

Advanced Dungeons & Dragons[®]

Official Game Accessory

Adventure Pack I



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The Circus of Gandolfo

the west wall and to either side of the spiral staircase are covered with scientific and medical paraphernalia. Here can be found beakers containing: *potions of extra healing* and of *invulnerability*; several different poisons; racks hold scalpels, bone saws, and large needles with gut thread attached to them; fluid-filled glass containers hold disembodied hands, arms, legs, and even heads; beakers, flasks, ceramic bowls, and more are piled on the workbenches.

Two doors, one to the north and one to the south, lead from the tower to a balcony. Four 10x15-foot rooms sit in the corners of the tower, open to the elements.

When the players enter the lab, they find Gandolfo hunched over Bungle, whose unconscious form lies prostrate on one of two metal operating tables in the center of the room. There is a snake-man freak body on the other table.

Between the two tables is a small metal box. Gandolfo turns and begins fiddling with something inside it. There is a receptacle in the box which, investigation and an Intelligence check will reveal, is the same size and shape as the strange rock from Gandolfo's wagon.

Two wires snake from a metal pole on the roof of the fortress, through small holes in the back of the box, and into the receptacle. Two more wires attached to the receptacle extend from the box to the operating tables. Each wire ends in a small pyramid-shaped plug one of which adheres to the snakeman's forehead; the other is attached to Bungle's forehead. This is the mindtransference apparatus of Gandolfo.

The metal pole on the roof is a lightning rod. When lightning hits it, electrical current flows through the wires to the receptacle, energizing the magic stone. When the stone is placed in the receptacle, the device is ready to operate. By turning the stone clockwise, the current flows to the donor mind and then to the recipient body. Turning the stone counter-clockwise reverses the process, and returns the mind to the donor.

If the PCs were captured earlier, the stone is already in the receptacle, and Gandolfo is beginning the transference as they enter. He's energizing the stone with his *wand of lightning*. If the PCs weren't captured, Gandolfo turns to them and hisses, "Where is the powerstone?" He then attacks the party, first calling up *phantasmal killers*, then using all the magic at his disposal.

If the PCs appear to be winning the fight, Gandolfo *paralyzes* as many of them as he can and then dashes into room 4 or 7 (detailed below), whichever is closer.

3. Balcony. The balcony is ten feet wide at its narrowest point and 20 feet wide at its widest. A three foot stone wall rises from its outer edge. Chimneys rise above the top of the tower at all four corners.

Two doors, one to the north and one to the south, allow access to the lab from the balcony. Large windows in each of the four rooms in the lab can also provide access. They are kept wide open, to allow frigid mountain air into the cold-storage rooms.

4. Cold-Storage Room. Here the PCs will find their real, mindless, bodies. If the original body "dies" before the transfer becomes permanent, the transplanted mind dies as well. These bodies can't be raised or animated, but physical damage can be inflicted upon them as usual.

If the battle in the lab goes against Gandolfo, he may dash into the room, locking the door behind him. As the PCs try to get in, he'll start slashing away at the bodies with a scalpel, doing 1-4 points of damage per melee round to each PC body. If a body "dies" before the PCs get it, the character dies.

Gandolfo will stop as soon as the PCs burst in, however, and leap onto the balcony and over the edge. Once out of sight, he will use his *wings of flying* to escape but he will be back some day.

5. Cold Storage Room. As above, except the four bodies in the room are those of strangers.

6. Cold Storage Room. As above, except the PCs find just two bodies.

7. Cold Storage Room. As above except this room is nearly empty. It is occupied by one of Gandolfo's freaks: an amorphous, gelatinous, translucent yellow blob. The Princess' body is in a clear coffin-like box propped against one wall.

A human brain pulsates within the blob. Four black eye-spots float on the surface of the blob, connected to the brain by thin bundles of nerve tissue. As the party enters the room, these spots are clustered on the portion of the blob facing the Princess' body, but they dart quickly to the surface facing the player characters. An Intelligence check reveals that the blob must be the new body of the Princess.

If the battle in the lab goes against him, Gandolfo may run into this room, locking the door behind him. Once inside, he uses his *change self* spell to make himself look like the orphan Jane. Then he grabs the Princess' body.

"Quick, look, Gandolfo leaped off the balcony!" the illusionist will say, hoping the PCs will rush to see. If they do, he will try to get one or two to help him with the Princess. His plan is

to split the party up and, if successful, take the PCs out a few at a time. If they see through his disguise, he'll press the head of his *serpent staff* against his captive's throat and say, "Leave now or the Princess dies!"

If the party hesitates, even for an instant, he throws the Princess' body at them, leaps onto the balcony, and falls out of sight. When he can no longer be seen, he activates his wings of flying and departs, but rest assured he'll be back some day...

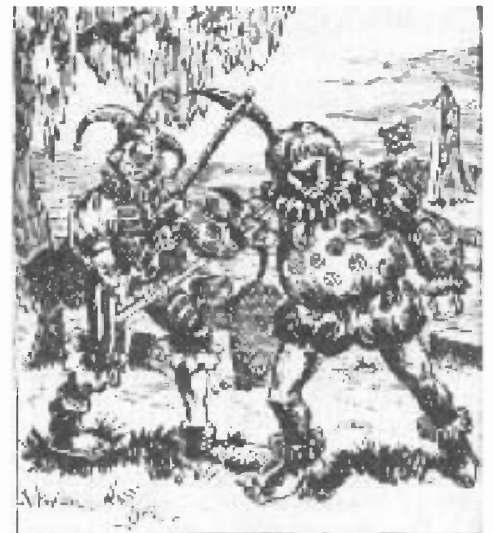
Is That All There Is?

If you want to use this adventure as the first episode in a continuing campaign, Gandolfo's defeat isn't strictly necessary. It is sufficient for the PCs to free the Princess, reverse the magical process that transformed her and the characters into monsters, and escape with their lives.

Assuming they freed the Princess, the PCs are due a big reward from the King - a plot of land, knighthood, lots of money, whatever will really impress a party in the DM's particular campaign world. The King could even become the party's patron. A good first mission would be to track down and capture Gandolfo.

Alternatively, a campaign could revolve around PCs stuck in freak bodies. Adventures could involve the PCs learning to cope with being monsters in the eyes of the world, or trying to get their real bodies back. Meanwhile, good luck to them in the great, big, bigoted world!

However the campaign progresses, a party that didn't kill Gandolfo made a new and immensely powerful enemy. Maybe someday they'll have the power to confront Gandolfo again and send him to his well-deserved doom.





