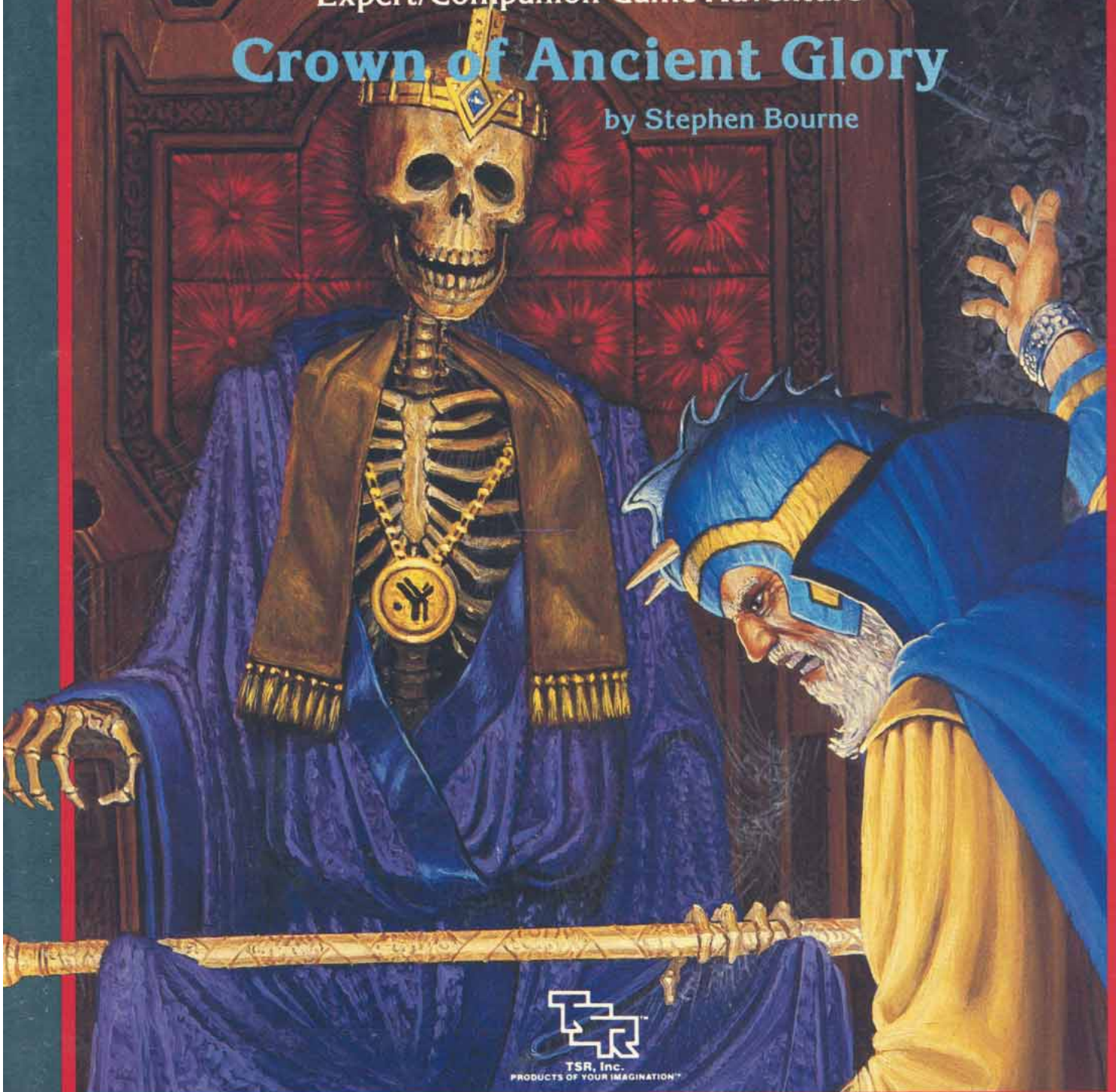


DUNGEONS & DRAGONS[®]

Expert/Companion Game Adventure

Crown of Ancient Glory

by Stephen Bourne




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Introduction

The once-mighty kingdom of Vestland is in grave danger. Divisiveness within the realm is approaching anarchy. Furthermore, ever-hostile factions from the Ethengar Khanate pose a serious threat. For many years the fierce people of the steppes have looked with envy upon the prosperous coastal realm to the east. In this perilous hour Vestland lacks that which it needs most: strong and legitimate leadership.

At this time, the northern and western portions of the country are most troubled in the absence of an effective, central authority. Raids along the border with the Khanate are commonplace as the Ethengarians test the weakening mettle of the Vestlandian folk. And within the realm itself, petty warlords are engaged in the most uncivil practices: exacting unlawful tolls on roads and waterways; extortion; smuggling and other activities in defiance of the law of the land.

Despite the best intentions of many nobles, Vestland has been beset with internal strife for over five years, ever since the disappearance of the last High King, Maramet. This fierce but noble monarch apparently perished in a campaign against barbarians on the border with the Heldann Freeholds. At the time only a handful of Maramet's soldiers returned despite the overall success of the sortie. Vestlandian losses were grave, and worst of all, the king simply vanished.

Maramet had an heir in the person of his son, Thendel, but the continuity of the lineage was disrupted by the loss of the Sorona, the greatly revered mystical crown of the High King. It was widely known — even by the lowliest peasants — that the High King always wore the great circlet, for not only was the Sorona a symbol of the king's power, it was also an endorsement of his right to wield it. The lore of Vestland held that only one worthy of high kingship could wear the crown. Without this self-evident symbol of righteousness Maramet's son found himself bereft of legitimacy.

Although many nobles, such as Duke Stephen of Rhoona (see the D&D® module, X3 *The Curse of Xanathon*), acknowledged Thendel's claim, others stopped

short of paying homage. The young Prince had the pedigree, but without the Crown of the Sun, he lacked the majesty to rule. Within a few months of Maramet's disappearance the superstructure of the realm began to crumble and the seeds of anarchy were sown.

Although Norrvik is the capital of Vestland, the kings of the realm have always had a special affinity with the hamlet of Ruthin. For centuries the High Kings have been crowned here under the auspices of the Clerics of Ruthin. A small but prestigious order, the Ruthinians have always supported the high kingship, especially in times of succession.

Following Maramet's demise these clerics, under the direction of their patriarch, Annacks, sought in vain to stabilize the political climate in the realm. As stalwart supporters of law and order, the Ruthinians had to accede to the traditions and thus they could not press for Thendel's enthronement. Instead, they proposed that the Prince should become Regent until such time as the Sorona could be recovered. Further, Annacks suggested that an expedition be organized for the purpose of reclaiming the lost crown and the presumed body of the missing king.

Much against Annacks' better judgment, young Thendel insisted upon leading this excursion to the northern frontier. Alas, within a fortnight of this leave-taking, the Prince's body was borne back to Ruthin. Thendel's party had been ambushed by Ethengarians on the northwest frontier.

After Thendel's death, Annacks and other dignitaries established a Council of Regents in Norrvik. Only those well-disposed to the high kingship were elected to this body, for their mandate was to govern until such time as the monarchy could be restored. Under Annacks's influence it was agreed that the council would labor also for the Sorona's return. Officially, the regents held that if the crown could be restored, then a man worthy of kingship would come forth to wear it.

Now after five years, the power and authority of the Council has dwindled. In some cases the regents have simply been unable to discharge the duties of royalty. In cases of feudal succession their proclama-

tions have been often ignored. Furthermore, all attempts to recover the Sorona have failed—a situation which of itself has diminished the council's esteem.

At the outset of this adventure the council only has nominal control over the southern portion of the realm, due largely to the support of the Duke of Rhoona and the amenable dispositions of the Jarls of Soderfjord. Elsewhere the voice of the council is weak or else completely ignored.

Background Intrigue

Without doubt the best kept secret in the realm is the fact that a direct heir to the throne yet lives. Twenty years before King Maramet's disappearance, the Queen of Vestland gave birth to twin boys. The elder, and senior by a matter of minutes, was Thendel. The other babe was named Tenitar. Only one midwife was witness to the event and tragically the Queen died shortly thereafter.

In the utmost secrecy the king and Annacks held a sad counsel with one another late into the night. The Ruthinian Patriarch had the heavy burden of pointing out the inherent danger of there being twin heirs to the throne. Even in his shattered state of mind the grief-stricken monarch could see the problem: when it came time, which of these boys would rule? How could one of the Princes defer to the other? It was plain enough that civil war, and quite probably a sundered kingdom, lay in the future.

So it was that the king and his advisor decided that one of the boys should be taken away in secrecy and given as an orphan to a worthy guardian. As the youngest, Tenitar was thus taken by Annacks and given into the care of the attending midwife. This trusted servant was furnished with money for herself and the babe, and further directed to find a suitable home for the child. It was also decided that Maramet and Annacks would not know of the child's fate, for the temptation to seek him out would be too great. If the need arose to find the babe, they would trust to the powers of the Sorona. Thus young Tenitar, Prince of Vestland, was taken into the night.

After some deliberation and searching, the servant woman offered the infant to Kaden, who was then Keeper of the Stones of Sky, a sacred place of standing stones in the north of Vestland. Kaden, who even then was well past the prime of life, took on the custodianship of the anonymous orphan, for he saw a chance to raise and train an apprentice, someone to take over the stewardship of the shrine.

Now, 25 years later, Tenitar is the sole keeper of the stones. He is known as Gregorian, and sometimes as Gregor. Ignorant of his true origins, Gregorian is a simple rustic, a fellow with no more polish than a caretaker or a marsh warden. With matted hair, a long beard, and the shabby robes of a pilgrim, he is the most unlikely-looking candidate for kingship that one could imagine. Deep within, though, Gregorian has a noble spirit waiting to emerge.

Annacks harbors the knowledge that Tenitar (Gregorian) is yet alive, or most likely so, somewhere in the realm. At this time the aging patriarch is pinning his hopes on finding both the missing heir and the Sorona. Thus far, the old man has not revealed the existence of the heir to any of the soldiers and adventurers who have sought in vain for the lost crown. In this dark hour, however, the patriarch is ready to make this disclosure to the true champions of Vestland.

The Death of King Maramet

At the time of his demise, King Maramet was leading a force of outriders against barbarians based in the Heldann Freeholds. The king engaged the enemy at the border and met with some initial success. No match for the horsemen of the king's troop, the barbarians took flight, riding northwest back to the hilly country of the Freeholds. Maramet and his men rode after them in hot pursuit.

As the Vestlandians rode on into the high country they began to lose the advantage over their prey. Twice the barbarians ambushed the pursuers and twice the outriders slew their attackers despite alarming casualties. At length, Maramet and two of his household guards rode on ahead of the remaining

troop, for only the barbarian chief and one other remained.

At last the High King of Vestland caught up with the enemy chieftain at a mountain-side track known by the local tribesmen as Knife's Ridge, on the eastern peak of a volcanic formation known as the Red Fangs. With their respective retainers slain, the king and the barbarian engaged in mortal combat. The fierce chieftain received a killing wound in the melee, for the king was almost invincible with the Sorona about his head. With a last desperate lunge, however, the barbarian grappled with the King and together they plunged from the ridge, falling hundreds of feet into a narrow ice flow. With no living thing the wiser, both men were instantly entombed in the glacier and so too, was the Sorona. The High King and his mystical crown were never seen again.

Maramet's body, frozen and preserved in death, was conducted through the flow of slowly moving ice. And so it would have remained had not an unusually hot and early spring come. Through the hot summer the glacier began to melt and at last the king's body was carried off in a cold stream that issued from the melting ice. The remains were conducted north for miles, almost to the land-locked lake of Erid, about 100 miles from the Vestland border. Here the body of the king was found by the chaotic barbarian priests of Erid Isle.

The Eridians were keepers of the island shrine to their god, Gylgarid, an entity worshiped by many northern tribesmen. The dark clerics took up the body of Maramet, deeming it a gristly gift from their god. They enshrined it, crown and all, within the vaulted depths of their castle on the island. It is here that the dead king and the lost Sorona yet lie.

The Enemy Within

In addition to the threat from the Ethengar Khanate, Vestland's lawful factions face a dark and sinister power in the person of Vana Cullen, the Duke of Estine, Vestland's northernmost principality. This man is the cousin of the dead king and, by blood at least, a potential candidate for the vacant throne of the

realm. More importantly, however, Vana Cullen deems it his destiny to rule.

Accordingly, in the last five years the Duke of Estine has consistently undermined the efforts of those who seek the Sorona. In point of fact, it was Cullen's men, in the guise of Ethengarian tribesmen, who attacked Prince Thendel's party as it rode out in search of king and crown. This chaotic duke is directly responsible for the Prince's death!

Furthermore, Cullen has made preliminary overtures to emissaries of the Ethengar Khanate. He intends to offer the enemy a land corridor through Vestland to the sea so that the people of the steppes may at last take advantage of a lucrative sea trade, free of Vestlandian tariffs and meddling. In exchange for this promise he expects the tribal people to help him win the throne of the realm by making war on the southern provinces of the country.

In his twisted reckoning, the Duke believes that the Ethengarians will accept this proposition because it will give them access to the sea without having to occupy and govern a new territory. True to form, though, Cullen secretly plans to drive the foreigners back to the plains once he is High King.

Vana Cullen's powers are formidable, largely because he has a number of agents in key positions throughout the realm. One of these is a cleric of Ruthin, a fellow who has kept him apprised of developments in Norrvik. This devious cleric has secretly monitored Annacks in his sleep. Alas, the old man has spoken aloud in his dreams and the Duke now has reason to believe that a true heir (Tenitar) exists. Through this agent, the Duke of Estine will also learn of the party's mission to recover the Sorona just as the adventure begins.

Another diabolical minion of the Duke is the chaotic wizardress, Ala the Seawitch. From her hidden rock island tower off the west coast of Ostland, this magic-user has answered Cullen's summons. At the outset, the Duke has commissioned Ala to find the heir through the use of her extraordinary powers. In due course the Seawitch will succeed and

hence spirit the shrinekeeper/heir, Gregorian, off to her island fortress across the sea. Here again, the Duke has struck a bargain with the witch: once he is High King, he will assist her in her bid to dominate the island kingdom of Ostland.

Goals of the Adventure

In this adventure the PCs are required to achieve the following: recover the Sorona from Gyl Erid Isle, ascertain the identity of the lawful heir to Vestland, and secure the welfare of the heir by wresting him from the clutches of Vana Cullen and his ally, Ala the Seawitch.

The DM is encouraged to become familiar with the uses and properties of the Sorona crown, and the other artifacts listed in the appendix section. The crown is inexorably linked to the second and third aims of the quest.

Beginning the Adventure

It is assumed that at least two of the PCs begin in the bustling seaport and capital city of Vestland, Norrvik. The DM should select an adventurer who demonstrates leadership qualities—

Allonrik or Miridor from the pre-rolled characters provided here. A tavern would be a suitable location for this PC to receive a note on a small, rolled parchment. The scroll will be quietly slipped into the character's pocket by a shabby looking monk. This messenger will not tarry, rather, he will move off briskly so as to avoid a face-to-face meeting. The DM should then read this summons privately to the selected PC.

Note: If the monk is detained he will provide no further information—he is deaf and dumb. Each PC, however, has an 80% chance of determining that the furtive monk is the messenger.

Annacks's Summons

My Friend,

You and your comrades are in a unique position to perform a valuable service to this realm. I urgently request that you, and as many others as you deem trustworthy, meet with me at the Monastery of Ruthin in two day's time, just at the setting of the sun. Upon the presentation of this note, the brothers at the gate will con-

duct you to my quarters directly.

I urge you to conceal this document and to speak to no one about this summons. Such discretion is essential for reasons of national security.

In closing, I should suggest that your efforts will be richly rewarded, although I'm sure I can trust to your heroic nature. Wishing you fair fortunes, I am,

Annacks

Patriarch of Ruthin and
Head of the Royal Council

The players will make their own preparations for the sojourn to Ruthin. The DM should indicate this community on the Players' Overview map of Vestland and environs.

Note: In this overland scenario it is assumed that the PCs will make use of horses. Normal movement bases and encumbrances will apply and the DM is encouraged to monitor these factors in the course of the quest.



Encounter Setting

The monastic community of Ruthin is a full day's ride from Norrvik. Although tiring for horse and rider, this sojourn will be uneventful in this relatively peaceful part of Vestland.

Ruthin Monastery

Apart from receiving their commission, the PCs will have two opportunities for intrigue at Ruthin. Two of Duke Vana Cullen's agents are in this encounter, and even at this early stage the adventurers have a chance to implicate the chaotic Duke in the realm's internal strife.

At the outset, the DM should steer play toward the meeting with Annacks in Encounter 8. Thereafter the PCs may explore the monastery at their will or in keeping with the obstacles therein.

Although there are a number of scattered farms in the immediate area, the community of Ruthin is dominated by the monastery itself. All surrounding lands are held by the Ruthinian order and the local peasants are tenant farmers, supporting the monks with their tithes and scutage.

Encounter Key

1. Open Livestock Enclosure

Chickens, tethered goats, and other animals are kept here.

2. Winery

During daylight hours there will be 1d4+1 monks here, busily crushing grapes and seeing to the delicate process of wine production.

3. Brewery

(See above)

4. Smithy

During the day the Ruthinian blacksmith will be tending his forges and hammering away at metal goods and tools. This fellow is a monk who rolls up his

sleeves and girds his habit as he gets down to work.

5. Dormitory

This facility houses up to 18 monks and novices. Each bed has an adjoining footlocker with sundry personal items. Each locker holds 1-20 cp and 1-6 sp.

6. Kitchen

During the day this scullery is alive with activity as 1d4 + 2 monks busily prepare the meals at the monastery. Two large ovens and larders dominate the chamber.

7. Mess Hall

This hall will be full of brothers between the hours of 6-6:30 a.m. and 7-7:45 p.m. (The Ruthinians take only two meals a day.) Two long tables dominate the chamber and a smaller head table accommodates Annacks and his senior monks.

8. Annacks's Office

The patriarch's office is dominated by a large desk against the west wall. The drawers and cabinets adjoining contain a number of parchments, papers, and scrolls. Most of this literature consists of the monastery's records. The east wall is covered by a massive wall unit packed with books and scrolls.

9. Annacks's Bedroom

Despite his high station, the patriarch lives in austere conditions. A small bed, a writing desk, and a wall cabinet are the only furnishings in the chamber. Beside the desk is a chest containing 1,078 gp, 2,776 sp and 679 cp. Every piece of this money is accounted for in an accurate ledger outlining the contents of the monastery's financial records. The chest also holds the patriarch's personal papers and seal of office (both as Patriarch of Ruthin and Head of the Royal Council).

10. Devlin's Hut

This is the abode of the monastery's estate manager, the monk Devlin. Devlin serves in a number of roles: Annacks's assistant, manager of Ruthin's day-to-day operations, and the collector for the monastery. The hut is sparsely furnished with a small bed, a desk, and a cabinet containing the monk's attire. At the base of the cabinet a small chest holds 27 gp, 48 sp and 91 cp. However, below the chest there is a loose floorboard at the base of the wall cabinet. In this secret place there is another locked chest with 987 gp, 679 sp, and 3,001 cp. In addition, there is a rolled parchment that reads as follows:

My Dear Devlin,

I am delighted with our arrangement and I have sent a tidy sum of gold to demonstrate my satisfaction. I expect regular reports on Annacks's activities and those of the Royal Council. You will continue to deal with the wine merchant on a fortnightly basis. Keep up the good work and destroy this letter.

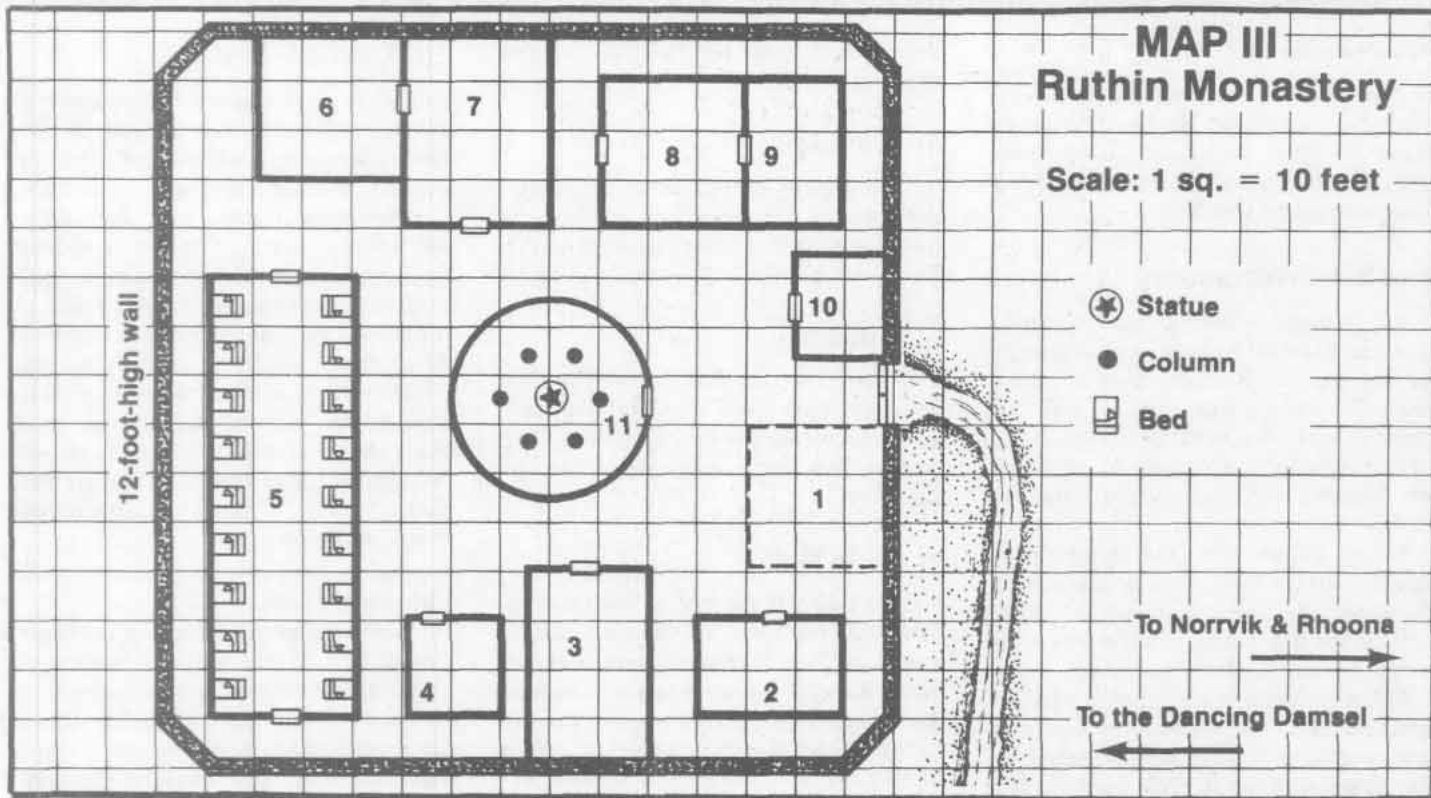
V.C.

The author of the note is Vana Cullen, the Duke of Estine. For the last few years Devlin has been acting as the Duke's agent at Ruthin, keeping Cullen informed of Vestlandian affairs at the highest level. As a trusted aide to the patriarch, Devlin has been in an ideal position to report on the Council.

Devlin's treasure—a grotesque sum for an austere monk—has been accumulated by embezzling monastery funds and receiving covert payments from Cullen.

The wine merchant mentioned in the letter is also one of the Duke's minions. This fellow has a regular route from Seaforth Tower to Ruthin via the Dancing Damsel Inn. In this role the merchant is an ideal messenger/agent.

The DM will note that Devlin has not destroyed the letter, as instructed. The wily monk has elected to keep the document as insurance against the day when a falling out with the Duke would leave



him vulnerable. (See initial meeting with Annacks for more on Devlin's role in this adventure.)

11. Monastic Shrine

The single door to this circular and domed facility is always locked securely from without. Only Annacks and Devlin have keys on their persons. Furthermore, there is a special glyph-like spell about the door. Unless the words "sanctity of peace" are uttered, anyone who attempts to open the door will sustain 30-49 hps of electrical damage (1d20 + 29), save for half damage.

The shrine room itself contains a statue, an altar shrine with chests, and six pillars. The statue is of Haymin, the first Patriarch of Ruthin and the cleric who invested the original High King of Vestland. In these latter days Haymin is revered as a patron saint. The effigy shows Haymin holding the Sorona in his hands.

The pillars around the statue are etched with neatly rendered scenes from

Vestland's history. Most of these pictures portray the heroics of past High Kings and the close association between Ruthin and the monarchy.

On the altar the chest to the west side holds a genealogy of the High Kings, right to the time of Maramet. This record is housed within a golden box studded with rubies (4,676 gp value).

The locked chest to the east holds silver replicas of the High King's seal and sceptre (total value of 7,896 sp). The gold originals are housed within the palace in Norrvik.

The face of the alabaster altar is decorated with a relief depicting Haymin placing the Sorona on the head of Gendar, the first High King of Vestland. The Sorona circlet shines like the sun in this picture.

Actually this picture relief is a secret door (2'x2'). The door will open if the command words "King, Crown and Country" are uttered. Only Annacks knows this phrase and all attempts to open the door will fail without the correct word key.

Behind the portal, in the altar itself, there is an ivory inlaid box (330 gp value) containing a *rod of ruling*. This wonder is being held in safe-keeping for the next High King of Vestland (Tenitar).

The DM will note that throughout the night, between the hours of 8 p.m. and 5:30 a.m. there will be three monks on duty: one near the shrine (Area 11), one at the front gate, and one patrolling the perimeter of the wall. All others, including Annacks and Devlin, will be in their quarters. At night all buildings will be locked.

Note: It is unlikely that PCs will take to snooping around the monastery, especially if the party is comprised of lawful characters. On the other hand, Devlin's quarters and the shrine may present considerable temptation. Annacks will take a very dim view of anyone who would violate the sanctity of the monastic shrine. If anything is stolen from the shrine the patriarch will demand restitution, and a further fine of 100 gp per item. Lawful PCs in the party will agree to the old fellow's demands.

Arriving at Ruthin Monastery

As the party arrives at the main gate they will be welcomed by two Ruthinians, one of whom will ask to see their identification. After producing Annacks's letter, the PCs will be taken directly to Area 8. The adventurers will be met at the door to Annacks's office by Devlin, who will introduce himself as the patriarch's secretary. After the introductions Devlin will leave the office just before Annacks begins his address to the players.

Annacks is an old man with wrinkled, leathery skin, white hair, and a long gray beard. He wears the yellow robes of his high clerical office and the royal council seal on a chain around his neck. The DM should play the role of an aged and ailing man, but still someone with his full faculties.

Annacks's Address to the Players

"Welcome to Ruthin, my friends. I am Annacks, patriarch of our order and head of the Royal Council of Vestland. Of course you have met my noble assistant, Devlin....

"Words alone cannot express my joy and relief at your coming. I have summoned you here because this land faces its worst crisis since the time before the High Kings. In fact, as a realm we stand on the brink of destruction. The forces of chaos assail us from without and within, and there is but one solution to our woes: the return of the High King with the lost Sorona Crown upon his head.

"As you know, Vestland is a kingdom without a king and this is the root of our trouble. Over five years ago the last High King, Maramet, disappeared while leading a war band against barbarians on our northern frontier. I have no doubt that the king perished in this sortie, although his body has never been found. Alas, the great Sorona Crown was also lost at the time, for Maramet always wore

the mystical circlet of sovereignty.

"Soon after the king's disappearance, his son and heir, Thendel, was killed on an expedition in search of his father and the crown. Oh, how the fates conspired against us! Poor Thendel was killed by Ethengarian tribesmen on this quest. And so in a matter of only a few weeks we lost the king, the crown, and the heir.

"Since that time we on the royal council have tried to govern as best we could in the monarch's stead. I am loathe to admit that we have failed, for the country is falling to anarchy. A kingdom must have a king!

"And now I will confide in you something that no man knows, save myself. A rightful heir to the throne yet lives. His name is, or was, Tenitar, and he is Thendel's twin brother. And here lies a tale of folly and woe, for which I take a good measure of responsibility.

"Some 25 years ago Maramet's Queen gave birth to twin boys. For many folk this would be a joyous occasion but for the royal house of Vestland it was a bane. The dilemma was obvious to the king and me: which of these princes would rule when the time came? We both saw civil war in our country's future, for how could one prince defer to the other in the matter of succession? When the Queen died tragically soon after the birth we knew what had to be done.

"As the youngest by a matter of minutes, Tenitar was given into the care of a midwife who spirited him away in the night. Neither the king nor I had any idea where the child was taken and we thought it wisely done in this fashion. If ever Tenitar was to be sought out, we trusted to the magics of the Sorona Crown to locate him. Thus it was that we deprived the babe of his birthright. Now this injustice has exacted its toll.

"I believe that Tenitar is still alive,

most likely somewhere in Vestland. But we must recover the Sorona if we are to find him, for the Crown of the Sun has the power to locate the lawful heir to the realm.

"Furthermore, this future king and the crown are inexorably linked. We must have the king and the king must have the crown if he is to be recognized as the lawful monarch.

"The quest for the Sorona will take you north, quite probably beyond the borders of Vestland. Maramet was last seen riding north and west into the Heldann Freeholds in hot pursuit of barbarian raiders. This northern sojourn will take you by way of the Stones of Sky, a mystical place of standing stones and a shrine for pilgrims. Our lore holds that the first High King received the Sorona here as a gift from the gods. And the first Patriarch of Ruthin, the noble Haymin, placed the crown upon his head here at Ruthin before all the assembled nobility of the land. The Sorona shone like the sun upon the head of King Gendar.

"I deem that you should begin your quest at the stones. You may receive some insight here concerning the lost crown and the lost king. I can see that your spirits are noble and you may succeed where others have failed, for to date many have sought in vain for the Sorona.

"I warn you, though, our northern reaches have become wild and unruly of late, and our outriders report that the Ethengarians are massing on our western frontiers. Without the High King to unite us, I fear we will perish from without, even if we do not collapse from within.

"With this commission I have appealed to your honor, but we are also prepared to reward you. If you are successful, we will award each of you a barony in our realm, and such honors, lands, and incomes thereof. These will belong to you and your heirs in perpetuity."

After this address Annacks will answer questions to the best of his knowledge. At this point the DM may wish to show the players the Player Handout map of Vestland (Map II). Annacks knows little about the encounters along the trade route north—it's been years since he's journeyed this way.

If questioned further, Annacks will discuss some of the nobility of the north. The Duke of Estine, Vana Cullen, is quite high in the patriarch's esteem. The Duke has shouldered a good deal of the responsibility for the realm's northern defenses.

Gregory of Bridgehead and Lars Longfellow, the Count of Darien, however, have shown utter contempt for the High King's law and their obligations of fealty since the monarch's disappearance. Annacks will characterize these two as scoundrels.

With respect to the Sorona, Annacks will concede that he can't account for the actual workings of the crown. In truth, the magical circlet has never been in the possession of anyone other than the lawful king. On the other hand, he does believe that the crown will assist lawful players in the group with their search for the heir. If pressed on this matter, Annacks will say, "Trust to the powers of the great circlet—its purpose is the same as your own."

After the briefing Annacks will invite the adventurers to dine with himself and the other monks in Area 7. Thereafter, the PCs may spend the night in the dining hall before setting off in the morning.

The Role of Devlin

As noted previously, Devlin is an agent of Vana Cullen and his curiosity about the party is definitely aroused. While the PCs are being addressed by Annacks, Devlin has been eavesdropping from without (Area 8) on the east side. A small hole in the wall has afforded this spy an opportunity to listen in on many of the patriarch's private conversations.

Note: After the speech each adventurer has a 10% chance of noticing the

small hole in the east wall of the patriarch's office. If discovered, it will be evident that the hole affords more of a listening opportunity than a spying one. The hole provides only a knee-high view of the room from without. Outside it will be seen that tracks lead around behind Area 9 and then are swallowed up in the much disturbed ground in front of Area 10.

Devlin will not risk any attempt to learn more about the party. His purpose now is to report to Vana Cullen as soon as possible with a description of the adventurers and a summary of their proposed mission. To this end he will give his message to the traveling wine merchant who appears at Ruthin just as the PCs set off. (See the Dancing Damsel Inn for more on the wine merchant's role.)

Devlin

(AC 8; C8; hp 40; #AT 1 or spell; D 1-6 staff; MV 120'; Save C8; ML 9; AL C; St 13, In 15 Wi 16, Dx 11, Co 10, Ch 16)

Spells:

Level 1: cure light wounds*, detect magic, light

Level 2: continual light*, locate object, striking

Level 3: know alignment, hold person

Level 4: dispel magic

Devlin wears an *amulet vs. crystal balls and ESP* on a chain around his neck. This device will prevent anyone from reading the cleric's mind or knowing his true alignment. Instead, Devlin will project a lawful alignment. In his robe pocket he carries a set of keys to all buildings at Ruthin except Areas 8 and 9.

If Devlin is assailed between the hours of 12 midnight and 7 a.m., the PCs will also discover a note in his pocket that reads as follows:

My Lord,

I trust you receive this note in time to be warned of Annacks's latest scheme to recover the Sorona. The mercenaries described below have been retained to locate the lost crown and they will begin their search at the shrine of stones. I now have confirmation that one of Maramet's sons does exist; he is a formally disinherited twin brother of Thendel. His name is Tenitar. His whereabouts, however, are unknown. I will report later....

Your Servant,
D.

Note: At the bottom of the document there is a careful description of the PCs with respect to appearance and surmised vocation. This note will pass—if not intercepted—from Devlin to the wine merchant and then in turn to another of Cullen's agents at the Dancing Damsel Inn.

If accosted, Devlin will only reveal the identity of his master through ESP, and then only if he is relieved of his amulet.

Leaving Ruthin Monastery

It is assumed that the party sets off for the north at dawn, after spending one night at Ruthin. However, if the PCs should choose another departure time, the DM should run the following encounter just the same.

As the PCs prepare to ride off they will see a wine merchant riding a horse-drawn cart, accompanied by two mounted bodyguards. The wine merchant has come to collect 20 casks of fine Ruthinian wine and three barrels of beer. He will also receive Devlin's secret note which he will hide in his right boot. The merchant, a fellow by the name of Kendall, and his men will load up and then make for the Dancing Damsel. They will arrive at the inn just before sundown on the same day.

Kendall, the wine merchant

(AC 9; Merchant F3; hp 27; #AT 1; D 1-6 staff; MV 90'; Save F3; ML 7; AL C; St 9, In 16, Wi 12, Dx 8, Co 10, Ch 15)

Kendall carries a staff and wears the rich robes of a successful trader. Beneath this attire he wears a leather armor vest. His pouch holds 67 gp, 49 sp, and 58 cp. He will leave a further 20 gp with Devlin—a payment for the beverages.

Bodyguards

(AC 4; F9; hp 68, 70; #AT 1; D 1-8 swords; MV 120'; Save F9; AL C) Each guard carries 1-10 gp, 1-20 sp, and 1-20 cp.

Kendall does not know that he is in the service of Vana Cullen, only that he receives money (5 gp) for each message or pouch carried between Ruthin and the Dancing Damsel Inn. If threatened with death or persuaded in some other fashion, he will admit that he simply leaves notes and picks up packages from the southeast corner of the stable building behind the Dancing Damsel (in the sixth horse stall).

It should be noted that Kendall's bodyguards know nothing.

Encounter Conclusion

The DM should arrange an appropriate moment for Devlin to have a word with Kendall. The villainous monk will pass the note to the wine merchant in this brief exchange. As noted, Devlin will refuse to admit wrongdoing if he is uncovered. However, Annacks will have the fellow arrested if sufficient proof of the man's treachery is presented.

The Dancing Damsel Inn**Encounter Setting**

The Dancing Damsel Inn is just to the east of the main north-south road and just west of a major sea inlet. This facility should be a natural stopping place for the adventurers as they make their way north to the Stones of Sky.

