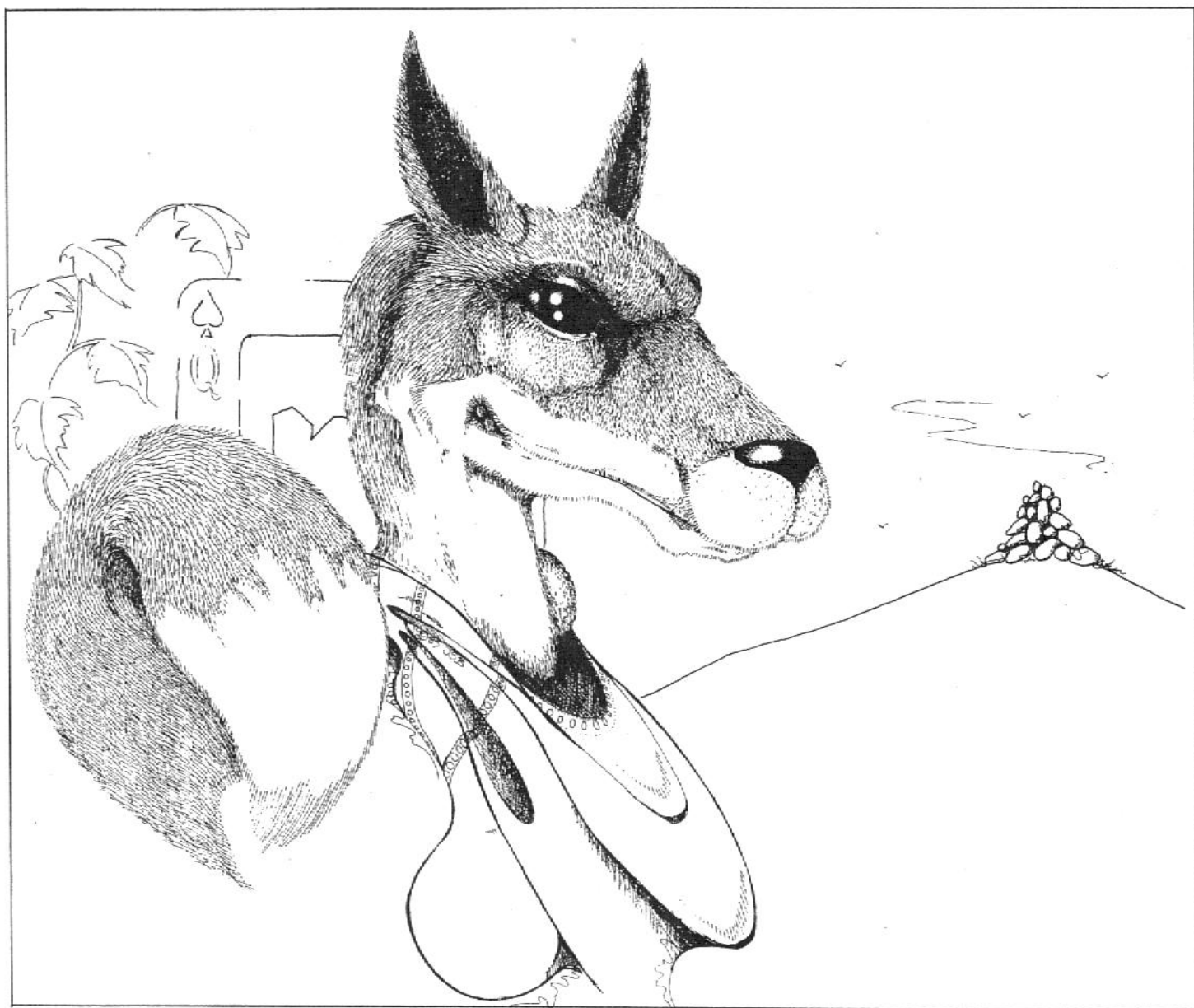


# find the Lady

by Graeme Davis



## PART 1 - INTRODUCTION

**Find the Lady** is an adventure for the D&D and AD&D game systems. It is designed for a party of 1st - 3rd level characters, with secondary skills generated according to the article in this issue. This scenario was not designed with any set number of characters or mix of professions and levels in mind, and could equally well be run as a group or solo adventure. It can be played as a one-off adventure or as part of the Pelinore or Zhalindor campaigns, and notes are included on placing the adventure in either world.

**If you intend to play in this adventure, please stop reading here. The rest of the information is for the DM alone.**

Find the Lady is divided into twelve sections, as follows:

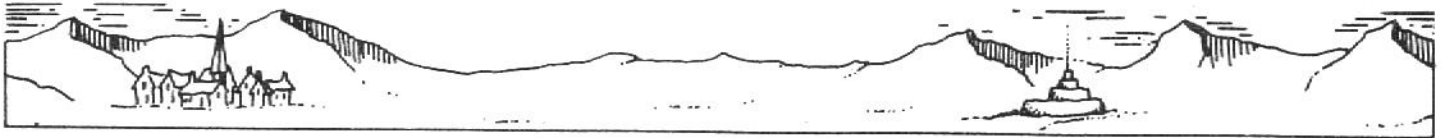
**Part 1** (this section) is an introduction to the adventure with background information for the players.

**Part 2** provides additional information for the DM with an explanation of the terms and abbreviations used in the module.

**Parts 3 - 10** are the detailed keys for the various locations in which the action takes place.

**Part 11** contains a few suggestions concerning the aftermath of the adventure, in which the players will find themselves with something of a problem.

**Part 12** provides the information on using this adventure in the Zhalindor or Pelinore campaigns.



## PLAYERS' INTRODUCTION

If the DM is intending to use this module with either the Pelinore or Zhallindor campaigns, he should consult section 12 for further details **before** giving the players any kind of introduction. The introduction given below assumes that the module is being used as a one-off adventure and will require some minor modifications if it is to be used as a campaign introduction. However, if the players are on good terms with their local innkeeper the DM need do little more than alter the name of the hostelry and its owner.

The adventure begins in the city, where the party are resting between jobs. One evening, as usual, they retire to the sign of the Blue Boar, a favourite adventurers' haunt, for a meal and some of their fine ale. The landlord, Fat Odo, tips them a wink and nods towards a lone figure sitting by the fire.

'Just blew in today,' he says, 'She comes in every once in a while - seems to be in the same line of business as yourselves. Don't know if you've heard of any expeditions or suchlike being planned, but it looks like she could do with the work. Had some bad luck, she says. I'm feeding and watering her on the house, for goodwill, but I can't go on doing that for ever.'

The figure Fat Odo points out is a human woman in her early to mid twenties. She is dressed in typical adventurers' garb of a worn and travel stained leather jerkin and breeches, and wears a pair of daggers on her belt. A long-sword is propped against the table, near her hand. If the party approaches her, she will introduce herself as Riadha, onetime mercenary and now out of work.

'I'm afraid I can't buy you a drink,' she says, 'Things have been a bit lean recently. half my old group died on the last job, and the others went their own ways while I was stuck here healing up' - she pulls down the collar of her jerkin to reveal an impressive-looking scar on her right shoulder - 'So here I am. I don't suppose you've heard of any work going at all? I've already had to sell my armour, and if things get much tighter the sword will have to go too.'

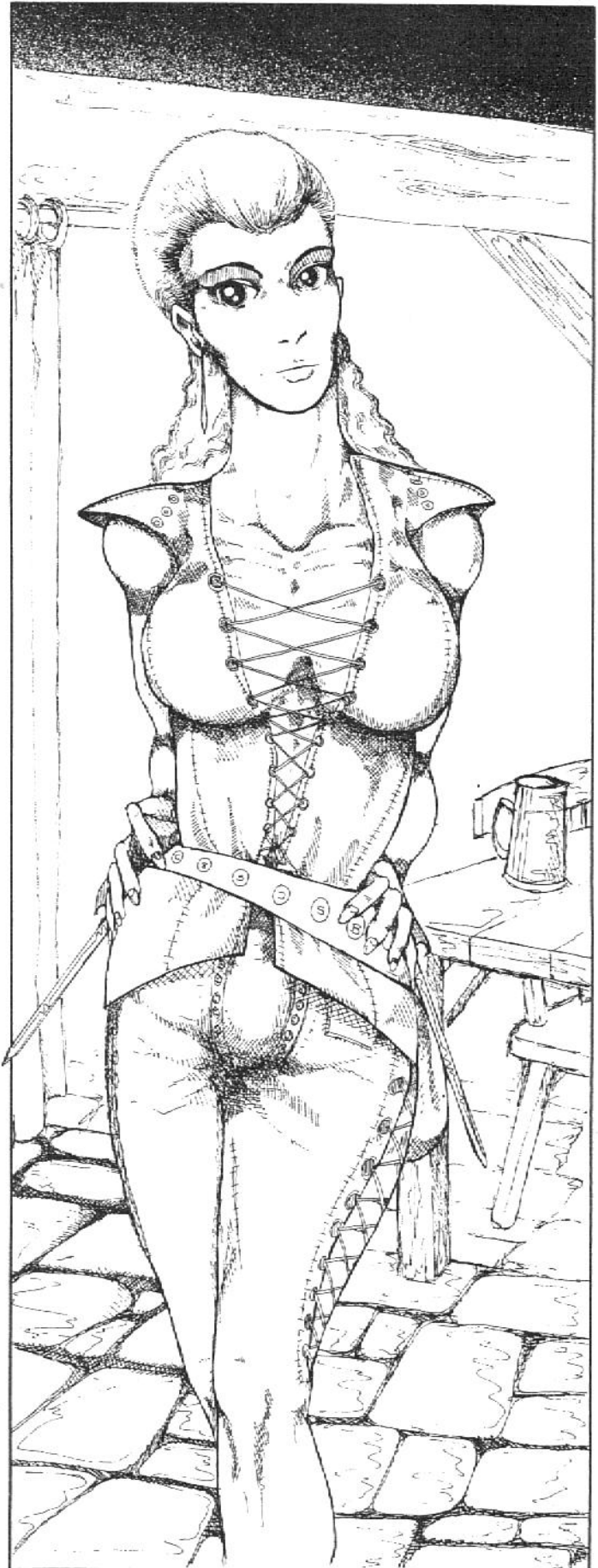
Through the evening, conversation turns inevitably to tales of past adventures, and Riadha tells of the last job.

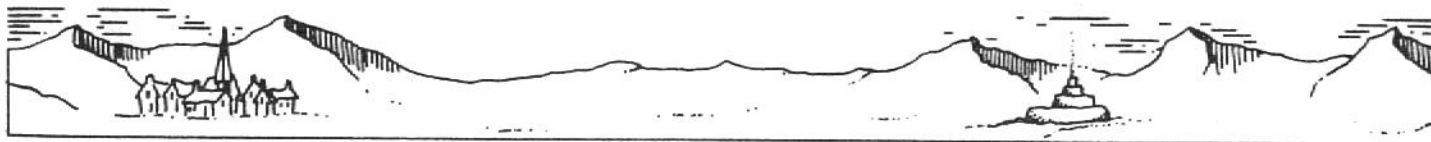
'We were hunting bugbears in the mountains. They'd hit a caravan carrying about half a million in gems, and the owning family wanted the stuff back - plus any of the crew still alive and unscathed. Should have been a routine job, but wouldn't you know it, we had to find some clever bugbears. And we weren't careful enough, it has to be said. Anyway, they trapped us in a dead end, and we had to cut ourselves out through a couple of dozen of them. About halfway out, I took an axe in the shoulder - I should have died by rights - and Modo, our priest, managed to pull me clear and heal it part way. I was still in a coma, though, and they had to carry me out. Modo died fighting in my place.' - her eyes mist over slightly - 'Still, enough of that. Let me tell you about the time we took the Kao-Lyn ruby from the Temple of the Scorpion. Now that was a trip and a half...'

... And so the evening wears on, pleasantly swapping stories with a fellow adventurer over an excellent spit-roast side of boar and a comfortable amount of wine and ale.

As closing time comes round, Riadha picks up her sword and gets ready to leave. After thanking the party for their ale and company, she does a strange thing.

'Yes, you'll do,' she says, and drops a silver medallion on the table. 'Bring this where it belongs, first thing in the morning. And be discreet. Best clothes, no hardware - got it?' And with that, she is gone.





## PART 2 - DUNGEONMASTER'S INTRODUCTION

Riadha used to be an adventurer, but that was a few years ago. She is now employed as a troubleshooter by the Turgarron family, one of the city's most powerful merchant families. Very few people know of this, however, as she works mostly undercover. Even Fat Odo, who knows most people and most things, knows Riadha only as an adventurer down on her luck. The adventures of which she tells the party are all genuine, but happened longer ago than she lets them believe. The scar is also genuine, but skilled use of cosmetics and staining agents has made it look fresher than it really is. During the evening, she has been sizing the party up, and finally she decided that they will serve the Family's purpose.

The medallion she left bears the wagon-wheel device of the Merchants' Guild on one face, and the device of a stag's head backed by two crossed staves on the other. Any PC who has the **Trader** or **Linner** skill may make a skill check to recognize this as being the arms of the Turgarron Family. This face was uppermost when she put the medallion on the table. This is partly an initiative test, and partly an invitation to visit the Turgarron house (see Part 3). If the party goes to the Merchants' Guild instead, they will be conducted to the Turgarron suite, where a family lackey will instruct them to go to the house.

It is not intended that Riadha should play any further role in the proceedings; her job was to recruit a suitable party of adventurers, nothing more. A full NPC description is given below, however, in case the DM wishes to use her at any stage.

Statistics for NPCs are given in the standard format used in Pellinore campaign material. While all the statistics are for D&D and AD&D, the general information about each character should allow referees using other game systems to generate the statistics they need fairly easily. Wherever information differs between D&D and AD&D (e.g. hp 8/11) D&D statistics are given before the slash and AD&D statistics afterwards.

Major NPCs are presented as follows:

Line 1: Name, Gender, Class, Level, Alignment  
 Line 2: Weapon, Armour Class, Hit Points  
 Line 3: Race  
 Line 4-10: Attribute scores, in the format 'S10' etc.  
 Line 4-10: Indented from the attribute scores, character details.  
 .appearance  
 .occupation  
 .personality  
 .contacts

Minor NPCs are described in a briefer format, as follows:

Line 1: Name, Occupation  
 Line 2ff: Gender, Class, Level, Alignment, Armour Class, Hit Points, Weapons, magical items, and other distinctive equipment.

There may then be a brief character description.

The following standard abbreviations are used:

AD&D: Assassin, Acrobat, Barbarian, Bard, Cleric, Cavalier, Druid, Dwarf, Elf, Fighter, Freeman, Gnome, Human, Illusionist, Monk, Magic User, Paladin, Ranger, Thief,  $\frac{1}{2}$ Elf,  $\frac{1}{2}$ ling,  $\frac{1}{2}$ Orc.

D&D (where not covered above): Avenger, Knight, Mystic.

Monster statistics are presented as follows:

Name, AC, Move, HD, hp., No. of attacks, Damage, Special Att. (SA), Special Def. (SD), Int., Align., Size, ML, Save. The last two figures are for D&D only.

Riadha F, F4, LN

Longsword +1, 2 daggers; bracers of defence; AC2, hp 20/25 Human

S 14 .wiry, ruggedly attractive  
 I 16 .ex-adventurer, Turgarron Family agent  
 W 12 .professional, cool-headed, given to understatement, sometimes abrupt  
 D 16  
 Co 12 .Turgarron Family, various mercenary units and  
 Ch 15 adventurers; relationship with Family secret.

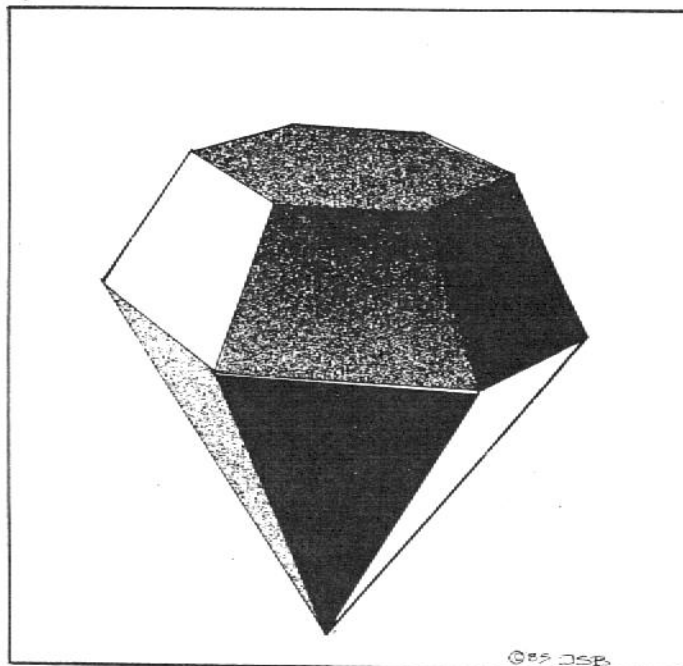
## RUNNING THE ADVENTURE

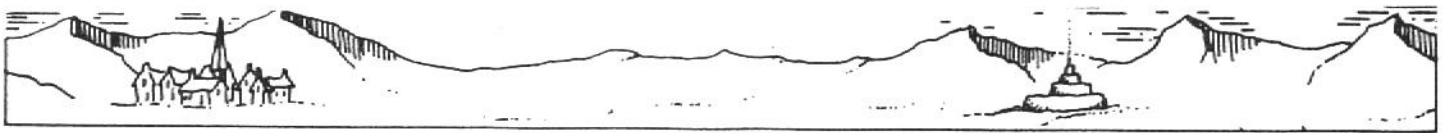
The DM should note that this module involves a great deal more thought and problem-solving, and less fighting, than most D&D/AD&D adventures. The party should be encouraged to think rather than fight, and to use their skills and good role-playing to accomplish their mission.

The first few scenes take place in a city of medium to large size, with a number of powerful merchant families, a merchant's guild, a bohemian theatre quarter, and a paramilitary City Guard acting as a police force, with barracks within the city walls and fortifications on the gates. A trade road leads from the city to the foothills of a small mountain range; a day's travel by merchant caravan from the city is a well-equipped waystation, the Halfway House. From there, the road begins to climb into the mountains, and goes through the narrow White Gates Pass into the neighbouring kingdom, where the action concludes in upland farming country.

The DM should take great care when running the city part of the adventure. Players who insist on starting fights while in the city will have to deal with the City Guard, who generally work in patrols of ten NM/LO fighters with a 1st or 2nd level officer. As in most parts of the adventure, a fight could lead to the party being severely mauled if not completely wiped out.

Throughout the adventure the DM should award experience for intelligent play, good role-playing and successful use of skills; experience awarded for dealing successfully with an NPC might be based on that NPC's 'combat experience' value, but should be modified according to the DM's estimate of the difficulty of the task and the skill with which it was accomplished.





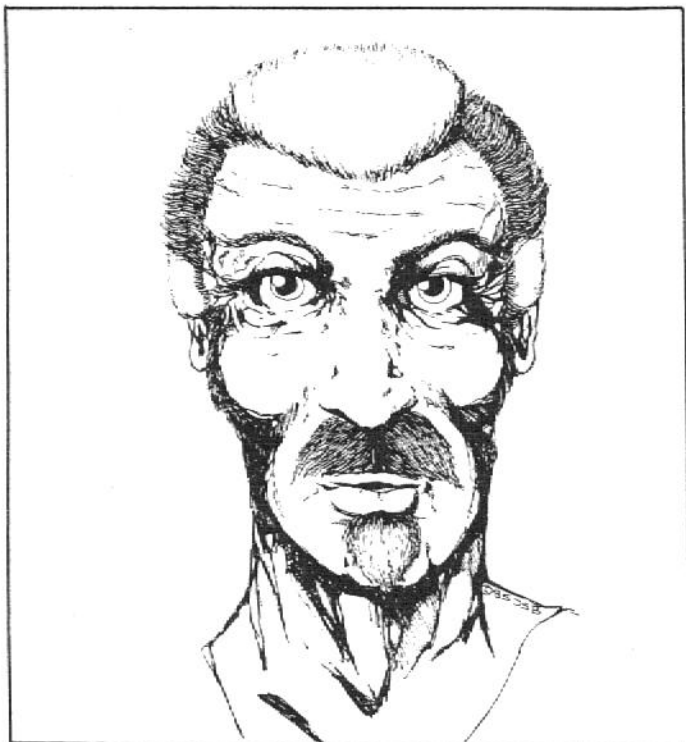
### PART 3 - THE TURGARRON HOUSE

If the party appears at the Turgarron House in accordance with Riadha's instructions, they will be shown into the library, where Elsinore Turgarron will join them. Any character carrying any weapon other than a single dagger will be invited to leave surplus hardware at the door, and will be refused admission if he/she does not do so.

Elsinore Turgarron, merchant, head of Turgarron Family  
M, Fr9, N, AC8/9, hp 25, swordstick +2, parrying dagger

Elsinore Turgarron is a distinguished looking man in his late forties or early fifties. He dresses and acts as befits a merchant prince and one of the most powerful men in the city, and he expects to be accorded the respect owing to his position. He is shrewd enough to recognize fawning, however, and has no time for sycophants. He is hiring the party as expert specialists, and expects them to do an efficient and professional job of work, for which he expects to pay a professional rate - 2,000gp a head, plus a bonus of 20,000gp, decreasing by 1,000gp per day until the job is completed. All fees are payable on completion, and the rate is not negotiable. The job must be undertaken in strictest secrecy, and the Turgarron name must never be mentioned. Breach of these conditions, and any other annoyance or embarrassment caused to the Family, will result in reduction of the fee. Once the party has agreed to these conditions, Elsinore will brief them as follows:

He recently was able to acquire a gem, a large emerald vulgarly known as the Sea Dragon's Eye (any character with the **jeweller** or **lapidary** skill may make a check to recognize the name of this stone, an almost legendary piece of incalculable value. It is surrounded by the usual crop of rumours about curses and a bloodstained history, and it is thought by some that the stone's very existence is no more than a myth). Marketing such a stone can result in enormous profits, and Elsinore had begun to prepare the ground for negotiations with a number of potential buyers. Two days ago, however, the stone went missing. Obviously, this affair could cause irreparable damage to the Family's name and reputation if it got out, hence the need for absolute secrecy.



Only three people knew about the stone at the time of its disappearance - Elsinore, his younger son Ansar, and Ansar's wife, Ildarel. This is where the case becomes complicated, for Ildarel has only recently died, and Ansar has been beside himself with grief for the last four days. The couple had been married barely a week.

At this point, the interview will be interrupted as a servant hurries in and whispers something to Elsinore. Telling the party to wait in the library, he leaves, and returns a couple of minutes later.

'Come with me,' he says, and leads them to the family crypt below the house. A strange scene awaits them there. Crouched beside the doorway, his face in his hands, is a young man of about twenty. A few flowers lie scattered at his feet, and two servants are trying to coax him into a standing position.

In the crypt itself, three coffins have been pulled down from their shelves. Their lids lie splintered on the floor together with the remains of their occupants. Elsinore allows the party a few moments to absorb the scene, then points to the young man on the floor.

'Ansar, my son,' he says drily. The young man is half-carried out of the crypt, leaving only Elsinore, the party and a manservant.

'These people are working for me,' Elsinore tells the servant, 'Tell us precisely what happened.'

'Well, sir,' the man begins, somewhat uncomfortably, 'Mister Ansar wanted to put some flowers on Madam Ildarel's coffin, sir. I came with him, sir, as you'd told me not to let him out of my sight, and when we opened the door we found things pretty much as you see them now. The sight of it must have been too much for Mister Ansar - as you know, sir, his nerves have been delicate since Madam Ildarel passed on so suddenly - and his scream brought the other servants here.'

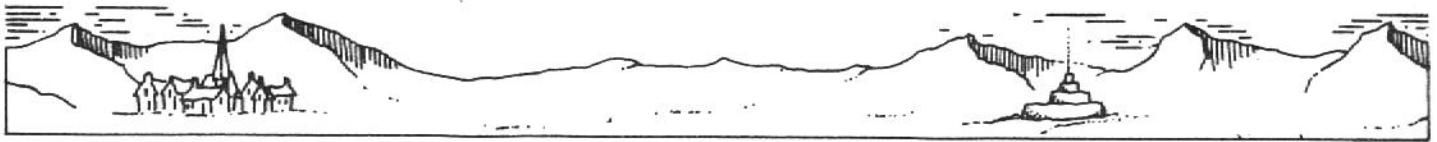
'Very good,' says Elsinore, 'You may go.' After the servant has left, he turns to the party. For the first time his imperturbable mask appears to be under strain.

'Damnation,' he says quietly, 'I like this less and less. I was thinking that Ildarel might be involved in the theft of the Sea Dragon's Eye in some way, and that she had been disposed of by some outside associate just before the theft. It all fitted, although I hadn't the heart to tell Ansar. Now I don't know what to think.' Abruptly, he becomes a little more of his old self.

'Well, gentlemen,' he says, ('Ladies and gentlemen' if there are female party members present), 'I hired you for your expertise, so I would suggest that you begin by putting it to use here. I shall instruct the servants to render you every assistance.'

