Demons of Dundurn

pt. 1 Rood of Parth Series

by Derek Watson

Judges Guild

An eerie silence greeted the dawn at Riverside House the morning after the wedding feast of Arnulf and Gunda. As the day wore on concerned villagers appealed to Oskine to gather some of the guests at the Feathered Serpent Inn and investigate. Oskine instructed the group of guests to proceed ahead and said he would join them later. The guests crossed the empty threshold to discover. . . . . .

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History of Riverside House and the Valley of Rood

Twenty years ago, Arnulf, youngest son of the war-lord, Wygulf of Antriem, set out with friends and retainers to seek his fortune in distant lands. As a student of the aged Careol, the court Alchemist and Philosopher, he had never met his father's expectations, and his constant companionship with the robed followers of Careol was an embarrassment in Wygulf's armor-clanking halls.

After much preparation, the small expedition of three merchantmen and one warship set sail, hugging the rugged coastline into the wild Northern Wastes. Passing the mouth of a small river, the expedition decided to explore it rather than to continue to brave the rough seas and treacherous tides. The river was deceptive in its length, and they proceeded further into the unknown land. The countryside was densely wooded with no signs of settlement. After a journey of several days, at a broad bend in the river, they arrived at a small village with a ruined tower on a small island.

With a show of force on the riverbank, the warriors quickly cowed the humble villagers into submission. They explained to their new masters that the village was protected from the Owlraths by the "Wise One" who lived in a dense part of the forest across the river. Annually, the villagers loaded what supplies they could gather and delivered them to the servants of the Wise One at the forest's edge.

Arnulf was undecided about staying in this remote valley, but he ordered patrols to scout the area for a few days. The patrols returned with the news that many grapes were growing wild outside the village and that the remains of what appeared to be an ancient mining site showed some promise. In addition, the river did not proceed much further, ending at a falls at the head of the valley, only three miles further upriver.

Throughout the summer, Arnulf's patrols mapped the area as best they could and discovered a long-abandoned fort above the mining strip and a complex of long-houses across the river, in good repair but unoccupied. The villagers explained that the long-houses were the winter council halls for the Olwrath, a tribe of the forest Barbarians. No trails seemed to exist into the forest of the "Wise One," but, across a dirt trail from the forest, an old, overgrown ampitheatre was discovered; its purpose was unknown by the villagers. They could give no account of its existence, stating simply that it had always been there.

Two Acolytes with Arnulf, Follian and Grassian, began preaching at length to the villagers of the faith of "The Nameless One," and laid foundations for a temple in his honor. The presence of Arnulf's men-at-arms had no small effect upon the speed of the "conversions." In addition, the artisans accompanying the expedition repaired the tower and the hall on the island and included a low stone wall in preparation for a possible attack.

The annual collection of offerings to the "Wise One" began shortly after harvest; the villagers each donated a portion of their meagre crop. To this, Arnulf prudently added two kegs of fresh wine from the local grape harvest and a long, conciliatory message to the "Wise One" composed by Follian. The early snows that winter and the failure of the Olwrath to meet at their winter council were interpreted by the villagers as a sign of acceptance by the Wise One, and Arnulf began laying ambitious plans for his new fiefdom.

In the second year, the Priesthood claimed the area of wild grapes and began cultivating them as a source of revenue. The engineers dug out the haphazard wells of the villagers and provided a layout for the expansion of the village, centering it around the temple and the marketplace. The structure on the island was again enlarged and was named Riverside House by the villagers, though Arnulf would have preferred something more impressive. At the second annual "collection," Arnulf added four kegs of local wine, and another long missive was again included by Follian. As in the year before, the snows fell early, and the Olwrath failed to hold their winter council.

Throughout this peaceful period, Arnulf continued his experiments in alchemy, free at last from the constraints of his father's criticism. For some unknown reason, processes which once were difficult for him became easy to accomplish. It was during that long winter of the second year that, due to a shortage of base metals, he began experimenting with wine. Arnulf transmuted the essence of the wine, by the addition and subtraction of certain elements, into something much more potent. The result of his labors was a honey-colored fluid "as sweet as sunshine and as potent as a thunderstorm."

