

# Dungeons & Dragons®

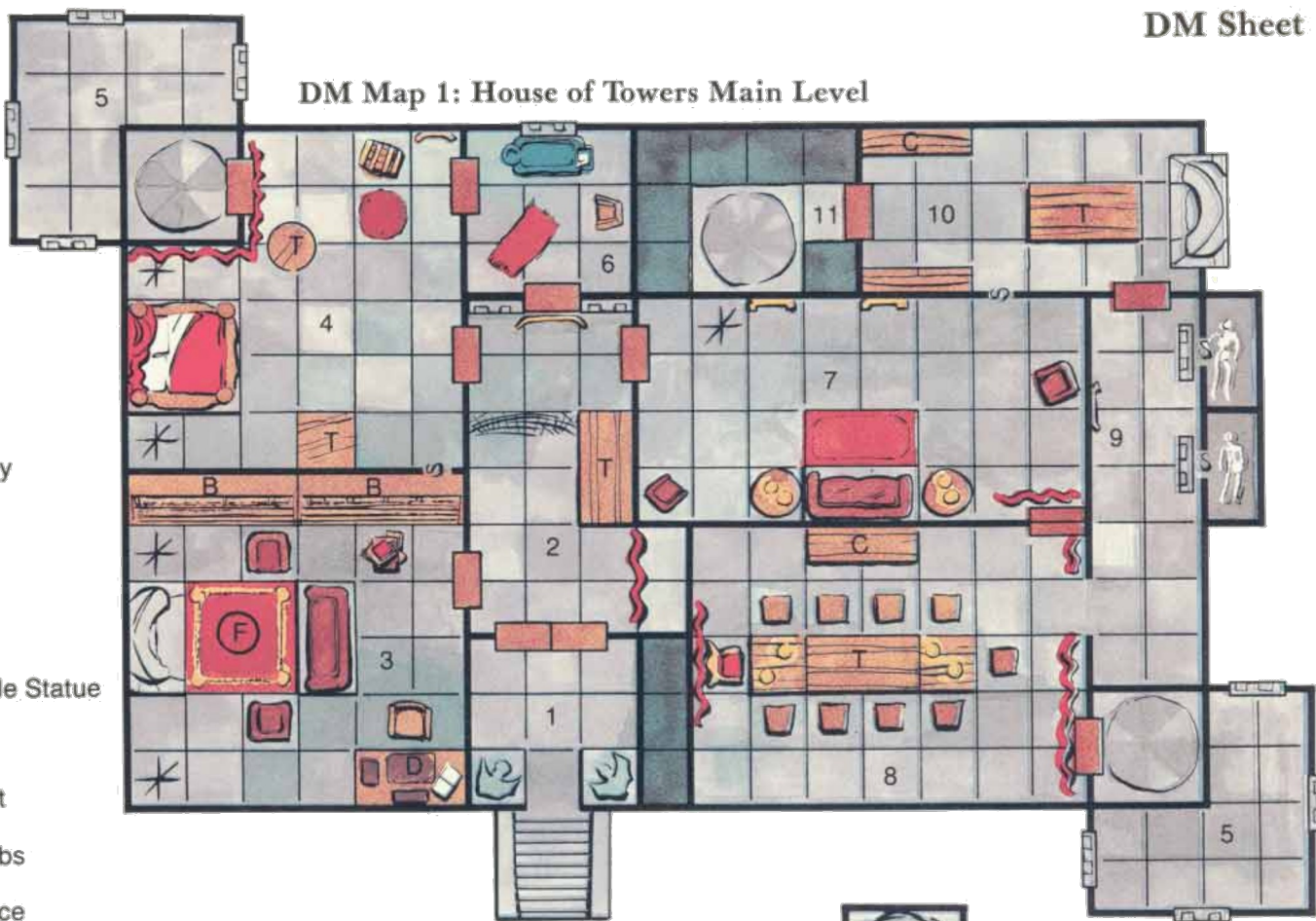
**B/X Adventure Module**

---

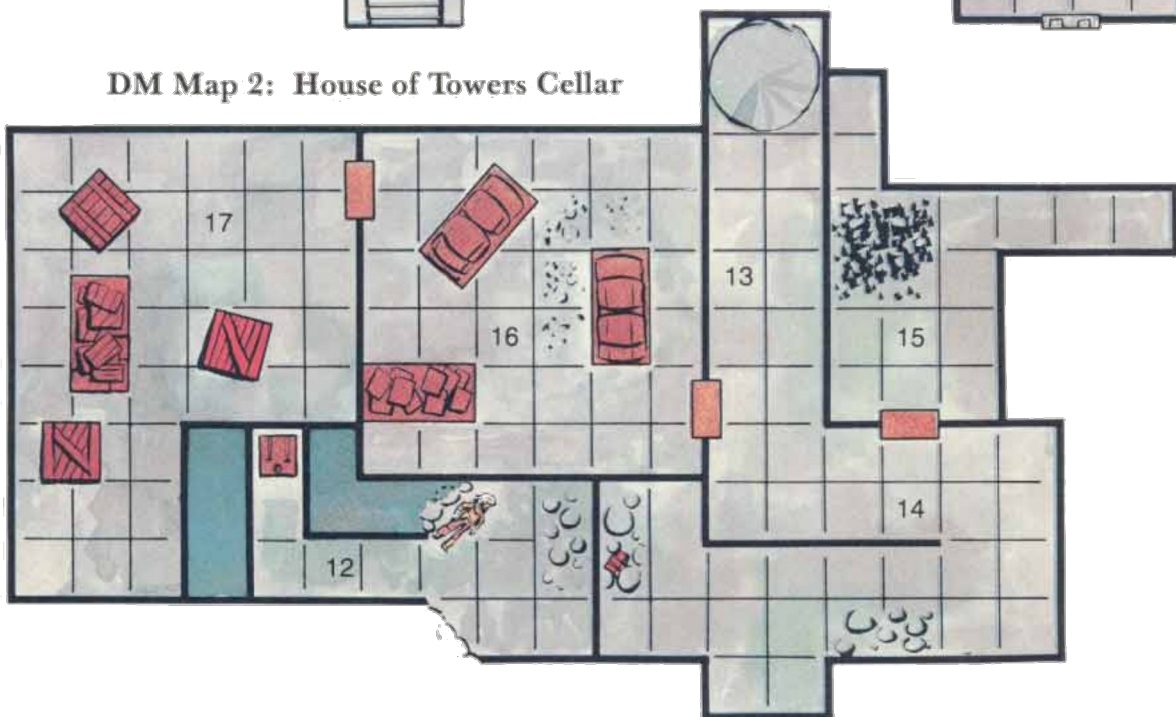
**The Kidnapping of Princess Arelina**  
by Garry Spiegle

---
























DM Map 1: House of Towers Main Level







DM Map 2: House of Towers Cellar



KEY

-  Stairs
-  Body
-  Rug
-  Tapestry
-  Chairs
-  Bed
-  Chest
-  Gargoyle Statue
-  Table
-  Cabinet
-  Cobwebs
-  Fireplace
-  Bookshelf
-  Extinguished Candelabra
-  Desk
-  Secret Door
-  Curtain
-  Spiral Staircase
-  Bricked-up Window
-  Hanging Mirror
-  Locked Door
-  Candles
-  Door
-  Double Doors
-  Hanging Picture
-  Flock of Bats

-  Stack of Casks
-  Stack of Boxes
-  Box
-  Trapdoor in Ceiling

-  Broken Glass
-  Trapdoor in Floor
-  Skeleton
-  Chest Beneath Rubble

-  Rocky Rubble
-  Solid Stone

Scale: 1 square=5 feet

# DUNGEONS & DRAGONS®

## Dungeon Module AC3

### The Kidnapping of Princess Arelina

This adventure is designed for a group of 4 to 8 characters between the second and fifth levels of experience. The group should include at least one cleric, and at least one magical weapon.

#### Beginning the Adventure

Start this adventure by reading the **Royal Edict** to the players. Then go to the Encounter Key and start with encounter 1 (The House of Towers Entryway).

Encounters 1-11 are shown on DM Map 1. Encounters 12-17 are shown on DM Map 2.

#### Royal Edict

Be it known that yesterday, vile and treacherous fiends kidnapped the King's youngest daughter, Princess Arelina.

Be it also known that royal guardsmen pursued the kidnappers to the gates of a house bounded by two dark towers. Archers and lancers have surrounded the evil place, and trapped the wretched kidnappers within.