Elsinore leaves the party alone to conduct investigations as they see fit; they are free to investigate any room and question any member of the household. Plans of the Turgarron house are included, as well as brief descriptions of the NPCs, and the DM should feel free to improvise details of furnishings. The following notes provide a brief summary of the clues available in the house; the players should be made to work for each clue, especially in the questioning of NPCs, who do not realize the significance of most of the information they possess and would not think to volunteer most of it. As always, the DM should reward intelligent moves, good role-playing and use of skills.

It will be permissible to question servants under **charm person**, but the party must be able to justify such an action to Elsinore and the charm must be lifted immediately after the questioning has ended.



**The Crypt** - If the disturbed coffins are investigated, scratch-marks will be found which a Ranger or a character with the **Hunter** or **Trapper** skill may be able to identify as having come from a small to medium-sized carnivore, possibly some kind of dog but definitely smaller than a wolf.

The bodies themselves are unceremoniously dumped on the floor of the crypt. If they are examined closely, it may be noticed that all bear signs of fresh damage. This is not at all surprising in view of the treatment they have lately received, but characters may make Intelligence checks to notice that all show skin lesions and broken bones, probably recent and certainly post-mortem, around the hands, wrists and neck. It will further be noticed that such jewellery as remains on the bodies is all of silver.

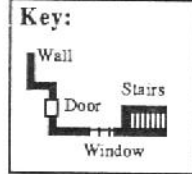
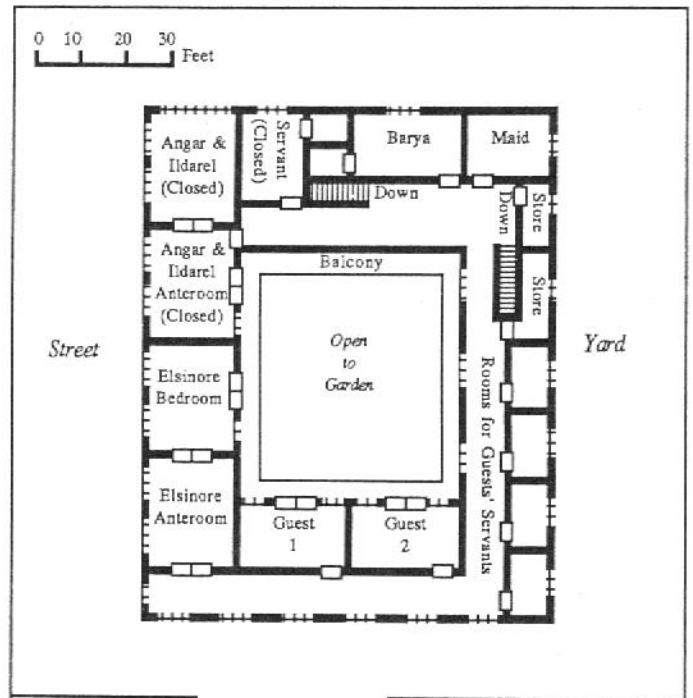
Although the crypt floor has a slight layer of dust, there are so many footprints from the rush of servants and even from the party themselves that no useful evidence can be found in this direction.

If the splintered coffin lids are examined closely, a few strands of red-brown hair will be found, caught in a splinter. A Ranger or a character with the **Hunter** or **Trapper** skill may make a skill check to confirm that it is not human, and appears to be some kind of animal fur.

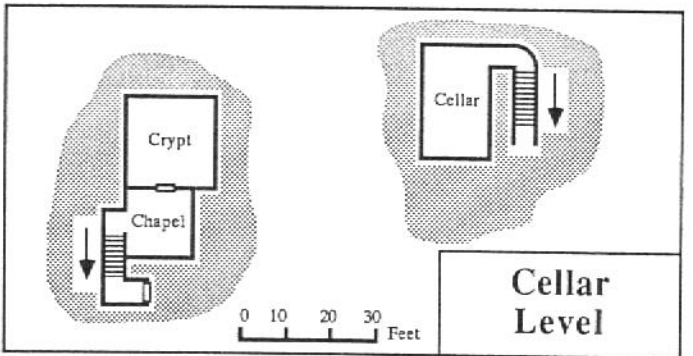
All other coffins in the crypt are intact and undisturbed; the newest bears a brass plate with Ildarel's name. The three disturbed coffins were all on shelves close to this one. The lead seal on Ildarel's coffin is perfectly intact, and the coffin shows no sign of having been tampered with. If it is opened, moved or lifted, however, it will be found to be quite empty. Practically the entire household witnessed the sealing of the coffin, and can attest that the body was inside when it was deposited in the crypt; the funeral took place four days ago, and the crypt has not been opened since until Ansar went in.

**Bedroom** - The room shared by Ansar and Ildarel during their brief marriage has been cleared and closed up. Ansar is now using one of the guest bedrooms. Ildarel's possessions have been stored in the cellar.

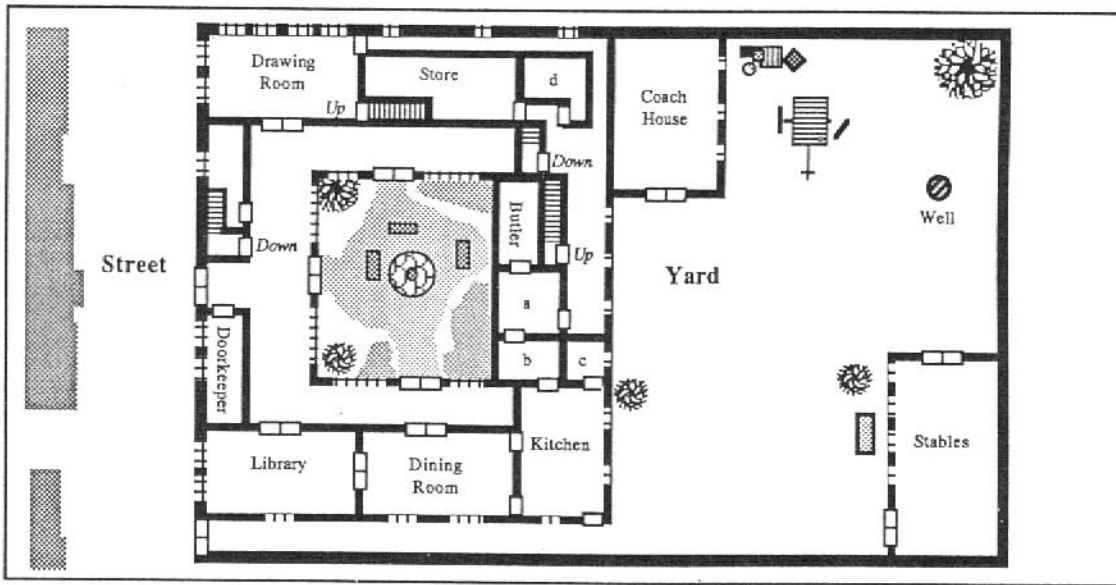
**Cellar** - Ildarel's possessions are stored in here in a trunk. They consist mainly of fairly run-of-the-mill items of clothing and so on. Among the jewellery is a gold chain hung with small brass bells; a character with the **Troubadour** skill may make a skill check to recognize this as being from a set of ankle-bells, of the type used by certain types of cabaret dancers.



**Turgarron House First Floor**

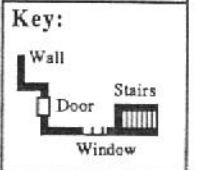


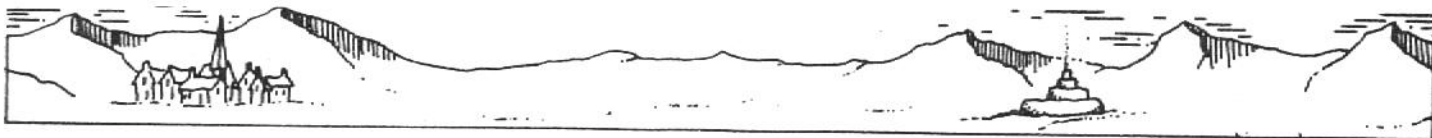
**Cellar Level**



**Turgarron House Ground Floor**

- a = Servants' Sitting Room
- b = Cook's Bedroom
- c = Store
- d = Footmens' Bedroom





## PERSONNEL

The following information might be obtained from members of the Turgarron household.

**Elsinore** - as stated above, only he, Ansar and Ildarel knew about the Sea Dragon's Eye; he was so excited at obtaining the stone that he rashly took it home to show to them. Only Elsinore knew where the stone was kept, though - in a secret strongroom in the Turgarron suite at the Merchants' Guild.

Ildarel died perhaps two days after this - early in the morning, the household was woken by a scream from the couple's bedroom. First on the scene was the maid whom Ildarel shared with Elsinore's youngest daughter, Barya - she found Ansar crouched weeping beside the bed, with Ildarel already stiff and cold. There was no sign of violence, and no marks of any kind anywhere on the body.

Elsinore immediately had the house searched from cellar to roof, but there was no sign of a break in anywhere - all the windows and doors are locked and shuttered at night, and there are anti-burglar grilles in all the chimneys. Doctors called in by Elsinore pronounced themselves baffled, and no cause of death could be found.

Nothing is known about Ildarel's origins, background and family; Elsinore conducted discreet enquires through trading contacts in a number of countries when the marriage was first proposed, but could find nothing out. Looking back, he cannot understand why he permitted the marriage to take place. He was unable even to discover when and where the couple first met.

**Ansar Turgarron**, merchant, younger son of Turgarron Family  
M, Fr5, N, AC8/9, hp 13, rapier (treat as normal/long sword) and parrying dagger.

Ansar is currently in a highly unstable state, and must be questioned with great care. For each question asked, the questioner must make a D20 roll under the average of his/her Intelligence and Charisma scores; failure indicates that Ansar has become hysterical, and once this happens it will be impossible to get any coherent response from him for a period of 1D4 hours. The DM may impose modifiers to this roll for particularly tactless questions (Like 'Are you sure your wife was dead when she was buried?').

Ansar will be able to add little to the information supplied by Elsinore. He will not reveal where he met Ildarel unless **charmed** or compelled by similar means - Ildarel made him promise that it would always be 'their secret'. If he is compelled by some means to reveal this information, he will say that she was working as a dancer at the House of the Dancing Dead, a mildly disreputable cabaret-club on the edge of the city's theatrical quarter. He could see at once that she was more than a mere dancing girl, and he determined to take her away from this terrible life after hearing the story of how she was kidnapped as a child and sold into slavery by a group of brigands with only the memory of a happy childhood amid golden palaces to sustain her through her miserable existence.

If any character comments within Ansar's hearing that this story seems a little improbable, he will fly into a terrible rage, and probably insist on a duel with the character who dared call his wife a liar. He will attack unless restrained, and if restrained he will become hysterical.

**Ango Huddes**, butler to Turgarron Family  
M, Fr4, AC9/10, hp 10, no weapons

A dignified and immaculate figure of about 50, Huddes has been in the service of the Turgarron Family for most of his life. He is absolutely loyal to Elsinore, and will try to protect the reputation of the family.

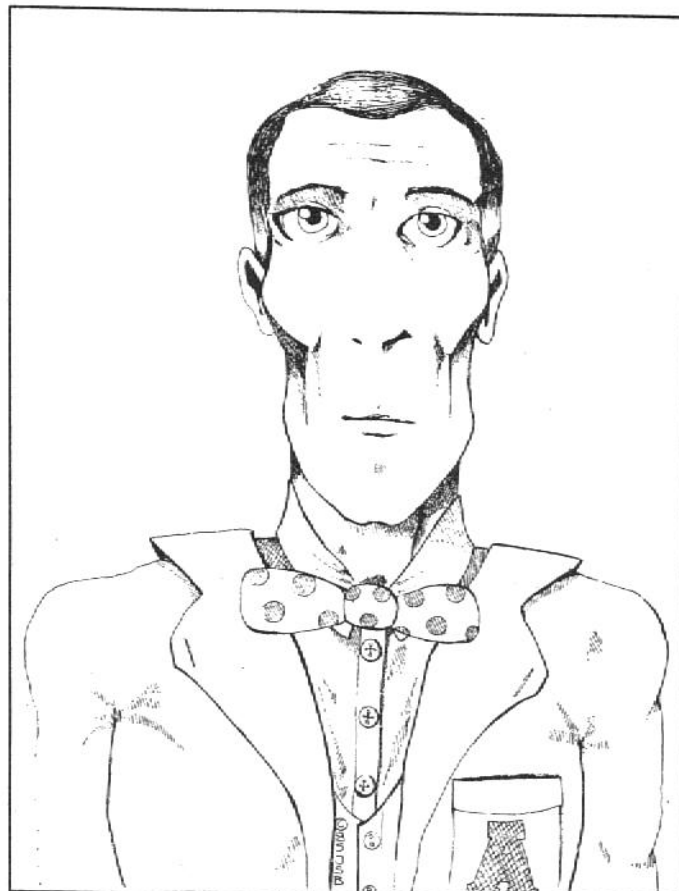
He will only speak freely if specifically instructed to do so by Elsinore; otherwise he may omit certain details out of a sense of loyalty, to prevent further embarrassment and shame attaching itself to the family.

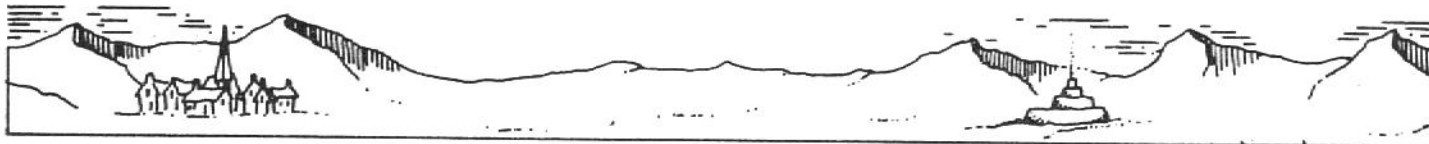
Over the past couple of years, he has become increasingly worried over the type of company Ansar has been keeping. Young Mister Ansar has been spending more and more time with what Huddes would call a 'fast crowd', staying out most of the night and coming in, the worse for drink, in the early hours on a number of occasions. Huddes has kept most of this to himself, out of a desire to spare Elsinore's feelings and in the hope that it was merely a phase which Young Mister Ansar might eventually get out of his system. Huddes suspects that Ansar met Ildarel through this crowd of friends, although he will feel compelled to say she seemed of better breeding than most of the group (this impression is a remnant effect of Ildarel's **charm** which Huddes was not able to escape completely). He will not be able to put names to any of Ansar's friends, although he will remark that 'many of them seemed to be ... entertainers of some kind' - the word 'entertainers' being pronounced with exquisite disdain.

If he is asked whether Ildarel had any unusual habits or distinguishing features, Huddes will recall that she always wore a pair of light gloves to dinner (the cutlery is all silver, but the party should be left to make this connection for themselves).

**Galla Vardon**, ladies maid to Turgarron Family  
F, Fr1, AC9/10, hp 2, no weapons

Galla is eighteen years old, and has been in the Family's service for four years, since just before Elsinore's wife died. Since then, her services were confined to Miss Barya until Madam Ildarel arrived. She is very upset by the whole affair, and will be very nervous if questioned by the party.





Her reaction to Ildarel is very mixed; in fact, she didn't know what to make of her at all, although if asked directly what she thought of Ildarel she will reply that 'The gentlemen though the world of her'. She recalls that Miss Barya took an instant dislike to Ildarel, but attributes this to jealousy - Barya was used to being the only lady in the household, and probably resented Ildarel stealing the limelight.

She will confirm that Ildarel always wore light gloves to dinner, and also has a silver bracelet that Ildarel gave her - 'only don't tell Mister Ansar, whatever you do - he bought it for her, you see, but she didn't like the design of it, she said, and so she gave it to me'.

If questioned about Ansar's friends, Galla will be able to name a couple of them; one is Vallo Sardayon, the elder son of another prominent merchant house, and another is Delgar Marindo, a popular actor.

**Barya Turgarron**, youngest daughter of Turgarron Family  
F, Fr4, AC9/10, hp 4, no weapons

Barya is the youngest of a family of three brothers and two sisters, and is used to being spoiled and made a fuss of. Since her sister married and her mother died, Barya has been the lady of the household, and although she is only fourteen she insists on being treated with the respect due to that position. She can add little to the information given by the other members of the household regarding Ildarel and the circumstances of her death, but will admit that she never liked her - 'She was always with the men, and never did any of the things a lady of quality is expected to do, and beside that, she had a funny smell'. If questioned further on this point she will continue:

'Yes, I couldn't help noticing it, no matter what sort of perfume she wore - it was a warm smell, sort of doggy. I'm surprised nobody else noticed it.'

Other members of the household will be able to add no further information, although the servants may corroborate each other on various points. Ansar's two elder brothers were both away at the time of the wedding and subsequent events; Vargo the heir to the Turgarron empire, is on an eighteen-month voyage trading in spice and cloth, while Saldon, the middle son, is conducting negotiations with a powerful merchant family in an adjoining principality. Ansar's courtship and marriage both happened so suddenly that word has yet to reach either of them.

#### FURTHER ENQUIRIES

If the party tries to seek out Delgar Marindo, they will discover that he spends most of his time offstage at a club called the House of the Dancing Dead, a favourite haunt for young rakes; a character with the **Troubadour** skill will realize this immediately.

Approaches made to Vallo Sardayon run the risk of arousing his curiosity; although he is a long-standing friend of Ansar's, he is also the heir to a rival Family, and any news of a misfortune or mystery in the House of Turgarron will interest him professionally as well as personally.

He will be able to tell the party that Ansar and Ildarel met at the House of the Dancing Dead, but for every question he answers he will ask three more, and the party must be very careful not to give too much away. If he does become curious about what is going on, he may hire one or more spies to follow the party and watch Turgarron house.

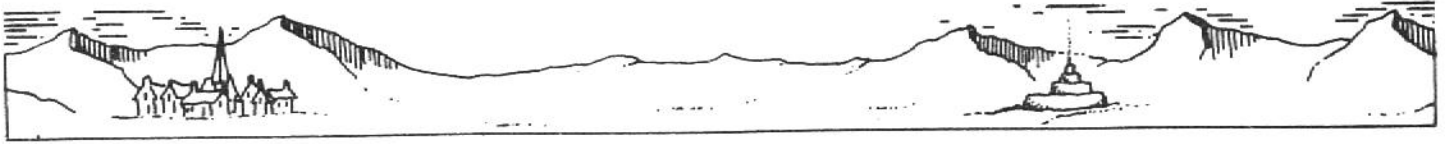
**Vallo Sardayon**, merchant, heir to Sardayon Family  
M, Fr6, AC8/9, hp 16, rapier (treat as sword, normal/long) and parrying dagger



Vallo presents the appearance of an alert and highly competent merchant despite the fact that he deliberately cultivates a rakish image. He knows of Ildarel's marriage to Ansar, and her subsequent sudden death, but is not aware of any other events described above. If he begins to suspect that he is missing out on something, he will do everything in his not inconsiderable power to discover precisely what is going on, and this may result in great embarrassment to the House of Turgarron and great harm to their business reputation.

#### THE TRUE STORY

The truth behind this mystery is fairly simple, but somewhat difficult to uncover. Ildarel is indeed the culprit behind the theft of the Sea Dragon's Eye and the ransacking of the Turgarron crypt. Although most people, if asked to describe her, will say that she showed signs of Elvish blood and may have been a half-elf, she is in fact a Lycanthrope (D&D: Werewolf - see Master Set; AD&D Foxwoman - see MM2. A full description of her is given in Part 10: Hargo's Pasture). When Ansar found her working at the House of the Dancing Dead, she thought it might be fun to belong to a rich and influential human family, so she exercised her **charm** ability, first on Ansar and then on Elsinore and the other men of the household. She was just beginning to become bored with it when Elsinore showed her and Ansar the Sea Dragon's eye. She faked her own death using a magical bracelet, and once in the crypt she used her magical ring to **teleport** out of her coffin. To kill time while she waited for the ring to recharge itself, she opened three coffins and made off with all the non-silver jewellery, and then she turned **invisible**, **teleported** out through the crypt door, and made her way into the house. She used **locate object** in an attempt to find the Sea Dragon's Eye, and found that it was not in the house; this prompted her to go to the next most likely place; the Merchant's Guild.



#### PART 4 - THE MERCHANTS' GUILD

Elsinore can, if requested, arrange for the party to visit the Turgarron suite in the guildhouse and examine the strongroom from which the gem was stolen.

The guildhouse of the Merchants' Guild is a massive two-storey stone building dominating one end of a great square in the city's business quarter. Full plans are provided (see inside front cover of this magazine) although most of the action will be restricted to the Turgarron suite, the DM might wish to use the building in further city adventures.

A passage between the two doorkeeper's offices opens out into the huge lobby, lit by the glass roof which crowns the guildhouse. On the ground floor are the Guild's administrative offices, the Great Hall which is used for Guild business meetings, the members' lounge, and the kitchens which service the guildhouse. Stairs lead up to the first floor, which is ranged around the balcony overlooking the lobby. A great stained-glass window occupies most of the wall overlooking the square, and the business suites of the city's six great merchant families are set on either side. At the rear of the upper storey are three guest suites for the use of visiting merchants.

The Family business suites follow a regular pattern: a reception room (Reception 1) where visitors are received and informal discussions can take place; a second reception room (Reception 2) used for serious negotiations and entertaining clients to dinner; an office with a records room and strong-room leading off; and a small bedroom (Accom) for occasional overnight stays. The guest suites are smaller, consisting of an office-cum-reception room and three or four bedrooms.

While the Guild supplies the doorkeepers and looks after the overall security of the building, each Family is completely responsible for its own suite, installing their own security measures and controlling the circulation of keys.

##### The Turgarron Suite

The status of the house of Turgarron is reflected in the fact that their suite is at the front of the guildhouse, overlooking the square. All fixtures and furnishings, needless to say, are of the very highest quality.

The main point of interest will be the strongroom from which the gem was stolen. A large-scale plan of the strongroom is provided, and Elsinore will give the party a run-down on the various security devices.

'I'll be replacing it all shortly,' he says, 'So there's no harm in you examining it. Perhaps you could tell me where it failed.'

There is a false door, whose lock is equipped with a poison needle trap. Any Thief or character with the **Mechanician** skill who examines the door may notice that the trap has been sprung (Thieves must roll their **Pick Locks** percentage to gain this information), and a search on the carpet below the door will turn up two fine darts. Close examination will show that they were coated with a resinous substance which has now become dry and crystalline - their poison is no longer effective. If any character thinks to look for blood on the darts, none will be found.

The real entrance to the strongroom is by means of a sliding panel, unlocked by pressing three buttons on the back of a deep-buttoned leather chair which stands against the wall. Only Elsinore knows the 'combination', which he can change at will. Pressing a wrong button, or one out of the correct sequence, will cause a needle to shoot through the centre of the button, with sufficient force to penetrate a heavy leather gauntlet. The needles are coated with a powerful paralyzing poison - any character wounded by a needle must save against poison at -2 or be **paralyzed** for 1d12 hours.

In the strongroom itself are six large chests; Elsinore will caution the party not to touch any of them, explaining that they are only a blind and they contain nothing of value. None of these chests appears to have been tampered with.

The operational part of the strongroom is a 1ft space between the inside and outside walls. The space is lined with an inch of lead, and padded to kill telltale echoes. Randomly-distributed hidden panels open onto a total of twenty small safes in this wall, each a 1ft cube. Each panel locks individually. All the safes are now empty, their contents having been moved somewhere safer. Elsinore will show the party the safe which contained the Sea Dragon's Eye; no attempt seems to have been made to find and unlock a secret panel, as the wall shows signs of having been attacked with great force. Characters with **Hunting** or **Trapping** skills may recognize marks on the wall which seem to indicate the same kind of clawed animal as caused the damage in the Turgarron family crypt. It appears that the soft plaster covering the panel was clawed away, to reveal first wood and then lead lining, which was attacked around the edges and finally prised off its hinges - a character with a **Mason** skill may make a check to tell that an implement like a cold chisel or crowbar was used. This safe was the only one tampered with.

On the floor beneath the safe is a litter of splinters and plaster, Rangers or characters with the **Hunter** skill may be able to find two sets of tracks here, one apparently human (and small enough to be female), and the other not. This set of tracks shows large, clawed feet apparently belonging to some kind of mammal - they cannot be readily identified, and the creature that made them may not be natural. There are no other tracks in the strongroom.

If the floor of the office is examined carefully, a slight trace of plaster dust will be found in the carpet just in front of the chair shown on the strongroom plan. Rangers or characters with the **Hunter** skill will just about be able to make out a single footprint, similar to the human prints in the strongroom.

