

DUNGEONS & DRAGONS[®]

Expert Set Adventure Module

Curse of Xanathon

by Douglas Niles

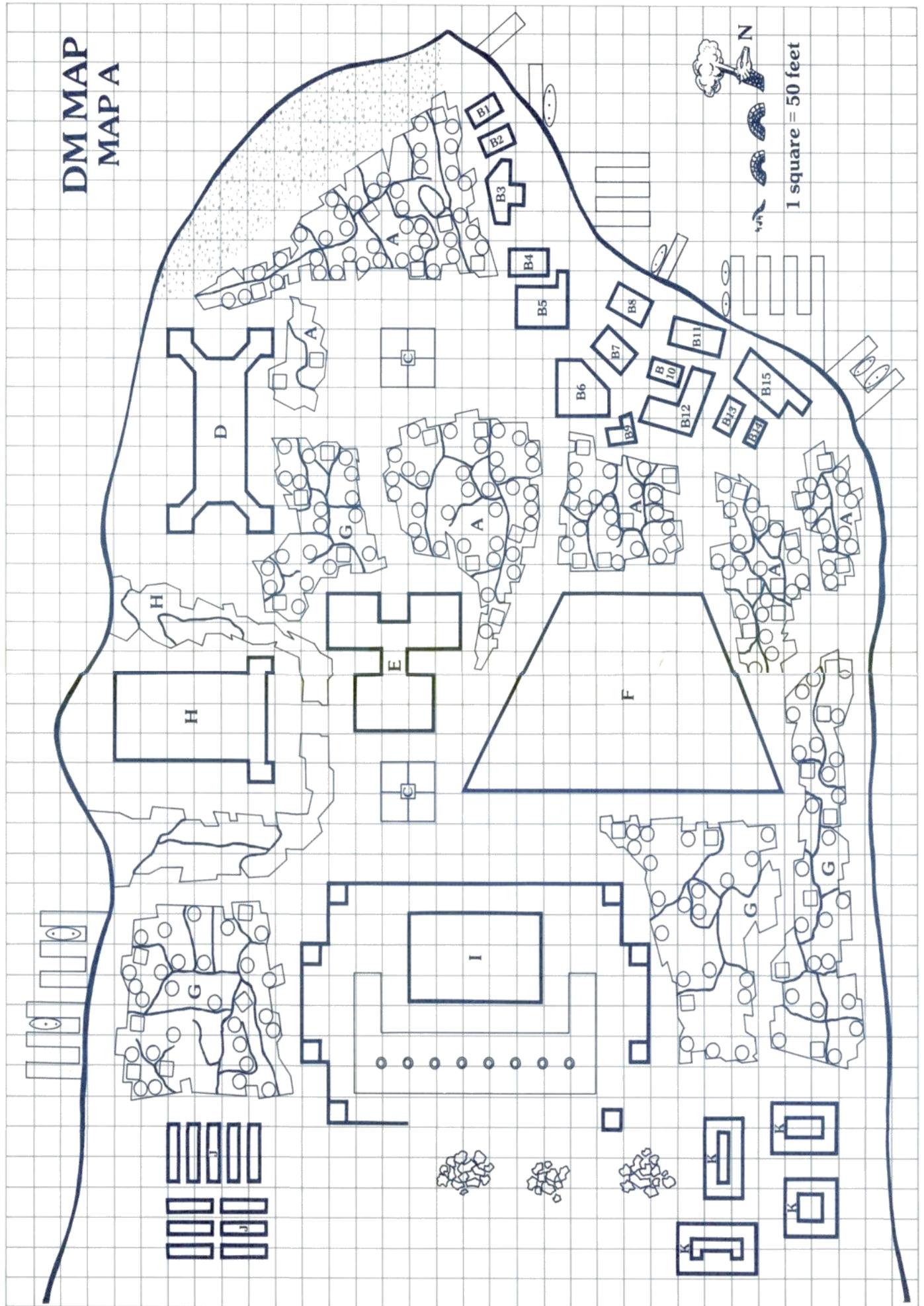


The Curse of Xanathon combines town and wilderness adventuring in an exciting series of five detective-type scenarios. This challenging adventure supplies eight pre-generated characters to help you get into the game fast, plus a bonus section for further town adventures.



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DM MAP MAP A



1 square = 50 feet

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Dungeon Module X3

Curse of Xanathon

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AN ADVENTURE FOR CHARACTER LEVELS 5-7



*Whereas: Stephen, Duke of Rhoona, has been acting in a dangerously unstable manner;
And Whereas: The Duchy of Rhoona is ready to fall before the Forces of Evil;
It is hereby decreed that a valiant and courageous party of adventurers must learn the secret of
the Duke's insanity and free the city from the yoke of chaos.*

This module contains referee notes, background information, maps and exploration keys intended for use with the D&D® Expert Rules. Be sure to look for other products from TSR, The Game Wizards!

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**Dungeons & Dragons® Expert Set
Dungeon Module X3**

THE CURSE OF XANATHON

This module is for use with the D&D® Expert rules, which are a continuation of the D&D® Basic rules. Without a copy of both booklets, this module cannot be played.

INTRODUCTION

Stop! If you intend to be a player in this module, do not read any further. The following information is for the DM only. Knowledge of the contents of the module will spoil the adventure and excitement for the players.

Notes for the Dungeon Master

The Curse of Xanathon is an unusual module in that much of the players' actions will be in the form of detective work as they try to discover clues to the problem plaguing the town. Once they have located these clues, they will have to decide on a proper course of action. If they make wrong decisions, they could conceivably waste much time and obtain no results. You, as the DM, will need a careful touch to keep the players on the right track without making solutions and objectives too obvious.

Much information is included in the various scenarios, and astute players will no doubt be able to determine the proper course of action at each stage of the adventure. If a group of players is unfamiliar with this type of detective game, they may become frustrated or uninterested. The DM is encouraged to offer additional clues whenever these would seem to be necessary. This can be handled in a number of ways. For example, Eric, the High Priest of Forsetta, who moves around in a beggar's disguise is introduced in Scenario 1. The DM should feel free to use this character, whenever necessary, as a source of information and guidance to the party. However, he will never join in any adventuring. Also, bartenders and tavern patrons throughout the town may be used as informants for a price (1-6gp). Rumours flow freely at these public gathering places and, in addition to those included in the module, the DM may wish to invent some rumours of his or her own.

Before beginning play, the DM should read the module carefully and become completely familiar with it. The information that is boxed is to be read aloud to the players at the appropriate time. The material that is not boxed is for the DM's use only and should be revealed to the players at the DM's discretion.

This module has been designed for a party of 5 to 8 characters between the 5th and 7th levels of experience. The party should contain at least 1 dwarf, 1 magic-user, 2 thieves and a good number of fighters. The total of the party's experience levels should be between 35 and 50, with a total of 46 being best.

During the adventures, the DM should be careful to give the player characters a reasonable chance of survival. He or she should try to be fair and impartial at all times. However, if the players should persist in taking foolhardy risks or making unwise choices, the DM should make it clear the characters will perish unless their actions are more well thought-out. The co-operation of everyone in the party will ensure the adventures are fun and exciting for all.

The DM should try to bring all five senses into play. It is not enough to simply describe what a monster looks like to the player. The DM should describe how it sounds, what it smells like, etc. The same is true when describing a room. While rooms are described briefly in this module, the DM should feel free to add details to make the players really see the room. Enhancing the atmosphere will add excitement to game play.

For the convenience of the DM, whenever a monster or NPC is described in the text, the game statistics will be listed in parentheses and in the following order:

Armour Class; Hit Dice or Class/Level; hit points; Number of Attacks per Round; Damage per Attack; Movement per Turn (per Round); Save As: Class/Level; Morale; Alignment; and abilities for NPCs (if necessary).

The following abbreviations are used:

Armour Class=AC; Hit Dice=HD; Cleric=C, Dwarf=D, Fighter=F, Magic-User=M, Thief=T, Level=#; hit points=hp; Number of Attacks=#AT; Movement=MV; Save As=Save; Morale=ML; Alignment=AL; Strength=S, Intelligence=I, Wisdom=W, Dexterity=D, Constitution=C, Charisma=Ch.

Class/Level is only NPCs, while Hit Dice is used for all other monsters. Movement in a game turn is three times the movement rate per round.

BACKGROUND

For five generations, the Dukes of Rhoona have ruled the city of the same name with a just and respected hand. Established as an outpost from which Eric Rhoona launched his far-ranging raiding and trading expeditions, the town has grown to a population of several thousand in its century of existence. The duchy is part of the greater Kingdom of Vestland, and is allied with the Jarldom of Soderfjord and the dwarves of Rockhome.

Located on a sheltered fjord nearly 100 miles from the sea, Rhoona has a bustling port from which ships sail to all corners of the known world. Many steep, treacherous and hidden passes lead across the mountains to Rockhome, and dwarven caravans often cross these with loads of metal goods and other dwarven crafts. A sizeable number of dwarves live in Rhoona, and are presently engaged in the construction of a mighty palace for the current Duke, Stephen Rhoona.

Other passes in the rugged mountain range to the northwest have been crossed recently by immigrants from the Ethangar Khanate. The number of these nomads in Rhoona is small, but is growing slowly. They are welcomed for the fine horses and goats that they bring with them.

Sheep, goats, cows, and horses are all herded in the rugged countryside around the town. Barley, rye, milk, cheese, mutton and fish are common foods, and Rhoona is known throughout Vestland and beyond for its many fine breweries. A number of taverns offer the traveller a chance to sample the wide variety of fermented malt beverages brewed here. Wine and brandy must be imported by ship and are, therefore, priced accordingly.

With the exception of the unfinished Ducal Palace and portions of the three temples, all of the buildings in Rhoona are made from wood, with either wooden or sod roofs. They are one story tall, unless otherwise mentioned, and all but the largest will be one room. In the Old Town near the waterfront, life is hard but happy. Many taverns may be found here, and strangers will be greeted with a friendly invitation to share an ale.

Two old temples, erected decades ago, stand in Rhoona as tribute to a pair of the major gods of Vestland. The Temple of the Lawful Order of Forsetta is the oldest, and most of the citizens are members of this faith. Their basic tenets include: a belief in the authority of the Duke, and the conviction that good deeds done throughout a person's life will result in great rewards after death. The Temple of the Spuming Nooga is the home of a neutral order comprised mostly of fishermen and sailors. This faith is a less restrictive one: believing that a person must strive against the circumstances of his life to make the best of a short existence.

Recently, a new temple has been erected to the god of the Ethangarans: the Temple of Cretia. Although there is a small number of Ethangarans in Rhoona, they have erected a large and elaborate temple. To most Rhoonans, this temple is a strange and mysterious place of which little is known about the beliefs of its faithful.

The Ducal Guard is responsible for maintaining order in the community, as well as defending it from any outside threats. This brutally effective force is led by Draco Stormsailor, whose very name inspires fear and awe in most Rhoonans. Once, Draco sailed to all parts of the world on plundering expeditions, but now he has settled down to the quiet life of garrison commander. He lives in the Ducal Barracks. It is said the Duke respects his judgement above all other advisors.

Recently, the town has been thrown into uproar by several rather peculiar decrees, that have originated from the Duke's palace. Ten days ago, an order was issued that all taxes must be paid in beer, not money. Many kegs have been delivered to the palace, and now it is very difficult to purchase even a small glass of beer in the taverns of Rhoona. This has contributed to grumbling and complaining among the thirsty populace, but people are in such a fear of the Ducal Guard that no protest has been made.

Three days ago, a second decree was issued declaring horses ridden within the town boundaries must carry their riders facing the mount's tail. Since only the very wealthy ever ride in the town, this decree has resulted in some very entertaining sights for pedestrians, as merchants and nobles struggle to maintain balance and dignity in the awkward position. Even so, more rumours have been spread regarding the odd nature of the last two Ducal pronouncements. Many people are frightened by the thought that the Duke is no longer rational.

Rumours

At the start of play, the characters will be aware of two of the common rumours that circulate through the town. Roll 1d6 twice and compare these results with the table below to determine what these rumours are. If the second roll repeats the first, roll again until a different result is obtained.

Die Roll	Rumour
1	The Duke is suffering from an inherited form of insanity that has afflicted his family for a century. This has never been publicly disclosed since the sickness has never before appeared so openly.
2	Draco Stormsailor has murdered the Duke and is issuing the decrees in his place.
3	The dwarves who are working on the palace plan to steal as much of Rhoona's wealth as they can carry off before returning to Rockhome.
4	The Duke has finally chosen a wife! The beer has been collected for a gala surprise party that he is planning to throw for the entire town, where he will announce his forthcoming marriage.
5	The immigrants from the Ethangar Khanate are somehow behind everything. No one seems to know exactly what they're up to, but they know it isn't good!
6	The gods are displeased with Rhoona. The affliction of the Duke is just the beginning of the terrible things that will be suffered by all of the people of Rhoona.

The characters may learn four other rumours simply by "asking around". They will not hear more than one rumour from any single source, but it should not take them long to hear the lot if they are interested in doing so. When determining the four rumours, The DM should improvise and make them absurd. None of the rumours should give the players a clue to solving the mystery.

The Problem

The problem afflicting Rhoona is a powerful curse that has been laid upon Duke Stephen Rhoona by Xanathon, the High Priest of Cretia. As this curse has been inflicted with aid of the chaotic god, Cretia, a **Remove Curse** spell is not powerful enough to break it. Only Xanathon has the antidote, and he will not part with it easily! Since Xanathon has been granted a special form of invulnerability by his god, the party will have to discover his weakness before they have a chance of successfully confronting him.

Draco Stormsailor, the widely-feared captain of the guard, is a part of the plot to undermine the Duke's authority. Xanathon has promised the ambitious captain the title of Duke when Stephen Rhoona is deposed. Two or three of Draco's most trusted lieutenants are aware of this subversion, but the entire Ducal Guard will follow his orders without question, unless they are engaged in obvious treason.

Xanathon has no intention of fulfilling his promise to Draco. The High Priest of Cretia is an emissary of the Ethangar Khanate and, as such, has been sent to pave the way for an invasion. He expects the Duke's recent insane actions to result in a civil war between the forces of the Duke and those of Draco. The two sides will destroy themselves and create a power vacuum in Rhoona. Then, the Ethangarans will sweep in and claim the land.

Module Outline

The Curse of Xanathon module is broken into five steps, called Scenarios. These Scenarios are briefly introduced here in outline form, and detailed later in the module.

Scenario 1 - Skulking Through the Barracks: Search the barracks of the Ducal Guard, and learn of Draco and Xanathon's treachery.

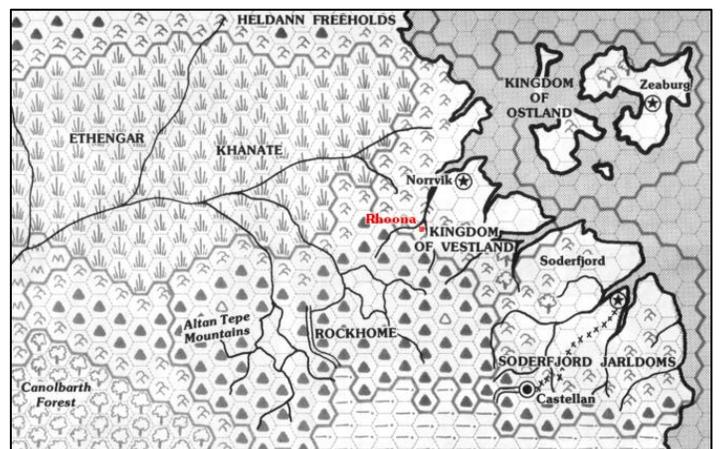
Scenario 2 - The Temple of Chaos: Search the Temple of Cretia, discover Xanathon's weakness, and find the map to the Shrine of Cretia.

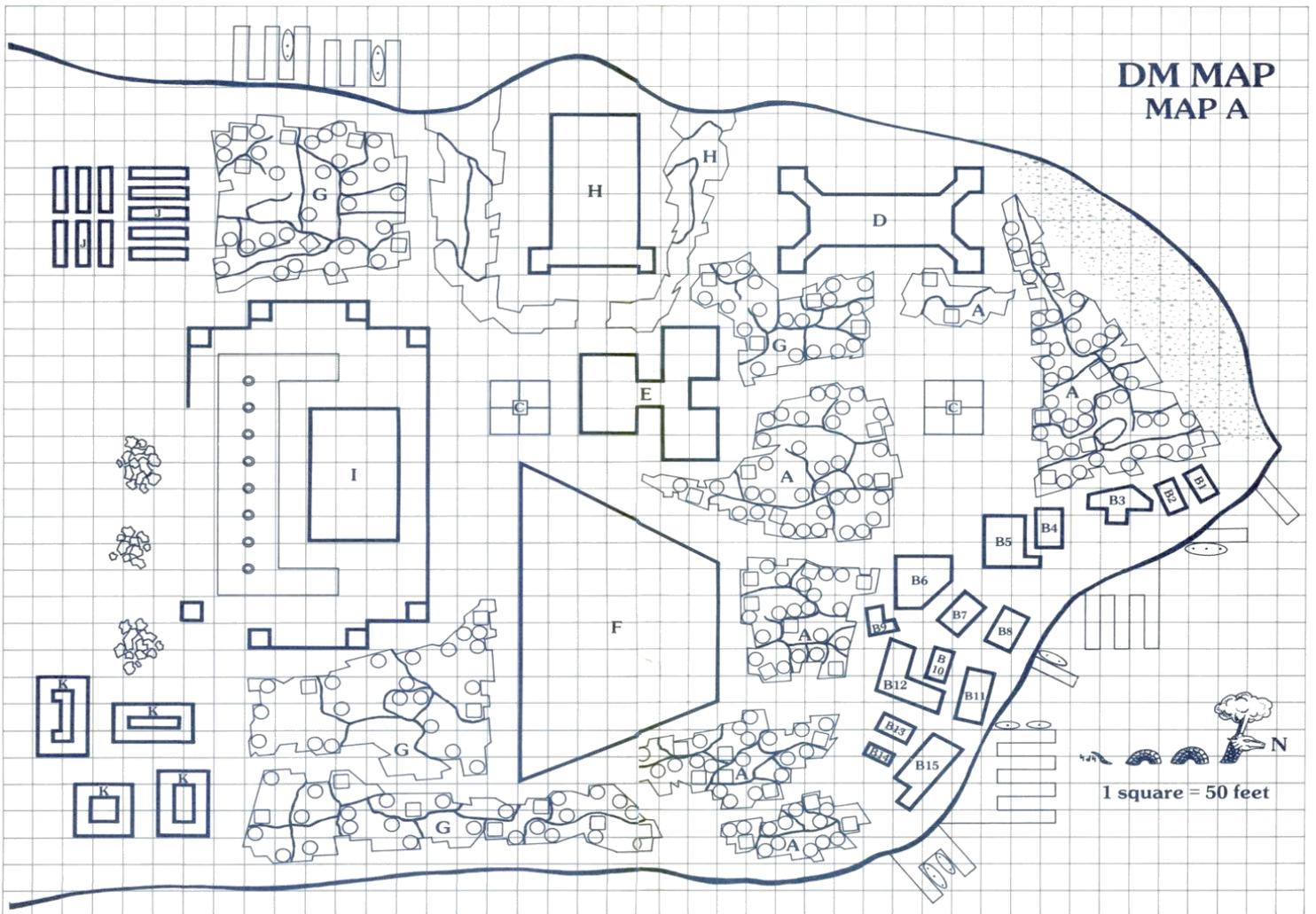
Scenario 3 - Journey to The Shrine: Travel to the Shrine of Cretia, then locate and capture Xanathon's life force.

Scenario 4 - Duel with The High Priest: Confront Xanathon, and obtain the antidote for the curse.

Scenario 5 - To the Rescue!: Defeat Draco and administer the cure to the Duke.

Kingdom of Vestland Map





KEY TO RHOONA

Although each of the scenarios has a specific place where information must be gathered or actions taken, the players have the entire town of Rhoona in which to adventure. Since they may wish to do some exploring before taking on the Ducal Barracks, the town is keyed before information concerning Scenario 1 is given. Any of the town locations having a detailed key and map are not detailed in this section. The DM should refer to **MAP A** for further detail. A fully detailed key is impossible, because of the size of the town. These descriptions are intended as aids to help the DM in describing these settings, but he or she may wish to add more detail if players plan on spending much time in these areas.