The House of Long Knives is designed for characters with a combined total of about 80 levels, with an average level of 10. In this scenario, PCs get to confront the most dangerous monsters of all: other adventurers. In this case, the other adventurers are a few retired adventurers and their followers. The kicker is that they all happen to compose an Assassin's Guildhall.

DM's Information

Some PCs with ability in thief-like skills are absolutely necessary to play this adventure. Check the number and quality of magic items available to the NPCs. If the PCs of comparable levels have less, decrease the amount available to the NPCs. If the PCs have more, beef up the NPCs with some additional weapons, armor, and other magic.

Getting into this adventure can be difficult without the right preparation. The PCs have to have some reason to interact with assassins. A few possibilities are listed below under *Reasons for Interaction*.

The Town

The town remains nameless for convenience in fitting it into an ongoing campaign. However, there are some aspects that are important for the success of the adventure.

Politically, the town is essentially Lawful Neutral in general alignment. No outright Chaotic Evils are tolerated, but anything else goes. They don't care what anyone does, actually, as long as he is Lawful about it.

Laws of the town include prohibitions against mass-destruction magic. *Move earth, weather control, summoning* large monsters, massive *fireballs, meteor swarms, ice storms*, and the like are discouraged because they bother the neighbors. **Carrying most personal weapons** is permissible, but long weapons like halberds are forbidden unless in the hands of the town watch.

The town watch consists of relatively low-level fighters, but they have high-level backup in the rulers of the town, most of whom are retired adventurers who don't like to be disturbed, and react badly to anyone responsible for disturbing them.

The Assassins' Guild is tolerated as a necessary evil. The town fathers wouldn't mind seeing it eradicated, but some of them have made some use of the assassins, and so do not want to actively persecute them for fear of revealing their previous connections.

Geographically, the town is very old and large, with a population in excess of 10,000. It is

an old "Imperial" city, either formerly or currently a part of a larger empire that created good roads, aqueducts, and-most importantly-planned cities with sewage systems. The town is big enough to have several districts, including at least one affluent district somewhat separate from the masses.

The Adventure

Reasons for Interaction

Most residents and transients of a town can live their whole lives without ever contacting the Assassins. Maneuvering the PCs into contact with the Assassins can be handled in one of the following ways.

1. A player character assassin is contacted by a representative of the Prime Assassin of the Guild (see Character lists). Herban is ready to make his move to become Guildmaster, but needs help to ensure his success in forming his new order. The PC assassin, and any friends he might bring along (the party) would gain great reward (Herban offers 1/5 the wealth of the treasury) for helping him in his endeavor.

This is a good chance for a party to destroy an assassin's guild by pretending to play along, or just assist the usurper and claim their reward.

2. An NPC friend of a player character has just been assassinated. Another friend of the PC saw the act, and also remembers seeing a person looking like the assassin hanging around the Cup and Blade (or even going into the House of the Onyx Court).

3. Same as above, except an important city official or local noble is the victim, and the city will pay well to bring his murderer to justice.

4. Have one of the 5th level assassins provided with the adventure attempt to kill one of the party, perhaps in retaliation for some previous activity of the PC, or even by mistake. That should be all that's needed to get them interested in destroying the power of the assassins in the town.

5. If the party has many demi-human members, state that some of the demi-human assassins betrayed by Kilburn when he took over the Guild are friends or relatives of the player characters. This gives the players a good revenge motive.

Rumors and Knowledge

Once the PCs have decided that the Assassins must go, they have to find them. The following material can be passed on to the players if they made a determined attempt to discover

something about the Assassins' Guild or about Kilburn the Wizard.

Asking around town will gain the following information.

About Assassins

Assassins tend to work at night. (*Common knowledge.*)

Assassins can usually be contacted at the Cup and Blade. (*Only available to someone who puts on a convincing act of needing and assassin and of being discreet.*)

There has been a shakeup recently in the Guild. Some new guy is the Guildmaster. (*Only available to a thief, an assassin, or someone with good street contacts.*)

The city watch claims to have raided the Assassin's Guildhall and put them out of business. (*Common gossip, particularly among the city watch.*)

When the city watch raided the Guildhall, it had just been abandoned. All they caught were a couple of old half-ore assassins without any "kills" left in them. Not a single human assassin was found- (*Available to anyone with connections in the city government.*)

A lot of known town toughs with rumored connections with the Assassins are now missing. All were demi-humans. (*Common gossip among beggars, thieves, assassins, and habitues of most of the lower dives in town.*)

About the People at the House of the Onyx Court

The new owner, Kilburn the Wizard, and his followers moved in about six months ago. They keep to themselves- (*Available from anyone in the neighborhood.*)

It seems like the people at the House of the Onyx Court are mostly active at night. (*Available from anyone in the neighborhood who has cause to be out at night.*)

The new owner of the House of the Onyx Court is very tight with a coin. He's an old adventurer, so he's probably loaded. (*Available from local tradesmen.*)

Kilburn the Wizard is a powerful magic-user who made a good reputation as an adventurer. He's definitely Lawful, though some of his actions seem pretty evil as well. Now he seems to be acting more like a hermit, refusing to have anything to do with mere adventurers. (*Available from anyone who consorts with adventurers.*)

Kilburn the Wizard didn't like working with demihumans of any kind, no matter what alignment. (*Available from adventurers, particularly local demi-human adventurers.*)

Apparently there's a priest at the House of the Onyx Court who worships some evil Darkness god. (Available from anyone who has some reason to sense the presence of evil gods.)

Parter Blacksword is the Guard Captain at the House of the Onyx Court. He's a good, if bloodthirsty, fighter. Good man to have on one's side, not one to make an enemy. (Available from any local fighter).

NPC Capsules

The Guildmaster

Kilburn the Wizard is the younger son of a noble from another province. He left his family as a teenager and spent several years as an assassin. His upper class upbringing and connections gave him access to victims that no other assassin could have, and at the same time shielded him from discovery.

When he reached 12th level, he realized that his further progress in his own guild was blocked by the current Guildmaster and Prime Assassin. As a Chief Assassin, he learned some of the secrets of magic, and realized that he had some aptitude for it. He left his old city and Guildhall and began the slow road to success as an adventuring magician, using a new city (this one) where he was not known as his base. He gained the 13th level of proficiency; then switched once again to the assassin's art and joined the Guildhall in his new home city as a Chief Assassin by proving his proficiency at some missions that the old Guildmaster, Rogir the Ruthless, set for him.

He worked his way up to Prime Assassin and then used his magic to dispose of Rogir. Kilburn is now a 14th level assassin, the Guildmaster.

Kilburn is heavily prejudiced against demi-humans. He arranged for the capture or elimination of all the demi-humans in the Guild. Then he moved the Guildhall to his new residence and allowed the town watch to raid the old one.

