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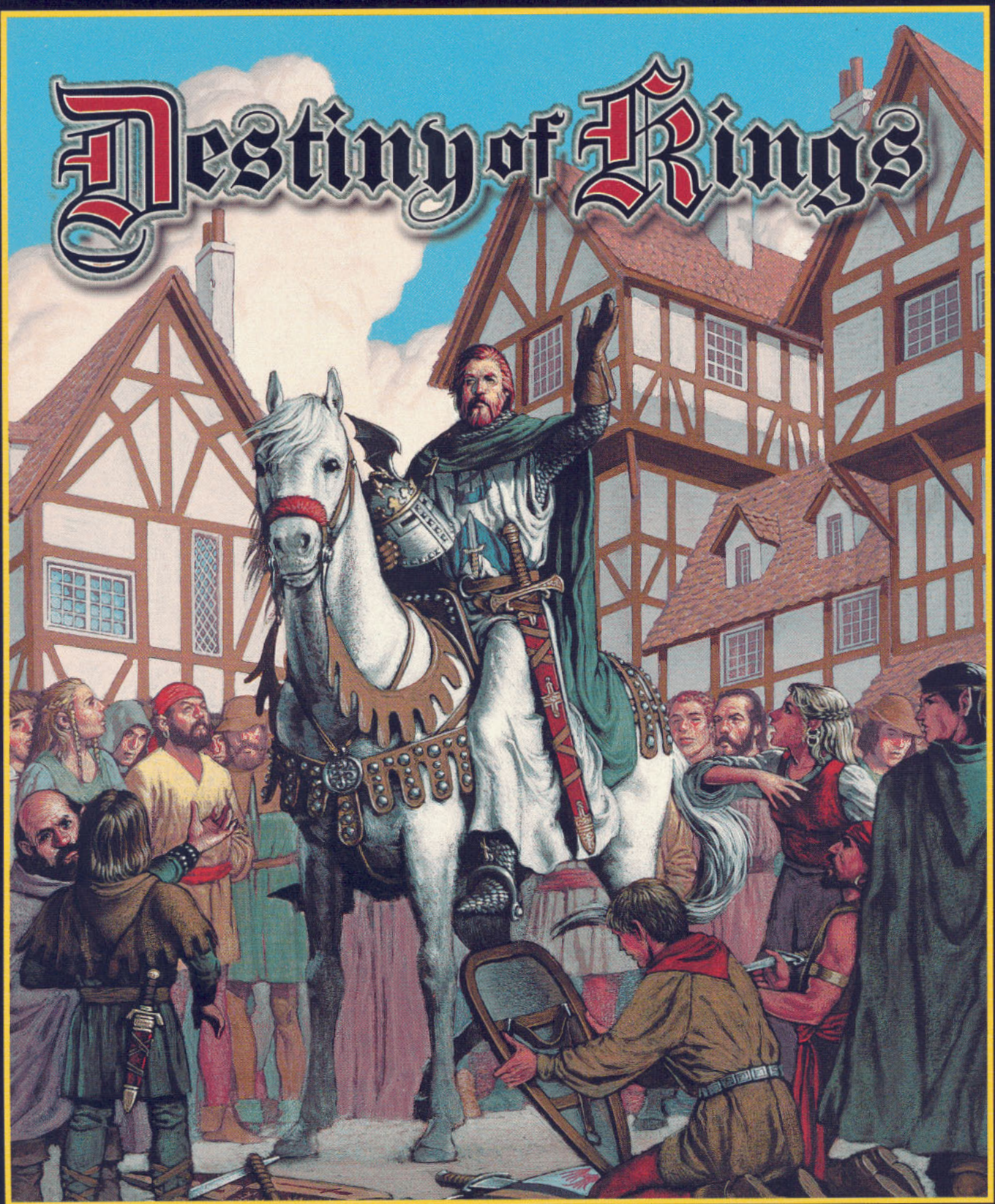
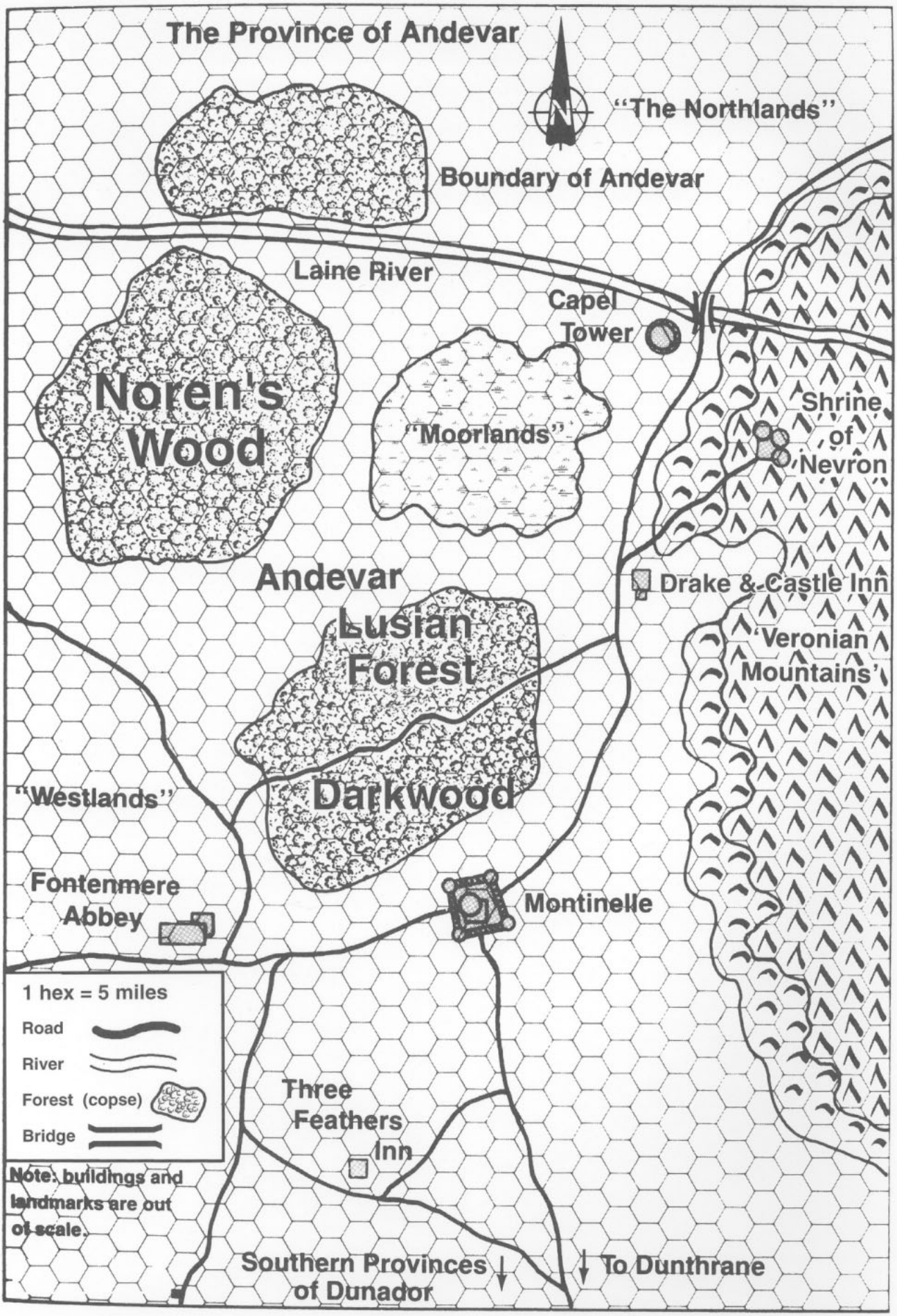
Adventure

Destiny of Kings



by Stephen Bourne


The Province of Andevar
N
"The Northlands"
Boundary of Andevar
Laine River
Capel Tower
Noren's Wood
"Moorlands"
Shrine of Nevron
Andevar
Drake & Castle Inn
Lusian Forest
"Veronian Mountains"
Darkwood
"Westlands"
Fontenmere Abbey
Montinelle
1 hex = 5 miles
Road
River
Forest (copse)
Bridge
Three Feathers Inn
Note: buildings and landmarks are out of scale.
Southern Provinces of Dunador
To Dunthrane

Advanced Dungeons & Dragons®

Game Adventure

Destiny of Kings

by Stephen Bourne

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CONTENTS

DM's BACKGROUND 2
The Situation 2
A Death in Dunador 2
A Pilgrimage to Andevar 3
Synopsis 3
People and Places 3

BEGINNING THE ADVENTURE 4

ADVENTURING IN ANDEVAR 5
Road Encounters Table 5
Off-Road Encounters Table 5

ENCOUNTER AREAS
Montinelle 6
Fontenmere Abbey 12
Open Road 15
The Darkwood 15
The Drake & Castle Inn 16
On to the Shrine of Nevron 17
The Shrine of Nevron 17
Capel Tower 18
Barbarian's Bridge 23
Eli's Cottage 23
Griffon Castle 24

CONFRONTING LORD EDRIN 30
The Secret Path 30
Noren's Wood 31
Conclusion, if Edmund is Alive 31
Conclusion, if Edmund is Dead 31

PRE-ROLLED PLAYER CHARACTERS 32

DM's Background

Stop! If you plan to participate in this adventure as a player, please stop reading here. Knowing the details of the adventure will make it less fun to play for all concerned.

This adventure is designed for a party of four to six player characters (PCs) from 1st to 4th level of experience. A balance of character classes is needed because the PCs will face a wide variety of problems calling for a wide variety of character types.

The Dungeon Master (DM) should read this entire adventure before playing. There are several plot elements that do not become fully developed until late in the adventure, and the groundwork must be laid for them early. If you are not already aware of these before play begins, you won't be able to plant clues or build drama as effectively, and the adventure will be less fun to play.

Study the maps while reading the area keys in this booklet. Most of these keys contain boxed information that should be read aloud to the players when their characters enter the area. Unboxed information is provided only as a guide for the DM; it is not read to the players. While every effort has been made to provide all information needed for play, feel free to add extra details to the boxed descriptions to enhance the atmosphere.

The following abbreviations are used in this adventure:

AC = Armor Class
MV = Movement Rate
HD = Hit Dice or current level
hp = hit points
THAC0 = Attack roll needed to hit armor class 0
#At = Number of attacks
Damage = Damage
SA = Special attacks
SD = Special defenses
SW = Special weaknesses
Sz = Size
ML = Morale
Int = Intelligence
AL = Alignment
XP = experience point value
F = Fighter
T = Thief
M = Mage
C = Cleric

Nonplayer characters are introduced throughout the text where they are most likely to be encountered. When introduced, their statistics are shown in an abbreviated form, with all combat and movement adjustments already figured in.

The Situation

The principal source of the evil besetting Dunador is Lord Edrin, brother to the deceased King Halfred and uncle to young Prince Edmund. All his life, Edrin has lived in the shadow of his older brother, nursing feelings of envy and spite toward the relation whose very existence barred him from access to the power he craved. A decade ago, when Halfred and most of his key advisors were away at war, Edrin tried to seize the throne. The coup failed and the quaking younger sibling was forced to throw himself at Halfred's feet upon the sovereign's return. Despite his compassionate heart, the king was obliged to punish his scheming brother. Stripped of most of his titles and land, Edrin was sent south, there to reside in a modest castle as the minor lord of a small and poor principality.

Motivated both by his vaulting ambition and by a new bitterness at his brother's treatment of him, Edrin almost immediately renewed his plotting and slowly rebuilt his power base. A cornerstone of his strategy was to forge a secret alliance with Aimar, Duke of Andevar, a small but important province on the northern border of Dunador.

Unwilling at first to throw his lot in with Edrin, Aimar's heart has changed in recent years because of Halfred's "injustice" toward him. Having twice lost parcels of land as a result of the king's rulings and having all too often seen his harsh judgements in civil matters overturned by the king's justice, Aimar has become increasingly estranged from his lord. The latest affront to Aimar's pride was an estate transfer just last spring favoring the king's old friend, William Menore, patriarch of Fontenmere. It was the loss of this rich tract of cropland that finally drove Aimar into Edrin's arms. Together, Lord Edrin and Duke Aimar have plotted for months, awaiting their chance.

A Death in Dunador

The plotter's chance finally came just a few days ago. While hunting in a rugged corner of the royal game preserve, Halfred was struck in the neck by an errant arrow and killed instantly. Some have wondered aloud whether the shot was an accident, but there were witnesses in sufficient number to label it "misadventure."

While the witnesses quibbled, the clerics labored, but all for naught. Attempts to raise the king from the dead mysteriously failed. Only Lord Edrin and his assassin knew that the deadly projectile that felled Halfred was an unusual *arrow of slaying* whose effect would defy all remedy.

With the untimely death of King Halfred, Dunador's political situation has deteriorated rapidly. The Royal Council, under the direction of Hollend, announced to the people that Prince Edmund will be king. Lord Edrin, however, has challenged the proclamation, putting forth his own claim to the throne. There are those at the court and elsewhere who support him. Only reverence for the old king and widespread esteem for Hollend have, for the moment, checked Edrin's plans.

After lengthy and tough negotiations, it has been agreed that Edmund will be king, but that Edrin will serve as regent until Edmund can be located and plans for his coronation at Fontenmere Abbey can be finalized. In exchange for holding the throne for the young prince, Edrin has forced Hollend and the Royal Council to accept him as next in line for the crown. In this dark and foreboding atmosphere, the great and near great of Dunador breathlessly await Edmund's return to Dunthrane.

All, that is, except Edrin. As regent, he has moved quickly. King Halfred's guards have been removed from Dunthrane. In their place Edrin has installed his own knights and has officially taken command of the military. Hollend and the Royal Council have no men-at-arms at their disposal at this time.

Naturally, Hollend fears for Prince Edmund's safety. Wandering about in the wilds of northern Andevar, the young prince is a perfect target for assassination. Officially, Aimar (Duke of Andevar) has stayed neutral on the issue of succession, but Hollend suspects the worst. If only loyal warriors could be placed at Edmund's disposal! But the old cadre of loyal palace guards has been scattered to the winds under the command of officers loyal to Edrin. Without trustworthy military retainers at his disposal, the old king's advisor has been forced to consider a desperate plan.

Working in utmost secrecy, the aged Hollend has recruited a party of rugged adventurers to locate Edmund and bring him safely home. Bold and dangerous men have been brought in haste to southern Andevar. There they will meet with Hollend and plan the most dangerous move in a dangerous game. Should this plot be revealed, none can expect to escape with their heads- the employment of a private mercenary force to locate and bring

in Edmund can only be viewed as treasonous when the Royal Guard is already mounting its own official search. It would be easy to accuse the plotters of a purpose less wholesome than ensuring the safety of the young prince. How readily would Edrin leap at such a revelation in order to extend the duration of his regency on the pretext that the very foundations of the state were threatened by treason so close to the throne?

A Pilgrimage to Andevar

A few weeks before King Halfred's death, Prince Edmund embarked on a long pilgrimage to the holy shrine of Nevron in the Veronian Mountains. For generations the princes of Dunador have made this holy trek on foot. Such a show of piety, humility, and devotion has always been thought most seemly in a man who would be king. Further, according to the sages, drinking from the sacred waters of Nevron would enhance an heir's wisdom and strength.

Thus, dressed in gray pilgrim's robes and accompanied by only a handful of lightly armed retainers, young Edmund set out on his pilgrimage at just that moment when his presence would be mostly sorely missed. By now he has been gone almost a month and his exact whereabouts are unknown. Lost in contemplation somewhere in the high mountains, it is doubtful that the young prince even knows of his father's fate or his people's need. Armed only with a true heart, youthful piety, and a beggar's bowl, the prince is, in Hollend's judgment, extremely vulnerable.

Hollend has by no means underestimated his opponent's cunning or ruthlessness, either. Even as the king's advisor moved to recruit his team of mercenary rescuers, the Duke of Andevar's men have seized the prince in the Veronian Mountains. Lord Edrin instructed Aimar to kill Edmund, but the duke is no fool. Hedging his bets, Aimar took Edmund to a secret stronghold just beyond the northern frontier of his realm.

There, at Griffon Castle on the banks of the Laine River, young Edmund is being held captive by order of the duke. As long as the power struggle continues, his fate is in the wind. If Edrin's bid to take the kingdom is completely successful, Aimar will surely kill Edmund. If Edrin fails, then the duke can release the prince and claim to be his savior. Nor has Aimar ruled out the possibility of simply selling the young prince to the highest bidder. For the moment, Aimar has reported to Edrin that he can't find Edmund.

Meanwhile, the evil regent has taken matters into his own hands. Unwilling to rely too heavily on his newly recruited henchman, he has sent a group of his own men-at-arms to Andevar to look for the prince, and, at the same time, loot Fontenmere Abbey. Disguised as brigands, Edrin's men have sacked Fontenmere and made off with the royal seal and scepter of Dunador. Without these precious symbols, no coronation can take place. Ruthless and diabolical, Lord Edrin has left little to chance.

Ultimately, then, the group of adventurers must accomplish two things: secure the release of Prince Edmund and recover the artifacts required for the prince's coronation.

Synopsis

The following is a brief synopsis of these background events given in chronological order.

The Heir Apparent, Prince Edmund, embarks on a pilgrimage to the Shrine of Nevron in the Veronian Mountains of Andevar.

King Halfred of Dunador is slain in a hunting accident near the royal castle at Dunthrane.

Hollend, head of the Royal Council, announces that Prince Edmund will be crowned king upon returning from his pilgrimage.

Lord Edrin, brother to the late king and uncle to the prince, challenges Hollend's proclamation and puts forth his own claim to the throne.

The king's retainers, led by Hollend, strike a bargain whereby Edrin becomes regent until Edmund is crowned at Fontenmere Abbey. Thereafter, Edrin will be next in line for the succession. In exchange for these concessions, Edrin agrees to recognize Edmund's claim to the throne.

Working in utmost secrecy and entirely without the knowledge of the Royal Council, Aimar, Duke of Andevar, seizes Prince Edmund and imprisons him at Griffon Castle.

Hollend seeks the aid of a party of adventurers to enter Andevar, find Prince Edmund, and return him safely to Dunthrane.

Lord Edrin's men, in the guise of brigands, sack Fontenmere Abbey and steal the royal seal and scepter of Dunador.

The party of mercenary adventurers retained by Hollend meets secretly with their employer at the Three Feathers Inn in the south of Andevar. The adventure begins.

People and Places

Aimar, Duke of Andevar: Secular authority in the northern province of Dunador. His men have seized Prince Edmund and now hold him at Griffon Castle. Livery: A gold lion on a blue field; Aimar's elite citadel guards and close lieutenants wear a gold lion on a gray field instead.

Andevar: Northern province of Dunador and general location of this adventure.

Barbarian Bridge: Main crossing of the River Laine, located north of the Capel Tower.

Capel Tower: Northern outpost of Andevar, currently occupied by Lord Edrin's men.

Drake & Castle Inn: Roadside tavern at the foot of the Veronian Mountains.

Dunthrane: The capital of Dunador and the site of the royal court.

Dunador: The kingdom whose future is now at stake.

Edmund, Prince of Dunador: Heir to the throne and son of the late King Halfred. His deliverance is the main object of the quest.

Edrin, Regent of Dunador: Uncle to the prince and brother to the late king. He is the main villain in this piece. Livery: A black raven on a dark gray field.

Fontenmere Abbey: Traditional coronation seat of the kings of Dunador. It is located in Andevar, to the west of Montinelle.

Griffon Castle: Secret fortification of the Duke of Andevar where Prince Edmund is held captive.

Halfred, King of Dunador: The departed sovereign whose untimely death precipitated the present crisis. Livery: A light blue cross of Dunador on a canary yellow field.

Hollend: Chief advisor to the late king and head of the Royal Council. He is also Prince Edmund's main supporter. He has hired the party for this quest.

Kirkroy, Knight of Andevar: A henchman of the Duke of Andevar who will await the party at Barbarian Bridge.

Lusian Forest: A large wood in Andevar, rumored to be the site of some great evil. It is known to the local peasants as "the Darkwood."

Montinelle: The principal fortress of Andevar and home to Duke Aimar.

Shrine of Nevron: The holy shrine, located in the Veronian Mountains, which is the object of Prince Edmund's quest. Its magical waters are said to bestow wisdom and strength upon the true heir to the throne of Dunador.

Three Feathers Inn: The tavern where the party first meets Hollend.

Veronian Mountains: The high range marking the northwest frontier of Andevar.

William Menore: Patriarch of Fontenmere Abbey and senior cleric of Dunador. Menore is an old friend of the late king and a supporter of Prince Edmund.

Beginning the Adventure

As a first step in preparing for the adventure, pick one of the PCs to receive Hollend's message. Preferably, this should be a fighter, ranger, or fighter multi-class of good alignment. Someone of neutral alignment is also acceptable. Look mainly for leadership qualities in this adventurer. He will be responsible for " recruiting" the rest of the party for a dangerous mission.

In order to make the circumstances of the adventure more plausible, it will be necessary to establish some connection between Hollend and this individual that explains why Hollend would place such trust in him. If this adventure is being used as an isolated adventure, you can do this very easily simply by indicating that the chosen individual once served as a mercenary captain in Dunador and is well known to Hollend.

If, on the other hand, you are fitting this adventure into an ongoing campaign, a less direct connection may be appropriate. In this case, make it the character's father who served Dunador and indicate that there is some "debt of honor" that the father once promised to pay by either coming to Hollend's aid or sending his kin to pay his debt. In this latter scenario, Hollend trusts the character because his father vouches for him. The son takes on the mission at the father's request.

When the leader has explained to the players how it is that he was summoned to appear in Dunador, he informs them that on a certain day they must travel to the Three Feathers Inn, located in the Dunadorian province of Andevar. Aside from this information and whatever hints the leader may drop as to the reward that can be expected for serving the head of Dunador's Royal Council, the players will know nothing of their mission until briefed by Hollend. They enter Andevar from the westernmost of the two southern roads.

Once the party has assembled and entered Andevar, read the following passage to them.

> It is with some apprehension that you enter the kingdom of Dunador. By now, rumors have traveled far and wide that things are not well in this troubled land. The king of Dunador has been killed, felled by an arrow in what may have been a hunting accident, but might just as easily have been murder. Whatever the true fate of King Halfred, it is now known far and wide that Dunador is a kingdom without a king. As you cross the frontier into this realm, it is clear that a great sadness is abroad. Everywhere the peasants have built mourning pyres and the air is thick with the heavy aroma of holy incense.

The Three Feathers Inn is a safe haven for anyone in Prince Edmund's service. Rolfe, the innkeeper, once served in King Halfred's army and remains entirely loyal to Edmund and Hollend.

When the party arrives at the Three Feathers, Rolfe, who has been briefed by Hollend, recognizes its leader either from past acquaintance, from Hollend's description, or from some family resemblance. After identifying himself, the innkeeper leads the party to a back room where Hollend awaits them.

> At first, there is no sign of the king's chief advisor, just an old, itinerate tinker in the hooded, travel-stained cloak of his profession. But when the figure stands and throws back his hood, there is no mistaking him for any such thing. Tall, gaunt, and hatchet-faced, Hollend wears authority like a suit of armor. Though quite aged now, the steel gray beard still merges with a healthy head of curly hair and the sun-darkened skin exhibits a glow of health. Striding across the room, he grasps each of your hands and welcomes you individually to Dunador. As he greets you, his icy blue eyes examine you as if appraising your worth.

Inviting the party to break their fast, Hollend directs them to a table laid with a simple meal of ale, bread, and cheese. While they eat, he contents himself with asking them about their trip and deftly prying from them details about their backgrounds. Once he is satisfied that the party meets his requirements for skill, boldness, and trustworthiness, Hollend speaks more seriously.

