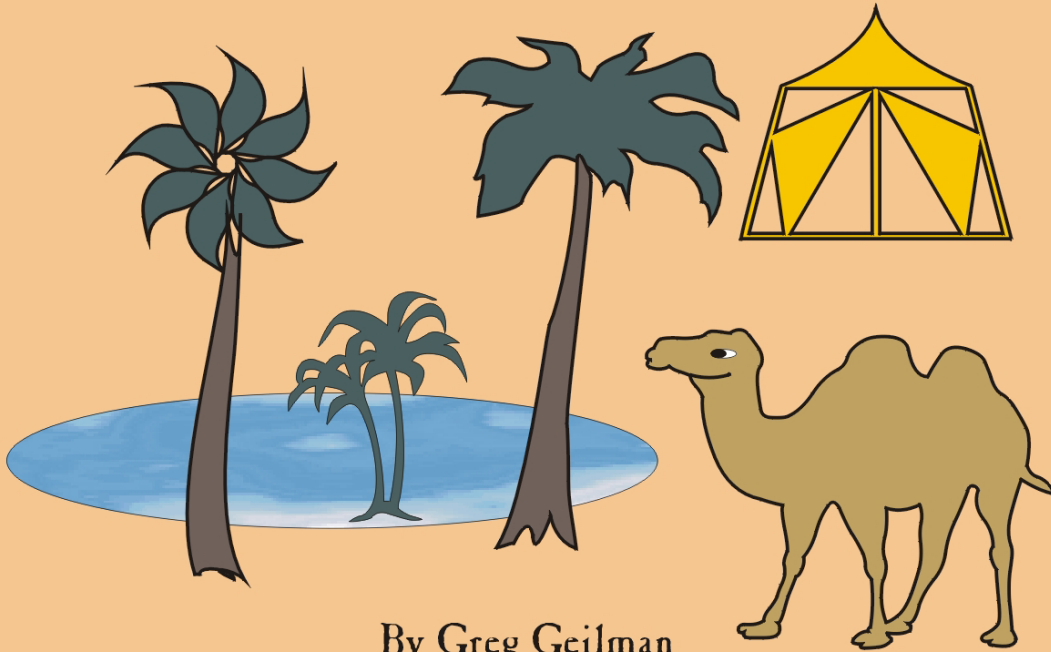
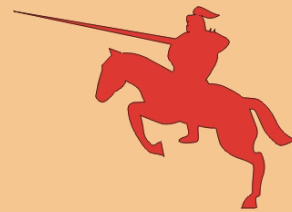
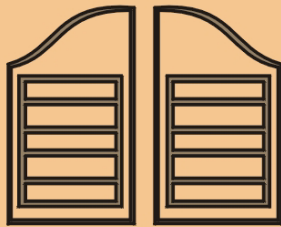


# Judges Guild



## Land of a 1000 Doors



By Greg Geilman



## Judges Information:

The Land of a 1000 Doors is a module set in the world of Eostros. It is designed as the sequel to In Search of Kelandor's Gold (1982), Judges Guild product number 1170. However, the module can easily be played independently and set into any campaign. The Desert of Storms is a northern desert across Teslor's Mountains. Players will start the adventure on the southern side of the mountains in the capital city of the Kingdom of Palos, Pierreville. For those who are familiar with In Search of Kelandor's Gold, Kelandor's castle is in the southern part of the kingdom, while Pierreville is in the northwestern part. The current king of Palos is King Carlanges:

**KING CARLANGES:** AC: -1, CLS: FTR, ALN: Neutral Good, LVL: 10, ARM: +2 platemail and shield, HTK: 98, THAC0: 9, WPN: +2 bastard sword, dagger, STR: 18(03), INT: 13, POW: 12, WIS: 10, CON: 17, END: 15, STA: 16, DEX: 15, AGL: 16, SPD: 14, CHR: 17, COM: 15, LED: 14, LCK: 52, PSL: 199, SEX: MAL, AGE: 58, RAC: human, HGT: 5' 11", WGT: 175 lbs., CPX: moderate, EYE: brown, HRC: gray, HRL: balding, HAN: right, WEL: no carried wealth Exp.

King Carlanges is a good and just king, but not exceptionally wise. He has, however, appointed as his royal ministers, his brothers Duke Deniar and Duke Dranos. The players will meet with Duke Deniar, the foreign minister for the kingdom of Palos.

**DUKE DENIAR:** AC: -3, CLS: PAL, ALN: Lawful Good, LVL: 20, ARM: platemail and +2 ring of protection, HTK: 141, THAC0: -4, WPN: +5 two-handed Holy Avenger sword, dagger, STR: 19, INT: 14, POW: 17, WIS: 13, CON: 18, END: 17, STA: 18, DEX: 18, AGL: 18, SPD: 17, CHR: 18, COM: 17, LED: 18, LCK: 16, PSL: 187, SEX: MAL, AGE: 54, RAC: human, HGT: 6' 6", WGT: 215 lbs., CPX: ruddy, EYE: blue, HRC: gray, HRL: 3", HAN: right, WEL: 50 GP in various coins. Exp.

To be read to the players:

“You have been assembled here brave adventurers, to do the kingdom great service. For years our trade routes through the Desert of Storms have been beset by bandits now under the command of a rogue lord Antonitus Julius Balfour. Some 7 years ago, Lord Balfour was banished from the kingdom for treason. A plot was discovered to replace our good King Carlanges with Duke Thainoint, my uncle, the Duke of Trent. There was not sufficient evidence to prove that Duke Thainoint was involved, but Lord Balfour's guild was undeniable. Lord Balfour was banished to the Desert of Storms never to return. It seems that Lord Balfour took refuge in the village of Keldar in the northern part of the desert where a group of bandits had taken over Polomeris Keep. Lord Balfour is now the leader of these bandits and they have been harassing caravans heading to the west. They have the audacity to demand protection money for safe passage. Those refusing find their caravans attacked and their goods looted by the bandits. However, this is not the reason you

have been assembled here. If it was only a bandits we could easily dispatch a force to remove them and the caravans have taken to adding extra guards in addition to paying the tribute. The Desert of Storms has always been known for freak storms, but the last few years they have greatly increased in their intensity. Freak and violent sandstorms and blizzards are now not uncommon. These violent weather patterns have now not only made passage through the desert almost impassible for trade, but they prevent more than a small force from operating there. I have sent agents to investigate, but all have failed to return. It is your charge to investigate what is causing these unusual weather patterns and if possible restore normal weather to the desert. If you succeed, the some of 3000 pieces of gold will be paid for each of you that return”

He will then provide the party with a map of the Desert of Storms and suggest that they make their way to Keldar as the Duke suspects that somehow Lord Balfour is responsible. He will inform the party that a caravan will be departing for Keldar in 7 days. They should be able to book passage with them for 50 GP each. Otherwise, the party is free to make their own way by whatever means they chose. In either case, it is a 4 day ride from Pierreville to the opposite side of mountains. If the party chooses to wait for the caravan, they are free to seek out further information about the desert, its history and rumors regarding it.

Rumors:

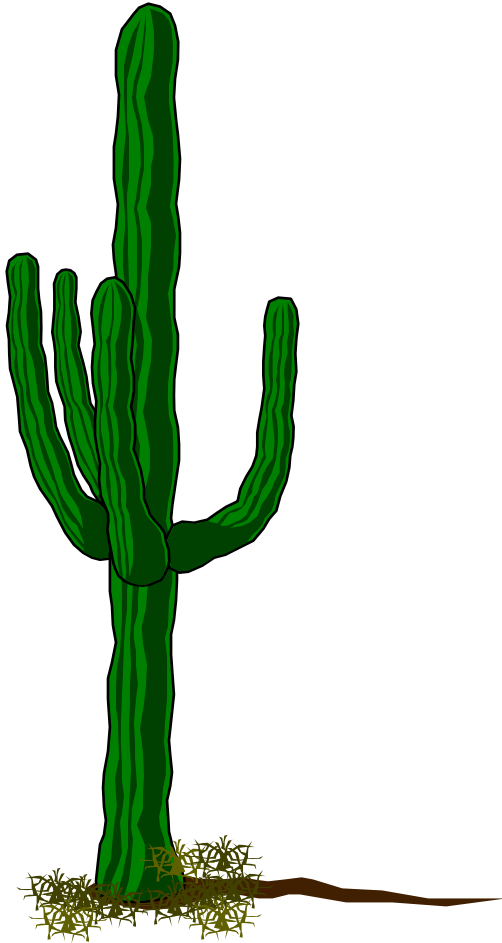
Some of the caravans have been attacked by skeletons riding skeletal horses. – T

A herd of Pegasi has a lair within the desert. – T

Lord Kelandor IX and Lord Balfour are really one and the same. – F

The mountain passes are often guarded by hill giants. – T

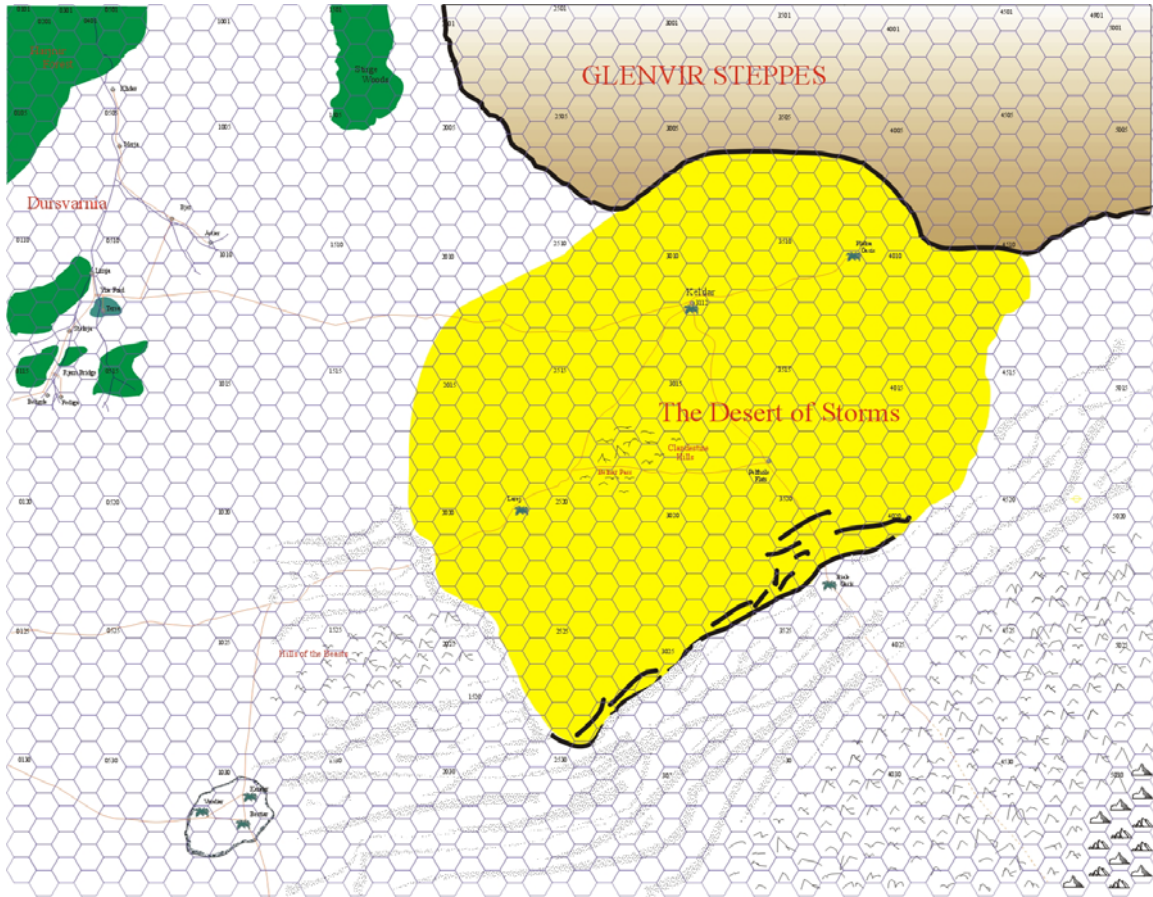
The setting for this module will be the area known as The Desert of Storms, so named for the bitter sandstorms that have plagued the desert for the past 300 years. These storms, however, are not natural. They are magically created. Strange disturbances in atmospheric conditions occur at irregular intervals and are often



contrary to the laws of nature and normal weather patterns. In an area that is normally extremely arid, flash floods and winter storms are not uncommon. Yet it seems that the soil has not benefited from these unusual precipitation patterns. Sand is still the norm here and there is little vegetation outside of the few oases. The desert has one great resource, however, for it is said that great herds of winged horses, Pegasi, flourish in the more remote regions. Few have managed to capture one of these beautiful and masterful beasts. Unknown forces protect their grazing areas. With this protection and their innate ability to flee into the air from most dangers, these Pegasi have lived a peaceful existence here for hundreds of years.

The north-central region of the desert is the setting for the main adventure. Here lies the village of Keldar and Polomeris keep. The village and the keep are home for a bandit force, which harasses the entire region. This is a well-organized force under the command of Lord Antonitus Julius Balfour, bandit chief and

self-appointed ruler of the Desert of Storms.



#### VILLAGES: MAP 4

NAME	Hex#	POP	RAC	TEC	ALN	Ruler LVL,ALN,CLS,RAC	RESOURCES
Bedligde	0215	60	HUM	4	NG	Sven Donat,5,NG,VIK,HUM	Horses
Steloja	0313	380	HUM	5	CG	Erij Langon,14,CG,VIK,HUM	Market
Fediga	0316	210	HUM	4	NG	Kijar Stadst,7,CG,VIK,HUM	Fish
Lirnja	0410	150	HUM	4	N	Bendjar,10,N,VIK,HUM	Trees
K Ijda	0504	200	HUM	4	N	Jgen Dornstar,9,CG,VIK,HUM	Fish
Merja	0506	180	HUM	4	N	Stan Farnlehdt,11 ,NG,VIK,HUM	Fish
Tersa	0512	350	HUM	4	CG	Kjir Varnessa,9,NG,VIK,HUM,	Trees
Bjar	0808	270	HUM	4	CG	Wjin Birnia,9,NG,VIK,HUM	Fish
Astiar	0910	70	HUM	4	LG	Dann Arvison,12,LG,VIK,HUM	Pelts
Vendiar	0932	260	HUM	3	N	Kal Ailit,11 ,N,FTR,HUM	Baskets
Mendar	1131	230	HUM	3	N	Svl Altian,9,N,FTR,HUM	Market
Bestiar	1132	260	HUM	3	N	Pah Shaha,10,N,FTR,HUM	Weapons
Lerej	2320	350	GOB	5	LE	Kir Sard,5,LE,FTR,HUM	Slaves
Keldar	3112	100	HUM	3	N	Lord Balfour,12,N,FTR,HUM	Oasis
Pelthole Flats	3418	5	HUM	1	CE	Clednik,5,CE,THF,HUM	Skins
Biale Oasis	3723	50	HUM	3	N	Befit Morshead,8,N,THF,HUM	Oasis
Plidna Oasis	3811	20	HUM	2	N	Sjan Constars,5,N,THF,HUM	Oasis

**LURID LAIRS - Map 4**

<u>HEX No:</u>	<u>Enounter</u>	<u>NAP</u>	<u>HEX NO:</u>	<u>Enounter</u>	<u>NAP</u>
0107	Brown Bears	3	2915	Giant Wasps	11
0122	Wild Horses	18	2923	Dust Diggers	5
0131	Wild Horses	18	2929	Pegasi	8
0202	Reindeer	28	3010	Giant Cobra	1
0222	Wild Horses	13	3114	Wolves	9
0433	Wolves	11	3605	Northern Bears	5
0519	Moon Dog	1	3620	Giant Scorpions	4
0507	Mastadons	5	3626	Trolls	3
0605	Woolly Rhinos	2	3705	Devil Dogs	11
0801	Mastodons	8	3718	Pegasi	10
1503	Giant Owls	3	3808	Pegasi	6
1504	Mammoths	11	3832	Mtn Lions	2
1525	Giant Lynx	2	3932	Wild Dogs	8
1527	Cobras	4	4010	Shade	2
1623	Giant Lizard	3	4006	Mammoth	5
1823	Hyenas	9	4132	Orcs	50
1826	Orcs	100	4211	Jackals	6
2013	Wolves	15	4307	Mastadons	4
2103	MuskOxen	89	4319	Ant Lions	1
2325	Giant Cobras	5	4422	Worgs	8
2417	Death Dogs	5	4630	Hill Giants	5
2422	Pegasi	14	4732	Hill Giants	8
2426	Wild Horses	13	4023	Giant Trolls	6
2505	Manticore	2	4925	Ogres	5
2516	Giant Wasps	4	5024	Mtn Lions	3
2625	Jackals	4	5119	Worgs	12
2633	Trolls	2	5127	Orcs	40
2722	Death Dogs	22	5222	Ogres	11
2828	Giant Weasals	5	5232	White Dragons	3

## RANDOM ENCOUNTERS

### PLAINS

<u>Die Roll</u>	<u>Encounter</u>	<u>NAP</u>
1-10	Ants, giant	1-20
11-13	Dogs, wild	1-20
14	Death Dogs	1-10
15	Devil Dogs	1-6
16-17	Dragons	1-3
18-25	Horses, wild	2-20
26-31	Hyenas	1-8
32-39	Jackals	1-6
40-41	Mastadons	1-10
42-66	Men	see subtable
67-72	Musk Oxen	10-100
73-75	Ogres	1-8
75-80	Orcs	2-40
81	Pegasi	1-8
82	Reindeer	1-20
83-84	Wooly Rhinos	1-2
85-87	Tigers	1-3
88-90	Trolls	1-6
91-93	Wasps	1-20
94-95	Wasps, giant	1-12
96	Weasals, giant	1-6
97-100	Wolves	1-10

### MEN SUBTABLE

<u>Die Roll</u>	<u>Encounter</u>	<u>NAP</u>
1-10	Adventurer Party	2-10
11-20	Bandits	2-20
21-25	Brigands	2-20
26	Child of Cain	1-8
27	Child of the Sun	1-3
28-42	Circeans	1-20
43	Djang	1-12
44-49	Dursvarnians	2-40
50-51	Gypsies	1 caravan
52-55	Merchant Caravan	1 caravan
56-59	Nomads	2-40
60-99	Raiding Party	see subtable
100	Red Amazon	Red Amazon

### HILLS AND MOUNTAINS

<u>Die Roll</u>	<u>Encounter</u>	<u>NAP</u>
1-8	Ants, giant	1-20
9-11	Bears, brown	1-3
12-14	Dragons	1-3
15-17	Giants, Hill	1-6
18-19	Horses, wild	1-12
20-21	Hyenas	1-8
22-28	Jackals	1-6
29-34	Lions	1-3
35-64	Men	see subtable
65-71	Ogres	1-8
72-86	Orcs	2-40
87	Pegasi	1
88-91	Trolls	1-8
92-100	Wolves	1-10

### DESERT AND DUNES

<u>Die Roll</u>	<u>Encounter</u>	<u>NAP</u>
1-2	Ants, giant	1-20
3-5	Cobras	1-4
6-9	Cobras, giant	1-2
10-14	Dogs, wild	1-10
15	Death Dogs	4-14
16-17	Giants, hill	1-6
18-21	Horses, wild	1-20
22-23	Hyenas	1-9
24-33	Jackals	1-6
34-63	Men	see subtable
64-66	Ogres	1-8
67-76	Orcs	2-20
77	Pegasi	1-8
78-80	Trolls	1-3
81-93	Wasps	1-20
94-95	Wasps, giant	1-12
96-98	Weasals, giant	1-6
99-100	Wolves	1-10

## RANDOM ENCOUNTERS - HILLS AND MOUNTAINS

<u>Die Roll</u>	<u>Encounter</u>	<u>NAP</u>
1-8	Ants, giant	1-20
9-11	Bears, brown	1-3
12-14	Dragons	1-3
15-17	Giants, Hill	1-6
18-19	Horses, wild	1-12
20-21	Hyenas	1-8
22-28	Jackals	1-6
29-34	Lions	1-3
35-64	Men	see subtable
65-71	Ogres	1-8
72-86	Orcs	2-40
87	Pegasi	1
88-91	Trolls	1-8
92-100	Wolves	1-10

## RANDOM ENCOUNTERS - DESERT AND DUNES

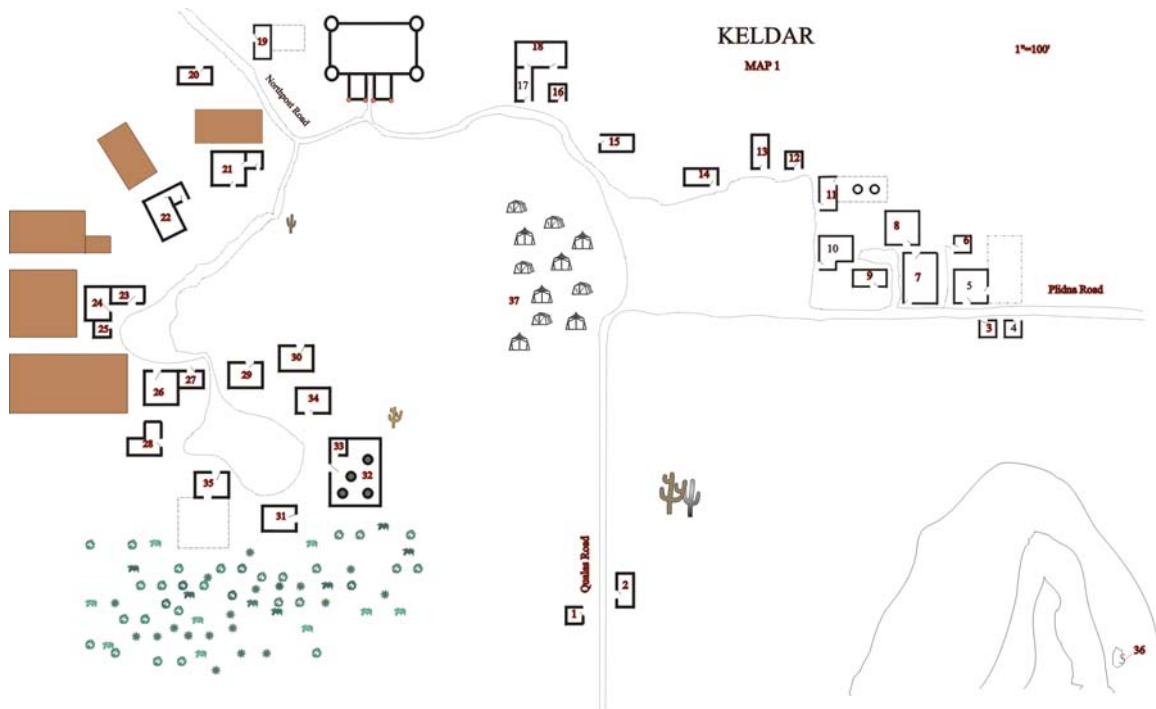
<u>Die Roll</u>	<u>Encounter</u>	<u>NAP</u>
1-2	Ants, giant	1-20
3-5	Cobras	1-4
6-9	Cobras, giant	1-2
10-14	Dogs, wild	1-10
15	Death Dogs	4-14
16-17	Giants, hill	1-6
18-21	Horses, wild	1-20
22-23	Hyenas	1-9
24-33	Jackals	1-6
34-63	Men	see subtable
64-66	Ogres	1-8
67-76	Orcs	2-20
77	Pegasi	1-8
78-80	Trolls	1-3
81-93	Wasps	1-20
94-95	Wasps, giant	1-12
96-98	Weasals, giant	1-6
99-100	Wolves	1-10



## WEATHER

The weather in the Desert of Storms is highly erratic. While the area is an arid region, freak thunderstorms and blizzards are not uncommon. This is due to Petrarch “the thinker’s” experiments. Although this source is as yet unknown. Strangely, the area around Keldar seems to be unaffected. Treat the hex that Keldar is in and each 5 mile hex surrounding Keldar as clear from the weather effects. Twice per day roll on the weather table while parties are traveling in the Desert of Storms.