Kilburn maintains his identity to the outside world as a reclusive wizard who has retired to a townhouse. He is known as a magic-user in adventuring circles-most of his old comrades have no knowledge of his status as an assassin.

Kilburn now looks to be in his late 40s, still strong and vital. Many of his former comrades (he has very few friends) wondered from time to time why he took up the magic arts instead of fighting, but no one denies his ability with magic.

Kilburn the Wizard (Assassin Guildmaster): AC 1; Move 12"; M-U 13/ASN 14; hp 60; #AT 1; Ding by weapon; THAC0 11;

ST 14 IN 18 WS 12 DX 17 CN 15 CH 15; AL LE. Kilburn has *bracers of defense AC 2*, *ring of spell turning*, *ring of protection + 1*, *periapt of proof against poison +2*, *bastard sword +3*, *wand of secret door and trap location* with 52 charges, and a *wand of conjuration* with 49 charges. Kilburn knows the following spells.

Level 1: *Magic missile* (x2), *sleep*, *charm person*, *unseen servant*

Level 2: *Detect invisibility*, *ESP knock*, *strength*, *invisibility*

Level 3: *Explosive runes*, *slow*, *protection from normal missiles*, *fly*, *haste*

Level 4: *Charm monster*, *dimension door*, *polymorph self*, *wizard eye*

Level 5: *Telekinesis*, *passwall*, *feeblemind*, *wall of force*

Level 6: *death*, *disintegrate*

The Lieutenant

Herban Redhand has been a member of this Assassins' Guildhall from his start as an assassin, slowly working his way up through the ranks to the position of Prime Assassin. Everyone felt that he was the natural successor to Old Rogir, and he was as surprised as any to find the newcomer Kilburn installed in Rogir's place one morning.

Since the usurpation, Herban has given Kilburn no excuse to think him disloyal, but plots secretly to depose him. In game terms, Herban has all the experience points necessary to become a Guildmaster. He could leave (taking almost half the guild with him) and set up in another town, but he has lived all his life in this one, and is determined to be the Assassin Guildmaster in this town, preferably over Kilburn's dead body.

Herban is a tall, strong, square-jawed, bluff sort of fellow. He looks more like a farmer than someone who would stab his mother for a song. In fact, he was a farmer in his youth and often masquerades as a country man when making his initial contacts and gathering information.

Herban Redhand: AC 3; Move 9"; ASN 13; hp 65; #AT 1; Ding by weapon; THAC0 10; ST 17 IN 15 WS 16 DX 16 CN 18 CH 16; AL NE. Herban has *leather + 1*, *sword + 2*, *shield + 3*, *ring of feather falling*, *ring of water walking*, and *boots of elvenkind*.

The Chaplain

One new addition to the membership of the Guild since Kilburn's advent is Zebahn Darkfeeder, Priest of the Lawful Evil god Aiburn Darkspawn. Kilburn and Zebahn are old adventuring friends, and when Kilburn used his

treasure-hunting earnings to set up his house in the city, he installed Zebahn as his chaplain.

Zebahn is a slim, cold-featured man who loves the dark. He is rarely up and about in the daytime, preferring to keep his activities to the time presided over by his deity.

Unlike most of Kilburn's former adventuring associates, Zebahn knew of his assassin's suited his own inclinations. He likes being a chaplain to assassins.

Zebahn Darkfeeder. AC 3; Move 9"; CLE 10; hp 34; #AT 1; Ding by weapon; THAC0 12; ST 7 IN 13 WS 16 DX 10 CN 13 CH 12; AL LE. Zebahn has *chain + 1*, *mace + 2*, *staff of commanding* with 9 charges, and a *scroll of neutralize poison* with three spells on it. He knows the following spells.

Level 1: *Bless*, *curse*, *cure light wounds*, *darkness*

Level 2: *Augury*, *know alignment*, *slow poison*, *speak with animals*

Level 3: *Cause disease*, *dispel magic*, *speak with dead*

Level 4: *Cause serious wounds*, *divination*, *protection from good 10' radius*

Level 5: *Flame strike*

The Guard Captain

Parter Blacksword is another former adventuring associate of Kilburn's. He was not aware of Kilburn's assassin heritage until Kilburn approached him to assume command of the guard of Kilburn's house. This new knowledge does not bother Parter unduly.

A doughty fighter, Parter is not overly bright. He gets along well with the fighters under his command, genially disdains the thieves and, to a lesser extent, the assassins, and stays out of the inner politics of the Guildhall. His job is to protect the house, which he does to the best of his ability. He would like more men under his command, but Kilburn's parsimonious nature does not allow for a bigger budget.

Parter is a solidly-built, balding man with light-colored hair (what's left of it) and the reddened nose of someone who has knocked back many ale mugs over the years. He is in his later forties, but still quick.

Parter Blacksword: AC 0; Move 6"; FTR 10; hp 55; #AT 1; Ding by weapon; THAC0 11; ST 15 IN 10 WS 11 DX 15 CN 15 CH 14; AL LE. Parter has *chain + 2*, *shield + 2*, *sword + 11+3 vs. regenerating creatures*, and a *ring of regeneration*.

The Visiting Monk

Yura recently failed to supplant the Master of the North Winds and is visiting his old comrade



Zebahn while he contemplates what he did wrong. He does not act as an assassin and stays out of Hall politics, but of course considers the assassins his hosts. Yura will do anything to assist them in defending their home.

Yura is in his mid-thirties, short and blocky, with sallow skin and short-cut hair. He is always looking about him from the corners of his eyes, and looks ready to spring like a cat at the source of any disturbance.

Yura, Master of Dragons: AC 4; Move 22"; MON 8; hp 25; #AT 3/2; Dmg 2/12 w/hand, 2/7 w/spear; THAC0 16; ST 15 IN 10 WS 16 DX 17 CN 14 CH 10; AL LE. Yura has a *spear + 1* and a *ring of flying*.

The Guildsmen

The Guildmaster has a polyglot staff of followers to assist him. Some Kilburn brought with him, others remain from the previous establishment. In his house are the individuals listed on the *Assassins' Guild Members* table,

Guildsman Winclor is the former official Guildhall Mage, now Kilburn's "assistant." He has a *ring of spell turning* and a *wand of frost* with 33 charges. His spells are: *charm person*, *detect magic*, *unseen servant*, *read magic*, *scare*, *invisibility*, *clairaudience*, and *dispel magic*.

Guildsman Xerxan is Kilburn's apprentice. He has a scroll on which is inscribed the spells *magic missile* (x2), *shield*, *hold portal* (x2), *feather fall*, and *sleep*. He has these spells memorized; *detect magic*, *read magic*, and *locate object*.