> "Welcome, my friends, to this troubled land. Your arrival is timely indeed; thank you for your haste. By now, you have doubtless heard of the death of our king, Halfred of Dunthrane. For over 20 years I served him as chief advisor on the Royal Council. Through war and peace and feast and famine, I stood by this noble king until his death not a fortnight ago.
>
> "The story, as I say, is well-known. He was hunting near the royal castle at Dunthrane when a deadly arrow pierced his neck. Those in his party called it an accident and, by my troth, I can't say otherwise. But I have my suspicions, as do others. How does a yellow-clad man on a white horse look anything like a deer? How does any normal hunting arrow resist all attempts at curing its effects? We wonder much for little gain. Halfred is dead and we are plunged into sorrow.
>
> "But there is one in this realm who shed no tears at the fall of Halfred. Lord Edrin, the king's brother, has coveted the crown of Dunador for years. A decade gone by he made to seize it when my liege was gone to war, but he was stopped then while Halfred yet lived. This time, there may be no such grace for Dunador. With the king gone and our first tears of grief not yet dry upon our cheeks, he strode into the royal court with his black-clad knights to claim the throne. Only the sorrow of the people and the meager opposition of the Royal Council have thus far prevented him from taking the realm for his own. Already he has made himself regent of Dunador.
>
> "And thus we come to the purpose of our being here. There is one man-little more than a boy, really-who can save us. Prince Edmund, Halfred's son and heir, should rightly wear the crown. And so he shall if he can but be spared the fate which I suspect his uncle is plotting for him.
>
> "For you see, Edmund is lost now to the eyes of man. Just before his father's death, he set off on a pilgrimage to the Shrine of Nevron in the Veronian Mountains of our northern province of Andevar. For generations, the heirs apparent of Dunador have made this pilgrimage to the waters of Nevron. The sages say that drinking from the sacred waters gives a prince the wisdom and strength to rule this realm when the time comes. I know not whether this is true, but such devotion does much to win the hearts of the people.
>
> "We pray that Prince Edmund will return soon from this pilgrimage, but we have reason to believe that he is not safe in Andevar. Aimar, the duke of this province, is a self-seeking man who might turn a blind eye to the prince's welfare if it served his purpose. Worse still, this Aimar may be in alliance with Lord Edrin. This is my worst fear, for if that be so, then my prince is in mortal danger in Andevar. Edrin has sworn to protect the Prince, but to believe his word is to be a fool. Assassins may already be abroad in Andevar, with or without Duke Aimar's blessing.
>
> "Currently we do not know where Edmund is. Such is the nature of his pilgrimage. Edmund travels inconspicuously on foot, escorted by only a few men in pilgrim's garb. By now he may have reached the Shrine of Nevron. We don't even know whether the prince has heard of his father's death. In any event, he must be found and brought safely

back to Dunthrane Castle. If Prince Edmund dies, the realm will be crushed beneath the heel of this dark Lord Edrin.

"On behalf of the Royal Council, and in the utmost secrecy, I am asking you to enter Andevar and find Prince Edmund before it is too late. Anything you can learn of the Duke of Andevar's motives will also be of value to us, and we will pay well for such knowledge. But, it is the safety of the prince that is our greatest concern.

"I suggest you begin your search at Montinelle, the capital of Andevar and the home of Duke Aimar. Keep your eyes open and discover what you can of Aimar's disposition and the whereabouts of Prince Edmund. If this should prove profitless, the road through Montinelle will carry you directly to Nevron, where you may find the hunting better.

"But, whatever you do, remember this. At no time should you reveal the nature of your quest. If you are taken and your mission discovered, you would certainly die most horribly, and the Royal Council's position will become extremely difficult. You will be wise to pass yourselves off as soldiers of fortune or, perhaps, as emissaries of a foreign country. Conceal your identities as you will.

"Also, mark well one other thing. In this whole region of Andevar, I know of only two men you can trust completely: the patriarch of Fontenmere Abbey, William Menore, and Rolfe, the innkeeper here at the Three Feathers. If pressed, you may seek refuge there or here.

"If you succeed in this quest to find and save the prince, you will have the undying gratitude of this kingdom and the certain knowledge that you have saved it. More to the point, you will also be rewarded handsomely for your efforts. I beg you to accept this mission and I pray that you succeed in it."

After this speech, Hollend gives the party 200 gp with which to buy provisions for the trip. He is also prepared to offer them fresh horses should they request them. Finally, he gives the party's leader small portraits of Prince Edmund and William Menore, patriarch of Fontenmere, and a rough map of Andevar showing some (but not all) of the province's key features. This map does not show Eli's cottage, Griffon Castle, or the secret path through Noren's Wood. The locations of these features are noted in text. Show the players the map of Andevar anytime they need to see it.

Adventuring in Andevar

In view of the long distances to be covered it is assumed that the PCs will use horses to journey through Andevar. Most of the time the horses will be walking with a movement rate of 12 hexes per day in clear areas, 5 hexes per day in the Lusian Forest, Noren's Wood, the Veronian Mountains, and the Moorland. Galloping will at least double this rate for short periods. Galloping over long distances, however, exhausts a mount. After a 20-mile gallop a horse will be almost ready to drop dead! The DM needs to keep the horses in mind, and decide when they are unable to continue.

In the event that the party finds itself afoot, it will travel at the rate of four hexes per day in most of Andevar. Travel afoot through the Lusian Forest, Noren's Wood, or the Veronian Mountains is at the rate of two hexes per day.

The Road Encounters Table indicates the wandering monsters that are found on the open roads of Andevar. For every 40 miles (8 hexes) of open road traveled, check once for an encounter which occurs on a roll of 1 on 1d6. Use the Road Encounters Table when the party is traveling along any roads except the path through Lusian Forest, Noren's Wood, or the track leading to the Shrine of Nevron.

Road Encounters Table (roll 1d6)

1 20 Brigands (AC 6; MV 9; HD 1; hp 5 each; THAC0 20; #At 1; Damage 1d6; Sz M; ML 9; Int Avg; AL CE; XP 15) with one leader (AC 6; MV 9; HD 3; hp 20; THAC0 18; #At 1; Damage 2d4; Sz M; ML 11; Int Very; AL CE; XP 65). Each brigand is mounted on a light horse (AC 7; MV 24; HD 2+2; hp 12 each; #At 0; S L; ML 6; Int 1; AL N; XP 35). Each brigand carries 1d20 sp, 1d10 gp, and a short sword. The leader carries 50 gp and a broadsword.

2 15 Bandits (AC 6; MV 9; HD 1; hp 5 each; THAC0 20; #At 1; Damage 1d6; SA double damage with lance when charging; Sz M; ML 9; Int Avg; AL CE; XP 15). Each bandit is mounted on a light horse (AC 7; MV 24; HD 2+2; hp 12 each; #At O; S L; ML 6; Int 1; AL N; XP 35). Each bandit is armed with a lance and short sword, and each carries 1d20 sp and 1d10 gp.

3 10 Berserkers (AC 7; MV 12; HD 1; hp 6 each; THAC0 20; #At 2; Damage 1d8; Sz M; ML 20; Int Avg; AL N; XP 15). Each berserker carries 1d20 sp and a battle axe.

4 A merchant caravan that was sacked by its guards. Only six survivors can be found: four men and two women. They have no possessions other than the clothes on their backs but they generously reward anyone who escorts them to Montinelle.

5 10 Goblins (AC 6; MV 6; HD 1-1; hp 4 each; THAC0 20; #At 1; Damage 1d6; Sz S; ML 10; Int 8; AL LE; XP 15). Each goblin carries a club and 1d20 sp.

6 3 Jackalweres (AC 4; MV 12; HD 4; hp 20 each; THAC0 17; #At 1; Damage 2d4; SA Unsuspecting foes meeting the jackalwere's gaze must save vs. spell or be affected by *sleep*; SD Hit only by iron or +1 or better weapons; Sz M; ML 12; Int 12; AL CE; XP 270). The members of this hunting pack are disguised as pilgrims and claim to be either on their way to the Shrine of Nevron (if the party is headed in that direction) or on their way home from the shrine (if the party is headed away from Nevron). The jackalweres ask to travel with the party "for protection." If permitted to do so, they work into position for a surprise attack at close quarters. If denied this opportunity, they attack immediately.

If the party insists on plunging into the surrounding wilderness, then refer to the Off-Road Encounters Table to determine what encounters they have. The Off-Road Encounters Table is used only for cross-country travel in areas other than the Lusian Forest. Cross-country movement is impossible in the rugged Veronian Mountains. For every 20 miles (4 hexes) of wilderness traveled, check once for an encounter which will occur on a roll of 1 or 2 on 1d6.

Off-Road Encounters Table (roll 1d6)

1 25 Brigands (AC 6; MV 9; HD 1; hp 5 each; THAC0 20; #At 1; Damage 1d6; Sz M; ML 9; Int Avg; AL CE; XP 15) with one leader (AC 6; MV 9; HD 3; hp 20; THAC0 18; #At 1; Damage 2d4; Sz M; ML 11; Int Very; AL CE; XP 65). Each brigand is mounted on a light horse (AC 7; MV 24; HD 2+2; hp 12 each; #At 0; S L; ML 6; Int 1; AL N; XP 35). Each brigand is armed with a short sword and carries 3d10 gp. The leader carries 60 gp.

2 20 Gnolls (AC 5; MV9; HD 2; hp 10 each; #At 1; Damage 2d4; Sz L; ML 11; Int 6; AL CE; XP 35) with one leader (AC 5; MV9; HD 3; hp 16; #At 1; Damage 2d4; Sz L; ML 11; Int 7; AL CE; XP 65). Each gnoll is armed with a bardiche or a khopesh and carries 2d6 ep. Five also carry short bows. The leader is armed with a broadsword and carries 8 gp. The gnolls are accompanied by six hyenas (AC 7; MV 12; HD 3; hp 10 each; THAC0 17; #At 1; Damage 2d4; Sz S; ML 6; Int 1; AL N; XP 65).

3 18 Wild Dogs (AC 7; MV 15; HD 1+1; hp 5 each; THAC0 19; #At 1; Damage 1d4; Sz S; ML 5; Int 1; AL N; XP 35).

4 20 Hobgoblins (AC 5; MV 9; HD 1+1; hp 7 each; THAC0 19; #At 1; Damage 1d6; Sz M; ML 11; Int 9; AL LE; XP 35) of the Ripper tribe. Each hobgoblin carries a spear and 2d4 gp.

5 2 Perytons (AC 7; MV 12, fl 21 (C); HD 4; hp 22, 20; THAC0 17; #At 1; Damage 4d4; SA +2 bonus to hit, another +2 and x2 damage when swooping; SD +1 or better weapon to hit; Sz M; ML 16; Int 10; AL CE; XP 270). These winged carnivores are extremely hungry, having hunted for some time without success.

6 9 Wolves (AC 7; MV 18; HD 3; hp 14 each; THAC0 18; #At 1; Damage 1d4+1; Sz S; ML 10; Int 5; AL N; XP 120).

Montinelle

Montinelle is the stronghold of the Duke of Andevar (sometimes addressed simply as "Andevar"). It consists of an octagonal area approximately 270 feet from side to side enclosed by a 40-foot-high stone curtain wall. The wall is broken at each corner by a guard tower. Each of the eight towers (T1-T8) has a ground-level chamber with a spiral staircase leading 60 feet up to a trap door and the open parapets above. Each of the lower chambers is a combination armory and guardhouse containing locked weapons racks (holding spears, lances, maces, crossbows, and bolts), oil barrels, two small beds, and a stove and pantry area for catering. At any time, one guard will be off duty in the lower guardhouse and one will be above on the parapets. All the guards are human, and all wear the blue tunic with gold lion insignia of Andevar.

The two gatehouses flanking the southern entrance each contain a lower chamber used as a guardroom. There are no armories in these guardrooms. Spiral stairs lead from the lower chambers to the parapets above. Each guardroom contains a pair of small beds, a fireplace equipped with iron pothooks, and a cabinet housing heavy crockery, pots, and cooking utensils. The western gatehouse also contains a rude table and chair and a rough shelf full of dusty ledgers along the north wall. It serves as an office to the sergeant-at-arms who keeps a sketchy record of the comings and goings through the southern gate. If questioned, the guards atop the eight wall towers direct all travelers to the office of the sergeant-at-arms.

Entering Montinelle

Upon approaching the southern gate, the party is stopped by two castle guards armed with long swords. Over their chain mail they wear blue tunics with the gold lion of the Duke of Aimar on the breast. The guards immediately call the sergeant-at-arms, who also wears the Andevar livery over his mail. He subjects the characters to routine questioning about their business inside Montinelle. If satisfied that they have a legitimate errand inside the castle and aren't going to cause trouble, he orders the group to enter his office and sign the register book on the table that serves as his desk. If the characters offer a bribe of 2 gp or more, the sergeant-at-arms lets them look at the register. It shows that "Edmund of Dunthrane" entered Montinelle 10 days previous, leaving the castle on the following morning. Immediately below the entry showing Edmund's departure is the name "Kirkroy," a reference to an individual who apparently left Montinelle shortly after the prince. In truth, Kirkroy is the agent who followed the prince and abducted him.

The interior of Montinelle is divided into seven areas: the market, peasant huts, the jousting field, the reviewing stand, stables, barracks, and the citadel.

Entry to all areas except the market, the huts, and the jousting field is restricted. Any attempt to force an entry during daylight arouses the castle guards patrolling the market, guarding the stable and main gate, and relaxing in the barracks. As soon as a disturbance is noted, the gate is closed. Sustained disturbances attract a company of 20 guards from the citadel. In addition, in the event of a general melee, 4d4 guards from the wall towers also appear.

Arrest and Imprisonment

Investigations conducted inside Montinelle must be performed with discretion. Open melee or unsophisticated questioning draws attention to the characters and probably leads to arrest. Points of special danger occur when the party is in the market trying to locate a source of information; if the party tries to bribe the sergeant-at-arms to get a look at his records; and if the party tries to gain entrance to the citadel. In any of these three instances, suspicions will be aroused unless a plausible cover story is presented that adequately explains why information is being sought.

Should the suspicions of individuals who are not guardsmen be aroused, they report the matter to the guard. Should isolated guardsmen become suspicious, they let the group go about its business until they can quietly summon overwhelming force to the vicinity. Once a superior force of guardsmen arrives or a melee breaks out, the guards try to arrest the characters. Beggars, merchants, servants, and peasants do not become involved in the affair, but there are 47 fighters in the castle who do: Sir Braken, 16 tower guards, 20 castle guards, the sergeant-at-arms, and 10 citadel guards.

Citadel guards wear over their plate armor gray tunics with gold lions to indicate their special status. The rest of the guards are, unless other wise noted, equipped only with chain mail and wear the blue and gold livery of Andevar.

Throughout any melee, it is the intent of Sir Braken and his men to capture the party. While willing to injure, they are reluctant to kill and repeatedly call on the party to surrender.

If arrested or subdued, the members of the party are disarmed, stripped of their armor and gear, and taken to cell D4 of the dungeon. All of their belongings are stashed in or next to the large chest in the jailor's office (D1). Sir Braken accuses the characters of being spies and threatens them with individual interrogation at a later time, but they will never actually be harmed. If the characters ask to see the duke, they are informed that Aimar is not currently in residence at the castle. If Sir Braken used the *net of entrapment* during the fight, he tells the captives that he intends to make them regret forcing him to use up the last of the net's power.

Tower guards (2 per tower, 16 total): AC 6; MV 9; HD 3; hp 22; THAC0 18; #At 1; Damage 1d8 (long sword), 1d4 (light crossbow); Sz M; ML 12; Int 9; AL LN; XP 65.

Sergeant-at-arms: AC 6; MV 9; HD 4; hp 34; THAC0 17; #At 1; Damage 1d8; Sz M; ML 13; Int 10, AL LN; XP 120.

Castle guards (20): AC6; MV 12; HD 3; hp 24; THAC0 18; #At 1; Damage1d8; Sz M; ML 12; Int 9; AL LN; XP 65.

Citadel guards (10): AC 3; MV 9; HD 6; hp 40; #At 1 (2 with bow); Damage 1d8 (long sword) or 1d6 (longbow); Sz M; ML 13; Int 10; AL LN; XP 270.

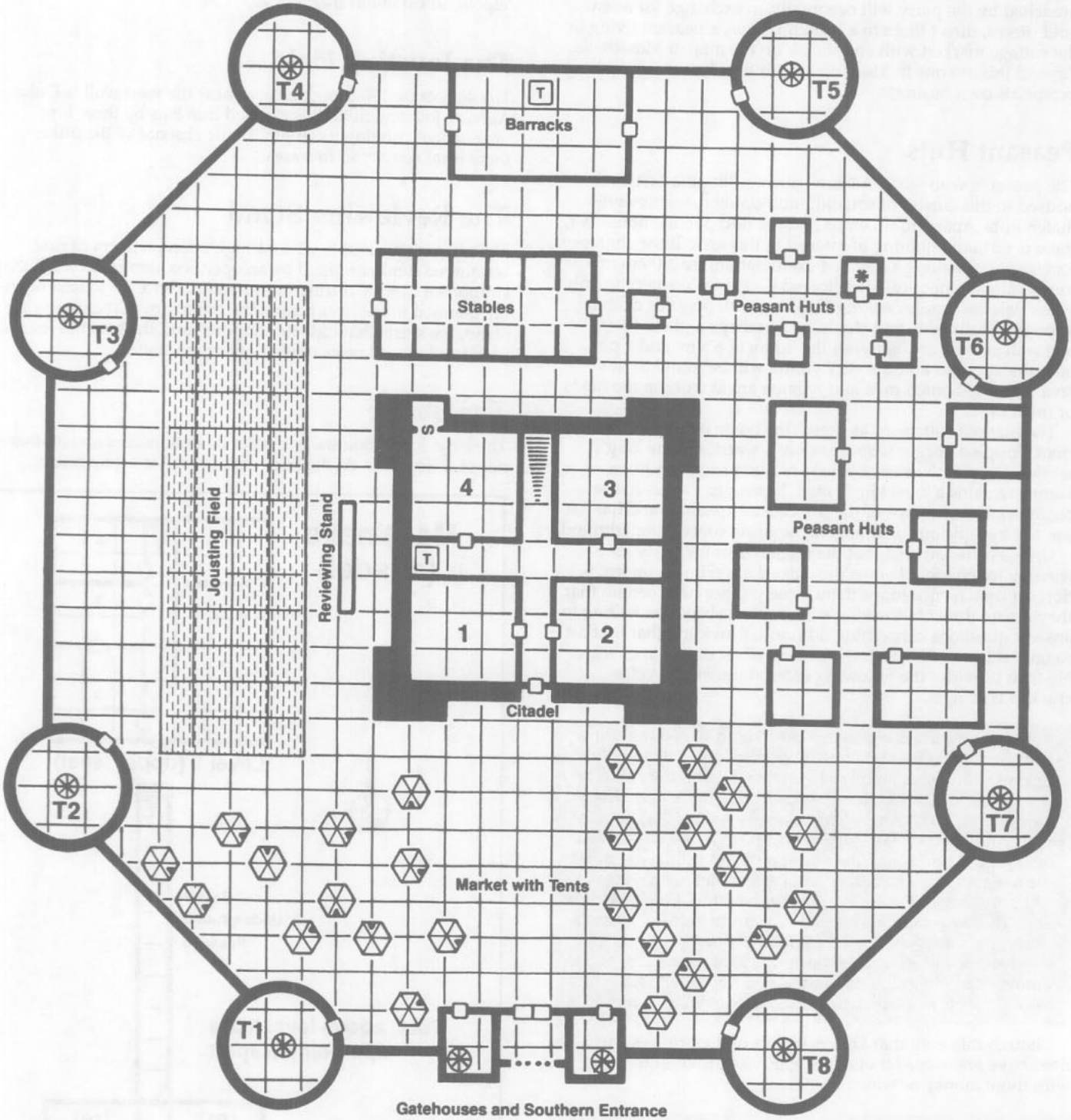
Sir Braken: AC 2; MV 6; HD 6; hp 44; THAC0 18; #At 1; Damage 2d4; SA broadsword +1, *net of entrapment* with 10' radius, roll 20 to escape, otherwise totally incapacitated, net has only one use left); Sz M; ML 15; Int 12; AL LE; XP 420.

The Market

The entire southern portion of the castle grounds is an open market studded with gaily colored tents, canopied merchant stalls and small enclosures housing numerous varieties of common livestock. The vendors at this market fair have available for purchase at normal prices all of the items listed on Table 44 in the *Player's Handbook* other than weapons, armor, exotic animals, and boats costing more than 500 gp. Fine clothes, silks, linens, and sundry art objects may also be found, but at slightly inflated prices (normal price plus 10 to 20 percent).

The market is thronged with peasants, merchants, and the ever-present beggars. Ominously, there seem to be members of the castle guard everywhere, filing between the stalls in ones and twos, their eyes open for trouble. Point out to the players at some time during their passage through this area that at least one pair of guards is eyeing them with suspicion.

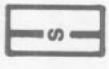
Montinelle (ground level)



1 square = 10 feet

Note: walls are 40 feet high, towers are 60 feet high.

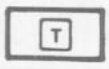




Secret Door



Spiral Stairs



Trap Door (in floor)



Stairs

If the players try to obtain information at the market fair, they draw a blank from the ignorant peasants. Even market regulars know little. However. any merchant or beggar approached by the party will eventually, in exchange for a few gold pieces, direct them to a certain Lemus, a peasant living in the cottage marked with an asterisk on the map of Montinelle. Beyond this, no one in Montinelle admits to knowing anything except his own business.

Peasant Huts

The peasants who work the land surrounding the castle are housed in this cluster of squalid, mud-daubed, wattle-and-thatch huts. Apart from Lemus and the odd porcine house pet, there is virtually nothing of interest in this area. If the characters insist on making a detailed examination, treat them to a tour of almost identical, dirt-floored dwellings containing only straw palettes, crude cooking facilities, wall pegs for clothing, a roughly built table and stools, and perhaps a plank fixed to one wall as a pantry. Between the hours of 6 a.m. and 6 p.m. only the very old and the very young will be found in this area. All able-bodied men and women are at work in the fields or the market.

The marked cottage is, as noted, the home of Lemus, an ancient, crippled beggar who was once a warrior in the king's service. Despite the wretchedness of his current condition, Lemus remains a loyal king's man. Moreover, Lemus has recently spoken with one of the prince's companions and has reason to be suspicious of strangers inquiring concerning Edmund.

Unless he is satisfied that the members of the party are friendly to the king, Lemus provides them with no information. At first, he questions them closely. Once he is certain that they are no threat to the king's interests, he becomes willing to answer questions concerning Edmund, providing that first his tongue is loosened by a few pieces of silver or a skin of wine. He then provides the following entertainment in a voice cracked with age:

"Twas more'n week gone by now. I seen the young prince an' his companions. Ha! Dressed as pilgrims, they was. But pilgrims don't wear shiny gold on they fingers nor has bright neck braces winkin' under they gray pilgrims' cloaks. Knew 'em right off, I did. Knew 'em an' spoke to one. Nay the prince, but another. We spoke a bit, spoke o' the old days, o' Dunador an' the king. O)h, 'twas grand, all right. Grand. He give me gold afore he left. A proper gentleman, he was.

"I pray they did well. But that be somethin' I ain't too sure 'bout. They was nervous like, an' I heard one a'tellin' young Edmund 'ow they was still bein' followed an' 'ad better get on to Nevron an' see to they business. That seemed to set 'em to movin'. an' they slipped out the next day, quiet like. Headin' for Nevron an' them cursed mountains, I 'spect."