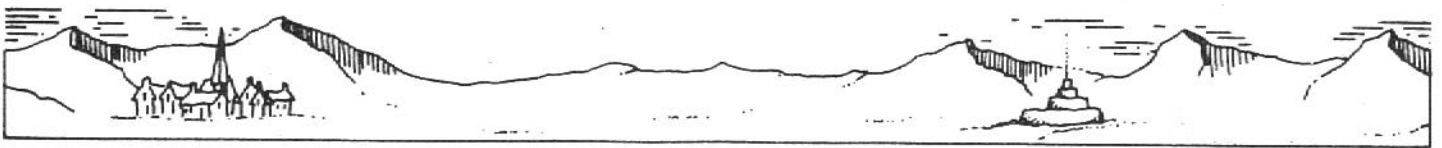
If any character ignores Elsinore's warning and examines any of the chests in the strongroom, the results are as follows:

**Chests 1 to 4** are fakes. Each is carved out of a single block of wood, and fitted with a padlock and iron bindings so as to resemble a chest. There is even a very slight gap between the 'chest' and the 'lid'. Needless to say, it will prove very difficult to open, even if the lock is removed; any character who tries to use a crowbar or some other lever to force the lid will set off a trap (AD&D: **Glyph of Warning**) causing ten points of electrical damage.

**Chest 5** is also not as it seems; it looks exactly like a chest, but in fact it is a limited form of Golem. The padlock can be picked with the usual chance of success, or prised off with a crowbar, or even opened with a key. When opened, the 'chest' seems to be full of gold and gems. However when any character puts an arm (or anything else) into the chest the lid slams down. If the potential victim rolls less than his/her Dexterity score on a d20, or if he/she has been stated to be looking out for a trap of this sort, he/she can dodge, and the 'chest' must make a normal attack roll. Otherwise it hits automatically. The slamming lid causes 1d4 points of damage (cruel DMs might consider that it puts the arm out of action), and may break a sword, crowbar or other object (AD&D: save against **crushing blow**). In addition to the damage, the 'chest' traps anything that it catches, and unless the victim can make another Dexterity roll, he/she is stuck until found by the 'chest's' master (Elsinore) or until the 'chest' is destroyed.

**CHEST**; AC 6/7; Move Nil; HD 2+2; hp 18; No. of attacks 1; Damage 1d4; SA trap; SD magic weapon to hit; Int. nil; Align. N; Size S; ML 12; Save Fighter 2; XP value 45/119





Chest 6 is padlocked, with a poison needle trap carrying the same paralyzing poison as used elsewhere. Inside the chest are several pounds of gold coins and gems - actually fool's gold and glass-paste fakes - which are coated with a colourless resin. This resin reacts in sunlight to dye the skin a bright blue, and the stain cannot be removed by any non-magical means for three to four days.

#### OTHER ENQUIRIES

It will be possible for the party to question the doorkeeper who was on duty on the night when the gem must have been stolen. He will report that it was a fairly quiet night, except that shortly after midnight his guard dog suddenly went berserk, barking and growling and throwing itself at the door of his office. Thinking that it had heard an intruder, he let it loose, upon which it rushed across the lobby barking and growling at the foot of one of the fountains, apparently trying to climb the statue that surmounted it. It took a great deal of trouble to drag the dog back into the office, and it barked and snarled for nearly an hour afterwards.

The following morning a gross act of vandalism was discovered in the Great Hall. It appears that some person or persons unknown had broken into the guildhouse through the kitchen entrance, and a number of paintings had been damaged. Portraits of past Guildmasters line the wall of the Great Hall, and several of them had been defaced, mostly by the addition of beards and moustaches. The break-in has all the hallmarks of a dare or initiation test of one of the local street gangs. It must have been this that alerted the guard dog, but the doorkeeper cannot understand why the dog was so interested in the fountain rather than going to the door of the Great Hall.

#### THE TRUE STORY

Still invisible, Ildarel made her way to the guildhouse, thinking that it would be the next most likely place to find the Sea Dragon's Eye. Using a **Knock** spell, she managed to get through the main door without rousing the doorkeeper, who was dozing in his office. She did alert the guard dog, however, and only escaped it by climbing the statue on top of the fountain.



Once the dog had been dragged back into the office, she went to the Turgarron suite and cast **locate object** again. This time she was successful. After discovering the trap in the false door, she **teleported** into the strongroom using her ring, and, changing to fox form, dug into the wall behind which the **locate object** spell told her she would find the gem. She had thought to bring a crowbar with her, and used it to remove the panel's lead lining. Reverting to her part-fox, part-humanoid 'Vixen' form, she rested for a while, waiting for her ring to recharge itself.

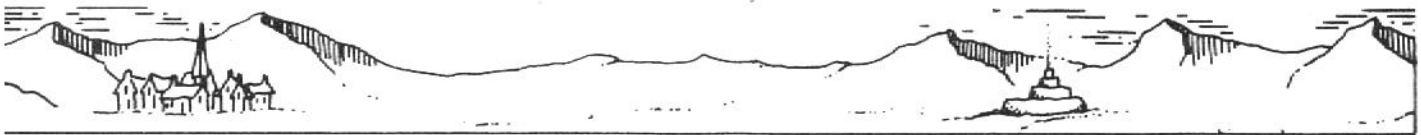
Finally, she **teleported** out of the strongroom, taking the Sea Dragon's Eye with her. Rather than go past the doorkeeper's office and out through the main door, she wandered into the Great Hall, and spent a while looking at the portraits of past guildmasters. She couldn't resist adding a few details here and there, and it was while she was doing this that an idea struck her. She didn't want the Sea Dragon's Eye for itself, she decided; she had achieved enough by stealing it, and with her **charm** ability she had very little need to accumulate wealth for herself. So she decided to hide it somewhere in the guildhouse itself. She found the door to the Guild's treasury and wine cellar, and **teleported** in and out - a waste of her two last **teleports** of the day, perhaps, but the opportunity was too good to let slip - leaving the gem in the bottom of a large silver punch-bowl in the silver store. Chuckling to herself at the thought of the confusion when the gem was found missing, and the embarrassment to Elsinore when it turned up at a banquet, Ildarel left the guildhouse. She had to force the kitchen door to get out, but it was worth it.

If any character with the **Carpenter** or **Mechanician** skill examines the kitchen door, they will find that it was forced from inside; there is no trace of how the person responsible got into the building.

Ildarel has indeed put Elsinore in a potentially very embarrassing situation; at present, no-one except Elsinore, Ansar, Ildarel and the party know that he has acquired the Sea Dragon's Eye, and he would only make himself look foolish by reporting it missing. Therefore, if it is accidentally found in the punchbowl during the preparations for the next banquet, Elsinore can hardly stand up and say that he had obtained it, but it was stolen from his strongroom, and the thief must have left it in the punchbowl for some reason, and can he have it back please?

Thus, although the players cannot know this, it is vital that they complete their mission and recover the gem before the next banquet is held. A particularly nasty DM might like to set an unsuspected time limit on the adventure by ruling that the next banquet is only days away. It is not likely that the party will find the gem at this stage in the adventure although if they do find it by some means Elsinore will still want them to track Ildarel down and recover jewellery stolen from the crypt. One way the party could possibly find the gem at this stage would be by using a **locate object** spell. It would be difficult to get a precise enough mental picture of the gem for the spell, however. Elsinore is highly knowledgeable about gems and jewellery, and would be able to give a detailed description of the stone in jewellers terminology; this might help a spell-caster with a skill in jewellery and gemcutting to form an adequate mental picture.

If the DM permits the use of **Cantrips** (Imagine 8-9, also **Unearthed Arcana**), Ildarel might use a few **Cantrips** in the guildhouse. For example, she might use a **Ravel** **Cantrip** on a tapestry in the Great Hall, or on the canvas of one of the paintings. Since the Guild treasury doubles as the wine cellar, she might not be able to resist casting a **Flavour** **Cantrip** on a bottle or two of the best wine, making it taste like onion soup or lemon juice; and a cloud of **Gnats** in the cupboard might prove a disconcerting discovery. The **Unlock** **Cantrip** might also be useful, saving a few **Knock** **Spells**.



## PART 5 - THE HOUSE OF THE DANCING DEAD

The House of the Dancing Dead is a cabaret club on the fringe of the city's theatrical quarter, a favourite haunt of young rakes. The doors to the street are shaped like a pair of outsize coffin lids, and are painted black. Over the doors hangs a sign bearing a picture of a skeleton in men's formal dress, dancing with a rotting corpse in women's formal dress. The overall effect is of studied decadence, bordering on bad taste.

The club opens from dusk till dawn; the resident staff (Salgin and the two bouncers - see below) sleep until just after noon and spend the rest of the afternoon preparing for the evening's opening. If the party visits the club in daylight, they will find it closed. Persistent knocking will raise a response sooner or later, but the nature of this response will depend on the time of day - in the morning it is almost certain to be unfriendly. If the party manages to raise a favourable response, it will be possible to interview the resident staff, but if the party wants to talk to anyone else, they will have to call back when the club is open. The DM should ensure that the party visit the club during opening hours in order to obtain all the information that they will require.

Armour of any kind (optionally heavier than leather), is not allowed in the club, and all swords and other weapons must be checked in at the lobby before any character is allowed into the club. If any character attempts to force a way into the club, the city watch will be summoned. Technically the club is open only to members and their guests, but this can be dealt with fairly easily by generous tipping.

During opening hours, the club's lobby is manned by one bouncer, and the main room by the other. Both rooms are painted in dark colours, and hung with ragged and dirt-stained linens representing shrouds. The back wall of the main room and the proscenium arch over the stage are painted to represent an open mausoleum, with the stage in the 'doorway'. There is a 10% chance at any time during opening hours that some business is in progress in the back room - an illegal gambling session or a shady deal of some kind - which is not to be interrupted.

The club's clientele consists of well-dressed and obviously quite wealthy young men and women (with men noticeably in the majority), in almost equal proportions with colourful theatrical types. The four acts on the bill perform two half-hour sets each, one before midnight and one after, with a half-hour break between each set. There is a tendency, especially as the evening wears on, for patrons to give impromptu performances of their own in these breaks.

The first act of the evening, as always, is the house dance troupe, the Dancing Dead. The curtain rises on a graveyard scene, with fake tombs and headstones. In the wings, a stage-hand strikes midnight on an iron bell, and the dancers rise from their 'tombs' dressed and made up as ghosts.

After a group dance, each ghost comes forward, with Salgin giving a running commentary, and enacts the manner of her death, with the others taking various parts in the drama. The stories are always lurid and invariably to do with thwarted love, betrayal and jealousy.

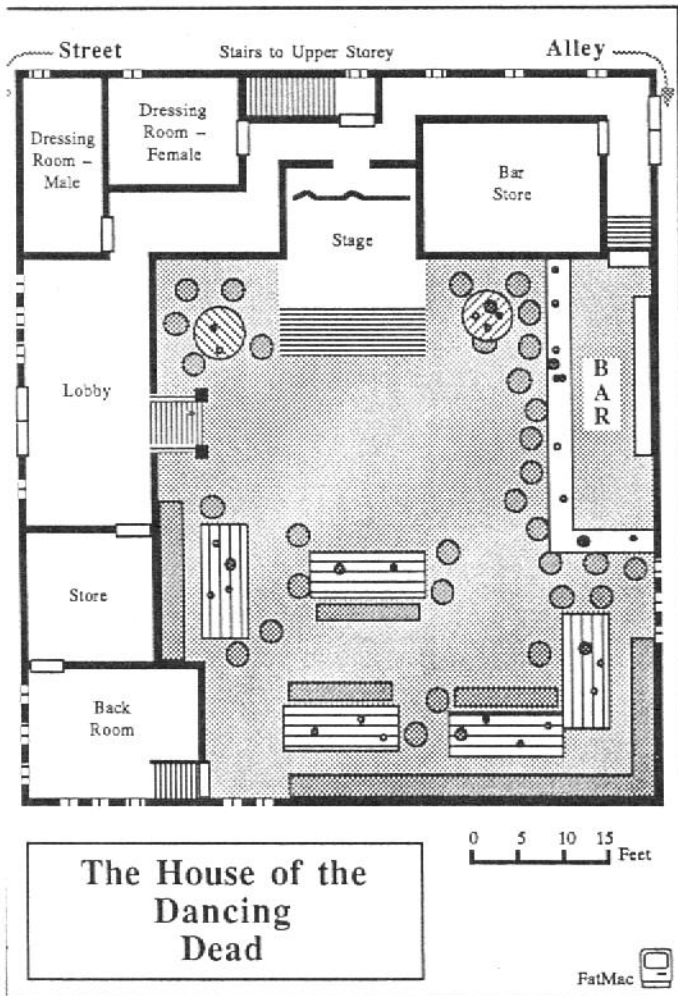
Another dance ensemble follows, at the end of which Salgin appears on stage, dressed in a comic priest costume, and 'exorcises' the 'ghosts' one by one. The mock priest is often a caricature of a prominent figure in the city, based on recent news and events, and Salgin will include some subtle, and frequently highly contentious political commentary as part of the act.

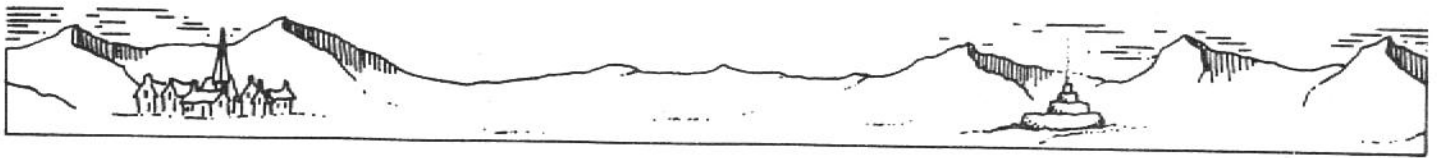
The second act is a juggler, knife thrower and escapologist. After a fairly standard routine showing off these skills, he asks if there is anyone in the house from the city watch. There nearly always is, and he invites them to come on stage and help him fasten various ropes, locks and chains around himself. The volunteers then tie him in a sack, which is lowered into a large chest, secured by three huge padlocks.

Finally, the escapologist's muffled voice sounds from the chest, asking the volunteers to sit on the chest just to make escape absolutely impossible. Drinks are brought up to the volunteers, and when they are about halfway down their glasses, the escapologist strolls in from the wings, also holding a drink. Spellcasting is frowned upon in the club, but any character who has a magical item with a **detect magic** ability will discover that the whole act is accomplished entirely without magic. The performer will, of course, refuse to reveal his stage secrets.

The third act of the evening is a singer and lute-player. He starts with songs of his own, mostly ballads of love and broken hearts, and moves on to traditional songs, with the house musicians and the audience joining in. The final item is a drinking song; this usually turns into a contest between some of the hardier patrons, the final verse and chorus being repeated until only one contestant is left standing.

While these acts are onstage, the party may, with Salgin's permission, pursue any enquiries in the club. The DM may change or elaborate the details of the acts if desired - they are intended as 'background noise' while the party are seeking out and questioning people. Notes on the information available from various sources are given below. No matter what else happens, the DM should ensure that the party are in the main room for the start of the fourth act.





## PERSONNEL

**Salgin Barrovynne**, owner/manager  
M; Fr3; NG; AC 9/10; hp 5; dagger

Salgin has a very over-the-top camp theatrical personality; this is mostly put on for the benefit of the customers, and beneath it all he is shrewd and quick-witted. If anyone asks after Ildarel, he will cheerfully reply, 'Just stick around, my dears, she'll be on later in the evening.' The party will probably be surprised at this, and if they persist in their enquiries, he will become defensive. He will not allow anyone backstage to see Ildarel - 'Well, if I let one gentleman back there, I'll have the whole town tearing the place up to see her, and I have to be fair, don't I?' - and he will call upon the bouncers to help him if necessary.

If the party hint that they know of Ildarel's marriage to Ansar and her subsequent death, Salgin will change his tack. Any character with the **Troubadour** skill should receive a bonus to dealings with Salgin at this stage; he could potentially be very helpful, but he has an instinctive distrust of anyone conducting enquiries.

Salgin remembers Ildarel becoming friendly with one group of young nobles in particular, and will recall that they were frequently with an actor called Delgar Marindo.

'I heard she married one of them, too - mind you, you hear all sorts of stories in a place like this, believe you me, so you never know what to believe. Well, good luck to her, that's what I say, my dears, good luck. Of course, she won't want to know the like of us any more, but then that's showbiz, isn't it? Did you say she'd died? Well, I always said she'd come to a bad end, that one - I don't like to say I told you so, but I saw it from the first time she set foot in here. Put it about far too much, if you ask me.'



'Mind you, I mustn't throw stones too hard - she always filled the house when she worked here. Elvish fertility dances, she called her act - well, you can take that with a pinch of salt - but the punters love them. They keep coming, night after night, to see Ildarel. So I have to keep giving them Ildarel, if you take my meaning. Well, we're all in the deception business, aren't we? Providing a bit of fantasy to liven up their dull old reality. So there's no harm done, is there?'

The substitute Ildarel is Sanna, the lead dancer with the **Dancing Dead** - Salgin doubts that she will be able to add anything to what he has already told the party, but given favourable reaction rolls he might be persuaded to let them interview her and other members of the club's staff, provided this doesn't interfere with the smooth running of the evening's programme - 'After all, fair's fair and we have got a show to put on, you know.'

**Ganno Baldin**, bouncer  
M; F2; NE; AC 8/9; hp 12 (St 16); blackjack/small club

**Mori Vanden**, bouncer  
M; F1; N; AC 9/10; hp 7 (St 17); blackjack/small club

These two will probably be uncommunicative; they knew Ildarel by sight and know of the substitution. If Salgin asks them to cooperate with the party they will nod and shuffle and do little more than confirm the broad outlines of what he has said.

**Sanna Dargo**, lead dancer/choreographer  
F; Fr4; NG; AC 8/9; hp 8 (Dex 15, Cha 15); no weapons

Sanna has been a dancer ever since she can remember, and is a seasoned and professional trouper. She is hardworking and abrasive, expecting her dancers to measure up to her own exacting standards. She disliked Ildarel instinctively - 'She was far too flighty. Sure, she had a lot of raw talent, and she gave the house what they wanted, but that will only get you so far, and if anything involved work, she just wasn't interested. OK, perhaps I'm a little jealous of her - I'll never find a nice merchant Prince Charming and that's for sure - but just watch the act when I go out tonight. There's nothing clever or demanding about it.'

**Majia Frannol**, dancer  
F; Fr2; CN; AC 9/10; hp 4 (Cha 17); no weapons

Majia is, in many ways, the opposite of Sanna, and there is often friction between the two; she doesn't take dancing particularly seriously, and enjoys the lifestyle rather than the work. She admired Ildarel, and thinks the whole turn of events is a great joke.

**Vanya Sarden**, dancer  
F; Fr3; N; AC 9/10; hp 6 (Cha 16); no weapons

Vanya is a single-minded career girl, and may be difficult to approach unless someone in the party has the **Troubadour** skill or can convince her that the party has contacts that might be useful to her.

She will agree with Sanna that Ildarel did not take dancing as seriously as she should - 'But she had something. She was wasted here, anyway, but that didn't seem to bother her. I don't understand her, really - if she'd only put some work in and practice a bit harder there would be no stopping her. She had everything else - looks, personality, contacts - she could bend any man round her little finger - but she didn't seem to want to do anything much about it. Criminal waste really - if I'd had all that going for me, I'd be working in the palace by now, getting paid in diamonds, not silver!'

**Brea Garren**, dancer  
F; Fr2; N; AC 9/10; hp 7 (Cha 16); no weapons



Brea is the youngest of the troupe at fifteen, and still retains many of her illusions about a dancer's life. Sanna will say, rather scathingly, that she lives in a world of her own, but she is in love with dancing so there's no reason to complain. Brea has a dreaming nature; she spends a great deal of her time thinking about being discovered, but unlike Vanya she does nothing positive about it. She does not know of Ildarel's death, and thinks the whole affair is wonderfully romantic - 'Just imagine, a real merchant prince!' - if Ildarel can land such a catch, she thinks, perhaps she can too.

**Djann Alhasar**, Juggler/escapologist  
M; Fr3; N; AC 6; hp 8 (Dex 18); 12 throwing knives (throws as a 3rd level fighter, plus Dex bonus)

Djann is a very dapper and smooth-talking character, with an eye for a pretty woman and a taste for good red wine. He will be visibly nervous in the presence of any thief - he has been approached by the Thieves' Guild because of his various talents, but declined to join them or to do them any 'little favours', and he is expecting reprisals for this.

He will talk at length about Ildarel, waxing quite poetic in a semi-serious, bantering way. One thing he will have noticed if he is asked about any odd habits or distinguishing features, is that Ildarel never picked up any of the coins thrown on stage during and after her performance. This may have been part of her act - but Djann doesn't know whether she ever took any of the money at all. If he is asked what sort of coins are usually thrown on stage, he will reply,

'Silver, of course. Anyone who threw gold in here would probably be taken down the alley for a chat as soon as he left, and nobody throws copper unless they're being deliberately offensive.' He will pause for a second, as the party's line of thought dawns on him, "Hold on, you don't think ... I'd heard Elvish blood protects you from that sort of thing, doesn't it? Come to think of it, though, a coin hit her on the leg one night; she shrieked as if it was red-hot, and there was a scar there for three days afterwards. I thought some joker had heated it up in a candle-flame.'

**Bargo Saldinor**, singer/musician  
M; Fr3; NG; AC 9/10; hp 6; dagger

Bargo deliberately cultivates the image of the dissolute wandering minstrel, everybody's favourite drinking partner. He never saw the real Ildarel, as he was brought in shortly after she left to replace a lute player who left - "At least, I think he left, or vanished, or something. Nobody talks about him much. You'd want to talk to Geddo about him, from what I've heard they were real bosom pals. He was really cut up when Andilas left, or whatever happened. All I really know about him is that he was an elf. Maybe he went off with Ildarel - or didn't she get married or something, to some rich merchant?'

**Terren Davo**, barman  
M; Fr3; N; AC 9/10; hp 7; dagger, bottle

Terren is a dour, taciturn character, known to regulars as 'the man who never smiles'. He will not be keen to speak to the party, but if he is instructed to do so by Salgin he will broadly confirm what the party already knows about Ildarel being friendly with Ansar's group of friends and Sanna replacing her.

**Geddo Rabben**, house musician, pipes and flutes  
M; Fr2; NG; AC 9/10; hp 4; no weapons

Geddo is a half-elf, raised among humans and showing little trace of his mixed blood. He is quiet and reserved, and mixes little with his colleagues. If he is asked about Ildarel, he will add little to what the party already knows.

'Best act we ever had,' he will say, 'Packed the house to the doors every night. So when she took herself off, something had to be done. It's a good job of Sanna's, but it doesn't stand up to close examination.'

If he is questioned about Andilas, or about Ildarel's leaving the club, he will speak further.

'They all talk about this merchant, of course, but if you ask me she only took up with him to get herself out of the way when Andilas was killed. He used to work here, before Bargo. Damn good lute player, too - mind you, being an elf, that's not surprising. He was found a few streets away - someone had come at him from behind and pretty nearly took his head right off.

She knew more about it than she let on, I'm sure. He used to talk to me sometimes - you wouldn't think it to look at me but my father was an elf - and he asked me about Ildarel two or three times. I don't think he was cracked over her or anything like that - practically every other male in the place was, though I can't see why - but he wanted to know what I made of her, if I ever noticed anything odd about her, that sort of thing. My guess is that he had something on her - or she thought he had - and she had him seen to. She certainly had no shortage of muscle to call on.

Geddo remembers the incident of the silver coin mentioned by Djann - 'After that, Andilas started looking at her in a different sort of way, kind of appraising, so to speak. I don't know what it all means, but it was as if that had somehow confirmed his suspicions about her, whatever they might have been. It was only a couple of days after that that he was killed - about a fortnight ago, I suppose.'

**Ralf Persade**, house musician, percussion  
M; Fr2; N; AC 9/10; hp 5; no weapon

In addition to drumming with the house band in the House of the Dancing Dead, Ralf has a day job as a market porter. As a result, by the time he arrives at the club he generally does not notice much of what is going on around him. He sleeps between sets, and the party may have difficulty talking to him. He has nothing to add to what they already know.

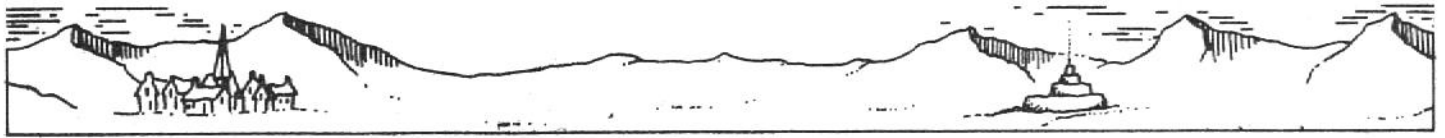
**Elgo Rassen**, stage-hand  
M; Fr1; N; AC 9/10; hp 3; no weapon

Elgo is Salgin's nephew - his mother, who lives in an outlying village, thinks that Salgin has managed to apprentice him to a merchant house where he is learning an honest and respectable trade. Elgo does all the general fetching and carrying around the club, but knows little of what goes on except what he hears of the backstage gossip. He will be able to add nothing to what the party already knows.