Be it also known the King has forbidden the archers and lancers to attack the House of Towers so long as the Princess remains inside. Therefore, the King seeks a few strong warriors to enter the house and rescue Princess Arelina.

Thus, the King offers a reward of 50,000gp to any person or party who rescues the Princess by nightfall tomorrow. The King also offers one of his finest war horses to each rescuer.

Be warned! If the Princess is harmed or is killed, or if the rescuers try to turn back, the King's archers and lancers will be forced to kill the wrongdoers.

#### Encounter Key

##### 1. The House of Towers Entryway

Cool breezes blow through the wet grass as the sun lights the sky to the east. To the north, a dark single-storey stone building rises from the dawn mist. Bricked-in windows mark two 20' high towers that rise from the north-west and south-east corners of the building.

A rickety iron fence runs around the house. Along the fence, dozens of soldiers stand guard. Steps run upward from the weed-covered lawn inside the fence, leading to a porch along the south wall.

The house is made of stone. All of the windows have been bricked-in; no sunlight penetrates this gloomy place. This porch is the only entrance.

All rooms in the house are 10' high unless otherwise noted. All doors are made of wood and are unlocked unless otherwise noted. The inside walls are 1' thick, and the outside wall is 2' thick.

As characters approach the steps, they see two gargoyle statues standing on each side of the entryway. Iron-banded, double-doors 5' tall stand in the porch's north wall.

Pressure plates lie in the floor just north of each gargoyle statue. If a character steps on a plate, the gargoyle's clawed wings of stone swing out to hit the character. Any character who activates this trap must roll their dexterity score or less on 1d20, or suffer 1d4 points of damage. Each statue takes 6 points of damage before it is destroyed.

##### 2. Hallway

The sound of scurrying rats echoes from the north end of the hall. Cobwebs cover the ceiling and hang down into the hallway, which is musty and damp.

Rotting black curtains hang along one section of the east wall. A long wooden table stands to the north of the curtains.

Doors stand in the west and east walls of this hallway's north end. A bricked-in window rests in the north wall, and a cracked mirror hangs from one of the window's bricks.

A jumble of footprints criss-cross the dusty floor.

The rotting black curtains open onto a closet. Rotting clothes hang on pegs in the closet wall. Several pairs of mud-caked shoes and boots lie on the closet floor. If characters rummage through the clothes, they find 2sp.

The window and mirror are illusions. A door that leads to area 6 stands behind these illusions. If characters study the footprints closely, they see that some are fairly fresh. However, the characters cannot follow the footprints in any specific direction.

##### 3. Library

The door to this area is locked, and it takes a combined Strength of 24 or more to break it down.

Bookshelves cover the entire north wall of this musty library. Many books, their leather covers ripped and rotting, have fallen to the floor.

A fireplace filled with spider webs and dry kindling stands along the west wall. Two swords draped in cobwebs hang above the mantle. Candelabras stand on each side of the fireplace. None of the candles is burning.

A sofa and two stuffed chairs face the fireplace, and a large, thick rug lies in front of the sofa.

A wooden desk stands in the south-east corner of the room. Several bottles and crystal goblets litter its desktop. An ink-well, a feather quill, and a parchment scroll lie between the bottles. A wooden chair stands before the desk.

As soon as the characters enter this room, a **Ghoul** (AC 6; HD 2\*; hp 11; MV 90'(30'); #AT 2 claws/1 bite; D 1-3/1-3/1-3+paralysis; Save F2; ML 9; AL C; XP 25; THACO 18; B35) rises from the sofa to face them. A few seconds later, three more **Ghouls** (hp: 8, 7, 5) rise from the sofa and chairs. They all attack immediately.

Most of the books that line the north wall of this room are worthless. If characters take the time to check the books carefully, they may find nine valuable books worth 10gp each.

A secret door behind one of the bookshelves along the north wall leads to area 4.

If a character cleans the cobwebs from one of the swords that hang above the fireplace, the sword gives off a dim, bluish glow. Each sword is a normal **sword +1**.

A trapdoor lies beneath the rug in this room. If characters open the trapdoor, they find a ladder that leads down into darkness. Unless the

characters are unusually clumsy, they should not fall through this trapdoor as its door opens toward the characters. The trapdoor leads to area **12**.