Though this is all that Lemus knows of the prince's party, he does have one more bit of news which he provides if plied with more money or wine:

"Well, aye. There be one more thing that may be o' interest, seein' as 'ow you be eager t' learn. 'Twas day afore yesterday, I guess. A monk come in wearin' the habit o' Fontenmere. Straight to the tower there 'e rode, an' ain't no one seen 'im since. No, nor heard what happened to bring 'im 'ere. Which is real strange, ya see, cause it ain't that often that folks ride in on horses all lathered an' with a arrow stickin' outa they monkish backs. Yep. Well, if I were a curious man, which I ain't, I'd sure be wonderin' what 'appened t' that monk and why ain't nobody can get nothin' about 'im outa them guards up t' the citadel. I sure would wonder."

Having imparted these two valuable bits of information, Lemus declines to provide further useful knowledge, answering all additional queries by returning to how he "jes' couldn't 'elp wond'rin' 'bout that monk."

The Jousting Field

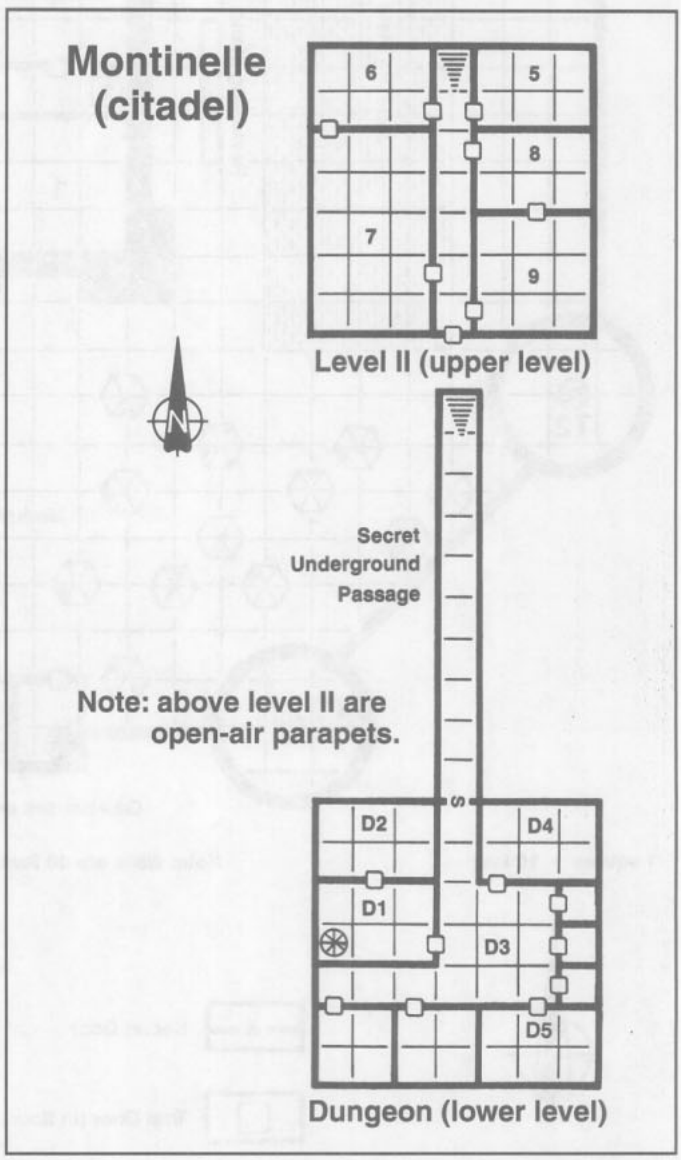
The 40-foot by 130-foot open area near the west wall is Duke Aimar's jousting field. It is divided into lists by three low, open fences running its length. In the absence of the duke, there is no activity in this area.

The Reviewing Stand

The reviewing stand is a 5-foot-high open platform of raw, weathered lumber topped by an open wooden framework that supports a canopy during tournaments. Since no tournaments are planned in the near future, the canopy over the reviewing stand, the skirts that hide its supports, and the benches for the platform have all been stowed under the stand.

The Stable

The long, low, stone stable houses 30 light horses and all manner of riding gear. At the back of each stall is a generously



filled oat bin. A castle guard stands at each entrance, and a stable boy is busy tending to the livestock.

The Barracks

The sturdy stone barracks is built directly into the curtain wall surrounding Montinelle. At any time there will be from three to ten guards whiling away their off-duty hours inside. If roused by an alarm (or attacked by surprise), it takes them two rounds to get their swords; they do not waste time donning their armor.

The interior of the barracks is a single, low room. Ten rickety cots line each of the long walls. Suspended from the foot of each cot is an equipment pack. A small fireplace for cooking is in the center of the south wall. Flank it are wooden shelves groaning under the weight of various cooking implements and provender bins. Bags of spices hang from the nearby rafters. Opposite this fireplace is a long trestle table and a pair of benches. Beneath this table, obscured by a shaggy rug fashioned from the skin of some animal, is a trap door leading to a secret underground passage that connects these barracks with the dungeon below the citadel.

In addition to the miscellaneous equipment in the packs hanging from the foot of each bed, a complete ransacking of the barracks will turn up 5d20 gp and 1d6 x 100 sp in coins.

The Citadel

Dominating Montinelle is Duke Aimar's citadel. Its single, unhidden entrance in the south wall is guarded by a pair of rough looking citadel guards in the gray and gold of the Duke of Andevar. Any attempt to enter this way, whether by negotiation or force, results in Sir Braken's arrival. Any further attempt at entry, whether by force or as a result of an invitation, results in Sir Braken casting his *net of entrapment* over the group in an attempt to arrest them. If a confrontation occurs outside the entrance, Sir Braken casts the net from the shadows just inside the gateway. Otherwise, he waits until the group is already inside the citadel to spring his little surprise on them.

Citadel Main Level

A cruciform hallway divides the main level of the citadel into four chambers. When opened, the trap door in the west arm of the hall of this level reveals a flight of spiral stairs leading to the jailer's office below (D1). The staircase in the north arm of the hall leads directly to an open landing on the upper level.

1. Sir Braken's Room

A mahogany four-poster bed with drawn gray velvet curtains dominates the entire northwest corner of this chamber. A large one-drawer ironwood desk is located beside it. Against the south wall is a bulky cabinet flanked by a pair of heavy, iron-bound oaken chests. Every square inch of the available wall space seems to be occupied by weaponry or shields. Some are in pristine condition. Others, obviously battle trophies, are twisted and dented to the point of uselessness. A few of the less serviceable items are graced with crusty brown stains.

The locked drawer of the desk contains a ring of keys and a diary. The keys unlock all of the citadel's doors except for those giving access to the wine cellar and to the duke's rooms. The diary is Sir Braken's personal chronicle of the mundane events characterizing garrison life for many months in the past. The last entry, several days old, consists only of the name "Kirkroy" on a page by itself.

Both of the chests against the south wall are securely locked. That to the left of the cabinet contains 100 gp worth of silks and fine linens. Beneath these is a small, locked chest containing 300 gp and 400 sp. The chest to the right of the cabinet contains an unpainted shield, a jewel-inlaid short sword worth 200 gp, a broadsword, and two long swords, all extremely well-made.

The tall cabinet contains two dozen shirts and a score of fine tunics befitting a knight of high station. At the rear of the cabinet hangs a suit of chain mail of a type commonly used in jousting. A large footlocker built into the cabinet holds a small saddle inlaid in silver (600 sp).

Located in the bedpost nearest the desk is a secret compartment about 4 feet from the floor. By sliding back a cunningly hidden panel in the post, the characters gain access to this recess where they find a 10-inch hollow tube of mithril. This Is a *chime of opening* with 10 charges. If pointed at a lock of any kind, including a held portal or wizard-locked door, striking the chime opens the lock or portal. However, each use of the chime causes it to emit a loud, resonating tone that attracts anyone or anything in the vicinity. Each striking of the chime uses one charge and unlocks one lock. Thus, a door, lid, or portal locked by more than one means would require more than one striking of the chime in order to open it. For example, it would take four charges to open a locked, chained, wizard-locked, and padlocked chest. Striking the chime within 10 feet of a concealed door automatically opens that door regardless of whether the user knows of the door's presence.

2. Barracks of the Citadel Guard

The north and south walls of this chamber are each lined with five sturdy oak beds strewn with warm furs. To the left of each bed is a tall oak wall cabinet.

All of the cabinets are locked. Inside, each is divided horizontally into a pair of compartments. The left compartment contains one or more shirts of varying quality, a pair of gray guardsman's tunics, several pairs of matching hose, a guardsman's dress bonnet, and a pair of parade shoes. A shelf at the top of this compartment contains small items of personal gear: toiletries, razors, dice, and the like. Racked against the walls of the right compartment of each cabinet is an assortment of normal weapons, including a bow with a quiver of arrows, two or three spears, and two cased shields in the colors of Andevar. Also hanging loose in this compartment is a collection of leatherwork. Some is dyed a bright yellow and is clearly part of the guardsman's dress harness. The rest consists of plain brown or black belts, bracers, caps, and other (mostly nonregulation) items. The cabinet directly to the south of the door contains a *spear +1* and a small sack stuffed with 300 sp.

3. Kitchen and Pantry

What could this be but a kitchen! A combination iron stove and oven take up almost the whole of the north wall. The rest of the walls are occupied from floor to ceiling with a massive shelving arrangement containing an orderly array of pots, pans, bowls, crocks, bags, boxes, and tins. Bunches of hard sausages and cheeses, drying herbs, and vegetables festoon every rafter. The floor space is occupied by a jumble of tables and carts holding butcher blocks and breadboards. An aged, bald, stoop-shouldered little serving man in a greasy white smock stands at one of these, mindlessly fussing with a batch of bread dough.

The fellow occupied with making the day's bread is one Matlocke. This greasy little man, the duke's cook, is noted among his peers for both his cowardliness and his aversion to the truth. Formerly a member of the guard, Matlocke is now far too old to fight; he never had much taste for that profession anyway. Long since retired to kitchen service, he has prospered in a mean way by tyrannizing lesser servants and picking the

pockets of the guards whenever he thinks he can get away with it. Suspended from a leather thong around Matlocke's neck is a small dagger and a pouch containing 10 sp. Otherwise, he has no possessions of note.

If left unattended by the members of the party, Matlocke summons the citadel guard at the earliest opportunity. If an unwary party member approaches too closely, he has a 30% chance of losing something from his pocket to Matlocke's nimble fingers. If the characters bribe or threaten him, Matlocke will, in answer to the proper questions, reveal the entire sum of his knowledge, which is the following:

"Och. aye! The prince an' them others left Montinelle jus' this past ten-day. I guess we weren't supposed to know who they was, but it was plain as the nose on yer face, if ya' take my meaning.

"Nay, 'is lordship the duke ain't in the castle. What's more, 'e 'asn't been 'ome for a week. Gone north, they say.

"Kirkroy! Aye, sure. Everybody knows Kirkroy. Why, 'e's the duke's strong right arm! Chief hiresword an' champion-at-arms, that's Kirkroy. But 'e ain't in the castle now. Naw, 'e left right after the prince did.

"Och, well now. Let's see. 'Twas maybe a week ago that we got news o' the king's death. That was when the duke rode out, leavin' orders for a patrol to go after the prince and tell 'im about 'is father's death. Caught up with 'im by now, I 'spect."

Matlocke: AC 10; MV 6; T3; hp 12; #At 0; SA pick pockets 40%; Sz M; ML 6; Int 8; AL NE; XP 15.

4. Storage Chamber

The door to this chamber is locked.

Clearly a larder of some sort, this chamber is paneled in some dark, rough, insulating wood. The west wall is lined with deep shelves on which are stacked dozens of bulging gunny sacks. Along the east wall are half a dozen casks. There are four great barrels standing upright against the north wall.

The barrels hold drinking water; the sacks contain grain and flour; the casks hold oil of varying quality.

Behind the barrel in the northwest corner of the chamber is a secret door. If the players push outward on the wall panel behind this barrel, the panel slides back to reveal a concealed room beyond. Stacked to the ceiling of this room are dozens of small oak casks of fine brandy, mead, and ale. On a table against the north wall is a small leather-bound box. Inside is a vial of clear liquid-a potion of sweet water.

Citadel Upper Level

From the landing on the upper level, an adjacent staircase leads to a trap door high in the ceiling. Above this trap door are open-air parapets that are constantly patrolled by one to four of the citadel guards.

5. Bathing and Privy Chamber

A shallow, marble-inlaid pool occupies the eastern portion of this bathing chamber. A garderobe, its door now hanging ajar, is built into the northwest corner.

6. Study and Meeting Chamber

From the richly veined rose marble of the fireplace in the northeast corner to the velvet smoothness of the dark walnut paneling, this room exudes an aura of wealth. The floor is covered by what is obviously a costly and very old carpet of indeterminate hue. Three wine-colored upholstered armchairs are clustered around the fireplace. Against the north wall is a small bookcase of some dark wood enclosed by a pair of leaded glass doors. Against the west wall is a carved walnut desk with a beautiful matching high-backed chair. Half a dozen shadowed portraits bearing the accumulated grime of centuries stare down on the opulence.

This chamber is Aimar's study.

The single locked drawer in the desk contains the duke's estate ledger. A quick look is sufficient to indicate that Andevar is far more prosperous than it looks. A closer examination reveals much concerning the duke's affairs, including the information that a substantial parcel of land north of Fontenmere Abbey and its proceeds were transferred from ducal authority to the control of William Menore, patriarch of Fontenmere. This entry notes that the transfer, ordered by King Halfred in order to "provide for the maintenance of the abbey at Fontenmere," has been accomplished entirely "against the will of and under strong protest by Duke Andevar."

Also stored in the desk drawer is a solid gold paperweight in the shape of a lion worth 200 gp. Finally, in the very back of the drawer, is an apparently long-forgotten scroll. This is a cursed mage's scroll: any wizard who reads it and fails to save vs. spell suffers a devastating mental attack. Losing both mind and personality, the victim is reduced to a vegetable state (a la *feeblemind*) with an Intelligence of 1. Speech and rational behavior are no longer possible; only basic motor functions remain. A successful *alter reality* or *remove curse* spell can restore the victim to normal functioning.

If the drawer is removed completely, a keen-eyed character notices a slim cord in the back of the drawer cavity. Pulling this cord draws forth a small secondary drawer from the back of the desk. Within is a wizard's scroll of *ESP.*

The bookcase contains four score handwritten books, many on the history of Dunador. A thorough examination of titles turns up one on the role of religion and the state in Dunadorian society written by William Menore, patriarch of Fontenmere, and dedicated to "Good King Halfred."

7. The Great Hall

The most prominent feature of this large, finely appointed chamber is a long, carved oak trestle table lined with sumptuous high-backed, carved oak chairs upholstered in wine-red leather. Running the length of the south wall is a carved limestone fireplace. Above the mantle hangs a gold lion coat-of-arms. The other walls are clothed in fine antique tapestries whose slightly frayed edges only confirm their great age and enhance their worth. Three large, gold candelabra rest atop the table. An oak cabinet with glass doors stands in the northeast corner.

The candelabra are worth 200 gp each. The cabinet contains a silver service with a total value of 1,000 gp. The gold lion coat-of-arms, set into a wooden plaque, is worth 500 gp. It can be pried out of its mounting for easier carriage.

8. Servants' Quarters

The plainness of this chamber and its furnishings is in sharp contrast to the elaborately carved door in the south wall. Against this masterpiece of the woodworker's art, the mismatched pair of beds, the two dented dressers and the duo of shabby night stands that make up the room's contents seem strangely out of place. Only the glossy animal skin rug in the center of the floor looks like it really belongs here.

These are the quarters of the duke's body servants. The door in the south wall leads to the duke's bedchamber. It is securely bolted from *room* **9,** has 50 hp, and can only be opened from *room* **8** if a *knock* spell is used, if the door is smashed to pieces, or the *chime of opening* is sounded.

Each nightstand contains a locked drawer. One drawer contains a sack of 50 ep, the other a sack of 20 gp. The rug is the pelt of a giant beaver. A ranger or a character with an appropriate proficiency or secondary skill recognizes its worth as 1,000 gp.

9. The Duke's Chamber

The door to the duke's chamber is locked and wizard-locked. It can be opened by expending two charges from the *chime of opening*. In addition, a mage of 6th level or better can automatically open the door once the normal lock is dealt with. Lesser mages must cast a *knock* spell in order to do so. The door (which has 50 hp) can also be broken down with an axe.

A large, ornately carved four-poster occupies the southeast corner of the chamber. Its bottle-green curtains are tied back, showing that it is empty. Centered in the north and west walls are a pair of doors. That in the north wall is flanked on one side by a five-drawer dresser and on the other by a tall cabinet whose double doors are inlaid in gold foil with the ducal coat of arms. A small chest sits atop a table in the southwest corner. The walls are decorated with fine tapestries.

Once inside the room, the characters are attacked by an invisible stalker. The creature is devoted to the purpose of defending Aimar's chamber. The stalker fights to the death.

The cabinet is locked. Within are two score fine tunics, a score of pantaloons, and dozens of shirts and stockings. Hanging in a separate compartment from the clothing is a suit of *chain mail* +2 in perfect condition and suitable for a large elf, half elf, or human. Also in this compartment is a *battle axe* +1 and a *broadsword* +1. The top drawer of the dresser contains a jumble of jars and bottles filled with sundry salves and powders. Most are perfectly mundane, but a large jar marked "K. S." contains five applications of *Keoghtom's Ointment*.

The locked chest holds 1,500 gp and 500 sp, in addition to the duke's neck brace of office worth 200 gp.

Below the table containing the chest is a loose flagstone covering a hidden recess in the floor. Here lies Aimar's spellbook, containing the following: magic missile, shocking grasp, charm person, jump, read magic, *wizard lock, ray of enfeeblement*, and *fireball*. Beside the spellbook is a small leather pouch containing a vial of liquid. This is a specially magicked antidote to the cursed mage's scroll from *room* **6**. Consuming all of this liquid restores the victim's faculties. It does not remit maladies stemming from any cause other than this scroll.

Invisible Stalker: AC 3; MV 12, fl 12 (A); HD 8; hp 50; THAC0 13; #At 1; Damage 4d4; SA –6 penalty to surprise roll; SD –2 penalty on attack rolls; Sz L; ML 14; Int 13; AL N; XP 3,000.

Citadel Dungeon Level

The downward spiral stairs on the ground level lead directly to *room* **D1** of the dungeon.

D1. Jailor's Office

A guttering torch stuck in a bracket set into the east wall provides little light and less warmth to this dank chamber of mortised stone. A filthy cot against the north wall is occupied by a dark-clad sleeping figure in grimy leather breeks and vest. Beside the bed is a big, ironbound oak chest.

The sleeping figure is Ranu, the jailor. Nestled on the bed next to him (and obscured by his body) is a heavy club. A set of keys to all of the dungeon's cells hangs from his belt.

The chest contains a motley collection of rusty weapons and bits of decaying armor. If any player characters have been captured, their weapons and armor are also inside. Beneath the chest, under a loose flagstone, is Ranu's treasure trove of 50 gp, 800 sp, 3,000 cp, and a large amount of cheap jewelry worth 100 gp.

Ranu: AC 7; MV 6; F4; hp 26; THAC0 17; #At 1; Damage 1d6; Sz M; ML 10; Int 9; AL LN; XP 120.

D2. Wine Cellar

The door to this room is locked. Sir Braken carries the key on a chain around his neck.

Clearly, the duke keeps his wine cellar well stocked. Row upon row of dusty bottles glitter in half a dozen ceiling-high racks set perpendicular to the north wall. Against the south wall, on either side of the door, are a dozen small casks resting in multitiered cradles.

All of this wine is the product of local vineyards and is excellent.

D3. Torture Chamber

If the chains and manacles suspended from the main ceiling beams didn't indicate this chamber's purpose, the great rack and wheel in its center would do so. Clearly the duke takes the business of interrogation seriously. Suspended from hooks lining the west wall are a variety of tongs, pincers, and other grisly tools, none of which could possibly have any wholesome purpose. Next to the door in the west wall is a large, deep brazier equipped with a bellows. Set into the north, east, and south walls of the chamber are seven sturdy doors, each of which is equipped with a covered peephole.

The seven doors lead to individual cells. Each 4 x 4 inch wooden peephole cover is closed with a simple deadbolt. Sliding back the bolt allows the cover to swing open so that the cell within can be examined without having to actually open the door. The cell doors are locked from the outside both with key locks and heavy deadbolts.

In the north wall of the chamber is a secret door. Pulling a loose stone in that wall causes a counterweighted segment of the wall to slide back, revealing the secret passage that leads to the barracks outside the citadel. A similar arrangement on the other side of the wall can be used to open and close the secret door from the passageway. Behind the loose stone on the dungeon side of the wall is a locking ring. If twisted to the right, it closes a bolt, preventing anyone from opening the secret door from the passageway.

D4. Jail Cell

This grimy, mean little room appears to be partly constructed of limestone blocks and partially cut from the bedrock below Montinelle. Moisture oozes from the rock and soaks the decaying straw strewn over its rough flags. In several places the damp straw has been piled high to make a kind of nest for sleeping. The air is thick with the miasma left by the countless poor wretches who have been forced to accept its hospitality in the past.

If captured, the party is confined together in this large cell. Under a pile of straw in the northwest corner the characters can find a loose flagstone. With much effort, it can be pried loose. Underneath, they find a blunted dagger, a rusty file, and a piece of a broken shield. By making use of the dagger and shield fragment as digging tools, a hearty dwarf should be able to break through the west wall, where another loose stone covers the beginnings of a previous excavation. Five to eight hours of diligent digging opens a way into the corridor west of the cell.

If the party includes a thief, he might be ably to jimmy the bolt locking the peephole and reach across to pick the lock securing the cell at shoulder level. Since this task must be performed by touch alone, it will be difficult, but hardly impossible. Once the lock has been picked, a heavy item might be used to knock back the door bolt (which can't be jimmied). Be lenient here. If the players come up with a thoughtful and viable escape plan, they should be rewarded with success.

All other cells except D5 are empty. Use the description for D4 as the basic description for all of the other cells in the dungeon.

D5. The Monk's Cell

Like the other cells, D5 is partly constructed of mortared stone and partly cut from the bedrock under the castle. The description of cell D4 will serve to convey its general appearance. In addition, the cell contains another feature:

Lying face down in the center of the cell is a tonsured man in a white woolen monk's robe, now filthy and tattered. The entire back of the robe is stained a rusty brown. At a distance, the man looks thoroughly deceased.

If the characters enter the cell and examine the prisoner, they find that he is still alive, though barely so. If revived and given drink to moisten his parched lips, he speaks.

"Alas, brothers, I fear that you are too late. Already, I feel the coldness that so often presages the coming of the reaper. He cannot now be far from me, friends, so listen well. I have news that must reach the king's counselors. Know you, that there is much treachery abroad in this land, and now its hand has touched even that which all good men hold sacred.

"I am called Theran, and I am a monk of Fontenmere. For long years have we loyally carried out the king's charge in our peaceful abbey, but now that is at an end. For red-handed death has fallen on our scented fields and quiet halls of prayer. Two days gone by, the abbey was attacked by the foulest of brigands. What may have been the outcome of their depredations I know not, for I was ordered by my master, the patriarch, to flee hence and beg succor from the king's liegeman at Montinelle.

"Horror and death! Horror and death! Even as I rode out on this suicidal errand, one of the swine put an arrow deep in my back. 'Twas only the spirit and intelligence of my faithful mount that allowed me to reach this place at all. Bleeding and exhausted, with the screams of my brothers still ringing in my ears, I rode into Montinelle and laid my lord's charge before Sir Braken. But the black-hearted scoundrel would not hear me. Instead of aid, he gave me this cell in which to die.

