** 8 **Spells**

**Uraka of Xuthil**, a level 8 Thief. She has long almond hair, wild green eyes and small, thin lips.

**Armour Class** 7 [12] Leather armor **Hit Points** 17 **Attacks** 1 × Staff (1d4) **THACO** 17 [+2] **Movement Rate** 90'

(30') **Saves** D12 W13 P11 B14 S13  
**Alignment** Neutral **STR** 14 **INT** 6  
**WIS** 14 **DEX** 16 **CON** 9 **CHA** 16  
**Spells**

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**Volkmar Roenwallon**, a level 1 Thief. He has short blonde hair, enchanting green eyes and a sigil tattooed behind the ear.

**Armour Class** 5 [14] Leather armor  
**Hit Points** 2 **Attacks** 1 × Silver  
Dagger (1d4) **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D13  
W14 P13 B16 S15 **Alignment** Neutral  
**STR** 6 **INT** 7 **WIS** 11 **DEX** 17 **CON** 6  
**CHA** 10 **Spells**

---

**Winmar Sicleholde**, a level 5 Halfling. He has a frowny expression, crystal blue eyes and extremely large feet, even for a halfling.

**Armour Class** 2 [17] Plate-mail  
armor **Hit Points** 13 **Attacks** 1 ×  
Dagger (1d4) **THACO** 17 [+2]  
**Movement Rate** 90' (30') **Saves** D6  
W7 P8 B10 S10 **Alignment** Neutral  
**STR** 10 **INT** 12 **WIS** 13 **DEX** 14 **CON** 9  
**CHA** 7 **Spells**

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**Getrude Frotberga**, a level 1 Elf. She has short brown hair, deep blue eyes and silky light skin.

**Armour Class** 2 [17] Plate-mail  
armor + Shield **Hit Points** 4 **Attacks**  
1 × Javelin (1d4) or 1 × spell **THACO**  
19 [0] **Movement Rate** 90' (30')  
**Saves** D12 W13 P13 B15 S15

**Alignment** Neutral **STR** 18 **INT** 18  
**WIS** 16 **DEX** 10 **CON** 13 **CHA** 13  
**Spells** Floating Disc

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**Otilde of Erdon**, a level 1 Thief. She has curly brown hair, deep blue eyes and small, thin lips.

**Armour Class** 4 [15] Leather armor  
**Hit Points** 4 **Attacks** 1 × Spear (1d6)  
**THACO** 19 [0] **Movement Rate** 90'  
(30') **Saves** D13 W14 P13 B16 S15  
**Alignment** Neutral **STR** 13 **INT** 9  
**WIS** 11 **DEX** 18 **CON** 13 **CHA** 10  
**Spells**

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**Jonilde of Willfell**, a level 1 Elf. She has delicate features, wild green eyes and long, pointy ears.

**Armour Class** 5 [14] Chainmail  
armor **Hit Points** 5 **Attacks** 1 ×  
Javelin (1d4) or 1 × spell **THACO** 19  
[0] **Movement Rate** 90' (30') **Saves**  
D12 W13 P13 B15 S15 **Alignment**  
Neutral **STR** 13 **INT** 12 **WIS** 16 **DEX** 11  
**CON** 7 **CHA** 9 **Spells** Detect Magic

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**Morbida Odelberga**, a level 8 Cleric. She has delicate features, cold dark eyes and long, skinny fingers.

**Armour Class** 5 [14] Chainmail  
armor **Hit Points** 49 **Attacks** 1 ×  
Club (1d4) or 1 × spell **THACO** 17  
[+2] **Movement Rate** 90' (30')  
**Saves** D9 W10 P12 B14 S12  
**Alignment** Neutral **STR** 15 **INT** 11  
**WIS** 15 **DEX** 10 **CON** 16 **CHA** 5 **Spells**  
Protection from Evil , Resist Cold ,

Cure Light Wounds (Cause Lt. Wounds) , Silence 15' Radius , Resist Fire , Silence 15' Radius , Cure Disease (Cause Disease) , Continual

Light (Continual Darkness) , Speak with Plants , Protection from Evil 10' Radius , Commune

### Bulletin

“**Nephew is missing!** My nephew is missing since two weeks ago. Please reach out to me if you can help. **Aclinde Superantia**”

“**Wife is missing!** My wife is missing since two weeks ago. Please reach out to me if you can help. **Atilia of Cevarra**”

### d6 Rumor

1 **Aclinde Superantia's nephew** is held captive in the **Shrine Of The Raging Blood**

2 **Atilia of Cevarra's wife** is held captive in the **Tomb Of The Nameless Slaves**

3 The **Tomb Of The Nameless Slaves** is on one of the coastal cliffs, somewhere in **Iceforged Shores**

4 **Duberta of Patil's Armor Of Sentimental Value** (actually an **Armour +3**) is somewhere in the **Caverns of the Foresaken Souls**

5 **Lootgar Gundoilde's Custom Sword** (actually a **Sword +1, Flaming**) is somewhere in the **Caverns of the Foresaken Souls**

6 **Lefin Acebalda's Embroided Cloak** (actually a **Displacer Cloak**) is somewhere in the **Temple of the Grey Ogre**

## GUARDS

### Guard #1

**Theodora Innocentia**, a level 4 Fighter. She has long white hair, cold dark eyes and a missing

middle-finger.

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**Armour Class** 0 [19] Plate-mail armor **Hit Points** 20 **Attacks** 1 × Hand Axe (1d6) **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D10 W11 P12 B13 S14 **Alignment** Lawful

**STR 14 INT 8 WIS 6 DEX 18 CON 8  
CHA 10 Spells**

### **ACLINDE'S FABRICS (WEAVER)**

**Owner:** Aclinde Superantia. She has short black hair, wise brown eyes and a face tattoo. (*Livid*)

- nephew is missing since last week. (Secret: Held captive in the Shrine of the Raging Blood)
- Aclinde likes spending her time in the The Gloomy Hawk Tavern.

### **QUENIVA'S BOUQUETS (FLOWER SHOP)**

**Owner:** Queniva Theodeher. She has soft gentle features, wise dark eyes and freckles. (*Lifeless*)

- Queniva likes spending her time in the The Gloomy Hawk Tavern.

### **ATILIA'S GROCERIES (GROCER)**

Item	Price
Rations (iron, 7 days)	15 gp
Rations (iron, 7 days)	15 gp
Rations (iron, 7 days)	15 gp

**Owner:** Atilia of Cevarra. She has delicate features, wise brown eyes and freckles. (*Helpless*)

- wife is missing since last week. (Secret: Held captive in the Tomb of the Nameless Slaves)
- Atilia likes spending her time in the The Gloomy Hawk Tavern.

### **LEFWARD'S LIQUOR (LIQUOR)**

**Owner:** Lefward Zawissius. He has a frowny expression, wise brown eyes and freckles. (*Enraged*)

- Lefward likes spending his time in the The Gloomy Hawk Tavern.

## **MARKET DISTRICT**

**Tavern** (The Glowing Torch Tavern), **Guards** (Vitta, Martio, Pribor), **Bookstore** (Sichilde's pages), **Restaurant** (Ashar's), **Vehicle Maker** (Maltia's), **Mill** (Gisilde's), **Weaver** (Berengar's fabrics), **Winery** (Duca's wines), **Stables** (Galianna's riders), **Distillery** (Waltard's), **Fish Market** (Waltilde's), **Brewery** (Aldrada's brews), **Bathhouse** (Gaumia's baths), **Tanner** (Volkmar's), **Post Office** (Wigher's), **Distillery** (Lautard's), **Winery** (Germar's fine wines), **Mill** (Roberta's), **Craft** (Sager's crafts)

### **THE GLOWING TORCH TAVERN**

#### **PATRONS & VISITORS**

Maltia of Sadeka (when not in shop)

Volkmar Hildegund (when not in shop)

Genilde Knightwine (when not in shop)

**Loberta Theodeswith**, a level 6 Halfling. She has braided black hair, wise brown eyes and round, bulbous nose.

**Armour Class** 4 [15] Chainmail armor **Hit Points** 22 **Attacks** 1 × Club (1d4) **THACO** 17 [+2]  
**Movement Rate** 90' (30') **Saves** D6 W7 P8 B10 S10 **Alignment** Neutral  
**STR 11 INT 10 WIS 8 DEX 15 CON 9**

## CHA 6 Spells

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**Ramiro of Aqualin**, a level 1 Magic-user. He has no hair, wild green eyes and a star tattooed on the forehead.

**Armour Class** 10 [9] Unarmored **Hit Points** 5 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 4 **INT** 15 **WIS** 8 **DEX** 6 **CON** 14 **CHA** 7 **Spells** Hold Portal

---

**Grasso Odelhilde**, a level 4 Cleric. He has a long white beard, wise dark eyes and a nose ring.

**Armour Class** 5 [14] Chainmail armor + Shield **Hit Points** 8 **Attacks** 1 × Warhammer (1d6) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D11 W12 P14 B16 S15 **Alignment** Neutral **STR** 11 **INT** 13 **WIS** 17 **DEX** 6 **CON** 7 **CHA** 4 **Spells** Detect Evil , Detect Magic , Silence 15' Radius

---

**Huno of Nanu**, a level 1 Magic-user. He has a Goatee beard, deep blue eyes and long crimson robe.

**Armour Class** 9 [10] Unarmored **Hit Points** 2 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 14 **INT** 17 **WIS** 16 **DEX** 10 **CON** 11 **CHA** 9 **Spells** Magic Missile

---

**Aliva of Koja**, a level 3 Cleric. She has short almond hair, deep blue

eyes and long, skinny fingers.

**Armour Class** 6 [13] Chainmail armor + Shield **Hit Points** 9 **Attacks** 1 × Club (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D11 W12 P14 B16 S15 **Alignment** Neutral **STR** 12 **INT** 9 **WIS** 13 **DEX** 5 **CON** 7 **CHA** 9 **Spells** Light (Darkness) , Detect Evil

---

**Onafria of Kaan**, a level 2 Magic-user. She has delicate features, wild green eyes and long crimson robe.

**Armour Class** 9 [10] Unarmored **Hit Points** 6 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 13 **INT** 15 **WIS** 14 **DEX** 12 **CON** 15 **CHA** 9 **Spells** Read Languages , Ventriloquism

---

**Solianna of Yazar**, a level 2 Fighter. She has short and well-brushed brown hair, enchanting green eyes and a big nose-ring.

**Armour Class** 4 [15] Leather armor **Hit Points** 9 **Attacks** 1 × Mace (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Neutral **STR** 10 **INT** 5 **WIS** 13 **DEX** 18 **CON** 6 **CHA** 13 **Spells**

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**Gerward of Brewfish**, a level 1 Elf. He has a long smoking pipe in his mouth, wise dark eyes and silky dark skin.

**Armour Class** 4 [15] Chainmail armor **Hit Points** 3 **Attacks** 1 × Short Sword (1d6) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P13 B15 S15 **Alignment** Chaotic **STR** 17 **INT** 11 **WIS** 7 **DEX** 15 **CON** 9 **CHA** 5 **Spells** Magic Missile

**Deocar of Feki**, a level 7 Halfling. He has no hair, crystal blue eyes and

big red cheeks.

**Armour Class** 2 [17] Plate-mail armor **Hit Points** 35 **Attacks** 1 × Sling (1d4) **THACO** 14 [+5] **Movement Rate** 90' (30') **Saves** D4 W5 P6 B7 S8 **Alignment** Chaotic **STR** 12 **INT** 10 **WIS** 8 **DEX** 13 **CON** 13 **CHA** 13 **Spells**

## Bulletin

“**Help requested!** A heirloom of sentimental value was stolen from me. I will reward anyone who is kind enough to get it back. Yours, **Galianna Pentecoste**”

## d6 Rumor

- 1 **Galianna Pentecoste's Bottle Of Sentimental Value** (actually an **Efreeti Bottle**) is somewhere in the Temple of the Grey Ogre
- 2 **Serveta Aclehilde's Decorated Sword** (actually a **Sword +1, +3 vs Undead**) is somewhere in the Lair of the Hidden Pits
- 3 There's a **Vampire** in **Tomb Of The Nameless Slaves**
- 4 **Rodin Transmundus's Decorated Armor** (actually an **Armour +3**) is somewhere in the Caverns of the Foresaken Souls
- 5 The **Temple Of The Corrupted Lich** is near an estuary, somewhere in **Blood Blade Shores**
- 6 **Adremar Siclefrid's son** is held captive in the **Temple Of The Doomed Goblin**

## GUARDS

### Guard #1

**Vitta of Calidar**, a level 3 Fighter. She has well-brushed brown hair, cold dark eyes and a big nose-ring.

**Armour Class** 4 [15] Chainmail armor + Shield **Hit Points** 11 **Attacks** 1 × Short Bow (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Chaotic **STR** 16 **INT** 8 **WIS** 6 **DEX** 11 **CON** 9 **CHA** 15 **Spells**

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### Guard #2

**Martio of Naka**, a level 6 Fighter. He has a long smoking pipe in his mouth, enchanting green eyes and a strong, muscular physique.

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**Armour Class** 2 [17] Plate-mail armor + Shield **Hit Points** 29 **Attacks** 1 × Spear (1d6) **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D10 W11 P12 B13 S14 **Alignment** Lawful **STR** 10 **INT** 10 **WIS** 7 **DEX** 12 **CON** 7 **CHA** 15 **Spells**

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### Guard #3

**Pribor Senthilde**, a level 3 Fighter. He has a frowny expression, cold dark eyes and a deep scar on the right arm.

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**Armour Class** 7 [12] Leather armor **Hit Points** 17 **Attacks** 1 × Club (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Chaotic **STR** 15 **INT** 5 **WIS** 12 **DEX** 11 **CON** 15 **CHA** 13 **Spells**

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## ANIMAL POUND

**Manager:** Genilde Knightwine. She has short blonde hair, wise dark

eyes and a neck band. (*Desperate*)

- Genilde likes spending her time in the The Glowing Torch Tavern.

## SICHILDE'S PAGES (BOOKSTORE)

**Owner:** Sichilde of Feria. She has soft gentle features, deep blue eyes and a nose ring. (*Excited*)

## ASHAR'S (RESTAURANT)

**Owner:** Ashar Odelschalk. He has short red hair, cold dark eyes and a deep scar on the cheek. (*Crushed*)

## MALTIA'S (VEHICLE MAKER)

**Owner:** Maltia of Sadeka. She has braided almond hair, cold dark eyes and a deep scar on the cheek. (*Surprised*)

- Maltia likes spending her time in the The Glowing Torch Tavern.

## GISILDE'S (MILL)

**Owner:** Gisilde of Wikana. She has long blonde hair, deep blue eyes and a nose ring. (*Heartbroken*)

- Member of the **The Burning Truthseekers**.

## BERENGAR'S FABRICS (WEAVER)

**Owner:** Berengar of Payin. He has a frowny expression, wise brown eyes and freckles. (*Unimpressed*)

## DUCA'S WINES (WINERY)

**Owner:** Duca Whitehelm. She has wavy brown hair, crystal blue eyes



and a face tattoo. (*Tired*)

## GALIANNA'S RIDERS (*STABLES*)

Item	Price
War Horse	250 gp
Riding Horse	75 gp
Draft Horse	40 gp
Riding Horse	75 gp
Camel	100 gp
Riding Horse	75 gp

**Owner:** Galianna Pentecoste. She has long almond pony-tail, deep blue eyes and a nose ring. (*Heartbroken*)

- Member of the **The Army Of Justice**.
- **Bottle Of Sentimental Value** is lost (or so claimed). (Secret: This is actually an **Efreeti Bottle** and it is currently somewhere in the **Temple of the Grey Ogre**)
- Reward is **3000gp**

## WALTARD'S (*DISTILLERY*)

**Owner:** Waltard Membresia. He has a big round belly, wise dark eyes and freckles. (*Lifeless*)

## **BANK**

**Manager:** Baldwar of Taia. He has a thick moustache, wise brown eyes and a face tattoo. (*Hopeless*)

## WALTILDE'S (*FISH MARKET*)

**Owner:** Waltilde of Naka. She has delicate features, wise dark eyes and a deep scar on the cheek. (*Rejected*)

- Member of the **The Defenders Of Justice**.

## ALDRADA'S BREWS (*BREWERY*)

**Owner:** Aldrada of Oshar. She has short white hair, deep blue eyes and an earring. (*Shocked*)

## GAUMIA'S BATHS (*BATHHOUSE*)

**Owner:** Gaumia Hildegand. She has long almond pony-tail, crystal blue eyes and an earring. (*Cheerful*)

## VOLKMAR'S (*TANNER*)

**Owner:** Volkmar Hildegund. He has a thick moustache, crystal blue eyes and a nose ring. (*Offended*)

- Volkmar likes spending his time in the **The Glowing Torch Tavern**.

## WIGHER'S (*POST OFFICE*)

**Owner:** Wigher Ermengaude. He has a long white beard, wise dark eyes and freckles. (*Horriified*)

## LAUTARD'S (*DISTILLERY*)

**Owner:** Lautard Christred. He has a long smoking pipe in his mouth, crystal blue eyes and a neck band. (*Pained*)

## GERMAR'S FINE WINES (*WINERY*)

**Owner:** Germar Zwentibold. He has

short almond hair, wild green eyes and an earring. (*Anxious*)

## ROBERTA'S (*MILL*)

**Owner:** Roberta of Greenfell. She has delicate features, wise dark eyes and an earring. (*Livid*)

## SAGER'S CRAFTS (*CRAFT*)

**Owner:** Sager of Naka. He has short brown hair, enchanting green eyes and a nose ring. (*Surprised*)

## PEASANTS DISTRICT

**Tavern** (Lost Mace Tavern), **Guards** (Meira, Alctrude), **Salon** (Morbida's styles)

## LOST MACE TAVERN

### PATRONS & VISITORS

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Arngilde Wiseltrude (when not in shop)

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Morbida of Aral (when not in shop)

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**Fiuca Siclebald**, a level 4 Cleric. She has long and wavy red hair, cold dark eyes and a nose ring.

**Armour Class** 2 [17] Plate-mail armor + Shield **Hit Points** 17  
**Attacks** 1 × Club (1d4) or 1 × spell  
**THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D11 W12 P14 B16 S15  
**Alignment** Neutral **STR** 14 **INT** 10  
**WIS** 16 **DEX** 12 **CON** 9 **CHA** 10  
**Spells** Light (Darkness) , Detect Magic , Speak with Animals

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**Godlanda Ermengaude**, a level 6

Halfling. She has flowing brown hair, wild green eyes and extremely large feet, even for a halfling.

**Armour Class** 6 [13] Leather armor  
**Hit Points** 16 **Attacks** 1 × Javelin (1d4) **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D6 W7 P8 B10 S10 **Alignment** Neutral **STR** 11 **INT** 10 **WIS** 13 **DEX** 15 **CON** 9 **CHA** 11  
**Spells**

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**Richmar of Usin**, a level 2 Dwarf. He has a big round belly, wild green eyes and big red cheeks.

**Armour Class** 6 [13] Chainmail armor **Hit Points** 4 **Attacks** 1 × Javelin (1d4) **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 16 **INT** 4 **WIS** 13 **DEX** 6 **CON** 12 **CHA** 13 **Spells**

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**Baltrude Hildegau**d, a level 2 Dwarf. She has short black pony-tail, crystal blue eyes and a golden tooth.

**Armour Class** 2 [17] Plate-mail armor **Hit Points** 7 **Attacks** 1 × Warhammer (1d6) **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 14 **INT** 8 **WIS** 9 **DEX** 13 **CON** 11 **CHA** 13 **Spells**

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**Lodn Reinbalda**, a level 1 Halfling. He has short white hair, wild green eyes and extremely large feet, even for a halfling.

**Armour Class** 4 [15] Chainmail armor + Shield **Hit Points** 2 **Attacks** 1 × Cross Bow (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 10 **INT** 12 **WIS** 12 **DEX** 12 **CON** 7 **CHA** 13 **Spells**

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**Aclehard of Nanu**, a level 2 Thief. He has short brown hair, wise dark eyes and a sigil tattooed behind the ear.

**Armour Class** 6 [13] Leather armor **Hit Points** 1 **Attacks** 1 × Staff (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 13 **INT** 13 **WIS** 14 **DEX** 13 **CON** 6 **CHA** 13 **Spells**

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**Gerhelma of Hawkmen**, a level 1 Halfling. She has short and wild almond hair, wise brown eyes and extremely large feet, even for a halfling.

**Armour Class** 3 [16] Plate-mail armor **Hit Points** 0 **Attacks** 1 × Warhammer (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 11 **INT** 11 **WIS** 6 **DEX** 10 **CON** 7 **CHA** 13 **Spells**

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**Tanquard Haelwaloe**, a level 3 Elf. He has thick bushy eyebrows,

crystal blue eyes and long, skinny fingers.

**Armour Class** 5 [14] Chainmail armor **Hit Points** 5 **Attacks** 1 × Sword (1d8) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P13 B15 S15 **Alignment** Neutral **STR** 17 **INT** 12 **WIS** 13 **DEX** 16 **CON** 7 **CHA** 11 **Spells** Detect Magic , Sleep , Invisibility

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**Belonor of Marook**, a level 1 Thief. He has a frowny expression, wild green eyes and a scar across the eye.

**Armour Class** 4 [15] Leather armor **Hit Points** 0 **Attacks** 1 × Battle Axe (1d8) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 16 **INT** 9 **WIS** 7 **DEX** 18 **CON** 6 **CHA** 17 **Spells**

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**Urisima of Balaal**, a level 3 Magic-user. She has delicate features, wise dark eyes and a nose ring.

**Armour Class** 9 [10] Unarmored **Hit Points** 21 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 10 **INT** 16 **WIS** 9 **DEX** 16 **CON** 18 **CHA** 7 **Spells** Ventriloquism , Read Languages , Detect Evil

- 1 **Getrude of Ellal's husband** is held captive in the **Tomb Of The Hopeless Spider**
- 2 **Lautilde Swanhilde's husband** is held captive in the **Temple Of The Grey Ogre**
- 3 **Atilia of Cevarra's wife** is held captive in the **Tomb Of The Nameless Slaves**
- 4 **Weltrude Aizivella's Decorated Sword** (actually a **Sword +1**) is somewhere in the Tomb of the Nameless Slaves
- 5 The **Lair Of The Hidden Pits** is in a rocky cove, somewhere in **Iceforged Shores**
- 6 **Duberta of Patil's Armor Of Sentimental Value** (actually an **Armour +3**) is somewhere in the Caverns of the Foresaken Souls

## GUARDS

### Guard #1

**Meira of Nakaris**, a level 4 Fighter. She has short and well-brushed red hair, wild green eyes and a strong, muscular physique.

---

**Armour Class** 3 [16] Chainmail armor + Shield **Hit Points** 19  
**Attacks** 1 × Javelin (1d4) **THACO** 17 [+2] **Movement Rate** 90' (30')  
**Saves** D10 W11 P12 B13 S14  
**Alignment** Lawful **STR** 17 **INT** 3  
**WIS** 7 **DEX** 13 **CON** 7 **CHA** 7 **Spells**

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### Guard #2

**Alctrude Bonifacia**, a level 3

Fighter. She has delicate features, wise dark eyes and a big nose-ring.

---

**Armour Class** 1 [18] Chainmail armor + Shield **Hit Points** 12  
**Attacks** 1 × Sword (1d8) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Lawful **STR** 11 **INT** 14 **WIS** 7 **DEX** 18 **CON** 10 **CHA** 15 **Spells**

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## MORBIDA'S STYLES (*SALOM*)

**Owner:** Morbida of Aral. She has long and braided white hair, crystal blue eyes and a face tattoo. (*Calm*)

- Member of the **The Defenders Of Justice**.
- Morbida likes spending her time

in the Lost Mace Tavern.

## DAYCARE

**Manager:** Arngilde Wiseltrude. She has soft gentle features, wise brown eyes and a face tattoo. (*Remorseful*)

- Arngilde likes spending her time in the Lost Mace Tavern.

## PALACE DISTRICT

**Tavern** (The Paladin's Staff Tavern), **Guards** (Dúin, Arngilde, Gauzo), **Liquor** (Henarda's liquor), **Liquor** (Teinger's spirits), **Trade Post** (Fredegar's), **Liquor** (Aclemode's spirits)

## THE PALADIN'S STAFF TAVERN

### PATRONS & VISITORS

Aclemode of Ungar (when not in shop)

Teinger Natalisma (when not in shop)

Henarda of Knifeblade (when not in shop)

Fredegar Zwentibold (when not in shop)

**Rothard Sicletrude**, a level 3 Fighter. He has a big round belly, deep blue eyes and a deep scar on the right arm.

**Armour Class** 6 [13] Leather armor + Shield **Hit Points** 10 **Attacks** 1 × Two-Handed Sword (1d10) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Neutral **STR** 13 **INT** 11

**WIS** 14 **DEX** 10 **CON** 15 **CHA** 9

## Spells

**Safia Christwina**, a level 1 Fighter. They have short almond hair, crystal blue eyes and a missing middle-finger.

**Armour Class** 4 [15] Chainmail armor **Hit Points** 2 **Attacks** 1 × Hand Axe (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Neutral **STR** 14 **INT** 9 **WIS** 12 **DEX** 14 **CON** 7 **CHA** 14

## Spells

**Duberta Landelanda**, a level 8 Halfling. She has flowing almond hair, deep blue eyes and round, bulbous nose.

**Armour Class** 3 [16] Plate-mail armor **Hit Points** 39 **Attacks** 1 × Javelin (1d4) **THACO** 14 [+5] **Movement Rate** 90' (30') **Saves** D4 W5 P6 B7 S8 **Alignment** Neutral **STR** 14 **INT** 11 **WIS** 3 **DEX** 16 **CON** 13 **CHA** 11

## Spells

**Seconda Nadaltrude**, a level 7 Thief. She has delicate features, wise brown eyes and long, skinny fingers.

**Armour Class** 5 [14] Leather armor **Hit Points** 19 **Attacks** 1 × Battle Axe (1d8) **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D12 W13 P11 B14 S13 **Alignment** Neutral **STR** 8 **INT** 10 **WIS** 6 **DEX** 17 **CON** 10 **CHA** 16

## Spells

**Dolerama of Olfey**, a level 1 Fighter. She has short red pony-tail, wise brown eyes and a missing middle-finger.

**Armour Class** -1 [20] Plate-mail armor + Shield **Hit Points** 9 **Attacks** 1 × Sling (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Neutral **STR** 18 **INT** 8 **WIS** 11 **DEX** 18 **CON** 14 **CHA** 14 **Spells**

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**Elenia Liuthilde**, a level 6 Elf. She has short brown pony-tail, cold dark eyes and a nose ring.

**Armour Class** 5 [14] Chainmail armor **Hit Points** 37 **Attacks** 1 × Silver Dagger (1d4) or 1 × spell **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D10 W11 P11 B13 S12 **Alignment** Neutral **STR** 15 **INT** 18 **WIS** 14 **DEX** 10 **CON** 16 **CHA** 11 **Spells** Ventriloquism , Hold Portal , Invisibility , ESP , Invisibility 10' Radius , Hold Person

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**Audrada Frederius**, a level 6 Dwarf. She has braided blonde hair, deep blue eyes and short, fat fingers.

**Armour Class** 3 [16] Chainmail armor + Shield **Hit Points** 29 **Attacks** 1 × Silver Dagger (1d4) **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D6 W7 P8 B10 S10 **Alignment** Neutral **STR** 12 **INT** 7

**WIS** 14 **DEX** 15 **CON** 11 **CHA** 14  
**Spells**

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**Berlinde Ermenburg**, a level 2 Halfling. She has delicate features, wise brown eyes and extremely large feet, even for a halfling.

**Armour Class** 3 [16] Chainmail armor **Hit Points** 7 **Attacks** 1 × Hand Axe (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 11 **INT** 6 **WIS** 5 **DEX** 17 **CON** 9 **CHA** 12 **Spells**

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**Roberta of Kafieh**, a level 5 Dwarf. She has delicate features, crystal blue eyes and a golden tooth.

**Armour Class** 5 [14] Chainmail armor **Hit Points** 44 **Attacks** 1 × Lance (1d6) **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D6 W7 P8 B10 S10 **Alignment** Neutral **STR** 10 **INT** 9 **WIS** 6 **DEX** 11 **CON** 18 **CHA** 6 **Spells**

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**Herward Blathilde**, a level 1 Elf. He has thick bushy eyebrows, wise brown eyes and a nose ring.

**Armour Class** 4 [15] Chainmail armor **Hit Points** 3 **Attacks** 1 × Javelin (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P13 B15 S15 **Alignment** Neutral **STR** 13 **INT** 11 **WIS** 8 **DEX** 13 **CON** 14 **CHA** 11 **Spells** Floating Disc

## d6 Rumor

- 1 **Resende Sicleholde's Custom Sword** (actually a **Sword +1**) is somewhere in the Shrine of the Tormented Desire
- 2 **The Army Of Justice** are plotting to **eliminate all cultists**.
- 3 **Lefin Aclebalda's Embroided Cloak** (actually a **Displacer Cloak**) is somewhere in the Temple of the Grey Ogre
- 4 **Mauger Altafrons's Decorated Sword** (actually a **Sword +1, +2 vs Lycanthropes**) is somewhere in the Lair of the Hidden Pits
- 5 **Meinward of Ophar's wife** is held captive in the **Temple Of The Grey Ogre**
- 6 **Riqin Christofana's Sturdy Leather Boots** (actually a **Boots of Levitation**) is somewhere in the Shrine of the Dishonored Fire

## GUARDS

### Guard #1

**Dúin of Orova**, a level 5 Fighter. He has a big round belly, wise brown eyes and a deep scar on the right arm.

---

**Armour Class** 4 [15] Chainmail armor + Shield **Hit Points** 31  
**Attacks** 1 × Mace (1d6) **THACO** 17 [+2] **Movement Rate** 90' (30')  
**Saves** D10 W11 P12 B13 S14  
**Alignment** Lawful **STR** 13 **INT** 7  
**WIS** 6 **DEX** 10 **CON** 15 **CHA** 16  
**Spells**

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### Guard #2

**Arngilde Ansegilde**, a level 6

Fighter. She has short and wavy brown hair, crystal blue eyes and a missing middle-finger.

---

**Armour Class** 3 [16] Chainmail armor **Hit Points** 27 **Attacks** 1 × Hand Axe (1d6) **THACO** 17 [+2]  
**Movement Rate** 90' (30') **Saves** D10 W11 P12 B13 S14 **Alignment** Lawful  
**STR** 13 **INT** 14 **WIS** 6 **DEX** 17 **CON** 9  
**CHA** 8 **Spells**

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### Guard #3

**Gauzo Liutwarde**, a level 6 Fighter. He has a long smoking pipe in his mouth, wise dark eyes and a big nose-ring.

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**Armour Class** 3 [16] Chainmail armor + Shield **Hit Points** 24  
**Attacks** 1 × Cross Bow (1d6) **THACO**

17 [+2] **Movement Rate** 90' (30')  
**Saves** D10 W11 P12 B13 S14  
**Alignment** Chaotic **STR** 16 **INT** 13  
**WIS** 12 **DEX** 13 **CON** 10 **CHA** 10  
**Spells**

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### **HENARDA'S LIQUOR (LIQUOR)**

**Owner:** Henarda of Knifblade. She has soft gentle features, crystal blue eyes and a face tattoo. (*Alone*)

- Henarda likes spending her time in the The Paladin's Staff Tavern.

### **TEINGER'S SPIRITS (LIQUOR)**

**Owner:** Teinger Natalisma. He has a short almond beard, crystal blue eyes and an earring. (*Persuasive*)

- Teinger likes spending his time in the The Paladin's Staff Tavern.

### **FREDEGAR'S (TRADE POST)**

**Owner:** Fredegar Zwentibold. He has short almond hair, crystal blue eyes and a deep scar on the cheek. (*Sickened*)

- Fredegar likes spending his time in the The Paladin's Staff Tavern.

### **ACLEMODE'S SPIRITS (LIQUOR)**

**Owner:** Aclemode of Ungar. She has flowing black hair, enchanting green eyes and a deep scar on the cheek. (*Exhausted*)

- Aclemode likes spending her time in the The Paladin's Staff Tavern.

# V ILLAGE OF TAMIR

## **VILLAGE SHOPS & SERVICES**

**Inn** (The Black Torch Inn), **Guards** (Villana), **Spices** (Benno's salt & pepper), **Clothing** (Eupraxia's boutique), **Bakery** (Aclemode's bagette), **Fortune Teller** (Minilde's), **Tailor** (Dolerama's)

## **THE BLACK TORCH INN**

### **PATRONS & VISITORS**

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Ainard of Nadan (when not in shop)

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Aclemode of Odrea (when not in shop)

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Benno of Kandar (when not in shop)

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Eupraxia of Khezal (when not in shop)

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Minilde of Lightstand (when not in shop)

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**Wazer Gundoilde**, a level 1 Elf. He has a long almond beard, wise brown eyes and a nose ring.

**Armour Class** 4 [15] Chainmail armor **Hit Points** 5 **Attacks** 1 × Cross Bow (1d6) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P13 B15 S15 **Alignment** Neutral **STR** 16 **INT** 11 **WIS** 11 **DEX** 13 **CON** 14 **CHA** 14 **Spells** Light (Darkness)

---

**Duca of Ophar**, a level 2 Elf. She has



long brown pony-tail, wild green eyes and a sigil tattooed on the neck.

**Armour Class** 7 [12] Leather armor + Shield **Hit Points** 3 **Attacks** 1 × Short Sword (1d6) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P13 B15 S15 **Alignment** Neutral **STR** 18 **INT** 10 **WIS** 8 **DEX** 8 **CON** 7 **CHA** 4 **Spells** Magic Missile , Shield

---

**Wiggo Aldebrand**, a level 4 Fighter. He has short blonde hair, deep blue eyes and a deep scar on the right arm.

**Armour Class** 6 [13] Leather armor **Hit Points** 25 **Attacks** 1 × Warhammer (1d6) **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D10 W11 P12 B13 S14 **Alignment** Neutral **STR** 17 **INT** 10 **WIS** 11 **DEX** 15 **CON** 9 **CHA** 8 **Spells**

---

**Faberta Falatrude**, a level 2 Fighter. She has delicate features, cold dark eyes and a deep scar on the right arm.

**Armour Class** 7 [12] Leather armor **Hit Points** 3 **Attacks** 1 × Club (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Neutral **STR** 14 **INT** 11 **WIS** 13 **DEX** 12 **CON** 12 **CHA** 6 **Spells**

---

**Loberta Theodelinde**, a level 5 Thief. She has long brown hair, wise brown eyes and a nose ring.

**Armour Class** 6 [13] Leather armor **Hit Points** 6 **Attacks** 1 × Hand Axe (1d6) **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D12 W13 P11 B14 S13 **Alignment** Neutral **STR** 6 **INT** 7 **WIS** 12 **DEX** 13 **CON** 8 **CHA** 11 **Spells**

---

**Gunso of Petia**, a level 3 Halfling. He has a thick moustache, wise dark eyes and short, chunky fingers.

**Armour Class** 3 [16] Chainmail armor **Hit Points** 14 **Attacks** 1 × Polearm (1d10) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 12 **INT** 13 **WIS** 7 **DEX** 17 **CON** 11 **CHA** 9 **Spells**

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**Palemia of Calazi**, a level 5 Cleric. She has long red hair, wise brown eyes and long, skinny fingers.

**Armour Class** 5 [14] Chainmail armor **Hit Points** 28 **Attacks** 1 × Staff (1d4) or 1 × spell **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D9 W10 P12 B14 S12 **Alignment** Neutral **STR** 7 **INT** 15 **WIS** 14 **DEX** 9 **CON** 16 **CHA** 5 **Spells** Purify Food and Water , Detect Magic , Speak with Animals , Bless (Blight)

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**Crispus Wanthilde**, a level 8 Cleric. He has short white hair, deep blue eyes and strong-looking hands.

**Armour Class** 2 [17] Plate-mail armor + Shield **Hit Points** 31

**Attacks** 1 × Staff (1d4) or 1 × spell  
**THACO** 17 [+2] **Movement Rate** 90'  
(30') **Saves** D9 W10 P12 B14 S12  
**Alignment** Neutral **STR** 12 **INT** 16  
**WIS** 10 **DEX** 11 **CON** 13 **CHA** 3 **Spells**  
Cure Light Wounds (Cause Lt.  
Wounds) , Protection from Evil ,  
Detect Evil , Bless (Blight) , Bless  
(Blight) , Speak with Animals ,  
Growth of Animal , Cure Disease  
(Cause Disease) , Protection from  
Evil 10' Radius , Neutralize Poison ,  
Raise Dead (Finger of Death)

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**Elsaria Gautlinde**, a level 1 Thief.  
She has long and wild blonde hair,  
cold dark eyes and long, skinny  
fingers.

**Armour Class** 4 [15] Leather armor  
**Hit Points** 2 **Attacks** 1 × Long Bow  
(1d6) **THACO** 19 [0] **Movement Rate**  
90' (30') **Saves** D13 W14 P13 B16 S15  
**Alignment** Neutral **STR** 6 **INT** 5  
**WIS** 5 **DEX** 18 **CON** 13 **CHA** 18  
**Spells**

## d6 Rumor

- 1 **Lautilde Swanhilde's husband** is held captive in the **Temple Of The Grey Ogre**
- 2 **Lanto of Olfe's husband** is held captive in the **Tomb Of The Hopeless Spider**
- 3 **Duberta of Patil's Armor Of Sentimental Value** (actually an **Armour +3**) is somewhere in the **Caverns of the Foresaken Souls**
- 4 **Aclinde Superantia's nephew** is held captive in the **Shrine Of The Raging Blood**
- 5 **Urofina Mathurine's daughter** is held captive in the **Shrine Of The Tormented Desire**
- 6 The **Tomb Of The Violent Horrors** is in the **grasslands, somewhere in Wizards of Alvania Plains**

## GUARDS

### Guard #1

**Villana of Thalís**, a level 3 Fighter.  
She has short white hair, wild green  
eyes and a big nose-ring.

---

**Armour Class** 1 [18] Plate-mail

armor + Shield **Hit Points** 13  
**Attacks** 1 × Polearm (1d10) **THACO**  
19 [0] **Movement Rate** 90' (30')  
**Saves** D12 W13 P14 B15 S16  
**Alignment** Chaotic **STR** 13 **INT** 14  
**WIS** 13 **DEX** 14 **CON** 9 **CHA** 11 **Spells**

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### **NUNNERY**

**Manager:** Wulfger Transmundus.  
He has a frowny expression, cold  
dark eyes and a face tattoo.  
(*Shocked*)

### **BENNO'S SALT & PEPPER (SPICES)**

**Owner:** Benno of Kandar. He has a  
frowny expression, deep blue eyes  
and a neck band. (*Alone*)

- Benno likes spending his time in  
the The Black Torch Inn.

### **EUPRAXIA'S BOUTIQUE (CLOTHING)**

Item	Price
Clothes, Uniform	10 gp
Clothes, Fine	10 gp
Clothes, Adventurer's	10 gp

**Owner:** Eupraxia of Khezal. She has  
soft gentle features, enchanting  
green eyes and a nose ring.  
(*Persuasive*)

- Eupraxia likes spending her time  
in the The Black Torch Inn.

### **ACLEMODE'S BAGETTE (BAKERY)**

**Owner:** Aclemode of Odrea. She has  
delicate features, enchanting green

eyes and a nose ring. (*Tired*)

- Aclemode likes spending her time  
in the The Black Torch Inn.

### **SCHOOL**

**Manager:** Jocus Felicitas. He has a  
long red beard, deep blue eyes and  
an earring. (*Cheerful*)

### **MINILDE'S (FORTUNE TELLER)**

**Owner:** Minilde of Lightstand. She  
has long white hair, deep blue eyes  
and a nose ring. (*Exhausted*)

- Minilde likes spending her time  
in the The Black Torch Inn.

### **DOLERAMA'S (TAILOR)**

Item	Price
Wolfsbane (1 bunch)	10 gp
Wolfsbane (1 bunch)	10 gp
Clothes, Uniform	10 gp
Clothes, Fine	10 gp
Wolfsbane (1 bunch)	10 gp

**Owner:** Dolerama of Greenfell. She  
has silky red hair, deep blue eyes  
and a neck band. (*Agitated*)

### **MORTICIAN**

**Manager:** Ainard of Nadan. He has  
short red hair, enchanting green  
eyes and a face tattoo. (*Happy*)

- Ainard likes spending his time in

the The Black Torch Inn.

# VILLAGE OF PARTHA

## VILLAGE SHOPS & SERVICES

**Tavern** (The Dragon & The Crying Devil Tavern), **Guards** (Hagward, Sabato, Aginteus), **Hatter** (Litin's top hat), **Tin Worker** (Alberta's), **Craft** (Agenna's crafts), **Craft** (Fredegar's handmades), **Physician** (Sigwin's clinic), **Distillery** (Sichilde's), **General Goods** (Godlanda's goods), **Veterinarian** (Duberta's horse healers), **Bunkhouse** (Lodn's), **Weaver** (Urofina's garments), **Tin Worker** (Waser's), **Clothing** (Vitta's wearables)

## THE DRAGON & THE CRYING DEVIL TAVERN

### PATRONS & VISITORS

Litin of Agara (when not in shop)

Gontard Carissima (when not in shop)

Fredegar Bontalenta (when not in shop)

Vitta of Silvercrest (when not in shop)

Waser of Crimson hawk (when not in shop)

**Gerhelma Haimengarde**, a level 8 Thief. She has long black hair, wild green eyes and a scar across the eye.

**Armour Class** 7 [12] Leather armor  
**Hit Points** 10 **Attacks** 1 × Battle Axe

(1d8) **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D12 W13 P11 B14 S13 **Alignment** Neutral **STR** 10 **INT** 14 **WIS** 4 **DEX** 12 **CON** 8 **CHA** 15  
**Spells**

**Otmar Theodeberg**, a level 2 Dwarf. He has a thick moustache, wild green eyes and a golden tooth.

**Armour Class** 5 [14] Leather armor + Shield **Hit Points** 12 **Attacks** 1 × Sword (1d8) **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 17 **INT** 10 **WIS** 15 **DEX** 15 **CON** 14 **CHA** 5 **Spells**

**Acfrida of Rognar**, a level 1 Cleric. She has short and curly black hair, crystal blue eyes and a holy symbol tattooed on the forehead.

**Armour Class** 7 [12] Chainmail armor **Hit Points** 4 **Attacks** 1 × Staff (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D11 W12 P14 B16 S15 **Alignment** Neutral **STR** 6 **INT** 9 **WIS** 13 **DEX** 4 **CON** 8 **CHA** 7  
**Spells**

**Alcfrida Zawissius**, a level 2 Halfling. She has long brown hair, deep blue eyes and round, bulbous nose.

**Armour Class** 2 [17] Plate-mail armor **Hit Points** 7 **Attacks** 1 × Club (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 11 **INT** 4

**WIS 3 DEX 13 CON 11 CHA 8 Spells**

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**Alcfrida Boleslava**, a level 1 Dwarf. She has wavy almond hair, wise brown eyes and big red cheeks.

**Armour Class** 5 [14] Chainmail armor **Hit Points** 2 **Attacks** 1 × Hand Axe (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 10 **INT** 14 **WIS** 10 **DEX** 10 **CON** 14 **CHA** 9  
**Spells**

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**Perpetuo of Wolfraven**, a level 1 Magic-user. He has no hair, wise dark eyes and a star tattooed on the forehead.

**Armour Class** 9 [10] Unarmored **Hit Points** 6 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 12 **INT** 15 **WIS** 7 **DEX** 11 **CON** 16 **CHA** 7  
**Spells** Charm Person

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**Vitta Marsilius**, a level 1 Thief. They have short almond hair, crystal blue eyes and sharp, pointy nose.

**Armour Class** 7 [12] Leather armor **Hit Points** 2 **Attacks** 1 × Polearm (1d10) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 13 **INT** 7 **WIS** 14 **DEX** 12 **CON** 11 **CHA** 16  
**Spells**

**Bulletin**

**“Husband is missing!** My husband is missing since last month. Please reach out to me if you can help. **Agenna of Calidar**”

**“Help requested!** A heirloom of sentimental value was stolen from me. I will reward anyone who is kind enough to get it back. Yours, **Lefin Aclebalda**”

**“Help requested!** A heirloom of sentimental value was stolen from me. I will reward anyone who is kind enough to get it back. Yours, **Duberta of Patil**”

## d6 Rumor

- 1 **Lefin Aclebalda's Embroided Cloak** (actually a **Displacer Cloak**) is somewhere in the Temple of the Grey Ogre
- 2 **Duberta of Patil's Armor Of Sentimental Value** (actually an **Armour +3**) is somewhere in the Caverns of the Foresaken Souls
- 3 **Agenna of Calidar's husband** is held captive in the **Shrine Of The Dishonored Fire**
- 4 **Lefin Aclebalda's Embroided Cloak** (actually a **Displacer Cloak**) is somewhere in the Temple of the Grey Ogre
- 5 **Beneta Reinberga's son** is held captive in the **Lair Of The Hidden Pits**
- 6 **Ratrude of Yakkis's nephew** is held captive in the **Shrine Of The Dishonored Fire**

## GUARDS

### Guard #1

**Hagward of Yezud**, a level 5 Fighter. He has no hair, cold dark eyes and a missing middle-finger.

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**Armour Class** 3 [16] Plate-mail armor **Hit Points** 32 **Attacks** 1 × Club (1d4) **THACO** 17 [+2]  
**Movement Rate** 90' (30') **Saves** D10 W11 P12 B13 S14 **Alignment** Lawful  
**STR** 12 **INT** 12 **WIS** 10 **DEX** 11 **CON** 13  
**CHA** 9 **Spells**

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### Guard #2

**Sabato of Woolfel**, a level 6 Fighter. He has short almond hair, crystal blue eyes and a deep scar on the

right arm.

---

**Armour Class** 3 [16] Plate-mail armor **Hit Points** 35 **Attacks** 1 × Dagger (1d4) **THACO** 17 [+2]  
**Movement Rate** 90' (30') **Saves** D10 W11 P12 B13 S14 **Alignment** Lawful  
**STR** 11 **INT** 12 **WIS** 7 **DEX** 10 **CON** 13  
**CHA** 7 **Spells**

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### Guard #3

**Aginteus of Agara**, a level 6 Fighter. He has a thick moustache, enchanting green eyes and a missing middle-finger.

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**Armour Class** 1 [18] Plate-mail armor + Shield **Hit Points** 34  
**Attacks** 1 × Sling (1d4) **THACO** 17 [+2] **Movement Rate** 90' (30')  
**Saves** D10 W11 P12 B13 S14

**Alignment** Lawful **STR** 12 **INT** 13  
**WIS** 14 **DEX** 13 **CON** 13 **CHA** 10  
**Spells**

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### LITIN'S TOP HAT (*HATTER*)

**Owner:** Litin of Agara. He has a long smoking pipe in his mouth, cold dark eyes and freckles.  
(*Unimpressed*)

- Litin likes spending his time in the The Dragon & The Crying Devil Tavern.

### ALBERTA'S (*TIN WORKER*)

**Owner:** Alberta Bellaflor. She has well-brushed almond hair, wise brown eyes and an earring. (*Joyful*)

### AGENNA'S CRAFTS (*CRAFT*)

**Owner:** Agenna of Calidar. She has curly almond hair, cold dark eyes and a neck band. (*Lost*)

- husband is missing since last week. (Secret: Held captive in the Shrine of the Dishonored Fire)

### FREDEGAR'S HANDMADES (*CRAFT*)

**Owner:** Fredegar Bontalenta. He has a short black beard, wise dark eyes and a neck band. (*Outraged*)

- Fredegar likes spending his time in the The Dragon & The Crying Devil Tavern.

### SIGWIN'S CLINIC (*PHYSICIAN*)

**Owner:** Sigwin Waldemund. He has short brown hair, wild green eyes

and freckles. (*Timid*)

### BARRACKS

**Manager:** Gontard Carissima. He has a long black beard, wise dark eyes and freckles. (*Confident*)

- Gontard likes spending his time in the The Dragon & The Crying Devil Tavern.

### SICHILDE'S (*DISTILLERY*)

**Owner:** Sichilde of Knifeblade. She has short blonde pony-tail, crystal blue eyes and a nose ring. (*Aghast*)

### GODLANDA'S GOODS (*GENERAL GOODS*)

**Owner:** Godlanda of Dragonia. She has short almond hair, enchanting green eyes and a face tattoo.  
(*Moody*)

### DUBERTA'S HORSE HEALERS (*VETERINARIAN*)

**Owner:** Duberta of Patil. She has soft gentle features, wise dark eyes and a deep scar on the cheek.  
(*Scared*)

- **Armor Of Sentimental Value** is lost (or so claimed). (Secret: This is actually **an Armour +3** and it is currently somewhere in the **Caverns of the Foresaken Souls**)
- Reward is **1000gp**

### LODN'S (*BUNKHOUSE*)

**Owner:** Lodn of Fryda. He has a short black beard, wild green eyes

and a neck band. (*Pleased*)

## **BANK**

**Manager:** Facetus Gundesinde. He has a thick moustache, wise dark eyes and an earring. (*Upset*)

## **UROFINA'S GARMENTS (WEAVER)**

**Owner:** Urofina Gautlinde. She has soft gentle features, crystal blue eyes and an earring. (*Contented*)

## **WASER'S (TIN WORKER)**

**Owner:** Waser of Crimson hawk. He has a frowny expression, deep blue eyes and an earring. (*Overwhelmed*)

- Waser likes spending his time in the The Dragon & The Crying Devil Tavern.

## **SCHOOL**

**Manager:** Doda Humbelina. She has short black pony-tail, wise dark eyes and freckles. (*Delighted*)

## **SCHOOL**

**Manager:** Lefin Aclebalda. He has a big round belly, deep blue eyes and a nose ring. (*Surprised*)

- **Embroided Cloak** is lost (or so claimed). (Secret: This is actually a **Displacer Cloak** and it is currently somewhere in the **Temple of the Grey Ogre**)
- Reward is **3500gp**

## **LIBRARY**

**Manager:** Fiuca Frothilde. She has soft gentle features, wise brown eyes and a face tattoo. (*Disoriented*)

## **VITTA'S WEARABLES (CLOTHING)**

Item	Price
Clothes, Fine	10 gp
Clothes, Adventurer's	10 gp

**Owner:** Vitta of Silvercrest. She has short red pony-tail, enchanting green eyes and a face tattoo. (*Cheerful*)

- Vitta likes spending her time in the The Dragon & The Crying Devil Tavern.

# TOWN OF ABERIUS

## TOWN SHOPS & SERVICES

**Lodge** (The Laughing Werewolf Lodge), **Guards** (Ysoria, Sadrilde), **Weaver** (Walo's fabrics), **Glass Blower** (Ratrude's glassworks), **Witch** (Achilde's), **Witch** (Reingard's), **Post Office** (Actard's), **Liquor** (Gainard's liquor), **Bookstore** (Answard's scrolls), **Tanner** (Muscatta's), **Music** (Ecco's harp & lute), **Barber** (Hagward's razor), **Flower Shop** (Ratrude's roses), **Clothing** (Winsy's wearables), **Game Shop** (Liutgard's), **Smokehouse** (Sylvius's), **Weaver** (Hilde's garments), **Witch** (Liutgard's), **Tailor** (Wazer's), **Restaurant** (Sano's), **General Goods** (Onafria's supply), **Mill** (Lodn's), **Physician** (Arcin's clinic)

## THE LAUGHING WEREWOLF LODGE



## **PATRONS & VISITORS**

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Ratrude of Yakkis (when not in shop)

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Lodn of Hawkmen (when not in shop)

---

Answard Fraisende (when not in shop)

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Liutgard of Cazar (when not in shop)

---

Actard Marcswith (when not in shop)

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**Ingberta of Bahari**, a level 1 Cleric. She has long and silky red hair, wise dark eyes and strong-looking hands.

**Armour Class** 4 [15] Chainmail armor + Shield **Hit Points** 1 **Attacks** 1 × Staff (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D11 W12 P14 B16 S15 **Alignment** Chaotic **STR** 9 **INT** 7 **WIS** 14 **DEX** 9 **CON** 10 **CHA** 5 **Spells**

---

**Littera of Nakaris**, a level 3 Fighter. She has soft gentle features, wild green eyes and a strong, muscular physique.

**Armour Class** 4 [15] Chainmail armor **Hit Points** 15 **Attacks** 1 × Cross Bow (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Chaotic **STR** 15 **INT** 6 **WIS** 13 **DEX** 15 **CON** 16 **CHA** 14 **Spells**

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**Hrotho Frambalda**, a level 7 Magic-

user. He has short red hair, wild green eyes and a nose ring.

**Armour Class** 9 [10] Unarmored **Hit Points** 20 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D11 W12 P11 B14 S12 **Alignment** Chaotic **STR** 3 **INT** 14 **WIS** 11 **DEX** 11 **CON** 11 **CHA** 12 **Spells** Sleep , Read Languages , Light (Darkness) , Detect Invisible , Continual Light (Continual Darkness) , Hold Person , Hold Person , Polymorph Others

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**Lefsy of Fercenta**, a level 1 Halfling. She has long and well-brushed white hair, enchanting green eyes and extremely large feet, even for a halfling.

**Armour Class** 3 [16] Plate-mail armor **Hit Points** 2 **Attacks** 1 × Cross Bow (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 17 **INT** 14 **WIS** 9 **DEX** 16 **CON** 11 **CHA** 7 **Spells**

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**Wigmar Marsilius**, a level 1 Dwarf. He has a Goatee beard, wise brown eyes and a golden tooth.

**Armour Class** 8 [11] Leather armor **Hit Points** 10 **Attacks** 1 × Dagger (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 14 **INT** 7 **WIS** 7 **DEX** 6 **CON** 18 **CHA** 8 **Spells**

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**Volkavara of Zamara**, a level 7

Thief. She has delicate features, wise dark eyes and sharp, pointy nose.

**Armour Class** 7 [12] Leather armor  
**Hit Points** 15 **Attacks** 1 × Short Sword (1d6) **THACO** 17 [+2]  
**Movement Rate** 90' (30') **Saves** D12 W13 P11 B14 S13 **Alignment** Neutral  
**STR** 6 **INT** 10 **WIS** 4 **DEX** 11 **CON** 7  
**CHA** 10 **Spells**

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**Albilde of Lightstand**, a level 7 Fighter. She has long blonde hair, enchanting green eyes and a big nose-ring.

**Armour Class** 1 [18] Plate-mail armor **Hit Points** 30 **Attacks** 1 × Cross Bow (1d6) **THACO** 14 [+5]  
**Movement Rate** 90' (30') **Saves** D8 W9 P10 B10 S12 **Alignment** Chaotic  
**STR** 11 **INT** 12 **WIS** 5 **DEX** 17 **CON** 10  
**CHA** 13 **Spells**

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**Onafria Brightmer**, a level 1 Cleric. She has delicate features, enchanting green eyes and a nose ring.

**Armour Class** 3 [16] Plate-mail armor **Hit Points** 5 **Attacks** 1 × Warhammer (1d6) **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D11 W12 P14 B16 S15 **Alignment** Neutral  
**STR** 8 **INT** 10 **WIS** 17 **DEX** 9 **CON** 7  
**CHA** 13 **Spells**

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**Rodin Beauoncle**, a level 1 Cleric. He has a Goatee beard, enchanting green eyes and long, skinny fingers.

**Armour Class** 4 [15] Chainmail armor **Hit Points** 6 **Attacks** 1 × Sling (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D11 W12 P14 B16 S15 **Alignment** Neutral **STR** 6  
**INT** 8 **WIS** 11 **DEX** 14 **CON** 12 **CHA** 11  
**Spells**

## Bulletin

**“Wife is missing!** My wife is missing since last week. Please reach out to me if you can help. **Lodn of Hawkmen**”

**“Help requested!** A heirloom of sentimental value was stolen from me. I will reward anyone who is kind enough to get it back. Yours, **Sylvius of Palatea**”

**“Help requested!** A heirloom of sentimental value was stolen from me. I will reward anyone who is kind enough to get it back. Yours, **Arcin Belleflos**”

**“Nephew is missing!** My nephew is missing since last month. Please reach out to me if you can help. **Ratrude of Yakkis**”

**“Son is missing!** My son is missing since last month. Please reach out to me if you can help. **Hilde of Rahdor**”

## d6 Rumor

- 1 **Hilde of Rahdor’s son** is held captive in the **Shrine Of The Tormented Desire**
- 2 **Arcin Belleflos’s Armor Of Sentimental Value** (actually an **Armour +1**) is somewhere in the Shrine of the Tormented Desire
- 3 **Sylvius of Palatea’s Decorated Sword** (actually a **Sword +1, Wishes**) is somewhere in the Shrine of the Dishonored Fire
- 4 **Resende Sicleholde’s Custom Sword** (actually a **Sword +1**) is somewhere in the Shrine of the Tormented Desire
- 5 **Meinward of Ophar’s wife** is held captive in the **Temple Of The Grey Ogre**
- 6 There’s a **Tarantella** somewhere in **Fireborn Desert**.

## GUARDS

### Guard #1

**Ysoria of Taramis**, a level 4 Fighter. She has short and flowing white hair, cold dark eyes and a big nose-ring.

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**Armour Class** 2 [17] Plate-mail armor + Shield **Hit Points** 26  
**Attacks** 1 × Silver Dagger (1d4)  
**THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D10 W11 P12 B13 S14  
**Alignment** Lawful **STR** 18 **INT** 11  
**WIS** 5 **DEX** 11 **CON** 15 **CHA** 11 **Spells**

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### Guard #2

**Sadrilde of Rohmer**, a level 3 Fighter. She has long red hair, crystal blue eyes and a big nose-ring.

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**Armour Class** 7 [12] Leather armor  
**Hit Points** 17 **Attacks** 1 × Battle Axe (1d8) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Lawful **STR** 15 **INT** 10 **WIS** 7 **DEX** 16 **CON** 16 **CHA** 7  
**Spells**

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## WALO'S FABRICS (*WEAVER*)

**Owner:** Walo Hildegard. He has a long smoking pipe in his mouth, wise dark eyes and a nose ring. (*Sad*)

- Member of the **The Burning Truthseekers**.

## RATRUDE'S GLASSWORKS (*GLASS BLOWER*)

**Owner:** Ratrude of Yakkis. She has delicate features, cold dark eyes and a nose ring. (*Fearful*)

- Collaborates with the **The Army Of Justice**.
- nephew is missing since last week. (Secret: Held captive in the Shrine of the Dishonored Fire)
- Ratrude likes spending her time in the The Laughing Werewolf Lodge.

## ACHILDE'S (*WITCH*)

**Owner:** Achilde of Uria. She has long red pony-tail, deep blue eyes and a nose ring. (*Aggressive*)

## REINGARD'S (*WITCH*)

**Owner:** Reingard Roenhoiarn. He has a big round belly, wise dark eyes and a neck band. (*Relieved*)

## ACTARD'S (*POST OFFICE*)

**Owner:** Actard Marcswith. He has a short black beard, wild green eyes and a neck band. (*Horried*)

- Actard likes spending his time in the The Laughing Werewolf Lodge.

## GAINARD'S LIQUOR (*LIQUOR*)

**Owner:** Gainard Haelwaloe. He has short black hair, cold dark eyes and freckles. (*Embarrassed*)

## ANSWARD'S SCROLLS (*BOOKSTORE*)

**Owner:** Answard Fraisende. He has short red hair, cold dark eyes and freckles. (*Satisfied*)

- Answard likes spending his time in the The Laughing Werewolf Lodge.

### MUSCATTI'S (*TANNER*)

**Owner:** Muscatta Urgellesa. She has long red hair, enchanting green eyes and a face tattoo. (*Pained*)

### ECCO'S HARP & LUTE (*MUSIC*)

**Owner:** Ecco Ottilburg. He has a big round belly, cold dark eyes and freckles. (*Heartbroken*)

### HAGWARD'S RAZOR (*BARBER*)

**Owner:** Hagward Domhnaigh. He has a long brown beard, wild green eyes and a deep scar on the cheek. (*Tired*)

### RATRUDE'S ROSES (*FLOWER SHOP*)

**Owner:** Ratrude of Balaal. She has delicate features, cold dark eyes and a deep scar on the cheek. (*Guilty*)

### WINSY'S WEARABLES (*CLOTHING*)

Item	Price
Clothes, Fine	10 gp
Wolfsbane (1 bunch)	10 gp
Clothes, Common	10 gp
Clothes, Adventurer's	10 gp
Clothes, Common	10 gp

**Owner:** Winsy of Usor. She has well-brushed almond hair, wise dark eyes and a deep scar on the cheek. (*Moody*)

### LIUTGARD'S (*GAME SHOP*)

**Owner:** Liutgard of Cazar. He has thick bushy eyebrows, wild green eyes and a nose ring. (*Frustrated*)

- Liutgard likes spending his time in the The Laughing Werewolf Lodge.

### SYLVIUS'S (*SMOKEHOUSE*)

**Owner:** Sylvius of Palatea. He has thick bushy eyebrows, cold dark eyes and a nose ring. (*Aghast*)

- Collaborates with the **The Black Sun**.
- **Decorated Sword** is lost (or so claimed). (Secret: This is actually a **Sword +1, Wishes** and it is currently somewhere in the **Shrine of the Dishonored Fire**)
- Reward is **2500gp**

### HILDE'S GARMENTS (*WEAVER*)

**Owner:** Hilde of Rahdor. She has delicate features, wild green eyes and an earring. (*Satisfied*)

- son is missing since last week. (Secret: Held captive in the Shrine of the Tormented Desire)

### LIUTGARD'S (*WITCH*)

**Owner:** Liutgard of Rahdor. He has short red hair, wild green eyes and a neck band. (*Unsatisfied*)

### WAZER'S (*TAILOR*)

Item	Price
Clothes, Fine	10 gp
Clothes, Uniform	10 gp
Clothes, Uniform	10 gp
Clothes, Fine	10 gp
Clothes, Adventurer's	10 gp
Clothes, Uniform	10 gp

**Owner:** Wazer Hildeward. He has a long smoking pipe in his mouth, wild green eyes and a face tattoo. (*Pained*)

### SANO'S (*RESTAURANT*)

**Owner:** Sano of Kraan. He has short blonde hair, enchanting green eyes and a face tattoo. (*Sickened*)

### ONAFRIA'S SUPPLY (*GENERAL GOODS*)

**Owner:** Onafria of Rayk. She has

long and wavy almond hair, cold dark eyes and a deep scar on the cheek. (*Tired*)

### LODN'S (*MILL*)

**Owner:** Lodn of Hawkmen. He has short black hair, wise dark eyes and freckles. (*Outraged*)

- wife is missing since last week. (Secret: Held captive in the Temple of the Doomed Goblin)
- Lodn likes spending his time in the The Laughing Werewolf Lodge.

### ARCIN'S CLINIC (*PHYSICIAN*)

**Owner:** Arcin Belleflos. He has a long almond beard, cold dark eyes and a deep scar on the cheek. (*Annoyed*)

- **Armor Of Sentimental Value** is lost (or so claimed). (Secret: This is actually **an Armour +1** and it is currently somewhere in the **Shrine of the Tormented Desire**)
- Reward is **2500gp**

## TOWN OF GAZAL

### TOWN SHOPS & SERVICES

**Tavern** (The Cursed Unicorn Tavern), **Guards** (Liutward, Sichilde, Dúin), **Butchery** (Huno's prime cut), **Post Office** (Arngilde's), **Tailor** (Getrude's), **Printing Press** (Erlinde's), **Glass**

**Blower** (Sighard's glassworks), **Tailor** (Rodin's), **Smokehouse** (Natelma's), **Fortune Teller** (Faberta's), **Craft** (Lothgar's handmades), **Butchery** (Gersinde's prime cut), **Glass Blower** (Gersinde's glassworks)

## THE CURSED UNICORN TAVERN

### PATRONS & VISITORS

Macia Swanhilde (when not in shop)

Lautilde of Bulmaar (when not in shop)

Gersinde of Thoga (when not in shop)

Sighard Siclehilde (when not in shop)

Lothgar Hildelinde (when not in shop)

**Germar of Petia**, a level 1 Halfling. He has short white hair, wild green eyes and extremely large feet, even for a halfling.

**Armour Class** 5 [14] Chainmail armor **Hit Points** 3 **Attacks** 1 × Warhammer (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 15 **INT** 5 **WIS** 8 **DEX** 10 **CON** 16 **CHA** 6 **Spells**

**Acfrida of Talima**, a level 3 Magic-user. She has long blonde pony-tail, wise dark eyes and long crimson robe.

**Armour Class** 10 [9] Unarmored **Hit Points** 6 **Attacks** 1 × Dagger (1d4) or

1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Chaotic **STR** 7 **INT** 12 **WIS** 6 **DEX** 6 **CON** 12 **CHA** 4 **Spells** Magic Missile, Read Languages, Web

**Crispus of Thelema**, a level 8 Thief. He has a long almond beard, cold dark eyes and sharp, pointy nose.

**Armour Class** 7 [12] Leather armor **Hit Points** 28 **Attacks** 1 × Battle Axe (1d8) **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D12 W13 P11 B14 S13 **Alignment** Neutral **STR** 14 **INT** 8 **WIS** 10 **DEX** 10 **CON** 13 **CHA** 11 **Spells**

**Joculus Boleslava**, a level 3 Halfling. He has short white hair, crystal blue eyes and round, bulbous nose.

**Armour Class** 4 [15] Chainmail armor + Shield **Hit Points** 12 **Attacks** 1 × Javelin (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 12 **INT** 14 **WIS** 9 **DEX** 11 **CON** 9 **CHA** 6 **Spells**

**Hilde Adrehilde**, a level 5 Cleric. She has soft gentle features, cold dark eyes and a holy symbol tattooed on the forehead.