The Ducal Guard is responsible for maintaining order in Rhoona. Patrols circulate through the town regularly, but their frequency varies depending on the area being patrolled. Check for these guards on the table below by rolling 1d6. A roll of 6 indicates an encounter with a patrol.

Area	Frequency	Size
Old Town	Once per 3 turns	11-16 (1d6+10)
Warehouses	Once per 2 turns	11-16
Marketplaces	Once per 2 turns	11-16
Middle Class District	Once per 2 turns	5-8 (1d4+4)
Upper Class District	Once per turn	5-8

Primarily, these patrols are composed of 1st level fighters in leather armour carrying shields and short swords (AC 6; F1; hp 5; #AT 1; D 1-6; MV 90' (30'); ML 8). For every four 1st level guards, there will be a 3rd level fighter with chain mail and normal

sword (AC 4; F3; hp 16; #AT 1; D 1-8; MV 60' (20'); ML 9). If more than 10 guards are encountered, the 11th will be a 5th level fighter with chain mail and normal sword (AC 4; F5; hp 29; #AT 1; D 1-8; MV 60' (20'); ML 11). The Ducal Guard will not harass citizens unless a patrol discovers laws being broken.

All areas of the town will be busy and crowded during the hours of daylight. This is true at night, as well, for the Old Town (areas marked 'A' on Map A), and the Ethangaran sector (area marked 'H'). Activity in the other parts of the town does not cease after dark, but becomes much less hectic. Since a party will be meeting persons at the rate of 10 or 20 per round, a random encounter table is impractical. Rather, the DM should study the descriptions of the areas, and simply describe a typical "crowd scene" to the players. If they wish to accost an individual, then more details can be given as the DM wishes.

A. OLD TOWN

These areas of Rhoona have existed for nearly as long as the town itself. Each area is a maze of alleys, homes, taverns, and small shops. The alleys are generally filled with rubble, and the buildings are dilapidated. The Ducal Guard rarely patrols these areas, and theft is common. However, most of the people here are friendly albeit in a rough sort of way.

The Old Town sections are marked with an 'A' on Map A. These areas are made of wall-to-wall buildings, except where the twisting lines designating alleys wind through them. These alleys are generally about 5' wide, and cluttered with various kinds of rubbish. The □ marks represent taverns, while the ○ marks are shops and stores. All of the other areas in the Old Town are taken up by the many squalid residences that house the bulk of Rhoona's

population.

The homes and shops of the Old Town are wooden structures with front and back doors. Homes will be occupied by one family, with occupancy ranging occasionally up to ten or twelve people! Taverns are larger buildings, but also contain only a single large room. Residences and taverns will have a large stone hearth in the centre of the room, and taverns have heavy wooden tables and simple bars, behind which are stored many varieties of malt beverages: beer (light and dark), ale, and mead. One silver piece will usually purchase a large glass of the brew. Wine and brandy run as high as a gold piece per glass, and is often watered down. Of course, after the Duke's recent decree, beer is almost non-existent!

Shops, taverns, and stores will all be one-room buildings that are slightly larger than residences. There will be a space, somewhere in the building, for the proprietor and his family to eat and sleep. Often, a large fireplace will occupy the centre of the room. Inventories will, of necessity, be small. For a craftsman or trader, there is a base 50% chance of a character finding what he or she looks for there. The DM should modify this percentage at his or her discretion. He or she should judge how common or rare the item being sought is likely to be in a town like Rhoona. Common items will have greater than 50% chance of being located, and rare items will have a lower than 50% chance. For example, at a tool shop a common item such as a nail might be found as often as 90% of the time, while a carpenter's plane might only be located on a roll of 15% or less.

In order to determine the name of a specific tavern, the DM should roll 1d20 and compare the result to the table below. Once the tavern is named, the DM should make a notation on the large town map (Map A), writing down the number of the specific tavern.

Die Roll	Tavern Name
1	The Nags Head
2	The Admiral Benbow
3	The Slaughtered Lamb
4	The Sail and Anchor
5	The Full Moon
6	The Seafarers' Inn
7	The Royal Standard
8	The Red Dragon
9	The Jackdaw
10	The Ploughman
11	The Fox and Hounds
12	The Sparrow
13	The Taps
14	The Pitcher & Piano
15	The Leather Jerkin
16	The Yorkshire Parkin
17	The Queens
18	The Piano
19	The Scythe
20	The Wheat Sheaf

A similar procedure is used to locate shops and tradesmen in the Old Town. The table below lists the types of business that may be found in the Old Town. As characters move through the alleys or avenues of this sector, the DM should roll d% and compare the result to the table. It will be noted that each type of business has been given a key letter. By placing the corresponding letter in the circle for each shop or trader, the DM can keep a permanent record of each specific business as it is located. (Note: If the characters and DM wish to move quickly through the area, the latter may simply assign businesses from the list to the areas that the players pass, without rolling the dice.)

Dice Roll (%)	Business	Key Letter
1-10	Brewery	A
11-15	Fish Market	B
16-20	Vegetable Market	C
21	Meat Market – Beef and Mutton	D
22-27	Blacksmith	E
28-35	Tailor	F
36-40	Cobbler	G
41-44	Icehouse	H
45-50	Dairy	I
51-58	Leatherworker	J
59-63	Lumber Store	K
64-70	Woodworking Tool Shop	L
71-78	Carpenter	M
79-85	Weaver	N
86-90	Shipwright	O
91-93	Armourer	P
94-00	Chandler	Q

Of course, the characters may choose to ask directions toward a particular type of establishment. If they do this, the DM will have to place the business before the players have actually come of it. If the characters ask a tavern owner or other merchant for directions, the directions will be accurate. If they stop a passer-by or ask a tavern patron, there is a 50% chance the directions will be false.

If they have been given true directions, the DM should roll 3d6. The result is the number of businesses that the party will have to pass before arriving at the one they seek. The DM should then roll 1d4 for the direction they should travel in order to get to their destination. A die roll of 1 is north, 2 is east, 3 is south, and 4 is west. If false directions were given, the DM should simply use the above table to describe what the group passes as it moves.

The amount of money in any building in the Old Town is likely to be small, although a thieves' trove may be discovered to contain sizeable riches (rarely). In general, homes will have an amount of money equal to d% value of gp. The money will be in small coins, hidden in a jar, stuffed in a mattress, or stored under a floor board. Taverns and shops may have twice that amount, but it will be locked in a stout wooden chest.

B. WAREHOUSES

The large buildings shown along the waterfront are warehouses for goods that are imported and exported by Rhoona's traders. Imports include cloth, wine, brandy, beans, corn, dates, copper, and whale oil. Common exports are lumber, beer, and wool. A warehouse with goods in it will be locked, and will have 2-12 1st level fighters (AC 6; F1; hp 5; #AT 1; D 1-8; MV 90' (30'); ML 8; AL L) as guards, depending on the value of the merchandise.

To determine the contents of a given warehouse, locate the number of that warehouse on the DM's town map, and find the corresponding number on the table below.

Key Letter	Contents
B1	1,000 bales of Ylaruam silk (50,000gp)
B2	Empty and run-down
B3	5,000 barrels of whale oil (80,000gp); lumber (5,000gp)
B4	1,000 barrels of wine (50,000gp); 10,000 barrels of beer (100,000gp)
B5	10,000 crates of dates, corn, and beans (100,000gp)
B6	Empty
B7	20,000 bars of copper (20,000gp)
B8	30,000 bales of wool (120,000gp)

B9	Empty and rat-infested.
B10	10,000 bottle of brandy (100,000gp); 15 guards!
B11	Lumber (20,000gp)
B12	Empty
B13	10,000 bales of Thyatian cotton (50,000gp)
B14	5,000 bars of copper (5,000gp); 10,000 bars of bronze (20,000gp); 10,000 bars of iron (40,000gp)
B15	4,000 barrels of whale oil (66,000gp)

C. MARKET PLACES

These two squares are the scene of intense bartering on the weekly market day when farmers bring their goods into town and set up stalls in the plazas around each market place. Live animals, fresh milk, fresh fish, and occasional apples and cherries will be available on this festive day. Some craftsmen also take advantage of the crowds and peddle their goods at the market.

Because of the bargaining that goes on, exact prices of goods will have to be determined after considerable haggling between the DM and the players. Use the prices listed on the table below as a guideline. Generally, a merchant will begin by asking 2-3 times the listed amount, but with successful wheeling and dealing, it is often possible to get the price reduced to one-half the figure on the table.

Item	Average Cost
Cow, bull, or horse	100gp
Goat, pig, or sheep	60gp
Bushel of corn, beans, oats, etc.	10gp
Bushel of fresh fruit	10gp
1 large fish	1gp
Quart of milk, or cheese cube	5sp
1 dozen eggs	5sp
Bolt of silk	20gp
Bolt of wool	5gp
Leather tunic	10gp
Leather boots	5gp
Cold weather cloak	20gp

D. TEMPLE OF THE SPUMING NOOGA

This is the temple patronised by most of the seafaring folk of Rhoona. The deity of the Spuming Nooga is pictured as a giant whale spouting a great column of spray into the air. The alignment of the god and its followers is extremely neutral, and believers tend to be very self-reliant people. They are generally loyal citizens, paying taxes to the Duke and mixing freely with the other citizens of Rhoona. The temple is a simple wooden structure near the waterfront, with a large central chamber and four smaller rooms in the corners. A 9th level cleric, Grinnsven Yenson, is the **High Priest of the Spuming Nooga**. He presides here with half a dozen 1st and 2nd level assistants. The trappings of the religion are simple, and there is very little of value to an outsider in the temple.

E. TEMPLE OF FORSETTA

This is the lawful religion to which about 3/4 of the citizens of Rhoona belong. Most of the building is wooden, but the central sanctuary is made of stone. Members of this sect believe, very strongly, in the authority of the Duke and, above him, the King. They tend to be orderly citizens who always pay taxes and will unflinchingly obey the commands of the Ducal Guard (as long as they believe those commands were issued by the Duke!)

One of the wings of the temple houses the clerics, of whom there are many of lower levels, and one each of 6th, 8th, 11th and 14th level. The other wing contains a meeting and dining hall, as well as many small chambers where the clerics may privately counsel and console the faithful. Donations to the church are

encouraged, and a rather large trove of wealth has been established. It is stored in a secret room of the sanctuary, and includes gold and silver pieces, and valuation platters, candlesticks, pitchers, and other implements crafted from fine metals and often inlaid with jewels. The total worth of the trove is 25,000gp. Stealing from it would obviously be a highly chaotic act and one of the clerics would use a **commune** spell to determine the culprit or culprits. Immediate, appropriate (and fatal!) action will be taken against them.

F. BARRACKS OF THE DUCAL GUARD

See Map B and the key under Scenario 1 – Skulking Through The Barracks.

G. MIDDLE CLASS RESIDENCES

These areas, while just as crowded and maze-like as the Old Town, contain slightly larger dwellings. Nonetheless, the homes are still single room affairs, although it is likely that the husband and wife will have a small alcove in which they sleep. Fewer shops can be found in these districts, since the residents do most of their shopping at the marketplaces. The Middle Class sections of Rhoona are marked with a G on the town map.

As in the Old Town, taverns are marked with a □. Reflecting the slightly greater wealth of the customers, prices for a glass of beer will range from 15cp to 2sp, and wine or brandy may be as high as 2gp per glass. There is a 50% chance that beer will be available even after the Duke's order that all taxes be paid in that beverage. However, a generous bribe (2-12gp) will be necessary before the bartender will admit to this, as it is usually reserved for regular customers.

The DM should roll 1d10 and compare the result to the table below in order to determine the name of a specific tavern in the Middle Class Section.

Die Roll	Tavern Name
1	The Bell's End
2	The Crown and Feathers
3	The King's Head
4	The Card Players
5	The Sword and Shield
6	Ember Inn
7	The Highfield
8	Woodin's Shades
9	Pickwick Arms
10	Lord Nelson

Although there are not as many businesses in the Middle Class district as there are in the Old Town, a few tradesmen and merchants have established shops here. As with the Old Town, the DM should place the key letter of a business in the circle marking that establishment on the large town map. The following table lists the types of shops that may be found here.

Dice Roll (%)	Business	Key Letter
01-05	Horse Trader	A
06-12	Brewery	B
13-16	Blacksmith	C
17-20	Icehouse	D
21-25	Leatherworker	E
26-30	Carpenter	F
31-38	Jeweller	G
39-45	Stonemason	H
46-50	Wainwright	I
51-55	Alchemist	J
56-62	Tailor	K
63-70	Cobbler	L



71-75	Armourer	M
76-80	Money Changer	N
81-87	Dairy	O
88-91	Vegetable Market	P
92-96	Fishmonger	Q
97-00	Butcher	R

Since these buildings are larger than those in the Old Town, the merchants can maintain better inventories. The DM should assume a base 66% chance of the party locating the specific object for which they are searching. As before, this is modified according to how common or how rare the DM judges the item to be.

The standard of living is higher in the Middle Class district than in the Old Town, so each building is likely to have a little more money in it. The amount of wealth in a home will be 101-200gp (d% + 100). The wealth will certainly be locked inside of a metal strongbox. Money changers and jewellers will have 1,000 to 6,000gp extra available for emergencies. The extra funds will be hidden in a strongbox below a secret trapdoor.

H. ETHANGARAN SECTOR

This area is populated by the immigrants from the Ethangaran Khanate. These nomadic steppe dwellers have established their own small community within the town of Rhoona, centred around the huge Temple of Cretia. The homes and shops of this area are arranged in a protective semi-circle, with a wide gateway leading to the front of the temple. Many wagons and carts are kept near this gateway, and can be pulled across it in a few minutes to create a well-protected fort. The few twisting alleys leading through the Ethangaran community can be similarly blocked.

The Ethangarans have brought herds of goat and horses over the mountains which they have sold to the people of Rhoona for huge profits. Thus, the standard of living in this sector is high, though it varies considerably from house to house. The poorest people live on the outer fringes of the sector, while the wealthiest members live on the inside, facing the temple. Several shops and stores, also facing the temple, can be found in the district, for the Ethangarans have a fairly self-sufficient community. Blacksmiths, horse trainers, butchers, leatherworkers, wainwrights, and a carpenter have shops here, as well as several food merchants. The staple foods include milk, cheese, mutton, goat, and bread.

I. DUCAL PALACE

See detailed key under Scenario 5 – To The Rescue! Please refer to Map E for room locations and additional information.

J. DWARVEN QUARTERS

These long, low buildings are the barracks and shops of the dwarves who are living in Rhoona to work on the Ducal Palace. A total of 55 of the stocky folk live here. Several blacksmiths, a silversmith, goldsmith, and stonemason's shop occupy many of the

buildings, with the rest being used as living, eating, and drinking quarters. The dwarves are a skilled (and expensive!) labour force, doing the work for great profit. Each week or two, a shipment of gold is sent by caravan over the passes to Rockhome, so there is a never a large amount of treasure here.

The dwarves have managed to hide several dozen kegs of beer from the Ducal Guard, and gather in one of the barracks every evening to partake of the brew and grumble about the mismanagement of their projects by their various human directors. They are strictly lawful in alignment, but their loyalty is to their race and home nation of Rockhome, rather than to the Duke.

K. UPPER CLASS RESIDENCES

These large walled buildings are the homes of retired raiders and traders who were lucky or skilled enough to make a respectable fortune during their active careers. The houses vary from 7-18 rooms (2d6+6) and will contain souvenirs from most parts of the world. The amount of treasure in each home will vary from 3,000 to 18,000gp (3d6 x 1,000). This will include silver tableware, pictures, frames, candelabra, skins, cloth objects (tapestries, garments, draperies), as well as coins and jewels. Each residence will have a 1st level guard (AC 6; F1; hp 5; #AT 1; D 1-6; MV 90; (30'); ML 8) for each 1,000gp of treasure on the premises, and there is a 75% chance that 1-4 guard dogs (treat as wolves) will be patrolling the courtyard at night. Although only four of these residences are shown on the map, several dozen more spread past the town boundary and into the hills beyond.

SCENARIO 1:

SKULKING THROUGH THE BARRACKS

DM Note: Give the players **Map F**. As the DM you will use **Map B** (Ducal Barracks) and **Map A** (DM's Map).

To begin playing the module, the players should then select one of the inn locations on Map F (marked with a) in the Old Town as a base for operations. The DM may choose any name from the list of Old Town taverns, telling the players the name of the inn. Note: More inns are marked on the DM's map than the players', since the party can't be expected to be familiar with every tavern in the town.

The party may elect to stay at this inn, not only as a gathering place, but as a "residence". Persons who stay overnight in the inns of Rhoona generally do not retire at an early hour, since they must sleep in the tavern's single room. However, these lodgings are cheap, and generally cost 1gp per night. This fee includes supper and breakfast. If an inn does not satisfy a party's need for privacy, they may then rent a small building of their own. The fee will be 10gp per night for the entire single room, but no meals are included. Most of the tavern owners either rent these places or they can direct the group to someone who does.

Regardless of where the group chooses to stay, the adventure will begin in a tavern. The following individuals will also be in whatever inn the group selects as a starting point:

- 3-18 sailors, merchants, and thieves;
- one half of the above number of women;
- a 4th level Dwarf with battle axe and plate mail (AC 3; D4; hp 24; #AT 1; D 1-8; MV 60' (20'); ML 10; AL L); and
- a 14th level Cleric wearing a tattered robe and looking like a beggar (AC 8; C14; hp 52; #AT 1; D 1-6; MV 120' (40'); ML 11; AL L).

The Dwarf is Grimmvat Stonebreaker, a mason who has been working on the Ducal Palace. His curiosity has brought him into the Old Town. **The Cleric is Eric of Forsett**, High Priest of the Temple of Forsetta. He is following the group of adventurers, since he has knowledge that might help them in their mission. Eric would like to see the Temple of Cretia destroyed, but

his lawful religion prevents him from taking direct action. He is limited to aiding the group with advice and information. He may also use his restorative spells on the party between scenarios, if the group is able to locate him. Eric has the following spells:

- 1st Level: cure light wounds (x2)
 - detect evil
 - detect magic
 - light
 - protection from evil
- 2nd Level: bless
 - find traps
 - know alignment
 - resist fire
 - speak with animals
- 3rd Level: continual light
 - cure disease
 - locate object
 - remove curse
 - striking
- 4th Level: create water
 - cure serious wounds
 - neutralize poison
 - protection from evil 10' radius
 - speak with plants
- 5th Level: commune
 - create food
 - dispel evil
 - raise dead

The present atmosphere in the tavern is quiet and solemn, since no beer is available. Expensive wine can be purchased, but does not satisfy these customers. Grimmvat will grumble irately about "human mismanagement". A short time will pass while throats get drier, and Grimmvat grows more vocal as he grumbles, "Blasted decrees! Where does the Duke get these hair-brained ideas anyway? If dwarves were in charge..."

Some of the patrons will react nervously to this complaining, but none of them will pick a fight with the sturdy dwarf. The players, of course, may react in any way they please.

Soon, a commotion will be heard in the street, and a passer-by will stick his head through the tavern door and announce, "The Duke's herald approaches! There must be a new decree!" Very near to the tavern, the Herald and a guard of ten soldiers will pause. The Herald will unroll a scroll and read aloud:

"Be it known to all, that his Benign Magnificence Stephen, Duke of Rhoona, has declared the following to be official decree:

Whereas the scheming, greedy, and cunning nature of the dwarvenfolk is known to all. Whereas their short statures, and bearded appearance are an affront to the sensibilities of decent humans. Whereas the Citizens of Rhoona have borne the insulting presence of these creatures for too long.

IT IS HEREBY DECREED that a state of war exists between the foul and corrupt domain of Rockhome, and the virtuous and principled Duchy of Rhoona. Furthermore, any dwarf found to be within the boundaries of said Duchy within one hour of the reading of this decree will be considered a dangerous criminal, subject to arrest. Its punishment shall be a public shaving of its face, and stretching of its vile person upon the rack until such time as it has attained a more human stature.

Such is the word of the Duke of Rhoona.

A large crowd will have gathered to hear this pronouncement, but reaction will be subdued. There is little sentiment in Rhoona for a war against the powerful nation of Rockhome. After making the decree, the herald and his escort will move up the street, and the citizens will drift back to whatever they were doing.