"Aye. You understand too well. I can see it in your faces. The hired man, Braken, would ne'er be so bold on his own. Such treachery must go deeper-to the very seat of Andevar and the person of the duke himself. Only orders from the lord of this place could have left me caged in this dungeon while murder was committed at Fontenmere. Long has Aimar tended his anger against Fontenmere for the loss of lands that he deemed his own. Now it seems he has had his revenge.

"Hear me, friends. I die now. But first I lay on you this charge. If you be true men of Dunador, ride now to Fontenmere and see what fate has befallen the king's abbey. The council must know of what happened there. Aimar's treason cannot possibly end at Fontenmere. Unless they are timely warned, I fear for our land. Unless..."

With this last word, the monk gives a rattling cough and dies. Since the monk suffers from blood poisoning, any sort of *cure wounds* spell does nothing to prolong his life. A *slow poison* spell will, however, and he passes out instead of dying. Even if he remains alive, he is unable to provide additional information or assistance other than guiding the party to Fontenmere. In fact, he is too weak to do much more than sit a horse.

A careful examination of the monk's robe reveals an object sewn into its hem. The item is a gold ring bearing the cross of Dunador; it is a *ring of protection +1*.

Leaving Montinelle

Any conspicuous attempt to leave Montinelle arouses the castle guards. If the party has escaped after having been arrested, any visible attempt to leave the castle arouses the guards unless the characters are somehow disguised. Should the guards become alerted to an attempted exit, 4-16 guardsmen form a mounted pursuit group and try to overtake and slay the party. Once pursued, if the characters fail to maintain a movement rate of 24 or if they do not take appropriate evasive action, the guards overtake them within 20 miles of Montinelle. The guardsmen break off their pursuit after a 10-mile chase or if they lose two-thirds of their force.

Guardsmen (4-16): AC 7; MV 12; F4; hp 28; THAC0 17; #At 1; Damage 1d6; Sz M; ML 12; Int 10; AL LN; XP 120.
Light Horses (4-16): AC 7; MV 24; HD 2; hp 14; #At 0; Sz L; AL N.

Fontenmere Abbey

While you are still well east of the abbey, it is obvious that all is not well. A wreath of pungent smoke hangs over the site.

As you approach, details become clear. The wisps of smoke that float in the still air emanate from the burned-out ruin of a small wood and stone structure north of what appears to be the main building. The great doors in the south wall of this latter structure have been knocked off their hinges. Two dead men in white monks' robes are sprawled on the front steps before the doors. Their bodies have been savaged by some animal. All of the visible windows have been wholly and partially smashed. Your view of the interior through the open doorway shows a vista of smashed pews and debris.

1. Office

The door to this chamber is smashed open and the chamber devastated. All of the furniture is smashed to kindling and torn papers and rare illuminated manuscripts are scattered amid the wreckage.

There is nothing of real interest here.

2. Monks' Living Quarters

The four beds in this spartan chamber have been overturned and their straw ticks slashed open. There is a movement in the southeast corner.

Disturbed by the noise, two huge spiders which have only recently moved into the chamber crawl out from under some debris in the corner. Hidden by the debris is a chest containing 400 gp.

Huge Spiders (2): AC 6; MV 18; HD 2+2; hp 17, 15; THAC0 19; #At 1; Damage 1d6; SA leap up to 30' (-6 surprise penalty), type A injected poison (15 points damage/no damage, onset 15 mins, +1 saving throw bonus); Sz M; ML 8; Int 1; AL N; XP 270.

3. Writing Room

The door to this chamber is open. Six tall writing desks lay toppled over on the floor. Many writing materials-quill pens, ink wells, papers, and blotters-lie scattered about the room. The lifeless body of a monk is slumped against the south wall.

The monk has been hacked to death with swords. On the floor beside the body is the word "Capel" written in a mixture of spilled ink and blood, which also coats the corpse's right hand. This clue indicates that the royal seal and scepter of Dunador have been spirited away to Capel Tower. Before dying, the monk heard one of the "brigands" make a reference to this fortification in the north of Andevar.

4. Monks' Quarters

The remnants of four smashed bedsteads and four splintered footlockers lie scattered about this chamber. A dozen savagely torn monks' habits and the ticking from the beds are strewn across the stone flags.

A careful examination of the room uncovers a flat wooden case under one of the beds in the southwest corner. The case holds a magical *crossbow +1*.

5. West Chapel

This antechamber seems almost intact. The altar in the center of the room seems undamaged, though it lacks its normal adornment. Even the prayer benches remain in place. Their kneeling cushions have, however, been ripped open and the stuffing scattered about the floor.

There is nothing of interest here.

6. East Chapel

The altar in this chapel is unharmed though, like the others at Fontenmere, it lacks its altar cloth and service. A trap door in the floor has been ripped open to reveal a flight of stairs leading into the blackness below.

The stairs end at an open door. This area is a single-room wine cellar (30 x 30 feet). Standing behind the door is a thief named Menlow armed with a short sword. Having heard the party above and having no escape route, he intends to ambush whomever comes into the room. He attempts one surprise attack from the rear. If outnumbered or overmatched, the pragmatic Menlow surrenders after making this one attack and begs for mercy.

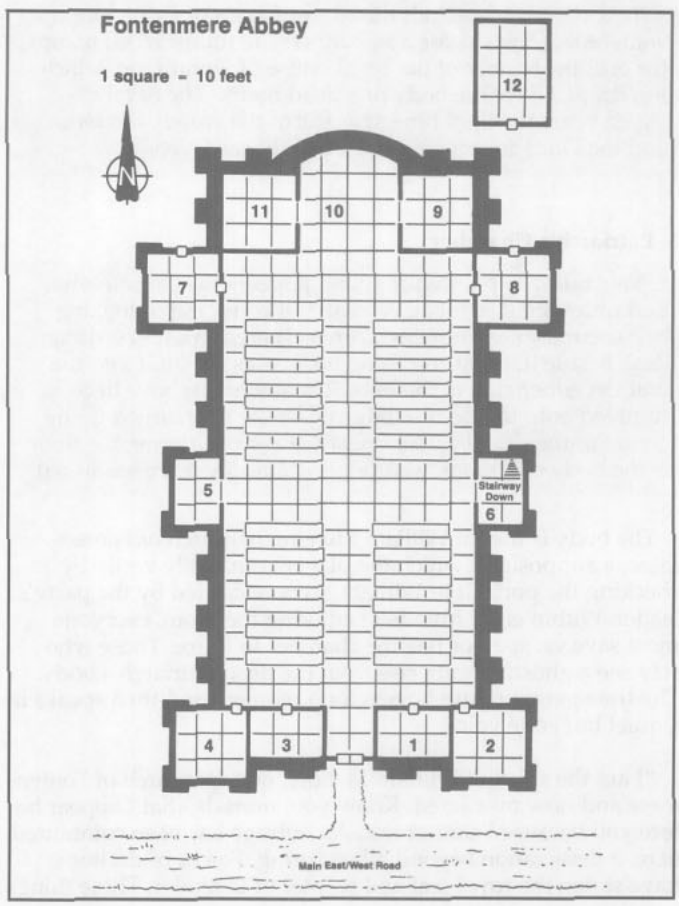
Menlow: AC 7; MV 12; T4; hp 15; #At 1; THAC0 19; Damage 1d6; SA x2 backstab damage; Sz M; ML 7; Int 11; AL CN; XP 65.
Equipment: leather armor, pack holding two bottles of good wine, two altar cloths (50 gp each), two gold goblets bearing the abbey's insignia (50 gp each), a golden cross of Dunador (150 gp), and a set of thief's tools. Hidden in a leather pouch inside his tunic he carries 10 gp, 40 sp, and a parchment letter addressed to "Hollend at Dunthrane." This handwritten note reads as follows:

Honored Friend,

There is grave news. I have learned that Lord Edrin's men-at-arms have entered Andevar. Through an arrangement with the duke, they have made their headquarters at Capel Tower along our northern border. The location is, as we both well know, an ideal base for scouting the trails through the Veronian Mountains. I fear now for the Prince's safety. Take care and look to yourself.

Your Devoted Friend, William

The letter is obviously from William Menore to Hollend. Its authenticity can be established beyond doubt by comparing the handwriting to that of any documents in the patriarch's chamber (*room* 8).



Menlow looted this leather pouch from the body of a monk who was preparing to leave for Dunthrane when the brigands (Lord Edrin's men in disguise) attacked. Although also a thief in his own right, Menlow is currently acting as an agent of Sir Braken, the commander of the Duke of Andevar's castle at Montinelle. At Braken's order, he came to Fontenmere to investigate the report of this attack. Having established the facts in the matter, he is to meet Kirkroy, the duke's champion, at Barbarian's Bridge (north of Capel Tower) and report his findings. From the patriarch's letter and his own observations, Menlow is rightly convinced that Lord Edrin's men are responsible for sacking the abbey.

Menlow's cover is that he is a thief returning to Andevar from the far west. If bribed or threatened, this is the story that he offers the party. If pressed further, he claims to be heading for the Drake & Castle Inn to stay with a distant cousin. He even identifies Graf, the innkeeper at the Drake & Castle, by name. If he is able to lull the party's suspicions, he advises them to avoid the open road east of Montinelle since "it be a'crawl wi' brigands," and advises them to take the covered route through the Lusian Forest instead. He well knows that no one familiar with the area would go through the dreaded Darkwood and considers this bit of misdirection quite clever. If an astute member of the party wonders how someone returning from the west knows so much about the roads to the east, Menlow becomes flustered and shuts up.

Unless challenged concerning his information, Menlow is quite affable with party members, in an effort to lull them into complacency. Whether sullen or affable, however, the thief takes the first opportunity to escape. If successful in this endeavor, he meets Kirkroy at the end of three days and reports on events at the abbey and the presence of the party in Andevar.

Menlow knows nothing about Griffon Castle or the whereabouts of Duke Aimar.

7. Chapter House

This chamber bears all the coats-of-arms of Dunador on its walls. All of the shields and banners are undisturbed except for one: the banner of the royal house of Dunthrane, which lies draped over the body of a dead monk. The royal insignia bears the light blue symbols of the crown, the sword, and the Dunadorian cross on a field of canary yellow.

8. Patriarch's Chamber

This finely appointed chamber appears to be a combination office and bedroom. A small but comfortable-looking bed occupies the southeast corner. There is a small writing desk beside it. Floor-to-ceiling bookcases are built into the wall on either side of the door. Their contents have been tumbled onto the floor. A large chest lies overturned in the center of the chamber. Amongst the debris littering the floor is the body of a monk wearing a white robe trimmed in red.

The body is that of William Menore, patriarch of Fontenmere, a supposition which the players can easily verify by checking the portrait of William Menore carried by the party's leader. Within eight rounds of entering the room, everyone must save vs. spell or flee the chamber in terror. Those who stay see a ghostly figure rise from the dead patriarch's body. The transparent figure hovers for a moment and then speaks in a quiet but eerie voice.

"I am the spirit of William Menore, once patriarch of Fontenmere and now murdered. Know you, mortals, that I appear before you because I cannot rest. An outrage has been committed here, a desecration beyond all enduring. Forces of darkness have stolen the royal seal and scepter of Dunador. These things must be returned. They must be brought back! Without them, there can be no coronation and no king in Dunador. Without our king, there can be no peace, neither for the living of Dunador nor for the dead of Fontenmere!

So saying, the patriarch utters a wail of despair and disappears. Viewing this spirit does not cause unnatural aging.

A small cloth pouch is tacked to the bottom of the patriarch's writing desk. It holds a clerical *ring of spell storing* with four spells: *remove curse, cure serious wounds, dispel magic,* and *spiritual hammer*. The ring can be used by anyone and can be recharged.

9. The Royal Chapel

The walls of this chapel are broken by rows of niches, each containing a fine alabaster carving of one of the kings of Dunador. Each carving stands 5 feet high, and the name of the king it represents is etched in the wall above the effigy in the common tongue of the kingdom. One of the statues has been smashed and the nave above it partly scratched out. On the east wall, an iron grid has been ripped away from a recess in the scene. A finely embroidered purple cushion rests on a bare marble plinth in the center of the otherwise empty cavity.

It should be clear to the players that this is the chamber that once held the royal seal and scepter of Dunador. The broken statue is that of King Halfred.

10. Main Altar

A long, semicircular, stone altar rests flush against the north wall. A blue and gold altar cloth covers the fixture. A large silver cross tops the altar. There is a small marble font next to the altar.(ENDBOX)

The cross is typical of Dunadorian design, having heavy balls at the end of each arm. It is worth 500 gp.

11. Lady Chapel

As you enter this chapel, you are startled by the muffled sound of a grunt from the northwest corner. There is a strong animal smell in the air, and there are coarse hairs caught in the splintered frame of the door by which you entered.

A giant boar has recently entered this chamber in search of food. Trapped inside the chamber by the party's presence, it fights to the death or until it can escape through the doorway.

This chamber was in the process of being renovated when the abbey was sacked. Scaffolding lines the south wall. The various statues and carvings have been cleaned with a lime wash treatment to restore them to their original color. The acid used in this process is not strong enough for use as a weapon. In the northwest corner is a pile of rags and miscellaneous small files and other tools. Among the rags is a leather pouch filled with 400 gp worth of gold chips used for doing gold inlays.

A careful examination of the stone and wood debris in the southeast corner uncovers a metal arm brace bearing a small insignia in the shape of a raven. The brace was dropped by one of Edrin's men. It is a clue to the true identities of the brigands.

Giant Boar: AC 6; MV 12; HD 7; hp 46; THAC0 13; #At 1; Damage 3d6; Sz M; ML 12; Int 2; AL N; XP 420.

12. Kitchen House

This building has been razed almost to the ground. Amid the jumble of charred beams and broken, blackened stones are the skeletal remains of half a dozen bodies.

The bodies are the mortal remains of four monks and two servants who sought refuge inside the kitchen house and were burned out by the brigands. A careful search uncovers an iron box containing 40 pp and a small oilskin bag filled with a soft resin. This substance is a detoxin. If applied to any poisonous bite or wound within eight rounds, it neutralizes all ill effects (except instant death). There are three applications in the bag. The detoxin may be used externally only. A monk of Fontenmere will know the properties of the resin; any cleric has a base chance of 60% to identify it.

Behind the gutted building is a small but dense stand of trees. Hidden in this tiny wood is a horse, tethered to a tree. This animal, a medium war horse, belongs to Menlow the thief. In the horse's saddlebags are iron rations for a week, normal provisions for a week, pots, pans, clothes, and a bedroll. At the bottom of one of the bags is a blue-enameled copper brooch used to fasten a cloak. The brooch is engraved with the golden lion insignia of the Duke of Andevar.

Medium Warhorse: AC 7; MV 18; HD 3 + 3; hp 17; THAC0 17; #At 2; Damage 1d6/1d6; Sz L; ML 7; Int 1; AL N; XP 65.

Open Road

If the characters have visited Montinelle and been identified as hostile to the duke or otherwise suspicious, there is one patrol of the duke's men looking for them along the main road from Fontenmere Abbey to the Drake and Castle Inn. If the group moves northeast on the main road from Fontenmere, they are certain to encounter this patrol which is easily identified by their livery (the blue tunic with gold lion of Duke Aimar of Andevar). The horsemen fight to the death. They include:

Sergeant: AC 5; MV 12; F4; hp 36; THAC0 17; #At 1; Damage 1d8 (long sword); Sz M; ML 13; Int 12; AL LN; XP 120.
Troopers (9): AC 6; MV 12; F3; hp 22 each; THAC0 18; #At 1; Damage 1d6 (lance or short sword); Sz M; ML 12; Int 9; AL LN; XP 65.
Light Horses (10): AC 7; MV 24; HD 2+2; hp 13 each; #At 0; Sz L; AL N.

The Darkwood

The Darkwood is a dangerous place. If the party chooses to follow this path, it should be a memorable experience. Make three wandering monster checks; one for every 15 miles of progress through the forest. An encounter occurs on a roll of 1 or 2 on 1d6. The exact nature of the encounter is found on the Lusian Forest Wandering Monster Table.

Lusian Forest Wandering Monster Table

Roll **Result**

1 Skeletons (10): AC 7; MV 12; HD 1; hp 8 each; THAC0 19; #At 1; Damage1d6; SD half damage from S or P weapons, immune to *sleep, charm, hold,* and *fear* spells; SW holy water inflicts 2d4 points of damage per vial; Sz M; ML 20; Int 0; AL N; XP 65.
2 Wraiths (3): AC 4; MV 12, fl 24 (B); HD 5+3; hp 18, 22, 23; THAC0 15; #At 1; Damage 1d6 + level drain; SA each hit drains 1 level; SD hit only by magical (full damage) or silver (half damage) weapons, immune to *sleep, charm, hold, death,* and cold-based spells, immune to poison and paralyzation; SW holy water inflicts 2d4 points of damage per vial, *raise dead* destroys wraith if saving throw failed, animals sense their presence within 30', cannot attack in sunlight; Sz M; ML 15; Int 12; AL LE; XP 2,000.
3 Zombies (8): AC 8; MV 6; HD 2; hp 13 each; THAC0 19; #At 1; Damage1d8; SD immune to *sleep, charm, hold, death,* and cold-based spells, immune to poison and paralyzation; SW holy water inflicts 2d4 points of damage per vial; Sz M; ML 20; Int 0; AL N; XP 65.
4 Zombies (6): as above.
5 Wights (4): AC 5; MV 12; HD 4 + 3; hp 13, 16, 17, 24; THAC0 15; #At 1; Damage 1d4 + energy drain; SA each hit drains 1 level; SD immune to *sleep, charm, hold,* and cold-based spells, immune to poison and paralyzation; SW holy water inflicts 2d4 points of damage per vial, *raise dead* destroys wight; Sz M; ML 14; Int 9; AL LE; XP 1,400.
6 Wights (2): as above.

The Lusian Forest Wandering Monster Table is used only when the party is within the Lusian Forest.

Menlow does not willingly accompany the party into the Lusian Forest. Only if bound or closely guarded does he stay with the party when they enter this area. However, once inside the forest, Menlow, realizing that his only hope of survival lies with the party, willingly throws in his lot with them. He fights alongside the characters and uses his skills on their behalf (without ever, however, admitting that he has any knowledge of the forest's wicked reputation). As soon as the party is out of the forest, Menlow again tries to escape. He does not willingly visit the Drake & Castle Inn because fears that his talkative cousin will accidentally give him away.

Upon reaching the midpoint of the journey through the woods, read the following passage to the players:

You have been traveling through this dense forest for many miles. Your horses seem uneasy and your own spirits droop as you ride deeper and deeper into the dim and brooding wood. At length, you come to a widening in the roadway. In the midst of a clearing grows a huge, ancient tree whose arching limbs cast the otherwise open area into deep shadow. Its twisted, gnarled trunk exhibits numerous imperfections and holes. Scattered about the tree bole are the skeletons, armor, and rotting garments of a number of humans or humanoids. Many of the skeletal figures grip rusting weapons. The air is deathly still and somehow oppressive. Each of you is consumed by an overpowering feeling of dread.

The tree trunk is the dark resting-place of a groaning spirit. Entering the 25-foot by 25-foot clearing causes the groaning spirit to emanate from one of the holes in the tree. The sight of this entity forces everyone in the party to save vs. spell or flee in terror back down the road for 10 rounds. If it is night, she will attack anyone who enters the clearing from this point on (a banshee can wail only at night). If this encounter occurs during the day, there will be no sign of the spirit if the characters come back down this road.

This entity is the undead spirit of a female elf, once known as Lusian. A dabbler in the black arts, she brought ruination on the elven community that dwelt in this wood before the time of man. So wicked was she that the elven god, Rillifane Rallathil, bound her to this fate after death. The undead in this wood are her victims. The skeletons around the tree are the remains of passing adventurers. Some aspiring knights and warriors of Dunador, having thought to perform their rite of passage by riding through the Darkwood, have paid for their arrogance with their lives. If the groaning spirit is destroyed, the wood becomes peaceful again.

A careful search of the debris and weaponry surrounding the tree reveals a magical *shield + 1.* Inside the tree trunk is a chest containing 4,000 gp, a *potion of undead control* (wraiths), and a mage's scroll, *lightning bolt.* At the base of the tree trunk lies a long sword in a scabbard. A detailed inscription on the blade identifies it as a *sword + 1, +2 vs. magic-using or enchanted*

creatures (which includes mages, spell-casting monsters, and created or summoned creatures).

Banshee: AC 0; MV 15; HD 7; hp 36; THAC0 13; #At 1; Damage 1d8 (touch); SA wail kills all within 30' unless save vs. death magic; SD +1 or better weapon to hit, 50% magic resistance, immune to *charm*, *sleep*, and *hold* spells, immune to cold and electrical attacks; SW holy water inflicts 2d4 points of damage per vial, *dispel evil* slays; Sz M; ML 13; Int 16; AL CE; XP 4,000.

The Drake & Castle Inn

The Drake & Castle Inn is the only stopover for travelers along the main road between Montinelle and the Northlands. It also does a small but profitable business serving pilgrims bound for the Shrine of Nevron. As the party approaches the inn they see three horses and a pack mule tied up outside the front entrance. Two horses and the mule stand apart from the third horse.

If the party investigates the animals, they discover that the two horses and the mule belong to two merchants. The animals' saddlebags and packs literally bulge with linens, silks, cheap trinkets, and jewelry. The third horse carries two saddlebags. One bag contains a sleeping roll and ordinary personal items. The other bag holds a set of thief's tools, a throwing dagger, provisions, and at the bottom of the bag, a small leather pouch. The pouch contains a small silver icon engraved with the insignia of Fontenmere Abbey.

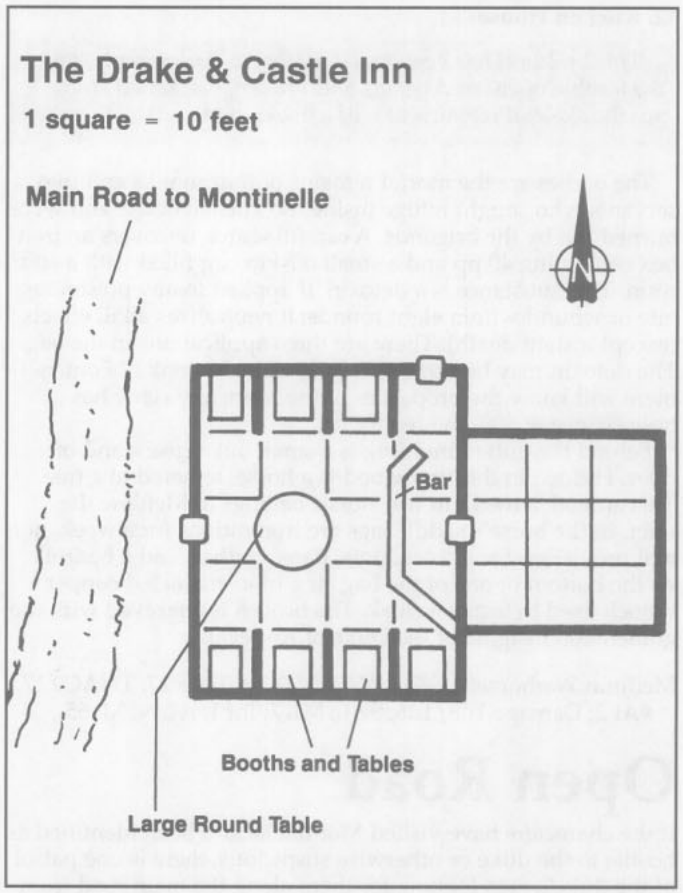
There are four people at the inn; a barman behind the curving bar, two merchants at the round table, and a figure sitting at the booth in the southeast corner, huddled deep in his dark, hooded cloak and trying quite unsuccessfully to look inconspicuous.