**Armour Class** 7 [12] Leather armor **Hit Points** 20 **Attacks** 1 × Mace (1d6) or 1 × spell **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D9

W10 P12 B14 S12 **Alignment** Neutral  
**STR 7 INT 6 WIS 11 DEX 9 CON 9**  
**CHA 11 Spells** Purify Food and  
Water , Cure Light Wounds (Cause  
Lt. Wounds) , Know Alignment ,  
Speak with Animals

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**Vamalia of Overa**, a level 7 Fighter.  
She has long white hair, crystal blue  
eyes and a missing middle-finger.

**Armour Class** 7 [12] Leather armor  
**Hit Points** 49 **Attacks** 1 × Sword  
(1d8) **THACO** 14 [+5] **Movement**  
**Rate** 90' (30') **Saves** D8 W9 P10 B10  
S12 **Alignment** Neutral **STR 15 INT 5**  
**WIS 8 DEX 16 CON 15 CHA 10**  
**Spells**

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**Saroilde Aclewalda**, a level 4  
Halfling. She has delicate features,  
enchancing green eyes and big red

cheeks.

**Armour Class** 4 [15] Leather armor  
+ Shield **Hit Points** 10 **Attacks** 1 ×  
Hand Axe (1d6) **THACO** 17 [+2]  
**Movement Rate** 90' (30') **Saves** D6  
W7 P8 B10 S10 **Alignment** Chaotic  
**STR 16 INT 6 WIS 3 DEX 17 CON 7**  
**CHA 8 Spells**

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**Norwin Sicleramna**, a level 1 Dwarf.  
He has short almond hair, wise dark  
eyes and big, bulbous nose.

**Armour Class** 6 [13] Leather armor  
**Hit Points** 7 **Attacks** 1 × Javelin  
(1d4) **THACO** 19 [0] **Movement**  
**Rate** 90' (30') **Saves** D8 W9 P10 B13  
S12 **Alignment** Neutral **STR 14 INT**  
**13 WIS 12 DEX 13 CON 16 CHA 10**  
**Spells**

### Bulletin

**“Daughter is missing!** My daughter is missing since last month. Please reach out to me if you can help. **Macia Swanhilde**”

**“Help requested!** A heirloom of sentimental value was stolen from me. I will reward anyone who is kind enough to get it back. Yours, **Wilher of Reyk**”



## d6 Rumor

- 1 **Rodin Transmundus's Decorated Armor** (actually **an Armour +3**) is somewhere in the Caverns of the Foresaken Souls
- 2 **Wilher of Reyk's Horn** (actually **a Horn of Blasting**) is somewhere in the Tomb of the Violent Horrors
- 3 **Arcin Belleflos's Armor Of Sentimental Value** (actually **an Armour +1**) is somewhere in the Shrine of the Tormented Desire
- 4 The **Lair Of The Hidden Pits** is in a rocky cove, somewhere in Iceforged Shores
- 5 **Almer of Erdon's daughter** is held captive in the **Shrine Of The Raging Blood**
- 6 The **Shrine Of The Dishonored Fire** is between two giant dunes, somewhere in Nightshadow Wastelands

## GUARDS

### Guard #1

**Liutward of Natalas**, a level 6 Fighter. He has a long smoking pipe in his mouth, crystal blue eyes and a missing middle-finger.

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**Armour Class** 2 [17] Plate-mail armor + Shield **Hit Points** 29  
**Attacks** 1 × Battle Axe (1d8) **THACO** 17 [+2] **Movement Rate** 90' (30')  
**Saves** D10 W11 P12 B13 S14  
**Alignment** Lawful **STR** 12 **INT** 5  
**WIS** 12 **DEX** 10 **CON** 10 **CHA** 15  
**Spells**

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### Guard #2

**Sichilde of Halfboot**, a level 6 Fighter. She has soft gentle features, deep blue eyes and a big nose-ring.

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**Armour Class** 4 [15] Chainmail armor + Shield **Hit Points** 33  
**Attacks** 1 × Warhammer (1d6)  
**THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D10 W11 P12 B13 S14  
**Alignment** Lawful **STR** 12 **INT** 12  
**WIS** 6 **DEX** 12 **CON** 16 **CHA** 9 **Spells**

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### Guard #3

**Dúin of Capeya**, a level 4 Fighter. He has a short white beard, wise dark eyes and a strong, muscular physique.

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**Armour Class** 4 [15] Chainmail armor + Shield **Hit Points** 21

**Attacks** 1 × Polearm (1d10) **THACO** 17 [+2] **Movement Rate** 90' (30')  
**Saves** D10 W11 P12 B13 S14  
**Alignment** Lawful **STR** 16 **INT** 8  
**WIS** 8 **DEX** 16 **CON** 15 **CHA** 9 **Spells**

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### **HUNO'S PRIME CUT (*BUTCHERY*)**

**Owner:** Huno of Mishara. He has a frowny expression, wise brown eyes and a neck band. (*Disorganized*)

### **REGISTRY**

**Manager:** Macia Swanhilde. She has delicate features, wise brown eyes and freckles. (*Forceful*)

- daughter is missing since last week. (Secret: Held captive in the Shrine of the Raging Blood)
- Macia likes spending her time in the The Cursed Unicorn Tavern.

### **ARNGILDE'S (*POST OFFICE*)**

**Owner:** Arngilde Senthilde. She has flowing almond hair, wise brown eyes and freckles. (*Heartbroken*)

### **GETRUDE'S (*TAILOR*)**

Item	Price
Clothes, Uniform	10 gp
Clothes, Common	10 gp
Clothes, Common	10 gp
Clothes, Uniform	10 gp
Clothes, Adventurer's	10 gp

**Owner:** Getrude of Yaja. She has

soft gentle features, wild green eyes and a neck band. (*Heartbroken*)

### **ERLINDE'S (*PRINTING PRESS*)**

**Owner:** Erlinde Beauoncle. She has delicate features, wise brown eyes and an earring. (*Surprised*)

- Member of the **The Black Sun**.

### **LIBRARY**

**Manager:** Jocus Theodeger. He has short almond hair, crystal blue eyes and a face tattoo. (*Horny*)

- Member of the **The Burning Truthseekers**.

### **SCHOOL**

**Manager:** Palemia of Wolfraven. She has short and flowing blonde hair, wild green eyes and a face tattoo. (*Pleased*)

### **SIGHARD'S GLASSWORKS (*GLASS BLOWER*)**

**Owner:** Sighard Siclehilde. He has short red hair, wild green eyes and a nose ring. (*Worried*)

- Sighard likes spending his time in the The Cursed Unicorn Tavern.

### **RODIN'S (*TAILOR*)**

Item	Price
Clothes, Common	10 gp
Wolfsbane (1 bunch)	10 gp
Clothes, Common	10 gp
Clothes, Common	10 gp

**Owner:** Rodin Transmundus. He has short blonde hair, crystal blue eyes and a deep scar on the cheek. (*Cheerful*)

- **Decorated Armor** is lost (or so claimed). (Secret: This is actually an **Armour +3** and it is currently somewhere in the **Caverns of the Foresaken Souls**)
- Reward is **5500gp**

### **NATELMA'S (SMOKEHOUSE)**

**Owner:** Natelma Carissima. She has long white hair, wise dark eyes and freckles. (*Annoyed*)

### **FABERTA'S (FORTUNE TELLER)**

**Owner:** Faberta of Thenara. She has soft gentle features, wild green eyes and freckles. (*Desperate*)

- Member of the **The Burning Truthseekers**.

### **LOTHGAR'S HANDMADES (CRAFT)**

**Owner:** Lothgar Hildelinde. He has short blonde hair, enchanting green eyes and freckles. (*Pleased*)

- Lothgar likes spending his time in

the **The Cursed Unicorn Tavern**.

### **BARRACKS**

**Manager:** Lautilde of Bulmaar. She has long blonde hair, deep blue eyes and a neck band. (*Fearful*)

- Lautilde likes spending her time in the **The Cursed Unicorn Tavern**.

### **GERSINDE'S PRIME CUT (BUTCHERY)**

**Owner:** Gersinde Gurhoiarn. She has flowing red hair, deep blue eyes and a neck band. (*Troubled*)

### **GERSINDE'S GLASSWORKS (GLASS BLOWER)**

**Owner:** Gersinde of Thoga. She has soft gentle features, wild green eyes and a face tattoo. (*Surprised*)

- **Custom Sword** is lost (or so claimed). (Secret: This is actually a **Sword +1, Light** and it is currently somewhere in the **Temple of the Doomed Goblin**)
- Reward is **3500gp**
- Gersinde likes spending her time in the **The Cursed Unicorn Tavern**.

### **REGISTRY**

**Manager:** Wilher of Reyk. He has a long white beard, crystal blue eyes and a deep scar on the cheek. (*Frustrated*)

- Collaborates with the **The Defenders Of Justice**.

- **Horn** is lost (or so claimed).  
(Secret: This is actually a **Horn of Blasting** and it is currently somewhere in the **Tomb of the Violent Horrors**)
- Reward is **5500gp**

# TOWN OF YAARA

## TOWN SHOPS & SERVICES

**Lodge** (Glowing Mace Lodge), **Guards** (Theodin, Walerard, Serveta), **Grocer** (Muscatta's groceries), **Bunkhouse** (Lodn's), **Trade Post** (Mancius's), **Restaurant** (Eupraxia's), **Bunkhouse** (Gisilde's), **Carpenter** (Resende's workshop), **Glass Blower** (Urofina's glassworks), **Physician** (Rothard's clinic), **Tinkerer** (Joculus's fix-it-all), **Bakery** (Artcar's bun), **Flower Shop** (Otilde's tulips), **Blacksmith** (Facetus's blade)

## GLOWING MACE LODGE

### PATRONS & VISITORS

Aitilde of Reza (when not in shop)

Anberta of Gorm (when not in shop)

Joculus of Azem (when not in shop)

Lodn Ermenalda (when not in shop)

Gisilde of Rayk (when not in shop)

**Hermar Nadaltrude**, a level 2 Fighter. He has a frowny expression, wild green eyes and a strong, muscular physique.

**Armour Class** 3 [16] Leather armor + Shield **Hit Points** 9 **Attacks** 1 × Javelin (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Chaotic **STR** 16 **INT** 11 **WIS** 10 **DEX** 18 **CON** 16 **CHA** 7 **Spells**

**Sihaus of Farin**, a level 1 Magic-user. He has a frowny expression, wise brown eyes and a nose ring.

**Armour Class** 10 [9] Unarmored **Hit Points** 1 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 6 **INT** 15 **WIS** 12 **DEX** 6 **CON** 11 **CHA** 6 **Spells** Protection from Evil

**Faberta Bernhilde**, a level 1 Elf. She has long white hair, wild green eyes and long, skinny fingers.

**Armour Class** 3 [16] Plate-mail armor + Shield **Hit Points** 5 **Attacks** 1 × Short Sword (1d6) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P13 B15 S15 **Alignment** Neutral **STR** 11 **INT** 11 **WIS** 15 **DEX** 6 **CON** 10 **CHA** 4 **Spells** Read Languages

**Wilhelma Hildeward**, a level 3 Halfling. She has short and wavy black hair, enchanting green eyes and extremely large feet, even for a halfling.

**Armour Class** 2 [17] Plate-mail armor **Hit Points** 9 **Attacks** 1 ×

Warhammer (1d6) **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D8  
W9 P10 B13 S12 **Alignment** Neutral  
**STR** 10 **INT** 14 **WIS** 6 **DEX** 15 **CON** 8  
**CHA** 6 **Spells**

**Berengar of Oziryn**, a level 2 Dwarf.  
He has no hair, deep blue eyes and  
big, bulbous nose.

**Armour Class** 5 [14] Chainmail  
armor **Hit Points** 3 **Attacks** 1 ×  
Battle Axe (1d8) **THACO** 19 [0]  
**Movement Rate** 90' (30') **Saves** D8  
W9 P10 B13 S12 **Alignment** Neutral  
**STR** 14 **INT** 14 **WIS** 13 **DEX** 10 **CON**  
11 **CHA** 4 **Spells**

### Bulletin

“**Daughter is missing!** My daughter is missing since two weeks ago.  
Please reach out to me if you can help. **Urofina Mathurine**”

“**Help requested!** A heirloom of sentimental value was stolen from me. I  
will reward anyone who is kind enough to get it back. Yours, **Resende  
Sicleholde**”

### d6 Rumor

- 1 **Urofina Mathurine’s daughter** is held captive in the **Shrine Of The Tormented Desire**
- 2 **Resende Sicleholde’s Custom Sword** (actually a **Sword +1**) is somewhere in the Shrine of the Tormented Desire
- 3 There’s a **Vampire** in **Tomb Of The Nameless Slaves**
- 4 **The Defenders Of Justice** are plotting to **eliminate all cultists**.
- 5 **Meinward of Ophar’s wife** is held captive in the **Temple Of The Grey Ogre**
- 6 **Belonor of Kaan’s husband** is held captive in the **Lair Of The Hidden Pits**

### GUARDS

Guard #1

**Theodin Erchamfred**, a level 3  
Fighter. He has short red hair, deep  
blue eyes and a big nose-ring.

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**Armour Class** 3 [16] Chainmail armor + Shield **Hit Points** 21  
**Attacks** 1 × Short Sword (1d6)  
**THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16  
**Alignment** Lawful **STR** 14 **INT** 13  
**WIS** 13 **DEX** 15 **CON** 16 **CHA** 8 **Spells**

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### Guard #2

**Walerard Aldebrand**, a level 3 Fighter. He has a big round belly, wise brown eyes and a big nose-ring.

---

**Armour Class** 0 [19] Plate-mail armor + Shield **Hit Points** 14  
**Attacks** 1 × Warhammer (1d6)  
**THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16  
**Alignment** Lawful **STR** 12 **INT** 12  
**WIS** 9 **DEX** 17 **CON** 15 **CHA** 16 **Spells**

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### Guard #3

**Serveta of Hawkmen**, a level 4 Fighter. She has long white hair, crystal blue eyes and a strong, muscular physique.

---

**Armour Class** 4 [15] Chainmail armor + Shield **Hit Points** 18  
**Attacks** 1 × Silver Dagger (1d4)  
**THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D10 W11 P12 B13 S14  
**Alignment** Lawful **STR** 10 **INT** 3  
**WIS** 8 **DEX** 16 **CON** 12 **CHA** 13 **Spells**

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## MUSCATTI'S GROCERIES (*GROCER*)

Item	Price
Wine (2 pints)	1 gp
Rations (iron, 7 days)	15 gp
Rations (iron, 7 days)	15 gp

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**Owner:** Muscatta Dructbald. She has curly almond hair, enchanting green eyes and a deep scar on the cheek. (*Proud*)

### LIBRARY

**Manager:** Aitilde of Reza. She has long red pony-tail, enchanting green eyes and a face tattoo. (*Fearful*)

- Aitilde likes spending her time in the Glowing Mace Lodge.

### LODN'S (*BUNKHOUSE*)

**Owner:** Lodn Ermenalda. He has short brown hair, crystal blue eyes and a nose ring. (*Persuasive*)

- Lodn likes spending his time in the Glowing Mace Lodge.

### MANCIUS'S (*TRADE POST*)

**Owner:** Mancius of Yakkis. He has a long smoking pipe in his mouth, crystal blue eyes and a deep scar on the cheek. (*Lost*)

- Member of the **The Defenders Of Justice**.

### EUPRAXIA'S (*RESTAURANT*)

**Owner:** Eupraxia of Gura. She has

long and wild brown hair, deep blue eyes and a nose ring. (*Nervous*)

### **GISILDE'S (BUNKHOUSE)**

**Owner:** Gisilde of Rayk. She has delicate features, enchanting green eyes and an earring. (*Apprehensive*)

- Gisilde likes spending her time in the Glowing Mace Lodge.

### **RESENDE'S WORKSHOP (CARPENTER)**

**Owner:** Resende Sicleholde. She has flowing white hair, crystal blue eyes and a deep scar on the cheek. (*Worried*)

- **Custom Sword** is lost (or so claimed). (Secret: This is actually a **Sword +1** and it is currently somewhere in the **Shrine of the Tormented Desire**)
- Reward is **4000gp**

### **UROFINA'S GLASSWORKS (GLASS BLOWER)**

**Owner:** Urofina Mathurine. She has long red hair, wise dark eyes and a neck band. (*Arrogant*)

- daughter is missing since last week. (Secret: Held captive in the Shrine of the Tormented Desire)

### **DAYCARE**

**Manager:** Anberta of Gorm. She has silky brown hair, wise brown eyes and a neck band. (*Apprehensive*)

- Anberta likes spending her time

in the Glowing Mace Lodge.

### **ROTHARD'S CLINIC (PHYSICIAN)**

**Owner:** Rothard of Caaran. He has a big round belly, enchanting green eyes and a face tattoo. (*Agitated*)

- Member of the **The Defenders Of Justice**.

### **JOCUS'S FIX-IT-ALL (TINKERER)**

**Owner:** Jocus of Azem. He has short brown hair, wild green eyes and an earring. (*Irritated*)

- Jocus likes spending his time in the Glowing Mace Lodge.

### **LIBRARY**

**Manager:** Sieggo Frodegard. He has short brown hair, wise dark eyes and a face tattoo. (*Scared*)

### **ARTCAR'S BUN (BAKERY)**

**Owner:** Artcar of Xizul. He has short white hair, wise brown eyes and a neck band. (*Annoyed*)

### **OTILDE'S TULIPS (FLOWER SHOP)**

**Owner:** Otilde of Yizil. She has long white pony-tail, cold dark eyes and a face tattoo. (*Desperate*)

- Collaborates with the **The Army Of Justice**.

### **FACETUS'S BLADE (BLACKSMITH)**

Item	Price
Long Bow	40 gp
Silver Dagger	30 gp
Battle Axe	7 gp

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**Owner:** Facetus Fridewald. He has short almond hair, wise dark eyes and an earring. (*Energetic*)



**INNS**

# LOST STAFF INN

## PATRONS & VISITORS

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**Ailhard Wulfgarde**, a level 3 Fighter. He has a long black beard, enchanting green eyes and a missing middle-finger.

**Armour Class** 2 [17] Plate-mail armor + Shield **Hit Points** 23 **Attacks** 1 × Short Sword (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Neutral **STR** 16 **INT** 3 **WIS** 5 **DEX** 12 **CON** 16 **CHA** 12 **Spells**

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**Nitard Bellissimo**, a level 1 Dwarf. He has short red hair, cold dark eyes and big red cheeks.

**Armour Class** 5 [14] Chainmail armor **Hit Points** 6 **Attacks** 1 × Staff (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 12 **INT** 14 **WIS** 12 **DEX** 12 **CON** 13 **CHA** 14 **Spells**

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**Bernwara of Xizul**, a level 1 Elf. She has silky blonde hair, enchanting green eyes and silky light skin.

**Armour Class** 4 [15] Chainmail armor + Shield **Hit Points** 2 **Attacks** 1 × Long Bow (1d6) or 1 × spell **THACO** 19 [0] **Movement Rate** 90'

(30') **Saves** D12 W13 P13 B15 S15 **Alignment** Neutral **STR** 16 **INT** 16 **WIS** 16 **DEX** 16 **CON** 6 **CHA** 9 **Spells** Sleep

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**Gismunda of Cevarra**, a level 3 Fighter. She has delicate features, cold dark eyes and a strong, muscular physique.

**Armour Class** 3 [16] Plate-mail armor **Hit Points** 17 **Attacks** 1 × Spear (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Neutral **STR** 12 **INT** 4 **WIS** 10 **DEX** 10 **CON** 13 **CHA** 6 **Spells**

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**Ailhard of Dragonia**, a level 2 Halfling. He has a long brown beard, wild green eyes and big red cheeks.

**Armour Class** 6 [13] Leather armor + Shield **Hit Points** 6 **Attacks** 1 × Lance (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 17 **INT** 6 **WIS** 7 **DEX** 12 **CON** 9 **CHA** 8 **Spells**

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**Unica of Lillin**, a level 1 Cleric. She has delicate features, wise brown eyes and strong-looking hands.

**Armour Class** 6 [13] Chainmail armor + Shield **Hit Points** 6 **Attacks** 1 × Mace (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D11 W12 P14 B16 S15 **Alignment** Neutral **STR** 10 **INT** 14 **WIS** 14 **DEX** 5 **CON** 14 **CHA** 11 **Spells**

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**Electa Magnificus**, a level 1 Thief. She has long white pony-tail, cold dark eyes and a nose ring.

**Armour Class** 4 [15] **Leather armor**  
**Hit Points** 2 **Attacks** 1 × Long Bow (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15  
**Alignment** Neutral **STR** 10 **INT** 14  
**WIS** 9 **DEX** 18 **CON** 13 **CHA** 14  
**Spells**

**Wikard Magnificus**, a level 2 Dwarf. He has a big round belly, wise dark eyes and a golden tooth.

**Armour Class** 8 [11] **Leather armor**  
**Hit Points** 15 **Attacks** 1 × Hand Axe (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12  
**Alignment** Neutral **STR** 10 **INT** 14  
**WIS** 16 **DEX** 7 **CON** 18 **CHA** 14 **Spells**

#### d6 Rumor

- 1 There's a **Wolf** somewhere in **Watermaze Forest**.
- 2 **Lootgar Gundoilde's Custom Sword** (actually a **Sword +1, Flaming**) is somewhere in the **Caverns of the Foresaken Souls**
- 3 The **Shrine Of The Dishonored Fire** is **between two giant dunes, somewhere in Nightshadow Wastelands**
- 4 **Gersinde of Thoga's Custom Sword** (actually a **Sword +1, Light**) is somewhere in the **Temple of the Doomed Goblin**
- 5 **Agenna of Calidar's husband** is held captive in the **Shrine Of The Dishonored Fire**
- 6 The **Tomb Of The Hopeless Spider** is **near the base of a steep cliff, somewhere in Bloodborn Peaks**

## THE KING'S SPEAR LODGE

#### PATRONS & VISITORS

**Haelcar of Devilmask**, a level 1 Magic-user. He has a Goatee beard, cold dark eyes and long black robe.

**Armour Class** 8 [11] **Unarmored** **Hit Points** 5 **Attacks** 1 × Dagger (1d4) or

1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 14 **INT** 11 **WIS** 14 **DEX** 14 **CON** 17 **CHA** 7  
**Spells** Floating Disc

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**Gerhelma Eutropius**, a level 1 Thief. She has short black pony-tail, wise brown eyes and small, thin lips.

**Armour Class** 4 [15] Leather armor **Hit Points** 1 **Attacks** 1 × Spear (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D13 W14 P13 B16 S15 **Alignment** Neutral **STR** 9 **INT** 6 **WIS** 6 **DEX** 18 **CON** 8 **CHA** 13 **Spells**

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**Wulviva of Gandar**, a level 2 Elf. She has braided almond hair, wild green eyes and long, pointy ears.

**Armour Class** 4 [15] Chainmail armor **Hit Points** 3 **Attacks** 1 × Long Bow (1d6) or 1 × spell **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P13 B15 S15 **Alignment** Neutral **STR** 13 **INT** 13 **WIS** 9 **DEX** 13 **CON** 12

**CHA** 13 **Spells** Floating Disc, Shield

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**Meira Hildegude**, a level 1 Dwarf. She has delicate features, crystal blue eyes and short, fat fingers.

**Armour Class** 4 [15] Chainmail armor + Shield **Hit Points** 8 **Attacks** 1 × Sling (1d4) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D8 W9 P10 B13 S12 **Alignment** Neutral **STR** 16 **INT** 7 **WIS** 7 **DEX** 9 **CON** 17 **CHA** 5 **Spells**

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**Volkavara Marcswith**, a level 3 Fighter. She has long blonde pony-tail, cold dark eyes and a deep scar on the right arm.

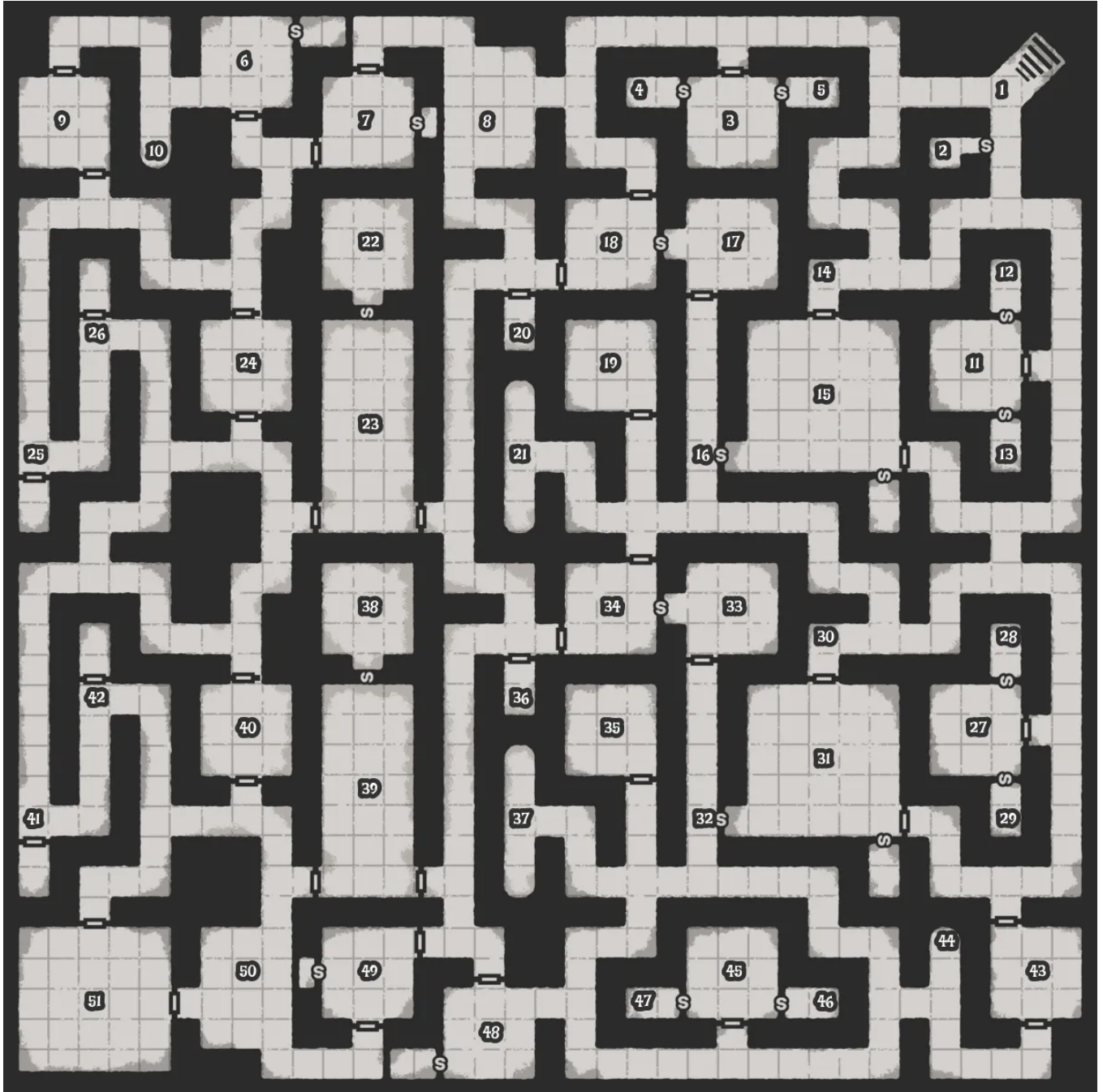
**Armour Class** 1 [18] Plate-mail armor + Shield **Hit Points** 14 **Attacks** 1 × Warhammer (1d6) **THACO** 19 [0] **Movement Rate** 90' (30') **Saves** D12 W13 P14 B15 S16 **Alignment** Neutral **STR** 14 **INT** 10 **WIS** 13 **DEX** 14 **CON** 12 **CHA** 10  
**Spells**

## d6 Rumor

- 1 The **Lair Of The Hidden Pits** is in a rocky cove, somewhere in **Iceforged Shores**
- 2 The **Shrine Of The Tormented Desire** is near the coastline, somewhere in **Iceforged Shores**
- 3 **Beneta Reinberga's son** is held captive in the **Lair Of The Hidden Pits**
- 4 **Audrada of Jaluba's nephew** is held captive in the **Lair Of The Hidden Pits**
- 5 **Agenna of Calidar's husband** is held captive in the **Shrine Of The Dishonored Fire**
- 6 The **Temple Of The Doomed Goblin** is atop a rocky hill, somewhere in **Wizards of Alvania Plains**

# DUNGEONS

# TOMB OF THE HOPELESS SPIDER



## 1 : DUNGEON ENTRANCE

These stairs into the dungeon are inside a cave on the face of a steep

cliff.

- There's also a burnt torch near the wall on the left and some broken pieces of wood spread all

over the place

- Searching will uncover a crack in the floor holding the None
- There's a None

## 2 : SECRET CHAMBER

### DOORWAYS

- **East** side - secret door (operated by a passphrase)

### DESCRIPTION

A vile smell of rot welcomes you and there are several blood stains on the ground. Faint colorful light is emitting from the ground.

- A few blue, red and yellow bioluminescent mushrooms are growing from cracks in the ground. Anyone consuming them might be severely poisoned (1d4 of damage until a successful saving throw per turn)
- There's also an old broken mirror near the wall on the left and some torn pieces of clothing spread all over the place

## 3 : CEREMONIAL CHAMBER

### FORESHADOWING

- Traces of something heavy

dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **North** side - round wooden door (**Stuck**).
- **West** side - secret door (operated by a crank lever somewhere in the dungeon).
- **East** side - secret door (operated by a passphrase).

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are a few cracks on the ground. There is a very big barrel near the far wall.

- There's a 2-in-6 chance the barrel contains **Potion of Levitation** ▪ **Potion of Healing** ▪ **Potion of Delusion**

Otherwise, this place was already looted earlier.

- There's also an old broken mirror near the wall on the far end and some broken pieces of wood next to it

## 4 : PANTRY

### FORESHADOWING



- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

## DOORWAYS

- **East** side - secret door (operated by a crank lever somewhere in the dungeon).

## DESCRIPTION

The air in this area is dense and misty and there are a few cracks on the ground. There is a very big bag near the far wall.

- There's a 2-in-6 chance the bag contains **3 jewellery items** worth **2900gp** in total ▪ **Ring of Djinni Summoning** ▪ **Potion of Flying** ▪ **Potion of Levitation**

Otherwise, this place was already looted earlier.

- There's also a torn quiver near the wall on the left and some torn pieces of clothing spread all over the place
- There's a **crank lever** that can open the secret door in area 3 (west)

## 5 : LIBRARY

## FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Giant Rats** are making inside this area.

## DOORWAYS

- **East** side - secret door (operated by a passphrase).

## DESCRIPTION

A vile smell of rot welcomes you and there are several burn marks on the ceiling. There's also a foul smell of decay and rot.

- There are 9 Giant Rats inside. They will attack anyone stepping in.

The noises they make could be heard if listening from outside.

## Giant Rat

**Armour Class:** 7 [12] **Hit Dice:** 1/2 **Attacks:** 1 × bite (1d3 + disease) **THACO:** 19 [0] **Movement:** 120' (40') / 60' (20') swimming **Saving Throws:** D12 W13 P14 B15 S16 (1) **Morale:** 8 **Alignment:** Neutral **XP:** 5

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- Monster Hoard: **4 jewellery items** worth **3500gp** in total ▪ **Sword +1** ▪ **Ring of Control**

## Plants

- There's also a burnt torch near the wall on the right and some ripped pieces of old rope next to it

**Movement:** 60' (20') / 120' (40') in webs

**Saving Throws:** D12 W13 P14 B15 S16 (2)

**Morale:** 8 **Alignment:** Neutral **XP:** 50

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# 6 : SHRINE

## FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Black Widows** are making inside this area.

## DOORWAYS

- **South** side - rectangular wooden door (**Barricaded**).
- **East** side - secret door (operated by a passphrase).

## DESCRIPTION

This area is dark and cold and there are several spots of yellow ooze on the ground. There's also a foul smell of decay and rot.

- There are 3 Black Widows inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

## Black Widow

**Armour Class:** 6 [13] **Hit Dice:** 3 **Attacks:** 1 × bite (2d6 + poison) **THACO:** 17 [+2]

- **Monster Hoard:** 3100gp ▪ **Sword +1** ▪ **Ring of Weakness** ▪ **Potion of Levitation**

- There's also a burnt torch near the wall on the right and some ripped pieces of old rope spread all over the place
- Searching will uncover an old leather pouch holding the key (🔑) to unlock the arched wooden door (to the south) in area 25

The secret door on the east is leading to a secret chamber:

## DESCRIPTION

The air in this area is dense and misty and there are some claw marks on the ceiling. Faint colorful light is emitting from the ground.

- There are a few colorful bioluminescent mushrooms growing from cracks in the ground. Anyone consuming these will suffer a severe stomach ache and a -2 penalty to any roll for 1d6 turns
- There's also a burnt torch near the wall on the far end and some

garlic leftovers next to it

- Searching will uncover a small wooden box holding the key (⊕) to unlock the rectangular marble door (to the north) in area 31
- There's a **rope-pull lever** that can open the secret door in area 38 (north)

## 7 : SHRINE

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **North** side - rectangular wooden door (**Half-broken**).
- **West** side - triangle wooden door (**Half-broken**).
- **East** side - secret door (operated by a passphrase).

### DESCRIPTION

It is dark and damp here and there are several blood stains on the ground. There are some small chests near the far wall.

- There's a 2-in-6 chance the chests contain **8 gems** worth **1320gp** in total ▪ **Potion of Speed** ▪

### Potion of Speed ▪ Potion of Levitation

Otherwise, this place was already looted earlier.

- There's also a rusty short sword near the wall on the right and some rotting remains of food next to it
- Searching will uncover a crack in the floor holding the key (⚔) to unlock the triangle wooden door (to the south) in area 40

## 8 : CRYPT

### DESCRIPTION

It is dark and damp here and there are some cracks on the ground. You spot something quite big lying on the floor.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **420gp**
  - **Potion of Longevity**
- There's also an old, ripped backpack near the wall on the left and some broken pieces of wood next to it

## 9 : SHRINE

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

## DOORWAYS

- **North** side - rectangular marble door (**Barricaded**)
- **South** side - arched wooden door (**Barricaded**)

## DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are some blood stains on the walls. There are some very big barrels near the far wall.

- There's a 2-in-6 chance the barrels contain **2500gp** ▪ **Sword +2, Charm Person** ▪ **Potion of Clairvoyance** ▪ **Potion of Heroism**

Otherwise, this place was already looted earlier.

- There's also a burnt torch near the wall on the right and some rotting remains of food spread all over the place

## 10 : WATER FOUNTAIN

Clear water are coming out of the wall here.

## 11 : PANTRY

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Killer Bee** is making inside this area.

### DOORWAYS

- **East** side - rectangular marble door (**Half-broken**).
- **North** side - secret door (operated by a passphrase).
- **South** side - secret door (operated by a passphrase).

### DESCRIPTION

You hear water drops falling to the ground and there are some spots of green rot on the ceiling. There's also a foul smell of decay and rot.

- There's a Killer Bee inside. It will attack anyone stepping in.

The noises it makes could be heard if listening from outside.

### Killer Bee

**Armour Class:** 7 [12] **Hit Dice:** 1/2 **Attacks:** 1 × sting (1d3 + poison + lodged stinger) **THACO:** 19 [0] **Movement:** 150' (50') flying **Saving Throws:** D12 W13 P14 B15 S16 (1) **Morale:** 9

**Alignment:** Neutral **XP:** 6 (guard: 13)

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- There is no hoard.
- There's also a torn quiver near the wall on the far end and some traces of fur spread all over the place

## 12 : LABORATORY

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- **South** side - secret door (operated by a passphrase).

### DESCRIPTION

You hear water drops falling to the ground and there are a few claw marks on the ceiling. There are some big bags near the far wall.

- There's a 2-in-6 chance the bags contain **2000gp** ▪ **2 jewellery items** worth **1900gp** in total ▪ **Potion of Clairvoyance** ▪ **Potion of Healing** ▪ **Potion of Invisibility**

Otherwise, this place was already looted earlier.

- There's also a used flask of oil in the far corner and some broken pieces of wood spread all over the place
- Searching will uncover a small wooden box holding the key (**38**) to unlock the rectangular bronze door (to the south) in area 24

## 13 : PANTRY

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Rats** are making inside this area.

### DOORWAYS

- **South** side - secret door (operated by a passphrase).

### DESCRIPTION

This area stinks from excrements and there are some blood stains on the walls. There's also a foul smell of decay and rot.

- There are 15 Rats inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Rat

**Armour Class:** 9 [10] **Hit Dice:** 1hp **Attacks:** 1 × bite per pack (1d6 + disease) **THACO:** 19 [0] **Movement:** 60' (20') / 30' (10') swimming

**Saving Throws:** D14 W15 P16 B17 S18 (NH)

**Morale:** 5 **Alignment:** Neutral **XP:** 5

- Monster Hoard: **1500gp** ▪ **8 jewellery items** worth **7800gp** in total ▪ **Ring of Control Plants** ▪ **Potion of Gaseous Form** ▪ **Potion of Poison**
- There's also an old, ripped backpack in the far corner and some rotting remains of food spread all over the place
- Searching will uncover an old hollow torch holding the key (Δ) to unlock the arched bronze door (to the north) in area 24
- There's a **crank lever** that can open the secret door in area 15 (west)

## 14 : CORRIDOR

- There's a arched iron door (**Locked ⚔**) It is leading to the room in 15

## 15 : SHRINE

### DOORWAYS

- **North** side - odd-shaped wooden door (**Barricaded**).
- **East** side - arched iron door (**Locked ⚔**).
- Next to it there's a secret door (operated by a passphrase) leading to a small chamber.
- There's a secret door (operated by a crank lever somewhere in the dungeon) on the **west** wall.

## DESCRIPTION

It is dark and damp here and there are several spots of yellow ooze on the walls. Faint colorful light is emitting from the ground.

- There are a few dozen of colorful bioluminescent mushrooms growing from cracks in the ground. Anyone consuming these will be paralyzed with mind twisting hallucinations for 1d6 turns
- There's also a torn quiver near the wall on the far end and some ripped pieces of old rope next to it
- Searching will uncover a small wooden box holding the key (⚔) to unlock the arched iron door (to the north) in area 15

## 16 : CORRIDOR

This 80' corridor is leading to a round bronze door (**Half-broken**) The door is leading to the Pantry.

## 17 : PANTRY

### DOORWAYS

- **South** side - round bronze door (**Half-broken**)
- There's a secret door (operated by a passphrase) in the alcove on the

west wall.

## DESCRIPTION

It is dark and damp here and there are a few spots of green rot on the ground. You feel the chill of death rising up your spine.

- There are 3 Zombies inside. They will attack anyone stepping in.

### Zombie

**Armour Class:** 8 [11] **Hit Dice:** 2 **Attacks:** 1 × weapon (1d8 or by weapon) **THACO:** 18 [+1]  
**Movement:** 60' (20') **Saving Throws:** D12  
 W13 P14 B15 S16 (1) **Morale:** 12 **Alignment:**  
 Chaotic **XP:** 20

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- There is no hoard.
- There's also an old, ripped backpack near the wall on the right and some garlic leftovers next to it

## 18 : PANTRY

### DOORWAYS

- **North** side - rectangular marble door (**Half-broken**)
- **East** side - a secret door (operated by a passphrase)
- **West** side - a round iron door (**Barricaded**)

## DESCRIPTION

You hear water drops falling to the ground and there are a few burn marks on the ground. You spot something quite big lying on the floor.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **20gp**
  - **Potion of Invulnerability**
- There's also an old, ripped backpack near the wall on the far end and some rotting remains of food spread all over the place

## 19 : PANTRY

### DOORWAYS

- **south** - arched bronze door (**Half-broken**)

## DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are some spots of yellow ooze on the ground. You feel the chill of death rising up your spine.

- There are 5 Zombies inside. They

will attack anyone stepping in.

## Zombie

**Armour Class:** 8 [11] **Hit Dice:** 2 **Attacks:** 1 × weapon (1d8 or by weapon) **THACO:** 18 [+1]  
**Movement:** 60' (20') **Saving Throws:** D12  
W13 P14 B15 S16 (1) **Morale:** 12 **Alignment:**  
Chaotic **XP:** 20

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- There is no hoard.
- There's also a torn quiver near the wall on the left and some ripped pieces of old rope next to it
- Searching will uncover an old leather pouch holding the key (VB) to unlock the round bronze door (to the east) in area 31

## 20 : CRYPT

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.
- A successful listening roll will also reveal a faint **sound of crying** coming from inside this area.

### DOORWAYS

- **North** side - a rectangular iron door (**Half-broken**)

### DESCRIPTION

This area stinks from excrements and there are several claw marks on the walls. There is a small crate near the far wall and a person is chained to the wall.

- There's a 2-in-6 chance the crate contains **2000gp** ▪ **Sword +1** ▪ **Potion of Heroism** ▪ **Potion of Control Plant**

Otherwise, this place was already looted earlier.

- There's also a used flask of oil near the wall on the far end and some broken pieces of wood spread all over the place
- There's a **pressure plate lever** that can open the secret door in area 48 (west)
- The **chained person** is **Getrude of Ellal's husband** from Narouk

## 21 : DEAD ENDS

## 22 : LIBRARY

### DOORWAYS

- **East** side - a round iron door (**Stuck**)
- **West** side - a triangle wooden door (**Barricaded**)
- A secret door (operated by a







## DOORWAYS

- **North** side - arched wooden door (**Half-broken**).

## DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are a few spots of yellow ooze on the ground. There's also a foul smell of decay and rot.

- There are 6 Killer Bees inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Killer Bee

**Armour Class:** 7 [12] **Hit Dice:** 1/2 **Attacks:** 1 × sting (1d3 + poison + lodged stinger) **THACO:** 19 [0] **Movement:** 150' (50') flying **Saving Throws:** D12 W13 P14 B15 S16 (1) **Morale:** 9 **Alignment:** Neutral **XP:** 6 (guard: 13)

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- There is no hoard.
- There's also an old, ripped backpack near the wall on the right and some rotting remains of food spread all over the place
- Searching will uncover an old

leather pouch holding the key (Ⓐ) to unlock the arched bronze door (to the south) in area 33

## 27 : SHRINE

### DOORWAYS

- **East** side - round bronze door (**Half-broken**).
- **North** side - secret door (operated by a passphrase).
- **South** side - secret door (operated by a passphrase).

### DESCRIPTION

You hear water drops falling to the ground and there are several spots of green rot on the walls. Faint colorful light is emitting from the ground.

- Countless blue, red and yellow bioluminescent mushrooms are growing from cracks in the ground. Anyone consuming them will suffer a severe stomach ache and a -2 penalty to any roll for 1d6 turns
- There's also a burnt torch near the wall on the far end and some traces of fur next to it

## 28 : LIBRARY

## FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Pit Vipers** are making inside this area.

## DOORWAYS

- **South** side - secret door (operated by a passphrase).

## DESCRIPTION

A vile smell of rot welcomes you and there are a few cracks on the ceiling. There's also a foul smell of decay and rot.

- There are 8 Pit Vipers inside. They will attack anyone stepping in.

The noises they make could be heard if listening from outside.

### Pit Viper

**Armour Class:** 6 [13] **Hit Dice:** 2 **Attacks:** 1 × bite (1d4 + poison) **THACO:** 18 [+1]  
**Movement:** 90' (30') **Saving Throws:** D12  
W13 P14 B15 S16 (1) **Morale:** 7 **Alignment:**  
Neutral **XP:** 25

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- There is no hoard.
- There's also a rusty short sword near the wall on the left and some garlic leftovers spread all over the

place

## 29 : CEREMONIAL CHAMBER

### DOORWAYS

- **South** side - secret door (operated by a passphrase).

### DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are some blood stains on the walls. You spot something quite big lying on the floor.

- Lying on the floor is a **rotting goblin corpse**. Searching it will uncover: **10gp** ▪ **1 jewellery items** worth **1000gp** in total ▪ **Cursed Armour, AC 9 [10]**
- There's also a torn quiver near the wall on the right and some traces of fur spread all over the place

## 30 : CORRIDOR

- There's a rectangular marble door (**Locked ⊕**) It is leading to the room in 31

## 31 : LABORATORY

### DOORWAYS

- **North** side - round bronze door

(Locked **VB**).

- **East** side - rectangular marble door (Locked **⊕**).
- Next to it there's a secret door (operated by a pressure plate lever somewhere in the dungeon) leading to a small chamber.
- There's a secret door (operated by a pressure plate lever somewhere in the dungeon) on the **west** wall.

## DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are a few blood stains on the ceiling. You spot something quite big lying on the floor.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **50gp**
  - **Armour +1, Shield +1**
- There's also a torn quiver near the wall on the far end and some torn pieces of clothing spread all over the place

## 32 : CORRIDOR

This 80' corridor is leading to a arched bronze door (Locked **Ⓐ**) The door is leading to the Crypt.

## 33 : CRYPT

## DOORWAYS

- **South** side - arched bronze door (Locked **Ⓐ**)
- There's a secret door (operated by a rope-pull lever somewhere in the dungeon) in the alcove on the west wall.

## DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are some blood stains on the ceiling. You hear nothing but the silence of death in here.

- There are 4 Ghouls inside. They will attack anyone stepping in.

## Ghoul

**Armour Class:** 6 [13] **Hit Dice:** 2 **Attacks:** 2 × claw (1d3 + paralysis), 1 × bite (1d3 + paralysis)  
**THACO:** 18 [+1] **Movement:** 90' (30') **Saving Throws:** D12 W13 P14 B15 S16 (2) **Morale:** 9  
**Alignment:** Chaotic **XP:** 25

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- **Monster Hoard: 1040gp** ▪ **Wand of Lightning Bolts**
- There's also an old, ripped backpack near the wall on the far end and some garlic leftovers next to it



This area is dark and cold and there are a few blood stains on the ground. Faint colorful light is emitting from the ground.

- There are countless colorful bioluminescent mushrooms growing from cracks in the ground. Anyone consuming these will gain the same effect as if they consumed a Potion of Fire Resistance
- There's also an old, ripped backpack in the far corner and some dry remains of food spread all over the place

## 37 : DEAD ENDS

## 38 : CRYPT

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **East** side - a rectangular wooden door (**Barricaded**)
- **West** side - a odd-shaped wooden door (**Stuck**)
- A secret door (operated by a rope-pull lever somewhere in the dungeon) on the **north** side is

leading to a hidden storage room.

## DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are several claw marks on the ground. There are some small chests near the far wall.

- There's a 2-in-6 chance the chests contain **4 gems** worth **650gp** in total ▪ **3 jewellery items** worth **2900gp** in total ▪ **Shield +2** ▪ **Potion of Control Plant** ▪ **Potion of Polymorph Self**

Otherwise, this place was already looted earlier.

- There's also an old broken mirror near the wall on the far end and some rotting remains of food spread all over the place
- Searching will uncover a nook in the wall holding the key (C) to unlock the round iron door (to the east) in area 51

## 39 : SECRET STORAGE ROOM

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

## DOORWAYS

- The secret door (operated by a rope-pull lever somewhere in the dungeon) from area 38 is on the **south** side.

## DESCRIPTION

This area is dark and cold and there are a few claw marks on the ground. There is a big crate near the far wall.

- There's a 2-in-6 chance the crate contains **6 gems** worth **850gp** in total ▪ **Sword +1, Locate Objects ▪ Potion of Clairaudience ▪ Potion of Delusion**

Otherwise, this place was already looted earlier.

- There's also a burnt torch near the wall on the right and some ripped pieces of old rope spread all over the place

## 40 : SHRINE

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.
- A successful listening roll will also reveal a faint **sound of crying** coming from inside this

area.

## DOORWAYS

- **South** side - a triangle wooden door (**Locked 5**)
- **North** side - a rectangular iron door (**Half-broken**)

## DESCRIPTION

It is dark and damp here and there are a few claw marks on the ceiling. There are some small crates near the far wall and a person is chained to the wall.

- There's a 2-in-6 chance the crates contain **Ring of Spell Turning ▪ Potion of Heroism ▪ Potion of Diminution**

Otherwise, this place was already looted earlier.

- There's also an old broken mirror near the wall on the left and some traces of fur spread all over the place
- The **chained person** is **Lanto of Olfey's husband** from Kaldar

## 41 : SHRINE

### DOORWAYS

- **South** side - round bronze door



(**Barricaded**).

## DESCRIPTION

You hear water drops falling to the ground and there are some spots of green rot on the ground. Faint colorful light is emitting from the ground.

- Countless blue, red and yellow bioluminescent mushrooms are growing from cracks in the ground. Anyone consuming them will suffer a severe stomach ache and a -2 penalty to any roll for 1d6 turns
- There's also an old, ripped backpack near the wall on the far end and some torn pieces of clothing spread all over the place
- There's a **crank lever** that can open the secret door in area 49 (west)

## 42 : LIBRARY

### DOORWAYS

- **North** side - triangle wooden door (**Barricaded**).

### DESCRIPTION

A vile smell of rot welcomes you and there are a few cracks on the walls. Faint colorful light is emitting from the ground.

- Countless blue, red and yellow bioluminescent mushrooms are growing from cracks in the ground. Anyone consuming them will suffer a severe stomach ache and a -2 penalty to any roll for 1d6 turns
- There's also a burnt torch near the wall on the right and some ripped pieces of old rope next to it

## 43 : LIBRARY

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Bats** are making inside this area.

### DOORWAYS

- **South** side - rectangular wooden door (**Barricaded**)
- **North** side - rectangular marble door (**Barricaded**)

### DESCRIPTION

You hear water drops falling to the ground and there are a few spots of green rot on the ground. There's also a foul smell of decay and rot.

- There are 45 Bats inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Bat

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**Armour Class:** 6 [13] **Hit Dice:** 1hp **Attacks:** 1 × swarm (confusion) **THACO:** 20 [-1]  
**Movement:** 9' (3') / 120' (40') flying **Saving Throws:** D14 W15 P16 B17 S18 (NH) **Morale:** 6  
**Alignment:** Neutral **XP:** 5

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- There is no hoard.
- There's also a burnt torch in the far corner and some garlic leftovers spread all over the place

## 44 : WATER FOUNTAIN

Clear water are coming out of the wall here.

## 45 : SHRINE

### FORESHADOWING

- A succesfull listening roll could detect the **sounds** that the **Giant Vampire Bat** is making inside this area.

### DOORWAYS

- **South** side - arched bronze door (**Stuck**).
- **East** side - secret door (operated by a passphrase).
- **West** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

### DESCRIPTION

The air in this area is dense and misty and there are several spots of yellow ooze on the ground. There's also a foul smell of decay and rot.

- There's a Giant Vampire Bat inside. It will attack anyone stepping in.

The noises it makes could be heard if listening from outside.

### Giant Vampire Bat

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**Armour Class:** 6 [13] **Hit Dice:** 2 **Attacks:** 1 × bite (1d4 + unconsciousness) **THACO:** 18 [+1]  
**Movement:** 30' (10') / 180' (60') flying **Saving Throws:** D12W13 P14 B15 S16 (1) **Morale:** 8  
**Alignment:** Neutral **XP:** 20

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- There is no hoard.
- There's also a torn quiver in the far corner and some garlic leftovers next to it
- There's a **pressure plate lever** that can open the secret door in

area 45 (west)

## 46 : TORTURE CHAMBER

### DOORWAYS

- **West** side - secret door (operated by a passphrase).

### DESCRIPTION

The air in this area is dense and misty and there are some spots of yellow ooze on the ceiling. There's something lying on the floor.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **330gp**
  - **Potion of Control Plant**
- There's also a torn quiver near the wall on the right and some broken pieces of wood spread all over the place

## 47 : LABORATORY

### DOORWAYS

- **West** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are several cracks on the walls. You spot something quite big lying on the floor.

- Lying on the floor is a **rotting human corpse**. Searching it will uncover: **30gp** ▪ **Armour +3, Shield +2**
- There's also an old broken mirror near the wall on the left and some rotting remains of food next to it

## 48 : CRYPT

### DOORWAYS

- **North** side - rectangular marble door (**Barricaded**).
- **West** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

### DESCRIPTION

The air in this area is dense and misty and there are a few cracks on the walls. You spot something quite big lying on the floor.

- Lying on the floor is a **rotting human corpse**. Searching it will

uncover: **60gp** ▪ **Armour +1**

- There's also an old, ripped backpack near the wall on the right and some broken pieces of wood next to it

The secret door on the west is leading to a secret chamber:

## DESCRIPTION

It is dark and damp here and there are some cracks on the walls. There's also a foul smell of decay and rot.

- There are 3 Black Widows inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Black Widow

**Armour Class:** 6 [13] **Hit Dice:** 3 **Attacks:** 1 × bite (2d6 + poison) **THACO:** 17 [+2]

**Movement:** 60' (20') / 120' (40') in webs

**Saving Throws:** D12 W13 P14 B15 S16 (2)

**Morale:** 8 **Alignment:** Neutral **XP:** 50

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- Monster Hoard: **500gp** ▪ **8 gems** worth **1410gp** in total ▪ **Shield +2** ▪ **Elven Cloak and Boots** ▪ **Potion of Control Undead**
- There's also a torn quiver in the near corner and some dry

remains of food spread all over the place

## 49 : CEREMONIAL CHAMBER

### FORESHADOWING

- A succesfull listening roll could detect the **sounds** that the **Killer Bees** are making inside this area.

### DOORWAYS

- **South** side - arched wooden door (**Stuck**).
- **East** side - round wooden door (**Stuck**).
- **West** side - secret door (operated by a crank lever somewhere in the dungeon).

## DESCRIPTION

This area is dark and cold and there are some spots of green rot on the ground. There's also a foul smell of decay and rot.

- There are 6 Killer Bees inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Killer Bee

**Armour Class:** 7 [12] **Hit Dice:** 1/2 **Attacks:** 1 × sting (1d3 + poison + lodged stinger) **THACO:**

19 [0] **Movement:** 150' (50') flying **Saving Throws:** D12 W13 P14 B15 S16 (1) **Morale:** 9 **Alignment:** Neutral **XP:** 6 (guard: 13)

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- There is no hoard.
- There's also a rusty short sword near the wall on the far end and some garlic leftovers spread all over the place

## 50 : CEREMONIAL CHAMBER

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DESCRIPTION

You hear water drops falling to the ground and there are a few spots of green rot on the ground. There are some big chests near the far wall.

- There's a 2-in-6 chance the chests contain **2000gp** ▪ **Spear +1** ▪ **Potion of Control Plant** ▪ **Potion of Longevity**

Otherwise, this place was already looted earlier.

- There's also a rusty short sword near the wall on the left and some ripped pieces of old rope spread all over the place

## 51 : LABORATORY

### DOORWAYS

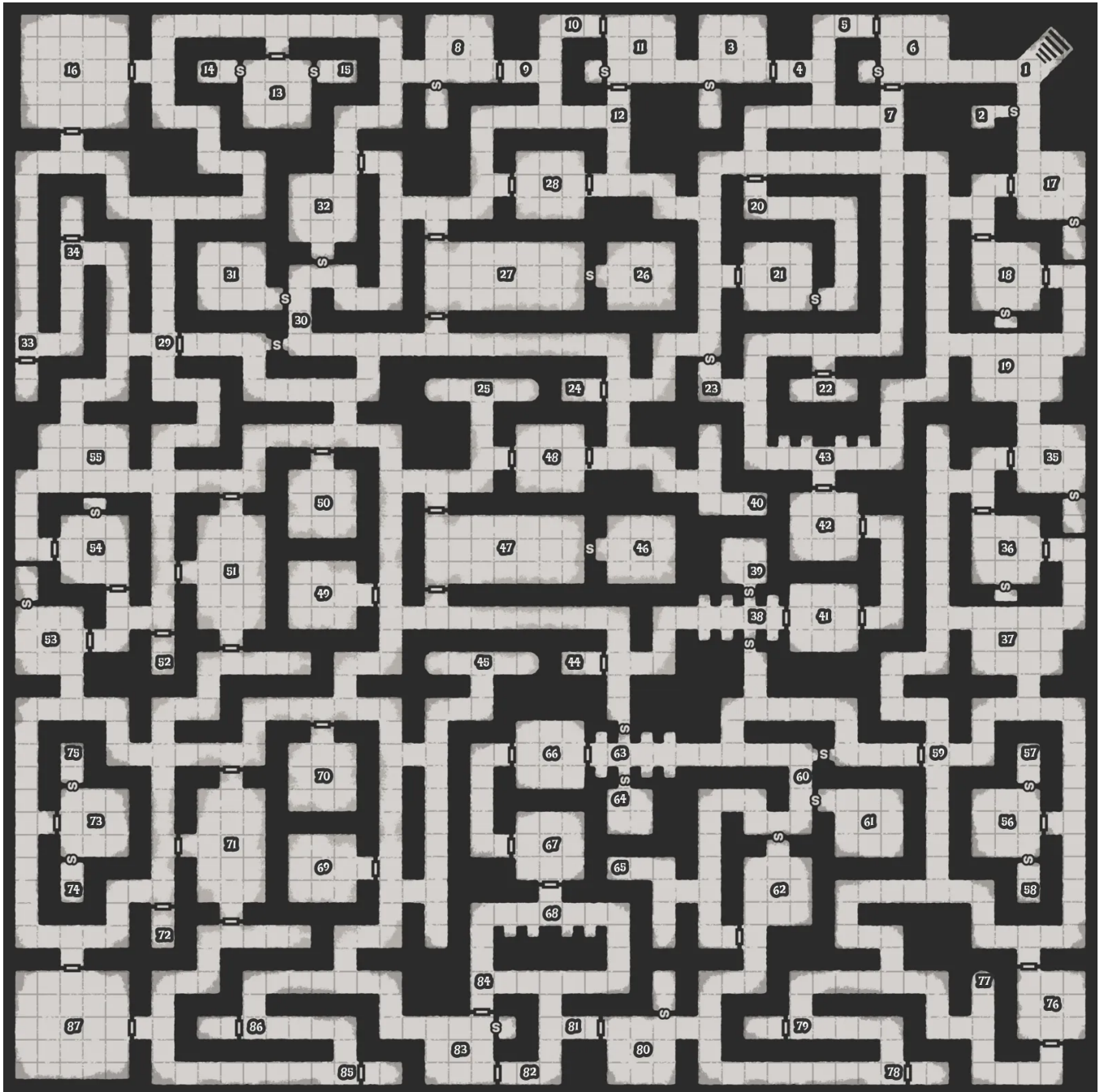
- **East** side - round iron door (**Locked C**)
- **North** side - rectangular wooden door (**Locked R**)

### DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are several blood stains on the walls. There's something lying on the floor.

- Lying on the floor is a **rotting goblin corpse**. Searching it will uncover: **60gp** ▪ **3 gems** worth **610gp** in total ▪ **Potion of Control Dragon**
- There's also a burnt torch near the wall on the far end and some broken pieces of wood spread all over the place

# S HRINE OF THE TORMENTED DESIRE



## 1 : DUNGEON ENTRANCE

These stairs into the dungeon are located behind a giant skull's

gaping mouth.

- There's also an old, ripped backpack in the near corner and some torn pieces of clothing next

to it

- Searching will uncover a crack in the floor holding the key (Δ) to unlock the arched marble door (to the west) in area 54
- There's a **rope-pull lever** that can open the secret door in area 2 (east)



- There is no hoard.
- There's also a used flask of oil near the wall on the far end and some torn pieces of clothing spread all over the place
- There's a **pressure plate lever** that can open the secret door in area 3 (south)

## 2 : SECRET CHAMBER

### DOORWAYS

- **East** side - secret door (operated by a rope-pull lever somewhere in the dungeon)

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are a few cracks on the walls. There's some sort of a beast inside.

- There are 2 White Apes inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### White Ape

**Armour Class:** 6 [13] **Hit Dice:** 4 **Attacks:** 2 × claw(1d4) or 1 × thrown rock (1d6) **THACO:** 16 [+3] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14B15 S16 (2) **Morale:** 7 **Alignment:** Neutral **XP:** 75

## 3 : LIBRARY

### FORESHADOWING

- A succesfull listening roll could detect the **sounds** that the **Tiger** is making inside this area.

### DOORWAYS

- **East** side - arched wooden door (**Locked** ⬠).
- **South** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

### DESCRIPTION

A vile smell of rot welcomes you and there are a few spots of yellow ooze on the walls. There's some sort of a beast inside.

- There's a Tiger inside. It will attack anyone stepping in.

The noises it makes could be heard

if listening from outside.

## Tiger

**Armour Class:** 6 [13] **Hit Dice:** 6 **Attacks:** 2 × claw (1d6), 1 × bite (2d6) **THACO:** 14 [+5]  
**Movement:** 150' (50') **Saving Throws:** D12  
W13 P14 B15 S16 (3) **Morale:** 9 **Alignment:**  
Neutral **XP:** 275

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- Monster Hoard: **4900gp** ▪ **Sword +1, +2 vs Spell Users** ▪ **Sword +1** ▪ **Potion of Levitation**
- There's also a burnt torch near the wall on the right and some torn pieces of clothing next to it
- Searching will uncover a small wooden box holding the key (◇-) to unlock the arched wooden door (to the east) in area 3
- There's a **crank lever** that can open the secret door in area 8 (south)

The secret door on the south is leading to a secret chamber:

## DESCRIPTION

A vile smell of rot welcomes you and there are some blood stains on the walls. There are cultists inside.

- There are 3 Mediums inside. Roll or decide for reaction.

The noises they makes could be

heard if listening from outside.

## Medium

**Armour Class:** 9 [10] **Hit Dice:** 1 **Attacks:** 1 × dagger (1d4) or 1 × spell **THACO:** 19 [0]  
**Movement:** 120' (40') **Saving Throws:** D13  
W14 P13 B16 S15 (MU1) **Morale:** 7 **Alignment:**  
Any **XP:** 16

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- Monster Hoard: **Shield +1** ▪ **Ring of Protection +1** ▪ **Potion of Gaseous Form**
- There's also a burnt torch near the wall on the far end and some torn pieces of clothing spread all over the place
- Searching will uncover a crack in the floor holding the key (◇) to unlock the arched wooden door (to the north) in area 26

## 4 : ENTRANCE TO THE LIBRARY

- **West** side - arched wooden door (**Locked** ◇-).

## 5 : ENTRANCE TO THE LIBRARY

- **East** side - arched wooden door (**Stuck**).

## 6 : LIBRARY

### FORESHADOWING

- A succesfull listening roll could detect the **sounds** that the **Tiger** is making inside this area.







- **West** side - rectangular iron door (**Half-broken**).
- **South** side - rectangular iron door (**Stuck**).

## DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are some burn marks on the ground. You spot something quite big lying on the floor.

- Lying on the floor is a **rotting goblin corpse**. Searching it will uncover: **60gp** ▪ **Cursed Shield, AC 9 [10]**
- There's also an old, ripped backpack in the far corner and some broken pieces of wood spread all over the place
- There's a **rope-pull lever** that can open the secret door in area 21 (east)

## 12 : SOUTH ENTRANCE TO THE TORTURE CHAMBER

- **North** side - rectangular iron door (**Stuck**).

## 13 : LIBRARY

### DOORWAYS

- **North** side - odd-shaped marble

door (**Stuck**).

- **West** side - secret door (operated by a crank lever somewhere in the dungeon).
- **East** side - secret door (operated by a passphrase).

## DESCRIPTION

A vile smell of rot welcomes you and there are some claw marks on the ceiling. You spot something quite big lying on the floor.

- Lying on the floor is a **rotting human corpse**. Searching it will uncover: **Armour +1, Shield +2**
- There's also a torn quiver near the wall on the left and some garlic leftovers spread all over the place
- Searching will uncover a goat's skull holding the key (∇) to unlock the round wooden door (to the west) in area 17
- There's a **crank lever** that can open the secret door in area 13 (west)

## 14 : CRYPT

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Tiger** is making inside this area.



You hear water drops falling to the ground and there are several blood stains on the ceiling. There's something lying on the floor.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **250gp**
  - **5 gems** worth **850gp** in total
  - **4 jewellery items** worth **4100gp** in total ▪ **Potion of Longevity**
- There's also a burnt torch near the wall on the right and some broken pieces of wood spread all over the place

## 17 : PANTRY

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **White Apes** are making inside this area.

### DOORWAYS

- **West** side - round wooden door (**Locked**  $\nabla$ ).
- **South** side - secret door (operated by a passphrase).