The winters' gloom was considerably brightened by the inclusion of Riverside Wine at every meal. In the early spring, at the urging of some homesick tradesmen, Arnulf loaded one of the merchantmen with his new wine and sent them back to "civilization" to trade for supplies. When they returned in mid-summer, it was with a hold packed full of goods and coffers full of silver. Riverside Wine was in great demand; the traders had spread tales that it was created from frozen Dragons' breath thawed in great copper kettles deep in the dark northern forests. Accompanying the return of his ship were three other small trade ships from distant Ullit, and the beginning of the Riverside trade became established.

The third harvest again saw the annual collection, and, as before, Arnulf included four kegs of wine and the usual long missive from Follian of the temple. This time, however, the wine was Riverside Wine. The weather that third winter was the first to establish what was to become a pattern. The snows came early, but, instead of the weather remaining cold, there were days of bright, springlike warmth, interspersed by days of sudden, violent thunderstorms and howling winds. Gone were the days of long, uneventful winters.

It was during one of the "Smiling Days" that the Olwrath first made their presence known. In the early dawn, across the river from the village, a dark mass of Shields appeared through the treeline, accompanied by regular blasts on a horn. In front of the armed mass stood a giant of a man dressed in leather and fur and carrying a large, two-bladed Axe. From his side of the river and atop the tower, Arnulf addressed the horde through a village interpreter. He bade them greetings and reminded them that they, too, were under the protection of the "Wise One." The Olwrathan Chieftain named himself as Hard-Hammer and demanded some gift of friendship. After some repeated horn blasts and Shield-clanging, Arnulf reluctantly sent two kegs of Riverside Wine as a token while his garrison commander, Oskine, vainly tried to estimate the number of warriors. Further discussion was prevented by a sudden darkening of the skies, signaling the approach of another fierce storm.

Days later, when the weather had subsided, the Owrathans again appeared as before, and Hard-Hammer invited Arnulf to meet with him in the middle of the stone bridge that spanned the river. No born warrior, Arnulf attempted to send his commander, Oskine, but the Barbarian would treat with no one but Arnulf. With grave misgivings, Arnulf crossed the bridge. The Barbarian Chieftain was even larger and more fierce at close range, and, when he extended a huge, scarred hand in friendship, Arnulf cautiously accepted. Through his shaking interpreter, Arnulf learned that the Olwrath laid claim to all lands across the river and beyond, but, as a concession to the "Wise One," the valley and its residents would be spared. However, his council had been greatly impressed by the Riverside Wine and now sought more; Hard-Hammer was inclined to barter. On familiar ground at last, Arnulf sighed with relief and spent the rest of the afternoon working out the agreement: wine in exchange for furs and meat. The Olwrathans would use the village marketplace three times a year when no other traders were present and never more than twenty of them at a time.

In the next few years, the village of Parth and Riverside House prospered. Small trade ships arrived at the small dock to unload their cargo and return with the fabled Riverside Wine and Olwrathan furs and hides. With the increase of trade, the village bustled with activity; a settled life and the availability of local woman produced many marriages between the conqueror and the conquered. The local people all seemed to trace their ancestry to one family and, indeed, bore no small resemblance to one another.

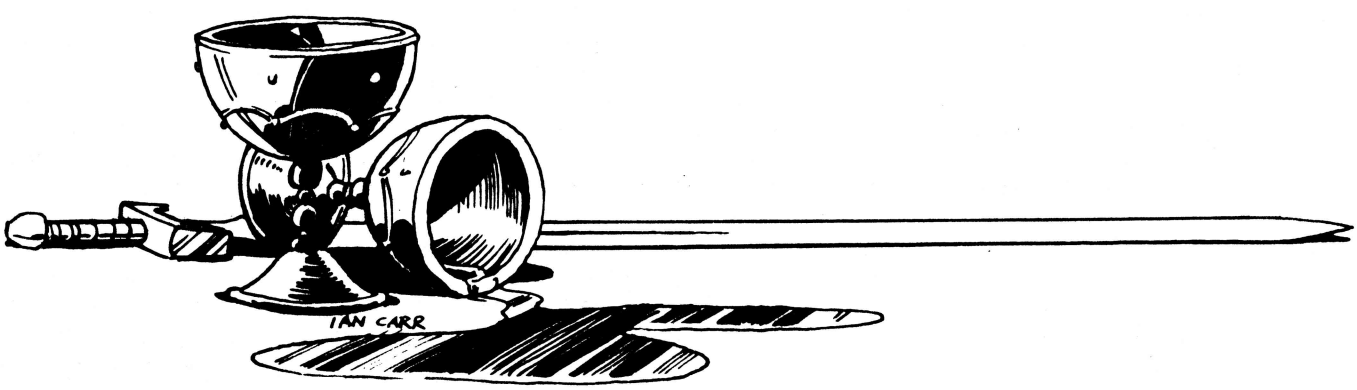
Due to their greater familiarity with the people, the Priests, Follian and Grassian, noted with interest that certain of the villagers could, by humming a tuneless dirge, cure some types of illness in animals, and others, throwing seed in a random manner in the fields, produced as good a crop as those who plowed and planted diligently. The children of these mixed marriages seemed much more lively than their cousins, and, as they grew older, many were to be found in the temple area, eager students of the Priests.