In most respects, Graf the barman is a true neutral. His business depends on it. However, for 2 gp per question, he will provide the following answers (or whatever variation seems appropriate) in an oily and ingratiating voice:

Pilgrims! Why certainly, good sirs. Pilgrims are something one sees a lot of at the Drake & Castle. Why, just a bit over a week ago I had one rather curious party in here. On their way to Nevron, of course. Nothing unusual in that, but they seemed too fine to be common folk. More like royalty, if you catch my drift.

Riders! Why now that you ask, there was one rather large party of riders that passed by last week. In fact, it was just an hour or so after that party of pilgrims I told you about. Very strange business. I remember, because, you see, they didn't stop in here. Unusual, this being the only inn between the Three Feathers and the Boar's Bride up by Coldwater in the Northlands. It's not often that a party just rides on by. Something else unusual, too. Hot weather last week. Very hot. But they were all bundled up in heavy cloaks, and under the cloaks you could see blue tunics peeking out as they rode. Now, I ask you, who, in that kind of weather, wears a tunic and a heavy cloak!

Yes, well now, Capel Tower. No mystery there. Just stay on the north road here instead of taking the turnoff to Nevron. That'll take you right to the tower with no trouble. Its right on the River Laine, about 40 miles north of here. Hardly any distance at all for gentlemen such as yourselves.



Menlow! Hmmm. Uh, yes. I do have a cousin named Menlow. No close relation, you understand. Haven't seen him in some time now. Last I heard, he was in Montinelle in the duke's service. Actually, we all hoped that would straighten him out a bit, but I don't suppose it has. The boy was always a miserable little sneak.

If Menlow is present with the party, he tries (by hand motions or facial expressions) to signal Graf to help him, but Graf assumes that his black sheep cousin is in on some secret business and is indicating that he would like to have his presence ignored. Thus, he studiously pretends not to recognize Menlow until openly confronted with his presence. Under no circumstances does Graf help Menlow escape.

The two merchants, Fenn and Swaine, carry 115 gp between them. They are traveling to Montinelle from the far north to do business. If questioned, they remember seeing a motley band of hard-riding horsemen who passed them yesterday, heading north on the main road just this side of the River Laine. The incident sticks in their minds because the riders looked like brigands.

If the players do not at first catch the significance of the merchants' story, make it clear that the group of riders they are describing were nothing like those described by Graf. Graf's group appeared to be soldiers of some sort, while the merchants' group seemed to be brigands.

The soldiers were the Duke of Andevar's men who seized the prince. The second group (brigands) were Lord Edrin's men who sacked Fontenmere Abbey and made off with the royal seal and scepter of Dunador. The duke's men have ridden north of the River Laine while Edrin's men are at Capel Tower.

The man in the corner is a thief named Harkin, a member of Edrin's group of "brigands" that sacked Fontenmere. He wears *bracers of defense AC 6*, a leather jerkin, and carries 40 gp in a pouch around his waist. As soon as the characters begin questioning the others, Harkin makes as if to leave the inn. Finding the group's actions suspect, he intends to ride to Capel Tower and inform Edrin's chief henchman, Mendal Secord, about the PCs' presence in Andevar. If questioned or confronted, Harkin attacks without warning, trying to cut a clear path to his horse which is tethered outside. If unable to escape, he fights to the death. However, an ESP spell reveals that he is one of Edrin's "brigands" and that the royal seal and scepter of Dunador are at Capel Tower. He does not know where the prince is.

Graf the innkeeper: AC 7; MV 12; F3; hp 22; THAC0 18; #At 1; Damage 1d6 (club); Sz M; ML 9; Int 10; AL N; XP 65.
Merchants (2): AC 7; MV 9; F2; hp 10, 12; THAC0 19; #At 1; Damage 1d6 (short swords); Sz M; ML 8; Int 10; AL LG; XP 35.
Harkin: AC 4; MV 12; T4; hp 21; THAC0 19; #At 1; Damage 1d8+1 (*long sword +1*); Sz M; ML 14; Int 11; AL NE; XP 120.

Layout of the Inn

Stools stand in front of the curved bar. Behind the bar is a tall shelving unit stocked with all types of wines and spirits. Under the bar are casks filled with ale. Graf also provides bread and cheese to hungry wayfarers. Drake & Castle prices: ale 17 cp, beer 8 cp, mead 8 sp, wine 10 sp, other spirits 12 sp a glass, and Graf's ploughman's lunch of bread and cheese 1 gp.

Graf's room is at the back of the inn through a door behind the bar. The chamber contains a bed, table, two stools, and a pair of footlockers. One footlocker contains odds and ends of clothing and personal items. The other contains a suit of chain mail armor, a shield, and a *long sword + 1*. Graf's life savings are secreted in an old chest hidden under the bed beneath the floorboards. The chest contains 200 gp, 400 sp, and 2,000 cp.

At the back of the inn, tethered in a sort of lean-to, is Graf's old mule. A small, free-standing enclosure behind the inn contains about two dozen chickens, and a goat is tethered to a nearby post.

Leaving the Drake & Castle Inn

Before they leave the inn, Graf repeats his instructions for reaching Capel Tower. If the characters ask about the Shrine of Nevron, he informs them that travel on horseback is not possible in the higher reaches of the Veronian Mountains. Graf sells the characters any provisions they need at normal prices.

On to the Shrine of Nevron

If the characters proceed to Nevron, read this passage to them.

From the turning in the main road, the small track to Nevron winds its way along forested foothills rich with the scent of pine and fir trees. As the path winds ever higher into the Veronian Mountains, the gently rolling hills give way to steeper, granite-faced cliffs and misty hollows.

When the characters reach a spot about 10 miles southwest of the shrine, read this passage.

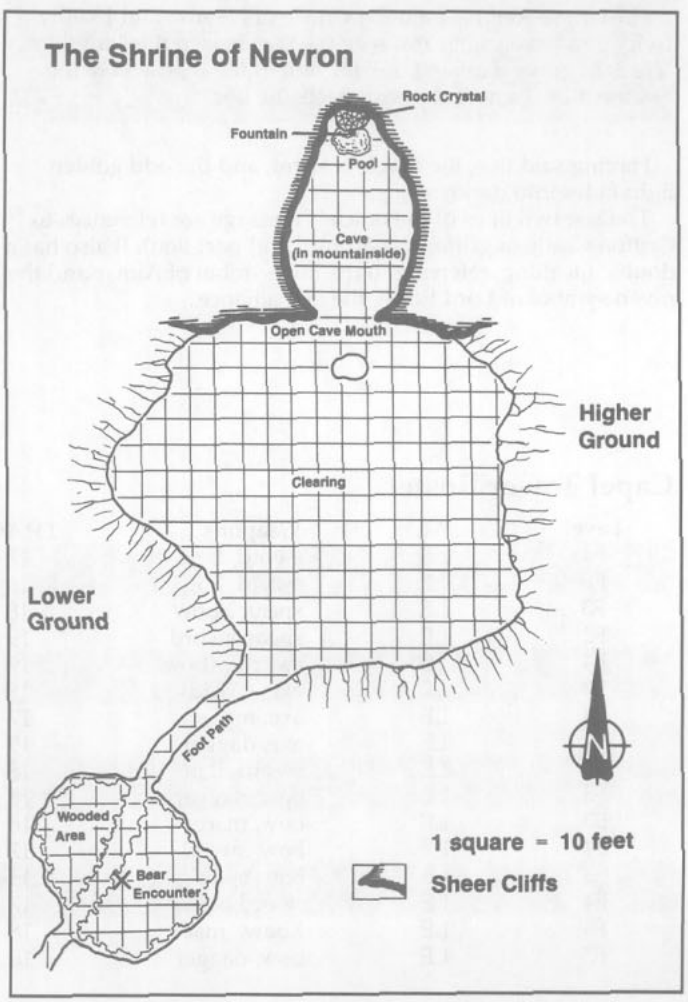
As the trail continues winding up the steep sides of the mountains, the footing becomes more and more treacherous and uneven. You approach an out-jutting lip of rock, forming a sort of natural shelter. You can see that the path narrows ahead, weaving in and out between towering rock formations and ascending abruptly.

At this point, mounted progress is no longer possible. Suggest to the players that this is a good place to tether their horses in relative safety, and that others have obviously done so before.

For the last 10 miles, the characters have to climb about 2,000 feet to reach the shrine at an elevation of 6,000 feet. As the party passes through the wooded area indicated on the Shrine of Nevron map, they are surprised by a marauding cave bear whose disposition has been unbalanced by the coming of spring. Driven into frenzy by its derangement, the bear fights to the death.

If the characters search the vicinity, they find the bear's den 60 feet east of this encounter location. Among a pile of bones near the cave mouth is a rotting leather satchel. Barely contained by the rotting material is a cache of gold nuggets worth 300 gp, the trove of an unfortunate dwarf prospector who fell victim to the bear.

Cave Bear: AC 6; MV 12; HD 6+6; hp 55; THAC0 13; #At 3; Damage 1d8/1d8/1d12; SA attack roll of 18+ allows bear to hug and inflict additional 2d8 points of damage; SD bear continues fighting for 1d4 rounds after reaching 0 hps, but dies immediately at –9 hit points; Sz H; ML 10; Int 2; AL N; XP 650.



The Shrine of Nevron

After climbing many hundreds of feet on the narrow path, at last you come to a level area surrounded by steep-faced cliffs. At the north end of this natural basin is a large cave mouth 20 feet wide and 10 feet high. In front of the cave, anchored atop a large, flat rock, is a cross of Dunador.

The cross is made of oak and sunk part way into the rock. There is nothing to keep the characters from entering the cave mouth. Once they do so, they see the following:

From the cliff-side entrance, a long, deep cave with an irregular, 16-foot high ceiling stretches into the darkness. The sound of running water resonates throughout the cavern. Dimly visible in the darkness is a crystal rock formation by the north wall. A fountainlike stream of water gushes forth from the rock and tumbles into a catchpool in front. Thousands of tiny lights wink and sparkle in the crystal rock formation like so many imprisoned fireflies.

Characters may approach the rock and fountain at their leisure.

As the characters are about to leave the cave (or when anyone tampers with the crystal), a shaft of golden light emanates from inside the crystal rock. Characters of neutral or evil alignment are instantly turned from the cave (as if they were undead). Characters of good alignment experience the following telepathic communication:

Listen, seeker, for I am the Oracle of Nevron and I know why you have come. You seek the true heir to this kingdom. He is in grave danger. Look for him in the west where the waters flow...where the bird meets the lion.

Having said this, the oracle is silent, and the odd golden light fades into darkness.

The last two lines of the oracle's message are references to Griffon Castle (a griffon is part bird and part lion). It also has a double meaning, referring to the lion symbol of Aimar and the raven symbol of Lord Edrin, the evil alliance.

Drinking the Water of Nevron

Any clerics of good alignment who drink the water improve their Wisdom scores by 1. However, they also become lawful good in alignment.

The leader of the group, if a fighter or fighter multiclass of good alignment, may improve his or her Strength score by 1 by drinking the water. Once again, though, this character's alignment changes to lawful good, if applicable.

Paladins who drink the water add 1 point to both Wisdom and Strength scores.

Individuals undergoing an alignment change as a result of drinking the water of Nevron may suffer experience point penalties, as described in chapter 4 of the DAMAGE. All characters who drink the water undergo an involuntary alignment change, even if they had observed the waters' effect on those who drank before them.

Characters can have their ability scores or alignments affected only once by the water of Nevron. Characters other than those mentioned above neither benefit from drinking the water nor suffer an alignment change from doing so. Characters of evil alignment feel nauseated after drinking.

Capel Tower

Capel Tower is a fortification located three miles south of the River Laine. As part of Dunador's northern defense, the tower is under Duke Aimar's jurisdiction, but subject to royal policy and use. Currently, as part of Edrin's and Aimar's secret alliance, Lord Edrin's men are using Capel Tower as their base of operation in Andevar. All of the tower's occupants are human, and all are in Edrin's service except for the steward, the kitchen servant, and the turnkey, who are Aimar's men.

The Capel Tower Roster lists all guards at Capel Tower. Each guard wears a dark gray tunic emblazoned with Edrin's black raven device. All are fighters. "Sword" means long sword, "bow" means longbow, "Xbow" means light crossbow, "mail" means chain mail.

Each guard carries 2d20 sp and 1d10 gp. Station these men-at-arms as needed, consistent with the encounter descriptions that follow.

Capel Tower sits only a few hundred feet west of the main road, facing east toward the mountains. Constructed of large blocks of mossy limestone, its square mass is surrounded by a 10-foot-deep, weed-choked moat fed by an underground spring. During daylight, the drawbridge is down, but so is the portcullis. At night, the drawbridge is up and covers the entrance arch.

Capel Tower Roster

Level	AL	Weapons	THAC0	Armor	AC	hp
F4	LE	sword, bow	17	mail & shield	5	33
F5	LE	sword, bow	16	mail & shield	4	41
F3	LE	spear, Xbow	18	splint	6	22
F2	LE	spear, sword	19	ring	7	14
F4	LE	sword, Xbow	17	mail	6	28
F3	LE	axe, sword	18	leather	8	24
F4	LE	axe, mace	17	mail & shield	6	36
F2	LE	axe, dagger	19	mail & shield	4	17
F3	LE	sword, flail	18	splint & shield	5	21
F5	LE	bow, dagger	16	mail	6	40
F5	LE	bow, mace	16	splint	6	38
F4	LE	bow, sword	17	mail	6	30
F3	LE	bow. sword	18	leather	7	22
F4	LE	sword, spear	17	mail & shield	5	30
F3	LE	Xbow, mace	18	ring	6	26
F5	LE	bow, dagger	16	mail	6	46

The tower steward and four men-at-arms are always at the front entrance. They stop and question anyone seeking entry. If the characters arrive at Capel Tower unannounced and state that they have important information for the tower's commander or devise a similar story, the steward lets them in. Otherwise, he sends them on their way. Persisting in trying to get inside after having once been denied entry results in arrow attacks from the walls. The men at Capel Tower are in a constant state of combat readiness.

If Harkin (the thief from the Drake & Castle Inn) arrives at Capel Tower before the characters, he informs the guards of the party's presence in the area. In this case, when the characters arrive at the tower, the steward invites them to enter. They are then ambushed in the courtyard (2.).

The tower's parapets are 40 feet high and the four small guard towers at the corners are 54 feet high. At any time there is one guard in each guard tower and two guards patrolling the open-air parapets atop the main tower. In the event of open hostility, mobilize all the men-at-arms in a way consistent with an intelligent and spirited defense of the tower. Ten of the guards, for instance, have crossbows or bows. These men would naturally fire arrows from the walls or turret tops.

The Moat

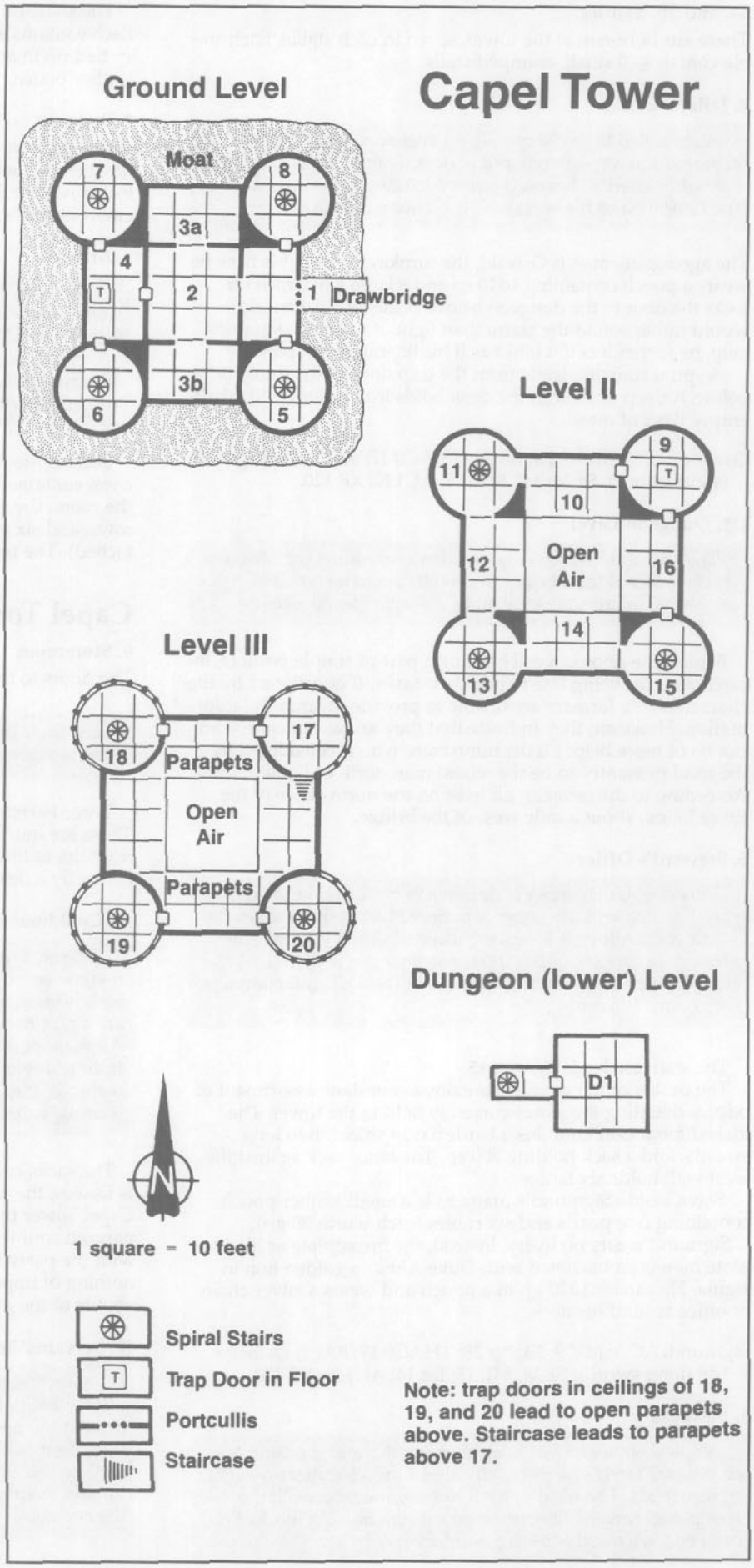
The moat contains six giant leeches. Each character in the moat has a 20% chance per round of being attacked by 1d4 leeches. Once the leeches have attacked someone, they stay attached to that character until killed. As long as characters remain in the water, they have only a 1% chance of noticing the creatures' attack because of the leeches' anesthetizing saliva. Once characters leave the water, they notice the leeches immediately (because of their weight).

Giant Leeches (6): AC 9; MV 3, sw 3; HD 1; hp 4 each; THAC0 19; #At 1; Damage 1d4 1st round + 1/round after; SA drains 1 hp of blood/round, 50% chance of causing disease that kills in 2-5 weeks unless treated; SW killed instantly by a pound of salt; Sz S (2'); ML 7; Int 0; AL N; XP 65.

Capel Tower: Level I

1. Entrance and Gatehouse
There are four guards on duty behind the lowered portcullis. Any attempted intrusion causes them to summon Sigmund, the tower steward, from his office (5). A pair of winches inside the gatehouse controls the drawbridge and portcullis.

2. Open-Air Courtyard
Many covered water barrels stand near the walls around this courtyard. The walls are pierced here and there with narrow windows. There are no other features of note.



3a. and 3b. Stables

There are 14 horses at the tower, seven in each stable. Each stable contains 10 small, cramped stalls.

4. Jailer's Office

A shriveled little old man in an ancient suit of leather armor sits at a rough oak plank desk against the west wall. He halfheartedly sharpens a rusty-looking short sword. In the floor next to the west wall is an open trap door.

The aged gentleman is Oswald, the turnkey. Around his neck he wears a pouch containing 1d10 sp and a large key which unlocks the door to the dungeon below. Being so old, Oswald would rather sound the alarm than fight. If unable to summon help, he surrenders if it looks as if his life might be spared.

A spiral staircase leads from the trap door to the dungeon below. A deep drawer in the desk holds iron rations and a half-empty flask of mead.

Oswald: AC 8; MV 6; F4; hp 24; THAC0 17; #At 1; Damage1d6 (short sword); Sz M; ML 5; Int 8; AL LN; XP 120.

D1. Dungeon Level

The spiral staircase leads to a dank limestone corridor, featureless except for a heavy door at its eastern end. The door's oak planks are pierced by a single barred window.

Behind the door is a cell holding a pair of simple farmers, incarcerated for being late to pay their taxes. If questioned by the characters, the farmers are unable to provide meaningful information. However, they indicate that they know someone who can be of more help: Eli the huntsman, who is considered by the local peasantry to be the wisest man north of Fontenmere. According to the farmers, Eli lives on the north shore of the River Laine, about a mile west of the bridge.

5. Steward's Office

This circular chamber is dominated by a narrow, stone, spiral staircase in its center. A battered old desk occupies the south wall. Above it hangs the duke's golden lion coat-of-arms. A small rack of lances stands near the west wall. A rumpled bed and a footlocker against the east wall complete the room's furnishing.

The staircase leads to *room* **15**.

The desk's center drawer contains a mundane assortment of papers detailing the stores currently held in the tower. The locked footlocker contains a battle axe, a shield, two long swords, and a sack holding 300 sp. The lance rack against the west wall holds six lances.

Sewn inside Sigmund's mattress is a small leather pouch containing five pearls and six rubies (each worth 30 gp).

Sigmund wears no livery. Instead, the breastplate of his fine plate mail is emblazoned with Duke Aimar's golden lion insignia. He carries 1d20 gp in a pouch and wears a silver chain of office around his neck.

Sigmund: AC 3; MV 9; F4; hp 28; THAC0 17; #At 1; Damage 1d8 (long sword); Sz M; ML 15; Int 14; AL LN; XP 120.

6. Barracks

A spiral staircase winds up through the center of this chamber. Placed symmetrically about this chamber are eight narrow beds. The head of each rests against the wall; the foot points toward the central spiral staircase. At the foot of each bed is a sturdy-looking footlocker.

The staircase leads to *room* **13**. The footlockers are unlocked. Each contains articles of clothing. One of them contains 1d20 sp tied up in an old rag. Another contains 1d20 sp in a small leather pouch.

7. Barracks

Use the *room* **6** description. The staircase leads to *room* **11**. The footlockers contain clothing and other personal items. The footlocker nearest the east door contains a gorgeous linen altar cloth embroidered with the emblem of Fontenmere Abbey (30 gp).

8. Armory

This room is obviously an armory. Lining its curved walls are many racks of brightly-polished weapons. Spears, lances, javelins, crossbows, and long bows abound. In the gaps between the weapon racks are four iron-bound chests. The spiral stairs in the center of the room lead up to a trap door in the ceiling which is closed with a deadbolt.

Each of the five racks hold 16 weapons. The easternmost chest contains 50 heavy iron spikes. Moving clockwise around the room, the other chests contain 200 crossbow bolts, 300 arrows, and six grappling hooks (each with 50 feet of rope attached). The trap door leads to *room* **9**.

Capel Tower: Level II

9. Storeroom

The doors to this room are locked.

The floor of this room is amply occupied by six upright barrels. Against the walls are racks filled with sealed kegs.

Three barrels hold wine, the others hold drinking water. There are four kegs each of ale, brandy, and mead. There are no stairs in this room. The trap door in the floor is locked from below by a dead bolt.