### DESCRIPTION

This area is dark and cold and there are several burn marks on the ground. There's some sort of a beast inside.

- There are 4 White Apes inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### White Ape

**Armour Class:** 6 [13] **Hit Dice:** 4 **Attacks:** 2 × claw(1d4) or 1 × thrown rock (1d6) **THACO:** 16 [+3] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14B15 S16 (2) **Morale:** 7 **Alignment:** Neutral **XP:** 75

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- There is no hoard.
- There's also a rusty short sword near the wall on the right and some ripped pieces of old rope spread all over the place

The secret door on the south is leading to a secret chamber:

### DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are several burn marks on the walls. There are some big chests near the far wall.

- There's a 2-in-6 chance the chests contain **30gp** ▪ **7 gems** worth **820gp** in total ▪ **Sword +1** ▪ **Potion of Giant Strength** ▪ **Potion of Longevity**

Otherwise, this place was already looted earlier.

- There's also a used flask of oil in the near corner and some traces of fur spread all over the place
- There's a **crank lever** that can open the secret door in area 26 (east)

## 18 : LIBRARY

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **East** side - odd-shaped wooden door (**Stuck**).
- **North** side - rectangular wooden door (**Half-broken**).
- **South** side - secret door (operated

by a crank lever somewhere in the dungeon).

### DESCRIPTION

It is dark and damp here and there are some spots of green rot on the ceiling. There are some large chests near the far wall.

- There's a 2-in-6 chance the chests contain **6000gp** ▪ **Sword +2**, **Charm Person** ▪ **Potion of Giant Strength** ▪ **Potion of Delusion**

Otherwise, this place was already looted earlier.

- There's also an old broken mirror in the far corner and some dry remains of food spread all over the place
- Searching will uncover a cloth wrap under a stone holding the key (V) to unlock the arched wooden door (to the west) in area 79
- There's a **pressure plate lever** that can open the secret door in area 36 (south)

## 19 : CEREMONIAL CHAMBER

### FORESHADOWING

- If listening to one of the doors

here is successful, the faint voices of **chanting by cultists** could be heard .

## DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are several spots of green rot on the ground. There are cultists inside.

- There are 5 Acolytes inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Acolyte

**Armour Class:** 2 [17] **Hit Dice:** 1 **Attacks:** 1 × mace (1d6) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D11 W12 P14 B16 S15 (C1) **Morale:** 7 **Alignment:** Any **XP:** 10

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- Monster Hoard: **3000gp** ▪ **8 jewellery items** worth **9600gp** in total ▪ **Elven Cloak and Boots** ▪ **Potion of Fire Resistance** ▪ **Potion of Invisibility**
- There's also an old broken mirror near the wall on the left and some garlic leftovers next to it
- Searching will uncover an old hollow torch holding the key (🔑) to unlock the arched wooden

door (to the north) in area 22

- There's a **pressure plate lever** that can open the secret door in area 46 (east)

## 20 : CORRIDOR

- round wooden door (**Half-broken**) It is leading to the room in 21

## 21 : LIBRARY

### FORESHADOWING

- A succesfull listening roll could detect the sounds that the Rock Living Statues are making inside this area.

### DOORWAYS

- **West** side - arched wooden door (**Half-broken**).
- There's a secret door (operated by a rope-pull lever somewhere in the dungeon) on the **east** wall.

## DESCRIPTION

You hear water drops falling to the ground and there are some blood stains on the walls. There's something moving inside.

- There are 2 Rock Living Statues inside. They will attack anyone





(Half-broken)

## DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are a few claw marks on the walls. There are cultists inside.

- There are 2 Acolytes inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Acolyte

**Armour Class:** 2 [17] **Hit Dice:** 1 **Attacks:** 1 × mace (1d6) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D11 W12 P14 B16 S15 (C1) **Morale:** 7 **Alignment:** Any **XP:** 10

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- **Monster Hoard: 5000gp ▪ 8 jewellery items worth 8000gp in total ▪ Armour +3 ▪ Potion of Clairaudience ▪ Potion of Clairvoyance**
- There's also a burnt torch near the wall on the far end and some traces of fur next to it
- Searching will uncover a cloth wrap under a stone holding the key (🔑) to unlock the arched wooden door (to the west) in area 62

## 25 : DEAD ENDS

## 26 : SHRINE

### DOORWAYS

- **South** side - a rectangular bronze door (**Half-broken**)
- **North** side - a arched wooden door (**Locked** ♦)
- A secret door (operated by a crank lever somewhere in the dungeon) on the **east** side is leading to a hidden storage room.

### DESCRIPTION

It is dark and damp here and there are a few blood stains on the walls. You spot something quite big lying on the floor.

- Lying on the floor is a **dust covered human skeleton**. Searching it will uncover: **Armour +2, Shield +1**
- There's also a used flask of oil near the wall on the left and some torn pieces of clothing spread all over the place
- Searching will uncover a goat's skull holding the key (🔑) to unlock the rectangular bronze door (to the south) in area 71
- There's a **pressure plate lever** that can open the secret door in



- There is no hoard.
- There's also an old broken mirror near the wall on the far end and some rotting remains of food spread all over the place
- Searching will uncover a crack in the floor holding the key (T) to unlock the arched marble door (to the east) in area 42

## 29 : CORRIDOR DOOR

- There's a rectangular wooden door (**Stuck**)

## 30 : SECRET DOORS

- There's a secret door (operated by a passphrase) on the west wall. The door is a shortcut to a connected corridor.
- There's another secret door (operated by a passphrase) on the west wall. This is the only way into the room at 31
- A third secret door (operated by a pressure plate lever somewhere in the dungeon) on the north wall is connected to the room at 32

## 31 : LIBRARY

### FORESHADOWING

- A successful listening roll could detect the sounds that the Cockatrices are making inside this area.

### DOORWAYS

- There's a secret door (operated by a passphrase) on the east wall. This is the only way in and out of this room.

### DESCRIPTION

A vile smell of rot welcomes you and there are some burn marks on the ground. You're not alone here.

- There are 4 Cockatrices inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Cockatrice

**Armour Class:** 6 [13] **Hit Dice:** 5 **Attacks:** 1 × beak (1d6 + petrification) **THACO:** 15 [+4]  
**Movement:** 90' (30') / 180' (60') flying  
**Saving Throws:** D10 W11 P12 B13 S14 (5)  
**Morale:** 7 **Alignment:** Neutral **XP:** 425

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- **Monster Hoard: 4000gp ▪ 8 gems worth 1010gp in total ▪ Potion of Control Plant ▪ Sword +1, +3 vs Regenerating Creatures ▪ Potion of Fire Resistance**
- There's also a used flask of oil in the near corner and some torn pieces of clothing next to it







- Lying on the floor is a **rotting human corpse**. Searching it will uncover: **40gp** ▪ **Shield +2**
- There's also a rusty short sword in the near corner and some rotting remains of food next to it

## 37 : SHRINE

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard .

### DESCRIPTION

This area stinks from excrements and there are a few spots of yellow ooze on the ceiling. There are cultists inside.

- There are 6 Acolytes inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Acolyte

**Armour Class:** 2 [17] **Hit Dice:** 1 **Attacks:** 1 × mace (1d6) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D11 W12 P14 B16 S15 (C1) **Morale:** 7 **Alignment:** Any **XP:** 10

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- **Monster Hoard:** **3000gp** ▪ **Potion of Control Human** ▪ **Wand of Secret Door Detection** ▪ **Potion of Giant Strength**
- There's also an old broken mirror in the near corner and some broken pieces of wood spread all over the place

## 38 : ALCOVED CORRIDOR

- **South** side - a secret door (operated by a pressure plate lever somewhere in the dungeon) in an alcove.
- **North** side - a secret door (operated by a passphrase) in an alcove, leading to area 39.

## 39 : CEREMONIAL CHAMBER

### FORESHADOWING

- A successful listening roll could detect the sounds that the Horned Chameleons are making inside this area.

### DOORWAYS

- A secret door (operated by a passphrase) on the **south** wall is the only way in.

### DESCRIPTION

## 41 : LABORATORY

You hear water drops falling to the ground and there are several claw marks on the ground. There's something moving inside.

- There are 3 Horned Chameleons inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Horned Chameleon

**Armour Class:** 2 [17] **Hit Dice:** 5 **Attacks:** 1 × tongue/bite (2d4), 1 × horn (1d6), 1 × tail (knock down **THACO:** 15 [+4] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14 B15 S16 (3) **Morale:** 7 **Alignment:** Neutral **XP:** 300

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- **Monster Hoard: 6000gp** ▪ **4 jewellery items** worth **3400gp** in total ▪ **Potion of Levitation** ▪ **Potion of Clairvoyance** ▪ **Potion of Control Undead**
- There's also an old broken mirror in the near corner and some broken pieces of wood spread all over the place
- Searching will uncover a crack in the floor holding the key (🔑<sub>SP</sub>) to unlock the rectangular wooden door (to the west) in area 66

### FORESHADOWING

- If listening to one of the doors here is successfull, the faint voices of **chanting by cultists** could be heard .

### DOORWAYS

- **West** side - a rectangular wooden door (**Half-broken**)
- **East** side - a arched bronze door (**Half-broken**)

### DESCRIPTION

You hear water drops falling to the ground and there are a few burn marks on the ceiling. There are cultists inside.

- There are 2 Acolytes inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Acolyte

**Armour Class:** 2 [17] **Hit Dice:** 1 **Attacks:** 1 × mace (1d6) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D11 W12 P14 B16 S15 (C1) **Morale:** 7 **Alignment:** Any **XP:** 10

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- **Monster Hoard: 2000gp** ▪ **Armour +1, Shield +2** ▪ **Potion of Diminution** ▪ **Potion of**

## 40 : DEAD END



## Clairvoyance

- There's also a used flask of oil in the near corner and some torn pieces of clothing next to it
- Searching will uncover an old hollow torch holding the key (🔑) to unlock the round bronze door (to the north) in area 70

## 42 : CRYPT

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- **West** side - a arched marble door (**Locked T**)
- **East** side - a round iron door (**Stuck**)

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are some spots of yellow ooze on the walls. There are some large barrels near the far wall.

- There's a 2-in-6 chance the barrels contain **1500gp** ▪ **Sword +1** ▪ **Potion of Control Animal** ▪ **Potion of Polymorph Self**

Otherwise, this place was already looted earlier.

- There's also a used flask of oil near the wall on the right and some rotting remains of food next to it
- There's a **pressure plate lever** that can open the secret door in area 63 (south)

## 43 : ALCOVED CORRIDOR

- **South** side - a round iron door (**Stuck**) leading into area 42.

## 44 : SHRINE

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- **East** side - a round marble door (**Half-broken**)

### DESCRIPTION

The air in this area is dense and misty and there are several spots of green rot on the ceiling. There is a small chest near the far wall.

- There's a 2-in-6 chance the chest

contains **60gp** ▪ **Sword +1, +2 vs Lycanthropes** ▪ **Potion of Control Giant** ▪ **Potion of ESP**

Otherwise, this place was already looted earlier.

- There's also a burnt torch in the near corner and some traces of fur next to it

## 45 : DEAD ENDS

## 46 : TORTURE CHAMBER

### FORESHADOWING

- A successful listening roll could detect the sounds that the Gargoyles are making inside this area.

### DOORWAYS

- **South** side - a round wooden door (**Locked 8**)
- **North** side - a arched bronze door (**Half-broken**)
- A secret door (operated by a pressure plate lever somewhere in the dungeon) on the **east** side is leading to a hidden storage room.

### DESCRIPTION

It is dark and damp here and there are several spots of yellow ooze on the ground. You're not alone here.

- There are 4 Gargoyles inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Gargoyle

**Armour Class:** 5 [14] **Hit Dice:** 4 **Attacks:** 2 × claw (1d3), 1 × bite (1d6), 1 × horn (1d4)  
**THACO:** 16 [+3] **Movement:** 90' (30') / 150' (50') flying **Saving Throws:** D8 W9 P10 B10 S12 (8) **Morale:** 11 **Alignment:** Chaotic **XP:** 75

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- **Monster Hoard:** **300gp** ▪ **Sword +1** ▪ **Ring of Weakness**
- There's also an old broken mirror near the wall on the left and some broken pieces of wood next to it
- A wooden barrel contains **Arcin Belleflos's** (from **Aberius**) **Armor Of Sentimental Value** (actually an **Armour +1**)

## 47 : SECRET STORAGE ROOM

### DOORWAYS

- The secret door (operated by a pressure plate lever somewhere in the dungeon) from area 46 is on the **west** side.



- **East** side - a rectangular iron door (**Barricaded**)

## DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are some cracks on the ceiling. You spot something quite big lying on the floor.

- Lying on the floor is a **rotting human corpse**. Searching it will uncover: **Potion of ESP**
- There's also a burnt torch near the wall on the left and some traces of fur next to it
- Searching will uncover a cloth wrap under a stone holding the key (V) to unlock the triangle iron door (to the west) in area 71

## 50 : LABORATORY

### FORESHADOWING

- A successful listening roll could detect the sounds that the Blink Dogs are making inside this area.
- A successful listening roll will also reveal **screams of fear** coming from inside this area.

### DOORWAYS

- **North** side - a odd-shaped iron door (**Barricaded**)

## DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are several burn marks on the walls. This is not looking good and a person is chained to the wall.

- There are 6 Blink Dogs inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Blink Dog

**Armour Class:** 5 [14] **Hit Dice:** 4 **Attacks:** 1 × bite (1d6) **THACO:** 16 [+3] **Movement:** 120' (40') **Saving Throws:** D10 W11 P12 B13 S14 (4) **Morale:** 6 **Alignment:** Lawful **XP:** 125

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- **Monster Hoard:** 200gp ▪ **Ring of Invisibility** ▪ **Ring of Weakness**
- There's also a torn quiver in the far corner and some traces of fur spread all over the place
- The **chained person** is **Winmar Ermentilde's son** from Kaldar

## 51 : LABORATORY

### FORESHADOWING

## 52 : TORTURE CHAMBER

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- **South** side - a arched wooden door (**Locked** ◊—)
- **West** side - a rectangular iron door (**Half-broken**)
- **North** side - a triangle iron door (**Stuck**)

### DESCRIPTION

This area stinks from excrements and there are a few burn marks on the ceiling. There are some big bags near the far wall.

- There's a 2-in-6 chance the bags contain **Shield +2** ▪ **Potion of Fire Resistance** ▪ **Potion of Levitation**

Otherwise, this place was already looted earlier.

- There's also a rusty short sword near the wall on the right and some dry remains of food spread all over the place
- Searching will uncover an old hollow torch holding the key ( $\frac{3}{8}$ ) to unlock the rectangular iron door (to the east) in area 85

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.
- A successful listening roll will also reveal a faint **sound of crying** coming from inside this area.

### DOORWAYS

- **North** side - a round bronze door (**Barricaded**)

### DESCRIPTION

This area stinks from excrements and there are some claw marks on the walls. There is a very big chest near the far wall and a person is chained to the wall.

- There's a 2-in-6 chance the chest contains **Cursed Armour, AC 9 [10]** ▪ **Potion of Control Undead** ▪ **Potion of Clairaudience**

Otherwise, this place was already looted earlier.

- There's also a used flask of oil near the wall on the right and some rotting remains of food





covered human skeleton.

Searching it will uncover: **470gp**

▪ **Potion of Heroism**

- There's also a rusty short sword in the far corner and some dry remains of food spread all over the place
- The **chained person** is **Fiuca Wulftrude's nephew** from Kaldar

**Potion of Invulnerability** ▪

**Potion of Giant Strength**

Otherwise, this place was already looted earlier.

- There's also a torn quiver near the wall on the right and some rotting remains of food spread all over the place

## 56 : LIBRARY

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **East** side - arched bronze door (**Half-broken**).
- **North** side - secret door (operated by a passphrase).
- **South** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

### DESCRIPTION

This area is dark and cold and there are several spots of yellow ooze on the walls. There is a large barrel near the far wall.

- There's a 2-in-6 chance the barrel contains **Potion of Speed** ▪

## 57 : PANTRY

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **South** side - secret door (operated by a passphrase).

### DESCRIPTION

The air in this area is dense and misty and there are several burn marks on the walls. There are some big barrels near the far wall.

- There's a 2-in-6 chance the barrels contain **500gp** ▪ **Ring of Invisibility** ▪ **Potion of Control Undead** ▪ **Potion of Control Human**

Otherwise, this place was already



looted earlier.

- There's also an old, ripped backpack in the near corner and some ripped pieces of old rope next to it

## 58 : PANTRY

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **South** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

### DESCRIPTION

This area stinks from excrements and there are a few spots of yellow ooze on the ceiling. There are some small crates near the far wall.

- There's a 2-in-6 chance the crates contain **1000gp** ▪ **3 jewellery items** worth **2800gp** in total ▪ **Shield +1** ▪ **Potion of Control Plant** ▪ **Potion of Growth**

Otherwise, this place was already looted earlier.

- There's also an old broken mirror in the far corner and some traces of fur spread all over the place
- A plain looking wooden chest contains **Waser of Aquareen's** (from **Narouk**) **Custom-Fit Armor** (actually **an Armour +1**)

## 59 : CORRIDOR DOOR

- There's a arched bronze door (**Half-broken**)

## 60 : SECRET DOORS

- There's a secret door (operated by a passphrase) on the east wall. The door is a shortcut to a connected corridor.
- There's another secret door (operated by a pressure plate lever somewhere in the dungeon) on the east wall. This is the only way into the room at 61
- A third secret door (operated by a rope-pull lever somewhere in the dungeon) on the south wall is connected to the room at 62

## 61 : TORTURE CHAMBER

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- There's a secret door (operated by

a pressure plate lever somewhere in the dungeon) on the west wall. This is the only way in and out of this room.

## DESCRIPTION

This place seems to be an old dungeon cell and there are some blood stains on the ceiling. There is a very big barrel near the far wall.

- There's a 2-in-6 chance the barrel contains **Spear +2** ▪ **Potion of Control Undead** ▪ **Potion of Control Dragon**

Otherwise, this place was already looted earlier.

- There's also a used flask of oil in the far corner and some traces of fur next to it

## 62 : LABORATORY

### DOORWAYS

- There's a secret door (operated by a rope-pull lever somewhere in the dungeon) inside the alcove on the north wall.
- There's a arched wooden door (**Locked** 🔒).

## DESCRIPTION

This area is dark and cold and there are a few spots of green rot on the walls. You spot something quite big lying on the floor.

- Lying on the floor is a **rotting human corpse**. Searching it will uncover: **310gp** ▪ **2 gems** worth **200gp** in total ▪ **Armour +1**
- There's also an old broken mirror near the wall on the left and some rotting remains of food spread all over the place
- There's a **pressure plate lever** that can open the secret door in area 60 (east)

## 63 : ALCOVED CORRIDOR

- **North** side - a secret door (operated by a pressure plate lever somewhere in the dungeon) in an alcove.
- **South** side - a secret door (operated by a pressure plate lever somewhere in the dungeon) in an alcove, leading to area 64.

## 64 : SHRINE

### FORESHADOWING

- A successful listening roll could detect the sounds that the Cockatrices are making inside this area.





## 70 : PANTRY

### DOORWAYS

- **North** side - a round bronze door (Locked 🗝)

### DESCRIPTION

The air in this area is dense and misty and there are a few spots of green rot on the walls. You spot something quite big lying on the floor.

- Lying on the floor is a **dust covered human skeleton**. Searching it will uncover: **30gp**
  - **Cursed Shield -2**
- There's also a used flask of oil near the wall on the right and some traces of fur spread all over the place

## 71 : PANTRY

### DOORWAYS

- **South** side - a rectangular bronze door (Locked 🗝)
- **West** side - a triangle iron door (Locked 🔑)
- **North** side - a triangle wooden door (Barricaded)

### DESCRIPTION

It is dark and damp here and there are some blood stains on the ceiling. There's something lying on the floor.

- Lying on the floor is a **rotting goblin corpse**. Searching it will uncover: **570gp** ▪ **Shield +1**
- There's also an old, ripped backpack near the wall on the right and some dry remains of food next to it

## 72 : PANTRY

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- **North** side - a arched wooden door (Barricaded)

### DESCRIPTION

This area is dark and cold and there are a few burn marks on the ground. There is a large jar near the far wall.

- There's a 2-in-6 chance the jar contains **1000gp** ▪ **Ring of Spell**

## Turning ▪ Potion of Healing ▪ Potion of Control Giant

Otherwise, this place was already looted earlier.

- There's also a used flask of oil near the wall on the left and some ripped pieces of old rope spread all over the place

### 73 : PANTRY

#### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **White Apes** are making inside this area.

#### DOORWAYS

- **West** side - arched wooden door (**Locked 30**).
- **South** side - secret door (operated by a passphrase).
- **North** side - secret door (operated by a passphrase).

#### DESCRIPTION

The air in this area is dense and misty and there are several cracks on the ceiling. There's some sort of a beast inside.

- There are 2 White Apes inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### White Ape

**Armour Class:** 6 [13] **Hit Dice:** 4 **Attacks:** 2 × claw(1d4) or 1 × thrown rock (1d6) **THACO:** 16 [+3] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14B15 S16 (2) **Morale:** 7 **Alignment:** Neutral **XP:** 75

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- There is no hoard.
- There's also a used flask of oil near the wall on the left and some ripped pieces of old rope spread all over the place

### 74 : PANTRY

#### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Tiger** is making inside this area.

#### DOORWAYS

- **North** side - secret door (operated by a passphrase).

#### DESCRIPTION

This area is dark and cold and there are a few spots of yellow ooze on the walls. There's some sort of a beast inside.

- There's a Tiger inside. It will









The air in this area is dense and misty and there are some blood stains on the ground. There are cultists inside.

- There are 6 Acolytes inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Acolyte

**Armour Class:** 2 [17] **Hit Dice:** 1 **Attacks:** 1 × mace (1d6) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D11 W12 P14 B16 S15 (C1) **Morale:** 7 **Alignment:** Any **XP:** 10

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- **Monster Hoard: 6030gp ▪ 8 jewellery items worth 6000gp in total ▪ Ring of Fire Resistance ▪ Sword +1 ▪ Potion of Growth**
- There's also an old, ripped backpack near the wall on the right and some garlic leftovers spread all over the place

## 81 : ENTRANCE TO THE LIBRARY

- **East** side - rectangular wooden door (**Stuck**).

## 82 : ENTRANCE TO THE CEREMONIAL CHAMBER

- **West** side - arched iron door (**Half-broken**).

## 83 : CEREMONIAL CHAMBER

### DOORWAYS

- **East** side - arched iron door (**Half-broken**).
- **North** side - round iron door (**Stuck**).

### DESCRIPTION

This area stinks from excrements and there are a few claw marks on the ceiling. There's something lying on the floor.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **Armour +2, Shield +2**
- There's also a used flask of oil in the near corner and some torn pieces of clothing next to it

## 84 : NORTH ENTRANCE TO THE CEREMONIAL CHAMBER

- **South** side - round iron door (**Stuck**).

## 85 : PANTRY

### DOORWAYS

- **East** side - rectangular iron door (**Locked**  $\frac{3}{8}$ ).

## DESCRIPTION

This area is dark and cold and there are several cracks on the ceiling. You spot something quite big lying on the floor.

- Lying on the floor is a **rotting human corpse**. Searching it will uncover: **Potion of Growth**
- There's also a torn quiver in the near corner and some rotting remains of food next to it

## 86 : LIBRARY

### DOORWAYS

- **West** side - round wooden door (**Barricaded**).

### DESCRIPTION

You hear water drops falling to the ground and there are some spots of green rot on the ceiling. There's something lying on the floor.

- Lying on the floor is a **dust covered goblin skeleton**.

Searching it will uncover: **50gp**

- **Armour +3, Shield +1**

- There's also a rusty short sword in the far corner and some rotting remains of food spread all over the place

## 87 : LIBRARY

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **East** side - round wooden door (**Barricaded**)
- **North** side - triangle wooden door (**Stuck**)

### DESCRIPTION

A vile smell of rot welcomes you and there are a few blood stains on the ground. There are some small chests near the far wall.

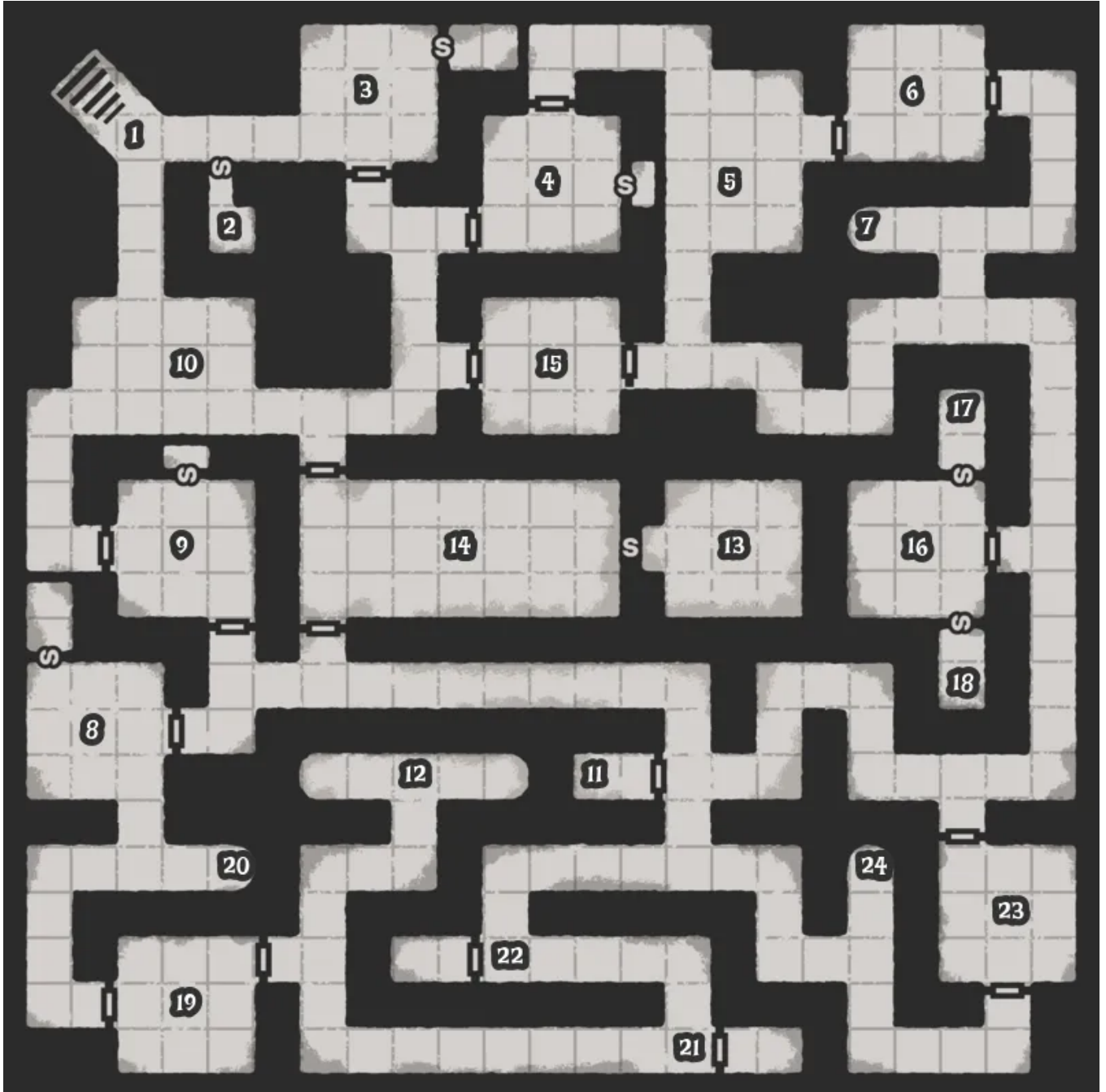
- There's a 2-in-6 chance the chests contain **2000gp** ▪ **Potion of Invulnerability** ▪ **Potion of Fire Resistance** ▪ **Potion of Longevity**

Otherwise, this place was already looted earlier.

- There's also a used flask of oil near the wall on the right and

some broken pieces of wood spread all over the place

# TOMB OF THE NAMELESS SLAVES



## 1 : DUNGEON ENTRANCE

These stairs into the dungeon are located behind a giant skull's

gaping mouth.

- There's also a torn quiver near the wall on the far end and some torn pieces of clothing spread all over

the place

- Searching will uncover a small wooden box holding the None
- There's a **pressure plate lever** that can open the secret door in area 2 (north)

## 2 : SECRET CHAMBER

### DOORWAYS

- **North** side - secret door (operated by a pressure plate lever somewhere in the dungeon)

### DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are several spots of yellow ooze on the ground. You spot something quite big lying on the floor.

- Lying on the floor is a **rotting goblin corpse**. Searching it will uncover: **40gp** ▪ **Potion of Heroism**
- There's also an old, ripped backpack near the wall on the left and some dry remains of food spread all over the place

## 3 : SHRINE

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **South** side - arched marble door (**Half-broken**).
- **East** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

### DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are a few burn marks on the ceiling. There are some big bags near the far wall.

- There's a 2-in-6 chance the bags contain **1000gp** ▪ **Sword +1, +3 vs Regenerating Creatures** ▪ **Potion of Flying** ▪ **Potion of Clairvoyance**

Otherwise, this place was already looted earlier.

- There's also a burnt torch in the near corner and some torn pieces of clothing spread all over the place
- There's a **pressure plate lever** that can open the secret door in area 3 (east)

The secret door on the east is leading to a secret chamber:

## DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are some spots of yellow ooze on the walls. There are some big jars near the far wall.

- There's a 2-in-6 chance the jars contain **4000gp** ▪ **3 jewellery items** worth **2400gp** in total ▪ **Sword +1, +3 vs Undead** ▪ **Potion of Clairvoyance** ▪ **Potion of Speed**

Otherwise, this place was already looted earlier.

- There's also a rusty short sword in the far corner and some traces of fur spread all over the place
- Searching will uncover a small wooden box holding the key (✳) to unlock the rectangular bronze door (to the north) in area 4
- There's a **crank lever** that can open the secret door in area 13 (east)
- A plain looking wooden chest contains **Weltrude Aizivella's** (from **Narouk**) **Decorated Sword** (actually a **Sword +1**)

## 4 : PANTRY

### DOORWAYS

- **North** side - rectangular bronze door (**Locked ✳**).
- **West** side - rectangular iron door (**Half-broken**).
- **East** side - secret door (operated by a passphrase).

### DESCRIPTION

This area stinks from excrements and there are a few blood stains on the walls. Faint colorful light is emitting from the ground.

- Countless blue, red and yellow bioluminescent mushrooms are growing from cracks in the ground. Anyone consuming them will suffer a severe stomach ache and a -2 penalty to any roll for 1d6 turns
- There's also a used flask of oil near the wall on the right and some dry remains of food next to it

## 5 : PANTRY

### FORESHADOWING

- A few single silver pieces could be found if examining the ground

near the doors to this area.

## DESCRIPTION

The air in this area is dense and misty and there are some blood stains on the ground. There are some big bags near the far wall.

- There's a 2-in-6 chance the bags contain **1050gp** ▪ **8 jewellery items** worth **7700gp** in total ▪ **Ring of X-Ray Vision** ▪ **Potion of Delusion** ▪ **Potion of Flying**

Otherwise, this place was already looted earlier.

- There's also a used flask of oil in the near corner and some traces of fur spread all over the place

## 6 : SHRINE

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Killer Bees** are making inside this area.

### DOORWAYS

- **East** side - arched bronze door (**Stuck**)
- **West** side - round bronze door (**Stuck**)

### DESCRIPTION

You hear water drops falling to the ground and there are a few spots of yellow ooze on the ground. There's also a foul smell of decay and rot.

- There are 5 Killer Bees inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Killer Bee

**Armour Class:** 7 [12] **Hit Dice:** 1/2 **Attacks:** 1 × sting (1d3 + poison + lodged stinger) **THACO:** 19 [0] **Movement:** 150' (50') flying **Saving Throws:** D12 W13 P14 B15 S16 (1) **Morale:** 9 **Alignment:** Neutral **XP:** 6 (guard: 13)



- There is no hoard.
- There's also a rusty short sword in the near corner and some rotting remains of food spread all over the place
- There's a **crank lever** that can open the secret door in area 8 (north)

## 7 : WATER FOUNTAIN

Clear water are coming out of the wall here.



## 8 : CEREMONIAL CHAMBER

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **East** side - arched wooden door (**Stuck**).
- **North** side - secret door (operated by a crank lever somewhere in the dungeon).

### DESCRIPTION

This area is dark and cold and there are a few burn marks on the ground. There are some very big crates near the far wall.

- There's a 2-in-6 chance the crates contain **Shield +3** ▪ **Potion of Longevity** ▪ **Potion of Heroism**

Otherwise, this place was already looted earlier.

- There's also a rusty short sword in the near corner and some dry remains of food next to it

The secret door on the north is leading to a secret chamber:

### DESCRIPTION

A vile smell of rot welcomes you and there are a few claw marks on the ceiling. There's also a foul smell of decay and rot.

- There's a Giant Vampire Bat inside. It will attack anyone stepping in.

The noises it makes could be heard if listening from outside.

### Giant Vampire Bat

**Armour Class:** 6 [13] **Hit Dice:** 2 **Attacks:** 1 × bite (1d4 + unconsciousness) **THACO:** 18 [+1] **Movement:** 30' (10') / 180' (60') flying **Saving Throws:** D12W13 P14 B15 S16 (1) **Morale:** 8 **Alignment:** Neutral **XP:** 20

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- There is no hoard.
- There's also a rusty short sword in the far corner and some torn pieces of clothing spread all over the place

## 9 : SHRINE

### DOORWAYS

- **West** side - round marble door (**Half-broken**).
- **South** side - arched iron door (**Half-broken**).
- **North** side - secret door (operated by a passphrase).

## DESCRIPTION

A vile smell of rot welcomes you and there are a few cracks on the walls. Faint colorful light is emitting from the ground.

- There are a few colorful bioluminescent mushrooms growing from cracks in the ground. Anyone consuming these will be paralyzed with mind twisting hallucinations for 1d6 turns
- There's also an old broken mirror near the wall on the far end and some rotting remains of food next to it

## 10 : CEREMONIAL CHAMBER

### DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are several spots of green rot on the ground. Faint colorful light is emitting from the ground.

- There are a few colorful

bioluminescent mushrooms growing from cracks in the ground. Anyone consuming these will suffer a severe stomach ache and a -2 penalty to any roll for 1d6 turns

- There's also a rusty short sword near the wall on the right and some rotting remains of food next to it

## 11 : CEREMONIAL CHAMBER

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Bats** are making inside this area.

### DOORWAYS

- **East** side - a arched wooden door (**Stuck**)

### DESCRIPTION

It is dark and damp here and there are a few burn marks on the ceiling. There's also a foul smell of decay and rot.

- There are 78 Bats inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Bat

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**Armour Class:** 6 [13] **Hit Dice:** 1hp **Attacks:** 1 ×

swarm (confusion) **THACO:** 20 [-1]  
**Movement:** 9' (3') / 120' (40') flying **Saving**  
**Throws:** D14 W15 P16 B17 S18 (NH) **Morale:** 6  
**Alignment:** Neutral **XP:** 5

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- There is no hoard.
- There's also a used flask of oil near the wall on the far end and some dry remains of food spread all over the place
- There's a **pressure plate lever** that can open the secret door in area 16 (south)

## 12 : DEAD ENDS

## 13 : PANTRY

### FORESHADOWING

- A successful listening roll will also reveal a faint **sound of crying** coming from inside this area.

### DOORWAYS

- **South** side - a arched bronze door (**Barricaded**)
- **North** side - a arched bronze door (**Stuck**)
- A secret door (operated by a crank lever somewhere in the dungeon) on the **east** side is leading to a hidden storage room.

### DESCRIPTION

This area is dark and cold and there are a few blood stains on the ceiling. There's something lying on the floor and a person is chained to the wall.

- Lying on the floor is a **dust covered human skeleton**. Searching it will uncover: **30gp**
  - **Potion of Delusion**
- There's also a rusty short sword near the wall on the left and some broken pieces of wood spread all over the place
- The **chained person** is **Atilia of Cevarra's wife** from Silverbend

## 14 : SECRET STORAGE ROOM

### DOORWAYS

- The secret door (operated by a crank lever somewhere in the dungeon) from area 13 is on the **west** side.

### DESCRIPTION

You hear water drops falling to the ground and there are several cracks on the walls. You hear nothing but the silence of death in here.



It is dark and damp here and there are a few claw marks on the ceiling. There's also a foul smell of decay and rot.

- There are 8 Pit Vipers inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Pit Viper

**Armour Class:** 6 [13] **Hit Dice:** 2 **Attacks:** 1 × bite (1d4 + poison) **THACO:** 18 [+1]  
**Movement:** 90' (30') **Saving Throws:** D12 W13 P14 B15 S16 (1) **Morale:** 7 **Alignment:** Neutral **XP:** 25

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- There is no hoard.
- There's also an old, ripped backpack in the near corner and some broken pieces of wood spread all over the place

## 17 : CRYPT

### FORESHADOWING

- A succesfull listening roll could detect the **sounds** that the **Oil Beetle** is making inside this area.

### DOORWAYS

- **South** side - secret door (operated

by a passphrase).

### DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are several spots of green rot on the ground. There's also a foul smell of decay and rot.

- There's an Oil Beetle inside. It will attack anyone stepping in.

The noises it makes could be heard if listening from outside.

### Oil Beetle

**Armour Class:** 4 [15] **Hit Dice:** 2 **Attacks:** 1 × bite (1d6) **THACO:** 18 [+1] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14B15 S16 (1) **Morale:** 8 **Alignment:** Neutral **XP:** 25

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- There is no hoard.
- There's also a used flask of oil near the wall on the left and some broken pieces of wood spread all over the place

## 18 : LIBRARY

### DOORWAYS

- **South** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

## DESCRIPTION

You hear water drops falling to the ground and there are several spots of yellow ooze on the ground. Faint colorful light is emitting from the ground.

- There are a few dozen of colorful bioluminescent mushrooms growing from cracks in the ground. Anyone consuming these will gain the same effect as if they consumed a Potion of Control Dragon
- There's also an old, ripped backpack in the near corner and some torn pieces of clothing spread all over the place

## 19 : CEREMONIAL CHAMBER

### DOORWAYS

- **West** side - triangle wooden door (**Half-broken**)
- **East** side - arched iron door (**Half-broken**)

### DESCRIPTION

This area is dark and cold and there are a few burn marks on the ceiling. Faint colorful light is emitting from the ground.

- A few dozen of green and purple bioluminescent mushrooms are growing from cracks in the ground. Anyone consuming them will suffer a severe stomach ache and a -2 penalty to any roll for 1d6 turns
- There's also a rusty short sword near the wall on the left and some rotting remains of food spread all over the place

## 20 : WATER FOUNTAIN

Clear water are coming out of the wall here.

## 21 : CRYPT

### DOORWAYS

- **East** side - round bronze door (**Barricaded**).

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are several spots of green rot on the ceiling. Faint colorful light is emitting from the ground.

- There are a few colorful bioluminescent mushrooms growing from cracks in the ground. Anyone consuming these will gain the same effect as if they consumed a Potion of Longevity
- There's also a torn quiver in the near corner and some ripped pieces of old rope next to it

This area stinks from excrements and there are a few cracks on the ceiling. There's also a foul smell of decay and rot.

- There are 8 Cave Locusts inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Cave Locust

**Armour Class:** 4 [15] **Hit Dice:** 2 **Attacks:** 1 × bite (1d2) or 1 × jump (1d4) or 1 × spit (stench)  
**THACO:** 18 [+1] **Movement:** 60' (20') / 180' (60') flying **Saving Throws:** D12 W13 P14 B15 S16 (2) **Morale:** 5 **Alignment:** Neutral **XP:** 20

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- There is no hoard.
- There's also a used flask of oil in the far corner and some broken pieces of wood spread all over the place

## 22 : CEREMONIAL CHAMBER

### FORESHADOWING

- A succesfull listening roll could detect the **sounds** that the **Cave Locusts** are making inside this area.

### DOORWAYS

- **West** side - rectangular wooden door (**Half-broken**).

### DESCRIPTION

## 23 : CEREMONIAL CHAMBER

### DOORWAYS

- **South** side - arched bronze door (**Stuck**)
- **North** side - round bronze door (**Stuck**)

## DESCRIPTION

It is dark and damp here and there are some blood stains on the ground. Faint colorful light is emitting from the ground.

- There are a few dozen of colorful bioluminescent mushrooms growing from cracks in the

ground. Anyone consuming these will be paralyzed with mind twisting hallucinations for 1d6 turns

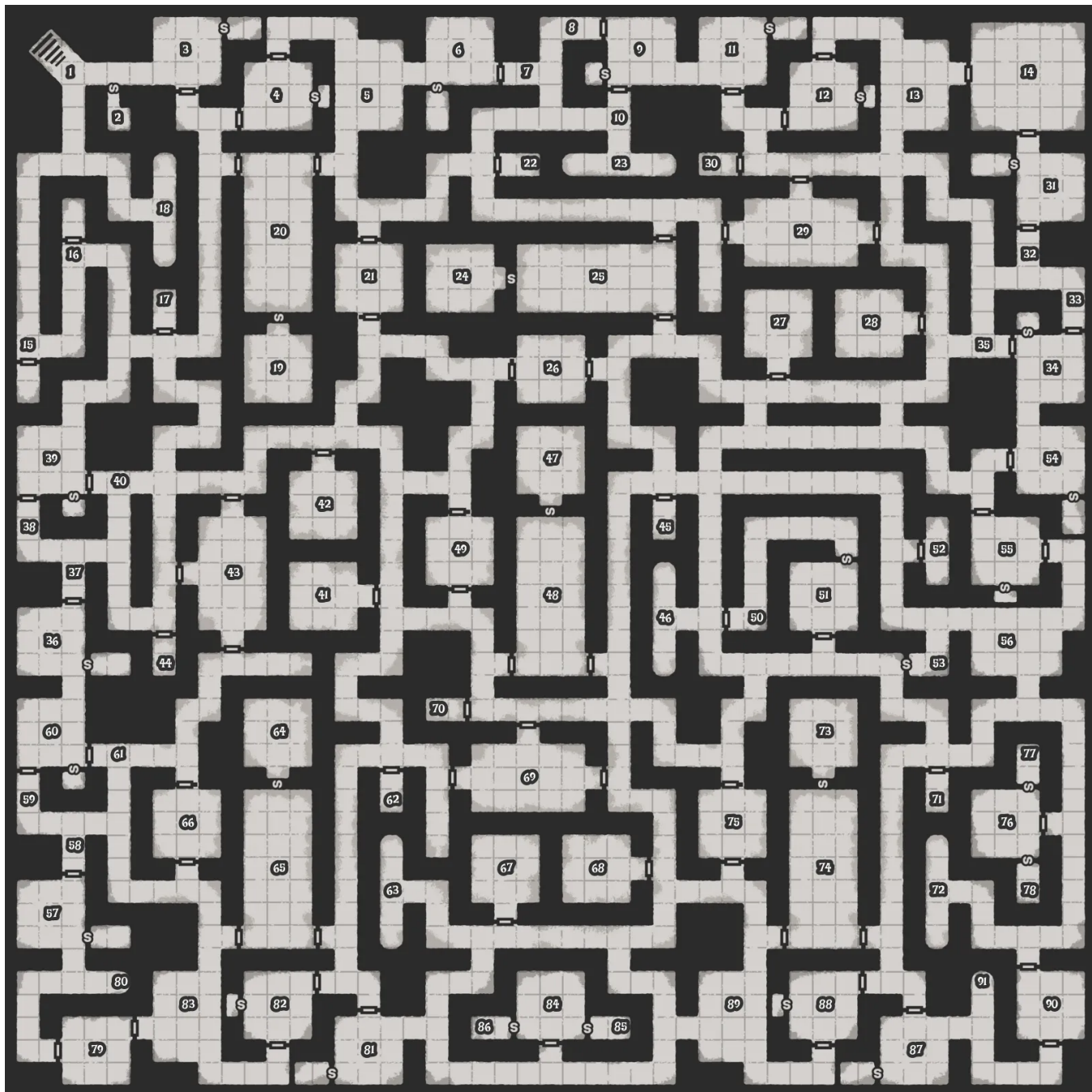
- There's also an old, ripped backpack in the far corner and some garlic leftovers spread all over the place

## 24 : WATER FOUNTAIN

Clear water are coming out of the wall here.



# SHRINE OF THE RAGING BLOOD



## 1 : DUNGEON ENTRANCE

These stairs into the dungeon are located behind a giant skull's

gaping mouth.

- There's also an old, ripped backpack near the wall on the left and some traces of fur spread all

over the place

- Searching will uncover an old leather pouch holding the None
- There's a **rope-pull lever** that can open the secret door in area 4 (east)

## 2 : SECRET CHAMBER

### DOORWAYS

- **North** side - secret door (operated by a crank lever somewhere in the dungeon)

### DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are a few spots of yellow ooze on the ceiling. There's something lying on the floor.

- Lying on the floor is a **rotting goblin corpse**. Searching it will uncover: **400gp** ▪ **Potion of Longevity**
- There's also a rusty short sword near the wall on the left and some garlic leftovers spread all over the place
- Searching will uncover a small wooden box holding the key (♀<sup>o</sup>) to unlock the rectangular iron

door (to the west) in area 4

- There's a **crank lever** that can open the secret door in area 2 (north)

## 3 : CRYPT

### DOORWAYS

- **South** side - rectangular bronze door (**Half-broken**).
- **East** side - secret door (operated by a passphrase).

### DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are some burn marks on the walls. There's something lying on the floor.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **30gp**
  - **Potion of Gaseous Form**
- There's also an old, ripped backpack near the wall on the right and some dry remains of food next to it

The secret door on the east is leading to a secret chamber:

### DESCRIPTION



- A few single silver pieces could be found if examining the ground near the doors to this area.

## DESCRIPTION

The air in this area is dense and misty and there are a few blood stains on the walls. There is a large jar near the far wall.

- There's a 2-in-6 chance the jar contains **500gp** ▪ **Staff of Healing** ▪ **Potion of Delusion** ▪ **Potion of Flying**

Otherwise, this place was already looted earlier.

- There's also a torn quiver near the wall on the left and some dry remains of food spread all over the place

## 6 : LIBRARY

### DOORWAYS

- **East** side - arched bronze door (**Half-broken**).
- **South** side - secret door (operated by a passphrase).

### DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are several cracks on the walls. You spot something quite big lying on the floor.

- Lying on the floor is a **dust covered human skeleton**. Searching it will uncover: **60gp**
  - **Shield +1**
- There's also a used flask of oil in the near corner and some torn pieces of clothing spread all over the place
- Searching will uncover a nook in the wall holding the key (55) to unlock the odd-shaped bronze door (to the south) in area 21
- There's a **crank lever** that can open the secret door in area 19 (south)

The secret door on the south is leading to a secret chamber:

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are several claw marks on the walls. You spot something quite big lying on the floor.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **Potion of Control Dragon**
- There's also a burnt torch near the wall on the far end and some broken pieces of wood next to it
- Searching will uncover a small wooden box holding the key (🔑) to unlock the arched bronze door (to the south) in area 11
- There's a **crank lever** that can open the secret door in area 12 (east)

## 7 : ENTRANCE TO THE LIBRARY

- **West** side - arched bronze door (**Half-broken**).

## 8 : ENTRANCE TO THE LIBRARY

- **East** side - arched iron door (**Stuck**).

## 9 : LIBRARY

### FORESHADOWING

- If listening to one of the doors here is successful, the faint

voices of **chanting by cultists** could be heard .

### DOORWAYS

- **West** side - arched iron door (**Stuck**).
- **South** side - round iron door (**Stuck**).

### DESCRIPTION

This area stinks from excrements and there are some spots of yellow ooze on the ground. There are cultists inside.

- There are 5 Acolytes inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Acolyte

**Armour Class:** 2 [17] **Hit Dice:** 1 **Attacks:** 1 × mace (1d6) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D11 W12 P14 B16 S15 (C1) **Morale:** 7 **Alignment:** Any **XP:** 10

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- **Monster Hoard:** **Cursed Armour -1** ▪ **Cursed Shield -2** ▪ **Potion of ESP**
- There's also a rusty short sword in the near corner and some torn pieces of clothing spread all over the place

## 10 : SOUTH ENTRANCE TO THE LIBRARY

- **North** side - round iron door (**Stuck**).

## 11 : TORTURE CHAMBER

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard .

### DOORWAYS

- **South** side - arched bronze door (**Locked** 🔒).
- **East** side - secret door (operated by a passphrase).

### DESCRIPTION

This area stinks from excrements and there are several claw marks on the walls. There are cultists inside.

- There's a Medium inside. Roll or decide for reaction.

The noises it makes could be heard if listening from outside.

### Medium

**Armour Class:** 9 [10] **Hit Dice:** 1 **Attacks:** 1 × dagger (1d4) or 1 × spell **THACO:** 19 [0] **Movement:** 120' (40') **Saving Throws:** D13

W14 P13 B16 S15 (MU1) **Morale:** 7 **Alignment:** Any **XP:** 16

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- **Monster Hoard:** 1 **gems** worth **500gp** in total ▪ **Sword +1, Flaming** ▪ **Shield +2** ▪ **Potion of Gaseous Form**
- There's also an old, ripped backpack in the far corner and some ripped pieces of old rope next to it
- Searching will uncover an old hollow torch holding the key (⚔) to unlock the rectangular bronze door (to the south) in area 15
- There's a **rope-pull lever** that can open the secret door in area 24 (west)

The secret door on the east is leading to a secret chamber:

### DESCRIPTION

The air in this area is dense and misty and there are some spots of green rot on the ceiling. There are cultists inside.

- There are 6 Acolytes inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Acolyte

**Armour Class:** 2 [17] **Hit Dice:** 1 **Attacks:** 1 ×

mace (1d6) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D11 W12 P14 B16 S15 (C1) **Morale:** 7 **Alignment:** Any **XP:** 10

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- **Monster Hoard: 2000gp** ▪ **5 gems** worth **810gp** in total ▪ **Sword -2, Cursed** ▪ **Ring of Protection +1** ▪ **Potion of Control Animal**
- There's also an old, ripped backpack in the far corner and some ripped pieces of old rope spread all over the place
- Searching will uncover a small wooden box holding the key (K<sub>SP</sub>) to unlock the rectangular bronze door (to the west) in area 12

## 12 : SHRINE

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard.

### DOORWAYS

- **North** side - arched bronze door (**Stuck**).
- **West** side - rectangular bronze door (**Locked** K<sub>SP</sub>).
- **East** side - secret door (operated by a crank lever somewhere in the dungeon).

## DESCRIPTION

You hear water drops falling to the ground and there are some cracks on the ceiling. There are cultists inside.

- There are 2 Mediums inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Medium

**Armour Class:** 9 [10] **Hit Dice:** 1 **Attacks:** 1 × dagger (1d4) or 1 × spell **THACO:** 19 [0] **Movement:** 120' (40') **Saving Throws:** D13 W14 P13 B16 S15 (MU1) **Morale:** 7 **Alignment:** Any **XP:** 16

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- **Monster Hoard: 4000gp** ▪ **5 jewellery items** worth **5500gp** in total ▪ **Ring of Weakness** ▪ **Shield +2** ▪ **Potion of Control Giant**
- There's also a burnt torch near the wall on the left and some broken pieces of wood next to it
- Searching will uncover a cloth wrap under a stone holding the key (K<sub>B</sub>) to unlock the rectangular wooden door (to the north) in area 17

## 13 : PANTRY

## FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

## DESCRIPTION

This area is dark and cold and there are several spots of yellow ooze on the ground. There are some large chests near the far wall.

- There's a 2-in-6 chance the chests contain **6 gems** worth **1750gp** in total ▪ **Sword +1, +3 vs Regenerating Creatures** ▪ **Potion of Control Dragon** ▪ **Potion of Longevity**

Otherwise, this place was already looted earlier.

- There's also an old, ripped backpack in the near corner and some broken pieces of wood next to it

## 14 : CEREMONIAL CHAMBER

### DOORWAYS

- **West** side - rectangular marble door (**Stuck**)
- **South** side - arched marble door (**Locked MB**)

### DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are several cracks on the ceiling. You spot something quite big lying on the floor.

- Lying on the floor is a **rotting human corpse**. Searching it will uncover: **400gp** ▪ **Shield +1**
- There's also a torn quiver in the far corner and some broken pieces of wood spread all over the place
- Searching will uncover a crack in the floor holding the key (MB) to unlock the arched marble door (to the south) in area 14

## 15 : LABORATORY

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- **South** side - rectangular bronze door (**Locked ☹**).

### DESCRIPTION



The air in this area is dense and misty and there are a few spots of yellow ooze on the ground. There are some small chests near the far wall.

- There's a 2-in-6 chance the chests contain **Potion of Growth** ▪ **Potion of Control Animal** ▪ **Potion of Heroism**

Otherwise, this place was already looted earlier.

- There's also an old broken mirror near the wall on the left and some torn pieces of clothing spread all over the place
- Searching will uncover a small wooden box holding the key (🔑) to unlock the rectangular iron door (to the north) in area 24

## 16 : SHRINE

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard.

### DOORWAYS

- **North** side - arched wooden door (**Half-broken**).

### DESCRIPTION

You hear water drops falling to the ground and there are some spots of yellow ooze on the walls. There are cultists inside.

- There are 7 Acolytes inside. Roll or decide for reaction.

The noises they make could be heard if listening from outside.

### Acolyte

**Armour Class:** 2 [17] **Hit Dice:** 1 **Attacks:** 1 × mace (1d6) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D11 W12 P14 B16 S15 (C1) **Morale:** 7 **Alignment:** Any **XP:** 10

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- **Monster Hoard:** **Potion of Growth** ▪ **Sword +1** ▪ **Potion of Control Giant**
- There's also an old broken mirror near the wall on the left and some dry remains of food next to it

## 17 : PANTRY

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Tiger** is making inside this area.

### DOORWAYS

- **South** side - a rectangular





## 22 : LABORATORY

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard .

### DOORWAYS

- **West** side - a odd-shaped wooden door (**Half-broken**)

### DESCRIPTION

The air in this area is dense and misty and there are some cracks on the walls. There are cultists inside.

- There are 8 Acolytes inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Acolyte

**Armour Class:** 2 [17] **Hit Dice:** 1 **Attacks:** 1 × mace (1d6) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D11 W12 P14 B16 S15 (C1) **Morale:** 7 **Alignment:** Any **XP:** 10

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```

- **Monster Hoard:** 6000gp ▪ 3 gems worth 610gp in total ▪

**Mace +1** ▪ **Sword +1, Flaming**  
▪ **Potion of Delusion**

- There's also an old, ripped backpack near the wall on the left and some ripped pieces of old rope spread all over the place
- There's a **pressure plate lever** that can open the secret door in area 57 (east)

## 23 : DEAD ENDS

## 24 : CRYPT

### FORESHADOWING

- A successful listening roll could detect the sounds that the Rust Monsters are making inside this area.

### DOORWAYS

- **North** side - a rectangular iron door (**Locked** 🗝)
- **South** side - a triangle wooden door (**Half-broken**)
- A secret door (operated by a rope-pull lever somewhere in the dungeon) on the **west** side is leading to a hidden storage room.

### DESCRIPTION



to unlock the round wooden door (to the south) in area 71

door (**Stuck**)

## DESCRIPTION

## 26 : CEREMONIAL CHAMBER

### DOORWAYS

- **East** side - a rectangular wooden door (**Half-broken**)
- **West** side - a round wooden door (**Barricaded**)

### DESCRIPTION

It is dark and damp here and there are several spots of green rot on the walls. You spot something quite big lying on the floor.

- Lying on the floor is a **rotting goblin corpse**. Searching it will uncover: **Shield +1**
- There's also a used flask of oil near the wall on the far end and some garlic leftovers spread all over the place

## 27 : CRYPT

### FORESHADOWING

- A successful listening roll could detect the sounds that the Medusa is making inside this area.

### DOORWAYS

- **South** side - a rectangular iron

Countless creepy crawlies on the floor and walls rush back into the darkness and there are a few burn marks on the walls. This is not looking good.

- There's a Medusa inside. Roll or decide for reaction.

The noises it makes could be heard if listening from outside.

### Medusa

**Armour Class:** 8 [11] **Hit Dice:** 4 **Attacks:** 1 × snakebites (1d6 + poison) **THACO:** 16 [+3] **Movement:** 90' (30') **Saving Throws:** D10 W11 P12 B13 S14 (4) **Morale:** 8 **Alignment:** Chaotic **XP:** 175

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- **Monster Hoard: 2300gp** ▪ **Sword +1, +2 vs Lycanthropes** ▪ **Crystal Ball with Clairaudience** ▪ **Potion of Clairaudience**
- There's also an old, ripped backpack near the wall on the left and some garlic leftovers spread all over the place
- An old dark leather bag contains **Odelrada Ermentaria's** (from **Kaldar**) **Decorated Sword** (actually a **Sword +1**)



(north)

## 30 : SHRINE

### DOORWAYS

- **East** side - a rectangular iron door (**Half-broken**)

### DESCRIPTION

This area is dark and cold and there are several burn marks on the walls. There's something lying on the floor.

- Lying on the floor is a **dust covered human skeleton**. Searching it will uncover: **610gp**
  - **Potion of Invisibility**
- There's also a rusty short sword in the far corner and some rotting remains of food next to it

## 31 : SHRINE

### DOORWAYS

- **South** side - rectangular wooden door (**Barricaded**).
- **West** side - secret door (operated by a crank lever somewhere in the dungeon).

### DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are several cracks on the ceiling. There's something lying on the floor.

- Lying on the floor is a **rotting human corpse**. Searching it will uncover: **100gp** ▪ **Cursed Shield -2**
- There's also a torn quiver in the near corner and some dry remains of food next to it
- There's a **crank lever** that can open the secret door in area 88 (west)

The secret door on the west is leading to a secret chamber:

### DESCRIPTION

This area is dark and cold and there are some claw marks on the ground. There are some very big bags near the far wall.

- There's a 2-in-6 chance the bags contain **30gp** ▪ **Potion of Polymorph Self** ▪ **Potion of Delusion** ▪ **Potion of Invulnerability**





(Stuck).

- **East** side - secret door (operated by a passphrase).

## DESCRIPTION

You hear water drops falling to the ground and there are some cracks on the ceiling. There's some sort of a beast inside.

- There are 2 White Apes inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### White Ape

**Armour Class:** 6 [13] **Hit Dice:** 4 **Attacks:** 2 × claw(1d4) or 1 × thrown rock (1d6) **THACO:** 16 [+3] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14B15 S16 (2) **Morale:** 7 **Alignment:** Neutral **XP:** 75

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- There is no hoard.
- There's also a torn quiver near the wall on the left and some garlic leftovers spread all over the place
- Searching will uncover an old leather pouch holding the key (5<sup>6</sup>) to unlock the rectangular wooden door (to the north) in area 69
- There's a **rope-pull lever** that can open the secret door in area 47

(north)

The secret door on the east is leading to a secret chamber:

## DESCRIPTION

A vile smell of rot welcomes you and there are several spots of yellow ooze on the ground. There's some sort of a beast inside.

- There are 5 White Apes inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### White Ape

**Armour Class:** 6 [13] **Hit Dice:** 4 **Attacks:** 2 × claw(1d4) or 1 × thrown rock (1d6) **THACO:** 16 [+3] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14B15 S16 (2) **Morale:** 7 **Alignment:** Neutral **XP:** 75

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- There is no hoard.
- There's also a rusty short sword near the wall on the left and some broken pieces of wood next to it

## 37 : ENTRANCE TO THE SHRINE

- **South** side - round iron door (Stuck).



## Potion of Speed ▪ Potion of Clairaudience

- There's also a torn quiver in the far corner and some ripped pieces of old rope next to it
- Searching will uncover an old hollow torch holding the key (🔑) to unlock the rectangular bronze door (to the north) in area 90

## 42 : TORTURE CHAMBER

### FORESHADOWING

- A successful listening roll could detect the sounds that the Doppelgängers are making inside this area.

### DOORWAYS

- **North** side - a arched wooden door (**Stuck**)

### DESCRIPTION

You hear water drops falling to the ground and there are some cracks on the ground. You're not alone here.

- There are 6 Doppelgängers inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Doppelgänger

**Armour Class:** 5 [14] **Hit Dice:** 4 **Attacks:** 1 × bite (1d12) **THACO:** 16 [+3] **Movement:** 90' (30') **Saving Throws:** D6 W7 P8 B8 S10 (10) **Morale:** 10 **Alignment:** Chaotic **XP:** 125

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- **Monster Hoard:** 3000gp ▪ **Ring of Control Plants** ▪ **Sword +1, +2 vs Spell Users** ▪ **Potion of Delusion**
- There's also a burnt torch near the wall on the right and some rotting remains of food spread all over the place

## 43 : LABORATORY

### DOORWAYS

- **South** side - a odd-shaped iron door (**Barricaded**)
- **West** side - a arched wooden door (**Locked** 🔒)
- **North** side - a rectangular wooden door (**Half-broken**)

### DESCRIPTION

It is dark and damp here and there are a few cracks on the ground. There's something lying on the floor.

- Lying on the floor is a **rotting human corpse**. Searching it will uncover: 650gp ▪ **Potion of**

## Clairvoyance

- There's also a rusty short sword in the far corner and some rotting remains of food spread all over the place

## 44 : CRYPT

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **North** side - a round iron door (**Locked** 🔒)

### DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are a few cracks on the walls. There are some very big crates near the far wall.

- There's a 2-in-6 chance the crates contain **3 jewellery items** worth **2000gp** in total ▪ **Sword +1** ▪ **Potion of Control Giant** ▪ **Potion of Heroism**

Otherwise, this place was already looted earlier.

- There's also a used flask of oil in

the far corner and some dry remains of food next to it

- There's a **crank lever** that can open the secret door in area 54 (south)

## 45 : CRYPT

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard .

### DOORWAYS

- **North** side - a triangle wooden door (**Half-broken**)

### DESCRIPTION

The air in this area is dense and misty and there are some burn marks on the ground. There are cultists inside.

- There's a Medium inside. Roll or decide for reaction.

The noises it makes could be heard if listening from outside.

### Medium

**Armour Class:** 9 [10] **Hit Dice:** 1 **Attacks:** 1 × dagger (1d4) or 1 × spell **THACO:** 19 [0]  
**Movement:** 120' (40') **Saving Throws:** D13  
W14 P13 B16 S15 (MU1) **Morale:** 7 **Alignment:** Any **XP:** 16



- Lying on the floor is a **rotting human corpse**. Searching it will uncover: **Potion of Speed**
- There's also a used flask of oil near the wall on the left and some garlic leftovers next to it

## 49 : LIBRARY

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **South** side - a rectangular wooden door (**Barricaded**)
- **North** side - a round iron door (**Stuck**)

### DESCRIPTION

You hear water drops falling to the ground and there are some burn marks on the ground. There is a large jar near the far wall.

- There's a 2-in-6 chance the jar contains **1000gp** ▪ **Ring of Weakness** ▪ **Potion of Treasure Finding** ▪ **Potion of ESP**

Otherwise, this place was already looted earlier.

- There's also an old, ripped backpack in the far corner and some traces of fur next to it
- Searching will uncover an old leather pouch holding the key (☒) to unlock the odd-shaped marble door (to the south) in area 62

## 50 : CORRIDOR

- triangle marble door (**Stuck**) It is leading to the room in 51

## 51 : TORTURE CHAMBER

### FORESHADOWING

- A successful listening roll could detect the sounds that the Iron Living Statues are making inside this area.

### DOORWAYS

- **South** side - rectangular wooden door (**Half-broken**).
- There's a secret door (operated by a rope-pull lever somewhere in the dungeon) on the **north** wall.

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are several claw marks on the ceiling. There's something moving inside.

- There are 3 Iron Living Statues inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Iron Living Statue

**Armour Class:** 2 [17] **Hit Dice:** 4 **Attacks:** 2 × blow (1d8) **THACO:** 16 [+3] **Movement:** 30' (10') **Saving Throws:** D10 W11 P12 B13 S14 (4) **Morale:** 11 **Alignment:** Neutral **XP:** 75

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- There is no hoard.
- There's also a burnt torch in the near corner and some rotting remains of food next to it

## 52 : LIBRARY

### FORESHADOWING

- If listening to one of the doors here is successfull, the faint voices of **chanting by cultists** could be heard .

### DOORWAYS

- **West** side - rectangular iron door (**Barricaded**)

### DESCRIPTION

A vile smell of rot welcomes you and there are a few spots of green rot on the walls. There are cultists inside.

- There are 2 Acolytes inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Acolyte

**Armour Class:** 2 [17] **Hit Dice:** 1 **Attacks:** 1 × mace (1d6) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D11 W12 P14 B16 S15 (C1) **Morale:** 7 **Alignment:** Any **XP:** 10

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- **Monster Hoard: 4 jewellery items worth 3900gp in total** ▪ **Ring of Fire Resistance** ▪ **Sword +1** ▪ **Potion of ESP**
- There's also a used flask of oil in the near corner and some torn pieces of clothing next to it

## 53 : SECRET DOOR TO THE CORRIDOR

### DOORWAYS

- **West** side - a secret door (operated by a passphrase)

## 54 : LIBRARY

### FORESHADOWING



- A successful listening roll could detect the **sounds** that the **Tiger** is making inside this area.