The men-at-arms were the first to take wives from the local populace. Most preferred to stay under arms in service to Arnulf, but Oskine of Gont, the commander of the garrison, surprised many. After marrying a local girl, he petitioned Arnulf to release him from service in order to establish an inn to serve the growing number of traders. Arnulf consented readily; Oskine had been his father's choice, and, in any case, he was not from the same people as most of his other men-at-arms. As they grew older, the men-at-arms passed on their service to their sons, and a council of twenty was formed to maintain order in the village and the valley. Most stayed in the village of Parth, but some moved to the far end of the valley with their new wives and built a second village near the base of Raven Falls.

The artisans preferred to spend most of their time at Riverside House, but, after a few years, many of them had left for home where their skills were more in demand. The Priests, Follian and Grassian began pressing Arnulf to take a wife in order to establish a continuing ruling house. He rejected these entreaties, stating that marriage should enhance one's social standing, and, as yet, no king had offered the hand of his daughter in marriage to an obscure prince at the edge of the world.

A certain covert hostility had developed between Arnulf and the new Priesthood over the use of the wine. Although the Priests and their Acolytes cultivated the grapes and produced the wine, it was left to Arnulf at Riverside House to "transmute" it into the precious product. In return for their wine, the Priests received one-tenth of the product of Riverside Wine, but Arnulf would share the secret of its making with no one and had his men-at-arms guard every entrance to his workshop at harvest time.

All efforts by the Priests to contact the "Wise One" were in vain, although missives were sent with every annual collection. The villagers reported to their Priests that the Wise One often came into the village in disguise, and this led to the practice of questioning every trader and deck-hand by the village watch.