"It's Draco who's behind this, and you can mark my words!" The exclamation from Grimmvat will be within hearing of the players, but the dwarf is talking to no one in particular. "If it's war he wants, then it's war he'll get. Foul and corrupt domain, indeed!" The dwarf will work himself into a sputtering frenzy and, after several more oaths and declarations, will move off toward the dwarven community. His anger is directed at the Duke and his guards, so a friendly approach by characters will calm him somewhat. He will tell the party, if asked, that the dwarves have noticed some strange occurrences at the Ducal Barracks lately... "people that don't belong there coming and going." He will repeat his assertion that Draco Stormsailor is somehow behind this strange declaration, and suggest the answers might be learned at the barracks.

His conversation will be brief, as he needs to hurry to join the dwarves that will be leaving shortly to carry the Duke's word to Rockhome. "Shaving and stretching, huh? I'd like to see 'em try. Give me thirty seconds with that confounded Duke... and you can throw in Draco Stormsailor as well... I'll show both of 'em what it means to tangle..." Grimmvat will be audible for several minutes as he fumes and storms up the street.

If the characters take the dwarf's advice, they may proceed to the barracks at any time to begin the search. If not, Eric of Forsett, who has overheard the exchange, will approach quietly. "Wisdom may hide behind a hairy face," he will whisper as he exists the tavern. If this clue does not work, Eric will wait 24 hours before contacting the group. "Seek your answers in the lair of the Draco!" will be his very unsubtle clue at this second meeting.

NOTE: The players should be allowed free access to the background information at the beginning of this module. If they have forgotten who Draco is or where he may be found, the DM should re-read the background information to refresh their memories.

The dwarves, meanwhile, will leave Rhoona and begin the trip to Rockhome. It will take seven days for them to reach their capital, another seven days to raise an army, and seven days to return with an army to Rhoona. All reasonable citizens of Rhoona know that the city's forces will have no chance against the powerful dwarven army, and that the war must be prevented at all costs. The only hope of doing this is to cure the Duke's insanity, at which time he will revoke his decrees and, after explaining the curse to the approaching dwarves, defuse the situation.

The Duke's decree will obviously create an awkward situation for any dwarven player characters. Beginning an hour after the decree has been made, any soldiers of the Ducal Guard who see a dwarf inside the town will make an attempt to arrest him. An invisibility spell is one obvious solution, but it will be difficult to keep the dwarf invisible on a constant basis. If the group is walking down a street with even a few other people on it, they may attempt to screen a single dwarf with their bodies. The chances for succeeding in this by having the other characters surround the dwarf in such a way that the guards do not notice him is 10% per screening character. For example, if seven characters are gathered around a single dwarf on a semi-crowded street, they would have a 70% chance of hiding a dwarf from the eyes of the passing Ducal Guards (7 characters x 10% = 70%).

Key to The Ducal Barracks

The barracks are surrounded by a 20' high wall, just inside of a defensive ditch that is 10' deep. A flimsy 4' wide catwalk runs around the entire perimeter of the wall on the inside, but no guards will be patrolling here. The gates are sturdy and double barred. They will be closed at night, but any gate has a 66% chance of standing open during the daylight hours. The Ducal Guard has grown complacent and overconfident in their role as the Duke's enforcers, and as a result, they will not be expecting an attack. Doors to the buildings will be barred unless otherwise noted, and a

barred door has the effect of adding 2 to a player's roll to "open doors". thus, if a character opens doors on a 1, 2, or 3 normally, he would need to roll a "1" to open a barred door. Note that a "1" will **always** open a door.

Servant and Guard Encounters

There is a chance of encountering either servants or guards while the group is in the barracks courtyard. Roll 1d6 each turn, with a "5" indicating a servant encounter and a "6" indicating a guard encounter.

Servant encounters will be with 1-4 individuals.

Depending on the area in the courtyard, these may be cooks, stableboys, serving maids, weapon tenders, or laundrywomen. They will ignore the party unless accosted, at which time there is a 25% chance they will cry an alarm, a 25% chance they will aid the group by answering questions, and a 50% chance they will claim to know nothing.

Guard encounters will be with 1-6 1st level fighters (AC 6; F1; hp 5; #AT 1; D 1-6; MV 90' (30'); ML 8). They will approach the party and arrogantly demand to know their business. If attacked, they will call for aid, and have a 50% chance per round of being heard. If the cry for help is heard, 20 1st level guards and 3 3rd level sergeant-at-arms (AC 6; F3; hp 16; #AT 1; D 1-8; MV 90' (30'); ML 16) will arrive in four rounds.

The Ducal Guard totals some 120 soldiers and 25 officers, but approximately 2/3 of these will be on duty in the town or palace at any given time. Thus, the number of soldier within the barracks only represents about 1/3 of the Duke's entire force.

1. SERVANTS' BUILDING

This small, two-storey building is clean but in need of repair. It has a single door and no windows.

This is the home of several dozen of the garrison's servants. The outer door is unlocked. Few servants will be here during the day, but all of them will be present at night. As a group, they will be timid and frightened. None will offer information in the presence of other servants. There is nothing of value to the party here, save a few cp and sp that individual servants may have managed to save from their meagre wages.

2. STABLE

This large, weather-beaten structure looks much like a barn. A set of double doors gives access to the east end of the building, and the smell of animal manure hangs in the air here.

The doors to this building are unlocked. Inside, six separate corrals are fenced off, with a closed gate leading to each. Immediately inside the doorway, to the left and right, are pens holding 10 dogs each (AC 7; HD 2+2; hp 10 each; #AT 1; D 1-6; MV 180' (60'); Save F1; ML 8). The dogs will bark at intruders, but cannot get out of their pens. The other pens hold 6 milk cows, 13 milk goats, 6 war horses, 8 draft horses, and 18 riding horses. During the day, 4 stableboys and a hound master will be present. These servants will react to the party as other servants, ie. answer questions, sound alarm, or claim to know nothing, based on a d% roll.

A raised loft contains saddles, bridles, and gear for all of the horses. Much hay is piled in the loft, which can be reached by a ladder to each side of the door, and milk buckets are also kept there.

3. CELL BLOCK

This is a plain, stark room, barren of any amenities. Five metal-barred cells, a table, and a chair are the only objects in the room. Two of the cells seem to be occupied.

The door from the outside leading to this room is barred and locked. The two occupied cells each hold a badly injured and clean-shaven dwarf. They have been stretched on the rack so severely that they cannot move, but will swear vile oaths at any persons they see. There is a 10% chance per round that these oaths will bring a 1st level guard from the barracks to tell the dwarves to be quiet.

If these dwarves notice that the characters have a dwarf among the group, they will cease their swearing. Because of their injuries, they cannot even walk unaided, and so will be of no help to the characters in a physical sense. If they are asked why they are in such a state, they will explain that the Ducal Guard caught them as they were attempting to leave town, several hours after the decree banning dwarves was announced. They will beg the party to give them weapons, which they will conceal in their cells and use to attack the guards as soon as they get the chance.

4. BARRACKS

This immense room is filled with many rows of wooden bunks. Many of these bunks have people sleeping on them, and several men in the uniform of the Ducal Guard are sitting on beds in different parts of the room.

This is the barracks of the Ducal Guard. Forty guards will be present here, minus any that the party has disposed of since entering the barracks compound. Of these, 75% will be 1st level (AC 6; F1; hp 5 each; #AT 1; D 1-6; MV 90' (30'); ML 8) and 25% will be 2nd level (hp 11, ML 9). 120 bare wooden bunks occupy most of the room, with a small chest at the foot of each. These chests are unlocked and only 10% of them contain anything of value. In these cases, the "treasure" may range from 3-18gp in value, usually in cp or sp. The doors into the barracks room from the courtyard will be barred, but those from other sections of the building will open freely.

5. BARRACKS KITCHEN

The door from the outside is unbarred.

The room contains several large clay ovens, and some stacks of pots and pans. A pair of closed doors covers a cabinet on one of the room's walls.

The kitchen contains everything necessary to produce those delectable meals that are common to military life everywhere. Huge pots, kettles, ladles, and ovens occupy most of the room, and a pantry with crates of flour and dried meat covers one wall. It will be occupied by four cooks (hp 4, ML 6) from 1 hour before daylight until dark.

6. MESS HALL

The door to the courtyard is unbarred.

This large room contains many long tables with benches on either side of them. A stairway at the end of the hallway leads to an open, dark space above.

The mess hall is usually empty, but at mealtimes – morning, noon, and evening – the room will ring with the noisy shouts of the dining soldiers. The noise will be clearly audible to anyone approaching any of the doors to the mess hall.

7. SERGEANTS-AT-ARMS' QUARTERS

The door to the courtyard is barred.

This room holds two large tables, a desk, and a dozen chairs. It is unoccupied.

The sergeants who are off-duty are sleeping in room 8.

They will hear if the courtyard door is smashed open, however, and in two rounds they will enter, fully armed and armoured.

8. SERGEANTS-AT-ARMS' BARRACKS

Twelve wooden bunks with thin woollen mattresses are placed around the perimeter of this room. Each has a chest at its foot.

Four 3rd level fighters (AC 6; F3; hp 16 each; #AT 1; D 1-8; MV 90' (30'); ML 10) will be sleeping here, unless the door to room 7 is smashed. They will quickly don leather armour and carry shields and longswords into the fight, entering room 7 two rounds after they hear the door being smashed. Each of the chests is locked, and contains 10-40gp (1d4 x 10) worth of treasure in gold and silver coins.

9. ARMOURY

This low building is very solidly constructed, and has no windows. The door is made of iron, and is locked and double-barred.

Within this room are eight 1st level fighters (AC 6; F1; hp 5 each; #AT 1; D 1-6; MV 90' (30'); ML 8), one 3rd level fighter (AC 6; F3; hp 17; #AT 1; D 1-8; MV 90' (30'); ML 10), and one 5th level fighter (AC 4; F5; hp 28; #AT 1; D 1-8; MV 90' (30'); ML 12). Note that while an officer is alive, the other soldiers will not need to check morale.

The room contains several tables and benches as well as a desk that is strewn with papers. The latter are the records listing each person that has a weapon or item of armour checked out of the building. Neatly stacked on one of the tables next to a set of crude bone dice are 18gp, 58sp, and 40cp.

The doors leading to rooms 10 and 11 are made of metal, and are locked tightly. The keys to these doors are kept on a ring carried by the 5th level fighter on his belt.

10. WEAPON STORAGE ROOM

Many orderly racks of weapons are placed around the room, including swords, spears, bows, and arrows.

Although much of the rack space is empty, there are still: 31 crossbows, 800 quarrels, 35 quivers, 62 short swords, 11 normal swords, 33 pikes, and 80 spears stored in the room. None of the weapons is magical.

11. ARMOUR STORAGE ROOM

This large room is mostly empty, but several racks of what look like clothing are placed around the walls. In the centre of the room is a large pile of leather.

This room is used to store the garrison's armour. Hanging on a rack on the far wall are 12 suits of leather armour, and 3 coats of chain mail are near the door. Hanging against another wall are 21 shields, and the centre of the room is piled high with huge, bulky masses of leather. A closer examination of the leather will reveal it to be barding (horse armour).

12. UPPER FLOOR ENTRY ROOM

A rickety stairway climbs from the courtyard to a barred door leading to this room. The stairway from the mess hall enters through a hatch in the floor, which is currently open. A thick trapdoor is hinged so it can be closed quickly over this hatch, and three metal bars easily slipped through a set of brackets to hold the trapdoor shut.

Since the trapdoor is stronger than the stairs leading to it,

any attempts to smash it open from below will simply cause the stairway to collapse. The room is empty. Only the door to room 30 is locked.

13. OFFICERS' AND SPECIALISTS' MESS HALL

This room has four tables and several dozen benches in it. An open doorway at the far end leads to what is, apparently, a cooking area. Each of the tables is covered with a white cloth.

The doorway at the far end of the room does, indeed, lead to a kitchen containing two small ovens, cooking utensils, a small pantry with flour, fresh meat, ice, a keg of beer, and a chest with a silver set of dishes worth 400gp. The cloths over the tables are made of fine linen, and are worth 30gp each.

14. SERVANTS' QUARTERS

The door leads to a short hallway. Two doors are along the left-hand wall, and another door is at the far end.

The three rooms opening off this corridor are the homes of the 10 servants assigned to the officers and specialists. Each of the rooms contains enough plain wooden bunks for the occupants, and a plain table with two straight-backed chairs.

Four unmarried female servants occupy the first room, four unmarried men are in the second, and an older married couple live in the third. Their reactions to the party should be determined with the usual procedure for barracks servants (refer to the **Servant and Guard Encounters** in the first part of the Key to The Ducal Barracks).

Note on the Specialists' Quarters (Rooms 15-21)

Each of these rooms has one or two residents. They will be gone (working) during the day, but present at night. Unlike servants, they are loyal to the guards and will try to call an alarm if possible. Specialists are "0" level, with 4hp, unless otherwise mentioned.

15. HOUNDMASTER'S QUARTERS

This room is barren, except for a plain wooden desk and chair, and a simple bed.

16. LEATHERWORKER'S QUARTERS

This room contains a wooden bed, a simple desk, a chair, and a table. On the table are piled a number of pieces of leather, several of which have been sewn together to form the beginnings of a suit of leather armour.

17. BOATBUILDER'S QUARTERS

There is a desk, table, bed, and chair in this room. A skilfully crafted model of a longship is on the desk, and an oilskin cloak hangs on a peg. The room is otherwise empty.

The boatbuilder will not be found in this room, since he is staying at the waterfront until the completion of his current project.

18. BLACKSMITH'S QUARTERS

This room contains several broken swords on a desk, as well as the usual bunk.

The blacksmith specialises in weapons work, and plans to take the broken swords to his shop, just outside of the barracks, for repairs.

19. MAGIC-USER'S QUARTERS

In this room is a bed and a cluttered workbench. Some vials of oddly coloured liquids and many shallow dishes filled with a wide variety of unidentifiable substances are on the bench.

A 5th level Magic-User dwells here (AC 8; M5; hp 11; #AT 1; D 1-4; MV 120' (40'); ML 7). He carries a dagger upon his person, and his door is **wizard locked**. A small lab with many vials and packets of mysterious ingredients is at the far end of the room. The magic-user's spells are:

- 1st Level: read magic
magic missile
- 2nd Level: mirror image
wizard lock
- 3rd Level: invisibility

If he is in his room and someone attempts to smash the door, he will make himself invisible if he has enough time. He will then attempt to slip out of the door and warn the fighter and thief from rooms 20 and 21. The three will attempt to deal with the party without calling for further aid.

Among the vials in the magic-user's lab are a **potion of speed** and a **potion of giant strength**. The Enchanter wears a **ring of protection +1**. He has a sack with 179gp hidden under his bed.

20 WEAPONMASTER'S ROOM

This room is similar to the others on the hallway, containing a bed, desk, and chair. A burly fully-armed fighter is standing in the centre of the room. As the door opens, he whirls to face the intruders and draws a gleaming normal sword.

The resident of this room is fully armed and armoured, since he is preparing for a training session with one of the officers. He is a 12th level fighter (AC 1; F12; hp 60; #AT 1; D 4-11 (1d8+3); MV 60 (20'); ML 11) charged with the combat education of the Duke's garrison. He wears plate mail and carries a **shield +1**. His favourite weapon is his **normal sword +2**. His room is bare except for his weapons and armour, and he keeps his door barred.

21. THIEF'S ROOM

A bed, desk and chair are the only items of furniture in this room. A swarthy, dark-haired man with a long scar on one cheek leaps to his feet and faces the door as it opens. His hand goes to the hilt of a sword at his side, but he does not draw it immediately.

The resident of this room is a 10th level thief (AC 5 (-2 dexterity adjustment); T10; hp 21; #AT 1; D 2-7 (1d6+1); MV 90' (30'); ML 9; AL C) who serves the Duke as a spy. He is Draco's partner in the plot to overthrow the Duke. He will join the fighter and magic-user in fighting the party if one of them asks him. If surprised in his room, he will attempt to talk his way out of the situation. He bears a **short sword +1** and wears **elven boots**. He has a locked strongbox with 210gp, 180ep, and a 500gp ruby in it hidden under his bed. The lock contains a poison needle trap, and the key is on a thong around his neck.

Note on the Officers' Quarters (Rooms 22-28)

Since the duty times of these men vary, regardless of time of day, only the rooms that mention a person will be occupied. The residents of the others will be on duty or sleeping elsewhere, as many of these higher ranking soldiers keep quarters in town. The walls of this building are thick, so the officers will not have heard

any commotion below them or in the specialists' quarters. If one of the officers is attacked in his quarters, he will sound an alarm that will bring the other two fighters in the area to his aid. The doors to all of the rooms in this section will be locked, and the keys will be with the respective residents.

22. OFFICER'S ROOM

There is a table, a chair, and a bed in this room. A blanket on the bed is pulled over a figure that appears to be a sleeping person. A nearly empty wine bottle sits on the table, and a strongbox rests at the foot of the bed.

A 5th level fighter (AC 9[4]; F5; hp 25; #AT 1; D 1-8; MV 120' (60'); ML 11) is sleeping in this room. The statistics in brackets represent his status in chain mail armour, which he will don if given 2 rounds of warning. The strongbox at the foot of his bed is locked, and contains an extra suit of chain mail, a sack with 230gp and 390sp in it, and a woollen cloak.

23. EMPTY OFFICER'S ROOM

This room is bare, except for a blanket over a wooden bed, a table, and a chair.

24. DOUBLE ROOM

Two unmade beds, a table with two chairs, and a desk are the furnishings in this room.

Under each of the beds is a locked footlocker. The first contains a cloak, leather tunic, and a small sack of jewels (25 gems worth 100gp each). The second locker holds a cloak, a suit of chain mail armour, a mace, and a false bottom (locate as a secret door). Beneath the false bottom is a leather bag containing 2,500gp.

25. CAPTAIN'S ROOM

This room contains a desk and chair, a bed with several blankets on it, and a large chest. A tall man is seated at the desk, who quickly rises to his feet as the door opens. It will be seen that he has been working on a carving of a longship, and as a matter of fact, a pile of wood shavings coats the top of the desk.

This captain is a 6th level fighter (AC 9 (2); F2; hp 30; #AT 1; D 2-9; MV 120' (60'), ML 11). His door is locked and barred, and if given 2 rounds, the captain will put on his armour, changing his statistics to those in brackets. The chest is against the wall opposite the door, and is locked. The key to the chest is hidden behind the captain's belt, and the chest contains a woollen cloak, a suit of **leather armour +5**, and a small wooden box containing 200gp and a 2,000gp diamond. He fights with a **normal sword +1**.

26. CAPTAIN'S ROOM

A neatly-made bed, desk, small chest, table, and chairs occupy this room. Several papers are on the desk.

Most of the papers are requisition forms for various supplies. If the players look closely, they will see:

- 500 suits of armour,
- 500 short swords,
- 150 crossbows,
- 3,000 quarrels,
- 200 shields,
- thousands of gallons of milk and cheese, and
- tons of meat and flour

have all been ordered for the Ducal Guard. The bottom sheet on the pile is an order, signed by Draco Stormsailor, authorizing the drafting of 600 men-at-arms from the city's population. The chest is locked, and contains a suit of plate mail armour, a normal sword, an **Elven Cloak**, and a shield. The cloak will appear normal unless a detect magic spell is used.

27. COMMANDER'S ROOM

A carefully made bed, a desk, a table and chair are the furnishings of this room. A sturdy-looking warrior in plate mail armour is seated at the table sharpening a sword.

The warrior is a 7th level fighter (AC 0; F7; hp 40; #AT 1; D 3-10; MV 60' (20'); ML 12). He is preparing for a practice session with the fighting instructor in room 20. A rack holding 6 fine daggers is on the desk. None of them is magical, but jewelled hilts, golden blades, and exquisite craftsmanship make them worth 3,000gp in total. A small chest is hidden under the bed and contains 2 cloaks, a suit of **leather armour +5**, a **short sword +2**, and a small sack holding 200pp and 10 rubies worth 500gp each. The fighter wears **plate mail +2**.

28. HIGH COMMANDER'S ROOM

This room is bare except for a neatly made bed, a desk, and a chair.

An unlocked and empty chest is under the bed. This is the room of the 9th level fighter who is Draco's chief lieutenant and fellow conspirator. He usually stays at the room of his mistress in the town, and rarely uses this room.

29. PRACTICE ROOM

This is a large empty room. Many nicks and gouges have been carved into the walls.

This chamber is used by the officers for weapons practice. Because they use the room frequently, sounds of combat in the officer's quarters will not seem unusual to the soldiers below.