## DOORWAYS

- **West** side - arched wooden door (**Stuck**).
- **South** side - secret door (operated by a crank lever somewhere in the dungeon).

## DESCRIPTION

The air in this area is dense and misty and there are some blood stains on the ceiling. There's some sort of a beast inside.

- There's a Tiger inside. It will attack anyone stepping in.

The noises it makes could be heard if listening from outside.

## Tiger

**Armour Class:** 6 [13] **Hit Dice:** 6 **Attacks:** 2 × claw (1d6), 1 × bite (2d6) **THACO:** 14 [+5]  
**Movement:** 150' (50') **Saving Throws:** D12  
 W13 P14 B15 S16 (3) **Morale:** 9 **Alignment:** Neutral **XP:** 275

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- Monster Hoard: **Wand of Enemy Detection** ▪ **Shield +1** ▪ **Potion of Healing**
- There's also an old broken mirror near the wall on the left and some garlic leftovers next to it

The secret door on the south is leading to a secret chamber:

## DESCRIPTION

A vile smell of rot welcomes you and there are several spots of yellow ooze on the walls. There are some very big jars near the far wall.

- There's a 2-in-6 chance the jars contain **2100gp** ▪ **1 jewellery items** worth **1400gp** in total ▪ **Potion of Growth** ▪ **Potion of Speed** ▪ **Potion of Speed**

Otherwise, this place was already looted earlier.

- There's also a torn quiver in the near corner and some garlic leftovers spread all over the place

## 55 : CRYPT

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **White Apes** are making inside this area.

## DOORWAYS

- **East** side - round wooden door (**Barricaded**).
- **North** side - arched bronze door (**Barricaded**).

- **South** side - secret door (operated by a passphrase).

## DESCRIPTION

It is dark and damp here and there are several spots of yellow ooze on the walls. There's some sort of a beast inside.

- There are 3 White Apes inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### White Ape

**Armour Class:** 6 [13] **Hit Dice:** 4 **Attacks:** 2 × claw(1d4) or 1 × thrown rock (1d6) **THACO:** 16 [+3] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14B15 S16 (2) **Morale:** 7 **Alignment:** Neutral **XP:** 75

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- There is no hoard.
- There's also a rusty short sword near the wall on the right and some broken pieces of wood spread all over the place
- Searching will uncover a small wooden box holding the key (⊕) to unlock the round iron door (to the south) in area 66

## 56 : CRYPT

## FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

## DESCRIPTION

This area is dark and cold and there are a few burn marks on the ground. There is a big barrel near the far wall.

- There's a 2-in-6 chance the barrel contains **1040gp** ▪ **2 gems** worth **1000gp** in total ▪ **Spear +1** ▪ **Potion of Levitation** ▪ **Potion of Treasure Finding**

Otherwise, this place was already looted earlier.

- There's also a torn quiver in the far corner and some garlic leftovers spread all over the place
- There's a **pressure plate lever** that can open the secret door in area 82 (west)

## 57 : LIBRARY

## FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard .

## DOORWAYS



bronze door (to the east) in area 88

- The **chained person** is **Berlinde Bellissima's wife** from Narouk

## 58 : ENTRANCE TO THE LIBRARY

- **South** side - arched wooden door (**Stuck**).

## 59 : ENTRANCE TO THE LABORATORY

- **North** side - round bronze door (**Barricaded**).

## 60 : LABORATORY

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard .

### DOORWAYS

- **South** side - round bronze door (**Barricaded**).
- **East** side - round bronze door (**Half-broken**).

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are some spots of yellow ooze on the walls. There are cultists inside.

- There are 7 Acolytes inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Acolyte

**Armour Class:** 2 [17] **Hit Dice:** 1 **Attacks:** 1 × mace (1d6) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D11 W12 P14 B16 S15 (C1) **Morale:** 7 **Alignment:** Any **XP:** 10

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- **Monster Hoard:** **Potion of Speed**
  - **Arrows +1 (Basic: 10; Expert: 2d6 arrows)**
  - **Potion of Fire Resistance**
- There's also a used flask of oil in the near corner and some rotting remains of food next to it

## 61 : EAST ENTRANCE TO THE LABORATORY

- **West** side - round bronze door (**Half-broken**).

## 62 : CRYPT

## FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard.

## DOORWAYS

- **North** side - a odd-shaped marble door (**Locked** ☒)

## DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are several burn marks on the ground. There are cultists inside.

- There are 4 Mediums inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

## Medium

**Armour Class:** 9 [10] **Hit Dice:** 1 **Attacks:** 1 × dagger (1d4) or 1 × spell **THACO:** 19 [0]  
**Movement:** 120' (40') **Saving Throws:** D13  
W14 P13 B16 S15 (MU1) **Morale:** 7 **Alignment:**  
Any **XP:** 16

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- Monster Hoard: **2000gp** ▪  
**Wand of Magic Detection** ▪  
**Potion of Control Animal** ▪  
**Potion of Giant Strength**

- There's also an old broken mirror in the near corner and some garlic leftovers spread all over the place

## 63 : DEAD ENDS

## 64 : CEREMONIAL CHAMBER

## FORESHADOWING

- A successful listening roll could detect the sounds that the Rust Monsters are making inside this area.

## DOORWAYS

- **East** side - a round bronze door (**Half-broken**)
- **West** side - a round iron door (**Barricaded**)
- A secret door (operated by a passphrase) on the **north** side is leading to a hidden storage room.

## DESCRIPTION

The air in this area is dense and misty and there are several blood stains on the walls. You're not alone here.

- There are 2 Rust Monsters inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.





- **East** side - a round wooden door (**Stuck**)

## DESCRIPTION

This area is dark and cold and there are several blood stains on the ground. You're not alone here.

- There are 3 Horned Chameleons inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Horned Chameleon

**Armour Class:** 2 [17] **Hit Dice:** 5 **Attacks:** 1 × tongue/bite (2d4), 1 × horn (1d6), 1 × tail (knock down **THACO:** 15 [+4] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14 B15 S16 (3) **Morale:** 7 **Alignment:** Neutral **XP:** 300

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- Monster Hoard: **Wand of Enemy Detection** ▪ **Helm of Alignment Changing** ▪ **Potion of Treasure Finding**
- There's also an old broken mirror near the wall on the left and some broken pieces of wood spread all over the place

## 69 : LIBRARY

### FORESHADOWING

- A succesfull listening roll could detect the sounds that the Black Dragons are making inside this area.

## DOORWAYS

- **West** side - a round bronze door (**Half-broken**)
- **North** side - a rectangular wooden door (**Locked \$\$\$**)
- **East** side - a round wooden door (**Half-broken**)

## DESCRIPTION

You hear water drops falling to the ground and there are some spots of green rot on the ceiling. There's something moving inside.

- There are 2 Black Dragons inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Black Dragon

**Armour Class:** 2 [17] **Hit Dice:** 7 **Attacks:** [2 × claw (1d4 + 1), 1 × bite (2d10)] or breath **THACO:** 13 [+6] **Movement:** 90' (30') / 240' (80') flying **Saving Throws:** D8 W9 P10 B10 S12 (7) **Morale:** 8 **Alignment:** Chaotic **XP:** 1,250

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- Monster Hoard: **4 gems** worth









**Morale:** 7 **Alignment:** Any **XP:** 10

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- **Monster Hoard: 6010gp** ▪ **Sword +1** ▪ **Crystal Ball with Clairaudience** ▪ **Potion of Poison**
- There's also a torn quiver in the far corner and some dry remains of food spread all over the place
- The **chained person** is **Aclinde Superantia's nephew** from Silverbend

## 77 : PANTRY

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard.

### DOORWAYS

- **South** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

### DESCRIPTION

This area stinks from excrements and there are several spots of green rot on the ceiling. There are cultists inside.

- There are 2 Acolytes inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

## Acolyte

**Armour Class:** 2 [17] **Hit Dice:** 1 **Attacks:** 1 × mace (1d6) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D11 W12 P14 B16 S15 (C1)  
**Morale:** 7 **Alignment:** Any **XP:** 10

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- **Monster Hoard: 4070gp** ▪ **2 jewellery items** worth **2000gp** in total ▪ **Sword +1** ▪ **Ring of Fire Resistance** ▪ **Potion of Fire Resistance**
- There's also an old broken mirror in the near corner and some rotting remains of food next to it
- There's a **pressure plate lever** that can open the secret door in area 76 (north)

## 78 : PANTRY

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard.

### DOORWAYS

- **South** side - secret door (operated by a passphrase).

### DESCRIPTION

The air in this area is dense and misty and there are some spots of green rot on the ceiling. There are cultists inside.

- There are 3 Mediums inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Medium

**Armour Class:** 9 [10] **Hit Dice:** 1 **Attacks:** 1 × dagger (1d4) or 1 × spell **THACO:** 19 [0]  
**Movement:** 120' (40') **Saving Throws:** D13 W14 P13 B16 S15 (MU1) **Morale:** 7 **Alignment:** Any **XP:** 16

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- **Monster Hoard:** **6050gp** ▪ **5 gems** worth **450gp** in total ▪ **3 jewellery items** worth **2900gp** in total ▪ **Rod of Cancellation** ▪ **Cursed Shield -2** ▪ **Potion of Control Undead**
- There's also a burnt torch near the wall on the right and some broken pieces of wood next to it

## 79 : TORTURE CHAMBER

### FORESHADOWING

- If listening to one of the doors here is successfull, the faint voices of **chanting by cultists** could be heard .

## DOORWAYS

- **West** side - rectangular wooden door (**Barricaded**)
- **East** side - rectangular wooden door (**Half-broken**)

## DESCRIPTION

A vile smell of rot welcomes you and there are several spots of green rot on the ground. There are cultists inside.

- There's a Medium inside. Roll or decide for reaction.

The noises it makes could be heard if listening from outside.

### Medium

**Armour Class:** 9 [10] **Hit Dice:** 1 **Attacks:** 1 × dagger (1d4) or 1 × spell **THACO:** 19 [0]  
**Movement:** 120' (40') **Saving Throws:** D13 W14 P13 B16 S15 (MU1) **Morale:** 7 **Alignment:** Any **XP:** 16

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- **Monster Hoard:** **2800gp** ▪ **Mace +1** ▪ **Potion of Polymorph Self** ▪ **Potion of Speed**
- There's also an old, ripped backpack in the near corner and some broken pieces of wood next to it

## 80 : WATER FOUNTAIN

Clear water are coming out of the



- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard.

## DOORWAYS

- **South** side - round wooden door (**Barricaded**).
- **East** side - triangle bronze door (**Barricaded**).
- **West** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

## DESCRIPTION

The air in this area is dense and misty and there are some spots of yellow ooze on the walls. There are cultists inside.

- There are 2 Acolytes inside. Roll or decide for reaction.

The noises they make could be heard if listening from outside.

### Acolyte

**Armour Class:** 2 [17] **Hit Dice:** 1 **Attacks:** 1 × mace (1d6) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D11 W12 P14 B16 S15 (C1) **Morale:** 7 **Alignment:** Any **XP:** 10

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- **Monster Hoard: 8 jewellery items worth 7800gp in total** ▪ **Sword +1, +2 vs Lycanthropes** ▪

## Potion of Levitation ▪ Potion of Invisibility

- There's also an old broken mirror near the wall on the right and some broken pieces of wood spread all over the place

## 83 : CEREMONIAL CHAMBER

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Tiger** is making inside this area.
- A successful listening roll will also reveal **screams of fear** coming from inside this area.

### DESCRIPTION

It is dark and damp here and there are a few claw marks on the ground. There's some sort of a beast inside and a person is chained to the wall.

- There's a Tiger inside. It will attack anyone stepping in.

The noises it makes could be heard if listening from outside.

### Tiger

**Armour Class:** 6 [13] **Hit Dice:** 6 **Attacks:** 2 × claw (1d6), 1 × bite (2d6) **THACO:** 14 [+5] **Movement:** 150' (50') **Saving Throws:** D12 W13 P14 B15 S16 (3) **Morale:** 9 **Alignment:** Neutral **XP:** 275







voices of **chanting by cultists** could be heard .

## DOORWAYS

- **North** side - odd-shaped wooden door (**Locked 3<sup>B</sup>**).
- **West** side - secret door (operated by a passphrase).

## DESCRIPTION

You hear water drops falling to the ground and there are some burn marks on the ceiling. There are cultists inside.

- There are 5 Acolytes inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

## Acolyte

**Armour Class:** 2 [17] **Hit Dice:** 1 **Attacks:** 1 × mace (1d6) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D11 W12 P14 B16 S15 (C1) **Morale:** 7 **Alignment:** Any **XP:** 10

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- **Monster Hoard:** 30gp ▪ **Ring of Control Animals** ▪ **Mace +1** ▪ **Potion of Delusion**
- There's also a used flask of oil in the near corner and some ripped pieces of old rope spread all over the place

The secret door on the west is leading to a secret chamber:

## DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are several claw marks on the ground. There are some large barrels near the far wall.

- There's a 2-in-6 chance the barrels contain **3 jewellery items** worth **2800gp** in total ▪ **Ring of Control Plants** ▪ **Potion of Gaseous Form** ▪ **Potion of Fire Resistance**

Otherwise, this place was already looted earlier.

- There's also a burnt torch near the wall on the far end and some ripped pieces of old rope next to it

## 88 : LIBRARY

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

## DOORWAYS

- **South** side - odd-shaped bronze door (**Locked ♀**).
- **East** side - rectangular bronze door (**Locked ♂**).
- **West** side - secret door (operated by a crank lever somewhere in the dungeon).

## DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are several cracks on the walls. There are some large bags near the far wall.

- There's a 2-in-6 chance the bags contain **Potion of Control Animal** ▪ **Potion of Invisibility** ▪ **Potion of ESP**

Otherwise, this place was already looted earlier.

- There's also a rusty short sword near the wall on the right and some rotting remains of food next to it
- Searching will uncover an old hollow torch holding the key (♀) to unlock the rectangular iron door (to the south) in area 90
- A plain looking wooden chest contains **Hachar Madalberta's**

(from **Kaldar**) **Handcrafted Broom** (actually a **Broom of Flying**)

## 89 : LIBRARY

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **White Ape** is making inside this area.

### DESCRIPTION

This area stinks from excrements and there are some spots of green rot on the ceiling. There's some sort of a beast inside.

- There's a White Ape inside. It will attack anyone stepping in.

The noises it makes could be heard if listening from outside.

### White Ape

**Armour Class:** 6 [13] **Hit Dice:** 4 **Attacks:** 2 × claw(1d4) or 1 × thrown rock (1d6) **THACO:** 16 [+3] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14B15 S16 (2) **Morale:** 7 **Alignment:** Neutral **XP:** 75

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- There is no hoard.
- There's also a rusty short sword near the wall on the left and some rotting remains of food next to it

## 90 : SHRINE

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- **South** side - rectangular iron door (Locked ♀)
- **North** side - rectangular bronze door (Locked ♀)

### DESCRIPTION

The air in this area is dense and misty and there are a few blood stains on the walls. There is a very big jar near the far wall.

- There's a 2-in-6 chance the jar contains **1000gp** ▪ **Ring of Protection +1** ▪ **Potion of Delusion** ▪ **Potion of Diminution**

Otherwise, this place was already looted earlier.

- There's also a burnt torch in the near corner and some garlic leftovers spread all over the place

## 91 : WATER FOUNTAIN

Clear water are coming out of the wall here.

# C AVERNS OF THE FORESAKEN SOULS



## 1 : DUNGEON ENTRANCE

These stairs into the dungeon are deep inside the trunk of a giant oak,

at the bottom of an excavated spiral staircase .

- There's also an old broken mirror near the wall on the left and some

- dry remains of food next to it
- Searching will uncover a small wooden box holding the None
- There's a **rope-pull lever** that can open the secret door in area 67 (south)



## 2 : SECRET CHAMBER

### DOORWAYS

- **West** side - secret door (operated by a crank lever somewhere in the dungeon)

### DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are some burn marks on the ground. Looking down, you realize you just stepped into a pool of blood.

- There are 9 Stirges inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Stirge

**Armour Class:** 7 [12] **Hit Dice:** 1 **Attacks:** 1 × beak (1d3 + blood sucking) **THACO:** 19 [0]  
**Movement:** 30' (10') / 180' (60') flying **Saving Throws:** D12 W13 P14 B15 S16 (2) **Morale:** 9  
**Alignment:** Neutral **XP:** 13

- **Monster Hoard:** 8 gems worth 2610gp in total ▪ **Broom of Flying** ▪ **Sword +2, Charm Person** ▪ **Potion of Treasure Finding**
- There's also a used flask of oil in the near corner and some broken pieces of wood next to it
- Searching will uncover a crack in the floor holding the key (K<sub>SP</sub>) to unlock the rectangular bronze door (to the north) in area 19
- There's a **crank lever** that can open the secret door in area 2 (west)

## 3 : LABORATORY

### FORESHADOWING

- A succesfull listening roll could detect the **sounds** that the **Stirges** are making inside this area.

### DOORWAYS

- **North** side - round wooden door (**Half-broken**).
- **West** side - secret door (operated by a rope-pull lever somewhere in the dungeon).

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are some burn marks on the ceiling. You feel the warm stench of a monster's breath.

- There are 2 Stirges inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Stirge

**Armour Class:** 7 [12] **Hit Dice:** 1 **Attacks:** 1 × beak (1d3 + blood sucking) **THACO:** 19 [0]  
**Movement:** 30' (10') / 180' (60') flying **Saving Throws:** D12 W13 P14 B15 S16 (2) **Morale:** 9  
**Alignment:** Neutral **XP:** 13

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- Monster Hoard: **2600gp** ▪ **Sword +2** ▪ **Armour +1, Shield +2** ▪ **Potion of Invisibility**
- There's also an old broken mirror in the far corner and some ripped pieces of old rope spread all over the place
- Searching will uncover a small wooden box holding the key (∇) to unlock the arched wooden door (to the south) in area 84
- There's a **rope-pull lever** that can open the secret door in area 3 (west)

The secret door on the west is leading to a secret chamber:

## DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are some spots of yellow ooze on the ground. There are some small jars near the far wall.

- There's a 2-in-6 chance the jars contain **2000gp** ▪ **Armour +1** ▪ **Potion of Control Undead** ▪ **Potion of Invisibility**

Otherwise, this place was already looted earlier.

- There's also a used flask of oil near the wall on the far end and some torn pieces of clothing next to it

## 4 : PANTRY

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- **South** side - round wooden door (**Barricaded**).
- **East** side - rectangular bronze door (**Barricaded**).
- **West** side - secret door (operated by a rope-pull lever somewhere in

the dungeon).

## DESCRIPTION

A vile smell of rot welcomes you and there are several cracks on the ground. There are some small crates near the far wall.

- There's a 2-in-6 chance the crates contain **1000gp** ▪ **1 gems** worth **100gp** in total ▪ **8 jewellery items** worth **7400gp** in total ▪ **Potion of Clairvoyance** ▪ **Potion of Poison** ▪ **Potion of Clairaudience**

Otherwise, this place was already looted earlier.

- There's also a rusty short sword near the wall on the far end and some traces of fur spread all over the place
- Searching will uncover a cloth wrap under a stone holding the key (MB) to unlock the arched iron door (to the west) in area 23
- There's a **crank lever** that can open the secret door in area 63 (south)

## 5 : CRYPT

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are several blood stains on the walls. Faint colorful light is emitting from the ground.

- There are a few dozen of colorful bioluminescent mushrooms growing from cracks in the ground. Anyone consuming these might be severely poisoned (1d4 of damage until a successful saving throw per turn)
- There's also a rusty short sword near the wall on the left and some garlic leftovers spread all over the place
- Searching will uncover a crack in the floor holding the key (⊠) to unlock the round iron door (to the south) in area 38
- There's a **rope-pull lever** that can open the secret door in area 4 (west)

## 6 : LIBRARY

### DOORWAYS

- **South** side - arched bronze door (**Stuck**).
- **East** side - secret door (operated by a pressure plate lever somewhere in the dungeon).
- **West** side - secret door (operated by a passphrase).



## DESCRIPTION

This area stinks from excrements and there are some blood stains on the ceiling. Faint colorful light is emitting from the ground.

- A few dozen of blue, red and yellow bioluminescent mushrooms are growing from cracks in the ground. Anyone consuming them will suffer a severe stomach ache and a -2 penalty to any roll for 1d6 turns
- There's also a torn quiver near the wall on the right and some rotting remains of food next to it

## 7 : SHRINE

### DOORWAYS

- **West** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

## DESCRIPTION

This area is dark and cold and there are several spots of green rot on the ground. Faint colorful light is emitting from the ground.

- There are a few colorful bioluminescent mushrooms growing from cracks in the ground. Anyone consuming these will suffer a severe stomach ache and a -2 penalty to any roll for 1d6 turns
- There's also a used flask of oil in the near corner and some traces of fur spread all over the place
- Searching will uncover an old leather pouch holding the key (□) to unlock the rectangular marble door (to the east) in area 9
- A plain looking wooden chest contains **Berner of Capeya's (from Silverbend) Decorated Sword** (actually a **Sword +1, +3 vs Undead**)

## 8 : LABORATORY

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Stirges** are making inside this area.

### DOORWAYS

- **West** side - secret door (operated by a passphrase).

## DESCRIPTION

This area stinks from excrements and there are a few burn marks on the walls. Looking down, you realize you just stepped into a pool of blood.

- There are 6 Stirges inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Stirge

**Armour Class:** 7 [12] **Hit Dice:** 1 **Attacks:** 1 × beak (1d3 + blood sucking) **THACO:** 19 [0]  
**Movement:** 30' (10') / 180' (60') flying **Saving Throws:** D12 W13 P14 B15 S16 (2) **Morale:** 9  
**Alignment:** Neutral **XP:** 13

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- Monster Hoard: **7 jewellery items** worth **6800gp** in total ▪ **Sword +1** ▪ **Spear +1** ▪ **Potion of Speed**
- There's also a rusty short sword near the wall on the left and some dry remains of food spread all over the place
- There's a **pressure plate lever** that can open the secret door in area 6 (east)

## 9 : LIBRARY

### FORESHADOWING

- A succesfull listening roll could detect the **sounds** that the **Carcass Crawler** is making inside this area.

### DOORWAYS

- **East** side - rectangular marble door (**Locked** □).

### DESCRIPTION

A vile smell of rot welcomes you and there are a few blood stains on the ceiling. There's also a foul smell of decay and rot.

- There's a Carcass Crawler inside. It will attack anyone stepping in.

The noises it makes could be heard if listening from outside.

### Carcass Crawler

**Armour Class:** 7 [12] **Hit Dice:** 3+1 **Attacks:** 8 × tentacle (paralysis) **THACO:** 16 [+3]  
**Movement:** 120' (40') **Saving Throws:** D12 W13 P14 B15 S16 (2) **Morale:** 9 **Alignment:** Neutral **XP:** 75

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- Monster Hoard: **100gp** ▪ **5 gems** worth **710gp** in total ▪ **1 jewellery items** worth **1000gp** in total ▪ **Potion of ESP**
- There's also an old, ripped backpack in the far corner and some traces of fur spread all over

the place

- Searching will uncover a crack in the floor holding the key (Y) to unlock the rectangular wooden door (to the south) in area 11
- There's a **crank lever** that can open the secret door in area 82 (east)

## 10 : TORTURE CHAMBER

### DOORWAYS

- **West** side - arched wooden door (**Barricaded**).

### DESCRIPTION

A vile smell of rot welcomes you and there are several spots of green rot on the walls. Faint colorful light is emitting from the ground.

- A few dozen of green and purple bioluminescent mushrooms are growing from cracks in the ground. Anyone consuming them will suffer a severe stomach ache and a -2 penalty to any roll for 1d6 turns
- There's also a used flask of oil near the wall on the right and some garlic leftovers spread all over the place

## 11 : CRYPT

### DOORWAYS

- **South** side - rectangular wooden door (**Locked Y**)
- **North** side - round wooden door (**Barricaded**)

### DESCRIPTION

It is dark and damp here and there are several cracks on the ceiling. Faint colorful light is emitting from the ground.

- A few dozen of green and purple bioluminescent mushrooms are growing from cracks in the ground. Anyone consuming them will suffer a severe stomach ache and a -2 penalty to any roll for 1d6 turns
- There's also a rusty short sword near the wall on the left and some ripped pieces of old rope next to it

## 12 : WATER FOUNTAIN

Clear water are coming out of the wall here.

## 13 : CRYPT

### DOORWAYS

- **South** side - arched wooden door (**Stuck**).

## DESCRIPTION

This area stinks from excrements and there are a few claw marks on the ceiling. Faint colorful light is emitting from the ground.

- There are a few dozen of colorful bioluminescent mushrooms growing from cracks in the ground. Anyone consuming these will suffer a severe stomach ache and a -2 penalty to any roll for 1d6 turns
- There's also a used flask of oil near the wall on the left and some traces of fur spread all over the place

## 14 : LABORATORY

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Spitting Cobras** are making inside this area.

### DOORWAYS

- **North** side - arched wooden door (**Half-broken**).

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are a few spots of yellow ooze on the ground. There's also a foul smell of decay and rot.

- There are 5 Spitting Cobras inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Spitting Cobra

**Armour Class:** 7 [12] **Hit Dice:** 1 **Attacks:** 1 × spit (blindness) or 1 × bite (1d3 + poison)  
**THACO:** 19 [0] **Movement:** 90' (30') **Saving Throws:** D12 W13 P14 B15 S16 (1) **Morale:** 7  
**Alignment:** Neutral **XP:** 13

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- There is no hoard.
- There's also an old broken mirror in the near corner and some traces of fur next to it

## 15 : ALCOVED CORRIDOR

- **South** side - a secret door (operated by a passphrase) in an alcove.
- **North** side - a secret door (operated by a pressure plate lever somewhere in the dungeon) in an alcove, leading to area 16.

## 16 : CRYPT

### DOORWAYS

- A secret door (operated by a pressure plate lever somewhere in the dungeon) on the **south** wall is the only way in.

### DESCRIPTION

A vile smell of rot welcomes you and there are some claw marks on the walls. There's something lying on the floor.

- Lying on the floor is a **dust covered human skeleton**. Searching it will uncover: **10gp** ▪ **5 gems** worth **1610gp** in total ▪ **Cursed Shield, AC 9 [10]**
- There's also a torn quiver in the near corner and some dry remains of food next to it
- Searching will uncover an old hollow torch holding the key (Ⓔ) to unlock the arched wooden door (to the west) in area 26
- An old dark leather bag contains **Lootgar Gundoilde's** (from **Narouk**) **Custom Sword** (actually a **Sword +1, Flaming**)

## 17 : DEAD END

## 18 : CEREMONIAL CHAMBER

### DOORWAYS

- **West** side - a round iron door (**Barricaded**)
- **East** side - a rectangular wooden door (**Stuck**)

### DESCRIPTION

This area is dark and cold and there are some blood stains on the ground. Faint colorful light is emitting from the ground.


- There are a few dozen of colorful bioluminescent mushrooms growing from cracks in the ground. Anyone consuming these will gain the same effect as if they consumed a Potion of Clairvoyance
- There's also an old, ripped backpack near the wall on the right and some torn pieces of clothing next to it
- Searching will uncover a crack in the floor holding the key (Ⓕ) to unlock the odd-shaped wooden door (to the north) in area 23
- There's a **pressure plate lever** that can open the secret door in area 15 (north)

## 19 : SHRINE

## FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Carcass Crawlers** are making inside this area.

## DOORWAYS

- **West** side - a odd-shaped wooden door (**Barricaded**)
- **East** side - a rectangular bronze door (**Locked** )

## DESCRIPTION

It is dark and damp here and there are several burn marks on the walls. There's also a foul smell of decay and rot.

- There are 2 Carcass Crawlers inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Carcass Crawler


**Armour Class:** 7 [12] **Hit Dice:** 3+1 **Attacks:** 8 × tentacle (paralysis) **THACO:** 16 [+3]  
**Movement:** 120' (40') **Saving Throws:** D12 W13 P14 B15 S16 (2) **Morale:** 9 **Alignment:** Neutral **XP:** 75

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- Monster Hoard: **1000gp** ▪ **Helm of Alignment Changing**
- There's also a burnt torch in the

near corner and some traces of fur spread all over the place

## 20 : ALCOVED CORRIDOR

- **South** side - a rectangular bronze door (**Locked** ) leading into area 19.

## 21 : CRYPT

## FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Driver Ants** are making inside this area.

## DOORWAYS

- **South** side - a arched iron door (**Half-broken**)

## DESCRIPTION

A vile smell of rot welcomes you and there are some cracks on the ground. There's also a foul smell of decay and rot.

- There are 3 Driver Ants inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Driver Ant

**Armour Class:** 3 [16] **Hit Dice:** 4 **Attacks:** 1 ×

bite (2d6) **THACO:** 16 [+3] **Movement:** 180' (60') **Saving Throws:** D12 W13 P14 B15 S16 (2) **Morale:** 7 (12 in melee) **Alignment:** Neutral **XP:** 125

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- **Monster Hoard:** **Ring of Invisibility** ▪ **Potion of Polymorph Self** ▪ **Potion of Giant Strength**
- There's also an old broken mirror in the far corner and some rotting remains of food spread all over the place
- There's a **crank lever** that can open the secret door in area 63 (south)

## 22 : SHRINE

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **East** side - a rectangular iron door (**Stuck**)

### DESCRIPTION

This area is dark and cold and there are a few spots of yellow ooze on the ground. There are some large chests near the far wall.

- There's a 2-in-6 chance the chests contain **Potion of Healing** ▪ **Potion of Speed** ▪ **Potion of Speed**

Otherwise, this place was already looted earlier.

- There's also a torn quiver in the far corner and some torn pieces of clothing spread all over the place
- There's a **crank lever** that can open the secret door in area 81 (east)

## 23 : PANTRY

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Caecilias** are making inside this area.

### DOORWAYS

- **West** side - a arched iron door (**Locked MB**)
- **North** side - a odd-shaped wooden door (**Locked ⚔**)
- **East** side - a arched wooden door (**Barricaded**)







The door is leading to the Torture Chamber.

## 28 : TORTURE CHAMBER

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **North** side - odd-shaped marble door (**Stuck**)
- There's a secret door (operated by a passphrase) in the alcove on the east wall.

### DESCRIPTION

You hear water drops falling to the ground and there are a few claw marks on the walls. There are some big bags near the far wall.

- There's a 2-in-6 chance the bags contain **7 gems** worth **1270gp** in total ▪ **Ring of Weakness** ▪ **Potion of Levitation** ▪ **Potion of Growth**

Otherwise, this place was already looted earlier.

- There's also an old, ripped backpack in the far corner and

some broken pieces of wood next to it

## 29 : CEREMONIAL CHAMBER

### DOORWAYS

- **South** side - rectangular iron door (**Barricaded**)
- **West** side - a secret door (operated by a passphrase)
- **East** side - a rectangular iron door (**Barricaded**)

### DESCRIPTION

The air in this area is dense and misty and there are a few blood stains on the walls. There's something lying on the floor.

- Lying on the floor is a **rotting goblin corpse**. Searching it will uncover: **110gp** ▪ **Cursed Shield, AC 9 [10]**
- There's also a burnt torch in the far corner and some dry remains of food next to it
- There's a **crank lever** that can open the secret door in area 38 (west)

## 30 : LIBRARY

### DOORWAYS

- **north** - arched wooden door (**Half-broken**)

## DESCRIPTION

This area is dark and cold and there are a few burn marks on the ground. There's something lying on the floor.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **600gp**
  - **Cursed Armour, AC 9 [10]**
- There's also an old broken mirror near the wall on the far end and some traces of fur next to it

## 31 : PANTRY

### FORESHADOWING

- There's a good chance players could sense the vile **stench** that the **Green Slime** is emitting from inside this area.

### DOORWAYS

- **West** side - rectangular wooden door (**Stuck**).
- **South** side - secret door (operated by a passphrase).

### DESCRIPTION

A vile smell of rot welcomes you and there are some claw marks on the walls. There's also a very strong acidic stench here, making breathing almost unbearable.

- There's a Green Slime inside. It will attack anyone stepping in.

The noises it makes could be heard if listening from outside.

### Green Slime

**Armour Class:** No hit roll required **Hit Dice:** 2  
**Attacks:** 1 × touch (consume flesh) **THACO:** 18  
**[+1] Movement:** 3' (1') **Saving Throws:** D12  
 W13 P14 B15 S16 (1) **Morale:** 12 **Alignment:**  
 Neutral **XP:** 25

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- There is no hoard.
- There's also an old, ripped backpack near the wall on the right and some ripped pieces of old rope next to it
- Searching will uncover an old hollow torch holding the key (VB) to unlock the arched bronze door (to the east) in area 70

The secret door on the south is leading to a secret chamber:

### DESCRIPTION

The air in this area is dense and misty and there are several blood stains on the ground. There is a large bag near the far wall.

- There's a 2-in-6 chance the bag contains **Potion of Levitation** ▪ **Potion of Invulnerability** ▪ **Potion of Clairaudience**

Otherwise, this place was already looted earlier.

- There's also an old, ripped backpack in the far corner and some torn pieces of clothing spread all over the place
- Searching will uncover a crack in the floor holding the key (✚) to unlock the arched bronze door (to the east) in area 43
- There's a **crank lever** that can open the secret door in area 50 (west)

## 32 : LIBRARY

### DOORWAYS

- **East** side - round bronze door (**Stuck**).
- **North** side - triangle wooden door (**Stuck**).
- **South** side - secret door (operated by a crank lever somewhere in the dungeon).

## DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are several spots of yellow ooze on the ground. Faint colorful light is emitting from the ground.

- There are countless colorful bioluminescent mushrooms growing from cracks in the ground. Anyone consuming these will be paralyzed with mind twisting hallucinations for 1d6 turns
- There's also a rusty short sword near the wall on the right and some ripped pieces of old rope spread all over the place

## 33 : CRYPT

### DESCRIPTION

The air in this area is dense and misty and there are several spots of green rot on the ceiling. Faint colorful light is emitting from the ground.

- There are a few colorful

bioluminescent mushrooms growing from cracks in the ground. Anyone consuming these will suffer a severe stomach ache and a -2 penalty to any roll for 1d6 turns

- There's also a used flask of oil in the far corner and some garlic leftovers next to it
- Searching will uncover a goat's skull holding the key (🔑) to unlock the round iron door (to the north) in area 49
- There's a **crank lever** that can open the secret door in area 47 (north)

## 34 : LIBRARY

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Carcass Crawlers** are making inside this area.

### DOORWAYS

- **South** side - rectangular wooden door (**Stuck**).

### DESCRIPTION

This area stinks from excrements and there are some claw marks on the ground. There's also a foul smell of decay and rot.

- There are 2 Carcass Crawlers inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Carcass Crawler

**Armour Class:** 7 [12] **Hit Dice:** 3+1 **Attacks:** 8 × tentacle (paralysis) **THACO:** 16 [+3] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14 B15 S16 (2) **Morale:** 9 **Alignment:** Neutral **XP:** 75

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- **Monster Hoard: 2000gp** ▪ **Ring of X-Ray Vision**
- There's also an old broken mirror near the wall on the right and some broken pieces of wood spread all over the place
- There's a **rope-pull lever** that can open the secret door in area 63 (west)

## 35 : CEREMONIAL CHAMBER

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Rats** are making inside this area.

### DOORWAYS

- **North** side - triangle bronze door (**Half-broken**).

### DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are a few cracks on the ceiling. There's also a foul smell of decay and rot.

- There are 27 Rats inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Rat

**Armour Class:** 9 [10] **Hit Dice:** 1hp **Attacks:** 1 × bite per pack (1d6 + disease) **THACO:** 19 [0] **Movement:** 60' (20') / 30' (10') swimming **Saving Throws:** D14 W15 P16 B17 S18 (NH) **Morale:** 5 **Alignment:** Neutral **XP:** 5

- Monster Hoard: **4000gp** ▪ **4 gems** worth **1150gp** in total ▪ **3 jewellery items** worth **2500gp** in total ▪ **Wand of Fire Balls** ▪ **Spear +2** ▪ **Potion of Speed**
- There's also a torn quiver near the wall on the right and some torn pieces of clothing next to it
- Searching will uncover a goat's skull holding the key (∇) to unlock the round bronze door (to the south) in area 50
- An old dark leather bag contains **Rodin Transmundus's** (from **Gazal**) **Decorated Armor** (actually **an Armour +3**)

## FORESHADOWING

- When listening from outside, **speaking Orcs** can be faintly heard from inside this area.

## DOORWAYS

- **West** side - a triangle wooden door (**Locked T**)

## DESCRIPTION

The air in this area is dense and misty and there are several spots of yellow ooze on the walls. You see glowing eyes staring at you from inside.

- There are 3 Orcs inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Orc

**Armour Class:** 6 [13] **Hit Dice:** 1 **Attacks:** 1 × weapon (1d6 or by weapon) **THACO:** 19 [0] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14 B15 S16 (1) **Morale:** 6 (8 with leader) **Alignment:** Chaotic **XP:** 10 (leader: 10)

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- Monster Hoard: **60gp** ▪ **Ring of Weakness** ▪ **Shield +1** ▪ **Potion of Diminution**
- There's also a burnt torch near the wall on the left and some torn pieces of clothing next to it

## 36 : PANTRY

## 37 : DEAD ENDS

## 38 : LABORATORY

### DOORWAYS

- **North** side - a round iron door (**Half-broken**)
- **South** side - a round iron door (**Locked** ☒)
- A secret door (operated by a crank lever somewhere in the dungeon) on the **west** side is leading to a hidden storage room.

### DESCRIPTION

You hear water drops falling to the ground and there are some spots of green rot on the walls. There's something lying on the floor.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **580gp**
  - **Armour +2, Shield +2**
- There's also a burnt torch near the wall on the right and some torn pieces of clothing next to it
- Searching will uncover a goat's skull holding the key (🔑) to unlock the rectangular bronze door (to the north) in area 43

## 39 : SECRET STORAGE ROOM

### DOORWAYS

- The secret door (operated by a crank lever somewhere in the dungeon) from area 38 is on the **east** side.

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are several blood stains on the ceiling. There's something lying on the floor.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **70gp**
  - **Potion of Gaseous Form**
- There's also a rusty short sword in the near corner and some rotting remains of food next to it

## 40 : LIBRARY

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- **East** side - a rectangular wooden door (**Barricaded**)

- **West** side - a round iron door (**Half-broken**)

## DESCRIPTION

It is dark and damp here and there are a few spots of yellow ooze on the walls. There is a very big jar near the far wall.

- There's a 2-in-6 chance the jar contains **4000gp** ▪ **Wand of Trap Detection** ▪ **Potion of ESP** ▪ **Potion of Healing**

Otherwise, this place was already looted earlier.

- There's also an old, ripped backpack near the wall on the right and some torn pieces of clothing spread all over the place

## 41 : SHRINE

### DOORWAYS

- **West** side - a round wooden door (**Barricaded**)

### DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are several claw marks on the walls. There's something lying on the floor.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **Armour +1, Shield +2**
- There's also a burnt torch in the near corner and some dry remains of food spread all over the place

## 42 : CRYPT

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Rock Python** is making inside this area.

### DOORWAYS

- **South** side - a rectangular marble door (**Barricaded**)

### DESCRIPTION

This area is dark and cold and there are some claw marks on the ceiling. There's also a foul smell of decay and rot.





Countless creepy crawlies on the floor and walls rush back into the darkness and there are a few spots of green rot on the ceiling. There's also a very strong acidic stench here, making breathing almost unbearable.

- There are 5 Yellow Moulds inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Yellow Mould

**Armour Class:** No hit roll required **Hit Dice:** 2  
**Attacks:** 1 × spores (1d6 + choking) **THACO:** 18  
 [+1] **Movement:** 0 **Saving Throws:** D12 W13  
 P14 B15 S16 (2) **Morale:** 12 **Alignment:** Neutral  
**XP:** 25

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- There is no hoard.
- There's also a rusty short sword near the wall on the far end and some dry remains of food spread all over the place

## 45 : LIBRARY

### DOORWAYS

- **North** side - a round wooden door (**Half-broken**)

## DESCRIPTION

It is dark and damp here and there are a few burn marks on the ceiling. There's something lying on the floor.

- Lying on the floor is a **rotting human corpse**. Searching it will uncover: **20gp** ▪ **Shield +3**
- There's also an old broken mirror near the wall on the left and some rotting remains of food spread all over the place

## 46 : DEAD ENDS

## 47 : SHRINE

### FORESHADOWING

- A succesfull listening roll could detect the **sounds** that the **Black Widows** are making inside this area.

### DOORWAYS

- **East** side - a arched bronze door (**Half-broken**)
- **West** side - a arched wooden door (**Barricaded**)
- A secret door (operated by a crank lever somewhere in the dungeon) on the **north** side is leading to a hidden storage room.

## DESCRIPTION

This area stinks from excrements and there are a few cracks on the walls. There's also a foul smell of decay and rot.

- There are 3 Black Widows inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Black Widow

**Armour Class:** 6 [13] **Hit Dice:** 3 **Attacks:** 1 × bite (2d6 + poison) **THACO:** 17 [+2]  
**Movement:** 60' (20') / 120' (40') in webs  
**Saving Throws:** D12 W13 P14 B15 S16 (2)  
**Morale:** 8 **Alignment:** Neutral **XP:** 50

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- Monster Hoard: **5000gp** ▪ **3 gems** worth **600gp** in total ▪ **Potion of Control Dragon** ▪ **Sword +1, +3 vs Enchanted Creatures** ▪ **Potion of Healing**
- There's also a used flask of oil near the wall on the right and some traces of fur spread all over the place

## 48 : SECRET STORAGE ROOM

### FORESHADOWING

- Traces of something heavy

dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- The secret door (operated by a crank lever somewhere in the dungeon) from area 47 is on the **south** side.

## DESCRIPTION

It is dark and damp here and there are a few cracks on the walls. There is a small chest near the far wall.

- There's a 2-in-6 chance the chest contains **2 gems** worth **20gp** in total ▪ **Potion of Control Human** ▪ **Potion of Fire Resistance** ▪ **Potion of Control Dragon**

Otherwise, this place was already looted earlier.

- There's also a rusty short sword near the wall on the far end and some garlic leftovers spread all over the place

## 49 : LABORATORY

### FORESHADOWING

- Traces of something heavy dragged on the ground could be

found if examining around the doors to this area.

## DOORWAYS

- **South** side - a rectangular wooden door (**Half-broken**)
- **North** side - a round iron door (**Locked** ☞)

## DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are some blood stains on the walls. There are some small chests near the far wall.

- There's a 2-in-6 chance the chests contain **2000gp** ▪ **Potion of Gaseous Form** ▪ **Potion of Speed** ▪ **Potion of Delusion**

Otherwise, this place was already looted earlier.

- There's also a used flask of oil near the wall on the right and some ripped pieces of old rope next to it

# 50 : TORTURE CHAMBER

## FORESHADOWING

- A successful listening roll could

detect the **sounds** that the **Stirges** are making inside this area.

- A successful listening roll will also reveal **screams of fear** coming from inside this area.

## DOORWAYS

- **South** side - round bronze door (**Locked** ▽).
- **West** side - secret door (operated by a crank lever somewhere in the dungeon).

## DESCRIPTION

You hear water drops falling to the ground and there are some spots of yellow ooze on the walls. Red eyes are glowing inside like fire, and you hear a growl and a person is chained to the wall.

- There are 5 Stirges inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

## Stirge

**Armour Class:** 7 [12] **Hit Dice:** 1 **Attacks:** 1 × beak (1d3 + blood sucking) **THACO:** 19 [0]  
**Movement:** 30' (10') / 180' (60') flying **Saving**  
**Throws:** D12 W13 P14 B15 S16 (2) **Morale:** 9  
**Alignment:** Neutral **XP:** 13

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- Monster Hoard: **5000gp** ▪ **5 jewellery items** worth **4600gp** in total ▪ **Axe +2** ▪ **Sword +1** ▪ **Potion of Control Dragon**
- There's also a used flask of oil in the far corner and some torn pieces of clothing next to it
- The **chained person** is **Gislara of Koru's daughter** from Kaldar

The secret door on the west is leading to a secret chamber:

## DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are several burn marks on the walls. There's something lying on the floor.

- Lying on the floor is a **rotting human corpse**. Searching it will uncover: **Armour +1**
- There's also a used flask of oil near the wall on the far end and some broken pieces of wood spread all over the place

## 51 : ENTRANCE TO THE TORTURE CHAMBER

- **North** side - round bronze door (**Locked ▽**).

## 52 : ENTRANCE TO THE LIBRARY

- **South** side - rectangular marble door (**Stuck**).

## 53 : LIBRARY

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Stirges** are making inside this area.

### DOORWAYS

- **North** side - rectangular marble door (**Stuck**).
- **West** side - rectangular bronze door (**Barricaded**).

### DESCRIPTION

It is dark and damp here and there are several cracks on the ground. You feel the warm stench of a monster's breath.

- There are 5 Stirges inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Stirge

**Armour Class:** 7 [12] **Hit Dice:** 1 **Attacks:** 1 × beak (1d3 + blood sucking) **THACO:** 19 [0] **Movement:** 30' (10') / 180' (60') flying **Saving Throws:** D12 W13 P14 B15 S16 (2) **Morale:** 9 **Alignment:** Neutral **XP:** 13

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- Monster Hoard: **4000gp** ▪ **4 gems** worth **170gp** in total ▪ **Potion of Flying** ▪ **Bag of Holding** ▪ **Potion of Heroism**
- There's also a burnt torch in the near corner and some garlic leftovers next to it

## 54 : WEST ENTRANCE TO THE LIBRARY

- **East** side - rectangular bronze door (**Barricaded**).

## 55 : PANTRY

### FORESHADOWING

- There's a good chance players could sense the vile **stench** that the **Yellow Moulds** are emitting from inside this area.

### DOORWAYS

- **South** side - round iron door (**Barricaded**).

### DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are several cracks on the walls. There's also a very strong acidic stench here, making breathing almost unbearable.

- There are 5 Yellow Moulds inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Yellow Mould

**Armour Class:** No hit roll required **Hit Dice:** 2  
**Attacks:** 1 × spores (1d6 + choking) **THACO:** 18  
 [+1] **Movement:** 0 **Saving Throws:** D12 W13  
 P14 B15 S16 (2) **Morale:** 12 **Alignment:** Neutral  
**XP:** 25

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- There is no hoard.
- There's also a rusty short sword in the far corner and some torn pieces of clothing spread all over the place

## 56 : SHRINE

### FORESHADOWING

- A succesfull listening roll could detect the **sounds** that the

**Stirges** are making inside this area.

## DOORWAYS

- **North** side - rectangular wooden door (**Half-broken**).

## DESCRIPTION

It is dark and damp here and there are a few blood stains on the walls. Red eyes are glowing inside like fire, and you hear a growl.

- There are 8 Stirges inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Stirge

**Armour Class:** 7 [12] **Hit Dice:** 1 **Attacks:** 1 × beak (1d3 + blood sucking) **THACO:** 19 [0]  
**Movement:** 30' (10') / 180' (60') flying **Saving Throws:** D12 W13 P14 B15 S16 (2) **Morale:** 9  
**Alignment:** Neutral **XP:** 13

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- Monster Hoard: **600gp** ▪ **6 gems** worth **500gp** in total ▪ **Armour +1** ▪ **Potion of Polymorph Self** ▪ **Potion of Gaseous Form**
- There's also an old broken mirror near the wall on the left and some

rotting remains of food spread all over the place

## 57 : TORTURE CHAMBER

### FORESHADOWING

- A succesfull listening roll could detect the **sounds** that the **Oil Beetles** are making inside this area.

### DOORWAYS

- **South** side - a arched bronze door (**Half-broken**)

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are several claw marks on the ceiling. There's also a foul smell of decay and rot.

- There are 6 Oil Beetles inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Oil Beetle

**Armour Class:** 4 [15] **Hit Dice:** 2 **Attacks:** 1 × bite (1d6) **THACO:** 18 [+1] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14B15 S16 (1) **Morale:** 8 **Alignment:** Neutral **XP:** 25

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- There is no hoard.
- There's also a used flask of oil near the wall on the left and some garlic leftovers spread all over the place

## 58 : DEAD ENDS

## 59 : PANTRY

### DOORWAYS

- **West** side - a rectangular iron door (**Stuck**)
- **East** side - a round marble door (**Half-broken**)
- A secret door (operated by a passphrase) on the **south** side is leading to a hidden storage room.

### DESCRIPTION

This area is dark and cold and there are several spots of green rot on the walls. There's something lying on the floor.

- Lying on the floor is a **rotting goblin corpse**. Searching it will uncover: **8 gems** worth **1050gp** in total ▪ **1 jewellery items** worth **900gp** in total ▪ **Potion of ESP**
- There's also a burnt torch near the wall on the far end and some

garlic leftovers spread all over the place

- Searching will uncover a crack in the floor holding the key (Ⓣ€) to unlock the rectangular bronze door (to the west) in area 84

## 60 : SECRET STORAGE ROOM

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Giant Leech** is making inside this area.

### DOORWAYS

- The secret door (operated by a passphrase) from area 59 is on the **north** side.

### DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are a few claw marks on the ceiling. There's also a foul smell of decay and rot.

- There are 0 Giant Leeches inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Giant Leech

**Armour Class:** 7 [12] **Hit Dice:** 6 **Attacks:** 1 × bite (1d6 + blood drain) **THACO:** 14 [+5]



**Movement:** 90' (30') **Saving Throws:** D12  
W13 P14 B15 S16 (3) **Morale:** 10 **Alignment:**  
Neutral **XP:** 275

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- There is no hoard.
- There's also an old, ripped backpack in the near corner and some traces of fur next to it

## 61 : PANTRY

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **North** side - a rectangular iron door (**Half-broken**)
- **South** side - a round wooden door (**Barricaded**)

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are some claw marks on the ground. There is a big crate near the far wall.

- There's a 2-in-6 chance the crate contains **8 gems** worth **1400gp** in total
  - **Potion of Invulnerability**
  - **Potion of Speed**
  - **Potion of Clairaudience**

Otherwise, this place was already

looted earlier.

- There's also a rusty short sword in the far corner and some dry remains of food spread all over the place
- Searching will uncover an old hollow torch holding the key (♀) to unlock the rectangular wooden door (to the south) in area 81

## 62 : CORRIDOR DOOR

- There's a rectangular bronze door (**Half-broken**)

## 63 : SECRET DOORS

- There's a secret door (operated by a crank lever somewhere in the dungeon) on the south wall. The door is a shortcut to a connected corridor.
- There's another secret door (operated by a crank lever somewhere in the dungeon) on the south wall. This is the only way into the room at 64
- A third secret door (operated by a rope-pull lever somewhere in the dungeon) on the west wall is connected to the room at 65

## 64 : PANTRY

### DOORWAYS

- There's a secret door (operated by a crank lever somewhere in the dungeon) on the north wall. This

is the only way in and out of this room.

## DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are a few spots of yellow ooze on the ceiling. You spot something quite big lying on the floor.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **430gp**
  - **Potion of Invisibility**
- There's also a torn quiver in the near corner and some rotting remains of food spread all over the place

## 65 : CRYPT

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Harpys** are making inside this area.

### DOORWAYS

- There's a secret door (operated by a rope-pull lever somewhere in the dungeon) inside the alcove on the east wall.
- There's a round iron door (**Stuck**).

## DESCRIPTION

A vile smell of rot welcomes you and there are a few spots of yellow ooze on the walls. Looking down, you realize you just stepped into a pool of blood.

- There are 6 Harpys inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Harpy

**Armour Class:** 7 [12] **Hit Dice:** 3 **Attacks:** 2 × claw (1d4), 1 × weapon (1d6 or by weapon), 1 × song (charm) **THACO:** 17 [+2] **Movement:** 60' (20') / 150' (50') flying **Saving Throws:** D12 W13 P14 B15 S16 (3) **Morale:** 7 **Alignment:** Chaotic **XP:** 50

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- **Monster Hoard: 10gp** ▪ **4 jewellery items** worth **3700gp** in total ▪ **Cursed Shield -2** ▪ **Potion of Speed**
- There's also an old, ripped backpack in the far corner and some ripped pieces of old rope next to it

## 66 : CORRIDOR DOOR

- There's a triangle iron door

(Stuck)

## 67 : SECRET DOORS

- There's a secret door (operated by a passphrase) on the south wall. The door is a shortcut to a connected corridor.
- There's another secret door (operated by a rope-pull lever somewhere in the dungeon) on the south wall. This is the only way into the room at 68
- A third secret door (operated by a passphrase) on the west wall is connected to the room at 69

## 68 : CEREMONIAL CHAMBER

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Black Widow** is making inside this area.

### DOORWAYS

- There's a secret door (operated by a rope-pull lever somewhere in the dungeon) on the north wall. This is the only way in and out of this room.

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are a few claw marks on the ceiling. There's also a foul smell of decay and rot.

- There's a Black Widow inside. It will attack anyone stepping in.

The noises it makes could be heard if listening from outside.

### Black Widow

**Armour Class:** 6 [13] **Hit Dice:** 3 **Attacks:** 1 × bite (2d6 + poison) **THACO:** 17 [+2]  
**Movement:** 60' (20') / 120' (40') in webs  
**Saving Throws:** D12 W13 P14 B15 S16 (2)  
**Morale:** 8 **Alignment:** Neutral **XP:** 50

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- **Monster Hoard: 1000gp** ▪ **4 jewellery items** worth **3800gp** in total ▪ **Sword +1, +3 vs Regenerating Creatures** ▪ **Sword +1, Energy Drain** ▪ **Potion of Growth**
- There's also an old, ripped backpack near the wall on the far end and some dry remains of food spread all over the place

## 69 : LABORATORY

### DOORWAYS

- There's a secret door (operated by a passphrase) inside the alcove on the east wall.

- There's a arched marble door (**Stuck**).

## DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are some burn marks on the walls. You spot something quite big lying on the floor.

- Lying on the floor is a **rotting goblin corpse**. Searching it will uncover: **300gp** ▪ **Potion of Polymorph Self**
- There's also an old broken mirror near the wall on the far end and some traces of fur spread all over the place

## 70 : CRYPT

### FORESHADOWING

- When listening from outside, **speaking Goblins** can be faintly heard from inside this area.

### DOORWAYS

- **East** side - arched bronze door (**Locked** **VB**).
- **North** side - secret door (operated by a pressure plate lever somewhere in the dungeon).
- **South** side - secret door (operated

by a passphrase).

## DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are several burn marks on the walls. You see glowing eyes staring at you from inside.

- There are 3 Goblins inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Goblin

**Armour Class:** 6 [13] **Hit Dice:** 1-1 **Attacks:** 1 × weapon (1d6 or by weapon) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D14 W15 P16 B17 S18 (NH) **Morale:** 7 (9 with king) **Alignment:** Chaotic **XP:** 5 (bodyguard: 20, king: 35)

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- **Monster Hoard:** **5000gp** ▪ **6 gems** worth **1300gp** in total ▪ **3 jewellery items** worth **2900gp** in total ▪ **Sword -1, Cursed** ▪ **Helm of Telepathy** ▪ **Potion of Polymorph Self**
- There's also a used flask of oil near the wall on the far end and some torn pieces of clothing next to it
- Searching will uncover a goat's

skull holding the key (🔑) to unlock the rectangular wooden door (to the east) in area 73

## 71 : SHRINE

### DOORWAYS

- **South** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

### DESCRIPTION

This area stinks from excrements and there are several claw marks on the ground. Faint colorful light is emitting from the ground.

- A few green and purple bioluminescent mushrooms are growing from cracks in the ground. Anyone consuming them will be paralyzed with mind twisting hallucinations for 1d6 turns
- There's also a used flask of oil near the wall on the right and some torn pieces of clothing spread all over the place

## 72 : LABORATORY

### DOORWAYS

- **South** side - secret door (operated

by a passphrase).

### DESCRIPTION

It is dark and damp here and there are several blood stains on the ceiling. You spot something quite big lying on the floor.

- Lying on the floor is a **rotting goblin corpse**. Searching it will uncover: **250gp** ▪ **Potion of Levitation**
- There's also a rusty short sword near the wall on the right and some traces of fur next to it

## 73 : SHRINE

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Bats** are making inside this area.

### DOORWAYS

- **South** side - rectangular wooden door (**Half-broken**)
- **East** side - rectangular wooden door (**Locked** 🔑)

### DESCRIPTION

It is dark and damp here and there are several spots of yellow ooze on the walls. There's also a foul smell of decay and rot.

- There are 4 Bats inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Bat

---

**Armour Class:** 6 [13] **Hit Dice:** 1hp **Attacks:** 1 × swarm (confusion) **THACO:** 20 [-1]  
**Movement:** 9' (3') / 120' (40') flying **Saving Throws:** D14 W15 P16 B17 S18 (NH) **Morale:** 6  
**Alignment:** Neutral **XP:** 5



- 
- There is no hoard.
  - There's also a used flask of oil near the wall on the right and some garlic leftovers spread all over the place

## 74 : CRYPT

### FORESHADOWING

- A succesfull listening roll could detect the **sounds** that the **Stirges** are making inside this area.

### DOORWAYS

- **East** side - rectangular wooden door (**Half-broken**).

- **South** side - secret door (operated by a passphrase).

### DESCRIPTION

This area is dark and cold and there are some spots of green rot on the walls. Red eyes are glowing inside like fire, and you hear a growl.

- There are 2 Stirges inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Stirge

---

**Armour Class:** 7 [12] **Hit Dice:** 1 **Attacks:** 1 × beak (1d3 + blood sucking) **THACO:** 19 [0]  
**Movement:** 30' (10') / 180' (60') flying **Saving Throws:** D12 W13 P14 B15 S16 (2) **Morale:** 9  
**Alignment:** Neutral **XP:** 13



- 
- **Monster Hoard:** **3500gp** ▪ **Potion of Control Plant** ▪ **Sword +1, Flaming** ▪ **Potion of Levitation**
  - There's also an old, ripped backpack near the wall on the left and some dry remains of food spread all over the place

The secret door on the south is leading to a secret chamber:

### DESCRIPTION

This area stinks from excrements and there are several claw marks on the ground. Faint colorful light is emitting from the ground.

- There are a few dozen of colorful bioluminescent mushrooms growing from cracks in the ground. Anyone consuming these will be paralyzed with mind twisting hallucinations for 1d6 turns
- There's also a burnt torch near the wall on the far end and some rotting remains of food spread all over the place

## 75 : ENTRANCE TO THE CRYPT

- **West** side - rectangular wooden door (**Half-broken**).

## 76 : ENTRANCE TO THE CRYPT

- **East** side - triangle bronze door (**Half-broken**).

## 77 : CRYPT

### DOORWAYS

- **West** side - triangle bronze door (**Half-broken**).
- **South** side - rectangular bronze door (**Half-broken**).

## DESCRIPTION

You hear water drops falling to the ground and there are some spots of green rot on the walls. There's something lying on the floor.

- Lying on the floor is a **rotting human corpse**. Searching it will uncover: **Armour +2, Shield +1**
- There's also a rusty short sword near the wall on the left and some garlic leftovers spread all over the place

## 78 : SOUTH ENTRANCE TO THE CRYPT

- **North** side - rectangular bronze door (**Half-broken**).

## 79 : CRYPT

### DOORWAYS

- **West** side - rectangular iron door (**Barricaded**).

## DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are several blood stains on the ground. Faint colorful light is emitting from the ground.

- There are a few colorful bioluminescent mushrooms growing from cracks in the ground. Anyone consuming these will gain the same effect as if they consumed a Potion of Treasure Finding
- There's also an old, ripped backpack near the wall on the right and some torn pieces of clothing next to it

## 80 : LABORATORY

### FORESHADOWING

- There's a good chance players could sense the vile **stench** that the **Green Slime** is emitting from inside this area.

### DOORWAYS

- **East** side - arched marble door (**Barricaded**).

### DESCRIPTION

It is dark and damp here and there are a few spots of green rot on the ceiling. There's also a very strong acidic stench here, making breathing almost unbearable.

- There's a Green Slime inside. It will attack anyone stepping in.

The noises it makes could be heard if listening from outside.

### Green Slime

**Armour Class:** No hit roll required **Hit Dice:** 2  
**Attacks:** 1 × touch (consume flesh) **THACO:** 18  
**[+1] Movement:** 3' (1') **Saving Throws:** D12  
W13 P14 B15 S16 (1) **Morale:** 12 **Alignment:**  
Neutral **XP:** 25

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- There is no hoard.
- There's also a torn quiver in the far corner and some broken pieces of wood spread all over the place

## 81 : TORTURE CHAMBER

### DOORWAYS

- **South** side - rectangular wooden door (**Locked ♀**).
- **East** side - secret door (operated by a crank lever somewhere in the dungeon).

### DESCRIPTION



You hear water drops falling to the ground and there are several claw marks on the walls. You spot something quite big lying on the floor.

- Lying on the floor is a **dust covered human skeleton**. Searching it will uncover: **300gp**
  - **Potion of Invulnerability**
- There's also a burnt torch near the wall on the right and some ripped pieces of old rope next to it

The secret door on the east is leading to a secret chamber:

## DESCRIPTION

A vile smell of rot welcomes you and there are a few blood stains on the ground. There's also a very strong acidic stench here, making breathing almost unbearable.

- There's a Green Slime inside. It will attack anyone stepping in.

The noises it makes could be heard if listening from outside.

## Green Slime

**Armour Class:** No hit roll required **Hit Dice:** 2

**Attacks:** 1 × touch (consume flesh) **THACO:** 18  
**[+1] Movement:** 3' (1') **Saving Throws:** D12  
W13 P14 B15 S16 (1) **Morale:** 12 **Alignment:**  
Neutral **XP:** 25

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- There is no hoard.
- There's also an old broken mirror near the wall on the far end and some traces of fur next to it

## 82 : TORTURE CHAMBER

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **North** side - arched wooden door (**Barricaded**).
- **West** side - odd-shaped wooden door (**Half-broken**).
- **East** side - secret door (operated by a crank lever somewhere in the dungeon).

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are a few spots of yellow ooze on the ground. There is a very big crate near the far wall.

- There's a 2-in-6 chance the crate

contains **40gp** ▪ **Staff of Snakes**  
▪ **Potion of Growth** ▪ **Potion of Control Giant**

Otherwise, this place was already looted earlier.

- There's also a torn quiver in the near corner and some torn pieces of clothing next to it

## 83 : SHRINE

### FORESHADOWING

- When listening from outside, **speaking Kobolds** can be faintly heard from inside this area.

### DESCRIPTION

This area stinks from excrements and there are several blood stains on the ceiling. You see glowing eyes staring at you from inside.

- There are 14 Kobolds inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Kobold

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**Armour Class:** 7 [12] **Hit Dice:** 1/2 **Attacks:** 1 × weapon (1d4 or by weapon – 1) **THACO:** 19 [0]  
**Movement:** 60' (20') **Saving Throws:** D14  
W15 P16 B17 S18 (NH) **Morale:** 6 (8 with chieftain) **Alignment:** Chaotic **XP:** 5

(bodyguard: 15, chieftain: 20)

- 
- **Monster Hoard:** **2000gp** ▪ **7 gems** worth **810gp** in total ▪ **Potion of Speed** ▪ **Potion of Longevity** ▪ **Potion of Speed**
  - There's also an old, ripped backpack near the wall on the far end and some broken pieces of wood spread all over the place

## 84 : CRYPT

### FORESHADOWING

- There's a good chance players could sense the vile **stench** that the **Yellow Moulds** are emitting from inside this area.

### DOORWAYS

- **West** side - rectangular bronze door (**Locked** ⊕€)
- **South** side - arched wooden door (**Locked** ∇)

### DESCRIPTION

This area stinks from excrements and there are several claw marks on the ceiling. There's also a very strong acidic stench here, making breathing almost unbearable.

- There are 8 Yellow Moulds inside. They will attack anyone stepping

in.

The noises they makes could be heard if listening from outside.