The Damsel does a brisk trade in drink, food, provisions, and horse trading. Apart from normal patrons and

wayfarers of lesser note, the inn is a regular watering hole for Lars Longfellow and his retainers. The DM will recall that Longfellow is the Count of Darien, one of the unruly nobles most likely mentioned by Annacks in his briefing (at Ruthin).

Another visitor at the inn is an itinerant horse trader by the name of Bjorn. Bjorn manages to drop in around the first and the middle of each month. All the locals know Bjorn and servant, Erik. Their fortnightly visits are almost like clockwork. Note that it is the middle of the month at this time, a fact that is discussed further in the text.

Encounter Key**12. The Bar (12 noon-12 midnight)**

The Dancing Damsel Inn has the look of a typical roadside tavern. The walls and alcoves at the north and south of the bar are dominated by tables and chairs. In one of these alcoves, to the northwest, a group of men-at-arms are talking and laughing while they hoist great flagons of ale. One of their number is a huge man with a red beard. He wears fine green robes over his chain armor.

In the southwest alcove two merchants, horse traders by appearance, are quietly talking while they sip tankards of lager.

Sundry travelers and patrons are standing at the rectangular bar to the east of the room.

A very fat barman is pulling pints behind the bar and a comely young woman is waiting on tables.

The fighters in the corner are Lars Longfellow and three of his men-at-arms.

Lars Longfellow, Count of Darien

(AC 2; F9; hp 74; #AT 1; D 3-10, sword +1 and strength bonus; MV 90'; Save F9; ML 9; AL C; St 17, In 13, Wi 12, Dx 14, Co 17, Ch 15)

He wears chain mail +1, a ring of protection +1, and a helm, if fighting. He

has a gem-studded dagger in his belt (40 gp), a gold medallion of office around his neck (20 gp), and 47 gp, 43 sp, and 15 cp in his pouch.

Longfellow's Men-at-Arms (3)

(AC 3; F7; hp 49; #AT 1; D 1-8 sword; MV 120'; Save F7; ML 8; AL C) chain mail & shield

(AC 2; F8; hp 60; #AT 1; D 2-7 mace; MV 90'; Save F8; ML 9 AL C) plate armor & shield

(AC 3; F8; hp 67; #AT 1; D 1-8 sword; MV 120'; Save F8; ML 7; AL C) plate armor

Each of these fighters carries 1-10 sp, 1-6 ep, and 1-20 cp. All four horses for this group are tethered behind the inn and are of the light war variety.

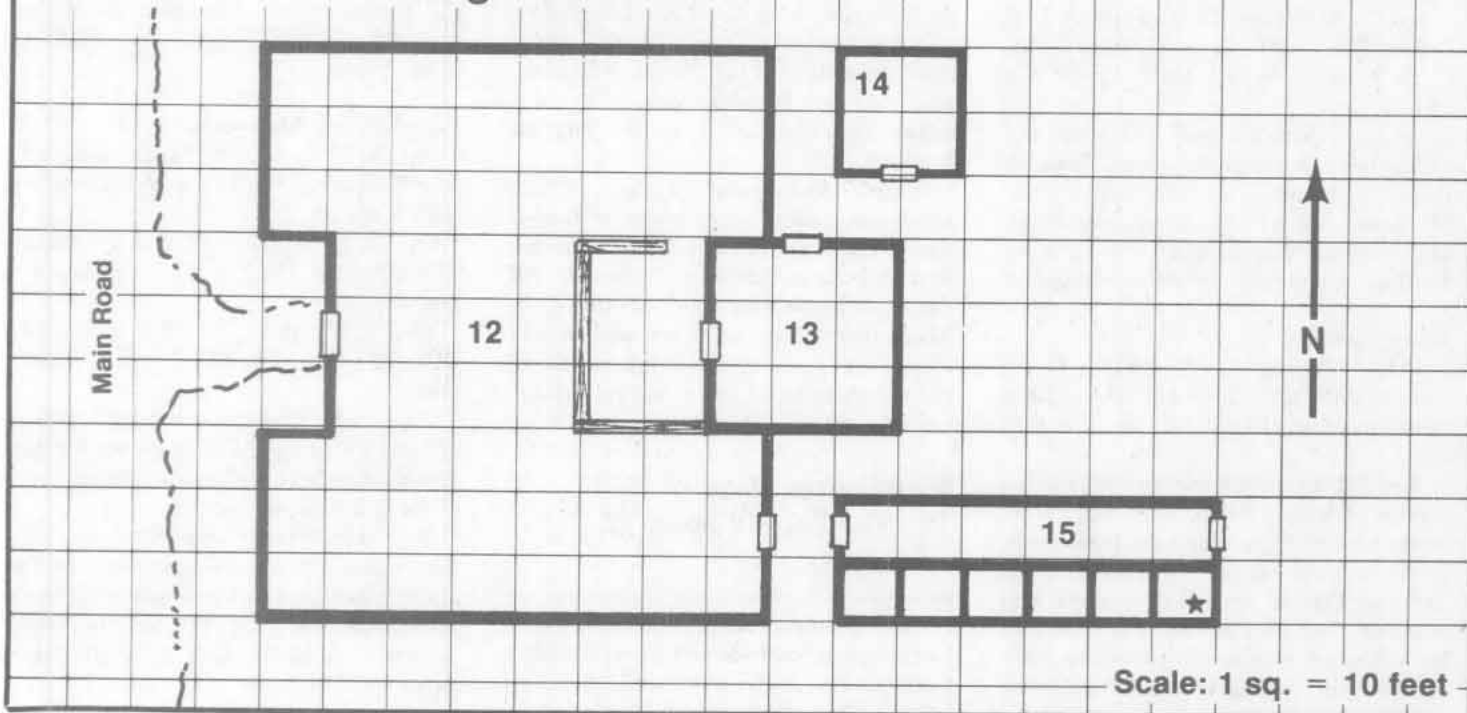
At a signal from Longfellow, the barman will refuse to sell drinks to the party. If the PCs object, the publican will direct them to have a word with the "big, red-haired man in the corner by the window."

Longfellow is curious about the party and would know their purpose. He fears that they may be in the service of the Royal Council with orders to arrest him for his renegade behavior. If he is persuaded otherwise, he will still be intrigued by the group's intentions. He will, however, refrain from a confrontation here in the Dancing Damsel unless the PCs become belligerent.

Unless the party comes to amiable terms with the Count, he will leave the inn and attempt to ambush the group farther north. For this purpose he will bolster his troop by three more men-at-arms (see others for stats). Lars is a greedy fellow and not terribly bright. Any reasonable ruse or promise of gain will serve to put the man at ease. In such a situation he may even buy a round of beer for the adventurers. In any event, Lars will not discuss his general activities, nor his lucrative trade in stolen horses. Actually, the nefarious Count sells such animals to Bjorn, the horse-trader at the other side of the bar.

The merchants, Bjorn and Erik, will keep to themselves at the Dancing Damsel. Their stats are listed as follows.

MAP IV The Dancing Damsel Inn



Bjorn, the Horse-Trader & Vana Cullen's Agent

(AC 7; F5; hp 37; #AT 2; D 2-4, 2-4 dagger +1; MV 90'; Save F5; ML 8; AL C; St 12, In 15, Wi 11, Dx 14, Co 12, Ch 16)

He wears leather armor beneath his merchant's robes, a *ring of protection +1*, a *dagger +1* concealed in his belt, and another normal dagger concealed in his right boot. His pouch holds 67 gp, 39 sp, and 16 pp. He wears considerable jewelry: rings, bracelets, etc. to a value of 79 gp.

Erik, Bjorn's Servant

(AC 5; F10; hp 93; #AT 1; D 3-10 battle axe & strength bonus; MV 90'; Save F10; ML 9; AL C; St 17, In 8, Wi 8, Dx 12, Co 16, Ch 10)

Erik wears splint mail and a helm. He wields a battleaxe and carries 1-10 sp and 1-20 cp in his pouch.

Bjorn and Erik are waiting for the wine merchant, Kendall, to arrive at the tavern. They have already placed their package in the drop-off position in Area

15. As soon as Kendall arrives they will tarry for a while and then Erik will go out to look at the horses, a pretext to collect Devlin's note (from Ruthin). If Kendall fails to arrive by sunset, they will wait another day for the merchant before leaving for Seaforth Tower.

If Bjorn is accosted at any time he will refuse to discuss his business with the Duke of Estine. He will claim that he is an honest horse trader and nothing more. ESP will reveal that he is in the service of Vana Cullen.

Erik is a half wit and will offer nothing of interest to the PCs. (See encounter 15 for a description of the secret drop-off.)

The barman goes by the name of Olaf and the attractive serving woman is his sister, Megan. These two will be unwilling to talk to the PCs, especially in the presence of Lars Longfellow. If taken to one side, though, Megan will offer the following if the players ask the right questions and cross her palm with silver.

Megan's Gossip:

* Lars Longfellow isn't a terribly evil

fellow, just greedy and uncouth. He runs the fief of Darien like his own little kingdom, commonly using extortion and unlawful taxation. He also engages in stolen goods trade.

* Bjorn is a horse trader but he specializes in dealing in stolen mounts. Bjorn and Lars have a very lucrative arrangement. Bjorn and Erik come to the Dancing Damsel every fortnight, usually on the first and fifteenth of every month—at the same time as the wine merchant, Kendall. Bjorn's trade route takes him as far north as Freiburg, in the Heldann Freeholds.

* The other patrons at the inn are local peasants or tradespeople of no consequence.

After these comments Megan will begin to ask questions of the PCs: Have they come from Norrvik? What is the news from the capital? How is the health of the Patriarch? etc.

Megan and Olaf will remain strictly detached in the event of melee or confrontation.

The Bar

Olaf provides a full service at the Dancing Damsel: wine, mead, brandy, lager, ales, snacks, and hot food are available. Drink costs 1 sp per serving. Brandy is 1 sp and 7 cp. Cold food, such as a ploughman's lunch, costs 1 sp and hot food servings sell for 2 sp. Behind the bar Olaf has 3 gp, 179 sp, and 249 cp in the till.

13. Olaf & Megan's Chamber

This haphazard chamber seems to be a combination kitchen, sitting room, and bedroom. A pantry and a large oven occupy the southeast corner. A table and two chairs sit against the wall in the southwest. Each of the north corners has a small bed and chest adjacent to it.

Olaf's chest in the northwest corner holds his clothes and personal things, including an excellent pair of leather riding boots with silver spurs (10 gp value), a wooden box containing a complete set of tools for fletching and bow-making, a box with 173 sp worth of jewelry, and a long sword. (Olaf has accepted these tokens instead of cash for the settling of outstanding debts.)

Megan's trove, in the northeast corner, contains dresses and silver jewelry to a value of 87 sp.

The kitchen area is provisioned and equipped with normal foodstuffs and cooking utensils.

14. Storage Shed

(The door is double-locked with a keyhole and a padlocked sliding bolt.)

This hut is lined with casks and barrels. The north wall is piled high with sacks.

The casks contain all manner of wines and liquor. The barrels hold ale and beer. The sacks contain flour and grain. In the northwest corner, under a pile of grain sacks, there is a wooden plank covering a

small hole in the ground. Olaf's treasure is hidden here: a small chest with 379 gp, 469 sp, 213 pp, and a gold bracelet with an emerald setting worth 235 gp.

Note: Both keys to this hut are on a chain around Olaf's neck.

15. Stables

This horse stable has six stalls which might hold up to twelve horses. There are nine mounts present. A ragged-looking boy rises from a filthy bed as you enter.

The ragamuffin is the stable boy, Bodkin. The poor chap is quite deaf, dumb, and illiterate. He earns his keep by taking good care of the horses. The lad will cower in fear of the adventurers but he is quite willing to feed and groom their horses for a copper piece.

Four of the stalls hold two horses each. Four of these creatures belong to Lars Longfellow and his men (light war horses). The other five creatures are two war horses, two riding horses, and one draft horse. The riding horses belong to Bjorn and Erik while the two other war horses are stolen. Lars Longfellow has just sold these animals to Bjorn. The draft horse belongs to Olaf.

The easternmost stall is empty. At the point marked (*) on the map there is a loose board in the wooden wall on the east side near the corner (one foot from the ground). A concealed cubby hole is the drop-off location for exchanges between Bjorn and Kendall. The normal pattern involves the following sequence:

On the first and 15th of each month, Bjorn places a small pouch of coins in the hole (Devlin's payment). Just after the first and the 15th of each month Kendall exchanges the coin pouch for Devlin's latest written report. Kendall then shows himself at the tavern where Bjorn waits to see him. Erik picks up the message and they all go their ways with no more than a perfunctory nod to one another.

On the first of each month Bjorn leaves 10 extra gold pieces as payment for Kendall's services. Kendall is in the

habit of stealing a coin or two from Devlin's payment, in any case. Vana Cullen's payments to Devlin vary according to the importance of the last piece of information.

Currently this secret stash holds a pouch with 19 gp. Run this covert exchange in keeping with the normal sequence and any contingencies brought about through the actions of the PCs. If Kendall does not appear at the inn, Bjorn will remove the pouch of gold from the stash before he and Erik leave. If the normal exchange is made Bjorn will hide Devlin's note (see "Role of Devlin" at Ruthin Monastery) in his left boot. He and Erik will then set off for Seaforth Tower via the Border Fort.

Encounter Conclusion

If all possibilities are uncovered in this encounter then the PCs should have a good idea of the true intent of Vana Cullen, the enemy within. When all the Duke's agents are undone, his own foul treachery will be apparent.

The DM should organize Lars Longfellow's ambush just north of the inn (if applicable). Normal rolls for surprise if the PCs are very alert.

To the Stones of Sky

From the Dancing Damsel it is another day's ride to the Standing Stones of Sky. Apart from random encounters and a possible confrontation with Lars Longfellow, the adventurers will meet the following groups of people as they ride north.

16. Pilgrims

(20 miles north of the Dancing Damsel)

As you ride north over the well-traveled trade route, you suddenly overtake a group of six pilgrims who are walking north. Judging from their dusty robes and well-worn sandals, these men have traveled many miles. The pilgrims stop and move to the side of the roadway as you canter alongside them.

These pilgrims are novice clerics of the Order of Forsett. They are traveling to the Stones of Sky from the city of Rhoona—a pilgrimage required by all novitiates of this order. With only walking sticks, begging bowls, and bedrolls, these fellows are roughing it indeed.

The leader of the group, Peter of Forsett, will bow before the PCs and engage them in conversation. The DM may use the following narrative or devise his own treatment for the encounter:

"G'day to you, my lords...a fine day for traveling, wouldn't you say? I am Peter of Forsett and these are my comrades; all novices in the lawful order. We are journeying from Rhoona to the shrine of stones.

"Can you tell me, my lords, how much farther is the shrine, for we are growing weary indeed from our trek? And could you spare a drink of wine for me and my companions? If you cannot oblige, I will quite understand."

If the DM is familiar with adventure module X3, *The Curse of Xanathon*, he may wish to play Peter of Forsett as a talkative fellow, full of tales concerning fairly recent events in Rhoona issuing from that adventure. Otherwise, Peter and his companions will briefly pass the time of day and then carry on as the party rides ahead.

17. The Weary Soldiers

(35 miles north of the Dancing Damsel)

On the roadway ahead you see two soldiers trudging along toward you. One of these men is limping as the other helps him along. By the looks of their red and yellow tunics, these two are the king's soldiers, bound in service to the Royal Council of Vestland. The wounded soldier is a young officer in the royal service of Vestland. He will hail the party as they ride up: "Hold up a moment, friends. Can you spare a drop of water for my comrade and me? We've had devilish luck on our ride from the north. We were ambushed by brigands on the road and they overpowered us and made off with our horses. We are returning from a post of duty at the border fort in the north. Again, I beg you, can you spare us a little nourishment?"

The officer's name is Arlson and his story is quite true. What he does not know, however, is that he was attacked by Lars Longfellow's men in the guise of brigands. Indeed, the horses were sold to Bjorn only the day before. The PCs can make this determination if they ask Arlson for a description of the horses and compare notes about the two military steeds which were stabled at the Dancing Damsel.

These two soldiers are in a sorry state: no mounts, no money, and no weapons. If questioned, Arlson can provide the following:

* The border fort's commander is a man named Captain Rolf, a good officer and a loyal servant of the Royal Council.

* Although barbarian raids on the Freeholds' border have lessened, scouts report considerable movement of warriors from the Ethengar Khanate. Arlson's opinion is that the Ethengarians are massing for war.

* Arlson believes that the Duke of Estine is a fine fellow. Cullen's support is essential for the upkeep of the border forces.

18. The Gypsy Woman

(Ala the Seawitch)

(At the junction of the main road and track leading to the Stones of Sky)

You have been riding north from the inn for many hours. At length, you come to a turn in the road. Past a large clump of trees to the left is a narrow dirt track leading west from the main thoroughfare. A weather-beaten sign beside the path says, "Sky, Three Leagues."

Farther up the main road you see a wagon pulled by two horses. The multi-colored canopy over the wagon suggests a gypsy caravan. A dark-skinned man with a black bushy mustache is holding the reins and a large hound is running alongside the wagon. At the crossroad the caravan pulls up and the driver beckons you to have a word with him.

This caravan and the gypsy trappings are a guise for the chaotic magic-user, Ala the Seawitch, and her retainers. At Vana Cullen's bidding, the sorceress is en route to kidnap the keeper of the stones, Gregorian. Through her own powerful arts, Ala has discovered the identity and whereabouts of the would-be heir and she will subsequently spirit him off to her magical isle of Narvendul.

The driver of the wagon is the Seawitch's attendant, Curlow, and the dog is her hell hound, Axis. Ala herself is in the guise of the gypsy driver's daughter and is going by the name of Riva.

Curlow, the Gypsy (Ala's servant) (AC6; F9; hp 76; #AT 2 (1); D 3-6, 3-6 dagger +2 (special*), blowgun; MV 120'; Save F9; ML 10; AL C; St 14, In 15, Wi 12, Dx 17, Co 14, Ch 15)

Curlow wears the colorful tunic of an endless traveler, and beneath it, *leather armor +1*. In his belt he carries a *dagger +2* but his preferred weapon is a blowgun and darts which he keeps hidden within his tunic. He carries 10 poison-tipped darts in a belt pouch (five death poison

and five paralysis poison). In typical gypsy fashion he wears a considerable amount of gold jewelry: bracelets, rings, and so on, totaling 79 gp in value. He carries 21 gp and 37 gp in his money pouch.

Riva, the Gypsy Girl (Ala the Seawitch)

(AC 7; MU 11; hp 40; #AT 2 (spell); D 3-6, 3-6 dagger +2; MV 120'; Save MU 11; MC 10; AL C; St 14, In 18, Wi 11, Dx 17, Co 15, Ch 16)

Spells:

Level 1: magic missile, read magic, sleep, light, charm person

Level 2: invisibility, ESP*, levitate, web
Level 3: fire ball, hold person, lightning bolt, water breathing

Level 4: wall of fire, ice storm/wall, polymorph others

Level 5: magic jar, cloudkill

In addition to her normal powers, Ala wears two rings: invisibility and spell-storing. The *ring of spell-storing* has the following spells: teleport, hallucinatory terrain, fly, mirror image, and haste*.

Note: If Riva (Ala) is accosted in any way she will use her ring to *teleport* away to a safe location. Ala will not be defeated or detained in this situation.

Running Encounter 18

Curlow will attempt to engage the PCs in conversation while Riva casts *ESP** on one of the adventurers. (If the PCs listen to Curlow's opening speech, this magical probe of the mind will succeed.) Accordingly, Ala will quickly determine that the PCs are searching for the lost Sorona and the missing heir. From the shadows of the caravan behind Curlow, Riva will readily volunteer to read an individual's fortune.

Curlow's Address

"Hail, my fine lords: Can you tell me if we are on the right road for Norrvik? We have traveled many miles from the north and we seek to improve our fortunes in the capital city.

"Tell me, my lords, are you interested in finely-crafted silver? Or perhaps you would like to see a glimpse of the future? My lovely daughter Riva can read the fates, you know. How may we serve you?"

At this, Curlow will throw back a curtain and reveal a fine array of silver tokens hanging from the underside of the caravan: cups, goblets, serving sets, jewelry, and sundry utensils. Each item costs anywhere from one to 10 gp. The gypsy will not take silver coinage.

Beyond the silver display the PCs will see a beautiful young woman in flowing gypsy garb languishing in the caravan. Moving forward from the shadows, Riva will offer to read one person's fortune in exchange for one gold piece. If the offer is accepted, Riva will take the individual into the caravan and state the following while reading the person's palm:

Riva's Fortune-Telling

"I see that you are a brave adventurer and that you have traveled many miles in a virtuous cause. Yes...I have it now, you search for a great treasure that was lost..."

"I can see it, glowing like a ring around the sun. A wondrous circlet, like a crown of ancient glory. Yes. It is this great crown that you seek. Look for it in the north, in the city of smugglers and thieves...in the place called Freiburg.

"But take care, for those who unlawfully possess the treasure are cruel beyond any knowing. The price for this crown may well be very high indeed. More I cannot see, so more I shall not say."

After this encounter the gypsies will move off south. They will wait until the PCs have finished their business at the stones and then they will move to kidnap Gregorian within two days.

Encounter Conclusion

With the mention of Freiburg, Ala has tried to send the party on a wild goose chase. Although she does not know the exact whereabouts of the Sorona, she knows that it is almost certainly not in that city.

The DM will note that after this encounter the PCs will not meet Ala and her minions again until the voyage to the magical isle of Narvendul.

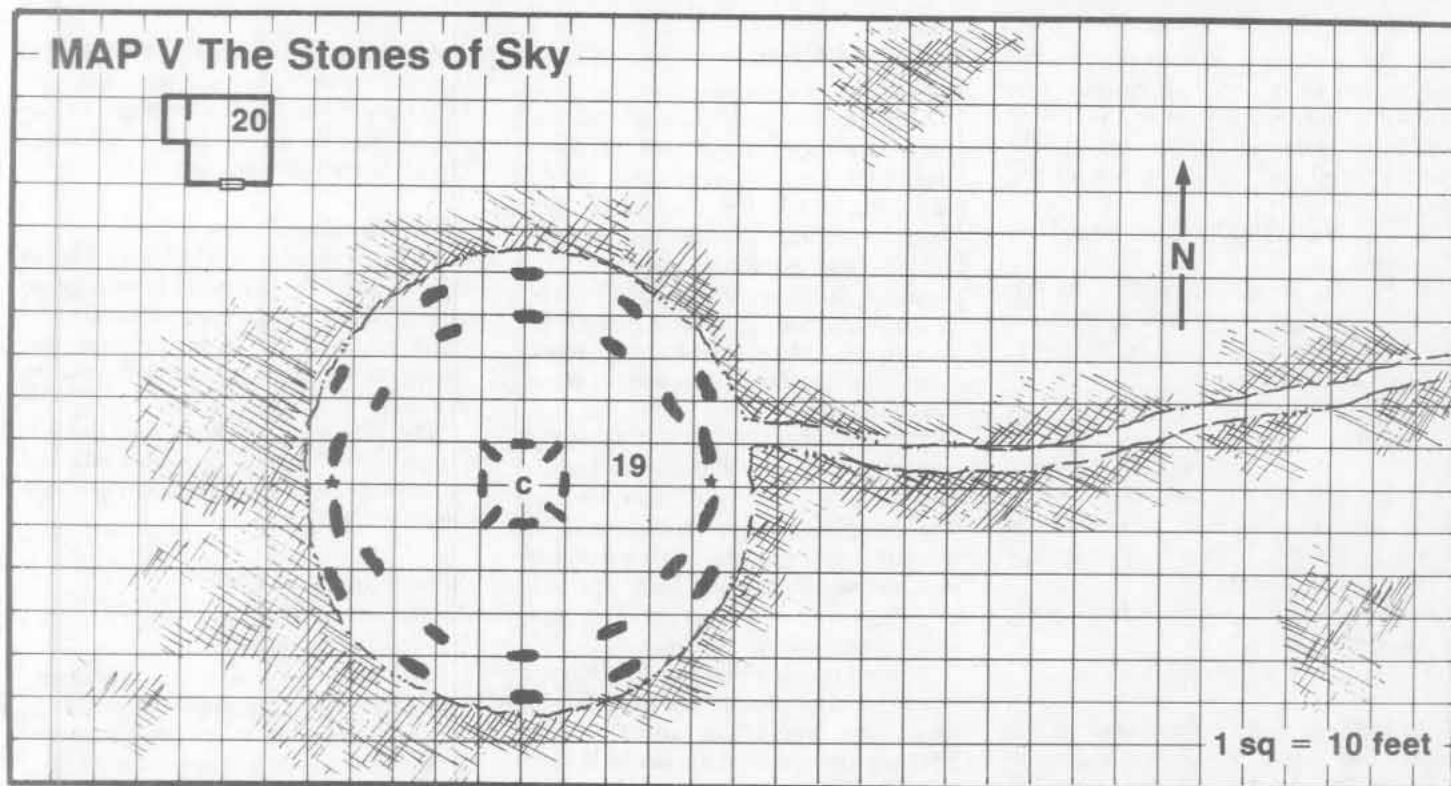
The Stones of Sky Encounter Setting

From the main road it is a nine-mile ride to the remote shrine of standing stones. Dating from the pre-history of Vestland, the stones loom up on the plain around the area like leviathans. This sacred Vestlandian shrine is guarded only by the keeper, Gregorian. The spirit of the gods is alive about the place—a condition that is more than sufficient to keep violators and mischief-makers away.

In this encounter the PCs will receive a vital clue as to the whereabouts of the Sorona. The DM is advised to become familiar with all the contingencies in this scenario in the interests of sustaining dramatic effect.

Read the following when the PCs arrive at the shrine.

Over a gentle rise on the dirt track the massive standing stones suddenly come into view. Arranged in a perfect series of circles, the massive rock titans loom up 30 to 40 feet above the flat ground all about the shrine. The stones are a marvel of engineering but more than this, the whole configuration is awe-inspiring in its majesty...in its timelessness and power.



19. The Vision (Sunrise)

Just as the sun rises, the two stones to either side of the east mark (*) will cast shadows that will fall on either side of the center circle of smaller stones (15 feet high, marked as "c"). On the ground the elongated shadows will appear as twin mountains in the foreground. The center circle area appears as a pool of water and the stones around it glow with the brightness of the sun.

This vision is a divine clue as to the whereabouts of the Sorona (i.e., in or on water, between two mountain peaks).

Read the following aloud at sunrise:

The air is cool about the stones and there is a pale gray stillness in the pre-light of dawn. The gaunt stones of the shrine stand waiting like eerie sentinels. They wait for the sun....

At last, in a breathless burst of light, the first rays of the sun streak across the land from the east, charioteering over the stones like divine

beams of power. After a few moments the stones to the east, on the outer circle, cast long shadows on either side of the smaller, center circle. Pointing to an apex, the shadows on the ground look like two looming mountains.

Suddenly, the ground within the center circle begins to shimmer like light dancing on water. Then the inner circle of stones begins to glow, as if somehow charged with the brightness of the sun itself. The overall effect of this image suggests a lake lying between two mountains.

A moment passes, and the effect is gone as the sun rises higher in the eastern sky.

Note: The DM can also run this vision at sunset. Remember to reverse the situation, with the sun sinking in the west and the west stones providing the shadows.

If the players are baffled by the vision, the DM can easily arrange for Gregorian

to provide an interpretation. The keeper of the stones has heard of the twin mountain peaks from passing pilgrims. The formation is called the Red Fangs. Gregorian (at Area 20) will happily point out the location to the PCs on the Players' Map II.

20. Gregorian's Hut

Note: Gregorian spends all his time indoors nowadays because he's recovering from a nasty bout of influenza. He will, however, receive visitors from his sick bed. From outside the building the adventurers will see chimney smoke rising.

Read the following as the PCs investigate the hut:

This small but comfortable stone hut is dominated by a rock fireplace in the middle of the east wall. A cheerful blaze crackles here and the room is quite warm. Against the north wall, a bearded man with long brown hair reclines in a small bed. The man nods

and smiles weakly as you enter. Warm fur covers are drawn up to the fellow's shaggy beard.

The rest of the hut is furnished with a small table, two chairs, a small oven, and three large chests against the walls. A smaller recession in the northwest corner appears to be a toilet facility.

The bed-ridden man is Gregorian, the keeper of the shrine. Although he is only 25 years old, he appears at least 10 years older because of the beard and the dark lines of sickness about his eyes. With his rustic, shabby appearance and drawn features, he looks nothing like a prince whatsoever. And although he speaks correct common tongue, he has the accent of a bumpkin. Gregorian will offer the following greeting to the PCs:

"G'day to you, friends. I am Gregorian, keeper of the Stones of Sky. I'm sorry that I can't give you a proper welcome but I've been bed-ridden these last few days with the grip. I've had to stay 'a bed for fear of pneumonia. But I can offer you some broth if yer 'a mind to take sup. It's there, hanging over the fire.

"But tell me, friends, why have you come to the ancient shrine? Somehow you don't have the look of pilgrims about you. Are you warriors, perhaps, come to receive blessings before battle? If you are noble in spirit and lawful by inclination, you shall receive them, you may be sure.

"And yet I deem by your eyes that you have another purpose. Will you tell me or keep your own council? If you just wish to meditate at the shrine, I suggest you do so either at sunrise or sunset, for at these times the stones come alive, so to speak. In any case, I bid you welcome..."

Gregorian's hut contains no valuable booty. The chests hold his tools, clothes, and paltry keepsakes. On the inside door, however, there is a collection box for the

donations of pilgrims. This trove currently holds 1 gp, 13 sp, 2 ep, and 77 cp. These contributions constitute Gregorian's sole means of support but they are sufficient for his simple needs.

Gregorian will assist the PCs in their attempt to understand the vision at Area 19. Overall, the adventurers should leave the shrine with a fairly clear notion of where the Sorona can be found. If the players take Gregorian into their confidence, Gregorian will be fascinated by their quest and completely supportive.

If the PCs wish to learn more about the Stones of Sky, the following narrative will be provided by the keeper.

Read the following as a supplementary monologue from Gregorian.

"Oh yes, the stones are almost as old as time. Their actual origins are unknown, although many hold that they were placed here by the gods themselves. Personally, I think they were made or placed by men, thousands of years ago. Maybe it was the elves..."

"Hundreds of years ago the first High King of Vestland, Gendar the Good, had a grand vision here. A warrior and a highly-born nobleman, Gendar received the blessing of the gods; especially Forsett. He was told to unite the land under his own benevolent high kingship. It is said that Gendar actually received the lost Sorona Crown as a manifestation of his mandate to govern. A gift from the gods, mind you.

"Actually, Gendar is buried beneath the stones at the center of the circle, if you're a mind to pay him homage.

"Since the time of the first High King there's always been a keeper of the stones. Old Kaden, my master, was the sixth and I am the seventh in the line. If you look, you'll see that all the keepers are buried outside the great circle. I expect I'll be lying there myself someday.

"Many seekers have tried to discover a pattern in the placement of the

stones. Aye, some have said that the movement of the stars can be plotted through the angles and attitudes of the stones. Frankly, I can't imagine why anyone would bother with such things, unless of course, they were elvish in nature. This shrine is not necessarily a place of substance, it's a place of spirit.

"Why, I recall the words of the great sage, Bensarian of Kevar, when he saw them for the first time. He said, 'The Standing Stones of Sky baffle idiots, trouble the unworthy, and inspire the virtuous. What more should one wish to know about them?' I have to say I agree.

"In any case, there they are, and you're welcome to try to fathom them as you will."

Encounter Conclusion

With reference to the Players' Map (Map II), the PCs should have a very good idea of their next move, the sojourn to the Red Fangs beyond the Vestland border. As noted, Gregorian will be happy to indicate the route via the border fort in the northern reaches of the realm.

Note: This is the last the PCs see of poor Gregorian (Tenitar) until they contrive to rescue him from Narvendul. Ala the Seawitch is poised and ready to kidnap the hapless shrinekeeper in the wake of the party's departure.

21. Border Patrol

Encounter Setting

This encounter is an open road affair, a meeting with a Vestlandian border patrol. The encounter takes place just before the PCs leave Vestland en route to the Heldann Freeholds.

After a long ride from the stone shrine you come at length to the border area of Vestland. To the west of the roadway, about 300 yards away, you see five horsemen approaching. Judging by their red and yellow tunics, they appear to be royal outriders.

This group consists of Rolf, the Captain of the patrol, and four troopers. They will intercept the party in keeping with their normal patrol duties. Their stats are listed below:

Rolf, Patrol Captain
(AC 2; F9; hp 80; #AT 1; D 2-9 sword; MV 120'/240' (mounted); Save F9; ML 9; AL N; St 16, In 14, Wi, 13, Dx 13, Co 15, Ch 13)

He wears plate armor and a helm and he carries a shield. Rolf has two daggers and a pouch with 3 gp, 15 sp, and 29 ep.

Vestlandian Outriders
(AC 4; F8 each; hp 76, 75, 70, 62; #AT 1; D 1-6 spears, 1-8 swords; MV 120'/240' (mounted) Save F5; ML 8; AL N) Each trooper wields a spear, a shield, and a sheathed longsword. Each has 1-10 sp and 1-20 cp.

One of the troopers, the chap with 70 hps, is an Ethengarian agent by the name of Olafson. This man has been using his position as a border guard to send and receive coded messages from the Khan of Ethengar. Currently he has a message for Vana Cullen in his right boot. The DM will provide a copy of this note if the fellow is accosted and searched:

NZ EFBS EVLE,

PVS FNNJTTBSJFT XJMM NFFU
XJUI ZPV CFGPSF UIF FOE PG UIF
NPOUI BU TFBGPSUI UPXFS.
UIF LIBO

The message translates as:

"My Dear Duke,

Our emissaries will meet with you before the end of the month at Seaforth Tower.

The Khan"

At the outset of the encounter, as the outriders converge, Rolf will hail the group as follows:

"Hold a moment, friends: I am Rolf, Captain of the Royal Outriders of Vestland. Why do you ride across the borderlands? What is your business? By the looks of you, I deem that you are heading north for the wild lands. Is it not so? Come, speak up and do not think yourselves roughly assailed. In these dark days we must challenge all wayfarers."

Rolf will be satisfied by any reasonable account of the group's purpose. He and his men are looking for Ethengarians, ironically enough, and he will soon perceive that the characters are not of this origin.

If the PCs mention the unfortunate trooper, Arlson, Rolf will become quite friendly, especially if the adventurers claim that they assisted the fellow and his comrade. He will then offer advice and information. For the first, he will warn the PCs to take great care if they are headed for the Freeholds. "Tis a wild and barbarous land," he will say. As for the second, Rolf will verify the general location of the twin volcanic mountains to the northwest, if he is asked. He will mention the Red Fangs by name.

Rolf is a loyal servant of the Royal Council, but he is also indebted to the Duke of Estine who has done much to improve the lot of these isolated soldiers of the border patrol. Rolf is under the mistaken impression that Vana Cullen is loyal to the council and the memory of the High King.

At the end of the encounter, the commander will wave the trooper Olafson off, and the outrider will move off to the east with haste. He has a mounted movement base of 180' so anyone with a speed of 240' may overtake the messenger before he reaches his destination of Seaforth Tower. Officially, Olafson is riding to the Duke to make a standard report on behalf of his commander.