Die Roll	Weather Table
<b>01-15</b>	Sandstorms. Winds 50+ mph. Increase chances of getting lost by 25% when traveling by road and 50% when off road. Visibility decreased by 75%.
<b>16-20</b>	Dust Devils. Worse than the storms themselves are the winds associated with them. Often dust devils, sort of a small tornado, are spawned by the storms. There is a 5% chance of 1-4 party members being struck by them and a 10% chance that any livestock (including mounts) of being struck. 1-8 of which being affected. Affected characters and livestock will be thrown 100-1000’ resulting in 1d6 damage for each 10’ they are thrown. Visibility reduced by 75%.
<b>21-25</b>	Blizzard. Winds 40+ mph. 3d6 inches of snow. Temperatures 10 to –20° F Visibility reduced by 90%. Increase chance of getting lost by 50% when on road and 75% off road.
<b>26-30</b>	Thunderstorm. 2-20 inches of rain. Visibility reduced by 25%.
<b>31-35</b>	Arctic cold. Temperatures –1 to –60° F Animals and characters not protected against the cold will suffer severe damage. (Consult weather effects tables)
<b>36-45</b>	Summer heat. Temperatures 86-110° F (Consult weather effects tables)
<b>46-60</b>	Spring like weather. Temperatures 41-60° F
<b>61-85</b>	Calm sunny day. Temperatures 61-85° F
<b>86-00</b>	Previous weather pattern repeated for the next 12 hours.



## KELDAR

Keldar is the largest oasis in the Desert of Storms, but is somewhat remote. Still it is a way station for the many caravans crossing to and from the Kingdom of Palos. Polomeris Keep was constructed some 180 years ago as an outpost in the desert, but was abandoned due to logistical problems. The pass in Teslor's Mountains is closed during the winter months (November through March) due to heavy storms. Keldar since has been a haven for the many bandits harassing the trade routes for the last 70 years.

Lord Balfour came here some 7 years ago with his henchmen (Kenton Sportans, Xantain the Magnificent and Tontis Dorthman) encountering mostly nomads upon his arrival. He refurbished the keep and organized the bandits into an effective fighting force, showing them how they could triple their take through planning and organization.

A former noble, Lord Balfour was exiled from the Kingdom of Palos and stripped of his lands and titles some eight years ago for treason against crown and country. He was one of a group of nobles who saw King Carlanges as a weak king sought to depose him in favor of Duke Thainoint's son Count Tesclar (Carlanges cousin). The plot was discovered and foiled by the king's brother, Duke Deniar. Carlanges forgave Tesclar, but exiled Lord Balfour from the kingdom for life. He, Kenton Sportans, and a few of his men came here after 11 months of wandering. Although his spy network was mostly crushed, enough of it survived to be an excellent source of information on caravans and their guards.

A few years later, Lord Balfour ran into the barbarian Jaba Fijiman. Fijiman so impressed Balfour in battle that Lord Balfour made a deal with him. Fijiman would become his third in command, behind only his lieutenant, Kenton Sportans. He would answer directly to Lord Balfour himself, he and his men acting as an independent force. As such, their take is double that of the other raiding parties. They are also the fiercest fighters. Rumors of their exploits can be heard as far away as Trent.

**K-1) GUARD POST:** (20'x20'x10') Sign post reads: "STOP HERE". This is the south check point for all traffic entering Keldar on the Qualas road. The building is fashioned from adobe brick and straw. A 2'x3' shuttered window faces east and another 2'x2' faces south. The building is partitioned east and west. The southern section is the office with a desk, chair, and cash box (12d10+4 GP, 4d20+16 s.p., and 4d100 CP). Sandin will be here 85% of the time during the day. Every evening at dusk he and 2 of his guards take the days take, less his 10%, to Lord Balfour. Those wishing to enter Keldar must pay 5 SP per individual and 2 SP for each horse. Wagons are charged an additional 10 SP. (This routine is standard for all 3 checkpoints.)

***SANDIN DOXMORT:** AC: 6, CLS: FTR, ALN: Neutral, LVL: 4, ARM: scalemail, HTK: 28, THAC0: 17, WPN: +2 long sword, dagger, STR: 15, INT: 15, POW: 8, WIS: 5, CON: 11, END: 13, STA: 12, DEX: 14, AGL: 15, SPD: 15, CHR: 15, COM: 12, LED: 16, LCK: 12, PSL: 053, SEX: MAL, AGE: 24, RAC: human, HGT: 5' 11", WGT: 185 lbs., CPX: fair, EYE: blue, HRC: blonde, HRL: 6", HAN: right, WEL: 24 GP in various coins. Exp. 175*

The north section serves as a waiting room with 5 chairs and 2 end tables. There is a 20% chance of 2-10 individuals from various caravans being here. There will be 2-4 guards present in and around the guard post at any given time.

***8 GUARDS:** AC: 7, CLS: FTR, ALN: Neutral, LVL: 1, ARM: leather armor and shield, HTK: 5,3,7,8,4,6,9,7, THAC0: 20, WPN: heavy crossbows, short sword, dagger, WEL: 1-8 GP each. They wear green tunics under their armor. Exp. 35*

**K-2) LIVING QUARTERS:** (20'x20'x8') No sign. This is the sleeping quarters of Sandin Doxmort (K-1) and his men. The building is divided into 2 sections. The northern end is 20'x25' and serves as the sleeping room for the guards. The southern section is the dining area. A 15'x5' table sits in the middle of the room with 10 chairs about it. Meals are brought from the keep at 12:00 noon and 6:00 PM. (This will be standard for all guard stations throughout Keldar.) Sandin will be here 70% of the time at night. There will be 1-6 guards present 80% of the time.

**K-3) LIVING QUARTERS:** (20'x20'x8') No sign. Tontis Dorthman and his men bunk here (see K-4). In the building are four beds, each with a chest, and a table and four chairs. The guards do not have anything of substantial value in their chests, but they are kept locked at all times. There will be 1-2 present 50% of the time.

***3 GUARDS:** AC: 7, CLS: FTR, ALN: Neutral, LVL: 1, ARM: leather armor and shield, HTK: 7,6,7, THAC0: 20, WPN: spears, short swords, daggers, WEL: 1-8 GP each. They wear yellow tunics under their armor. Exp. 35*

**K-4) GUARD POST:** (12'x12'x8') Sign post reads; "STOP HERE". This is the east checkpoint for all traffic entering Keldar along the Plidna Road. Tontis Dorthman runs this checkpoint with 3 guards. There is generally little traffic to and from the east, so they usually play cards most of the day or harass the locals. There is a table, four chairs and a chest containing a log of all visitors through this checkpoint. Tontis will be here 40% of the time. 1-3 guards will be present at any given time during the day. The checkpoint is closed after 6 PM.

***TONTIS DORTHMAN:** AC: 2, CLS: FTR, ALN: Neutral, LVL: 5, ARM: +3 chainmail, HTK: 33, THAC0: 14, WPN: +2 broad sword, +2 hand axe, STR: 14, INT: 12, POW: 8, WIS: 9, CON: 16, END: 17, STA: 16, DEX: 14, AGL: 13, SPD: 14, CHR: 9, COM: 11, LED: 9, LCK: 11, PSL: 051, SEX: MAL, AGE: 31, RAC: human, HGT: 5' 11", WGT: 201 lbs., CPX: bronze, EYE: brown, HRC: blonde, HRL: 5", HAN: right, WEL: 58 GP in various coins. Exp. 420*

**K-5) BUNKHOUSE:** No sign. This is the bunkhouse for Sandi Kaufance's men. The lower level is their living and eating area, while the upper part is their sleeping area. On the top floor are 8 bunks each with a chest with the personal belongings of the guards. They will be here 40% of the time when not out raiding. In the back to the east is the corral for their horses.

***BANDITS:** AC: 8, CLS: FTR, ALN: Neutral, LVL: 1, ARM: leather armor, HTK: 9,3,9,6,3,10,6, 3,4, THAC0: 20, WPN: crossbows, short swords and daggers (20 bolts each), WEL: 2-6 GP each. They wear white tunics under their armor. Exp. 35*

***HORSES, LIGHT WAR:** AC: 7, HIT: 2, HTK: 10,15,13,8,9,13,8,11, THAC0: 19, NOA: 2, DPA: 1-4/1-4. Exp. 35*

***HORSES, HEAVY WAR:** AC: 7, HIT: 3+3, HTK: 19, THAC0: 17, NOA: 3, DPA: 1-8/1-8/1-3. Exp. 120*

**K-6) RESIDENCE:** No sign. Sandi Kaufance lives here. The lower level comprises his office, his sleeping room is upstairs. He and his men (K-5) will be out raiding 35% of the time, otherwise they will be in town recuperating and spending their take, usually at the Silver Slipper (K-8) or the Last Watch Tavern (K-10).

***SANDI KAUFANCE:** AC: 0 base 2, CLS: FTR, ALN: Neutral, LVL: 3, ARM: plate mail and shield, HTK: 36, THAC0: 16, WPN: +1 long sword, dagger, STR: 17, INT: 6, POW: 10, WIS: 13, CON: 17, END: 17, STA: 16, DEX: 16, AGL: 15, SPD: 15, CHR: 17, COM: 16, LED: 16, LCK: 10, PSL: 042, SEX: MAL, AGE: 23, RAC: human, HGT: 6' 3", WGT: 205 lbs., CPX: fair, EYE: blue, HRC: brown, HRL: 7", HAN: left, FHR: dark brown mustache, WEL: 65 GP in various coins. Tall, dumb and handsome is the best description of Sandi Kaufance. Exp. 270*

**K-7) GREENEHORNE INN:** Sign of a pillow and blanket. This is the only inn in the village. Pitas Scadt runs it. He is a fair cook and the only game in town. His wife, Mildra runs the brothel and gaming house (K-8). There are 6 rooms upstairs for which he charges 2 GP per night including breakfast. They have 2 sons, Tinis (age 8, 1 htk) and Boniface who serve meals and wash dishes. Other services are at double normal rate.

*PITAS SCADT: AC: 5, CLS: FTR, ALN: Neutral Evil, LVL: 4, ARM: chainmail, HTK: 28, THAC0: 16, WPN: club (in bar), +1 long sword (at residence), STR: 14, INT: 11, POW: 10, WIS: 8, CON: 12, END: 13, STA: 11, DEX: 9, AGL: 7, SPD: 10, CHR: 6, COM: 5, LED: 8, LCK: 11, PSL: 044, SEX: male, AGE: 42, RAC: human, HGT: 5' 10", WGT: 190 lbs., CPX: ruddy, EYE: brown, HRC: black, HRL: 3", HAN: right, WEL: 19 GP, 16 s.p. and 9 CP. Exp. 175.*

*MILDRA SCADT: AC: 8 base 10, CLS: FTR, ALN: Chaotic Evil, LVL: 2, ARM: nil, HTK: 8, THAC0: 19, WPN: stiletto, STR: 9, INT: 13, POW: 12, WIS: 11, CON: 14, END: 13, STA: 15, DEX: 16, AGL: 15, SPD: 16, CHR: 12, COM: 11, LED: 12, LCK: 9, PSL: 044, SEX: female, AGE: 36, RAC: human, HGT: 5' 4", WGT: 115 lbs., CPX: olive, EYE: brown, HRC: brown, HRL: 12", HAN: right, WEL: 4 GP 6 SP. Exp. 65*

**K-8) THE SILVER SLIPPER:** Sign of a silver slipper. This is the brothel and gaming house. Lord Balfour's men hang out here most of the time when off duty. She has made a deal with Balfour and gives them a special rate in exchange for the privilege of operating in the village.

**K-9) RESIDENCE:** Eight maids reside here who work at the keep. The following individuals will be at the keep 80% of the time during the day (roll for each):

<i>INDIVIDUA L</i>	<i>CHR</i>	<i>HTK</i>	<i>WPN</i>	<i>DEX</i>	<i>CLS</i>
<i>MARIA</i>	11	5	Dagger	10	1 thief
<i>NICOLE</i>	12	3	Dagger	10	1 thief
<i>LISA</i>	9	6	Dagger	13	1 thief
<i>MELLISSA</i>	14	2	Dagger	9	1 thief
<i>ANNE</i>	10	2	Dagger	11	1 thief
<i>DARLENE</i>	15	3	Dagger	11	1 thief
<i>PAMELA</i>	12	6	Dagger	14	1 thief
<i>NORA</i>	10	5	Dagger	10	1 thief

Darlene and Melissa earn a little extra on the side at The Silver Slipper. They will have 20-200 GP each in their personal possessions. The others will have 10-20 s.p. each.

**K-10) LAST WATCH TAVERN:** The Last Watch Tavern provides for a diversion for Lord Balfour's men. They generally spend most of their free time here. The

bartender Judd Jenssen runs the place. He has 3 serving wenches that serve cold ale and mead to all comers. Ale cost 2 SP and mead 4 SP. A hearty stew with bread and cheese goes for 10 SP. Judd opens at 10:00 AM and generally throws out the last patrons around midnight. There will be 2-20 of Balfour's men here with 1-20 travelers from the caravans at any given time.

***JUDD JENSSEN:** AC: 4 base 5, CLS: FTR, ALN: Chaotic Good, LVL: 5, ARM: chainmail, HTK: 45, THAC0: 14, WPN: +1 long sword, dagger, dirk, STR: 17, INT: 15, POW: 10, WIS: 11, CON: 17, END: 16, STA: 17, DEX: 15, AGL: 15, SPD: 16, CHR: 14, COM: 12, LED: 10, LCK: 14, PSL: 043, SEX: MAL, AGE: 36, RAC: human, HGT: 6', WGT: 223 lbs., CPX: bronze, EYE: blue, HRC: brown, HRL: 3", FHR: full beard, HAN: right, WEL: 12 GP in various coins. Exp. 420*

**K-11) EAST WELLS:** Tony Tors and his men are in charge of the East Wells. He will be here 30% of the time. There will be 2-4 guards present at all times. There are 2 wells here that provide 20% of the town's water supply.

***9 BANDITS:** AC: 8, CLS: FTR, ALN: Neutral, LVL: 1, ARM: leather armor, HTK: 10,7,10,7,6,5, 6,5,3, THAC0: 20, WPN: short swords, light crossbows, 20 bolts (light), WEL: 1-8 GP each. They wear orange tunics under their armor. Exp.35*

The charge for water is 5 s.p. per gallon for non-residents and 2 s.p. for residents.

**K-12) RESIDENCE:** No sign. Tony Tors lives here. The lower level comprises his office, while his living quarters are upstairs. He and his men (K-11) are in charge of the East Wells and patrol the East End of town. He will be found here 40% of the time.

***TONY TORS:** AC: 1 base 4, CLS: FTR, ALN: Neutral, LVL: 6, ARM: chainmail and shield, HTK: 45, THAC0: 18, WPN: long sword, dagger, heavy crossbow, 20 bolts (heavy), STR: 18(18), INT: 11, POW: 11, WIS: 11, CON: 15, END: 14, STA: 15, DEX: 17, AGL: 15, SPD: 18, CHR: 7, COM: 6, LED: 9, LCK: 7, PSL: 044, SEX: male, AGE: 31, RAC: human, HGT: 5' 10", WGT: 212 lbs., CPX: bronze, EYE: grey, HRC: black, HRL: 6 1/2" HAN: right, FHR: Van Dyke black beard, WEL: 28 GP in various coins. His face and arms are covered with scars from his previous engagements. Exp. 120*

**K-13) BLACKSMITH:** Sign of an anvil. This is the shop of Licius Birchman, the town blacksmith. The lower level is his shop and he lives upstairs. He shoes all of Balfour's horses and does a little repair work on armor. His work is only fair, but Balfour's men keep him busy. All work for non-villagers is 30% above normal cost.

*LUCIUS BIRCHMAN: AC: 1 base 4, CLS: FTR, ALN: CGX, LVL: 3, ARM: chainmail and shield, HTK: 21, THAC0: 18, WPN: broadsword and hammer, STR: 15, INT: 9, POW: 10, WIS: 15, CON: 13, END: 14, STA: 14, DEX: 17, AGL: 16, SPD: 18, CHR: 10, COM: 8, LED: 10, LCK: 15, PSL: 044, SEX: male, AGE: 29, RAC: human, HGT: 6' 1/2", WGT: 245 lbs., CPX: bronze, EYE: brown, HRC: black, HRL: 3", HAN: right, WEL: 25 GP in various coins. Exp. 120*

**K-14) SEAMSTRESS:** Sign of a needle and spindle. Cylic Doxmort, wife of Sandin Doxmort, runs a little shop here. She sews a few clothes, which she sells to the local villagers, but mostly makes the uniforms for Balfour's men.

**K-15) RESIDENCE:** Sandin Doxmort and his wife Cylic live here. They have a 2-year-old girl named Cynthia.

**K-16) RESIDENCE:** This is the living quarters for Carstans the Blade. He and his men will be out raiding 30% of the time. The lower level is his office and he sleeps on the second.

*CARSTANS THE BLADE: AC: 2, CLS: FTR, ALN: Neutral, LVL: 7, ARM: +3 chainmail, HTK: 48, THAC0: 14, WPN: long sword, STR: 16, INT: 11, POW: 12, WIS: 11, CON: 15, END: 15, STA: 14, DEX: 12, AGL: 13, SPD: 14, CHR: 12, COM: 11, LED: 12, LCK: 14, PSL: 064, SEX: male, AGE: 24, RAC: human, HGT: 6', WGT: 240 lbs., CPX: moderate, EYE: brown, HRC: brown, HRL: 2", HAN: both, WEL: 18 GP in various coins. Exp. 650*

**K-17) BUNKHOUSE:** Carstans the Blade's men bunk here when not out raiding. The lower level is the living and storage area while the bunkroom is on level two. Carstans' men:

*10 BANDITS: AC: 7, CLS: FTR, ALN: Neutral, LVL: 1, ARM: leather and shield, HTK: 4,5,7,5, 10,6,6,5,3,6, THAC0: 20, WPN: short swords and daggers, WEL: 1-8 GP each. Exp. 35*

They wear gray tunics under their armor. While not out raiding, there will be 1-10 of them here 60% of the time.

**K-18) STABLE:** This is the stable for Carstans the Blade and his troop's horses. The loft duals as a storage area.

*HORSES, LIGHT WAR: AC: 7, HIT: 2, HTK: 7,7,9,9,10, 9,13,13,11,14,9,8,8, THAC0: 19, NOA: 2, DPA: 1-4/1-4. Exp. 35*

*HORSES, MEDIUM WAR: AC: 7, HIT: 2+2, HTK: 10,14,16, THAC0: 19, NOA: 3, DPA: 1-6/1-6/1-3. Exp. 65*

**K-19) BUNKHOUSE:** The first level is the living quarters for Jaba Fijiman. His men bunk on level two. Out back is a corral for 17 horses: 14 light war horses and 3 heavy war horses.

*HORSES, LIGHT WAR: AC: 7, HIT: 2, HTK: 13,10,12,15,13,8,13,9,13,8,7,7,9,11, THAC0: 19, NOA: 2, DPA: 1-4/1-4. Exp. 35*

*HORSES, HEAVY WAR: AC: 7, HIT: 3+3, HTK: 20,22,23, THAC0: 17, NOA: 3, DPA: 1-8/1-8/ 1-3. Exp. 120*

*12 MEN: AC: 7, CLS: FTR, ALN: Chaotic Neutral, LVL: 2, ARM: studded leather armor, HTK: 12,12,13,11,6,14,15,11,14,10,11,9, THAC0: 19, WPN: heavy crossbows, hand axes (20 heavy bolts each), WEL: 2-16 GP each. Exp. 65*

They will be out raiding 40% of the time. While not out raiding 1-12 of his men will be here 70% of the time with Jaba here 40% of the time. Jaba's men wear black tunics under their armor.