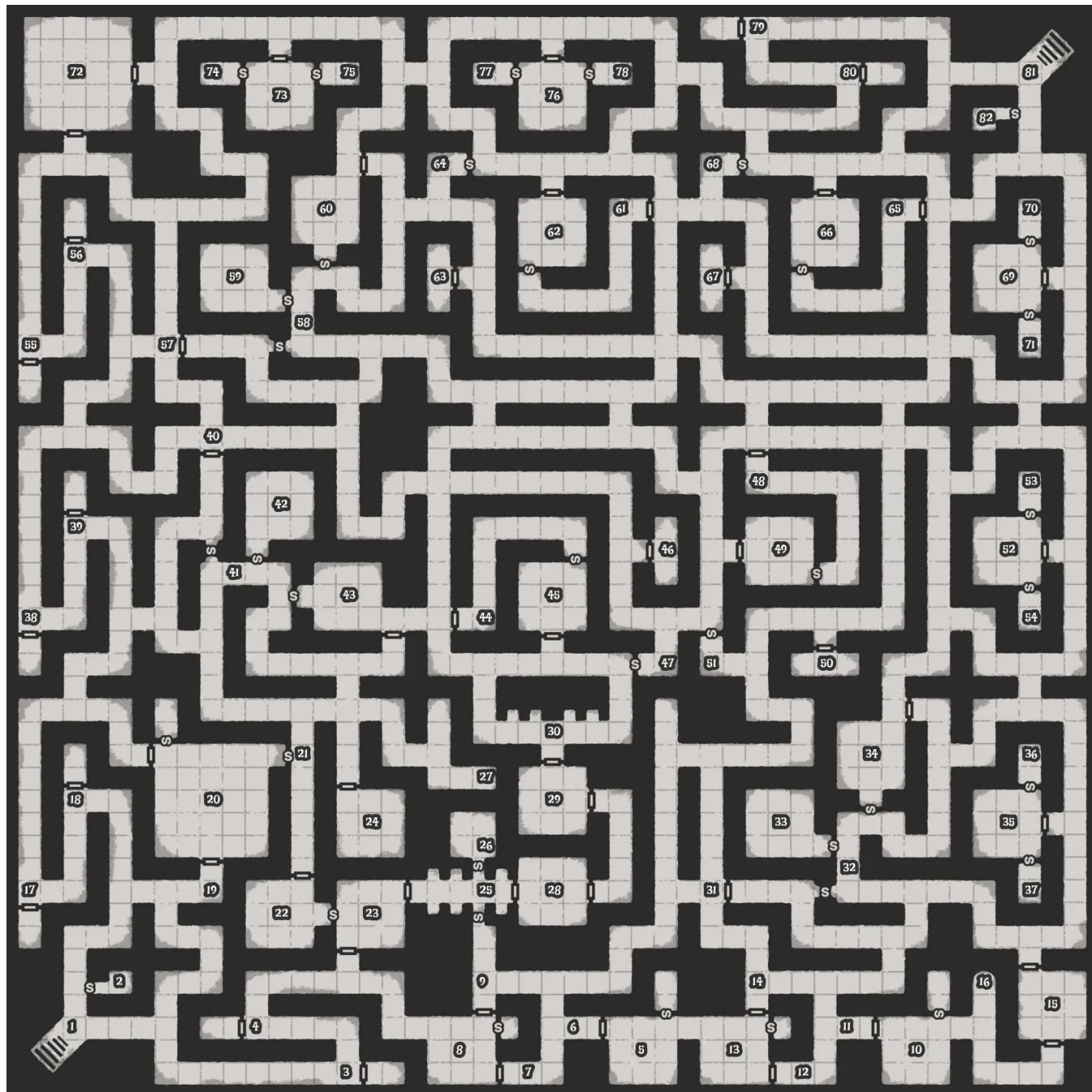
### Yellow Mould

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**Armour Class:** No hit roll required **Hit Dice:** 2  
**Attacks:** 1 × spores (1d6 + choking) **THACO:** 18  
 [+1] **Movement:** 0 **Saving Throws:** D12 W13  
 P14 B15 S16 (2) **Morale:** 12 **Alignment:** Neutral  
**XP:** 25

- 
- There is no hoard.
  - There’s also a torn quiver near the wall on the far end and some ripped pieces of old rope next to it

# LAIR OF THE HIDDEN PITS



## 1 : DUNGEON ENTRANCE

These stairs into the dungeon are under a wooden trapdoor buried 5

feet in the ground.

- There's also a rusty short sword near the wall on the left and some ripped pieces of old rope next to it

- Searching will uncover a small wooden box holding the None
- There's a **crank lever** that can open the secret door in area 2 (west)

- There is no hoard.
- There's also a used flask of oil near the wall on the right and some dry remains of food spread all over the place
- There's a **pressure plate lever** that can open the secret door in area 35 (south)

## 2 : SECRET CHAMBER

### DOORWAYS

- **West** side - secret door (operated by a crank lever somewhere in the dungeon)

### DESCRIPTION

This area is dark and cold and there are several spots of yellow ooze on the ground. There's also a foul smell of decay and rot.

- There are 7 Pit Vipers inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Pit Viper

**Armour Class:** 6 [13] **Hit Dice:** 2 **Attacks:** 1 × bite (1d4 + poison) **THACO:** 18 [+1]  
**Movement:** 90' (30') **Saving Throws:** D12 W13 P14 B15 S16 (1) **Morale:** 7 **Alignment:** Neutral **XP:** 25

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## 3 : LABORATORY

### DOORWAYS

- **East** side - round wooden door (**Half-broken**).

### DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are some burn marks on the ground. Faint colorful light is emitting from the ground.

- There are a few dozen of colorful bioluminescent mushrooms growing from cracks in the ground. Anyone consuming these will gain the same effect as if they consumed a Potion of Control Plant
- There's also a rusty short sword near the wall on the left and some broken pieces of wood next to it
- Searching will uncover an old leather pouch holding the key

(♁) to unlock the rectangular iron door (to the east) in area 72

- An old dark leather bag contains **Serveta Aclehilde's** (from **Narouk**) **Decorated Sword** (actually a **Sword +1, +3 vs Undead**)

## 4 : PANTRY

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- **West** side - rectangular bronze door (**Barricaded**).

### DESCRIPTION

You hear water drops falling to the ground and there are several spots of green rot on the walls. There are some big jars near the far wall.

- There's a 2-in-6 chance the jars contain **500gp** ▪ **Sword +1** ▪ **Potion of Polymorph Self** ▪ **Potion of Control Giant**

Otherwise, this place was already looted earlier.

- There's also a burnt torch in the near corner and some dry

remains of food spread all over the place

- Searching will uncover a nook in the wall holding the key (⌘) to unlock the rectangular iron door (to the north) in area 8
- There's a **crank lever** that can open the secret door in area 20 (north)

## 5 : SHRINE

### FORESHADOWING

- There's a good chance players could sense the vile **stench** that the **Yellow Moulds** are emitting from inside this area.

### DOORWAYS

- **West** side - rectangular iron door (**Locked ♀**).
- **North** side - secret door (operated by a passphrase).

### DESCRIPTION

This area stinks from excrements and there are several blood stains on the ground. There's also a very strong acidic stench here, making breathing almost unbearable.

- There are 4 Yellow Moulds inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

## Yellow Mould

**Armour Class:** No hit roll required **Hit Dice:** 2  
**Attacks:** 1 × spores (1d6 + choking) **THACO:** 18  
[+1] **Movement:** 0 **Saving Throws:** D12 W13  
P14 B15 S16 (2) **Morale:** 12 **Alignment:** Neutral  
**XP:** 25

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- There is no hoard.
- There's also a torn quiver in the near corner and some ripped pieces of old rope spread all over the place
- Searching will uncover a nook in the wall holding the key (V) to unlock the rectangular iron door (to the east) in area 8
- There's a **rope-pull lever** that can open the secret door in area 25 (south)

The secret door on the north is leading to a secret chamber:

## DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are a few cracks on the walls. You spot something quite big lying on the floor.

- Lying on the floor is a **dust**

**covered human skeleton.**

Searching it will uncover: **70gp**

- **Potion of Polymorph Self**
- There's also an old, ripped backpack near the wall on the far end and some torn pieces of clothing next to it
- Searching will uncover an old hollow torch holding the key (E) to unlock the rectangular iron door (to the south) in area 17

## 6 : ENTRANCE TO THE SHRINE

- **East** side - rectangular iron door (Locked ♀).

## 7 : ENTRANCE TO THE TORTURE CHAMBER

- **West** side - rectangular iron door (Locked V).

## 8 : TORTURE CHAMBER

### DOORWAYS

- **East** side - rectangular iron door (Locked V).
- **North** side - rectangular iron door (Locked R).

### DESCRIPTION

This area stinks from excrements and there are several spots of green rot on the ceiling. There's something lying on the floor.

- Lying on the floor is a **rotting goblin corpse**. Searching it will uncover: **80gp** ▪ **Potion of Control Plant**
- There's also a burnt torch in the near corner and some ripped pieces of old rope spread all over the place
- Searching will uncover a small wooden box holding the key (🗝️) to unlock the rectangular iron door (to the west) in area 5

## 9 : NORTH ENTRANCE TO THE TORTURE CHAMBER

- **South** side - rectangular iron door (**Locked 🔒**).

## 10 : TORTURE CHAMBER

### FORESHADOWING

- A successful listening roll will also reveal a faint **sound of crying** coming from inside this area.

### DOORWAYS

- **West** side - arched marble door (**Half-broken**).

- **North** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

### DESCRIPTION

A vile smell of rot welcomes you and there are a few blood stains on the walls. You spot something quite big lying on the floor and a person is chained to the wall.

- Lying on the floor is a **rotting human corpse**. Searching it will uncover: **270gp** ▪ **Armour +1, Shield +2**
- There's also a burnt torch in the near corner and some torn pieces of clothing spread all over the place
- The **chained person** is **Audrada of Jaluba's nephew** from Narouk

The secret door on the north is leading to a secret chamber:

### DESCRIPTION



This area stinks from excrements and there are a few blood stains on the ground. There's also a very strong acidic stench here, making breathing almost unbearable.

- There's a Yellow Mould inside. It will attack anyone stepping in.

The noises it makes could be heard if listening from outside.

### Yellow Mould

**Armour Class:** No hit roll required **Hit Dice:** 2  
**Attacks:** 1 × spores (1d6 + choking) **THACO:** 18  
 [+1] **Movement:** 0 **Saving Throws:** D12 W13  
 P14 B15 S16 (2) **Morale:** 12 **Alignment:** Neutral  
**XP:** 25

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- There is no hoard.
- There's also an old, ripped backpack near the wall on the far end and some ripped pieces of old rope next to it
- There's a **pressure plate lever** that can open the secret door in area 10 (north)

## 11 : ENTRANCE TO THE TORTURE CHAMBER

- **East** side - arched marble door (**Half-broken**).

## 12 : ENTRANCE TO THE

## CEREMONIAL CHAMBER

- **West** side - arched iron door (**Barricaded**).

## 13 : CEREMONIAL CHAMBER

### DOORWAYS

- **East** side - arched iron door (**Barricaded**).
- **North** side - rectangular wooden door (**Stuck**).

### DESCRIPTION

This area is dark and cold and there are some spots of green rot on the ground. You spot something quite big lying on the floor.

- Lying on the floor is a **rotting goblin corpse**. Searching it will uncover: **10gp** ▪ **Potion of Diminution**
- There's also a torn quiver in the far corner and some dry remains of food next to it
- Searching will uncover a nook in the wall holding the key (🔑) to unlock the round bronze door (to the north) in area 50
- There's a **pressure plate lever** that can open the secret door in area 35 (north)

## 14 : NORTH ENTRANCE TO THE CEREMONIAL CHAMBER

- **South** side - rectangular wooden door (**Stuck**).

## 15 : LIBRARY

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Black Widows** are making inside this area.

### DOORWAYS

- **South** side - round wooden door (**Half-broken**)
- **North** side - odd-shaped iron door (**Half-broken**)

### DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are a few blood stains on the ground. There's also a foul smell of decay and rot.

- There are 3 Black Widows inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

## Black Widow

**Armour Class:** 6 [13] **Hit Dice:** 3 **Attacks:** 1 × bite (2d6 + poison) **THACO:** 17 [+2]  
**Movement:** 60' (20') / 120' (40') in webs  
**Saving Throws:** D12 W13 P14 B15 S16 (2)  
**Morale:** 8 **Alignment:** Neutral **XP:** 50

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- Monster Hoard: **Potion of Longevity** ▪ **Potion of Clairaudience** ▪ **Potion of Control Animal**
- There's also a used flask of oil in the far corner and some ripped pieces of old rope next to it
- There's a **pressure plate lever** that can open the secret door in area 25 (north)

## 16 : WATER FOUNTAIN

Clear water are coming out of the wall here.

## 17 : CEREMONIAL CHAMBER

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- **South** side - rectangular iron door (**Locked E**).

### DESCRIPTION

A vile smell of rot welcomes you and there are some cracks on the walls. There is a big jar near the far wall.

- There's a 2-in-6 chance the jar contains **4300gp** ▪ **3 gems** worth **610gp** in total ▪ **Cursed Armour -2** ▪ **Potion of Gaseous Form** ▪ **Potion of Control Dragon**

Otherwise, this place was already looted earlier.

- There's also an old broken mirror near the wall on the right and some rotting remains of food spread all over the place
- There's a **crank lever** that can open the secret door in area 41 (east)

## 18 : LABORATORY

### FORESHADOWING

- When listening from outside, **footsteps** can be faintly heard from inside this area.

### DOORWAYS

- **North** side - rectangular iron door (**Barricaded**).

### DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are several claw marks on the walls. You see glowing eyes staring at you from inside.

- There's a Gnoll inside. Roll or decide for reaction.

The noises it makes could be heard if listening from outside.

### Gnoll

---

**Armour Class:** 5 [14] **Hit Dice:** 2 **Attacks:** 1 × weapon (2d4 or by weapon + 1) **THACO:** 18 [+1] **Movement:** 90' (30') **Saving Throws:** D12 W13 P14 B15 S16 (2) **Morale:** 8 **Alignment:** Chaotic **XP:** 20 (leader: 35)

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- **Monster Hoard: 3000gp** ▪ **Cursed Shield -2** ▪ **Ring of Invisibility** ▪ **Potion of Control Undead**
  - There's also a used flask of oil near the wall on the left and some torn pieces of clothing next to it
  - Searching will uncover an old leather pouch holding the key (5°) to unlock the round marble door (to the east) in area 63

## 19 : CORRIDOR

- There's a odd-shaped bronze



## DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are some burn marks on the ceiling. There's also a foul smell of decay and rot.

- There are 3 Black Widows inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Black Widow

**Armour Class:** 6 [13] **Hit Dice:** 3 **Attacks:** 1 × bite (2d6 + poison) **THACO:** 17 [+2]  
**Movement:** 60' (20') / 120' (40') in webs  
**Saving Throws:** D12 W13 P14 B15 S16 (2)  
**Morale:** 8 **Alignment:** Neutral **XP:** 50

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- **Monster Hoard: 1030gp** ▪ **Sword +1, +3 vs Dragons** ▪ **Wand of Fear** ▪ **Potion of Polymorph Self**
- There's also a used flask of oil near the wall on the left and some torn pieces of clothing next to it
- Searching will uncover a nook in the wall holding the key (🗝️) to unlock the rectangular bronze door (to the north) in area 22
- There's a **crank lever** that can

open the secret door in area 58 (west)

## 23 : CRYPT

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.
- A successful listening roll will also reveal a faint **sound of crying** coming from inside this area.

### DOORWAYS

- **South** side - arched iron door (**Stuck**)
- **West** side - a secret door (operated by a passphrase)
- **East** side - a rectangular marble door (**Stuck**)

## DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are some blood stains on the ground. There are some small barrels near the far wall and a person is chained to the wall.

- There's a 2-in-6 chance the barrels contain **Sword +1, Light** ▪ **Potion of Control Undead** ▪

## Potion of Polymorph Self

Otherwise, this place was already looted earlier.

- There's also an old broken mirror near the wall on the far end and some traces of fur spread all over the place
- There's a **rope-pull lever** that can open the secret door in area 20 (east)
- The **chained person** is **Beneta Reinberga's son** from Kaldar

## 24 : CEREMONIAL CHAMBER

### DOORWAYS

- **north** - triangle iron door (**Half-broken**)

### DESCRIPTION

A vile smell of rot welcomes you and there are a few claw marks on the ceiling. There's something lying on the floor.

- Lying on the floor is a **rotting human corpse**. Searching it will uncover: **Potion of Fire Resistance**
- There's also a used flask of oil near the wall on the left and some garlic leftovers next to it

## 25 : ALCOVED CORRIDOR

- **South** side - a secret door (operated by a rope-pull lever somewhere in the dungeon) in an alcove.
- **North** side - a secret door (operated by a pressure plate lever somewhere in the dungeon) in an alcove, leading to area 26.

## 26 : CEREMONIAL CHAMBER

### DOORWAYS

- A secret door (operated by a pressure plate lever somewhere in the dungeon) on the **south** wall is the only way in.

### DESCRIPTION

The air in this area is dense and misty and there are several blood stains on the walls. You spot something quite big lying on the floor.

- Lying on the floor is a **rotting human corpse**. Searching it will uncover: **500gp** ▪ **Potion of Heroism**
- There's also a torn quiver in the near corner and some garlic leftovers next to it
- Searching will uncover an old hollow torch holding the key (Ⓞ)

to unlock the triangle marble door (to the east) in area 28

## 27 : DEAD END

## 28 : CRYPT

### DOORWAYS

- **West** side - a round bronze door (**Barricaded**)
- **East** side - a triangle marble door (**Locked** 🔒)

### DESCRIPTION

You hear water drops falling to the ground and there are several spots of green rot on the walls. You spot something quite big lying on the floor.

- Lying on the floor is a **rotting goblin corpse**. Searching it will uncover: **Armour +1, Shield +1**
- There's also an old, ripped backpack near the wall on the right and some dry remains of food spread all over the place

## 29 : PANTRY

### DOORWAYS

- **West** side - a triangle wooden door (**Half-broken**)
- **East** side - a odd-shaped wooden

door (**Stuck**)

### DESCRIPTION

This area is dark and cold and there are several cracks on the ground. Faint colorful light is emitting from the ground.

- A few dozen of blue, red and yellow bioluminescent mushrooms are growing from cracks in the ground. Anyone consuming them will suffer a severe stomach ache and a -2 penalty to any roll for 1d6 turns
- There's also a used flask of oil near the wall on the left and some garlic leftovers next to it
- There's a **crank lever** that can open the secret door in area 32 (north)

## 30 : ALCOVED CORRIDOR

- **South** side - a odd-shaped wooden door (**Stuck**) leading into area 29.

## 31 : CORRIDOR DOOR

- There's a rectangular bronze door (**Half-broken**)

## 32 : SECRET DOORS

- There's a secret door (operated by

a rope-pull lever somewhere in the dungeon) on the west wall. The door is a shortcut to a connected corridor.

- There's another secret door (operated by a passphrase) on the west wall. This is the only way into the room at 33
- A third secret door (operated by a crank lever somewhere in the dungeon) on the north wall is connected to the room at 34

## 33 : LABORATORY

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- There's a secret door (operated by a passphrase) on the east wall. This is the only way in and out of this room.

### DESCRIPTION

You hear water drops falling to the ground and there are a few cracks on the ground. There is a small crate near the far wall.

- There's a 2-in-6 chance the crate

contains **Wand of Fear** ▪ **Potion of Fire Resistance** ▪ **Potion of Delusion**

Otherwise, this place was already looted earlier.

- There's also an old broken mirror near the wall on the left and some broken pieces of wood next to it

## 34 : CRYPT

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- There's a secret door (operated by a crank lever somewhere in the dungeon) inside the alcove on the south wall.
- There's a rectangular wooden door (**Half-broken**).

### DESCRIPTION

This area stinks from excrements and there are some cracks on the ceiling. There are some very big crates near the far wall.

- There's a 2-in-6 chance the crates contain **4500gp** ▪ **1 jewellery items** worth **700gp** in total ▪



**Sword +1 ▪ Potion of Control  
Plant ▪ Potion of ESP**

Otherwise, this place was already looted earlier.

- There's also an old, ripped backpack near the wall on the far end and some garlic leftovers spread all over the place
- Searching will uncover a goat's skull holding the key (🔑) to unlock the arched iron door (to the south) in area 45
- There's a **rope-pull lever** that can open the secret door in area 32 (west)

## 35 : LIBRARY

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **East** side - odd-shaped wooden door (**Stuck**).
- **North** side - secret door (operated by a pressure plate lever somewhere in the dungeon).
- **South** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are several blood stains on the walls. There are some big jars near the far wall.

- There's a 2-in-6 chance the jars contain **3100gp ▪ Potion of Gaseous Form ▪ Potion of Growth ▪ Potion of Polymorph Self**

Otherwise, this place was already looted earlier.

- There's also a burnt torch in the near corner and some ripped pieces of old rope spread all over the place

## 36 : CEREMONIAL CHAMBER

### DOORWAYS

- **South** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

### DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are some spots of green rot on the walls. You spot something quite big lying on the floor.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **300gp**
  - **Potion of Heroism**
- There's also a rusty short sword near the wall on the left and some torn pieces of clothing next to it

## 37 : PANTRY

### FORESHADOWING

- When listening from outside, **speaking Troglodytes** can be faintly heard from inside this area.

### DOORWAYS

- **South** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

### DESCRIPTION

This area is dark and cold and there are some burn marks on the walls. You see glowing eyes staring at you from inside.

- There are 5 Troglodytes inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Troglodyte

**Armour Class:** 5 [14] **Hit Dice:** 2 **Attacks:** Att 2 x claw (1d4), 1 x bite (1d4) **THACO:** 18 [+1]  
**Movement:** 120' (40') **Saving Throws:** D12 W13 P14 B15 S16 (2) **Morale:** 9 **Alignment:** Chaotic **XP:** 25

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- **Monster Hoard: 2000gp** ▪ **18 gems** worth **1360gp** in total ▪ **17 jewellery items** worth **15100gp** in total ▪ **Potion of Delusion** ▪ **Armour +1** ▪ **Sword +1**
- There's also an old, ripped backpack near the wall on the left and some torn pieces of clothing next to it
- There's a **pressure plate lever** that can open the secret door in area 41 (north)

## 38 : LABORATORY

## DOORWAYS

- **South** side - arched bronze door (**Stuck**).

## DESCRIPTION

You hear water drops falling to the ground and there are several spots of yellow ooze on the ceiling. Faint colorful light is emitting from the ground.

- There are countless colorful bioluminescent mushrooms growing from cracks in the ground. Anyone consuming these will gain the same effect as if they consumed a Potion of Growth
- There's also a used flask of oil near the wall on the right and some traces of fur spread all over the place
- Searching will uncover a crack in the floor holding the key (Ÿ) to unlock the rectangular bronze door (to the east) in area 65

## 39 : LABORATORY

### DOORWAYS

- **North** side - rectangular iron door (**Barricaded**).

### DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are several blood stains on the ground. You spot something quite big lying on the floor.

- Lying on the floor is a **rotting goblin corpse**. Searching it will uncover: **Armour +3**
- There's also a burnt torch near the wall on the right and some traces of fur spread all over the place
- Searching will uncover a cloth wrap under a stone holding the key (∇B) to unlock the rectangular wooden door (to the west) in area 44

## 40 : CORRIDOR DOOR

- There's a rectangular iron door (**Stuck**)

## 41 : SECRET DOORS

- There's a secret door (operated by a pressure plate lever somewhere in the dungeon) on the north wall. The door is a shortcut to a connected corridor.
- There's another secret door (operated by a passphrase) on the north wall. This is the only way

into the room at 42

- A third secret door (operated by a crank lever somewhere in the dungeon) on the east wall is connected to the room at 43

## 42 : TORTURE CHAMBER

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- There's a secret door (operated by a passphrase) on the south wall. This is the only way in and out of this room.

### DESCRIPTION

You hear water drops falling to the ground and there are some spots of yellow ooze on the ground. There are some very big chests near the far wall.

- There's a 2-in-6 chance the chests contain **2500gp** ▪ **Sword +3** ▪ **Potion of Speed** ▪ **Potion of Invisibility**

Otherwise, this place was already looted earlier.

- There's also an old, ripped backpack near the wall on the left and some broken pieces of wood next to it

## 43 : PANTRY

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- There's a secret door (operated by a crank lever somewhere in the dungeon) inside the alcove on the west wall.
- There's a rectangular wooden door (**Half-broken**).

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are some claw marks on the walls. There are some large bags near the far wall.

- There's a 2-in-6 chance the bags contain **1000gp** ▪ **6 gems** worth **1260gp** in total ▪ **Armour +3**, **Shield +1** ▪ **Potion of Longevity** ▪ **Potion of Flying**

Otherwise, this place was already looted earlier.

- There's also an old, ripped backpack near the wall on the left and some broken pieces of wood next to it
- There's a **pressure plate lever** that can open the secret door in area 66 (south)

## 44 : CORRIDOR

- rectangular wooden door (**Locked** **VB**) It is leading to the room in 45

## 45 : CRYPT

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- **South** side - arched iron door (**Locked** **III**).
- There's a secret door (operated by a passphrase) on the **north** wall.

### DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are a few spots of green rot on the ground. There is a big crate near the far wall.

- There's a 2-in-6 chance the crate

contains **Potion of Invisibility** ▪ **Potion of Delusion** ▪ **Potion of Fire Resistance**

Otherwise, this place was already looted earlier.

- There's also a rusty short sword near the wall on the right and some traces of fur next to it
- Searching will uncover a cloth wrap under a stone holding the key (**VF**) to unlock the arched wooden door (to the east) in area 69

## 46 : TORTURE CHAMBER

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Oil Beetle** is making inside this area.

### DOORWAYS

- **West** side - triangle wooden door (**Barricaded**)

### DESCRIPTION

A vile smell of rot welcomes you and there are a few blood stains on the ground. There's also a foul smell of decay and rot.

- There's an Oil Beetle inside. It will attack anyone stepping in.

The noises it makes could be heard if listening from outside.

## Oil Beetle

**Armour Class:** 4 [15] **Hit Dice:** 2 **Attacks:** 1 × bite (1d6) **THACO:** 18 [+1] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14B15 S16 (1) **Morale:** 8 **Alignment:** Neutral **XP:** 25

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- There is no hoard.
- There's also a burnt torch near the wall on the right and some torn pieces of clothing next to it
- Searching will uncover a crack in the floor holding the key (⊕) to unlock the arched bronze door (to the west) in area 49

## 47 : SECRET DOOR TO THE CORRIDOR

### DOORWAYS

- **West** side - a secret door (operated by a passphrase)

## 48 : CORRIDOR

- rectangular bronze door (**Half-broken**) It is leading to the room in 49

## 49 : SHRINE

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

## DOORWAYS

- **West** side - arched bronze door (**Locked** ⊕).
- There's a secret door (operated by a passphrase) on the **east** wall.

## DESCRIPTION

This area is dark and cold and there are a few spots of green rot on the ground. There is a very big jar near the far wall.

- There's a 2-in-6 chance the jar contains **510gp** ▪ **Potion of Control Dragon** ▪ **Potion of Control Plant** ▪ **Potion of Delusion**

Otherwise, this place was already looted earlier.

- There's also a rusty short sword in the near corner and some garlic leftovers spread all over the place

## 50 : LIBRARY

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Giant Vampire Bats** are making inside this area.

### DOORWAYS

- **North** side - round bronze door (**Locked** ⚔)

## DESCRIPTION

It is dark and damp here and there are some cracks on the ground. There's also a foul smell of decay and rot.

- There are 10 Giant Vampire Bats inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Giant Vampire Bat

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**Armour Class:** 6 [13] **Hit Dice:** 2 **Attacks:** 1 × bite (1d4 + unconsciousness) **THACO:** 18 [+1]  
**Movement:** 30' (10') / 180' (60') flying **Saving**  
**Throws:** D12W13 P14 B15 S16 (1) **Morale:** 8  
**Alignment:** Neutral **XP:** 20

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- There is no hoard.
- There's also an old, ripped backpack near the wall on the far end and some garlic leftovers spread all over the place

## 51 : SECRET DOOR TO THE CORRIDOR

### DOORWAYS

- **North** side - a secret door (operated by a passphrase)

## 52 : CRYPT

### DOORWAYS

- **East** side - arched wooden door (**Stuck**).
- **North** side - secret door (operated by a passphrase).
- **South** side - secret door (operated by a passphrase).

## DESCRIPTION

This area is dark and cold and there are a few burn marks on the walls. There's something lying on the floor.

- Lying on the floor is a **rotting human corpse**. Searching it will uncover: **10gp** ▪ **3 gems** worth **560gp** in total ▪ **Shield +1**
- There's also a torn quiver near the wall on the right and some torn pieces of clothing next to it

## 53 : CRYPT

### DOORWAYS

- **South** side - secret door (operated by a passphrase).

## DESCRIPTION

The air in this area is dense and misty and there are some burn marks on the ceiling. Faint colorful light is emitting from the ground.

- Countless blue, red and yellow bioluminescent mushrooms are growing from cracks in the ground. Anyone consuming them might be severely poisoned (1d4 of damage until a successful saving throw per turn)
- There's also a burnt torch in the near corner and some torn pieces of clothing next to it
- There's a **pressure plate lever** that can open the secret door in area 62 (south)

## 54 : LABORATORY

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **South** side - secret door (operated by a passphrase).

### DESCRIPTION

This area is dark and cold and there are some claw marks on the walls. There is a large crate near the far wall.

- There's a 2-in-6 chance the crate contains **2000gp** ▪ **Shield +2** ▪ **Potion of Control Animal** ▪ **Potion of Control Animal**

Otherwise, this place was already looted earlier.

- There's also a rusty short sword near the wall on the right and some traces of fur next to it

## 55 : LIBRARY

### FORESHADOWING

- There's a good chance players could sense the vile **stench** that the **Yellow Mould** is emitting from inside this area.

### DOORWAYS

- **South** side - rectangular wooden door (**Stuck**).

### DESCRIPTION



This area stinks from excrements and there are a few cracks on the walls. There's also a very strong acidic stench here, making breathing almost unbearable.

- There's a Yellow Mould inside. It will attack anyone stepping in.

The noises it makes could be heard if listening from outside.

## Yellow Mould

**Armour Class:** No hit roll required **Hit Dice:** 2  
**Attacks:** 1 × spores (1d6 + choking) **THACO:** 18  
[+1] **Movement:** 0 **Saving Throws:** D12 W13  
P14 B15 S16 (2) **Morale:** 12 **Alignment:** Neutral  
**XP:** 25

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- There is no hoard.
- There's also an old, ripped backpack near the wall on the far end and some broken pieces of wood next to it
- A wooden barrel contains **Mauger Altafrons's** (from **Kaldar**) **Decorated Sword** (actually a **Sword +1, +2 vs Lycanthropes**)

## 56 : PANTRY

### FORESHADOWING

- There's a good chance players could sense the vile **stench** that

the **Yellow Moulds** are emitting from inside this area.

### DOORWAYS

- **North** side - rectangular wooden door (**Barricaded**).

### DESCRIPTION

This area is dark and cold and there are several cracks on the walls. There's also a very strong acidic stench here, making breathing almost unbearable.

- There are 5 Yellow Moulds inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

## Yellow Mould

**Armour Class:** No hit roll required **Hit Dice:** 2  
**Attacks:** 1 × spores (1d6 + choking) **THACO:** 18  
[+1] **Movement:** 0 **Saving Throws:** D12 W13  
P14 B15 S16 (2) **Morale:** 12 **Alignment:** Neutral  
**XP:** 25

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- There is no hoard.
- There's also a burnt torch near the wall on the far end and some ripped pieces of old rope spread all over the place

- There's a **crank lever** that can open the secret door in area 73 (west)

## 57 : CORRIDOR DOOR

- There's a arched wooden door (**Half-broken**)

## 58 : SECRET DOORS

- There's a secret door (operated by a crank lever somewhere in the dungeon) on the west wall. The door is a shortcut to a connected corridor.
- There's another secret door (operated by a passphrase) on the west wall. This is the only way into the room at 59
- A third secret door (operated by a passphrase) on the north wall is connected to the room at 60

## 59 : LIBRARY

### DOORWAYS

- There's a secret door (operated by a passphrase) on the east wall. This is the only way in and out of this room.

### DESCRIPTION

This area is dark and cold and there are a few blood stains on the ground. Faint colorful light is emitting from the ground.

- There are countless colorful bioluminescent mushrooms growing from cracks in the ground. Anyone consuming these will gain the same effect as if they consumed a Potion of Longevity
- There's also an old, ripped backpack near the wall on the far end and some dry remains of food spread all over the place

## 60 : CRYPT

### DOORWAYS

- There's a secret door (operated by a passphrase) inside the alcove on the south wall.
- There's a triangle bronze door (**Stuck**).

### DESCRIPTION

This area is dark and cold and there are a few burn marks on the ground. Faint colorful light is emitting from the ground.

- Countless blue, red and yellow

bioluminescent mushrooms are growing from cracks in the ground. Anyone consuming them will be paralyzed with mind twisting hallucinations for 1d6 turns

- There's also an old broken mirror near the wall on the right and some ripped pieces of old rope spread all over the place

## 61 : CORRIDOR

- triangle wooden door (**Half-broken**) It is leading to the room in 62

## 62 : CEREMONIAL CHAMBER

### DOORWAYS

- **North** side - round marble door (**Half-broken**).
- There's a secret door (operated by a pressure plate lever somewhere in the dungeon) on the **south** wall.

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are a few spots of yellow ooze on the walls. Faint colorful light is emitting from the ground.

- Countless green and purple bioluminescent mushrooms are growing from cracks in the ground. Anyone consuming them will be paralyzed with mind twisting hallucinations for 1d6 turns
- There's also a burnt torch in the near corner and some traces of fur next to it
- There's a **rope-pull lever** that can open the secret door in area 73 (east)

## 63 : SHRINE

### FORESHADOWING

- There's a good chance players could sense the vile **stench** that the **Green Slime** is emitting from inside this area.

### DOORWAYS

- **East** side - round marble door (**Locked 5**)

### DESCRIPTION

The air in this area is dense and misty and there are several claw marks on the ground. There's also a very strong acidic stench here, making breathing almost unbearable.

- There's a Green Slime inside. It

will attack anyone stepping in.

The noises it makes could be heard if listening from outside.

### Green Slime

**Armour Class:** No hit roll required **Hit Dice:** 2  
**Attacks:** 1 × touch (consume flesh) **THACO:** 18  
[+1] **Movement:** 3' (1') **Saving Throws:** D12  
W13 P14 B15 S16 (1) **Morale:** 12 **Alignment:**  
Neutral **XP:** 25

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- There is no hoard.
- There's also a used flask of oil near the wall on the far end and some dry remains of food next to it

## 64 : SECRET DOOR TO THE CORRIDOR

### DOORWAYS

- **East** side - a secret door (operated by a passphrase)

## 65 : CORRIDOR

- rectangular bronze door (**Locked** ) It is leading to the room in 66

## 66 : TORTURE CHAMBER

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- **North** side - arched bronze door

(**Stuck**).

- There's a secret door (operated by a pressure plate lever somewhere in the dungeon) on the **south** wall.

### DESCRIPTION

A vile smell of rot welcomes you and there are some claw marks on the ceiling. There are some very big bags near the far wall.

- There's a 2-in-6 chance the bags contain **4000gp** ▪ **Wand of Trap Detection** ▪ **Potion of Control Giant** ▪ **Potion of Diminution**

Otherwise, this place was already looted earlier.

- There's also an old, ripped backpack in the near corner and some dry remains of food spread all over the place

## 67 : SHRINE

### DOORWAYS

- **East** side - arched bronze door (**Stuck**)

### DESCRIPTION

This area stinks from excrements and there are several cracks on the ceiling. You spot something quite big lying on the floor.

You hear water drops falling to the ground and there are a few blood stains on the walls. Faint colorful light is emitting from the ground.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **20gp**
  - **Potion of Longevity**
- There's also a rusty short sword near the wall on the left and some torn pieces of clothing spread all over the place

## 68 : SECRET DOOR TO THE CORRIDOR

### DOORWAYS

- **East** side - a secret door (operated by a passphrase)

## 69 : SHRINE

### DOORWAYS

- **East** side - arched wooden door (**Locked**  $\nabla$ ).
- **North** side - secret door (operated by a passphrase).
- **South** side - secret door (operated by a passphrase).

### DESCRIPTION

- Countless green and purple bioluminescent mushrooms are growing from cracks in the ground. Anyone consuming them will be paralyzed with mind twisting hallucinations for 1d6 turns
- There's also an old, ripped backpack in the near corner and some rotting remains of food next to it
- There's a **crank lever** that can open the secret door in area 76 (west)

## 70 : LIBRARY

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Carcass Crawlers** are making inside this area.

### DOORWAYS

- **South** side - secret door (operated by a passphrase).

### DESCRIPTION

It is dark and damp here and there are some spots of green rot on the ground. There's also a foul smell of decay and rot.

- There are 2 Carcass Crawlers inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Carcass Crawler

**Armour Class:** 7 [12] **Hit Dice:** 3+1 **Attacks:** 8 × tentacle (paralysis) **THACO:** 16 [+3]  
**Movement:** 120' (40') **Saving Throws:** D12  
W13 P14 B15 S16 (2) **Morale:** 9 **Alignment:**  
Neutral **XP:** 75

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- Monster Hoard: **30gp** ▪ **3 jewellery items** worth **3100gp** in total ▪ **Staff of Withering**
- There's also an old broken mirror in the far corner and some broken pieces of wood next to it
- A wooden barrel contains **Berlinde Hildesinde's** (from **Kaldar**) **Horn** (actually a **Horn of Blasting**)

## 71 : CEREMONIAL CHAMBER

### DOORWAYS

- **South** side - secret door (operated

by a passphrase).

### DESCRIPTION

A vile smell of rot welcomes you and there are a few cracks on the ceiling. Faint colorful light is emitting from the ground.

- Countless green and purple bioluminescent mushrooms are growing from cracks in the ground. Anyone consuming them will suffer a severe stomach ache and a -2 penalty to any roll for 1d6 turns
- There's also a burnt torch near the wall on the far end and some ripped pieces of old rope spread all over the place

## 72 : PANTRY

### FORESHADOWING

- There's a good chance players could sense the vile **stench** that the **Yellow Moulds** are emitting from inside this area.

### DOORWAYS

- **South** side - arched marble door (**Barricaded**)
- **East** side - rectangular iron door (**Locked ♂**)

## DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are some spots of green rot on the ground. There's also a very strong acidic stench here, making breathing almost unbearable.

- There are 7 Yellow Moulds inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Yellow Mould

**Armour Class:** No hit roll required **Hit Dice:** 2  
**Attacks:** 1 × spores (1d6 + choking) **THACO:** 18  
**[+1] Movement:** 0 **Saving Throws:** D12 W13  
 P14 B15 S16 (2) **Morale:** 12 **Alignment:** Neutral  
**XP:** 25

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- There is no hoard.
- There's also an old, ripped backpack near the wall on the left and some broken pieces of wood spread all over the place

## FORESHADOWING

- There's a good chance players could sense the vile **stench** that the **Yellow Moulds** are emitting from inside this area.

## DOORWAYS

- **North** side - arched bronze door (**Stuck**).
- **West** side - secret door (operated by a crank lever somewhere in the dungeon).
- **East** side - secret door (operated by a rope-pull lever somewhere in the dungeon).

## DESCRIPTION

You hear water drops falling to the ground and there are several spots of yellow ooze on the walls. There's also a very strong acidic stench here, making breathing almost unbearable.

- There are 6 Yellow Moulds inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Yellow Mould

**Armour Class:** No hit roll required **Hit Dice:** 2  
**Attacks:** 1 × spores (1d6 + choking) **THACO:** 18  
**[+1] Movement:** 0 **Saving Throws:** D12 W13

P14 B15 S16 (2) **Morale:** 12 **Alignment:** Neutral  
**XP:** 25

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- There is no hoard.
- There's also an old, ripped backpack near the wall on the left and some dry remains of food next to it

## 74 : CEREMONIAL CHAMBER

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Stirges** are making inside this area.

### DOORWAYS

- **East** side - secret door (operated by a crank lever somewhere in the dungeon).

### DESCRIPTION

The air in this area is dense and misty and there are several claw marks on the ceiling. Looking down, you realize you just stepped into a pool of blood.

- There are 9 Stirges inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Stirge

**Armour Class:** 7 [12] **Hit Dice:** 1 **Attacks:** 1 × beak (1d3 + blood sucking) **THACO:** 19 [0]  
**Movement:** 30' (10') / 180' (60') flying **Saving**  
**Throws:** D12 W13 P14 B15 S16 (2) **Morale:** 9  
**Alignment:** Neutral **XP:** 13

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- Monster Hoard: **800gp** ▪ **Ring of Spell Turning** ▪ **Ring of Weakness** ▪ **Potion of Control Plant**
- There's also a burnt torch in the far corner and some ripped pieces of old rope spread all over the place

## 75 : LIBRARY

### DOORWAYS

- **East** side - secret door (operated by a rope-pull lever somewhere in the dungeon).

### DESCRIPTION



This area stinks from excrements and there are some blood stains on the walls. You spot something quite big lying on the floor.

- Lying on the floor is a **rotting goblin corpse**. Searching it will uncover: **Potion of Control Undead**
- There's also a torn quiver in the far corner and some broken pieces of wood spread all over the place

## 76 : SHRINE

### FORESHADOWING

- There's a good chance players could sense the vile **stench** that the **Green Slime** is emitting from inside this area.

### DOORWAYS

- **North** side - triangle bronze door (**Stuck**).
- **West** side - secret door (operated by a crank lever somewhere in the dungeon).
- **East** side - secret door (operated by a passphrase).

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are some cracks on the walls. There's also a very strong acidic stench here, making breathing almost unbearable.

- There's a Green Slime inside. It will attack anyone stepping in.

The noises it makes could be heard if listening from outside.

### Green Slime

**Armour Class:** No hit roll required **Hit Dice:** 2  
**Attacks:** 1 × touch (consume flesh) **THACO:** 18  
[+1] **Movement:** 3' (1') **Saving Throws:** D12  
W13 P14 B15 S16 (1) **Morale:** 12 **Alignment:**  
Neutral **XP:** 25

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- There is no hoard.
- There's also an old, ripped backpack in the far corner and some dry remains of food next to it

## 77 : SHRINE

### DOORWAYS

- **East** side - secret door (operated by a crank lever somewhere in the dungeon).

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are some cracks on the ceiling. Faint colorful light is emitting from the ground.

- Countless green and purple bioluminescent mushrooms are growing from cracks in the ground. Anyone consuming them will suffer a severe stomach ache and a -2 penalty to any roll for 1d6 turns
- There's also an old, ripped backpack in the far corner and some garlic leftovers next to it

## 78 : TORTURE CHAMBER

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- **East** side - secret door (operated by a passphrase).

### DESCRIPTION

This area is dark and cold and there are several burn marks on the ground. There is a big barrel near the far wall.

- There's a 2-in-6 chance the barrel contains **500gp** ▪ **Ring of Protection +1** ▪ **Potion of Fire Resistance** ▪ **Potion of Flying**

Otherwise, this place was already looted earlier.

- There's also an old broken mirror near the wall on the far end and some broken pieces of wood spread all over the place

## 79 : CRYPT

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Stirges** are making inside this area.
- A successful listening roll will also reveal **screams of fear** coming from inside this area.

### DOORWAYS

- **West** side - rectangular bronze door (**Barricaded**).

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are a few spots of green rot on the walls. Looking down, you realize you just stepped into a pool of blood and a person is chained to the wall.

- There are 7 Stirges inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Stirge

**Armour Class:** 7 [12] **Hit Dice:** 1 **Attacks:** 1 × beak (1d3 + blood sucking) **THACO:** 19 [0] **Movement:** 30' (10') / 180' (60') flying **Saving Throws:** D12 W13 P14 B15 S16 (2) **Morale:** 9 **Alignment:** Neutral **XP:** 13

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- Monster Hoard: **1000gp** ▪ **Ring of Weakness** ▪ **Sword +1** ▪ **Potion of Giant Strength**
- There's also a burnt torch near the wall on the right and some garlic leftovers spread all over the place
- The **chained person** is **Belonor of Kaan's husband** from Silverbend

## 80 : TORTURE CHAMBER

### FORESHADOWING

- There's a good chance players could sense the vile **stench** that the **Green Slime** is emitting from inside this area.

### DOORWAYS

- **East** side - arched iron door (**Half-broken**).

### DESCRIPTION

You hear water drops falling to the ground and there are some blood stains on the ceiling. There's also a very strong acidic stench here, making breathing almost unbearable.

- There's a Green Slime inside. It will attack anyone stepping in.

The noises it makes could be heard if listening from outside.

### Green Slime

**Armour Class:** No hit roll required **Hit Dice:** 2 **Attacks:** 1 × touch (consume flesh) **THACO:** 18 [+1] **Movement:** 3' (1') **Saving Throws:** D12 W13 P14 B15 S16 (1) **Morale:** 12 **Alignment:** Neutral **XP:** 25

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- There is no hoard.
- There's also an old, ripped backpack near the wall on the

right and some dry remains of food spread all over the place

## 81 : DUNGEON ENTRANCE

These stairs into the dungeon are located behind a giant skull's gaping mouth.

- There's also a torn quiver in the far corner and some broken pieces of wood next to it
- Searching will uncover a small wooden box holding the None
- There's a None

## 82 : SECRET CHAMBER

### DOORWAYS

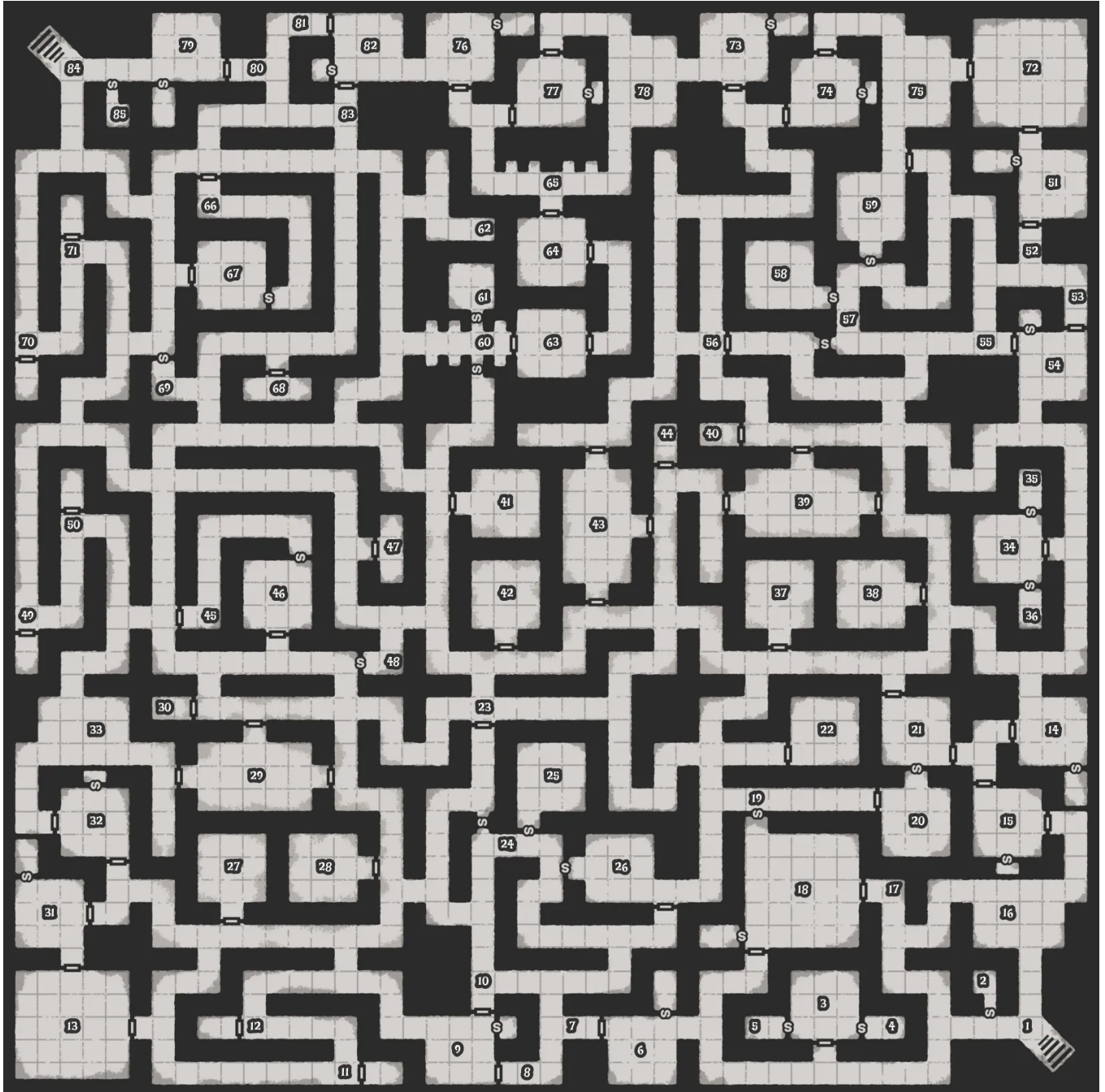
- **East** side - secret door (operated by a pressure plate lever somewhere in the dungeon)

### DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are a few spots of yellow ooze on the ceiling. Faint colorful light is emitting from the ground.

- Countless blue, red and yellow bioluminescent mushrooms are growing from cracks in the ground. Anyone consuming them will suffer a severe stomach ache and a -2 penalty to any roll for 1d6 turns
- There's also a torn quiver in the near corner and some traces of fur next to it
- There's a **pressure plate lever** that can open the secret door in area 82 (east)

# T EMPLE OF THE GREY OGRE



## 1 : DUNGEON ENTRANCE

These stairs into the dungeon are deep inside the mouth of a giant

stone craved skull, partly buried under a dune .

- There's also a used flask of oil in the near corner and some rotting

remains of food spread all over the place

- Searching will uncover a small wooden box holding the key (Ʒ) to unlock the odd-shaped bronze door (to the north) in area 29
- There's a **pressure plate lever** that can open the secret door in area 34 (north)

## 2 : SECRET CHAMBER

### DOORWAYS

- **South** side - secret door (operated by a passphrase)

### DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are several blood stains on the ground. You spot something quite big lying on the floor.

- Lying on the floor is a **rotting human corpse**. Searching it will uncover: **70gp** ▪ **Shield +1**
- There's also a torn quiver in the far corner and some dry remains of food spread all over the place
- There's a **pressure plate lever** that can open the secret door in area 3 (east)

## 3 : CRYPT

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard .
- A successful listening roll will also reveal **screams of fear** coming from inside this area.

### DOORWAYS

- **South** side - arched bronze door (**Barricaded**).
- **East** side - secret door (operated by a pressure plate lever somewhere in the dungeon).
- **West** side - secret door (operated by a crank lever somewhere in the dungeon).

### DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are a few claw marks on the ground. There are cultists inside and a person is chained to the wall.

- There are 8 Acolytes inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Acolyte

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**Armour Class:** 2 [17] **Hit Dice:** 1 **Attacks:** 1 × mace (1d6) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D11 W12 P14 B16 S15 (C1) **Morale:** 7 **Alignment:** Any **XP:** 10

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- **Monster Hoard:** 1 **gems** worth **10gp** in total ▪ **Sword +1** ▪ **Crossbow Bolts +1 (3d10 bolts)** ▪ **Potion of Control Giant**
- There's also a used flask of oil near the wall on the right and some torn pieces of clothing spread all over the place
- Searching will uncover a small wooden box holding the key (🔑) to unlock the arched iron door (to the west) in area 22
- The **chained person** is **Meinward of Ophar's wife** from Silverbend

There are stains of what seems to be blood on the ceiling and there are several spots of yellow ooze on the walls. There is a very big chest near the far wall.

- There's a 2-in-6 chance the chest contains **500gp** ▪ **Elemental Summoning Device: Fire** ▪ **Potion of ESP** ▪ **Potion of Clairaudience**

Otherwise, this place was already looted earlier.

- There's also an old, ripped backpack near the wall on the right and some broken pieces of wood next to it

## 4 : CRYPT

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- **West** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

### DESCRIPTION

## 5 : CRYPT

### DOORWAYS

- **West** side - secret door (operated by a crank lever somewhere in the dungeon).

### DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are some burn marks on the ceiling. You spot something quite big lying on the floor.

- Lying on the floor is a **dust covered human skeleton**. Searching it will uncover: **30gp**
  - **Potion of Speed**
- There's also a used flask of oil near the wall on the right and some torn pieces of clothing next to it
- Searching will uncover a goat's skull holding the key (🔑) to unlock the round iron door (to the east) in area 11
- There's a **crank lever** that can open the secret door in area 3 (west)

## 6 : CEREMONIAL CHAMBER

### DOORWAYS

- **West** side - arched wooden door (**Stuck**).
- **North** side - secret door (operated by a passphrase).

### DESCRIPTION

The air in this area is dense and misty and there are some blood stains on the ground. You spot something quite big lying on the floor.

- Lying on the floor is a **rotting goblin corpse**. Searching it will uncover: **Potion of Levitation**
- There's also a rusty short sword in the near corner and some torn pieces of clothing spread all over the place
- Searching will uncover a crack in the floor holding the key (🔑) to unlock the rectangular wooden door (to the north) in area 39

The secret door on the north is leading to a secret chamber:

### DESCRIPTION

You hear water drops falling to the ground and there are several blood stains on the ceiling. There are cultists inside.

- There are 7 Acolytes inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.



## Acolyte

**Armour Class:** 2 [17] **Hit Dice:** 1 **Attacks:** 1 × mace (1d6) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D11 W12 P14 B16 S15 (C1) **Morale:** 7 **Alignment:** Any **XP:** 10

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- **Monster Hoard: 1000gp** ▪ **Sword +1, +2 vs Spell Users** ▪ **Sword +1, Light** ▪ **Potion of Invisibility**
- There's also an old broken mirror near the wall on the left and some rotting remains of food spread all over the place
- There's a **rope-pull lever** that can open the secret door in area 24 (east)

## 7 : ENTRANCE TO THE CEREMONIAL CHAMBER

- **East** side - arched wooden door (**Stuck**).

## 8 : ENTRANCE TO THE CRYPT

- **West** side - rectangular marble door (**Stuck**).

## 9 : CRYPT

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard.

## DOORWAYS

- **East** side - rectangular marble door (**Stuck**).
- **North** side - rectangular wooden door (**Stuck**).

## DESCRIPTION

A vile smell of rot welcomes you and there are a few claw marks on the ground. There are cultists inside.

- There are 4 Mediums inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

## Medium

**Armour Class:** 9 [10] **Hit Dice:** 1 **Attacks:** 1 × dagger (1d4) or 1 × spell **THACO:** 19 [0] **Movement:** 120' (40') **Saving Throws:** D13 W14 P13 B16 S15 (MU1) **Morale:** 7 **Alignment:** Any **XP:** 16

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- **Monster Hoard: 5030gp** ▪ **3 jewellery items** worth **3400gp** in total ▪ **Helm of Telepathy** ▪ **Ring of Regeneration** ▪ **Potion of ESP**
- There's also a burnt torch near the wall on the far end and some dry remains of food spread all over the place

## 10 : NORTH ENTRANCE TO THE CRYPT

- **South** side - rectangular wooden door (**Stuck**).

## 11 : CRYPT

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **East** side - round iron door (**Locked** ⚔).

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are some burn marks on the ceiling. There are some large crates near the far wall.

- There's a 2-in-6 chance the crates contain **Potion of Growth** ▪ **Potion of Flying** ▪ **Potion of Speed**

Otherwise, this place was already looted earlier.

- There's also an old broken mirror near the wall on the far end and some torn pieces of clothing next

to it

- An old dark leather bag contains **Galianna Pentecoste's** (from **Silverbend**) **Bottle Of Sentimental Value** (actually an **Efreeti Bottle**)

## 12 : SHRINE

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- **West** side - rectangular wooden door (**Stuck**).

### DESCRIPTION

You hear water drops falling to the ground and there are some blood stains on the walls. There is a small barrel near the far wall.

- There's a 2-in-6 chance the barrel contains **1 jewellery items** worth **1100gp** in total ▪ **Rod of Cancellation** ▪ **Potion of Polymorph Self** ▪ **Potion of Heroism**

Otherwise, this place was already looted earlier.

- There's also a used flask of oil

near the wall on the right and some broken pieces of wood spread all over the place

- Searching will uncover a small wooden box holding the key (🗝️) to unlock the round iron door (to the south) in area 49

## 13 : PANTRY

### DOORWAYS

- **East** side - rectangular marble door (**Half-broken**)
- **North** side - round marble door (**Half-broken**)

### DESCRIPTION

This area stinks from excrements and there are a few spots of green rot on the walls. You spot something quite big lying on the floor.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **Potion of Speed**
- There's also a rusty short sword near the wall on the far end and some traces of fur next to it
- Searching will uncover a crack in the floor holding the key (🗝️) to unlock the rectangular iron door (to the east) in area 30
- There's a **rope-pull lever** that can

open the secret door in area 14 (south)

## 14 : PANTRY

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard .

### DOORWAYS

- **West** side - odd-shaped iron door (**Barricaded**).
- **South** side - secret door (operated by a rope-pull lever somewhere in the dungeon).

### DESCRIPTION

A vile smell of rot welcomes you and there are several claw marks on the ceiling. There are cultists inside.

- There's a Medium inside. Roll or decide for reaction.

The noises it makes could be heard if listening from outside.

### Medium

**Armour Class:** 9 [10] **Hit Dice:** 1 **Attacks:** 1 × dagger (1d4) or 1 × spell **THACO:** 19 [0]  
**Movement:** 120' (40') **Saving Throws:** D13  
W14 P13 B16 S15 (MU1) **Morale:** 7 **Alignment:** Any **XP:** 16

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- **Monster Hoard: 1200gp** ▪ **4 jewellery items** worth **3500gp** in total ▪ **Potion of Fire Resistance** ▪ **Ring of Control Humans** ▪ **Potion of Control Animal**
- There's also a burnt torch in the near corner and some broken pieces of wood spread all over the place
- Searching will uncover an old hollow torch holding the key (♁) to unlock the arched iron door (to the west) in area 67

The secret door on the south is leading to a secret chamber:

## DESCRIPTION

You hear water drops falling to the ground and there are a few cracks on the walls. There are cultists inside.

- There are 3 Mediums inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

## Medium

**Armour Class:** 9 [10] **Hit Dice:** 1 **Attacks:** 1 × dagger (1d4) or 1 × spell **THACO:** 19 [0] **Movement:** 120' (40') **Saving Throws:** D13 W14 P13 B16 S15 (MU1) **Morale:** 7 **Alignment:** Any **XP:** 16

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- **Monster Hoard: 1000gp** ▪ **6 jewellery items** worth **5900gp** in total ▪ **Sword -2, Cursed** ▪ **Spear +2** ▪ **Potion of Longevity**
- There's also a torn quiver near the wall on the far end and some torn pieces of clothing next to it
- Searching will uncover an old leather pouch holding the key (♀) to unlock the rectangular wooden door (to the west) in area 39

## 15 : CRYPT

### DOORWAYS

- **East** side - rectangular bronze door (**Stuck**).
- **North** side - rectangular iron door (**Barricaded**).
- **South** side - secret door (operated by a passphrase).

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are a few spots of green rot on the ceiling. You spot something quite big lying on the floor.

- Lying on the floor is a **rotting human corpse**. Searching it will

uncover: **230gp** ▪ **1 jewellery items** worth **500gp** in total ▪ **Shield +3**

- There's also a rusty short sword near the wall on the right and some traces of fur next to it
- There's a **pressure plate lever** that can open the secret door in area 20 (north)
- A plain looking wooden chest contains **Lefin Aclebalda's** (from **Partha**) **Embroided Cloak** (actually a **Displacer Cloak**)

## 16 : LABORATORY

### DESCRIPTION

You hear water drops falling to the ground and there are a few spots of yellow ooze on the walls. There's something lying on the floor.

- Lying on the floor is a **dust covered human skeleton**. Searching it will uncover: **10gp** ▪ **Potion of Clairaudience**
- There's also an old, ripped backpack in the far corner and some garlic leftovers next to it
- There's a **crank lever** that can open the secret door in area 46 (north)

## 17 : CORRIDOR

- There's a odd-shaped wooden door (**Stuck**) It is leading to the room in 18

## 18 : PANTRY

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **East** side - round bronze door (**Half-broken**).
- **South** side - odd-shaped wooden door (**Stuck**).
- Next to it there's a secret door (operated by a rope-pull lever somewhere in the dungeon) leading to a small chamber.
- There's a secret door (operated by a passphrase) on the **north** wall.

### DESCRIPTION

You hear water drops falling to the ground and there are some blood stains on the ground. There are some large crates near the far wall.

- There's a 2-in-6 chance the crates contain **80gp** ▪ **War Hammer +1**

- **Potion of ESP** ▪ **Potion of Control Giant**

Otherwise, this place was already looted earlier.

- There's also a rusty short sword near the wall on the left and some ripped pieces of old rope spread all over the place

## 19 : CORRIDOR

This 80' corridor is leading to a arched wooden door (**Barricaded**) The door is leading to the Pantry.

## 20 : PANTRY

### DOORWAYS

- **West** side - arched wooden door (**Barricaded**)
- There's a secret door (operated by a pressure plate lever somewhere in the dungeon) in the alcove on the north wall.

### DESCRIPTION

A vile smell of rot welcomes you and there are some spots of green rot on the walls. You spot something quite big lying on the floor.

- Lying on the floor is a **dust covered human skeleton**.

Searching it will uncover: **610gp**

- **Armour +1, Shield +1**
- There's also an old broken mirror near the wall on the right and some torn pieces of clothing spread all over the place

## 21 : LIBRARY

### FORESHADOWING

- A successful listening roll could detect the sounds that the Iron Living Statue is making inside this area.

### DOORWAYS

- **East** side - triangle bronze door (**Barricaded**)
- **South** side - a secret door (operated by a pressure plate lever somewhere in the dungeon)
- **North** side - a arched marble door (**Stuck**)

### DESCRIPTION

This area stinks from excrements and there are some burn marks on the ground. There's something moving inside.

- There's an Iron Living Statue inside. It will attack anyone stepping in.

The noises it makes could be heard if listening from outside.

## Iron Living Statue

**Armour Class:** 2 [17] **Hit Dice:** 4 **Attacks:** 2 × blow (1d8) **THACO:** 16 [+3] **Movement:** 30' (10') **Saving Throws:** D10 W11 P12 B13 S14 (4) **Morale:** 11 **Alignment:** Neutral **XP:** 75

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- There is no hoard.
- There's also a burnt torch near the wall on the right and some garlic leftovers spread all over the place

## 22 : PANTRY

### FORESHADOWING

- A successful listening roll could detect the sounds that the Horned Chameleons are making inside this area.

### DOORWAYS

- **west** - arched iron door (**Locked** Ⓔ)

### DESCRIPTION

This area stinks from excrements and there are several spots of yellow ooze on the ground. There's something moving inside.

- There are 2 Horned Chameleons inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

## Horned Chameleon

**Armour Class:** 2 [17] **Hit Dice:** 5 **Attacks:** 1 × tongue/bite (2d4), 1 × horn (1d6), 1 × tail (knock down **THACO:** 15 [+4] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14 B15 S16 (3) **Morale:** 7 **Alignment:** Neutral **XP:** 300

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- **Monster Hoard: 2300gp** ▪ **6 gems** worth **1170gp** in total ▪ **Potion of Clairvoyance** ▪ **Potion of Speed** ▪ **Potion of Delusion**
- There's also a torn quiver near the wall on the left and some broken pieces of wood spread all over the place
- Searching will uncover a nook in the wall holding the key (Ⓔ) to unlock the arched wooden door (to the west) in area 54
- There's a **rope-pull lever** that can open the secret door in area 18 (west)

## 23 : CORRIDOR DOOR

- There's a arched bronze door (**Barricaded**)

## 24 : SECRET DOORS

- There's a secret door (operated by a rope-pull lever somewhere in the dungeon) on the north wall. The door is a shortcut to a connected corridor.
- There's another secret door

(operated by a passphrase) on the north wall. This is the only way into the room at 25

- A third secret door (operated by a rope-pull lever somewhere in the dungeon) on the east wall is connected to the room at 26

## 25 : TORTURE CHAMBER

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.
- A successful listening roll will also reveal a faint **sound of crying** coming from inside this area.

### DOORWAYS

- There's a secret door (operated by a passphrase) on the south wall. This is the only way in and out of this room.

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are some cracks on the ceiling. There are some large bags near the far wall and a person is chained to the wall.

- There's a 2-in-6 chance the bags

contain **4000gp** ▪ **Sling +1** ▪ **Potion of Flying** ▪ **Potion of Control Giant**

Otherwise, this place was already looted earlier.

- There's also an old, ripped backpack in the far corner and some dry remains of food spread all over the place
- There's a **rope-pull lever** that can open the secret door in area 24 (north)
- The **chained person** is **Lautilde Swanhilde's husband** from Narouk

## 26 : CEREMONIAL CHAMBER

### FORESHADOWING

- A successful listening roll could detect the sounds that the Horned Chameleons are making inside this area.

### DOORWAYS

- There's a secret door (operated by a rope-pull lever somewhere in the dungeon) inside the alcove on the west wall.
- There's a odd-shaped wooden door (**Barricaded**).

### DESCRIPTION



There are stains of what seems to be blood on the ceiling and there are some claw marks on the ground. You're not alone here.