The bottles on the desk contain old wine. If a character takes a drink from any of the bottles, the wine has a bitter taste and there is no effect if the character immediately spits it out. Any character who drinks it must make a saving throw vs. poison or be sick for 1 hour (6 turns). The character suffers a -1 penalty on hit rolls during that time.

The **scroll** on the desk contains the clerical spell *cure light wounds*. In the top drawer of the same desk, there is a small vial containing a **potion of healing**.

#### 4. Bedroom

Along the west wall of this room is a massive four-poster bed covered with rotting, filthy blankets. The bed's pillows are shapeless masses. A large black curtain hangs along the room's north-west corner, which juts inward. A small, round table stands near the curtain. A chest rests against the room's north wall, and a lumpy rug lies on the floor in front of the chest. To the east of the chest is a broken mirror hanging on the north wall. Pieces of broken glass litter the floor below the mirror. A square, wooden table stands against the room's south wall.

As soon as the characters enter the room, they see **2 Wererats** (AC 7(9); HD 3\*; hp 15, 12; MV 120'(40)'; #AT 1 bite or weapon; D 1-4 or by weapon; Save F3; ML 8; AL C; XP 50 each; THAC0 17; B38). They attack instantly and fight until they are destroyed. After 1d4 rounds, the wererats are joined by **2 Giant Rats** (AC 7; HD ½; hp 3, 2; MV 120'(40)'; #AT 1 bite; D 1-3 + disease; Save F1; ML 8; AL N; XP 5 each; THAC0 19; B41).

If characters disturb the black curtain along the north-west wall, they are attacked by a **Crab Spider** (AC 7; HD 2\*; hp 12; MV 120'(40)'; #AT 1 bite; D 1-8 + poison; Save F1; ML 7; AL N; XP 25; THAC0 18; B43).

If characters step on the lumpy rug along the north wall, they are attacked by **3 Giant Centipedes** (AC 9; HD ½; hp 2, 2, 1; MV 60'(20)'; #AT 1 bite; D poison; Save NM; ML 7; AL N; XP 5 each; THAC0 19; B33).

If the characters search the chest, they find a **potion of invisibility**, a **rod of secret door detection**, and a **ring of protection +1**.

#### 5. Watch Tower

As soon as the characters open the black curtain in room **4** that covers the door to this area, a huge **Crab Spider** (AC 7; HD 2\*; hp 12; MV 120'(40)'; #AT 1 bite; D 1-8 + poison; Save F1; ML 7; AL N; XP 25; THAC0 18; B43) rushes out to attack them – see area **4** above.

If the characters go beyond the door to this area, they find a dark spiral staircase that leads upward. If the characters go up the stairs, read the following boxed text to the players.

The stairs open into a dark, barren room. Empty torch sconces line the walls. Bricked-in windows rest in each wall of the tower room.

If characters inspect the windows, they see that cracks run between the mortar around some of the bricks. Characters cannot pull any of the bricks loose, but they can look through the cracks. If they do, they see several of the King's archers standing around the iron fence.

After 2d4 rounds, the door at the bottom of the stairs slams shut. Characters cannot re-open it from the inside. A combined Strength of 30 or higher is needed to break down the door.

#### 6. Bathroom

A large bath tub stands against the north wall of this square room. A bricked-in window rests in the wall above the tub. A tin basin, partially filled with brackish water, stands on a wooden table against the east wall. A broken mirror hangs above the basin. A threadbare rug lies in the centre of the floor. Dust covers everything here.

If characters move the rug, dozens of harmless cockroaches scurry out. If characters inspect the basin, they find a sealed vial of **holy water** resting at the bottom.

#### 7. Sitting Room

A rocking chair stands against the east wall of this long room. Dust and mould cover a high-backed, wooden chair that stands in the south-west corner. A green curtain hangs in the room's south-east corner. Two huge portraits hang in the centre of the north wall. A mouldy sofa stands along the south wall. End tables, each holding unlit candles, stand on both sides of the sofa. A long rug lies in front of the sofa. Sitting stiffly on the sofa are two skeletons clutching teacups in their bone fingers.

As soon as characters see the **2 Skeletons** (AC 7; HD 1; hp 5 each; MV 60'(20)'; #AT 1; D 1-6 or by weapon; Save F1; ML 12; AL C; XP 10 each; THAC0 19; B42), they rise to attack. If the characters throw a full vial of holy water at the skeletons and hit them, the water causes a total of 2d4 points of damage.