30. DRACO'S RECEPTION CHAMBER

This sparsely furnished room contains only a table, four chairs, and two benches. A tapestry depicting a longship riding out a stormy sea hangs on the outside wall.

This is the entry room to Draco Stormsailor's quarters. Both the door from room 12 and the door into room 31 are locked.

31. PRIVATE DINING ROOM

A long table with 14 ornate, straight-backed chairs occupy the centre of the room. Six soft armchairs are in the corners, a buffet with a collection of fine silver and crystal tableware stands against one wall, and a long trophy case is opposite it.

The silver is worth 800gp and the crystal 1,000gp, but the latter is extremely fragile and would be difficult to transport. The trophy case contains prizes that Draco has seized, usually by force, from the far corners of the world. Among them are five bottles of fine wine worth 200gp per piece, four paintings worth 500gp each, and two exquisitely crafted rugs, worth 500gp each.

32. DRACO'S SERVANTS' QUARTERS

The large room is a general kitchen and work area, with a large pantry tucked into an alcove. A large table, an oven, and a water pump are placed around the room.

The pantry contains fine meats, breads and cheeses. Three kegs of beer are also stored here, as well as a dozen bottles of wine, worth 20gp each. The beer is literally priceless in thirsty Rhoona, but a buyer may be difficult to locate, since tavern owners are afraid of the Ducal Guard. If the player characters want to try and sell the beer to a tavernkeeper, the DM should roll 1d6 to determine the latter's reaction. A roll of 1 or 2 indicates the tavernkeeper will buy the beer, 3 or 4 and they will do nothing, 5 or 6 and the tavernkeeper will alert the Ducal Guard.

The two small rooms at the back of these quarters are the chambers of the four servants, a married couple to each room. The servants will have retreated here when strangers enter the apartment, since they know that Draco is not at home. They will cower fearfully if approached, and will furnish no information unless very heavy handed or threatening steps are taken by the party. In any event, they do not know about the secret room beyond Draco's bedroom.

33. OFFICE AND LIBRARY

Two comfortable chairs, a desk with a simple wooden chair, and two bookshelves are the furnishings of this room. The desk is strewn with papers, and many books are on the shelves.

Examining the papers will reveal they are duplicates of those in room 26. The bookshelves contain several volumes on boatbuilding and sailing, as well as a dusty history of Rhoona and a much handled tome entitled "The Escapades of Draco Stormsailor: Scourge of the Seas!"

34. TROPHY ROOM

This unusual room has a lush layer of furs on the floor. White and black bearskins, dire wolf hides, and the skins of all of the great cats have been piled throughout the room. Along one wall, posed so as to almost appear real, is the skin and mounted head of a red dragon. Along the opposite wall are mounted the heads of wild boars, a giant, several dwarves, a displacer beast, owl bear, troll, unicorn, and woolly rhinoceros.

These trophies represent the remains of creatures Draco has slain throughout the world. Obviously the garrison commander takes a great deal of pleasure in killing things. The door at the far end of the room is locked.

35. DRACO'S BEDROOM

This large room contains a huge and richly quilted bed, a table with four chairs, a number of tapestries, and a wardrobe closet. On the table is a full bottle of wine and two crystal goblets. The tapestries illustrate battle and sailing scenes in great detail, and prominently feature the exploits of a tall, black-bearded warrior with a 'D' emblazoned on the front of his tunic.

The wardrobe closet contains a suit of plate mail, leather armour, and a dozen ornate robes. All of these are emblazoned with an elaborate 'D'.

36. SECRET TREASURE ROOM

The secret door to this room is further concealed by a tapestry. It is opened by pushing in on a knot in the pine board wall.

Three chests are stacked at one end of this narrow room, and a small writing table and chair are at the far end. A piece of parchment is on the table.

A letter written in an obscure code is on the table. Each of the chests is locked, and the keys are with Draco in the palace.

The first chest contains a paralyzing gas that will affect everyone in the treasure room for 2-12 hours, unless a thief successfully removes the trap. Inside the chest is an ornate helmet. It is a **Helm of Reading Languages and Magic**. If it is used to decipher the coded letter, the following may be read:

My dear Draco, future Duke of Rhoona,

The wheels are now in motion. The pronouncement of war against the dwarves will be forthcoming shortly. After which, the idiot Duke will only have a short time left to reign. I'm sure you will agree my curse is working admirably.

Be alert: the moment for you to move is drawing near!

Your faithful companion,
Xanathon

The second chest contains many coins: 1,000gp, 1,500sp, and 500pp.

The third chest holds gleaming gems 10x100gp, 2x75gp, 5x50gp, 8x25gp and 75x10gp.

SCENARIO 2: THE TEMPLE OF CHAOS

DM Note: Use **MAP C** for this scenario.

The beginning of the second phase of the adventure will depend greatly upon the group's behaviour following the search of the barracks. The DM must keep careful track of the passage of time, since the dwarven army is gathering while play is going on. The curse must be removed before that army arrives or Rhoona stands a very good chance of being sacked and burned.

The scenario as written here will assume the party of adventurers has returned to the inn where they started the game. If they go to a different inn, very little modification will be required. If they return to their rented rooms, they can hear the commotion in the street announcing the herald's arrival, and must go outside to hear the new decree. Eric of Forsett, still in his beggar disguise, might talk with them in the crowd after the decree has been made. If the group is relatively strong after the barracks adventure (ie. they still have most of their spells and hit points), they might wish to proceed directly to The Temple of Cretia. In this case, they could hear the decrees in the streets along the way, and there would be no need for Eric to contact them, since they will have already figured out their next objective is the temple.

Unless the group choose to proceed directly to the temple, 24 hours will pass following their search of the barracks before the next ducal decree is made. If this time requirement would place the announcement in the middle of the night, then substitute 36 hours for 24. In any event, the herald will soon walk the streets again, calling out the news of the Duke's latest inspiration. The announcement is as follows:

Be it known to all that His Majesty, Duke Stephan Rhoona, has declared the following to be official decree:

Whereas it is apparent to all but the most feeble-minded that the Sun is the most illustrious of heavenly bodies. And whereas, it is of utmost importance to maintain the goodwill of this most blazing orb of flame during the coming strife,

IT IS HEREBY DECREED that the burning of all combustible materials – wood, oil cloth, peat, etc. – is outlawed during the period of the sun's resting, lest we incur the jealous wrath of his most beautiful self. The hours include those times between the Sun's touching of the western horizon and his climbing once again into the heavens of the east.

Such is the word of the Duke of Rhoona.

The decree will be received by most of the populace with a sort of resigned indifference – as if they can no longer be surprised by the Duke's follies. As before, the herald will have a sturdy group of guardsmen with him, so none of the reactions will be blatantly hostile. A few of the more intelligent or thoughtful citizens might express grave misgivings as to the Duke's mental health, but these will be whispered quietly, and party members will not overhear such comments unless they are expressly eavesdropping.

Eric of Forsett, still disgusted, will approach the group following this announcement. He will mutter to them, "The curse of the cleric must be stemmed at its source," then he will slowly shuffle away from the party. If stopped by a character and asked for further information, he will simply say, "You cannot stop the rain with a bucket on the ground; you must go to the cloud that sheds it." He will ignore all further questions and walk away from the group. If pursued, he will not acknowledge any statements or queries.

As before, the cleric will again allow 24 hours to pass. If the group has not deciphered his advice in this time, he will again seek them out and sternly admonish them, "The High Priest of Cretia is an evil blight on our community. Seek him, and demand an accounting for the Duke!"

Eric has already approached the Duke and attempted to use a **remove curse** spell, but it was unsuccessful. He realises that the power of the god Cretia is involved, and only Xanathon holds the key to a return to sanity in Rhoona. He is unsure of Xanathon's motives, but he understands the very survival of Rhoona is at stake.

Key to The Temple of Cretia

Many people, both Ethangaran and Rhoonan, pass through the gateway into the community around the temple, so if the party acts calmly and passively, they will not be noticed. Once inside the Ethangaran sector, much activity will be visible at all times of day and night. Again, if the group moves quietly towards the temple, they will attract no attention. The Temple of Cretia is a massive stone structure, and only three doorways are visible on the front wall. All of these portals are made of sturdy wood, but only the one to the group's left (outside room 41) will be locked.

NOTE: A number of doors throughout The Temple will be locked. Unless a locked door leads to a person's quarters, Xanathon will be the only person in The Temple with the key. In the former case, of course, each person has the key to his own room.

37. HALLOWED HALL

The double doors lead into the main sanctuary of the worshippers of Cretia. Once past the 20' x 30' entrance corridor, the immense size of this room becomes apparent. Measuring approx. 70' wide and 110' long, the opulence of this room is striking.

In the middle of the west wall (directly opposite the doors you entered) is a raised dais of polished marble. In the centre of this dais is a golden statue of Cretia. The god is pictured with a scowling human face upon the torso of a gorilla, with four bear-like feet. Its eyes glitter with an evil aura, reflecting the light from torches mounted on the 16 columns that support the 20' high ceiling. These columns are also of polished marble and each is gilded at its top and base.

The floor is covered with a thick crimson carpet and frescoes of the Ethangar Steppes adorn the walls.

You notice a door either side of the dais and 3 doors either side of the entrance corridor behind you.

Upon close examination, the eyes of the statue will be recognised as two 20gp gems. The doors to rooms 38 (a. and b.) and 39 (a. to d.) are locked, and all of their residents are currently

in them. The doors to either side of the dais are unlocked.

38(A. & B.) FIGHTERS' QUARTERS

These two rooms are identical, so their description is the same.

This sparse room contains four wooden bunks, a table, and four chairs. Four young men wearing chain mail and carrying swords are seated at the table.

The men in these rooms are Warriors (AC 4; F2; hp 11; #AT 1; D 1-8; MV 60' (20'); ML 10, AL N). They have been charged with The Temple's security. They also carry shields which becomes evident when they get up from the table and prepare for melee. Their high morale is due to their religious fervour. If intruded upon, they will cry an alarm and all 8 fighters (from both rooms) and the 8 clerics (in rooms 39a. to 39d.) will arrive to do battle with the party. Each fighter has a small purse of 1-6gp on them.

39(A. TO D.) CLERICS' QUARTERS

These four rooms all have locked doors. As with the fighters' rooms, they are identical to each other.

The room contains two beds, two chairs, an ivory statue of Cretia, and a small table with several bottles of cheap and a pair of wine glasses.

Each room is the residence of a pair of Priests (AC 4; C3; hp 12; #AT 1; D 1-6; MV 60' (20'); ML 10; AL N). Each cleric has a **cure light wounds** spell and one other 1st level clerical spell. To determine which other spell is useable by each cleric, the DM should roll a d8 and compare the result to the spell list on page X11 of the D&D[®] Expert Rules. Note that some clerics may have two **cure light wounds** spells. In battle, the clerics will tend to fight with their heavy maces. None of the clerics has any monetary treasure.

40. GUESTS' DINING ROOM

A long table covered with a satin tablecloth occupies the centre of the room, and eight finely carved wooden chairs are placed around it. In one corner stands a cart on which sit an ornate crystal decanter and 8 glasses of the finest crystal.

In another corner is a low table with 5 bottles of excellent wine and 8 pewter goblets. A thick purple curtain drapes the room.

The satin tablecloth is worth 100gp. The crystal decanter and glasses are worth 300gp, but they are very fragile. The wine bottles and goblets are worth 650gp.

In the 10' space between the curtains and the wall await 10 berserkers (AC 7; HD 1+1; hp 6 each; #AT 1 (+2 on to hit rolls); D 1-8; MV 120' (40'); ML 12; AL N). They are rabid followers of Cretia, and will fight to the death any non-Ethangarans entering the room.

41. OFFERING STORAGE ROOM

The door to this room is locked.

This room contains many crates, bales, and kegs. They are all stacked neatly in the corners and along the walls.

This is the storage area that the clerics of Cretia use to store the offerings of the faithful. In the room are dozens of crates containing grain, bales of wool, bundles of cloth, and kegs of whale oil.

42. PRIVATE SANCTUARY

The door to this room is unlocked.

The door opens to reveal a 70' x 30' room with eight wooden benches either side of a central aisle, that leads to a raised dais against the far wall. An altar rests on the dais, and upon the altar stands a grinning statue of Cretia.

This room is not as opulent as the initial hall you encountered when you came through the double front doors of The Temple. There is no red carpet, no tall ceiling, and the statue before you is modestly carved from stone. The impression you form is that of a private sanctuary for use by the clergy and staff of The Temple.

Although the statue of Cretia is made of stone, closer inspection will reveal its eyes are precious gems worth 200gp each.

43. DINING HALL

This is a dining hall. You see four large tables, each with a crude bench either side. Tin platters and coloured glass mugs are displayed on a shelf. At the opposite end of the room there is a small room that appears to be a kitchen.

In the kitchen are several kettles, pots and pans, and a pantry stocked with loaves of bread, salted meat, lard, and some mouldy cheese.

44. ACOLYTES' CELLS

None of these doors is locked.

In the centre of this 20' wide by 60' long room there is a long rectangular table with 14 chairs around it. The room has no walls. Instead, there 14 heavy wooden doors, each inlaid with a small, slitted opening: 6 either side and 2 at the end of the room.

Behind each door is a 10' x 10' room containing a pallet of straw, a torch, and a cheap copper image of Cretia (worth 5gp). In each room, there will be an Acolyte (AC 9; C1; hp 3; #AT 1; D 1-4; MV 120' (40'); ML 5; AL N). They will offer token resistance to any attack. They will use a torch as a club, but each will remain within his cell instead of coming to the aid of others.

If there is any sound of comotion, the Acolyte in room **a**. will exit through the secret door and go to warn Xanathon. However, Xanathon will still await the party in his chambers (room 54).

45. EXERCISE ROOM

Four thick wooden columns support the ceiling of this large, open room. Close inspection of the columns shows many gashes and dents.

There is a closet in the corner of the room.

The marks on the columns have been inflicted during the weapons practice that often goes on in here. The closet contains several wooden benches and a small well. A bucket on a rope and simple winch hang over this well, and sweaty fighters and clerics come here to douse themselves after working out. The water drawn from the well is seawater from the fjord and is undrinkable.

46. CRYSTAL ROOM

This oddly-shaped room has a door 20' directly opposite the one which was entered. Two large areas to the left and right are not visible because of the small room that the second door seems to enter. The room is fairly austere with stone walls and floors. Light emanates from two large torches mounted in the centre of the north and south walls. Thirty feet directly to the left and right of the entrance stand crystalline statues of Cretia.

The four statues in this room are Crystal Living Statues (AC 4; HD 3; hp 15 each; #AT 2; D 1-6/1-6; MV 90' (30'); Save F3; ML 11; AL L). They have been commanded to attack anyone who enters the room unescorted by Dervill the Treacherous (the Wizard in room 46b). Once the entire party has entered the room, all four will attack.

The door to Dervill's chamber (46b) is unlocked. On the sound of the Living Statues attacking the PCs, ie. one round after melee has commenced, Dervill will fling open the door and enter the fray casting spells at the party while his statues manoeuvre to prevent the party from reaching him. If hard pressed, Dervill will retreat to his chamber, shut the door and cast his **hold portal** upon it. He will then **teleport** to Xanathon's chamber (room 54).

Dervill (AC 7; M9; hp 23; #AT 1; D 1-4; MV 120' (40'); ML 9, AL C) wears a **ring of protection +2** and is armed with a dagger. His spells are:

- 1st Level: detect magic
magic missile
hold portal
- 2nd Level: detect invisibility
ESP
web
- 3rd Level: haste
protection from normal missiles
dispel magic
- 4th Level: wizard eye
polymorph other
- 5th Level: teleport

His favourite offensive spell is **polymorph other**, with the recipient becoming a toad, salamander, or other lonesome crawling thing. He will also cast **haste** upon the statues, or attempt to use his **web** and **magic missile** spells against the party. In his chamber is a simple pallet upon which he sleeps, a table covered with scrawled notes which, if deciphered, prove to be lists of spell components (buzzard beaks, lizard gizzards, etc.), and a cluttered workbench. Five vials are off to one side of the bench. These contain: **poison**, and potions of **gaseous form**, **healing**, **heroism**, and **polymorph self**. The other materials, dishes, and jars contain nothing of value to the players.

47. SUPPLY ROOM

This door is unlocked.

This room is crowded with rows of crates and boxes on shelves that span the floor to the ceiling. It appears to be a storage or supply room.

The boxes contain grain, flour, dried beans, salted meat, cheese, lard, tools (hammers, nails, saws, prybars), torches, rope, and several small statues of Cretia.

48. SEA ROOM

This room has an ornately tiled floor, plush wall tapestries depicting seascapes, and four slender stone columns that surround a 10' wide by 20' long, oval shaped pool of still water.

The water is seawater, and lurking below its surface is a Lesser Sea Serpent (AC 5; HD 6; hp 28; MV 150' (50')); #AT 1 bite or squeeze; D 2-12; Save F3; ML 8; AL N). It has been imprisoned in an undersea cave and has not been fed. It is extremely hungry and will lunge up and out of the water to try and bite anyone who comes within 20' of the edge of the pool, viz. the first person through the door.

49. WET GOODS STORAGE

The door to this room is locked.

This appears to be another storage room. There are 20 kegs stacked neatly against the walls.

Fifteen of the kegs contain wine from the Ethangar Khanate and the Emirate of Ylaruam. Of these, two contain very fine wine and are valued at 500gp each. The remaining 13 are worth 75gp each. The other 5 kegs contain beer, and have been stored here despite the Duke's Decree to the contrary. They are for local guests whom Xanathon occasionally entertains.

50. LIBRARY AND ARCHIVE

The two doors to this room are locked.

This is a library. There are floor to ceiling bookshelves wrapping around 3 walls. There are 3 tables in the room; each with 4 chairs.

The books include many volumes on the history of different Khans of Ethangar and their bloody conquests. There are also books about the Kingdoms of Vestland and Ostland, as well as volumes covering the Jarldom of Soderfjord. If the PCs spend time studying the books about the Ethangar Khans, they will experience a chill down their spine as they learn the Khan's history of repeated conquest of other lands. This new learning will cause the PCs to question if the presence of the Ethangarans and The Temple of Cretia in Rhoona is foreboding a coming invasion.

The secret door in the west wall will only be discovered if all of the books are removed from the shelves which hide it. There is a 1 in 10 chance that a character will think to do this (1 in 5 for a thief, 1 in 6 for a dwarf). The secret door may be opened by simply lifting the empty shelves to flatten them against the wall.

51. HIGH PRIEST'S ENTRY CHAMBER

The door to this room is locked.

This is a very well furnished room. There are warm and rich floor coverings, tapestries adorning the walls, and an elegant table with two finely crafted chairs. On top of the table there is an unopened bottle of fine wine and two gold goblets.

The goblets are worth 100gp each. There is nothing else of value in the room.

52. XANATHON'S DINING ROOM

This room is richly furnished. There is a long dining table in the centre of the room surrounded by 10 chairs. The table and chairs are of gleaming dark wood, and have been skillfully crafted. A crystal chandelier hangs over the table. Several paintings hang on the walls depicting waves of grass below awesome mountain peaks. An exquisitely detailed tapestry hangs on the wall by the kitchen, picturing masses of Ethangaran riders storming through the army of some foe.

The chandelier is worth 1,000gp. The paintings are worth 500gp, 300gp, and 200gp, respectively. The tapestry is worth 500gp.

53. KITCHEN

This is a clean and well-furnished cooking area. Several wooden counters, brick ovens, and a closed pantry are visible.

The kitchen is used by the Acolytes who prepare Xanathon's elaborate meals. The china and silverware stored here are worth 300gp and 500gp, respectively. In addition to the usual dry goods (breads, flours, and grains), the pantry boasts the luxury of an icebox. Stored here, among the slowly melting blocks of ice, are slabs of fresh meat, fish fillets, and four bottles of excellent wine (worth 75gp each).

54. XANATHON'S CHAMBER

This is a luxurious room. There is a large bed against the east wall underneath a large colourful map of Ethangar and Vestland. In the centre of the room is a table with two chairs. Standing next to the table is a man dressed in a black robe. He is tall, gaunt, and bald. In his hand is a black mace. Behind him stands Dervill the Treacherous.

In the west wall is a large glass window that looks outside. The drop from the window to the ground outside is only approx. 5'.

The bald man looks at you, laughs, and then snarls, "Poor miserable fools!" as he slowly advances with his mace.