- There are 3 Horned Chameleons inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Horned Chameleon

**Armour Class:** 2 [17] **Hit Dice:** 5 **Attacks:** 1 × tongue/bite (2d4), 1 × horn (1d6), 1 × tail (knock down **THACO:** 15 [+4] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14 B15 S16 (3) **Morale:** 7 **Alignment:** Neutral **XP:** 300

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- **Monster Hoard: Arrows +1 (Basic: 10; Expert: 2d6 arrows)**
  - **Potion of Invulnerability**
  - **Potion of Invisibility**
- There's also an old broken mirror in the far corner and some broken pieces of wood next to it
- Searching will uncover an old leather pouch holding the key (🔑) to unlock the arched marble door (to the north) in area 43
- There's a **crank lever** that can open the secret door in area 48 (west)

## 27 : CEREMONIAL CHAMBER

### DOORWAYS

- **South** side - a rectangular iron door (**Stuck**)

### DESCRIPTION

This area stinks from excrements and there are a few spots of yellow ooze on the ceiling. You spot something quite big lying on the floor.

- Lying on the floor is a **rotting human corpse**. Searching it will uncover: **100gp** ▪ **Potion of Control Plant**
- There's also an old, ripped backpack near the wall on the far end and some broken pieces of wood next to it
- Searching will uncover a goat's skull holding the key (🔑) to unlock the rectangular wooden door (to the east) in area 31

## 28 : CRYPT

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- **East** side - a round wooden door

(Barricaded)

## DESCRIPTION

You hear water drops falling to the ground and there are a few blood stains on the ceiling. There are some large chests near the far wall.

- There's a 2-in-6 chance the chests contain **3000gp** ▪ **Helm of Reading Languages and Magic** ▪ **Potion of Control Giant** ▪ **Potion of Levitation**

Otherwise, this place was already looted earlier.

- There's also an old broken mirror near the wall on the left and some broken pieces of wood next to it

## 29 : CEREMONIAL CHAMBER

### DOORWAYS

- **West** side - a arched marble door (**Stuck**)
- **North** side - a odd-shaped bronze door (**Locked** ⚔)
- **East** side - a round bronze door (**Barricaded**)

### DESCRIPTION

You hear water drops falling to the ground and there are a few claw marks on the ceiling. There's something lying on the floor.

- Lying on the floor is a **dust covered human skeleton**. Searching it will uncover: **Potion of Levitation**
- There's also a burnt torch in the near corner and some garlic leftovers spread all over the place

## 30 : LABORATORY

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **East** side - a rectangular iron door (**Locked** ⚔)

### DESCRIPTION

The air in this area is dense and misty and there are some spots of yellow ooze on the walls. There are some small chests near the far wall.

- There's a 2-in-6 chance the chests contain **60gp** ▪ **Potion of Control Undead** ▪ **Potion of Control Giant** ▪ **Potion of Clairaudience**

Otherwise, this place was already looted earlier.

- There's also a torn quiver near the wall on the right and some torn pieces of clothing next to it
- Searching will uncover a small wooden box holding the key (⚔) to unlock the odd-shaped wooden door (to the east) in area 59

## 31 : CRYPT

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- **East** side - rectangular wooden door (**Locked** ⚔).
- **North** side - secret door (operated by a passphrase).

### DESCRIPTION

This area is dark and cold and there are several cracks on the ceiling. There are some big crates near the far wall.

- There's a 2-in-6 chance the crates contain **2000gp** ▪ **Sword +1, +3 vs Dragons** ▪ **Potion of Invulnerability** ▪ **Potion of Clairvoyance**

Otherwise, this place was already looted earlier.

- There's also a torn quiver near the wall on the right and some broken pieces of wood next to it
- Searching will uncover a nook in the wall holding the key (♁) to unlock the round bronze door (to the west) in area 77

The secret door on the north is leading to a secret chamber:

### DESCRIPTION

This area stinks from excrements and there are some spots of yellow ooze on the ceiling. There's some sort of a beast inside.

- There are 4 White Apes inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### White Ape

**Armour Class:** 6 [13] **Hit Dice:** 4 **Attacks:** 2 × claw(1d4) or 1 × thrown rock (1d6) **THACO:** 16

[+3] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14 B15 S16 (2) **Morale:** 7 **Alignment:** Neutral **XP:** 75

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- There is no hoard.
- There's also a torn quiver near the wall on the right and some torn pieces of clothing spread all over the place

## 32 : LABORATORY

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard .

### DOORWAYS

- **West** side - triangle iron door (**Half-broken**).
- **South** side - rectangular iron door (**Barricaded**).
- **North** side - secret door (operated by a passphrase).

### DESCRIPTION

This area is dark and cold and there are a few cracks on the ground. There are cultists inside.

- There are 5 Acolytes inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Acolyte

**Armour Class:** 2 [17] **Hit Dice:** 1 **Attacks:** 1 × mace (1d6) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D11 W12 P14 B16 S15 (C1) **Morale:** 7 **Alignment:** Any **XP:** 10

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- **Monster Hoard: 1000gp** ▪ **4 gems** worth **1510gp** in total ▪ **Potion of Control Human** ▪ **Ring of Fire Resistance** ▪ **Potion of Control Undead**
- There's also an old broken mirror in the far corner and some dry remains of food next to it

## 33 : CRYPT

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are a few burn marks on the ceiling. You spot something quite big lying on the floor.

- Lying on the floor is a **rotting goblin corpse**. Searching it will uncover: **Potion of Control Human**
- There's also a used flask of oil

near the wall on the right and some dry remains of food next to it

- There's a **rope-pull lever** that can open the secret door in area 60 (north)

## 34 : CRYPT

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **East** side - round bronze door (**Half-broken**).
- **North** side - secret door (operated by a pressure plate lever somewhere in the dungeon).
- **South** side - secret door (operated by a passphrase).

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are several spots of green rot on the walls. There is a very big jar near the far wall.

- There's a 2-in-6 chance the jar contains **1000gp** ▪ **Potion of Healing** ▪ **Potion of Control Dragon** ▪ **Potion of Control**

### Giant

Otherwise, this place was already looted earlier.

- There's also an old broken mirror near the wall on the right and some broken pieces of wood spread all over the place

## 35 : LABORATORY

### DOORWAYS

- **South** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

### DESCRIPTION

The air in this area is dense and misty and there are several spots of green rot on the ceiling. You spot something quite big lying on the floor.

- Lying on the floor is a **dust covered human skeleton**. Searching it will uncover: **30gp**
  - **Armour +3**
- There's also a torn quiver in the far corner and some broken pieces of wood next to it
- Searching will uncover an old leather pouch holding the key (🔑) to unlock the arched bronze door (to the east) in area 43

## 36 : PANTRY

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard .

### DOORWAYS

- **South** side - secret door (operated by a passphrase).

### DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are some burn marks on the ceiling. There are cultists inside.

- There are 7 Acolytes inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Acolyte

**Armour Class:** 2 [17] **Hit Dice:** 1 **Attacks:** 1 × mace (1d6) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D11 W12 P14 B16 S15 (C1) **Morale:** 7 **Alignment:** Any **XP:** 10

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- **Monster Hoard:** 2060gp ▪ **Potion of Speed** ▪ **Sword +1** ▪ **Potion of Invulnerability**
- There's also a rusty short sword in the far corner and some torn pieces of clothing spread all over the place
- Searching will uncover a small wooden box holding the key (∇) to unlock the rectangular bronze door (to the north) in area 68

## 37 : PANTRY

### FORESHADOWING

- A successful listening roll could detect the sounds that the Blink Dogs are making inside this area.

### DOORWAYS

- **South** side - a rectangular wooden door (**Stuck**)

### DESCRIPTION

A vile smell of rot welcomes you and there are a few spots of green rot on the ceiling. There's something moving inside.

- There are 4 Blink Dogs inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

## Blink Dog

**Armour Class:** 5 [14] **Hit Dice:** 4 **Attacks:** 1 × bite (1d6) **THACO:** 16 [+3] **Movement:** 120' (40') **Saving Throws:** D10 W11 P12 B13 S14 (4) **Morale:** 6 **Alignment:** Lawful **XP:** 125

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- **Monster Hoard: 100gp** ▪ **Ring of Control Humans** ▪ **Ring of Delusion**
- There's also a rusty short sword near the wall on the far end and some broken pieces of wood spread all over the place

## 38 : SHRINE

### FORESHADOWING

- A successful listening roll could detect the sounds that the Rust Monster is making inside this area.

### DOORWAYS

- **East** side - a arched marble door (**Locked** □)

### DESCRIPTION

You hear water drops falling to the ground and there are some claw marks on the ground. You're not alone here.

- There's a Rust Monster inside. It

will attack anyone stepping in.

The noises it makes could be heard if listening from outside.

## Rust Monster

**Armour Class:** 2 [17] **Hit Dice:** 5 **Attacks:** 1 × feeler (rusting) **THACO:** 15 [+4] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14 B15 S16 (3) **Morale:** 7 **Alignment:** Neutral **XP:** 175

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- There is no hoard.
- There's also a used flask of oil in the far corner and some traces of fur next to it
- A wooden barrel contains **Berlinde Ingitrude's** (from **Silverbend**) **Bottle Of Sentimental Value** (actually an **Efreeti Bottle**)

## 39 : PANTRY

### DOORWAYS

- **West** side - a rectangular wooden door (**Locked** ♀)
- **North** side - a rectangular wooden door (**Locked** ♀)
- **East** side - a rectangular wooden door (**Stuck**)

### DESCRIPTION

The air in this area is dense and misty and there are a few claw marks on the walls. There's something lying on the floor.

- Lying on the floor is a **rotting goblin corpse**. Searching it will uncover: **2 jewellery items** worth **1700gp** in total ▪ **Shield +1**
- There's also an old broken mirror near the wall on the right and some dry remains of food spread all over the place
- Searching will uncover a goat's skull holding the key (☐) to unlock the arched marble door (to the east) in area 38

## 40 : LIBRARY

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard.

### DOORWAYS

- **East** side - a rectangular iron door (**Stuck**)

### DESCRIPTION

You hear water drops falling to the ground and there are a few spots of green rot on the ceiling. There are cultists inside.

- There are 2 Mediums inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Medium

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**Armour Class:** 9 [10] **Hit Dice:** 1 **Attacks:** 1 × dagger (1d4) or 1 × spell **THACO:** 19 [0]  
**Movement:** 120' (40') **Saving Throws:** D13  
W14 P13 B16 S15 (MU1) **Morale:** 7 **Alignment:**  
Any **XP:** 16

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- **Monster Hoard: 30gp** ▪ **Ring of Protection +1** ▪ **Cursed Armour -2** ▪ **Potion of Control Animal**
  - There's also a burnt torch near the wall on the left and some ripped pieces of old rope next to it

## 41 : PANTRY

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **West** side - a round wooden door (**Stuck**)



## DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are some claw marks on the ceiling. There are some big jars near the far wall.

- There's a 2-in-6 chance the jars contain **Sword +1, +2 vs Lycanthropes** ▪ **Potion of ESP**
  - **Potion of Fire Resistance**

Otherwise, this place was already looted earlier.

- There's also a torn quiver near the wall on the far end and some ripped pieces of old rope next to it
- Searching will uncover a cloth wrap under a stone holding the key (🔑) to unlock the round wooden door (to the south) in area 42

## 42 : LABORATORY

### DOORWAYS

- **South** side - a round wooden door (**Locked** 🔑)

### DESCRIPTION

This area stinks from excrements and there are a few spots of green rot on the ground. You spot something quite big lying on the floor.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **50gp**
  - **Potion of Flying**
- There's also a torn quiver in the near corner and some traces of fur next to it

## 43 : LABORATORY

### FORESHADOWING

- A successful listening roll could detect the sounds that the Bone Golem is making inside this area.

### DOORWAYS

- **North** side - a arched marble door (**Locked** 🔑)
- **East** side - a arched bronze door (**Locked** 🔑)
- **South** side - a arched wooden door (**Half-broken**)

### DESCRIPTION



door (**Barricaded**).

- There's a secret door (operated by a crank lever somewhere in the dungeon) on the **north** wall.

## DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are several blood stains on the ceiling. There's something lying on the floor.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **40gp**
  - **Potion of Control Dragon**
- There's also a torn quiver in the far corner and some rotting remains of food spread all over the place

## 47 : LIBRARY

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard.

### DOORWAYS

- **West** side - rectangular wooden door (**Stuck**)

### DESCRIPTION

You hear water drops falling to the ground and there are some claw marks on the ground. There are cultists inside.

- There's a Medium inside. Roll or decide for reaction.

The noises it makes could be heard if listening from outside.

### Medium

**Armour Class:** 9 [10] **Hit Dice:** 1 **Attacks:** 1 × dagger (1d4) or 1 × spell **THACO:** 19 [0]  
**Movement:** 120' (40') **Saving Throws:** D13 W14 P13 B16 S15 (MU1) **Morale:** 7 **Alignment:** Any **XP:** 16

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- **Monster Hoard: 2000gp** ▪ **Ring of Control Humans** ▪ **Shield +2**
  - **Potion of Clairvoyance**
- There's also a used flask of oil near the wall on the far end and some rotting remains of food next to it

## 48 : SECRET DOOR TO THE CORRIDOR

### DOORWAYS

- **West** side - a secret door (operated by a crank lever somewhere in the dungeon)

## 49 : PANTRY

## FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard.

## DOORWAYS

- **South** side - round iron door (**Locked ⚔**).

## DESCRIPTION

This area was likely used as a pantry and there are a few cracks on the walls. There are cultists inside.

- There are 3 Acolytes inside. Roll or decide for reaction.

The noises they make could be heard if listening from outside.

## Acolyte

**Armour Class:** 2 [17] **Hit Dice:** 1 **Attacks:** 1 × mace (1d6) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D11 W12 P14 B16 S15 (C1) **Morale:** 7 **Alignment:** Any **XP:** 10

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- **Monster Hoard:** 5 **jewellery items** worth **3600gp** in total ▪ **Sword +1, +3 vs Undead** ▪ **Wand of Secret Door Detection** ▪ **Potion of Speed**
- There's also a used flask of oil near the wall on the far end and some broken pieces of wood next

to it

- There's a **pressure plate lever** that can open the secret door in area 77 (east)

## 50 : LABORATORY

## FORESHADOWING

- A successful listening roll could detect the **sounds** that the **White Apes** are making inside this area.

## DOORWAYS

- **North** side - arched bronze door (**Stuck**).

## DESCRIPTION

This area is dark and cold and there are some burn marks on the ceiling. There's some sort of a beast inside.

- There are 3 White Apes inside. They will attack anyone stepping in.

The noises they make could be heard if listening from outside.

## White Ape

**Armour Class:** 6 [13] **Hit Dice:** 4 **Attacks:** 2 × claw(1d4) or 1 × thrown rock (1d6) **THACO:** 16 [+3] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14B15 S16 (2) **Morale:** 7 **Alignment:** Neutral **XP:** 75

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- There is no hoard.
- There's also a used flask of oil near the wall on the left and some garlic leftovers spread all over the place
- Searching will uncover a crack in the floor holding the key (Y) to unlock the arched marble door (to the north) in area 64

## 51 : SHRINE

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- **South** side - odd-shaped bronze door (**Stuck**).
- **West** side - secret door (operated by a rope-pull lever somewhere in the dungeon).

### DESCRIPTION

You hear water drops falling to the ground and there are a few burn marks on the ground. There is a large bag near the far wall.

- There's a 2-in-6 chance the bag contains **200gp** ▪ **6 gems** worth **760gp** in total ▪ **Armour +1** ▪

### Potion of Longevity ▪ Potion of Fire Resistance

Otherwise, this place was already looted earlier.

- There's also a torn quiver in the far corner and some torn pieces of clothing spread all over the place

The secret door on the west is leading to a secret chamber:

### DESCRIPTION

It is dark and damp here and there are several blood stains on the ground. There's some sort of a beast inside and a person is chained to the wall.

- There's a Tiger inside. It will attack anyone stepping in.

The noises it makes could be heard if listening from outside.

### Tiger

**Armour Class:** 6 [13] **Hit Dice:** 6 **Attacks:** 2 × claw (1d6), 1 × bite (2d6) **THACO:** 14 [+5]  
**Movement:** 150' (50') **Saving Throws:** D12  
 W13 P14 B15 S16 (3) **Morale:** 9 **Alignment:** Neutral **XP:** 275

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- **Monster Hoard:** **Potion of Speed** ▪ **Shield +1** ▪ **Potion of Invisibility**

- There's also a used flask of oil near the wall on the left and some dry remains of food next to it
- The **chained person is Lautard Fionnghuala's wife** from Narouk

- There are 6 White Apes inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

## 52 : ENTRANCE TO THE SHRINE

- **North** side - odd-shaped bronze door (**Stuck**).

## 53 : ENTRANCE TO THE LIBRARY

- **South** side - triangle iron door (**Stuck**).

## 54 : LIBRARY

### FORESHADOWING

- A succesfull listening roll could detect the **sounds** that the **White Apes** are making inside this area.

### DOORWAYS

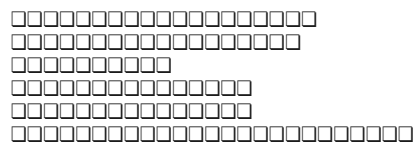
- **North** side - triangle iron door (**Stuck**).
- **West** side - arched wooden door (**Locked** 🗝️).

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are some blood stains on the ground. There's some sort of a beast inside.

## White Ape

**Armour Class:** 6 [13] **Hit Dice:** 4 **Attacks:** 2 × claw(1d4) or 1 × thrown rock (1d6) **THACO:** 16 [+3] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14B15 S16 (2) **Morale:** 7 **Alignment:** Neutral **XP:** 75



- There is no hoard.
- There's also a used flask of oil near the wall on the left and some broken pieces of wood spread all over the place

## 55 : WEST ENTRANCE TO THE LIBRARY

- **East** side - arched wooden door (**Locked** 🗝️).

## 56 : CORRIDOR DOOR

- There's a rectangular wooden door (**Stuck**)

## 57 : SECRET DOORS

- There's a secret door (operated by a passphrase) on the west wall. The door is a shortcut to a connected corridor.
- There's another secret door

(operated by a passphrase) on the west wall. This is the only way into the room at 58

- A third secret door (operated by a passphrase) on the north wall is connected to the room at 59

## 58 : LIBRARY

### DOORWAYS

- There's a secret door (operated by a passphrase) on the east wall. This is the only way in and out of this room.

### DESCRIPTION

This area is dark and cold and there are some claw marks on the walls. There's something lying on the floor.

- Lying on the floor is a **rotting goblin corpse**. Searching it will uncover: **620gp** ▪ **Potion of ESP**
- There's also a used flask of oil near the wall on the left and some garlic leftovers spread all over the place

## 59 : SHRINE

### FORESHADOWING

- A successful listening roll could detect the sounds that the Horned Chameleons are making

inside this area.

### DOORWAYS

- There's a secret door (operated by a passphrase) inside the alcove on the south wall.
- There's a odd-shaped wooden door (**Locked** †).

### DESCRIPTION

The air in this area is dense and misty and there are a few burn marks on the walls. This is not looking good.

- There are 2 Horned Chameleons inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Horned Chameleon

**Armour Class:** 2 [17] **Hit Dice:** 5 **Attacks:** 1 × tongue/bite (2d4), 1 × horn (1d6), 1 × tail (knock down **THACO:** 15 [+4] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14 B15 S16 (3) **Morale:** 7 **Alignment:** Neutral **XP:** 300

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- Monster Hoard: **5000gp** ▪ **Bag of Devouring** ▪ **Ring of Delusion** ▪ **Potion of Longevity**
- There's also an old, ripped backpack near the wall on the far end and some garlic leftovers

spread all over the place

## 60 : ALCOVED CORRIDOR

- **South** side - a secret door (operated by a passphrase) in an alcove.
- **North** side - a secret door (operated by a rope-pull lever somewhere in the dungeon) in an alcove, leading to area 61.

## 61 : PANTRY

### DOORWAYS

- A secret door (operated by a rope-pull lever somewhere in the dungeon) on the **south** wall is the only way in.

### DESCRIPTION

You hear water drops falling to the ground and there are some cracks on the ground. There's something lying on the floor.

- Lying on the floor is a **dust covered human skeleton**. Searching it will uncover: **Potion of Invisibility**
- There's also a torn quiver near the wall on the left and some torn pieces of clothing next to it
- There's a **crank lever** that can

open the secret door in area 73 (east)

## 62 : DEAD END

## 63 : PANTRY

### DOORWAYS

- **West** side - a triangle wooden door (**Stuck**)
- **East** side - a rectangular wooden door (**Barricaded**)

### DESCRIPTION

This area stinks from excrements and there are some burn marks on the ground. You spot something quite big lying on the floor.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **200gp**
  - **Potion of Growth**
- There's also a used flask of oil near the wall on the far end and some torn pieces of clothing spread all over the place

## 64 : CEREMONIAL CHAMBER

### FORESHADOWING

- Traces of something heavy dragged on the ground could be



found if examining around the doors to this area.

## DOORWAYS

- **West** side - a arched iron door (**Barricaded**)
- **East** side - a arched marble door (**Locked ♀**)

## DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are some cracks on the ceiling. There is a small bag near the far wall.

- There's a 2-in-6 chance the bag contains **3000gp** ▪ **Sword +1** ▪ **Potion of Levitation** ▪ **Potion of Healing**

Otherwise, this place was already looted earlier.

- There's also a torn quiver near the wall on the right and some broken pieces of wood next to it

## 65 : ALCOVED CORRIDOR

- **South** side - a arched marble door (**Locked ♀**) leading into area 64.

## 66 : CORRIDOR

- rectangular wooden door (**Half-**

**broken**) It is leading to the room in 67

## 67 : TORTURE CHAMBER

### DOORWAYS

- **West** side - arched iron door (**Locked ♂**).
- There's a secret door (operated by a passphrase) on the **east** wall.

### DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are several spots of yellow ooze on the ceiling. There's something lying on the floor.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **30gp** ▪ **Armour +1**
- There's also a torn quiver near the wall on the right and some dry remains of food next to it
- A wooden barrel contains **Audrada of Eramoor's** (from **Narouk**) **Decorated Sword** (actually a **Sword +1, Wishes**)

## 68 : SHRINE

### DOORWAYS

- **North** side - rectangular bronze door (**Locked**  $\nabla$ R)

## DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are several claw marks on the ceiling. You spot something quite big lying on the floor.

- Lying on the floor is a **dust covered human skeleton**. Searching it will uncover: **Cursed Armour, AC 9 [10]**
- There's also a torn quiver near the wall on the left and some broken pieces of wood next to it

## 69 : SECRET DOOR TO THE CORRIDOR

### DOORWAYS

- **North** side - a secret door (operated by a passphrase)

## 70 : TORTURE CHAMBER

### DOORWAYS

- **South** side - triangle wooden door (**Barricaded**).

## DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are a few spots of yellow ooze on the walls. You spot something quite big lying on the floor.

- Lying on the floor is a **rotting human corpse**. Searching it will uncover: **Potion of Levitation**
- There's also a torn quiver near the wall on the right and some ripped pieces of old rope next to it

## 71 : CEREMONIAL CHAMBER

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **North** side - arched marble door (**Half-broken**).

## DESCRIPTION

You hear water drops falling to the ground and there are several claw marks on the walls. There is a big chest near the far wall.

- There's a 2-in-6 chance the chest contains **Potion of Growth** ▪ **Potion of Growth** ▪ **Potion of Delusion**

Otherwise, this place was already looted earlier.

- There's also a torn quiver in the far corner and some dry remains of food next to it

## 72 : SHRINE

### DOORWAYS

- **West** side - round bronze door (**Half-broken**)
- **South** side - rectangular iron door (**Barricaded**)

### DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are a few cracks on the walls. There's something lying on the floor.

- Lying on the floor is a **rotting goblin corpse**. Searching it will uncover: **30gp** ▪ **Potion of Poison**
- There's also a rusty short sword near the wall on the left and some broken pieces of wood spread all over the place

## 73 : TORTURE CHAMBER

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard .

### DOORWAYS

- **South** side - arched wooden door (**Stuck**).
- **East** side - secret door (operated by a crank lever somewhere in the dungeon).

### DESCRIPTION

This area stinks from excrements and there are a few blood stains on the ground. There are cultists inside.

- There's a Medium inside. Roll or decide for reaction.

The noises it makes could be heard if listening from outside.

### Medium

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**Armour Class:** 9 [10] **Hit Dice:** 1 **Attacks:** 1 × dagger (1d4) or 1 × spell **THACO:** 19 [0]  
**Movement:** 120' (40') **Saving Throws:** D13  
W14 P13 B16 S15 (MU1) **Morale:** 7 **Alignment:**  
Any **XP:** 16

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- **Monster Hoard: 40gp ▪ Potion of ESP ▪ Ring of Delusion ▪ Potion of Speed**
  - There's also an old, ripped backpack in the near corner and some torn pieces of clothing next to it

The secret door on the east is leading to a secret chamber:

### DESCRIPTION

A vile smell of rot welcomes you and there are some spots of yellow ooze on the walls. There are cultists inside.

- There are 2 Mediums inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Medium

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**Armour Class:** 9 [10] **Hit Dice:** 1 **Attacks:** 1 × dagger (1d4) or 1 × spell **THACO:** 19 [0]  
**Movement:** 120' (40') **Saving Throws:** D13  
W14 P13 B16 S15 (MU1) **Morale:** 7 **Alignment:**  
Any **XP:** 16

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- **Monster Hoard: 3100gp ▪ 3 jewellery items worth 2700gp in total ▪ Boots of Travelling and Leaping ▪ Ring of Control Plants ▪ Potion of Healing**
  - There's also a used flask of oil in the far corner and some broken pieces of wood next to it

## 74 : LABORATORY

### DOORWAYS

- **North** side - round iron door (**Stuck**).
- **West** side - rectangular wooden door (**Barricaded**).
- **East** side - secret door (operated

by a passphrase).

## DESCRIPTION

This area stinks from excrements and there are a few burn marks on the ground. There's something lying on the floor.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **550gp**
  - **Armour +1, Shield +3**
- There's also a torn quiver in the far corner and some dry remains of food next to it

- There are 6 White Apes inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

## White Ape

**Armour Class:** 6 [13] **Hit Dice:** 4 **Attacks:** 2 × claw(1d4) or 1 × thrown rock (1d6) **THACO:** 16 [+3] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14B15 S16 (2) **Morale:** 7 **Alignment:** Neutral **XP:** 75

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- There is no hoard.
- There's also a burnt torch in the near corner and some garlic leftovers spread all over the place

## 75 : TORTURE CHAMBER

### FORESHADOWING

- A succesfull listening roll could detect the **sounds** that the **White Apes** are making inside this area.

## DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are some spots of green rot on the ground. There's some sort of a beast inside.

## 76 : PANTRY

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

## DOORWAYS

- **South** side - rectangular wooden door (**Barricaded**).
- **East** side - secret door (operated by a passphrase).

## DESCRIPTION



Searching it will uncover: **Armour +1**

- There's also a burnt torch in the far corner and some traces of fur next to it

## 78 : SHRINE

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DESCRIPTION

The air in this area is dense and misty and there are several claw marks on the ceiling. There is a big barrel near the far wall.

- There's a 2-in-6 chance the barrel contains **Elven Cloak and Boots**
  - **Potion of Fire Resistance** ▪ **Potion of Clairvoyance**

Otherwise, this place was already looted earlier.

- There's also a rusty short sword near the wall on the far end and some garlic leftovers next to it

## 79 : PANTRY

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard .

### DOORWAYS

- **East** side - arched iron door (**Stuck**).
- **South** side - secret door (operated by a passphrase).

### DESCRIPTION

This area was likely used as a pantry and there are several blood stains on the ground. There are cultists inside.

- There's a Medium inside. Roll or decide for reaction.

The noises it makes could be heard if listening from outside.

### Medium

**Armour Class:** 9 [10] **Hit Dice:** 1 **Attacks:** 1 × dagger (1d4) or 1 × spell **THACO:** 19 [0] **Movement:** 120' (40') **Saving Throws:** D13 W14 P13 B16 S15 (MU1) **Morale:** 7 **Alignment:** Any **XP:** 16

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- **Monster Hoard: 3000gp** ▪ **5 gems** worth **320gp** in total ▪ **Potion of Delusion** ▪ **Potion of Heroism** ▪ **Potion of Control Dragon**
- There's also a burnt torch near

the wall on the far end and some ripped pieces of old rope spread all over the place

The secret door on the south is leading to a secret chamber:

## DESCRIPTION

A vile smell of rot welcomes you and there are several blood stains on the ground. There are cultists inside.

- There are 2 Acolytes inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Acolyte

**Armour Class:** 2 [17] **Hit Dice:** 1 **Attacks:** 1 × mace (1d6) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D11 W12 P14 B16 S15 (C1) **Morale:** 7 **Alignment:** Any **XP:** 10

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- **Monster Hoard:** **4000gp** ▪ **7 gems** worth **770gp** in total ▪ **Staff of Healing** ▪ **Armour +1** ▪ **Potion of Gaseous Form**
- There's also an old, ripped backpack near the wall on the far end and some dry remains of food next to it

## 80 : ENTRANCE TO THE PANTRY

- **West side** - arched iron door (**Stuck**).

## 81 : ENTRANCE TO THE LIBRARY

- **East side** - round iron door (**Stuck**).

## 82 : LIBRARY

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **West side** - round iron door (**Stuck**).
- **South side** - rectangular bronze door (**Stuck**).

### DESCRIPTION

This area stinks from excrements and there are some spots of yellow ooze on the walls. There are some very big crates near the far wall.

- There's a 2-in-6 chance the crates contain **6 gems** worth **1400gp** in total ▪ **Ring of Protection +1** ▪ **Potion of Control Giant** ▪ **Potion of Control Giant**

Otherwise, this place was already



looted earlier.

- There's also a burnt torch in the far corner and some garlic leftovers spread all over the place

## 83 : SOUTH ENTRANCE TO THE LIBRARY

- **North** side - rectangular bronze door (**Stuck**).

## 84 : DUNGEON ENTRANCE

These stairs into the dungeon are under a wooden trapdoor buried 5 feet into the sand, with only an arrow-shaped sign pointing down hinting on the location .

- There's also a torn quiver in the far corner and some torn pieces of clothing next to it
- Searching will uncover an old leather pouch holding the None
- There's a None

## 85 : SECRET CHAMBER

### DOORWAYS

- **North** side - secret door (operated by a passphrase)

### DESCRIPTION

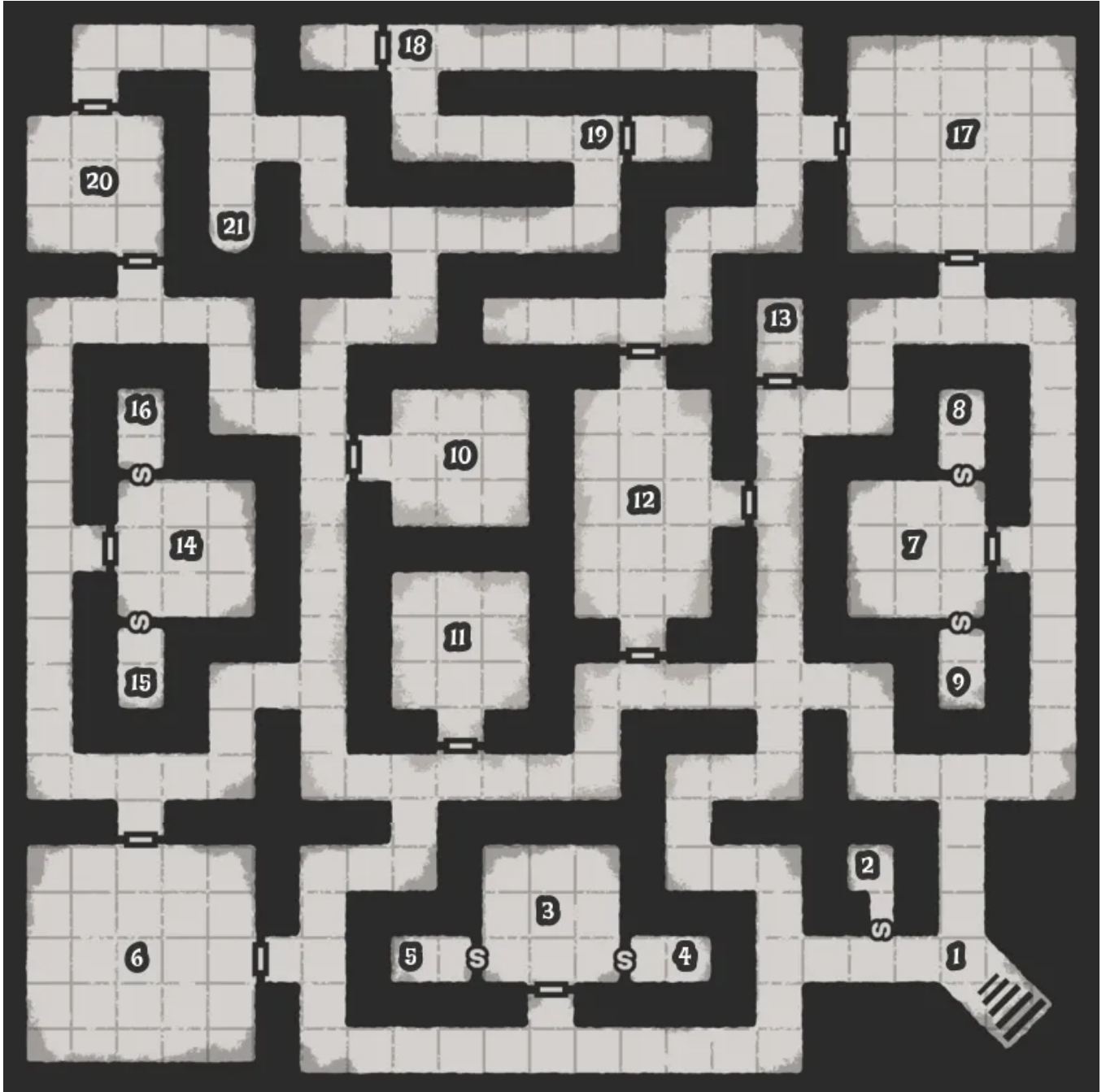
Dense spiderwebs cover the corners of the walls and there are some claw marks on the ceiling. There are some large crates near the far wall.

- There's a 2-in-6 chance the crates contain **Potion of Speed** ▪ **Potion of Control Giant** ▪ **Potion of Fire Resistance**

Otherwise, this place was already looted earlier.

- There's also a burnt torch in the far corner and some traces of fur next to it

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## 1 : DUNGEON ENTRANCE

These stairs into the dungeon are under a wooden trapdoor buried 5

feet in the ground.

- There's also a rusty short sword near the wall on the left and some ripped pieces of old rope spread

all over the place

- Searching will uncover a crack in the floor holding the None
- There's a **crank lever** that can open the secret door in area 2 (south)

## 2 : SECRET CHAMBER

### DOORWAYS

- **South** side - secret door (operated by a crank lever somewhere in the dungeon)

### DESCRIPTION

It is dark and damp here and there are some claw marks on the ceiling. There are cultists inside.

- There are 2 Mediums inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Medium

**Armour Class:** 9 [10] **Hit Dice:** 1 **Attacks:** 1 × dagger (1d4) or 1 × spell **THACO:** 19 [0]  
**Movement:** 120' (40') **Saving Throws:** D13  
W14 P13 B16 S15 (MU1) **Morale:** 7 **Alignment:**  
Any **XP:** 16

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- **Monster Hoard:** 3000gp ▪ 1 **gems** worth 10gp in total ▪ **Ring of Control Animals** ▪ **Sword +2,**

### Charm Person ▪ Potion of Diminution

- There's also a burnt torch in the near corner and some torn pieces of clothing spread all over the place
- Searching will uncover a small wooden box holding the key (♀) to unlock the odd-shaped bronze door (to the south) in area 11

## 3 : CEREMONIAL CHAMBER

### FORESHADOWING

- A succesfull listening roll could detect the **sounds** that the **White Ape** is making inside this area.

### DOORWAYS

- **South** side - rectangular iron door (**Barricaded**).
- **East** side - secret door (operated by a passphrase).
- **West** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

### DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are several spots of yellow ooze on the ground. There's some sort of a beast inside.

- There's a White Ape inside. It will attack anyone stepping in.

The noises it makes could be heard if listening from outside.

## White Ape

**Armour Class:** 6 [13] **Hit Dice:** 4 **Attacks:** 2 × claw(1d4) or 1 × thrown rock (1d6) **THACO:** 16 [+3] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14B15 S16 (2) **Morale:** 7 **Alignment:** Neutral **XP:** 75

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- There is no hoard.
- There's also a rusty short sword near the wall on the far end and some torn pieces of clothing next to it
- Searching will uncover a goat's skull holding the key (2<sup>Ⓢ</sup>) to unlock the arched iron door (to the north) in area 6

## 4 : CRYPT

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **West** side - secret door (operated by a passphrase).

### DESCRIPTION

This area is dark and cold and there are a few burn marks on the ground. There are some big bags near the far wall.

- There's a 2-in-6 chance the bags contain **Gauntlets of Ogre Power**
  - **Potion of Giant Strength** ▪
  - **Potion of Fire Resistance**

Otherwise, this place was already looted earlier.

- There's also a burnt torch near the wall on the right and some rotting remains of food spread all over the place
- There's a **pressure plate lever** that can open the secret door in area 3 (west)

## 5 : CEREMONIAL CHAMBER

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard .

### DOORWAYS

- **West** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

### DESCRIPTION



(south)

Any **XP**: 16

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## 7 : SHRINE

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard.

### DOORWAYS

- **East** side - rectangular iron door (**Barricaded**).
- **North** side - secret door (operated by a passphrase).
- **South** side - secret door (operated by a crank lever somewhere in the dungeon).

### DESCRIPTION

A vile smell of rot welcomes you and there are a few cracks on the ground. There are cultists inside.

- There are 2 Mediums inside. Roll or decide for reaction.

The noises they make could be heard if listening from outside.

### Medium

**Armour Class:** 9 [10] **Hit Dice:** 1 **Attacks:** 1 × dagger (1d4) or 1 × spell **THACO:** 19 [0]  
**Movement:** 120' (40') **Saving Throws:** D13  
W14 P13 B16 S15 (MU1) **Morale:** 7 **Alignment:**

- **Monster Hoard:** 6000gp ▪ 1 **jewellery items** worth 800gp in total ▪ **Ring of Spell Turning** ▪ **Gauntlets of Ogre Power** ▪ **Potion of Control Giant**
- There's also an old broken mirror near the wall on the far end and some torn pieces of clothing next to it
- Searching will uncover an old hollow torch holding the key (☞) to unlock the round wooden door (to the south) in area 13

## 8 : SHRINE

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **White Apes** are making inside this area.

### DOORWAYS

- **South** side - secret door (operated by a passphrase).

### DESCRIPTION

You hear water drops falling to the ground and there are some cracks on the ceiling. There's some sort of a beast inside.

- There are 5 White Apes inside.

They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### White Ape

**Armour Class:** 6 [13] **Hit Dice:** 4 **Attacks:** 2 × claw(1d4) or 1 × thrown rock (1d6) **THACO:** 16 [+3] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14B15 S16 (2) **Morale:** 7 **Alignment:** Neutral **XP:** 75



- There is no hoard.
- There's also an old, ripped backpack in the far corner and some garlic leftovers spread all over the place
- Searching will uncover a nook in the wall holding the key (Δ) to unlock the triangle wooden door (to the west) in area 17

There are stains of what seems to be blood on the ceiling and there are some spots of green rot on the ceiling. There is a big crate near the far wall.

- There's a 2-in-6 chance the crate contains **200gp** ▪ **Potion of ESP** ▪ **Potion of Longevity** ▪ **Potion of Longevity**

Otherwise, this place was already looted earlier.

- There's also a used flask of oil in the far corner and some garlic leftovers spread all over the place
- Searching will uncover an old leather pouch holding the key (∇) to unlock the round iron door (to the west) in area 10

## 9 : PANTRY

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **South** side - secret door (operated by a crank lever somewhere in the dungeon).

### DESCRIPTION

## 10 : CEREMONIAL CHAMBER

### FORESHADOWING

- A succesfull listening roll could detect the sounds that the Horned Chameleons are making inside this area.

### DOORWAYS

- **West** side - a round iron door (**Locked** ∇)

### DESCRIPTION









- **Monster Hoard: 5060gp** ▪ **7 gems worth 1810gp** in total ▪ **Potion of Levitation** ▪ **Sword +1** ▪ **Potion of Heroism**
- There's also a used flask of oil near the wall on the far end and some rotting remains of food next to it

## 14 : LIBRARY

### DOORWAYS

- **West** side - round wooden door (**Locked ⚔**).
- **South** side - secret door (operated by a rope-pull lever somewhere in the dungeon).
- **North** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

### DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are a few burn marks on the walls. There's something lying on the floor.

- Lying on the floor is a **rotting goblin corpse**. Searching it will uncover: **330gp** ▪ **1 gems** worth **100gp** in total ▪ **2 jewellery**

**items worth 1200gp** in total ▪ **Armour +1**

- There's also a torn quiver near the wall on the left and some dry remains of food spread all over the place

## 15 : TORTURE CHAMBER

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard .

### DOORWAYS

- **North** side - secret door (operated by a rope-pull lever somewhere in the dungeon).

### DESCRIPTION

This place seems to be an old dungeon cell and there are some claw marks on the walls. There are cultists inside.

- There are 3 Acolytes inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Acolyte

**Armour Class:** 2 [17] **Hit Dice:** 1 **Attacks:** 1 × mace (1d6) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D11 W12 P14 B16 S15 (C1)

**Morale:** 7 **Alignment:** Any **XP:** 10

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- **Monster Hoard: 3000gp** ▪ **Armour +3, Shield +2** ▪ **Sword -1, Cursed** ▪ **Potion of Clairvoyance**
- There's also a rusty short sword near the wall on the right and some ripped pieces of old rope spread all over the place
- Searching will uncover a nook in the wall holding the key (♠) to unlock the round wooden door (to the west) in area 14

## 16 : TORTURE CHAMBER

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard.

### DOORWAYS

- **North** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

### DESCRIPTION

This place seems to be an old dungeon cell and there are a few spots of green rot on the walls. There are cultists inside.

- There are 4 Mediums inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Medium

**Armour Class:** 9 [10] **Hit Dice:** 1 **Attacks:** 1 × dagger (1d4) or 1 × spell **THACO:** 19 [0]  
**Movement:** 120' (40') **Saving Throws:** D13 W14 P13 B16 S15 (MU1) **Morale:** 7 **Alignment:** Any **XP:** 16

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- **Monster Hoard: Sword +1, +2 vs Lycanthropes** ▪ **Crossbow Bolts +1 (2d6 bolts)** ▪ **Potion of Invisibility**
- There's also a used flask of oil near the wall on the left and some torn pieces of clothing next to it

## 17 : CRYPT

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Tiger** is making inside this area.

### DOORWAYS

- **West** side - triangle wooden door (**Locked Δ**)
- **South** side - rectangular iron door (**Barricaded**)

### DESCRIPTION



voices of **chanting by cultists** could be heard .

## DOORWAYS

- **East** side - arched wooden door (**Barricaded**).

## DESCRIPTION

A vile smell of rot welcomes you and there are a few cracks on the walls. There are cultists inside.

- There are 4 Mediums inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

## Medium

**Armour Class:** 9 [10] **Hit Dice:** 1 **Attacks:** 1 × dagger (1d4) or 1 × spell **THACO:** 19 [0]  
**Movement:** 120' (40') **Saving Throws:** D13  
W14 P13 B16 S15 (MU1) **Morale:** 7 **Alignment:**  
Any **XP:** 16

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- Monster Hoard: **2000gp** ▪ **7 jewellery items** worth **6000gp** in total ▪ **Sword +1, +3 vs Undead** ▪ **Rod of Cancellation** ▪ **Potion of Control Plant**
- There's also an old, ripped

backpack in the near corner and some rotting remains of food spread all over the place

## 20 : LIBRARY

### DOORWAYS

- **North** side - odd-shaped iron door (**Barricaded**)
- **South** side - round wooden door (**Stuck**)

### DESCRIPTION

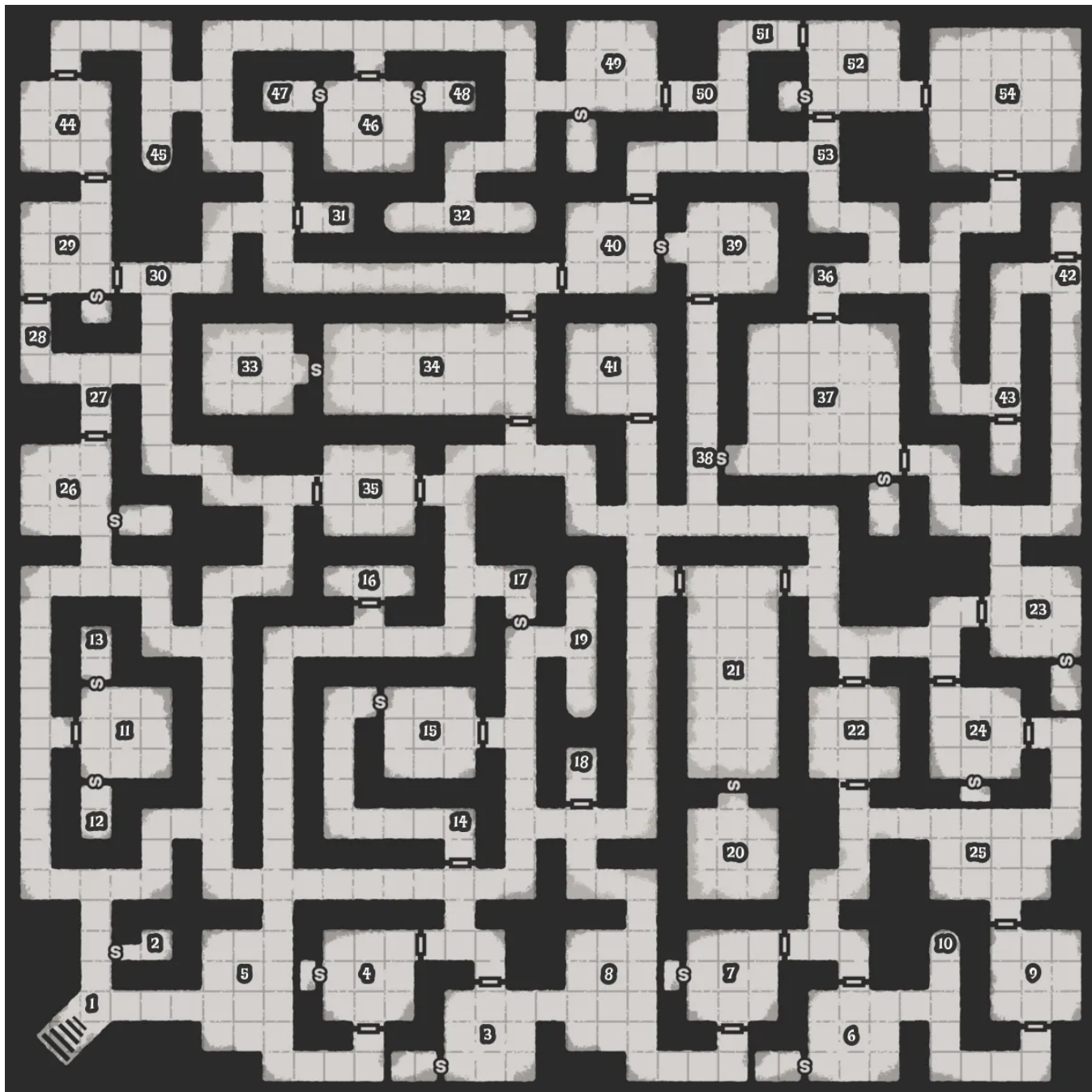
It is dark and damp here and there are some spots of green rot on the ground. There's something lying on the floor.

- Lying on the floor is a **dust covered human skeleton**. Searching it will uncover: **260gp**
  - **Potion of Levitation**
- There's also a torn quiver in the near corner and some torn pieces of clothing spread all over the place

## 21 : WATER FOUNTAIN

Clear water are coming out of the wall here.

# S HRINE OF THE DISHONORED FIRE



## 1 : DUNGEON ENTRANCE

These stairs into the dungeon are deep inside the mouth of a giant

stone craved skull, partly buried under a dune .

- There's also an old, ripped backpack near the wall on the



- There's a 2-in-6 chance the chests contain **1 gems** worth **100gp** in total ▪ **Sword +1, +2 vs Lycanthropes** ▪ **Potion of Clairaudience** ▪ **Potion of Heroism**

Otherwise, this place was already looted earlier.

- There's also a torn quiver near the wall on the far end and some dry remains of food spread all over the place

The secret door on the west is leading to a secret chamber:

## DESCRIPTION

This area is dark and cold and there are some spots of yellow ooze on the walls. There are some large chests near the far wall.

- There's a 2-in-6 chance the chests contain **500gp** ▪ **Sword +1, +2 vs Lycanthropes** ▪ **Potion of Treasure Finding** ▪ **Potion of Fire Resistance**

Otherwise, this place was already looted earlier.

- There's also a rusty short sword in the near corner and some broken pieces of wood next to it

- There's a **pressure plate lever** that can open the secret door in area 37 (west)

## 4 : LABORATORY

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Tiger** is making inside this area.

### DOORWAYS

- **South** side - round wooden door (**Half-broken**).
- **East** side - round wooden door (**Locked →\***).
- **West** side - secret door (operated by a passphrase).

### DESCRIPTION

This area is dark and cold and there are some cracks on the ceiling. There's some sort of a beast inside.

- There's a Tiger inside. It will attack anyone stepping in.

The noises it makes could be heard if listening from outside.

### Tiger

**Armour Class:** 6 [13] **Hit Dice:** 6 **Attacks:** 2 × claw (1d6), 1 × bite (2d6) **THACO:** 14 [+5]  
**Movement:** 150' (50') **Saving Throws:** D12  
 W13 P14 B15 S16 (3) **Morale:** 9 **Alignment:**



Neutral **XP**: 275

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- **Monster Hoard: 4000gp** ▪ **Ring of Protection +1** ▪ **Potion of Control Dragon** ▪ **Potion of Growth**
- There's also a burnt torch near the wall on the far end and some garlic leftovers spread all over the place
- There's a **rope-pull lever** that can open the secret door in area 11 (north)

## 5 : LABORATORY

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard .

### DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are several spots of green rot on the walls. There are cultists inside.

- There are 2 Mediums inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

## Medium

**Armour Class:** 9 [10] **Hit Dice:** 1 **Attacks:** 1 × dagger (1d4) or 1 × spell **THACO:** 19 [0]  
**Movement:** 120' (40') **Saving Throws:** D13 W14 P13 B16 S15 (MU1) **Morale:** 7 **Alignment:** Any **XP:** 16

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- **Monster Hoard: 3660gp** ▪ **Potion of Gaseous Form** ▪ **Potion of Speed** ▪ **Potion of Polymorph Self**
- There's also a torn quiver in the far corner and some dry remains of food spread all over the place
- Searching will uncover a crack in the floor holding the key (Ø) to unlock the round iron door (to the east) in area 20
- There's a **crank lever** that can open the secret door in area 3 (west)
- An old dark leather bag contains **Riqin Christofana's** (from **Kaldar**) **Sturdy Leather Boots** (actually a **Boots of Levitation**)

## 6 : LABORATORY

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard .

### DOORWAYS

- **North** side - arched wooden door (**Barricaded**).
- **West** side - secret door (operated

by a passphrase).

## DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are some spots of green rot on the walls. There are cultists inside.

- There are 4 Mediums inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Medium

**Armour Class:** 9 [10] **Hit Dice:** 1 **Attacks:** 1 × dagger (1d4) or 1 × spell **THACO:** 19 [0]  
**Movement:** 120' (40') **Saving Throws:** D13 W14 P13 B16 S15 (MU1) **Morale:** 7 **Alignment:** Any **XP:** 16

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- **Monster Hoard: 40gp** ▪ **Sword -1, Cursed** ▪ **Sword +1, Locate Objects** ▪ **Potion of Healing**
- There's also a burnt torch near the wall on the right and some traces of fur spread all over the place

The secret door on the west is leading to a secret chamber:

## DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are a few spots of yellow ooze on the walls. There's some sort of a beast inside.

- There are 3 White Apes inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### White Ape

**Armour Class:** 6 [13] **Hit Dice:** 4 **Attacks:** 2 × claw(1d4) or 1 × thrown rock (1d6) **THACO:** 16 [+3] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14B15 S16 (2) **Morale:** 7 **Alignment:** Neutral **XP:** 75

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- There is no hoard.
- There's also a rusty short sword near the wall on the left and some dry remains of food spread all over the place
- Searching will uncover a cloth wrap under a stone holding the key (🗝) to unlock the triangle bronze door (to the east) in area 7
- There's a **crank lever** that can open the secret door in area 11 (south)

## 7 : LABORATORY

## FORESHADOWING

- A successful listening roll could detect the **sounds** that the **White Apes** are making inside this area.

## DOORWAYS

- **South** side - triangle bronze door (**Stuck**).
- **East** side - triangle bronze door (**Locked** .
- **West** side - secret door (operated by a passphrase).

## DESCRIPTION

It is dark and damp here and there are some blood stains on the ground. There's some sort of a beast inside.

- There are 2 White Apes inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

## White Ape

**Armour Class:** 6 [13] **Hit Dice:** 4 **Attacks:** 2 × claw(1d4) or 1 × thrown rock (1d6) **THACO:** 16 [+3] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14B15 S16 (2) **Morale:** 7 **Alignment:** Neutral **XP:** 75

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- There is no hoard.
- There's also an old, ripped

backpack near the wall on the right and some dry remains of food next to it

## 8 : LABORATORY

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **White Apes** are making inside this area.

### DESCRIPTION

It is dark and damp here and there are some spots of green rot on the walls. There's some sort of a beast inside.

- There are 4 White Apes inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### White Ape

**Armour Class:** 6 [13] **Hit Dice:** 4 **Attacks:** 2 × claw(1d4) or 1 × thrown rock (1d6) **THACO:** 16 [+3] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14B15 S16 (2) **Morale:** 7 **Alignment:** Neutral **XP:** 75

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- There is no hoard.
- There's also a rusty short sword near the wall on the right and

some ripped pieces of old rope next to it

## 9 : SHRINE

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard .

### DOORWAYS

- **South** side - arched iron door (**Half-broken**)
- **North** side - arched bronze door (**Stuck**)

### DESCRIPTION

This area is dark and cold and there are several spots of green rot on the walls. There are cultists inside.

- There's an Acolyte inside. Roll or decide for reaction.

The noises it makes could be heard if listening from outside.

### Acolyte

**Armour Class:** 2 [17] **Hit Dice:** 1 **Attacks:** 1 × mace (1d6) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D11 W12 P14 B16 S15 (C1) **Morale:** 7 **Alignment:** Any **XP:** 10

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- Monster Hoard: **4000gp** ▪ **8**

**gems** worth **1460gp** in total ▪ **1 jewellery items** worth **1200gp** in total ▪ **Sword +1, +3 vs Regenerating Creatures** ▪ **Potion of Invisibility** ▪ **Potion of Longevity**

- There's also a rusty short sword in the far corner and some garlic leftovers spread all over the place
- There's a **crank lever** that can open the secret door in area 24 (south)

## 10 : WATER FOUNTAIN

Clear water are coming out of the wall here.

## 11 : LIBRARY

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard .

### DOORWAYS

- **West** side - rectangular wooden door (**Half-broken**).
- **South** side - secret door (operated by a crank lever somewhere in the dungeon).
- **North** side - secret door (operated by a rope-pull lever somewhere in the dungeon).

### DESCRIPTION

The air in this area is dense and misty and there are several blood stains on the walls. There are cultists inside.

- There are 3 Acolytes inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Acolyte

**Armour Class:** 2 [17] **Hit Dice:** 1 **Attacks:** 1 × mace (1d6) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D11 W12 P14 B16 S15 (C1) **Morale:** 7 **Alignment:** Any **XP:** 10

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- Monster Hoard: **Sword +1, +3 vs Undead** ▪ **Potion of Control Animal** ▪ **Potion of Heroism**
- There's also an old broken mirror in the far corner and some traces of fur next to it

## 12 : CEREMONIAL CHAMBER

### FORESHADOWING

- If listening to one of the doors here is successfull, the faint voices of **chanting by cultists** could be heard .

### DOORWAYS

- **North** side - secret door (operated by a crank lever somewhere in the

dungeon).

### DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are a few claw marks on the walls. There are cultists inside.

- There are 2 Mediums inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Medium

**Armour Class:** 9 [10] **Hit Dice:** 1 **Attacks:** 1 × dagger (1d4) or 1 × spell **THACO:** 19 [0] **Movement:** 120' (40') **Saving Throws:** D13 W14 P13 B16 S15 (MU1) **Morale:** 7 **Alignment:** Any **XP:** 16

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- Monster Hoard: **1000gp** ▪ **Shield +2** ▪ **Sword +1, Flaming** ▪ **Potion of Delusion**
- There's also an old broken mirror in the far corner and some garlic leftovers next to it

## 13 : SHRINE

### FORESHADOWING

- If listening to one of the doors here is successfull, the faint

voices of **chanting by cultists** could be heard .

## DOORWAYS

- **North** side - secret door (operated by a rope-pull lever somewhere in the dungeon).

## DESCRIPTION

This area stinks from excrements and there are several claw marks on the ceiling. There are cultists inside.

- There's an Acolyte inside. Roll or decide for reaction.

The noises it makes could be heard if listening from outside.

## Acolyte

**Armour Class:** 2 [17] **Hit Dice:** 1 **Attacks:** 1 × mace (1d6) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D11 W12 P14 B16 S15 (C1) **Morale:** 7 **Alignment:** Any **XP:** 10

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- **Monster Hoard:** 5000gp ▪ **Ring of Protection +1** ▪ **Crossbow Bolts +1 (2d6 bolts)** ▪ **Potion of Gaseous Form**
- There's also a burnt torch near the wall on the far end and some torn pieces of clothing next to it
- Searching will uncover a small wooden box holding the key (🔑) to unlock the round wooden door

(to the south) in area 43

## 14 : CORRIDOR

- rectangular marble door (**Half-broken**) It is leading to the room in 15

## 15 : LABORATORY

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **East** side - round bronze door (**Half-broken**).
- There's a secret door (operated by a passphrase) on the **west** wall.

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are some spots of yellow ooze on the walls. There are some large chests near the far wall.

- There's a 2-in-6 chance the chests contain 1500gp ▪ **Potion of Giant Strength** ▪ **Potion of Invisibility** ▪ **Potion of Clairvoyance**

Otherwise, this place was already looted earlier.

- There's also a rusty short sword near the wall on the right and some dry remains of food spread all over the place
- Searching will uncover a nook in the wall holding the key (⊕) to unlock the rectangular wooden door (to the east) in area 49
- There's a **pressure plate lever** that can open the secret door in area 17 (south)

## 16 : CEREMONIAL CHAMBER

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard .

### DOORWAYS

- **South** side - arched iron door (**Half-broken**)

### DESCRIPTION

This area is dark and cold and there are some claw marks on the walls. There are cultists inside.

- There are 4 Mediums inside. Roll or decide for reaction.

The noises they makes could be

heard if listening from outside.

### Medium

**Armour Class:** 9 [10] **Hit Dice:** 1 **Attacks:** 1 × dagger (1d4) or 1 × spell **THACO:** 19 [0]

**Movement:** 120' (40') **Saving Throws:** D13 W14 P13 B16 S15 (MU1) **Morale:** 7 **Alignment:** Any **XP:** 16

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- **Monster Hoard:** 1000gp ▪ 2 **jewellery items** worth 1500gp in total ▪ **Potion of Heroism** ▪ **Ring of Water Walking** ▪ **Potion of Flying**
- There's also an old, ripped backpack in the far corner and some broken pieces of wood next to it
- Searching will uncover a nook in the wall holding the key (⊙°) to unlock the rectangular wooden door (to the south) in area 54

## 17 : SECRET DOOR TO THE CORRIDOR

### DOORWAYS

- **South** side - a secret door (operated by a pressure plate lever somewhere in the dungeon)

## 18 : CEREMONIAL CHAMBER

### FORESHADOWING

- Traces of something heavy dragged on the ground could be

found if examining around the doors to this area.

## DOORWAYS

- **South** side - a round wooden door (**Barricaded**)

## DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are a few spots of yellow ooze on the ceiling. There are some small chests near the far wall.

- There's a 2-in-6 chance the chests contain **4000gp** ▪ **Shield +1** ▪ **Potion of Control Plant** ▪ **Potion of Delusion**

Otherwise, this place was already looted earlier.

- There's also a torn quiver in the near corner and some traces of fur spread all over the place
- Searching will uncover a nook in the wall holding the key (**R**) to unlock the arched wooden door (to the north) in area 22
- A wooden barrel contains **Sylvius of Palatea's** (from **Aberius**) **Decorated Sword** (actually a **Sword +1, Wishes**)

## 19 : DEAD ENDS

## 20 : CEREMONIAL CHAMBER

### FORESHADOWING

- A successful listening roll could detect the sounds that the Doppelgängers are making inside this area.

### DOORWAYS

- **West** side - a rectangular iron door (**Barricaded**)
- **East** side - a round iron door (**Locked 8**)
- A secret door (operated by a passphrase) on the **south** side is leading to a hidden storage room.

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are a few claw marks on the ceiling. You're not alone here.

- There are 6 Doppelgängers inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Doppelgänger

**Armour Class:** 5 [14] **Hit Dice:** 4 **Attacks:** 1 × bite (1d12) **THACO:** 16 [+3] **Movement:** 90' (30') **Saving Throws:** D6 W7 P8 B8 S10 (10) **Morale:** 10 **Alignment:** Chaotic **XP:** 125







## DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are a few blood stains on the walls. There's some sort of a beast inside.

- There are 6 White Apes inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### White Ape

**Armour Class:** 6 [13] **Hit Dice:** 4 **Attacks:** 2 × claw(1d4) or 1 × thrown rock (1d6) **THACO:** 16 [+3] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14B15 S16 (2) **Morale:** 7 **Alignment:** Neutral **XP:** 75

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- There is no hoard.
- There's also a torn quiver near the wall on the far end and some dry remains of food next to it
- There's a **crank lever** that can open the secret door in area 46 (west)

## 24 : LABORATORY

### DOORWAYS

- **East** side - odd-shaped wooden door (**Stuck**).
- **North** side - round iron door (**Barricaded**).
- **South** side - secret door (operated by a crank lever somewhere in the dungeon).

## DESCRIPTION

You hear water drops falling to the ground and there are a few burn marks on the walls. There's something lying on the floor.

- Lying on the floor is a **dust covered human skeleton**. Searching it will uncover: **30gp**
  - **Potion of Poison**
- There's also a burnt torch in the far corner and some torn pieces of clothing next to it
- Searching will uncover a cloth wrap under a stone holding the key (□) to unlock the rectangular wooden door (to the west) in area 23
- There's a **rope-pull lever** that can open the secret door in area 26 (east)

## 25 : PANTRY

### FORESHADOWING

- A succesfull listening roll could



## DESCRIPTION

It is dark and damp here and there are several claw marks on the ground. There's some sort of a beast inside.

- There are 4 White Apes inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### White Ape

**Armour Class:** 6 [13] **Hit Dice:** 4 **Attacks:** 2 × claw(1d4) or 1 × thrown rock (1d6) **THACO:** 16 [+3] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14B15 S16 (2) **Morale:** 7 **Alignment:** Neutral **XP:** 75

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- There is no hoard.
- There's also a rusty short sword in the far corner and some garlic leftovers next to it

## 27 : ENTRANCE TO THE SHRINE

- **South** side - arched bronze door (**Half-broken**).

## 28 : ENTRANCE TO THE SHRINE

- **North** side - arched bronze door (**Half-broken**).

## 29 : SHRINE

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- **South** side - arched bronze door (**Half-broken**).
- **East** side - arched wooden door (**Half-broken**).

## DESCRIPTION

The air in this area is dense and misty and there are some spots of green rot on the ceiling. There are some large bags near the far wall.

- There's a 2-in-6 chance the bags contain **Gauntlets of Ogre Power**
  - **Potion of Control Dragon** ▪
  - **Potion of Delusion**

Otherwise, this place was already looted earlier.

- There's also a burnt torch in the far corner and some torn pieces of clothing spread all over the place

## 30 : EAST ENTRANCE TO THE SHRINE

- **West** side - arched wooden door

(Half-broken).

## 31 : LIBRARY

### FORESHADOWING

- A successful listening roll will also reveal a faint **sound of crying** coming from inside this area.

### DOORWAYS

- **West** side - a arched wooden door (**Half-broken**)

### DESCRIPTION

The air in this area is dense and misty and there are some claw marks on the walls. There's something lying on the floor and a person is chained to the wall.

- Lying on the floor is a **dust covered human skeleton**. Searching it will uncover: **540gp**
  - **Potion of Delusion**
- There's also a torn quiver near the wall on the left and some broken pieces of wood spread all over the place
- The **chained person** is **Agenna of Calidar's husband** from Partha

## 32 : DEAD ENDS

## 33 : CEREMONIAL CHAMBER

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- **North** side - a rectangular wooden door (**Locked** 🗝)
- **South** side - a rectangular bronze door (**Half-broken**)
- A secret door (operated by a pressure plate lever somewhere in the dungeon) on the **west** side is leading to a hidden storage room.