Hiding in an empty, secret chamber behind the easternmost portrait are **2 Ghouls** (AC 6; HD 2\*; hp 8, 6; MV 90'(30)'; #AT 2 claws/1 bite; D 1-3/1-3/1-3+paralysis; Save F2; ML 9; AL C; XP 25 each; THAC0 18; B35). The ghouls rip through the canvas 1d4 rounds after the skeletons attack. The ghouls cannot attack the same round they appear.

If the characters search behind the green curtain, they find a locked door. A piece of pale, blue silk is caught in the door. It is a piece from Princess Arelina's robe. A secret door in the wall to the east of the portraits leads to the kitchen (area **10**). If the characters search under the sofa, they find a **clerical scroll** with two *neutralise poison* spells.

## 8. Dining Room

A tall archway stands in the east wall of this dimly-lit room. Black curtains hang along the east wall on both sides of the archway. A huge tapestry hangs on the west wall. Along the north wall stands an ornate china cabinet. A door stands in the wall to the east of the cabinet.

A long dining table dominates the centre of the room. Ten high-backed, wooden chairs surround the table. Brass candelabras, covered with wax drippings, sit at each end of the table. Coloured candles flicker softly in the candelabras. The dim light casts strange, moving shadows about the room.

Several china settings are placed around the table. A glass goblet and several pieces of silverware accompany each setting. Suddenly, two of the goblets arise gracefully into the air and tip slightly. Pale, rose-coloured liquid drains slowly from the goblets.

Knives and forks move around on a few of the plates and dishes. Two large silver platters suddenly float through the archway and into the room.

Because of dim light in this room, it takes three rounds for the characters to see that two Shadows are sitting at the table. Two more Shadows are carrying food into the room from area **9**.

Four rounds after the characters enter the room, all **4 Shadows** (AC 7; HD 2+2\*; hp 10,9,8,8; MV 90'(30'); #AT 1; D 1-4 + Strength drain; Save F2; ML 12; AL C; XP 35 each; THAC0 17; B41) attack.

The Shadows never go beyond areas **8**, **9**, and **10**.

The silverware in the room is worth 500gp. The china cabinet holds 10 large carving knives; each is worth 10gp. Characters may use these knives as daggers.

If a character inspects the tapestry, they see it depicts hunting and jousting scenes, but it is faded and dusty. Moths and other insects have infested the tapestry, making it worthless.

If the characters search behind the black curtain in the south-east corner, they find a door that leads to area **5**.

## 9. Service Hall

An archway stands near the south-west corner of this long hallway. A door stands ajar in the centre of the north wall. Two bricked-in windows rest in the east wall, and a broken mirror hangs on the west wall. Shards of glass lie on the floor beneath the mirror.

The bricked-in windows are illusions. Each window covers a secret door in the east wall. Small alcoves lie behind the secret doors. The north alcove holds the mummified remains of a woman, and the south alcove holds the mummified remains of a man. The female mummy is wearing a delicate gold ring (**ring of protection +1**), and the male mummy is wearing a large silver ring (**ring of flying**, once per day). However, the male's ring is cursed: the wearer shouts and screams as long as they are flying. The ring's powers are not affected by what the wearer shouts.

## 10. Kitchen

The smell of rotting food hangs in the air of this dusty room. Doors stand in the west and south walls of the room. Both are ajar. A large wooden table stands in the centre of the room. A tall cabinet stands in the north-west corner, and a dusty fireplace runs along the east wall. Rusty pots and pans lie scattered on the floor.

After three characters enter this room, a **Rust Monster** (AC 2; HD 5; hp 20; MV 120'(40'); #AT 1; D metal rusts immediately on hit, magical items lose one plus; Save F3; ML 7; AL N; XP 175; THAC0 15; B41) bursts through the door in the west wall and attacks.

There is nothing of value in this room. A secret door in the south wall of this room leads to area **7**.

## 11. Stairway

The door opens onto a curved stairway that leads downward. The stairs have been carved from stone. The air in this shaft is cool and damp. Tiny holes riddle the walls of the shaft.

These stairs lead down to the house of towers' cellar. Mice and rats live in the holes that riddle the shaft walls. Some of these creatures may rush out and startle the characters as they walk down the stairs, but the rodents cause no harm.