Note: Rolf will be quite candid about where his trooper is going and why. If the players ask Rolf for a complete description of the Duke of Estine and Seaforth

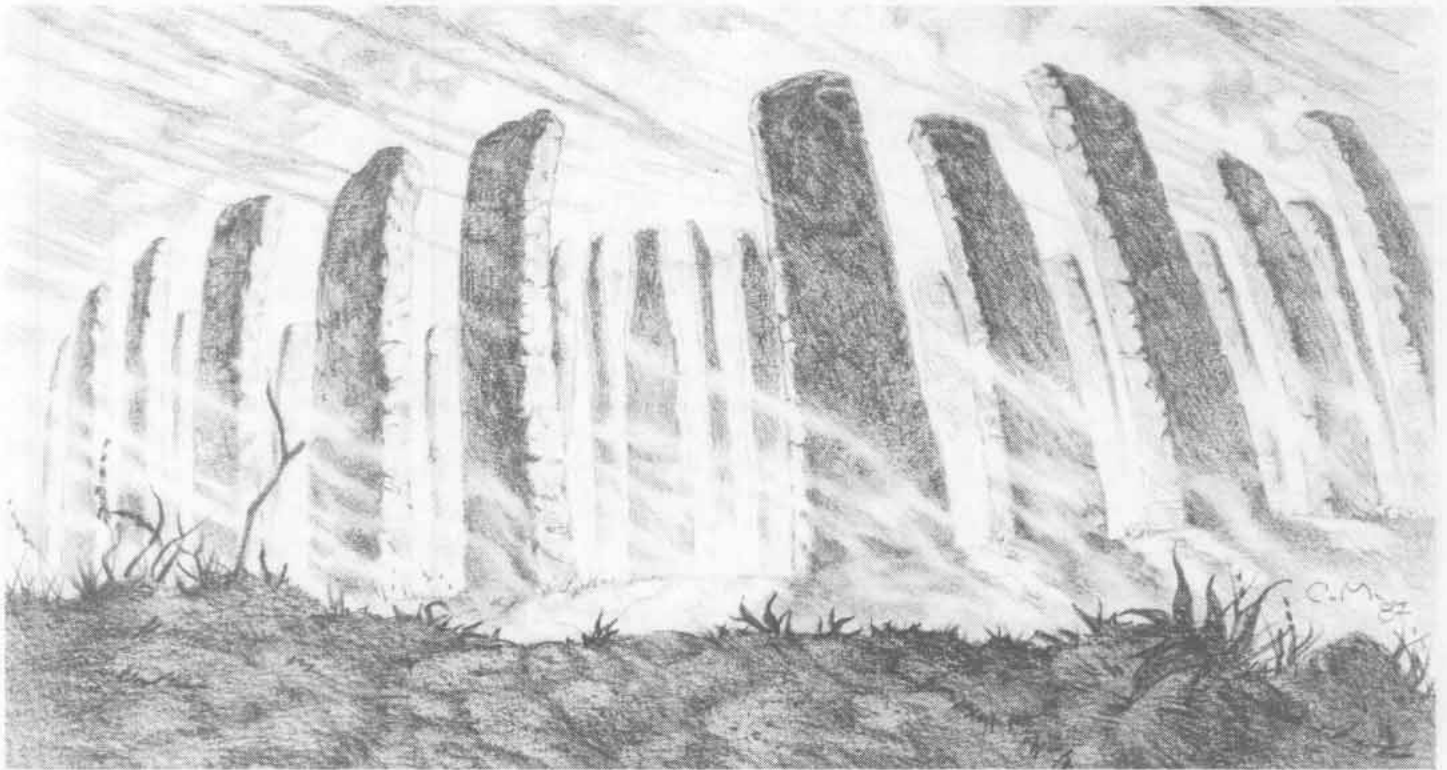
Tower, the captain will respond with as much as he knows. Namely, that the Duke is a good fellow and that Seaforth Tower is on the east coast. The DM should indicate the position to the PCs on their Players' Map.

If overtaken by the PCs, Olafson will say only that he is on official business. If pressed, he will admit as much as Captain Rolf explained to the group. Olafson will die before surrendering the secret coded message from the Khan.

Encounter Conclusion

This scenario provides two pieces of information to the players: verification of the Red Fangs and a clue about the disposition of the Duke of Estine (and the existence of Seaforth Tower). The DM will note that Rolf and his men will attack the party in Chapter III. By that time Vana Cullen will have persuaded the captain that the PCs are Ethengarian agents. The players may avert this action if they take the time to prove to the captain that Vana Cullen is the traitor. The Khan's message, taken from Olafson, will be proof enough.

Thereafter Rolf will be sympathetic to the cause but he will refrain from taking action against the Duke. He and his men are too busy with the border patrol to join an assault on Seaforth Tower.



Encounter Setting

Although the country to the northwest may appear an uncharted wasteland, the players should have a good idea of where they are heading. The Red Fangs are clearly indicated at the top left corner of the Players' Map. With no trade routes or beaten paths in this area, the adventurers will have to make their way overland, through the hilly country of the southern Freeholds. It is the better part of a three-day ride from the Vestlandian border fort to the eastern Fang. The DM will note that night travel is not feasible in this wild country.

For the two nights and three days of the journey, the DM will consult the random encounter table for Chapter Two at the back of the module. It is assumed that the following encounter occurs in the late afternoon as the party approaches the eastern foot of the Eastern Fang.

Encounter Key (See Map VI) 22. The Red Fangs

You have braved many perils during the course of this long ride through the hilly outlands known as the Heldann Freeholds. Your weary horses have carried you valiantly and now your destination is at hand. At the crest of a hill you see twin mountains rising up from the earth like titans. The first peak towers in the foreground; the second seems to hover on the horizon farther west. In the late afternoon sun the tops of these giants shimmer with a red glow, like two crimson fangs issuing from the maw of the earth.

From the vantage of this rise you can make out an unusual formation to the north of the mountain peaks. Those of you with keen sight are able to determine that there is a lake with a single island less than 20 miles away.

From the nearest mountain, immediately to the west, a stream flows in a northwest line toward this lake.

From this vantage it is about 16 miles to Lake Erid. The adventurers may proceed overland at their leisure. The Red Fangs themselves offer little beyond an excellent viewing point.

Lake Erid & Gyl Erid Isle and Castle Encounter Setting

Set in the midst of the remote lake, Gyl Erid castle is the dark dwelling of the priests of Gylgarid, a chaotic barbarian god of uncertain origin in the north. The dark inhabitants of the island castle never leave their fortress, for this isolation is a condition of their religion. Likewise, very few ever visit Erid Isle because even the warlike barbarians of the Freeholds fear the "priests of the rock," as they are known.

The land around Lake Erid is suffi-

ciently uneven to provide some cover as the party approaches. At night, however, the adventurers may investigate the area with impunity.

The lake itself is about four miles wide and five miles long. At no point is the island less than a mile from shore (see Map VI). The DM will read the following description as the PCs reach the southern shore, somewhere in the vicinity of the glacial stream.

23. Lake Erid

From the upper reaches of the eastern mountain, the cold waters of a stream enter this large lake at the south end. The waters of the lake itself appear cool and blue amidst the dark green of the rolling hills about. A light breeze blowing from the west creates faint ripples across the surface of the remote lake.

In the midst of the lake, somewhat to the north, there is a rocky island with the unmistakable walls and ramparts of a castle. Although it is difficult to judge the distance, the castle isle appears to be closer to the north shore of the lake.

The PCs have three ways of conveying themselves to the island. These methods and the attendant consequences are outlined as follows:

Boat

Hidden beneath a screen of branches and stones, about 50 feet to the north of the stream entry, there is a small rowboat that corresponds to the lifeboat classification (pg. 43 D&D® Expert rule book). The DM will delete the iron rations and sail/mast options. This boat has two oars and a rudder.

If the boat is used there is a base chance of 70% that the waterborne PCs attract the attention of a prehistoric creature that lives in the lake. This beast is a lochnar, a dinosaur-like entity of tremendous size (see the New Monsters section & Monster Chart). Although a vegetarian, the lochnar is very protective of its habitat, the whole lake. To this animal

the boat appears to be another creature. It attacks the boat by ramming it, and continuing to ram until the vessel is smashed to pieces.

The boat is AC 9 and has 20 hull points. At 0 hps or less the boat will disintegrate. Once the boat is smashed, the lochnar will break off its attack, ignoring the floundering people in the water. Note: Run this melee within a mile of the island.

The only effective way to turn this beast from its brutal attack is to use magical light. The following light-generating spells will intimidate the lochnar: *dancing lights*, *light*, *continual light*, *fireball*, *lightning bolt*, and *wall of fire*. The lochnar has a 50% resistance to these spells. If it fails to save, the creature turns away from the confrontation.

If the lochnar does not attack the boat (71% or more), the DM should give the players a scare by providing a sighting of the monster.

Note: It is storm season at this time of year and storms are common. Moreover, shepherd's lightning is not unusual at night. The priests of Gyl Erid will assume that any special effects out on the lake at night are caused by natural lightning flashes.

Swimming

The waters of Lake Erid are extremely cold, in the range of 38 degrees F, and exposure is quite dangerous. The accompanying table accounts for this hazard.

Hypothermia Table

Checks	Exposure	
	Time	Hypo Chance
1st	1-10 min	10%
2d	11-20 min	23%
3d	21-30 min	39%
4th	31-40 min	56%

For every 10 minutes of exposure to the water the DM will make one check using the chart above. Hypothermia is a certainty after 40 minutes. If this condition occurs, the player(s) will drown in 2-5 rounds unless aided by another using a lifeguard-style technique.

The shortest distance from the shore to the island is almost a mile and this re-

quires a strong swimmer to be in the water for 35 to 40 minutes. Ten minutes of swimming time allows a person to cover up to one-quarter of a mile. The weight and drag of weaponry and equipment has been figured into this equation.

Note: Make allowances for the use of magical heat sources (rings) or applicable speed factors (potions).

Other

If the PCs can get to the island without being in, or on, the water (e.g., flying, they will avoid these lake-bound hazards).

Gyl Erid Isle & Castle

There are three ways of gaining access to the castle on the island: through the main gate to the south; over the castle walls; or via the secret entry (Area 24) to the north of the island. At all times there are two ogre guards atop the castle parapets and one atop the round keep. There is always at least one guard at the main, south gatehouse day or night.

Humans are forbidden to reside at Gyl Erid unless they are clerics of Gylgarid. For this reason the Eridians employ 12 ogres as guard thralls and menial servants.

In total there are 19 clerics and the high priest, Axemines, in the Eridian ranks. All priests wear red robes bearing the token of a minotaur's head on the front. This gruesome image is the symbol of the barbarian god Gylgarid. In melee the Eridians fight fiercely, even to death, and never bargain for their lives when fighting on home turf (morale +10).

24. Secret Underwater Entry to Castle Keep

The water temperature around the north part of the island is higher than elsewhere (55 degrees F) due to the presence of hot springs below the island. The DM need not employ the hypothermia chart conditions if the adventurers are swimming in this area.

The following chart accounts for the conditions and opportunities to discover the underwater cave entry, five feet below the water line.



Cave Entrance Discovery Table *

Race/Class	Detect Chance (day/night)
Human	17%/15%
Dwarf	20%/18%
Elf	49%/24%
Thief	32%/18%

* The PCs must be actively looking in this area for something unusual on the shoreline or under the water. The table above will apply to boating or swimming.

The underwater tunnel to Area 25 is about five feet in width and height. Here and there along the tunnel there are air pockets trapped below the cave ceiling. These bubbles will allow the characters to take breathing breaks as they swim along underwater.

25. Well Hole Cavern

With your lungs fairly bursting in your chests, you rise to the surface in a large, cavernous area. Unlike the tunnel, the ceiling of the cave is about five feet above the water and the air is damp but relatively sweet. In the center of the cave ceiling there is a trap door made of wood. This round portal has diameter of about four feet.

The water is about 10 feet deep so the characters will have to suspend themselves by treading water. The wooden well hole cover simply lifts up, allowing access to Area 46. (See encounter 46 for further info.)

26. Small Boat Jetty

At the southern end of the island the rocky ground rises less sharply from the water. Here a small, shallow inlet with a grassy bank serves as a jetty. Two small boats lie upside down at this spot on either side of a pathway leading up to the castle gate.

Only this area of the island has anything approaching vegetation. The rest of the ground consists of jagged, dark

rock, rising steeply from the water about the isle. In daylight this approach or any other, apart from Area 24, is certain to attract the attention of the ogre guards atop the castle walls and keep. If the occupants become aware of the group's incursion all 12 ogres attempt to ambush the PCs at Area 27, or wherever a breaching of the castle is attempted. In the event of a wall-scaling, half the ogres will try to repel from the parapets and the rest will attack from outside the castle.

Note: Although the Eridians will be aware of the disturbance, they will leave the initial defense of Gyl Erid to the ogres. Currently the priests of Erid are paying attention to their monthly devotions.

The PCs are certain to enjoy more success at Gyl Erid if they make a night incursion. The ogre guards are not overly vigilant, especially at night.

27. Portcullis and Gateway

The path from the boat launch leads to an arch that appears to be the main entry to this fortification. The walls on either side of the gateway are about 25 feet high and the towers are about 35 feet tall. Beneath the entry arch directly ahead, a sturdy portcullis blocks the way to a 20-foot-long barbican with heavy doors at the end.

The portcullis may be breached according to the standard conditions for bending or lifting bars. Any such procedure, however, will certainly alert the ogre guard in Area 28. This fellow, if alerted, will mobilize all the ogres in 5-10 rounds (1d6 + 4). The ogres will then ambush the party in the courtyard beyond Area 27. In this event the gate guard will unlock the north door from Area 27, allowing the adventurers to walk all the more easily into a trap.

Otherwise, the heavy oak door at the north of the barbican will be locked from within by a sliding bolt. The door must sustain 100 points of structural damage before the bolt will break. Again, this will alert all the ogres. The use of *silence* spells will ensure the inattention of the guards.

28. East Guardhouse

This L-shaped chamber is dominated by a pit fire in the center over which hangs a boiling pot suspended from a spit. The walls of the room are festooned with weapon racks and sacks hanging from hooks. A large, filthy bed lies in the southern section.

If the ogre guard is present he will be leaning over the pot, stirring rancid wine with a hot poker. The fellow is brewing mulled wine for all the guards on this shift. In melee the ogre will use the iron poker as a weapon (D 1-8 + 2).

The weapon racks on the walls hold 10 pikes, 10 crude lances, 10 broad swords, and 10 heavy crossbows. A chest beneath the crossbow rack holds 150 heavy quarrels.

The sacks on the walls contain sundry meats in various states of decomposition. These ogre snacks give off a dreadful odor.

Beneath the ogre's bed is a leather sack with 11 gp, 57 sp, and a ruby worth 78 gp.

Note: On the west wall there are two peepholes affording a view of the barbican (Area 27).

29. West Guardhouse

The walls of this chamber are hung with weapon racks. A fire pit in the center is full of bones. A large bed, spread over by filthy rags, occupies the south section.

If the alarm has not sounded, one of the ogres will be asleep on the bed. This fellow has a huge club at his side (D 1-10 + 2). His treasure is in the large leather pouch at his waist: 47 gp, 13 sp, and 19 pp. He wears a huge gold bracelet worth 57 gp.

A careful inspection of the pile of bones in the pit will reveal a *ring of protection +1*, a lost item that once belonged to one of the unfortunates therein.

30. West Guardroom

Four large sleeping mats are on the floor of this filthy chamber. As many as 15 large clubs with spikes hang from the walls throughout.

If unalarmed, two ogres are sleeping in this chamber. Their treasures are on their bodies. Each has 1-20 gp, 1-12 sp and 1-6 pp.

31. Tower Room (lower)

A spiral staircase dominates the center of this chamber. As many as 20 pikes hang from the curved walls.

The spiral stairs lead up to the open landing in Area 57.

32. East Guardroom/Common Room

A long wooden table lies in the midst of this chamber. Crude benches sit on either side. Pots, pans, and sundry jars rest on a shelf along the north wall.

Again, if the ogres are not aroused, two of them will be gaming at the table with absurdly large dice. The table will be littered with 69 sp, 43 ep, and 179 cp. One of the ogres wears a gold medallion around his neck (worth 79 gp) and the other has a *dagger +1* in his belt. Each of them wields a large mace (D 3-10 + 2).

Beneath a dirty mattress by the east wall is a sack with 37 sp, 41 ep, and two emeralds with a total value of 121 gp. Beside the mattress, tucked against the wall, is a long strip of leather hide wrapped around a whip.

33. East Tower Room (lower)

A number of barrels and casks rest against the circular wall of this room. In the center a spiral staircase leads up.

The barrels hold water, cheap wine, and cheap ale. The four casks hold vinegar, mead, cheap brandy and excellent brandy.

The spiral stairs lead to the open landing of Area 58.

34. Open-Air Livestock Enclosure

Chickens, hogs, goats, and rabbits are penned in various sections of this enclosure.

35. Castle Hall

Note: The heavy oak door to this facility is locked with a keylock. On the outside of the door there is the image of a minotaur's head.

This large chamber is dominated by a massive table—seven feet wide and at least 30 feet long, lying north to south. Thirty wooden chairs surround the table. Those at the north and south appear larger than the others. Four elaborate candelabra, rendered in excellent silver work, rest upon the table.

In the northeast corner of the room there is a very large chest sitting upon a wooden stand. Lying slightly south of center, against the east wall, is a massive fireplace and mantle. Four huge logs are stacked in the grate, ready for burning.

This chamber is used by Axemines and his priests for ceremonial feasts held on special dates throughout the Eridian year. Occasionally the high priest holds a feast in honor of some visiting barbarian chieftain in this hall.

The door to the north is bolted from within. This place is off-limits to the ogres.

The locked chest in the northeast corner holds silver table settings for 30: goblets, bowls, plates, and cutlery with a total value of 1,578 sp.

A concealed chamber lies directly behind the fireplace. On the south side of the mantle there is a loose stone in the

masonry, about four feet from the floor. If the stone is pushed into the mantle a grinding sound will be heard from the wall about the fireplace. There is, however, another loose bit of masonry near the floor on the north side of the mantle. When removed, this stone reveals a small lever. Shifting this device on its housing will open the heavy metal firewall at the back of the unit. In this event the firewall (4' x 5') will quickly slide up, revealing the secret chamber beyond.

Note: The preceding must be done in proper sequence in order to open the secret portal. Unless the north lever is triggered within 30 seconds of the one to the south, the whole system will shut down. Nothing happens if the north lever is triggered first.

The Secret Room

The walls of this chamber are lined by a single shelf on three sides. Atop this shelf are all manner of figurines, statuettes, and various bowls and jars. Two large chests lie side by side in the middle of the floor.

This chamber is one of Axemines' treasure rooms and it contains substantial wealth collected through gifts and other offerings from various barbarians throughout the Freeholds. Many of the bowls on the shelf are rendered in gold (517 gp total value). Others are made of electrum (297 ep total value). The jars hold all manner of sweet oils, scents, and minerals which might fetch 400 gp in total, if sold in a lively market.

The first chest, the one to the north, holds 794 gp, 1,564 sp, and 912 ep. In addition, there is a leather sack holding two rubies worth 221 gp and 317 gp respectively. Here there is also a cache of pearls worth 800 gp.

The second chest to the south is securely locked with key device. Without the key (around Axemines's neck), the gas trap within the chest cannot be neutralized. As soon as the top is lifted, a deadly gas will pour into the chamber, filling it in one round. Anyone in the 10' x

10' chamber must save vs. breath weapon or die in 3-6 rounds unless drastic remedial measures are taken by a healing expert. Those who save will be overcome with nausea for 5-12 rounds (d8 + 4).

This chest holds 3,451 gp and a cache of four special starstones worth 2,223 gp, 1,789 gp, 793 gp, and 675 gp respectively.

In addition, the chest holds three magical items: a *lamp of long burning*, a *mace + 2*, and a small leather pouch with an earring within.

The *lamp of long burning* requires oil but never uses it up. Water destroys the unit, however. The earring allows the user to hear noises behind closed doors, even heartbeats. It will function three times a day.

36. Steward's Office

Note: All three doors to this chamber are locked from without, including the tower entry from Area 38. This is another out-of-bounds area for the ogre folk.

A large desk sits by the north wall. On either side of the desk, and on the east wall, there are cabinets, three total. The southwest corner is occupied by a standing suit of armor supported on a dais. There is a large trap door in the floor, just to the west of the south wall door.

This is the office of the castle steward, Krin, a cleric of Gylgarid whose main function is supervising the ogres and attending to matters of castle security. At this time Krin is not present because he is attending to devotional concerns in the castle keep.

The desk has one drawer filled with papers and loose parchment. In addition, there is small leather pouch filled with 3 gp, 17 sp, and 35 ep. One of the papers is a guard roster outlining the duties of 13 ogres. There are check marks beside 12 of the names and an "X" beside the 13th. This fellow has been caught stealing and is currently jailed in the dungeon in Area 40.

All three tall cabinets are locked. The

first contains 19 red robes with the minotaur token, 19 ceremonial maces with highly polished metal, and 19 detachable hood cowlings in a box. The second cabinet holds 10 suits of chain armor and 10 helms, each bearing the insignia of the minotaur's head. The third cabinet holds nine suits of armor and nine helms.

The suit of armor in the corner is a ceremonial plate outfit, delicately decorated in silver filigree. Although unsuitable for actual melee, the armor would fetch at least 500 gp.

The trap door in the floor opens to the spiral staircase leading down to Area 37.

37. Wine Cellar

This dark and damp chamber is full of large barrels and casks.

The barrels hold ale and the casks hold wine and brandy. All this drink is of very high quality. One of the casks is port and marked as such. This fine wine would fetch 100 gp.

38. Tower Room

A spiral staircase leads up from the center of this chamber.

Note: One of the duty ogre guards will be sleeping here if the creatures have not been mobilized. This chap has a silver chain around his neck (68 sp value) and 3 gp in his pouch. He wields a battle axe (D 1-8 + 2).

The stairs lead to the open landing in Area 54.

39. Ogan's Chamber

Note: Add Ogan to the room description only if the alarm has not been sounded.

This vile chamber has the appearance of a cave. A number of rotting animal skins hang from the walls and a large pit fire with an overarching spit dominates the southwest corner. Beside the

fire pit there is a large bed made of animal skins. In the northeast corner another pit exudes a terrible smell. Just to the east of the south wall door there is a trap door in the floor.

The northeast pit is a latrine and the atmosphere in this area is nauseating and rank. Ogan, the senior ogre of the troop, has been allowed to make his dwelling as cave-like as possible, in keeping with an ogre's natural habitat. His treasure chest is buried in the southeast corner of the earthen floor. This trove holds 78 gp, 378 sp, and two gold bracelets worth 209 gp and 156 gp respectively. This chest also contains a potion of healing and a *short sword + 1*.

If present, Ogan will be hunkered by the fire eating fish and drinking a large mug of mulled wine.

Ogan, the ogre chief

(AC 5; HD 4 + 1; hp 36; #AT 1; D 1-10 + 2 club; MV 90' (30'); Save F4; ML 10; AL C)

He wears a gold chain worth 60 gp and a platinum ankle brace worth 100 pp. He carries 21 gp, 57 sp, and 53 ep in a pouch at his waist.

40. Dungeon & Prison Cells

The south wall of this dungeon is dominated by a long torture rack and winch device. Stretched out on this grizzly machine is the huge form of an ogre. This large humanoid has evidently suffered in this prone posture, with his legs and arms firmly secured by ropes. Half a dozen small jail cells occupy the north section of the chamber.

The fellow on the rack is Grund, the 13th ogre on the guard roster from the desk in 36. Grund was apprehended in the act of stealing good wine from Area 37. Upon the orders of the castle steward, Krin, Grund must become six inches taller or die, whichever comes first. Ogan, the ogre chief, has been

given the job of torturing Grund but ogres are loathe to inflict injury on one another for the satisfaction of humans. Ogan has been going easy on Grund, especially the last day or so while the Eridians have been busy with their devotionals.

Grund has 2 hps left and he has grown three inches through the course of his treatment. He will plead with the PCs to release him and cure him. If they do so, he will give them an accurate description of the castle section (all levels) of Gyl Erid, but not the keep. Ogres never venture into the keep area. Moreover, Grund will offer to join the party and fight the Eridians if he is released. He will, however, refuse to fight other ogres. His current hatred of the barbarian priests is quite genuine and he will indeed fight them to the death. At the end of this island episode Grund will happily bid the PCs farewell if they allow him to become master of Gyl Erid. He will not follow the party off the island, however.

Note: Grund knows the names and roles of the high priests, Axemines and the steward, Krin. He will relate this to the party. He does not know about the secret room in Area 35.

Grund, the willing ogre

(AC 5; HD 4 + 1; hps 31 (currently 2); #AT 1; D 1-10 + 2* club; MV 90' (30'); Save F4; ML 10; AL C(N))

Because of his permanent injury, Grund will not have a +2 to hit bonus unless he is treated by a special restorative spell (e.g., *cure serious wounds*, *wish*, etc.)

41. Tower Chamber (lower)

A spiral staircase leads up from the center to this chamber. The air in this round room is heavy with the smell of rotting meat.

A number of putrid meat slabs and different varieties of fowl hang from hooks on the walls in the chamber. This rank pantry is Ogan's personal larder.

42. Entry Hall to Keep

From the castle courtyard you have entered a long corridor. Thirty feet down the passage there is a sturdy-looking portcullis blocking the way. Beyond the grate the corridor extends at least another 25 feet where it ends in a door.

The portcullis has been charged with a special *lightning bolt* spell. Anyone touching the iron bars will receive 28 hit points of electrical damage; save vs. spell for half the damage. The portcullis must be raised mechanically, in keeping with its normal function, from the north end of the hall. A winch device on the west wall, beside the north door, performs this function. This magical trap has been designed by the Eridians to keep the ogres at bay.

Those clerics (Eridians) who wish to return from the castle to the keep simply utter the magical password, "Dire," which is "Erid" in reverse. This utterance will activate the winch and raise the portcullis automatically.

The north door entry to the keep is unlocked and the PCs may proceed at their leisure once they've found a way to deal with the portcullis.

43. Krin's Chamber

Note: Krin, the steward, and two other priests are currently in this chamber.

This oddly shaped room appears to be a bedchamber. A large bed lies against the north wall, while a fireplace and sitting area dominate the east portion. Three men in yellow and red robes stand before the fire talking to one another in low tones. They seem startled by your intrusion.

Krin (the Bearded priest)
(AC 5; C8; hp 59; #AT 1 staff or spell; D 2-7 & special (staff); MV 90'; Save C8; ML 10; AL C; St 11, In 14, Wi 17, Dx 17, Co 9, Ch 12)

Spells:

Level 1: cure light wounds*, light*, remove fear*

Level 2: bless*, hold person, silence 15' radius

Level 3: remove curse*, speak with the dead

Level 4: dispel magic

Krin is wearing no armor but his excellent dexterity and a *ring of protection* +2 afford him a good armor class. The ring is a chaotic item and will only function for chaotics.

Krin's only weapon is a *staff of harming* with 18 charges. Krin will make use of a touching attach (D 2-7) for one charge, or a cause blindness attack for two charges.

The other two are Krin's assistants:

1st Assistant Cleric

(AC 8; C7; hp 50; #AT 1 or spell; D 3-8 flail +1; MV 120'; Save C7; ML 9; AL C; St 15, In 11, Wi 14, Dx 16, Co 13, Ch 16)

Spells:

Level 1: light*, remove fear*, resist cold

Level 2: hold person, resist fire

Level 3: cure disease*, striking

This fellow is without armor but he will use his flail in spirited melee. He wears a minotaur's head medallion around his neck (50 gp) on a silver chain (30 sp).

2d Assistant Cleric

(AC 4; C6; hp 42; #AT 1 or spell; D 2-7 flail; MV 120'; Save C6; ML 8; AL C; St 16, In 14, Wi 14, Dx 16, Co 12, Ch 11)

Spells:

Level 1: detect magic, protection from good

Level 2: hold person, snake charm

Level 3: continual light*

This cleric wears chain armor beneath his tunic and robe. He has a ring bearing the effigy of a minotaur's head, with two tiny diamonds for eyes (350 gp value).

These three will fight to the death in this encounter unless Krin dies first.

Then the second assistant will attempt to flee to the upper level for help.

Krin's locked treasure chest lies in the northwest corner of the room, at the side of his bed. This trove contains 218 gp, 100 pp, and 179 ep. A *mace +1* lies at the bottom of the chest, wrapped in an oiled cloth.

On the mantle above the fire is a statuette of a minotaur rendered in fine porcelain. Actually this is a flask and the head is a removable stopper. The flask is full of poisoned port wine. Anyone who drinks of this must save vs. poison at -2 or die within 1-4 rounds. The poison is particularly nasty.

44. Clerics' Quarters

There are 10 small beds crammed into this unusually shaped chamber. A footlocker lies beside each.

None of the clerics are present at this time because they're all attending to duties. All the footlockers are locked but the following will be found in each: clothes, personal items, and 1-6 gp and 1-20 sp.

45. Kitchen

Three young men in white smocks are busily preparing food in this kitchen area. A large oven against the north wall seems to be working full blast as the workers scurry to keep up with the cooking chores.

The three workers are acolyte clerics who have begun their service in this menial capacity. They all conform to the following stats:

(AC 9; C1; hp 8, 7, 6; #AT 1; D 2-7 flail, or 1-4 dough roller; MV 120'; Save C1; ML 8; AL C)

One of these fellows has a flail—the other two have dough rollers. The flail bearer has a gold bracelet on his right wrist, a piece that bears the bull-head token.

46. Storage and Water Drawing Chamber

The walls of this chamber are lined with sacks, barrels, and casks of various sizes. Two large buckets, each with ropes, lie adjacent to a wooden trap door in the floor, in the southwest corner.

The barrels nearest the trap door hold fresh lake water. The other barrels and casks contain salted meats, iron rations, salt, and other foodstuffs. The sacks house grain and flour.

Note: The trap door opens to reveal the well cave, Area 25, below.

47. Mess Chamber

This circular chamber is dominated by a massive round table in the center. Nineteen small chairs surround the table and another, much larger chair faces west from its position on the east side.

A large statuette of a humanoid with a bull's head stands in the center of the table. This effigy stands about three feet high.

On the floor near the southwest portion of the wall there is a trap door.

The statue is made of stone, colored over by oil paint. The trap door is locked with a padlock device. This portal leads to a stone staircase and room 48.

48. Crypt Antechamber

The stone staircase leads steeply downward to a cold, cavernous chamber with roughly hewn walls. In the middle of the north wall there are double bronze doors, bolted and locked with a chain and padlock. On either side of the doors there are statues of large humanoids, each with a bull's head. Above the bronze valves there is writing; the letters are etched into the stonework.

The script above the doors reads as follows: "Death to those who would disturb the sleep of Gylgarid's Servants."

The minotaur effigies on either side of the door are magical statues that function as enchanted guardians of the crypt. As statues, they appear to be made of alabaster but as soon as they are touched, or if anyone should touch the bronze doors, then the statues will animate unless the accompanying phrase, "rest in fury," is uttered. This magical incantation neutralizes these golem-like guardians. Otherwise, the statues transform into real minotaurs and fight to the death. They do not, however, leave the chamber. After five rounds they return to statue form provided the chamber is unoccupied. In statue form the minotaurs are virtually unassailable, but they may be slain as normal creatures once animated.

Enchanted Minotaurs (animated)

(AC 6; HD 6; hp 48 each; #AT 1 (2); D 1-10 +2 spiked club, or 1-6/1-6 gore/bite; MV 120'; Save F6; MC 12; AL C)

If the minotaurs are destroyed they crumble to shards of alabaster. If they are returned to statue form before their destruction, they may later reanimate with all their hit points (48 each) restored.

49. The Crypt

A waft of stale air escapes from the chamber beyond as the heavy bronze door opens on creaking hinges. The atmosphere in the chamber ahead is heavy and oppressive. Each of you is taken by a feeling of dread as your vision penetrates the gloomy shadows.

In this large cavernous chamber you see 10 stone sarcophagi; five against each of the east and west walls. The four stone coffins nearest the door have open lids. The others are sealed.

In the middle of the north wall there is an alcove. Some kind of figure, perhaps an effigy, reclines in a large, throne-like chair rendered in stone. As you move closer and your eyes adjust to the darkness, you see that the

figure looks like a warrior. The plate armor has rusted to a mottled brown hue. The hands and bowed head of the warrior are resting on the hilt of a rusted long sword that stands point-down before the figure.

These are the enchanted earthly remains of King Maramet himself, the last High King of Vestland. Sadly, the King's body has been charged by the power of Gylgarid, through the high priest, Axemines. The once-noble monarch now serves as an enchanted, undead horror, similar to a zombie but with the attendant powers of a revenant.

Once the PCs are well into the chamber, Maramet animates from his pose and advances with his rusted long sword in hand. In this unusual undead state he attacks the party until he has been destroyed.

Maramet, the Undead King

(AC 2; HD 10; hps 78; #AT 1; D 3-10 sword; MV 120'; Save F10; ML 12; AL N) There are no ability stats for the entity because it has no personality as such.

With each hit, the PC victim must save vs. poison or suffer ensuing blood poisoning from the king's rusted weapon. Cauterizing the wound within 20 rounds will forestall this condition. Otherwise, a player character will die within two days unless a cleric administers a cure poison remedy.

In melee the warrior entity can not be turned by a cleric of less than 10 experience levels, and only then the thing is turned as a revenant. In this instance Maramet will get a save vs. spell.

Within five rounds of a confrontation, the warrior entity will be aided by three spectres. If the spectres are turned or slain, then two wraiths will rise up from the sarcophagi nearest the north wall. They will enter the fray if two or more spectres are turned or slain.

Once the warrior king entity is slain, the PCs will see that the thing is heavily decomposed body encased in the mottled plate armor. After falling, the king will

be at peace and his pathetic remains will stir no more in the service of evil and chaos.

This place is a tomb for the past and future high priests of Gylgarid. The closed sarcophagi hold the remains of six former priests of the high order. The open coffins await Axemines and his heirs.

In the melee the five undead spirits issued from their resting places; three from the west side and two from the east. These correspond to five of the undead priests. The sixth did not rise up in death because his body still bears a wondrous *ring of life protection* with six charges remaining. This priest lies in the sarcophagus furthest south on the east side of the chamber. Even in death this ring has afforded the cleric's spirit (and body) immunity from Gylgarid's dark summons. Furthermore, the body of this priest is in excellent condition. If the PCs open his stone coffin they will see a ring on his right hand glowing faintly. If worn by any living creature this wonder will enable the character to withstand up to six levels of energy drain from undead attack. Thereafter, the ring will become a *ring of protection +1* if it is not destroyed in the process of assimilating more than six charges on a one-round attack.

The stone coffin in the northwest corner contains a cache of jewels at the body's feet worth 2,897 gp.

The corpse in the northeast coffin bears a brightly glowing ring on the right hand. It has the look of a *ring of protection +2* or perhaps *+3*. In reality, it is a cursed ring of sorts insofar as it will change the alignment of a neutral or lawful character to chaotic as soon as it is worn (no saving throw). The ring may be removed by a *wish* spell or removal of the finger.

Note: The victim will not want the ring removed because he will enjoy his new alignment with its self-indulgent polarity. The DM should instruct the transformed character in the ways of this new orientation.

The northernmost portion of the chamber forms an alcove behind the throne. Here there is an effigy of a mino-

taur standing about four feet high and rendered in stone. The hands of the statue hold a lead-encased box (12" x 12" x 5"). The Sorona Crown lies inside this case, which is sealed in lead cane (putty). If the box is touched in any way two green eyes will suddenly appear in the bull's head. These eyes will shine with an eerie green light and the characters will most certainly feel that the gaze of the god, Gylgarid, is upon them. Nothing will happen in this situation but the DM should try to give the PCs a scare.

The lead box may be pried open with a dagger or thieves' tools. Once open, a tremendously bright light will emanate from the box. The glow will be the same intensity as a *continual light* spell. As the crown is touched, though, the glow will abate considerably and the PCs will see the exquisite beauty of the Sorona.

A perfect oval crafted in gold, the circlet is studded all around by fingernail-size rubies. At the forehead, the crown is dominated by a red stargem the size of a walnut.

The precious metal and gem value of this item is 15,000 gp alone: The collector-item value is nearer 30,000 gp. The Sorona, however, is beyond valuation because of its magical properties which the DM should study (see the Appendix for new magical items). The initial functions of the Sorona are discussed at the end of this island encounter.

Note: Axemines has sealed the crown in this fashion because the light from the circlet is intolerable. It has been enough for the Eridians to possess the artifact, they wouldn't dream of displaying it in all its lawful glory.

50. Clerics' Quarters

Eight small beds, each with a footlocker, occupy most of the space in this chamber.