JABA FIJIMAN: AC: 5 base 6, CLS: BARBARIAN, ALN: Chaotic Neutral, LVL: 11, ARM: hides (treat as scale mail and shield for armor purposes), HTK: 120, THAC0: 5, WPN: +3 Great Battleaxe (treat as a two-handed sword for damage) and short sword, Weapon Specialization Battleaxe, NOA: 2, DPA: 1-10+8, STR: 18(95), INT: 12, POW: 15, WIS: 12, CON: 19, END: 18, STA: 18, DEX: 15, AGL: 16, SPD: 14, CHR: 14, COM: 15, LED: 15, LCK: 16, PSL: 047, SEX: male, AGE: 33, RAC: human, HGT: 7', WGT: 290 lbs., CPX: bronze, EYE: blue, HRC: blondish-brown, HRL: 11", HAN: right, FHR: blondish-brown beard 7" long, WEL: 20 GP in various coins, 200 GP gem. Receives a +3 reaction adjustment for Barbarians. Exp. 5000



Jaba Fijiman is a barbarian from the western approaches of the known world. His people oathe and despise the Amazons on the Isle of Circe and there is constant warfare among the two peoples. The Circeans capture the Fijis using the females as slaves and the males for mating purposes. Frequently (70% of the time) the males are sacrificed to their Goddess of Fertility after the ceremony, unless the male is exceptionally virile. (Those who would remember Troy from In Search of Kelandor's Gold campaign module may realize that she is a Circean.) Jaba was captured in a Circean raid as a boy of 11 and became one of their favorites. He managed to escape during a hunting party some 11 years ago and has hated his former captives ever since. He will attack them on sight no matter the odds, but will attempt to subdue them and not kill them whenever possible. Many of the tortures he has performed are unspeakable. Much of the weaving of the hides he wears is from Circean hair. His armor is fashioned from the hides of various hill animals. It is quite tough (treat as scalemail) and thickly padded. His cap is made of a lighter version of the same material, as are his leggings. Jaba is dirty and very rough in his appearance, as he refrains from bathing more than once or twice a month (usually when he falls in a stream or dragged there by Balfour's men). He wields a huge two-handed +3 battleaxe and carries a short sword in his belt for a dagger. He has little use for money or treasure of any sort save his huge weapons. His only purpose is joining Balfour is to hunt down Circeans that happen to enter the western approaches of the Desert of Storms. Hence most encounters with him will be in that area.

**K-20) GUARDPOST:** This is the north checkpoint for all traffic entering Keldar on the North Post road. The lower level is the office and living quarters for Bethany Barnstormer. His 4 men bunk upstairs. There will be 2-4 of them in the building at all times.

***BETHANY BARNSTORMER:** AC: 5, CLS: FTR, ALN: Neutral Evil, LVL: 4, ARM: chainmail and war helm, HTK: 20, THAC0: 14, WPN: +2 Battleaxe and dagger, STR: 18(34), INT: 10, POW: 10, WIS: 9, CON: 7, END: 8, STA: 8, DEX: 14, AGL: 12, SPD: 12, CHR: 7, COM: 8, LED: 6, LCK: 12, PSL: 065, SEX: male, AGE: 26, RAC: human, HGT: 6', WGT: 193 lbs., CPX: bronze, EYE: gray, HRC: black, HRL: 2 1/2", HAN: left, WEL: 28 GP in various coins. Exp. 175*

***GUARDS:** AC: 8, CLS: FTR, ALN: Neutral, LVL: 1, ARM: leather armor, HTK: 5,4,4,10,9,5, THAC0: 20, WPN: heavy crossbows, short swords, daggers (20 heavy bolts each), WEL: 1-8 GP each. Exp. 35*

They wear light brown tunics under their armor.

**K-21) FARMER:** The farmers here generally grow wheat and hay for the town as the semiarid climate offers little choice in other crops. Rainfall is limited to 2-4 inches a year here so they have to depend on irrigation from their own wells. They raise a few pigs, chickens and cows, but grain is too scarce for much more.

**K-22) FARMER:** Same as K-21.

**K-23) BUNKHOUSE:** This is the bunkhouse for Ten Saids' men. There will 1-10 present 45% of the time when not our raiding. They will be out raiding 35% of the time.

*11 BANDITS: AC: 8, CLS: FTR, ALN: Neutral, LVL: 1, ARM: leather armor, HTK: 8,2,3,10,7, 5,5,8,6,8, THAC0: 20, WPN: short swords, light crossbows, daggers (20 light bolts each), WEL: 1-8 GP each. Exp. 35*

They wear dark blue tunics under their armor.

**K-24) STABLE:** No sign. This is the stable for Ten Saids and his men's horses. There are 14 horses here: 12 light war and 2 medium war. The loft duals as a storage area and hayloft.

*HORSES, LIGHT WAR: AC: 7,HIT: 2, HTK: 9,14,10,9, 11,12,7,12, 9,12, THAC0: 19, NOA: 2, DPA: 1-4/1-4. Exp. 35*

*HORSES, MEDIUM WAR: AC: 7,HIT: 2+2, HTK: 10,16, THAC0: 19, NOA: 3, DPA: 1-6/1-6/ 1-3. Exp. 65*

**K-25) RESIDENCE:** This is the living quarters for Ten Saids. He will be here 30% of the time.

*TEN SAIDS: AC: 0 base 2, CLS: FTR, ALN: Neutral, LVL: 5, ARM: platemail and shield, HTK: 39, THAC0: 13, WPN: +2 broad sword, STR: 17, INT: 11, POW: 12, WIS: 15, CON: 15, END: 12, STA: 16, DEX: 16, AGL: 18, SPD: 18, CHR: 17, COM: 17, LED: 16, LCK: 13, PSL: 066, SEX: male, AGE: 27, RAC: human, HGT: 6', WGT: 177 lbs., CPX: bronze, EYE: hazel, HRC: brown, HRL: 15", HAN: right, WEL: 35 GP in various coins. Exp. 650*

Ten Saids is a handsome man and generally chivalrous to the ladies (if their comeliness is 12 or better). He will never run from a fight, even in seriously outnumbered, but will attempt to charm his way out of one if it looks bad. He gives no quarter and asks for none.

**K-26) BARN:** All of the local farmers store their wheat here in the communal barn. At harvest time the barn is generally full to the rafters.

**K-27) FARMER:** Same as K-21.

**K-28) MILLER:** George Millsted runs the local mill where he grinds wheat into flour.

**K-29) BUNKHOUSE:** No sign. This is the bunkhouse for Amoc Trec's men. There will be 1-10 present 45% of the time when not out raiding. They will be out raiding 35% of the time.

*15 BANDITS: AC: 8, CLS: FTR, ALN: Neutral, LVL: 1, ARM: leather armor, HTK: 4,9,4,3,6,4, 9,6,10,4,9,8,6,6,10, THACO: 20, WPN: heavy crossbows, short swords and daggers (20 heavy bolts each), WEL: 1-8 GP each. Exp. 35*

They wear light blue tunics under their armor. When not out raiding they help guard the south wells for Eastman of Nomadheap (K-34). Two of them will be stationed there at all times when they are not out on raids.

**K-30) RESIDENCE:** This is the living quarters for Amoc Trec. There is a bed in the northwest corner of the room. It is fashioned of heavy fabric stuffed with cotton (a rare commodity in this part of the world). There is a wall sconce 6' from the center of the west wall. A 2'x2' table sits in the southwest corner. Upon it sets a basin, a bar of naphtha, and a hand towel. A large trunk sits in the northeast corner, which contains his personal belongings. Underneath the clothes is a false bottom which conceals his cache of 50 p.p., 20 GP, and 2 100 GP gems. On the east wall is a 3'x6' painting of nude maidens bathing at an oasis.

*AMOC TREC: AC: -2 base 1, CLS: FTR, ALN: Neutral, LVL: 6, ARM: +2 chainmail and +1 shield, HTK: 35, THACO: 9, WPN: +3 Bastard Sword, Weapon Specialization Bastard sword, NOA: 3/2, DPA: 1-8+6, STR: 18(79), INT: 14, POW: 12, WIS: 9, CON: 14, END: 15, STA: 14, DEX: 17, AGL: 18, SPD: 18, CHR: 18, COM: 18, LED: 18, LCK: 16, PSL: 045, SEX: male, AGE: 26, RAC: human, HGT: 6'6", WGT: 206 lbs., CPX: bronze, EYE: brown, HRC: brown, HRL: 3", HAN: ambidextrous, WEL: 35 GP in various coins. Amoc is a handsome man, virile and strong. Exp. 650*



## K-31) FORTUNES

**ARE US:** An old gypsy woman tells fortunes here for a gold piece. Lord Balfour's soldiers keep her in a modest business. In reality she is neither a gypsy nor a woman, but is rather Petrarch the Thinker shape changed. Petrarch tells fortunes to spy on Balfour's men. He can then use the information to plan the raids of the Spectral Soldiers on caravans leaving the town. In

the back is a secret room, which leads to a stairwell down to his tower. Petrarch will cast protection spells upon the house when he is not there to prevent entry. He normally casts a GARDS AND WARDS spell. The front door will be wizard locked, the front room will be filled with a mist reducing visibility to 10' and the secret room has a STINKING CLOUD spell cast upon it. In addition, the door to the stairwell has an illusion cast upon it so it will appear as a normal floor as well as being wizard locked.

**K-32) SOUTH WELLS:** The south wells are run by Eastman of Nomadheap. Two of Amoc Trec's men will be here 55% of the time (when the group is not out on a raid). They charge 5 SP per gallon for non-residents and 2 SP. for residents. The same as the east wells. When Amoc Trec is out raiding the south wells are closed.

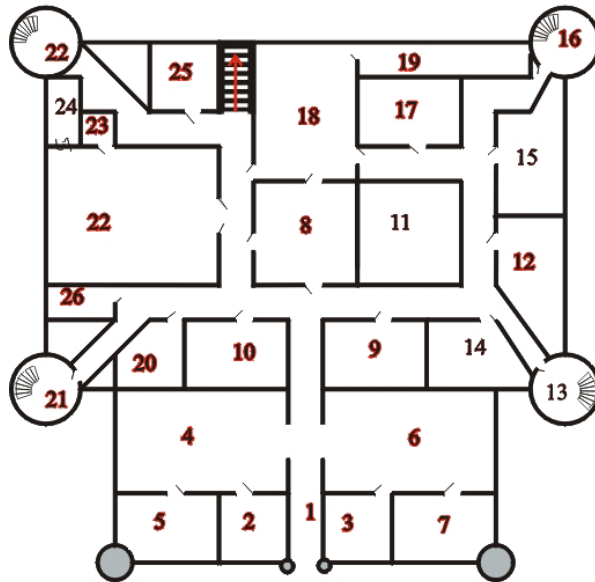
**K-33) OFFICE:** This is the office for Eastman of Nomadheap. He will be here 70% of the time when the wells are open. There is a desk with a padded chair behind along the north wall and 3 additional chairs across from the desk. In the bottom left hand drawer of the desk is the till. The drawer is locked at all times with the key on the person of Nomad. In the cache are 20+d100 SP at any given time. When the wells are closed the door is locked entering the room.

**K-34) TEMPLE:** This is also the residence of Eastman of Nomadheap. Eastman is a Priest of Phelonious who converted Lord Balfour some years ago and has been with him ever since. In addition to his priestly duties, Eastman is in charge of the south wells and spends much of his time there. Eastman offers sacrifice to Phelonious once a month in the temple here at night of the new moon.

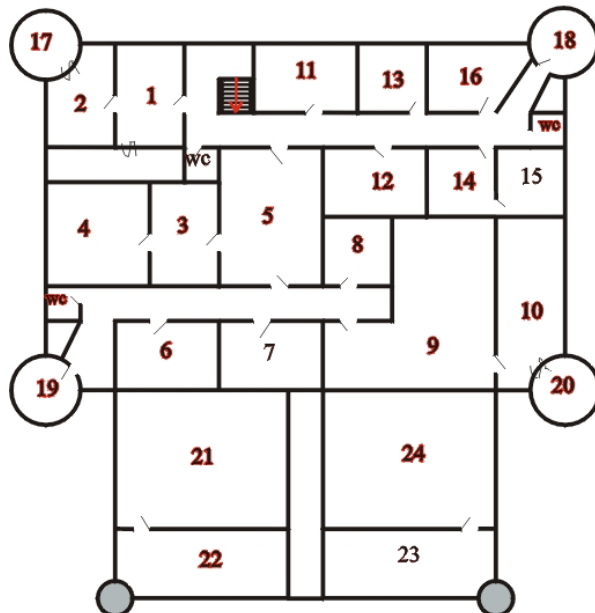
***EASTMAN OF NOMADHEAP:** AC: 0 base 3, CLS: Priest, ALN: Neutral, LVL: 7, ARM: +2 chainmail, HTK: 53, THAC0: 14, WPN: +2 footman's mace and hammer, STR: 14, INT: 15, POW: 16, WIS: 16, CON: 15, END: 14, STA: 16, DEX: 17, AGL: 17, SPD: 17, CHR: 17, COM: 11, LED: 17, LCK: 13, PSL: 066, SEX: male, AGE: 33, RAC: human, HGT: 5' 9", WGT: 186 lbs., CPX: moderate, EYE: brown, HRC: brown, HRL: 3", HAN: ambidextrous, FHR: 3" brown beard, WEL: 32 GP in various coins. He has the following magical items: 2 potions: **HUMAN CONTROL & CLIMBING**; 3 Scrolls: **DEATH'S DOOR, DISPEL MAGIC, & PROTECTION FROM NON-MAGICAL MISSILES**; and a **RING OF TRUTH**. He generally prays for the following spells: 1st: **BLESS, CEREMONY, CREATE WATER** (this is a desert after all), **CURE LIGHT WOUNDS**, 2<sup>nd</sup>: **ENDURE HEAT, DUST DEVIL, HOLD PERSON, KNOW ALIGNMENT**, 3<sup>rd</sup>: **SNAKE CHARM, CURE DISEASE**, 4<sup>th</sup>: **NEGATIVE PLANE PROTECTION, and CURE SERIOUS WOUNDS**. Exp. 2000*

**K-35) SHEEP FARMER:** The hills around the oasis support enough grassland for Jenris Handhi to raise 40 sheep. He makes a modest income selling the wool to the seamstress, which she fashions into tunics for Lord Balfour's men.

**POLIMERIS KEEP**



Level I



Level II

## POLIMEROS KEEP

**I-1) GATEWAY:** (10'x 60'x10') At the southern end of the keep is the only entranceway. Flanking the entryway are 4 10' diameter x 15' high towers. They are unmanned and inaccessible. Their purpose is to protect the gateway and the stables. The doors entering the keep are 7' high x 5' wide x 6" thick and are iron bound. On the north side are 2 4" x 4" x 8' long wooden braces which prevent unauthorized entry. Ten feet north of the doors is the portcullis operated from the wheelhouse (I-2). Along the east and west walls between the doors and the gate are arrow slits from I-2 and I-3. The doors will be barred and the gate lowered at all times, except when Lord Balfour is in the village.

**I-2) WHEELHOUSE:** (20'x20'x8') Along the east wall at 10' is a wheel which operates the gate (I-1). South of the wheel is an arrow slit which opens into the gateway. Unauthorized intruders will be fired upon first and asked questions later. Along the west and south walls are 2 cots, with a chest at the foot of each containing personal belongings. In the center of the room are a table and 2 chairs. On the table are a jug, 2 mugs, a deck of cards and the logbook. All visitors must sign the logbook before entering. Along the south wall above the bunk is a 2'x2' barred and shuttered window which provides ventilation as well as a lookout post. There will be 2 guards present here at all times.

*6 GUARDS: AC: 8, CLS: fighter, ALN: Neutral, ARM: leather armor, HTK: 6,4,8,4,6,5, THAC0: 20, WPN: short swords, short bows, daggers, d12+10 arrows, WEL: 1-8 GP each. They wear red tunics under their armor. Exp. 35*

**I-3) OFF-DUTY ROOM:** (20'x20'x8') This is the off-duty room for the guards from room I-2. Along the east and west walls are double bunks. Along the south wall is a 2'x2' barred and shuttered window. Below it are a table and four chairs. Upon the table is a jug of ale, 4 mugs, a deck of cards and an oil lamp. Along the west wall is an arrow slit, which opens onto the gateway beyond. To each side are pegs holding 8 quivers of 20 arrows each. 2-4 guards will be here (from I-2) at any given time.

**I-4) WEST STABLES:** (50'x40'x10') This is the west stable for the keep. A circular stairwell leads to the loft above. There are 16 stalls here containing 12 light war and 4 medium war-horses. There will be 2-16 of them here 70% of the time. Pecis, Arvo, and Senbo work here as stable boys. They keep the stables clean, feed and groom the horses, and keep the saddles and bridles clean. Zeno the Nose (II-22 & II-23) is in the charge of the stables as well as the guards in II-2, II-9 and II-10.

*HORSES, LIGHT WAR: AC: 7,HIT: 2, HTK: 10,13,7,16, 10,14,10,9,10,10,9,11, THAC0: 19, NOA: 2, DPA: 1-4/1-4. Exp. 35*  
*HORSES, MEDIUM WAR: AC: 7,HIT: 2+2, HTK: 10,11,11,15, THAC0: 19, NOA: 3, DPA: 1-6/1-6/ 1-3. Exp. 65*

**I-5) WEST TACK ROOM:** (30'x20'x7') Hanging on pegs and stacked on shelves are bits, bridles, harnesses, saddles, feed buckets, etc. for the west stables.

**I-6) EAST STABLES:** (50'x40'x10') This is the east stable for the keep. A circular stairwell leads to the loft above. Amoc Trec and his men board their horses here. There are 16 stalls here containing 11 light war, 3 medium war, and 2 heavy war-horses (Kenton Sportans' and Lord Balfour's). There will be 3-16 of them here 80% of the time. Bilbos and Zeistra work here as stable boys.

*HORSES, LIGHT WAR: AC: 7, HIT: 2, HTK: 10,13,7, 16,10,14,10,9,10,10,9,11, THAC0: 19, NOA: 2, DPA: 1-4/1-4. Exp. 35*

*HORSES, MEDIUM WAR: AC: 7, HIT: 2+2, HTK: 10,11,11, 15, THAC0: 19, NOA 3, DPA: 1-6/1-6/1-3. Exp. 65*

*HORSES, HEAVY WAR: AC: 7, HIT: 3+3, HTK: 21,20, THAC0: 17, NOA: 3, DPA: 1-8/1-8/1-3. Exp. 120*

**I-7) EAST TACK ROOM:** (30'x20'x7') Hanging on pegs and stacked on shelves are bits, bridles, harnesses, saddles, feed buckets, etc. for the east stables.

**I-8) HALL:** (30'x30'x8') In the hall does Lord Balfour collect various pictures. There are 16 pictures here with a value of 5-500 GP each (25 GP, 110 GP, 125 GP, 250 GP, 275 GP, 3100 GP, 2200 GP, 1300 GP and 1500 GP).

**I-9) BUNKROOM:** (30'x20'x8') There are 6 bunks, 6 chests, a table, and 4 chairs in the room. This is the bunkroom for 6 guards under the command of Zeno the Nose. There will be 1-4 of them here 30% of the time. They guard the southeast towers and the audience hall.

*6 GUARDS: AC: 8, CLS: fighter, ALN: Neutral, ARM: leather armor, HTK: 7,2,2,9,10,3, THAC0: 20, WPN: short swords, light crossbows, daggers, d12+10 bolts (light), WEL: 1-8 GP each. They wear red tunics under their armor. Exp. 35*

**I-10) BUNKROOM:** (30'x20'x8') There are 6 bunks, 6 chests, a table, and 4 chairs in the room. This is the bunkroom for 6 guards under the command of Zeno the Nose. There will be 1-4 of them here 35% of the time. They guard the southwest towers and the audience hall.

*6 GUARDS: AC: 8, CLS: fighter, ALN: Neutral, ARM: leather armor, HTK: 3,5,9,10,10,5, THAC0: 20, WPN: short swords, light crossbows, daggers, d12+10 bolts (light), WEL: 1-8 GP each. They wear red tunics under their armor. Exp. 35*

**I-11) KITCHEN:** (30'x30'x8') There are 4 fireplaces set into the east wall. Two of them are fashioned as ovens, the others hold a 5-gallon pot each. In the center of the room are 2 20'x5' preparation tables. On a rack above them hang various knives and cooking utensils. Along the west wall are 3 cupboards, 2 north and 1 south of the door, containing various dishes, eating utensils, linens, and serving dishes and utensils. During the day and early evening there will be 2-6 cooks here. On a hook just east of the north door are the keys to the kitchen storage room (I-15).

*COOKS: AC: 9, CLS: fighter, ALN: Neutral, LVL: 1, ARM: nil, HTK: 1,5,10,1,3,3,7,8,3,7, THACO: 20,WPN: various knives, WEL: 2-12 SP each. Exp. 15*

**I-12) LINEN STORAGE:** (20'x20'(irr.) x7') This is the storage room for table linens, napkins, sheets, etc. for the keep. Also in here are all the dirty linens, brooms, buckets, and cleaning supply.

**I-13) SOUTHEAST TOWER:** (30'dx7"thick x10' high) This is the lower level of the southeast tower. The door bolts from the inside and a circular stairway leads to the second level (I-20). At the top of the stairs is a trapdoor with a murder hole cut into it. The room is otherwise empty.

**I-14) ARMS:** (20'x20'(irr.) x10') This is the arms storage room for the southeast and northeast towers. Stacked and hanging on pegs are various spears, swords, daggers, quivers of arrows, and polearms. Characters will have a 5% chance per turn of finding a +1 spear. Roll for each character. There will be a total of 3 +1 Spears.

**I-15) KITCHEN STORAGE:** (20'x40'x10') This is the storage room for the kitchen (I-11). Food and water barrels are stored here for 60-100 men for 2 months. The keys hang on a peg in the kitchen. Son Landall (II-25) is in charge of these provisions, the arms (I-14), and the cooks.