**Delgar Marindo**, actor  
M; Fr4; CG; AC 9/10; hp 7; swordstick, dagger

Delgar is a tall, distinguished-looking man in his late thirties, and tends to overdress. He is currently very popular as a leading man in formal tragedies of the blood, love and rhetoric school, and tends to have an affected, over-formal manner of speech.

He remembers when Ansar and Ildarel first met at the club, and will liken it to a scene from one of his plays, quoting extensively from the text (he will be extremely offended if the party attempt to interrupt any of his speeches). He will also come up with a suitable quote from a tragedy to cover the sudden death of Ildarel, at which the group of rich and slightly drunken young people around him will applaud loudly. No information of any value can be obtained from him.



### TOP OF THE BILL

As mentioned above, the DM should ensure that the party are in the main room of the club when Sanna goes onstage to perform as Ildarel. Solgin will launch into a big build-up, and the cheers will be deafening as the curtains open. Sanna has a very elaborate make-up on, as well as a face-veil, and looks sufficiently like an elf to convince a human from a distance. The cheers continue as she begins to dance, and then something quite unexpected happens.

There is a bellow from a table to one side of the room, where a group of soldiers are sitting. One of them gets unsteadily to his feet, and wades through the room towards the stage, shouting something incoherent.

Any character with the **Limner** skill may recognize from his insignia that he is a watch sergeant from the city guard. The bouncer in the main room leaps on him, but is shaken off and falls across a table, wrecking it and scattering customers right and left. The soldier is nearly on the stage when the bouncer from the lobby, helped by Terren the barman, manages to slow him down. The first bouncer has scrambled to his feet, meanwhile, and between the three of them they manage to drag the soldier towards the door. The soldier, meanwhile, is shouting and roving at Sanna, who stands on the stage, visibly shaken. Few of his words are coherent - occasional phrases which can be made out include 'Where is she?', and 'What have you done with her?'.

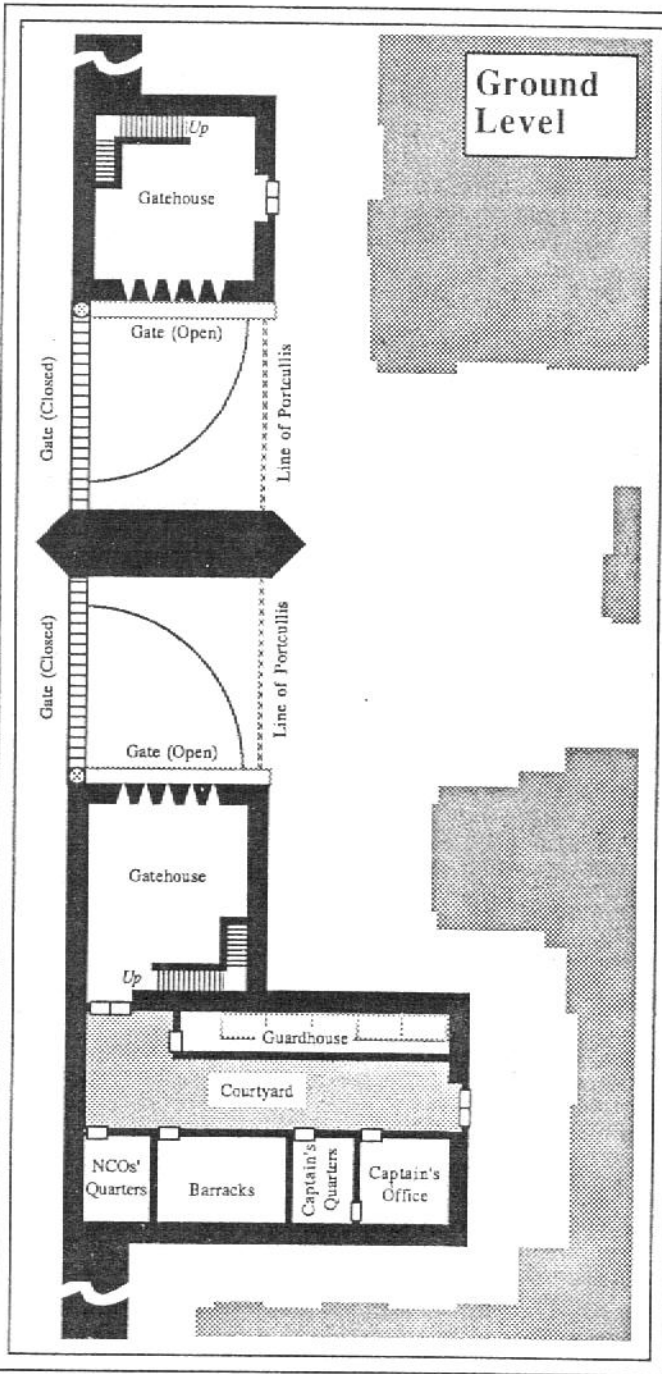
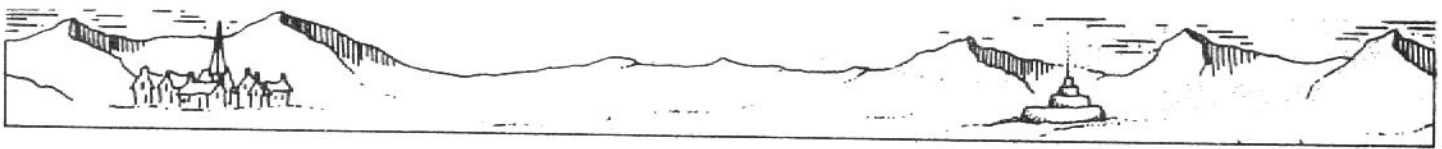
The DM has the option here to involve the soldier's companions in the incident. Either they can take charge of their comrade and take him back to the barracks to sober up, or they can take exception to the way he has been treated and start a brawl. If a brawl starts, most of the clientele will rush for cover or try to get out, but a few young bloods may pick up a chair and join in. The party can react to the situation in any way they choose - the confusion of a brawl might provide an ideal opportunity to spirit the sergeant away for further questioning.

The DM should be very careful about running the brawl - weapons are not allowed in the club, as has been noted, and any character producing a lethal weapon or attempting to cast a spell (or even appearing to do either of these things) will be turned upon by all NPCs within reach, regardless of which side they were originally on. Brawls are more or less harmless things which seldom result in anything more serious than a few bruises and some broken furniture, but armed combat is another matter entirely, since serious injuries and deaths can result in a great deal of unwelcome official interest. The murder of a member of the city guard will be a very serious matter indeed, and the city will use every means at its disposal to find and hang the murderer; the death of a young merchant or nobleman will be a scarcely less serious matter, and the family involved will pursue the culprit with every means at their disposal, legal and otherwise.

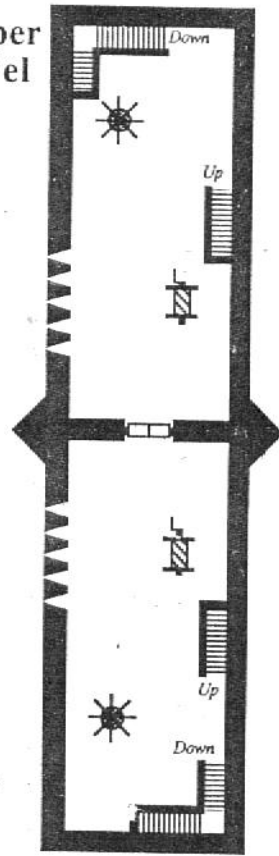
### THE TRUE STORY

The soldier who starts the fracas has only just resumed his duties after a fortnight in the guardhouse for insubordination and bringing the corps into disrepute - further details are given in the following section. Andilas, the dead lute player, had been protected by his elvish blood from Ildarel's charm, and had begun to suspect that she was not all she seemed. The incident of the silver coin confirmed his suspicions, but before he could do anything Ildarel had him murdered in a back-street - by the soldier. She was intending to leave the club in any case, and had been working on Ansar for almost a week - a long time by her standards. A dancer's life was fun, but she had become bored and thought it would make a change to become the wife of a wealthy merchant.

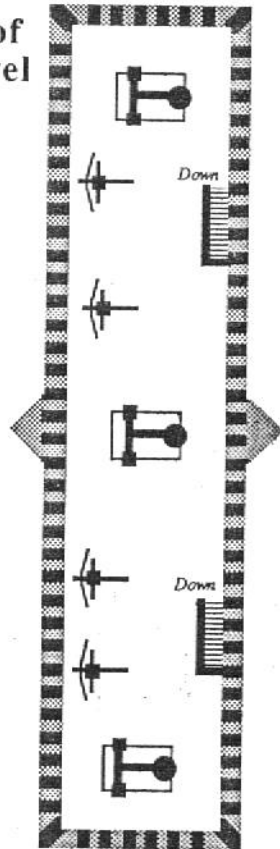




Upper Level



Roof Level



### PART 6 - THE WEST GATE

Any character with a military background or the **Artillerist** skill will be able to find out that the watch sergeant who was involved in the disturbance at the House of the Dancing Dead was stationed at the city's West Gate. It will be difficult to get to see him, as he is in the guardhouse following the disturbance - it will not be possible to bribe the Gate Captain, but he may allow the party to enter if he believes they can help with his enquiries. Otherwise Elsinore or Riadha might pull some strings to make the necessary arrangements.

Plans of the West Gate and its associated guard barracks are included, although the party will probably only visit the Gate Captain's office and the guardhouse.

Once arrangements have been made, the party will be instructed to report to the Gate Captain's office, where he will offer to fill them in on any background details before they visit the guardhouse. Side-arms (e.g. swords) may be worn, but appearing in full battle array will be considered a severe breach of protocol, and any characters wearing armour will be asked to leave them in the office for the duration of the visit.

#### Siedor Angones, Gate Captain, West Gate

M; F5; AC 5; hp 30/35 (St 16); Sword, normal/broad (AD&D: at the DM's option, Captain Angones might be a Cavalier rather than a Fighter)

Like most of his fellow officers, Captain Angones is a younger son of a minor noble family. Although a Gate Captaincy is not a glorious or demanding post in peacetime, he fulfills his duties to the best of his ability, and the West Gate is a smart and efficient installation. He is hard-working, just and honourable, with a clipped, slightly jerky manner of speech and a brisk approach.

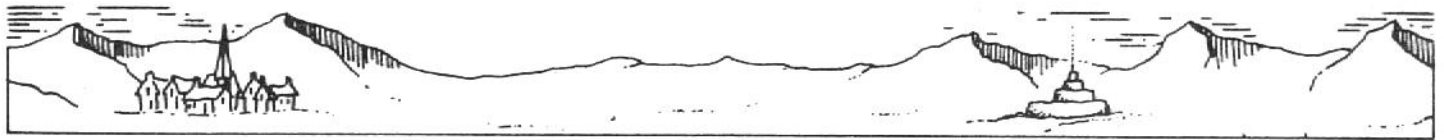
### The West Gate

Key:

	Wall		Cell		Winch for Portcullis
	Battlements		Stairs (Up or Down)		Capstan for Operating Gate
	Doors		Catapult		Ballista
	Arrow Slits				

0 10 20 30 Feet

FatMac



If approached by Elsinore, Captain Angones will already be aware that the party is in the employ of the house of Turgarron, and so he will do his best to help. He accepts the confidentiality of the party's mission, and will not attempt to pry into its nature. He will be able to give the following information about the man in question:

'Name's Razko, been in the guard six years, with an extensive record as a mercenary before that. Rose through the ranks to sergeant. Good man - smart, efficient and reliable. A little too much to drink once in a while, but nothing serious. Blind eye and all that.

'Started about a fortnight ago - came in blind drunk, covered in blood and two hours late on an evening pass. Unable to give any sort of account of himself - we had to assume he'd been in some sort of set-to. A serious one, too - there was blood on his sword as well as elsewhere.

'He was confined to the guardhouse for a week and to barracks for a further week - charges of insubordination for refusing to explain himself and bringing the guard into disrepute for wandering the streets drunk and bloodstained. Taking his previous record into account, I dropped further charges of two hours' absence without leave, presenting himself unfit for duty and improper care of guard property - failing to clean the blood off his sword and uniform.

'I contacted the Watch Captains of the various city wards, trying to find out what he'd been up to, but I drew a blank - or rather I ended up spoilt for choice. On the night in question, there were seven serious affrays, three resulting in fatalities, but no reports of any military personnel involved. Also four bodies turned up in various parts of the city, three of which died violently. No evidence to link him with any of these cases, of course, but a charge of armed assault on a civilian would finish his career - probably his life too, if it could be made to stick.

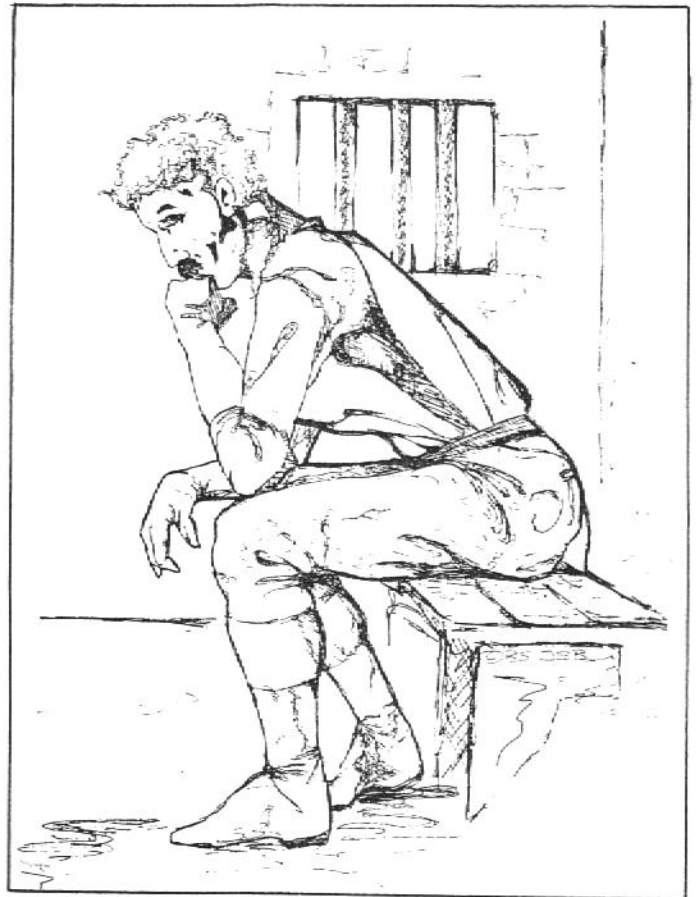
'The men with him that night told me he was infatuated with a dancing-girl at some drinking house; the House of the Walking Dead, I think they called it - sounds most unsavoury - anyway, she apparently gave him the come-hither and the others left without him. This was shortly after mid-night, and no account can be made for his movements during the next two to two-and-a-half hours.

'Last night, his confinement to barracks was lifted, and he went to the same establishment, where according to the men with him he went berserk when the same dancing-girl, or one using the same name, came on stage. He was restrained by the staff and asked to leave, whereupon his comrades brought him back to the barracks (DM: or 'whereupon an ugly brawl broke out', according to the events of the previous section). An official complaint was lodged by the proprietor, a Mr. Barrovynne, and Sergeant Razko is currently confined to the guardhouse indefinitely for causing an affray and bringing the guard into disrepute.

'And that's really all I can tell you - for the most part I'm mystified. By all means question the man if you wish, but I doubt you'll have any more luck than I did. If you can shed any light on this without compromising your mission, though, I'd be most grateful - I shall have to write a report to the Colonel-in-Chief Walls and Gates before too long, and I'd love to know what's behind it all.

'It's all so completely out of character, that's what I don't understand - a competent and long-serving soldier suddenly loses his head over a dancing-girl like a beardless recruit - it makes no sense at all!'

Captain Angones will be most interested in anything the party can tell him about events in the House of the Dancing Dead and any suspicions they may have about Ildarel and the murder of Andilas. He will agree to the party examining Sergeant Razko under **charm person** if they suggest it, on



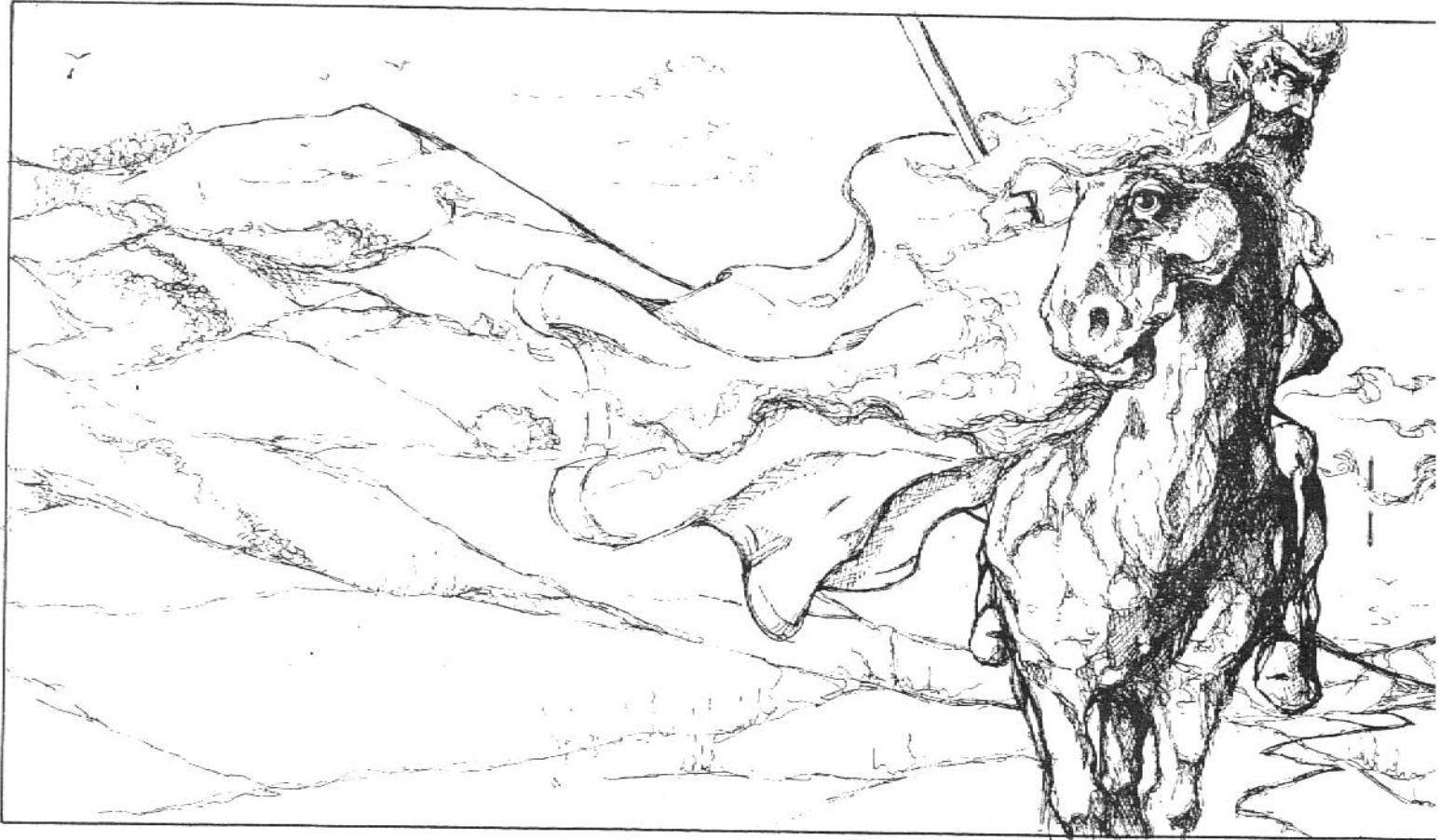
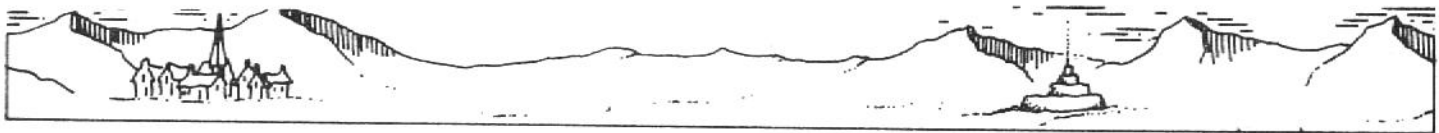
condition that the barracks adjutant is permitted to take down a full record of the proceedings and the caster of the spell agrees to appear as a witness at any court-martial proceedings that may result. If it can be proved Razko acted as a result of magical influence, the case against him might be dropped, or at least the sentence might be significantly reduced.

**Eddan Razko**, watch sergeant, West Gate  
M; F3; LN; AC 5; hp 15/17 (St 17); Sword, normal/broad

Razko sits on the bunk in his cell, staring moodily at the opposite wall. He will not react as the party enters the guardhouse, and will answer questions only if commanded to do so by Captain Angones; his answers will be surly and monosyllabic, and he will claim that he had once had an assignation with Ildarel, and intended to visit her again on the previous night. When questioned about his behaviour at the club, or his movements on the night of Andilas' murder, he will say only that he must have had too much to drink as he remembers nothing.

If any character uses a **detect magic** spell or magical item ability, they will find a very faint aura of magic surrounding Razko; this is the remnants of Ildarel's charm, which still has a slight effect on him. Although he does not realize it, it is this residual effect of the charm which prevents him from recalling precisely what happened or answering the party's questions.

If Razko is examined under **charm person**, he will break down as Ildarel's **charm** is finally dispelled. He will admit to the murder of Andilas, and say that Ildarel had told him that the elf had been threatening her, and had come to take her back to her own people, where she would be severely punished for consorting with mere humans. He does not know what happened to him after he killed Andilas and before he arrived back at the barracks.



Any Magic-User who rolls less than his/her Intelligence + Level on a d20 will realize that amnesia can sometimes occur when a magical compulsion forcibly overrides the subject's natural inclinations or training. To murder a civilian in peacetime was against everything Razko had learned in a lifetime of soldiering, and his mind subconsciously blotted out the memory of what he had been forced to do.

Razko went to the House of the Dancing Dead to see Ildarel again, but the shock of seeing the impostor in her place, together with the stress of the charm and everything else that had happened to him recently, was too much to bear.

On the basis of these admissions, Captain Angones will have to turn Razko over to the appropriate authorities to be charged with the murder of Andilas, but it seems that there is a good chance of a successful defence on the grounds of magical compulsion. Captain Angones will be most anxious that the party should be available to act as witnesses.

There are a few other prisoners in the guardroom, charged with minor offences such as overstaying evening passes and returning to barracks unfit for duty, and they will watch with interest as the party questions Razko. If **detect magic** is used in the guardroom, another magical aura will be picked up, surrounding one of the other prisoners. It is similar to the one surrounding Razko, but slightly stronger. Also, if the name Ildarel is mentioned at any time during the questioning, this prisoner, who is two cells away from Razko, will become excited, grasping the bars of his cells and shouting, 'That's her! That's her name!'

This man, it will be discovered, was arrested on the day after the break-in at the Merchants' Guild - he had been detailed to look after the Colonel-in-Chief's horse while the latter was conducting a routine inspection of the Gate installation, and the Colonel-in-Chief returned with Captain Angones to find that he had apparently given the horse away.