10. Cookhouse

A large, grimy, brick oven occupies the north wall. It is flanked on either side by a stack of burlap sacks. The south wall is lined with scarred wooden counters. Beneath them are a number of produce bins stuffed with fresh vegetables. All manner of cooking utensils litter the counters and hang from heavy iron hooks in the ceiling beams. Standing at one corner is a large man in breeches, shirt, and cloth apron. He is using a cleaver to bone a brace of hares.

The sacks contain flour and grain. The man with the cleaver is Dewey, the household servant and caretaker assigned to Capel Tower by Aimar. Dewey is a simple-minded but good-natured soul who neither fights nor raises an alarm. He speaks with the party happily and at length, but he knows absolutely nothing of importance, not even the exact number or whereabouts of the guards.

11. Servants' Tower Room

This is a mean, dirty chamber, barely recognizable as a human habitation. Its only furnishing is a pair of cots set against the north wall. Four three-pronged grappling hooks with their coiled ropes attached hang from an iron bracket set into the west wall. In the northeast corner is a stack of lumber. A spiral staircase leads to an unsecured trap door in the ceiling.

This chamber is the servants' quarters for Oswald and Dewey. Under each man's cot is a bag of clothing and one or two meager personal possessions. The sack under Oswald's cot contains 4d20 cp and 2d6 sp. Each of the grappling hooks on the west wall has 50 feet of rope attached. The spiral staircase leads up to *room* **18** and down to *room* **7**.

12. Guards' Mess

A long, wood-plank table, flanked by a pair of benches, occupies the center of this room. It is set with 16 mugs, plates, and cutlery sets. A tired-looking, old hound is asleep under the table near the north entry.

If it is dinner time (6 to 7 p.m.) and no alert has been sounded, eight of the tower guards are seated at the table, making inroads in the savory contents of a couple of stew pots and three pitchers of ale. If there has been an intruder alert or the tower guards have been mobilized for any other reason, this mess is empty.

The old hound is Bo. Far too old to be much of a threat, Bo will, in most situations, simply watch the action. He is, however, devoted to Dewey, and attacks if the simple-minded serving man is threatened in Bo's presence. Bo also fights in self-defense.

Bo: AC 7; MV 15; HD 1 + 1; hp 3; THAC0 19; #At 1; Damage 1d4; Sz S; ML 8; Int 1; AL N; XP 35.

13. Guards' Ale Room

Four small, square tables, each with two stools, surround the spiral staircase in the center of this chamber. There is a deck of playing cards on each table. A large keg with a padlocked spout is chained to an iron cradle set in the south wall.

If no alarm has been sounded and the guards have not been mobilized, two guards can be found relaxing in this room. Though fully armored, they are not armed. The padlocked keg holds ale. Only the captain **(16)** has the key. The spiral staircase leads up to *room* **19** and down to *room* **6**.

14. Forge and Repair Shop

A large iron forge, now cold, is built into the center of the south wall. There are several workbenches against the north wall. Each is covered with dozens of weapons-bows, spears, swords, and axes-all in varying states of disrepair. Two heavy leather blacksmith's aprons hang from hooks in the south wall next to the forge. A large bellows, a shovel, and a pair of long, iron stokers hang from spike set in the south wall east of the forge.

East of the forge, at the base of the south wall, is a secret compartment hidden behind a loose stone. Tucked inside is a long case containing a very old composite *short bow +1*. Long hidden in its moisture-proof case of lacquered wood, the bow is the private (and forgotten) project of a long-dead craftsman once employed at the tower.

15. Captain's Tower Room

Two leashed hunting dogs are asleep on mats near the south wall. As you enter, they awaken and growl. On a table near the east wall is a double cage containing a pair of hunting hawks. A spiral staircase fills the center of the room.

The dogs have been trained not to attack humans, even if unleashed. However, their growling has a 60% chance of alerting the occupant of *room* **16** (if present). Only the captain can handle the hawks, and if released, they attack anyone except him.

The spiral staircase leads up to *room* **20** and down to *room* **5**.

Dogs (2): AC 6; MV 12; HD 2+2; hp 13, 16; THAC0 19; #At 1; Damage 2d4; Sz M; ML 9; Int 3; AL N; XP 65.

Hunting Hawks (2): AC 6; MV 1, fl 33 (B); HD 1; hp 6, 7; THAC0 19; #At 3; Damage 1d2/1d2/1; SA 25% chance to strike eye, blinding for 1d10 rounds with 10% chance of permanent loss of eye; Sz S; ML 9; Int 1; AL N; XP 65.

16. Captain's Chamber

The door to this room is locked.

A wide, comfortable-looking bed is set against the west wall. Beside it, resting on a tiled night table, is a small chest. A tall clothes cabinet stands against the east wall. Beside the cabinet is a small writing table with one chair. A decanter and one glass occupy the table.

There is a 60% chance that the captain is in his room (day or night) unless the tower is mobilized for battle. He wears plate mail armor under a gold-trimmed, gray tunic emblazoned with Edrin's black raven device. He carries 1d20 gp in a belt pouch together with a set of keys: one to his own room, one to the storeroom **(3)**, and one to the padlock on the ale keg in the guards' mess **(13)**. The captain investigates any disturbances in any general alarm or melee.

The locked chest holds a sack of 200 pp and a small box that contains a gold necklace (100 gp).

The back wall of the locked clothes cabinet is fitted out with a weapons rack containing a heavy crossbow and a quiver of 10 bolts, a lance, a spear, and a shield decorated with Edrin's black raven device. Four shirts and tunics also bearing the black raven hang from a dowel set high in the cabinet. At the cabinet's base is a small, locked chest holding assorted papers and service orders. One paper empowers the captain to take command of the garrison at Capel Tower. This order is signed by Lord Edrin and sealed with the black raven symbol.

The decanter on the writing table holds one pint of fine quality brandy.

Captain: AC 3; MV 9; F8; hp 44; THAC0 13; #At 3/2; Damage 1d8; Sz M; ML 13; Int 11; AL LE; XP 650.

Capel Tower: Level III

17. Assassin's Chamber

A large bed rests against the east wall of this tower chamber. Against the south wall is a three-foot high, glass-doored cabinet. Atop the cabinet is a small chest. Against the north wall is a desk and chair. An open footlocker is positioned between the desk and bed.

The door is bolted from inside: it has 40 hp. Any attempt to open it alerts the room's occupant, and actually opening the door by any means causes him to trigger two crossbow traps which fire at the doorway. The first two characters crossing the threshold are automatically hit; each takes 1d4+1 points of damage from the bolts and must save vs. poison to avoid the deadly effect of the poison smeared on the bolts (type B, injected, onset 2d6 minutes, 20 points of damage/save for 1d3 points of damage).

The crossbow traps are located under the bed and angled up to the doorway. Two threads attached to the triggers lead out to the side of the bed so that anyone lying on it can trigger both crossbows by pulling the threads.

The discovery of the threads should be a clue to the characters that the crossbows have been manually fired. The occupant of the chamber is currently invisible. He is Mendal Secord, an assassin and Lord Edrin's chief henchman in Andevar. Secord has become invisible in order to escape from the chamber. His primary objective, and one which overrides all other concerns, is the assassination of Prince Edmund. In an instant, he has determined that the party of intruders is too formidable to deal with directly. Secord does not interfere with the party's search and presumed looting of his chamber. Rather, he remains invisible and retires to the tower halls to observe the characters while they remain in the structure. When they leave, Secord tries to follow them unobserved until they reach Griffon Castle. When following the group, Secord assumes the guise of an old beggar, a ruse that he tries to keep up even if accosted and questioned by the party. If pressed, he uses his ring to escape again. See "Ending the Adventure" for more information on Mendal Secord.

The glass-doored cabinet holds assorted chemicals and substances used for making poisons. There are two small vials in the cabinet containing a poisonous resin for tipping weapons.

The chest on top of the cabinet is locked. The key to the lock is strung on a cord around Secord's neck. Any attempt to open it without the key releases a charge of *dust of sneezing and choking*. Anyone within 10 feet of the chest must save vs. poison or die immediately. Those who save are disabled by choking for 5d4 rounds.

The interior of the chest is lined with black velveteen. Pillowed inside it is a large, white chamois bag, tied at the top with a purple silken cord. Inside the bag is a solid gold, ruby-encrusted scepter and a gold and silver ball, 8 inches in diameter, that bears a crown image over a ruby-studded cross of Dunador. These items are the royal seal and scepter of Dunador. Although they are in one sense priceless, if sold on the black market each item brings 6,000 gp. All the characters recognize the seal and scepter.

Lifting a flap of the chest's velveteen lining raises a false bottom, revealing a small space in which the characters find a sack holding 1,000 gp.

The single drawer in the desk is locked. Inside, hidden behind a false panel at the rear, is a small metal box containing two bottles. One bottle holds a *potion of levitation*; the other holds a *potion of gaseous form*. The writing materials on top of the desk are ordinary.

The open footlocker holds a cape similar to those commonly worn by local brigands, a leather satchel containing six throwing daggers, and a small wooden box containing 10 poison-tipped crossbow bolts.

Mendal Secord: AC 1; MV 12; T6; hp 31; THAC0 18; #At 1; Damage 1d6 or by weapon; SA poisoned weapons; SD invisibility; Sz M; ML 9; Str 15, Dex 17, Con 13, Int 17, Wis 13, Cha 13; AL LE; XP 1,400.

Equipment: *bracers of defense AC 5, cloak of protection + 1, ring of spell storing* with five *invisibility* spells, poisoned (type B) *dagger +2*, and a short sword.

18. Northwest Turret

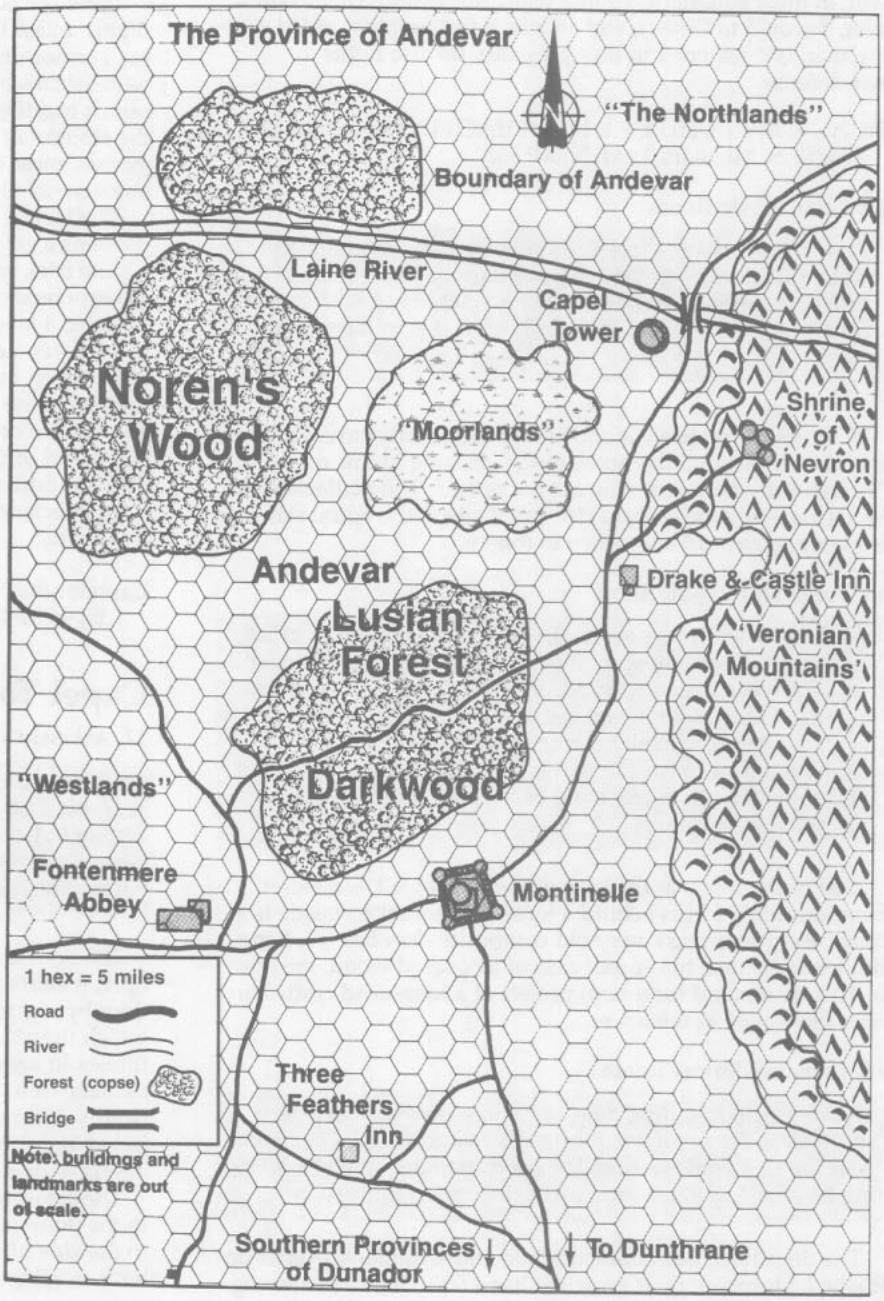
Two large traveling trunks sit against the north wall of this chamber. A spiral staircase leads to a trapdoor above.

One chest holds 10 dark hooded capes and 10 studded leather jerkins similar to those affected by many of the local brigands. The other chest contains studded leather arm braces and 10 pairs of heavy boors, also typical brigand garb.

The spiral staircase leads down to *room* **11** and up to the open parapet atop the tower. The trap door is not secured.

19. Southwest Turret

The southwestern arc of this room's wall contains an iron rack holding a score of long, spiked poles, each with a Y-shaped head. A small fireplace is set into the west wall. Next to it is a small table with a flask and six clay cups resting on top. A spiral staircase leads to a trap door above.



The poles are used to repel ladder assaults on the tower. The spiral staircase leads down to *room* **13** and up to the open parapet atop the tower. The trap door is not secured.

20. Southeast Turret

A huge cauldron hangs from a spit over a firepit near the south wall. There is a large pile of dry wood on the floor on either side of the pit. Two deep, iron ladles rest against one of the wood piles. Spaced evenly along the walls of the chamber are eight wide barrels. A spiral staircase leads to a trap door above.

The barrels contain flammable oil which, when heated in the cauldron, is used for defense. The boiling oil is dispensed by means of the ladles into the dozens of wood-handled iron buckets which hang from hooks in the walls of the parapets. The tower's defenders then hurl the contents of the buckets at those trying to scale the walls.

Barbarian's Bridge

As the party moves north to the River Laine, they reach a mossy limestone span known to the locals as Barbarian's Bridge. A sign proclaiming this fact to one and all is nailed to an elm tree near the southern entrance to the span. The bridge is 200 feet long and 15 feet wide. Its three stone piles are set deep in the riverbed and are linked by carefully joined stone arches capable of bearing the heaviest traffic. Below the bridge, the white water of the Laine, sometimes as much as 30 feet deep, tears angrily at the impervious stone.

As the characters begin crossing the bridge, they are surprised by the emergence from a nearby copse of trees of a dark rider on a black horse. Four other riders wearing dark brown cloaks accompany him. The dark rider is Kirkroy, the Duke of Andevar's champion. He wears a plain, black tunic over splint armor and carries a small jousting shield. At his belt is a small pouch containing 3d20 gp and a jeweled dagger worth 50 gp. Around his neck he wears a gold medallion engraved with Aimar's golden lion insignia (50 gp). He rides a medium warhorse.

Kirkroy's companions carry light crossbows and short swords, and also ride medium warhorses. Beneath their brown capes they wear blue tunics emblazoned with Aimar's golden lion device over fine chain mail.

Kirkroy and his men have been placed at the bridge by the duke to cover Aimar's move to his new base of operations at Griffon Castle.

As soon as the party moves onto the bridge, Kirkroy rides out of the woods and gallops up to the center of the span, where he awaits the party. As the characters approach, he hollers to them that it is impossible for them to cross. He does not tell them why. If they insist on trying to cross, Kirkroy challenges one of the party's fighters to single combat with horse and lance. He proposes that the winner and his party may proceed as they will; the loser must withdraw.

Naturally, Kirkroy and his men have no intention of honoring any such agreement. His men attack as soon as the joust is over, regardless of the result, if the character's do not withdraw. If the characters do not agree to Kirkroy's terms or leave, he and his men attack immediately.

Running the Joust

Only combatants are allowed on the bridge.

The PC can borrow a lance from one of Kirkroy's men if the PCs have none of their own.

Only one attack is allowed for each mounted pass. Make a normal initiative roll, then attack rolls.

On a roll of 20 to hit, the opponent must save vs. breath weapon or be knocked off his or her mount.

A mounted combatant has a + 2 attack bonus against an opponent on foot.

A mounted opponent has a + 2 attack bonus against a horse when using a sword, mace, flail, or other small weapon.

On a roll of 1 to hit, a combatant's lance breaks on impact. The fighter may grab a companion's lance, if he is at the right end of the bridge.

A mounted combatant using a sword, mace, flail, or other small weapon cannot hit a mounted opponent who is using a lance.

Combat continues, mounted or on foot, until a clear winner emerges.

The DM can establish statistics for the player character's horse, but Kirkroy always attacks the rider if possible.

Ultimately, Kirkroy and his men neither give nor accept quarter. If captured through some brilliant stratagem, they refuse to give information upon pain of death. An *ESP* spell, however, reveals that the prince is at Griffon Castle.

Kirkroy: AC 3; MV 9; F6; hp 48; THAC0 15; #At 1; Damage 1d8+1 (*long sword +1*), 1d6+2 (*medium lance +1*); Sz M; ML 14; Int 14; AL LE; XP 420.

Kirkroy's companions (4): AC 4; MV 12; F4; hp 24, 26, 29, 34; THAC0 17; #At 1; Damage 1d4 (light crossbow), 1d6 (short sword), 1d6+1 (medium lance); Sz M; ML 12; Int 10; AL LE; XP 120.

Medium warhorses (5): AC 7; MV 18; HD 3+3; hp 17 each; THAC0 17; #At 2; Damage 1d6/1d6; Sz L; ML 7; Int 1; AL N; XP 65.

Eli's Cottage

A well-trodden path runs west along the River Laine from the north side of the bridge. Clearly visible in the mud of the track are the recent imprints of horse hooves. Two miles from the bridge, the path reaches a thatch-roofed cottage perched along a low bank beside the Laine. The splintered wreck of a small boat is tied up to a pier near the front of the cottage. The front door of the dwelling is closed, but not locked.

The interior of the dwelling is a single 30-foot-by-30-foot room. Its air is thick with animal smells, and there are dozens of furs and skins nailed to the walls or strewn about the floor as rugs. In places, these have been torn from their hooks or kicked up from the floor as if in a scuffle. Many of them have been torn or slashed. In one corner of the cottage are the smashed remains of a bed and a chest. Torn clothing and broken tools and cooking utensils are scattered everywhere in a way that suggests deliberate vandalism.

Except for Eli's hidden treasure trove of 75 gp (in a box in a cubbyhole under one of the rafters in the north wall), nothing in the cottage, including the many animal pelts, has escaped damage. A careful inspection of the floor reveals a pool of congealed blood to the right of the door. Of Eli there is no trace.

Eli was an eyewitness to the passage of the duke and his prisoner along the path from Barbarian's Bridge toward Griffon Castle. Not wishing to leave any embarrassing clues behind, Aimar ordered Kirkroy to take a squad of men to the cottage and dispense with the old hunter in such a way as to make the murder look like the work of brigands. After savagely attacking the aged Eli and ravaging the cottage, Kirkroy and his men left their victim for dead and rode on to take up their guard at the bridge. But Kirkroy did not count on Eli's good standing with the forest community. Once the attackers left, wood sprites arrived at the cottage, took care of Eli's wounds, and carried him off to heal in a secret forest glen far north of the river.

One of the sprites, a bold youngster named Toughnut, stayed near the cottage to keep an eye on the place. Currently invisible, Toughnut is hiding just to the right of the cottage's front door.

Using his natural ability, Toughnut determines the characters' alignments as soon as they arrive, but as long as he is unsure why they are in the cottage, he bides his time. If Eli's treasure is taken, Toughnut fires a warning arrow dangerously close to the head of whomever has plundered the trove. Toughnut then imitates Eli's booming voice, saying, "Thieves and robbers! Have you no shame that you would steal the few pathetic coins of a poor old man!"

If the characters take the hint and give up Eli's treasure, Toughnut is better disposed toward them. If they refuse to give up the treasure, he makes its surrender a condition for giving the characters any information. After inquiring as to their purpose, the sprite, using his natural voice, explains Eli's fate and gives the following information:

"The one you seek is gone. Only a few days ago, the young prince was taken west by the "golden lion," the one called Aimar. Eli knew of this. He saw. He told us that they could only be going to a place that he called 'the Griffon.' Eli was troubled by this, but the black ones came before he could do aught but tell us of his worry. We know nothing of the 'Griffon'; we do not travel much. But this we can tell you just as it was told us by Eli. It is in the west, this place. Down the river over many of your miles. The waters of this river flow west. Follow them by the river's side, if you will. Or, if you be sailors, there is another way. Hidden in the trees by the river is another boat. Take it and be on your way. This I think that Eli would want."

So saying, the sprite retires to the woods. The other boat is hidden in the brush, 100 feet west of the cottage. It is a flat bottom scow, 18 feet long and 8 feet wide, with a sail and a rudder. Even if the player characters are not accomplished sailors, the river's current will carry them to Griffon Castle. They only have to steer with the rudder and use the oars to slow the vessel. The boat is roomy enough for the party and all their gear, but the horses must be tethered and left by the river. If the players decide to float down the river, the voyage is without incident.

If the party takes the north riverside track, make the usual wandering monster checks.

Toughnut: AC 6; MV 9, fl 18; HD 1; hp 6; THAC0 19; #At 1; Damage 1d3 (bow), 1d4 (sword); SA drugged arrows cause sleep for 1d6 hours, save vs. poison for no effect; Sz S (2'); ML 11; Int 12; AL NG; XP 270.

Griffon Castle

Griffon Castle is a secret stronghold set back about 50 yards from the north bank of the River Laine and surrounded by a dense wood. Few even know that it still exists. Years ago, the duke captured the isolated castle from a robber baron who refused to swear fealty and mend his ways. Though the castle was ruined in the fighting, Aimar has over the years (and especially since forming his alliance with Edrin) labored patiently in secret to put it back into repair. Because so few are aware of Aimar's secret project, the site makes an ideal hiding place for the captured prince.

The castle is located 80 miles (16 hexes) west of Barbarian's Bridge.

Apart from the retainers, servants, sundry "pets," and the duke, the castle is garrisoned by 20 men-at-arms. All these human fighters wear scale mail armor and black-plumed helms. Each is equipped with a light crossbow, a long sword, and a shield. When using their crossbows they are AC 6. None of this equipment bears any insignia. The Griffon Castle Roster indicates the guards who are presently in the castle.

Position these men as follows:

At any time, day or night, there are 16 guards on duty.

Four others are asleep in barracks *room* **8.**

Seven of the 16 guards on duty are stationed in the towers, one guard atop each of the seven open-air turrets. Each turret is equipped with a heavy crossbow (1 shot/2 rounds, damage 1d4+1) that hangs from a hook.

The other nine guards are positioned as indicated in the room descriptions.

Currently the entire garrison is on alert; the discovery of any intrusion causes the mobilization of the captain and all the guards except those in *room* **20.**

Entry to Griffon Castle

The party can enter the castle in two ways. First, they can find the traitor's gate (next to *room* **13)** after a covert search of the outside wall. Such a search is not possible in daylight in view of the towers above. Or, they can launch an open (and foolhardy) attempt to assault the walls or main gates. In the event of an assault, mobilize all the occupants of Griffon Castle and organize an effective defense. The tops of seven of the eight towers are equipped with bells for sounding an alarm.