Encounter Key

The House

The House of Long Knives is not called that by any of its neighbors. It is known as the House of the Onyx Court, named for the unique crystals in its central courtyard garden. It is a noble's villa, bought by Kilburn the Wizard out of his adventurer's loot.

Assassins either enter and leave the villa in disguise, or move through the tunnel which connects to the city's main sewer. This sewer in turn connects to the Cup and Blade tavern, which has been a contact point for the Assassin's Guild in the city for centuries.

The House is large and rectangular, surrounding an interior courtyard. It is two stories tall. Beneath ground level is a basement.

Ground Floor

1. Garden

Assassin's Guild Members						
Name	AC	Level	hp	AL	THAC0	Notes
Jack	7	A1	3	LE	20	
Timas*	7	A1	5	NE	20	
Dela	7	A1	4	NE	20	
Abal	7	A5	15	LE	19	sword + 1
Barda*	7	A5	16	NE	18	leather + 1
Corrol	6	A5	13	LE	19	axe + 2
Echan	7	A5	17	NE	17	
Fodel*	7	A5	15	NE	19	sword +2, cloak of displacement
Garbo	5	9	30	LE	14	
Hilga	9	35	NE	16		leather +1, shield +2, sword +1 (type D venom if time allows)
Iger	4	9	32	LE	15	
Kilray*	8	T3	13	NE	20	sword + 1
Leon	8	T3	15	NE	19	ring of protection +1
Marik	7	T5	18	LE	19	dagger +1
Neel*	8	T5	20	NE	18	ring of protection +2
Obert	6	T5	17	NE	19	
Quent*	4	F5	28	NE		Chain +1, sword +1
Rogas	3	F5	27	LE	15	
Shuran*	4	F5	29	NE	16	STR 18/55, +2 hit/ +3 Dmg
Uhrkan	4	F5	32	NE	14	
Veltor*	4	F5	31	NE	16	See text under <i>Guildsmen</i>
Windor*	9	M6	14	NE	19	See text under <i>Guildsmen</i>
Xerxan	9	M3	7	LE	20	

* These members are sure supporters of Herban in a takeover attempt.

This rectangular area is overgrown and neglected since Kilburn moved in. Essentially a night person, he doesn't much care what it looks like during the day. However, all shrubs and growth within ten feet of the house have been cleared out and replaced with flagstones. On nice days, the guards and some of the other personnel use it for taking care of small weapon and armor repair chores, or for eating their meals. At night the gate guard and door guard take turns keeping an eye on it.

2. Stables

The stables have space for seven animals, but the only ones kept here full time are the personal mounts of Kilburn, Zebahn, and Parter. Parter's horse is an aging heavy warhorse, left over from his days as an adventurer. The other two horses are well-bred medium horses with no combat training. The fighters employed as guards take turns acting as grooms for the horses.

3. Portico

This sheltered overhang allows visiting riders to get off their horses under cover before entering the house. The horses are then led to the stable.

4. Front Hall

This rectangular room is empty except for a couple of hard stools along the north wall and a small table. The north door leads into the courtyard, the west door into Kilburn's office, and the east door leads to the old great hall. There are three shuttered windows along the north wall which can be opened to bring in the breeze from the courtyard on hot days.

5. The Office

Kilburn uses this room only for meeting with outsiders. It has a half-dozen hard chairs and a table, which Kilburn sits behind at such meetings. A hutch built into the south wall holds some second-rate cups and other crockery to serve refreshments in if Kilburn is feeling hospitable (a rare event). The door in the north wall leads to the Courtyard; it is flanked by two shuttered windows which open into the courtyard. The door in the east wall leads to the front hall, and the west door leads to the hallway.

6. Hallway

This connects the stairs going down to the cellars, the stairs going up to the second floor, Kilburn's office, the Assassins' Quarters, and Kilburn's magic laboratory.

7. The Magic Laboratory

This is a two-floor-tall room in which Kilburn and his apprentice Xerxan work. Currently under preparation are two scrolls for Xerxan to use, though nothing has been done with them for a while. The place is fairly empty, with just three workbenches and two reference works on a shelf built into the east wall. The prominent item of furniture is a luxurious couch on which Kilburn meditates. Xerxan is supposed to sleep on a mattress in the northeast corner of the room, but uses the couch whenever he's sure Kilburn won't know it.

On the central bench is a sword. It was stolen recently from a victim of the Guild and found to be magic. Kilburn and Xerxan are attempting to discover its abilities, but so far have had little luck. The weapon is actually a *sword* +3, IN 13, EGO 5, AL NG. Its special abilities are *detect magic 1" radius*, and *detect secret doors in a 1/2" radius*.

Along the north wall are stairs leading to Kilburn's quarters on the second floor, and in the northwest corner is a door leading to a stairway down to the cellar treasury. The door is opened with a latchstring which must be pulled down quickly, parallel to the door. Pulling slowly, or in any other direction, moves a bar across the door and rings an alarm bell in the laboratory, in Kilburn's quarters, and in the treasure room itself. Only Kilburn is supposed to know the secret of the latch, but Xerxan once saw him work it.

Against the south wall of the room is a gong, a chime, and a bell. These are the instruments that ring when various traps go off around the house. Each has a distinctive tone.

8. Assassins' Quarters

This area consists of four rooms arranged around a "T"-shaped corridor.

8a. Apprentice Room. The two male apprentices, Jack and Timas, have the dubious privilege of sharing their room with the garderobe. Since there are only two of them and the room is spacious, it also acts as an informal lounge for the whole group of assassins. As apprentices, neither of these lads has any money or special goods of his own. However, the table used for general gambling might have coins on it, depending on the time of day it is discovered.

8b. Women's Room. The three female assassins, Dela, Barda, and Hilga, share this room. It is decorated like a highborn lady's boudoir, to get the women accustomed to the sort of places they might find themselves in the course of their work. As the apprentice assassin, Dela gets to keep it clean.

While Dela has no more possessions than do the male apprentices, Barda has a jewel box in which she keeps 10 gp, a gem worth 32 gp, a gem worth 20 gp, and a necklace worth 1,600 gp (although she doesn't realize its value).

As the senior assassin in the room, Hilga has certain privileges, including a lock box that no one can open but herself. In it she keeps a bracelet worth 150 gp, 3 pp, 43 ep, and the first silver piece she ever stole. It also holds a *chime of opening* with 30 charges, unless Hilga is away on a mission in which she knows she might have to open magically locked rooms or devices.

8c. Senior Assassins' Room. The two male ninth-level assassins, Garbo and Iger, share this room. It is sparsely furnished with beds and chests for their gear. Along the south wall, Iger has a small poisons workbench set up. Iger provides the blade venom for the traps in the treasure room.