**I-16) NORTHEAST TOWER:** (30'd.x7" thick x10' high) This is the lower level of the northeast tower. The door bolts from the inside and a stairwell leads to the second level (II-11). At the top of the stairs is a trap door with a murder hole cut into it. It is generally used as a refuse disposal area by the guards and cooks, but is otherwise empty.

**I-17) COOKS BUNKROOM:** (30'x20'x8') There are 6 bunks in this room, 6 chests, and a table and 2 chairs. The cooks (I-11) live here and there will be 2-6 here 35% of the time.

**I-18) DINING HALL:** (30'x40'x10') This is the dining hall for the keep. Along the walls are various spears and shields. Along the north wall is a 6' wide by 8' long placard displaying Lord Balfour's coat of arms, a black stallion stomping an Orc on a white field. In the center of the room is a 25' long by 12' wide by 30" high dining table. At the head of the table at the north end is a single large chair with 2 smaller ones on its right and left. There are 7 such smaller chairs on the east and west sides and 3 along the south end. There are wall sconces in each corner of the room and halfway down the east and west walls. Along the west wall are cupboards filled with a complete dinner service for 24. During meal times the following individuals will be here, along with the cooks: breakfast: 6:30 - 7:30 AM; lunch: 12:00 - 1:00 PM; dinner: 5:30 - 8:00 PM (This will dual as a conference time for Lord Balfour and his men).



### Individuals:

- A: LORD BALFOUR: CLS: fighter, ALN: Neutral, LVL: 12, HTK: 92, ARM: +3 chainmail (II-22).  
B: KENTON SPORTANS: CLS: fighter, ALN: Neutral, LVL: 10, HTK: 83, ARM: +2 chainmail II-1).  
C: XANTAIN THE MAGNIFICENT: CLS: mage, LVL: 10, HTK: 26, ARM: bracers of defense AC 4 (II-10).  
D: SON LANDALL: CLS: fighter, ALN: Neutral, LVL: 3, HTK: 22, ARM: chainmail (I-25).  
E: ZENO THE NOSE: CLS: fighter, ALN: Neutral, LVL: 4, HTK: 37, ARM: chainmail (II-23).  
F: GREENOR STONE: CLS: fighter, ALN: Neutral, LVL 2, HTK: 19, ARM: chainmail (II-14).  
G: AMOC TREC: CLS: fighter. ALN: Neutral. LVL: 6, HTK: 35, ARM: +2 chainmail (K30).  
H: TEN SAIDS: CLS: fighter, ALN: Neutral, LVL: 5. HTK: 59, ARM: scalemail (K25).  
I: BENTLEY FIJIMAN: CLS: fighter, ALN: CNX, LVL: 11, HTK: 120, ARM: skins (K19).  
J: CARSTANS THE BLADE: CLS: fighter, ALN: Neutral, LVL: 7, HTK: 48, ARM: +3 chainmail (K16).  
K: TONY TORS: CLS: fighter, ALN: Neutral, LVL: 6, HTK: 45, ARM: Chainmail (K12).  
L: SANDI KAUFANCE: CLS: fighter, ALN: Neutral, LVL: 3, HTK: 36, ARM: chainmail (K6).  
M: DANDY DON MERKTEETH: CLS: fighter, ALN: Neutral, LVL: 4, HTK: 29, ARM: scalemail (II-13).  
N: TONTIS DORTHMAN: CLS: fighter, ALN: Neutral, LVL: 5, HTK: 33, ARM: +3 chainmail (K4).  
O: SANDIN DOXMORT: CLS: fighter, ALN: Neutral, LVL: 4, HTK: 28, ARM: scalemail (K1).  
P: BETHANY BARNSTORMER: CLS: fighter: ALN: Neutral, LVL: 4, HTK: 20, ARM: chainmail (K20).  
Q: EASTMAN OF NOMADHEAP: CLS: priest, ALN: Neutral, LVL: 4, HTK: 53, ARM: +2 chainmail (K-34).

The following individuals will be out riding and not present a % of the time (roll for each):

<i>Individual</i>	
<i>Sandi Kaufance</i>	35%
<i>Ten Saids</i>	35%
<i>Bentley Fijiman</i>	40%
<i>Amoc Trec</i>	35%
<i>Carstans the Blade</i>	30%

The remaining will not be here 10% of the time for each individual meal for various other reasons (roll for each individual).

**I-19) BACK STAIRWELL:** Behind the door is a stairwell down 20', which leads to the dungeon and the keeps well.

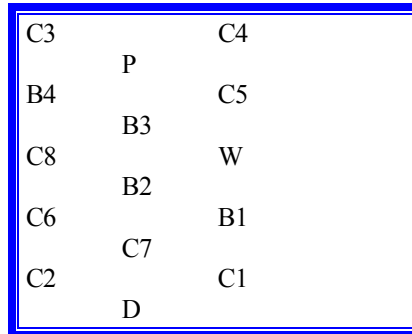
**I-20) ARMS:** (20'x20'x10') The contents of this room are similar to those in I-14.

**I-21) SOUTHWEST TOWER:** (30'dx 10' high) This is the lower level of the southwest tower. The door bolts from the inside and a circular stairwell leads to Level II (II-19). At the top of the stairs is a trap door with a murder hole in it. The room is otherwise empty.

**I-22) AUDIENCE HALL:** (50'x40'x10') Here Lord Balfour receives all official guests and dispenses "justice". A makeshift throne sits in the center of the west wall. Above it is his family crest. On pennants either side of the throne are his colors. The throne is on a 6" high by 2' wide by 5' deep dais. Torch holders are set every 20' along the east, north, and south walls. There is a 5% chance that an audience will be going on at any given time. If so, all of the bandits will be present, save the guards on duty that are in the castle or in the village. Four men will be on guard here at all times, one at each door, from I-9 and I-10.

**I-23) STORAGE CLOSET:** (10'x10'x7') This is the storage closet for the audience hall. In here are kept torches, oil, brooms, mops, buckets, and pennants when not in use.

**I-24) TREASURE VAULT:** (10'x20'x7') Beyond the secret door is Lord Balfour's treasure vault. The layout of the vault and its contents are as follows:



C – Chests      B – Boxes      P – Pictures      W – Weapons      D - Door

CHEST 1 - 2127 GP. CHEST 2 - 1922 SP. CHEST 3 - 2456 CP. CHEST 4 - 2587 GP. CHEST 5 - 5 Sculptures: 1) Knight on foot with sword and shield (750 GP); 2) Pegasus (900 GP); 3: Ares - God of War (1100 GP); 4) blue dragon (1500 GP); 5) hawk (375 GP). CHEST 6 - 7 Paintings: 1) Balfour's home in Luddville (800 GP); 2) wild horses (400 GP); Griffin (800 GP); 4) ducks in flight (200 GP); 5) holy grail (1650 GP); 6) mount Olympus; (550 GP); 7) Zeus & Hera (1250 GP). CHEST 7 - 1548 GP, 799 PP. CHEST 8 - 14 GEMS & 4 PIECES OF JEWELRY: GEMS: 90,30,1600,150,30, 36,100,180, 170,10,120,30,50,45, GP values. JEWELRY: 1) belt w. leather solid platinum belt buckle (300 GP); 2) solid platinum bracelet (1000 GP); 3) bracelet platinum with diamond studs (2000 GP); 4) platinum ring w. pearl (RING OF FLYING)

BOX 1 - 479 PP. BOX 2 - 10 pieces of jewelry: 1) bracelet gold w. bluish color gems (250 GP); 2) necklace gold with sapphires, (10,000 GP); 3) Solid gold cross (110 GP); 4) Crown solid gold with diamonds (This is the crown that was to be worn by the "true" king of Palos after the coup 42,000 GP); 5) bracelet solid gold w. pearls (500 GP); 6) Scepter solid gold with emeralds (This goes with the crown 15,000 GP); 7) jewel sword and scabbard (12,000 GP total); 8) ring silver with diamonds (3500 GP); 9) belt dragonhide with gold belt buckle (150 GP); 10) ring gold with sapphires (1350 GP). BOX3 - 30 GEMS: 10,1000,63,200,140,26,26,1000,58,42,200,57,20,200,51,200,100,72,150,12,81,54,220,19,80,15,25, 800,70,60 GP. BOX 4 - 24 GEMS: 60,100,80,40,200,100,1000,50,60,190,14,700,240,5,100,20,1500,90,60,230,800,100, 100, last one appears to be a 50 GP gem but is in reality a **Gem of Wisdom**.

PILE OF PAINTINGS: 11 Paintings 1) 2 doves; 200 GP; 2) pride of lions 275 GP; 3) Kaltodar (a wizard from Luddville 490 GP); 4) daises in a field (200 GP); 5) Paladin on war-horse (350 GP); 6) battle scene (320 GP); 7) painting of a small village (200 GP); 8) waterfall (550 GP); 9) house (200 GP); 10) tiger (150 GP); 11) battle between a cobra and a mongoose (500 GP).

PILE OF WEAPONS: 1)+1 dagger, +2 vs. man-sized or smaller creatures; 2) +1 long sword, +3 vs. cold using or dwelling creatures, +4 vs. undead; 3) +1 halberd, +2 vs. evil creatures; 4) +2 short sword; 5) +2 spear; 6) +1 hammer; 7) +1 long sword; 8) +2 long sword; 9) +2 club; 10) +2 crossbow; 11) 5 +2 bolts; 12) +2 Scimitar; 13) +2 footman's mace; 14) +1 long bow; 15) 6 +1 arrows; 16) +1 dagger; 17) +1 two-handed sword; 18) +2 bastard sword; 19) +2 spear, +3 vs. dragons; 20) +1 long sword (this appears to be a simple iron sword, Xantain was very surprised to find that it was magical. Because he could not believe it could be more than a +1; sword no further testing was done. Further powers of the sword are +3 vs. evil, +5 vs. devils or demons.

**I-25) SON LANDALL:** (20'x20'x8') This is the bedroom for Son Landall. In the northeast corner, lengthwise along the north wall is a 6-1/2' cot made of heavy burlap stuffed with straw. Above it is a wall sconce. Two feet south of the head of the bed is a chest. The chest measures 2-1/2'x2'x2' and is unlocked. The contents include 2 changes of men's clothing with brown and gray predominating, a sandstone sharpening tool, an awl and thread, a bar of naphtha (unwrapped), and a pair of leather sandals. In the northwest corner is a wooden table 3' highx2' square. On the table is a wash basin, a pitcher, a well used bar of naphtha, and a towel. On a rack in the southwest corner is a set of full chainmail hauberk and a normal helm on the top post (while he is not wearing them). There are 3 pegs on the south wall, 3', 4', and 5' from the west wall. They are all iron pegs nailed into the floor some 5' from the floor. On the western most peg is a sack. In the sack are 6 iron spikes, 4 wax candles, and a fishhook and line. On the center peg hangs a leather backpack containing 6 flasks of oil and a 50' length of rope. On the eastern most peg is a hooded lantern filled with 1 pint of oil. There are 2 additional pegs, on the east wall some 3' and 4' from the north wall. They are empty. (Son uses them to hang his dagger and sword while he sleeps). Son will generally be here from 8 P.M. till 6 A.M. each day.

*SON LANDALL: AC: 5, CLS: fighter, ALN: Neutral, LVL: 3, ARM: chainmail, HTK: 22, THAC0: 18, WPN: bastard sword, +1 dagger, STR: 15, INT: 13, POW: 12, WIS: 13, CON: 15, END: 14, STA: 16, DEX: 11, AGL: 12, SPD: 11, CHR: 9, COM: 9, LED: 9, LCK: 11, PSL: 054, AGE: 34, RAC: HUM, HGT: 5' 11", WGT: 212 lbs. mostly belly CPX: dark, EYE: brown, HRC: black, HRL: 2" balding, HAN: right, VOC: heavy graveling, scar over left eye, WEL: 4 GP. Sun normally only wears his padded armor while in his office. Exp. 120*

**I-26) WATER CLOSET:** (10'x20'x7') This is the water closet for the guards on the first level (for those who chose to use it). In the northeast corner is a wooden box 2'x2'x2', with a hole cut in the top. In the center of the west wall is a wall sconce some 6' from the floor. In the southeast corner is an incense burner, which will be lit at all times. There is a 5% chance that the room will be occupied, If so, it will be locked from the inside (random occupant).

**I-27) NORTHWEST TOWER:** (30' diameterx10' high) This is the lower level of the northwest tower. The door bolts from the inside and a circular stairwell leads to level II (II-17). At the top of the stairs is a trap door with a murder hole cut into it. The room also duals as Son Landall's office. There is a desk with a padded chair behind it and a file cabinet. In the drawers (of both) are journals and records of the supplies for the keep. Along the west wall are 4 barrels of fine oil, 3 of which are full the other is half full. Son will be here 60% of the time while not in his bedroom or in the dining hall.

## LEVEL II

**II-1) KENTON SPORTAN'S OFFICE:** (20'x30'x7') This is Kenton Sportans' office, Lord Balfour's lieutenant. He is second in command and thus in charge of all Lord Balfour's men with the exception of Bentley Fijiman. He plans and selects all raiding targets and maintains a small spy-network in the Kingdom of Palos. This network is a fraction of what it once was while they were still in the kingdom. Still, it provides an excellent source of information on caravans and their guards. Along the east wall are wall maps of the Desert of Storms and the Kingdom of Palos (maps 1, 2, 3, & 4). Along the north wall is a barred and shuttered 2'x2' window. Below it are files on most of Lord Balfour's business and operations for the last 12 years. Along the west wall, facing east, is a desk with a padded chair behind it. There are 3 drawers in the desk. On top of the desk are 3 books, various journals, reports, and plans for the next 3 weeks. In the first drawer are quills, inks, and parchment. In the second are compasses, tinderboxes, and a magical +2 dagger. In the bottom drawer are various map cases containing maps of the Desert of Storms. Behind the desk, along the west wall, is a wall sconce. Kenton will be here 20% of the time. If he is, here, there is a 15% chance that 1-3 of Lord Balfour's henchmen will be here also receiving instructions. The drawers in the desk and the cabinet will be locked when not in use with the keys on his person.

*KENTON SPORTANS: Lord Balfour's Lieutenant, Scourge of the Desert; AC: -1, CLS: fighter, ALN: Neutral, LVL: 10, ARM: +2 platemail & +1 shield, HTK: 83, THACO: 6, WPN: +4 long sword (double damage on a natural) and +1 dagger, Weapon Specialization long sword, NOA: 8, DPA: 1-8+8, STR: 17, INT: 14, POW: 13, WIS: 15, CON: 17, END: 15, STA: 16, DEX: 12, AGL: 13, SPD: 12, CHR: 10, LED: 14, COM: 11, LCK: 15, PSL: 097, AGE: 37, RAC: HUM, HGT: 6', WGT: 245 lbs., CPX: moderate, EYE: brown, HRC: brown HRL: 4 1/2", HAN: right, WEL: 50 GP., Exp. 3000*

Kenton Sportans is also in charge of keeping order in the town. The men in room II-6 are under his personal command and form the local town guard.

**II-2) KENTON SPORTANS' BEDROOM:** (20'x30'x7') This is the bedroom for Kenton Sportans, Lord Balfour's Lieutenant. This apartment is better than most of the others. In the center of the west wall is a king-sized 4-poster bed. The sheets are navy blue with a gold fleur-de-lis pattern all silk (190 GP value). In the center of the south wall is a 2'x2' table similar to that of the dining hall. The water pitcher and bowl are made from the finest Oriental porcelain (pitcher: 40 GP; bowl: 30 GP value). The hand towels are also navy blue with the same pattern (7 GP value each). In the southwest corner is a rack for his armor when he is not wearing it. To its right are 3 pegs for his shield. In the southeast corner is his wardrobe; navy blue with fleur-de-lis predominating, just north of the bed is a chest. In the chest are various personal items including his personal diary and his dress uniform, which he wears at stately occasions. Also in the chest are 30 EP, 70 GP, and 16 gems worth 5-100 GP each. Kenton will be here 30% of the time, usually sleeping. The door entering the chamber will be locked when not in use. In the center of the west wall above the bed is a barred and shuttered 2'x2' window.

**II-3) LORD BALFOUR'S OFFICE:** (20'x30'x7') This is Lord Balfour's office. Here he conducts business with the local merchants and other inhabitants. There are various couches along the walls (lord Balfour prefers to do business standing up), a 25'x15' Persian rug (1500 GP value), and a 2' diameter table with a candelabra (70 GP value) setting upon it. On the west wall is a 6' by 3' painting of Lord Balfour of him leading his troops in victory over the Orcs in the Hill of Vanissar some 12 years ago. Lord Balfour commissioned this picture by the artist Michello (one of the most noted painters in the Kingdom of Palos. The estimated value of this painting is 1000 GP One must remember that there is a price on Balfour's head, so the characters might find a problem finding someone to buy it in the kingdom.) Lord Balfour will be here 10% of the time. Two men from II-11 will be stationed outside Lord Balfour's office door at all times.

**II-4) LORD BALFOUR'S BEDROOM:** (30'x30'x8') This is probably the most ornate room in the keep. Along the west wall is a king-sized bed with a Zebra skinned bedspread. Next to the bed to the north in a 2'x2' nightstand with an electrum oil lamp upon it (150 GP value). In the southwest corner is a 3'x2'x7' wardrobe filled with Lord Balfour's clothes and uniforms (total GP value 600 GP) In the southeast corner is an easy chair covered with black dragon-hide (450 GP value). Next to it is another 2'x2' table with a gold lamp upon it (400 GP) and various reading materials. The south wall has a stuffed unicorn head mounted upon it (200 GP), Lord Balfour will be here generally only during late evening and night time hours. There is a 5% chance of him being here after 7 AM.

*LORD ANTONITUS JULIUS BALFOUR: Bandit chief, Rogue, self-appointed ruler of the Desert of Storms, CLS: fighter, ALN: Neutral (Phelonious, God of Ancient Kings), AC: -6 base -3, LVL: 12, ARM: +3 Platemail & +2 Shield, HTK: 32, THAC0: 4, WPN: +3 bastard Sword, +2 hammer, +2 dagger, +2 crossbow of speed, & 40 +2 bolts, Weapon Specialization bastard sword, NOA: 2, DPA: 1-8+7, STR: 17, INT: 17, POW: 18, WIS: 14, CON: 17, END: 16, STA: 16, DEX: 17, AGL: 16, SPD: 16, CHR: 16, COM: 15, LED: 17, LCK: 16, PSL: 128, AGE: 40 RAC: HUM, HGT: 6' 2", WGT: 196 lbs., CPX: bronze, EYE: hazel, HRC: black, HRL: 3", HAN: right, , VOC: overpowering, WEL: 190 GP. Unless forewarned of intruders he will be in normal leather armor while in the keep and around the settlement. At his left side is scabbarded his bastard sword of which he is specialized in and at his right his hammer hangs from a loop on his belt. Strapped to both legs are +2 daggers in their scabbards. Exp. 6000*

**II-5) HALL:** (30'x40'x10') Various paintings hang upon the walls. They would appraise for 250 to 1000 GP each if brought to the city. There are a total of 7 paintings here. Wall sconces every 15 feet provide light. There is no guard posted here, but there are never too far away.

**II-6) BUNKROOM:** (30'x20'x8') This is the bunkroom for 8 bandits under the command of Kenton Sportans (II-1). They will man the Northwest tower in case of attack. Their main function is that of sort of a town guard in the town of Keldar. They patrol the town on pairs: 2 patrols at night and 2 during the day. 2-4 of them will be here 70% of the time with 1-4 of them sleeping 80% of that time, 1-4 of them will be here 70% of the time with 1-4 of them sleeping 80% of that time.

*8 GUARDS: AC: 7, CLS: fighter, ALN: Neutral, LVL: 1, HTK: 10,4,6,5,5,4,4,8, THAC0: 20, ARM: leather and shield, WPN: spears, short swords, daggers, WEL: 1-8 GP each. They wear purple tunics under their armor. Exp. 35*

**II-7) BUNKROOM:** (30'x20'x8') This is the bunkroom for the guards in room II-8. There will be 2-4 here 60% of the time. In the room are 8 bunks, 8 chests 2 tables and 8 chairs. They are in charge of guarding the entrance to Xantain's Bedroom (II-10) and laboratory (II-9) 2-4 of them will be here at all times. 2 of them will be stationed at the door to Xantain's Lab (II-9) at all times.

*8 GUARDS: AC: 7, CLS: fighter, ALN: Neutral, LVL: 1, HTK: 7,10,7,4,6,5,7,10, THAC0: 20, ARM: leather and shield, WPN: HSP, short swords, daggers, WEL: 1-8 GP each. They wear purple tunics under their armor. Exp.35*

**II-8) GUARDROOM:** (20'x20'x8') The guards from II-7 will be stationed in this room. 2 guards will be stationed here at all times. These men report to Kenton Sportans (II-1). There will be 2-8 present here playing cards at any given time. In the room are 2 3' round tables and 8 chairs.

**II-9) XANTAIN'S LAB:** (irr) This is Xantain the Magnificent's laboratory. He will be here 35% of the time. In the northwest corner is a cabinet 6' high by 3' wide by 2' deep. In the cabinet are 2 long swords. They have been tested and are magical. One of them is a +1 long sword (+2 vs. dragons) and the other is a +2 long sword (+4 vs. giants). Xantain is still experimenting as to whether they have any further powers. He believes that perhaps they may. His belief is, however, unfounded. The cabinet is trapped (alarm, will bring 4-8 guards in 2-5 rounds). Midway between the door and the cabinet is a 3' by 8' table. From the scratch marks on the table it is, apparent that this table is used to test weapons. Nothing is presently on the table. The eastern part of the room has 2 5' by 5' lab tables that Xantain uses to make potions and scrolls. Under the southern most of these tables is a small chest. The chest is trapped (poison needle save vs. poison or die). This trap is of very poor quality (Xantain wanted it that way) so it gives any thief a +25% chance of detecting it. The chest appears to contain 565 GP It in reality contains 565 CP that has had a **FOOLS GOLD** spell cast on them. Behind the lab tables against the East wall is a shelf upon which sits all the necessary ingredients to make 20 Healing Potions. In the northeast corner of the room is a cabinet 4' high by 3' wide by 1' deep. It is trapped with a sleeping gas that will put all (within a 10' radius asleep that fails to save vs. magic for d10 hours.