If characters search the stairs as they descend, they find a small ring. The emblem on the ring matches the emblem on the uniforms of the archers and lancers who are guarding the house. The characters should realise Princess Arelina dropped this ring.

## 12. Library Tunnel

If characters discover the trapdoor in the floor of the library (area **3**), they see that a ladder leads down to this cellar tunnel.

If characters climb down the ladder, they notice that dozens of cobwebs hang between the rungs. Tiny spiders crawl out across any characters who climb down the ladder. The spiders are harmless. However, the ladder may break under a character's weight (30% chance per character). If the ladder breaks, the character on it must roll 1d20. If the dice roll is greater than his Dexterity score, the character takes 1d4 points of damage from the fall.

When characters reach the tunnel floor, read the following boxed text to the players.

Rough-hewn walls of rock form this dark tunnel, which leads to the south.

If characters follow the tunnel, they see that it turns eastward, and then widens to a small cavern. A pile of rubble is against the cavern's east wall. A harmless skeleton lies along the cavern's north wall. There is nothing else in this cavern.

## 13. Cellar Hallway

The stairs from the upper level of the house open onto this long, low hallway. The rough-hewn walls rise to a height of only 6'. A door stands in the south end of the west wall.

If the characters continue down this hallway, they will see that it widens as it turns toward the east. Another door stands in the north wall here. There is nothing else of interest in this hallway.

## 14. South Tunnel

Holes and ledges of rock mark this tunnel. Rocks and small boulders litter the floor.

Just ahead, a pile of rubble partially blocks the hallway, making it impossible for more than one person at a time to move through the hallway.

Any character who moves past the pile of rubble is attacked by **2 Giant Rats** (AC 7; HD ½; hp 2,2; MV 120'(40'); #AT 1 bite; D 1-3 + disease; Save F1; ML 8; AL N; XP 5 each; THAC0 19; B41).

A small niche stands in the south wall just beyond the pile of rubble. A **Wererat** (AC 7(9); HD 3\*; hp 13; MV 120'(40'); #AT 1 bite; D 1-4; Save F3; ML 8; AL C; XP 50; THAC0 17; B38) is hiding in this niche, and attacks the PCs two rounds after the giant rats attack.

As the characters fight the rats, two of the kidnappers (Jahat from area **15**, and Jelek from area **16**) try to trap the characters in the tunnel. They come to the east end of the tunnel and throw burning oil and fire their crossbows into the space between the wall and the rubble pile.

If the characters continue down the tunnel toward the west, they will come to a pile of rubble that blocks the west wall. The west wall of the tunnel has caved in. This tunnel once connected to area **12**. If the characters inspect the rubble, they will find a wooden chest buried under some of the rocks. The chest contains nine bottles of wine. The wine in six of the bottles has gone sour, but the wine in the other three bottles is in excellent condition. Each bottle is worth 3gp.

## 15. Cellar Prison

If the characters have defeated Jahat and Jelek, skip to the boxed text below and read it to the players as their characters enter this room.

If the characters have not defeated Jahat and Jelek, then Jelek opens the door between areas **13** and **16**, and fires his crossbow at the characters as they try to enter this room. Jelek is protecting Jahat, who is standing guard just inside the door to this room.

Jelek stops firing as soon as the characters enter this room. He does not follow the characters.

This dark room is cold and damp. A rusted iron gate stands open at the far end of the room. Several bats hang from the ceiling in front of the gate.

If the characters have not defeated Jahat, he attacks immediately. Jahat (AC 6; F3; hp 17; MV 120'(40'); #AT 1; D 1-8; ML 10; AL N; THAC0 19; S15, I11, W7, D10, C8, Ch8) is armed with three loaded crossbows, 15 extra bolts, and a longsword.

This room is the cellar prison. The cell at the back of the room is empty. The bats on the ceiling are harmless. As Jahat fights the characters, he tries to draw them toward the tunnel off the room's east wall. Any character who is backed more than 5' into the tunnel is grabbed by **2 Ghouls** (AC 6; HD 2\*; hp 10, 8; MV 90'(30'); #AT 2 claws/1 bite; D 1-3/1-3/1-3+paralysis; Save F2; ML 9; AL C; XP 25 each; THAC0 18; B35). The ghouls live in this short tunnel. They do not come out of the tunnel for any reason.