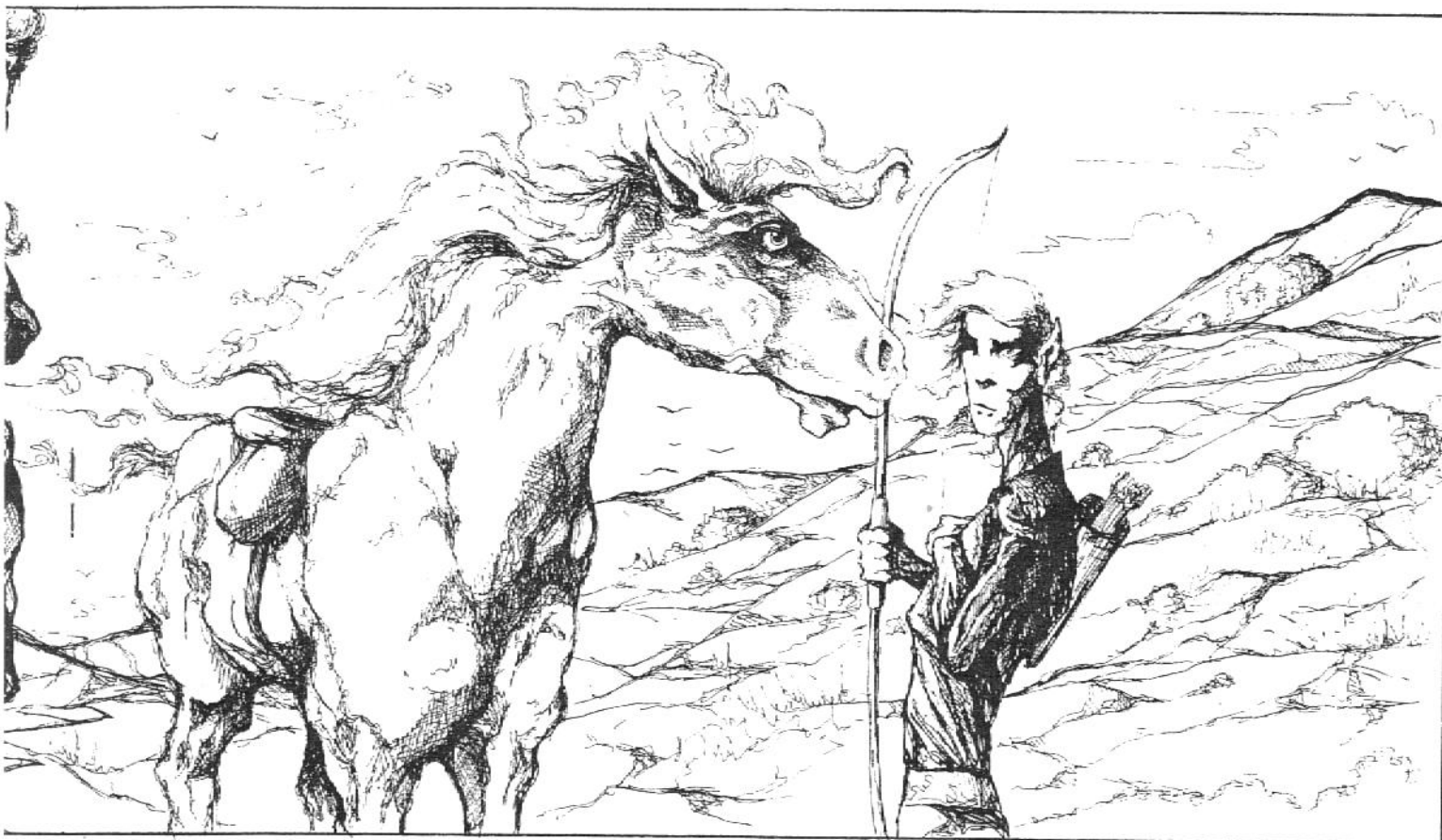
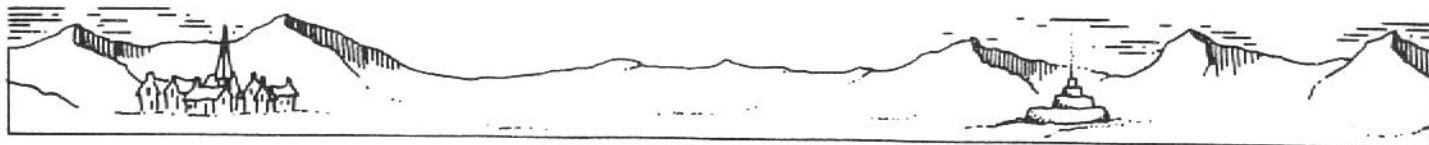
The man has no serious after-effects from the charm, and can be questioned freely. All he can remember is that a young woman, with some elvish blood judging by her appearance, approached him, admired the horse and asked him to give it to her. Without knowing quite why, he gave it to her, and watched her ride off westwards. He will be able to give the party a description of Ildarel corresponding closely to that given by Elsinore Turgarron and by the staff of the House of the Dancing Dead, and will say that she was wearing travelling clothes and was carrying a small bundle of belongings with her.

If the party returns to Elsinore Turgarron with all the information they have managed to collect so far, they may think that they can go no further; however, Elsinore does not admit defeat easily and there is a great deal at stake. He will give the party the rest of the day off, instructing them to report to him that evening.

The party will be treated to a lavish private dinner with Elsinore in the Turgarron house, and over dinner he will tell them that he has been able to find out a little more about the mystery. Discreet enquiries among the waggoners and guards of recently-arrived merchant caravans have revealed that a young woman riding an army horse has been seen a number of times on the road to the mountains. She was not travelling fast, and appeared to be alone.

'Once that road gets into the mountains,' says Elsinore, 'There is nothing to do but follow it through the White Gates pass and out on the other side. If you move fast, you should be able to overtake her while she is still in the mountains. If you find her and return her to me, I will overlook what I said at first about your bonus reducing over time. The basic rate of two thousand gold pieces a head still stands, whether you are successful or not. I will equip you with horses and provisions, and you will leave at first light. May I propose a toast to your success.'





### PART 7 - THE HALFWAY HOUSE

The Halfway House is a way-station on the mountain road. It lies about four leagues from the city, at the end of a full days travel for a merchant caravan of ox-carts or pack mules, but if the party ride hard they should reach it in half a day.

The party will arrive to find the proprietor of the way-station in the process of ejecting a young merchant, the younger son of a family from across the mountains. The young man has outstayed both his cash and his family's credit by two days, refusing to leave the way-station when his caravan moved on.

**Ulvir Aksald, proprietor**  
M; Fr4; N; AC 9/10; hp 14; dagger

Ulvir is a big, blustering man of about fifty. He has managed the Halfway House for nearly twenty years, and seen merchants and all kinds of other travellers come and go. The young man has been a nuisance for the past two days, and Ulvir has decided to throw him out.

**Macrio Galathurn, merchant**  
M; Fr3; AC 8/9; hp 8; sword, normal/broad, dagger

Macrio is very drunk and obsessed with the idea that he must stay at the way station. He will probably appeal to the party for help, making all kinds of promises in return for their assistance. If anything coherent can be got out of him, he will say that he met a young elf-woman in the way-station three nights ago when his caravan stopped there for the night. She was on her way to visit relatives in the mountains, but that night the two fell deeply in love. The following day Ildarel (for indeed it was she) told Macrio to wait for her at the Halfway House while she went to her parents to ask for their blessing on the couple's marriage.

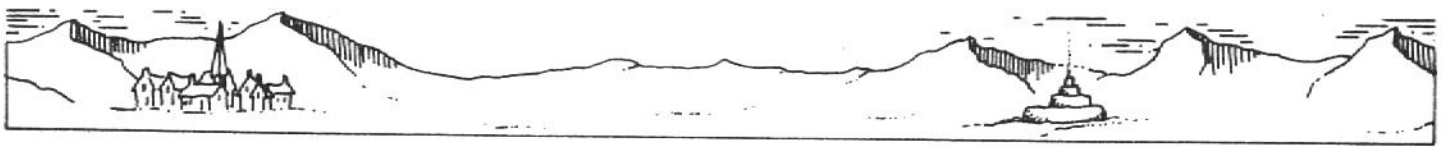
She promised to return on the following day, and Macrio is still waiting for her. He is convinced that she will return, since before she left she gave him a ring from her own hand - it is gold, set with jet and engraved with her family crest.

Ulvir does not know quite what is going on, but refuses to believe a word Macrio says. For one thing, there is no forest within a months travel from the Halfway House where elves are known to live; the only elves he ever sees are in the occasional group of adventurers. Secondly, no young woman answering to the description Macrio gives was seen that night by Ulvir or any of his staff, and thirdly, the crest on the ring is one quite well known to Ulvir - it belongs to the thoroughly human merchant family of Turgarron.

If any character with a **Jeweller** or **Lapidary** skill examines the ring and makes a successful skill check they will see that it appears to be of antique workmanship, but it is definitely of human manufacture and very different from the elvish style of work. The crest on the ring is identical to that on the medallion that Riadha gave the party, and is indeed that of the Turgarron family.

If the party give any indication that they know of Ildarel, Macrio will frantically demand to know where they saw her last and how she is, and if anyone hints that she is married, or that they are tracking her down in connection with a series of crimes, he will become abusive and may attack one or more party members. It will certainly be difficult to persuade him to hand over the Turgarron ring.

Full plans of the Halfway House are included (see overleaf), and the party may question the staff if desired. Personnel are listed under the rooms in which they normally work (but the DM should, of course, feel free to change any positions if desired).



**Room 1: Bar**

The bar has a large main room, with curtained booths for customers who desire privacy. It is staffed by one barman, two serving-girls and a bouncer. A merchant caravan has stayed here overnight, and the guards and drovers are grabbing one last drink before they set off; details of the caravan personnel are given later.

**Valko Drogen, barman**

M; Fr3; N; AC 9/10; hp 9; dagger, empty bottles

He will be able to confirm that Macrio has been in the way-station for two or three days, drinking heavily most of the time. When he ran out of cash, he started writing IOU's, but even though his family are valued and regular visitors to the Halfway House, Ulvir finally decided that enough was enough and forbade Valko to serve him any more. Macrio became argumentative, and Ulvir was forced to throw him out. Valko has no knowledge of any woman answering to Ildarel's description, but he remembers that the night before last, when Macrio had had a great deal to drink, he suddenly accosted Sulariel (see below), apparently mistaking her for someone else.

**Sulariel Inithar, barmaid**

F; Fr3; NG; AC 8/9; hp 8; no weapon

Sulariel is a half-elf, raised among humans but strongly favouring her elvish parent. She appears to be about 17, but is in fact in her early forties and has been working for Ulvir for more than ten years.

She will confirm Valko's story about Macrio mistaking her for Ildarel, and will add: 'Strange name, Ildarel. My elvish isn't all that good, but it certainly isn't a local elvish name. It ought to have at least one more syllable, like maybe Ildariel, or Ildriel. Anyway, it doesn't sound right to me - you can make what you like of that!'

Sulariel is, in fact, very interested in Elvish culture, and the party may not have thought of this before. Any elf or half-elf in the party who rolls below his/her Intelligence + Level on a d20 will agree that the name is unusual.

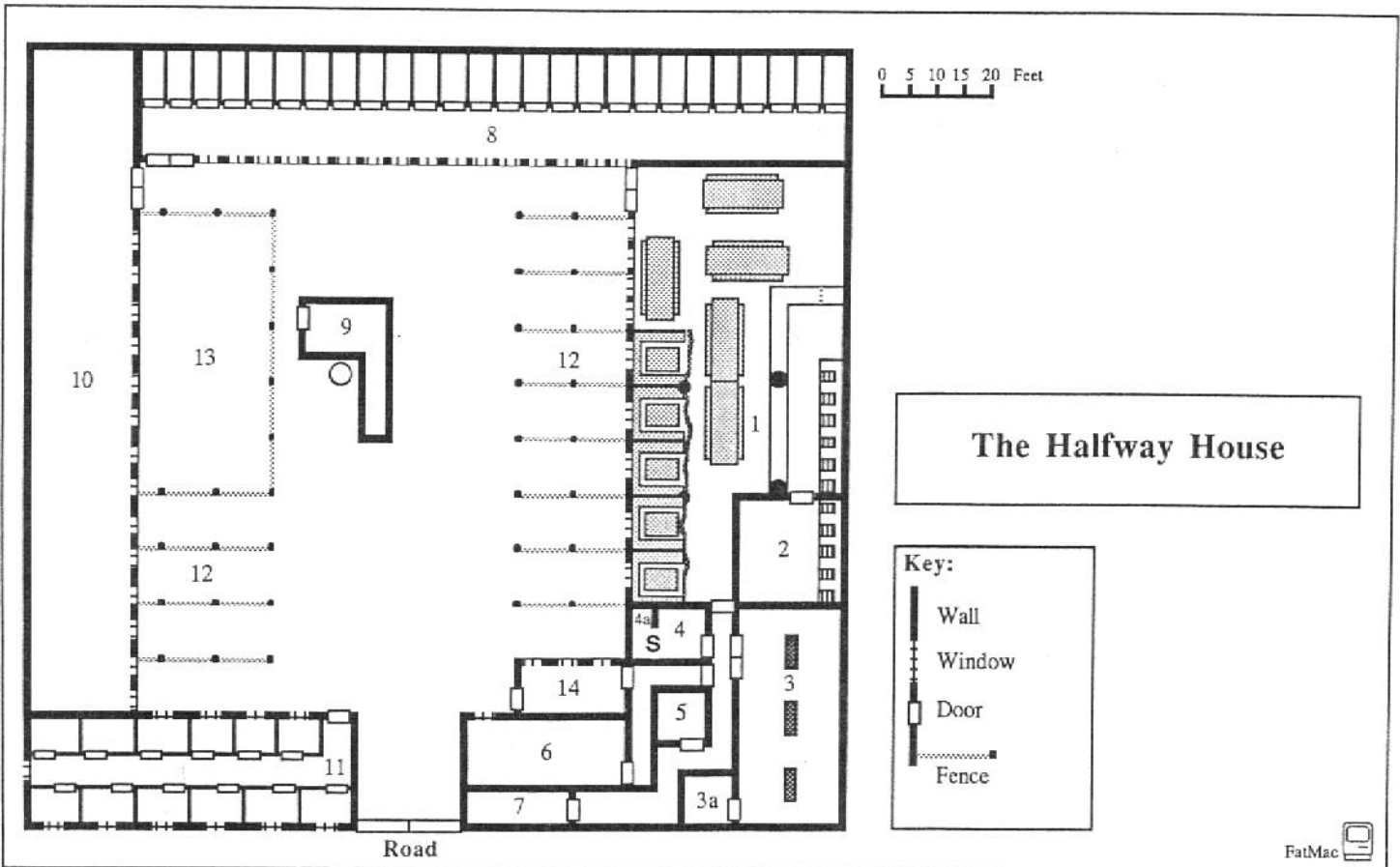
**Gila Karumen, barmaid**

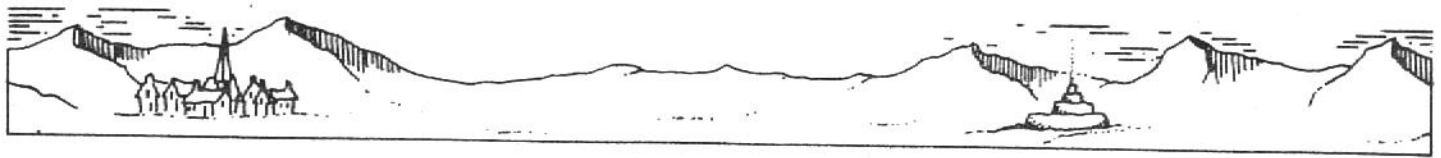
F; Fr1; N; AC 9/10; hp 2; no weapon

Gila has been working at the Halfway House for only a few months, and appears cheerful and hard-working but not particularly bright. Any character who rolls less than his/her Wisdom score on a d20 will form the impression that there is more to her than meets the eye.

She is in fact a spy, planted here by the Khirtima family to observe and report on the trade passing through the Halfway House. While there is nothing actually illegal about this, she will lose her job if her activities are discovered. Any character with Trader skill will realize that this kind of espionage is normal practice among the competing merchant families and states, and may decide to use the information to try and blackmail her into becoming a double-agent, working for the Turgarron Family and feeding misleading information to the Khirtima Family when necessary. The DM should decide whether or not this move would be successful, and how dependable Gila would be; Elsinore would be pleased to have a spy in this location.

Gila has no information about Macrio, and like the rest of the staff she has not seen Ildarel. If her spying activities are discovered and she is threatened with exposure, she will admit that three nights ago she went to Macrio's room, with the intention of going through his baggage while he was asleep. When she got to the door, however, she heard a low conversation taking place in the room. She could not hear what was said, but one of the voices was definitely Macrio's and the other was female (but didn't sound much like Sulariel or Dina).





**Raldo Tarren, bouncer**

M; Fr2; N; AC 9/10; hp 8 (St 17); blackjack/small club

Raldo, as he never tires of telling anyone who will listen, may not have had much of an education, but he knows a good job when he sees one, and getting keep and wage for the occasional fight must be the easiest number going.

He will be unable to tell the party anything of any value, but will confirm that Macrio has been a nuisance over the last couple of days. If a brawl should break out, treat Raldo as a 2nd level Fighter.

**Room 2: Bar Store**

In here are a dozen barrels of ale, four casks of rough wine, six cases of good wine, and ten cases of assorted spirits.

**Room 3: Kitchen**

The room is filled by three large open hearths and an assortment of cooking utensils and work surfaces. The kitchen is staffed by one cook and a maid, who is constantly shuttling back and forth between the bar and the kitchen with orders.

**Perno Bourney, cook**

M; Fr2; NG; AC 9/10; hp 7; no weapon, although an assortment of knives are available

Perno is a halfling, and as such is an excellent cook. It is said that his skill in preparing a meal is equalled only by his relish in consuming it. He loves his work, and seldom ventures outside the kitchen. While he is generally content with his lot, he is lonely for halfling company, and will fall on any halfling in the party like a long-lost brother, dragging him/her into the kitchen to talk, smoke and sample some of his 'special' cheeses over a mug or two of cooking sherry. While he is a mine of gossip about all sorts of goings-on at the Halfway House, he knows nothing which could help the party in their mission.

**Dina Barnor, maid**

F; Fr1; NG; AC 9/10; hp 2; no weapon

Dina was apprenticed as a cook at the age of ten, and has come to regard Perno as a substitute father. Under his instruction, she has become a skilled cook in her own right, and hopes to take over the kitchens when Perno retires and goes back to his shire to tell stories of his wild life among the humans and to be treated as a great adventurer - something he talks about frequently but shows no inclination to do. Her wildest dream is to work as a cook in a big house in a city, but she does not have much hope of achieving this.

**Room 3a: kitchen Store**

Contains enough provisions to keep the Halfway House running for about three weeks.

**Room 4: Ulvir's Room**

Furnished simply but well, there is little of any interest in here, and the party will probably not be allowed to search here. The headboard of the bed pulls down to reveal the secret door into 4a, the strongroom containing the last month's takings.

**Rooms 5-7: Staff Bedrooms**

Valko and Perno share room 5, the maids sleep in room 6, and Raldo sleeps in room 7. Rooms 6 and 7 have spare beds, since Ulvir sometimes hires temporary help at busy times of the year.

None of the rooms contain anything of interest beyond a few assorted personal belongings, although if the maids' room is thoroughly searched it may be possible to find some evidence of Gila's spying activities.

**Room 8: Stables**

The long, covered stable block contains stalls for 26 horses. Thirteen of them are now occupied, and the stable-boy generally sleeps in an empty stall.

**Venn Darro, stable-boy**

M; Fr1; NG; AC 8/9; hp 3 (Dex 15); no weapon, will use pitchfork in emergency

Venn is fifteen years old, and has been the stable-boy at the Halfway House for four years. He has a natural rapport with horses, (Horseman: 50% for the purpose of diagnosing and treating any minor ailments and injuries).

He knows very little of what has been going on, although he saw Ulvir in the process of throwing Macrio out. Three nights ago, he noticed a horse with an army brand and military-pattern horseshoes in the stable; it was gone next day. It was unusual, but he thought no more about it.

**Room 9: Well and Wash-house**

Water is drawn from the well each morning and poured into a broad channel running round the inside wall of the wash-house. In the annexe are six earth closets, emptied once a week by Venn unless another member of staff has seriously upset Ulvir.

**Room 10: Dormitory**

This is basically a large hall with straw strewn along each wall. The guards and waggoners from the merchant caravan were accommodated in here, and some may still be about.

**Room 11: Single Rooms**

This is more luxurious accommodation for travellers who can afford it. Each room contains a bed, chair, and washstand, and heated water for washing is delivered each morning. Three of the rooms were occupied by the leaders of the merchant caravan, but have been vacated and are being cleaned; the party will be allowed to examine Macrio's room if they wish. In addition to the normal furnishings there is a chest belonging to Macrio; a character with the Trader skill will be able to find a few documents among its contents which might provide useful information to any competitor (such as the house of Turgarron), although it may prove difficult to steal the documents unnoticed.

There is nothing else of any interest in the room, but if any PC looks out through the window, some old tracks may be noticed in the soft earth outside. They are indistinct and not fresh, but a Ranger or a character with the Hunting or Trapping skill might be able to recognize them as dog-like, possibly fox. The tracks lead from the window to the road, where they can no longer be distinguished.

**Room 12: Cart Stalls**

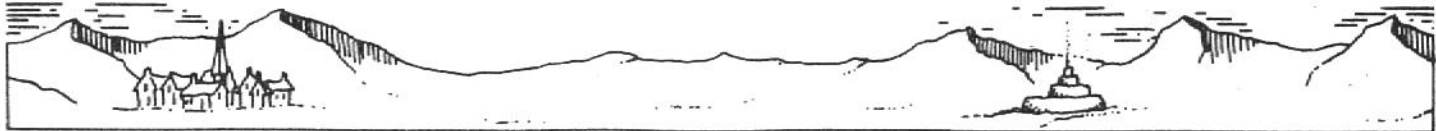
Not really a room, this area consists of a series of wattle-work partitions where carts may be left. The area can accommodate sixteen carts in all. The partitions are open to the sky, so merchants transporting cargos which might suffer from rain or dew must provide their own tarpaulins. The guards and waggoners are busy rolling their ten carts out and hitching the mules.

**Room 13: Corral**

This is a fenced enclosure, which can be covered with a tarpaulin in severe weather. The caravan's twenty mules were housed here overnight.

**Room 14: Strongroom**

In here are kept all the guests' weapons and armour. The only armament permitted in the way-station is one dagger per person. Some of the caravan guards are finishing the job of unpacking their equipment from here. The door opening onto the courtyard can only be opened from the inside, and the door to the staff block of the building is hidden on both sides.



## THE CARAVAN

The caravan belongs to the Khirtima Family from across the mountains, and is heading for the city with eight carts of wine and two of fine silks.

**Ruvakar Khirtima**, merchant, caravan chief  
M; Fr5; N; AC 5; hp 14; sword, normal/broad, dagger

Ruvakar is fast running out of patience. The caravan is several hours late in getting under way; last night Maruvim (see below) spent a great deal of time complaining about not being given enough responsibility, so Ruvakar told him that he could take charge of readying the caravan this morning. Today's leg of the journey is a fairly short one, and Ruvakar thought the experience might put Maruvim in his place. But the waggoners have been playing up even more than normal, and Maruvim has been able to do nothing about the steady flow of personnel to the bar. If the caravan does not get underway soon, they will be lucky to reach the city by midnight, let alone nightfall. As the party arrives, Ruvakar will be stepping in to clear up the mess Maruvim has created. He will have no time for anyone, and will not allow any of his men to waste time talking.

**Maruvim Khirtima**, junior merchant  
M; Fr2; N; AC 5; hp 5; sword, normal/broad, dagger

Maruvim is from a minor branch of the family, and is still very much in his apprenticeship. He is currently in the doghouse over his mishandling of this morning's preparations, and feels that the whole business is very unfair. He will spend most of his time following Ruvakar about frantically making excuses.

**Bozhar Zadirut**, escort captain  
M; F5; LN; AC 4; hp 30/32; sword, normal/broad, dagger, lance

Bozhar spends most of his time hovering on Ruvakar's shoulder, alternately glaring at Maruvim and bellowing at his men. He will not speak to the party, and will order some of his men to take them out of the way if necessary.

**Bareth Hamadim**, escort sergeant, infantry  
M; F3; N; AC 4; hp 13/16; sword, normal/broad, dagger, spear

**Hath Vahir**, escort sergeant, infantry  
M; F3; AC 4; hp 14/17; sword, normal/broad, dagger, spear

The two sergeants will be busy supervising their men, and will brook no interruption from the party.

### Cavalry escort

The escort consists of ten level 1 Fighters in AC 4 and armed with swords, normal/broad, daggers and spears, riding unbarbed light warhorses.

### Infantry escort

The infantry escort consists of ten level 1 Fighters in AC 4 and armed with the same weapons as the cavalry. They normally ride one to a wagon when the caravan is underway.

### Waggoners

The ten waggoners are 1st level Freeman, in AC 7/8 armed with short-swords and daggers.

## CARAVAN RUMOURS

The party may be able to talk to some of the waggoners and guards despite Ruvakar's impatience to be under way. Any character may roll less than his/her Charisma + Level on a d20; success indicates that one rumour has been learned.

1. The Hermit of the Pass has gone mad.
2. There may be a war or rebellion brewing in the mountains; a whole cartload of heavy crossbows and bolts has just been sent to a village called Saeter, high in the mountains.

Any character with a local background, or one familiar with the trade road, will know of the Hermit of the Pass (see Part 8) a recluse who lives in a cave in the high White Gates Pass. A character with the **Artillerist** skill will realize that in most states heavy crossbows are normally restricted weapons, permitted only to military and mercenary units; for a village of farmers to buy them is highly unusual and probably illegal.

## THE TRUE STORY

This section largely speaks for itself - Ildarel stabled her horse here at nightfall on the day she left the city, and went into the building **invisibly** for a free night's accommodation. By a coincidence, she picked the room that had been booked for Macrio, and was forced to **charm** him when he discovered her. The **charm** worked extremely well, and she was forced to tell him the story about seeing her parents in order to get away from him in the morning. She slipped out of the window in her fox form, and waited for a suitable moment to take her horse out of the stables. Then she headed on down the road towards the mountains - and the White Gates Pass.