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are some blood stains on the ceiling. There are some small bags near the far wall.

- There's a 2-in-6 chance the bags contain **1600gp** ▪ **5 gems** worth **760gp** in total ▪ **Wand of Polymorph** ▪ **Potion of Longevity** ▪ **Potion of Speed**

Otherwise, this place was already looted earlier.

- There's also an old, ripped backpack near the wall on the left and some garlic leftovers next to









## FORESHADOWING

- A successful listening roll could detect the sounds that the Doppelgängers are making inside this area.

## DOORWAYS

- **south** - round wooden door (**Stuck**)

## DESCRIPTION

It is dark and damp here and there are a few spots of green rot on the ground. There's something moving inside.

- There are 4 Doppelgängers inside. Roll or decide for reaction.

The noises they make could be heard if listening from outside.

## Doppelgänger

**Armour Class:** 5 [14] **Hit Dice:** 4 **Attacks:** 1 × bite (1d12) **THACO:** 16 [+3] **Movement:** 90' (30') **Saving Throws:** D6 W7 P8 B8 S10 (10) **Morale:** 10 **Alignment:** Chaotic **XP:** 125

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- **Monster Hoard: 1000gp** ▪ **8 gems** worth **1630gp** in total ▪ **Armour +1, Shield +3** ▪ **Potion of Invulnerability** ▪ **Potion of Diminution**
- There's also a used flask of oil in

the near corner and some garlic leftovers spread all over the place

## 42 : CEREMONIAL CHAMBER

## FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard.
- A successful listening roll will also reveal **screams of fear** coming from inside this area.

## DOORWAYS

- **North** side - round iron door (**Locked** ▽).

## DESCRIPTION

This area stinks from excrements and there are a few burn marks on the ground. There are cultists inside and a person is chained to the wall.

- There's a Medium inside. Roll or decide for reaction.

The noises it makes could be heard if listening from outside.

## Medium

**Armour Class:** 9 [10] **Hit Dice:** 1 **Attacks:** 1 × dagger (1d4) or 1 × spell **THACO:** 19 [0] **Movement:** 120' (40') **Saving Throws:** D13 W14 P13 B16 S15 (MU1) **Morale:** 7 **Alignment:**

Any XP: 16

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- Monster Hoard: **2000gp** ▪ **1 jewellery items** worth **800gp** in total ▪ **Shield +3** ▪ **Sword +2**, **Charm Person** ▪ **Potion of Control Plant**
- There's also a rusty short sword in the near corner and some broken pieces of wood spread all over the place
- The **chained person** is **Merard of Akeba's son** from Kaldar

## 43 : LIBRARY

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- **South** side - round wooden door (**Locked** 🗝️).

### DESCRIPTION

You hear water drops falling to the ground and there are some cracks on the ceiling. There are some very big jars near the far wall.

- There's a 2-in-6 chance the jars contain **1500gp** ▪ **Sword +1, +3**

**vs Enchanted Creatures** ▪ **Potion of ESP** ▪ **Potion of Giant Strength**

Otherwise, this place was already looted earlier.

- There's also an old, ripped backpack in the far corner and some ripped pieces of old rope spread all over the place
- Searching will uncover a nook in the wall holding the key (🗝️) to unlock the round iron door (to the north) in area 42

## 44 : TORTURE CHAMBER

### DOORWAYS

- **North** side - round iron door (**Barricaded**)
- **South** side - arched wooden door (**Barricaded**)

### DESCRIPTION

This area is dark and cold and there are some spots of green rot on the ground. You spot something quite big lying on the floor.

- Lying on the floor is a **rotting human corpse**. Searching it will uncover: **540gp** ▪ **7 gems** worth **1850gp** in total ▪ **Potion of Treasure Finding**

- There's also a torn quiver in the near corner and some rotting remains of food spread all over the place

## 45 : WATER FOUNTAIN

Clear water are coming out of the wall here.

## 46 : SHRINE

### DOORWAYS

- **North** side - odd-shaped iron door (**Stuck**).
- **West** side - secret door (operated by a crank lever somewhere in the dungeon).
- **East** side - secret door (operated by a passphrase).

### DESCRIPTION

It is dark and damp here and there are a few claw marks on the ceiling. There's something lying on the floor.

- Lying on the floor is a **rotting human corpse**. Searching it will uncover: **250gp** ▪ **Potion of Control Undead**
- There's also a used flask of oil near the wall on the left and some rotting remains of food next to it
- Searching will uncover a small

wooden box holding the key (🔑) to unlock the rectangular wooden door (to the west) in area 54

## 47 : LIBRARY

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard .

### DOORWAYS

- **East** side - secret door (operated by a crank lever somewhere in the dungeon).

### DESCRIPTION

A vile smell of rot welcomes you and there are a few burn marks on the ceiling. There are cultists inside.

- There are 3 Mediums inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Medium

**Armour Class:** 9 [10] **Hit Dice:** 1 **Attacks:** 1 × dagger (1d4) or 1 × spell **THACO:** 19 [0]  
**Movement:** 120' (40') **Saving Throws:** D13 W14 P13 B16 S15 (MU1) **Morale:** 7 **Alignment:** Any **XP:** 16

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- **Monster Hoard: 3 gems worth 650gp in total ▪ 3 jewellery items worth 2500gp in total ▪ Armour +1 ▪ Girdle of Giant Strength ▪ Potion of Invulnerability**
- There's also an old broken mirror in the near corner and some traces of fur spread all over the place

## 48 : LIBRARY

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- **East** side - secret door (operated by a passphrase).

### DESCRIPTION

A vile smell of rot welcomes you and there are a few spots of green rot on the ceiling. There are some large crates near the far wall.

- There's a 2-in-6 chance the crates contain **Potion of Fire Resistance**
  - **Potion of Fire Resistance** ▪ **Potion of Polymorph Self**

Otherwise, this place was already

looted earlier.

- There's also a rusty short sword near the wall on the far end and some ripped pieces of old rope spread all over the place

## 49 : PANTRY

### FORESHADOWING

- A successful listening roll will also reveal a faint **sound of crying** coming from inside this area.

### DOORWAYS

- **East** side - rectangular wooden door (**Locked** ⊕).
- **South** side - secret door (operated by a passphrase).

### DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are several blood stains on the ground. You spot something quite big lying on the floor and a person is chained to the wall.

- Lying on the floor is a **rotting human corpse**. Searching it will uncover: **440gp** ▪ **Potion of Control Undead**

- There's also a burnt torch in the



## Clairaudience

- There's also a used flask of oil in the near corner and some traces of fur spread all over the place

## 53 : SOUTH ENTRANCE TO THE CEREMONIAL CHAMBER

- **North** side - rectangular iron door (**Barricaded**).

## 54 : LIBRARY

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **West** side - rectangular wooden door (**Locked** 🗝)
- **South** side - rectangular wooden door (**Locked** 🗝)

## DESCRIPTION

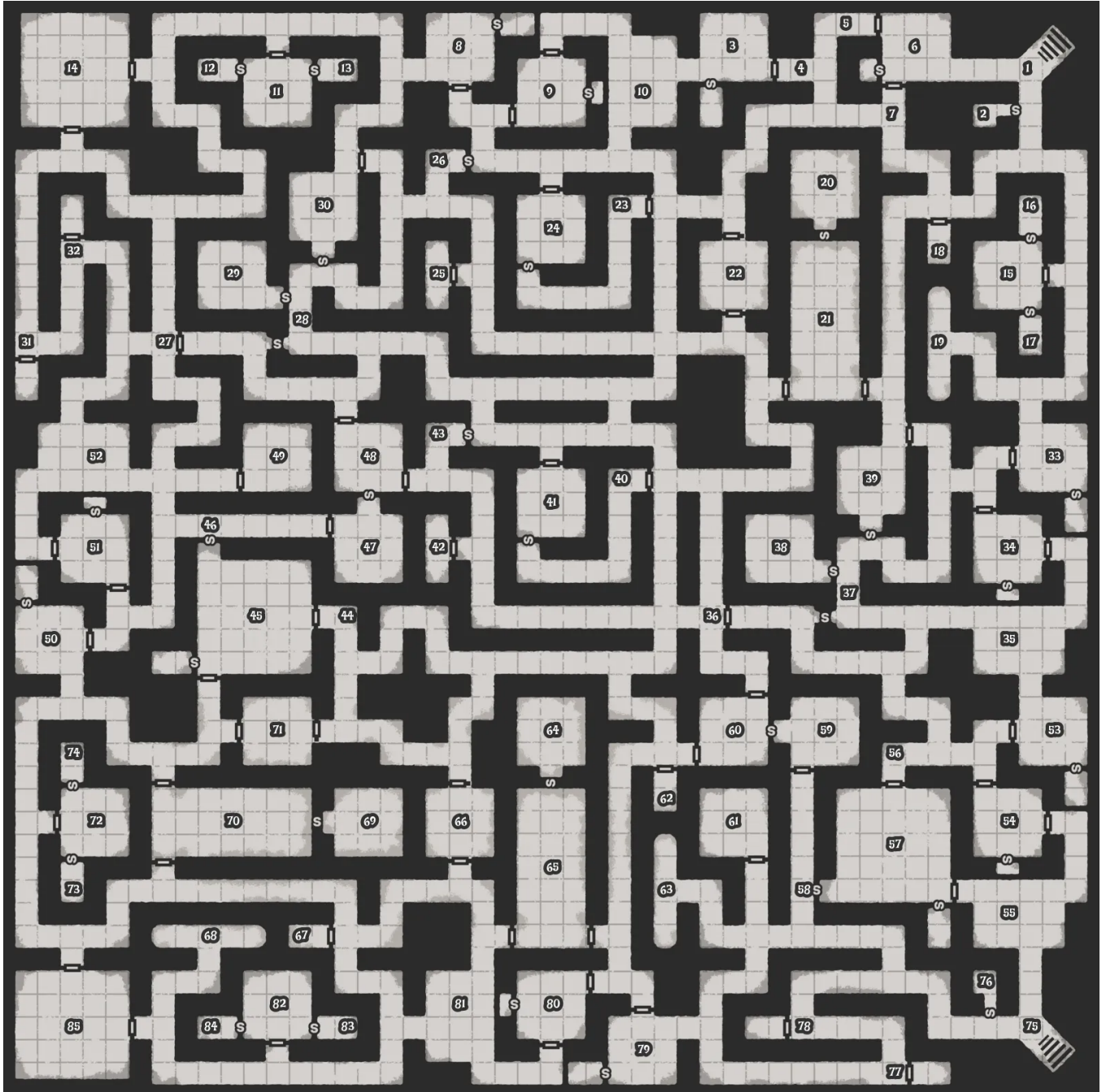
A vile smell of rot welcomes you and there are several cracks on the ground. There is a very big chest near the far wall.

- There's a 2-in-6 chance the chest contains **400gp** ▪ **8 jewellery items** worth **6600gp** in total ▪ **Sword +1, +3 vs Enchanted Creatures** ▪ **Potion of Invulnerability** ▪ **Potion of Invisibility**

Otherwise, this place was already looted earlier.

- There's also a rusty short sword in the near corner and some ripped pieces of old rope spread all over the place

# T EMPLE OF THE DOOMED GOBLIN



## 1 : DUNGEON ENTRANCE

These stairs into the dungeon are deep inside the mouth of a giant

stone skull .

- There's also a burnt torch in the near corner and some dry remains of food spread all over



the place

- Searching will uncover a crack in the floor holding the key (Δ) to unlock the round wooden door (to the south) in area 62
- There's a None

## 2 : SECRET CHAMBER

### DOORWAYS

- **East** side - secret door (operated by a rope-pull lever somewhere in the dungeon)

### DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are a few claw marks on the ground. There is a small barrel near the far wall.

- There's a 2-in-6 chance the barrel contains **1000gp** ▪ **Cursed Shield -2** ▪ **Potion of Flying** ▪ **Potion of Delusion**

Otherwise, this place was already looted earlier.

- There's also a used flask of oil near the wall on the left and some garlic leftovers spread all over the place
- Searching will uncover a nook in

the wall holding the key (✳) to unlock the round iron door (to the west) in area 9

- There's a **rope-pull lever** that can open the secret door in area 2 (east)

## 3 : CRYPT

### DOORWAYS

- **East** side - rectangular bronze door (**Barricaded**).
- **South** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

### DESCRIPTION

You hear water drops falling to the ground and there are several cracks on the ground. There's something lying on the floor.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **Potion of Control Animal**
- There's also a used flask of oil in the far corner and some ripped pieces of old rope spread all over the place
- There's a **pressure plate lever** that can open the secret door in area 9 (east)



items worth **6500gp** in total ▪  
**Potion of Speed** ▪ **Potion of Heroism** ▪ **Potion of Control Animal**

Otherwise, this place was already looted earlier.

- There's also a torn quiver in the far corner and some dry remains of food spread all over the place
- Searching will uncover a small wooden box holding the key (🔑) to unlock the odd-shaped wooden door (to the north) in area 32
- There's a **pressure plate lever** that can open the secret door in area 3 (south)

## 7 : SOUTH ENTRANCE TO THE PANTRY

- **North** side - arched iron door (**Barricaded**).

## 8 : CEREMONIAL CHAMBER

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard .

### DOORWAYS

- **South** side - rectangular iron door (**Half-broken**).
- **East** side - secret door (operated by a passphrase).

## DESCRIPTION

The air in this area is dense and misty and there are some claw marks on the ground. There are cultists inside.

- There are 2 Mediums inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Medium

**Armour Class:** 9 [10] **Hit Dice:** 1 **Attacks:** 1 × dagger (1d4) or 1 × spell **THACO:** 19 [0]  
**Movement:** 120' (40') **Saving Throws:** D13 W14 P13 B16 S15 (MU1) **Morale:** 7 **Alignment:** Any **XP:** 16

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- **Monster Hoard:** **1000gp** ▪ **Sword +1** ▪ **Ring of Invisibility** ▪ **Potion of Heroism**
- There's also a torn quiver near the wall on the left and some traces of fur next to it
- Searching will uncover a goat's skull holding the key (🔑) to unlock the arched wooden door (to the west) in area 47
- There's a **pressure plate lever** that can open the secret door in area 24 (south)

The secret door on the east is leading to a secret chamber:

## DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are several claw marks on the walls. There are cultists inside.

- There's a Medium inside. Roll or decide for reaction.

The noises it makes could be heard if listening from outside.

### Medium

**Armour Class:** 9 [10] **Hit Dice:** 1 **Attacks:** 1 × dagger (1d4) or 1 × spell **THACO:** 19 [0]  
**Movement:** 120' (40') **Saving Throws:** D13 W14 P13 B16 S15 (MU1) **Morale:** 7 **Alignment:** Any **XP:** 16

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- **Monster Hoard: Crossbow Bolts +1 (2d6 bolts) ▪ Shield +3 ▪ Potion of Poison**
- There's also a rusty short sword near the wall on the left and some garlic leftovers spread all over the place
- Searching will uncover an old leather pouch holding the key (🔑) to unlock the rectangular wooden door (to the east) in area 14
- There's a **crank lever** that can open the secret door in area 15 (north)

## 9 : SHRINE

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard .

### DOORWAYS

- **North** side - arched wooden door (**Stuck**).
- **West** side - round iron door (**Locked ✳**).
- **East** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

## DESCRIPTION

This area stinks from excrements and there are a few spots of green rot on the walls. There are cultists inside.

- There are 2 Acolytes inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Acolyte

**Armour Class:** 2 [17] **Hit Dice:** 1 **Attacks:** 1 × mace (1d6) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D11 W12 P14 B16 S15 (C1) **Morale:** 7 **Alignment:** Any **XP:** 10

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- Monster Hoard: **Ring of Fire Resistance** ▪ **Cursed Armour -1** ▪ **Potion of Speed**
- There's also an old, ripped backpack near the wall on the right and some broken pieces of wood next to it
- There's a **pressure plate lever** that can open the secret door in area 11 (east)

Any **XP**: 16

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- Monster Hoard: **4600gp** ▪ **Sword +1, Flaming** ▪ **War Hammer +1** ▪ **Potion of Growth**
  - There's also a torn quiver near the wall on the far end and some garlic leftovers next to it
  - There's a **rope-pull lever** that can open the secret door in area 15 (south)

## 10 : CEREMONIAL CHAMBER

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard .

### DESCRIPTION

You hear water drops falling to the ground and there are some claw marks on the ceiling. There are cultists inside.

- There are 3 Mediums inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Medium

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**Armour Class**: 9 [10] **Hit Dice**: 1 **Attacks**: 1 × dagger (1d4) or 1 × spell **THACO**: 19 [0]  
**Movement**: 120' (40') **Saving Throws**: D13  
 W14 P13 B16 S15 (MU1) **Morale**: 7 **Alignment**:

## 11 : LABORATORY

### DOORWAYS

- **North** side - odd-shaped iron door (**Stuck**).
- **West** side - secret door (operated by a crank lever somewhere in the dungeon).
- **East** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

### DESCRIPTION

It is dark and damp here and there are some claw marks on the ceiling. You spot something quite big lying on the floor.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **470gp**

- **6 jewellery items** worth **5600gp** in total ▪ **Armour +3, Shield +2**
- There's also a torn quiver near the wall on the far end and some traces of fur spread all over the place
- There's a **pressure plate lever** that can open the secret door in area 20 (north)

## 12 : LABORATORY

### DOORWAYS

- **East** side - secret door (operated by a crank lever somewhere in the dungeon).

### DESCRIPTION

This area stinks from excrements and there are some burn marks on the walls. You spot something quite big lying on the floor.

- Lying on the floor is a **rotting human corpse**. Searching it will uncover: **300gp** ▪ **Potion of ESP**
- There's also a burnt torch in the near corner and some torn pieces of clothing next to it
- Searching will uncover an old leather pouch holding the key (♠) to unlock the arched marble door (to the north) in area 22

- There's a **crank lever** that can open the secret door in area 11 (west)

## 13 : PANTRY

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- **East** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

### DESCRIPTION

This area was likely used as a pantry and there are several spots of green rot on the walls. There are some small jars near the far wall.

- There's a 2-in-6 chance the jars contain **Arrows +1 (Basic: 10; Expert: 2d6 arrows)** ▪ **Potion of Heroism** ▪ **Potion of Speed**

Otherwise, this place was already looted earlier.

- There's also an old broken mirror in the near corner and some traces of fur spread all over the place
- Searching will uncover a cloth

wrap under a stone holding the key (key<sub>sp</sub>) to unlock the round iron door (to the east) in area 48

- There's a **pressure plate lever** that can open the secret door in area 53 (south)

## 14 : CRYPT

### FORESHADOWING

- If listening to one of the doors here is successful, the faint voices of **chanting by cultists** could be heard.

### DOORWAYS

- **South** side - rectangular marble door (**Half-broken**)
- **East** side - rectangular wooden door (**Locked** 🗝)

### DESCRIPTION

The air in this area is dense and misty and there are some spots of yellow ooze on the walls. There are cultists inside.

- There are 5 Acolytes inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Acolyte

**Armour Class:** 2 [17] **Hit Dice:** 1 **Attacks:** 1 ×

mace (1d6) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D11 W12 P14 B16 S15 (C1) **Morale:** 7 **Alignment:** Any **XP:** 10

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- **Monster Hoard:** **Potion of Invisibility** ▪ **Sword -1, Cursed** ▪ **Potion of Control Dragon**
- There's also an old, ripped backpack near the wall on the left and some torn pieces of clothing next to it

## 15 : PANTRY

### DOORWAYS

- **East** side - arched wooden door (**Barricaded**).
- **North** side - secret door (operated by a crank lever somewhere in the dungeon).
- **South** side - secret door (operated by a rope-pull lever somewhere in the dungeon).

### DESCRIPTION

A vile smell of rot welcomes you and there are a few spots of green rot on the walls. You spot something quite big lying on the floor.

- Lying on the floor is a **rotting human corpse**. Searching it will

uncover: **540gp** ▪ **Shield +1**

- There's also a used flask of oil near the wall on the left and some broken pieces of wood spread all over the place

## 16 : CRYPT

### DOORWAYS

- **South** side - secret door (operated by a crank lever somewhere in the dungeon).

### DESCRIPTION

The air in this area is dense and misty and there are a few blood stains on the ceiling. There's something lying on the floor.

- Lying on the floor is a **rotting human corpse**. Searching it will uncover: **600gp** ▪ **Potion of Delusion**
- There's also an old, ripped backpack in the near corner and some broken pieces of wood spread all over the place
- There's a **pressure plate lever** that can open the secret door in area 34 (south)

## 17 : PANTRY

### FORESHADOWING

- A successful listening roll will also reveal a faint **sound of crying** coming from inside this area.

### DOORWAYS

- **South** side - secret door (operated by a rope-pull lever somewhere in the dungeon).

### DESCRIPTION

It is dark and damp here and there are a few blood stains on the ceiling. You spot something quite big lying on the floor and a person is chained to the wall.

- Lying on the floor is a **rotting human corpse**. Searching it will uncover: **Potion of ESP**
- There's also a burnt torch near the wall on the left and some torn pieces of clothing spread all over the place
- Searching will uncover an old hollow torch holding the key (SSS) to unlock the rectangular wooden door (to the east) in area 45
- There's a **rope-pull lever** that can open the secret door in area 37 (west)
- The **chained person** is **Adremar Siclefrid's son** from Kaldar



## 18 : PANTRY

### DOORWAYS

- **North** side - a round bronze door (**Half-broken**)

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are several cracks on the walls. There's something lying on the floor.

- Lying on the floor is a **rotting human corpse**. Searching it will uncover: **Armour +1, Shield +3**
- There's also a burnt torch in the near corner and some broken pieces of wood next to it

## 19 : DEAD ENDS

## 20 : CEREMONIAL CHAMBER

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- **East** side - a triangle wooden door (**Barricaded**)
- **West** side - a round bronze door (**Barricaded**)

- A secret door (operated by a pressure plate lever somewhere in the dungeon) on the **north** side is leading to a hidden storage room.

### DESCRIPTION

A vile smell of rot welcomes you and there are some blood stains on the ceiling. There is a big barrel near the far wall.

- There's a 2-in-6 chance the barrel contains **Potion of Clairvoyance**
  - **Potion of Control Plant**
  - **Potion of Gaseous Form**

Otherwise, this place was already looted earlier.

- There's also a torn quiver near the wall on the left and some traces of fur next to it
- Searching will uncover an old hollow torch holding the key (☺) to unlock the arched wooden door (to the east) in area 27

## 21 : SECRET STORAGE ROOM

### FORESHADOWING

- A successful listening roll could detect the sounds that the Black Dragons are making inside this area.

### DOORWAYS



## 23 : CORRIDOR

- round marble door (**Barricaded**)  
It is leading to the room in 24

## 24 : PANTRY

### DOORWAYS

- **North** side - arched wooden door (**Stuck**).
- There's a secret door (operated by a pressure plate lever somewhere in the dungeon) on the **south** wall.

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are some cracks on the ground. You spot something quite big lying on the floor.

- Lying on the floor is a **dust covered human skeleton**.  
Searching it will uncover: **230gp**
  - **Cursed Armour -1**
- There's also a torn quiver near the wall on the far end and some dry remains of food spread all over the place
- There's a **pressure plate lever** that can open the secret door in area 28 (west)

## 25 : PANTRY

## FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **East** side - odd-shaped wooden door (**Stuck**)

### DESCRIPTION

This area stinks from excrements and there are some spots of green rot on the ceiling. There are some very big barrels near the far wall.

- There's a 2-in-6 chance the barrels contain **1000gp** ▪ **Sword +1, +2 vs Spell Users** ▪ **Potion of Heroism** ▪ **Potion of Polymorph Self**

Otherwise, this place was already looted earlier.

- There's also a burnt torch in the far corner and some broken pieces of wood spread all over the place

## 26 : SECRET DOOR TO THE CORRIDOR

### DOORWAYS

- **East** side - a secret door (operated

by a pressure plate lever somewhere in the dungeon)

## 27 : CORRIDOR DOOR

- There's a arched wooden door (**Locked** ☹)

## 28 : SECRET DOORS

- There's a secret door (operated by a passphrase) on the west wall. The door is a shortcut to a connected corridor.
- There's another secret door (operated by a pressure plate lever somewhere in the dungeon) on the west wall. This is the only way into the room at 29
- A third secret door (operated by a passphrase) on the north wall is connected to the room at 30

## 29 : CEREMONIAL CHAMBER

### DOORWAYS

- There's a secret door (operated by a pressure plate lever somewhere in the dungeon) on the east wall. This is the only way in and out of this room.

### DESCRIPTION

A vile smell of rot welcomes you and there are some spots of green rot on the ground. There's something lying on the floor.

- Lying on the floor is a **rotting human corpse**. Searching it will uncover: **420gp** ▪ **Potion of Growth**
- There's also an old broken mirror near the wall on the far end and some ripped pieces of old rope spread all over the place

## 30 : CEREMONIAL CHAMBER

### DOORWAYS

- There's a secret door (operated by a passphrase) inside the alcove on the south wall.
- There's a round iron door (**Half-broken**).

### DESCRIPTION





You hear water drops falling to the ground and there are several blood stains on the ceiling. There are cultists inside.

- There are 2 Mediums inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Medium

**Armour Class:** 9 [10] **Hit Dice:** 1 **Attacks:** 1 × dagger (1d4) or 1 × spell **THACO:** 19 [0] **Movement:** 120' (40') **Saving Throws:** D13 W14 P13 B16 S15 (MU1) **Morale:** 7 **Alignment:** Any **XP:** 16

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- **Monster Hoard:** 5000gp ▪ 1 gems worth 10gp in total ▪ 3 jewellery items worth 2400gp in total ▪ **Sword +1, +2 vs Spell Users** ▪ **Potion of Flying** ▪ **Potion of Control Animal**
- There's also a torn quiver near the wall on the far end and some broken pieces of wood next to it

## 34 : CRYPT

### FORESHADOWING

- If listening to one of the doors here is successfull, the faint voices of **chanting by cultists** could be heard .

## DOORWAYS

- **East** side - arched iron door (**Stuck**).
- **North** side - rectangular wooden door (**Stuck**).
- **South** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

## DESCRIPTION

You hear water drops falling to the ground and there are some spots of green rot on the ground. There are cultists inside.

- There are 5 Acolytes inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Acolyte

**Armour Class:** 2 [17] **Hit Dice:** 1 **Attacks:** 1 × mace (1d6) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D11 W12 P14 B16 S15 (C1) **Morale:** 7 **Alignment:** Any **XP:** 10

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- **Monster Hoard:** 2000gp ▪ **Armour +1, Shield +2** ▪ **Staff of Striking** ▪ **Potion of Control Animal**
- There's also a used flask of oil near the wall on the left and some dry remains of food next to it

- There's a **crank lever** that can open the secret door in area 41 (south)

## 35 : SHRINE

### DESCRIPTION

A vile smell of rot welcomes you and there are some spots of yellow ooze on the ceiling. There's something lying on the floor.

- Lying on the floor is a **dust covered human skeleton**. Searching it will uncover: **Cursed Shield -2**
- There's also a torn quiver near the wall on the right and some rotting remains of food spread all over the place

## 36 : CORRIDOR DOOR

- There's a round wooden door (**Stuck**)

## 37 : SECRET DOORS

- There's a secret door (operated by a passphrase) on the west wall. The door is a shortcut to a connected corridor.
- There's another secret door (operated by a rope-pull lever

somewhere in the dungeon) on the west wall. This is the only way into the room at 38

- A third secret door (operated by a passphrase) on the north wall is connected to the room at 39

## 38 : LIBRARY

### DOORWAYS

- There's a secret door (operated by a rope-pull lever somewhere in the dungeon) on the east wall. This is the only way in and out of this room.

### DESCRIPTION

This area is dark and cold and there are some spots of yellow ooze on the walls. There's something lying on the floor.

- Lying on the floor is a **dust covered human skeleton**. Searching it will uncover: **500gp**
  - **Potion of Polymorph Self**
- There's also a used flask of oil in the near corner and some broken pieces of wood next to it
- Searching will uncover an old leather pouch holding the key (⌘) to unlock the arched iron door (to the west) in area 71
- There's a **rope-pull lever** that can open the secret door in area 64



(north)

## 39 : PANTRY

### FORESHADOWING

- A successful listening roll could detect the sounds that the Doppelgänger is making inside this area.

### DOORWAYS

- There's a secret door (operated by a passphrase) inside the alcove on the south wall.
- There's a arched wooden door (**Stuck**).

### DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are some burn marks on the ceiling. This is not looking good.

- There's a Doppelgänger inside. Roll or decide for reaction.

The noises it makes could be heard if listening from outside.

### Doppelgänger

**Armour Class:** 5 [14] **Hit Dice:** 4 **Attacks:** 1 × bite (1d12) **THACO:** 16 [+3] **Movement:** 90' (30') **Saving Throws:** D6 W7 P8 B8 S10 (10) **Morale:** 10 **Alignment:** Chaotic **XP:** 125

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- **Monster Hoard:** 3000gp ▪ **Gauntlets of Ogre Power** ▪ **Sword +1** ▪ **Potion of Control Human**

- There's also a torn quiver in the far corner and some broken pieces of wood next to it

## 40 : CORRIDOR

- round bronze door (**Half-broken**) It is leading to the room in 41

## 41 : TORTURE CHAMBER

### FORESHADOWING

- A successful listening roll could detect the sounds that the Rock Living Statue is making inside this area.

### DOORWAYS

- **North** side - triangle bronze door (**Barricaded**).
- There's a secret door (operated by a crank lever somewhere in the dungeon) on the **south** wall.

### DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are some claw marks on the ceiling. This is not looking good.

- There's a Rock Living Statue

inside. It will attack anyone stepping in.

The noises it makes could be heard if listening from outside.

### Rock Living Statue

**Armour Class:** 4 [15] **Hit Dice:** 5 **Attacks:** 2 × magma jet (2d6) **THACO:** 15 [+4] **Movement:** 60' (20') **Saving Throws:** D10 W11 P12 B13 S14 (5) **Morale:** 11 **Alignment:** Chaotic **XP:** 425

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- There is no hoard.
- There's also an old, ripped backpack near the wall on the left and some dry remains of food next to it
- Searching will uncover a small wooden box holding the key (🔑) to unlock the rectangular wooden door (to the west) in area 60

## 42 : SHRINE

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **East** side - rectangular bronze door (**Barricaded**)

### DESCRIPTION

You hear water drops falling to the ground and there are some blood stains on the ground. There is a small jar near the far wall.

- There's a 2-in-6 chance the jar contains **4000gp** ▪ **Bag of Devouring** ▪ **Potion of Clairaudience** ▪ **Potion of Control Human**

Otherwise, this place was already looted earlier.

- There's also an old, ripped backpack near the wall on the right and some broken pieces of wood spread all over the place

## 43 : SECRET DOOR TO THE CORRIDOR

### DOORWAYS

- **East** side - a secret door (operated by a passphrase)

## 44 : CORRIDOR

- There's a rectangular wooden door (**Locked sss**) It is leading to the room in 45

## 45 : TORTURE CHAMBER

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

## DOORWAYS

- **East** side - rectangular bronze door (**Half-broken**).
- **South** side - rectangular wooden door (**Locked sss**).
- Next to it there's a secret door (operated by a passphrase) leading to a small chamber.
- There's a secret door (operated by a passphrase) on the **north** wall.

## DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are some blood stains on the ceiling. There is a large chest near the far wall.

- There's a 2-in-6 chance the chest contains **2000gp** ▪ **Potion of Gaseous Form** ▪ **Potion of Growth** ▪ **Potion of Control Dragon**

Otherwise, this place was already looted earlier.

- There's also a used flask of oil in the near corner and some dry remains of food next to it

## 46 : CORRIDOR

This 80' corridor is leading to a arched wooden door (**Locked ☞**)  
The door is leading to the Library.

## 47 : LIBRARY

### DOORWAYS

- **West** side - arched wooden door (**Locked ☞**)
- There's a secret door (operated by a passphrase) in the alcove on the north wall.

### DESCRIPTION

The air in this area is dense and misty and there are a few spots of green rot on the walls. You spot something quite big lying on the floor.


- Lying on the floor is a **rotting goblin corpse**. Searching it will uncover: **20gp** ▪ **Shield +1**
- There's also an old, ripped backpack near the wall on the left and some traces of fur next to it
- Searching will uncover a nook in the wall holding the key (♠) to unlock the arched bronze door (to the north) in area 60
- There's a **pressure plate lever** that can open the secret door in area 59 (west)

## 48 : CRYPT

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- **East** side - round iron door (**Locked** )
- **South** side - a secret door (operated by a passphrase)
- **North** side - a rectangular iron door (**Half-broken**)

### DESCRIPTION

This area is dark and cold and there are several spots of green rot on the walls. There is a big chest near the far wall.

- There's a 2-in-6 chance the chest contains **Cursed Shield, AC 9 [10]** ▪ **Potion of Giant Strength** ▪ **Potion of Control Human**

Otherwise, this place was already looted earlier.

- There's also an old, ripped backpack near the wall on the left and some torn pieces of clothing next to it

## 49 : CRYPT

## DOORWAYS

- **west** - round wooden door (**Half-broken**)

### DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are some cracks on the walls. There's something lying on the floor.

- Lying on the floor is a **rotting goblin corpse**. Searching it will uncover: **4 jewellery items** worth **3300gp** in total ▪ **Potion of Speed**
- There's also an old, ripped backpack in the far corner and some dry remains of food spread all over the place
- Searching will uncover a cloth wrap under a stone holding the key (◇) to unlock the rectangular wooden door (to the west) in area 53
- There's a **pressure plate lever** that can open the secret door in area 76 (south)

## 50 : CEREMONIAL CHAMBER

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

## DOORWAYS

- **East** side - triangle wooden door (**Barricaded**).
- **North** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

## DESCRIPTION

A vile smell of rot welcomes you and there are several blood stains on the walls. There is a big chest near the far wall.

- There's a 2-in-6 chance the chest contains **4000gp** ▪ **5 jewellery items** worth **4800gp** in total ▪ **Armour +2** ▪ **Potion of Invulnerability** ▪ **Potion of Fire Resistance**

Otherwise, this place was already looted earlier.

- There's also a used flask of oil near the wall on the right and some rotting remains of food next to it
- Searching will uncover an old leather pouch holding the key (⊕) to unlock the round wooden door (to the west) in area 64

The secret door on the north is leading to a secret chamber:

## DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are several burn marks on the walls. There's some sort of a beast inside.

- There are 2 White Apes inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

## White Ape

**Armour Class:** 6 [13] **Hit Dice:** 4 **Attacks:** 2 × claw(1d4) or 1 × thrown rock (1d6) **THACO:** 16 [+3] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14B15 S16 (2) **Morale:** 7 **Alignment:** Neutral **XP:** 75

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- There is no hoard.
- There's also a burnt torch in the near corner and some torn pieces of clothing spread all over the place
- Searching will uncover a nook in the wall holding the key (⌘) to unlock the round marble door (to the west) in area 72

## 51 : SHRINE

### FORESHADOWING

- A succesfull listening roll could detect the **sounds** that the **White**

**Apes** are making inside this area.

## DOORWAYS

- **West** side - round wooden door (**Stuck**).
- **South** side - round iron door (**Stuck**).
- **North** side - secret door (operated by a passphrase).

## DESCRIPTION

This area is dark and cold and there are a few spots of green rot on the ground. There's some sort of a beast inside.

- There are 3 White Apes inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

## White Ape

**Armour Class:** 6 [13] **Hit Dice:** 4 **Attacks:** 2 × claw(1d4) or 1 × thrown rock (1d6) **THACO:** 16 [+3] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14B15 S16 (2) **Morale:** 7 **Alignment:** Neutral **XP:** 75

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- There is no hoard.
- There's also a rusty short sword in the near corner and some traces of fur spread all over the place

- Searching will uncover an old leather pouch holding the key (🔑) to unlock the arched bronze door (to the south) in area 80

## 52 : CEREMONIAL CHAMBER

### FORESHADOWING

- A succesfull listening roll could detect the **sounds** that the **Tiger** is making inside this area.
- A successful listening roll will also reveal **screams of fear** coming from inside this area.

### DESCRIPTION

A vile smell of rot welcomes you and there are some burn marks on the ground. There's some sort of a beast inside and a person is chained to the wall.

- There's a Tiger inside. It will attack anyone stepping in.

The noises it makes could be heard if listening from outside.

## Tiger

**Armour Class:** 6 [13] **Hit Dice:** 6 **Attacks:** 2 × claw (1d6), 1 × bite (2d6) **THACO:** 14 [+5] **Movement:** 150' (50') **Saving Throws:** D12 W13 P14 B15 S16 (3) **Morale:** 9 **Alignment:** Neutral **XP:** 275

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- Monster Hoard: **5 gems** worth **760gp** in total ▪ **Ring of Fire Resistance** ▪ **Crossbow Bolts +1 (2d6 bolts)** ▪ **Potion of Gaseous Form**
- There's also an old, ripped backpack near the wall on the left and some rotting remains of food spread all over the place
- The **chained person** is **Olcaviva Hildegrim's nephew** from Silverbend

They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### White Ape

**Armour Class:** 6 [13] **Hit Dice:** 4 **Attacks:** 2 × claw(1d4) or 1 × thrown rock (1d6) **THACO:** 16 [+3] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14B15 S16 (2) **Morale:** 7 **Alignment:** Neutral **XP:** 75

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## 53 : TORTURE CHAMBER

### FORESHADOWING

- A succesfull listening roll could detect the **sounds** that the **White Apes** are making inside this area.

### DOORWAYS

- **West** side - rectangular wooden door (**Locked** ♦).
- **South** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

### DESCRIPTION

A vile smell of rot welcomes you and there are a few spots of green rot on the ceiling. There's some sort of a beast inside.

- There are 5 White Apes inside.

- There is no hoard.
- There's also a rusty short sword in the far corner and some garlic leftovers spread all over the place

The secret door on the south is leading to a secret chamber:

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are a few cracks on the ground. There are some large bags near the far wall.

- There's a 2-in-6 chance the bags contain **3100gp** ▪ **5 gems** worth **410gp** in total ▪ **Potion of Heroism** ▪ **Potion of Treasure Finding** ▪ **Potion of Polymorph Self**

Otherwise, this place was already looted earlier.

- There's also an old broken mirror near the wall on the right and some traces of fur next to it

## 54 : CRYPT

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **White Apes** are making inside this area.

### DOORWAYS

- **East** side - arched wooden door (**Stuck**).
- **North** side - rectangular wooden door (**Half-broken**).
- **South** side - secret door (operated by a passphrase).

### DESCRIPTION

You hear water drops falling to the ground and there are some spots of green rot on the walls. There's some sort of a beast inside.

- There are 4 White Apes inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

## White Ape

**Armour Class:** 6 [13] **Hit Dice:** 4 **Attacks:** 2 × claw(1d4) or 1 × thrown rock (1d6) **THACO:** 16 [+3] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14B15 S16 (2) **Morale:** 7 **Alignment:** Neutral **XP:** 75

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- There is no hoard.
- There's also a used flask of oil near the wall on the left and some dry remains of food next to it
- An old dark leather bag contains **Meinher of Atali's** (from **Narouk**) **Decorated Helm** (actually a **Helm of Teleportation**)

## 55 : CEREMONIAL CHAMBER

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DESCRIPTION

It is dark and damp here and there are a few blood stains on the walls. There is a very big bag near the far wall.

- There's a 2-in-6 chance the bag contains **500gp** ▪ **Flying Carpet** ▪ **Potion of ESP** ▪ **Potion of**



## Speed

Otherwise, this place was already looted earlier.

- There's also a burnt torch in the near corner and some torn pieces of clothing next to it

## 56 : CORRIDOR

- There's a arched wooden door (**Stuck**) It is leading to the room in 57

## 57 : SHRINE

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **North** side - round bronze door (**Stuck**).
- **East** side - arched wooden door (**Stuck**).
- Next to it there's a secret door (operated by a passphrase) leading to a small chamber.
- There's a secret door (operated by a crank lever somewhere in the dungeon) on the **west** wall.

### DESCRIPTION

A vile smell of rot welcomes you and there are some cracks on the ceiling. There are some large bags near the far wall.

- There's a 2-in-6 chance the bags contain **500gp** ▪ **Ring of Invisibility** ▪ **Potion of Polymorph Self** ▪ **Potion of Control Giant**

Otherwise, this place was already looted earlier.

- There's also an old broken mirror in the far corner and some rotting remains of food spread all over the place

## 58 : CORRIDOR

This 80' corridor is leading to a rectangular wooden door (**Half-broken**) The door is leading to the Ceremonial Chamber.

## 59 : CEREMONIAL CHAMBER

### FORESHADOWING

- A successful listening roll could detect the sounds that the Doppelgängers are making inside this area.
- A successful listening roll will also reveal **screams of fear** coming from inside this area.

## DOORWAYS

- **South** side - rectangular wooden door (**Half-broken**)
- There's a secret door (operated by a pressure plate lever somewhere in the dungeon) in the alcove on the west wall.

## DESCRIPTION

A vile smell of rot welcomes you and there are some spots of yellow ooze on the ceiling. This is not looking good and a person is chained to the wall.

- There are 5 Doppelgängers inside. Roll or decide for reaction.

The noises they make could be heard if listening from outside.

## Doppelgänger

**Armour Class:** 5 [14] **Hit Dice:** 4 **Attacks:** 1 × bite (1d12) **THACO:** 16 [+3] **Movement:** 90' (30') **Saving Throws:** D6 W7 P8 B8 S10 (10) **Morale:** 10 **Alignment:** Chaotic **XP:** 125

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- **Monster Hoard:** 900gp ▪ **Potion of Gaseous Form** ▪ **Sword +1, +2 vs Lycanthropes** ▪ **Potion of Gaseous Form**
- There's also a burnt torch in the

far corner and some garlic leftovers next to it

- The **chained person** is **Lodn of Hawkmen's wife** from Aberius

## 60 : CRYPT

## DOORWAYS

- **North** side - arched bronze door (**Locked** ⚔)
- **East** side - a secret door (operated by a pressure plate lever somewhere in the dungeon)
- **West** side - a rectangular wooden door (**Locked** 🔑)

## DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are a few cracks on the ceiling. There's something lying on the floor.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **100gp**
  - **Armour +3, Shield +1**
- There's also a rusty short sword near the wall on the left and some dry remains of food next to it

## 61 : CEREMONIAL CHAMBER

## FORESHADOWING







open the secret door in area 82 (east)

## 68 : DEAD ENDS

## 69 : LIBRARY

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- **South** side - a round wooden door (**Half-broken**)
- **North** side - a round marble door (**Locked** ♀)
- A secret door (operated by a passphrase) on the **east** side is leading to a hidden storage room.

### DESCRIPTION

A vile smell of rot welcomes you and there are some spots of yellow ooze on the walls. There are some big barrels near the far wall.

- There's a 2-in-6 chance the barrels contain **Potion of Control Undead** ▪ **Potion of Invulnerability** ▪ **Potion of Poison**

Otherwise, this place was already

looted earlier.

- There's also a torn quiver near the wall on the right and some rotting remains of food next to it

## 70 : SECRET STORAGE ROOM

### FORESHADOWING

- A successful listening roll could detect the sounds that the Black Dragons are making inside this area.

### DOORWAYS

- The secret door (operated by a passphrase) from area 69 is on the **west** side.

### DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are some blood stains on the ground. There's something moving inside.

- There are 2 Black Dragons inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

### Black Dragon

**Armour Class:** 2 [17] **Hit Dice:** 7 **Attacks:** [2 × claw (1d4 + 1), 1 × bite (2d10)] or breath









mace (1d6) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D11 W12 P14 B16 S15 (C1) **Morale:** 7 **Alignment:** Any **XP:** 10

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- **Monster Hoard: 5000gp** ▪ **5 gems** worth **660gp** in total ▪ **Sword +1, Light** ▪ **Sword +1, +3 vs Undead** ▪ **Potion of Speed**
- There's also an old, ripped backpack in the near corner and some dry remains of food spread all over the place

## 78 : TORTURE CHAMBER

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- **West** side - odd-shaped wooden door (**Barricaded**).

### DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are several spots of green rot on the walls. There is a big chest near the far wall.

- There's a 2-in-6 chance the chest contains **1500gp** ▪ **5 jewellery**

**items** worth **4000gp** in total ▪ **Arrows +2(1d6 arrows)** ▪ **Potion of Poison** ▪ **Potion of Levitation**

Otherwise, this place was already looted earlier.

- There's also an old broken mirror in the far corner and some torn pieces of clothing next to it
- Searching will uncover a goat's skull holding the key (2.) to unlock the rectangular iron door (to the east) in area 80

## 79 : LIBRARY

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **North** side - arched wooden door (**Half-broken**).
- **West** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

### DESCRIPTION

This area stinks from excrements and there are a few spots of green rot on the ground. There is a small barrel near the far wall.

- There's a 2-in-6 chance the barrel contains **4000gp** ▪ **2 gems** worth **200gp** in total ▪ **Arrows +1 (Basic: 10; Expert: 2d6 arrows)** ▪ **Potion of Gaseous Form** ▪ **Potion of Longevity**

Otherwise, this place was already looted earlier.

- There's also a used flask of oil in the far corner and some torn pieces of clothing spread all over the place

The secret door on the west is leading to a secret chamber:

## DESCRIPTION

This area is dark and cold and there are several cracks on the ceiling. There are cultists inside.

- There are 2 Acolytes inside. Roll or decide for reaction.

The noises they makes could be heard if listening from outside.

## Acolyte

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**Armour Class:** 2 [17] **Hit Dice:** 1 **Attacks:** 1 × mace (1d6) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D11 W12 P14 B16 S15 (C1) **Morale:** 7 **Alignment:** Any **XP:** 10

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- **Monster Hoard:** **5 gems** worth **400gp** in total ▪ **7 jewellery items** worth **5300gp** in total ▪ **Sword +1** ▪ **Potion of Control Human** ▪ **Potion of Gaseous Form**
  - There's also a used flask of oil in the far corner and some torn pieces of clothing spread all over the place

## 80 : CEREMONIAL CHAMBER

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **South** side - arched bronze door (**Locked ♀**).
- **East** side - rectangular iron door (**Locked ♂**).
- **West** side - secret door (operated by a pressure plate lever somewhere in the dungeon).

### DESCRIPTION

It is dark and damp here and there are some blood stains on the ground. There is a big crate near the far wall.

- There's a 2-in-6 chance the crate contains **500gp** ▪ **8 gems** worth **340gp** in total ▪ **Wand of Trap Detection** ▪ **Potion of Healing** ▪ **Potion of Gaseous Form**

Otherwise, this place was already looted earlier.

- There's also a rusty short sword in the near corner and some rotting remains of food next to it

## 81 : CRYPT

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DESCRIPTION

It is dark and damp here and there are some spots of yellow ooze on the ground. There is a very big barrel near the far wall.

- There's a 2-in-6 chance the barrel

contains **600gp** ▪ **7 gems** worth **730gp** in total ▪ **Sword +1, Light** ▪ **Potion of Control Giant** ▪ **Potion of Control Dragon**

Otherwise, this place was already looted earlier.

- There's also an old broken mirror in the near corner and some garlic leftovers spread all over the place

## 82 : TORTURE CHAMBER

### DOORWAYS

- **South** side - round bronze door (**Half-broken**).
- **East** side - secret door (operated by a crank lever somewhere in the dungeon).
- **West** side - secret door (operated by a passphrase).

### DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are some spots of yellow ooze on the ground. There's something lying on the floor.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **50gp**

- **Armour +1**
- There's also an old, ripped backpack in the near corner and some broken pieces of wood spread all over the place

## 83 : SHRINE

### DOORWAYS

- **West** side - secret door (operated by a crank lever somewhere in the dungeon).

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are some spots of green rot on the ceiling. There's something lying on the floor.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **170gp**
  - **Potion of Control Giant**
- There's also an old broken mirror in the far corner and some torn pieces of clothing next to it

## 84 : LABORATORY

### FORESHADOWING

- Traces of something heavy dragged on the ground could be

found if examining around the doors to this area.

### DOORWAYS

- **West** side - secret door (operated by a passphrase).

### DESCRIPTION

It is dark and damp here and there are several cracks on the walls. There are some big crates near the far wall.

- There's a 2-in-6 chance the crates contain **2000gp** ▪ **7 jewellery items** worth **6300gp** in total ▪ **Ring of Regeneration** ▪ **Potion of Heroism** ▪ **Potion of Diminution**

Otherwise, this place was already looted earlier.

- There's also a burnt torch near the wall on the left and some dry remains of food next to it

## 85 : PANTRY

### FORESHADOWING

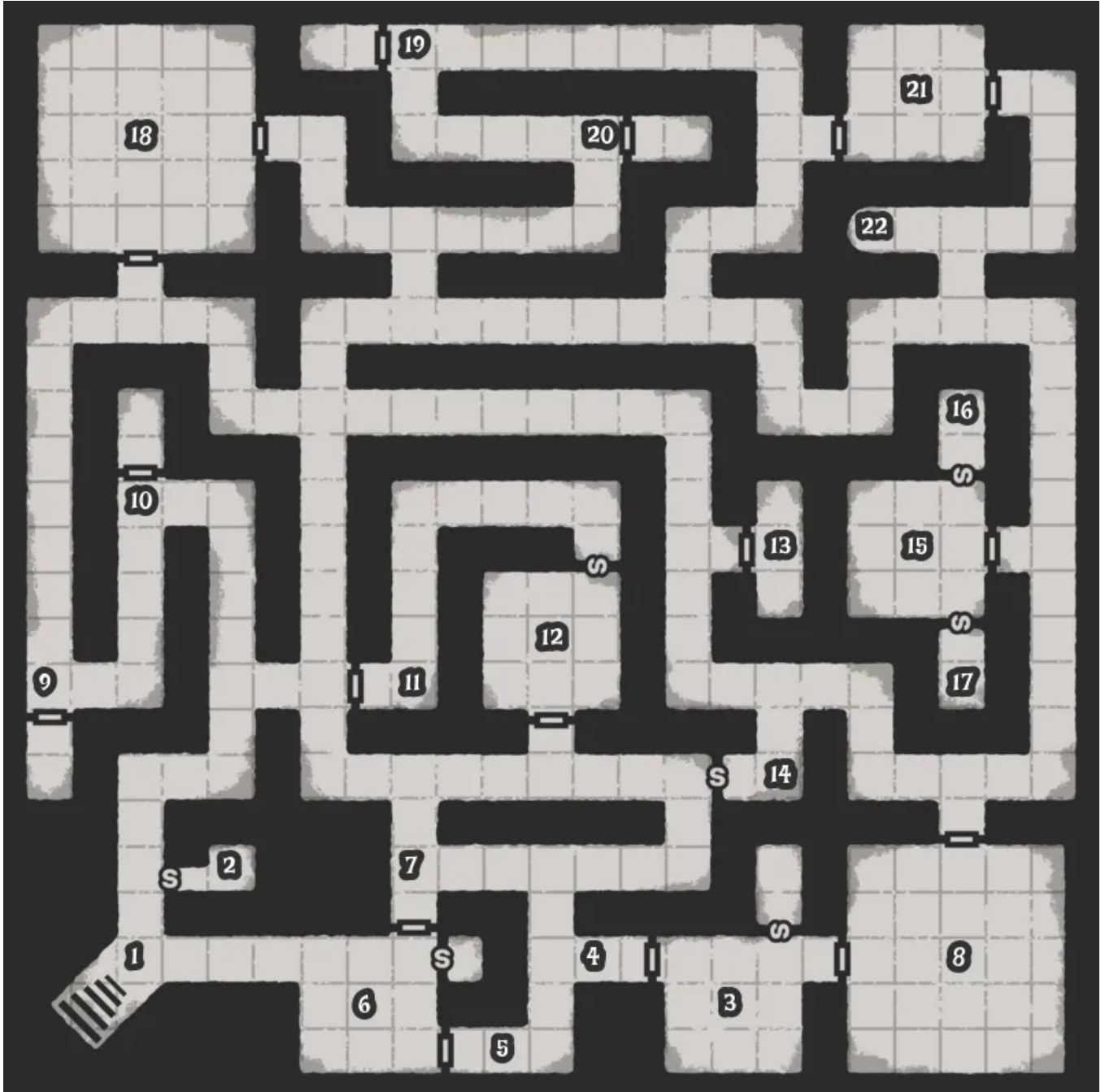
- A successful listening roll could detect the **sounds** that the **White Apes** are making inside this area.

### DOORWAYS

- **East** side - round iron door



# TOMB OF THE VIOLENT HORRORS



## 1 : DUNGEON ENTRANCE

These stairs into the dungeon are under a wooden trapdoor buried 5

feet in the ground .

- There's also a torn quiver near the wall on the right and some dry remains of food next to it

- Searching will uncover an old hollow torch holding the None
- There's a **pressure plate lever** that can open the secret door in area 2 (west)

## 2 : SECRET CHAMBER

### DOORWAYS

- **West** side - secret door (operated by a pressure plate lever somewhere in the dungeon)

### DESCRIPTION

This place seems to be an old dungeon cell and there are some cracks on the ground. Faint colorful light is emitting from the ground and a person is chained to the wall.

- There are a few dozen of colorful bioluminescent mushrooms growing from cracks in the ground. Anyone consuming these will gain the same effect as if they consumed a Potion of Treasure Finding
- There's also an old broken mirror in the far corner and some garlic leftovers next to it
- Searching will uncover a cloth wrap under a stone holding the key (▽) to unlock the odd-shaped wooden door (to the south) in

area 18

- The **chained person** is **Petesia of Gayan's husband** from Narouk

## 3 : LIBRARY

### DOORWAYS

- **West** side - round wooden door (**Locked** ⚔).
- **North** side - secret door (operated by a passphrase).

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are a few cracks on the ground. Faint colorful light is emitting from the ground.

- A few blue, red and yellow bioluminescent mushrooms are growing from cracks in the ground. Anyone consuming them will suffer a severe stomach ache and a -2 penalty to any roll for 1d6 turns
- There's also an old broken mirror near the wall on the right and some dry remains of food next to it

The secret door on the north is leading to a secret chamber:

### DESCRIPTION



There are stains of what seems to be blood on the ceiling and there are a few claw marks on the ground. There's also a foul smell of decay and rot.

- There are 2 Crab Spiders inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Crab Spider

**Armour Class:** 7 [12] **Hit Dice:** 2 **Attacks:** 1 × bite (1d8 + poison) **THACO:** 18 [+1]  
**Movement:** 120' (40') **Saving Throws:** D12 W13 P14 B15 S16 (1) **Morale:** 7 **Alignment:** Neutral **XP:** 25

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- Monster Hoard: **5 gems** worth **2010gp** in total ▪ **Potion of Polymorph Self** ▪ **Arrows +1(3d10 arrows)** ▪ **Potion of Gaseous Form**
- There's also a used flask of oil in the near corner and some rotting remains of food spread all over the place
- Searching will uncover a nook in the wall holding the key (🗝️) to unlock the round wooden door (to the west) in area 3

## 4 : ENTRANCE TO THE LIBRARY

- **East** side - round wooden door (**Locked** 🗝️).

## 5 : ENTRANCE TO THE TORTURE CHAMBER

- **West** side - odd-shaped wooden door (**Barricaded**).

## 6 : TORTURE CHAMBER

### DOORWAYS

- **East** side - odd-shaped wooden door (**Barricaded**).
- **North** side - round bronze door (**Stuck**).

### DESCRIPTION

You hear water drops falling to the ground and there are a few spots of yellow ooze on the ground. Faint colorful light is emitting from the ground.

- There are a few dozen of colorful bioluminescent mushrooms growing from cracks in the ground. Anyone consuming these will gain the same effect as if they consumed a Potion of Heroism
- There's also a torn quiver near the wall on the left and some torn

pieces of clothing spread all over the place

- Searching will uncover a cloth wrap under a stone holding the key (☿) to unlock the rectangular wooden door (to the west) in area 21
- There's a **pressure plate lever** that can open the secret door in area 14 (west)

## 7 : NORTH ENTRANCE TO THE TORTURE CHAMBER

- **South** side - round bronze door (**Stuck**).

## 8 : CRYPT

### DOORWAYS

- **North** side - rectangular bronze door (**Stuck**)
- **West** side - arched bronze door (**Barricaded**)

### DESCRIPTION

This area stinks from excrements and there are some claw marks on the ground. You spot something quite big lying on the floor.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **Potion**

### of Giant Strength

- There's also a used flask of oil near the wall on the right and some garlic leftovers next to it
- Searching will uncover a cloth wrap under a stone holding the key (\*€) to unlock the arched wooden door (to the west) in area 11
- There's a **crank lever** that can open the secret door in area 12 (north)

## 9 : LIBRARY

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- **South** side - arched bronze door (**Locked \$S**).

### DESCRIPTION

It is dark and damp here and there are a few claw marks on the ground. There is a big barrel near the far wall.

- There's a 2-in-6 chance the barrel contains **4400gp** ▪ **1 gems** worth **100gp** in total ▪ **Sword +1, +3 vs Enchanted Creatures** ▪ **Potion of Diminution** ▪

## Potion of Control Dragon

Otherwise, this place was already looted earlier.

- There's also an old broken mirror in the near corner and some rotting remains of food spread all over the place
- Searching will uncover a crack in the floor holding the key (🔑) to unlock the arched bronze door (to the south) in area 9

## 10 : CRYPT

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Carcass Crawlers** are making inside this area.

### DOORWAYS

- **North** side - arched wooden door (**Locked** 🔒).

### DESCRIPTION

It is dark and damp here and there are several spots of green rot on the ground. There's also a foul smell of decay and rot.

- There are 2 Carcass Crawlers inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

## Carcass Crawler

**Armour Class:** 7 [12] **Hit Dice:** 3+1 **Attacks:** 8 × tentacle (paralysis) **THACO:** 16 [+3]  
**Movement:** 120' (40') **Saving Throws:** D12 W13 P14 B15 S16 (2) **Morale:** 9 **Alignment:** Neutral **XP:** 75

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- **Monster Hoard:** 500gp ▪ **Shield +3**
- There's also a rusty short sword near the wall on the far end and some ripped pieces of old rope spread all over the place
- Searching will uncover a cloth wrap under a stone holding the key (🔑) to unlock the arched wooden door (to the north) in area 10

## 11 : CORRIDOR

- arched wooden door (**Locked** 🔒)  
It is leading to the room in 12

## 12 : SHRINE

### DOORWAYS

- **South** side - round wooden door (**Barricaded**).
- There's a secret door (operated by a crank lever somewhere in the dungeon) on the **north** wall.

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are several blood stains on the ceiling. Looking down, you realize you just stepped into a pool of blood.

- There are 8 Skeletons inside. They will attack anyone stepping in.

### Skeleton

**Armour Class:** 7 [12] **Hit Dice:** 1 **Attacks:** 1 × weapon (1d6 or by weapon) **THACO:** 19 [0] **Movement:** 60' (20') **Saving Throws:** D12 W13 P14 B15 S16 (1) **Morale:** 12 **Alignment:** Chaotic **XP:** 10

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- There is no hoard.
- There's also an old broken mirror in the near corner and some dry remains of food next to it

## 13 : SHRINE

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Carcass Crawlers** are making inside this area.

### DOORWAYS

- **West** side - triangle iron door (**Half-broken**)

### DESCRIPTION

The air in this area is dense and misty and there are a few spots of yellow ooze on the ceiling. There's also a foul smell of decay and rot.

- There are 2 Carcass Crawlers inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Carcass Crawler

**Armour Class:** 7 [12] **Hit Dice:** 3+1 **Attacks:** 8 × tentacle (paralysis) **THACO:** 16 [+3] **Movement:** 120' (40') **Saving Throws:** D12 W13 P14 B15 S16 (2) **Morale:** 9 **Alignment:** Neutral **XP:** 75

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- Monster Hoard: **Ring of Invisibility**
- There's also a used flask of oil in the near corner and some rotting remains of food next to it

## 14 : SECRET DOOR TO THE CORRIDOR

### DOORWAYS

- **West** side - a secret door

(operated by a pressure plate lever somewhere in the dungeon)

## 15 : LABORATORY

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Killer Bees** are making inside this area.

### DOORWAYS

- **East** side - rectangular bronze door (**Stuck**).
- **North** side - secret door (operated by a passphrase).
- **South** side - secret door (operated by a passphrase).

### DESCRIPTION

It is dark and damp here and there are some claw marks on the ground. There's also a foul smell of decay and rot.

- There are 3 Killer Bees inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Killer Bee

**Armour Class:** 7 [12] **Hit Dice:** 1/2 **Attacks:** 1 × sting (1d3 + poison + lodged stinger) **THACO:** 19 [0] **Movement:** 150' (50') flying **Saving Throws:** D12 W13 P14 B15 S16 (1) **Morale:** 9

**Alignment:** Neutral **XP:** 6 (guard: 13)

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- There is no hoard.
- There's also a rusty short sword near the wall on the left and some torn pieces of clothing next to it

## 16 : SHRINE

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Spitting Cobras** are making inside this area.

### DOORWAYS

- **South** side - secret door (operated by a passphrase).

### DESCRIPTION

The air in this area is dense and misty and there are some cracks on the ceiling. There's also a foul smell of decay and rot.

- There are 5 Spitting Cobras inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Spitting Cobra

**Armour Class:** 7 [12] **Hit Dice:** 1 **Attacks:** 1 ×

spit (blindness) or 1 × bite (1d3 + poison)  
**THACO:** 19 [0] **Movement:** 90' (30') **Saving**  
**Throws:** D12 W13 P14 B15 S16 (1) **Morale:** 7  
**Alignment:** Neutral **XP:** 13

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- There is no hoard.
- There's also a rusty short sword in the far corner and some torn pieces of clothing spread all over the place

## 17 : TORTURE CHAMBER

### DOORWAYS

- **South** side - secret door (operated by a passphrase).

### DESCRIPTION

This place seems to be an old dungeon cell and there are several cracks on the ceiling. There's something lying on the floor.

- Lying on the floor is a **dust covered human skeleton**. Searching it will uncover: **200gp**
  - **Potion of Clairvoyance**
- There's also a burnt torch near the wall on the far end and some traces of fur spread all over the place

## 18 : PANTRY

### DOORWAYS

- **South** side - odd-shaped wooden door (**Locked** ▽)
- **East** side - odd-shaped iron door (**Stuck**)

### DESCRIPTION

You hear water drops falling to the ground and there are several cracks on the walls. You spot something quite big lying on the floor.

- Lying on the floor is a **rotting human corpse**. Searching it will uncover: **50gp** ▪ **Potion of Clairaudience**
- There's also a torn quiver near the wall on the far end and some traces of fur next to it

## 19 : LABORATORY

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Bats** are making inside this area.

### DOORWAYS

- **West** side - rectangular wooden door (**Half-broken**).

### DESCRIPTION

It is dark and damp here and there are some cracks on the walls. There's also a foul smell of decay and rot.

- There are 64 Bats inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Bat

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**Armour Class:** 6 [13] **Hit Dice:** 1hp **Attacks:** 1 × swarm (confusion) **THACO:** 20 [-1]

**Movement:** 9' (3') / 120' (40') flying **Saving Throws:** D14 W15 P16 B17 S18 (NH) **Morale:** 6 **Alignment:** Neutral **XP:** 5

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- There is no hoard.
- There's also an old broken mirror in the near corner and some garlic leftovers next to it

## 20 : PANTRY

### FORESHADOWING

- Traces of something heavy dragged on the ground could be found if examining around the doors to this area.

### DOORWAYS

- **East** side - rectangular bronze door (**Barricaded**).

### DESCRIPTION

This area is dark and cold and there are several spots of green rot on the ground. There is a very big barrel near the far wall.

- There's a 2-in-6 chance the barrel contains **3000gp** ▪ **Crossbow Bolts +1 (2d6 bolts)** ▪ **Potion of Invulnerability** ▪ **Potion of Levitation**

Otherwise, this place was already looted earlier.

- There's also an old, ripped backpack in the far corner and some torn pieces of clothing next to it

## 21 : TORTURE CHAMBER

### FORESHADOWING

- A succesfull listening roll could detect the **sounds** that the **Insect Swarm** is making inside this area.

### DOORWAYS

- **East** side - triangle wooden door (**Barricaded**)
- **West** side - rectangular wooden door (**Locked** ♀)

### DESCRIPTION

This area is dark and cold and there are a few spots of yellow ooze on the ground. There's also a foul smell of decay and rot.

- There's an Insect Swarm inside. It will attack anyone stepping in.

The noises it makes could be heard if listening from outside.