See Area 44 for chamber description.

51. Shrine Antechamber

Two men in red robes with yellow trim are kneeling in front of the north wall where a small effigy of a humanoid with a bull's head is set into a wall recess. Judging from the strange sounds, the pair seems to be chanting.

The east wall of the chamber is lined by a long padded bench. A stone font rests in the northwest corner atop a dais.

These two are Eridian adepts who are not yet allowed to participate in the rituals that take place in Area 52. They will fight the party to the death.

Cleric, adept

(AC 9; C2; hp 14; #AT 1 or spell; D 2-7 flail; MV 120'; Save C2; ML 9; AL C; St 10, In 11, Wi 15, Dx 16, Co 12, Ch 10)

This chap has a minotaur medallion around his neck (29 sp). He uses the Level 1 spell *cure light wounds**

Cleric, adept

(AC 10; C2; hp 9; #AT 1 or spell; D 2-7 flail; MV 90'; Save C2; ML 6; AL C; St 9, In 10, Wi 13, Dx 10, Co 14, Ch 15)

This fellow has 1 gp in his tunic pocket. He uses the Level 1 spell *light**

The font holds unholy water. The minotaur effigy on the north wall is worth 147 gp due to the value of the emerald eyes.

52. Gylgarid's Shrine Room (Axemines's Ambush)

Note: Fully aware of the party's intrusion, Axemines has laid a trap to destroy the interlopers. Apart from the high priest himself, there are 11 Eridian clerics left on his roster and all these priests are invisible in Area 52. Here in Gylgarid's seat of temporal power, Axemines has received the magic to bestow invisibility on his brethren. As the PCs enter the chamber they will be assailed in a surprise attack. (See diagram for the Eridian positions.)

Read the following to the players, bearing in mind that the Eridians cannot be seen.

The center of this circular chamber is dominated by a large statue of a humanoid with a bull's head. The outstretched arms of the effigy appear to be cradling a stone font filled with water. All around the statue there is a stair-stepped dais with cushions for worshipers to kneel.

The west wall of the room is dominated by a large stone slab discolored by large brown stains. A glowing dagger lies atop the stone.

The walls of the chamber are festooned with pictures of a great humanoid with a bull's head. These scenes show the creature reveling in victory after victory as it wreaks havoc in the dominions of men.

Once the characters are well into the room the Eridians will attack, each of them striking with surprise unless the PCs can detect invisible. In this scenario the DM will add +4 to their hit rolls and an additional +3 to their damage rolls.

For easier staging the following roster is provided, detailing in an abbreviated fashion what the clerics can or might do in this melee. The Eridians are listed from number 1 to 11, beginning on the west side and moving counter-clockwise to the east. Their fighting sequence will involve a hit, spell, hit, spell, etc.

#1 Cleric

(AC 7; C6; hps 40; #AT 1 or spell; D 2-7 flail; MV 120'; Save C6; ML 9; AL C)

Spells: cause light wounds, blindness

#2 Cleric

(AC 3; C4; hps 26; #AT 1 or spell; D 2-7 flail; MV 90'; Save C4; ML 10; AL C)

Spells: cause light wounds, curse*

#3 Cleric

(AC 6; C7; hps 49; #AT 1 or spell; D 2-7 mace +1; MV 120'; Save C7; ML

10; AL C)

Spells: cause light wounds*, cause fear*, hold person

#4 Cleric

(AC 4; C5; hps 30; #AT 1 or spell; D 1-6 mace; MV 120'; Save C5; ML 8; AL C)

Spells: cause light wounds*, hold person

#5 Cleric

(AC 3; C6; hps 42; #AT 1 or spell; D 2-7 flail; MV 90'; Save C6; ML 9; AL C)

Spells: protection from good, snake charm

#6 Cleric

(AC 5; C3; hps 19; #AT 1 or spell; D 1-4 unlit torch; MV 120'; Save C3; ML 10; AL C)

Spells: cause light wounds

#7 Cleric

(AC 1; C7; hps 50; #AT 1 or spell; D 3-8 flail +1; MV 120'; Save C7; ML 10; AL C)

Spells: protection from good, hold person, striking

#8 Cleric

(AC 3; C5; hps 37; #AT 1 or spell; D 1-10 polearm; MV 90'; Save C5; ML 9; AL C)

Spells: cause fear*, curse*

#9 Cleric

(AC 2; C6; hps 40; #AT 1 or spell; D 1-10 polearm; MV 120'; Save C6; ML 10; AL C)

Spells: hold person, curse*, cause disease

#10 Cleric

(AC 3; C4; hps 28; #AT 1 or spell; D 2-7 flail; MV 90'; Save C4; ML 9; AL C)

Spells: hold person

#11 Cleric

(AC 4; C6; hps 39; #AT 1 or spell; D 1-4 club; MV 120'; Save C6; ML 9; AL C)

Spells: hold person, snake charm, cause blindness

Each of these fellows wears a minotaur medallion worth 20 sp and each will carry between 1-10 gp and 1-20 sp.

If things are going badly for the Eridians, Axemines will enter invisibly from Area 53. His purpose will be to *inflict serious wounds** on the senior cleric in the party.

Axemines, high priest of Gylgarid (AC 0; C10; hps 71; #AT 1 or spell; D 3-9 flail +2; MV 120'; Save C10; ML 12; AL C; St 15; In 14, Wi 18, Dx 17, Co 16, Ch 13)

Spells

Level 1: cure light wounds*, light*, protection from good*, cause fear*

Level 2: bless*, hold person, know alignment, silence 15' radius

Level 3: cause blindness*, continual light*, remove curse*

Level 4: cause serious wounds*, dispel magic

Level 5: finger of death*

After the initial attack Axemines will employ *finger of death** against the first attacker who would dare to assail him.

Axemines wears plate armor beneath his robes and he uses a *ring of protection +1*. He wears a platinum medallion of Gylgarid around his neck (worth 100 pp) and he has 1-20 pp in his belt pouch.

The water in the statue's font is unholy. The glowing dagger on the stone slab is a cursed item that may only be wielded by the high priest himself. All others will suffer a withered hand if they touch the thing. Save vs. spell to avoid the result. Only a wish procedure may restore the hand of the victim. Otherwise, the character must face life as a one-handed individual. *Remove curse* at 7th level or higher will also restore the hand.

The Secret Treasure Room

Beneath the font, which is in the hands of the minotaur statue, there is a concealed lever. Pushing this device toward the statue causes a secret portal to open in the northeast wall. There are four statues in this chamber, all on pedestals.

They are about two feet high and are made of gold (2,000 gp), silver (2,000 sp), electrum (2,000 ep), and platinum (2,000 pp). Each is rendered in the likeness of Gylgarid, the minotaur.

In the center of the chamber there is a chest. This locked trove holds 4,498 gp, 7,987 sp, 3,765 ep, and 545 pp.

53. Axemines's Chamber

A large four-poster bed rests against the north wall. The south section is occupied by a comfortable lounge area with two well-padded chairs, a low table, and a small fireplace set in the middle of the wall. The east wall has a desk with tall cabinets on either side. Oil lamps are evident on the desk, atop the mantle, and on a small night table beside the bed.

Atop the desk there is a quill pen. This item is a *quill of copying* (See pg. 54, D&D® Dungeon Masters Companion Book Two).

In the locked drawer of the desk there is a *potion of extra healing* and keys to both cabinets beside the desk. The key to the desk drawer is underneath the oil lamp beside the bed.

The north cabinet holds seven different robe and tunic sets, all red in hue and bearing the minotaur's head insignia. Footlockers at the bottom of this cabinet hold all manner of things: boots, sandals, leggings, breeches, toiletries, etc.

The south cabinet contains a suit of plate armor, two maces, a *flail +1*, and two helms bearing the bull-head token.

At the back of this cabinet, behind a small concealed panel, there is a secret recess with a small chest. This trove contains a *cure disease* scroll (clerical), a *cure blindness* scroll (clerical), and a *potion of extra healing*.

On the mantle above the fireplace there is a small, black book with the bull-head token on the cover. This tome is Axemines's diary.

A number of entries discuss commonplace things at Gyl Erid, notably Krin's concerns about low ogre morale at the

castle. One singular entry, however, is dated about five years ago and reads as follows:

"...the body came to us still frozen from the glacial stream that flows from the red mountain to the east. We rejoiced, for Gylgarid had delivered a king and his crown to us. What a unique prize for we who have been so faithful. It has come to me that this king shall be a grand guardian for the crypt. And there also will his brilliant crown lie for eternity, buried in the depths of this sacred isle."

Note: At this level there is no access to the parapets above the keep. The only access to the keep turret is via the catwalk from the castle wall, between Areas 55 and 54. One ogre is patrolling atop the keep.

54. & 55. Tower Rooms, Upper

(Read the following for both chambers.)

This round tower chamber has a set of spiral stairs leading to a trap door in the ceiling. A large barrel rests against the north wall, just beside the stairs. Around the barrel are half a dozen clay mugs hanging from hooks. At least a dozen large pikes hang from hooks on the walls.

56. Tower Guardroom, West

Note: In total, there are four ogres on the castle and keep parapets: two on duty for two hours and two off duty in this chamber. If there is no mobilization, the two ogres in this chamber will be outrageously drunk. The following describes just such a situation:

In the southwest corner a warm fire burns brightly in a brazier. A set of spiral stairs in the northwest corner leads to a trap door in the ceiling above. At a table in the center of the room two large humanoids are drinking from huge flagons. The smell of spices is in the air.

The ogres are rip-roaring drunk and will suffer -2 on all their to hit rolls. The

smell is caused by the mulled, rancid wine in their flagons (courtesy of their chum in Area 28). Both these buffoons wield clubs. One of them has a shrunken head tied to his belt. A delightful gold ear clasp with a diamond still clings to the shriveled head (121 gp value). The other chap has 13 sp in his pouch, along with a rotting human hand.

57. & 58. Tower Rooms, Upper

(Read the following for both chambers.)

This chamber is dominated by a spiral staircase leading to a trap door in the ceiling. A small brazier stands near the south wall and a number of animal skins hang from the walls. A heavy bearskin beside the brazier appears to serve as a sleeping place.

There are 1-20 sp and 2-40 cp stashed beneath each of these beds. Each brazier is loaded with poor quality coal.

59. Tower Guardroom, East

If there is no general alarm, the patrolling ogre will be warming his hands at the brazier in this chamber. In this case read the following:

A set of spiral stairs leads up to a trap door in the northeast corner. A warm brazier glows brightly in the southeast corner. Beside it, a large humanoid stands warming his hands at the fire. A large club hangs at this fellow's side and his spear leans against the wall beside him. Just beside the south door there is a pile of bulky fur.

This ogre is aggressive and will be outraged that anyone could possibly breach the castle while he is on duty. He will attack with a fury! He carries 1-10 gp, 1-20 sp, and 5 cp in his pouch. He can fight with either spear or club.

The ball of fur in the corner, by the door, is a bedroll. Unravelling it will reveal a pouch with 13 sp, 12 sp, and 156 cp.

Note: Prolonged melee on the walls of

the castle—six rounds or more—will certainly attract the ogre from atop the keep.

The stats for ogres are listed in the back of this module but the short table below offers the DM a convenient breakdown of the guard roster:

# of Ogres	hps	Weapon	Area
1	33	poker (d8 + 2)	28
1	31	club	29
2	32,30	clubs	30
2	35,29	maces	32
1	33	axe	38
1	36	club	39
1	31,2	nil (special)	40
2	34,32	clubs	56
1	36	club, spear	59
1	35	club, spear	Parapet

These locations apply only if the ogres have not been alerted and mobilized. Otherwise, these fellows will be conducting a castle-wide search for the party as outlined at the beginning of this section. If the PCs have eluded the initial ogre search, then two groups of three will search for the party within the confines of the castle only, not the keep. The ogres on the parapets and at the main south gatehouse will not leave their positions for this search. In this situation, one of the wandering ogre groups will find the PCs on a roll of 1-3 on 1d8 (roll every 10 rounds).

Notes on the Sorona/ Encounter Conclusion

As the DM will note from the Appendix section of the module, the Sorona Crown can provide crucial information to any lawful character who takes possession of it. Once per day the crown will provide a clue concerning the condition and welfare of the true heir to the kingdom. The lawful character must be wearing the crown and then think of a question. The crown will answer directly in a telepathic manner.

In all likelihood the crown-bearer will ask about the identity of Tenitar, the lawful heir. In response to any such question the Sorona will respond as follows:

"Forth to the sea, there stands a tower,
And here the Heir is held in chains,
Ride forth in this perilous hour,
Before the lord of chaos reigns."

This first clue is a rather direct reference to Seaforth Tower, where the heir has been taken by Ala the Seawitch en route to Narvendul, her magical island to the east. At this moment Tenitar/Gregorian has been abducted from Sky and is now in the clutches of Vana Cullen and his minions.

Should the PCs elect to return to the Stones of Sky, rather than riding directly to Seaforth Tower, they will find that Gregorian has disappeared. A careful search of his hut, however, will reveal the word, "Gypsies," scrawled on the floor, just at the foot of the shrinekeeper's bed.

As noted, the Sorona will only answer questions or offer clues once per day. Because the mystical circlet has its priorities, it will not necessarily answer questions. Accordingly, the second response of the crown (the following day) will be as follows:

"The Heir has a common touch,
A gentle soul who lives alone,
He asks for little and gives so much,
Beneath the sky, beside the stone."

This reference should, without doubt, identify Gregorian, the keeper of the stones, as Tenitar, the lawful heir of Vestland.

Although the PCs do not know that the heir is already en route to Narvendul, they will have sufficient reason and incentive to look for him at Seaforth Tower. If the players are still in some kind of quandry about their next destination, the initial scenarios of Chapter Three will most certainly enlighten them. For in this, the third part of the quest, the PCs must unveil the treason of Vana Cullen, the chaotic Duke of Estine.

From Gyl Erid it is a three-day return ride to Vestland and the ensuing encounter (60).

Pre-Rolled Characters

The characters herein first appeared in the adventure module X11, *Saga of the Shadow Lord*. These same characters have now attained two extra levels of experience. If the DM and players are not familiar with these individuals, prepare to meet them now. Otherwise, the DM should ignore this section, for the players in the party know full well the history of these characters and their epic struggle against the Shadow Lord of Denagoth and Essuria.

Note: Those familiar with X11 will see that the characters listed are not equipped with many of the weaponry and magic available in that scenario. This has been done in the interest of maintaining proper balance. In other words, players in this adventure are left to earn what they ultimately deserve.

Allonrik (8th level fighter)

Str 16 **Int** 13 **Wis** 14 **Dex** 14 **Con** 15
Cha 11 **THACO** 15 **AC** -1 **hp** 65 **AL** L

Equipment: *sword +2, dagger +1, spear +1, plate mail +1, large shield +1, ring of protection +1, potion of extra healing, 3,546 gp.*



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Miridor (8th level elf)

Str 14 **Int** 15 **Wis** 14 **Dex** 16 **Con** 14
Cha 16 **THACO** 15 **AC** 0 **hp** 50 **AL** L

Equipment: *sword +2, long bow +1, 20 arrows +1, chain mail +1, ring of protection +1, shield, lance +1, elven boots, 4,576 gp.*



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Kavien (9th level thief)

Str 13 **Int** 14 **Wis** 12 **Dex** 17 **Con** 15
Cha 15 **THACO** 15 **AC** 2 **hp** 40 **AL** N

Equipment: *sword +1, daggers (+2, +1), leather armor +1, ring of protection +2, ring of invisibility, potion of levitation, 4,679 gp.*



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Renia (9th level fighter)

Str 17 **Int** 12 **Wis** 13 **Dex** 12 **Con** 16
Cha 14 **THACO** 15 **AC** 0 **hps** 74 **AL** N

Equipment: *two-handed sword +1, long sword +1, spear +1, axe +1, plate mail, shield +1, rope of climbing, scarab of protection, 4,297 gp.*



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Background: Miridor Feadiel is of noble elven blood, hailing from the realm of Alfheim. Arrogant by nature, he has learned a great deal about working with people through the course of his Wendarian exploits in module X11.

Miridor is a very good choice to receive Annacks's original summons (in Norrvik). Indeed, the adventurers have made the long journey from Wendar to Vestland at his suggestion. Miridor knows something of the realm's troubles of late. He will be fascinated by the Sorona Crown and he might well be a good fellow to hold it.

Player's Notes: _____

Background: Renia came into her own in her last quest to smash the Shadow Lord. Although she is still a bit of a loner, she now enjoys the company of her companions, especially Sergeant Burrows and Miridor (who she secretly admires more than she would care to admit, even to herself).

Renia has a burning desire to raise her status in the world, due largely to her early years as an orphan. She will be very eager to win a barony or even a duchy in this adventure.

Special Note: Renia still carries her Kingfisher ring. Only Kavier, the thief, knows that this emblem is of the Royal House of Thyatis. The thief is convinced that Renia is a Princess of this lineage.

Player's Notes: _____

Background: This human fighter hails from the northeastern mountains between Norwold and Denagoth. With barbarian roots, Allonrik has aspired to become a knight and his exploits in Denagoth and Essuria have aided greatly in this pursuit. He has all but left his wild and barbarous ways behind him now and he will strive with all his being to attain the title offered by Annacks, the Vestlandian Patriarch. He has always coveted a barony.

Allonrik has come to appreciate his fellow adventurers, even the spell casters in the group. He has a special affinity with Sergeant Burrows and a barely concealed love for Mirva.

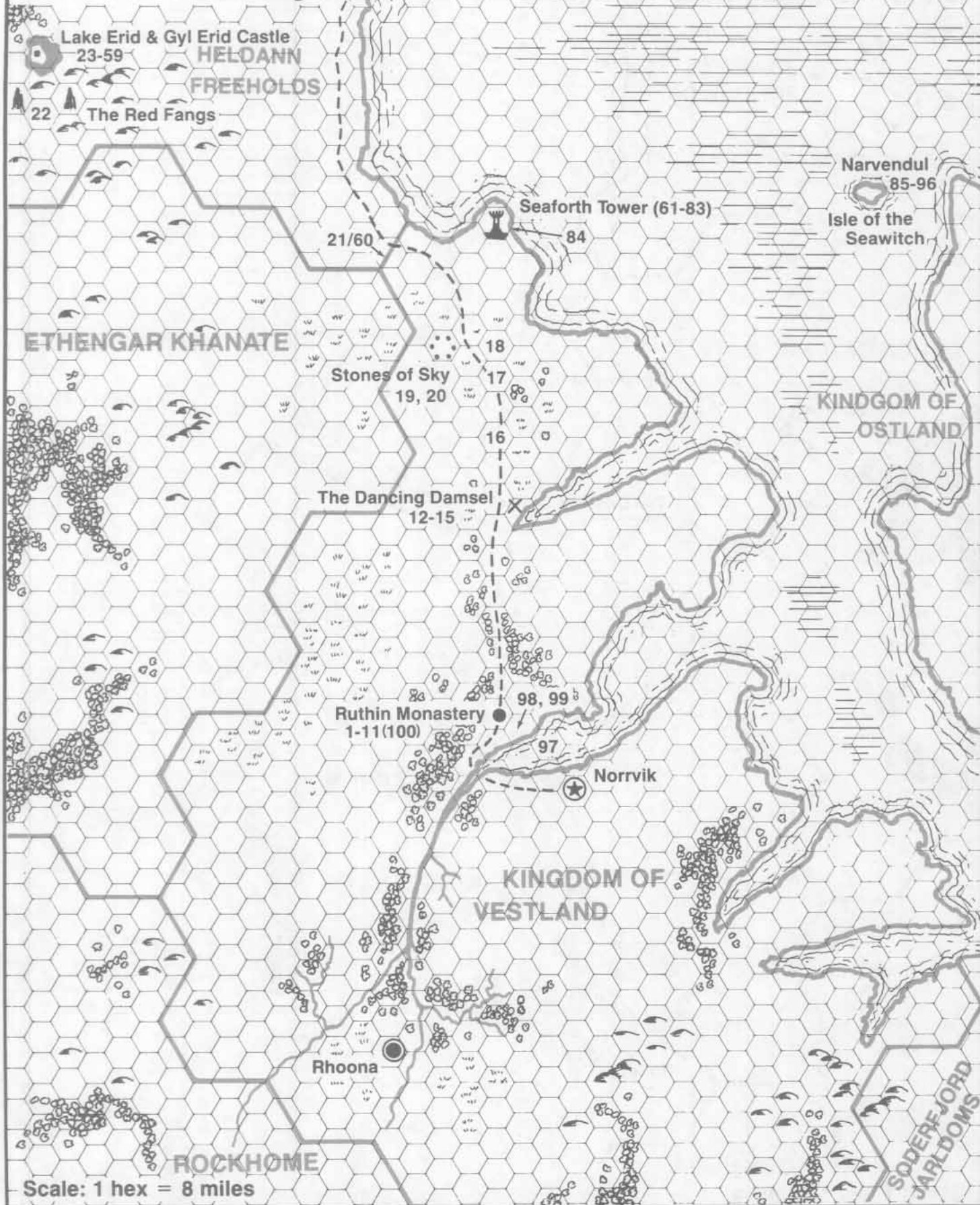
Player's Notes: _____

Background: Kavier has earned his pardon for past crimes by adventuring on behalf of Gylharen, the Wizard King of Wendar. This human thief is, however, as mischievous as ever. His infamous Kingfisher medallion is gone now—he traded it away for another *potion of levitation*.

Kavier's latest interests include unusual magical items. He will be fascinated by the artifacts of Ala the Seawitch. In this scenario the intrepid thief will be amused by the prospect of becoming a baron. He will also be intrigued by the reports of Freiburg, the coastal city of thieves in the Heldann Freeholds. An excursion to this place will most certainly be in order after this quest.

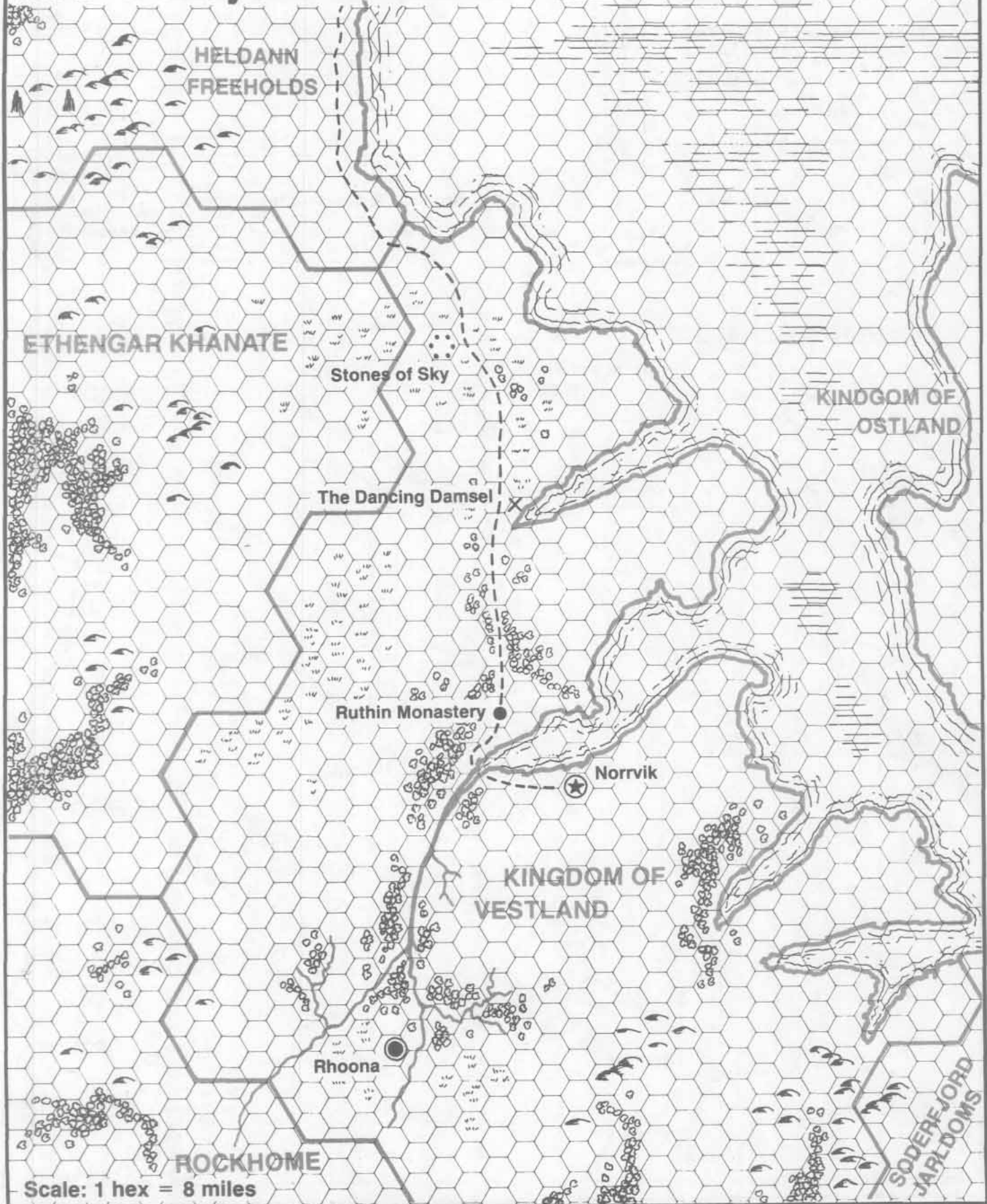
Player's Notes: _____

MAP I DM only

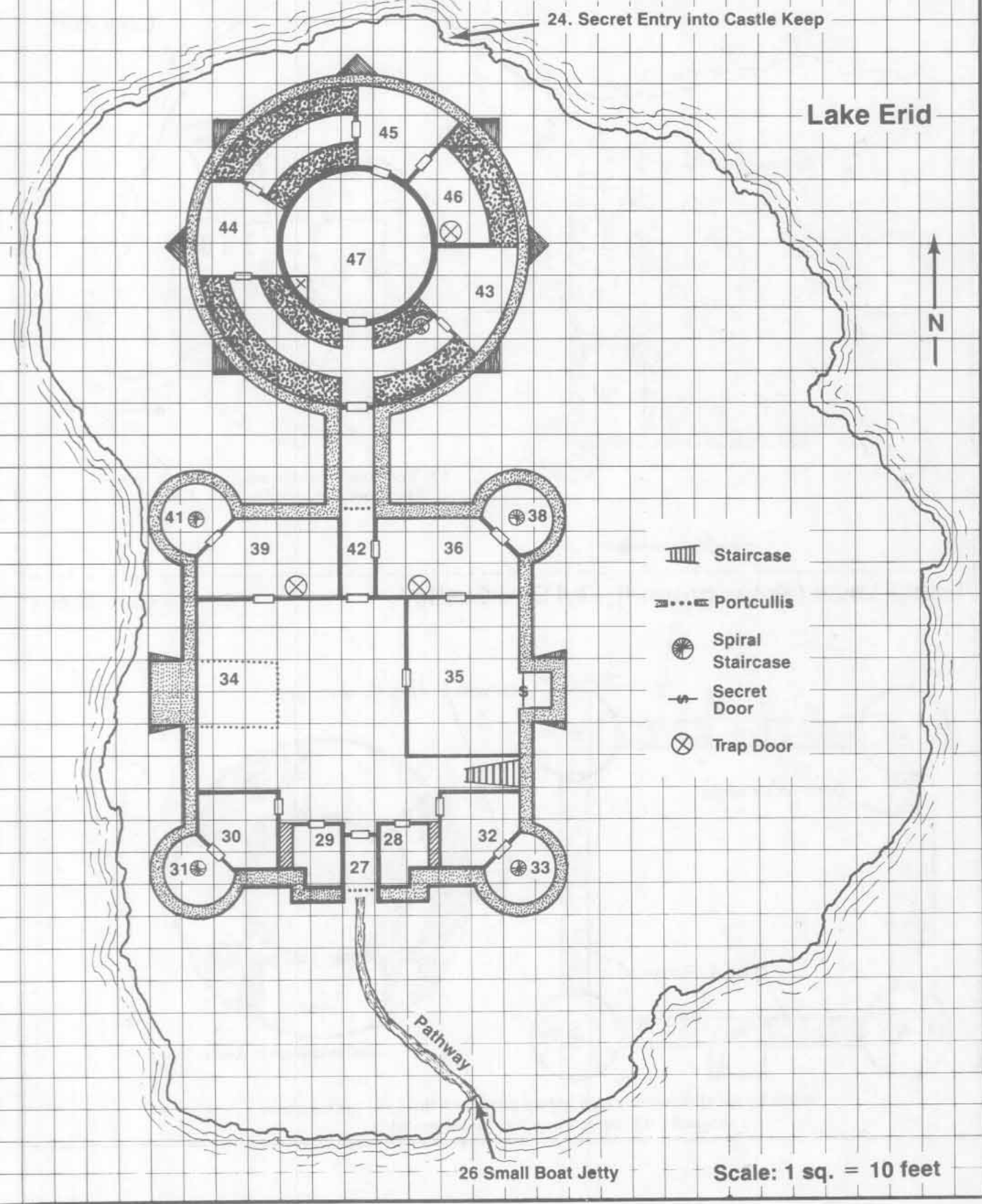


Scale: 1 hex = 8 miles

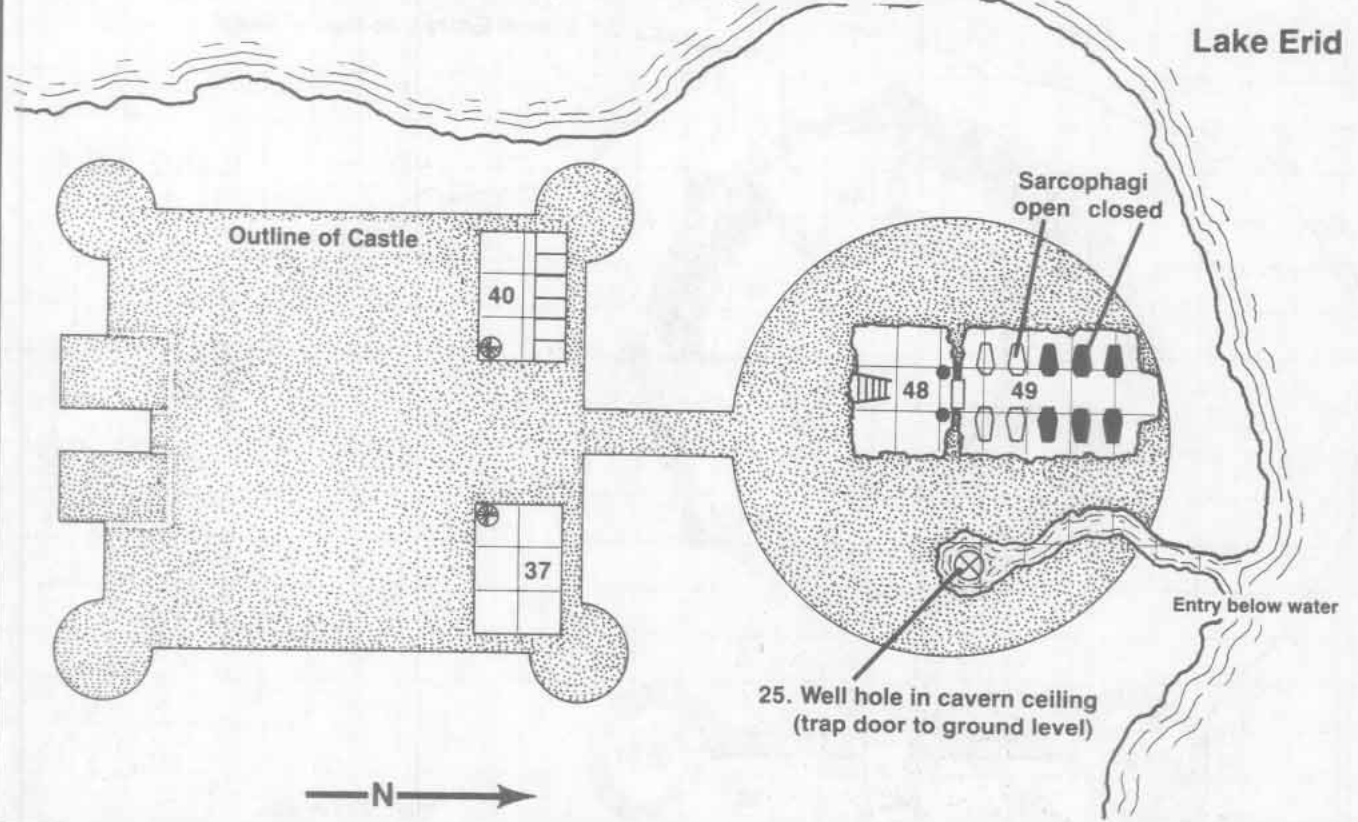
MAP II Players' Handout



MAP VII Erid Isle & Gyl Erid Castle (Ground Level)

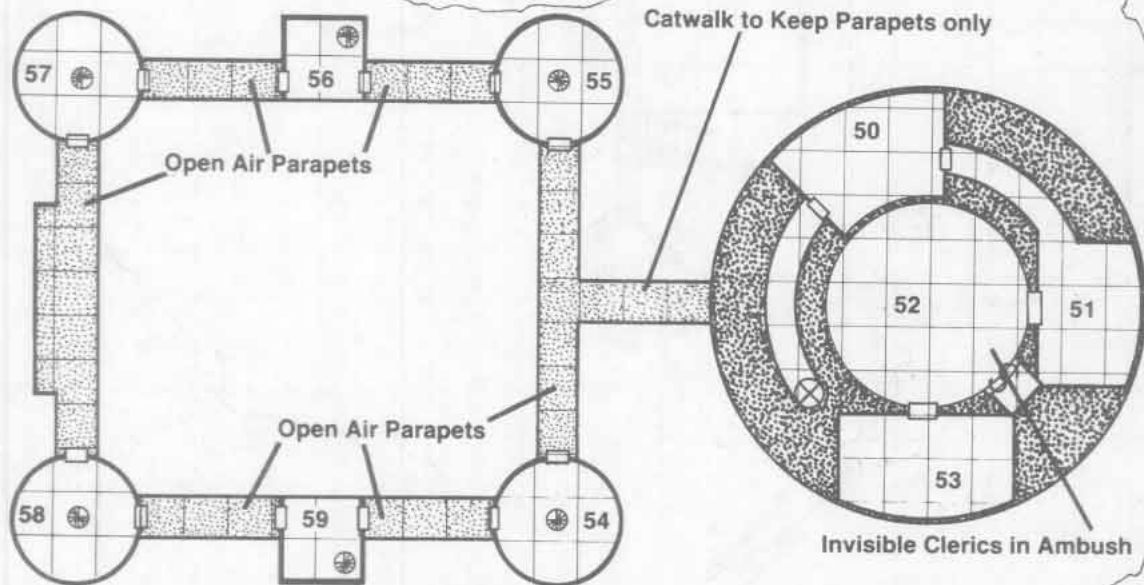


MAP VIII Underground (water) Level, Gyl Erid Castle



Upper Level (above ground), Gyl Erid Castle

Scale: 1 sq. = 10 feet



Note: All spiral staircases lead to trap doors and the open turrets above.
No access from Keep to Keep Turrets (Parapets)

Mirva (8th level cleric)

Str 15 Int 12 Wis 17 Dex 14 Con 15
Cha 17 THACO 15 AC 0 hp 47 AL L

Equipment: *mace +2, chain mail +2, shield +1, gold plated hammer, potion of extra healing, staff of striking, 4,319 gp*

Spells: 3 First Level, 3 Second Level, 2 Third Level, 1 Fourth Level.