The bald man is Xanathon (AC 9; C14; hp 39; MV 120' (40'); #AT 1; D 3-8, ML 12, AL C). His spells are:

- 1st Level: cure light wounds
detect good
detect magic
light
resist cold
cause fear
- 2nd Level: find traps
hold person
resist fire
snake charm
silence 15' radius
- 3rd Level: continual light
growth of animals
locate object
curse
striking
- 4th Level: cure serious wounds
create water
neutralise poison
protection from evil 10' radius
sticks to snakes
- 5th Level: commune
dispel evil
remove quest
finger of death

As mentioned previously, Xanathon enjoys a particularly effective kind of protection thanks to Cretia. His life force has been removed from his body and stored in a brilliant diamond, hidden away in the Shrine of Cretia (see Scenario 3). As a result, he is immune to all mind-influencing spells (sleep, charm, etc.) as well as all types of damage. Thus, all weapons and damaging spells (fireballs, lightning bolts, etc.) will have no effect on him. The only way to cause him to become vulnerable is to bring the diamond containing his *esprit de corps* to within 10' of his physical body.

Of course, the PCs will know none of this. As they enter the room, they will see Xanathon standing near the table and Dervill standing behind him. The map on the east wall depicts the

trade route over the mountains from Ethangar to Vestland. There is a red blot at the crest of the pass separating the two countries. Close inspection reveals the blot is in the shape of the face of Cretia. Just below the map is a picture of a cave mouth in the side of a high peak.

Xanathon delights in physical combat and, since he cannot be harmed, he will close immediately to fight with his **mace +2**. The only spell he will use is **striking**, which he will cast upon his mace causing it to do 4-14 (2d6+2) points of damage with each successful hit. He will wade into the midst of the group, laughing like a maniac, and single out one victim. He will belabour the unfortunate character until they are dead. He will then choose another victim. Any attacks on himself he will ignore, and weapons that score hits will puncture his skin, but no blood will flow, and the wounds will close as soon as the weapon is withdrawn. This should be clear evidence to the PCs that their efforts are futile.

Dervill will cower in the north east corner of the room during the melee, and will use any spells that he has left to defend himself. Xanathon will ignore him, even if Dervill is being killed.

As the characters realise their weapons are having no effect, Xanathon will pause, laugh, and gloat, "I said you were fools! Now you know that I spoke the truth. You cannot wound me, for my life does not reside in this body. Rather... now here's a puzzle for you... it is deep in the earth and high in the sky at the same time!" He will then continue his attack.

At this point, any sensible group of PCs will look to escape. The window in the west wall is a likely route as it can be broken easily. The characters can drop safely to the ground outside The Temple, and Xanathon will not pursue them.

However, if they choose to retreat through The Temple, Xanathon will pursue them mercilessly all the way to the outside doors. He will not follow them outside of The Temple.

The door to room 55 is constructed from the same stone as the rest of the temple walls, and can be found as a normal secret door. However, the group should not find it during this scenario. In any event, it is doubtful the melee with Xanathon will provide a character with the opportunity of locating it. A description of room 55 is included here because the PCs may use it during Scenario 4: Duel with The High Priest.

55. XANATHON'S WORKSHOP

This room is cluttered with many strange and mysterious objects. A large statue of Cretia occupies the centre, and it has a large emerald for each eye. A rack holding many small vials of white powder is on top of a central pedestal. There is an L-shaped table in the south east corner with many scrolls of parchment spread upon it. In the opposite corner, there is a much larger L-shaped workbench that spans two walls.

Fifteen of the vials on the rack contain nothing but worthless chalk dust. However, two of them contain a magical powder which will remove the Curse of Xanathon when thrown in the eyes of an afflicted person.

The workbench is littered with various worthless materials that Xanathon has used in creating potions and spells. There are no potions currently in the room.

Most of the scrolls on the south east table are covered with Xanathon's personal notes and are meaningless to anyone but him. However, three of them contain the following clerical spells:

- Scroll 1: cure light wounds x 2
cure serious wounds x 2
- Scroll 2: cure disease
locate object
- Scroll 3: commune
raise dead

A brass-bound locked chest is under the table. It is trapped with 6 spring-fired darts, some of which (roll 1d6 to determine how many) will strike a person picking the lock for 1-4 points of damage. Inside the chest are 380pp, 700gp, 1,000ep, and **wand of trap detection** with 8 charges left.

SCENARIO 3: JOURNEY TO THE SHRINE

DM Note: Use **MAP D** for this scenario.

The players may well be puzzled regarding where to proceed from The Temple of Cretia. The DM should allow them to debate among themselves for a time, since the clues have all been furnished in Xanathon's chamber. Of course, a few reminders of exactly what they saw there, and exactly what Xanathon said, may help them to determine that they must seek out the Shrine of Cretia, at the top of the mountain pass between Vestland and the Ethangar Khanate.

As the group passes from the Ethangaran sector back into the rest of the town, they will notice the people that they meet seem to be very tense. They may even overhear some folks worrying out loud about when the dwarven army will be arriving. Other concerns that might be expressed (within earshot of the party) include the Duke's state of mind, and the fact that Draco is rumoured to be spending all of his time at the Duke's side. No one is enthusiastic about the idea of Draco taking over the government if the Duke should die without an heir. The party may also overhear some rumours, either in the street or at a tavern or inn. One of these suggests that a massive dwarven army is even now camped just over the hills south of Rhoona (false). Another rumour is that the Duke is about to make another decree (true).

Eric of Forsett will be waiting at the inn where he originally met the group, if they wish to seek him out. He knows of the Shrine of Cretia and can give a rough description of how to find it. Since it lies along the only route from Vestland to Ethangar, it is not difficult to follow the trail to the shrine. Once at the summit of the pass, about five days' travel from Rhoona, the players will have to locate the exact entrance to the shrine.

If the characters spend a full day in town after their expedition in the temple, they will hear the latest ducal decree. If not, they will have to learn of it from rumours upon their return from the shrine. In any event, with his usual escort the town herald will once again walk the streets, announcing the following:

Be it known to all that His Majesty, Duke Stephen Rhoona, has declared the following to be official decree.

WHEREAS the riders of Rhoona must be capable of great and heroic deeds in the imminent war. And whereas the condition of their steeds is of utmost importance to the success of the cavalry.

IT IS HEREBY DECREED that all meat items in the town – beef, sheep, and fish – shall be declared horse feed. Any human found to be consuming said meat or feeding other than said meat to his steed, shall know the wrath of the Duke.

Such is the word of the Duke of Rhoona

The Journey to The Shrine

This trip will take five days of travel time. There is no chance of the group becoming lost if they follow the caravan trail, since many herds of horses and sheep have been brought along the route. The trail is a wide and muddy track.

The journey will begin with the group being ferried across the fjord west of Rhoona. Any number of fishing boats will provide this service, for a cost of 2-12gp for the entire party. Once across, the trail begins to climb the ridge west of the fjord. After two hours of climbing, the group will reach the top, and from there they will

follow the wide, gentle ridge crest to the west for two days. After this time, the caravan trail will veer from the ridge into a valley leading to the northwest. It follows this valley, climbing gently, for two more days. The fifth and final day of the journey will be spent climbing the steep approach to the pass.

The first four days of travel will be through thick evergreen forests, where the group may walk three abreast. The final day will be spent on an open and rocky slope. The trail on this last day is steep and treacherous, with many switchbacks, where the party must move in single file. It is important to keep these specific terrain factors in mind if wandering monsters are encountered. The DM should check for these once each day and each night by rolling 1d6. A result of 6 indicates an encounter. Roll another d6 to determine which of these delightful travelling companions is encountered:

Die Roll	Wandering Monster
1 Hill Giant	AC 4; HD 8; hp 38; MV 120' (40'); #AT 1; D 2-16; Save F8; ML 8; AL C
2 Trolls (2)	AC 4; HD 6+3; hp 30; MV 120' (40'); #AT 3; D 1-6/1-6/1-10; Save F6; ML 10; AL C; Regenerates at 3hp per round after the first 3 rounds.
3 Ogres (3)	AC 5; HD 4+1; hp 18; MV 90' (30'); #AT 1; D 1-10; Save F4; ML 10; AL C; 850gp in sack.
4 Panthers (2)	AC 4; HD 4; hp 19; MV 210' (70'); #AT 3; D 1-4/1-4/1-8; Save F2; ML 8; AL N
5 Grizzly Bear	AC 6; HD 5; hp 25; MV 120' (40'); #AT 3; D 1-4/1-4/1-8; Save F2; ML 8; AL N
6 Rock Baboons (8)	AC 6; HD 2; hp 10; MV 120' (40'); #AT 2; D 1-6/1-3; Save F2; ML 8; AL N

The summit of the pass will provide the characters with a magnificent vista. The plains of the Ethangar Khanate are visible, nearly 50 miles away to the north. Southward, the mighty peaks of Rockhome thrust into the sky. A narrow, jagged, and rocky ridge extends to the east and west of the pass, while the caravan track follows the valley down the far side. Two treacherous trails, perched on a knife edge of broken rock, follow the ridges to the west and east. Travelling along either of these trails must be done in single file.

If the players follow the caravan track northward, they will have no more wandering monster encounters as they hike to the Khanate, which will take them three days. Hopefully, they will realize that this is the wrong route before then. The trails to the east and west each run for one hour of travel time before ending in a cave mouth.

EAST CAVE

This is a yawning black hole in the side of a towering mountain. The cave is 50' wide, 20' tall, and extends into the rock for 150'. At the far end, perched atop a pile of glittering coins, is a chimera (AC 4; HD 9; hp 48; MV 120' (40'); #AT 2 claws/3 heads + breath; D 1-3/1-3/2-8/2-8/3-12 + 3-18 from fire; Save F9; ML 9; AL C). One of the chimera's heads will always be awake, so it cannot be surprised. At the sight of intruders, it will roar belligerently. If the party retreats, the monster will not pursue them. If the characters halt or continue to advance, however, it will charge. It has a 50% chance of using its breath weapon.

The chimera rests upon a pile containing 6,000gp,

15,000sp, and four beautiful pieces of jewellery worth 1,500gp each. Also buried among the coins is a **sword +2** with the ability to **charm person** three times per week. The cave ends in the lair of the chimera. If the party has followed the trail to this cave on the same day that they climbed the pass (ie. immediately after reaching the summit), it will be too dark for them to return along the ridgetop. They must wait until the following morning to investigate the west trail.

Key to The Shrine of Cretia

You follow the trail westward, and as you round one of the many bends in the track, you see a cave mouth in the side of a thin, sharp peak approx. 300' feet away. As you approach it, a monster soars towards you from a ledge approx. 100' above the cave mouth. It has two large leathery wings, the body of a lion, and the face of a human. It has a tail ridged with spikes, which it uses to attack you!

The flying monster is a Manticore (AC 4; HD 6+1; hp 29; MV 120' (40') (Flying 180' (60'))); #AT 2 claws/1 bite or tail spikes; D 1-4/1-4/2-8 or 1-6 per spike; Save F6; ML 9; AL C). It will make four passes over the group, shooting all of its tail spikes. It will then land between the characters and the cave mouth to melee.

Once the group has disposed of the Manticore, they will be able to approach and enter the cave.

The entrance to the case is 20' wide and 10' high. Thirty feet from the entrance, it narrows to a 10' square corridor that is obviously man-made.

The party may now enter The Shrine of Cretia!

56. ENTRY CHAMBER

You emerge from the passageway into a large circular chamber. The chamber is some 50' in diameter and has a large domed ceiling. You can see 4 passageways leading into the room: one from each of the north, east, south and west. In the centre of the room stands a tall, grotesque statue of Cretia, with two greenish gems in its eye sockets. The entire floor is covered with a 12" layer of thick green grass which bends and straightens in rhythmic fashion as if a gentle breeze is blowing over it – although you cannot hear or feel such a breeze.

Each of the gems in the statue's eye sockets is worth 150gp. The thick green grass is there to remind Enthangan visitors of the waving plains of their homeland. The wind effect is just a magical illusion.

57 (A. AND B.) GRAIN STORAGE

This is clearly a granary. The walls of this room are lined with huge bins filled with grain, that take up most of the floor space. There is nothing else of interest here.

58. WINE STORAGE

The door to this room is locked. The key is held by one of the clerics in room 60a.

This appears to be a wine cellar. All four walls of this room have racks from floor to ceiling, containing neatly arranged wine casks. You count 50 casks and estimate the value of each cask to be 50gp. There is nothing else in this room.

59. STILL ROOM

The door to this room is locked. The key is held by one of the clerics in room 60a.

Before the door is opened, there is a 66% chance the

player characters will notice the strong odour coming from the room.

The room has a very strong odour of decayed organic matter. There are two huge tightly-lidded vats in the centre of the room, and several large tubs on the floor. Closing inspection of the tub contents reveals squashed grapes, being the source of the strong odour. There is a workbench along the west wall, which is cluttered with piles of herbs and numerous large empty bottles.

The room is a distillery for the fermentation of grapes into wine. If the workbench is inspected, the player characters will find 4 small bottles filled with the same blue-coloured liquid, partially hidden behind the large bottles. Each is a **potion of healing**.

60 (A. AND B.) CLERICS' QUARTERS

This room is simply furnished, having only two beds and a table with two chairs. There is a small, seemingly worthless statue of Cretia on the table. The only other visible objects in the room are the two humans in plate mail charging at you with upraised maces, and yelling in a bloodthirsty manner!

One of the clerics in the room had a dream the night before about an impending battle within the Shrine. Consequently, they have been armoured, armed, and expecting intruders for some time. Each Cleric (AC 2; C5; hp 20; MV 60' (20')); #AT 1; D 1-6; ML 19; AL C) has the following spells:

- 1st Level: cause light wounds
 cause fear
- 2nd Level: blight
 hold person

One of the clerics in room 60a also carries a ring of keys (to the locked doors of rooms 58 and 59) and a **mace +1 vs. lawful, -1 vs. chaotic**.

Under the mattress of one of the beds in room 60a is a scroll of **speak with animals**.

61. PORTCULLIS TRAP

Opening the false door at the end of the corridor will trigger this trap.

The door opens easily, but all you see is the stone wall behind it. As you wonder what has happened, you hear a resounding "clang" behind you, and you turn around to see a portcullis crashing to the floor thereby sealing you in.

Any character located underneath the portcullis when it falls, will suffer 2-12 hit points of damage and be pinned to the ground until it is lifted, UNLESS they roll their Dexterity score or lower on a d20. If they are successful, then there is a 50% chance they avoided the portcullis but ended up inside the trapped space.

The portcullis can be lifted with a combined strength of 44 or more, but only 3 people may attempt this from any one side of the portcullis.

Alternatively, if any character on the non-trapped side of the portcullis finds and enters the secret door in the north wall, they will enter into the small 10' x 10' winching room and raise the portcullis using the winching mechanism. This is a pulley system, so a combined strength of 9 is all that is needed to raise the portcullis and free the trapped player characters. However, it will take 5 rounds to raise the portcullis with enough space for characters to crawl underneath it, and 15 rounds to raise it fully.

Finally, characters may escape using magic, eg. **knock**, **dimension door**, **telekinesis**, etc.

If the clerics in room 60b have not been encountered at the time the trap is sprung, they will hear the commotion and come through the secret doors, armed and ready.

62 (A., B., AND C.) FIGHTERS' QUARTERS

In these three rooms reside the small garrison of fighters that live in the Shrine. Every one of them is armoured, armed, and ready for battle as they have been warned by the cleric in room 60a about his dream.

62A

As you open the door, you are attacked by 6 men dressed in chain mail with shields, and brandishing normal swords.

The men are 1st level Fighters (AC 4; F1; hp 4; MV 60' (20'); #AT 1; D 1-8; ML 8; AL C). They will shout and call for help while the melee is occurring. The fighters in the other two rooms (b. and c.) will come to their aid some 3 rounds later.

There is little of value in this room. It contains only 6 beds, a table with 6 chairs, and a crude set of bone dice on the table along with 21gp, 24ep, and 56sp.

62B

If this room is the first of the three to be opened by the PCs, then the description is the same as room 62A. Note that the 6 fighters in this room are level 2 (AC 4, F2, hp 8; MV 60' (20'); #AT 1; D 1-8; ML 8; AL C).

However, if melee has occurred in either 62A or 62C, then the occupants of this room 62B may have joined that melee so that this room is empty apart from the furnishings:

This room is empty apart from 6 beds, and a table with 6 chairs. On the table is a set of playing cards along with 18gp, and 28sp.

62C

If this room is the first of the three to be opened by the PCs:

The door opens into a room with 3 beds, a table, and 3 comfortable chairs. Three armoured and armed men charge at you with their swords.

The men are 4th level fighters (AC 2 (or 1); F4; hp 20; MV 60' (20'); #AT 1; D 1-8; ML 11, AL C). They wear plate mail and carry shields. One of them has a **shield +1**. On the table are dice and coins totalling 100gp. Hidden beneath one of the mattresses is a pouch containing 5 x 100gp gems.

However, if melee has occurred in either 62A or 62B, then the occupants of this room 62C may have joined that melee so that this room is empty apart from the furnishings:

This room is empty apart from 3 beds, a table and 3 comfortable chairs. On the table is a set of dice along with 100gp.

63. EMPTY ROOM

This room is completely empty.

64. ILLUSION TRAP

This circular room is similar to the previous one you first encountered. There is a tall statue of Cretia in the centre of the room with fist-sized green gems for eyes. However, there is no field of grass. Instead, a 30' diameter rug surrounds the statue. The rug appears to be made of silk, and it has been woven with a mosaic pattern in reds, golds, and black. A 10' ring of stone circles the outer wall.

Both the rug and statue are illusions. They conceal a gaping pit that drops 30' to a prison cell in the second level (room 74). Any character falling into the pit takes 3d6 points of damage. The illusion was created by the god Cretia, so no saving throw is allowed (it always fools). However, the first touch will dispel the illusion. Any PC prodding the rug with a weapon (staff, sword, spear, etc) will reveal the trap for what it is.

65. CORRIDOR OF ETERNAL RETURNS

The purpose of this corridor is to prevent the novice player from discovering the entrance to the second level. Its function is to cause a character who enters the corridor to return the way they came, without them knowing.

As soon as a PC or group comes around the corner at 65a heading south, they are immediately teleported to the corner at 65b heading north. They will have no knowledge of this and will believe they are still moving southward, approaching a right angle to the east.

In order to reach the entrance to the second level, the group must reverse their direction somewhere in the corridor between **65b** and **65a**. Then they must proceed around the corner at **65b** and walk down the stairs to the second level.

It is quite likely the party will not discover the effect the first time through the level and will proceed merrily out of the corridor, convinced they are mapping a new area of the first level. As things seem to become familiar, the DM is advised to let the group figure out what has happened through inference rather than direct statements. For example, the DM shouldn't say "this is the wine storage room again". Instead, they should simply describe it and let the group draw their own conclusions. The DM should only give broad clues if the group becomes frustrated or bored.

Note that since the system has been rigged with a teleport spell by the god Cretia, there is no saving throw.

66. HALL OF STATUES

This room is lined along two walls with 10' tall statues of Ethangaran warriors. The head of each statue reaches the ceiling, and they serve as support columns. The statues are plain, unadorned granite.

67. DEN OF ZOMBIES

Twenty raised stone platforms line the sides of this room, with ten to each side. Upon each platform is a decaying corpse. Despite their state of decay, the corpses are only mildly aromatic.

These corpses have been placed here by Xanathon with the help of Cretia. If any creature enters the room, they become Zombies (AC 8; HD 2; hp 9; MV 120' (40'); #AT 1; D 1-8; Save F1; ML 12; AL C) and attack the party.

68. CAVES OF THE CARRION CRAWLERS

As you enter the passage you quickly realise it is different from what you have seen so far. Unlike the smooth stone wall of previous chambers and passages, the walls here are roughly hewn, and water trickles down them. The air is heavy with water vapour.

This network of four caves (a. to d.) is home to 3 Carrion Crawlers (AC 7; HD 3+1; hp 14 each; MV 120' (40'); #AT 8 tentacles; D paralysis; Save F2; ML 9; AL N).

Caves 68a and 68b are empty except for human and dwarf skeletons – previous victims of the Carrion Crawlers. One Carrion Crawler is in cave 68c, and two are in cave 68d. They will sense living creatures as soon as the party draws even with rooms 68b and 68d, and will immediately rush forward to attack.

69. LARGE CAVE

This large cavern has moisture dripping down its walls which collects in shallow pools on the ground. There is nothing in here.