### **Insect Swarm**

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**Armour Class:** 7 [12] **Hit Dice:** 2 **Attacks:** 1 × swarm (2 or 4hp) **THACO:** 18 [+1]/17 [+2]/16 [+3] **Movement:** 30' (10') / 60' (20') flying **Saving Throws:** D14 W15 P16 B17 S18 (NH) **Morale:** 11 **Alignment:** Neutral **XP:** 20/35/75

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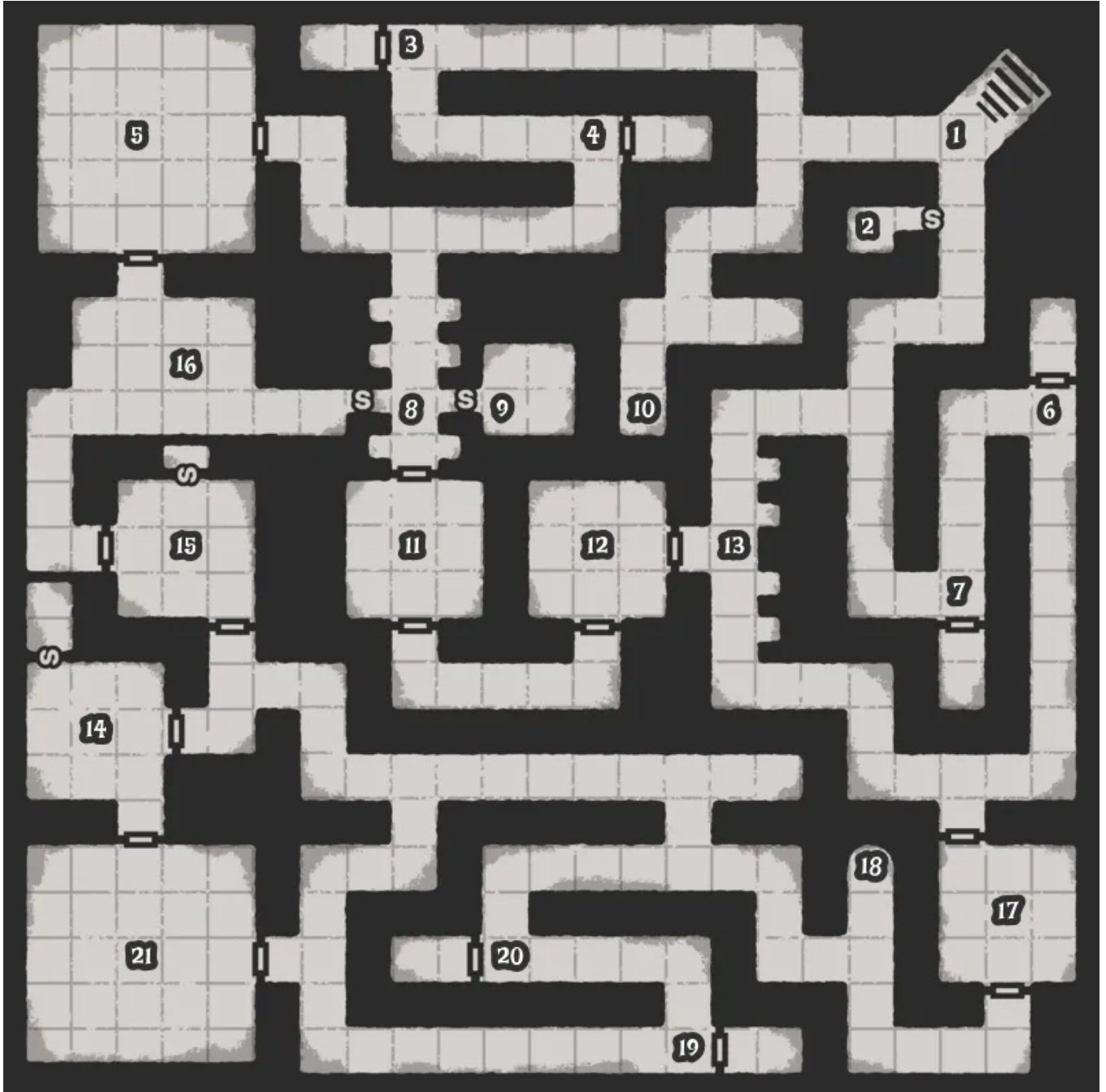
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- There is no hoard.
  - There's also a used flask of oil near the wall on the left and some garlic leftovers spread all over the place

## **22 : WATER FOUNTAIN**

Clear water are coming out of the wall here.



# TOMB OF THE DARK BLADES



## 1 : DUNGEON ENTRANCE

These stairs into the dungeon are inside a cave on a formation of rock

surrounded by dunes .

- There's also a burnt torch near the wall on the far end and some traces of fur next to it

- Searching will uncover a crack in the floor holding the None
- There's a **pressure plate lever** that can open the secret door in area 8 (west)

## 2 : SECRET CHAMBER

### DOORWAYS

- **East** side - secret door (operated by a crank lever somewhere in the dungeon)

### DESCRIPTION

The air in this area is dense and misty and there are some burn marks on the ground. You spot something quite big lying on the floor.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **400gp**
  - **Shield +1**
- There's also a used flask of oil in the near corner and some traces of fur next to it
- There's a **crank lever** that can open the secret door in area 2 (east)

## 3 : SHRINE

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Giant Rats** are making inside this area.

### DOORWAYS

- **West** side - rectangular wooden door (**Half-broken**).

### DESCRIPTION

Countless creepy crawlies on the floor and walls rush back into the darkness and there are some spots of yellow ooze on the walls. There's also a foul smell of decay and rot.

- There are 10 Giant Rats inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Giant Rat

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**Armour Class:** 7 [12] **Hit Dice:** 1/2 **Attacks:** 1 × bite (1d3 + disease) **THACO:** 19 [0] **Movement:** 120' (40') / 60' (20') swimming **Saving**  
**Throws:** D12 W13 P14 B15 S16 (1) **Morale:** 8  
**Alignment:** Neutral **XP:** 5

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- **Monster Hoard: 500gp** ▪ **1 gems** worth **50gp** in total ▪ **Sword +1**
  - **Gauntlets of Ogre Power**
- There's also a rusty short sword near the wall on the right and some garlic leftovers spread all

over the place

- Searching will uncover a crack in the floor holding the key (🗝) to unlock the rectangular marble door (to the south) in area 15

## 4 : CRYPT

### DOORWAYS

- **East** side - arched iron door (**Locked** 🔒<sub>SP</sub>).

### DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are several burn marks on the ground. Faint colorful light is emitting from the ground.

- There are countless colorful bioluminescent mushrooms growing from cracks in the ground. Anyone consuming these will suffer a severe stomach ache and a -2 penalty to any roll for 1d6 turns
- There's also a burnt torch in the far corner and some rotting remains of food spread all over the place
- Searching will uncover an old leather pouch holding the key (🗝<sub>SP</sub>) to unlock the arched iron door (to the east) in area 4

## 5 : LABORATORY

### FORESHADOWING

- A few single silver pieces could be found if examining the ground near the doors to this area.

### DOORWAYS

- **South** side - rectangular marble door (**Barricaded**)
- **East** side - odd-shaped bronze door (**Barricaded**)

### DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are a few spots of yellow ooze on the ground. There is a very big chest near the far wall.

- There's a 2-in-6 chance the chest contains **400gp** ▪ **1 jewellery items** worth **300gp** in total ▪ **Amulet of Protection Against Scrying** ▪ **Potion of Clairvoyance** ▪ **Potion of Flying**

Otherwise, this place was already looted earlier.

- There's also a burnt torch near the wall on the right and some torn pieces of clothing next to it
- Searching will uncover an old hollow torch holding the key (🗝)

to unlock the arched iron door (to the south) in area 7

## 6 : SHRINE

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Killer Bees** are making inside this area.

### DOORWAYS

- **North** side - round marble door (**Stuck**).

### DESCRIPTION

The air in this area is dense and misty and there are several spots of green rot on the ceiling. There's also a foul smell of decay and rot.

- There are 4 Killer Bees inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Killer Bee

**Armour Class:** 7 [12] **Hit Dice:** 1/2 **Attacks:** 1 × sting (1d3 + poison + lodged stinger) **THACO:** 19 [0] **Movement:** 150' (50') flying **Saving Throws:** D12 W13 P14 B15 S16 (1) **Morale:** 9 **Alignment:** Neutral **XP:** 6 (guard: 13)

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- There is no hoard.
- There's also a torn quiver in the near corner and some dry remains of food spread all over the place

## 7 : LABORATORY

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Spitting Cobra** is making inside this area.

### DOORWAYS

- **South** side - arched iron door (**Locked** 🔒).

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are a few claw marks on the ground. There's also a foul smell of decay and rot.

- There's a Spitting Cobra inside. It will attack anyone stepping in.

The noises it makes could be heard if listening from outside.

### Spitting Cobra

**Armour Class:** 7 [12] **Hit Dice:** 1 **Attacks:** 1 × spit (blindness) or 1 × bite (1d3 + poison) **THACO:** 19 [0] **Movement:** 90' (30') **Saving Throws:** D12 W13 P14 B15 S16 (1) **Morale:** 7

**Alignment:** Neutral **XP:** 13

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- There is no hoard.
- There's also a rusty short sword in the near corner and some ripped pieces of old rope spread all over the place
- Searching will uncover a cloth wrap under a stone holding the key (🗝️) to unlock the arched wooden door (to the west) in area 20

## 8 : ALGOVED CORRIDOR

- **West** side - a secret door (operated by a pressure plate lever somewhere in the dungeon) in an alcove.
- **East** side - a secret door (operated by a passphrase) in an alcove, leading to area 9.

## 9 : TORTURE CHAMBER

### DOORWAYS

- A secret door (operated by a passphrase) on the **west** wall is the only way in.

### DESCRIPTION

This place seems to be an old dungeon cell and there are some cracks on the walls. There's something lying on the floor.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **10gp** ▪ **Potion of Diminution**
- There's also a burnt torch near the wall on the right and some torn pieces of clothing next to it

## 10 : DEAD END

## 11 : SHRINE

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Rats** are making inside this area.

### DOORWAYS

- **North** side - a round wooden door (**Barricaded**)
- **South** side - a rectangular wooden door (**Stuck**)

### DESCRIPTION

It is dark and damp here and there are several cracks on the walls. There's also a foul smell of decay and rot.

- There are 24 Rats inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Rat

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**Armour Class:** 9 [10] **Hit Dice:** 1hp **Attacks:** 1 × bite per pack (1d6 + disease) **THACO:** 19 [0] **Movement:** 60' (20') / 30' (10') swimming **Saving Throws:** D14 W15 P16 B17 S18 (NH) **Morale:** 5 **Alignment:** Neutral **XP:** 5

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- Monster Hoard: **7 gems** worth **1710gp** in total ▪ **1 jewellery items** worth **1200gp** in total ▪ **Sword +1, Light** ▪ **Sword +1, +3 vs Undead** ▪ **Potion of Invulnerability**
- There's also a burnt torch near the wall on the far end and some rotting remains of food next to it

## 12 : LIBRARY

### FORESHADOWING

- A successful listening roll will also reveal a faint **sound of crying** coming from inside this area.

### DOORWAYS

- **North** side - a rectangular wooden door (**Half-broken**)
- **South** side - a round bronze door (**Half-broken**)

### DESCRIPTION

It is dark and damp here and there are a few blood stains on the ceiling. You spot something quite big lying on the floor and a person is chained to the wall.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **40gp**
  - **Shield +1**
- There's also a torn quiver in the far corner and some ripped pieces of old rope next to it
- The **chained person** is **Hrotho Hildegilde's wife** from Kaldar

## 13 : ALGOVED CORRIDOR

- **West** side - a round bronze door (**Half-broken**) leading into area 12.

## 14 : CEREMONIAL CHAMBER

### DOORWAYS

- **East** side - arched iron door (**Barricaded**).
- **North** side - secret door (operated

by a passphrase).

## DESCRIPTION

There are stains of what seems to be blood on the ceiling and there are some spots of yellow ooze on the walls. You spot something quite big lying on the floor.

- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **140gp**
  - **Potion of Clairvoyance**
- There's also a used flask of oil near the wall on the left and some dry remains of food next to it

The secret door on the north is leading to a secret chamber:

## DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are a few cracks on the ceiling. There are some big barrels near the far wall.

- There's a 2-in-6 chance the barrels contain **7 gems** worth **820gp** in total
  - **Potion of Delusion**
  - **Potion of Healing**

### ▪ **Potion of Control Animal**

Otherwise, this place was already looted earlier.

- There's also a rusty short sword near the wall on the left and some traces of fur spread all over the place
- There's a **crank lever** that can open the secret door in area 15 (north)

## 15 : CRYPT

### FORESHADOWING

- A successful listening roll could detect the **sounds** that the **Spitting Cobras** are making inside this area.

### DOORWAYS

- **West** side - round wooden door (**Stuck**).
- **South** side - rectangular marble door (**Locked** 🗝️).
- **North** side - secret door (operated by a crank lever somewhere in the dungeon).

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are a few claw marks on the ground. There's also a foul smell of decay and rot.

- There are 4 Spitting Cobras inside. They will attack anyone stepping in.

The noises they makes could be heard if listening from outside.

### Spitting Cobra

**Armour Class:** 7 [12] **Hit Dice:** 1 **Attacks:** 1 × spit (blindness) or 1 × bite (1d3 + poison)  
**THACO:** 19 [0] **Movement:** 90' (30') **Saving Throws:** D12 W13 P14 B15 S16 (1) **Morale:** 7  
**Alignment:** Neutral **XP:** 13

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- There is no hoard.
- There's also an old broken mirror in the far corner and some dry remains of food spread all over the place

## 16 : LIBRARY

### DESCRIPTION

A vile smell of rot welcomes you and there are several cracks on the walls. Faint colorful light is emitting from the ground.

- There are countless colorful bioluminescent mushrooms growing from cracks in the ground. Anyone consuming these will suffer a severe stomach ache and a -2 penalty to any roll for 1d6 turns
- There's also a rusty short sword in the near corner and some dry remains of food next to it

## 17 : LABORATORY

### DOORWAYS

- **South** side - rectangular iron door (**Barricaded**)
- **North** side - round marble door (**Half-broken**)

### DESCRIPTION

You hear water drops falling to the ground and there are several spots of yellow ooze on the walls. You spot something quite big lying on the floor.



- Lying on the floor is a **dust covered goblin skeleton**. Searching it will uncover: **400gp**
  - **6 jewellery items** worth **5200gp** in total
  - **Cursed Shield -2**
- There's also a torn quiver near the wall on the far end and some garlic leftovers spread all over the place

## 18 : WATER FOUNTAIN

Clear water are coming out of the wall here.

## 19 : CRYPT

### FORESHADOWING

- A succesfull listening roll could detect the **sounds** that the **Killer Bee** is making inside this area.

### DOORWAYS

- **East** side - rectangular wooden door (**Half-broken**).

### DESCRIPTION

Dense spiderwebs cover the corners of the walls and there are several burn marks on the walls. There's also a foul smell of decay and rot.

- There's a Killer Bee inside. It will

attack anyone stepping in.

The noises it makes could be heard if listening from outside.

### Killer Bee

**Armour Class:** 7 [12] **Hit Dice:** 1/2 **Attacks:** 1 × sting (1d3 + poison + lodged stinger) **THACO:** 19 [0] **Movement:** 150' (50') flying **Saving Throws:** D12 W13 P14 B15 S16 (1) **Morale:** 9 **Alignment:** Neutral **XP:** 6 (guard: 13)

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- There is no hoard.
- There's also a used flask of oil near the wall on the far end and some torn pieces of clothing spread all over the place

## 20 : CEREMONIAL CHAMBER

### DOORWAYS

- **West** side - arched wooden door (**Locked** 🔒).

### DESCRIPTION

The air in this area is dense and misty and there are several spots of green rot on the ground. Faint colorful light is emitting from the ground.

- There are a few colorful bioluminescent mushrooms growing from cracks in the ground. Anyone consuming these

will suffer a severe stomach ache and a -2 penalty to any roll for 1d6 turns

- There's also a torn quiver near the wall on the right and some ripped pieces of old rope spread all over the place

## 21 : CRYPT

### DOORWAYS

- **East** side - odd-shaped wooden door (**Stuck**)
- **North** side - round wooden door (**Stuck**)

### DESCRIPTION

You hear water drops falling to the ground and there are a few claw marks on the ceiling. You spot something quite big lying on the floor.

- Lying on the floor is a **rotting human corpse**. Searching it will uncover: **350gp** ▪ **Armour +2, Shield +1**
- There's also a burnt torch in the far corner and some rotting remains of food spread all over the place

# **FACTIONS**

# THE ARMY OF JUSTICE

The Army Of Justice Militia are plotting to eliminate all cultists. The Militia usual gathering venue is **The Brewer's Torch Lodge** in Narouk

The Militia leader is a **Amara of Zakar**, a level 6 Fighter. She has delicate features, wise brown eyes and a missing middle-finger.

## **Amara of Zakar** (Level 6 Fighter)

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**Armour Class** 6 [13] Leather armor + Shield **Hit Points** 31 **Attacks** 1 × Short Bow (1d6) **THACO** 17 [+2] **Movement Rate** 90' (30') **Saves** D10 W11 P12 B13 S14 **Alignment** Neutral **STR** 10 **INT** 12 **WIS** 11 **DEX** 12 **CON** 12 **CHA** 11 **Spells**

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## MEMBERS

- Littera of Nakaris from the town of Aberius
- Gerward of Brewfish from the city of Silverbend
- Jocus of Lakesail from the city of Narouk
- Nitard Waldefrid from the city of Kaldar
- Grimin of Ragor owner of the casino shop from the city of Kaldar

- Tedesca of Wolfshead owner of the fortune teller shop from the city of Kaldar
- Galianna Pentecoste owner of the stables shop from the city of Silverbend
- Rothard of Balaz's wish from the city of Narouk
- Aqualina of Sephania owner of the game shop shop from the city of Silverbend
- Agenna of Erabor owner of the hatter shop from the city of Narouk
- Hermar Nadaltrude from the town of Yaara
- Hademar of Kaldar from the city of Silverbend

## COLLABORATORS

- Ratrude of Yakkis owner of the glass blower shop from the town of Aberius
- Sichilde Nadalberga owner of the enchanter shop from the city of Kaldar
- Sighard Nadalberga from the city of Silverbend
- Gendrada Theodelinde owner of the tinkerer shop from the city of Narouk
- Otilde of Yizil owner of the flower shop shop from the town of Yaara

# THE DEFENDERS OF

## JUSTICE

The Defenders Of Justice Militia are conspiring to abolish all magic-users. The Militia usual gathering venue is **The Magic Mace Tavern** in **Silverbend**

The Militia leader is a **Hidger Liutgarde**, a level 10 Fighter. He has a thick moustache, wise brown eyes and a strong, muscular physique.

**Hidger Liutgarde** (Level 10 Fighter)

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**Armour Class** 7 [12] **Leather armor**  
**Hit Points** 46 **Attacks** 1 × Mace  
(1d6) **THACO** 12 [+7] **Movement**  
**Rate** 90' (30') **Saves** D6 W7 P8 B8  
S10 **Alignment** Neutral **STR** 10 **INT**  
9 **WIS** 8 **DEX** 16 **CON** 10 **CHA** 14  
**Spells**

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## MEMBERS

- Winsy Hildegrim owner of the grocer shop from the city of Silverbend
- Winmar Ermentilde owner of the restaurant shop from the city of Kaldar
- Teinger Theodeman from the city of Kaldar
- Aleria Gratiadei from the city of Kaldar
- Madwin Wistrilde from the city of Silverbend
- Albilde of Lightstand from the town of Aberius

- Morbida of Aral owner of the salon shop from the city of Silverbend
- Acfrida of Talima from the town of Gazal
- Grimhar of Aphaki owner of the stables shop from the city of Silverbend
- Mauger Altafrons owner of the liquor shop from the city of Kaldar
- Lodn Hildefrid from the city of Narouk

## COLLABORATORS

- Duca Ermentaria owner of the casino shop from the city of Silverbend
- Wilher of Reyk manager of the registry from the town of Gazal
- Anberta Sicleramna from the city of Silverbend

## THE BURNING TRUTHSEEKERS

The Burning Truthseekers Cult are conducting horrid experiments in humanoids. The Cult hideout is the Temple of the Corrupted Lich.

The Cult leader is a **Sinister Hildebert**, a level 6 Cleric. He has a frowny expression, wise brown eyes and a holy symbol tattooed on the

forehead.

### **Sinister Hildebert** (Level 6 Cleric)

**Armour Class** 6 [13] Leather armor

**Hit Points** 10 **Attacks** 1 × Club (1d4)  
or 1 × spell **THACO** 17 [+2]

**Movement Rate** 90' (30') **Saves** D9  
W10 P12 B14 S12 **Alignment** Chaotic

**STR** 7 **INT** 12 **WIS** 11 **DEX** 13 **CON** 7

**CHA** 8 **Spells** Resist Cold , Purify  
Food and Water , Bless (Blight) ,  
Hold Person , Cure Disease (Cause  
Disease) , Cure Serious Wounds  
(Cause Sr. Wounds)

## MEMBERS

- Jocus Theodeger manager of the library from the town of Gazal
- Pribor Senthilde from the city of Silverbend
- Saidra of Samari from the city of Silverbend
- Deocar of Feki from the city of Silverbend
- Walo Hildegard owner of the weaver shop from the town of Aberius
- Nivard Admirable owner of the casino shop from the city of Narouk
- Acfrida of Thalanor owner of the barber shop from the city of Kaldar
- Faberta of Thenara owner of the fortune teller shop from the town of Gazal
- Grimhar of Yezud owner of the

general goods shop from the city of Narouk

- Littera Druclbert owner of the craft shop from the city of Narouk
- Senkata Mathurine from the city of Silverbend
- Gisilde of Wikana owner of the mill shop from the city of Silverbend
- Ingberta of Bahari from the town of Aberius
- Urisima of Gazali owner of the carpenter shop from the city of Kaldar
- Hildewin of Hellgate from the city of Kaldar

## COLLABORATORS

- Morbida Odelberga from the city of Silverbend
- Grimhar of Everdale owner of the glass blower shop from the city of Narouk
- Percipia Siclebalda from the city of Narouk
- Morbida of Calidar from the city of Silverbend
- Ermengar of Yaruk from the city of Silverbend

# T HE DEFENDERS OF JUSTICE

The Defenders Of Justice Militia are

plotting to eliminate all cultists. The Militia usual gathering venue is **The Rogue's Staff Inn** in **Kaldar**

The Militia leader is a **Agenna Ermenfred**, a level 7 Fighter. She has short and braided white hair, crystal blue eyes and a missing middle-finger.

**Agenna Ermenfred** (Level 7 Fighter)

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**Armour Class** 5 [14] **Leather armor** + **Shield** **Hit Points** 26 **Attacks** 1 × Javelin (1d4) **THACO** 14 [+5]  
**Movement Rate** 90' (30') **Saves** D8 W9 P10 B10 S12 **Alignment** Neutral  
**STR** 15 **INT** 11 **WIS** 7 **DEX** 15 **CON** 8 **CHA** 14 **Spells**

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## MEMBERS

- Saroilde Aclewalda from the town of Gazal
- Hrotho Frambalda from the town of Aberius
- Pribor of Yaja from the city of Silverbend
- Henarda of Sorak's well owner of the flower shop shop from the city of Narouk
- Seconda Madalhilde from the city of Narouk
- Villana of Thalís from the village of Tamir
- Vittá of Calidar from the city of Silverbend
- Grimhard of Gorah owner of the

barber shop from the city of Narouk

- Wilhilde Kinborough from the city of Kaldar
- Anglicus of Xuthil manager of the registry from the city of Narouk
- Mancius of Yakkis owner of the trade post shop from the town of Yaara
- Rothard of Caaran owner of the physician shop from the town of Yaara
- Solianna Bellaflor owner of the casino shop from the city of Narouk
- Waltilde of Naka owner of the fish market shop from the city of Silverbend
- Liutmar Landetrude from the city of Narouk
- Natelma of Zamoria from the city of Kaldar
- Hainard of Nanu owner of the craft shop from the city of Silverbend
- Waltard of Jiral owner of the jeweler shop from the city of Narouk
- Rathard of Aberius from the city of Kaldar

## COLLABORATORS

- Perpetuo of Zeriti from the city of Kaldar
- Theuda of Yateli owner of the indoor market shop from the city of Narouk
- Brysia of Tybor from the city of

## THE BLACK SUN

The Black Sun Cult are attempting demons summoning rituals. The Cult hideout is the Shrine of the Tormented Desire.

The Cult leader is a **Solianna of Bokka**, a level 6 Magic-user. She has short and wild brown hair, wise dark eyes and a nose ring.

**Solianna of Bokka** (Level 6 Magic-user)

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**Armour Class** 10 [9] **Unarmored Hit Points** 23 **Attacks** 1 × Dagger (1d4) or 1 × spell **THACO** 17 [+2]  
**Movement Rate** 90' (30') **Saves** D11 W12 P11 B14 S12 **Alignment** Chaotic  
**STR** 5 **INT** 11 **WIS** 14 **DEX** 6 **CON** 13 **CHA** 13 **Spells** Read Languages , Read Magic , Invisibility , Mirror Image , Lightning Bolt , Water Breathing

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### MEMBERS

- Beneta Concessus owner of the black market shop from the city of Narouk

- Elisianna of Nyaro from the city of Kaldar
- Rabota Acletrude from the city of Kaldar
- Erlinde Beauoncle owner of the printing press shop from the town of Gazal
- Meinher of Atali owner of the exotic goods shop from the city of Narouk
- Gaucia Marquessa from the city of Kaldar
- Rotharde of Zelata from the city of Kaldar
- Stebilia of Lukor from the city of Silverbend
- Gauzo Liutwarde from the city of Silverbend
- Aqualina of Izan owner of the tailor shop from the city of Kaldar
- Ermo of Arkonna from the city of Narouk

### COLLABORATORS

- Weltrude Ermesinde from the city of Kaldar
- Meira of Nakaris from the city of Silverbend
- Airard Wenceslas from the city of Narouk
- Sylvius of Palatea owner of the smokehouse shop from the town of Aberius



# **BREAKGLASS**

# RUMORS

- The **Tomb Of The Hopeless Spider** is near the base of a steep cliff, somewhere in **Bloodborn Peaks**
- The **Shrine Of The Tormented Desire** is near the coastline, somewhere in **Iceforged Shores**
- There's a **Vampire** in **Tomb Of The Nameless Slaves**
- The **Tomb Of The Nameless Slaves** is on one of the coastal cliffs, somewhere in **Iceforged Shores**
- The **Shrine Of The Raging Blood** is in a rocky cove, somewhere in **Blood Blade Shores**
- The **Caverns Of The Foresaken Souls** is where the woods meet a tall mountain, somewhere in **Watermaze Forest**
- The **Lair Of The Hidden Pits** is in a rocky cove, somewhere in **Iceforged Shores**
- The **Temple Of The Grey Ogre** is on the dunes sands, somewhere in **Nightshadow Wastelands**
- The **Temple Of The Corrupted Lich** is near an estuary, somewhere in **Blood Blade Shores**
- The **Shrine Of The Dishonored Fire** is between two giant dunes, somewhere in **Nightshadow**
- **Wastelands**
- The **Temple Of The Doomed Goblin** is atop a rocky hill, somewhere in **Wizards of Alvania Plains**
- The **Tomb Of The Violent Horrors** is in the grasslands, somewhere in **Wizards of Alvania Plains**
- The **Tomb Of The Dark Blades** is near an oasis, somewhere in **Goldseeker's Dunes**
- **Ermentar Hilderada's Sturdy Leather Boots** (actually a **Boots of Speed**) is somewhere in the **Shrine of the Raging Blood**
- **Petesia of Gayan's husband** is held captive in the **Tomb Of The Violent Horrors**
- **Lautilde Swanhilde's husband** is held captive in the **Temple Of The Grey Ogre**
- **Weltrude Aizivella's Decorated Sword** (actually a **Sword +1**) is somewhere in the **Tomb of the Nameless Slaves**
- **Serveta Aclehilde's Decorated Sword** (actually a **Sword +1, +3 vs Undead**) is somewhere in the **Lair of the Hidden Pits**
- **Audrada of Jaluba's nephew** is held captive in the **Lair Of The Hidden Pits**
- **Lautard Fionnghuala's wife** is held captive in the **Temple Of The Grey Ogre**
- **Berlinde Bellissima's wife** is held captive in the **Shrine Of The Raging Blood**

- **Lootgar Gundoilde's Custom Sword** (actually a **Sword +1, Flaming**) is somewhere in the Caverns of the Foresaken Souls
- **Waser of Aquareen's Custom-Fit Armor** (actually an **Armour +1**) is somewhere in the Shrine of the Tormented Desire
- **Getrude of Ellal's husband** is held captive in the **Tomb Of The Hopeless Spider**
- **Audrada of Eramoor's Decorated Sword** (actually a **Sword +1, Wishes**) is somewhere in the Temple of the Grey Ogre
- **Meinher of Atali's Decorated Helm** (actually a **Helm of Teleportation**) is somewhere in the Temple of the Doomed Goblin
- **Mauger Altafrons's Decorated Sword** (actually a **Sword +1, +2 vs Lycanthropes**) is somewhere in the Lair of the Hidden Pits
- **Odelrada Ermentaria's Decorated Sword** (actually a **Sword +1**) is somewhere in the Shrine of the Raging Blood
- **Almer of Erdon's daughter** is held captive in the **Shrine Of The Raging Blood**
- **Hachar Madalberta's Handcrafted Broom** (actually a **Broom of Flying**) is somewhere in the Shrine of the Raging Blood
- **Riqin Christofana's Sturdy Leather Boots** (actually a **Boots of Levitation**) is somewhere in the Shrine of the Dishonored Fire
- **Gislara of Koru's daughter** is held captive in the **Caverns Of The Foresaken Souls**
- **Beneta Reinberga's son** is held captive in the **Lair Of The Hidden Pits**
- **Lanto of Olfey's husband** is held captive in the **Tomb Of The Hopeless Spider**
- **Merard of Akeba's son** is held captive in the **Shrine Of The Dishonored Fire**
- **Berlinde Hildesinde's Horn** (actually a **Horn of Blasting**) is somewhere in the Lair of the Hidden Pits
- **Fiuca Wulftrude's nephew** is held captive in the **Shrine Of The Tormented Desire**
- **Winmar Ermentilde's son** is held captive in the **Shrine Of The Tormented Desire**
- **Hrotho Hildegilde's wife** is held captive in the **Tomb Of The Dark Blades**
- **Adremar Siclefrid's son** is held captive in the **Temple Of The Doomed Goblin**
- **Belonor of Kaan's husband** is held captive in the **Lair Of The Hidden Pits**
- **Berlinde Ingitrude's Bottle Of Sentimental Value** (actually an **Efreeti Bottle**) is somewhere in the Temple of the Grey Ogre
- **Berner of Capeya's Decorated Sword** (actually a **Sword +1, +3 vs Undead**) is somewhere in the Caverns of the Foresaken Souls
- **Meinward of Ophar's wife** is

- held captive in the **Temple Of The Grey Ogre**
- **Olcaviva Hildegim's nephew** is held captive in the **Temple Of The Doomed Goblin**
  - **Aclinde Superantia's nephew** is held captive in the **Shrine Of The Raging Blood**
  - **Atilia of Cevarra's wife** is held captive in the **Tomb Of The Nameless Slaves**
  - **Galianna Pentecoste's Bottle Of Sentimental Value** (actually an **Efreeti Bottle**) is somewhere in the **Temple of the Grey Ogre**
  - **Agenna of Calidar's husband** is held captive in the **Shrine Of The Dishonored Fire**
  - **Duberta of Patil's Armor Of Sentimental Value** (actually an **Armour +3**) is somewhere in the **Caverns of the Foresaken Souls**
  - **Lefin Acebalda's Embroidered Cloak** (actually a **Displacer Cloak**) is somewhere in the **Temple of the Grey Ogre**
  - **Ratrude of Yakkis's nephew** is held captive in the **Shrine Of The Dishonored Fire**
  - **Sylvius of Palatea's Decorated Sword** (actually a **Sword +1, Wishes**) is somewhere in the **Shrine of the Dishonored Fire**
  - **Hilde of Rahdor's son** is held captive in the **Shrine Of The Tormented Desire**
  - **Lodn of Hawkmen's wife** is held captive in the **Temple Of The Doomed Goblin**
  - **Arcin Belleflos's Armor Of Sentimental Value** (actually an **Armour +1**) is somewhere in the **Shrine of the Tormented Desire**
  - **Macia Swanhilde's daughter** is held captive in the **Shrine Of The Raging Blood**
  - **Rodin Transmundus's Decorated Armor** (actually an **Armour +3**) is somewhere in the **Caverns of the Foresaken Souls**
  - **Gersinde of Thoga's Custom Sword** (actually a **Sword +1, Light**) is somewhere in the **Temple of the Doomed Goblin**
  - **Wilher of Reyk's Horn** (actually a **Horn of Blasting**) is somewhere in the **Tomb of the Violent Horrors**
  - **Resende Sicleholde's Custom Sword** (actually a **Sword +1**) is somewhere in the **Shrine of the Tormented Desire**
  - **Urofina Mathurine's daughter** is held captive in the **Shrine Of The Tormented Desire**
  - There's a **Wolf** somewhere in **Watermaze Forest**.
  - There's a **Cave Bear** somewhere in **Blood Blade Shores**.
  - There's a **Giant Roc** somewhere in **Goldseeker's Dunes**.
  - There's a **Giant Rattler** somewhere in **Fireborn Desert**.
  - There's a **Tarantella** somewhere in **Fireborn Desert**.
  - There's a **Werewolf** somewhere in **Bloodborn Peaks**.
  - There's a **Griffon** somewhere in

## Nightshadow Wastelands.

- There's an **Unicorn** somewhere in **Watermaze Forest**.
- There's a **White Dragon** somewhere in **Watermaze Forest**.
- There's a **Warp Beast** somewhere in **Blood Blade Shores**.
- **The Army Of Justice** are plotting to **eliminate all cultists**.
- **The Defenders Of Justice** are conspiring to **abolish all magic-users**.
- **The Burning Truthseekers** are secretly **conducting horrid experiments in humanoids**.
- **The Burning Truthseekers** are using the **Temple Of The Corrupted Lich** as their hideout.
- **The Defenders Of Justice** are plotting to **eliminate all cultists**.
- **The Black Sun** are secretly **attempting demons summoning rituals**.
- **The Black Sun** are using the **Shrine Of The Tormented Desire** as their hideout.

## SECRETS

- The lever to open the secret door in area 3 in the Tomb Of The Hopeless Spider is in area 4
- The key to unlock the arched iron in area 15 in the Tomb Of The

Hopeless Spider is in area 15

- The lever to open the secret door in area 15 in the Tomb Of The Hopeless Spider is in area 13
- The key to unlock the rectangular bronze in area 24 in the Tomb Of The Hopeless Spider is in area 12
- The key to unlock the arched bronze in area 24 in the Tomb Of The Hopeless Spider is in area 13
- The key to unlock the arched wooden in area 25 in the Tomb Of The Hopeless Spider is in area 6
- The key to unlock the round bronze in area 31 in the Tomb Of The Hopeless Spider is in area 19
- The key to unlock the rectangular marble in area 31 in the Tomb Of The Hopeless Spider is in area 6
- The key to unlock the arched bronze in area 33 in the Tomb Of The Hopeless Spider is in area 26
- The lever to open the secret door in area 31 in the Tomb Of The Hopeless Spider is in area 22
- The lever to open the secret door in area 31 in the Tomb Of The Hopeless Spider is in area 25
- The lever to open the secret door in area 33 in the Tomb Of The Hopeless Spider is in area 34
- The key to unlock the triangle wooden in area 40 in the Tomb Of The Hopeless Spider is in area 7
- The lever to open the secret door in area 38 in the Tomb Of The Hopeless Spider is in area 6
- The lever to open the secret door in area 45 in the Tomb Of The

- Hopeless Spider is in area 45
- The lever to open the secret door in area 48 in the Tomb Of The Hopeless Spider is in area 20
- The lever to open the secret door in area 49 in the Tomb Of The Hopeless Spider is in area 41
- The key to unlock the round iron in area 51 in the Tomb Of The Hopeless Spider is in area 38
- The key to unlock the rectangular wooden in area 51 in the Tomb Of The Hopeless Spider is in area 22
- The lever to open the secret door in area 2 in the Shrine Of The Tormented Desire is in area 0
- The key to unlock the arched wooden in area 3 in the Shrine Of The Tormented Desire is in area 3
- The key to unlock the triangle wooden in area 6 in the Shrine Of The Tormented Desire is in area 6
- The lever to open the secret door in area 3 in the Shrine Of The Tormented Desire is in area 1
- The key to unlock the rectangular bronze in area 8 in the Shrine Of The Tormented Desire is in area 8
- The lever to open the secret door in area 8 in the Shrine Of The Tormented Desire is in area 3
- The lever to open the secret door in area 13 in the Shrine Of The Tormented Desire is in area 13
- The key to unlock the round wooden in area 17 in the Shrine Of The Tormented Desire is in area 13
- The lever to open the secret door in area 18 in the Shrine Of The Tormented Desire is in area 8
- The key to unlock the arched wooden in area 22 in the Shrine Of The Tormented Desire is in area 19
- The lever to open the secret door in area 21 in the Shrine Of The Tormented Desire is in area 11
- The key to unlock the arched wooden in area 26 in the Shrine Of The Tormented Desire is in area 3
- The lever to open the secret door in area 26 in the Shrine Of The Tormented Desire is in area 17
- The lever to open the secret door in area 30 in the Shrine Of The Tormented Desire is in area 32
- The lever to open the secret door in area 36 in the Shrine Of The Tormented Desire is in area 18
- The key to unlock the arched marble in area 42 in the Shrine Of The Tormented Desire is in area 28
- The lever to open the secret door in area 38 in the Shrine Of The Tormented Desire is in area 35
- The key to unlock the round wooden in area 46 in the Shrine Of The Tormented Desire is in area 34
- The lever to open the secret door in area 46 in the Shrine Of The Tormented Desire is in area 19
- The key to unlock the arched wooden in area 51 in the Shrine Of The Tormented Desire is in area

47

- The key to unlock the rectangular bronze in area 53 in the Shrine Of The Tormented Desire is in area 31
- The key to unlock the arched marble in area 54 in the Shrine Of The Tormented Desire is in area 0
- The lever to open the secret door in area 54 in the Shrine Of The Tormented Desire is in area 54
- The lever to open the secret door in area 56 in the Shrine Of The Tormented Desire is in area 26
- The key to unlock the arched wooden in area 62 in the Shrine Of The Tormented Desire is in area 24
- The lever to open the secret door in area 60 in the Shrine Of The Tormented Desire is in area 62
- The lever to open the secret door in area 60 in the Shrine Of The Tormented Desire is in area 53
- The key to unlock the rectangular wooden in area 66 in the Shrine Of The Tormented Desire is in area 39
- The lever to open the secret door in area 63 in the Shrine Of The Tormented Desire is in area 52
- The lever to open the secret door in area 63 in the Shrine Of The Tormented Desire is in area 42
- The key to unlock the round bronze in area 70 in the Shrine Of The Tormented Desire is in area 41
- The key to unlock the rectangular bronze in area 71 in the Shrine Of The Tormented Desire is in area 26
- The key to unlock the triangle iron in area 71 in the Shrine Of The Tormented Desire is in area 49
- The key to unlock the arched wooden in area 73 in the Shrine Of The Tormented Desire is in area 66
- The key to unlock the rectangular wooden in area 78 in the Shrine Of The Tormented Desire is in area 52
- The key to unlock the arched wooden in area 79 in the Shrine Of The Tormented Desire is in area 18
- The key to unlock the rectangular iron in area 85 in the Shrine Of The Tormented Desire is in area 51
- The lever to open the secret door in area 2 in the Tomb Of The Nameless Slaves is in area 0
- The key to unlock the rectangular bronze in area 4 in the Tomb Of The Nameless Slaves is in area 3
- The lever to open the secret door in area 3 in the Tomb Of The Nameless Slaves is in area 3
- The lever to open the secret door in area 8 in the Tomb Of The Nameless Slaves is in area 6
- The lever to open the secret door in area 13 in the Tomb Of The Nameless Slaves is in area 3
- The lever to open the secret door

in area 16 in the Tomb Of The Nameless Slaves is in area 11

- The lever to open the secret door in area 2 in the Shrine Of The Raging Blood is in area 1
- The key to unlock the rectangular iron in area 4 in the Shrine Of The Raging Blood is in area 1
- The lever to open the secret door in area 4 in the Shrine Of The Raging Blood is in area 0
- The key to unlock the arched bronze in area 11 in the Shrine Of The Raging Blood is in area 6
- The key to unlock the rectangular bronze in area 12 in the Shrine Of The Raging Blood is in area 11
- The lever to open the secret door in area 12 in the Shrine Of The Raging Blood is in area 6
- The key to unlock the arched marble in area 14 in the Shrine Of The Raging Blood is in area 14
- The key to unlock the rectangular bronze in area 15 in the Shrine Of The Raging Blood is in area 11
- The key to unlock the rectangular wooden in area 17 in the Shrine Of The Raging Blood is in area 12
- The key to unlock the odd-shaped bronze in area 21 in the Shrine Of The Raging Blood is in area 6
- The lever to open the secret door in area 19 in the Shrine Of The Raging Blood is in area 6
- The key to unlock the rectangular iron in area 24 in the Shrine Of The Raging Blood is in area 15
- The lever to open the secret door

in area 24 in the Shrine Of The Raging Blood is in area 11

- The lever to open the secret door in area 31 in the Shrine Of The Raging Blood is in area 4
- The key to unlock the arched wooden in area 43 in the Shrine Of The Raging Blood is in area 24
- The key to unlock the round iron in area 44 in the Shrine Of The Raging Blood is in area 29
- The lever to open the secret door in area 47 in the Shrine Of The Raging Blood is in area 36
- The lever to open the secret door in area 51 in the Shrine Of The Raging Blood is in area 29
- The lever to open the secret door in area 54 in the Shrine Of The Raging Blood is in area 44
- The lever to open the secret door in area 57 in the Shrine Of The Raging Blood is in area 22
- The key to unlock the odd-shaped marble in area 62 in the Shrine Of The Raging Blood is in area 49
- The key to unlock the round iron in area 66 in the Shrine Of The Raging Blood is in area 55
- The key to unlock the rectangular wooden in area 69 in the Shrine Of The Raging Blood is in area 36
- The key to unlock the round wooden in area 71 in the Shrine Of The Raging Blood is in area 25
- The key to unlock the arched wooden in area 73 in the Shrine Of The Raging Blood is in area 21
- The lever to open the secret door



- in area 76 in the Shrine Of The Raging Blood is in area 77
- The lever to open the secret door in area 82 in the Shrine Of The Raging Blood is in area 56
  - The lever to open the secret door in area 84 in the Shrine Of The Raging Blood is in area 47
  - The key to unlock the odd-shaped wooden in area 87 in the Shrine Of The Raging Blood is in area 64
  - The key to unlock the odd-shaped bronze in area 88 in the Shrine Of The Raging Blood is in area 81
  - The key to unlock the rectangular bronze in area 88 in the Shrine Of The Raging Blood is in area 57
  - The lever to open the secret door in area 88 in the Shrine Of The Raging Blood is in area 31
  - The key to unlock the rectangular iron in area 90 in the Shrine Of The Raging Blood is in area 88
  - The key to unlock the rectangular bronze in area 90 in the Shrine Of The Raging Blood is in area 41
  - The lever to open the secret door in area 2 in the Caverns Of The Foresaken Souls is in area 1
  - The lever to open the secret door in area 3 in the Caverns Of The Foresaken Souls is in area 3
  - The lever to open the secret door in area 4 in the Caverns Of The Foresaken Souls is in area 5
  - The lever to open the secret door in area 6 in the Caverns Of The Foresaken Souls is in area 8
  - The key to unlock the rectangular marble in area 9 in the Caverns Of The Foresaken Souls is in area 7
  - The key to unlock the rectangular wooden in area 11 in the Caverns Of The Foresaken Souls is in area 9
  - The key to unlock the rectangular bronze in area 19 in the Caverns Of The Foresaken Souls is in area 1
  - The lever to open the secret door in area 15 in the Caverns Of The Foresaken Souls is in area 18
  - The key to unlock the arched iron in area 23 in the Caverns Of The Foresaken Souls is in area 4
  - The key to unlock the odd-shaped wooden in area 23 in the Caverns Of The Foresaken Souls is in area 18
  - The key to unlock the arched wooden in area 26 in the Caverns Of The Foresaken Souls is in area 16
  - The lever to open the secret door in area 26 in the Caverns Of The Foresaken Souls is in area 24
  - The lever to open the secret door in area 32 in the Caverns Of The Foresaken Souls is in area 26
  - The key to unlock the triangle wooden in area 36 in the Caverns Of The Foresaken Souls is in area 23
  - The key to unlock the round iron in area 38 in the Caverns Of The Foresaken Souls is in area 5
  - The lever to open the secret door in area 38 in the Caverns Of The Foresaken Souls is in area 29

- The key to unlock the rectangular bronze in area 43 in the Caverns Of The Foresaken Souls is in area 38
- The key to unlock the arched bronze in area 43 in the Caverns Of The Foresaken Souls is in area 31
- The key to unlock the round iron in area 49 in the Caverns Of The Foresaken Souls is in area 33
- The lever to open the secret door in area 47 in the Caverns Of The Foresaken Souls is in area 33
- The key to unlock the round bronze in area 50 in the Caverns Of The Foresaken Souls is in area 35
- The lever to open the secret door in area 50 in the Caverns Of The Foresaken Souls is in area 31
- The lever to open the secret door in area 63 in the Caverns Of The Foresaken Souls is in area 4
- The lever to open the secret door in area 63 in the Caverns Of The Foresaken Souls is in area 21
- The lever to open the secret door in area 63 in the Caverns Of The Foresaken Souls is in area 34
- The lever to open the secret door in area 67 in the Caverns Of The Foresaken Souls is in area 0
- The key to unlock the arched bronze in area 70 in the Caverns Of The Foresaken Souls is in area 31
- The lever to open the secret door in area 70 in the Caverns Of The Foresaken Souls is in area 43
- The key to unlock the rectangular wooden in area 73 in the Caverns Of The Foresaken Souls is in area 70
- The key to unlock the rectangular wooden in area 81 in the Caverns Of The Foresaken Souls is in area 61
- The lever to open the secret door in area 81 in the Caverns Of The Foresaken Souls is in area 22
- The lever to open the secret door in area 82 in the Caverns Of The Foresaken Souls is in area 9
- The key to unlock the rectangular bronze in area 84 in the Caverns Of The Foresaken Souls is in area 59
- The key to unlock the arched wooden in area 84 in the Caverns Of The Foresaken Souls is in area 3
- The lever to open the secret door in area 2 in the Lair Of The Hidden Pits is in area 0
- The key to unlock the rectangular iron in area 5 in the Lair Of The Hidden Pits is in area 8
- The key to unlock the rectangular iron in area 8 in the Lair Of The Hidden Pits is in area 5
- The key to unlock the rectangular iron in area 8 in the Lair Of The Hidden Pits is in area 4
- The lever to open the secret door in area 10 in the Lair Of The Hidden Pits is in area 10
- The key to unlock the rectangular

- iron in area 17 in the Lair Of The Hidden Pits is in area 5
- The key to unlock the rectangular bronze in area 22 in the Lair Of The Hidden Pits is in area 22
  - The lever to open the secret door in area 20 in the Lair Of The Hidden Pits is in area 4
  - The lever to open the secret door in area 20 in the Lair Of The Hidden Pits is in area 23
  - The key to unlock the triangle marble in area 28 in the Lair Of The Hidden Pits is in area 26
  - The lever to open the secret door in area 25 in the Lair Of The Hidden Pits is in area 5
  - The lever to open the secret door in area 25 in the Lair Of The Hidden Pits is in area 15
  - The lever to open the secret door in area 32 in the Lair Of The Hidden Pits is in area 34
  - The lever to open the secret door in area 32 in the Lair Of The Hidden Pits is in area 29
  - The lever to open the secret door in area 35 in the Lair Of The Hidden Pits is in area 13
  - The lever to open the secret door in area 35 in the Lair Of The Hidden Pits is in area 1
  - The lever to open the secret door in area 41 in the Lair Of The Hidden Pits is in area 37
  - The lever to open the secret door in area 41 in the Lair Of The Hidden Pits is in area 17
  - The key to unlock the rectangular wooden in area 44 in the Lair Of The Hidden Pits is in area 39
  - The key to unlock the arched iron in area 45 in the Lair Of The Hidden Pits is in area 34
  - The key to unlock the arched bronze in area 49 in the Lair Of The Hidden Pits is in area 46
  - The key to unlock the round bronze in area 50 in the Lair Of The Hidden Pits is in area 13
  - The lever to open the secret door in area 58 in the Lair Of The Hidden Pits is in area 22
  - The key to unlock the round marble in area 63 in the Lair Of The Hidden Pits is in area 18
  - The lever to open the secret door in area 62 in the Lair Of The Hidden Pits is in area 53
  - The key to unlock the rectangular bronze in area 65 in the Lair Of The Hidden Pits is in area 38
  - The lever to open the secret door in area 66 in the Lair Of The Hidden Pits is in area 43
  - The key to unlock the arched wooden in area 69 in the Lair Of The Hidden Pits is in area 45
  - The key to unlock the rectangular iron in area 72 in the Lair Of The Hidden Pits is in area 3
  - The lever to open the secret door in area 73 in the Lair Of The Hidden Pits is in area 56
  - The lever to open the secret door in area 73 in the Lair Of The Hidden Pits is in area 62
  - The lever to open the secret door

- in area 76 in the Lair Of The Hidden Pits is in area 69
- The lever to open the secret door in area 82 in the Lair Of The Hidden Pits is in area 81
  - The lever to open the secret door in area 3 in the Temple Of The Grey Ogre is in area 1
  - The lever to open the secret door in area 3 in the Temple Of The Grey Ogre is in area 5
  - The key to unlock the round iron in area 11 in the Temple Of The Grey Ogre is in area 5
  - The lever to open the secret door in area 14 in the Temple Of The Grey Ogre is in area 13
  - The key to unlock the arched iron in area 22 in the Temple Of The Grey Ogre is in area 3
  - The lever to open the secret door in area 18 in the Temple Of The Grey Ogre is in area 22
  - The lever to open the secret door in area 20 in the Temple Of The Grey Ogre is in area 15
  - The lever to open the secret door in area 24 in the Temple Of The Grey Ogre is in area 25
  - The lever to open the secret door in area 24 in the Temple Of The Grey Ogre is in area 6
  - The key to unlock the odd-shaped bronze in area 29 in the Temple Of The Grey Ogre is in area 0
  - The key to unlock the rectangular iron in area 30 in the Temple Of The Grey Ogre is in area 13
  - The key to unlock the rectangular wooden in area 31 in the Temple Of The Grey Ogre is in area 27
  - The lever to open the secret door in area 34 in the Temple Of The Grey Ogre is in area 0
  - The key to unlock the arched marble in area 38 in the Temple Of The Grey Ogre is in area 39
  - The key to unlock the rectangular wooden in area 39 in the Temple Of The Grey Ogre is in area 14
  - The key to unlock the rectangular wooden in area 39 in the Temple Of The Grey Ogre is in area 6
  - The key to unlock the round wooden in area 42 in the Temple Of The Grey Ogre is in area 41
  - The key to unlock the arched marble in area 43 in the Temple Of The Grey Ogre is in area 26
  - The key to unlock the arched bronze in area 43 in the Temple Of The Grey Ogre is in area 35
  - The lever to open the secret door in area 46 in the Temple Of The Grey Ogre is in area 16
  - The lever to open the secret door in area 48 in the Temple Of The Grey Ogre is in area 26
  - The key to unlock the round iron in area 49 in the Temple Of The Grey Ogre is in area 12
  - The key to unlock the arched wooden in area 54 in the Temple Of The Grey Ogre is in area 22
  - The lever to open the secret door in area 51 in the Temple Of The Grey Ogre is in area 43
  - The key to unlock the odd-shaped

- wooden in area 59 in the Temple Of The Grey Ogre is in area 30
- The key to unlock the arched marble in area 64 in the Temple Of The Grey Ogre is in area 50
  - The lever to open the secret door in area 60 in the Temple Of The Grey Ogre is in area 33
  - The key to unlock the arched iron in area 67 in the Temple Of The Grey Ogre is in area 14
  - The key to unlock the rectangular bronze in area 68 in the Temple Of The Grey Ogre is in area 36
  - The lever to open the secret door in area 73 in the Temple Of The Grey Ogre is in area 61
  - The key to unlock the round bronze in area 77 in the Temple Of The Grey Ogre is in area 31
  - The lever to open the secret door in area 77 in the Temple Of The Grey Ogre is in area 49
  - The lever to open the secret door in area 2 in the Temple Of The Corrupted Lich is in area 0
  - The lever to open the secret door in area 3 in the Temple Of The Corrupted Lich is in area 4
  - The key to unlock the arched iron in area 6 in the Temple Of The Corrupted Lich is in area 3
  - The lever to open the secret door in area 7 in the Temple Of The Corrupted Lich is in area 6
  - The key to unlock the round iron in area 10 in the Temple Of The Corrupted Lich is in area 9
  - The key to unlock the odd-shaped bronze in area 11 in the Temple Of The Corrupted Lich is in area 1
  - The key to unlock the round bronze in area 12 in the Temple Of The Corrupted Lich is in area 5
  - The key to unlock the round wooden in area 13 in the Temple Of The Corrupted Lich is in area 7
  - The key to unlock the round wooden in area 14 in the Temple Of The Corrupted Lich is in area 15
  - The lever to open the secret door in area 14 in the Temple Of The Corrupted Lich is in area 10
  - The lever to open the secret door in area 14 in the Temple Of The Corrupted Lich is in area 12
  - The key to unlock the triangle wooden in area 17 in the Temple Of The Corrupted Lich is in area 8
  - The key to unlock the round wooden in area 4 in the Shrine Of The Dishonored Fire is in area 1
  - The lever to open the secret door in area 3 in the Shrine Of The Dishonored Fire is in area 5
  - The key to unlock the triangle bronze in area 7 in the Shrine Of The Dishonored Fire is in area 6
  - The lever to open the secret door in area 11 in the Shrine Of The Dishonored Fire is in area 6
  - The lever to open the secret door in area 11 in the Shrine Of The Dishonored Fire is in area 4
  - The lever to open the secret door in area 17 in the Shrine Of The Dishonored Fire is in area 15

- The key to unlock the round iron in area 20 in the Shrine Of The Dishonored Fire is in area 5
- The key to unlock the arched wooden in area 22 in the Shrine Of The Dishonored Fire is in area 18
- The key to unlock the rectangular wooden in area 23 in the Shrine Of The Dishonored Fire is in area 24
- The lever to open the secret door in area 24 in the Shrine Of The Dishonored Fire is in area 9
- The lever to open the secret door in area 26 in the Shrine Of The Dishonored Fire is in area 24
- The key to unlock the rectangular wooden in area 33 in the Shrine Of The Dishonored Fire is in area 22
- The lever to open the secret door in area 33 in the Shrine Of The Dishonored Fire is in area 20
- The key to unlock the arched marble in area 40 in the Shrine Of The Dishonored Fire is in area 0
- The lever to open the secret door in area 37 in the Shrine Of The Dishonored Fire is in area 23
- The lever to open the secret door in area 37 in the Shrine Of The Dishonored Fire is in area 3
- The lever to open the secret door in area 39 in the Shrine Of The Dishonored Fire is in area 37
- The key to unlock the round iron in area 42 in the Shrine Of The Dishonored Fire is in area 43
- The key to unlock the round wooden in area 43 in the Shrine Of The Dishonored Fire is in area 13
- The lever to open the secret door in area 46 in the Shrine Of The Dishonored Fire is in area 23
- The key to unlock the rectangular wooden in area 49 in the Shrine Of The Dishonored Fire is in area 15
- The key to unlock the rectangular wooden in area 54 in the Shrine Of The Dishonored Fire is in area 46
- The key to unlock the rectangular wooden in area 54 in the Shrine Of The Dishonored Fire is in area 16
- The lever to open the secret door in area 2 in the Temple Of The Doomed Goblin is in area 1
- The lever to open the secret door in area 3 in the Temple Of The Doomed Goblin is in area 6
- The key to unlock the round iron in area 9 in the Temple Of The Doomed Goblin is in area 1
- The lever to open the secret door in area 9 in the Temple Of The Doomed Goblin is in area 3
- The lever to open the secret door in area 11 in the Temple Of The Doomed Goblin is in area 12
- The lever to open the secret door in area 11 in the Temple Of The Doomed Goblin is in area 9
- The key to unlock the rectangular wooden in area 14 in the Temple

- Of The Doomed Goblin is in area 8
- The lever to open the secret door in area 15 in the Temple Of The Doomed Goblin is in area 8
  - The lever to open the secret door in area 15 in the Temple Of The Doomed Goblin is in area 10
  - The key to unlock the arched marble in area 22 in the Temple Of The Doomed Goblin is in area 12
  - The lever to open the secret door in area 20 in the Temple Of The Doomed Goblin is in area 11
  - The lever to open the secret door in area 24 in the Temple Of The Doomed Goblin is in area 8
  - The lever to open the secret door in area 26 in the Temple Of The Doomed Goblin is in area 3
  - The key to unlock the arched wooden in area 27 in the Temple Of The Doomed Goblin is in area 20
  - The lever to open the secret door in area 28 in the Temple Of The Doomed Goblin is in area 24
  - The key to unlock the odd-shaped wooden in area 32 in the Temple Of The Doomed Goblin is in area 6
  - The key to unlock the triangle wooden in area 33 in the Temple Of The Doomed Goblin is in area 21
  - The lever to open the secret door in area 34 in the Temple Of The Doomed Goblin is in area 16
  - The lever to open the secret door in area 37 in the Temple Of The Doomed Goblin is in area 17
  - The lever to open the secret door in area 41 in the Temple Of The Doomed Goblin is in area 34
  - The key to unlock the rectangular wooden in area 45 in the Temple Of The Doomed Goblin is in area 17
  - The key to unlock the arched wooden in area 47 in the Temple Of The Doomed Goblin is in area 8
  - The key to unlock the round iron in area 48 in the Temple Of The Doomed Goblin is in area 13
  - The lever to open the secret door in area 50 in the Temple Of The Doomed Goblin is in area 30
  - The key to unlock the rectangular wooden in area 53 in the Temple Of The Doomed Goblin is in area 49
  - The lever to open the secret door in area 53 in the Temple Of The Doomed Goblin is in area 13
  - The key to unlock the arched bronze in area 60 in the Temple Of The Doomed Goblin is in area 47
  - The key to unlock the rectangular wooden in area 60 in the Temple Of The Doomed Goblin is in area 41
  - The lever to open the secret door in area 57 in the Temple Of The Doomed Goblin is in area 31
  - The lever to open the secret door

- in area 59 in the Temple Of The Doomed Goblin is in area 47
- The key to unlock the round wooden in area 62 in the Temple Of The Doomed Goblin is in area 0
- The key to unlock the round wooden in area 64 in the Temple Of The Doomed Goblin is in area 50
- The lever to open the secret door in area 64 in the Temple Of The Doomed Goblin is in area 38
- The key to unlock the round marble in area 69 in the Temple Of The Doomed Goblin is in area 30
- The key to unlock the arched iron in area 71 in the Temple Of The Doomed Goblin is in area 38
- The key to unlock the round marble in area 72 in the Temple Of The Doomed Goblin is in area 50
- The lever to open the secret door in area 72 in the Temple Of The Doomed Goblin is in area 73
- The lever to open the secret door in area 76 in the Temple Of The Doomed Goblin is in area 49
- The key to unlock the arched bronze in area 80 in the Temple Of The Doomed Goblin is in area 51
- The key to unlock the rectangular iron in area 80 in the Temple Of The Doomed Goblin is in area 78
- The lever to open the secret door in area 79 in the Temple Of The Doomed Goblin is in area 71
- The lever to open the secret door in area 80 in the Temple Of The Doomed Goblin is in area 61
- The lever to open the secret door in area 82 in the Temple Of The Doomed Goblin is in area 67
- The lever to open the secret door in area 2 in the Tomb Of The Violent Horrors is in area 0
- The key to unlock the round wooden in area 3 in the Tomb Of The Violent Horrors is in area 3
- The key to unlock the arched bronze in area 9 in the Tomb Of The Violent Horrors is in area 9
- The key to unlock the arched wooden in area 10 in the Tomb Of The Violent Horrors is in area 10
- The key to unlock the arched wooden in area 11 in the Tomb Of The Violent Horrors is in area 8
- The lever to open the secret door in area 12 in the Tomb Of The Violent Horrors is in area 8
- The lever to open the secret door in area 14 in the Tomb Of The Violent Horrors is in area 6
- The key to unlock the odd-shaped wooden in area 18 in the Tomb Of The Violent Horrors is in area 1
- The key to unlock the rectangular wooden in area 21 in the Tomb Of The Violent Horrors is in area 6
- The lever to open the secret door in area 2 in the Tomb Of The Dark Blades is in area 1
- The key to unlock the arched iron in area 4 in the Tomb Of The Dark



Blades is in area 4

- The key to unlock the arched iron in area 7 in the Tomb Of The Dark Blades is in area 5
- The lever to open the secret door in area 8 in the Tomb Of The Dark Blades is in area 0
- The key to unlock the rectangular marble in area 15 in the Tomb Of The Dark Blades is in area 3
- The lever to open the secret door in area 15 in the Tomb Of The Dark Blades is in area 14
- The key to unlock the arched wooden in area 20 in the Tomb Of The Dark Blades is in area 7
- Ermentar Hilderada's is in area 81 in the Shrine of the Raging Blood
- Elisiard of Bazuul's husband is held captive in Tomb Of The Violent Horrors
- Benno Cadwethen's husband is held captive in Temple Of The Grey Ogre
- Weltrude Aizivella's is in area 3 in the Tomb of the Nameless Slaves
- Serveta Aclehilde's is in area 3 in the Lair of the Hidden Pits
- Adegar of Calazi's nephew is held captive in Lair Of The Hidden Pits
- Sofcia Erchamilde's wife is held captive in Temple Of The Grey Ogre
- Waltilde Meintrude's wife is held captive in Shrine Of The Raging Blood
- Lootgar Gundoilde's is in area 16 in the Caverns of the Foresaken

Souls

- Waser of Aquareen's is in area 58 in the Shrine of the Tormented Desire
- Ermentar of Thodar's husband is held captive in Tomb Of The Hopeless Spider
- Audrada of Eramoor's is in area 67 in the Temple of the Grey Ogre
- Meinher of Atali's is in area 54 in the Temple of the Doomed Goblin
- Mauger Altafrons's is in area 55 in the Lair of the Hidden Pits
- Odelrada Ermentaria's is in area 27 in the Shrine of the Raging Blood
- Sichilde Frederius's daughter is held captive in Shrine Of The Raging Blood
- Hachar Madalberta's is in area 88 in the Shrine of the Raging Blood
- Riqin Christofana's is in area 5 in the Shrine of the Dishonored Fire
- Audrada of Patil's daughter is held captive in Caverns Of The Foresaken Souls
- Rathard of Reyk's son is held captive in Lair Of The Hidden Pits
- Gilmar of Springvale's husband is held captive in Tomb Of The Hopeless Spider
- Jocus of Khezal's son is held captive in Shrine Of The Dishonored Fire
- Berlinde Hildesinde's is in area 70 in the Lair of the Hidden Pits
- Savius of Hogsfoot's nephew is held captive in Shrine Of The

## Tormented Desire

- Lanto of Nafar's son is held captive in Shrine Of The Tormented Desire
- Aliva of Edria's wife is held captive in Tomb Of The Dark Blades
- Trimer of Sagoth's son is held captive in Temple Of The Doomed Goblin
- Lanto of Blackshadow's husband is held captive in Lair Of The Hidden Pits
- Berlinde Ingtrude's is in area 38 in the Temple of the Grey Ogre
- Berner of Capeya's is in area 7 in the Caverns of the Foresaken Souls
- Milia Urgellesa's wife is held captive in Temple Of The Grey Ogre
- Ademar of Hogsfoot's nephew is held captive in Temple Of The Doomed Goblin
- Hillinus of Valeria's nephew is held captive in Shrine Of The Raging Blood
- Solanna of Koja's wife is held captive in Tomb Of The Nameless Slaves
- Galianna Pentecoste's is in area 11 in the Temple of the Grey Ogre
- Achard of Vezia's husband is held captive in Shrine Of The Dishonored Fire
- Duberta of Patil's is in area 26 in the Caverns of the Foresaken Souls
- Lefin Acebalda's is in area 15 in the Temple of the Grey Ogre
- Sieggo of Qona's nephew is held captive in Shrine Of The Dishonored Fire
- Sylvius of Palatea's is in area 18 in the Shrine of the Dishonored Fire
- Savius Altadonna's son is held captive in Shrine Of The Tormented Desire
- Willhelma Theodwald's wife is held captive in Temple Of The Doomed Goblin
- Arcin Belleflos's is in area 46 in the Shrine of the Tormented Desire
- Ingberta Admirable's daughter is held captive in Shrine Of The Raging Blood
- Rodin Transmundus's is in area 35 in the Caverns of the Foresaken Souls
- Gersinde of Thoga's is in area 3 in the Temple of the Doomed Goblin
- Wilher of Reyk's is in area 0 in the Tomb of the Violent Horrors
- Resende Sicleholde's is in area 6 in the Shrine of the Tormented Desire
- Henarda Madalbert's daughter is held captive in Shrine Of The Tormented Desire

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## OGL

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