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Dreago (8th level dwarf)

Str 17 Int 12 Wis 14 Dex 11 Con 18
Cha 10 THACO 15 AC 1 hp 74 AL L

Equipment: *war hammer +1, battle axe +2, crossbow, 40 quarrels, 10 quarrels +1, plate armor, shield +1, ring of fire resistance, short spear +1, 3,456 gp.*



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Rannulf (9th level magic-user)

Str 12 Int 17 Wis 13 Dex 16 Con 14
Cha 14 THACO 17 AC 1 hp 29 AL L

Equipment: *silver dagger, dagger +2, staff of striking, ring of protection +3, elven boots, displacer cloak, potion of extra healing, potion of levitation, wand of magic missiles, 4,576 gp.*

Spell Book

Level 1: detect magic, hold portal, light, magic missile, protection from evil, read magic, shield, sleep

Level 2: detect invisible, invisibility, knock, mirror image, wizard lock

Level 3: dispel magic, fireball, fly, haste, protection from normal missiles, lightning bolt, water breathing

Level 4: dimension door, massmorph, remove curse, wizard eye, hallucinatory terrain, wall of fire

Level 5: hold monster, dissolve



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Sergeant Burrows (9th level halfling)

Str 14 Int 12 Wis 13 Dex 16 Con 17
Cha 14 THACO 15 AC 0 hp 51 AL L

Equipment: *short sword +2, +3 vs. dragons, dagger +1, sling, plate armor, shield +2, helm of reading magic and comprehending languages, bag of holding, horn of blasting, 4,123 gp.*



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Background: Dreago is still a rough and tumble sort of fellow, eager for a tavern brawl, fond of ale and suspicious of elves and forests. However, of late he has been quite self-satisfied with his lot and rather smug about his accomplishments on behalf of Wendar.

He will often tell the tale of how he personally slew the Shadow Lord's chief henchmen and how in the end he slew the Shadow Lord (Landryn Teriak) himself.

In this adventure Dreago will be delighted by the prospect of becoming a noble, although he will dismiss the idea as nonsense if questioned by others.

Player's Notes: _____

Background: An ex-service man in the Thyatian army, Burrows has become very fond of civilian adventuring. He is especially delighted with the wages involved. He will be quick to scoff at his army pension of 50 gp per annum. Although he does not covet a title, he is extremely interested in the prospect of land tenure and the life of a gentleman farmer.

He is still very supportive of Dreago, the dwarf, and in this he is virtually alone. Sergeant Burrows is a real group adventurer and is always ready to play peacemaker.

Player's Notes: _____

Background: Mirva has attained great status in her order and is justly proud of her achievements. She considers the defeat of the Shadow Lord to be her greatest accomplishment and a wondrous victory for her religion. Accordingly, she will delight in the quest to recover the lawful crown and king of Vestland.

Some time ago Mirva was infatuated with the magic-user, Rannulf. However, she now admires the barbarian fighter, Allonrik, although she has certainly not revealed this to the fellow. Allonrik would be delighted if he only knew. Alas, life is full of these ironies!

Player's Notes: _____

Background: Rannulf has not altered much since the last quest, at least in terms of his disposition. He is still secretive and suspicious, especially of clerics. However, he has gained tremendous power and is now the most powerful individual in the group.

Rannulf has developed a dislike for the thief, Kavian, and more than once he has threatened to turn the fellow into a toad! He is uncertain about Renia nowadays. He suspected that she might be a royal personage but now he is not so sure. Notwithstanding this, however, he is certain that he admires her greatly.

Rannulf still likes the elf and continues to support Miridor on decisions.

Player's Notes: _____

60. Vestlandian Border Patrol Encounter

If Rolf, the border patrol captain, has no reason to believe that Vana Cullen is a traitor, he and his men will attack the party near the same locale as Encounter 21. Now fully aware of the adventurers, Vana Cullen has persuaded the commander that the PCs are Ethengarian agents. In this event, Rolf and seven outriders (see stats at 21) will confront the party on the main road.

Rolf and his men will fight fiercely unless the bearer of the Sorona produces the crown for all to see. The Vestlandian soldiers will cease hostilities at once, seeking instead to parley with the adventurers.

In awe of the Sorona, Rolf will listen to the PCs' story. A convincing argument will cause the captain to reassess the situation. The fact that the PCs have returned to Vestland with the crown speaks well for their intentions.

With the resumption of reasonable relations, Rolf will admit that he has seen a gypsy caravan in the last few days. The gypsies were headed for Seaforth Tower en route from the south.

In the Event of Rolf's Death

If Rolf is slain without revealing the clue about the gypsies, the PCs will almost immediately see an old beggar man who has been watching the melee from a safe distance, just beside the road. This fellow, who goes by the name of Herne, will offer the following bits of information in exchange for a silver piece or two:

* The fellow saw a gypsy caravan heading toward Seaforth Tower in the last few days. It was coming from the south.

* Also, in the last 24 hours, he has seen two black-robed riders heading to Seaforth Tower from the west. These two were stopped by one of the Vestlandian border patrols but were subsequently allowed to carry on eastward.

Note: The second offering refers to the two Ethengarian emissaries who have lately ridden to Seaforth Tower at Vana Cullen's invitation. These agents have been allowed to carry on because they had safe conduct passes issued by the

Duke himself.

As a parting gesture, the beggar will explain that Seaforth Tower is about 20 miles to the east.

If Rolf is already convinced of Vana Cullen's infidelity to the realm and the council, he will ride out to meet the party with a smaller escort. He will greet the PCs with a warm welcome. In the course of this dialogue he will offer the party the same information as Herne. However, he will explain that his men made a mistake in allowing the two riders to pass on. He will go on to explain that he has refrained from making an open condemnation of the Duke at this time. Such a disclosure would be very bad for the morale of his men. In any event, Captain Rolf does not have the resources to launch a full-scale raid on Seaforth Tower in an attempt to arrest the Duke.

Seaforth Tower

Encounter Setting

Built high atop the cliffs overlooking the sea, Seaforth Tower is a formidable edifice surrounded by a sturdy

outer wall. There is one track that leads to the tower, a winding trail from the main Vestlandian trade route.

The DM will note that Vana Cullen is not in residence at this time. His aide, Braks, is acting in his stead. Indeed, Braks is acting as the Duke because of his uncanny likeness to Vana Cullen. This henchman often plays the role of "shadow warrior" for the nobleman and he will continue to do so until he is unmasked at the end of the adventure.

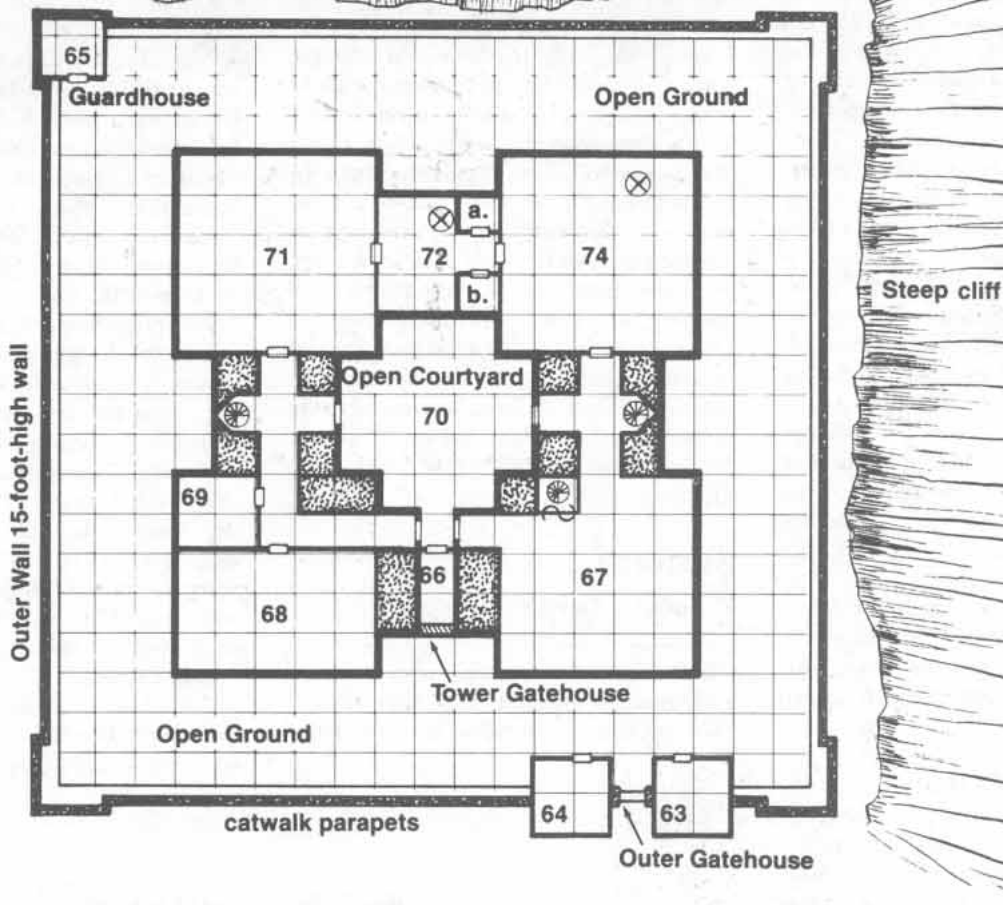
Although Seaforth is under-manned at this time, the guards are quite vigilant. The only reasonably safe way to gain entry is via the sea cave (Area 61). And ventures involving gateway or over-the-wall incursions will almost certainly result in the mass mobilization of the defenders. Through the course of any melee, there is a 70% chance, every three rounds, of a general alarm being sounded. This will bring 80% of the men-at-arms down upon the adventurers in 1d6 rounds.

Currently there are 16 men-at-arms at the tower. The following chart lists their stats and usual guard positions.

Seaforth Tower Guard Roster

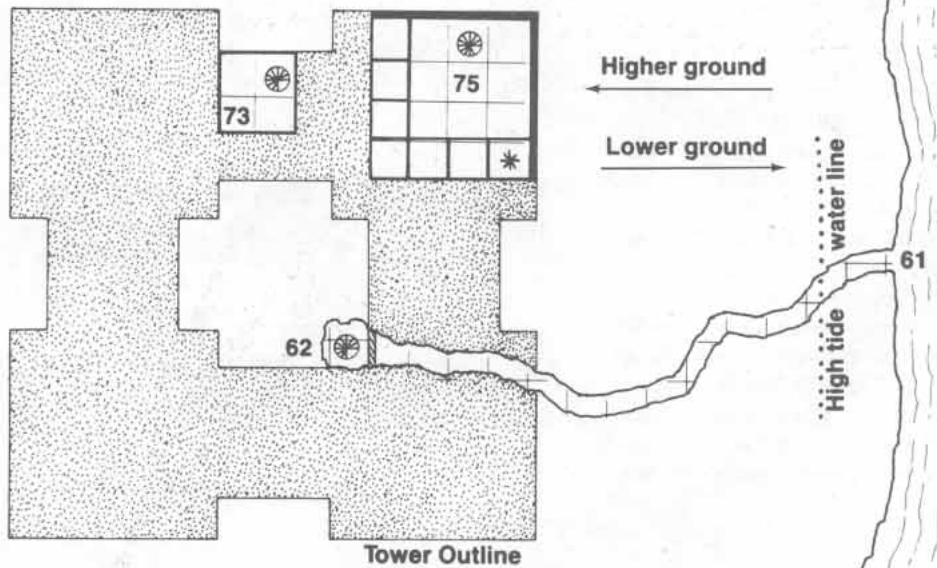
AC	Level	hps	Weapon/Damage	MV	ML	AL	Area
2	F9	68	sword (1-8)	90'	9	N	63
3	F8	57	sword (1-8)	120'	9	N	64
2	F9	70	sword (1-8) bow (1-6, 1-6)	120'	8	N	wall
3	F8	64	sword, bastard (2-9) bow (1-6, 1-6)	90'	9	C	wall
2	F10	80	sword +1 (2-9)	90'	10	C	65
3	F9	69	sword (1-8)	120'	10	C	66
4	F6	40	sword (1-8) h. crossbow (2-8)	120'	9	N	70
2	F7	50	sword (1-8)	120'	9	C	67
*9	F6	41	unarmed	120'	9	N	68
*9	F7	57	unarmed	120'	8	N	68
*10	F7	45	unarmed	90'	9	N	68
*9	F8	68	unarmed	120'	8	N	68

MAP IX Seaforth Tower—Ground Level






Seaforth Tower — Below Ground

- Trap Door
- ⌘ Secret Door
- ▨ Portcullis
- ⊗ Spiral Stairs
- Trap

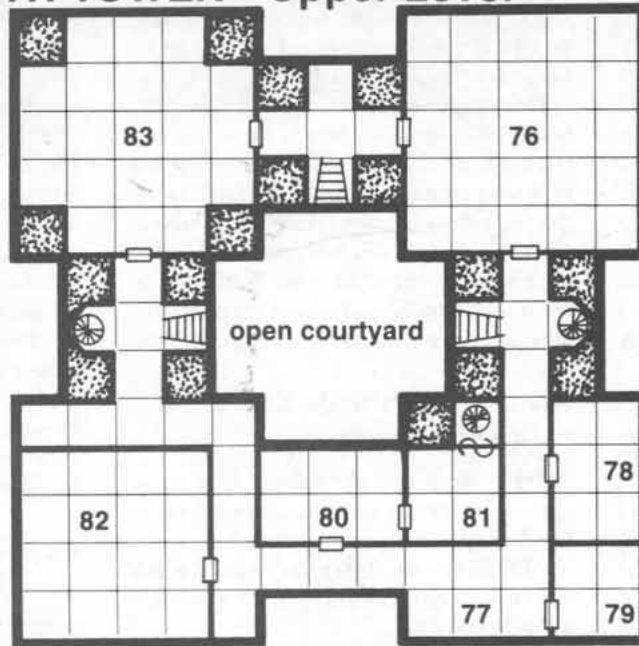


Scale: 1 sq. = 10 feet

MAP X SEAFORTH TOWER—Upper Level

-  Staircase
-  Spiral staircase
-  Secret door

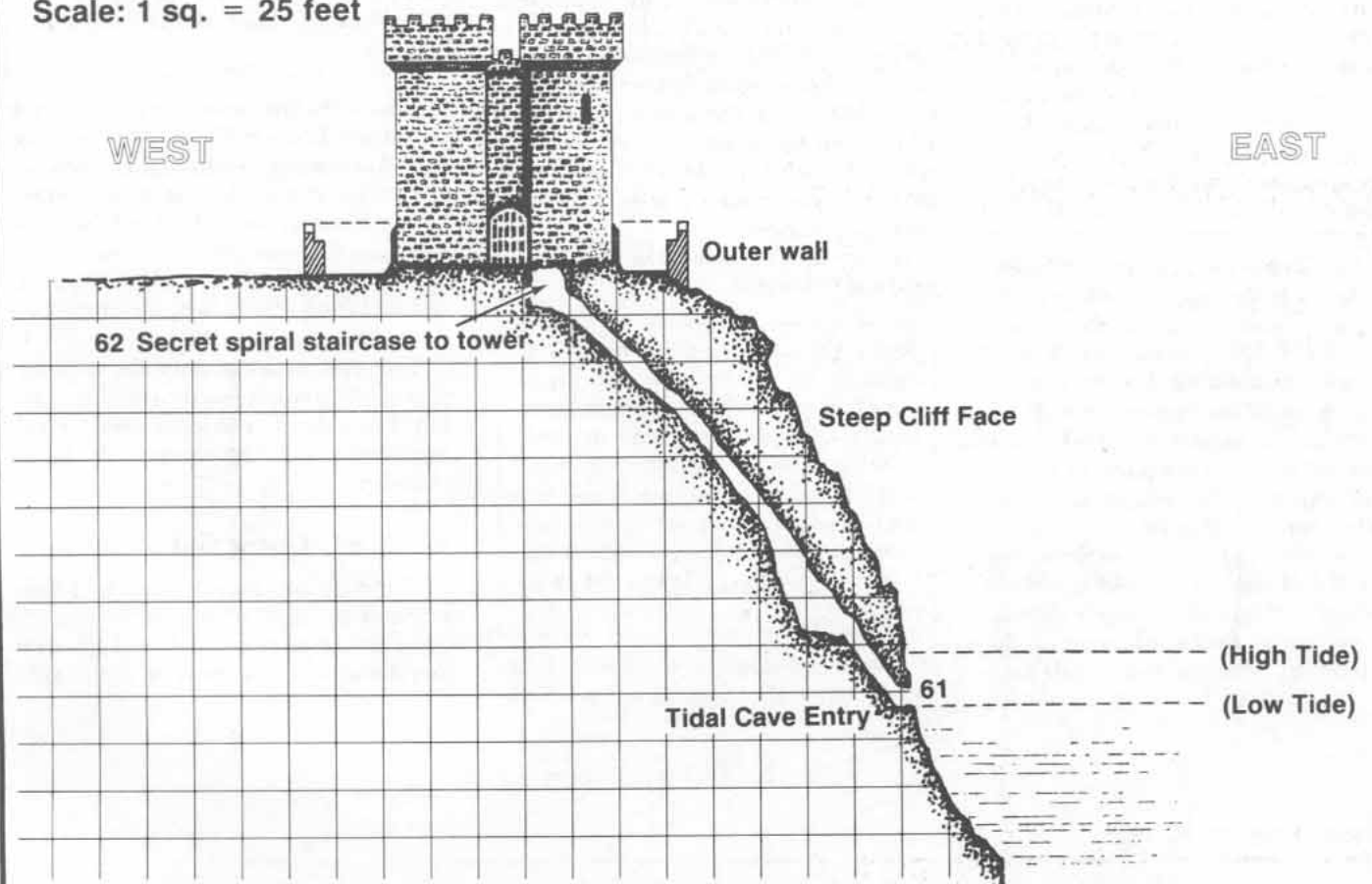
Scale: 1 sq. = 10 feet



Note: All stairs lead to trap doors and the open-air parapets above. The spiral staircases end at this level.

SEAFORTH TOWER—Cross-section View

Scale: 1 sq. = 25 feet



All the armed guards will converge on the location of a major disturbance. The fighters marked (*) will all become AC 4 and wield swords once they get to their gear. The other four guards, described elsewhere, must stay at their posts unless ordered to do otherwise by Braks in Area 82. Each of these fighters carries 1-10 gp, 1-20 sp, and 2-40 cp.

Note: The tower is under-manned because the Duke has taken 20 men-at-arms with him.

Read the following to the players as they come within sight of Seaforth Tower.

From the main road you have ridden east along a horsetrack that appears to have seen considerable traffic. The tracks of a cart are quite evident in the soft ground at the edges of the trail. The smell of the sea is strong in the breeze and the temperature drops considerably as you near the ocean.

Past a large copse of pine trees, at the top of a rise, you see a tower ahead, built high atop the cliffs at land's end. The crash of the sea is barely audible and a light sea mist seems to engulf the sentinel-like tower, almost camouflaging the outer wall of the edifice. Those of you with keen eyesight can make out the tiny, moving figures of guards along the parapets of the wall. You conclude with some certainty that this tower is well-fortified and alertly guarded.

In the unlikely event that the PCs simply ride up to the outer gatehouse, the DM will mobilize all 12 available guards to meet them. The gate officer will order them to be off, adding that the Duke is seeing no one at the present time. If the PCs insist on seeing the Duke, the guards will threaten the party in no uncertain terms. Melee will ensue unless the adventurers withdraw.

In the event of open hostilities, the DM will mobilize all the soldiery of the tower in a spirited and intelligent defense from the walls. Braks will conduct the fight himself. Note: All the guards have

heavy crossbows and long bows available to them from the armory. From the vantage of the wall archers will be +2 to hit targets in the field.

Covert attempts to breach the wall may not meet with much more success than a frontal assault. Undoubtedly, the best way to gain entry to Seaforth is via the cliffside tidal cave (Area 61). This cavern, however, will only be visible between the hours of 11 AM to 2 PM and from 8 PM to 10 PM. At other times the cave is under water and quite invisible.

61. Secret Cliffside Entry (Tidal Cave)

From atop the cliffs there is a small chance of seeing the tidal cave, even in the daylight when it is most visible. From the bluffs beside the tower wall, the following percentages apply to PCs who are actively looking:

Race	% Chance by Day/Night
human	22%/17%
elves	43%/29%
dwarves	42%/28%

On the other hand, if the characters descend the cliff-face (200 feet or more), they are certain to see the cave just above the water line—again, between the hours of 11 AM and 2 PM and 8 PM and 10 PM. From the water offshore, the DM will note that the tidal cave is almost obscured by rising waves, mist, and rocks (even at low tide).

If the players discover the secret cave, read the following:

Just at the water line you see a small opening in the cliffside. No wider than five feet, this aperture seems to be the entry to some kind of cave. Judging from the seaweed, urchins, and barnacles on the rock walls, this area is usually underwater. It is evident that you have approached this hole in the wall at the lowest ebb of the tide.

The tunnel through the cliffside leads sharply up to the tower foundations. At

the point marked (*) on the map the PCs will be attacked by a giant crab. This creature is a 6-Hit Die beast and will fight fiercely at +2 to hit on all attacks (higher ground and morale).

At the back of the crab's lair there is the hull of an old overturned lifeboat. Buried in the rocky floor of the tunnel is a small chest, covered with barnacles and seaweed. The lock on the chest has rusted, and the box is securely sealed. In all likelihood it will have to be smashed. Within are 233 gp, 147 sp, and 193 pp bearing the dolphin symbol of the island realm of Ostland. At the bottom of the chest there is 789 gp worth of jewelry rendered in gold bracelets, rings, necklaces, etc.

62. Foundation Cave (Secret Staircase to Tower)

The ascent through this tunnel has been demanding and treacherous. At last you come to the apparent end of the tunnel where a rusted portcullis blocks the way. Beyond the grate, in the center of the cave ahead, you see an old spiral staircase leading up into the dark shadows of the cavernous ceiling.

This portcullis cannot be opened from the outside because Vana Cullen uses this tunnel as a secret exit from the tower, not as a covert entry. The trigger and winch for the grate are located behind the spiral stairs, on the west side of the foundation cave. The DM will add 8% to bending and/or lifting efforts because of the rust damage.

The spiral stairs lead up about 30 feet to a small landing (secret entry to Area 67). From the stair-side the door swivels open easily to afford access to the larger chamber.

63. & 64. Outer Gatehouses

There are two guards in each of these gatehouses, one of whom is vigilant while the other rests. Both will attend to any disturbance in the area of the gate.

The gate itself is constructed of heavy oak and reinforced with iron. It is bolted from within.

This hut contains a bed, a warm brazier and a small cooking stove. The south wall is dominated by a large weapon rack holding 16 long pikes. There are two barrels near the south corners.

One barrel in each hut holds water, the other, oil. A footlocker beneath each bed holds personal things such as clothes, toiletries, and a cache of 5-100 cp. Beside each stove there is a small box containing non-perishable food items.

65. Guardhouse (wall)

A bed, a brazier, and a small woodstove comprise the furnishings in this hut.

If not mobilized, the guard will be present here and fully armed and armored. A footlocker beneath the bed holds the fellow's personal things and his cache of treasure including 1-10 gp, 1-20 sp, and 3-60 cp.

From outside the hut, to the east and the south, there are cover stalls for as many as 30 horses. Currently there are eight animals in the stalls along the west wall (light war horses).

66. Tower Gatehouse & Barbican

As noted, there is one guard on duty here, just to the north of the closed portcullis. The winch for this device is at the north end of the barbican, on the west wall. Across the barbican, opposite the winch, there is a hanging rope attached to a bell. The guard will sound this alarm at the first instance of trouble. This procedure will attract all 12 guards to the gatehouse.

67. Barracks

This large barracks holds 20 beds that lie against the east, south, and west walls. On the wall behind each bed are weapon racks, most of which are empty.

All the men-at-arms from these quarters are away with the Duke on provincial business. The footlockers beneath each bed are empty, for the most part. A complete ransacking of the chamber will turn up two pairs of boots, 15 cp, three pairs of leggings, and five tunics.

The secret door in the chamber lies behind a coat-of-arms, rendered on a hanging tapestry. The stone wall behind the hanging simply turns on an axis to reveal the concealed spiral staircase within. The PCs must make normal checks to find secret portals, however.

68. Tower Guard Barracks

In the absence of an alarm, there are four off-duty guards in the chamber corresponding to those unarmed guards on the roster.

Sixteen small beds line the east, south and west walls of this chamber. Two large braziers stand on either side of the door. One of them is quite warm. Weapons festoon the walls in this room.

The footlockers beneath the beds are full of clothing, toiletries, spare weapons, sundry keepsakes, and in each case, 1-4 gp, 1-10 sp, and 1-20 ep.

The following weapons hang on hooks behind each bed: 16 crossbows, 16 spears, 16 two-handed swords, and 16 caches of crossbow bolts with 20 arrows in each.

69. Armory (door locked)

The walls here are covered by a wide variety of weapons hanging from racks. Five large barrels lie against the north and west walls. The southeast corner has a large chest and a long box rests in the southwest.

On the walls are 27 spears, 13 long swords, 16 two-handed bastard swords, five short swords, and three pikes. The barrels contain poor quality oil. The chest holds 400 arrows and the box contains 20 long bows, each with spare strings and a fletching kit (for arrow making).

70. Open Courtyard

Three horses are tethered in this courtyard near the north wall. The stone statue of a warrior dominates the center of the area. Around the statue is a wide trough full of water. Jets of water spray out from the base of the statue into the trough but it does not overflow.

The DM should add the crossbow-bearing guard to this scenario, if appropriate. The centerpiece is a fountain drawing on a natural table of fresh water below ground. This is the source of the tower's drinking water.

The statue is carved in the likeness of Gendar, the first High King of Vestland. This effigy harkens to a bygone era, when the ancient lords of Estine were loyal to the monarch.

Two of the light war horses belong to the Ethengarian emissaries. A careful examination of the creatures' flanks, behind the saddle blankets, will reveal small brands. These symbols bear the letters "E.K." (Ethengar Khanate). The third horse belongs to Braks, Vana Culen's chief henchman and double.

71. Guards' Mess & Common Room

This large hall appears to be a combination common room and mess. A long table with 16 chairs lies against the north wall. Sixteen five-piece table settings in pewter lie atop the table. The southwest corner has a large fireplace surrounded by a number of comfortable chairs. On either side of the fire are casks on tables. The southeast corner has three small tables, each with two chairs. Atop each table is a chess set and board.

The Duke takes good care of his elite guards by providing them with extraordinary dining facilities, cuisine, and diversions. Each chess set, for example, would fetch 10 gp at a market.

The casks beside the fire hold mead and brandy respectively. Sixteen pewter mugs hang from the fireplace on hooks.

72. Kitchen & Storage Rooms

Two large ovens dominate the south side of this scullery. A pantry area with shelves occupies the northwest corner. In the middle of the north wall there is a trap door in the floor.

72a is a storage room for flour and grain in sacks.

72b is a storage room for iron rations and salted meats in barrels.

Note: The cooks are not present. They are stock-taking in Area 73.

73. Wine Cellar (stairs from trap door in 72)

Two men in white smocks appear to be examining assorted barrels, casks, and bottles on racks throughout this chamber. One of them is making notes on a parchment.

These cooks are currently making an inventory of the cellar's stores. Neither will partay with the PCs—they will at-

tempt to flee instead. Failing this, they will attack, one with a meat cleaver and the other with a bread knife. Alas, they are not fighters so their demise is certain. Each of them is AC10. One of them carries 13 sp in his pouch and the other fellow has one gp in his pocket.

A perusal of the inventory parchment will reveal that the cellar of Seaforth Tower is well stocked with outstanding varieties of wine, port, sherry, brandy, ale, and beer. The mead supply, however, is running low.

74. Men-at-Arms' Mess & Common Room

This large hall is occupied by three long tables with benches on either side. Three big barrels lie against the north wall, just to the west of a trap door in the floor. The northwest corner of the chamber appears to be set up as a gaming area. A large circular target on the north wall seems to be indented by many dagger or dart punctures.

This facility is considerably less grand than 71. The tower men-at-arms have lower status than the guards. The trap door against the north wall leads to the dungeon (75). The barrels by the north wall hold poor quality ale.

75. Dungeon

At the bottom of these dark stairs you reach an area that can only be the tower dungeon. The large area in the foreground contains a forge with bellows, a torture rack with winch, and various tables strewn with manacles and devices for inflicting torment. The small cell in the southeast corner seems to be the only one occupied.

In the cell marked (*), there is a man reclining on a stone slab bed strewn with straw. This wretch goes by the name of Thurman and he has been incarcerated here for some time.

Thurman, fighter/longship sailor (AC 10; F6; hps 44 (3); #AT 1; D by weapon; MV 90'; Save F6; ML 10; AL N (L); St 16, In 14, Wi 12, Dx 13, Co 15, Ch 16)

Currently poor Thurman is down to 3 hit points, the result of abuse and malnutrition. If released and healed, he will offer to join the party. If he is convinced of the group's good intentions, Thurman will offer the following account:

"Well, my friends, if you fight for Vestland and the cause of the High King, I'm yer man. My name is Thurman. I'm a sea-farin' man by trade and that's how I came to be stuck in here. My ship sails out of Seaforth Bay, farther down the coast. And it is my ship, mind you. And what a beauty it is: 70 feet long, with a 12-foot beam and a three-foot draft. *Redraven* is her name and under sail or by the oars there's nothin' afloat that can catch her!

"Less than a month ago this Duke, Vana Cullen, tried to requisition my boat and crew for his own service. I refused him. After all, I have a royal charter to conduct my business of trading, and now and then a little raiding on foreign shores, of course. Well, sir, he promptly clapped me in irons, stole my boat and disbanded my crew without so much as a by-your-leave. So here I am, rotting in this dungeon until I come to my senses and agree to be his helmsman. But by Forsetti, I'll not do it! I'm a free man under the king's law, whether there be a king or not.

"In any case, if you let me out of here, I'll be happy to help you if it's mischief yer bent on making for his grace. And I'll go one further; I'll put my ship at your disposal. It lies at Seaforth Bay with naught but a few of the Duke's men to guard her. So what say you, friends, will you let the old seahawk out of his cage?"

Thurman is in good faith with his offer and will be of great service to the adventurers when they see that their quest involves a voyage to the Isle of Narvendul.

In the meantime, Thurman will join the party, happily accepting cures, food, weapons, and armor. The DM will make the adjustments to Thurman's stats as he is re-equipped.

Note: The DM can run Thurman or give him to one of the players. See the end of this chapter for more on Thurman and his boat, *Redraven*.

76. Tower Hall

This chamber is resplendent in lush tapestries that festoon the walls. A large fireplace with an elaborate marble mantle dominates the center of the east wall. Above the fire a finely rendered tapestry displays the coat-of-arms of the Duke of Estine: two battle axes flanking an eagle. The other tapestries depict glorious battles on land and at sea. The coat-of-arms of Estine is prominently displayed on shield and sail.

The center of the room is occupied by a long table surrounded by 20 plush chairs. In the northeast and southeast corners there are standing suits of armor on pedestals. Tall glass-encased cabinets stand in the northwest and southwest corners.

A fabulous chandelier hangs from the ceiling in the center of the hall.

The northwest cabinet is locked but it is easily opened to reveal about 479 gp worth of fine crystal and silver cutlery. The locked southwest cabinet holds 20 five-piece table settings rendered in fine gold plate (total value of 478 gp).

On the mantle above the fire there are five crystal decanters and 20 crystal goblets. The decanters hold wine, port, mead, brandy, and sherry. The crystal value is 100 gp.

The crystal chandelier would fetch 500 gp at a market.

The suits of armor are ceremonial plate worth 300 gp each. They are unsuitable for melee.

77. Hall Alcove

The south wall of this hall alcove is adorned with a shield bearing the Duke of Estine's eagle token. On either side of the shield there are crossed battle axes. In the southwest corner there is a spear rack on the floor. Five spears of varying length and design are standing here.

The spears range in length from 3-1/2 feet to 6 feet. Some have smooth points and two are barbed at the end. The tallest spear in the group has a cover over the tip. If the leather cowling is removed the spear will be revealed as a glowing weapon, *spear +1*.

78. The Duke's War Room (door locked)

This chamber is full of armor, weaponry, and as many as 20 helms arrayed on small shelves throughout. The south wall is dominated by the realistic-looking effigy of a horse ridden by a lance-wielding, plate-armored rider.

The horse against the wall is a stuffed animal, and is, in fact, the Duke's first charger. The rider is simply a frame encased in a suit of plate. The lance is +1.

The helms are of all different styles and origin: jousting helms, footman's helm, barbarian helms with horns, and helms typical of warriors from the Ethengar Khanate, Rockhome, and Wendar. The Duke quite obviously collects these pieces.

Throughout the chamber there are three heavy crossbows and 40 quarrels, five battle axes, three short swords, two long swords, and two two-handed broad swords. In addition, there are two jousting saddles and three suits of armor arrayed on standing frames (chain, banded mail, and splint).

79. Braks' Chamber (door locked)

A single canopied bed lies in the southeast corner of this chamber. Beside the bed is a small table with an oil lamp. The northeast corner holds a chest atop a table. A suit of armor stands in the northwest corner. Just to the north of the door there is a brazier with dying embers.

The suit of armor is *splint +1*. The oil lamp base is solid platinum (150 pp value). The locked chest holds a *battle axe +1*, two throwing daggers, a short sword, and a bag with 1,789 gp. Assorted other things in the chest include two pairs of breeches, three sets of leggings, a leather tunic, and two pairs of black leather riding boots with silver spurs (20 sp each).

Beneath the pillow on the bed there is a jeweled dagger worth 18 gp.

80. The Duke's Sitting Room

There is one guard outside this chamber:

(AC 2; F9; hps 65; #AT 1; D 1-8 sword; MV 120'; Save F9; ML 10; AL N; St 16; In 13, Wi 10, Dx 15, Co 14, Ch 11).

This fighter will challenge anyone on this level of the tower. Any melee will attract the other three guards on this floor within 1-4 rounds. These others are currently conversing in the hall between 82 and 83.

Guards (3)

(AC 3; F8; hps 60; #AT 1; D 2-9 bastard sword; MV 120'; Save F8; ML 10; AL N; St 16; In 10, Wi 11, Dx 14, Co 16, Ch 9)

(AC 4; F7; hps 50; #AT 1; D 2-9 bastard sword; MV 90'; Save F7; ML 9; AL C; St 13, In 15, Wi 9, Dx 16, Co 13, Ch 12)

(AC 2; F8; hps 61; #AT 1; D 1-8 sword; MV 90'; Save F8; ML 9; AL N; St 17, In 11, Wi 10, Dx 16, Co 14, Ch 12)

All these guards wear plate armor and carry 1-6 gp and 1-10 sp. Each wears a red tunic bearing the Duke of Estine's eagle coat-of-arms.

Note: Any melee in this hall will be heard by the occupants of 82. See that encounter for details.

The Duke's Sitting Room

This well-appointed room has a fireplace in the northwest corner. An elaborate mantle surrounds the fire and a flagstone hearth forms a semicircle in front. Two luxurious chairs sit before the hearth, separated by an ivory-inlaid table. A finely struck chess set with ivory and ebony pieces rests atop the table.

On the west wall there is a shield with the eagle token flanked by battle axes. A glass-encased mahogany cabinet rests against the north wall, and a bookcase sits against the north portion of the east wall.

Thick animal skin rugs cover much of the floor space in the chamber and two tapestries hang on either side of the door in the south wall.

The chess set on the table is exquisite and worth at least 50 gp. Although good quality, the animal skin rugs are worth little as well-used carpets. The cabinet is unlocked and holds two decanters, one of port and one brandy. The crystal items and the four crystal glasses are worth 75 gp. In addition, the cabinet holds two covered dishes rendered in gold and silver. The gold container (60 gp value) holds chocolates and the silver one (60 sp) contains sweets.

The bookcase holds numerous books, mostly on the history of Vestland, the Dukedom of Estine, and the lineage of Vana Cullen's family. This latter volume is a black leather-bound tome bearing the eagle coat-of-arms on the cover. A careful perusal of the book will reveal that Vana Cullen's first cousin was none other than Maramet, the deceased King of Vestland. The heir, Tenitar, therefore, is the Duke's second cousin.

81. The Duke's Bedchamber

Richly appointed, this bedroom is dominated by a large, four-poster bed and canopy resting against the east wall. In the northwest corner a brazier stands just away from the stone wall. A tall cabinet stands against the east section of the north wall. A footlocker lies just to the south of the bed against the east wall.