The cabinet contains 14 completed potions, 12 completed scrolls, and 6 sheets of blank vellum.

**POTIONS:** WHITE DRAGON CONTROL, FIRE GIANT CONTROL, HEALING x 4, EXTRA HEALING, CLIMBING, HEROISM, SUPER HEROISM, INVISIBILITY, GROWTH, ESP, and LONGEVITY.

**SCROLLS:** #1: FIREBALL, #2: CHARM MONSTER, #3: HOLD MONSTER, #4: LIGHTNING BOLT, #5: MONSTER SUMMONING IV, #6: WRITE, #7: WRITE, #8: DISPEL MAGIC, #9: CHAIN LIGHTNING BOLT, (Xantain bought this scroll but is not high enough level to cast the spell), #10: TONGUES, #11: TELEPORT, #12: CLOUDKILL, FIREBALL, LIGHTNING BOLT, HOLD PERSON, FIRE SHIELD, POLYMORPH SELF, PASSWALL, & TELEPORT.

**II-10) XANTAIN'S BEDROOM:** (20'x40'x9') This is the bedroom for Xantain the Magnificent. Xantain will be here 30% of the time. In the northwest corner is his bed. It is queen sized with satin sheets and a comforter with the Zodiac sewed on it. Xantain is very superstitious. Each week he has his fortune told by the old gypsy woman in town. He is not aware that she is in reality a lich. Under the bed is an invisible chest. The chest is trapped (gas, save vs. poison or die). The chest contains 6 scrolls: 1) **TELEPORT**, 2) **POLYMORPH SELF**, 3) **MONSTER SUMMONING I**, 4) **WALL OF IRON**, 5) **LIGHTNING BOLT**, 6) and **FLY**, 3 potions: **HEALING**, **INVISIBILITY**, & **ESP**, a wand of **FROST**, 100 PP., 250 GP, 100 SP., and 50 CP. To the right of the bed is a desk and chair. The desk has 2 drawers both on the right side of the desk. The top drawer contains pens, ink and writing paper. The bottom drawer contains a small box. The box is trapped (paralyzing gas, save or be paralyzed for 1-3 hours). The box contains a record of all raids that Xantain took part in. It also has a calendar of all raids that he is to take part in for the next week

***XANTAIN THE MAGNIFICENT:** Lord Balfour's wizard, also known as Xantain the Jester, Xantain the Clown, AC: -2 base 1, CLS: mage, ALN: Neutral, LVL: 10, HTK: 26, ARM: Bracers of Defense AC: 4, WPN: +2 dagger, THAC0: 15, STR: 12, INT: 16, POW: 16, WIS: 8, CON: 13, END: 12, STA: 13, DEX: 17, AGL: 16, SPD: 17, CHR: 12, COM: 7, LED: 15, LCK: 16, PSL: 105, AGE: 36, RAC: HUM, HGT: 6', WGT: 217 lbs., CPX: pale, EYE: gray, HRC: black, HRL: 2", HAN: right, WEL: 127 GP. Xantain is a portly heavy set man but still somewhat strong. Xantain has a +3 ring of protection and a **ROD OF CANCELLATION** (7 charges left) which he keeps in a long sword scabbard at his left-hand side. In a belt pouch on his right are 4 potions: **EXTRA-HEALING**, **POLYMORPH SELF**, **HUMAN CONTROLS**, & **LEVITATION**. Exp. 6000*

Xantain is a rather lazy individual (rather rare for a Mage). He will have many spells memorized, but will be reluctant to cast them as this will mean he will have to relearn them (especially if this means he will have to search for new material components). He is a very sober individual, but with hedonistic tendencies. His favorite past-time is the after dinner poker game, but he will rarely stake more than a few gold pieces. He likes exotic armor styles and keeps a varied collection around in his bedroom. He is quite intelligent and knows the following languages: Lizardman, Spirit Naga, Orcish, Blue Dragon, Thieves cant as well as the common tongue. He will generally have the following spells memorized: 1<sup>st</sup>: **CHARM PERSON**, **DETECT MAGIC**, **MAGIC MISSILE**, **READ MAGIC**, 2<sup>nd</sup>: **DETECT INVISIBILITY**, **INVISIBILITY**, **LEVITATE**, **WIZARD LOCK**, 3<sup>rd</sup>: **FIREBALL**, **LIGHTNING BOLT**, **HOLD PERSON**, 4<sup>th</sup>: **FIRE SHIELD**, **POLYMORPH SELF**, 5<sup>th</sup>: **PASSWALL** and **TELEPORT**.

**II-11) BUNKROOM:** (30'x20'x9') This is the bunkroom for 8 bandits under the command of Greenor Stone (II-14). 2-6 will be here 70% of the time. They guard the armory (II-16). In the room are 8 bunks, 8 chests, 2 tables and 8 chairs.

***8 BANDITS:** AC: 7, CLS: fighter, ALN: Neutral, LVL: 1, ARM: chainmail and shield, HTK: 6,7,5,8,9,4,5,9, THAC0: 20, WPN: morningstars, hand axe, WEL: 2-8 GP They wear brown tunics under their armor. Exp. 35*

**II-12) BUNKROOM:** (30'x20'x9') In the room are 8 bunks, 8 chests, 2 tables and 8 chairs. These men are under the command of Dandy Don Merkteeth. They form the personal guard for Lord Balfour. There will be 2-6 of them here 50% of the time.

*8 BANDITS: AC: 7, CLS: fighter, ALN: Neutral LVL: 1, ARM: chainmail and shield, HTK: 9,4,4,8,6,9,8,7, THACO: 20, WPN: morningstars, hand axe, WEL: 2-8 GP each. They wear gold tunics under their armor. Exp. 35*

**II-13) BUNKROOM:** (20'x20'x9') This is the bunkroom for Dandy Don Merkteeth. He is the leader of the personal guard section for Lord Balfour. Dandy will be here 30% of the time.

*DANDY DON MERKTEETH: AC: 4, CLS: fighter, ALN: Neutral, LVL: 2, ARM: chainmail and shield, HTK: 19, THACO: 18, WPN: long sword, dagger, STR: 18(13), INT: 15, POW: 14, WIS: 14, CON: 16, END: 16, STA: 17, DEX: 9, AGL: 11, SPD: 10, CHR: 12, LED: 11, COM: 12, LCK: 11. AGE: 21, RAC: Human, HGT: 5' 10", WGT: 165, CPX: moderate, EYE: brown, HRC: brown, HRL: 10", FHR: nil, HAN: right, WEL: 6 GP. Exp. 65*

**II-14) GREENOR STONE'S OFFICE:** (20'x20'x8'). This Is Greenor Stone's office. There is a desk and 2 chairs here. A file cabinet sits in the northeast corner with dispositions on all of the armor and weapons within the keep. He will be here 20% of the time.

*GREENOR STONE: AC: 4, CLS: fighter, ALN: Neutral, LVL: 2, ARM: chainmail and shield, HTK: 19, THACO: 19, WPN: long sword, daggers, STR: 14, INT: 9, POW: 11, WIS: 12, CON: 12, END: 11, STA: 13, DEX: 13, AGL: 12, SPD: 12, CHR: 12, LED: 12, COM: 9, LCK: 15. AGE: 21, RAC: HUM, HGT: 5' 10", WGT: 165, CPX: moderate, EYE: brown, HRC: brown, HRL: 10", FHR: nil, HAN: right, WEL: 6 GP. Exp. 65*

**II-15) GREENOR STONE'S BEDROOM:** (20'x20'x8') This is Greenor Stone's bedroom. In this room is a cot and a chest with his clothing and other personal items. Hidden in a bag are 2 gems worth 50 GP each and 20 GP. He will be here only at night. Otherwise the door is locked.

**II-16) ARMORY:** This is the main armory for the keep. Stacked and piled about this room are the following:

<i>ARMOR AND WEAPONS</i>			
<b>ARMOR:</b>			
Platemail	11	Splinted mail	10
Chainmail	12	Studded leather	17
Banded Mail	2	Leather	90
Ringmail	12	Padded	20
Scalemail	11		
<b>HELMETS:</b>			
Great	3	<b>SHIELDS:</b>	
Normal	54	Large	14
		Small	26
		Small, Wooden	11
<b>WEAPONS:</b>			
Arrows, normal	76 doz.	Javelins	30
Arrows, silvered	21	<b>Lances:</b>	
Bolts, heavy	16 score	light	9
Bolts, light	11 score	Medium	5
Axes, battle		Heavy	16
Axes, hand	17	Morningstars	19
<b>Bows:</b>		Maces, foot	8
Short	4	Spears	47



Long	19	Swords:	
Crossbows:		short	34
Light	11	broad	8
Heavy	17	long	11
Daggers (w. scabbard)	28	bastard	8
Darts (box of 12)	17	two-handed	7

Two men from room II-11 will be here at all times. Greenor Stone will be here 20% of the time. He commands this guard section.

**II-17) NORTHWEST TOWER:** Kenton Sportans and Lord Balfour will be here in case of attack to view and command the defense. Access is only by a secret door in room II-2.

**II-18) NORTHEAST TOWER:** The men from room II-11 in the case of an attack will man the catapult that is placed here.

**II-19) SOUTHWEST TOWER:** Another catapult is placed here. Men from room II-6 will man it.

**II-20) SOUTHEAST TOWER:** The southeast tower has a secret door on this level allowing Xantain an escape route in case of emergency. There is access to the roof by means of a ladder and a trap door in the ceiling. A stairwell leads down to the first level. Arrow slits face the east and south approaches.

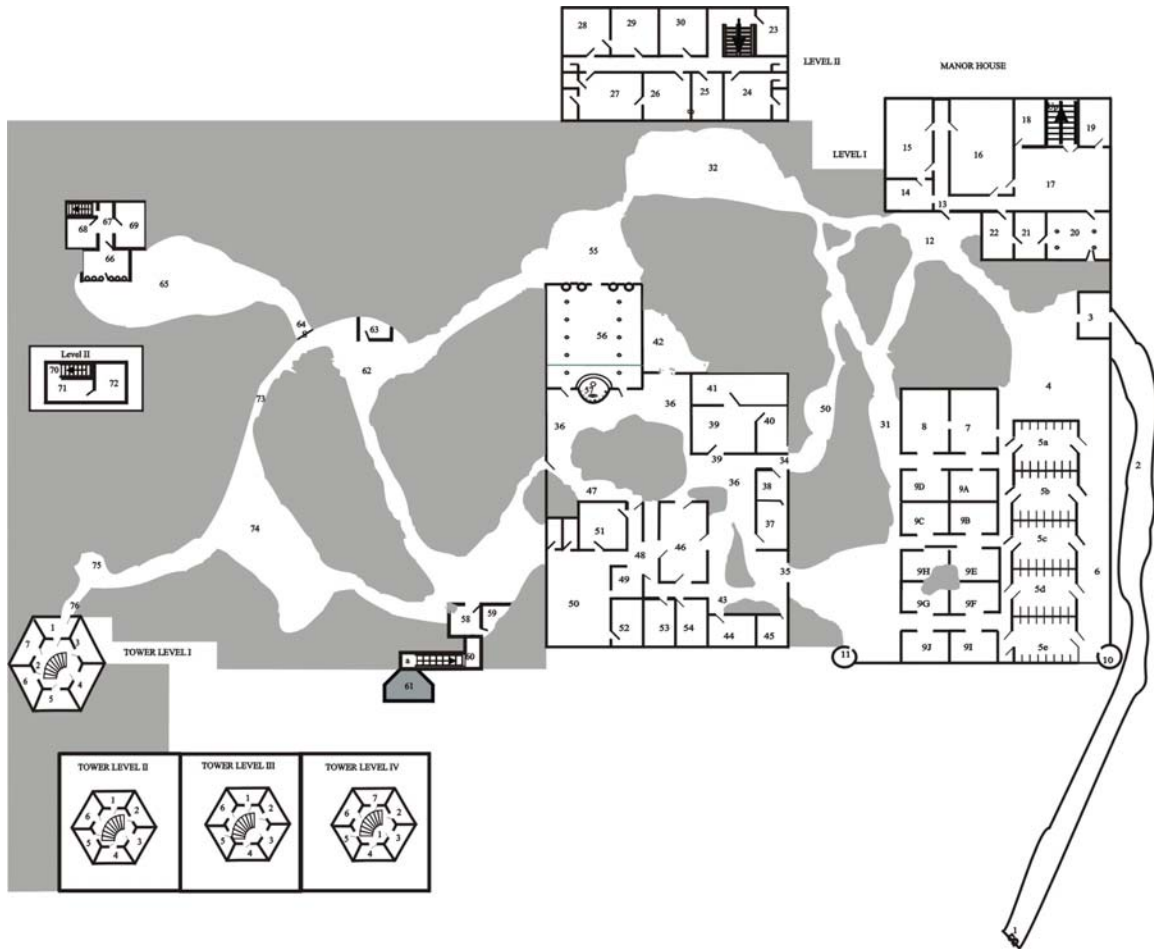
**II-21) WEST LOFT:** There is enough hay here to feed all of the horses below for 2-10 months.

**II-22) STORAGE:** This is a general storage room. There are 5 pitchforks, 4 shovels, 5 buckets, 15 large sacks, 24 small sacks, 2 brooms, and other various miscellaneous items.

**II-23) PAGES QUARTERS:** Here live the pages that tend the stables below. There are 5 bedrolls and 5 sacks with their personal possessions (a comb an extra change of clothes, etc.)

**II-24) EAST LOFT:** There is enough hay here to feed all of the horses below for 2-10 months.

**II-25) STORAGE:** Here is kept enough feed to feed all of the horses in the keep for 3 months.



## PETRARCH'S LAIR

Keldar and the bandit lair are but one of the adventures with the area. It is but a sideline to the real force in the area. The real force lies deep below the endless desert, the home of Telcas Antras Petrarch, former arch-mage and sage of the Lord Kelandor I, ruler of the Desert of Storms some 300 years ago. This was not, however, Kelandor's original fiefdom. Kelandor I was the ruler of a fiefdom some 780 miles to the Southeast until his castle and lands were beset by the Orc tribes. This fiefdom was on the southern reaches of the Kingdom of Palos, a kingdom to the Southeast of the Desert of Storms on the other side of Teslor's Mountains. (The Kingdom of Palos will not be described within the contents of this module, nor will any maps of the area be supplied. It is a region that is out of the scope of the adventure. References are given for historical, geographical and political purposes as background for the adventure. They are also given for reference to later, subsequent adventures.) After the fall of Kelandor's castle, Kelandor I returned to Pierreville, the capitol of Palos. The reigning King, Bernard III, granted him a fiefdom in the Desert of Storms. A desolate place, Kelandor saw his new fiefdom as a punishment for the destruction of his castle by the Orcs. Bernard III took the throne three years previously after the death of his uncle, Sebastian the Great. Bernard was jealous of

Kelandor's fame ever since he was a child. His intent was to effectively exile Kelandor I to the Desert of Storms.

The Desert of Storms was a barren place on the outer reaches of the territory beyond Teslor's Mountains. It had no known natural resources, nor anything of any real value to the Kingdom of Palos. Still, Kelandor I saw it as a chance to rebuild his forces in the hope of one-day returning to vanquish over the Orcs. He thus assembled a small force and crossed Teslor's Mountains in the spring of the following year. After a month long search, he encamped at the largest oasis in the north-central part of the desert. Fig trees grew around the oasis and water was plentiful, but all other provisions had to be brought with them. They built a temporary settlement for the first year while living out of tents. In the following two years, a small keep was built, mostly with supplies carried over the mountains from Aldertown.

There was no wood in the desert, so all the doors had to be brought with them through the pass. In all, 1000 doors were ordered for shipment over the next several years. Word of these orders reached the palace at Pierreville and the settlement was jokingly named "Land of a 1000 Doors". It was a laughing stock of the entire palace. In all a keep, a temple and a dozen or so out buildings were completed.

Shortly thereafter, Kelandor I took his wife and son on a trip back to Pierreville for the winter months. Kelandor I, Lady Kelandor, and most of his henchmen were killed in a raid on the party by a hill giant tribe in Teslor's Mountains. Only his infant son Delvinus and Petrarch "the Thinker" escaped with their lives. Petrarch took the boy to a monastery where he was raised, educated, and taught the finer points of being a knight. After settling young Delvinus at the monastery, Petrarch returned to the settlement. He took over command of the small force that remained there, some eighty mounted men-at-arms. Petrarch resumed his work that led to the development of Kelandor's Chamber (q.v.). His experiments quickly drove him deeply insane locking himself in his tower. The men soon began to grow uneasy at Petrarch's self-confinement.

Discontentment grew quickly and there was talk of mass desertions. After a fortnight had passed the winds began to pick up. Soon they grew to a terrible force. Petrarch had conjured up a massive sandstorm. Many of the men were knocked from their feet and buried alive where they lay. The entire settlement was buried in a matter of hours and the winds did not cease until everything was buried under 100 feet of sand. Those men who were not killed instantly died a most horrifying death of suffocation. Petrarch himself passed from life into an existence that was more dead than alive. He had transformed himself into a Lich!

Petrarch still maintains his existence below the desert. The former soldiers have become undead controlled by Petrarch. They have dug out much of the former settlement at Petrarch's direction. Here is the source of the strange weather patterns in the area.

**L-1) SECRET ENTRANCE TO GROUND LEVEL:** This entrance is buried under a thin layer of sand covering 2 8'x4' doors that swing outward towards the surface. 2 Spectral Soldiers will be on guard here. Due to the sandy soil, the Spectral Soldiers used the leftover doors for support timbers, having no other wood. The entire passageway is lined with doors on both sides and on the ceiling.

**SPECTRAL SOLDIERS:** AC: 4, HIT: 3+3, ALN: chaotic evil, HTK: 14,22 THAC0: 17, NOA: 1, DPA: by weapon, WPN: long swords. Exp. 175

**L-2) SECRET PASSAGEWAY:** This passageway leads to the surface through the entrance in L-1. The Spectral Soldiers use this passageway to get to the surface to conduct raids in the desert. There is a 5% chance at any given time of encountering a raiding party in the tunnel. Consult the Spectral Soldier Raiding Party table.

**SPECTRAL SOLDIER RAIDING PARTY TABLE**

<i>D I E R O L L</i>	<i>G R O U P</i>	<i>N O A</i>	<i>FROM</i>	<i>MOUNTS</i>
1	1	8	L-9J	8 Spectral Horses from L-5A
2	2	8	L-9G	8 Spectral Horses from L-5B
3	3	8	L-9F	8 Spectral Horses from L-5A&B
4	5	8	L-9H	8 Spectral Horses from L-5C
5	7	8	L-9E	8 Spectral Horses from L-5D
6	8	6	L-67*	6 Spectral Horses from L-5C&D
7	9	8	L-9C	8 Spectral Horses from L-5E
8				reroll for two or more groups

*\*Also with Group 8 is Livinius from II-2 & his mount, a Nightmare from L-65.*

There will be a 20% chance that any encounter at night within 10 miles of Keldar will be with one or more Spectral Soldier raiding parties.

**L-3) GATEHOUSE:** This is the old Gatehouse for the keep. The porticos and gate are long gone now. Four Spectral Soldiers will be here on guard at all times.

**SPECTRAL SOLDIERS:** AC: 4, HIT: 3+3, ALN: chaotic evil, HTK: 18,16,19,23, THAC0: 17, NOA: 1, DPA: by weapon, WPN: long swords. Exp. 175

**L-4) PARADE GROUND:** This open area is all that has been excavated of the old parade ground. A random encounter should be rolled on the following table: (d12)

<i>Die Roll</i>	<i>Encounter</i>
<i>1-4</i>	None
<i>5-6</i>	1-4 Spectral Soldiers from L-8.
<i>7</i>	Vampire (random)
<i>8-11</i>	1 Spectral Soldier from L-8.
<i>12</i>	Death Knight and 0-5 Spectral Soldiers.

**L-5) STABLES:** The stables here house 60 Hell Horses. These beasts are the mounts for Livinius and the Spectral Soldiers. They hate all life and will attack at the presence of such and will not break off their attack until destroyed or victorious. There are 5 stables here as follows:

- A) STABLES: (40'x30'x20' - two story) These are the stables for 12 Hell Horses. There will be 4-12 present here 40% of the time. **HELL HORSES:** AC: 7, ALN: neutral evil, HIT: 3+3, HTK: 12,22,15,18,18,17,12,16,25,13,24,19, THAC0: 17, NOA: 3, DPA: 1-4/1-8/1-8. Exp. 175
- B) STABLES: (40'x30'x20' - two story) These are the stables for 12 Hell Horses. There will be 4-12 present here 40% of the time. **HELL HORSES:** AC: 7, ALN: neutral evil, HIT: 3+3, HTK: 24,18,21,14,19,22,14,19,25,15,21,17, THAC0: 17, NOA: 3, DPA: 1-4/1-8/1-8. Exp. 175
- C) STABLES: (40'x30'x20' - two story) These are the stables for 12 Hell Horses. There will be 4-12 present here 40% of the time. **HELL HORSES:** AC: 7, ALN: neutral evil, HIT: 3+3, HTK: 15,17,23, 18,16,15,14,18,19,18,18,20, THAC0: 17, NOA: 3, DPA: 1-4/1-8/1-8. Exp. 175
- D) STABLES: (40'x30'x20' - two story) These are the stables for 12 Hell Horses. There will be 4-12 present here 40% of the time. **HELL HORSES:** AC: 7, ALN: neutral evil, HIT: 3+3, HTK: 21,15,17,16,17,22,16,14,26,19,26,25, THAC0: 17, NOA: 3, DPA: 1-4/1-8/1-8. Exp. 175
- E) STABLES: (40'x30'x20' - two story) These are the stables for 12 Hell Horses. There will be 4-12 present here 40% of the time. **HELL HORSES:** AC: 7, ALN: neutral evil, HIT: 3+3, HTK: 12,17,14,15,18,24,12,22,25,13,23,17, THAC0: 17, NOA: 3, DPA: 1-4/1-8/1-8. Exp. 175

**L-6) WATCH:** There will be 2 Spectral Soldiers from L-9I here at all times. They patrol the east wall and keep watch on the prisoners in L-10.