Griffon Castle: Ground Level

1. Southwest Gatehouse

As befits a border stronghold,Griffon Castle is blessed with an extremely strong gate, complete with portcullis. The latter is always down, and no entry is permitted. A winch for raising the portcullis is located in gatehouse 1. The room is bare except for a barrel of water and twelve drinking mugs hanging from hooks driven into the wall beside it. The walls are breached here and there by narrow arrow slits.

2. Southeast Gatehouse

There is a guard on duty in gatehouse 2. Thanks to the arrow slits in the gatehouse, he has an excellent view of the exterior of the gate. The guardsman is charged under penalty of death with immediately reporting to the captain in *room* **15** any attempt to approach the gate. He is extremely vigilant. Located in this room is a release mechanism for the castle's outer door.

3. Tower Chamber

There is one guard on duty in this room. The barrels hold

A spiral staircase near the south wall leads to another chamber above. There are two large barrels near the east wall. Beside the door is a weapons rack holding four pears.

fresh water. The spiral stairs lead to *room* **17.**

4. Tower Chamber

One guard is stationed in the room. The cask contains mead.

A cask rests on a stained plank table near the west wall. A spiral staircase near the south wall leads to an upper chamber.

The spiral stairs lead to *room* **19.**

5. Great Hall

There is an immense fireplace with a limestone mantle set into the west wall. A large tapestry hangs over the fireplace. The hangings depict an odd sort of creature, part bird and part animal. A long, heavy, oak table flanked by two benches occupies the center of the room. Large carved and padded chairs are placed at the head and foot of the table. A second, smaller tapestry with a golden lion boldly woven into its background of blue flowers hangs from the east wall.

Set into the wall behind the tapestry is a 3-foot by 2-foot wooden panel. Pushing a stone pressure plate in the floor just below the panel opens it.

A recess behind the panel holds a locked chest, the key to which hangs on a silken cord around Aimar's neck. Any attempt to open the chest without the key causes a toxic gas to be released; those within 10 feet must save vs. breath weapon or fall unconscious for 3 turns. The chest contains 20 gold plates, 20 gold goblets, and 20 gold cutlery sets worth a total of 1,000 gp.

6. Kitchen

A big brick and tile oven set into the north wall dominates the kitchen. There is a rude wooden bin on either side of the stove. Shelves full of pots, pans, and sealed crocks line the other walls. Dried vegetables and herbs hang from the rafters. The air is heavy with the smell of sage.

One bin is full of onions; the other contains a collection of tuberous vegetables. The crocks contain a variety of pickled meats, fruits, and vegetables.

7. Storeroom

Piled high against the wall of this circular chamber are hundreds of small burlap bags. A dozen slabs of salted mutton hang from hooks in the ceiling. Three barrels occupy the center of the room. The room is roofed, floored, and paneled with tightly joined walnut boards.

The burlap bags contain flour and grain. One barrel contains apples, one contains salted pork, and the other holds iron rations.

8. Barracks

Twenty narrow beds line the walls of this hut. Quarrel quivers hang on hooks behind each bed.

Unless the alarm has been sounded, there are four guards asleep in this hut. Sleeping guards have AC 10 and require one round to reach their swords.

Under each bed is an oaken footlocker containing personal items such as spare boots, breeches, flasks of mead, and spare parts for crossbows (strings, triggers, bolt heads, etc.). Each quiver on the wall holds 2d20 light quarrels.

9. Tower Chamber

A spiral staircase near the north wall of this chamber leads to an upper level. Beside the staircase, set against the north wall, is a tall oaken cabinet. There are two big barrels near the west wall.

Unless the alarm has been sounded, there is one guard stationed in this room. The barrels hold fresh water. The locked cabinet contains a fine suit of chain mail (suitable for a human or half elf), a lance, a broadsword, and a shield. The spiral stairs lead to *room* **22**.

10. Northwest Gatehouse

The north gate, like its twin to the south, is quite strong, having its own portcullis in addition to the gate itself. The former is always down, and no entry is permitted here, either. There is a guard on duty in gatehouse 10. Thanks to the arrow slits in the walls, he has an excellent view of the exterior of the gate. Like the guardsman at the south gate, he is charged under penalty of death with immediately reporting to the captain in *room* **15** any attempt to approach the gate. He, like his fellow at the south gate, is extremely vigilant. Located in this room is a door release mechanism for the castle's outer door.

11. Northeast Gatehouse

Gatehouse 11 is empty except for the winch used to raise the portcullis.

12. Tower Chamber

Spiral stairs near the north wall lead to a chamber above. A tall oaken cabinet stands against the east wall.

Unless the alarm has been sounded, there is one guard on duty here. The cabinet is locked. It holds a weapon rack with brackets for 20 heavy crossbows. Seven of the weapons are missing. At the bottom of the cabinet are four open wooden boxes filled with heavy crossbow bolts. The spiral stairs lead to *room* **24**.

13. Stables and Traitor's Gate

Nine of the ten narrow stalls against the east wall are occupied by horses. The fifth stall from the north is vacant. A dozen big feed bags are stacked by the west wall. A pair of water buckets hangs from the gatepost by each stall.

The nine horses are light warhorses. A careful examination of the fifth stall reveals a hidden door set into its east wall. Just to the left of the door, one of the vertical boards protrudes slightly from the others in the stall's wall. Pulling the board so that it swings out on a spring hinge opens the door. Characters have the normal chance of locating this door. Dwarves, elves, half elves, gnomes, and thieves gain an extra +1 if they are looking for a secret door.

Behind the hidden door is a narrow passage running eastward 4 feet to a stone wall. In the wall is the outline of another door. This door is 4 feet high and 3 feet wide and has an iron ring for a handle. Turning the ring causes the door to open inward, giving access to the exterior of the castle.

14. Stables

Ten narrow stalls on the east wall hold 10 horses. There are two barrels and a stack of 30 to 40 feed bags against the west wall. Two large chests occupy the northwest corner of the stable.

One chest contains 20 light horse saddles. The other contains 40 different bridles and reins. All 10 horses are light warhorses.

15. Captain's Office

A wide but short bed occupies the northeast corner of this chamber. At the foot of the bed is a big, ironbound chest. Flush against the western part of the south wall is a plain writing desk. There is a trap door with a heavy iron ring visible in the floor in the southeast corner of the chamber.

If no alarm has been sounded, there is a 70% chance that the captain and one guard are in the room. If they are not present when the characters enter, roll 1d6 once every 10 rounds while the party is in the room. On a roll of 1-3, the captain and one guard return.

The captain of the guard is a nasty dwarf named Dram. Dram wears plate armor and wields a two-handed axe. Hanging from his belt are a dagger, an iron ring containing a set of keys to *rooms* **16** and **17** and the cabinet in *room* **12**, and a pouch containing 10 gp.

The locked chest holds 300 gp and the captain's personal belongings.

Among the papers strewn across the desk is a pay roster for the 20 men-at-arms guarding the castle. A single unlocked drawer in the desk contains iron rations, an empty wineskin, and a flask of brandy. At the back of the drawer is a leather

sack holding two gold neck braces (30 gp each) and a silver cross of Dunador (20 sp). These items are loot taken from the prisoners in the dungeon below.

The trap door lets onto a flight of steep stairs leading to the dungeon. A single door at the foot of the stairs is bolted from the outside. Behind the door, a 20-foot by 20-foot cell contains the bodies of four dead humans clad in the tattered remnants of pilgrim's robes. One of the men seems to have died as a result of one or more wounds. The others have died of thirst. The four were the prince's companions on his pilgrimage.

Dram: AC 3; MV 6; F7; hp 47; THAC0 14; #At 3/2; Damage 1d8+3; SA +1 attack bonus for Str, *battle axe +1*; Sz S; ML 13; Int 10; AL LE; XP 420.

16. Armory

The door to this room is locked.

This semicircular chamber houses an excellent armory. Weapon racks set in the wall hold scores of spears, lances, pikes, guisarmes, and halberds. There are two large chests against the east wall and a barrel set on either side of the door.

The wall racks hold 40 of each type of weapon. One chest holds 20 long bows, the other holds 500 arrows. The barrels hold poor quality flammable oil.

Griffon Castle: Upper Level

Stairway access to this upper level is through the four round tower chambers. Spiral stairways from ground level chambers lead to open landings in the upper tower chambers. On the second level, the spiral stairs in **22**, **19**, and **17** continue upward, ending in trap doors in the ceilings that lead to parapets on the turrets above. Staircases in **18**, **20**, **23**, and **25** also end in trap doors in the ceiling which give out on the wall parapets.

Undisguised movement along the open-air parapets, day or night, is certain to attract the attention of the guards atop the seven turrets. At night, crouching low behind the merlons and moving as quietly as possible gives the characters a 70% chance of moving undetected from one tower to another. (Thieves have a 95% chance of accomplishing this feat.) If a guard detects any character's movements, there is a 50% chance that the guard sounds the alarm bell at his station. A percentage roll of 51 or higher means that the guard assumes the sound was insignificant and ignores it.

As previously noted, a general alarm mobilizes all castle occupants in an organized search for the intruders. (See encounter 26 for the special role of the griffon.)

17. Tower Chamber (Guardhouse)

A spiral staircase near the south wall leads to a trap door in the ceiling. A table surrounded by four chairs occupies the center of the room. There is a small cask and four stoneware mugs on the table. Twenty spiked poles with Y-shaped heads are set in racks fixed to the walls. The east wall contains a fireplace of fieldstone.

This chamber is a way station for the guards mounting wall patrols. The cask holds a few quarts of cheap mead. The staircase leads down to *room* **3** and up to the parapet atop the turret.

18. Aimar's Sanctuary

The door to this room is locked.

The walls of this well-appointed chamber are decorated with fine tapestries depicting heroic battles waged by noble knights against horn-helmed barbarians. The golden lion coat-of-arms is displayed prominently in all the hangings. In the middle of the west wall is an elaborate fireplace and hearth topped by a finely dressed stone mantle. An armchair upholstered in bottle-green cut velvet is placed before the fire. An ornately carved walnut desk and chair are positioned against the north wall. Against the east wall is a small, glass-doored walnut bookcase.

Atop the mantle are a pair of black candles in gold candlesticks (40 gp each). An ornate set of fireplace tools stand in a small bin north of the hearth. The tool's handles are made of finely chased silver filigree (200 sp total).

The desk drawer holds writing parchment and a gold lion seal for marking letters and documents. Two quill pens and an ink well are on the desk.

The bookcase holds books on a variety of sorcerous subjects. Except for one plain book with no markings that is larger than the others, the books in the two-tiered bookcase are quite mundane. This one unusual book is located at the far right side of the top shelf. It is a *librum of gainful conjurations*. Because of his evil alignment, Aimar has never been able to read it.

Any wizard of neutral alignment who reads the librum gains enough experience points to put him at the midpoint of the next higher level. A complete reading of the book requires a character's undivided attention for one full week. Any non-neutral wizard who reads even one line of the book sustains 5d4 points of damage and falls unconscious for the same number of turns. Any magic-using victims of the book must seek a cleric to atone in order to regain the ability to progress in experience. Without such atonement, the character gains no further experience points. Any nonwizard who peruses the book must save vs. spell to avoid insanity. Insane characters must receive a *remove curse* spell and either rest for one month or be *healed* by a cleric.

The Secret Room

Located in the southern part of the room, behind a tapestry near the east wall, is a hidden door. Sheathed in painted plaster, it can hardly be distinguished from the stonework in the walls. The door is opened by pressing a pressure plate in the floor next to it. Behind the hidden door is a three-sided recess occupied by a large, locked chest containing 2,000 gp, 5,000 sp, and 500 pp. Also inside the chest is a small wooden box containing a necklace set with a single sparkling gem-a *luckstone*. It gives its wearer +1 bonuses on saving rolls and rolls to avoid traps and pitfalls. The luck, however, does not apply to attack and damage rolls. The stone does not work for characters of evil alignment.

The *librum*, the *luckstone*, and the treasure in this secret room were all wrested from the previous lord of Griffon Castle.

19. Tower Chamber

A spiral staircase near the southern wall leads to a trap door in the ceiling. The western part of the chamber is taken up by a fire pit, over which hangs an iron cauldron. There are four barrels grouped in the northeast corner.

The cauldron is used to boil the oil that is stored in the barrels. The hot oil is then dumped down the castle's battlements onto the heads of attackers. The spiral staircase leads down to *room* **4** and up to the parapet atop the turret.

20. West Tower Antechamber

A staircase leads to a trap door in the ceiling of the western part of this semicircular chamber. Set in the east wall of the chamber is a heavy door, flanked on either side by a guard in scale mail and equipped with a sword and shield.

The pair of guards is assigned to secure the prisoner in *room* **21**. They have strict orders not to leave their posts for any reason. If a melee breaks out, one of the guards tries to get up the stair to sound the alarm bell on the open parapets of the turret.

21. Prison Chamber

This chamber door is bolted from outside.

A figure dressed in a filthy pilgrim's robe lies on a small cot in the northeast corner of this sparsely furnished chamber. There is a fireplace in the middle of the east wall. A simple writing desk and chair occupy the south wall.

The reclining figure is Prince Edmund. Gaunt and haggard from his recent ordeal, the royal heir is barely conscious. The party can confirm the prince's identity by comparing his features to those in the portrait of him that they carry. A *cure light wounds* spell or an application of healing potion or ointment gets the prince on his feet, but he won't be able to fight for some days. He is, however, able to keep up with the group during travel.

As soon as he is on his feet and aware of his surroundings, the prince expresses the following concerns and comments in whatever order seems appropriate:

"Who are you? Why are you here? Were you sent by my father?"

"Where are my loyal comrades? Are they safe? Please tell me, I bid you."

"But why was I kidnapped? And why brought here?"

"The Royal Council must know of what has happened here. Aimar is a traitor; of that there is no doubt. But the poison goes further, I am sure-perhaps all the way to my uncle Edrin, who has long coveted the throne."

"Stand a moment, friends. Let me get my legs under me. It has been such a strange time, alone here in the dark. And always that screeching in my ear, like some great bird trying to speak its hate of men. A dream, perhaps, but even now my head is filled with that terrible sound."

Edmund's single burning desire at the moment is to return to Dunthrane as soon as possible. But, being young, inexperienced, and in a weakened state, he places his fate entirely in the hands of the characters, deferring to their decisions concerning strategy. If his opinion is solicited, Edmund sides with characters who are of good alignment.

Prince Edmund: AC 10; MV 9; F2; hp 1 (reduced from 13); THAC0 19; #At 1; Damage by weapon; Sz M; ML 16; Int 14; AL LG.

22. Tower Chamber

A spiral staircase near the northern wall of this room leads to a trap door in the ceiling. The south and east walls are lined with weapon racks containing spiked poles. A fireplace is set into the west wall.

The stairs lead down to *room* **9** and up to the parapet atop the turret.

23. Aimar's Bedroom

The door to this room is locked.

A large four poster bed takes up the entire southeast corner of the room. A fireplace is set into the middle of the east wall. Above the fireplace are shelves containing a lamp, an hourglass, a set of tongs, and an inverted funnel. In the southeast corner stands a tall walnut wall cabinet. Fine tapestries adorn all of the chamber's walls.

Beneath the bed is a footlocker filled with boots, spurs, leg braces, and leggings. Somewhere in this tangle of leather goods is a leather sack containing a pair of *bracers of defense AC 6*.

The locked wall cabinet holds a dozen pair of silk and velvet pantaloons with matching doublets and a pair of royal blue tunics. The tunics are embroidered with the golden lion device. A small chest at the bottom of the cabinet contains 100 gp, 200 sp, and a rolled-up parchment encircled by a black ribbon. The parchment is a letter from Lord Edrin to the Duke of Andevar exhorting the latter to "deal with our friend, the pilgrim." This is, of course, a veiled reference to the kidnapping and killing of Prince Edmund.

Hidden in the bottom hem of the tapestry on the south wall is a 14-inch metal tube. Inside the tube is a *wand of magic missiles* with 12 charges. This item functions up to twice per round to deliver a 2d4+1 point missile. Each missile fired uses one charge.

24. Tower Chamber

Four narrow beds crowd the east wall of this room. A spouted barrel rests against the north wall.

There are no spiral stairs in this room, just a hole leading down to the stairway below. At any time, one to four servants are asleep here. Greatly fearing the duke's wrath, the servants will do nothing to help the party. If threatened, they feign ignorance about the castle and all its occupants.

Beneath the beds, the servants have hidden their few paltry possessions (1d20 cp per servant).

Servants: AC 10; MV 0; 0-level humans; hp 4 each; #At 0; Sz M; ML 4; Int 8; AL N).

25. East Tower Antechamber

A staircase near the eastern wall of this semicircular room leads to a trap door in the ceiling. The room itself is bare. A rather large, brutish-looking individual stands before a carved door in the west wall.

The room's occupant is Aimar's bodyguard, a huge half-orc named Lom. He wears plate armor and a spiked helm. Stuck in his belt are a dagger and a footman's flail. Around his neck is a cord from which hangs a pouch holding 1d10 pp and 2d10 gp. Lom fights to the death to defend Aimar.

Any disturbances in this room attracts the attention of Aimar, who emerges from *room* **26** within three rounds of hearing the sound of fighting.

Lom: AC3; MV 9; F8; hp 46; THAC0 13; #At 3/2; Damage 1d10 (2-handed sword); Sz M; ML 14; Int 8; AL LE; XP 650.

Griffon Castle (ground level)

1 square = 10 feet

Spiral Stairs

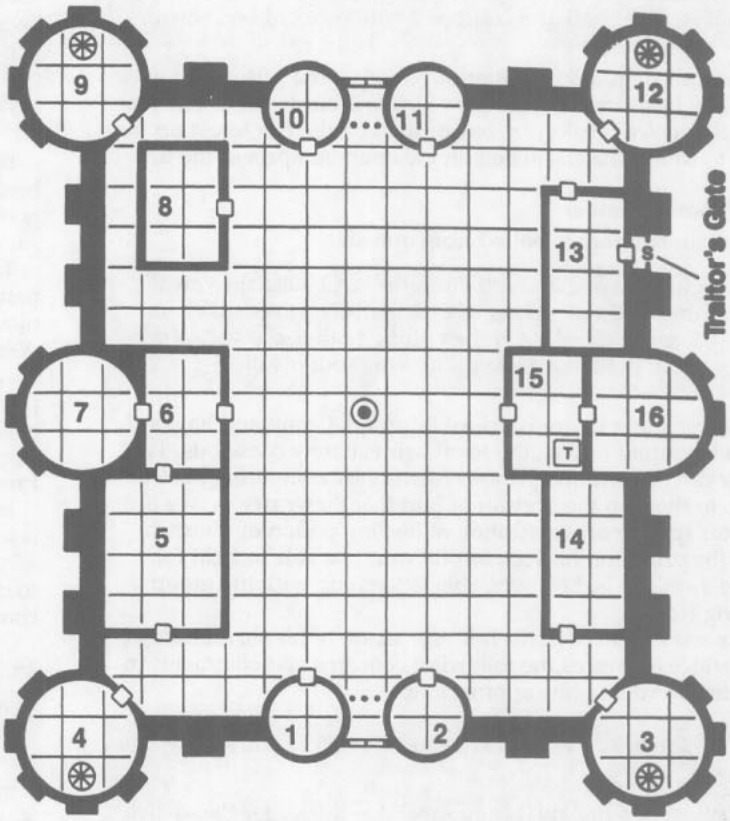
Well

Portcullis

Trap Door in Floor



Note: all spiral stairs lead upward to their respective tower rooms directly above (no trap doors).



Griffon Castle (upper level)

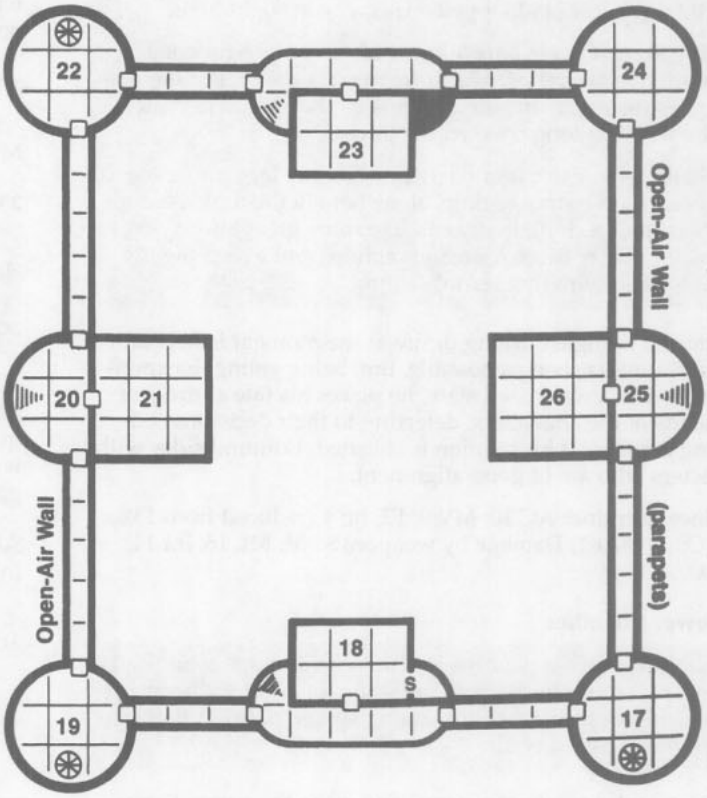
1 square = 10 feet

Spiral Stairs

Stairs



Note: each of the six towers and two gatehouses have open-air parapets above. All stairs and spiral stairs lead to trap doors and the parapets above.



26. Aimar's Quarters

A large fireplace and mantle dominate the west wall of this chamber. There are three small statuettes atop the mantle. A low table flanked by a pair of carved, leather upholstered chairs, is positioned in front of the fire. A crystal decanter filled with an amber liquid and two crystal goblets are arranged on the table. Against the north wall is a large bed covered in heavy furs. A table topped by a small chest sits against the south wall. In the southwest corner of the room, two horizontal bars hang from chains bolted to the ceiling.

If Aimar did not get involved in the melee in *room* **25**, he is in this room. The Duke of Andevar is a fighter/mage. He wears a black tunic embroidered with the golden lion device. In this situation, Aimar probably will use *magic missile* twice, *shocking grasp*, *ray of enfeeblement*, and, in desperation, a *fireball*. Before using a *fireball* spell, Aimar will retreat to *room* **26** or to the open parapets and then launch the 5d6 fireball into *room* **25**. Aimar will not use the fireball if it endangers him or his companion, Riannon.

Aimar has two pet blood hawks who follow him to the attack. The horizontal bars in *room* **26** are perches for these birds.

As suggested by the two goblets, another person also occupies Aimar's quarters-his mistress, Riannon. She is a half-elf mage/thief.

Though quite fond of the duke's wealth and power, beautiful Riannon is too much the adventuress to risk her life for Aimar. Her main goal is survival, and if Aimar is beaten and she is cornered, she will quickly surrender and offer to join the party. In this situation. Riannon will admit to being a thief, but will conceal her magical skill. She may even try to persuade the party that Aimar held her against her wishes, though Prince Edmund will maintain the opposite. If the characters try to win Riannon's trust, her manner will soften and she will start to behave in a friendly manner, even going so far as to show them Aimar's treasure room **(18)**.

Once outside the east tower chamber, however, Riannon will use a shrill, birdlike call to summon the griffon from on top of the northeast tower **(24)**. To remove herself from the action once the griffon arrives, she uses *feather fall* from the wall, turns invisible and flees to the nearby woods to watch the fun. Her hope is, of course, that the griffon will destroy the party so she can return and make off with all of Aimar's treasure. If the situation becomes life-threatening to Riannon, she abandons this plan and quits the area entirely.