On the south wall there is a painting of a tall man in a red tunic. This picture depicts a man with short hair, a short-cropped beard, prominent cheekbones, and piercing, dark eyes. The hair and beard are brown with flecks of gray. The man appears to be in his late thirties or early forties.

The north wall cabinet holds four tunics, a set of chain armor, seven finely embroidered shirts, a helm (with eagle token), and four pairs of boots. A small box at the bottom of the cabinet holds two pairs of gold riding spurs worth 20 gp each and a gold chain with the eagle token worth 50 gp.

The back of this cabinet forms a secret door leading to the concealed spiral stairway. On the right side, waist high, there is a small panel of wood that slides up to reveal a keyhole. Unlocking this device allows the cabinet portal to swing back into the concealed stairway. Note: The concealed portal is very cleverly designed so that it does not appear to be a door unless it is pushed back.

On the north wall to the west, behind the brazier, there is a secret panel in the stonework about two feet from the floor. If the iron brazier is removed this area will be accessible. In the ceiling, at the corner, there is a small pressure plate. Pushing this trigger with a pole or some other device will cause the stone panel to slide open, revealing a chest in the wall cavity.

This locked trove holds 2,789 gp, 3,599 ep, and 1,467 pp. The Duke's jewelry is also here, housed in a smaller wooden box. This cache consists of bracelets, necklaces, shirt studs, and belt

buckles, all worth about 756 gp in gold and silver value.

At the bottom of the chest there is a diary in plain brown leather. Significant entries in the last few years include the following, which the DM should present verbatim:

* The key to the letter shift code used for sending cipher messages to the Khanate of Ethengar ("A" is a "B," "B" is a "C," etc.)

* The rough draft of a coded message to one of the Duke's servants, Bjorn, the horse trader. This directive orders Bjorn to waylay Prince Thendal and kill him. Bjorn is advised to disguise his party as Ethengarian tribesmen.

* Notes on dealings with a certain monk of Ruthin, a fellow by the name of Devlin. This entry clearly exposes Devlin as a spy and scoundrel.

* The last entry refers to the "Stones of Sky," "Tenitar," "Ala the Seawitch at Narvendul."

Note: This diary, written in the Duke of Estine's own hand, is incontrovertible evidence of his treason to the royal family and the realm. This item alone is more than sufficient to put the Duke's head on the chopping block!

The footlocker beside the bed contains breeches, leggings, undergarments, and assorted other personal items. At the bottom of the box there is a *sword +1* and a *whip +1*.

Note: The painting is a picture of the Duke himself. The DM will note, however, that Braks (in 82) is almost the spitting image of this portrait. Bear in mind that Braks is playing the Duke while negotiating with the Khan's emissaries. He will continue in the role when the PCs confront him.

82. Council Chamber

Braks is aware of any melee from outside this chamber. Accordingly, he and the Ethengarians will be waiting to ambush the PCs in this chamber. Furthermore, Braks can alert the guards in 68 (lower) by pulling a cord in the southwest corner of the chamber. If alerted to a disturbance, Braks will do this and four

guards will converge on 82 in 4-7 rounds (see guard roster).

Braks, the Duke's Chief Henchman and Double

(AC 2; F9; hps 71; #AT 1; D 2-9 sword +1; MV 120'; Save F9; ML 11; AL C; St 16, In 17, Wi 10, Dx 18, Co 17, Ch 16) He wears studded leather armor beneath his fine, ducal tunic, in addition to a *ring of protection* +2. Around his neck is a gold chain with the eagle token medalion of the Duke's office. He also bears a *shield* +1 in this melee. His pouch holds 27 gp and 42 pp.

#1 Ethengarian Agent

(AC 3; F7; hps 49; #AT 1; D 1-8 sword; MV 120'; Save F7; ML 10; AL C; St 15, In 17, Wi 12, Dx 14, Co 18, Ch 15) This fellow wears plate armor beneath his plain black robe. He carries two daggers in his belt and 97 gp in a pouch at his waist.

#2 Ethengarian Agent

(AC 2; F8; hps 60; #AT 1; D 2-7 short sword +1; MV 120'; Save F8; ML 10; AL C; St 16, In 16, Wi 13, Dx 12, Co 15, Ch 16) This man wears plate armor and wields a shield in the melee. He carries a bola in a leather pouch at his waist and 101 gp in his money pouch. In his right boot he has a ring bearing the seal of the Khan of Ethengar.

Note: The Ethengarians will fight to the death but Braks will surrender if he loses more than half his hit points.

The following should be read to the players just before they are assailed from either side by the occupants. If the occupants are surprised, add them to the room description.

Council Chamber

A huge fireplace and mantle occupy the center portion of the west wall. Over the fire there is a large tapestry depicting a golden eagle in flight. The center portion of the room is occupied by an eight-sided table with a burnished leather top. Eight padded chairs surround the table.

In the northwest and northeast corners there are padded chairs and smaller tables with decanters and glasses. The south wall is decorated by six finely rendered oil paintings. One of these represents the current Duke of Estine, while the others depict former holders of this title.

A prompt inspection of the table will reveal a fairly recent ink stain. The ink was spilled by one of the Ethengarians only moments ago. After the spill the fellow promptly collected all the papers on the table, packed them into a leather folder, and stashed the packet behind the eagle tapestry on the west wall. This cache rests sideways on the mantle.

These papers outline Vana Cullen's plans for a joint invasion and coup attempt in Vestland. While the Ethengarians attack from the north and west, the Duke of Estine will seize power in Norrvik, combining a land and sea attack on the capital. The scheme calls for the Duke to concede the top five hexes (Map I) of Vestland to the Khan in exchange for military assistance. Furthermore, Vana Cullen agrees to support the Khan in his attempt to annex the southeastern portion of the Heldann Freeholds. Overall, Vana Cullen hopes to become High King of Vestland, while the Ethengarians will attain a much-coveted land corridor to the sea.

As noted, Braks will surrender to the party if the game looks like it's up or if he is suffering unacceptable hit point loss. At that stage he will play the role of the Duke and demand to be taken to Ruthin to face the judgment of the Royal Council. In all likelihood the PCs will dismiss this demand and then Braks will have no

choice but to be their prisoner and wait upon their decisions.

Playing Braks (who plays the Duke)

An irreverent and guileful fellow, Braks will play the Duke in order to buy time for his lord and to spy on Annacks's agents until such time as he can contrive an escape. For this second purpose he has a *ring of spell storing* hidden in his right boot. This ring has one invisibility charge left. Braks will use the ring to disappear at an opportune moment, most likely as the PCs return to Vestland from the excursion to Narvendul.

None of the minions at Seaforth identify Braks as the Duke's henchman. The Duke, ironically enough, left the tower in the guise of Braks! However, an *ESP* spell cast on any guard will reveal that the Duke's man bears a remarkable similarity to the Estinian Lord.

Note: There is more information on running Braks in Chapter Four.

83. Trophy Chamber (both doors locked)

Note: There are three guards in the hall between this chamber and 82. See 80 for details.

This large chamber is punctuated by four alcoves. The mounted heads of numerous beasts protrude from the walls. At a glance you recognize the busts of deer, antelope, a bear, a small dragon head, and a huge green-skinned humanoid head. The glassy eyes of these creatures peer out sightlessly and somewhat obscenely.

In the middle of the north wall there is a glass-encased cabinet resting on a table. Below the case something is written in *common tongue*.

In the center of the room there are two chairs facing each other over a low table. A highly polished wooden box lies upon the table.

In each of the corners of the chamber a brazier stands, although none of these fires are giving warmth.

Just to the east of the south door

there is a trolley with two shelves. The bottom shelf is covered with fine crystal glasses. The top shelf supports six crystal decanters, each with a different colored liquid.

The Duke of Estine has another passion besides warfare: hunting. All these stuffed heads have been lost to his prowess with the longbow and crossbow. Currently the Duke has his *long bow* +2 in his possession. His other prized weapon, however, sits in the glass cabinet against the north wall. The words, "DO NOT TOUCH," appear at the base of the cabinet.

The item within is a *heavy crossbow* +2, a weapon that is +2 to hit and to damage. However, the locked cabinet is trapped with a deadly gas. If the case is not opened with the key around the Duke's neck, then an odorless and colorless vapor will escape around the unit. Anyone within a seven-foot radius of the case must save vs. poison at -2 or die within 2-5 rounds. This trap is very subtle and hard to detect. A thief will not realize that the vapor is issuing at all. The trap is sprung even if the glass is broken and the deadly vapor will linger within a 10-foot radius of the case for 12-21 rounds (1d10 + 11).

The wooden case on the center table contains a finely crafted backgammon game, made from ebony and ivory (211 gp value).

All the crystal on the trolley is worth 74 gp and the liquor includes port, mead, sherry, brandy, etc.

The huge green humanoid head is that of a gargantuan troll.

The brazier to the north of the east door has a false top. Actually the coal grid is only about two inches deep, although it does hold some coal. If this top is removed a 20-inch-long box will be seen inside the burner. This box holds four heavy crossbow quarrels, each with a different magical property. These missiles are *quarrels of curing, stunning, wounding, and disarming*. These properties, however, will not be readily apparent. Rather, each bolt appears to be a +2 missile.

Notes on the Sorona/ Encounter Conclusion

At Seaforth Tower the adventurers will have achieved at least two crucial steps to their quest. Firstly, they should now have conclusive evidence that Vana Cullen is a traitor and the principle enemy from within. Secondly, they should now have made contact with Thurman, the longship master who can conduct them to Narvendul.

Although they will only have a passing awareness of Ala the Seawitch (in her gypsy guise), the PCs will quickly learn more when the crownbearer consults the mystical circlet. At the end of this encounter the Sorona will offer the following clue with regard to the identity, location, and disposition of the heir:

"Against his will the Heir is borne,
Far away across the sea,
By the Witch in the red light of morn,
To her mystical isle of sorcery."

If, by some unlucky chance the PCs have not met Thurman, (i.e., rescued him from Seaforth Tower), then the Sorona will offer the following clue to the crownbearer:

"In Seaforth dungeon dark and deep,
Find the man who sails the sea,
For to the King he will take you,
In a dragon ship without a fee."

Note: To date, all four possible clues provided by the Sorona should span a time frame of no less than four days (three days to return from Gyl Erid and one day to investigate Seaforth).

At this stage it is assumed that Thurman has joined the party. At the mention of a "witch" or a "mystical isle" Thurman will become very chatty, offering the following monologue. If the players are reluctant to take Thurman into their confidence, the sailor will launch into the following in any case:

"Ya know, I have heard of a dread isle. Most sea-farin' folk have, at least in this part of the world.
"I'm talkin' about Narvendul, of

course. The mystical rock of the Seawitch—Ala the Seawitch, they call her.

"Why, I've heard that this Narvendul is never in the same place twice. It's supposed to be enchanted, dontcha know.

"The Seawitch has the power to move it from one part of the ocean to another. Well, that's what they say, anyway.

"But I think we can find it if we sail for the western waters off Ostland. It won't be easy, mind you, it's a big ocean out there but at least we can try.

"But first, my strong hearts, we have to get my boat at Seaforth Bay, and see if we can round up some of my crew. It's the breezy season so we can trust to the sails for the most part. But we'll still need 10 good men and ourselves to sail her."

After this address Thurman will propose a prompt sortie to Seaforth Bay, about five miles down the coast from Seaforth Tower. Once the plan is set, the DM should run the last part of this chapter.

Seaforth Bay

Encounter Setting

From the cliffs about Seaforth Tower the party may follow the cliffside track right down to the bay. Seaforth Bay is a remote launching point in this part of the country. There is one small docking area and one all-purpose facility known as The Wail. The Wail serves as a tavern, trading post, and outfitting station. A map of this large, single edifice is not provided but the DM may wish to develop one if an expansion of this encounter is desired.

Read the following as the party approaches Seaforth Bay:

From the tower you have followed a winding horsetrack at the edge of the cliffs overlooking the sea. A strong

breeze blows from the southwest and your cloaks ripple in the face of this prevailing wind.

At length you come to a place where the lofty cliffs give way to a gentle slope. From this vantage you can see that the horsetrack leads down to a wide inlet, perhaps 500 yards away and at least 80 feet lower.

Moored at a modest docking bay, there is a single longship lying there. The oars of this boat stand vertically along the gunwales and the mast stands unadorned by sail. Beside the dock there is a single-storey building, perhaps 50 by 50 feet, that has the look of a sea shanty or tavern.

84. Seaforth Bay

The PCs may approach at their leisure but Thurman will certainly express elation at the sight of his precious *Redraven*. Again, he will warn the adventurers about the Duke's men who are standing

guard over the ship. In fact, there are five men-at-arms around the dock and they will prevent any attempt to repossess the ship, or even inspect it. These fighters are listed below:

Officer

(AC 4; F6; hps 43; #AT 1; D 1-8 sword; MV 120'; Save F6; ML 10; AL C; St 16, In 13, Wi 10, Dx 15, Co 15, Ch 14) The fellow wears chain armor, carries a shield, and possesses 15 gp and 27 sp in his money belt.

Men-at-Arms

(AC 4; F5; hps 38; #AT 1; D 1-6 spear, 1-6 short sword; MV 90'; Save F5; ML 9; AL N; St 16, In 10, Wi 11, Dx 12, Co 14, Ch 9)

(AC 5; F5; hps 41; #AT 1; D 1-6 spear, 1-6 short sword; MV 120'; Save F5; ML 10; AL N; St 16, In 12, Wi 13, Dx 14, Co 11, Ch 13)

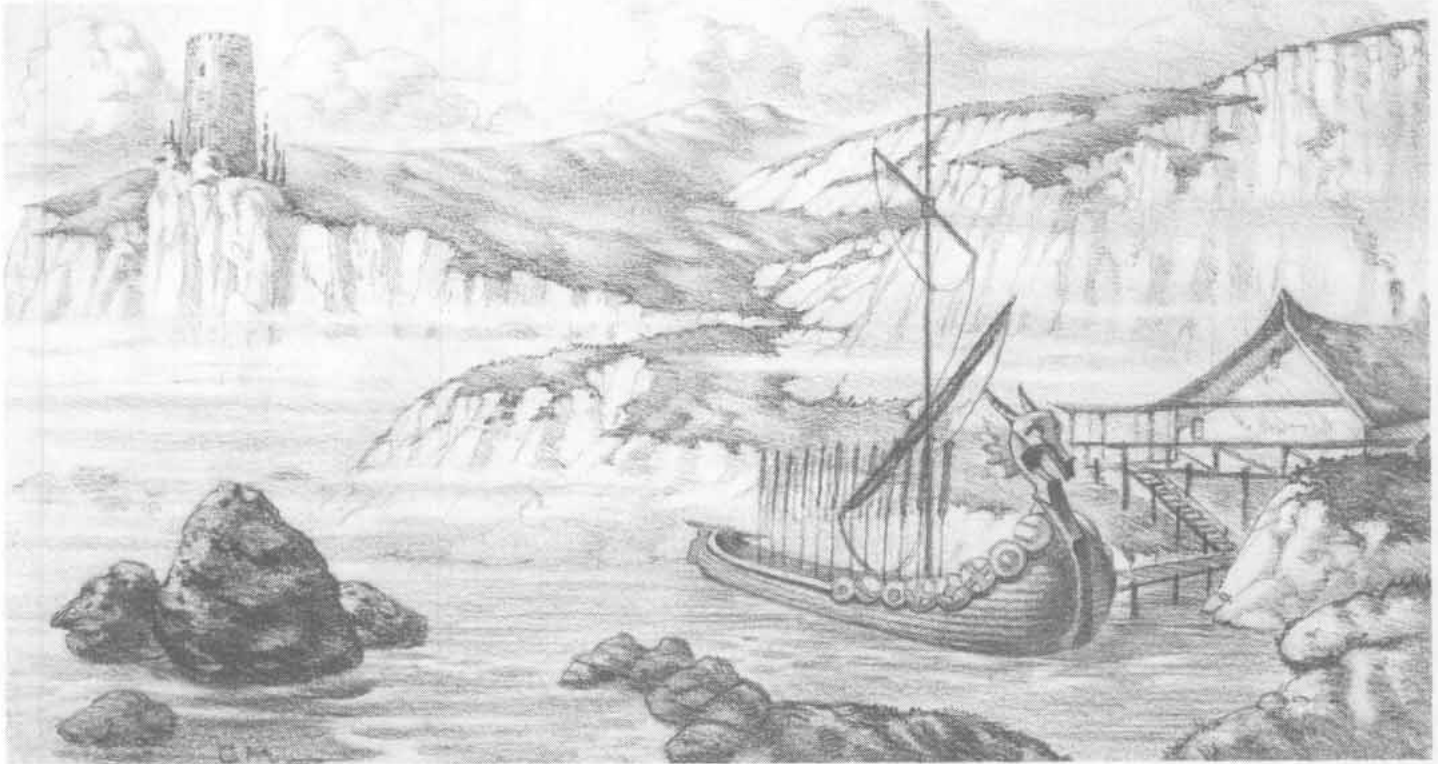
(AC 3; F6; hps 50; #AT 1; D 1-6 spear, 1-6 short sword; MV 120'; Save F6; ML 9; AL N; St 15, In 9, Wi 10, Dx 17, Co 15, Ch 10)

(AC 4; F6; hps 46; #AT 1; D 1-6 spear, 1-6 short sword; MV 90'; Save F6; ML 10; AL N; St 14, In 11, Wi 14, Dx 12, Co 15, Ch 15)

All these fellows have shields bearing the Duke of Estine's coat-of-arms, the eagle token, and each carries 1-4 gp, 1-10 sp, and 1-20 cp.

The prize here is the longship, *Redraven*. (See the beginning of Chapter Four for details.)

With the *Redraven* recovered, Thurman and the PCs now require 10 sailors to complete the ship's complement. All the men on the accompanying list (in chapter four) are known to Thurman. Together with eight others these 10 are all the men hanging out at The Wail. Apart from Sven, these men will be reluctant to come forward in the wake of the party's defeat of Vana Cullen's soldiers. In this situation Thurman will appeal to a large group of men who are standing around the front of The Wail. Turning to the PCs, Thurman will offer the following advice: "Show them the color of your



gold. That'll whet their appetites."

If the PCs offer gold, the other nine crew-members will step forward to join the *Redraven* once more. A few gold pieces doled out to each man will ensure that the ship is manned.

Either Thurman or Sven, the mate, can handle all the outfitting for the voyage. Everything except weapons will be available from The Wail. A standard package price for a fortnight's provisions and equipment is 100 gp. If Thurman is the captain he will insist upon underwriting this cost himself. However, he is temporarily short of cash so he will write a promissory note to the adventurers while they cover the initial outlay of funds.

Note: The *Redraven's* crew has been stripped of weapons and armor. The PCs must equip these fighter/sailors as best they can.

Colgrim, the Ostler

One of the fellows hanging around The Wail is a tough-looking character decked out in a red leather jerkin and breeches. This man is Colgrim, an ostler by trade, a man who makes his living selling, buying, and transporting horses. Colgrim will approach one or more of the PCs as the party prepares to set sail. Colgrim is a crusty fellow but a royalist at heart and a one time supporter of Maramet, the last High King. If the PCs are willing to listen, Colgrim will offer the following:

"So, you've hooked up with old Thurman. Well, believe it or not, you've made a good choice for a ship and a captain.

"Yer off witch-huntin', I suppose. Oh don't look so surprised! It's hardly a secret you know. She was here only a few days back. Ala, the Seawitch of Narvendul.

"Some of the lads saw her longship off the coast, just a mile or two to the north of here. Black it was—dark as pitch—and with an inhuman crew. Some of the lads said they saw the green troll folk on board. In any case, it was her, right enough. The ship had

a black sail with a coiled red serpent for a token.

"In any case, if it's to sea yer goin', you'll be leaving yer horses behind, I'll warrant. And this is where I, Colgrim the ostler, comes into yer lives. Unless yer planning to return here, you'll be wantin' yer horses taken to some other port 'o call. And unless I miss my guess, it's to Ruthin that you'll be returnin'. There now, it's my business to anticipate folks' business, so no need to feel that I've seen yer soul.

"Here's my offer: I'll take yer

horses down to the bay near Ruthin for 12 gold pieces an animal. A fairer price you won't find in a day's march, and where yer goin' you won't have a chance to shop around. What say you, then, my stout hearts? Is Colgrim yer man?"

If retained, Colgrim will make good on his offer and he will meet the PCs with their horses in tow near Ruthin (98) in less than a week's time. Colgrim will take half his money now and the rest when the adventurers return.



Introduction: Running a Sea-Borne Adventure

In preparing for this episode, the DM should consult the Waterborne Adventures section of the D&D® Expert Rulebook, pages 42-44. Furthermore, the referee should become quite familiar with random encounter possibilities for this chapter at the back of the module.

While sailing to, and from, Narvendul, there are no set encounters but weather conditions and random events will almost certainly come into play. The following discussions apply to this particular voyage and the DM should study them in some detail, lest he flounder on the briny ocean toss.

The Longship *Redraven*

The *Redraven* is a typical Viking-style longship with oars, a sail, and a stern-manned tiller (rudder). However, she is quicker than most in her class because she is designed to have less drag on the keel. While most longship movement rates would be 18/90 (miles/day), *Redraven's* pace is nearer 26/104.

Normally a boat of this type would require a crew of up to 75 sailors, with 60 rowers needed to sustain full speed in the absence of sail. This voyage is undertaken with a trained crew of 11 (including the captain) because as Thurman said, "It's the breezy season." Thurman would never take to sea like this if it were otherwise. In this situation the DM will add 1 to the results obtained from the Water Movement Modification chart on page 44 of the Expert Rulebook. In other words, a becalmed weather condition will not occur. In a normal breeze (an adjusted result of 6 to 8 on the table) the *Redraven* could easily cover 55 miles in one day's sailing. At this rate it will take the ship two days to cover the 110 mile voyage to Narvendul to the inlet near Ruthin. Navigation will not pose a problem because the Sorona will provide the heading.

The *Redraven*:
 Movement Rate: 26/104 (Miles/Day),
 120/150 (Feet/Round)
 Rowers: 10 plus the PCs
 Crew: 10 plus the PCs and the captain
 Hull Points: 80 (hit points)
 Armor Class: 8
 Capacity: 30,000

Captain Thurman and his crew will not leave the boat to fight, but they will fight on board if the ship is attacked. The DM will note that these fighting mariners have no weapons or shields, although they do wear leather armor. These sailors will refuse to wear metal armor in keeping with the sailor's usual inclination to avoid drowning! The following roster accounts for the crew as recruited at the end of Chapter Three:

The *Redraven's* Crew
 Sven, the Mate*
 (AC 7; F6; hps 42; #AT 1; D ?; MV 120';
 Save F6; ML 11; AL N)
 Lork, 2nd Mate*
 (AC 8; F5; hps 40; #AT 1; D ?; MV 90';
 Save F5; ML 11; AL N)
 Erik, Seaman
 (AC 7; F4; hps 30; #AT 1; D ?; MV 120';
 Save F4; ML 9; AL N)
 Bers, Seaman
 (AC 8; F4; hps 27; #AT 1; D ?; MV 90';
 Save F4; ML 9; AL N)
 Matts, Seaman
 (AC 7; F4; hps 29; #AT 1; D ?; MV 120';
 Save F4; ML 10; AL L)
 Larson, Seaman
 (AC 6; F4; hps 35; #AT 1; D ?; MV 90';
 Save F4; ML 11; AL L)
 Leif, Seaman
 AC 7; F4; hps 26; #AT 1; D ?; MV 120';
 Save F4; ML 10; AL N)
 Thorsen, Seaman
 (AC 8; F3; hps 20; #AT 1; D ?; MV 120';
 Save F3; ML 9; AL N)
 Adek, Seaman
 (AC 7; F3; hps 21; #AT 1; D ?; MV 90';
 Save F3; ML 9; AL N)
 Versen, Seaman*
 (AC 7; F5; hps 38; #AT 1; D ?; MV 120';
 Save F5; ML 10; AL L)

Crewmen with the (*) mark beside their titles are capable of navigation and helmsmanship. Captain Thurman is also in this class—his stats are provided elsewhere.

Each day (24 hours), the Water Movement Modification Chart should be consulted. Resulting conditions will apply for the ensuing 24 hours. In addition, every half-day (12 hours) the DM should make one random encounter check, using the table for Chapter Four at the back of the module.

Navigating to Narvendul (The Sorona's Heading)

Captain Thurman was correct in his estimation of the magical isle of the Seawitch. Once a month the tower island can actually change its location at the bidding of the Sorceress. For many years the Seawitch has relied on this wondrous effect, and many times she has eluded her enemies. However, the island will always be in the vicinity of Ostland's north and northwest shores, usually within 50 miles of the island kingdom.

Narvendul has lately appeared in the position shown on Map I. Its former position was about 40 miles due south. For all their good intentions, Captain Thurman and the crew of *Redraven* have no real sense of where it is at this time. The Sorona, though, does know where Narvendul is and it will reveal the heading to the crown-bearer.

The crown-bearer need not ask the circlet about Narvendul, the Sorona will automatically inform the PC concerned. This clue will occur as a thought in the mind of the lawful character:

"From Seaforth Bay expand your view, and Look for the Heir at East-14 and North-2." Simply stated, this heading means 14 hexes east and then two hexes north (from Seaforth Bay).

In nautical terms this will be 14 degrees east and then 2 degrees north. If the adventurer does not understand the meaning, Captain Thurman will. Using

sextant and compass, any of *Redraven's* navigators may easily locate the isle, steering a true course East by Northeast. With clear weather and a 24-mile horizon, those aboard the longship are certain to see Narvendul rising out of the ocean.

Narvendul, Tower Isle of Ala the Seawitch

Encounter Setting

Narvendul is a huge rock with a 120-foot-high tower atop it. It is not, however, some kind of floating platform. It is actually anchored to the sea bottom just like any island. It cannot “plant” itself in water that is deeper than 110 feet—that’s why the magical isle must remain in the relatively shallow water off the north and western shores of Ostland.

There are two entries to the island tower: the secret docking bay in the island itself (85), and the more conventional gateway at the base of the tower. The Seawitch rarely employs the latter portal, for she uses the longship of her namesake for her comings and goings. This vessel is currently moored in the sea cave beyond the hidden portal.

At the outset of this episode Ala is aware of the *Redraven* and the likely purposes of its crew. Her crystal ball with ESP has, in all likelihood, provided her with a clear vision of the party’s mission. But even if the PCs can forestall her special probe, it will be obvious to the crafty sorceress that the approaching longship has come to rescue the Prince, Tenitar.

Accordingly, as *Redraven* approaches, the Seawitch has devised an elaborate scheme to thwart the lawful quest. The nature and rationale of this plan is outlined as follows:

Strategy of the Seawitch at Narvendul

Ala has quickly determined that the party is too strong, even for her own formidable powers. The fact that they have found her island underscores this conclusion. Accordingly, she plans to draw them into her tower, put up a convincing fight therein, and then allow them to res-

cue the hapless heir from her clutches.

By the time the Prince is rescued, however, she will have *magic jarred* into the heir’s body. She will then play the role of the Prince until he is crowned. As King, the Seawitch can then pardon Vana Cullen, nominate the chaotic Duke of Estine as heir, and then contrive to lay the King’s (Tenitar’s) body low.

Before Tenitar’s body dies, Ala will *magic jar* out of his form and return to that of her own. With Tenitar’s demise, Vana Cullen will become King of Vestland and then make good on his vow to assist Ala in her own scheme of conquering the island kingdom of Ostland.

Ala is obsessed with the desire to rule Ostland. At one time she was a Princess of that realm until she was banished by her father, the late King, for dabbling in dark sorcery. Her brother now rules the island and she despises him, for he sits in grandeur while she inhabits her movable rock in the ocean. Ala has affiliated herself with Vana Cullen because she needs the secular might of another kingdom to overthrow her brother and take his place.

In the interests of higher drama, the DM should be careful not to let on that the whole incident at Narvendul is a trap of sorts. There are sufficient clues in the encounter descriptions, and wise players should develop their suspicions as the scenario unfolds.

Read the following as the *Redraven* converges on Narvendul and the tower isle comes into view:

A light mist hangs above the water to the east, slightly obscuring the line of the horizon. Apart from an occasional sea bird soaring overhead, the ocean seems vast and empty like the stretch of time without end.

Suddenly, something appears off the port bow to the east. Rising above the low-lying sea mist, not 15 miles away, you see it; alone and vaulting like some black beacon in an ocean of desolation. The crew has become restless as word of the sighting passes from one man to another. From their

fearful murmurings there can be no doubt that this tall dark object off in the distance is the island tower of Narvendul.

Captain Thurman will give each character a chance to view the tower through his eye glass. The DM should describe the dimensions of the island and tower (size, shape, door position).

Entering Narvendul

The PCs may contrive to investigate the tower as they see fit, but there are only two ways of entry, as outlined previously. *Redraven* is equipped with a small lifeboat that the PCs might employ for the purpose of a closer inspection. On the other hand, the water around the island is quite deep and the *Redraven* will have no problem coming right in to shore at any point. Regardless of player tactics, the DM will read the following (day or night) at the most opportune moment, quite possibly as the PCs muse on the best assault procedure while laying offshore with the south end in sight.

85. Secret Island Entry

The only entry to this tower seems to be a double gate affair on the south side. This portal looks extremely well built, as does the whole tower. As you gaze along the water line you are suddenly amazed to see a large opening unfold in the steep rocky face of the island, just below the main tower gate. Some of you rub your eyes, for only a moment ago there was nothing but solid rock. Now there is a portal in the rock large enough to accommodate the longship.

Note: The crown-bearer will feel the Sorona pulsating a moment after the secret opening appears. This is a warning, although the PC will not necessarily understand it as such.

The secret portal will stay open until it is used by the PCs or until they demonstrate their intention of using the front

tower door. The front tower door may be opened by a simple lock-pick procedure.

86. Sea Cave (Hidden Grotto)

You are in a huge grotto filled with sea water. The ceiling of this cave is almost 30 feet above the water. On the east side of this grotto there is a docking area where a longship is placidly moored. The mast and sail of the boat are down but the name on the portside of the hull reads, *Seawitch*.

All around the cave there is a ledge, wider to the east than elsewhere. Numerous humanoid with leathery skin and lizard-like heads are either languishing or attending to tasks throughout.

Ala employs 30 lizard men as crew for the *Seawitch*. These fellows are all over the place: sleeping, lounging, eating fish, repairing weapons, etc. The lizard men have no idea of Ala's scheme at this time so they will be utterly astounded to see visitors, especially if the *Redraven* has entered the grotto. For this reason they will not have initiative in melee but they will begin throwing spears before the end of two rounds. Thereafter, they will fight with clubs in hand-to-hand melee. There are 20 lizard men on the east side of the cave and 10 on the west.

The DM should point out that there is a spiral stairway on the east side of the cave, as indicated on MAP XI.

87. The Longship *Seawitch*

In most respects this boat is similar to the *Redraven*, although slightly shorter in length. At the back of the boat there is a strongbox where the lizard men keep their treasure. This chest holds 117 gp and 431 sp.

The mast of the ship is down and lying lengthwise on the deck. In the cargo hold below there are four barrels of fresh water and a large box containing the ship's sails. The *Witch's* mainsail is black with a red coiled serpent token in the center. However, there is another sail in the box, white with the red and yellow shield of

Vestland rendered in the center. This symbol shows the Sorona above a battle axe and a rod of rulership.

If taken and sold, the *Seawitch* would fetch 10,000 gp at Norrvik shipyards and possibly up to 20,000 gp at Freiburg's yards in the Heldann Freeholds.

The spiral stairs lead to a trap door in the floor of the east corridor of the tower (level I). The party will, of course, have to deal with the lizard men before they can make the climb.

The Troll Ambush

Unlike the lizard men, the trolls on this level are aware of the party's intrusion and they are laying in wait to ambush the group. In this situation these six creatures will be waiting for the group on either side of the hall intersection, three on each side. The DM may also run this ambush if the PCs come through the main tower entry.

88. Troll Chamber

Six ratty-looking mats lie on the floor of this chamber. A number of bones are strewn around the room and several pieces of horse meat hang from hooks on the walls. The aroma in the chamber is awful.

This is the lair of the trolls and quite obviously these creatures enjoy dining in bed. There are 315 gp, 467 sp, and gems to a value of 310 gp scattered throughout the chamber.

89. Storage Chamber (door locked & padlocked)

Twelve large barrels lie against the north walls of this chamber. The south section of the room is occupied by shelves with bottles, sacks, and boxes. A number of casks lie on the floor in this area.

The barrels contain precious fresh water. The casks hold wine, mead, and brandy respectively. The sacks contain flour and grain. The sundry bottles are

filled with various chemicals and the boxes hold jars with all manner of magic user materials for spell concoction. Chemicals and substances include acid, nitrate, sulphur, mercury, mink oil, frogs' eggs, newt bodies, sheeps' eyes, fish powder, crushed pearl powder, etc.

90. Storeroom

The smell in this chamber is disgusting. The aroma seems to be coming from three dead humanoids lying against the west wall. Their leathery, lizard-like bodies are decomposing at a rapid rate. The east portion of the room is occupied by three large barrels and three boxes.

The bodies are those of three lizard men who have fallen victim to the trolls. Two of the barrels hold fresh water, and one holds cheap ale. The boxes hold gnawed bones of former victims. The trolls like to keep a supply of bones on hand for occasional snacking!

91. Troll Common Room

This chamber is festooned with weapons hanging from racks and hooks on the walls. A large fireplace is built into the east wall and three kegs lie atop the mantle. The center of the chamber is covered by a large animal fur that has been spiked into the stone floor. There is a box in the southwest corner amidst a pile of animal bones.

This chamber is used by the trolls as a recreation area. The fur on the floor serves as a wrestling mat, a favorite pastime of these brutes. The box in the corner holds dicing bones which the trolls use in their games. The incidental bones in the corner are more leftovers from a recent party.

The casks above the fire hold cheap brandy—each is half empty. The weapons on the walls include pikes, spears, bastard swords, whips, and bolas (six of each).

The *Seawitch* is not fond of these ser-

vants but she retains them for tower security and to terrorize the lizard men. When voyaging, she will often take two trolls with her to act as overseers since they are so good at keeping the lizard folk at the oars.

The spiral staircase to level II lies behind a door at the end of the north corridor. This stairway leads in turn to a trap door on the next level. This extra division is designed to keep the trolls firmly at bay.

Running Levels II & III

With the demise of the trolls, Ala will promptly *magic jar* into the body of Tenitar, which lies prostrate on a bed in 96. Ala's own body has been sealed in the north pillar in 95, along with her most precious possessions. Ala's lady-in-waiting, Debara, will now take on the role of the Seawitch for the rest of this episode. In fact, she must play the role of the Seawitch to the death, if required. This is absolutely essential if the PCs are to be duped in this scenario. Moreover, the mistaken identity tactic is a favorite one of the Seawitch, and one that she hopes will bring her ultimate power.

Curlow, Ala's chief henchman, is waiting outside the tower, under water, through the fabulous facility of an undersea boat. He is waiting to follow the *Redraven* back to Vestland in order to fulfill his mistress's plan (See the end of the chapter for more on Curlow).

The Seawitch's bodyguards will fight fiercely on level II, confronting the party in the south corridor. Again, these minions will put up a good fight so as to give the impression of a strong defense.

Ala's Bodyguards

Zarka, Fighter
(AC 1; F 11; hps 98; #AT 1; D 4-11 sword +2 & strength bonus; MV 120'; Save F11; ML 11; AL C; St 17, In 14, Wi 10, Dx 14, Co 18, Ch 14)

This fighter wears shining black plate armor and wields a *shield* +1. His sword is a +2 weapon with a chaotic alignment. Anyone of a neutral alignment will not benefit from the bonus. Lawfuls will suffer a -2 penalty to hit and damage with the weapon.