**L-7) WEAPONS:** (30'x40'x10') This is the weapons storage area. Various weapons have been stored here for centuries. There are 100 short swords, 80 spears, 120 daggers, 25 long swords, 25 footman's maces, 15 horseman's maces, 30 short bows, and 1500 arrows. Most of the weapons are useless due to the deterioration of age. There is a 35% chance that any given weapon will be useful and not break the first time it is used in combat. In addition, there is 1% chance of any given weapon being a +1 magical weapon. Each turn spent in this room there is a 10% chance of 1-4 Spectral Soldiers entering the area. (Roll each turn that the party stays in the building.)

**L-8) ARMORY:** (30'x40'x10') In this room is stored various suits of armor of all types. There are 40 sets of leather armor, 30 sets, of studded leather, 15 sets of chainmail, 3 sets of platemail, 65 small shields and 35 large shields. Characters will have a 5% chance per turn each of finding a set of +1 enchanted armor (random type) or shield. Each turn spent in this room there is a 10% chance of 1-4 Spectral Soldiers entering the area. (Roll each turn that the party stays in the building.)

Rooms L-9A through L-9J were the bunkhouses for Kelandor I's soldiers. They now house 80 Spectral Soldiers.

**SPECTRAL SOLDIERS:** AC: 4, HIT: 3+3, THAC0: 17, ALN: chaotic evil, HTK: variable, NOA: by weapon, DPA: by weapon, WPN: variable (20% of them are enchanted): Exp. 175

DIE ROLL	WPN	DIE ROLL	ENCHANTMENT
01-70	DLS	01-50	+1 TO DAMAGE
71-90	DBS	51-75	+2 TO DAMAGE
91-99	DHS	76-90	+3 TO DAMAGE
00	DTS	91-99	+4 TO DAMAGE
		00	+5 TO DAMAGE



These are soldiers who were sent into battle or as a scouting party or on a raid against unbeatable odds by warmongering Lords, or by powerful Wizards. They have returned to get even with mankind. They seek to kill all men in armor and all magic types, including Dwarves, Elves, and Halflings. They ride ghost-like horses that cannot be distinguished from living horses until a distance of 120'. At this point their glowing white pupilless eyes can be seen. The soldiers are in various armor types and assorted weapons. Their bodies are skeletal, their eyes glowing white. However, they are capable of speech and have retained their native intelligence, making them capable strategists. These soldiers are often controlled and kept in service by Evil Clerics and higher undead. They can be controlled as Spectres but someone who is killed by a Spectral

Soldier does not become one.

**L-9) BUNKHOUSE:** (30'X20'x8') Each bunkroom's contents are identical. Each has 8 bunks with a chest at the foot of each. All are in a sad state of disrepair. In the chests can be found old tattered uniforms and 1-8 GP each. In the center of the room are a table and six chairs. Each bunkroom houses 8 Spectral Soldiers. 1-8 of them will be present 35% of the time.

A) Group #1. **SPECTRAL SOLDIERS:** AC: 4, HIT: 3+3, THAC0: 17, HTK: 15,23,15,19,10, 11,17,21, NOA: 1, DPA: by weapon, WPN: long swords (The 23 HTK SS has a +4 bastard sword and the 21 HTK SS has a +2 broad sword.). Exp. 175

B) Group #2. **SPECTRAL SOLDIERS:** AC: 4, HIT: 3+3, HTK: 23,16,14,17,16,13,15,15, THAC0: 17, NOA: 1, DPA: by weapon, WPN: broad swords (The 23 HTK SS has a +1 bastard sword.). Exp. 175

C) Group #3. **SPECTRAL SOLDIERS:** AC: 4, HIT: 3+3, HTK: 20,12,15,19,15,20,11,11, THAC0: 17, NOA: 1, DPA: by weapon type, WPN: long swords (The 20 HTK SS has a +3 broad sword and the 19 HTK SS has a +1 long sword.). Exp. 175

D) Group #4. **SPECTRAL SOLDIERS**: AC: 4, HIT: 3+3, HTK: 14,14,18,11,14,18,12,15, THAC0: 17, NOA: 1, DPA: by weapon, WPN: long swords (The 18 HTK SS has a +2 long sword.) Exp. 175

E) Group #5. **SPECTRAL SOLDIERS**: AC: 4, HIT: 3+3, HTK: 14,17,21,15,17,17,18,23, THAC0: 17, NOA: 1, DPA: by weapon, WPN: long swords (The 17 HTK SS has a +2 long sword and the 18 HTK SS has a +1 bastard sword.) Exp. 175

F) Group #7. **SPECTRAL SOLDIERS**: AC: 4, HIT: 3+3, HTK: 22,14,22,14,11,19,16,24, THAC0: 17, NOA: 1, DPA: by weapon, WPN: long swords (The 24 HTK SS has a +1 broad sword..) Exp. 175

G) Group #9. **SPECTRAL SOLDIERS**: AC: 4, HIT: 3+3, HTK: 20,21,15,13,29,18,13,15, THAC0: 17, NOA: 1, DPA: by weapon, WPN: broad swords (The 21 HTK SS has a +2 broad sword and the 13 HTK SS has a +1 long sword.) Exp. 175

H) Group #10. **SPECTRAL SOLDIERS**: AC: 4, HIT: 3+3, HTK: 23,18,17,19,19,10,15,18, THAC0: 17, NOA: 1, DPA: by weapon, WPN: long (The 18 HTK SS has a +1 long sword and the 19 HTK SS has a +3 broad sword.) Exp. 175

I) Group #11. **SPECTRAL SOLDIERS**: AC: 4, HIT: 3+3, HTK: 14,18,16,12,25,20,15,12, THAC0: 17, NOA: 1, DPA: by weapon, WPN: long swords (The 16 HTK SS has a +1 long sword and the 20 HTK SS has a +4 long sword.) Exp. 175

J) Group #12. Their duties include guarding the gatehouse and the secret entrance to above ground. **SPECTRAL SOLDIERS**: AC: 4, HIT: 3+3, HTK: 14,22,18,16,16,16,19,23, THAC0: 17, NOA: 1, DPA: by weapon, WPN: long swords (none of them are enchanted). Exp. 175

**L-10) EAST TOWER**: In this tower are kept all of the prisoners that are captured that are of good or neutral alignment. They await their fate as sacrifices to the Lord of the Undead. There are currently 4 prisoners here at the start of the adventure. One of which will be executed 6 days from now. They are:

**CIRTUS BILIFAR**: AC: 5 base 10, CLS: mage/thief, ALN: chaotic good, LVL: 6/5, RAC: elf. HTK: 26 (currently down to 12) THAC0: 15, ARM: nil WPN: nil STR: 10, INT: 18, POW: 17, WIS: 14, CON: 8, END: 11, STA: 8, DEX: 19, AGL: 15, SPD: 14, CHR: 10, LED: 9, LCK: 13, HGT: 5' 2", WGT: 108 lb., HRC: brown, HRL: 5 1/2", CPX: fair, AGE: 213, HAN: right. If his spell books are retrieved, he normally carries the following spells: 1<sup>st</sup>: **BURNING HANDS, DETECT MAGIC, MAGIC MISSILE, READ MAGIC**, 2<sup>nd</sup>: **INVISIBILITY, MIRROR IMAGE**, 3<sup>rd</sup>: **LIGHTNING BOLT, DISPEL MAGIC**. Exp. 270

**BEN FAHRLEHDT**: AC: 10, CLS: FTR, ALN: neutral good, LVL: 7, RAC: half-elf, HTK: 53 (down to 6 currently - he has, been brutally tortured and is first in line for sacrifice.) THAC0: 14, ARM: nil, WPN: nil, STR: 15, INT: 11, POW: 16, WIS: 12, CON: 16, END: 12, STA: 14, DEX: 10, AGL: 13, SPD: 11, CHR: 15, LED: 15, LCK: 14, HGT: 5' 5", WGT: 170 lb., EYE: green, HRC: brown, HRL: 6", CPX: fair, AGE: 39, HAN: right. Exp. 420

**HELIUS**: AC: 10, CLS: CLR, ALN: chaotic good, LVL: 4, RAC: human, HTK: 24 (down to 3 currently and unconscious with a bad fever), THAC0: 17, ARM: nil, WPN: nil, STR: 15, INT: 10, POW: 15, WIS: 17, CON: 13, END: 16, STA: 16, DEX: 13, AGL: 10, SPD: 10, CHR: 13, LED: 14, LCK: 13, HGT: 5' 4", WGT: 171 lb., EYE: red, HRC: white, HRL: 17"r CPX: fair, HAN: right. Exp. 120

**LIN TSA:** AC: 10, CLS: PAL ALN: lawful good - Christian, LVL: 4, RAC: human oriental, HTK: 33 (down to 5 currently and second in line for sacrifice), THAC0: 17, ARM: nil, WPN: nil STR: 17, INT: 8, POW: 13, WIS: 17, CON: 9, END: 13, STA: 11, DEX: 13, AGL: 13, SPD: 12, CHR: 17, LCK: 14, HGT: 5' 6", WGT: 180 lb., EYE: black:, HRC: black, HRL: normally shaven is now 1", CPX: yellow, HAN: ambidextrous. Exp. 120

The door to the chamber is double bolted from the outside. The watch in L-68 guards the prisoners.

**L-11) WEST TOWER:** Prison for evil characters. Any evil party members captured will be taken here awaiting sacrifice. They will be sacrificed in 2-12 days. There are currently no occupants in this room. 8 sets of shackles are spaced along the walls restraining both hands and feet.

**L-12) MANOR:** The building to the north is the old residence once occupied by Kelandor I, his family, and their servants. Strangely, the roof never collapsed under the weight of the sand. None of the undead will ever enter the manor. They fear the wrath of the old Lord who never returned.

**L-13) DOORWAY:** The door to the servants quarters is off the hinges and lies 10' down the hallway. Under the door is an old skeleton of one of the servants with one hand outstretched beckoning for aid. In her hand is a holy symbol of the Goddess Demeter. This sight sends fear into the undead.

**L-14) KITCHEN STORAGE:** (30'x20'x8') This is the storage room for the kitchen. Shelves line the outer walls of the room. Stacked upon them are shreds of old sacks that once contained enough food for the settlement for 6 months. In the center of the room are the remains of 16 kegs and casks of various sizes. Feeding on what remains of the spoilage is a host of giant centipedes. They will attack at the first sign of movement that enters the room.

**GIANT CENTIPEDES:** AC: 9, NAP: 20, HIT: 2 hit points, HTK: all 2 htk, THAC0: 20, DPA: nil, SPA: Poison (save at +4). Exp. 35

**L-15) KITCHEN:** (30'x50'x8') The kitchen is still quite intact. Several hearths sit along the west wall and 2 preparation tables sit in the center. Pots, pans and other cooking utensils hang above them. Along the west wall are 3 sinks with an old well in the northeast corner. Water still sets at the bottom of the well, but is too badly polluted to be potable. Save @ -1 vs. poison or suffer from nausea and half will be at half strength for 2-12 turns.



**L-16) DINING HALL:** (40'x60'x8') This was to be the dining hall for the manor house. Kelandor was to be bringing a table back with him on his fated last trip to the kingdom of Palos. Thus, the room is bare except for an old china hutch in the center of the east wall. It is filled with exquisite old china (Lady Kelandor's wedding pattern). It is quite valuable due to its age and the 64-piece setting would fetch a price of 2000 GP if recovered intact in any large city. The hutch itself is not in good condition due to its present occupants. A host Of Rot Grubs have taken up residence here and will attach themselves to anyone examining the hutch.

**ROT GRUBS:** NOA: 20, AC: 9, HIT: 1 htk, THAC0: 20, SPA: They will burrow into any exposed flesh and if the victim doesn't burn them out immediately and suffer 1-6 htk. They will burrow to the heart and kill their host in 1-3 turns. Exp. 35

**L-17) GREAT HALL:** (60'x40'x8') The great hall is a splendid sight to behold. It is one of the only completely furnished rooms in the manor house. Kelandor's seat sits in the middle of the north wall. The great chair would accommodate any small giant with ease and sits in the center of the east wall. Banners of the Old Kingdom hang along the north and south walls with a row of chairs in front. Kelandor I's banner and family crest hang behind his chair. This banner alone is worth 500 GP and the rest would sell for 800 GP total. Upon the floor of the chamber is a base relief dedicated to the Goddess Demeter.

**L-18) PAGES:** (20'x30'x8') 2 cots each sit along the east and west walls with a small 3' table in the center of the north. The pages resided here in service to their lord. They died immediately in the great storm and their normal skeletal remains lie upon the floor of the chamber.

**L-19) PRIVATE MEETING ROOM:** (20'x30'x8') A 8'x4' table and 10 chairs sit in the middle of this room. An old map of the kingdom of Palos hangs upon the west wall. This find would bring 400 GP from the sages' hall in Pierreville. The room is otherwise empty.

**L-20) ENTRY HALL:** (40'x30'x8') The old entryway to the manor is completely blocked to the south. 4 18' high by 4' diameter pillars support what was once a splendid sunroof. The room once contained a most beautiful garden, but a Dun Pudding has replaced this.

**DUN PUDDING:** AC: 7, HIT: 8+1, HTK: 43, THAC0: 13, DPA: 4-24, MOVE: 12", The Dun Pudding will eat through chainmail in 2 rounds, plate in 4 and leather in but a single round. It will attack any movement within the chamber. Exp. 1400

**L-21) WAITING ROOM:** (20'x30'x8') There are 8 chairs lining the walls. Visitors would wait here for an audience with the lord. Waiting here now are 4 Giant Scorpions.

**GIANT SCORPIONS:** AC: 3, HIT: 5+5, HTK: 43,31,30,37, THAC0: 15, NOA: 3, DPA: 1-10/1-10/1-4 and poison. Exp. 650

**L-22) OFFICE:** (20'x30'x8') An ornately carved desk sits in the center of the west wall with a padded chair behind. There are 4 drawers in the desk and they are all locked. The contents of the drawers is limited to various crumbling papers and journals save for a bejeweled dagger worth 400 GP This was once Livinius Quinlas' office. The manor house is the only place on all the planes he will not go. He too fears the wrath of the old lord.

**L-23) SERVANTS' QUARTERS:** (25'x30'x8') This room housed the servants' quarters for the manor. 6 beds are in this room, but have become completely rotted from age. They will crumble into dust if touched.

**L-24) KELANDOR'S BEDROOM:** (40'x30'x8') This was the Lord's bedroom. Here is a 4-poster bed, lined with satin draperies, 2 night tables and a wardrobe.

**L-25) ROBING ROOM:** (20'x30'x8') This was the Lord's dressing room, where he was helped dressed by his servants. 3 wardrobes still stand in place here, but they are empty.

**L-26) ROBING ROOM:** (20'x30'x8') This served as Lady Kelandor's dressing room. 2 wardrobes here are similarly empty. All of their clothes were taken with them for the trip to Pierreville.

**L-27) LADY KELANDOR'S BEDROOM:** (40'x30'x8') This room was to serve as Lady Kelandor's bedroom, if she should ever desire it. It was never furnished as she slept with the Lord at all times. She had not had a chance to buy furniture as yet either. Another thing for her shopping list for Pierreville.

**L-28) NURSERY:** (30'x30'x8') A crib and baby dressing table is all that are left in this dust-covered room.

**L-29) LADIES IN WAITING:** (30'x30'x8') Here slept 5 Ladies in waiting for Lady Kelandor. Two of them served nurses for Delvinus.

**L-30) SITTING ROOM:** (30'x30'x8') There are 4 stuffed chairs and 2 end tables here. An old oil lamp sits on each table, but are now empty.

**L-31) EMPTY CHAMBER:** roll for random encounters in this area.

**L-32) OOH BATS!!!:** In this 70' x 45' chamber are no less than 100 bats. They will attack any living creature that stays in the chamber longer than 3 rounds with a light source greater than a 5' radius. 1-10 bats will attack each individual.

**BATS:** AC: 8, HIT: 1-2 htk, THAC0: 19, DPA: 1, HTK: roll as needed. Exp. 15

These bats can be summoned in 2-4 rounds by any of the Vampires (L-42).

L-33) **EMPTY CHAMBER:** roll for random encounters in this area.

L-34) **GATE:** This is the entrance to the temple area. 2 Zombies stand guard here at all times. They are programmed to allow no living creature pass through the gate.

2 **ZOMBIES:** AC: 7, HIT: 3, THAC0: 19, WPN: bare hands, DPA: 1-6 HTK: 20,14. Exp. 65

L-35) **HOLE IN THE WALL:** A hole has been cut in the wall at this point to provide easier access to the stable area. 2 Spectral Soldiers from L-62 stand watch here.

L-36) **RANDOM ENCOUNTER AREA:** Roll on the random encounter table.

L-37) **KITCHEN:** This room is no longer used much. It is used only to prepare food for the prisoners in L-53 and L-67. Copper and Mercedes take turns as cooks when the need arises. The prisoners are only fed once a day.

L-38) **KITCHEN STORAGE:** This room contains only the barest essentials of food for the prisoners. There are several racks of flour and beans and 3 barrels of water.

### **TEMPLE GUARD QUARTERS**

The temple guard befell the same fate as the garrison during the sandstorm. As they were not normal soldiers they came back not as Spectral Soldiers but as Spectres.

12 **SPECTRES:** AC: -2, HIT: 7+3HTK: 59 (master), 41,33,29,29,39,32,43,30,35,40,42.  
THAC0: 13, DPA: 1-8\*, SPA: energy drain: 2 levels per hit. Exp. 3000

Spectres are the non-corporal remains of humans who were murdered and have returned to get even with mankind. They retain their human appearance, but it is non-corporal and is thus translucent.

L-39) **COMMON AREA:** This is the common area in the guardhouse. There are 3 tables, and 12 chairs about the room. 2-8 spectres will be here 70% of the time playing cards or just relaxing. The master (59 HTK Spectre) will be here 25% of the time.

L-40) **COMMANDER'S QUARTERS:** This is the master's quarters (59 HTK Spectre). In the rear of the chamber are a bed and a chest. The chest is locked and trapped with a poison needle trap. Inside are clothing, a +1 dagger, 46 GP, 17 s.p., and a 150 GP tourmaline. In the front of the chamber are a desk and padded chair. The desk has a center drawer and one side drawer on the left. In the side drawer are pay rosters, a sick leave journal, and other assorted papers dealing with administrative duties of the temple guard. In the center drawer are two quills a bottle of ink and 37 sheets of parchment. All the documents in the desk are at 300 years old and have a 70% chance of crumbling if handled. The commander will be here 40% of the time.

**L-41) BUNKROOM:** This was the old bunkroom for the temple guard. There are some 20 bunks and 20 chests. They are all in a sad state of disrepair. A total of 150 GP, 200 s.p., and 57 CP will be found if all the chests are opened and searched. Of those few that are locked a strong blow with a sword or mace will break what is left of the old rusty locks. 1-2 Spectres will be here milling about 45% of the time.

**L-42) ZOMBIES:** These are the unfortunate victims of the sacrifices in L-55. Any characters of any Strength are animated as Zombies to serve their vampire masters. They are currently at work clearing the area beyond the temple wall.

**8 ZOMBIES:** AC: 7, WPN: shovels and pick axes, HIT: 3, HTK: 16,19,15,20,14,12,13,22, THAC0: 19, DPA: 1-6. Exp. 65

They will be guarded by 2-4 Spectres from L-39. Additionally, the commander will be present 20% of the time.

**L-43) COURTYARD:** The courtyard has only been partially excavated.

**L-44) GENERAL STORAGE:** In this room is a partially constructed leather Golem. It will take an additional 3 hours and the necessary enchantments to complete.

**L-45) SMOKEHOUSE:** This was the old smokehouse for the keep. There are seven hams, four turkeys, and other various assorted game. There is only one problem. Despite what appears to be fresh meat, all the food here is petrified.

**L-46) DINING HALL:** This room served as the dining hall for the High Priestess and her assistants. As their sustenance needs have changed since their transformation the room is used only occasionally for meetings with the commander of the Spectres and Livinius. There is only a 5% chance at any given time that such a meeting will be taking place.



**L-47) HIGH PRIESTESS' HOUSE:** These buildings house the former High Priestess and her assistants. They have all become vampires since the destruction of the settlement.

**Angenia Bartais**, VAMPIRE: AC: 1, 14th level Cleric, HTK: 59, THAC0: 8, DPA: 5-10+4, SPA: hypnotism, energy drain 2 levels per hit, shapechange to wolf or bats, STR: 18/76, WIS: 17, POW: 16, CHR: 15, COM: 16, DEX: 18, WEL: 110 GP, **STAFF OF THE PYTHON**, Ring of +3 Protection, Potions: 4 **EXTRA-HEALING, UNDEAD CONTROL (GHOSTS), UNDEAD CONTROL (SPECTRES)**. Spells: 1<sup>st</sup>: **CURSE, COMMAND, CAUSE LIGHT WOUNDS, CAUSE LIGHT WOUNDS, DISGUISE, PENETRATE DISGUISE, PROTECTION FROM GOOD**, 2<sup>nd</sup>: **CAUSE FEAR, DUST DEVIL, ENTHRALL, FIND TRAPS, HOLD PERSON, HOLD PERSON, KNOW ALIGNMENT, RESIST FIRE, SILENCE 15' RADIUS**, 3<sup>rd</sup>: **ANIMATE DEAD, CAUSE BLINDNESS, PRAYER, DISPEL MAGIC, GLIPH OF WARDING, FLAME WALK**, 4<sup>th</sup>: **BESTOW CURSE, CAUSE SERIOUS WOUNDS, CLOAK OF FEAR, LOWER WATER, POISON, PLANE SHIFT**, 5<sup>th</sup>: **GOLEM, CAUSE CRITICAL WOUNDS, DISPEL GOOD, BLADE BARRIER, HARM**. Exp. 8000

**L-48) HALLWAY:** This hallway leads to Angenia's private chambers and the dining hall.

**L-49) ROBING ROOM:** This is the robing for Angenia Bartais. She uses this room to store her clothing and to change. There are 2 wardrobes full of dresses, robes and other clothing. Many are taken from the raids by the Spectral Soldiers on caravans over the years.