The chest on the table in *room* **26** holds 1,000 gp worth of precious gems and jewelry, a gift from Aimar to Riannon. The three statuettes on the mantle are lions: one is gold and worth 100 gp; one is silver and worth 100 sp; the third is bronze. The bronze lion is hollow and contains a small leather pouch that holds a ruby worth 200 gp.

The wall cabinet contains a suit of leather armor, a cloak, and a bag holding a set of thieves' tools. On the floor of the cabinet, hidden under an old tunic, is Riannon's spell book.

Aimar, Duke of Andevar: AC 2 (bracers, ring, Dex); MV 12; F/M 6/5; hp 40; THAC0 15; #At 1; Damage 1d8+2 (*long sword* +2); SA ; SD +1 bonus on saving throws (ring); SW ; Sz M; ML 13; Str 15, Dex 16, Con 16, Int 17, Wis 13, Cha 14; AL LE; XP 1,400.

Equipment: *bracers of defense AC 5*, ring *of protection +1* (saves at +1).

Spells: 1st-*chill touch, magic missile* x2, *shocking grasp*; 2nd-*ray of enfeeblement, strength*; 3rd-*fireball*.

Blood Hawks (2): AC 7; MV 1, fl 24 (B); HD 1+1; hp 6, 8; THAC0 19; #At 3; Damage 1d4/1d4/1d6; Sz S; ML 11; Int 1; AL N; XP 120.

Riannon: AC 7; MV 12; M/T 3/4; hp 17; THAC0 19; #At 1; Damage 1d4+1 (dagger +1); SA backstab x2 damage; Sz M; ML 9; Int 15; AL CE; XP 270.

Spells: *sleep, feather fall, invisibility*.

The Griffon

If the griffon does not attack at Riannon's summons, the sound and smell of the characters' horses attract it as they try to leave the castle, and it attacks at that time. The events inside the castle have disrupted the griffon's regular feeding schedule, so the beast is now hungry enough to do its own hunting. It attacks with determination in an effort to get at the party's horses, but prefers a riderless mount at all times. If it can isolate a horse, it breaks off its attack and starts to feast; if interrupted in its feast, it fights to the death. If the characters don't use horses to leave the castle and it is not summoned by Riannon, the griffon does not appear.

Griffon: AC 3; MV 12, fl 30 (C); HD 7; hp 44; THAC0 13; #At 3; Damage 1d4/1d4/2d8; Sz L; ML 12; Int 2; AL N; XP 650.

With the defeat of Aimar and the freeing of Prince Edmund, the evil designs of the Duke of Andevar have been thwarted. It remains, however, for the party to make its way safely back to Dunthrane. They may retrace the way they came through Capel Tower and Montinelle, or they may ride south from Griffon Castle and then through Noren's Wood. In either case, they must still reckon with the forces of Lord Edrin.

Griffon Castle Garrison

There are 20 "nameless" NPC soldiers in the Griffon Castle garrison. Their attributes are listed below. All are equipped with scale mail armor (AC 6), medium shield (AC 5), long sword (damage 1d8), dagger (damage 1d4), and light crossbow (damage 1d4, rof 1/rd). All together, they are carrying 6 pp, 67 gp, 22 ep, 210 sp, 55 cp, two rings (4 sp, 1 gp), and three rubies (10 gp, 15 gp, 15 gp). This treasure can be divided among them however the DM desires.

Level	#App	MV	THAC0	ML	Int	AL	XP	hp
F1	1	12	20	11	8	LN	15	7
F2	6	12	19	11	9	LN	35	13 each
F3	7	12	18	12	10	LN	65	23 each
F4	5	12	17	12	10	LN	120	33 each
F5	1	12	16	13	11	LE	175	42

Confronting Lord Edrin

Lord Edrin's remaining forces include two groups of horsemen, one group of infantry, and the assassin, Mendal Secord. By this time, Lord Edrin, having had no news of the fate of the prince, has sent most of his men to Andevar to make sure that Edmund does not turn up again.

Ironically, as regent of Dunador, Edrin has also been forced to send some of his troops to restore and guard Fontenmere Abbey, which was so recently sacked by a group of his men disguised as brigands. Edrin's forces in Andevar are as follows:

Group 1

Horsemen (8): AC 6; MV 12; F3; hp 20 each; THAC0 18; #At 1; Damage 1d6 (lance or short sword); Sz M; ML 11; Int 9; AL LN; XP 65.
Captain: AC 4; MV 12; F4; hp 32; THAC0 17; #At 1; Damage 1d8 (long sword); Sz M; ML 11; Int 10; AL LE; XP 120.
Light horses (9): AC 7; MV 24; HD 2+2; hp 15 each; #At 0; Sz L; AL N; XP 35.

All the horsemen wear gray tunics emblazoned with the black raven device. The troopers wear scale armor but have no shields. They carry short swords at their sides. Each also carries 1d20 sp.

The captain wears chain mail armor under a gold-trimmed gray tunic. He carries a shield, a long sword, and 2d20 gp.

The party encounters this group patrolling the road from the Three Feathers Inn through Montinelle to Capel Tower. They know of the events at Capel Tower and are aware of the party's presence in the region. Their express purpose is to find and kill Edmund. The most likely spot for an encounter with these troops is at the Drake & Castle Inn.

Group 2

This group is identical to the first group except that there are only five horsemen (instead of eight) and their captain. On a roll of 1 or 2 on 1d6, this group is encountered patrolling the road from the Three Feathers Inn past Fontenmere Abbey and thence northwest as far as the secret path through Noren's Wood. It will never be encountered on the secret path or inside Noren's Wood. If the party does not encounter this patrol further north, then it does meet the patrol at the Three Feathers Inn.

Group 3

Footsoldiers (10): AC 5; MV 12; F3; hp 18 each; THAC0 18; #At 1; Damage 1d6 (spear); Sz M; ML 11; Int 9; AL LN; XP 65.
Captain: AC 4; MV 12; F4; hp 23; THAC0 17; #At 1; Damage 2d4 (broadsword); Sz M; ML 11; Int 7; AL LE; XP 120.

The infantrymen making up this party are dressed in gray tunics emblazoned with the black raven device. Beneath their tunics they wear scale mail armor. Each is armed with a sword and spear and carries a shield. Each has 1d20 sp on his person. There are two horses left at Fontenmere and two of the fighters pursue the group on horseback if such action is appropriate to the encounter.

In the improbable event that the characters try to return the royal seal and scepter to Fontenmere, the captain tries to take them into custody.

Edrin's men have cleaned up the damage inflicted on the abbey by the brigands who sacked it. Two guards are now posted outside the abbey, one at the north door and one at the south door. The captain and the rest of his troop are inside. The captain has set up a makeshift office in *room* **3**.

The troop's ostensible purpose is to restore and guard the abbey. However, the captain has secret orders to kill Prince Edmund if he should fall into the soldiers' hands. If the prince is recognized, the captain orders his men to attack and fight to the death. If the melee goes against Edrin's men, the captain sends one of the men to ride for reinforcements. If Edmund is captured, the captain kills him.

Mendal Secord, the Assassin

Mendal Secord has shadowed the party all the way from Capel Tower to Griffon Castle, moving along the river track on horseback. Having thus discovered Duke Aimar's secret stronghold, Secord has established himself in a wooded hiding place and waited for events to unfold. If he sees the party leave the castle without the prince, he contents himself with trailing it south. If the prince is with the party, however, then Secord prepares to move against his royal victim as rapidly as possible, preferably before the party reaches any of the main roads of Andevar.

Secord has already laid a tentative plan for the assassination. Using his *ring of invisibility* and his skill as an assassin, he tries to get ahead of the party and ambush the prince in some convenient wooded area, dropping onto Edmund from a tree. If this plan can't be carried off with some hope of escape afterward, he tries instead to attack the prince when the party makes camp for the night. Regardless of which plan he uses, Secord makes a surprise attack from the rear. If he leaps at the prince in ambush, he does not have the benefit of his + 4 to hit. As soon as he attacks. the assassin becomes visible. If hit, the prince must save vs. poison or die within 10 rounds, unless remedial measures are taken to bind his wounds and deal with the poison from Secord's dagger blade. Secord will continue attacking until the prince is hit once, unless staying around for another round of combat is certain to cost Secord his life.

If Secord attacks the prince while the group camps for the night, he has a + 4 bonus to hit from the rear. However, he has a base chance of only 70% to get silent access to the prince. For every character on guard duty, Secord's chance to move silently is lessened by 15%. If Secord fails to move silently, tell the characters on guard that they hear a rustling in the bushes or a snapping twig. As in the first scenario. Secord becomes visible as soon as he attacks.

After attacking Edmund, Secord becomes invisible again and flees on foot toward his horse, which is tethered within 200 feet of the attack site. If he is overtaken and his flight cut off, Secord fights to the death; he knows his life is lost if he is captured.

If he escapes, the assassin returns to Dunthrane, believing that he has killed the prince. There is a 60 percent chance that Secord falls prey to the dire wolves if he travels through Noren's Wood on his way back to Dunthrane.

The Secret Path

A few miles further west from Griffon Castle and clearly visible from the tops of the towers is a narrow bridge over the Laine River. The bridge is part of an old road, now fallen into disuse, that cuts through this northwestern part of the province. Point out to the party that this track seems considerably less traveled than other roads in Andevar.

Ten miles south of the river, the road passes just west of a huge boulder. At this point, the main road turns west, skirting the northern edge of Noren's Wood. Behind this rock, and barely distinguishable amid the long grass that grows all around it, is a narrow path weaving slightly southeast. The path is wide enough for one horse, allowing single-file passage only. (If you were to draw this path onto the map of Andevar, it would extend due south for nine hexes and then emerge from the woods. In fact, the path winds around quite a lot, but not enough to cross into a neighboring hex column.) If characters hesitate about taking this path, be sure to point out that not only is it likely to be safer because it's an old road, but that it in all likelihood leads more or less directly back toward Montinelle, which is the seat of authority in this province.

Noren's Wood

Noren's Wood is home to a band of 10 vicious dire wolves. Currently they are hunting small, cute animals in the southwest portion of the woods. If Mendal Secord attacks Edmund in this forest, he does so near the northern entrance. Then, if the assassin escapes the party, he rides south through the wood. There is a 60% chance that he and the dire wolves meet near the southern end of the secret path, in which case Mendal Secord automatically becomes lunch. The party finds his incomplete mortal remains near the southern edge of the wood. His weapons and all magical items except the *ring of spell storing* are gone.

For the last 15 miles of the party's journey through the wood, check twice to see if they, too, are attacked by dire wolves. An encounter occurs on a roll of 1 on 1d6.

Dire Wolves (10): AC 6; MV 18; HD 4+4; hp 30, 26, 25, 23, 21, 20, 20, 19, 17, 16; THAC0 15; #At 1 ;Damage 2d4; Sz L; ML 10; Int 2; AL NE; XP 175.

Conclusion, if Edmund is Alive

Once the party passes south of the Three Feathers Inn, it can automatically proceed to Dunthrane in safety. As the characters enter the fortified town, crowds gather around Edmund and the adventurers. Cries of joy and chants of "hail the king" fill the air.

When word of this event spreads to the castle grounds, Hollend's few retainers move quickly to disarm Lord Edrin's depleted forces. Throughout the town Edrin's black raven banners are replaced by the yellow banners of the Royal House of Dunthrane. At the castle gates. Hollend and the council greet Edmund with a trumpet fanfare.

After a day of rest, Prince Edmund and Hollend hold an audience with the party at which the adventurers learn that Lord Edrin is in irons and that Mendal Secord (if he returned to Dunthrane) has been charged with the murder of King Halfred. If Secord is dead, the party hears that the late Secord was the king's assassin. Furthermore, a case is being made against Edrin for the murder of William Menore, Patriarch of Fontenmere. In the face of overwhelming evidence. it appears to Hollend the Edrin is well on his way to being shortened by a head.

At the end of the audience, the party learns that the young prince will be crowned king as soon as a new patriarch is elected for Fontenmere. A grateful Edmund gives each character a reward of 2,000 gp and proclaims a week of celebration in their honor. Each surviving adventurer is also made an honorary citizen of Dunador and a new yearly holiday, to be called Liberation Day, is decreed in their honor. If any of the party died in the quest, Edmund asks the survivors to remain in Dunador to provide the bards with material for use in songs honoring their memories.

Of course, the party must return the royal seal and scepter of Dunador. Reward the party with an additional 6,000 experience points (divided equally) if they voluntarily return these treasured symbols without being asked.

Conclusion, if Edmund is Dead

If the group bears Edmund's body back to Dunthrane, eliminate all fanfare and celebration from the previous scenario. In its place, terrible cries of anguish and wails of mourning fill the air as the dead prince is carried to the castle gates. Hollend meets the characters. Taking them aside, he asks about their mission and how it comes that Edmund is dead. When satisfied with the explanation, Hollend makes the following proposal.

"This may be the darkest hour in the history of Dunador. Oh, that evil should triumph in spite of all our efforts! A king, a patriarch, and now a prince, all dead at the hands of this evil lord. I fear now that we are, indeed, lost.

"And yet, there may be one final chance to save the realm from this prince of evil. Edrin's forces are depleted. Some of his men are less than faithful. I believe that. thanks to you, he has but a handful of loyal men-at-arms at his side. If I go forth now and publicly charge him with the murder of his noble kinsmen, he must answer. As heir to the throne, he cannot be tried by the laws of man. But he must answer to our gods.

"The way it is done is this. I can challenge him to champion combat, and before the people he would have to accept the challenge. I know Edrin-he would not delegate this responsibility to a lesser man, for he is a knight well skilled in the fighting arts. Alas, for this task I am now far too old, and there are no others here who could unhorse the villain. None, that is, save one of you, perhaps. I have already asked much of you in this quest, but now I appeal to you once more. Will one of you take up arms again for truth, justice, and the people of Dunador? Though the foe be fearsome and the trial to the death, will one of you be our champion?"

If the characters refuse Hollend's appeal, he bids them a regretful farewell. The adventure is then over. The characters leave, however, in certain knowledge that Dunador is left to the mercy of the evil Lord Edrin. In keeping with such an unchivalrous action, the churlish characters receive no reward of any sort (money, honors, or bonus experience points). If, on the other hand, the characters accept Hollend's appeal, the king's advisor forces the issue with Lord Edrin. The Royal Council sends criers throughout Dunthrane to issue Hollend's challenge and charges. In a matter of hours, both charges and challenge are echoed by hundreds of voices throughout Dunthrane.

In the face of overwhelming pressure, Lord Edrin accepts Hollend's challenge. The contest is set for the following day and takes the form of a joust to the death in the combat field next to Dunthrane Castle.

Choosing a Champion

It may be that there is one character who is the obvious champion. If not, help the players choose a champion by having them draw lots. After listing the appropriate fighter or fighter multi-class characters, have the eligible players draw pencils, cut straws, or cut toothpicks. The player who draws the shortest stick is the champion.

After the champion is chosen, Hollend and the council offer the character a lance, a suit of plate armor, and a medium warhorse. The character may accept these things or refuse them. Hollend asks the character to bear the shield colors of Dunador (light blue Dunadorian cross on a field of canary yellow). Make a note of the character's new armor class.

Medium Warhorse: AC 7; MV 18; HD 3+3; hp 18; THAC0 17; #At 2; Damage 1d6/1d6; Sz L; ML 7; Int 3; AL N.

Lord Edrin

Lord Edrin takes the field in black plate armor. His shield bears the black raven insignia against a field of light gray. A gold raven encircled by the silver crown of the regent of Dunador is fixed atop his black helmet.

Lord Edrin: AC 2; MV 9; F6; hp 44; THAC0 15; #At 1; Damage 1d6+1 (lance), 1d8 (long sword); Sz M; ML 18; Str 15, Dex 14, Con 16, Int 16, Wis 12, Cha 13; AL LE; XP 270.
Medium Warhorse: AC 7; MV 18; HD 3+3; hp 18; THAC0 17; #At 2; Damage 1d6/1d6; Sz L; ML 7; Int 3; AL N.

Rules for the Joust

Use the same jousting rules described for the Barbarian's Bridge encounter. Each combatant is allowed only two weapons in this contest, a lance and one other. The joust is to the death.

If the character dies at the hands of Lord Edrin, all other characters can leave Dunador in safety, taking the body of their fallen companion with them. But they leave without honors or reward.

If Lord Edrin is slain, a great cry of joy and exultation rises from the crowd. All the fanfare outlined earlier takes place. Despite their sorrow over Prince Edmund's death, the people of Dunthrane rejoice that justice has been done. The adventurers receive their rewards and the champion receives an additional 1,500 experience points for individual merit.

After much celebrating, the council announces that Hollend has been elected regent of Dunador. The new regent then publicly acknowledges the great service the adventurers have done Dunador and announces that he will manage the realm until Edmund's 14-year-old cousin Valeria returns from a convent in the west. At that time, Valeria will be crowned the first queen of Dunador.

Pre-Rolled Player Characters

Bromley Falco
A talented illusionist-thief, this gnome wears leather armor and carries 12 darts, a dagger, thieves' tools, a *potion of speed*, and a *ring of feather falling*. He knows two 1st-level spells (at least one should be *color spray*) and one 2nd-level spell.

Astrid Fyn
This human cleric wears chain mail and carries a shield. She also has a *mace +1* and a quarterstaff. She carries a *potion of healing* and a *potion of invisibility*. She knows two 1st-level spells and two 2nd-level spells.

Cameron Gaunt
This human ranger wears chain mail and carries a shield. He also uses a *long sword +1*, a composite bow with 20 *arrows +1*, a spear, and a flail.

Owen Glendower
Owen is a half-elf fighter-cleric. He wears *chain mail +1* and carries a shield, a *long sword +1*, a flail, a short bow, and a dagger. He also has a *potion of extra healing*. He knows two 1st-level spells and two 2nd-level spells.

Horsa Hengist
This dwarf fighter wears plate mail and carries a shield. He has a *battle axe +1*, a short sword, a crossbow, and a flail.

Kersana Ringlo
The elven mage wears *bracers of defense AC 7* and has a + 2 Dexterity bonus, giving her AC 5. She carries a 10-foot pole, a *dagger +1*, and a *wand of paralyzation* with 7 charges. She knows three 1st-level spells and two 2nd-level spells.

Horses
In this outdoor adventure, mounted travel is essential. All the characters outlined on this page start the adventure with light warhorses. Let the players roll hit points for their own horses (and for their own characters!).

Light Warhorses: AC 7; MV 24; HD 2+2; THAC0 17; #Att 2; Damage 1d4/1d4; Sz L; ML 7; Int 1; AL N.

Bromley Falco is unusually large for a gnome and so is able to manage a light horse with appropriate saddle modifications. This character cannot ride a larger mount.

Character	Race	Sex	AC	MV	Level	AL	Str	Dex	Con	Int	Wis	Cha
Bromley Falco	G	M	6	6	I3/T4	LN	14	15	15	16	12	10
Astrid Fyn	H	F	4	12	C3	NG	18	15	14	14	16	13
Cameron Gaunt	H	M	3	12	F4	CG	16	16	17	14	12	14
Owen Glendower	_E	M	3	12	F3/C3	CG	16	15	14	11	16	13
Horsa Hengist	D	M	2	6	F3	LG	15	14	16	11	13	13
Kersana Ringlo	E	F	5	12	M4	CN	13	11	14	17	11	17

Griffon Castle (ground level)

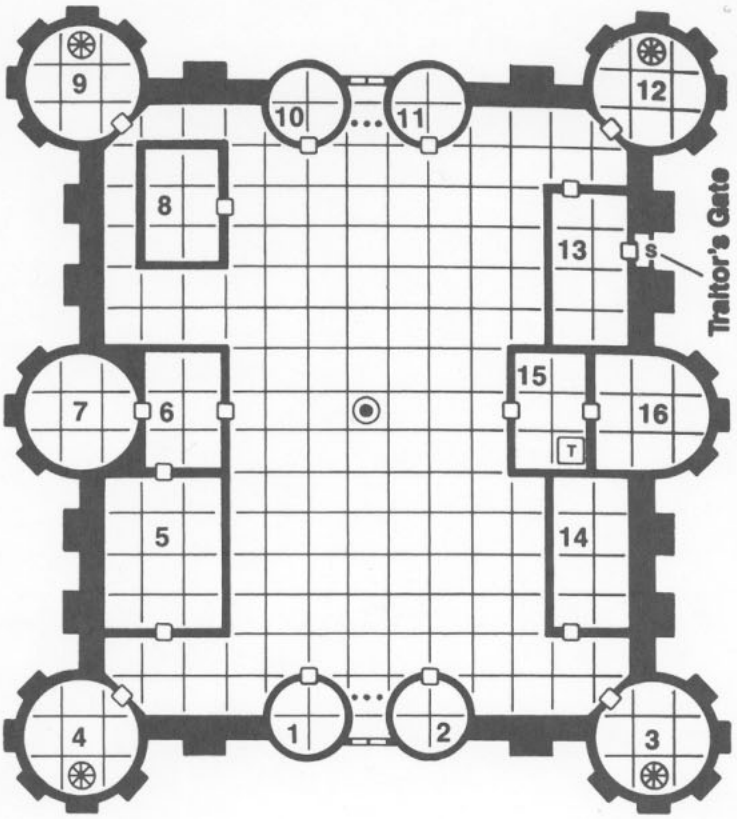
1 square = 10 feet

Spiral Stairs

Well

Portcullis

Trap Door in Floor



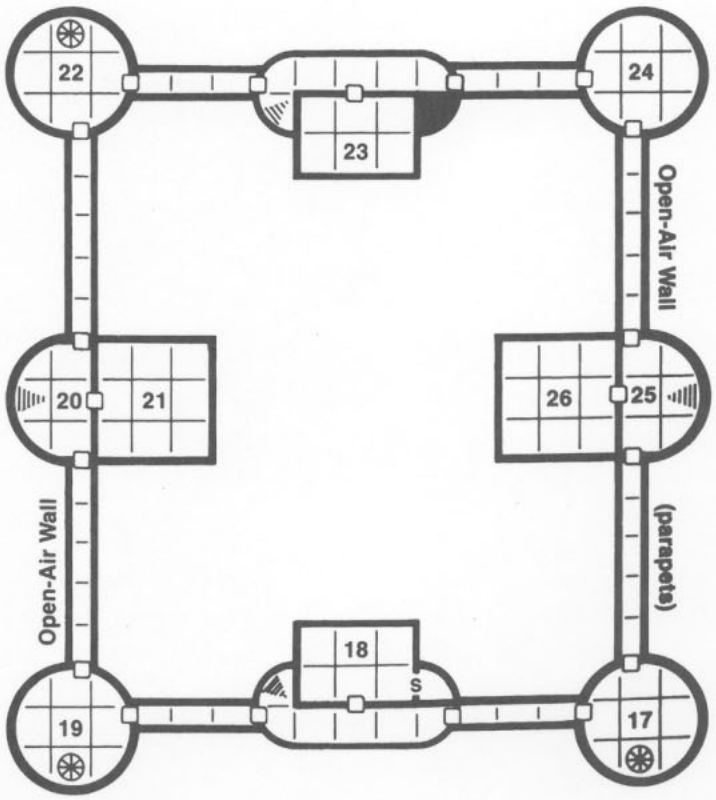
Note: all spiral stairs lead upward to their respective tower rooms directly above (no trap doors).

Griffon Castle (upper level)

1 square = 10 feet

Spiral Stairs

Stairs



Note: each of the six towers and two gatehouses have open-air parapets above. All stairs and spiral stairs lead to trap doors and the parapets above.

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by Stephen Bourne

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