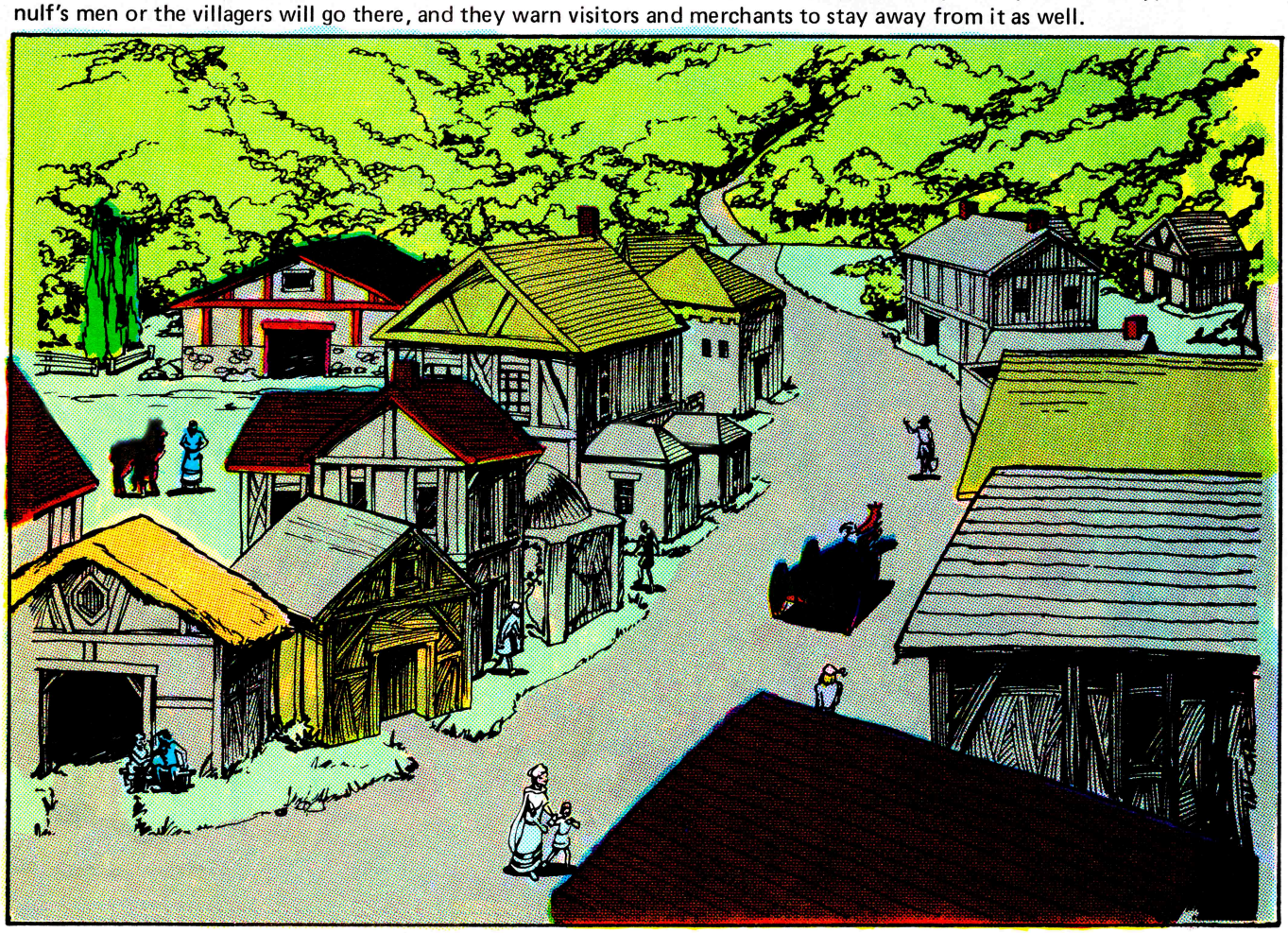
The Valley of Rood

The Valley of Rood is surrounded on three sides by densely-wooded slopes. The mouth of the valley is at the bend of the river, and the valley continues for three and one-half miles to the Raven Falls. At its widest, the valley is just one mile wide with the river winding from the falls to the mouth approximately mid-point in the valley. Near the base of the falls on the west side is the small farming village of Nithen, recently established by Arnulf's men-at-arms and their families. It consists of one street with twenty-three, single story cottages staggered on either side. At its center is a small blacksmith's shop and a bakery. Set back from the Baker's is a long meeting hall, twenty feet by fifty feet, used for the meetings of the Nithen members of the Valley Council. About one half mile south of the village of Nithen is a large, ruined structure called "The Fort." It is built on a prominent outcropping of rock on the slopes of the valley and is in a bad state of repair. Below the fort is a large depression of gravel, the site of an ancient mining enterprise. The remains of a smelter may be found a few hundred feet from the base of The Fort. A dirt road leads from the smelter to the crossroads leading to Nithen and to the village of Parth. The road to Parth is slightly less than two miles long, and, on either side of it, are the vineyards of the Priests. Some small farms dot the remaining portion of the valley.

The east side of the river is Olwrathan territory and is covered by dense forest. Halfway between the river and the eastern slopes of the valley, in the middle of the forest, is the winter council hall of the Olwrath. This is one long building constructed of logs and 90' x 25' in dimensions. Connected to it by covered passages are several smaller buildings also built of logs and with thatched roofs. The central courtyard around which these buildings are arranged is of beaten earth with a single, carved pole twenty feet high in the center. A small trail leads from the buildings to the river where it crosses and leads to the village through the fields.

Across the river from Parth, a few hundred feet from the riverbank, is an ampitheater. It is fifty feet across at the bottom, with four tiers of seats rising up the sides. The area is badly overgrown with weeds and small trees, but the lower tier is clear, and the arena floor is cleared of any growth. A narrow, winding trail leads from the ampitheater to the road, where it meets with the stone bridge over the river. A winding, overgrown trail leads to the east wall of the valley from the stone bridge, passing in front of the extremely dense forest on the right. A small, rutted trail leads into the forest. This is the end of the trail used for the annual collection of supplies for the "Wise One."

In the center of the dense forest is a tower in a clearing. It is eighty feet across and several stories high. A small, almost obscure trail leads from it to the road. The villagers object strenuously to any attempts to investigate the tower, stating that the area is sacred and that the Barbarians will defend it to the death. Arnulf forbade patrols in that direction. His men were only too happy to comply when it was noticed that the Barbarians did, indeed, watch it very closely. To this day, none of Arnulf's men or the villagers will go there, and they warn visitors and merchants to stay away from it as well.