**L-50) BEDROOM:** This is the bedroom for Angenia Bartais. In place of a bed there is an ornately decorated coffin in the southeast corner of the room. North of the coffin is a 3' square table and 2 stuffed chairs. Angenia often relaxes here catching up her reading late in the night before retiring for the day. She will be here in her coffin during normal daylight hours.

**L-51) LIBRARY:** This room is the library for the Priest's quarters. 14 books are set about the room on pedestals. In the base of one of the pedestals is a secret compartment. Inside the compartment are 11 Scrolls: **DETECT EVIL, SLOW POISON, SNAKE CHARM, CREATE FOOD & WATER, FEIGN DEATH, SPEAK WITH DEAD, NEUTRALIZE POISON, TONGUES, CONJURE ANIMALS, FIND THE PATH, STONE TELL**.

**L-52) PRIVATE SANCTUARY:** This room formally was her private sanctuary to the Goddess Demeter. All the vestiges of her former Goddess still remain here under a pile of dust. Angenia has not been in here far many decades.

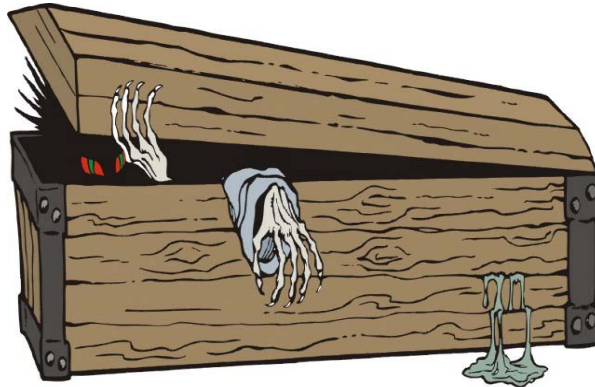
**L-53) LOWER PRIEST'S QUARTERS:** This is the quarters for Kalfor, Angenia's #1 assistant. Again the beds have been removed replaced by 2 coffins. A Wardrobe stands along the east wall containing Kalfor and Malori's clothing.

**KALFOR:** VAMPIRE, still acts as an Evil High Priest, AC: 1, LVL: 10, HTK: 45, THAC0: 8, DPA: 5-10+4, SPA: hypnotism, energy drain 2 levels per hit, shapechange to wolf or bats STR: 18/76, WIS: 16, DEX: 14, POW: 16, CHA: 16, COM: 13. Spells: 1<sup>st</sup>: **COMMAND, CAUSE LIGHT WOUNDS X 2, DETECT MAGIC, CAUSE FEAR**, 2<sup>nd</sup>: **ENTHRALL, FIND TRAPS, HOLD PERSON, MESSENGER, RESIST FIRE, WITHDRAW**, 3<sup>rd</sup>: **MELD INTO STONE, CREATE FOOD & WATER, CAUSE BLINDNESS**, 4<sup>th</sup>: **CAUSE SERIOUS WOUNDS, DETECT LIE**, 5<sup>th</sup>: **CAUSE CRITICAL WOUNDS, FLAME STRIKE, SLAY LIVING**. Exp. 8000

**MALLORI BARNIS:** VAMPIRE, still acts as an evil priest, AC: 1, LVL: 6, HTK: 40, THAC0: 8, DPA: 5-10+4, SPA: hypnotism, energy drain 2 levels per hit, shapechange to wolf or bats STR: 18/76, WIS: 18, DEX: 7, POW: 17, CHA: 14, COM: 12, AC: 4, potions: 2 **HEALING**, spells: 1<sup>st</sup>: **CURSE, COMMAND, CAUSE LIGHT WOUNDS, DETECT GOOD, CAUSE FEAR**, 2<sup>nd</sup>: **HOLD PERSON, HOLD PERSON, DUST DEVIL, RESIST FIRE, SNAKE CHARM**, 3<sup>rd</sup>: **ANIMATE DEAD, CAUSE BLINDNESS, DISPEL MAGIC**, Scrolls: **DETECT MAGIC, LOCATE OBJECT, SPEAK WITH DEAD**. Exp. 8000

They will be here during normal daylight hours.

**L-54 LOWER PRIEST'S QUARTERS:** There are 2 coffins along the south wall. The room is otherwise empty. This is the living quarters for Copper and Mercedes:



**COPPER:** VAMPIRE, still acts as an evil priest, AC: 1, LVL: 8, HTK: 47, THAC0: 8, DPA: 5-10+4, SPA: hypnotism, energy drain 2 levels per hit, shapechange to wolf or bats, STR: 18/76, WIS: 15, POW: 13, DEX: 16, CHA: 17, COM: 17, AC: 5, HGT: 4' 10", WGT: 95 lb.(!), Potions: **HEALING, UNDEAD CONTROL (ZOMBIES), DIMINUTION**, Spells: 1<sup>st</sup>: **CURSE, CAUSE LIGHT WOUNDS, CAUSE LIGHT WOUNDS**, 2<sup>nd</sup>: **DARKNESS, PENETRATE DISGUISE, DUST DEVIL, WITHDRAW, HOLD PERSON, UNHOLY SYMBOL**, 3<sup>rd</sup>: **PARALYSIS, MELD INTO STONE, DISPEL MAGIC**, 4<sup>th</sup>: **SPELL IMMUNITY**. Exp. 8000

**MERCEDES:** VAMPIRE, still acts as an evil priest, AC: 1, LVL: 5, HTK: 28, THAC0: 8, DPA: 5-10+4, SPA: hypnotism, energy drain 2 levels per hit, shapechange to wolf or bats STR: 18/76, WIS: 13, POW: 10, DEX: 14, CHA: 14, COM: 15, Potions: 2 **HEALING**, Spells: 1<sup>st</sup>: **CURSE, CAUSE FEAR, CAUSE LIGHT WOUNDS, DETECT MAGIC, CHANT**, 2<sup>nd</sup>: **HOLD PERSON, RESIST FIRE**, 3<sup>rd</sup>: **CURSE**. Exp. 8000

**L-55) THE TEMPLE OF DEMETER:** The temple has been converted by the vampires into an unholy shrine to the Lord of the Undead. They were unable to convert the entire temple for fear of the wrath of the Goddess Demeter so they erected a false wall some 55' from the temple doors. Horrifying scenes are depicted upon the walls of the chamber

showing human as well as demi-human sacrifices. The rear doors have been sealed up not allowing entrance to the former temple. The false wall can be easily detected by anyone with any knowledge of construction.

**L-56) UNHOLY TEMPLE:** In the center of the false wall is an altar to the Lord of the Undead. Sacrifices are laid upon the altar weekly. 4 Spectral Soldiers from L-8B stand guard here at all times.

**L-57) STATUE OF DEMETER:** If entrance can be obtained to the rear of the temple the characters will come into the sanctuary of the old temple to the Goddess Demeter. The undead found that they would experience horrible pain if they passed within 20' of the statue at the rear of the chamber. They will as will any evil being take 1-4 hits of damage per round each round they are within 20' of the Statue.

**L-58) RUINS:** This old building is in ruins. Rubble fills the northwest corner of the room. Along the south wall is a secret door leading to Kelandor's Chamber.

**L-59) RUINS:** This room is even worse than the previous one. Less than half of the original room remains.

**L-60) STAIRWELL DOWN:** Down these stairs some 50' is another Kelandor's Chamber. The stairs are trapped. Stepping on the 7th stair from the top will cause the stairs to turn into a slide plummeting all characters 50' down into a pit trap set with spikes. Characters will strike 2-12 spikes upon impact doing 1-6 points of damage each spike in addition to 2-10 hits of damage for the fall.

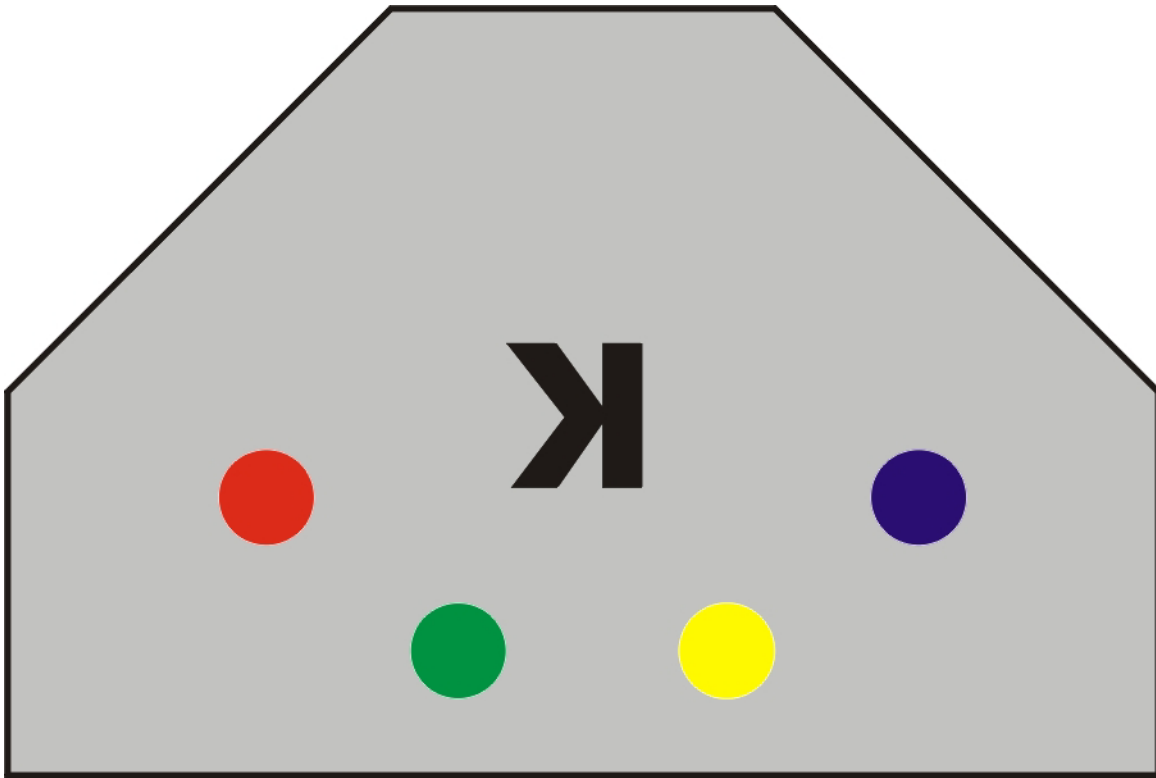
**L-61) KELANDOR'S CHAMBER:** B-G-Y Beyond the door is Kelandor's Chamber, named for Kelandor I by Petrarch. It can only be opened with a special ring that is fashioned with two prongs set 1/2" apart. Although the ring can be reproduced, its effects cannot be counterfeited due to the special spells cast upon the metal used to fashion the ring by Petrarch. Kelandor's Chamber is a room of very special design. Set into the floor of the chamber is a black marble K 3' in length. Beyond this are 4 Orbs: red, green, yellow, and blue. The orbs are 10" in diameter, the pedestals, are 3' high, 8" in diameter and appear to be hollow. Their composition is of a nature that has never been seen before in this world the surface is harder than steel but appears more like glass. If a person steps upon the K in the floor, the door will slide shut and a Magic Mouth will appear on the wall behind the orbs.

It will say:

**'THIS IS THE DOOR TO MANY LANDS.  
TRY IF YOU DARE.  
SCARE AND YOU FARE NOT'**

The orbs will begin to glow softly. If the person steps off the K, the orbs will dim again. Upon being touched, the orb will light up and will begin to hum softly. Once three of the

orbs have been touched either a trap designed into the machine will activate (save applicable) or the chamber will transport itself to a new location.



==== INSERT COMBINATIONS====

**L-62) EMPTY CHAMBER:** This chamber is normally empty aside from the remains of a building at the north end. (Roll for random encounters normally in this area.)

**L-63) TRAP:** This is the remains of an old out building that was partially excavated by the Zombies (L-42). The roof at the north end of the building was too badly collapsed to excavate the entire building. In the rubble at the north end is a medium sized chest that was purposely left partially exposed. Once the chest has been removed from the rubble the old rusty lock is easily picked by thieves (+25%) or smashed. The chest is trapped, however, from the inside. A device will give off a loud shriek upon opening the chest that will warn the occupants of the manor house (L-66).

**L-64) SECRET SLIDING DOOR:** The entrance to Livinius' lair is made by way of a secret sliding door at this point along the passage way. The doorway is large enough for the passage of the Nightmare in L-65.

**L-65) NIGHTMARE:** This chamber is the lair for Livinius' steed. He rides a Nightmare of tremendous size. It will be present whenever Livinius is not out on a raid.



**NIGHTMARE:** AC: -4, HIT: 6+6, ALN: CE, HTK: 44, NOA: 3, DPA: 2-8/4-10/4-10, WPN: nil, SPA: save vs. magic or -2 to hit due to breath. It can fly, become ethereal and travel astrally, SPD: nil, MRT: standard, TREASURE: nil.

This is the lair for the Death Knight. One of Kelandor's lieutenants allied himself with Petrarch shortly before the fall. He made a deal with Petrarch to immortalize him in return for his loyalty. This was his private quarters and remains as such underground. Livinius Quinlas now commands all the Spectral Soldiers within the domain of the Land of a 1000 Doors. He will be in his lair 50% of the time.

## LEVEL I

**L-66) GATEWAY:** This was the gateway to Livinius' quarters that has been excavated by the undead. What was once a beautiful garden is now an empty and desolate chamber. 2 Spectral Soldiers from L-68 or L-69 will be present at all times as guards.

**DEATH KNIGHT:** AC: -7, HIT: 9 (10 sided-dice), ALN: chaotic evil, HTK: 82, THAC0: 5, NOA: 1, DPA: 1-10+10, WPN: +4 two-handed sword, SPA: FEAR 5' **WALL OF ICE** at will, **DETECT MAGIC** and **DETECT INVISIBILITY** innately, twice per day he can cast **DISPEL MAGIC** and generate a 20d6 **FIREBALL**, SPD: magic resistance, MRT: 75%, TREASURE: nil. Exp. 6000

**L-67) HALL:** This was the old dining hall. It is bare now save for a picture of Livinius at the north end.

**L-68) CONVERTED BUNKROOM:** In the former days this was a sitting room where Livinius would entertain his guests after dinner. Since these days most of his "guests" are dinner, it has been converted into a bunkroom for his guards. 2-6 Spectral Soldiers will be here 90% of the time.

**SPECTRAL SOLDIERS:** Group #6, AC: -2, HIT: 5+5, ALN: chaotic evil, THAC0: 15, HTK: 22,28,26,25,25,20, NOA: by weapon type, DPA: 2-8, WPN: broad swords (The 19 HTK SS has a +3 broadsword.)

**L-69) ANOTHER BUNKROOM:** This room has also been converted to a bunkroom for 6 of Livinius' guards. 2-4 of them will be here 80% of the time. These Spectral soldiers form his personal guard and go out raiding with him and are his escorts while he is below ground.

**SPECTRAL SOLDIERS:** Group #8, AC: -2, HIT: 5+5, ALN: chaotic evil, THAC0: 15, HTK: 33,29,27,23,35,26, NOA: by weapon type, DPA: 1-8, WPN: long swords (the 20 HTK SS has a +3 long sword.)

**L-70) STAIRS UP:** There are 14 stairs up to the second level. The fifth riser from the top is trapped. It will give way under 25 ft/lbs. of pressure causing all characters on the stairs to plummet to the bottom for 1-4 points of damage. The landing at the top of the stairs leads to Livinius' private quarters.

**L-71) OFFICE:** There is a huge desk with a padded chair behind it with 2 additional chairs in front of the desk. Along the south wall is a 7' long sofa with a 4' coffee table. Livinius will be here 40% of the time giving instructions to the Spectral Soldiers what raids they will be undertaking that night. He plans the raids on the basis of information obtained by Petrarch in the guise of the old gypsy woman.

**L-72) BEDROOM:** Livinius seldom spends much time here anymore, as he requires little rest in his undead form. Thus, the room has deteriorated greatly over the centuries. The bed is modest, as is most of the rest of the furniture. Livinius will be here only 10% of the time.

**L-73) TRAP:** Halfway down the passageway is a rope trap that will collapse the ceiling at this point of the tunnel. It will be tripped on a roll of a 1-2 on a die 6 (roll for each individual). Rolling 3d6 under the character's dexterity will allow the character to escape 2-8 HTK of damage. However, the passageway will be blocked and will be impassable for 1-4 turns of digging.

**L-74) EMPTY CHAMBER:** This chamber is normally empty.

**L-75) CHAMBER OF ILLUSIONS:** The chamber is set with a series of visual and audible illusions activated by a pressure plate 20' down from the entrance to the passageway. The plate is heat sensitive and thus not activated by the undead. The characters will experience illusions of most horrible monsters. This trap also serves an alarm for the Ghost on Level I of the tower.

Petrarch still maintains his existence below the desert. The former soldiers have become undead loyal to him. They have dug out much of the former settlement at his direction. Here is the source of the strange weather patterns in the region.

**TELCAS ANTRAS PETRARCH**, LICH, AC: 0, CLS: ARCHMAGE, ALN: neutral evil, LVL: 27, arm: nil, HTK: 83 (d+38), THAC0: 9, WPN: Staff of Wizardry, STR: 15, INT: 19, POW: 22, WIS: 21, CON: 16, END: 17, STA: 16, DEX: 17, AGL: 18, SPD: 17, CHR: 18, COM: 15, LED: 16, LCK: 14, PSL: 118, SEX: male, age: 300+, RAC: human (undead lich), HGT: 5' 11", WGT: 174 lb., CPX: gray, EYE: black, HRC: silver, HRL: 9" stringy, HAN: left, Sage - Fields of Knowledge: Metaphysics, Planes (Astral, Ethereal, and Elemental), WEL: nil. Spells: 1<sup>st</sup>: **CONJURE SPELL COMPONENTS, BURNING HANDS, COLOR SPRAY, CHANGE SELF, MAGIC MISSILE x 2**, 2<sup>nd</sup>: **INSATIABLE THIRST, PAST LIFE, BLUR, DARKNESS 15' RADUIS, INVISIBILITY, WIZARD LOCK**, 3<sup>rd</sup>: **ALACRICITY, DISPEL MAGIC, FIREBALL, HASTE x 2, LIGHTNING BOLT**, 4<sup>th</sup>: **THUNDERSTAFF, DIMENSION DOOR, ENVENERATION, ICE STORM, MAGIC MIRROR, MINOR GLOBE OF INVULNERABILITY**, 5<sup>th</sup>: **LOWER RESISTANCE, ANIMATE DEAD, CHAOS, CONE OF COLD, PASSWALL, WALL OF FORCE**, 6<sup>th</sup>: **WILDSTRIKE, CHAIN LIGHTNING, CONTROL WEATHER, DEATH SPELL, PROJECT IMAGE**, 7<sup>th</sup>: **ACID STORM, SPELL SHAPE, PHASE DOOR, POWER WORD STUN, PRISMATIC SPRAY, STATUE**, 8<sup>th</sup>: **HORNUNG'S RANDOM DISPATCHER, BINDING, MONSTER SUMMONING VI, MAZE, PRISMATIC WALL**, 9<sup>th</sup>: **ASTRAL SPELL, WIAL OF THE BANSHEE, SHAPE CHANGE, WISH, CRYSTAL BRITTLE**. Exp. 8000

Petrarch's lair, the Land of a 1000 Doors, is the center of strange forces, magical and metaphysical. His power extends well beyond the realm of normal magic. He delved in powers that led him to madness. Among his experiments was the development of Kelandor's chamber, named after his former lord. This chamber will allow teleportation (no error), astral and plane travel. However, the destinations are presently limited to certain preset destinations. These destinations were the only ones Petrarch was able to figure out before he went insane. Full use of the chamber has never been fully developed.

**I-1) SYMBOL OF HOPELESSNESS:** Upon the door to Petrarch's tower is a **SYMBOL OF HOPELESSNESS**. The chamber beyond the door is painted pitch black. The door to the south wall is secret.

**I-2) STAIRWELL UP:** A circular stairwell leads from here to the upper levels. If the alarm is sounded, Petrarch will electrify the stairs causing 1-10 hits of damage each round a character is on the stairs until a total of 100 hits of damage have been taken and then the spell will dissipate. Save vs. magic of age character 10-40 years.

**I-3) EMPTY CHAMBER:** Petrarch does not use this level anymore and anything that enters here doesn't live very long after the ghost is through "playing" with them.

**I-4) GHOST:** This is the home for a ghost. One of the original members of Kelandor I's party killed traveling to Palos refused to die completely even though his body was devoured by dire wolves. He made it back to Keldar in the form of a Ghost. He enjoys toying with his victims before killing them.