If the characters back Jahat more than 5' into the tunnel, a scream suddenly pierces the air. Then there is silence.

## 16. Wine Cellar

If the characters have defeated Jahat and Jelek, skip to the boxed text below, and read it to the players as their characters enter this room.

If the characters have not defeated Jahat and Jelek, Jahat steps out of area **15**, stands in the hallway, and fires his crossbow at the characters as they try to enter this room. Jahat is protecting Jelek, who is standing guard in the north-west corner of this room. Jahat continues to fire his crossbows as he follows the characters into this room.

A jumble of boxes and casks fills this room. Many of the boxes are ripped open, and several wine bottles have been smashed. Broken glass and corks litter the floor, which is stained a dark red.

If the characters have not defeated Jelek, he attacks immediately. Jelek (AC 5; F4; hp 20; MV 90'(30'); #AT 1; D 1-6; ML 10; AL N; THAC0 16/16; S15, I13, W8, D14, C15, Ch13) is armed with four loaded crossbows, 20 extra bolts, and a short sword.

Any character who hides behind the boxes or casks may improve his Armour Class by 4. If the characters badly wound Jelek, he retreats into area **17**.

If the characters inspect the wine, they find most of it has gone sour. If they take the time to go through all of the boxes, they are only able to find 25 bottles that are still of value. Each is worth 2gp.

## 17. West Storage Room

Rusak, a magic-user and the last of the kidnappers, is in this room guarding Princess Arelina, who is gagged and tied in the south-west corner of the room.

Unless the characters were extremely quiet, Rusak heard the characters approaching his room, and prepared for their entrance. As soon as the characters open the door to the room, Rusak casts a *fireball* at the door. Read the following boxed text to the players when their characters enter the room.

The door opens onto a dark hallway. Suddenly, a flash of light bursts from deep inside the hall. Flames surge through the hallway just inside the door, blasting the door's wood to bits and filling the doorway, and the area immediately before it, with fire. The sound of exploding bottles pops in the room beyond. Hot liquid splatters the entire area. A loud laugh comes from the room. "Stay back!" the voice says, "There's a lot more where that came from!"

The door to this room burns and crumbles to cinders in a few seconds. After the door has stopped burning, the characters may safely enter the room.

Once they are in the room, the characters see burning boxes and exploding wine bottles, but they do not see Rusak. Just after casting *fireball*, Rusak cast *invisibility* on himself.

Rusak (AC 8; M4; hp 15; MV 120'(40'); #AT 1; D 1-4 or by spell; ML 12; AL N; THAC0 19; S11, I13, W12, D14, C12, Ch15; spells: *fireball* (cast); *invisibility* (cast); *ventriloquism*, *magic missile*, *darkness*).

Rusak stole several magic user scrolls before he, Jahat, and Jelek kidnapped the Princess. He used the spells on the scrolls to break into the house of towers and keep its creatures at bay. He has already used all of his scroll spells. Rusak fights to the death. Jahat and Jelek, if they are still alive, come to Rusak's aid. None of the kidnappers harms Princess Arelina, although they constantly say they will.

As soon as the characters free the Princess, she dashes to them, and throws her arms around the character in front. She thanks them, and then asks them to take her home.

## **Ending the Adventure**

As the characters lead the Princess out of the House of Towers, the King, who followed the characters to the house, cries out with joy at the first sight of his daughter. He runs forward so quickly that his bodyguards can hardly keep up. The King rushes to hug Arelina, and exclaims, "My Princess, my daughter, joy of my life! Today you are born again for me!" The King then turns towards the characters and says, "You are skilled and courageous. I am a man of my word. Come to my castle to heal your wounds, rest your bodies, and collect your proper reward!"

# Dungeons & Dragons®

---

## The Kidnapping of Princess Arelina

by Garry Spiegle

---

Your party moves stealthily up the dark hallway. Torn cobwebs dangle from the ceiling; to the south, a huge, iron door creaks eerily in the mysterious wind. A massive iron gate crashes down, blocking the corridor ahead! You came in to rescue a princess, but now you believe you may never make it back out alive.

The Kidnapping of Princess Arelina is a dungeon adventure for a group of 4-8 characters of levels 2-5.