Marko, Fighter
(AC 2; F 10; hps 81; #AT 1; D 1-8 sword; MV 90'; Save F10; ML 11; AL C; St 15, In 10, Wi 9, Dx 17, Co 14, Ch 8) He wears black plate armor and wields a shield and sword.

Verkan, Fighter
(AC 3; F 9; hps 69; #AT 1; D 2-9 two-handed bastard sword; MV 120'; Save F9; ML 10; AL C; St 16, In 9, Wi 9, Dx 13, Co 17, Ch 10) He wears black plate armor and wields his two-handed sword like a maniac.

The shields and breastplates of these fighters bear the coiled red serpent token.

92. Curlow's Room

This unusual chamber appears to be a combination bedroom and kitchen. A bed lies in the northeast corner and beside it is a chest atop a footlocker. The west part of the room contains a stove, a pantry area, and chopping block facilities for food preparation.

All the humans at Narvendul eat courtesy of Curlow's efforts. Indeed, while in residence, food-making is a large part of Curlow's labor. The whole kitchen area contains nothing of consequence.

The locked chest holds fine costume jewelry, clothes, personal items, and a wooden box. This container houses a blowgun and 10 darts, five poisonous (save vs. poison or die) and five toxic (save vs. poison or fall unconscious for 10-19 rounds [1d10 + 9]).

The footlocker holds Curlow's assorted outfits of disguise including a gypsy man's costume, a Vestlandian out- rider's tunic, a merchant's apparel, and the tunic of a royal Ostlandian guard (blue with a dolphin symbol). At the bottom of the box are two swords, two throwing daggers, a bola, and 10 normal darts.

Curlow has taken the liberty of removing his personal fortune from this chamber. His treasure is with him in the undersea boat.

93. Guardroom

Ala's bodyguards will attack before the PCs get a chance to ransack this facility.

Three beds, cabinets and footlockers are lined up against the north wall. A small table and two chairs sit in the southeast corner and a brazier stands opposite, to the left of the door.

Each cabinet holds one suit of chain mail, a spear, a two-handed sword, and a long bow with 50 arrows. The locked footlockers hold leggings, breeches, shirts, black tunics, and a strongbox. Each of these locked iron boxes holds 3-60 gp, 4-80 sp, and 5-100 ep.

On the table in the southeast corner there is a set of dice, three mugs, and a small cask of mead.

Beneath each bed is a heavy crossbow in an oil sack. Beside each of these weapons is a cache of 20 heavy bolts.

94. Antechamber (door locked)

The walls of this chamber are festooned with strange symbols. In the north portion of the chamber there is a divan against the wall with a brazier on either side of it. At the south end there is a small bed and a chest beside it. In the middle of the west wall there is a pillared archway.

This chamber is normally occupied by Debara, Ala's servant. The chest beside the bed is full of clothes and costume jewelry. Beneath the pillow on the bed there is a dagger.

Debara keeps her pitiful treasure stashed beneath the bottom cushions of the divan, in the north portion of the room. There are two small caches here: a leather pouch with 17 gp and seven pp, and a small sack with gems to a value of 76 gp.

Elves and magic-users in the party will recognize the symbols and runes on the walls as the evil incantations of a sorceress. However, these tokens are tied to Ala's alignment language.

Only chaotic spell users will know that the symbols tell the story of the Seawitch's origins in Ostland, of her banishment, and of her vow to reclaim her former glory. One of these runic phrases is a curse against her brother, the current King of Ostland.

94a. Ala's Bedchamber

Note: Whoever passes through the veiled arch from 94 must save vs. spell or be overwhelmed by a powerful feeling of dread. Those who fail to save will be turned from the chamber and the antechamber in short order.

Upon entering the bedroom, the adventurers will see the following illusion, created by Ala to protect her chamber. Elves and magic-users have a 20% chance to know that the vision is just that.

This chamber is bathed in an unnatural red light issuing from braziers in all four corners. The room is empty except for a monstrous red serpent coiled by the middle of the west wall. The creature rattles its giant tail and raises its huge head, setting its gaze upon you. From its large slitted red eyes to its grotesque tail, the snake appears to be at least 60 feet long.

To be dispelled, the snake illusion must be touched. Disbelief is not enough except in the case of elves and magic users. The snake illusion will open its attack by spraying a terrible, cobra-like venom in the direction of the PCs. Everyone in the 10-foot-wide path of the venom spray must save vs. poison or they will believe that they have been overcome by the attack. In this event the victim(s) will fall unconscious until revived by a cleric or magic-user. All those who save against this illusory attack will continue to act as if the giant snake is real (until they touch the creature).

The illusory snake will continue to attack with its poisonous breath weapon until everyone in the party has dispelled the horror from his mind.

Real Description

A large four-poster bed with a black canopy lies against the middle of the west wall. A coiled red serpent is prominently displayed on the hanging canopy at the front of this bed.

A large throne-like chair on a dais is positioned in the middle of the north wall. Small braziers stand on either side of it.

A harp, rendered in polished rosewood with gold and silver inlay, stands on another dais in the middle of the south wall.

The north and south sections of the east wall are adorned with exquisite hanging tapestries offering scenes of ocean vistas, beaches, and other maritime scenes.

A tall wooden cabinet stands in the northwest corner and a chest sits upon a table in the southwest.

Ala keeps two of her prized artifacts in this bedchamber: her *throne of transformation* and her *harp of spirit restoration*.

The throne allows the Seawitch to change her shape; to actually become something else. Once per day Ala can make use of the device with an incantation only she knows. Likewise, she can change back to her true form on a once-a-day basis, but she must return to the mystical chair to do so.

Whoever sits in the chair (without using the proper command words) will be subject to the random workings of the throne without benefit of a saving throw. The DM will consult the following table:

D6 Roll	Effect
1	ocean osprey
2	an attractive young girl
3	an old man
4	an old woman
5	a gaseous form
6	a wolf

There are no saving throws for any of these polymorphic effects. The victim's body will simply become one of the above, with all the physical strengths,

abilities and weaknesses of such a being. The character's mind, however, will be intact. Only a successful *remove curse* and *wish* sequence will negate these effects. *Polymorph* spells will fail.

The *harp of spirit restoration* is a chaotic device. It plays "music" to the ears of chaotics and also cures them once per day as a *cure critical wounds* spell. Neutrals who hear the harp will feel dispirited, losing 4 morale points for a period of 12-21 rounds (d10 + 11). Lawfuls who hear the harp will instantly suffer a *cause critical wounds* effect and subsequently go insane for 1-4 days unless they save vs. spell. Insane characters will not be able to function in any effective manner (fighting, talking, rational behavior, and reasonable thought).

Note: A *remove curse* will negate the effects of the insanity.

The harp would fetch 10,000 gp if sold to a chaotic character of substantial means, or 150 gp if dealt off as an antique (with properties undisclosed).

The large wall cabinet in the northwest corner is full of gowns, dresses, guises, and the sundry apparel of a woman of means.

Hanging quite openly in this closet is a drab cape made of black wool. This mundane-looking item is, in fact, a *displacer cloak*.

The locked chest beside the bed holds 457 gp, 876 sp, 1,976 ep. However, the table beneath the chest has a concealed compartment at the back, near the wall. If the northwest table leg is turned clockwise, a secret drawer will pop out. This trove holds two magic-user scrolls: *remove curse* and *weather control*. A small black jar in this drawer is an *ointment of healing* with three 4-14 points of curative applications.

95. Ala's Watchtower

Note: The spiral stairs lead from level II to a door just at the landing. This door opens into 95.

This large circular chamber is punctuated by an inner circle of stone columns. At the center, within the columns, there is a table covered in a black cloth. In the middle of the table there is a glass or crystal ball resting on a base. Beside the table is a well-padded chair. The outer walls of this room are lined by benches on which there are all manner of bottles, jars, urns, and sundry devices. Runes and alchemic symbols decorate the walls above the benches.

Debara (in the guise of Ala) and the hell hound Axis are hiding behind the northwest pillars. As the PCs enter they will attack.

Debara, the Magic-User

(AC 2; MU 5; hps 24; #AT 1 or spell; D by spell or wand; MV 120'; Save MU 5; ML 11; AL C; St 12, In 15, Wi 12, Dx 18, Co 16, Ch 15)

Debara is playing the role of Ala in this encounter and she is attired in a long, flowing magic-user's gown with a very high collar. Her hair is held back beneath a diamond tiara. With the coiled serpent token on her gown in the form of a large brooch, she looks like a very believable Seawitch and mistress of Narvendul. She has two magical items in her possession: a *wand of lightning bolts* (four charges) and a *ring of invisibility* with two charges left.

Spells:

- Level 1: magic missile, sleep
- Level 2: levitate, knock
- Level 3: hold person

In this melee she will use her wand until it is spent. If she loses 19 hit points or more she will use her ring to turn invisible. However, if she is discovered in spite of this escape technique, she will fight on until death.

Debara's red serpent brooch is worth

413 gp but her tiara is a wonderfully crafted replica of Princess Ala's circlet. Actually, this item is only worth 5 gp and is made of zircons. (Only a careful examination will reveal that the stones are not diamonds.)

The crystal ball on the table is not Ala's crystal ball with ESP. In fact, it is just a lovely piece of crystal imbued (by Ala) with a dimmed *light* spell. The ball will seem to be magical but in reality it can do nothing but give off a faint inner light.

The workbenches around the chamber hold all manner of chemicals, substances, and the devices of magic and alchemy. There are scales, beakers, burners, pestle and mortars, chunks of iron, pieces of gold ore (171 gp), fools' gold, and potions. The following potions are lying around with incorrect labels: *poison* (labeled "flying"), *delusion* (labeled "speed" and the imbibor will believe it), and *dimunition* (labeled "fortitude").

Ala's false spellbook is hidden on the north bench under a pile of sea charts. This tome will appear to contain all her spells, rendered in runes intelligible to a magic-user. In reality, these renderings have no attendant power. Any magic user who makes a simple inventory of the spells will not notice this at first. Only a careful examination, and perhaps a test, will reveal that the book is useless.

96. Antechamber (door locked)

Across the northwest corner of this triangular room there is a narrow bed. Lying here is a young man with light brown hair, a short-cropped beard, and fair features. He is attired in shabby breeches and a brown leather tunic. The fellow seems to be asleep.

This man is Gregorian (Tenitar) and he is sleeping peacefully after receiving a potion from the Seawitch. He is currently possessed by Ala's life force. Tenitar's own life force is housed in a magical gem fixed to a ring on Curlow's right hand. (Curlow is lying in wait in an undersea boat adjacent to the rocky isle.)

Tenitar will awaken in a few rounds and

Ala will play him perfectly upon a return to consciousness (e.g., a bewildered ex-shrinekeeper-turned-heir-to-the-throne, awakening from potion-induced sleep). At first Tenitar will be disoriented and then he will recognize the PCs. The DM may use the following remarks as a guideline for playing the possessed Prince in this initial exchange with the adventurers.

"Great stars! I feel like I've been kicked by a mule. Where am I? I remember a dreadful voyage on a ship with vile creatures. And that woman...always that woman's eyes. What a witch!

"But wait a moment. I know you people. You visited me at the shrine not long ago. Yes, of course! You came to the stones when I was laid up with fever. How in the name of Forsetti have you found me? I'm so confused, I don't even know what day it is.

"Everything has happened so quickly. Why, only a few days ago I was a simple shrinekeeper and now they tell me that I'm the heir to the throne of Vestland. But I'll tell you this, my friends, there's no future in the job when you're abducted and spirited miles away from your home. I'd sooner go back to shrinekeeping than be a royal fish on a hook.

"But tell me, what happens now? Have you come to rescue me or slay me?"

After this exchange Tenitar will fall in with the party's plans. He will become quiet and rather pensive, explaining that he is still quite shaken by his ordeal.

Encounter Conclusion

The PCs may leave Narvendul at their leisure after this episode. Indeed, Ala the Seawitch wishes them to do so. Curlow, Ala's retainer, will follow the party back to Vestland in the undersea boat. The DM will note also that Ala's own body will not be discovered in this scenario. Moreover, no amount of demolition work by the PCs will damage the magical tower.

Plot Synopsis

In the wake of the Narvendul Isle episode the PCs will have the King and the Crown in their possession. It now remains for the group to see that the two are united publicly at Ruthin Monastery.

The forces of chaos, however, are by no means vanquished at this time. The Duke of Estine is still at large and his powers are in force in the area of Ruthin and the capital, Norrvik.

Furthermore, Ala the Seawitch literally possesses the Heir with her *magic jar* scheme.

The following discussions outline the dispositions and strategies of these forces in their last, desperate bids for power.

The Duke of Estine's Deployment

Vana Cullen has mobilized all his remaining men-at-arms in an effort to thwart the return of the Heir to Ruthin. His forces are divided into two groups: 20 riders in the area of Ruthin Monastery and one longship and crew patrolling the inlet between Norrvik and Ruthin.

No fool, Vana Cullen now suspects that Annacks's agents (the PCs) have both the Sorona and the Heir in hand. His strategy now is quite simple: intercept the Heir, slay him, recover the Sorona, and then crown himself at Ruthin before the Royal Council can intervene. With an Ethengarian invasion imminent, the Duke can justify his enthronement for reasons of national security.

Ironically enough, Vana Cullen does not know that Tenitar is under Ala's control at this time. If the Duke succeeds in slaying the Prince, he will likely kill his ally in the process!

Strategy of the Seawitch

Ala's possession scheme turns on her servant, Curlow, who is following the *Redraven* in a wondrous conveyance, the undersea boat. Her servant has the ring which currently holds Tenitar's spirit (lifeforce). Curlow and the emerald ring must be nearby when Ala finally abandons Tenitar's body. In keeping with the

spell, Ala's lifeforce will displace Tenitar's so that later on she may be restored to her own body which is still at Narvendul.

Accordingly, Curlow will follow the *Redraven* in the undersea boat and then he will shadow the party (on land) in yet another guise, that of a Ruthinian monk. In this fashion Curlow will contrive to be near the Heir (Ala) at all times.

Note: This *magic jar* spell is stronger than the normal procedure. Curlow and the emerald ring can be as far away as 300 feet and the spell will still function to exchange life forces (as Ala *magic jars* from Tenitar's body).

Overall, Ala intends to play Tenitar in a convincing fashion until he is crowned King. The DM will note, however, that the Seawitch has two liabilities in this role. In the first place, she does not know Tenitar/Gregorian. She really has no idea of what it has been like to lead the life of a humble shrinekeeper. Her "Tenitar" will have very little "Gregorian" about him.

Furthermore, the Seawitch is an arrogant creature, used to giving orders and used to having them obeyed by trembling minions. As time goes on she will become increasingly dictatorial, and at times rather cruel. Throughout this section the DM should allow Ala's true nature to unfold slowly in Tenitar's deportment and demeanor. In specific terms, Tenitar will change from a humble, compassionate, and thoughtful shrinekeeper to an increasingly arrogant and spoiled prince who has little regard for anyone or anything beneath him.

The potential wild card in this finale is Braks, Vana Cullen's double. If he is still the party's prisoner, he will be preparing to make his escape as the *Redraven* sails up the inlet to Norrvik and Ruthin. Encounter 97 presents the most favorable opportunity, (as the *Redraven* is attacked by another longship).

If Braks does escape the party's clutches, he will report to the Duke who is camped near Ruthin. If the Duke is informed of the party's specific progress, he and his men will attempt to waylay the PCs before they get to the monastery.

The Role of the Sorona

Even though the Sorona affords a daily *ESP* opportunity, it will not reveal Ala's possession of the Heir. The Seawitch employs a special magic that functions like an amulet vs. crystal balls and *ESP*. The Sorona will detect and dispell the Seawitch's spirit only when it is placed upon Tenitar's head.

Throughout this section Tenitar (Ala) will decline to try on the crown, explaining that it is unseemly to do so prior to the official investiture at Ruthin. However, if the PCs place the Sorona on his head (effectively against his will), then Ala's life force will be instantly dispelled back to the *magic jar* on Curlow's finger. In this event Tenitar's life force will be returned to his body intact.

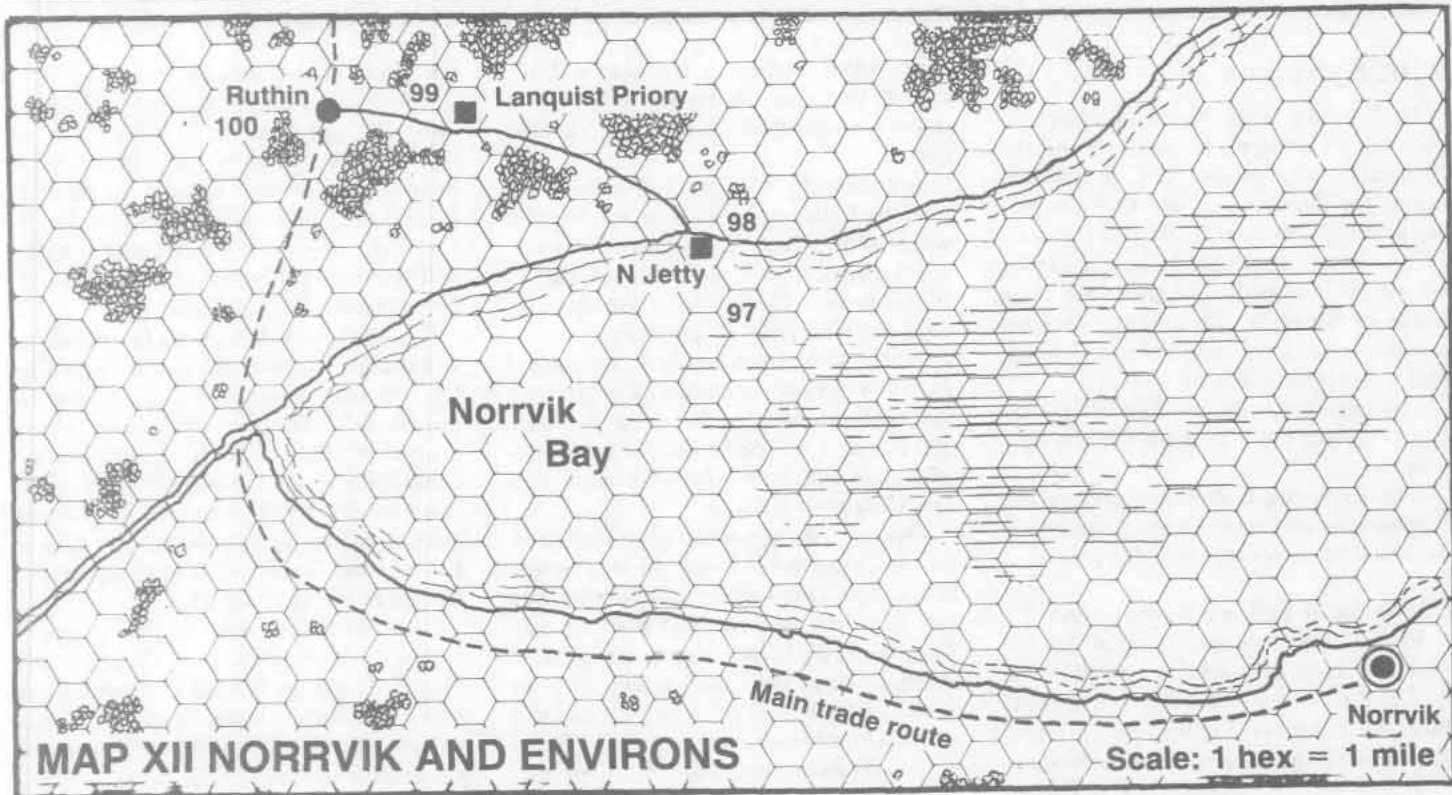
Note: If fully restored, Tenitar's personality will change at once. See the ending for details on Tenitar's crowning. As noted, if Ala's scheme is thwarted she will survive. Curlow will make sure that she is returned safely back to Narvendul, and to her own body.

97. The Battle in the Bay

Only a few miles from the jetty where *Redraven* will dock, the PCs will be overtaken by the *Golden Eagle*, the Duke of Estine's longship. As the *Redraven* approaches the north shore jetty, read the following:

Less than a mile from shore you can see the jetty where the crew of *Redraven* proposes to land. Suddenly, off the port side, you see another longship moving toward your own vessel from a bank of mist. The black sail of this boat is emblazoned with the image of a golden eagle.

The *Golden Eagle* has the element of surprise and it will successfully entangle with the *Redraven* on a roll of 1-4 on 1d6. Thereafter, the *Eagle* will attempt to grapple until the *Redraven* disengages. The latter vessel may outrun the *Eagle* after three failed grappling attempts.



MAP XII NORRVIK AND ENVIRONS

Scale: 1 hex = 1 mile

The Golden Eagle

	AC	Level	hps	#AT	Weapon/Damage	Armor
	6	F5	30	1	axe (1-6)	leather/sh
Movement Rate: 18/90	5	F6	33	1	axe (1-6)	scale/sh
90/150	4	F5	31	1	sword (2-9)	banded
Crew/Sailors: 60 (see roster)	6	F4	24	1	b.axe (1-8)	scale
Hull Points: 78	5	F4	22	1	sword (1-8)	chain
Armor Class: 8	6	F3	20	1	axe (1-6)	leather/sh
Capacity: 30,000	5	F4	28	1	axe (1-6)	chain

Golden Eagle Roster

The *Golden Eagle* is manned by 40 ordinary seamen and 20 hand-picked assault troops, including the commander. Only the latter group will actually engage in combat. The abbreviated list below outlines these special mariners:

4	F5	34	1	sword (1-8)	chain/sh
4	F4	19	1	axe (1-6)	banded
5	F6	40	1	sword (1-8)	chain
4	F5	30	1	b.axe (1-8)	banded
3	F6	42	1	sword (1-8)	banded/sh
4	F5	31	1	axe (1-6)	chain/sh
5	F4	23	1	sword (1-8)	chain
4	F5	37	1	b.axe (1-8)	banded
4	F5	34	1	sword (1-8)	chain/sh
5	F4	22	1	sword (1-8)	chain
6	F3	18	1	axe (1-6)	scale
5	F4	27	1	sword (1-8)	chain

Each of these fighters carries 1-8 sp and 1-6 ep.

The leader of this band is Captain Kator, the Duke's personal helmsman (AC 1; F8; hps 71; #AT 1; D 3-8 *mace* + 2; MV 120'; Save F9; ML 11; AL C; St 16, In 14, Wi 10, Dx 16, Co 14, Ch 13) He wears plate armor and carries a *shield* + 1, in addition to his magical mace and an ivory inlaid short sword at his side (100 gp value). He has 13 gp, 43 sp, and 15 pp in a pouch at his belt.

In melee Kator and his men will attempt to slay the Heir at the earliest opportunity. Their morale is high but if Kator is killed the DM should make a series of morale checks.

In addition to the crew of the *Redraven*, Tenitar will fight in this encounter. (AC 9; F2; hps 20; #AT 1; D 1-10 staff; Save F2; ML 12; AL C; St 16, In 18, Wi 11, Dx 17, Co 17, Ch 16)

Tenitar has Ala's intelligence, wisdom, and charisma scores. The alignment is chaotic and the armor class is contingent upon how the Prince is outfitted. He fights with a staff at level 2 fighting ability due to natural talents. The staff is the only weapon known to Gregorian of Sky.

Ala for her part cannot cast spells while she is in Tenitar's body. If the Heir is laid low or reduced to 0 hit points in the melee (or less), Ala's spirit will evacuate at once, returning to the *magic jar* on Curlow's right hand. Accordingly, Tenitar's life force will return to his own body.

Through the course of any remedial actions, the PCs may elect to place the Sorona upon the Prince's head. This action will instantly return Tenitar to consciousness and 1 hit point. Again, the DM should consult the end sequence for more information about the union of the Heir and the Crown.

98. North Shore Jetty

This is the end of the line for Captain Thurman and his crew. The *Redraven* will put in at this modest landing site and al-

low the PCs to disembark once and for all. Hearty farewells and best wishes will be offered by the crew.

Meeting with Colgrim, the Ostler from Seaforth Bay

If applicable, good old Colgrim will be waiting near the landing with the party's horses. Colgrim will hail the group and then wait for the other half of his money (six gp per horse).

As the horses are handed over, Colgrim will offer the PCs a word of warning:

"You had best take care, my friends. The Duke of Estine's men are everywhere and it seems his lordship has laid a charge of high treason against you. Why, I'd wager there's a price on your heads!"

Note: If the PCs did not retain the ostler in Chapter Three, the DM will delete this encounter and the adventurers must proceed on foot.

The Road to Ruthin

Although it is only eight miles to the monastery, the way is treacherous, for the Duke of Estine must waylay the party on this road. Encounter 99 will occur because Vana Cullen has received a report from a scout who has witnessed the sea battle from the vantage of 98. The ambush at 99 will be set by the time the adventurers arrive.

Note: If Braks has made good his escape, the Duke's men will know the attire of the Heir. In melee at 99, the Prince will be a preferred target.

99. Lanquist Priory

There is but one route from the north shore to Ruthin Monastery, a narrow and seldom-used dirt road through a mixture of woodland and wild fields. About six miles from the landing the road leads to the ruins of Lanquist Priory. Much smaller than Ruthin,

this clerical retreat was once used as the personal residence of the Patriarchs of Vestland. In earlier times this location was the site of a shrine to a chaotic god from Vestland's dim past.

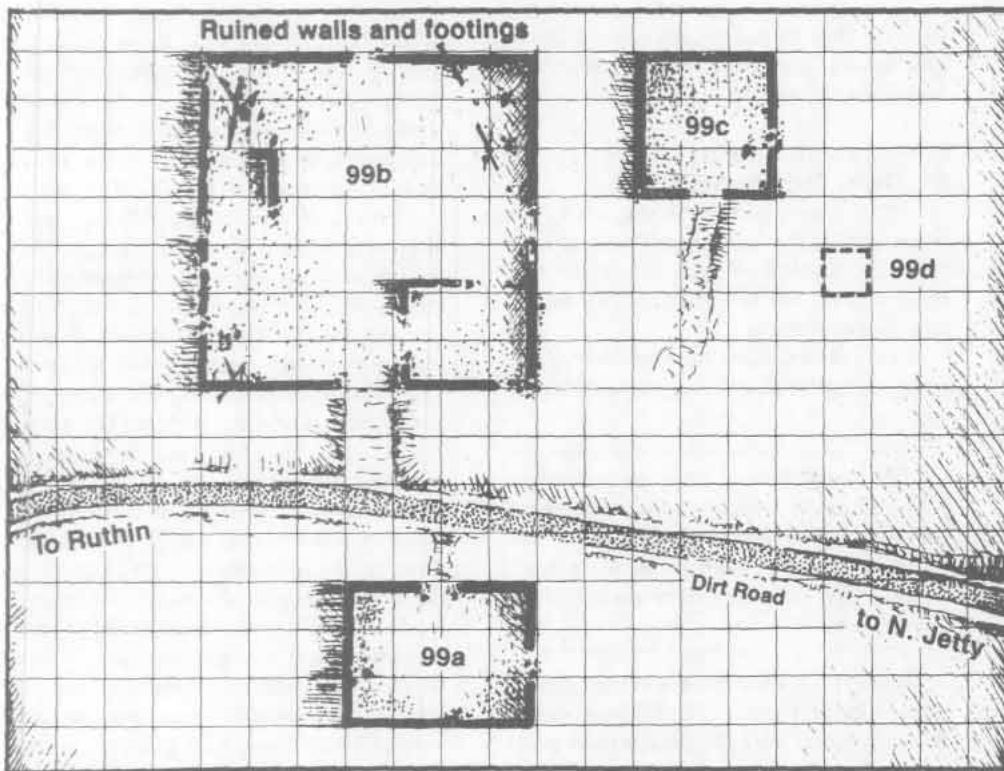
With the rise of the High King, and the spread of the Forsettian faith, the shrine was thrown down and the chaotic worshippers were driven off. The second Patriarch of Vestland, Lanquist, thought to sanctify the ground by building a priory on the ruins of the shrine. Lanquist went so far as to insist upon being buried at the site and so he was.

Thereafter, two more religious leaders resided at the priory until an unfortuitous event destroyed it. Lightning struck the main building and the whole retreat was razed to the ground by an ensuing fire. The Ruthinians took the disaster as an ill omen and Lanquist Priory was abandoned thereafter. The present ruins are over 100 years old, and the place is generally shunned by the Ruthinians and others.

The Duke of Estine's remaining men-at-arms will use this locale to stage their last attack upon the party. At the outset some of Vana Cullen's men will be in the guise of monks.

Read the following to the PCs as they approach the ruined priory:

The earthen road from the sea has led a number of miles through woodlands and wild fields. At length, the track leads to an area of ruins. The crumbling walls and footings of buildings lie ahead. On the road beside the broken stone there is a cart and horse. The cart appears to have lost one of its wheels and a group of monks are standing here, apparently in some distress over the mishap. By their garb, these brothers look like Ruthinians.



MAP XIII LANQUIST PRIORY

Scale: 1 sq. = 10 feet



The party cannot avoid being seen unless they are proceeding off the roadway. Such off-road movement is not possible if the PCs are mounted, for the horses would falter in the treacherous fields. In the likely event that the group is seen on the roadway, one of the "monks" will hail them:

"Hold a moment, friends: Can you give us some assistance with this wretched wagon? Alas, we are clerical folk and the wheel repair is beyond us. Can you help us for the love of Forsetti?"

There are five men disguised as monks, including the spokesman. If the PCs stop to lend assistance, the ambush will commence with a hail of crossbow fire directed from the cover of the ruined walls, on either side of the track. The monks will then reveal their true colors. They are the Duke of Estine's men-at-arms, with armor and weapons beneath their habits.

Five Monks

(AC 7; F5; hps 30; #AT 1; D 1-6 short sword; MV 120'; ML 9; AL C)

(AC 7; F4; hps 28; #AT 1; D 1-6 short sword; MV 120'; Save F4; ML 9; AL C)

(AC 7; F4; hps 27; #AT 1; D 1-6 short sword; MV 120'; Save F4; ML 9; AL C)

(AC 7; F6; hps 40; #AT 1; D 1-6 short sword; MV 120'; Save F6; ML 10; AL C)

Leader

(AC 7; F5; hps 39; #AT 1; D 1-6 short sword; MV 120'; Save F5; ML 10; AL C)

Each of these fighters carries 1-20 sp and 2-40 cp.

On either side of the road there are five crossbowmen (10 total) firing from the cover of the ruins. They will sustain this barrage until assailed in hand-to-hand melee when they will change weapons to swords. The DM will note that Tenitar is the preferred target in this encounter. If Braks has made a report to the Duke, then the Prince will draw half the fire throughout the episode.

Note: The crossbowmen will not

worry overmuch about hitting their monkish comrades. The Duke has impressed on all these fighters that the Heir and his retainers (the PCs) must not return to Ruthin. If the quarrels miss the PCs, the DM should check to see if any stray arrows hit the other fighters in the road. Each of the Duke's men must save vs. his dexterity to avoid being hit.

Five Crossbowmen in 99a

(AC 4; F6; hps 42; #AT 1; D 1-6 light crossbow, 1-8 long sword; MV 90'; Save F6; ML 10; AL C)

(AC 5; F5; hps 35; #AT 1; D 1-6 crossbow, 1-8 sword; MV 90' Save F5; ML 10; AL C)

(AC 6; F4; hps 28; #AT 1; D 1-6 crossbow, 1-8 sword; MV 120'; Save F4; ML 9; AL C)

(AC 5; F5; hps 31; #AT 1; D 1-6 crossbow, 1-8 sword, MV 120'; Save F5; ML 9; AL C)

(AC 5; F4; hps 22; #AT 1; D 1-6 crossbow, 1-8 sword; MV 90'; Save F4; ML 9; AL C)

Four Crossbowmen in 99b

(AC 4; F5; hps 34; #AT 1; D 2-8 heavy crossbow, 1-6 short sword; MV 90'; Save F5; ML 10; AL C)

(AC 5; F5; hps 30; #AT 1; D 2-8 heavy crossbow, 1-6 short sword; MV 120'; Save F5; ML 9; AL C)

(AC 5; F5; hps 31; #AT 1; D 2-8 heavy crossbow, 1-6 short sword; MV 120'; Save F5; ML 9; AL C)

(AC 5; F4; hps 26; #AT 1; D 2-8 heavy crossbow, 1-6 short sword; MV 90'; Save F4; ML 10; AL C)

There is one crossbowman in 99c.

(AC 3; F6; hps 50; #AT 1; D 2-8 heavy crossbow, 1-6 short sword; MV 120'; Save F6; ML 10; AL C)

All these fighters carry 1-20 sp and 2-20 cp. The fellow in 99c has a *cure light wounds* potion tucked into his tunic and a golden eagle medallion (of the Duke) worth 30 gp.

All the buildings at the priory are razed to the wall foundations and footings. Anything of value here has long since been looted, including the grave of Lanquist. However, at 99d (on MAP XIII) there is a bit of stone poking out through a gap in the grass. A close examination of this area will reveal that the stone is faintly etched with the fading and weather-worn likeness of a winged warrior with a shield and mace. If the earth and debris are excavated, a huge (10' × 10') burial stone will be unearthed.

It will require at least 160 strength points to lift this burial slab. A pulley arrangement with the horses would do nicely if the PCs can contrive one. Once the stone is lifted a sarcophagus will be seen, lying about eight feet below the ground. An etching of the winged warrior is fixed to the coffin lid. If it is cleaned, this plate will be revealed as a solid gold item worth 789 gp.

In the coffin itself are the skeletal remains of a man. A ring is on the left hand; a mace lies at the right side; a shield lies across the ribcage and a golden medallion is around the neck.

The ring is a *ring of holiness* (any alignment). The mace is a magical *mace* +2

and the shield is +1. The winged warrior medallion around the neck is worth 31 gp; the gold chain is worth 33 gp.

This is the grave of the last cleric of the chaotic god Darga, who was worshiped here before the priory was built. The winged warrior token is Darga's symbol.

100. Back at Ruthin Monastery (See MAP III)

The party may proceed safely from Lanquist Priory to Ruthin. Vana Cullen no longer has the available manpower to prevent the Heir and his comrades from doing so. Moreover, there is a detachment of Royal Vendessarian soldiers at the monastery, in addition to Duke Stephen Rhoona and his own bodyguard of some 20 men-at-arms. All told, there are over 100 men-at-arms, 6th level or higher, on hand to keep the peace and to do Annacks's bidding.

In keeping with his own cowardly ways, Vana Cullen and two of his bodyguards will ride north to the Dancing Damsel, once he learns that all attempts to stop the PCs have failed. This retreat marks the Duke's complete capitulation. He and his men will wait at the inn until they know more about the new King's disposition.

The PCs and Tenitar will be conducted to Annacks (in Area 8) upon returning to Ruthin. If Tenitar is dead, Annacks will inquire about *raise dead* procedures. If this necromantic magic has not been used, he will try to restore the Heir himself (once only). If this fails, the Patriarch will consult the Sorona. If Tenitar is beyond restoration, the mystical circlet will nominate Duke Stephen Rhoona as Regent until such time as a new High King can be found.

If Tenitar is alive the coronation will be set for the following day and the following episode will ensue.

At this time the PCs may present their case against the Duke of Estine. The evidence against the fellow is overwhelming: Annacks will issue a warrant for Vana Cullen's arrest at once. The Vendessarian soldiers will handle the job or the PCs may wish to take care of this last

detail. The Duke will resist arrest at the Dancing Damsel and he and his two men will fight it out at the inn. His bodyguards correspond to the stats for the crossbowmen at Lanquist Priory (see 99b).

Vana Cullen, the Duke of Estine

(AC 1; F11; hps 99; #AT 1; D 3-10 sword +2; MV 120'; Save F11; ML 12; AL C; St 16, In 14, Wi 12, Dx 16, Co 17, Ch 16)

The Duke wears plate armor; carries a shield and also wears a *ring of protection* +1. He also has a *long bow* +2 and (19) *arrows* +1, all in a case slung over his horse's saddle or over his own shoulder, if he is on foot. He carries 37 gp, 13 sp, and 32 pp in his pouch and he wears a golden eagle medallion worth 43 gp. Assorted other jewelry on his person (rings, bracelets, pins, etc.) is worth 137 gp.