**GHOST:** AC: 0, HIT: 10, ALN: lawful evil, HTK: 63, THAC0: 11, NOA: 1, SPA: save vs. magic of age character 10-40 years. The mere sight of a Ghost will cause a character to age 10 years if he misses his save vs. magic and flee in panic for 2-12 turns. Clerics above 6th

are immune to this effect and characters above 8th level add +2 to their save, SPD: silver (1/2 damage or magical weapons are needed to hit, MRT: normal, TREASURE: in lair. Exp. 7000

**I-5) GHOSTLY TREASURE:** This is the Ghost's treasure room. It contains 4000 SP, 6000 GP, 4 pieces of jewelry: a wrought silver & gold brooch worth 1000 GP; a wrought silver & gold statuette of a dragon worth 1600 GP; a wrought gold statuette of a basilisk worth 1200 GP; and a wrought platinum coffer worth 2600 GP. In the coffer are a potion of **OIL OF ETHEREALNESS**, 4 +2 darts, a ring of **WATER WALKING**, and a scroll of **PROTECTION AGAINST MAGICAL BLUNT WEAPONS**. The ghost will use this scroll if he sees a high level Cleric in the party and has a chance to use it.

**I-6) EMPTY CHAMBER:** This is an empty chamber. Common spiders' webs hang around the door.

**I-7) GREEN SLIME:** Above the door entering the room is a green Slime. It will fall upon the first character entering the room. In the far corner of the room is an old steel gauntlet of normal variety.

**GREEN SLIME:** AC: 9, HIT: 2, ALN: NX, HTK: 12, THAC0: 19, NOA: 1, DPA: special, SPA: If the creature attaches itself to living flesh it will turn the character into a green slime in 1-4 melee rounds. It will eat through platemail in 3 rounds. It can be scraped off quickly, frozen or burned. A CURE DISEASE spell cast upon it will kill it instantly. Other forms of attack - including weapons or spell - do it no harm. Exp. 420

**II-1) STAIRWELL UP:** The stairwell leads up to the third level. There are six doors in this hexagonal room.

**II-2) GUARD ROOM:** This room was once a guestroom for visitors to the tower and houses Petrarch's guards.

**SPECTRAL SOLDIERS:** AC: -2, HIT: 5+5, ALN: chaotic evil, THAC0: 15, HTK: 38,38,34,30,36,34, NOA: by weapon type, DPA: 2-8, WPN: +2 long swords.

**II-3) GUESTROOM:** This was another guestroom in the tower, however unlike the former room the furnishings here are still somewhat intact. In the room are a bed, a 2' square table and an empty chest. A wall sconce sits in the middle of the northeast wall, but holds no torch.

**II-4) DINING ROOM:** This room served as the dining room for the tower. A 12' table and 10 chairs set in the center of the room and a china cabinet against the wall. The table is set for eight. Breakfast appears to have been served with no one here to eat. Upon first examination, the food appears to be normal, hot and ready to eat, but if anyone sits down to eat the "foods" real character will be seen. The breakfast is alive!

**EGG (FRIED):** AC: 9, HIT: 2, ALN: N, HTK: 11,8,9,6,7,12,16,5, THAC0: 18, NOA: 1, DPA: 1-8 by acid yolk, SPA: 1: Yolk beams (2 at a time) 6/day, 2: If yolk is cut at short range, take 3-30 hits of damage. Exp. 120

**BACON:** AC: 8, HIT: 2, ALN: N, HTK: 8,15,12,11,10,9,8,7,8,10,12,15,6,13, 15,10,9, THAC0: 18, NOA: 1, DPA: by trident and special, WPN: trident, SPA: trident squirts hot grease (2-20) 3/day, SPD: can fly at 24". Exp. 175

**BURNT TOAST:** AC: 3, HIT: 2, ALN: N, HTK: 11,5,8,9,10,12,15,8,6,9,11,6,13, 8,9,4, THAC0: 18, NOA: 1, DPA: 1-6 by bite. Exp. 35

The breakfast creatures were created by Petrarch as an amusement. They will revert to human size before attacking. This will take 2 segments. Each plate has 1 egg, 2 strips of bacon and 2 slices of burnt toast. Prisoners are tortured hereafter being starved for days and then served a horrid gruel.

**II-5) KITCHEN:** This is the kitchen for the tower. There is a stove that has a flu that teleports the smoke far into the desert. Also a preparation table with various knives hanging above it. Pots and pans line the walls on hooks. Few meals are prepared here, only when Petrarch keeps a rare prisoner or two, or when Gristar runs out of provisions that he has taken from captured prisoners.

**II-6) KITCHEN STORAGE:** This room stores what little food is kept in the keep. There are 2 barrels of salt pork, 3 bags of flour, a bag of sugar and a bag of beans.

**II-7) COOK'S QUARTERS:** The cooks "live" here. Live might not be an appropriate word since they are skeletons that Petrarch animates whenever the need arises.

**SKELETONS,** AC: 6, HIT: 1, ALN: NX, HTK: 4,6, THAC0: 19, NOA: by weapon, DPA: by weapon, WPN: various knives and cleavers, treat as short swords. Exp. 65

**III-1) STAIRWELL UP:** The stairs lead up to the 4th level.

**III-2) HALL OF THE MAGI:** This room contains a desk, a chair, a sofa, and several bookcases along the walls. It gives the appearance of not having been used for centuries. An inch of dust covers everything in the room. Upon the desk are sheets of writing, a paper, quill pen, and a helm. The bookcases are filled with the remnants of several hundred books. If the party searches the papers upon the desk, a magic-user spells: **FIREBALL**, **LIGHTNING BOLT** x2, and **DIMENSION DOOR**. Searching the books will give a 10% chance per searcher of finding a magical tome (q.v.). The helmet is a **HELM OF TELEPORTATION**. The desk contains three drawers. In the first drawer is a small velvet lined box with a poisoned needle trap. In the box is a **RING OF WIZARDRY** that will double fourth and fifth level spells. Opening the second drawer will reveal a 5 square inch metal box, also velvet lined. Opening the box will release poison gas that will cause all within 5' to save vs. poison or fall asleep for 12-24 hours. In the box is a **CUBE OF FORCE** (only this item will function here). The bottom drawer appears to be empty, but a search for secret panels will reveal a false bottom. Here contains 4 rods and wands: a

**ROD OF ABSORPTION**, and wands of **POLYMORPHING**, **FIRE**, **LIGHTNING**, and **FROST**. Any attempt to leave the room with any of these magical items will activate a **WALL OF FORCE** in front of both the door and the secret door. It will allow humans and humanoids to pass through, a but only if they are not touching or carrying any of the magical items from this room. They will not under any circumstance pass a through. The **WALL OF FORCE** is cast at 27th level and has been a supplemented by **an ANTI-MAGIC SHELL**. Only if both of these are a dispelled will the items pass. The room was originally the office for Petrarch the Thinker. He a cast the special protections upon the room to protect against thieves while he was out. After he went insane he completely forgot about the room and its contents. Hence its disuse for centuries.

**III-3) PENTEGRAM:** A magical pentagram has been traced in the center of this room. Petrarch uses this room to summon demons that he hopes to use in his experiments. There is a 15% chance that a Babau will be here entrapped by the pentagram. If the circle is broken for any reason it will escape and attack the party.

**BABAU:** AC: -3, HIT: 7+14, ALN: CEX, HTK: 45, THAC0: 13, NOA: 3, DPA: 2-5/2-5/2-8, SPA: cause darkness and can cast the following spells one per round: **FEAR** (by touch), **LEVITATE** (as a 10th level magic-user), **DISPEL MAGIC** (as a level magic-user), **POLYMORPH SELF**, **HEAT METAL** (as a 14th level Druid) and **GATE** another Babau (25% chance), MRT: 50% If the demon hears the party coming it will **POLYMORPH** itself into a 6 year old little girl and start crying trying to get the party to free her. If the party enters the Pentagram there is a 40% chance for each character to inadvertently break it, 15% each if the party deliberately attempts to avoid it. Exp. 1400

**III-4) GRISTAR'S QUARTERS:** Here resides the only living resident of the land of a 1000 Doors. His name is Gristar. The Spectral Soldiers captured Gristar some 20 years ago. He is a half-orc that refused to die. He was brought in as a sacrifice to Hades god of the Underworld and the dead, but was in too bad of shape for immediate sacrifice when brought in. He appeared to be on the brink of death, but he refused to succumb. After six months of struggling an endless battle against his wounds and diseases he finally became well again. Petrarch became so fascinated with such a being that he spared his life. Eventually he became Petrarch's "inquisitor", torturing prisoners for information. Gristar came to like his new calling in life and has rarely missed life on the outside. He often takes great pleasure in brutalizing many of the female prisoners that are brought into the tower. He will be here 40% of the time. The room is sparsely furnished with a cot and a chest containing Gristar's personal possessions. Underneath his clothes are 75 GP and 2 gems worth 45 and 55 GP.

**GRISTAR:** AC: 0, CLS: FTR, ALN: neutral evil, LVL: 9, RAC: half orc, arm: +2 chainmail over a soft leather shirt and a dark cloak, HTK: 72, THAC0: 10, WPN: +2 green broad sword +3 vs. magic-users (IQ = 1 ALN: N), STR: 17, INT: 9, POW: 12, WIS: 8, CON: 16, END: 15, STA: 14, DEX: 14, AGL: 14, SPD: 11, CHR: 8, COM: 7, LED: 9, LCK: 14, SEX: male, AGE: 72, HGT: 5' 6", WGT: 170 lb., CPX: ruddy, EYE: gray, HRC: brown, HRL: 5', HAN: right. Exp. 1400

**III-5) PRISON:** Petrarch keeps a few of the more interesting prisoners that have been captured by the Spectral Soldiers here. If he finds someone that he thinks might help him in providing information for his experiments he will let them live as long as they are useful.

Petrarch also will keep an interesting prisoner for companionship from time to time. This has become less frequent as the reality of his status as a Lich becomes more apparent to him. He has come to detest any reminders of his former life for more than a short time. The door to the chamber is heavily barred and is kept locked at all times.

**III-6) TORTURE CHAMBER:** Prisoners are brought here for "questioning". Gristar will be here with a prisoner 25% of the time when there are prisoners in the tower and 50% of the time when they are not sharpening and cleaning the equipment. In an iron maiden is an old skeleton of one of Gristar's successes. Also here are a brazier and several irons, a wrack and several sets of manacles along the south wall.

**III-7) TREASURE VAULT:** This room is Petrarch "the Thinker's" treasure vault. He has very little use for treasure as a lich, but what he had when he was alive and what he has obtained from those the Spectral Soldiers have captured is in this room. The door entering the chamber is double locked (a separate roll for picking locks must be rolled for each. In the room are 17 large chests and 1 small chest. In the chests are: **LARGE CHESTS:** 1-5 each contain 1000 s.p. 6-11 each contain 1000 EP, 12-16 each contain 1000 GP 17 contains a potion of CLIMBING, a cloak of Protection +4, 3 jars of Keoghtom's ointment (5 applications each), a +1 long sword **LUCK BLADE**, a set of +2 leather armor (human sized), a scroll with 2 clerical spells: **HERO'S FEAST** and **CONJURE ANIMALS**, 20 gems 50 GP base value, and 23 pieces of jewelry with values of: wrought silver: 300,500 GP, wrought gold: 600,800,1200,1300,1700 GP, wrought Platinum: 1000,1600,1700,1900(x2),2300 GP, silver w. gems: 2000(x2),4000, 5000,6000 GP, gold with gems: 5000, 6000(x2) GP, platinum w. gems: 5000,10,000 GP The small chest contains 300 p.p. The room is guarded by a Stone Golem:

**STONE GOLEM:** AC: 5, HIT: attacks as a 14 Hit die monster, HTK: 60, THAC0: 7, DPA: 3-24, SPA: casts slow spells every other round, SPD: +2 weapon or better to hit. Exp. 8000

**IV-1) STAIRWAY UP:** Here is a winding stair that leads up some 30 feet to the home of the old gypsy woman (K-34). 4 Spectral Soldiers stand guard here at all times.

**SPECTRAL SOLDIERS:** AC: -2, HIT: 5+5, ALN: chaotic evil, THAC0: 15, HTK: 24,34,28,33, NOA: by weapon type, DPA: 2-8, WPN: +3 long swords. EXP 600

**IV-2) BEDROOM:** The door to this room is double locked. Each lock must be picked separately. The keys to the locks are always on Petrarch's person except for when he sleeps one hour a night when they are on his dressing table. In the center of the rear wall is king-sized four-poster bed. To the right of the bed is a nightstand with three drawers. The top drawer contains various undergarments, and stockings that Petrarch wears under his robes. The second drawer contains four nightshirts. Underneath the nightshirts is a +2 dagger. In the bottom drawer are 3 sweaters. Underneath the sweaters are 6 scrolls: 1) **LIGHTNING BOLT**, 2) **TELEPORT WITHOUT ERROR**, 3) **MORDENKAINEN'S DISJUNCTION**, 4) **MASS CHARM**, 5) **TIME STOP**, 6) **POWER WORD KILL**. On the left wall are a wardrobe and a chest of drawers. In the wardrobe are 14 robes

predominately black and brown in color. The chest is locked. Inside the chest are the disguises that he wears when he shapechanges himself into the old gypsy woman. Petrarch will be here 15% of the time.

**IV-3) OFFICE:** This is his office, although he rarely uses it anymore. There is an old desk with 3 drawers that are all locked and trapped with **EXPLOSIVE RUNES** spells. The drawers contain little of value anymore, a few sheets of vellum that will crumble to touch, 4 bottles of dried ink that once was used for the making scrolls and 3 quills. In the lower left hand drawer is a scroll with a **LIGHTNING BOLT** spell transcribed at 20th level. An old picture of Lady Kelandor hangs upon the wall across from his death. Petrarch was in love with Lady Kelandor but respected his Lord too much to ever make his secret known to anyone.

**IV-4) LABORATORY 1:** Petrarch undertakes interdimensional experiments in this room. He is taking up where he left of in designing Kelandor's Chamber (q.v.). One must realize that Petrarch is quite insane so that his experiments have taken a quite different course in this regard. He is no longer content with inter planer and dimensional travel. Petrarch is attempting to control time itself. He doesn't completely admit to himself that he is really dead (hence his transformation into a lich) and he knows that if somehow he can control time he can go back to just before Kelandor I and Lady Kelandor were killed and prevent it from happening.



There are 40 different magical devices here for the keeping of time, about half of them of gnomish manufacture. Most of them do not function as normal clocks. There is an hourglass that has the sand running up into the upper chamber instead of running down. Several clocks have hands that run backwards as normal time runs, one of them even keeps time accurately, backwards of course. There is a small teleportation device that resembles a phone booth that will transport anything entering the chamber downstairs to room III-V. Petrarch's experiments up to this point have been a total failure. His insanity does not allow him to rationally proceed with any of his experiments. He is convinced that he has stopped time for himself, he has lived for over 300 years, but doesn't want to admit it is because he is in reality a Lich. He uses shapechange spells upon himself to delude himself to the reality that his physical body has deteriorated to little more than a skeletal frame. He generally appears as a handsome young man in his early 20's except when he shapechanges himself into the old gypsy woman. Petrarch will be here 20% of the time.

**IV-5) LABORATORY 2:** In this room Petrarch conducts his weather experiments. He has constructed a device that he hopes will eventually let him



control the weather. In actuality it only causes severe fluctuations in the normal weather patterns of the area, causing flash flooding, snowstorms, and isolated tornadoes. (Consult the weather table for the current weather caused by this device.) The device consists of an orb surrounded by a gaseous cloud (in actuality it is a **CLOUDKILL** spell) held in place by a **WALL OF FORCE**. By rotating the orb by telekinesis Petrarch is able to change the current weather patterns. The **WALL OF FORCE** denies access to the orb. If the wall can be brought down characters within the chamber must save vs. poison at -4 or die due the **CLOUD KILL** spell cast around the globe. If the orb itself is freed it will allow the holder to **CONTROL WEATHER** as per spell as a 12th level Cleric on time per week. Petrarch will be here 15% of the time.

**IV-6) ANIMAL CONFINEMENT:** The door to this room is always locked. In the room in various cages are exotic animals. There are 4 large cages on the right hand wall and seven smaller ones on the left-hand wall. One of the larger cages contains an Ogre Magi, another a Hippogriff, and the other two are empty. Three of the smaller cages are also empty. Of the other 4, one contains 2 cockatrice, another a kobold, still another a wererat, and the last a mimic.

**IV-7) STORAGE ROOM:** This room is also locked at times. This is the storage area for Level IV. Racks line the walls of the chamber and 3 additional racks go down the center of the room. On the racks along the right wall are boxes of laboratory equipment such as beakers, pipette, test tubes, glass tubing etc. Along the left wall are sheets, blankets and linens for Petrarch's bedroom. In the rear of the chamber the racks contain lamp oil and 4 spare lamps. There is the equivalent of 634 flasks of oil in one-gallon tins. The right center rack contains cases of scroll tubes (175 in all), and parchment for the making of scrolls (230 sheets). The center rack contains 649 vials for the preparation of potions. The left center rack contains various dried foodstuffs for the exotic animals in IV-6.

## **BANDITS**

This is a summary of all the bandits under Lord Balfour's command for easy reference.

Sandi Kaufance: **8 BANDITS:** AC: 8, CLS: fighter, ALN: Neutral, LVL: 1, ARM: leather armor, HTK: 9,3,9,6,3,10,6,3,4, THAC0: 20, WPN: crossbows, short swords and daggers (20 bolts each), WEL: 2-6 GP each. Exp. 35 They wear white tunics under their armor. (K-5)

Ten Saids: **11 BANDITS:** AC: 8, CLS: fighter, ALN: Neutral, LVL: 1, ARM: leather armor, HTK: 8,2,3,10,7,9,5,5,8,6,8, THAC0: 20, WPN: crossbows, short swords and daggers (20 bolts each), WEL: 2-6

GP each. Exp. 35 They wear dark blue tunics under their armor. (K-23)

Greenor Stone:

**8 BANDITS:** AC: 7, CLS: fighter, ALN: Neutral, LVL: 1, ARM: chainmail and shield, HTK: 6,7,5,8,9,4,5,9, THAC0: 20, WPN: morningstars, hand axe, WEL: 2-8 GP They wear brown tunics under their armor. Exp. 35 They wear brown tunics under their armor. (II-11)

Zeno the Nose:

**12 GUARDS:** AC: 8, CLS: fighter, ALN: Neutral, ARM: leather armor, HTK: 7,2,2,9,10,3,3,5,9,10,10,5, THAC0: 20, WPN: short swords, light crossbows, daggers, d12+10 bolts (light), WEL: 1-8 GP each. They wear red tunics under their armor. Exp. 35 (I-9 & I-10)

**6 GUARDS:** AC: 8, CLS: fighter, ALN: Neutral, ARM: leather armor, HTK: 6,4,8,4,6,5, THAC0: 20, WPN: short swords, short bows, daggers, d12+10 arrows, WEL: 1-8 GP each. Exp. 35 They wear red tunics under their armor. (I-2)

Bentley Fijiman:

**12 MEN:** AC: 7, CLS: fighter, ALN: Chaotic Neutral, LVL: 2, ARM: studded leather armor, HTK: 12,12,13,11,6,14,15,11, 14,10,11,9, THAC0: 19, WPN: heavy crossbows, hand axes (20 heavy bolts each), WEL: 2-16 GP each. Exp. 65 They wear black tunics under their armor. (K-19)

Amoc Trec:

**15 BANDITS:** AC: 8, CLS: fighter, ALN: Neutral, LVL: 1, ARM: leather armor, HTK: 4,9,4,3,6,4, 9,6,10,4,9,8,6,6,10, THAC0: 20, WPN: heavy crossbows, short swords and daggers (20 heavy bolts each), WEL: 1-8 GP each. Exp. 35 They wear light blue tunics under their armor. (K-29)

Carstans the Blade:

**10 BANDITS:** AC: 7, CLS: fighter, ALN: Neutral, LVL: 1, ARM: leather and shield, HTK: 4,5,7,5, 10,6,6,5,3,6, THAC0: 20, WPN: short swords and daggers, WEL: 1-8 GP each. Exp. 35 They wear gray tunics under their armor. (K-17)

Tony Tors:

**9 BANDITS:** AC: 8, CLS: fighter, ALN: Neutral, LVL: 1, ARM: leather armor, HTK:

10,7,10,7,6,5,6,5,3, THAC0: 20, WPN: short swords, light crossbows, 20 bolts (light), WEL: 1-8 GP each. Exp.35 They wear orange tunics under their armor. (K-11)

Sandin Doxmort: **8 GUARDS:** AC: 7, CLS: fighter, ALN: Neutral, LVL: 1, ARM: leather armor and shield, HTK: 5,3,7,8,4,6,9,7, THAC0: 20, WPN: heavy crossbows, short sword, dagger, WEL: 1-8 GP each. Exp. 35 They wear green tunics under their armor. (K-1)

Tontis Dorthman: **3 GUARDS:** AC: 7, CLS: fighter, ALN: Neutral, LVL: 1, ARM: leather armor and shield, HTK: 7,6,7, THAC0: 20, WPN: spears, short swords, daggers, WEL: 1-8 GP each. Exp. 35 They wear yellow tunics under their armor. (K-4)

Bethany Barnstormer: **6 GUARDS:** AC: 8, CLS: fighter, ALN: Neutral, LVL: 1, ARM: leather armor, HTK: 5,4,4,10,9,5, THAC0: 20, WPN: heavy crossbows, short swords, daggers (20 heavy bolts each), WEL: 1-8 GP each. Exp. 35 They wear light brown tunics under their armor. (K-20)

Son Landall: no followers.

Kenton Sportans: **16 GUARDS:** AC: 7, CLS: fighter, ALN: Neutral, LVL: 1, HTK: 10,4,6,5,5,4,4,8,7,10,7,4,6,5,7,10, THAC0: 20, ARM: leather and shield, WPN: spears, short swords, daggers, WEL: 1-8 GP each. Exp. 35 They wear purple tunics under their armor. (II-6 & II-7)

Dandy Don Merkteeth: **8 BANDITS:** AC: 7, CLS: fighter, ALN: Neutral LVL: 1, ARM: chainmail and shield, HTK: 9,4,4,8,6,9,8,7, THAC0: 20, WPN: morningstars, hand axe, WEL: 2-8 GP each. Exp. 35 They wear gold tunics under their armor. (II-12)