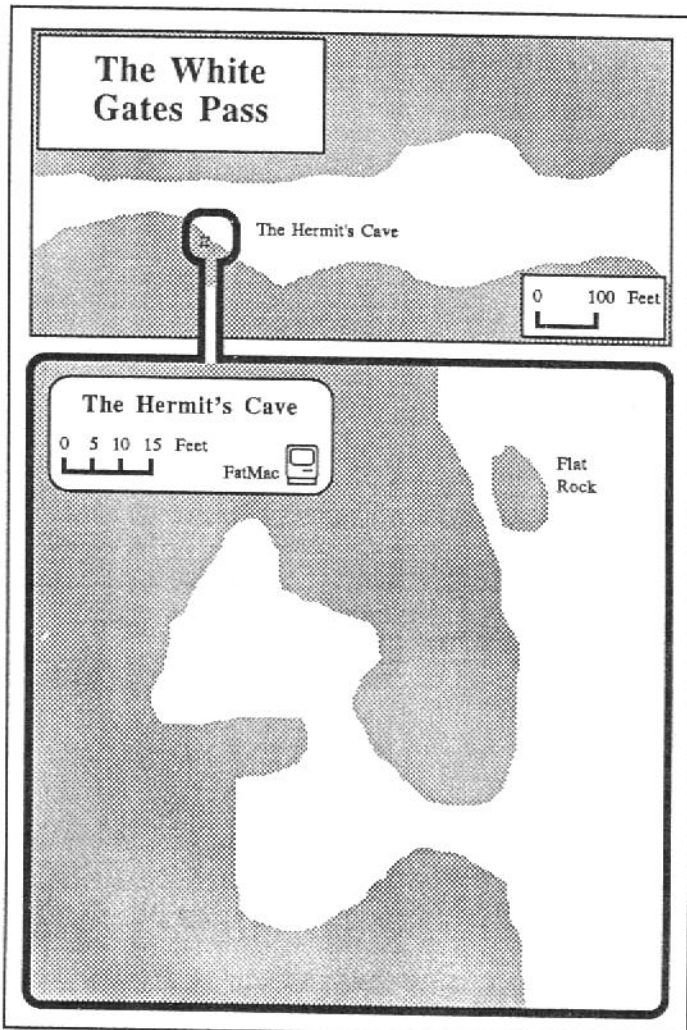
## PART 8 - THE WHITE GATES PASS

As the trade-road winds up into the mountains, it becomes narrower and more precipitous. The White Gates pass is the most direct year-round route through the mountains. It is about half a days fast ride from the Halfway House - a full days travel for a caravan - and is a regular night camp.

The Hermit of the Pass is well-known to regular travellers on the road. An enigmatic figure, he appeared as if from nowhere almost five years ago, and moved into a small cave in the narrowest part of the pass. It was about the same time that caravans camping lower down the pass stopped suffering from night attacks by a notorious group of Ogres.

From that time, the White Gates have never closed; even in the severest weather, a passage two carts wide was always kept clear. The Hermit was occasionally to be seen meditating on a flat rock near his cave, or out on the mountain-side gathering herbs. On rare occasions he has been known to help with sick men and animals, using his great skill with herbal preparations. He seldom speaks, and travellers do not disturb him lightly, but they frequently leave small gifts - of food, or herbs from distant regions - on his flat rock as they go through the pass.

The party may have heard a rumour at the Halfway House that the Hermit of the Pass has gone mad, and this will certainly appear to be the case when they reach the pass, for they will find him squatting in the middle of the road, drawing incomprehensible designs in the dust and mumbling to himself in his native tongue.



## LAN-TAI SHENG

The Hermit of the Pass is Lan-Tai Sheng, a 4th level Mystic/Monk - full details are given below. Mystics are covered in the D&D Master Set (DM's book, pages 17-19 and 32), but a DM who does not have access to this source should be able to get by on the information given here. Essentially, a Mystic is a kind of martial arts monk with enhanced unarmed combat abilities; damage values given are for punching and kicking attacks, and the low armour class is due to martial skill rather than worn armour.

**Lan-Tai Sheng, M, Mystic/Monk, Level 4, Align LN**  
Unarmed (damage 1d6+1/1d6), AC 6/7, hp 14/13, save as F4/T4 Human

S 15     -gaunt, ascetic  
I 13     .hermit  
W 15     .currently insane, may become violent  
D 15     .knows most merchants by sight  
Co 14  
Ch 12     xpv175/238

### THIEF ABILITIES

Find/Remove Traps	25%/35%	Hide in Shadows	25%/25%
Move Silently	35%/33%	Open Locks	-/37%
Climb Walls	90%/88%	Hear Noise	-/15%

### SPECIAL ABILITIES

#### D&D

Awareness - surprised only on a roll of 1 on d6  
Heal Self - cure 4hp once per day, by concentrating for 1 round

#### AD&D

Surprised 28% of the time  
Speak with animals as Druid Ability  
Mindmask  
Fall up to 20ft without injury if within 1ft of wall  
Deflect missile on petrification saving throw  
No damage from any attack if saving throw made +2 to any weapon

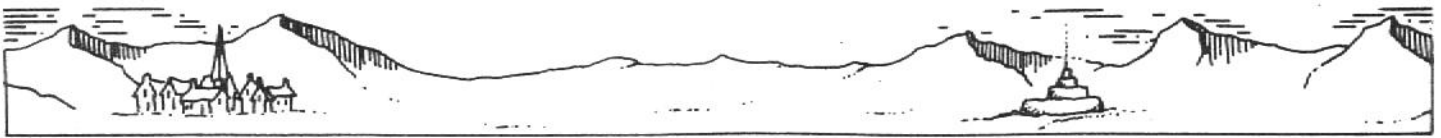
Lan-Tai Sheng will ignore the party unless he or his designs are touched - then he will attack using his unarmed combat skills and fighting until all the party are dead or subdued. The DM should encourage the party to deal with the situation without killing him.

As the party approaches him, they may be able to make two words amid his ramblings, which are repeated over and over again - the first is Ildarel's name, and the second is the word 'kitsune'.

Any character who is a skilled linguist, (or knowledgeable about exotic and fantastic beasts), will recognize the word kitsune as referring to a legendary beast from Lan-Tai Sheng's distant homeland, which can take the form of a fox or a man at will and delights in playing tricks and practical jokes.

Lan-Tai Sheng is suffering from the after-effects of Ildarel's charm. His highly-disciplined mind reacted badly to being subjected to a chaotic intellect, and the meditation he attempted, rather than cleansing his mind, turned it inwards upon itself, resulting in a temporary mental breakdown.

Detect magic will detect the remnants of the charm as a faint aura around his head; any character attempting to use ESP on him must make a saving throw vs. spells or suffer the effects of a confusion spell.



Lan-Tai Sheng can be cured of his temporary insanity in a number of ways:

1. If he is subdued in non-lethal combat;
2. If he is reduced to zero hp (D&D: he will use his **heal self** ability; AD&D: his eyes will clear suddenly as he lies dying. 'Forgive me,' he will say, 'Cave...potion...please', and with that he will lapse into a coma, dying in one turn unless he is cured or given one of the potions in his cave);
3. If a **bles** spell is cast on him, he is allowed a saving throw vs spells to throw off the insanity;
4. **Dispel magic** or **remove curse** will automatically cure him.
5. **Charm Person** or **remove fear** will allow him a saving throw vs. spells, and if this saving throw is failed, he is cured of the insanity but affected normally by the spell. If he makes the saving throw, there is a chance that he will become enraged by this new magical assault on his mind;
6. **Sleep** affects him normally, but a saving throw vs. spells should be made to see if the spell removes the insanity.

If Lan-Tai Sheng is freed of his insanity, he will bow deeply to the party and ask them to forgive him his uncontrolled actions. He will invite them into his cave and use his herbal skills and potions and heal any wounds they might have, giving them any remaining potions to aid them in their mission. If he is asked for information, he will speak as follows:

'The kitsune was here, two days ago. It had the form of a young woman with elvish blood. I treated the leg of its horse. I have a long road still to travel - the kitsune was able to bend my mind and make me a puppet with its strings tangled.'

If he is asked what a kitsune is, he will say: 'It is a spirit, becoming fox or human as it wills. Its mind is like that of a child, and it delights in mischief and confusion. When human, it can bend a man's mind, as it did to me. Never trust, never listen, never believe. Always remember that it is a monster, and its appearance belies its true nature.'

Lan-Tai Sheng is, in fact, only partially right. The kitsune of his native land has some passing similarities to a werefox/foxxoman, but there are also many differences.

A plan of Lan-Tai Sheng's cave is provided. The outer chamber is his living quarters, but is bare except for a few small sacks and clay jars of herbs, three stone bottles of his herbal potion and a staff (quarterstaff/bo staff). The inner cave is a small shrine. On a low flat stone stands a small, finely-carved wooden statuette representing the patron spirit of Lan-Tai Sheng's home monastery, and the walls are shallowly engraved with a great number of strange symbols. If he is asked, Lan-Tai Sheng will explain that they are verses from the scriptures of his faith, which he memorized in his monastery.

As mentioned above, Lan-Tai Sheng is a skilled herbalist (60%). His potions act as non-magical **potions of healing**, and also allow the drinker a second saving throw (at +2) against poison or disease which is affecting them. There is enough for three draughts in each bottle. His own skills allow him to bind wounds with herbal poultices, which restore 1hp per wound bound immediately, and increase a patient's rate of recovery by a like amount, provided that they are changed every day by a skilled herbalist.

Lan-Tai Sheng knows nothing about any rumour of a shipment of crossbows (see Part 7). If he is asked where Ildarel went, he will say that she carried on through the pass, following the road. Her horse was still limping slightly, and if any character is skilled in tracking he will explain to him how to recognize the horse's tracks. All tracks on the trade-road have been obliterated by the passing of the caravan which the party met at the Halfway House, but it might be possible for a skilled tracker to pick up the two-day old tracks if they leave the road.

Lan-Tai Sheng will wish the party well on their mission, and will offer to teach his herbalism skill to any character who wishes to learn, when time allows. He will not leave the pass to assist the party.





## PART 9 - THE VILLAGE OF SAETER

### Interlude - Battle in the Sky.

The trade road leaves the White Gates Pass, and crosses the border into the neighbouring kingdom. The two states have been allies for many years, so the small fort which used to guard the border has fallen into disuse and stands in ruin.

As the party follows the trade road down to the timber-line, they will see a tremendous aerial battle taking place between a pair of giant eagles and two gargoyles. The eagles are tattered and bleeding from several wounds, but their talons and beaks have no effect on their opponents. As the road approaches the scene of the battle, a terrified horse bursts from the trees and onto the road.

There is an equal chance that the horse will run towards or away from the party. If it runs towards them, all PCs in its path must roll their Dexterity or less on a d20 in order to avoid taking 1d6 damage each as it stampedes through the party.

The party may try to catch the horse if they wish; the success or otherwise of their efforts is left to the DM to determine. Characters who are skilled in handling horses should have an advantage.

The horse, if caught, will be found to bear a military brand, and it also wears the military-pattern horseshoes, as any character with a skill in handling horses will discover. It also has a slight limp.

If any character with a **Speak with Animals** spell or ability tries to question the horse, they will learn that the eagles and gargoyles are fighting over the right to eat it. Its leg hurts, and its rider abandoned it near a place it describes as 'many stables, many people'. It can give no more information, but it is terrified and wants to get away before the battle in the air is decided. It might return to the Hermit of the Pass if instructed to do so.

The party may intervene in the aerial combat if they wish; the statistics of the combatants are as follows:

#### Giant Eagles

AC 6/7; move 60'/3" (480'/48" flying); HD 4; hp 8, 14 (21, 26); attack 2 claws, 1 beak; damage 1-6, 1-6, 2-12; SA dive; SD nil; Int. average; Align. N; Size M; ML 7; Save F3; XPV 125/234, 125/254. (Original hit points in brackets).

Dive: if an eagle dives 50ft or more to the attack, it attacks at +4 and claw damage is doubled, but no beak attack is possible.

#### Gargoyles

AC 5; move 90'/9" (150'/15" flying); HD 4/4+4; hp 17/21, 20/24; attack 2 claws, 1 bite, 1 horn; damage 1-3, 1-3, 1-6, 1-4; SA nil; SD magic to hit; Int. low; Align. CE; Size M; ML 11; Save F8; XPV 125/270, 125/285

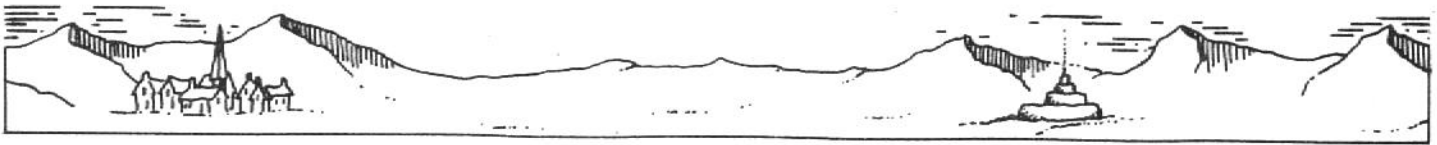
Both sides will be too absorbed in the fight to notice the party approaching, but they will react as soon as the party joins in on one side or the other. If the party does not join in, the gargoyles will win, both eagles flying off at top speed when reduced to 4hp or less.

If the gargoyles win, with or without the party's help, they will almost certainly attack the party immediately, for they prefer the flesh of humanoids to horse-meat. In the unlikely event that the party manages to **charm**, subdue or otherwise come to terms with them, they might learn that the gargoyles were, until recently, kept caged by a wizard with a tower in the mountains, but were let out by a female humanoid whom they had never seen before. The wizard has made no attempt to recapture them, and they will become visibly nervous if this is mentioned - it is something that they had not yet thought of. If it is left to them, they will fly off into the mountains to continue their happy life of killing and wrecking - although they may return to attack the party later on.

If the party joins in on the eagles' side and the gargoyles are killed or driven off, the eagles will swoop down and ask the party what happened to the horse. Any character may try to get some further information from them. If the reaction roll is unfavourable, the eagles will simply fly off in search of the horse, or demand that the party hands it over, according to the circumstances. They will only attack as a last resort, since they are grateful for the party's help.

The eagles may give the party the following information: The gargoyles came from a tower high in the mountains, where one or more humanoids live. Not far from the tower is a settlement - they refer to it as a 'nest colony'. If asked about recent visitors to the settlement or tower, they will reply merely that humanoids come and go all the time, but they cannot tell one from another, so they are unable to say whether or not there are newcomers. If they are asked where they first spotted the horse, they will say that it was just outside the settlement.





## A SMALL CRUSADE

### PLAYERS' INFORMATION

A track leads off the trade road towards the village, a distance of three or four miles. A Ranger or any character with **Hunting** skill will notice that the last traffic to go down the track was a two-horse cart, moving away from the village. About two-and-a-half miles down the track, it passes through a series of narrow rocky defiles.

If any Thief in the party succeeds in a **hear noise** roll, he/she will hear a slight clinking and scraping noise from the rocks at one side of the gully. Otherwise, the party stands twice the normal chance of being surprised when several figures rise from behind the rocks and they find themselves surrounded, with twenty heavy crossbows pointing at them.

'Stay exactly where you are,' shouts a voice, 'And don't do so much as twitch.'

### DM'S INFORMATION

The party has been ambushed by a group of villagers, who have been lying in wait for them since they were seen on the road. There are twenty villagers, who should all be treated as NM/LO; they are semi-proficient with their crossbows, which they will use at a -1 penalty to attack rolls. In addition to the crossbows, they are armed with an assortment of clubs, knives and pitchforks. They are not armoured.

They may not be much to look at, but they mean business. Any move of any kind from any member of the party will be answered with 1d4 crossbow bolts, and the DM should point out that the party are surrounded and that a fight would lead to severe casualties.

The leader of the villagers will ask the party who they are, where they are from and why they are heading for the village, which he names as Saeter. If any character in the party has a background in farming the party will gain a favourable reaction if this character is allowed to act as their spokesman. The DM should use the result of a reaction roll to determine the villagers' general attitude - whatever the roll indicates, the party will be escorted to the village to meet the headman.

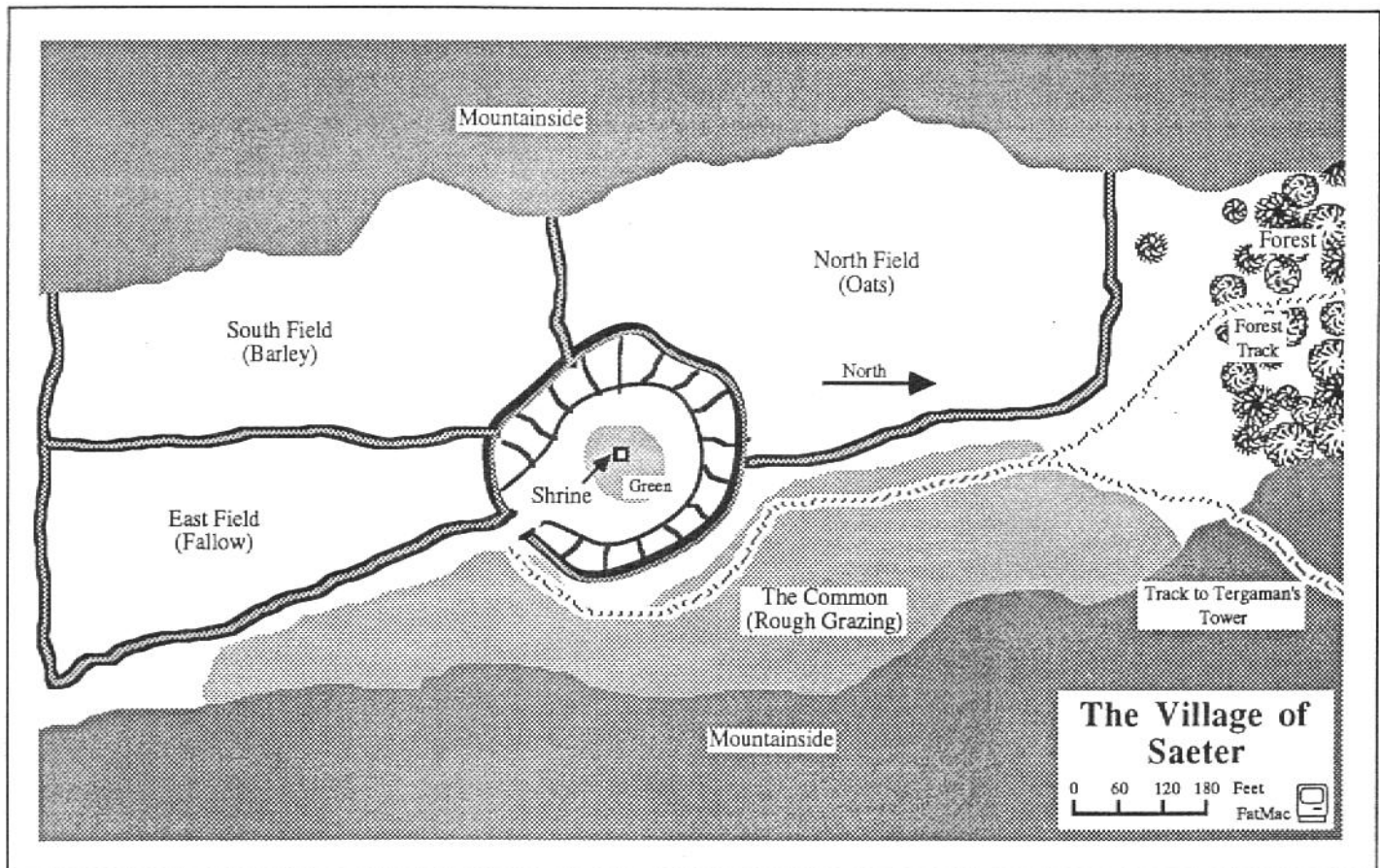
The village looks like a place under siege. More villagers armed with heavy crossbows man the wall, and the gate has been hastily barricaded with boxes and furniture. The villagers will exchange friendly greetings with the party's escort, but the party will never have less than twenty crossbows trained on it at all times. The party is marched onto the village green, and the headman comes forward. Unlike the rest of the villagers, he is clad in an old and battered shirt of chainmail, and he carries a sword in his hand. He looks at the party, his head on one side.

#### Targo Morn, Village headman

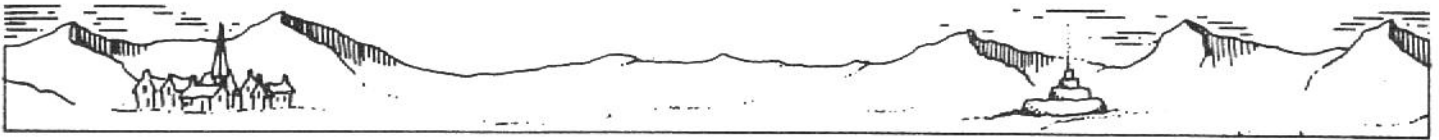
M; F2; LG; AC 5; hp 13; **longsword** +1 'Truthlight', align LG; Int 7/12; Ego 8/3; Will Pow./Person. 15; **detect evil**, 10' r.

Targo is a weatherbeaten hill-farmer in his fifties. He saw extensive mercenary service in his youth, before coming home to Saeter to marry and take over his father's farm. As the only inhabitant of the village with any military experience, he has been elected headman in the current emergency. He looks as is he has not slept in some time.

Targo uses the sword's **detect evil** ability to size the party up. If the party is predominantly evil, he will order them to leave the village, using force if necessary. If the party is predominantly good, his face will flood with relief; he will wave the escort away and invite the party into his cottage.







'I beg you to forgive our welcome,' he says, 'But these are desperate times and we can trust no-one. Please accept my hospitality and share my food and wine, and allow me to make what explanation I can.'

'As you have seen, we are all farmers here, and the Lady Verdaine has always been our protector. We have always been faithful and tended her shrine well, and three days ago - it seems like three years - we were rewarded with a great miracle. That dawn, when Borgo, our priest, opened the shrine, he found that the Lady herself had come among us, as a reward for our faithful service.'

We rejoiced greatly, and sent word to our overlord - not him - the wizard Tergaman, who has a tower a league further into the mountains. We expected him to rejoice also, but we had forgotten the Prophecy of which every winter is a warning. As it is written, the Dark One imprisoned her, binding her in chains of light and taking her to his foul tower. Yonder blackened spot is where Borgo died defending her. Only then did we realize that the Prophecy had come true, and we, her children had betrayed her.

'We are not fighters; only I have ever seen military service, and I have never before fought sorcery. But I know what heavy crossbows can do, even in the hands of novices. They cost us everything we owned, but we must atone for our betrayal and wipe clean our guilt. We attack the Dark One's tower tonight, and we will free the Lady Verdaine and pull the Dark One's tower down in flames about his ears, or we shall die in the attempt. He knows we are preparing, for he sends his winged devils to torment us. They would have killed us all, but for my grandfather's sword, which is the only thing we have that can hurt them.'

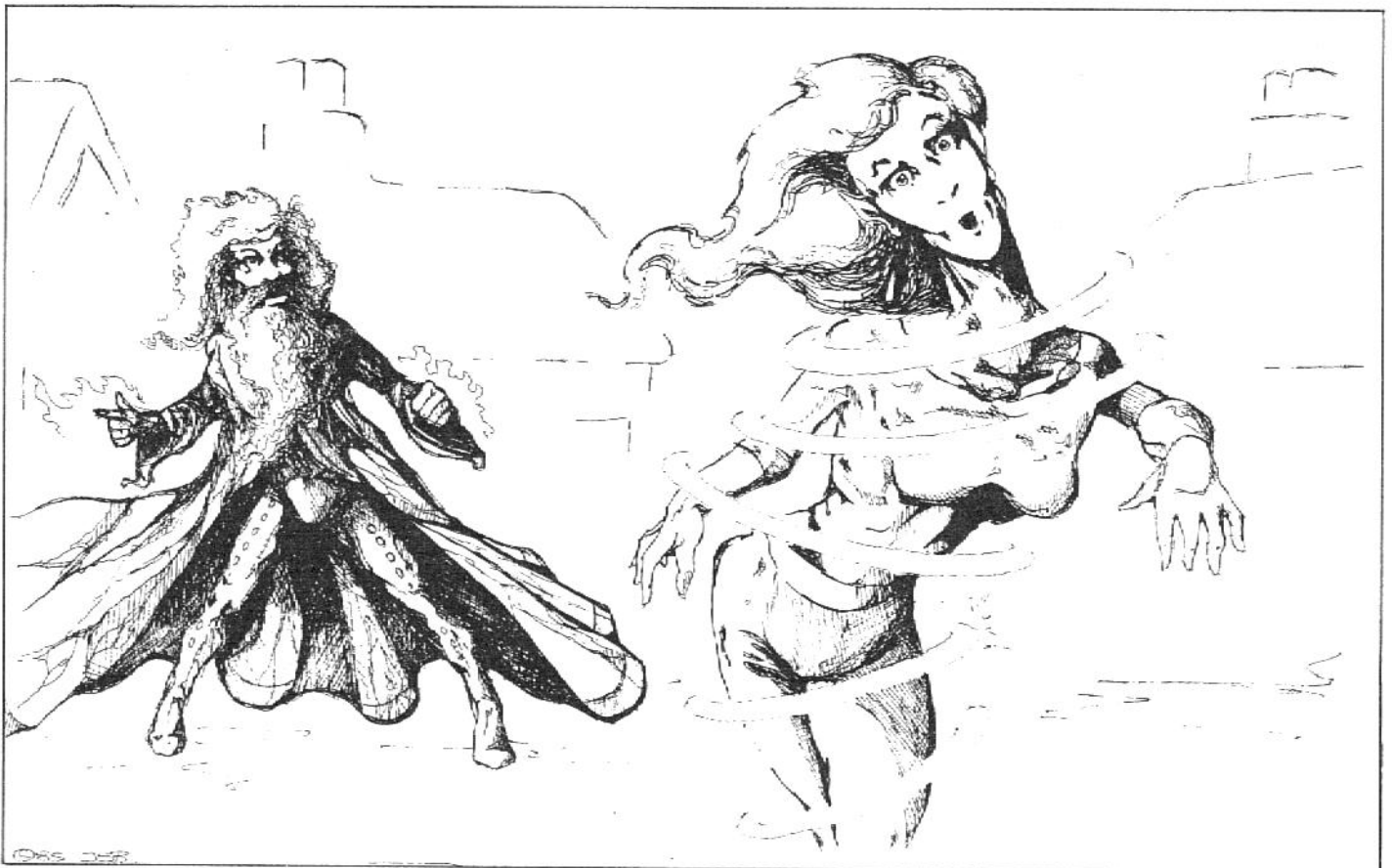
'Will you help us? We have nothing to give you, and if you refuse us we must go on without you. But I beg you to help us!'