In Garbo's chest is an ornate, beaded and banded cloak which is actually a *robe of blending* that he uses on special missions. In a secret compartment in the chest is 50 pp and 90 sp. On Iger's workbench is an unassuming, half-empty bottle which actually holds two applications of *Keoghtom's ointment*. In his chest, Iger has hidden 50 gp and a cloak pin worth 760 gp.

8d. Thugs' Room. The four male thugs, Echan, Fodel, Abal, and Corrol, share this room. It is furnished similarly to the Senior Assassins' Room. Abal's chest contains an old black cloak, actually *wings of flying* for which he knows the command word. None of the other assassins even know he has the wings.

The four thugs also have an average of 30 gp and 80 sp hidden about their mattresses and chests.

9. Armory

This combination smithy and weapons storage area is presided over by the resident blacksmith, Jonas, who lives overhead. Jonas is a former 4th-level assassin, crippled during a job, who learned smithy work to support himself. He has lost most of his assassin's skills, though he still likes to trade stories with the working assassins.

Weapons stored here are primarily extras and specialty polearms not normally needed.

Personal weapons are kept by the various individuals. This area also contains the stairs leading to the fighters' and thieves' sleeping rooms above.

10. Servants' Quarters

This open area is cut up into smaller areas by various improvised screens. The kitchen servants live here. A diligent search will uncover a total of 42 sp hidden here and there about the area by different servants.

11. Main Garderobe

This two-hole "outhouse" is built into the servant area so that those who must use it (i.e., everyone but the assassins, who have their own) can stay out of inclement weather. It is built so that the upstairs soil can pass through a well to the cess pit below without disturbing those using the garderobe on the ground floor.

12. Kitchen

The kitchen is attended by a staff of two cooks and five servers, all of whom sleep in the servants' quarters. There are two fireplaces on the east wall with attendant ovens, and all the other paraphernalia of a medieval kitchen.

On the west wall is the door to the servants' quarters and a panel which can be opened to allow slops to be dumped in the well from the second floor garderobe. The swinging door in the south wall leads to the great hall.

13. Great Hall

When the house was built, this two-floor-tall hall was meant for great feasts, small ceremonies, and general merry-making. Since Kilburn bought the house, it has been used for general meals and very occasional entertaining, but mostly it acts as storage for things anyone is too lazy to put into the properly designated storage areas. It is also used as a training area for the apprentice assassins and thieves.

Low quality, uninteresting tapestries try to contain the drafts that blow through this hall. Two large tables are set up permanently in the center of the hall. There is a large, inefficient fireplace on the east wall, contiguous with the ones in the kitchen.

The west wall of the hall has a balcony which is level with the second floor. It can be reached either through that floor or by a set of freestanding stairs leading to it. In happier times, the balcony was used by musicians playing for feasts. Now it is mainly used by kitchen servants taking material to and from the upstairs kitchen.



storage room, and by assassins and thieves practicing *move silently*.

Parallel to the balcony stairs, between them and the west wall, are stairs leading down to the basement storage areas and the chapel.

14. Courtyard

This open court is the center of most of the activity in the house. This is where fighting practice takes place, and where residents can take any repair or building projects they have on hand when the weather is nice. In the center of the courtyard is a raised flower bed, built up with tiles inlaid with the onyx which gives the house its name.

Second Floor

15. Corridor

This connects all the rooms on the second floor.

16. Watch Room

There is a guard (sometimes a fighter, sometimes an assassin or thief) stationed in this room at all times, watching over the surrounding wall and keeping an eye through a murder-hole on anyone in the Front Hall.

17. Windor's Rooms

Windor sleeps in the eastern room and uses the western room in which to perform what magical research he can. On the eastern wall of his sleeping room, several pendants hang from a set of pegs. One of the pendants is a *talisman of the spheres*. One of Windor's far-fetched plans to regain his former station as official Guild mage is to somehow find a *sphere of annihilation* and use it against Kilburn.

18. Kilburn's Quarters

This luxurious apartment, though somewhat overlarge and drafty, is Kilburn's private room. It can be reached either from the magic laboratory or from the second floor corridor. In the room is Kilburn's private wardrobe (in the northwest corner), which has its own well separating it from the assassin's wardrobe below, and a stove which is kept hot almost all the time. At this time Kilburn is the sole regular occupant of this room.

On a shelf next to his bed, which occupies most of the northern wall, are his magic books. With his Intelligence, Kilburn has learned at one time or another of learning. Spells of first through fifth level *not* in his books are *burning hands*, *friends*, *mending*, *ventriloquism*, *audible*

glamer, *Leomund's trap*, *stinking cloud*, *blink*, *suggestion*, *dig*, *hallucinatory terrain*, *minor globe of invulnerability*, *distance distortion*, and *stone shape*. He has not really tried to learn any sixth level spells besides the ones he carries normally.

Behind a secret panel in the outside wall of the wardrobe is 200 gp, 50 pp, and a *ring of fire resistance*. Kilburn uses the ring to get to an insulated compartment in the stove which contains his *robe of scintillating colors* (which, however, he does not have the Wisdom to use), and his *crystal ball with clairaudience*.

If anyone attempts to touch the stove without fire *resistance*, he takes 2-12 points of damage.