This area is unremarkable except for the alcove at 69a. In this alcove is a well with an axle, rope and bucket suspended above it. The bucket can be lowered to the water which is 20' below the ground. The water is clean, clear, and drinkable.

70. MUMMY'S TOMB

A large stone blocks access to this room. The door is stuck, and due to its weight, it opens with a -1 penalty to normal "open door" rolls. Upon opening this 'door':

This cavern is very large. Unlike others, its walls are dry and there is a thick (1") coating of dust on its floor. At the far western end, there is a large block of stone about the size of an altar, resting on a raised dais.

The block of stone is the tomb of a Mummy (AC 3; HD 5+1*; MV 60' (20'); #AT 1 touch; D 1-12 + disease; Save F5; ML 12; AL C). Mummies are undead. On seeing a Mummy, each character must save vs. Paralysis or be paralyzed with fear until the Mummy attacks someone or goes out of sight.

The Mummy will sense a disturbance if the door to the cave is opened, and it will slowly wake from its sleep. Two rounds after the door has been forced, it will push the top off its tomb and sit up. One round later, it will climb out of its tomb and begin to approach the intruders.

The inside of the tomb is lined with gold and jewels. There are 40 gems worth 100gp each set into the sides inside the tomb. On its base, the Mummy was resting upon a "bed" of 5,000gp. Buried beneath the gold is a **Wand of Fireballs** with 6 charges left.

71. ALTAR OF CRETIA

This large, irregularly-shaped room has three statues in it: one in each of the alcoves at the southern end. The statue in the middle bears the hideous likeness of Cretia, while those to the sides are smaller, and bear horns, claws, and wings.

The two small statues are Gargoyles (AC 5; HD 4; hp 17; MV 90' (30'); #AT 2 claws/1 bite/1 horn; D 1-3/1-3/1-6/1-4; Save F8; ML 11; AL C). The Gargoyles will wait until the party has advanced well into the room before breaking their stance and attacking. If the party does not enter the room, the Gargoyles will wait until the party has passed the entrance and then pursue them and attack.

72. HALL OF THE STONE COLUMNS

This room is much like the room at the foot of the stairway descending from the Shrine's first level (room 66). It is lined with 10' tall statues of warriors, which serve as columns to support the ceiling.

73A & 73B. OGRE DENS

These two rooms are prison cells for 6 ogres who have been captured by the Ethangarans. Each room has a stout wooden door, barred on the outside. At present, 1 ogre is in room 73a, with the remaining 5 in room 73b.

A short hallway leads to a small, square room. A couple of shabby wooden benches are visible, along with a pallet of straw on the floor. Suddenly, a bellow of rage is heard!

The Ogres (AC 5; HD 4+11; hp 19 each; MV 90' (30'); #AT 1; D 1-10; Save F4; ML 10; AL C) will attack using furniture legs as wooden clubs. They will fight savagely if either of the doors is opened, for they desperately want to escape this place. They have no treasure.

74. PRISON CELL

This room has a metal door in each wall. Each door is not only locked, but held with two metal bars on the outside.

This large, square room has a metal door set into the middle of each side. A circular hole about 30' in diameter leads upwards from the middle of the ceiling into the darkness above. The ceiling is 15' above the floor.

The overhang around the trap (see room 64) is such that a thief will not be able to climb the walls and escape. In fact, unless characters can fly or levitate, escape is virtually impossible without aid.

75. LAIR OF THE HYPNOSNAKE

As the party advances around a corner to the right, a snake-like horror slithers into the hall immediately before them. Its eyes seem to whirl in a hypnotic pattern and the PCs in the front rank can feel themselves getting dizzy.

The alcove off this corridor is the lair of the Hypnosnake (AC 6; HD 8*; hp 43; MV 90' (30'); #AT 1 bite or gaze + 1 tail; D 1-8 or sleep + 1-10; Save M5; ML 9; AL C). See **New Monster** for further details.

This giant reptile will slither forwards as soon as it becomes aware of movement in the corridor. It will enter the corridor at the same time as the party draws even with the entrance to its alcove.

The Hypnosnake will immediately stare into the eyes of the nearest character, causing him or her to save vs. Paralysis or fall asleep. If the party attacks, the Hypnosnake will curl its tail around to slash while it attempts to make eye contact with another player. It will continue to attack with tail and gaze until killed or the party flees, unless the characters attempt to fight it without looking at it. In this case, it will use its bite and tail in combat.

If the characters flee, leaving any of their number asleep on the floor, the Hypnosnake will immediately begin to devour one of the sleeping individuals. This will take six rounds, and the snake will do 1-6 points of damage per round. Once swallowed, the unfortunate character will continue to take 1-6 points of damage per round until dead. After 6 hours, the body will be digested and unrecoverable.

The Hypnosnake has a very efficient digestive system, and manages to consume virtually everything that it swallows. Several of its previous victims were very well-armed and carrying much wealth and many magic items, but because of the highly corrosive acids inside the snake, even the gold and jewels have been consumed. One item has escaped the snake's maw, however, and has rolled into the south end of the alcove where it lies in the shadows. It is a **Mace +2, +4 vs. Undead**.

76. HAUNTED CHAMBER

The door to this chamber is stuck.

As the door is forced, the party is immediately assailed by a terrible wailing, as if a thousand souls are crying in eternal torment.

Characters must save vs. Death Ray, or they will be struck with fear and refuse to enter the room for 4 turns. If at least one member of the party makes their saving throw, that person will eventually be able to persuade the party to advance. If all

characters fail their saving throws, then two hours must pass before they may try again. The wailing is otherwise quite harmless.

77. WIGHT'S CHAMBER

As the door is opened, a hideous figure lurches out of the darkness. It seems to be surrounded by an aura of icy cold as it reaches forward with a claw-like hand.

This Wight (AC 5; HD 3*; hp 15; MV 90' (30'); AT 1; D drain 1 level; Save F3; M12; AL C) will lurk behind the door when it is alerted by the wailing in room 76. It will attack as soon as the door to its room is opened, fighting until destroyed or turned.

78. SPECTRE'S VAULT

This chamber is lit with a pulsating, eerie light that seems to be coming from a giant gem. The gem is on a chain looped over a huge throne made of stone. Seated in this throne is a shadow image of pure evil. It rises with menacing slowness...

This creature is a Spectre (AC 2; HD 6*; hp 27; MV 150' (50'); #AT 1 touch; D 1-8 + drain 2 levels; Save F6; ML 11; AL C). Suddenly, it will hurl itself at the party to do battle. It will fight until it is destroyed.

The Spectre's vault is filled with riches. Many coins lie along the sides of the chamber, and several leather items and bottles are also visible. The treasure consists of 600pp, 4,500gp, 13,000sp, gems worth 1,500gp, a **Bag of Holding**, a pair of **Elven Boots**, a **Ring of Spell Turning** with 3 charges left, and potions of **Speed** and **Flying**.

Draped on a thin golden chain over the throne is a huge diamond that seems to pulsate with an evil light. If a character stares at the jewel for several rounds, he will begin to feel vaguely dizzy and confused. This effect disappears when the person no longer looks at the gem, but it may prove rather frightening. However, the effect is harmless. The gem contains Xanathon's "essence". It is indestructible in its present form, but if the diamond is taken back to Rhoona and brought near to the High Priest of Cretia, it will render Xanathon mortal!

RETURN TO RHOONA

The return trip to Rhoona is simply a repeat of the five day trek to The Shrine. Wandering monster checks can be made in the same fashion. However, if the group has been sorely damaged by the expedition to The Shrine, the DM may wish to forego any encounters on this leg of the journey. If some encounters are desired, the list at the beginning of Scenario 3 may be used. In case many of those monsters have been killed, several more wandering monsters are included here to be substituted as the DM wishes:

Die Roll	Wandering Monster
1 Owl Bears (2)	AC 5; HD 5; hp 24; MV 120' (40'); #AT 2 claws/1 bite; D 1-8 each; Save F3; ML 9; AL C
2 Dire Wolves (3)	AC 6; HD 4+1; hp 19; MV 150' (50'); #AT 1; D 2-8; Save F2; ML 8; AL N
3 Giant Weasels (2)	AC 7; HD 4+4; hp 22; MV 150' (50'); #AT 1 bite + blood drain; D 2-8; Save F3; ML 8; AL N

SCENARIO 4: DUEL WITH THE HIGH PRIEST

The objective of this scenario is to obtain the curse's antidote from Xanathon. Obviously, the fact that the party has captured his "life force" in the form of the diamond will have to be communicated to him, and then a meeting between the High Priest and the party will have to take place. The group may make another foray into the Temple of Cretia for this meeting, or they may attempt to arrange a meeting with Xanathon at an outside location.

As the party returns to Rhoona, they will find the community in an uproar. Only the DM knows exactly how long it will be before the dwarven army arrives, but the population fears that it will be soon. The Duke has not been heard from since the decree announcing that horses must eat meat, and Draco has not been seen for quite a while either. These two facts are common knowledge in the town, but obviously, the characters will have to inquire of someone to learn of occurrences (or lack thereof) while they were away.

Most of the few horses in the town will be looking very weak, as a result of having no digestible food. It must be assumed that those horses that look healthy have been fed grain on the sly. The characters may recall seeing orders for a mustering of a large militia, but they do not know that Draco has cancelled this directive. He is planning to step into the Duke's shoes when the dwarven attack becomes imminent, negotiate a peace, and thus become a hero.

As usual, Eric of Forsett may be found in the tavern where the adventure began. He will react with obvious relief if he sees the party has returned safely from The Shrine of Cretia. He does not know the specific workings of the spell that keeps Xanathon's life force stored in the indestructible diamond, but he has some theories that he will discuss with the group.

He will suspect that Xanathon's invulnerability depends upon the jewel being kept far away from his person. His advice will be to use the jewel as a bargaining agent to get Xanathon to revoke the curse. He will urge that Xanathon be prevented from regaining possession of the jewel. Remember that Cretia and Forsetta are in direct opposition of alignment, and Eric would like to see the Temple of Cretia destroyed. Eric will also caution the group that Xanathon is not to be trusted.

If the party elects to meet Xanathon outside of the temple, they must select a location and communicate this to the High Priest. A written message delivered to a cleric or fighter in the temple will be certain to reach Xanathon. If the message is given to any other Ethangaran, a fee of 10-40gp will be asked, and the message has a 50% chance of being delivered. Xanathon will only respond if he is convinced the party has the diamond. He may be convinced if a slightly detailed account of where the gem was found is included in the note.

Assuming that Xanathon realises the group does possess his life force, he will show up for the meeting alone. He will bring two vials with him in a small sack: one containing worthless chalk dust, the other an identical white powder being the antidote to his curse. First, he will attempt to bargain with the chalk dust, trying to exchange it for the jewel. If the group is shrewd enough to use **Detect Magic** or **Commune**, this ruse will be detected easily. Only if the first attempt fails will he offer the genuine antidote.

If the diamond is dangled from its chain within 10' of Xanathon, it will tend to pull toward him. Whenever the gem is close to him, Xanathon can be wounded. At the first successful hit upon the cleric, no damage will be done, but the light will blink out of the diamond and the stone becomes a mere 6,000gp gem. Now, Xanathon may be struck and damaged like any other human, and if melee begins, he will fight with every spell available to him as well as his **Mace +2**.

If the group decides to seek Xanathon in his temple, they will find a few changes have been made. Any clerics and the magic-user that might have been killed by the party will not have been replaced, but rooms 38a, 38b, and 39a-d will all have regarrisoned with four 1st level fighters per room (AC 4; F1; hp 5 each; MV 60' (20'); #AT 1; D 1-9; ML 9; AL C). Whichever secret door the party used to gain access to Xanathon's Chamber, will have been bricked and mortared shut.

As in an outside meeting, if the group attempts to negotiate with Xanathon for the antidote, he will offer worthless chalk dust first, and only come across with the true antidote if he sees no other way to regain his jewel. If it is all possible, he will endeavour to prevent the group from seeing the secret door to room 55, which he will have to use to get the antidote. He will try to accomplish this by holding the meeting in the dining room.

Because of his vulnerability when the jewel is near him, Xanathon will attempt to negotiate his way out of this confrontation, and will only fight if absolutely necessary. If he somehow escapes the party's wrath after the exchange has been made, he will dispatch twelve 1st level fighters within the hour to carry the jewel back to Ethangar. As soon as the diamond is safely out of the city, he will attempt to find the party and slay them all. If this battle should take place, he will use spells and weapons as ruthlessly as possible.

SCENARIO 5: TO THE RESCUE!

Assuming the PCs have survived the adventure thus far, and successfully completed their objectives in the first four scenarios, they have merely to find the Duke and throw the powder in his eyes to free him from the curse. The logical place to do this is the Ducal Palace.

DM Note: It is not necessary for all the powder to be thrown in the Duke's eyes to remove the curse. Therefore, if the players elect to sprinkle the powder over the Duke (or some similar action), the curse would be removed even if only a little of the antidote got into his eyes.

Key to the Ducal Palace

DM Note: Use **MAP E** for this scenario.

This huge stone structure is surrounded by an unfinished stone wall that is 20' high. Eight squat towers 30' high have been completed, but they are unguarded. A huge pool with a line of eight fountains down the centre dominates the south side of the palace, and a look at it will explain why the Duke ordered taxes to be paid in beer. Each fountain spouts a stream of the foaming brew! A wide porch is indented into the front of the place. The whole place appears deserted.

79. PORCH

This wide area is shaded by the overhang of the second floor, which is supported by ten massive columns. The doors to the entry room are a pair of huge wooden slabs that are carved with a skilfully wrought image of the Rhoonan crest: a longship with its sail spread widely and running before a stiff breeze.

The doors to the palace are locked, but not barred. At either side of the porch is a secret door leading to a guardroom. Although the party has seen no one on the palace grounds, the guards will have been watching their approach through narrow slits in the stone wall, and have prepared an ambush. When all of the PCs are on the porch, or if any one character tries to open the front doors, both of these secret doors will fly open and the guards will leap to the attack.

From room 82 come six 1st level guards (AC 6; F1; hp 5

each; MV 90' (30'); #AT 1; D 1-8; ML 10; AL N) and two 3rd level sergeant-at-arms (AC 6; F3; hp 16; MV 90' (30'); #AT 1; D 1-8; ML 10; AL N). Three of the 1st level guards are armed with crossbows as well as short swords, and move off the porch to shoot at the party.

From room 87 come four 1st level guards, two 3rd level sergeant-at-arms, and a 5th level officer (AC 4; F5; hp 28; MV 90' (30'); #AT 1; D 1-8; ML 12; AL N). Three of these 1st level guards are also armed with crossbows, and will move down to get clear shots at the party. The rest of the fighters will attempt to melee with their long and short swords. None of the fighters carries any treasure.

80. DUCAL ENTRY ROOM

This huge room is bare except for eight stone columns and dozens of tapestries portraying seafaring scenes. All of the walls, except for the front door and the two side doorways, are covered by these hangings. Many different situations (battles, clear sailing, stormy weather, etc.) are depicted.

The tapestries are quite valuable, but of course, no lawful character would consider stealing from the legally appointed Duke.

81. BALLROOM

This large area has a ceiling that extends upward for 30' instead of the usual 15'. The columns here are the same finely crafted but simple supports that were found on the porch, and in the entry room. A curtained alcove extends slightly over the floor of the ballroom from the second floor.

The alcove is the area in which musicians play during the elegant balls that the Duke used to hold. The ballroom is currently empty.

82. GUARD ROOM

This simple room is bare except for some plain wooden benches along the walls. A ladder leads to a trapdoor in the ceiling.

Since several iron bars have been used to bolt the trapdoor from above, it will be virtually impossible to break open from below. The trapdoor is made of thick wooden planks, banded with iron, and may only be destroyed by a **Disintegrate** spell.

83. STORAGE ROOM

This chamber is stacked high with long wooden tables and expensive straight-backed chairs.

There are 20 tables and 200 chairs in the room. This is the furniture used in the ballroom for the Duke's formal dinner parties.

84. KITCHEN

This huge cooking area contains many ovens, several large tables, some cupboards, a large pantry, and several chests.

The chests are locked, and hold 100 place settings of fine china and silver as well as ornate serving dishes. The value of these items totals 5,000gp. The cupboards hold all manner of pots, pans, and utensils. In the pantry are many loaves of reasonably fresh bread, cheese, bins of grain and butter, and an icebox containing fresh beef, mutton, and fish.

85. HALLWAY

This wide passageway has two closed doors, and a wide staircase which leads to the second floor. A suit of plate mail and a pair of crossed swords hang to either side of one of the doors.

The plate mail and swords are non-magical. Both of the doors are unlocked.

86(A-H). SERVANTS' QUARTERS

This long hallway has seven doors on the southern wall, and one on the north wall. At the far end, it turns to the right.

The eight rooms in this area are the quarters for the palace servants. Rooms a to d are occupied by married couples. Room e is the quarters of the butler and chief servant, a bachelor. Rooms f and g are the quarters of the unmarried male and female servants, respectively. Room h is the dining area for all of the servants, and has a tiny cooking area attached.

As they will be certain to notice combat on the front porch, all of the servants will have taken refuge in room 86h if such a fight has occurred. Four of the young men have armed themselves with kitchen knives and pitchforks, but will only fight if it appears the intruders are planning to slaughter the servants (there are 16 of them in a room). The young men will fight at 0 level (AC9; hp 4; D 1-4). Their morale will be 12 if they are fighting for their lives.

If the servants are approached in a friendly manner, they will be willing to answer questions. As a group, they are very loyal to the Duke, but none of them will have seen him in over a month. Since they universally hate Draco Stormsailor, and suspect him of treachery, they will not hesitate to inform on him.

They will know that Draco and at least one of his henchmen are upstairs with the Duke. All food and drink that is sent to the Duke has been given to Draco to pass on to him. However, none of the servants can confirm that the Duke is alive. They do hear some strange noises coming from his quarters at odd times, but these noises are more like animal sounds than human.

The servants' bedrooms are simply furnished, and contain beds, plain wooden chairs, and unlocked chests with a few ragged garments in them. Rooms a-e have one bed, room f has two, and room g has four.

87. GUARD ROOM

This room is much like the other guard room (room 82). It contains only some simple wooden benches and the door to the corridor.

The secret trapdoor to the porch may be opened by pushing outward on it. However, it is a one-way door, and cannot be used to gain access to the palace from the outside.

88. SITTING ROOM

This room is decorated with several tapestries showing rustic farm and hill scenes. Four stone columns support the ceiling, and eight soft chairs and a couch are set in the corners of the room. Three low tables are also in here: one next to each of the sitting areas. A thick carpet covers the floor.

The door leading to the museum (room 89) is locked, as is the door to the training room (room 90).

89. DUCAL MUSEUM

In this elegant chamber, three neat rows of slender columns dominate the centre. Along the walls are a series of glass-topped trophy cases displaying treasures and unique items from around the world.

The glass cases are divided into 12 separate areas. Each of these is trapped with poison gas that will be released if the glass is broken or the lock is picked without the proper key.

If a thief rolls successfully to "find traps", he or she will learn that the trap exists, but will still be unable to remove it, since it is inside the case. If the poison gas is released, all characters within 10' of the case must save vs. Poison or die. Characters between 10' and 20' away must also save, but will get a bonus of 4 added to their saving throws. The gas will diffuse in 2-12 rounds.

The cases contain a number of different items, and are of excellent quality. Candlesticks of gold and platinum, rugs, goblets, tapestries, jewelled daggers, unusual farming and seafaring tools, weird bottles, and rare coins are attractively displayed. The total worth of the objects is 30,000gp, but of course, lawful characters will not disturb this treasure. If a neutral thief should happen to lag behind, breaking the cases when the rest of the party has left, the poison gas might make him regret his greed...

90. TRAINING ROOM

Within this room is a collection of whips, straps, and chains. All are neatly stacked on two wall racks.

The Duke used these tools in his hobby of displacer beast training, but there is no clue in the room to suggest they are not torture devices. The secret door will be discovered on the usual roll. Neither the regular door nor the secret one into room 91 is locked.

91. DISPLACER BEAST CAGE

This room is divided into a small and large area by a series of iron bars. In the large area are two giant panther-like creatures that advance toward you, snarling. A pair of long tentacles grows from the shoulders of each creature.

The door through which the PCs entered this room is the Duke's idea of a practical joke. Anyone who passes through it will find themselves in the cage with two Displacer Beasts (AC 4; HD 6; MV 150' (50'); #AT 2 tentacles; D 2-8/2-8; Save F6; ML 8; AL N).