If Vana Cullen is taken alive he will await the pleasure of the newly crowned King. He will be properly condemned to death for his treason and duly executed on the headsman's block at Ruthin the day after the coronation.

If the deceitful monk, Devlin, is still alive, he too may be indicted at this time. Accordingly, he will be arrested by the council's soldiers. The King will subsequently sentence him to five years' imprisonment, and then banishment for life.

Note: If Tenitar has been slain, Duke Stephen Rhoona will serve out the same justice for all these traitors.

The Coronation of Tenitar, the High King

The ceremony of crowning will take place in the temple of Ruthin (Area 11). Annacks, a retinue of monks, various lords, including Stephen Rhoona, and the PCs will be present for the occasion. The DM will note that Ala's servant, Curlow, will also be present in the guise of a Ruthinian monk if the Seawitch is still in possession of the Prince's body.

Three artifacts will be laid out on the altar in the center of the chamber: the

Sorona on a cushion of purple velvet, an axe with golden blade, and a rod (faintly glowing). This latter item is the *rod of rulership*.

Read the following description as the ceremony gets underway:

'Tis a grand day and you are all assembled in the temple rotunda at Ruthin Monastery. Your party, lords, ladies, and numerous guards stand outside a circle of columns in the round temple. Annacks, three monks, and the Heir stand within the circle of pillars, before the center altar. The monks begin chanting in low resonant tones.

The Patriarch, mantled in a glorious robe of red and yellow, reaches for two objects resting on the altar. Slowly, reverently, he places a golden battle axe and a glowing rod in the hands of the Prince who is draped in a long purple robe with an ermine collar. The Prince kneels before the old man and the altar as he receives these things.

The chanting of the monks ceases and the Patriarch reaches for the Sorona circlet which has been resting in the center of the altar on a purple cushion. Lifting the magical crown above the head of the Prince, he speaks:

"Let all here assembled witness that the man who is King by right, shall be King. As Head of the Royal Council and Patriarch of Vestland and this order of Ruthin, I crown you High King of Vestland and liege lord of all these lands therein. Hail, Tenitar, King of Vestland!"

And so saying, Annacks places the Sorona upon the head of the young man. The Sorona glows like the sun upon the brow of Tenitar. Now everyone is cheering:

"The gods save Tenitar, High King of Vestland!"

Note: Ala's life force will be instantly purged from the King's body as the Sorona is placed upon his head. In this

event, those in the party with keen powers of observation will notice that Tenitar's head suddenly jerks back. For a moment the King will falter on his knees and then regain his balance. After this, the King will be quite calm and composed, and not at all disoriented. Consistent with its marvelous properties, the Sorona has almost instantly soothed the shock of life force restoration. Tenitar will emerge from the ceremony with great poise and much wit.

Curlow will realize immediately what has occurred because the ring on his right hand will glow slightly. The fellow will slip away from the temple and the monastery before the ceremony is over.

After the crowning Tenitar will appear to be much more dignified in his bearing and considerably wiser and more authoritative in his speech. He will inform the PCs about the possession scheme at this time. But rather than express vindictiveness, the King will simply muse in a wistful manner:

"It was a daring scheme, I'll grant. In the end, though, I deem she underestimated the power of the glowing piece upon my head. I suppose she made her escape. I wonder if we'll hear from her again?"

Conclusion

With the defeat of the Duke of Estine and the recovery of the Sorona, the quest will be successfully concluded. If Tenitar has lived to be crowned High King, the mission will be a resounding success. However, even if Vestland must settle for a Regent (Duke Stephen Rhoona), the evil scheme of Vana Cullen and the Khan of Ethengar will be thwarted. Word of the Duke's demise and the restoration of strong, central leadership in Vestland will cause the Ethengarians to call off their invasion.

With the dispatch of all surviving traitors, it will remain for the King (or Regent) and Annacks to dispense the rewards for this great service to the realm. The following titles and estates are available to the characters:

- * The Dukedom of Estine & Seaforth Tower
- * The Barony of Gallma & Small Tower
- * The Barony of Krenholme & Tower
- * The Viscountship of Finhagen & Small Castle
- * The Countship of Vander Plett & Tower
- * The Barony of Darnen & Small Tower
- * The Viscountship of Glenfork & Tower
- * The Barony of Brinforth & Small Tower

Gallma, Krenholme, Finhagen, Vander Plett, and Darnen are all due west of Norrvik, near the Ethengar Khanate border. Glenfork is at the southern tip of Vestland and Brinforth is the peninsula area northeast of Norrvik.

The DM may wish to assist the players in their attempts to flesh out these holdings. The D&D® Expert rule book and Companion books should be consulted.

The PCs must understand that they owe fealty to the High King of Vestland for as long as they hold these lands and titles. Accordingly, the rights and entitlements associated with these holdings are tenuated by an equal measure of responsibility and obligation. In other words, being a feudal lord involves more than hunting, drinking, and feasting!

As a general rule, a small tower will be about the size of the Seawitch's edifice at Narvendul. A full-size tower will approach the dimensions of Seaforth. A small castle will be similar to Gyl Erid minus the keep.



Magic

Magical items in this module are taken from three D&D® game reference sources: Basic, Expert, and Companion. Thorough explanations for all items are provided in these texts.

Artifacts

In addition to the above, there are three magical artifacts in this adventure.

Harp of Spirit Restoration

This rosewood instrument, decorated in gold and silver inlay, appears to be an attractive, normal harp. In fact, it is a magical item that can restore hit points to characters of chaotic alignment. Any chaotic adventurer who sees and hears the harp will recover lost vitality (as if enjoying a *cure critical wounds* spell).

Neutrals who hear the harp will feel dispirited, and they will lose four morale points for a period of 12-21 rounds (d10 + 11).

Lawfuls who hear the harp will suffer a hit point loss equal to a *cause critical wounds* spell. Furthermore, they will become insane unless they save vs. spell. The insanity will last 1-4 days and the individual will be unable to function in a reasonable manner. A *remove curse* spell will negate the effects of the insanity.

The harp only functions once per day. At other times its strings produce no sound whatsoever. This artifact is worth 10,000 gp to a chaotic character.

Sorona Crown

This priceless crown of ancient glory is the lawful circlet of the High Kings of Vestland. Apart from its specific uses by the King of this realm, the crown may function in the following manner for a temporary owner (lawful alignment only). If worn upon the head the Sorona may:

- * Afford the wearer an *ESP* ability once per day
- * Answer one question or offer one clue about the welfare of the Heir of

Vestland, once per day. Many of the answers to probable questions (posed by the PCs) are offered throughout the text in the form of poems or riddles.

An oval cirlet of gold, studded with rubies, the Sorona is dominated at the forehead by a brilliant, red star gem.

Note: The functions of the Sorona when worn by the lawful King of Vestland are shrouded in mystery. The crown will reveal only a small part of itself to a common PC.

Throne of Transformation

This bizarre artifact is a special item in the possession of Ala the Seawitch of Narvendul. With use of the proper command words, anyone sitting in the chair will be transformed (*polymorphed*) into an ocean osprey, a young girl, an old man, an old woman, a gaseous form, or a wolf.

The transformation is purely physical and the user (victim) retains his personality and character traits. In the case of animals, though, speech is not possible.

By returning to the throne, the indi-

vidual is able to return to his or her former condition. The chair will only function once per day, rendering one change only.

If a character takes the throne without employing the appropriate command words, they are transformed in a random fashion. Without the proper command words, only *remove curse*, followed by *wish*, will restore a person to his or her natural state. *Polymorph* spells will not transform victims of the throne.

Note: Only Ala the Seawitch knows the proper command words for this artifact. For the PCs' purposes this item is a cursed object.

New Monsters

Lochnar

Armor Class: 4
 Hit Dice: 14
 Move: 120' (40')
 Attacks: 1
 Damage: 3-18 ramming
 No. Appearing: 1
 Save As: F14
 Morale: 12
 Alignment: N
 XP Value: 1,500

The lochnar is a fresh water creature of uncertain prehistoric origin. Over 50 feet in length and weighing up to four tons, this mammoth herbivore is normally quite docile, shunning other creatures, especially man.

The animal lives in remote lakes, usually in wilderness settings. However, it is territorial in its small-brained way and will attack other large creatures on its lake. Boats are frequent targets for the lochnar—the beast mistakes these objects for other beasts.

The lochnar attacks by ramming with its huge body. The long neck, small head, and long tail are not suited for inflicting damage. Instead, the beast bashes the target with the forward section of its sternum.

Lochnars are afraid of bright light. The following spells or effects will turn

the giant from its attack: *dancing lights*, *light*, *continual light*, *wall of fire*, *fireball*, and *lightning bolt* (the last two cast at the creature).

Maramet, the Undead King

Armor class: 2
 Hit Dice: 10
 Hit Points: 78
 Move: 120' (40')
 Attacks: 1
 Damage: 3-10 sword*
 No. Appearing: 1
 Save As: F10*
 Morale: 12
 Alignment: N (C)
 XP Value: 2,000

Similar to a zombie, but with some of the characteristics of a revenant, this entity is the undead remains of Vestland's last High King, Maramet. In this scenario his body has been animated by the high priest of Gyl Erid, Axemines, and he functions as a guardian of the Eridian crypt at the island castle.

In melee Maramet will attack as a fighter, level 10. His sword inflicts 3-10 points of damage but victims must save vs. poison or contract lethal blood-poisoning from the rusted blade.

As an undead entity the king cannot be turned by a cleric of less than 10 experience levels, and only then as a revenant. If he is turned, Maramet will get a save vs. spell. If he saves, as a 10th-level fighter, he will be immune to the turning command.

Once slain, the entity will not rise again. The after-death slaying of this horror liberates the spirit of the sorrowful King.

Note: In this scenario Maramet will call upon a number of other undead entities (spectres and wraiths) to assist him with his guardianship of the crypt.

Crab, giant

Armor Class: 2
 Hit Dice: 9
 Move: 160' (60')
 Attacks: 3
 Damage: 1-8, 1-8, 1-10
 No. Appearing: 1
 Save As: F9
 Morale: 10
 Alignment: N
 XP Value: 500

The giant crab resembles a normal sand crab except that its body is huge (10 feet in diameter). The creature has four legs, two claws, and crushing mandibles. Its normal fighting sequence involves a claw, claw, bite routine.

Although fierce, the giant crab will normally fight only to protect its lair, usually a sea cave just at the water line. Because of its quickness, the crab will enjoy +1 on all its initiatives to attack.

These creatures rarely appear in the day. They are more likely to forage for food at night on lonely beaches at low tide.

Squid, giant

Armor Class: 5
 Hit Dice: 12
 Move: 160' (60')
 Attacks: 5
 Damage: 1-8 x 5
 No. Appearing: 1
 Save As: F12
 Morale: 10
 Alignment: N
 XP Value: 1,100

The giant squid attacks with five of its 10 tentacles, unless it is encountered under water. In a boat attack, for instance, the beast will use five of its arms to latch onto the vessel while hitting with its free tentacles. If one of the thrashing arms hits with an unadjusted roll of 20, the victim must save vs. strength or be dragged down into the water. Once immersed, the victim must save vs. poison or drown in 2-5 rounds. If the second save is made the individual may swim away from the beast.

Each tentacle of the squid has one-tenth of the creature's total hit points. When the beast has lost half its hit points it will always break off its attack.

A preferred target of the giant squid is a boat, usually a small galley or a smaller vessel. The body of the creature is usually about eight feet long and wide. The tentacles extend up to 40 feet from the mouth.

Whale, sperm

Armor Class:	5
Hit Dice:	18
Move:	180' (90')
Attacks:	1 or (2)
Damage:	20-39
No. Appearing:	1 or (10)
Save As:	F18
Morale:	9
Alignment:	N
XP Value:	400

Like most sea-going mammals, the sperm whale rarely poses a threat to mariners. If fighting for its life, the creature will attack with a biting routine, inflicting 20-39 hps of damage (d20 + 19). However, on the open sea it is more likely to ram or surface under a vessel, causing structural damage to a boat. This inadvertent attack will normally cause the same damage as the bite.

These large creatures can be as long as 80 feet and weigh in excess of five tons. They will be encountered individually or in groups of 10.

Random Encounters Chart

Chapter One

Note: There are no wandering monster confrontations in this chapter. Road encounters are provided in the key.

Chapter Two

For every 25 miles of progress overland, the DM will make one wandering monster check. An encounter will occur on a roll of 1 or 2 on 1d6. If something occurs, consult the table:

D6 Roll Monster/Event

- 1 Band of orcs 9-18 (1d10 + 8)
- 2 Dire Wolves 4-7 (1d4 + 3)
- 3 Brigands 9-18 (3d4 + 6)
- 4 Barbarian Nomads 10-40 (these fellows are warlike but will be appeased if bribed by 100 gp or more).
- 5 Bugbears 7-16 (1d10 + 6)
- 6 Traders 1-20

Chapter Three

For every eight miles of progress—from the Vestland/Freeholds' border to Seaforth Tower—the DM will make one random check. An encounter will occur on a roll of 1 on 1d4.

D4 Roll Monster/Event

- 1 Non-combatant Farmers 3-6
- 2 Vestlandian Border Patrol (4 troopers)
- 3 Insect swarm
- 4 Beggar Man (This fellow is an old comrade of Thurman, the sailor imprisoned at Seaforth Tower, encounter 75. If questioned about the Duke of Estine and Seaforth Tower, this old chap will tell the adventurers about the secret tidal cave (61). He has no love for Vana Cullen.)

Chapter Four

(Only applies to the ocean voyage.)

For every 12 hours that the *Redraven* is at sea the DM will make one random encounter check. An encounter will occur on a roll of 1 or 2 on 1d8. The DM should pay special attention to weather conditions and movement rates of other ships and sea monsters.

D10

Roll Monster/Event

- 1 12 dolphins splash around the bow of the longship. No threat.
- 2 A dragon turtle is spotted less than a mile from the boat. Although frightening, this crea-

ture will pose no real threat.

- 3 A ghost ship is sighted less than a mile away. The ship will be in view for a few minutes and then disappear. All the sailors on the *Redraven* must save vs. spell or be unable to function for 11-20 (d10 + 10) rounds.

The sailors know that this is the ghost ship of Thors Ericson, a well known Vestlandian skipper whose boat and crew were lost off the coast of Ostland 40 years ago. Note: The PCs will be immune to the sighting, for they will not understand the significance.

- 4 One water elemental hits the boat in the form of a freak wave. Everyone on board will sustain 1-10 hit points of damage and the *Redraven* will sustain 20-39 Hull points (d20 + 19). If the sail is up it will be ruined. It will take two hours to install the single replacement sail.
- 5 Gargantuan Squid attacks (see new monster section).
- 6 Raiders' Longship & 80 Raiders

Name: Black Pariah

Length: 75 feet

Movement: 18/90 90/150

Crew: 79 & Captain

Hull Points: 76

Armor Class: 8

Capacity (cn): 30,000

All the raiders on the *Black Pariah* correspond to 2-Hit Dice pirates (page 53, D&D® Expert Rulebook).

The leader of this band is Olev the Black (AC 2; F5; hps 46; #AT 1 (2); D 2-9 sword +1, 2-7, 2-7 long bow +1; MV 120'; Save F5; ML 11; AL C; St 17, In 15, Wi 12, Dx 17, Co 16, Ch 14) In melee, Olev hangs back while his men attempt to grapple and then board the target ship (Olev likes to fire arrows).

The total treasure on the *Black Pariah* is 2,356 gp, 7,987 sp

and 579 pp, all stashed in a chest at the stern.

Note: On a roll of 1-5 on 1d8 the *Black Pariah* will eventually grapple with the *Redraven*. Otherwise, the 'raven may outrun the attacking ship. The DM may wish to establish a melee routine involving two ships that are grappled together.

- 7 A flock of seagulls pester the *Redraven* for scraps of food. Although annoying, they pose no threat.
- 8 A large sperm whale surfaces, hitting *Redraven* in the process and causing 20-39 hull points of damage. Everyone on board must save vs. their dexterity or sustain 1-6 points of damage also.
- 9 Death Ship Encounter

A large galley (120' L/ 20 B/ 3' D) is seen floating aimlessly in the water, its rigging torn and its main sail ripped to shreds. The vessel looks as though it has been through a terrible storm. Not a soul is left alive on this craft, and there are as many as 30 corpses on deck, and another 20 below. There is no visible treasure on board, although there is evidence that raiders have picked it clean.

In the hold of the ship there is a long box stamped with a shipping label that reads, "Freiburg, H.F." This box holds the body of a vampire, who is traveling from Ostland to the Heldann Freeholds. This creature has already slain a number of the crew and lately a band of pirates has finished the rest off while the vampire slept.

If it is night the vampire will rise from its coffin and attack the nearest victim. After slaying the wretch, he will parley with the *Redraven* party and demand that they take him to Freiburg. If the PCs and crew refuse, the vampire will kill another victim and try to parley again. If this

fails the undead will turn to *gaseous form*, effectively escaping. If the party burns the boat the vampire will perish.

If the PCs and the *Redraven* crew comply with the vampire's request he will agree to stop assaulting the group. However, each night he will rise from his coffin and slay one victim.

Buried within the soil in the coffin is a cache of 50 small diamonds worth 9,987 gp. The coffin itself is lined with a string of gold pieces, carefully tucked between the wood slats (311 gp in total).

- 10 Tallow leaks from a barrel and pollutes the drinking water on the *Redraven*. Everyone must save vs. poison or sustain 1-6 points of damage and suffer nausea for 12 hours. During this time everyone affected will lose 2 on all initiatives and to hit rolls.

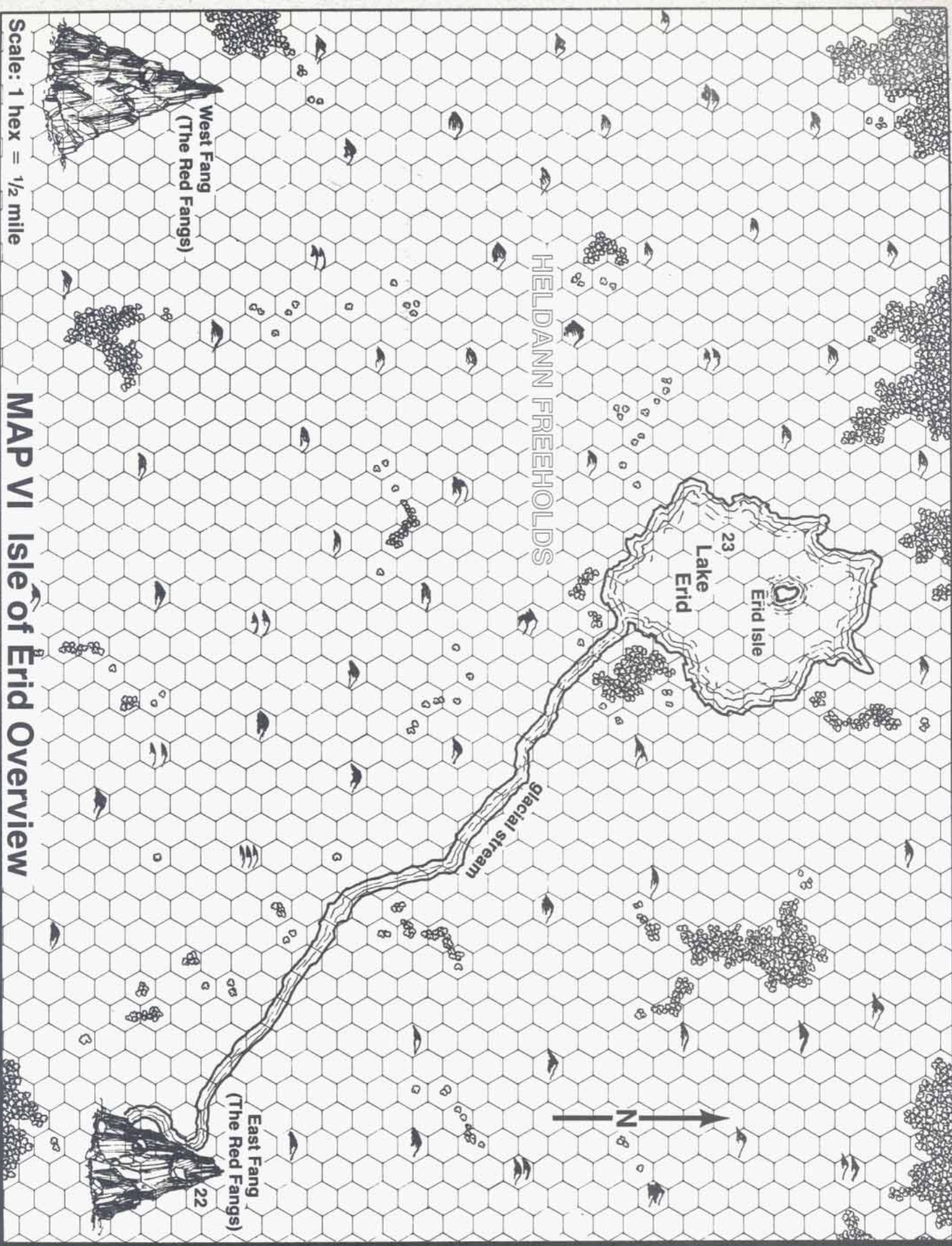
Chapter Five

All encounters in this conclusion are provided in the key.



Scale: 1 hex = 1/2 mile

MAP VI Isle of Erid Overview



West Fang
(The Red Fangs)

HELDANN FREEHOLDS

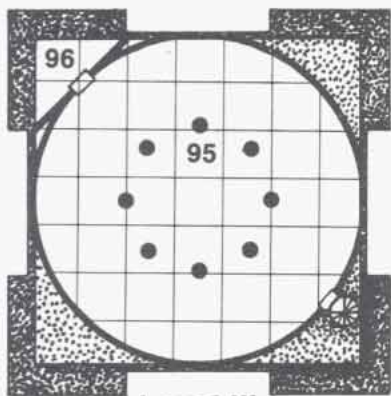
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Lake Erid
Erid Isle



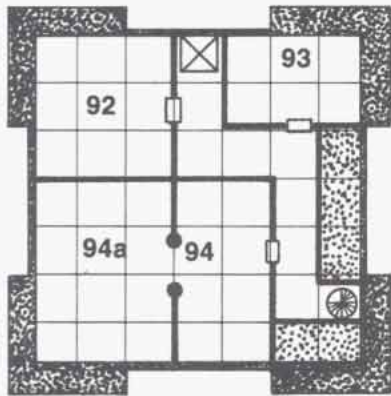
22
East Fang
(The Red Fangs)

MAP XI NARVENDUL

Tower Isle of the Seawitch



Level III

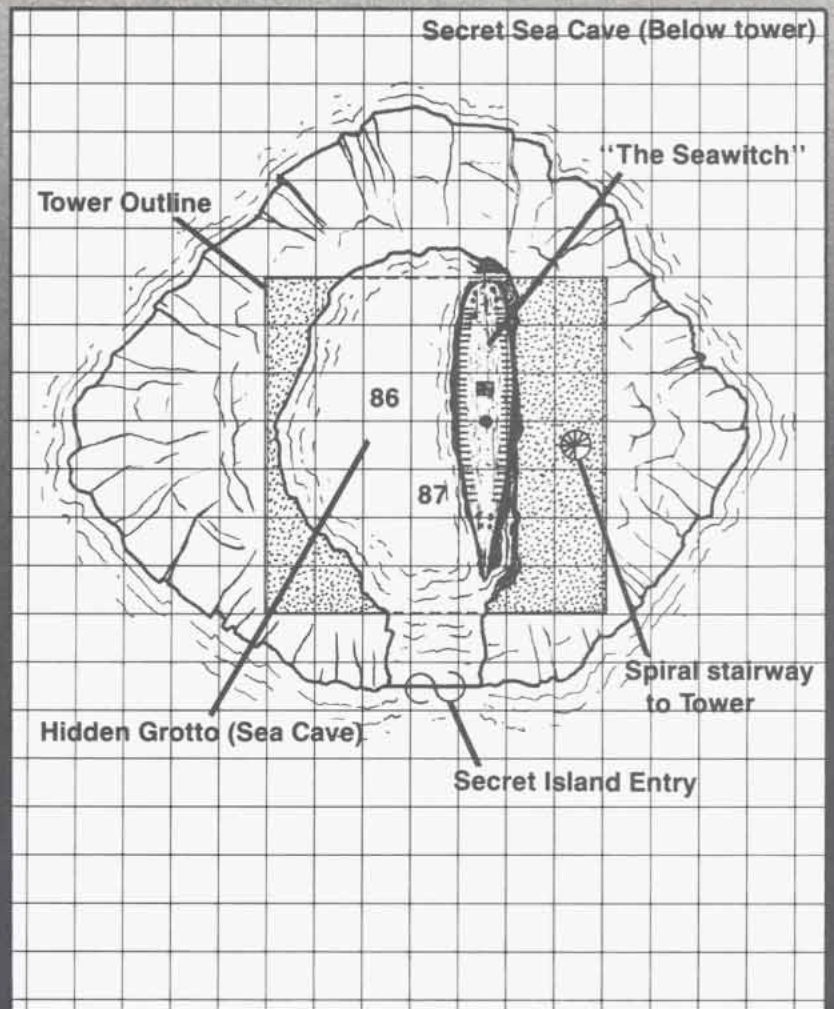
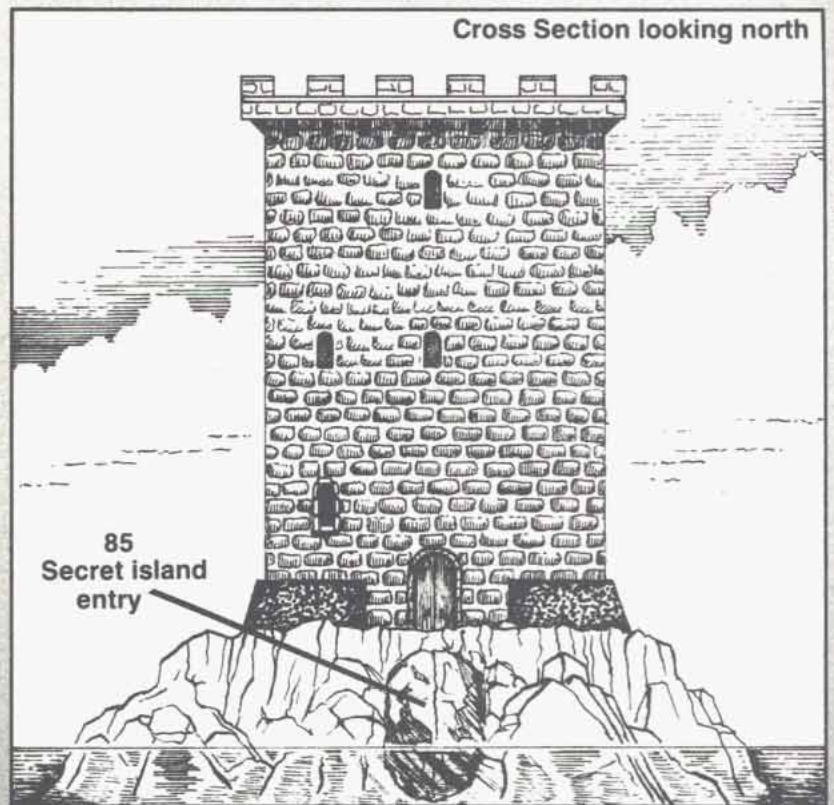


Level II



Level I

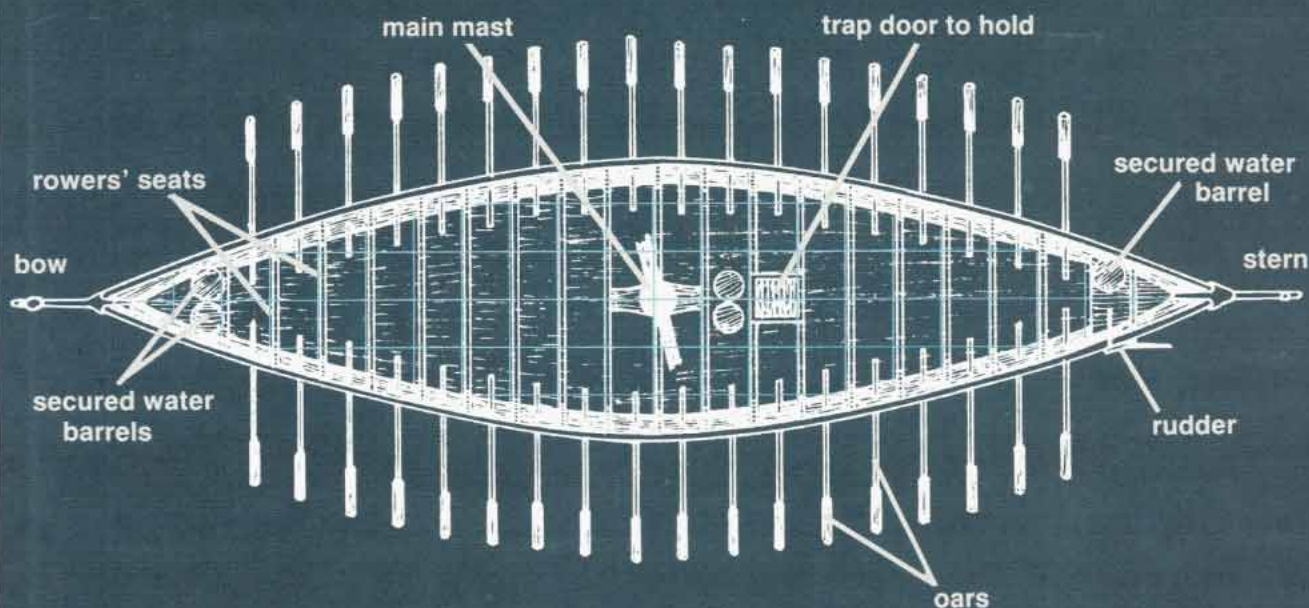
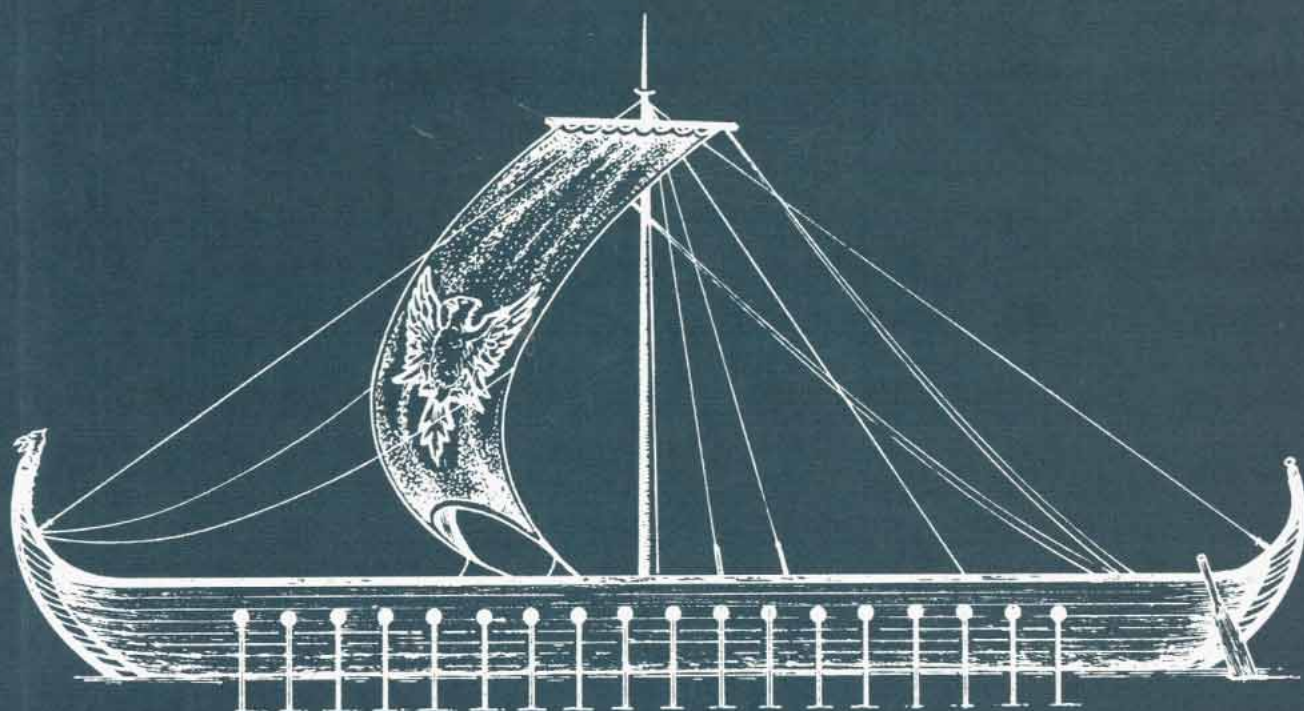
1 sq. = 10 feet (all maps)



COMBINED MONSTERS STATISTICS TABLE

Name	AC	HD	hp	#AT	THAC0	D	AL	Sp. Abil.	MV	Book
Brigand	6	1	7	1	19	1-6	C	—	120' (40')	Expert
Bugbear	5	3+1	20	1	16	2-8	C	+1 to hit	90' (30')	Basic
Crab, giant	2	9	67	3	10	1-8,1-8,1-10	N	+1 initiative	160' (60')	X13
Hell Hound	4	6*	44	1	14	1-6 or 6d6	C	Det Invisible	120' (40')	Expert
Horse, riding	7	2	14	2	18	1-4,1-4	N	—	240' (80')	Expert
Horse, light war	7	3	22	2	17	1-6,1-6	N	—	240' (80')	Expert
Insect Swarm	7	4*	30	1 Area	None	Special	N	No hit rolls	60' (20')	Expert
Lizard Man	5	2+1	16	1	17	1-6	N	—	60' (20')	
Lochnar	4	14	100	1	7	3-18 (ram)	N	—	120' (40')	X13
Maramet, undead king	2	10	78	1	10	3-10 sword	C	Inflicts poison	120' (40')	X13
Ogre	5	4+1	30	1	15	3-12	C	+2 to hit	90' (30')	
Orc	6	1	7	1	19	1-6	C	-1 in day	90' (30')	
Spectre	2	6**	26	1	14	1-8	C	2 energy drain	150 (50')	Expert
Sperm Whale	5	18	121	1	6	20-39	N	—	180' (90')	X13
Squid, giant	5	12	99	5	9	1-8 x 5	N	Drowns victim on 20	160' (60')	X13
Troll	4	6+3*	34	3	13	1-6,1-6,1-10	C	Regenerates	120' (30')	Expert
Turtle, dragon	-2	30*	200	3	2	1-8,1-8,10-60	C	Breath weapon	90' (30')	Companion
Water Elemental	-2	16	105	1	7	3-24	N	—	60' (20')	Expert
Wolf, dire	6	4+1	28	1	16	2-8	N	Semi-intelligent	150' (50')	Basic
Wraith	3	4**	25	1	16	1-6	C	1 energy drain	120' (40')	Expert

The Longship, "Redraven"



Scale: 1 sq. = 3 feet



Expert/Companion Game Adventure

Crown of Ancient Glory

by Stephen Bourne

All is not well in the kingdom of Vestland.

Not only is the king dead and the holy Sonora Crown missing, but the heir to the kingdom was lost at birth and no one knows where to find him. As if this wasn't bad enough, the forces of the Ethengar Khanate, never on the best of terms with Vestland, are now massing on the borders, hoping to take advantage of Vestland's plight. To complete the rosy picture, traitors from within also threaten to speed the downfall of the High Kingdom.

Sounds like a job for you. You must find the long-lost heir to the kingdom and recover the Sonora Crown, the mystical device without which a king cannot be crowned. Standing in your way are traitors and spies from within and invaders from without the kingdom of Vestland. Time is running out! Can you save Vestland from disaster?

This adventure is for use with the DUNGEONS & DRAGONS® Basic, Expert, and Companion Rules produced by TSR, Inc. You must have these rule sets to play the adventure.

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