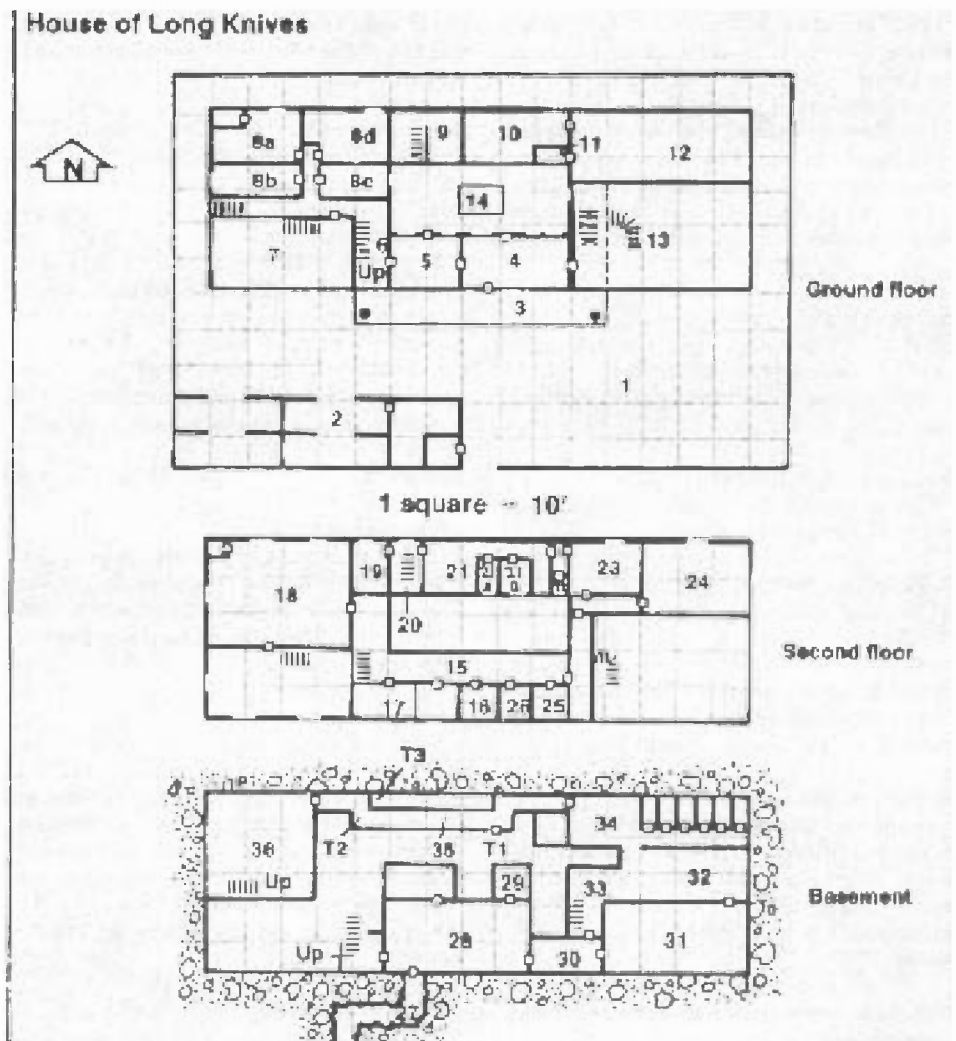
The furnishings in the room are worth over 350 gp, if delivered with a minimum of damage to the right merchant.

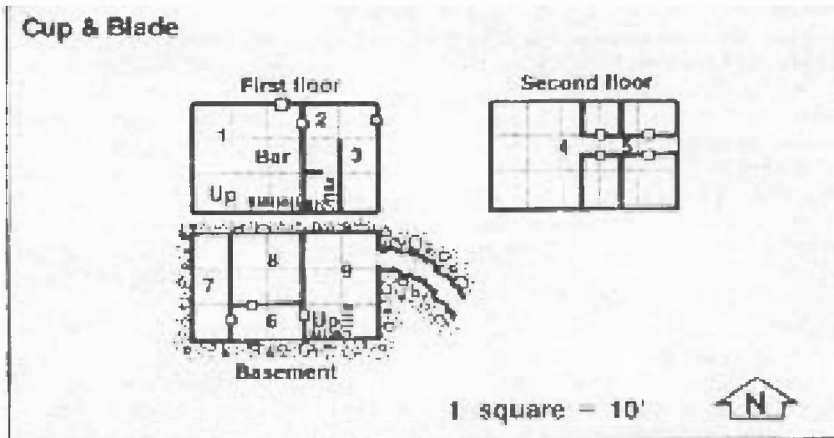
Against the south wall of the room is a chime

and a bell. These are instruments that ring when various traps go off around the house. Each has a distinctive tone.

19. Jonas' Quarters

Jonas the blacksmith lives in this spartan room, which holds a small table, a bed, and a chest for his personal belongings. He spends most of his time in his beloved smithy. On his wall hangs a *dagger +1* he used while an assassin. He has 55 sp and 14 gp in a small tin chest under his bed.





20. Stairwell

This leads from the courtyard to the armory and up to the upstairs barracks,

21. Guard Barracks

The four male guardsmen share this room. They sleep on wooden bunks and have chests for their clothes and belongings. Searching the room reveals 64 gp, 168 sp, and 250 cp.

21a. Shuran's Room. Shuran, the only female guard, has this room to herself. Since she is the only one of Herban's followers to have her own room, it often acts as a meeting place for conspirators, Shuran is also Parter's mistress, a role she assumed as part of Herban's master scheme to destroy Kilburn.

Shuran has a small valuables chest in which she has 5 pp, one gem worth 250 gp and one worth 100 gp, and a ring worth 700 gp. The ring also happens to be a *ring of free action*, but Parter, who gave it to her, never thought to have it checked for magic, and she doesn't wear it because it is too valuable-looking.

21b. Parter's Room. The Guard Captain sleeps here, and occasionally retires here to think, but he spends most of his time either in Shuran's room, talking to the cooks or Jonas, or checking the efficiency of his guards.

On the wall is a crossbow of *distance* and Parter's last three *quarrels + 1*. Hidden in his clothes chest is a bag containing 5 matched pearls worth 400 gp each and 15 pp, plus a *stone of controlling earth elementals*.

22. Upstairs Garderobe

This is another two-holer, with a direct well to the cess pit below.

23. Thieves' Quarters

The five thieves associated with the Guildhall for scouting and other nonmurdering roles live in this room. Hidden artfully about the room are

7 pp, 52 gp, and 60 cp. In one bedroll, Neel has hidden a gem worth 55 gp and another worth 30 gp.

24. Kitchen Storage

This large room is mostly used for storage of non-perishable goods and materials. It is largely empty because under the current regime much of what would have been stored here has been left in the Great Hall instead.

Old, often broken, furniture left over from the previous occupant is stacked along the north wall.

25. Guest Room

Yura the Monk currently occupies this room and, true to his calling, he lives in spartan style, with nothing but a sleeping mat and a short table.

26. Herban's Quarters

This opulently furnished room is ostensibly Herban's headquarters. However, he does not plotting in this room, for fear of being spied on by Kilburn.

In a small chest under his bed, he keeps 400 gp, 20 pp, a gem worth 800 gp, another worth 600 gp, two others worth 300 gp each, and a *ring of x-ray vision* that he uses for special missions. The furnishings in this room are worth 200 gp if delivered with a minimum of damage to the right merchant.

Basement

27. Tunnel

This tunnel leads to the city sewer which connects with another tunnel leading to the Cup and Blade Tavern. The assassins and thieves use it when leaving on and returning from their missions.

28. Cellars

Here are stored the wines, beers, dried fruits, salt meats, and vegetables for the kitchen. In the south wall is the entrance to the tunnel to the Cup and Blade. In the west wall is the stair well to the stairway outside Kilburn's office, a door to another storage room kept for other pantry items, and the major access to the central cess pit for the house.