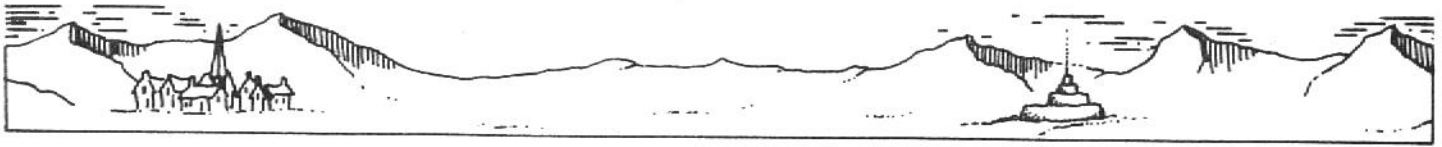
Any character who follows a local deity of nature may know that the Lady Verdaine is a minor nature goddess whose followers interpret the cycle of the seasons as a continual prophecy and warning against her capture by one of a number of evil gods, whose precise identity varies from place to place. The result of her imprisonment is a perpetual winter in which everything in the world perishes. They will also be aware that the preferred form of the Lady Verdaine is an elf-woman of unearthly beauty.

A character who is, or who convincingly pretends to be, a follower of the Lady Verdaine or any of her associated nature deities, may visit the small shrine which stands on the village green. It is a small building 10ft square, with a small gilded wooden image of the Lady Verdaine standing on a pedestal inside. Also on the pedestal, with its chain around the statue's feet, is a gold medallion which bears, unmistakably, the stag's head and two staves which are the arms of the house of Turgarron.

If Targo is questioned about this, he will reply that the medallion was brought by the Lady, and is a great sacred relic, bearing the symbols by which she wishes to be known henceforth - 'The stag for the woods, and the hoe-shafts for the farms'. No-one will be permitted to touch the medallion or examine it closely, but it is set in a surround which a character with a jewellery skill may identify as being 100 - 150 years.

As the party walks round the village, they will notice that there are no dogs anywhere. A character with a similar background to the villagers, in farming and herding, will find this particularly strange. If it is commented upon, the party will be told that the dogs of the village offended the Lady and their masters slew them all in atonement - 'All except Rennell the huntsman, that is. He wouldn't so much as bow to the Lady, and took himself and his dogs back into the forest - not him for a filthy heretic.'





## RENNELL THE HUNTSMAN

If any member of the party expresses an interest in visiting Rennell, the villagers will warn them against mixing with heretics, and may try to prevent them. If the party has decided to accompany the villagers to the tower, they will not be allowed to leave the village before the expedition sets off. Rennell is included here in case the party decide not to visit the tower and seek his aid instead; the DM should, however, encourage the party to visit the tower first (see below), and then seek Rennell.

Rennell has a hut in the woods, a little way from the village. He lives by hunting and trapping game, and trades fur and fresh game with the villagers for other necessities. Any character who is skilled in **Hunting** will be able to find Rennell's hut after searching for a number of turns equal to (20 - Intelligence) - unskilled characters will need to search for 10+1d20 turns.

On the track leading to the hut are two snares, which may be spotted by any character with a **detect traps** spell or ability or by any character skilled in **Trapping**. Any PC who unwittingly steps into one of the snares will be savagely jerked off his/her feet - taking 1d6 points of damage in the process - to end up dangling uncomfortably from an overhanging tree. (AD&D: the DM might optionally rule that Rennell's great skill in woodcraft makes his snares equal to those created by the 3rd level Druid spell **snare**.)

The hut is empty, Rennell is watching from the cover of some nearby undergrowth with his hounds. A skill in **Hunting** or an ability such as **hear noise** will be necessary to spot him. When the party reaches the door of the hut, Rennell will step out of the undergrowth behind them, with an arrow nocked and drawn, and order them to stay where they are.

**Rennell Waldes, huntsman**  
M; Fr4; N; AC 5/6; hp 16 (Dex 16); sword, normal/broad, short bow

Rennell wears old but serviceable leather armour, trimmed with various types of fur. He has lived in the forest for most of his life and is supremely skilled in all aspects of **Hunting** and **Trapping**. He uses his bow as a level 4 Fighter.

If the party makes any move to attack him, he will fire an arrow at one character, and then retreat with his hounds back into the forest. Once the party loses sight of him, successful use of a tracking skill or ability will be needed to follow him.



He will stay in the woods, watching the party and harassing them with the occasional arrow. If the party actively searches for him, he has the same chance of remaining unseen as a 4th level Thief **hiding in shadows**. He will only set his hounds on the party if there is absolutely no other way to save his own life. If one or both of them are killed, he will conduct a vendetta on the party, picking them off one by one from the cover of the forest.

**Rennell's Hounds**  
AC 7; move 180'/18"; HD 2+2; hp 12, 16; 1 bite; dam 1-6/2-5; SA nil; SD nil; Int. semi; Align. N; Size M; ML 8; Save F1; XPV 25/71, 25/83.

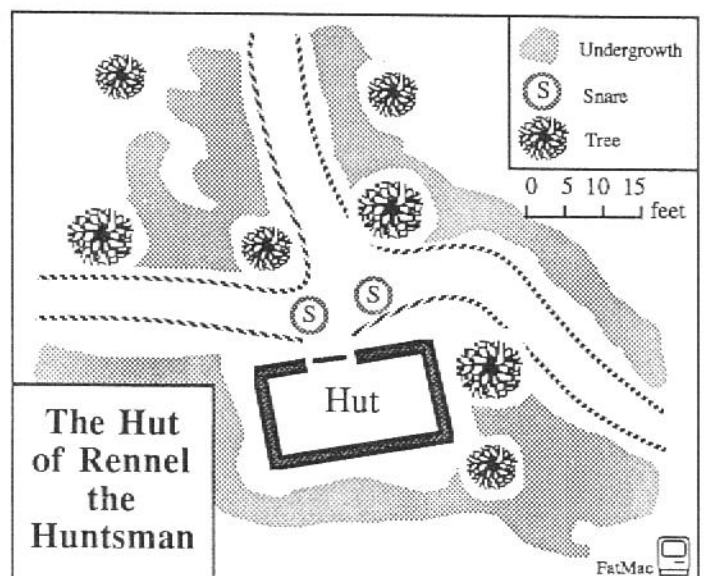
These two great wolfhounds are used to bringing down game as large as a full-grown stag, and trust Rennell absolutely. They will follow his commands without fear or hesitation.

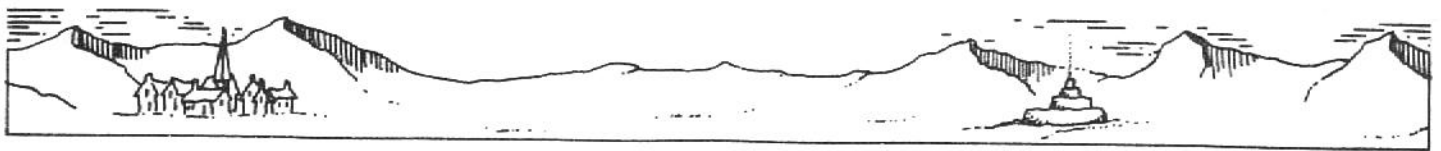
Rennell has been expecting some sort of reprisal from the villagers after the incident with the dogs and 'Lady Verdaine', and he is understandably cautious. If the party convince him that they have not been sent to harm him or his dogs, he will put down his bow and invite them inside.

He will be eager to hear of recent developments in the village. 'Dogs know when there's something wrong,' he will say, 'They have sharper senses than you or I, and I know who I'd sooner trust. There wasn't one dog in that village that didn't go mad at the sight of that - thing, whatever it was. Is that how an animal would react to a nature goddess? And would a nature goddess order the killing of innocent animals. They obeyed her - that's what I can't get over - killed every dog. Even a litter of pups, less than a week old. It's beyond me - I don't understand what came over them. That wizard's no fool, getting her out of the way, even though it cost him dear.'

If any character has a **speak with animals** spell or ability, they might be able to ask Rennell's hounds why the dogs behaved as they did. They will reply that they saw and smelt fox - as far as they are concerned, a fox was there, and not a woman.

Rennell is an expert tracker (70%), and the party might consider asking him and his hounds to help them find out where Ildarel went from the tower. He will agree willingly, as he is eager to track down the source of all this trouble. He and his hounds will be able to pick up Ildarel's trail at the edge of the woods near the tower, and follow it for almost three leagues to Hargo's Pasture (see Part 10).





### TERGAMAN'S TOWER

The villagers will leave for the tower shortly after nightfall, whether the party accompanies them or not. The track to the tower winds through the forest for several miles. When the party reaches the edge of the forest, they will see the tower in the distance. It is built in several sections (see elevation sketch), with a wooden pylon on the top. The top of the pylon is bathed in light, and from time to time the silhouette of a man standing on a rug - clearly the wizard - can be seen flying in and out of the light. The wizard will ignore the party and the villagers, however noisy their approach. He is apparently engrossed in whatever he is doing at the top of the tower. Unless he is directly attacked, he will not react at all.

Full plans of the tower are included (see the inside back cover of this magazine), and the party will encounter no resistance if they want to explore. The villagers will be torn between shooting the wizard out of the sky and tearing the tower apart in the search for "Lady Verdaine". They will split into groups - around 30 in each - to do both. If the party tries to restrain the villagers from either or both courses of action, a reaction roll will be necessary. A hostile reaction indicates that the villagers may turn on the party unless allowed to do as they please, and a neutral reaction indicates that they will ignore the party. A friendly reaction indicates that they will at least listen to the party's ideas, and may fall in with them depending on the degree of friendly reaction indicated; rather than following the party slavishly, they might give them ten minutes to try things their way before shooting the wizard down and destroying the tower.

The main gates open into a courtyard at the base of the tower. Two lean-to structures in the courtyard appear to have been a stable and a barracks, but both now stand empty. Steps lead up from the courtyard to the tower's main door.

A well-appointed lobby has been completely stripped of furniture. Doors hang open, revealing corridors leading off along the inside of the tower, and a large pair of double doors open onto a ramp leading down to the basement, which is on the level of the outside ground. There is an extensive library, among other rooms, but not a single table or chair is to be found in any of them.

The basement level seems to have been a storage area of some kind. Two great iron cages are set against one wall, both open and empty, while a smaller cage of silvered iron stands empty in another part of the basement.

The second floor seems to have been devoted to accommodation, but it is difficult to be sure, as not a single stick of furniture remains in any of them.

The third floor consists of a single large room, which seems to have been a laboratory. Equipment of many strange shapes and materials is strewn across the floor, much of it broken. Marks are visible on the walls where work-benches have been ripped out.

The fourth floor consists of a corridor connecting two sets of stairs, and a dark room onto which it opens by a pair of double doors. Again, the room is devoid of furniture, it appears from the pentacles and protective circles on the floor to have been a summoning room.

Two further levels are simply platforms, with external staircases leading to the base of the pylon, which is stoutly built of heavy oak timbers. Ladders lead up to a kind of crow's nest structure, and the wizard seems to be busying himself around a strange pile of debris which rises from the top of the crow's nest. He will defend himself if attacked, and will attack any character climbing the pylon, but will ignore anything else that goes on.

### TERGAMAN

Tergaman, M; MU 5; align N;  
 Dagger + 1; AC 3; hp 20  
 Human

S 10 .slim, bony  
 I 17 .magician, de facto liege lord of the area  
 W13 .currently insane (see 'The True Story' below)  
 D 17 .several other magicians, local nobility  
 Co 15  
 Ch 13

### SPELLS MEMORIZED

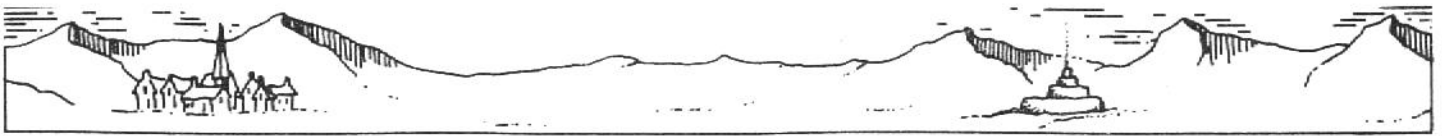
<b>Level 1</b>	<b>Level 2</b>	<b>Level 3</b>
(Tenser's) Floating Disc (x 2)	Web (x2)	Fly

His spell books, which are in the tower library, contain many more spells, going up to the 5th level.

### MAGICAL ITEMS

Wand of Cold/Frost (3 charges)  
 Ring of Feather Falling  
 Flying Carpet  
 Potion of (Frost) Giant Strength  
 Dagger +1  
 Bracers of Defence, AC3  
 Scroll - Magic Missile (as at 9th level)  
 - Protection from Normal Missiles





Tergaman will not use his **wand** offensively, for he needs it for his work and he is conserving the charges. If he decides to attack, he will cast the **protection from normal missiles** on himself, and then fire a scatter of **magic missiles** into the nearest group of attackers (if there are more than one potential target, the DM must dice randomly to determine who gets hit how many times). He will then drink his **potion** and enter into hand-to-hand combat with his +1 **dagger**. When the villagers see that their crossbow bolts are having no effect, many will flee, but a few hardy souls will make a run for the tower.

If the top of the pylon is investigated, it will be found to be constructed of a very weird mixture of materials. The crow's nest itself is filled with half a dozen statues of men in military apparel. On top of these are similar statues of four horses, and a statue of a huge eight-legged reptile. This may be recognized as a basilisk, and a large mirror stacked next to it gives a clue as to what happened. On top of the statues, furniture of every shape, size and style is stacked, including chairs, tables, benches, and even several four-poster beds. The whole precarious-looking construction is held together by thick strands of an icy-cold crystalline substance.

The wizard is flying busily around the top of this peculiar structure, and can be heard muttering to himself occasionally. As the party watches, he brings into existence a shimmering disc of light, which he sends hovering over the top of the pile. Stretching out his hand, he shoots a mass of sticky tendrils from his fingertips, until they join the disc of light to the top of the main structure. Then, he pulls a wand from his robes and plays a beam of blue light over the strands until they harden and crystallize. The disc vanishes, and the strands, now hardened, stay in place. He will repeat this process a maximum of twice, or until he is attacked or otherwise distracted.

The party should realize fairly quickly that Tergaman is insane (the DM might drop a few hints in the way Tergaman is played), and the DM should encourage them to find some cure rather than simply killing him.

**Cure disease** or **remove curse** will cure the insanity, as will **dispel magic** - the insanity should be treated as cast at 12th level. If the party has no means of casting these spells (which seem likely), the DM might have them find a suitable scroll in the debris of the laboratory. All scrolls found will have been written at 11th level.

Alternatively, if Tergaman can be subdued and/or induced to drink some of Lan-Tai Sheng's herbal potion, he will be allowed a saving throw against spells (at +2 because of the potions properties - see Part 8) to throw off the insanity.

The DM should note that none of these remedies will restore the levels that Tergaman has lost - this would require a **wish** or the use of several **restore/restoration** spells.

If the party insists on killing Tergaman, the DM might allow him to become lucid and gasp out some vital information with his dying breath, although they will probably be able to work out roughly what has happened. If he is restored to his right mind, Tergaman will explain what has happened (see 'The True Story' below). He does not know where Ildarel has gone, but will say that she left only the previous night.

The villagers, of course, will not react well to the news that their 'goddess' is actually a troublemaking impostor, and their first inclination will be to lynch anyone who says anything to that effect. A friendly or better reaction roll might induce them to listen, but a second reaction roll will be necessary to judge their mood after either Tergaman or the party try to explain things to them. If things do turn ugly, the DM should allow the party the option to escape rather than being wiped out.

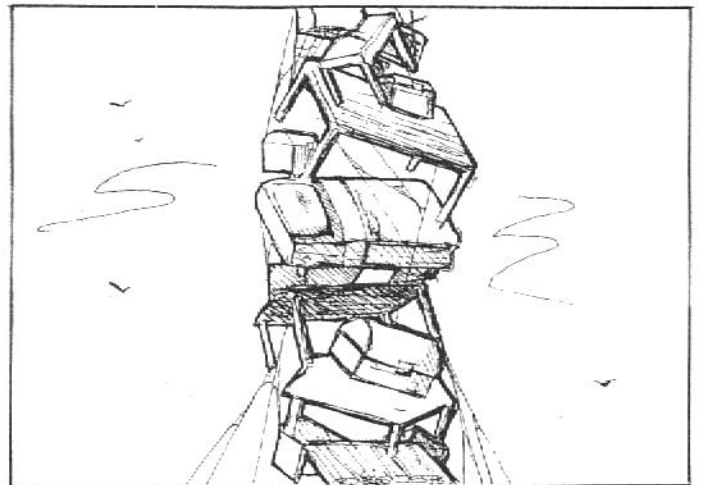
## THE TRUE STORY

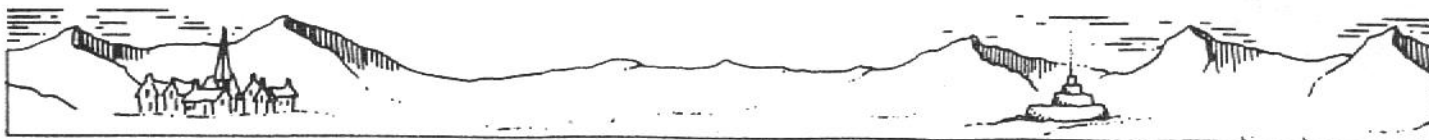
After her encounter with Lan-Tai Sheng (see Part 8) Ildarel rode on through the pass. It was almost nightfall, and on a whim she followed the track to the village, where she adopted fox form and stole a chicken to eat. Intending to move on at first light, she slept in the village shrine, but Borgo, the village priest, was up before her, and found her in the shrine the next morning. It is difficult to say who was more surprised, but Ildarel quickly realized the potential of her situation and decided it might be fun to be a goddess for a day or two. Her **charm** ability helped, and with a few simple spells as 'miracles', she was able to convince the villagers that they had been honoured by a visit from the Lady Verdoine herself.

The dogs of the village, however, were not convinced, and the offended 'goddess' ordered them all killed. Rennell the huntsman, however, trusted his dogs before his own senses, and left the village with his hounds.

As the village prepared for a great feast, the wizard Tergaman, de facto liege lord of this remote area, arrived to see the 'miracle' for himself. He recognized Ildarel for what she was, and took action to protect the villagers, even though they did not see things quite the same way. The 'chains of light' referred to by Targo were the effect of a **hold monster** spell, and Borgo died in the **wall of fire** Tergaman needed to cast around himself and Ildarel to keep the hysterical villagers away. The wizard took the 'goddess' back to his tower, hoping to find some way to undo the damage she had done.

He was fated not to succeed, however. After less than a day in captivity, she managed to escape, and her second attempt to **charm** the wizard succeeded. She hoped to learn some more spells from him, but disaster struck when she persuaded him to open a scroll which he had only just obtained from the tomb of a long-dead archmage. The scroll was **curse**d, and Tergaman was reduced from 11th to 5th level and driven insane into the bargain. Ildarel left the tower in a hurry, freeing a couple of caged gargoyles on the way out, and Tergaman decided, in his madness, that his lost power had been somehow channelled to the Astral Plane and he had to go there to reclaim it. Lacking the magical means to do so, he was forced to resort to cunning. He is extending his tower - he has already added nearly 50ft to its height - until it reaches out of this plane and into the Astral Plane. It may take him a while, he acknowledges, but he will get there in the end. He has used his guards, his pet basilisk, his furniture - everything he can think of, and now he is hoping to extend the tower in 10ft sections by using the **floating disc, web** and **cold** technique that the party witnessed. One thing he has overlooked is what happened when the **web** thaws out or runs out of its spell duration.





## PART 10 - HARGO'S PASTURE

If the party is assisted by Rennell and his hounds (see Part 9), or has one or more characters skilled in tracking, it should be able to follow Ildarel's trail through the forest and onto an area of upland pastures. If necessary, the DM should drop hints to get the party headed in the right direction, possibly mentioning a few visible footprints on a track that leads only to Hargo's pasture.

Hargo's Pasture is a typical small upland sheep farm, set high in the mountains. There is a small hut providing basic amenities for the shepherd, and a stone sheepfold surrounded by a ditch 8ft deep and 12ft wide, to keep out wolves and other predators. As the party approaches the pasture, they will see the shepherd building a small cairn a little way from the hut.

The shepherd, who will introduce himself as Jas Hargo, is heartbroken and near to tears. He will explain that on the previous day a beautiful young woman appeared out of the mountains, apparently half-dead from exhaustion. He took her in, and after almost twelve hours sleep she seemed to be recovering. She told him of how she had been kidnapped by an evil wizard who lived high in the mountains, and during the course of the evening he fell deeply in love with her. The following morning, however, he awoke to find her dead. Her body lies under the cairn.

### DM'S INFORMATION

If Rennell and his hounds are with the party, the hounds will start barking and growling almost immediately, and will run to a point about 15ft from the cairn. They appear to be worrying at something, although the party will be able to see nothing. Any character with a **detect invisible** spell or ability will see that the dogs have found a large **invisible** fox, which appears to be severely wounded.

Hargo's own dogs are shut in the hut - he will explain that they seemed to take a dislike to Ildarel (she was still using the same name), and he shut them in until after the cairn had been finished. If the dogs are let out, they will behave as described above.

If the party begins to tear the cairn open in search of the body, Hargo will be understandably upset, and will probably try to prevent them from doing so. If they hint that Ildarel is a monster and a criminal, he will almost certainly attack.

#### Jas Hargo, shepherd

M: Fr2; N; AC 9/10; hp 7; sword, short, staff, sling

No body will be found under the cairn, although there will be traces of blood and a couple of scraps of cloth. If Ildarel had not already been found by Rennell's or Hargo's dogs, she might be found, despite her **invisibility**, using the same procedure as for finding secret doors; a character skilled in tracking will have double the normal chance of noticing the crushed grass and flecks of blood that give away her position.

She faked her own death again, using the bracelet, but it proved to be a serious mistake, for she had not thought that Hargo would bury her under a cairn. Despite the wound resistance afforded her by her comatose state, she was severely injured by the weight of the cairn, and she has extensive internal injuries and several crushed ribs.

She manage to **teleport** out of the cairn **invisibly**, and changed to fox form in order to heal her injuries a little. That was as much as she could do before passing out, and she is now in a coma. She will die in 1d4 hours unless her wounds are bound or something is done to cure her.

## ILDAREL

D&D: WereFox (Master Set)

AC 6/9; Move 180'; HD 3+2; hp 36 (currently 0); bite 1-6 or by weapon; SA charm; SD silver or magic weapon to hit in animal form; Int. high; Align. C; ML8; Save F3; XPV 500

Ildarel was a 4th level elf when she contracted lycanthropy. Normally the disease would kill any demi-human, but Ildarel managed to survive by using various spells and potions. The result was that she became a werewolf, but rather a special one. She retains her chaotic alignment, and can still use spells as a 4th level elf, although her magic use can advance no further. The werewolf's natural **charm** ability has augmented her own **charm person** spells, so that all saving throws against her **charm** are made at -1, and the duration of the **charm** is as normal for the spell, rather than the 24 hours of the normal werewolf's charm.