The monsters are hungry and angry, and they will attack any creature they can reach. If the PCs go through the secret door and say close to the wall, the displacer beasts will not be able to reach them. The door to the cage is held with a simple latch, that anyone who wishes to open may do so.

92. UPPER HALLWAY

This wide hallway gives access to most of the second floor. Four slender columns stand at the corners of the opening of the stairway from the first floor.

93. DUCAL LIBRARY

Several tables and chairs are placed about this room, and the walls are lined with bookshelves. A soft carpet is on the floor, and the atmosphere is one of luxury mixed with homely comfort.

The library contains more books than could be found throughout the rest of Rhoona. The Duke's family has collected the precious volumes from all over the world, although unlike Draco Stormsailor, the Dukes of Rhoona paid in coin for the items they brought back from their expeditions.

The Duke used to enjoy reading, and he would often spend hours in here. The books on the shelves include: histories and geographies of the lands throughout the southeast portion of the continent; manuals describing the techniques of all the crafts practiced in Rhoona and the Kingdom of Vestland; studies of all the

different races; and many other volumes, that at one time or another caught the fancy of the Duke.

94. PRACTICE ROOM

This is a large, nearly-empty room. Four unadorned stone columns support the ceiling, and these show signs of chipping and hacking.

The room was used by the Duke and his officers for weapons and hand-to-hand combat practice. It has not been used for several months, and a thin coat of dust is on the floor.

95. DUCAL WEAPONS ROOM

A rack at one end of this room holds six rather battered swords, two hand axes, and four dented shields. At the opposite end of the room is a locked, glass-topped case similar to those in the museum.

The rack holds the weapons that were used for practice by the Duke and his guests. The display case is trapped with enough poison gas to fill the entire room. If the trap is sprung, all characters present must save vs. Poison or die. Even if a thief picks the lock, the gas will be released, since only the proper key will open the case safely. The key is currently stuffed into the Duke's bed mattress. The gas will linger in the room for 2-12 rounds.

In the display case are the ancestral weapons and armour of the Duke or Rhoona. A glistening silver suit of **Plate Mail +2**, and a **Shield +2** which bears the Rhoonan crest are stretched across a thick cushion of velvet. Laid across this potent protection is the ducal **Sword +3**. This magic weapon is known as "Justifier", and has the special purpose of defeating chaos. A successful hit with the sword upon a Chaotic opponent will paralyze that opponent unless the victim saves vs. Spells. Furthermore, in the hands of a creature of chaotic alignment, the sword functions as a cursed sword -3.

Although the DM will have reminded the PCs that lawful characters would never steal from their leader, the temptation of some of these powerful items may prove irresistible for some players. Any lawful character who steals from the Duke should have their alignment changed to Chaotic immediately.

96. LADIES' WITHDRAWING ROOM

In this small room there are several pleasantly soft chairs and small tables. Two tapestries depicting peaceful woodland scenes decorate the walls. An elegant crystal chandelier hangs from the centre of the ceiling.

This is the room where the Duchess entertains female guests, while the Duke attends to matters of state. A thin layer of dust will be visible if the room is scrutinised, since it hasn't been used for a few months.

97. DRESSING ROOM

This room contains a large wall-mirror, a delicate vanity table set against the wall, and a small dainty chair. A long wardrobe rack formerly held dozens of elegant evening gowns, but it has been tipped over and the gowns now lie on the floor in unkempt heaps.

98. BATHING ROOM

This chamber has a tiled floor, and a huge ceramic tub at one end. Several racks line the walls, and some of these have thick towels hanging from them.

99. MISTRESS' BOUDIOR

This room is lavishly decorated. Several snow-white bearskin rugs are placed about the floor, and a huge feathery soft bed is against the south wall. The covers of the bed are messy, and one of the quilts has been dragged across the floor. A small writing table, a straight-backed chair, and two low armchairs are the only other items of furniture in the room.

This was formerly the bedroom of Lady Merete Hollowan, the Duke's consort. The lady met a rather unpleasant fate at the hands of Draco Stormsailor after the curse was placed upon the Duke. She is now residing at the bottom of the fjord. If the quilt on the floor is examined carefully, bloodstains will be visible on the bottom.

The secret door leading to the Duke's bedroom can be discovered with the usual roll. A hidden catch at the edge of the door needs to be pushed in order to release it. If released, the door swings open silently to allow access to the ducal chamber.

100. MINSTRELS' QUARTERS

This chamber contains only four beds, four straight chairs, and six music stands.

This room used to be the practice and sleeping area for the four musicians the Duke kept in the Palace. As with Lady Merete, their presence was no longer desired after the Duke was cursed. They may also be found at the bottom of the fjord. All of the minstrels' belongings have been removed, although a smashed lute lies under one of the beds.

101. MINSTRELS' GALLERY

This curtained room projects slightly over the ballroom below. Four straight-backed chairs and four music stands are the only things to be seen in here now.

102. PRIVATE DINING ROOM

Three gorgeous crystal chandeliers hang from the ceiling in this room. A beautiful dark wood table, polished to a mirror-like shine, occupies the centre of the room, and twelve chairs are placed around it. Four stone columns, one near each corner, support the ceiling.

The Duke used this room to entertain small groups of intimate friends at informal dinner parties. The door to room 103 is locked.

103. DUCAL SITTING ROOM

This comfortably furnished room is the height of royal luxury. A dozen soft chairs are placed around the room, and a small gaming table with four chairs is in the middle. A plush carpet covers the floor, and three chandeliers hang from the ceiling. An ornate tapestry hangs across one wall of the room, depicting an earlier Duke of Rhoona's victory over a tribe of hill giants many years ago. The bards still sing of that Duke's victory.

Behind the tapestry is a secret door leading to the ducal treasure room. If the tapestry is moved, the door must still be discovered with the usual rolls to detect a secret door. If the tapestry is not moved, there is no chance of finding the door. The door may be opened by rotating the middle chandelier clockwise through three full revolutions. The door is a solid stone slab, and was engineered by the most skilled dwarven stonemasons available, so it cannot be smashed open.

104. DUCAL TREASURY

This secret room contains five large chests, each secured with a sturdy lock.

The contents of the chests are the proceeds of the taxes and plunder that the Dukes of Rhoona have acquired throughout the past century. Fortunately, Draco does not know of its existence, or little value would remain here. As it now stands, the treasure chests will prove a temptation to a lawful character's alignment.

All of the chests are locked, but none is trapped. The contents of the chests have been neatly organised, with one treasure type per chest:

- Chest 1: 19,080gp
- Chest 2: 22,350sp
- Chest 3: 14,610pp
- Chest 4: 21,850ep
- Chest 5: 1,000 gems worth a total of 60,000gp

105. DUCAL DRESSING ROOM

As you approach the door, it is bashed open from the other side. Before any of you can react, a huge bull-like figure of a man charges into the room bellowing a battle cry. His black beard is parted by a wicked slash of a mouth, and an evil gleam is in his eyes. As he charges the party with upraised sword, a scarlet "D" can be seen emblazoned on his chain mail.

Draco and his two henchmen have been planning an ambush ever since the guards informed them that the party was approaching the Palace. The attack on the porch was simply a delaying action.

These are the statistics for Draco and his henchmen:

Draco (AC 2; F14; hp 75; MV 60' (20'); #AT 1; D 4-11; ML 12; AL C; Chain Mail, **Shield +2**, **Sword +1**, Strength bonus +2).

Captain (AC 0; F9; hp 50; MV 60' (20'); #AT 1; D 3-18; ML 12; AL C; **Plate Mail +2**, Shield, Sword, Strength bonus +2).

Lieutenant (AC 2; F6; hp 30; MV 60' (20'); #AT 1; D 2-9; ML 12; AL C; Plate Mail, Shield, **Sword +1**).

Draco has drilled a small hole in the door, and he will be spying on the group in the Sitting Room. When he sees someone approach the door, he will fling it open and attack. A roll of 1 or 2 on a d6 indicates the party is surprised, and Draco automatically gets the first attack. Draco will carry himself forward with the momentum of his charge, allowing his two companions to enter room 103 right behind him. The two will take up defensive positions on their leader's flank.

All three of them realize they must win this battle or their plot will be destroyed. They will fight to the death.

The dressing room is a plainly finished room with a pair of closets and a small chair in it. The closets are filled with various ducal robes and garments, and the chair was used by His Excellency the Duke when his servants were tying his shoes. The secret door to room 106 has been left slightly ajar, and may be noticed on a +1 chance.

106. PALACE BARRACKS

This room has a dozen simple wooden bunks and several benches on it. A leather cloak and a pair of boots lie on the floor, but nothing of any real value is here.

This room was the sleeping chamber for the guards that

were assigned duty in the palace.

107. DUCAL BOUDOIR

This large room is messy and dirty. The door to the bathing room stands open, but the tub looks as if it has not been used for some time. A bare writing table is against the wall and an overturned chair is next to it. The bed is against the south wall. A bedraggled figure is visible on the huge bed. He is not confined in any way, but will pull the blankets up around his chin and watch the group's approach with wide, staring eyes. As the characters near the bed, he will begin to growl and bark like a dog.

The man is Stephen, Duke of Rhoona. His formerly robust appearance has gone, and he is now thin and pale. His hair shoots away from his head in all directions, and his eyes are bloodshot. A trickle of drool runs into his tangled beard. The Duke will cower in bed, making no move to flee or defend himself as the characters approach. The antidote for the cure will work as soon as it is thrown in his eyes, but any other use of the powder will have no effect. When the Duke is cured, he will have full memories of all of his actions while he was cursed. His bearing will grow proud again, and he will ask for a few minutes to clean up before talking to the party.

If the characters leave the room, the Duke will take 3 turns to wash, brush his hair and beard, and dress according to his rank. When he emerges, no sign of his unpleasant ordeal will be visible. He will ask for details of the party's adventure, and after learning of the events that have transpired, he will offer each loyal character a 6,000gp reward as "an adequate token" of his gratitude.

Depending on how many days have passed since the expulsion of the dwarves, he will quickly prepare to ride to Rockhome and attempt to turn back the approaching army with an honest apology and explanation, sweetened with an offer of gold to make amends for the inconveniences suffered by the dwarves. Since the dwarves are not exceptionally interested in the destruction and plunder of their former ally, they will grudgingly accept the Duke's offer.

Draco's head will be placed on display before the Ducal Barracks, and the story of the curse will be spread rapidly throughout the town. When the Duke returns from pacifying the dwarves, he will throw an elaborate banquet for the characters.

After the banquet, life will begin to return to normal in Rhoona. Within a week, the breweries will have produced enough beer for it to become available in the taverns again. The price will be doubled for two or three weeks until the supplies can be rebuilt. It will be understandable if the characters wish to spend some time celebrating, and indeed, they will be accorded the status of heroes for a time.

Adventurers being what they are, the life of social gatherings and parties will soon become tedious. Once more, the breeze will whisper of far-off, exotic lands... of evil that must be defeated... and treasure that cries out to be found...

FURTHER ADVENTURING IN RHOONA

If the group decides to stay in Rhoona, a number of things can occur in the town or nearby countryside, that will provide activity and challenges for the adventurers. The map of the town may be used further, but of course, places (shops and taverns) that have been marked should remain in their original locations. In this way, if the characters desire, they can get to know the town very well.

These suggestions and other adventures will require some DM preparation. Each of these scenarios could be expanded to fill an entire evening of playing time, or could be used as short, one or two encounter adventures that would be playable in an hour.

A. THE BAND OF MASTER THIEVES

This is a group of five or six high level thieves who operate out of a shack in the Old Town. They will attempt to steal anything on which they can lay their hands. If they hear rumours of the rich rewards given to the characters who saved the Duke from the evil curse, their curiosity will be aroused.

They will locate the group, and attempt to create some kind of diversion while several of the thieves rob the party of everything they can carry away. Most of the residents of the Old Town fear this group, so information regarding its lair and hangouts will be difficult (expensive) to obtain. It is rumoured that a network of tunnels and rooms extends through the ground underneath the thieves' shack.

B. THE SLAVERS' WAREHOUSE

The disappearance of a number of children and young adults from Rhoona will cause worry and dismay among the population. The party must figure out that they are being kidnapped by a band of slavers. The youths are smuggled aboard ships in the middle of the night, and taken to the barbaric reaches of the far corners of the world.

The slavers' headquarters is a warehouse on the waterfront. Mundane items such as lumber and tools are stored there, but a secret room serves as the prison until the next slave ship sails. A sturdy band of high level fighters, with magic-user, thief, and clerics to support them, is behind this wicked scheme.

C. RAIDING THE RED DRAGON

An old and evil fire-breathing dragon finds a comfortable cave in which to lair. The problem: the cave overlooks the fjord between Rhoona and Norrvik, and the dragon enjoys plundering cargoes and burning boats. If the characters are especially courageous, they may wish to plan an expedition against this fierce lizard, motivated by the pile of treasure that it is bound to have accumulated.

The expedition could include a wilderness adventure as the group battles various wandering monsters on the way to the dragon's lair. If any characters are fortunate enough to survive this jaunt, it may be assumed they will return wealthier than before!

Numerous situations could be created with Rhoona as a base of operations: hill giant, ogre, or troll bands could begin to harass the outlying farms; plots in the town against the legal authority of the Duke, etc. If the DM wishes to allow it, the characters may even purchase a boat or ship in Rhoona and launch some exploring expeditions of their own.

As with any other D&D® game situation, the only boundaries are the limits of your imagination!

NEW MONSTER

HYPNOSNAKE

Armour Class:	4	No. Appearing:	1
Hit Dice:	8*	Save As:	M5
Move:	90' (30')	Morale:	9
Attacks:	1 bite or gaze + tail	Treasure Type:	D
Damage:	1-8 or sleep + 1-10	Alignment:	Chaotic

The Hypnosnake is a semi-intelligent reptile that attempts to hypnotize its prey before devouring it. This hideous serpent is a red and green striped reptile that may grow up to 20' in length. Its eyes are a whirling blend of all the colour of the rainbow.

To hypnotize its prey, the Hypnosnake stares into the eyes of a potential victim while swaying in a rhythmical fashion. The victim must save vs. Paralysis, or instantly fall asleep. The next round, the Hypnosnake may seek out another victim and attempt to hypnotize again.

A character who is surprised by the Hypnosnake automatically meets its gaze. Characters who are in hand-to-hand combat with it will meet its gaze, unless they state that they are looking away. In the latter case, the character attacks at -4 and the hypnosnake at +2 on all "to hit" rolls. If the Hypnosnake watches itself in a mirror for a full round, it must make a save vs. Paralysis or fall asleep.

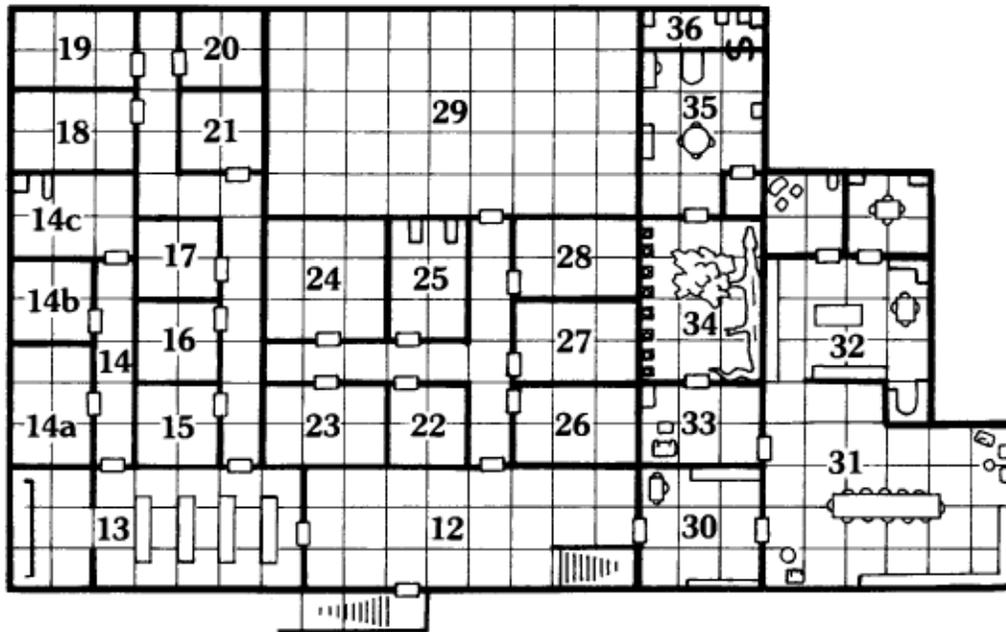
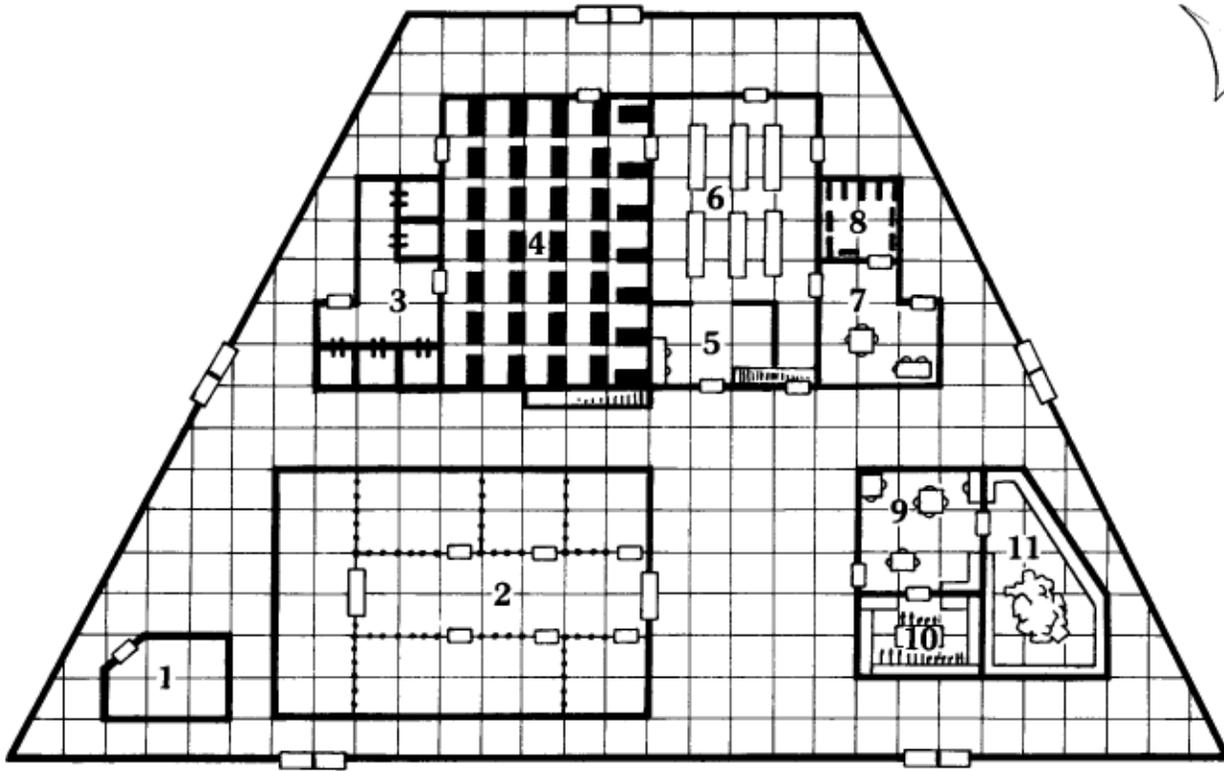
The Hypnosnake can also lash out with its barbed tail for 1-10 points of damage, or bite for 1-8. If it chooses to bite, it cannot attempt to hypnotize that same round.