29. The Main Cess Pit

This pit's floor is 20 feet below the floor of the basement. The pit catches the runoff from the pits directly below the two twofloor garderobes. The door is for ultimate cleaning of the pit, and has also been used for dumping a couple of potentially embarrassing bodies into the pit.

30. The South Hall

This corridor runs to the Chapel of Aiburn Darkspawn. The north wall has a crudely drawn mural showing Aiburn bringing the balm and protection of his darkness to a light-blighted world. The mural is interrupted by a door to the corridor which contains the stairs leading to the Great Hall above and leads to the dungeons.

31. The Chapel

The Chapel is under a *continual dark* spell set up by Zebahn as part of the consecration ceremonies. Part of the worship of Aiburn is the requirement to do it entirely in the dark.

Decoration is unnecessary in this circumstance. The altar is along the east wall, and under the altar are compartments containing a ritual assassin's knife for the sacrifices Aiburn sometimes demands. Hidden behind a secret panel in the altar is a *talisman of pure good* which Zebahn hides here for safe keeping.

Zebahn has, of course, memorized everything in the room, and can move around it with ease. He has also erected ropes to guide the worshippers to the proper places for worship ceremonies. The regular worshippers (Kilburn, Jack, Abal, Corrol, Garbo, Iger, Rogas, Xerxan, and Yura) have memorized the rope positions. Normal rules for fighting in the dark apply to anyone else attempting anything in this room.

In the west wall is the door leading from the South Hall to the Chapel, On the north wall is the door to Zebahn's apartment.

32. Zebahn's Apartment

This room is kept at a low light *level* and is furnished entirely in black fabrics. Zebahn's prayer books are kept here, along with his



personal magic items when he isn't elsewhere in the house. Zebahn is almost always either here or in the chapel.

33. Dungeons Corridor

This corridor leads to the dungeons, torture room, and Guild treasure room.

34. The Dungeons

This room has six holding cells and a small but well-stocked torture room. Both are unused at the moment. Assassins rarely take prisoners, and the lockup and torture instruments are only used for punishments for minor crimes committed against the Guild and Guildmaster. Major crimes are punishable by instant death.

35. Corridor to the Treasure Room

There are three traps along this corridor. Only Kilburn, Zebahn, Parter, Herban, and Windor know their secrets. In each case, walking single file along the southern wall (and western wall in the jog) is perfectly safe. Otherwise, pressure plates in the floor set off the traps. There are also hidden switches in the torture room and the treasure room itself that turn all the traps on and off.

Trap 1. This opens up a chute which sends up to four victims (depending on how they are standing) into the cess pit. The chute door closes immediately after them.

Trap 2. This shoots five arrows through holes in the wall, each doing 1-8 points of damage as if shot by a 7th level fighter at the lead person(s) of a party. If more than one person is in the front rank, randomly determine which arrow is shot at which target. These arrows also have blade venom type D (see DMG, p. 20) on them, which affects the victim if any damage is done by the arrow. The blade venom is renewed by Kilburn himself every three days.

Trap 3. This is identical to Trap 2 except that it shoots 10 arrows, and there is a pause of 10 second between activation and the barrage, hopefully time enough for the entire party to go through the jog and be eligible as missile fire targets. Randomly determine which party members in the affected area are the targets for each arrow. Note that the only way to approach this trap without setting it off is to turn off the trap switch in the torture or treasure rooms.

If any trap goes off, a chime rings in the treasury itself, in the magic laboratory, and in Kilburn's room. The chime can also be heard in the assassins' quarters and in Windor's quarters.

36. The Treasure Room

This large room contains the entire treasure of the Guild. Under Kilburn's rule, all monies received for any reason are put here, and Kilburn rations out money for his followers' personal expenses. This is one of his policies which has made him unpopular, especially since he is notoriously tightfisted. As can be seen in the various descriptions of the upstairs rooms, several of the residents have held out on Kilburn.

In this room are 5,000 pp, 10,00 gp, 10,000 ep, 20,000 sp, 20,000 cp, 57 gems (10 x 400 gp, 12 x 80 gp, 5 x 50 gp, 20 x 28 gp, 10 x 10 gp), and 12 items of jewelry (1 x 3,000 gp, 2 x 1,500 gp, 5 x 1,000 gp, 4 x 5,000 gp).

There are two entrances to this room, one from the dungeons, and another from the magic laboratory. The entrance from the dungeons is a thick oak door which is locked by a key held only by Kilburn.

Against the south wall of the room is a chime and a bell. These are the various instruments that ring when traps go off around the house. Each has a distinctive tone.

Normal House Activity

If the inhabitants are unsuspecting, there will be one of two setups encountered by the characters, depending on whether it is day or night.

Day Time

There is always one guard on the front gate of the property, another in the entry hall and a third in the watch room. Two out of three of these are fighters, the third is either one of the thugs or one of the thieves. This duty rotates among them.

At least one assassin from each quarters area is sleeping-recovering from a nighttime foray or getting ready for one. The thieves are mostly sleeping, except for any who have drawn watch duty.

Kilburn generally sleeps when the sun is highest in the sky, as does his apprentice. Herban is awake during this period, and through a good share of the night. He prefers to take one to two hour naps, rather than sleep several hours straight through. Parter generally sleeps during the day as well.

Zebahn is also a day sleeper.

Someone in the kitchen is awake 24 hours a day, ready to feed anyone whenever they are hungry. The only major meal in the house is the one at sundown, where reports of the previous day and night's activities are taken and new assignments (if any) are handed out.

Night Time

At night, the day sleepers are awake, Parter is making his rounds, and 2-8 of the thieves and assassins are probably out working. The actual guard details are the same, but the chance of running into someone who is active and alert is much higher.

Once an alert is sounded, the sleeping guards arm and race towards the source of disturbance, following the basic plan given below as best they can.

Defending the House

If the house has been warned of imminent attack, the fighters establish a place close to where the attack is expected, but with enough room to let their thief and assassin allies get at the backs of their foes. Defense of the house then develops not so much as a static defense but as a continual series of ambushes, with fighters and magic-users distracting the attackers so the thieves and assassins can do their work.

While waiting for an attack, the guard is doubled and the apprentices and junior thieves are sent to the roof, both as lookouts and to act as a ready reserve for any action necessary.

If all seems lost, Kilburn will race for the Treasure room, grab all the gems and jewelry, which are in three relatively small casks, and *dimension door* as far away as he can.

The Cup and Blade Tavern

This tavern is the center of assassin activity in the town. It is a two-story building and its location near the North Gate of the city gives it a lot of transient trade, though the normal run of adventurers tend to go to the Staff and Shield in the next block.

The Cup and Blade is run by a retired assassin and his family. Naturally, only the Guild knows that Old Bilkins used to kill people for money. Its general clientele is lower class tradesmen and slumming nobility. The common room is usually thick with people.