AD&D: Foxwoman (MM2)

AC 2/4/6; move 24"/18"/12"; HD 8+1; hp 26 (currently 0); attacks bite or weapon; damage 1-2, 2-12 or by weapon; SA charm, spells; SD silver or magic to hit; Int. high; Align. CE; size S/M; XPV 2012

### SPELL BOOK

#### Level 1

Charm Person  
Detect Magic  
Read Magic  
Ventriloquism

#### Level 2

Invisibility  
Knock  
Locate Object  
Mirror Image

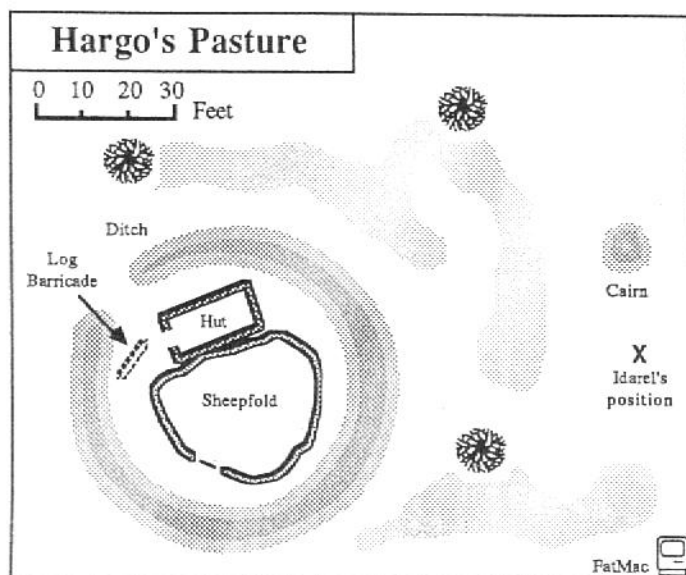
### MAGICAL ITEMS

#### Ring of Teleportation

This ring is made of finely carved bone, set with a ruby flanked by two alexandrites. It allows the wearer to **teleport** up to 4 times per day, with a maximum range of 20ft and with normal chances of mishaps halved. The ring will not function more than once per hour, and each use drains one charge. It has 12 charges left, unknown to Ildarel.

#### Bracelet of Hypnos

This is a gold bracelet set with agate, jasper and jet. Its magical effect is caused by twisting one of the jewels - the duration of the effect depending on how far the jewel is twisted round, subject to a maximum of 12 hours.





**D&D:** The bracelet sends the wearer into a cataleptic trance indistinguishable from death. The wearer can see and feel nothing, but can hear and smell normally. No pain is felt from wounds, and attacks will cause only half damage. Poison, paralysis and energy drain have no effect, although poison will start to work when the coma ends, unless the wearer makes a successful saving throw.

**AD&D:** The bracelet allows the wearer to **feign death** as the 3rd level MU spell.

The bracelet uses one charge for every hour that the effect is maintained, subject to a minimum of one charge per use. It currently has no charges left, which is one reason Ildarel is so badly injured - it ran out of charges while she was under the cairn. Therefore, although it will radiate magic, it cannot be made to do anything.

### PART 11 - WHAT NOW?

Once they have tracked Ildarel down, the party might be congratulating themselves on having completed their mission. They might find, however, that their troubles are only just beginning.

Firstly, Ildarel is in no condition to be questioned about the whereabouts of the Sea Dragon's Eye - but to cure her will be a risky business, as it will make her fit to **charm** and cast spells again. The party will have to decide between letting her die without revealing what she did with the stone, and risking adding themselves to her list of victims.

Added to this problem is the fact that there are now many people interested in Ildarel's welfare - once he learns that she is still alive, Jas Hargo will be unwilling to let the party take her away, and neither will Macrio Galathurn if he finds out. The people of the village of Saeter are still convinced that she is the living incarnation of the Lady Verdaine, while Lan-Tai Sheng and the wizard Tergaman might like a word with her for slightly different reasons.

Recovering the stolen jewellery will also be a challenge - two pieces have already been accounted for, one of which is now regarded as a holy relic, and who knows what has happened to the rest?

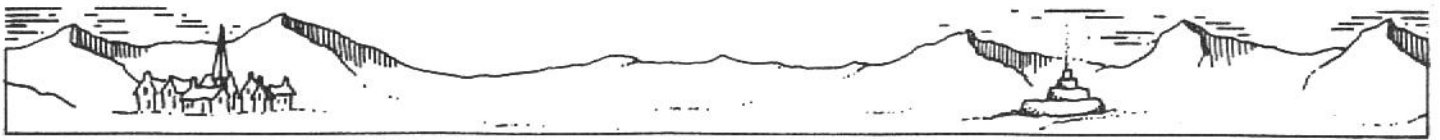
The village of Saeter could become a trouble spot, as well - their attack on Tergaman's tower amounts to armed rebellion, despite the circumstances, and there is a chance that a punitive force may be sent from the capital to destroy the village, hang the leaders, and sell the rest of them into slavery. Will the party sit by and let this happen? They may be in some danger themselves if they took part in the expedition to the tower, especially if they are identified as foreigners operating in the area under cover. They might be accused of being agents sent by a neighbouring power to destabilize the border area, and war might even break out. A creative DM could have the repercussions of this mission overshadowing the party's lives for some time to come.

On the positive side, though, Elsinore Turgarron will not forget the party if they manage to solve the mystery, recover the stolen jewellery and find the Sea Dragon's Eye. He is not without influence, and could help the party out of serious trouble, as well as providing the DM with a useful NPC patron for further adventures. He is, however, a pragmatist, and will not want to become involved in clearing up any of the mess that Ildarel has created, except where it directly inconveniences him and his interests.

In addition the party will have been introduced to a number of locations and individuals in and around the city, which the DM might like to return to in future adventures in order to make full use of the maps and descriptions included in this adventure. Lan-Tai Sheng will prove a useful ally, and Captain Angones will be willing to assist the party in return if they have helped to clear up the mystery surrounding Razko's actions.

Finally, with a bit of luck, the players might have discovered that secondary skills can have their uses, and that it is sometimes possible to get more out of a situation by not simply killing everything in sight.





## THE PELINORE CAMPAIGN

This scenario presents few problems for conversion to the Pelinore campaign setting. The notes below should allow all Pelinore campaign DMs both to run this scenario, and to complete the annotation of stats for the NPCs presented.

The opening scenes take place in the City League. The Blue Boar can be placed in any location where the PCs normally act out their between-adventures action. Alternatively, the inn could be replaced by the Cock o' The Walk (#20, 14). The Turgarron Household should be placed on a point on the lower slopes of The Hill, off the road that curves north from the Punctillan and connects with Westmeet Square. The Merchants' Guild House will be on the road leading from the Punctilio to the Capitol, and should be referred to as the Mercantylers' Guilds (see Imagine #22). The house of the Dancing Dead can be set in the immediate area of Piper's Corner (#27, 61) and the Arena (#21, 21), close to the old city wall. The gate mentioned is the West Gate, just beyond Westmeet Square. References to the City Guard should be altered to the District Militia or Punctillan, as the DM sees fit. For a higher level campaign, the DM might wish to have the Knights Ocular aware of the strange goings on in the Turgarron Household, and have them hinder the party's progress for their own sinister reasons - probably to do with the continuing suppression of a powerful guild.

From here the action passes out into Cerwyn proper. The Halfway House is on the road to Dahn, approximately one days travel for ox-carts or pack mules (see Cerwyn Gazetteer, #25 or Imagine Special Edition; also the map on page 6, #23, showing the area of the Arivale Estate). The White Gates Pass is a major route through the Kamgaz Mountains, and the village of Saeter, Tergaman's Tower, Rennel's Hut and Hargo's Pasture are in the foothills on the Korrath side, although not within the jurisdiction of that Kingdom.

The Lady Verdaine would be a goddess known to any cleric or follower of the Green Man as a consort to that god.

Several items from this adventure may be useful to Pelinore campaigns beyond the scope of this adventure, and for this reason the following list has been drawn up allocating reference numbers to the NPCs as normal. For the sake of convenience, the area around Saeter has been given a CS reference code, as if it were part of the County of Cerwyn, although it does not fall within the County's political sphere.

- 12 West Gate: a Siedor Angones, b Eddan Razko
- 20 House of the Dancing Dead: a Salgin Barrovyne, b Ganno Baldin, c Mori Vanden, d Sanna Dargo, e Majia Frannol, f Vanya Sarden, g Brea Garron, h Djann Alhasar, i Bargo Saldinor, j Terren Davo, k Geddo Rabben, l Ralt Persade, m Elgo Rassen, n Delgar Marindo
- 51 The Blue Boar: a Riadha
- 75 Turgarron House: a Elsinore Turgarron, b Ansar Turgarron, c Ango Huddes, d Gallia Vardon, e Barya Turgarron
- 76 Sardayon House: a Vallo Sardayon
- 77 Mercantylers' Guild House

### DahnCDa1

Halfway House: a Ulvir Aksald, b Macrio Galathurn, c Valko Drogen, d Sulariel Inithar, e Gila Karuman, f Baldo Tarren, g Perno Bourny, h Dina Barnor, i Venn Darro, j Ruvakar Khirtima, k Maruvim Khirtima, l Bozhar Zadirut, m Bareth Hamadin, n Hath Vahir

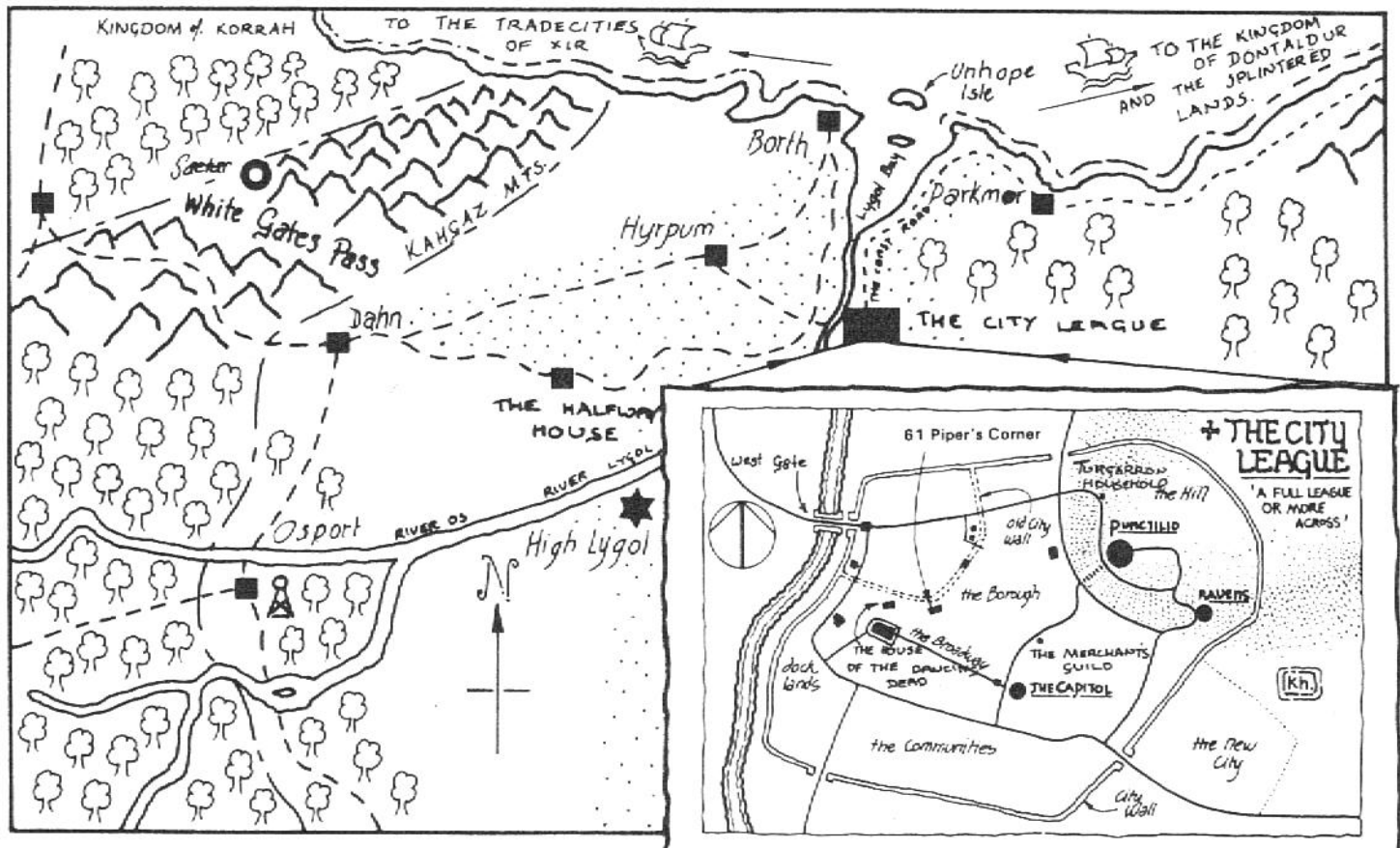
CS 1 Hermit's Cave: a Lan-Tai Sheng

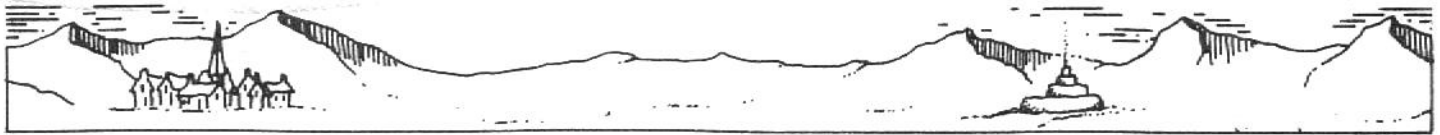
CS 2 Saeter: a Targo Morn

CS 3 Tergaman's Tower: a Tergaman

CS 4 Rennel's Hut: a Rennel Waldes

CS 5 Hargo's Pasture: a Jaz Hargo, b Ildarel





## SECTION 12 - CAMPAIGN ALTERATIONS

### THE ZHALINDOR CAMPAIGN

The Zhalindor Campaign is an extensive AD&D campaign designed to cater for players of at least reasonable experience. At least one scenario for use with the Campaign appears in every issue of *Tortured Souls!* magazine, and there are often features on the lands or peoples of the Campaign.

Of particular interest to DMs wishing to use the Campaign are issue 3 of *TS!*, which gives details of how to run the Campaign, and explains the spell effects referred to below, and issue 4 of *TS!*, which gives details of the various religions of the Campaign (clerics worshipping different gods use a variety of weapons and receive varying spells).

### PERSONNEL

Most of the NPCs in the text should remain as written (although there are no alignments in the Campaign, the behaviour of individuals in this module should be based on the alignment given).

Tergaman should only be a 5th level MU (ie the only effect of the scroll was to drive him insane). He should keep his **wand, dagger and scroll**, but will not have any of the other items listed.

Ildarel should be treated as a normal AD&D Foxwoman, but will be a singular creature (possibly a 'mutant' arising through some arcane elven spell research), as Foxwomen were not included in the original Zhalindor Campaign.

Lan-Tai Sheng should be referred to only as the Hermit Sheng and should be treated as a 4th level cleric of Gulbyne. He has an extensive knowledge of nature gained as a result of previously following Boondarg (he can use spells as a cleric of Boondarg), and the DM should retain his ability to make healing poultices etc. However he will have no other special abilities, and the DM should avoid references to monks or matters oriental, as these would be inapplicable to the Zhalindor Campaign.

### SECTS AND DEITIES

The Turgarran Family follow Kemer-Lexi, the Khirtima Family Alimandros. Captain Angones (in common with most military personnel) is a staunch follower of Filhean, Bozhar Zadirut and his two sergeants, however, are followers of Jethna and may well become violent with little provocation.

The Lady Verdaine is a minor consort of the god Boondarg. If applicable her clerics should be given spells as if a follower of Boondarg (although Lady Verdaine is only a demigoddess, so the only 7th level spell available is **gate**).

If desired the DM can determine the beliefs of other NPCs as he sees fit; most of the entertainers will follow Mab or possibly Ohlbrich, once the party are out of the town most NPCs encountered will follow Boondarg.

### LOCATION

If the DM has access to a copy of issue 3 of *Tortured Souls!* magazine, it is recommended that the Tumarian town of Galizhard detailed therein be used as the 'city' referred to in this module. This adventure will also serve as a good follow-up to the scenario included with the town, as both adventures involve a low-level party being hired to do some 'detective work'. The notes below assume that the earlier parts of the adventure will take place in Galizhard.

The DM should remember that no missile weapons or polearms (including lances and spears) are permitted in the town. All references to the City Watch should be replaced by a patrol of the Town Militia (see *TS!*3 p19).

The tavern referred to in the introduction should be Channo's Bar (the party will probably be regular patrons). The Turgarran household is situated in the better part of town, just south-east of the governor's mansion (*TS!*3 p20). The impressive Merchants' Guildhouse is close by, being on the north-east side of the Market Square, just south-east of the Town Shrine. Most business deals are settled in the nearby Gerudan Hostel or less salubrious Market Tavern.

The House of the Dancing Dead is of recent construction, replacing the old stables opposite the Eastgate Tavern as a venue for varied entertainments.

The West gate should be the West Gate (*TS!*3 p19), however while the map of the barracks can be used as given, the maps of the actual gates given on pages 28 and 29 should be replaced by the description of the west gate as given under '2 & 3. Town Gates' (*TS!*3 p19).

All the 'wilderness' action will take place in hex S28 of the Campaign Map. The DM should amend references to the 'Mountains' to refer instead to the steep hill-ridges to the north of the town. The Halfway House is on the main road to Rhohn, and is a frequent stopping-point for caravans on the way to Rhohn or Jarnla. The White Gates Pass, leading to the neighbouring province of Rehn, is by no means the only route through these hills, and the DM may wish to introduce an element of uncertainty to Elsinore's parting on page 30.

Tergaman's tower was part of the fortifications to the north-west of the White Gates Pass that marked the Imperial border before the incorporation of the southern provinces of Tumaria. The DM may wish to substantially reduce the size of the tower from that given in the module, perhaps basing it instead on the tower from the temple at Kersbri (see *Eldrahim*, *TS!*4, p22 - use the ground floor as stores-/kitchen, 1st floor as barracks and 2nd floor as Tergaman's quarters).

### ELEMENTAL MAGIC IN THE CAMPAIGN

The forces that magic-users draw upon to cast their spells vary in intensity in the area of the Zhalindor Campaign, and most Campaign modules therefore include an indication as to which spells will receive bonuses and which penalties.

However if the guidelines given above as to the location of this module are followed, all the action will take place within the central spell zone where these alterations do not apply; all spells cast will therefore function as normal.

### OTHER CHANGES

The rate of pay that Elsinore offers to the party is too high by comparison with the rewards generally to be gained in the Zhalindor Campaign. The maximum he should offer is 500gp a head, with a bonus of 4000gp, decreasing by 500gp per day (the bonus will stop decreasing once the players have left the town).

Ildarel's **Ring of Teleportation** will have only 2-5 charges left when the party find it. Note that her **Bracelet of Hypnos** has no charges left.

The DM should determine the value of any monetary treasures that the party may find during the course of the adventure; short of ransacking Tergaman's tower or the caravan, any such gains are likely to be very small. The party will not be able to escape with the Sea Dragon's Eye!



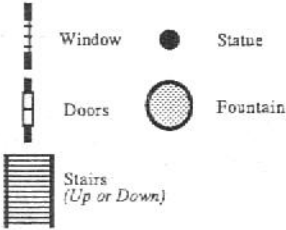
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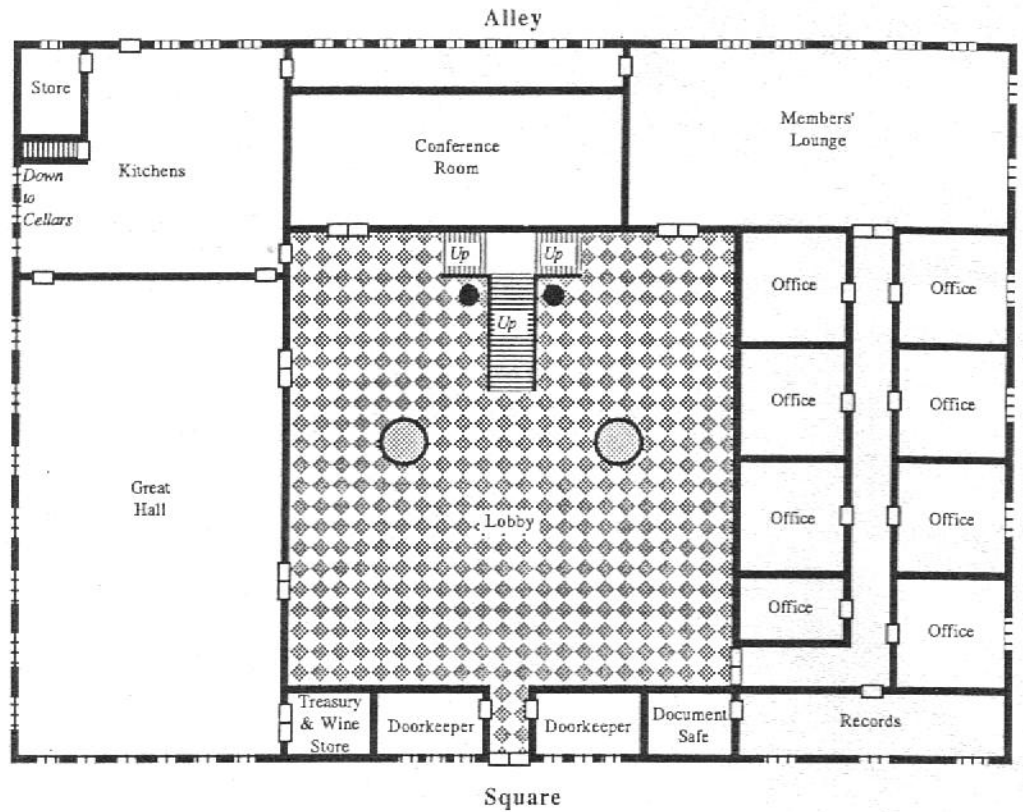
## The Merchants' Guild

### Ground Floor

#### Key:



0 10 20 30 Feet



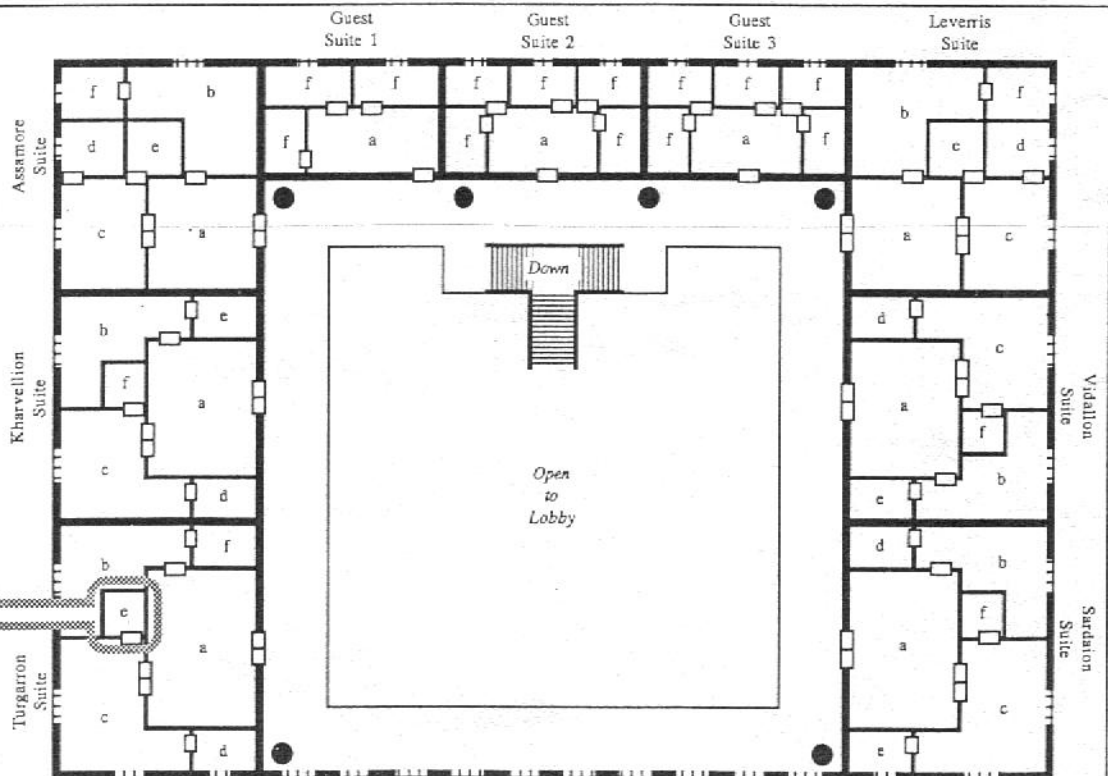
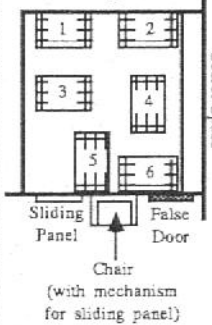
FatMac

## The Merchants' Guild

### First Floor

- Within each Suite:
- a = Reception Room 1
  - b = Reception Room 2
  - c = Office
  - d = Records Store
  - e = Strongroom
  - f = Accommodation

#### Detail of Turgarron Strongroom



# THE LADY