DUCAL BARRACKS

MAP B

1 square = 20 feet

N

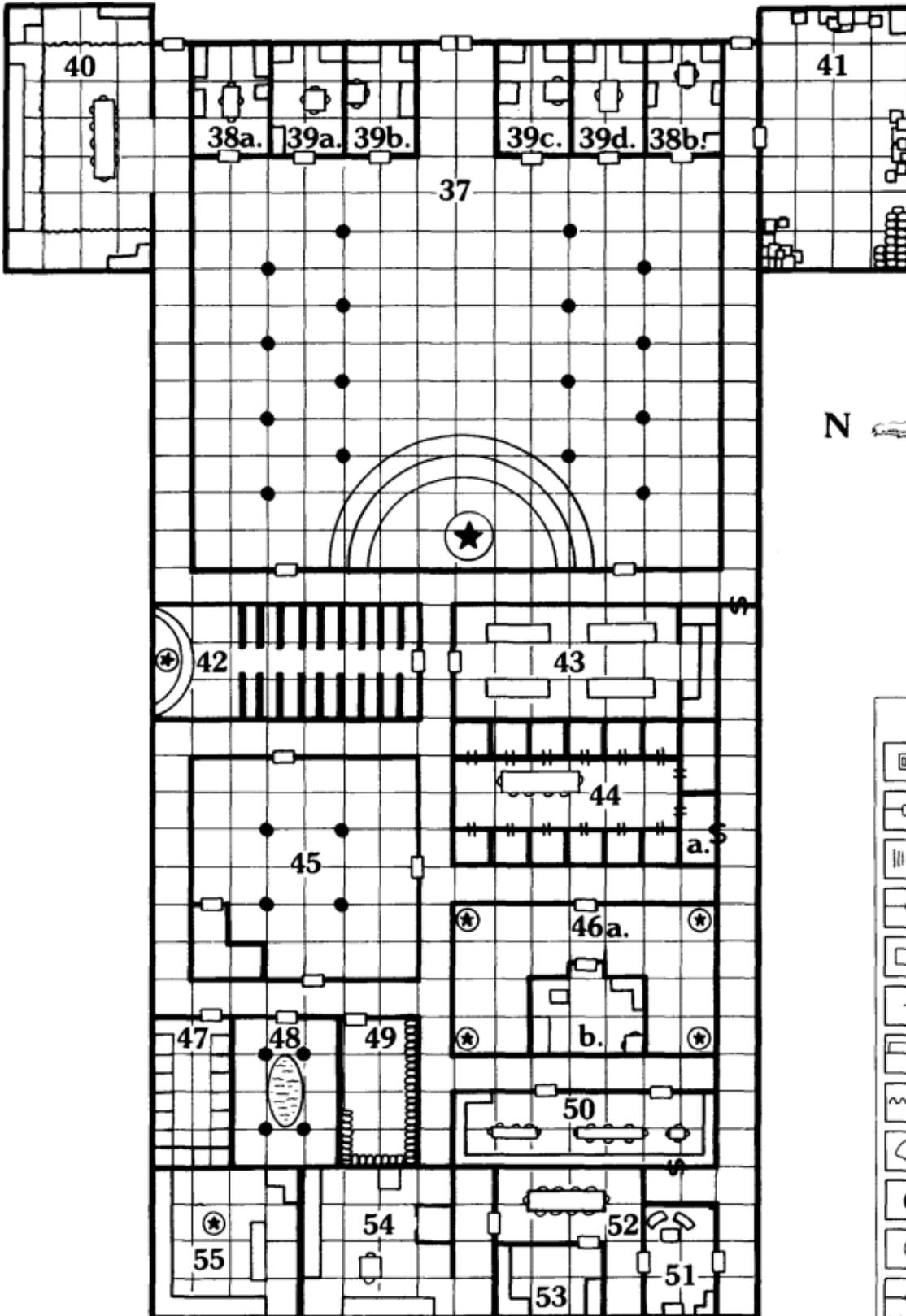


1 square = 10 feet 2nd FLOOR

KEY	
	Bench
	Bed
	Fence
	Door
	Stairway
	Secret Door
	Table
	Chair
	Cell Door

MAP C

1 square = 10 feet



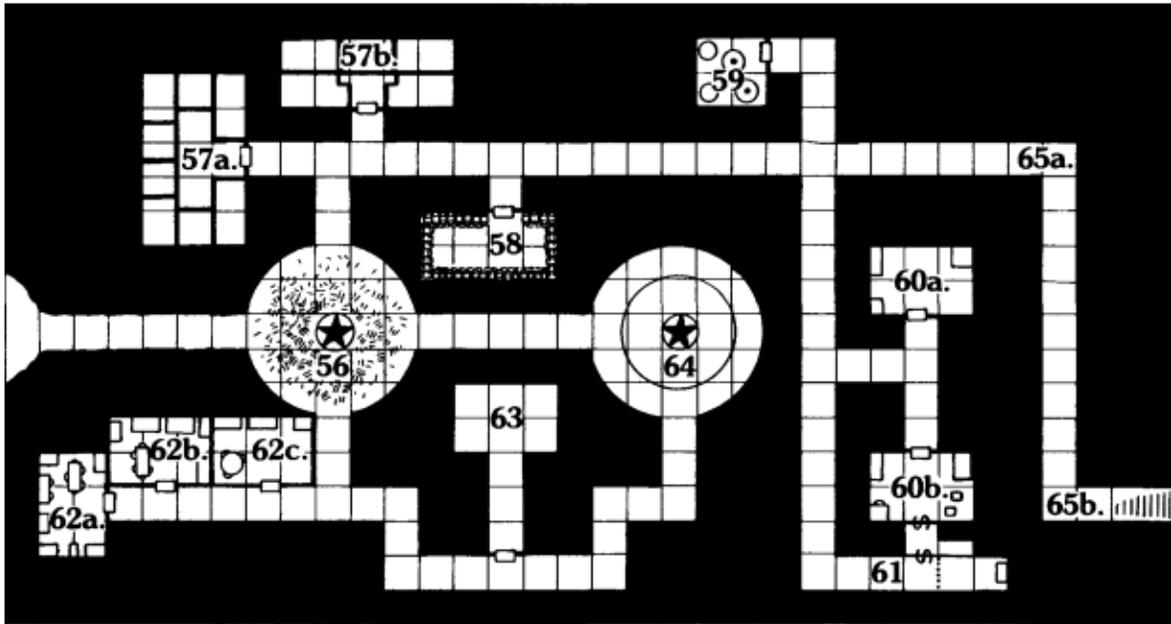
KEY	
	Bed
	Door
	Stairs
	Secret Door
	Table
	Chair
	Window
	Drapery
	Pool
	Column
	Statue
	Cell Door

SHRINE OF CRETIA

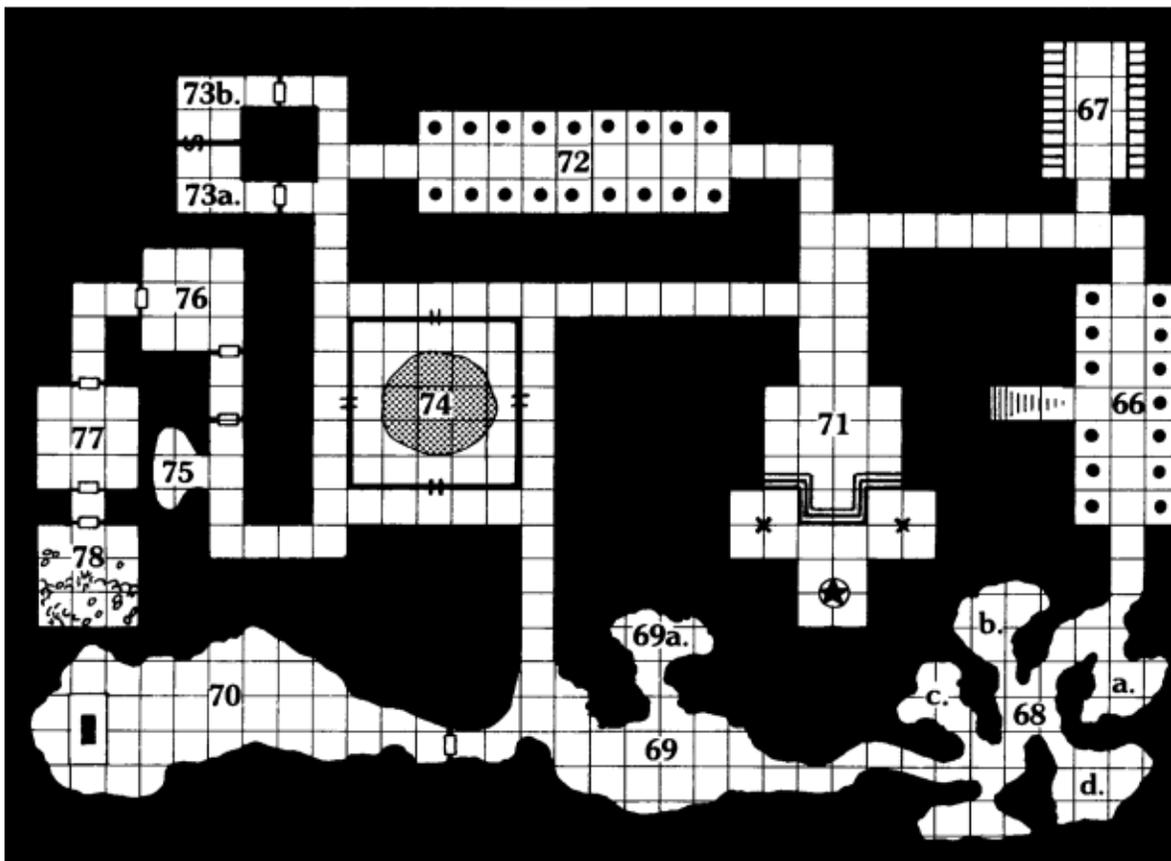
MAP D

1 square = 10 feet

LEVEL I



KEY	
	Bed
	Door
	Stairs
	Secret Door
	Table
	Chair
	Window
	Drapery
	Pool
	Column
	Statue
	Portcullis
	Cell Door

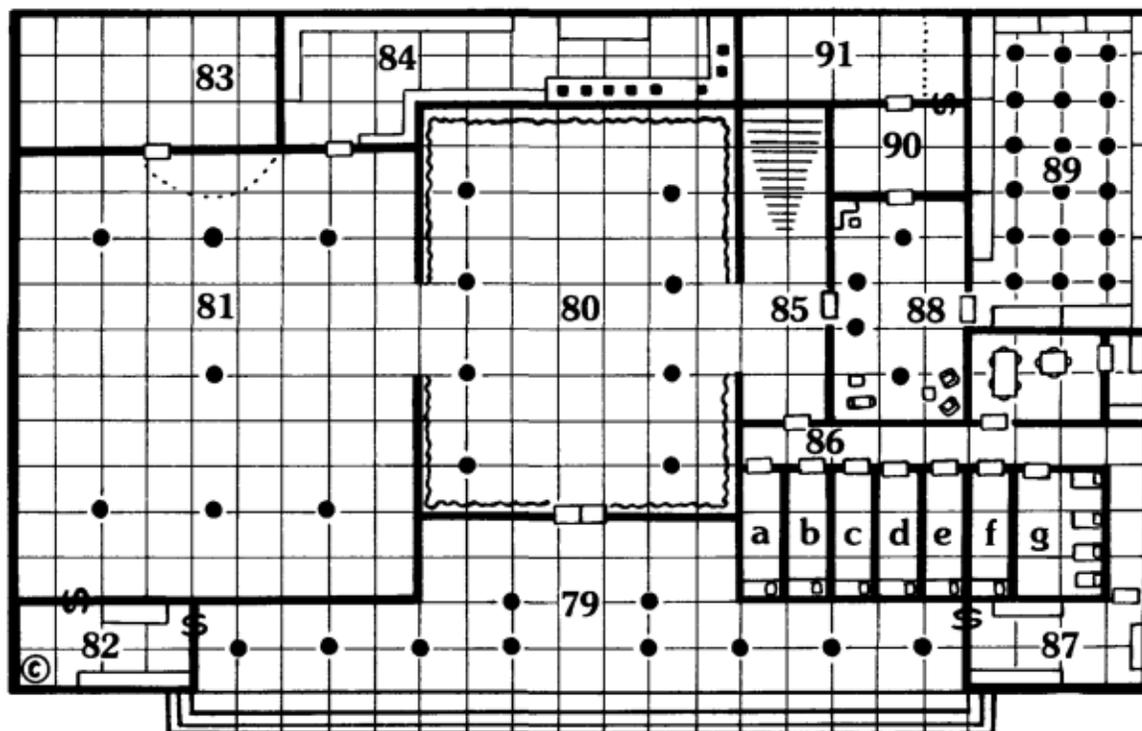


LEVEL II

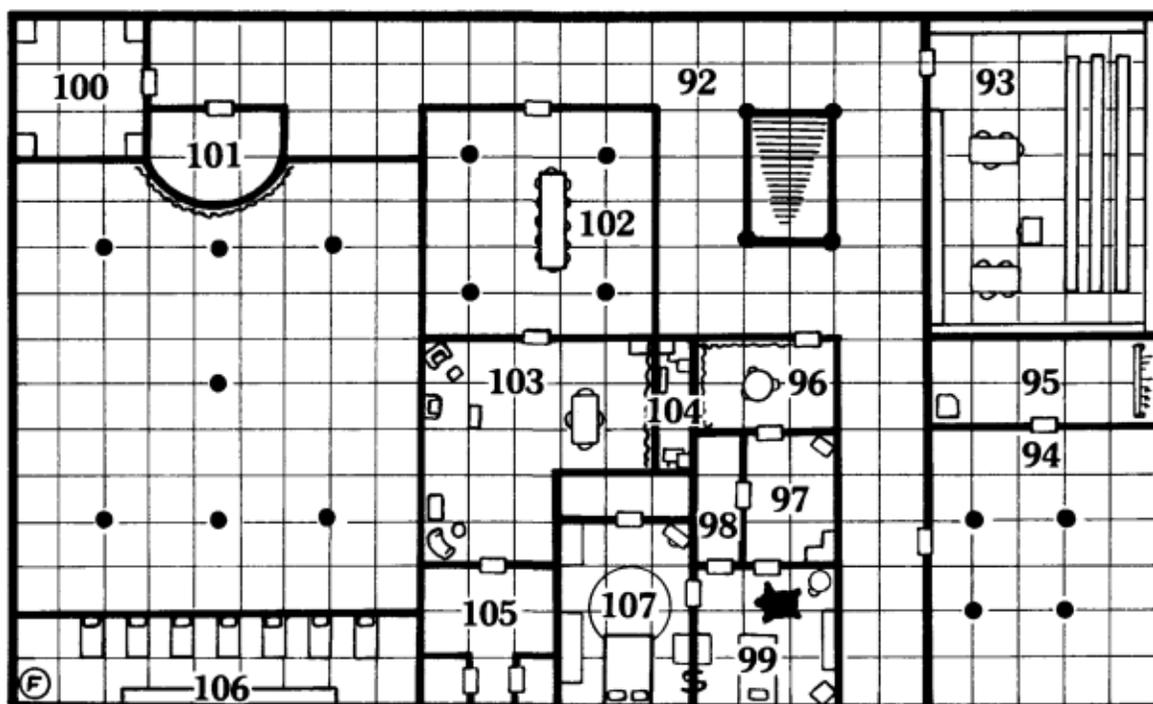
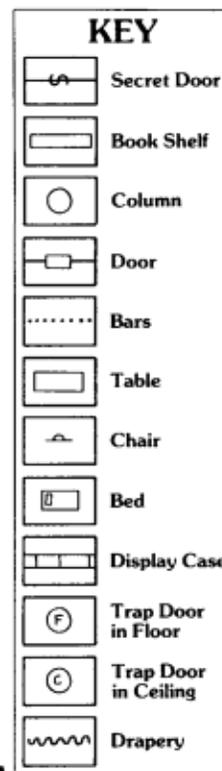
DUCAL PALACE

MAP E

1 square = 10 feet

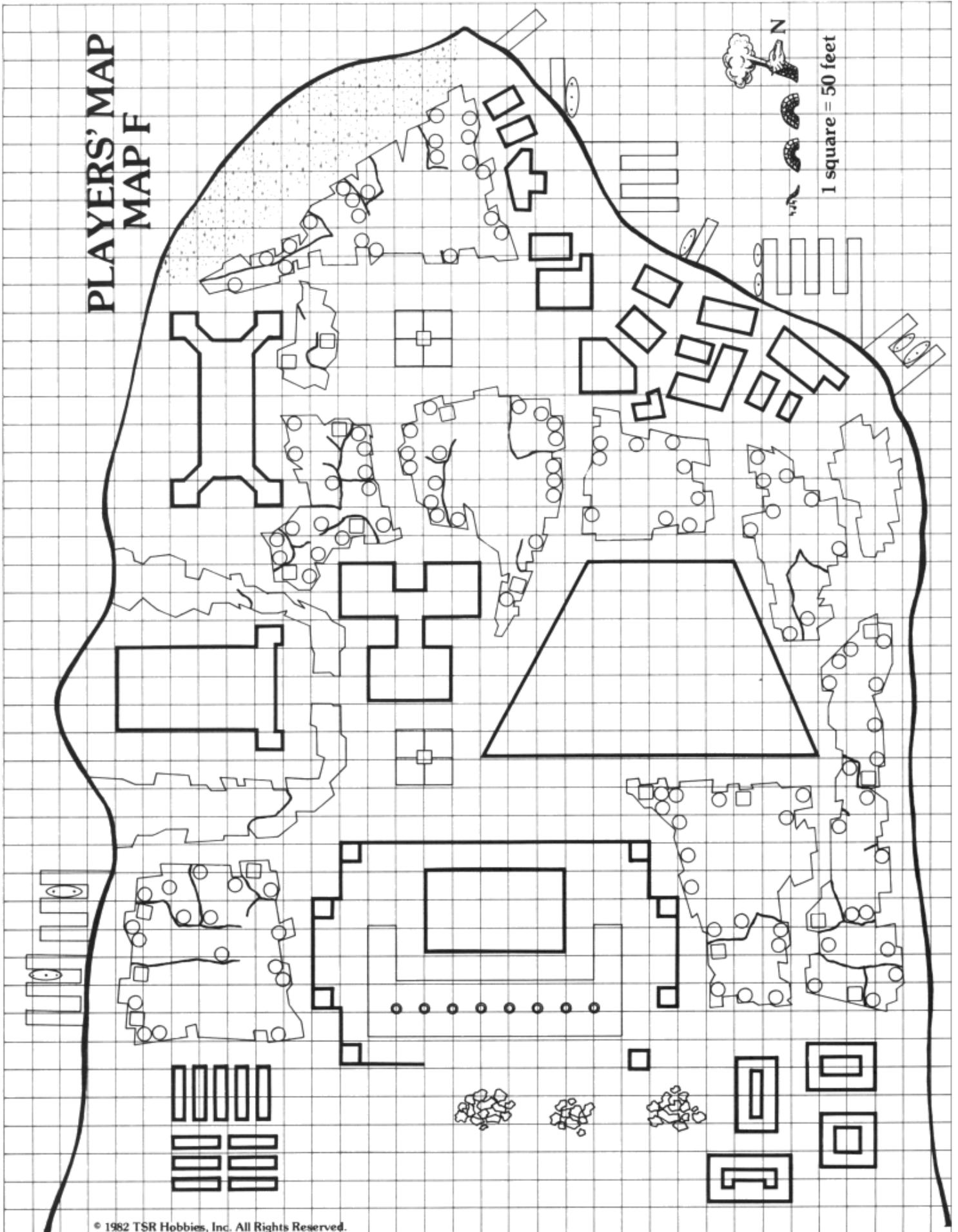


LEVEL I



LEVEL II

PLAYERS' MAP MAP F



DUNGEONS & DRAGONS[®]

Expert Set Adventure Module

Curse of Xanathon

by Douglas Niles

Something is rotten in Rhoona...

When the grotesque god, Cretia, casts his ugly shadow over the town, strange things start happening. First, Duke Stephen vanishes. Then bizarre proclamations begin coming out of the Ducal Palace... dwarves are outlawed... taxes must be paid in beer... horses must be ridden backwards. Soon, the entire town is in uproar and a dwarven army is marching on Rhoona. This is the situation when you and your party of valiant adventurers arrive in the suffering town.

There you find...

*A ragged beggar who prowls the streets offering cryptic advice.

*A mysterious black-garbed cleric planning treachery.

*A trust soldier plotting his master's overthrow.

*A sinister jewel casting its evil emanations over the town.

You and your party are Rhoona's only hope. Only YOU can unravel the dark mystery that plagues the town, and save Rhoona from... the Curse of Xanathon.

This module is for use with the DUNGEONS & DRAGONS[®] Expert Set, which continues and expands the D&D[®] Basic rules. This module cannot be played without the D&D[®] Basic and Expert rules produced by TSR Hobbies, Inc.

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