At any time, one or two of the thugs from the House are hanging around the common room of the tavern. If anyone seems to be in need of an assassin, the contact man makes the initial contact. If the job seems at all promising, the contact then leaves to get **someone to talk terms** with the prospective customer. Usually, the negotiator is Herban, but sometimes he sends Iger, Garbo, or Hilga, depending on the situation as reported.

First Floor

1. Common Room

Most of the first floor of the Cup and Blade is taken up by the common room, which features a fireplace on the west wall, a bar along the east wall, and stairs leading up to the second floor on the south wall. The common room is packed with tables, with barely room for the barmaids to move between them, Old Bilkins or his son, Tandy, presides over the bar. Behind the bar is Bilkins' money box for immediate needs. It contains 20 cp, 55 sp, and 250 cp.

2. Kitchen

The kitchen serves up bread, cheese, stew, and meat pastries (don't ask what's in them) to the clientele. Bilkins' wife, Charie, and a hired assistant handle the cooking chores. Stairs in the southern part of the room lead to the cellar.

3. Owners' Apartments

Bilkins and Charie sleep in this small room but spend as little time as possible in it. Tandy has a room on the second floor.

4. Balcony

This overlooks the common room

5. Upstairs Rooms

These are the only accommodations for transients (or whomever) in the tavern. The rooms are small and sparsely furnished. Tandy sleeps in the southwestern room unless the tavern is packed for some festival or other, at which time he sleeps in the kitchen. The barmaids and cooking assistant do not sleep at the tavern.

Basement

6. Central Room

This little room is a general storage area whose main function is to connect the wine cellar, root cellar, and keg room with the stairway.

7. Wine Cellar

Bilkins has a good stock of local wines and brandies (winterwines) here, but hardly anything from more than a day's travel away. He is not really knowledgeable about wines, and is likely to recommend whatever is in greatest supply, rather than what is good.

8. Root Cellar

The Root Cellar is full of roots and vegetables which go into the stews and meat pastries for flavor.

Under the turnip bin is an unlocked strong box with Bilkins' life savings in it. It contains 5 pp, 300 gp, and 500 cp.

9. Keg Room

The keg room is locked with a key held only by Bilkins. He tells everyone that this is to protect his secrets of brewing, and indeed he has a good reputation in town for producing an "honest brew" with a good taste.

However, one of the kegs is actually a secret door leading to the tunnel to the sewers and thence to the new Guild Hall.

The Sewer

The sewer leading down the center of the original town is more than a mile long and over 20 feet wide. It has an oval crosssection that gives it a 15-foot high ceiling, measuring from the walkways. There is a 14-foot-wide central channel with 3-foot-wide walkways on both sides of the channel. The walkways are only covered during heavy rainstorms when the whole sewer is flooded. The central channel is a further 15 feet deep. The smell is always abominable.

Since the sewer was built many years ago, its stone walls have crumbled slightly in places, people have dug unauthorized tunnels into it so they don't have to clean out their own cess pits, and beggars, thieves and assassins have turned it into a private thoroughfare. While the basic sewer is just one long tunnel, the walls are ragged enough to provide ample shadows, shelters, and niches for hiding in.

The sewer is remarkably free of monster inhabitants, mostly because both the assassins and thieves dislike random impediments to their travel plans. However, it is full of rats, spiders, and other pest life which can make anyone unused to it very wary. If the player characters enter the sewers, emphasize the darkness, the spooky sounds, the eyes peering out of shadows, and all the other indications of possible disaster.

In fact, the only hazards the play characters are likely to face are assassins or thieves who happen to be using the sewer at the same time.

Sewer Encounters

Roll 1d100 and use the *Sewer Encounters* table every ten minutes of real time the player characters are in the sewer.

Sewer Encounters

Roll	Result
01-75	No result
76-80	1 thief
81-85	Party of 3 thieves
86-90	1 assassin (Lvl 1-9)
91-95	2-4 assassins (Lvl 5-9)
96-100	Roll 1d20 + 75 twice on this table

Thieves

If members of the local Thieves' Guild see adventurers in the sewer, they will climb the walls and hide in shadow until the adventurers are past, then race off to report to their Guildmaster. If the adventurers stay in town after the adventure is over, they will receive messages from the thieves' brotherhood indicating that they should stay away from other peoples' territory.

If discovered in the sewer, a thief will protest innocence, pretending to be a simple beggar who has come down to trap rats for his supper. He knows nothing of any assassins, and doesn't want to know about them. If pressed, he can say that he has seen assassins in the area and he knows about where they enter the sewers. He will then take them to the entry tunnel to the Cup and Blade or to the entry to the old, disused Guildhall.

Some thieves know about the entrance to the new Guildhall, but will not reveal it for fear of retaliation.

Assassins

Any assassin found in the sewer is a member of the local Guild. If the assassin sees the party coming, he will do the same thing as the thief, except he will follow the party after it passes and try to see where it is going.

If caught, the assassin will resist giving any information on how he got into the sewer, where he was going, or where he came from. If successfully interrogated, he knows all about the entrances to the Cup and Bland and House of Long Knives (and to the old warehouse which used to be the Guildhall, for that matter). He even knows about the trip wire in the tunnel to the House of Long Knives.

The Tunnels

The 200-foot tunnel leading from the Cup and Blade is a simple, stone-lined, tunnel leading directly to the main sewer of the city, built when the city was constructed and leading to the nearby waterway. The stones of the tunnel are old and worn with the tramp of the feet of



generations of assassins. The only encounter possible in this tunnel is with assassins coming or going on their usual errands. The tunnel connects to the sewer with a door which is concealed on the sewer side. It can be found with a *find secret doors* roll.

The 100-foot tunnel leading from the sewer to the Guildhall is likewise concealed by a secret door. It is made of hard-packed earth and held with wooden bracings. In the middle of the tunnel is a tripwire. A character who can see has

the normal chance of spotting a secret door as a chance of seeing the trip wire. Otherwise, there is a 60% chance for each character passing of hitting the tripwire.

Anyone tripping the wire pulls down the tunnel roof on them for a space of 10 feet on each side of the wire. This also sounds a gong in Kilburn's magic laboratory which can be heard anywhere on both floors of that wing of the house.

Anyone caught in this cave-in takes 2-12 points of damage and is buried. The adventurer must make a roll as if *bending bars* to move five feet through the cave-in toward a safe area. Remember that the total distance covered by the cave-in is 20 feet.

Once a cave-in happens, anyone wishing to clear the tunnel again will probably have to use magic of some sort, or employ a gang of dwarves.

This is the only trap in the tunnel.