The Main Street of Parth, Galligher's Lane

Description of the Village of Parth

The village of Parth is dominated by Riverside House. On the bank of the river, just above Riverside House is a landing dock capable of berthing three or four small trading ships. A row of trade sheds stands back from the dock and ends at the stone bridge. Across a 60′ yard from the causeway of Riverside House stands the Temple of the Nameless One. At one end are three wooden pyramids 20′ at the base and rising 35′. They are painted a dull red and are dedicated to three of the four elements. Each ends at the base of a long hall thirty feet by sixty feet for the assembly. The building is fronted by two carved poles three feet in diameter and ninety feet high. To the left of the temple is the winery, a low, stone building twenty feet by fifty feet. Behind the winery are several storage sheds of wood and stone. To the north of the temple and some shops is an open rectangle of beaten earth one hundred feet by two hundred feet. This is the marketplace. No permanent stalls are built, and it is left vacant from November to March.

At the south edge of the marketplace stands the Feathered Serpent Inn owned by Oskine of Gont. The front of the Inn faces the marketplace. The Inn is a two-story building built of stone with wooden crossbeams and plastered walls and topped with a shingled roof. It is 80′ long by 30′ wide. Curving from the Feathered Serpent to the temple is a row of small shops and houses. Across from the Inn is another row of shops and workplaces. A tannery, a blacksmith, and a woodworking shop are the central buildings, surrounded by a hodge-podge of dwellings for the workers and apprentices. Behind these and next to the river is Velix's boat house. Here, boats are built and repaired and fittings are manufactured. The total population of the village during the trading season from March to October can rise as high as twelve hundred; during the winter it would usually not include more than four hundred permanent residents.

Morning Market

The Plot of Swithain

Judge's Note: This scenario can be used to provide your characters with a reason for visiting Parth and getting involved with the activities there. The characters detailed here can be used by your players, or they may use some of their own. The characters should be of Neutral or Evil alignment to undertake the adventure from this scenario. An option is to use these characters and this scenario to add to the adventure by having this group of NPCs be among the group of guests at the Feathered Serpent Inn who, along with the player-characters, accompany Oskine to Riverside House to investigate. In that case, the Judge must find another rationale for the player-characters to be in the town of Parth at the time.

Careol, the court Alchemist, had numerous reports from Arnulf, who described for his mentor in glowing terms his activities at Riverside House. The accumulated correspondence was stored in an ornate strong box in Careol's monastic cell on the castle grounds. At the death of Careol, Lord Wygulf engaged the services of Swithain of Aletta who, although a bona fide Alchemist, lacked the high moral fibre of the aged Careol.

Shortly after joining the Council of Wygulf, Swithain discovered the accumulated scrolls in the strong box secreted in a niche in the wall. At first, he was inclined to report this find to his employer or, at least, to the Alchemists' Guild; however, curiosity and greed dictated otherwise. Night after night, as he studied Arnulf's crabbed script, his excitement grew. He was intrigued by Arnulf's glowing accounts of his marvelous new product and of the complex, arcane procedures by which it was made. The owner of such a secret would, indeed, establish a reputation for alchemy and experience a rapid rise in the hierarchy of the Guild, not to mention the vast fortune that would be accumulated in the process. Accordingly, he bagan scheming to acquire the secret knowledge. Several attempts at flattery, via flowery letters to Arnulf laced with promises of academic fame (and his father's possible approval) were received with stony silence. Clearly, other methods must be employed. For many nights, the robed figure of Swithain was seen to haunt the hostels, brothels, and gambling dens along the harbor front of the small port below the castle.

One moonless night, dim, cloaked figures could be seen furtively entering Swithain's chambers through a small, rear entrance. Only after the entire party had assembled did Swithain light the main lamp so that all could see one another. The room contained a motley collection of unlikely characters. Seated around the table, casting suspicious glances at one another, were seven men besides Swithain. The first was Al-Hammir, a swarthy foreigner whose dark eyes flashed from beneath his head wrapping which obscured the rest of his face. He wore a voluminous, faded striped cloak common to the people of the far desert and intruduced himself as a merchant in search of exotic wares. There was something about his manner which belied his statement; his quick, deft movements betrayed to a knowing eye the long-practiced, fluid movements of the professional Assassin. On his right sat Raphael Tuche, an itinerant scribe, his ink-stained fingers drumming casually on the table-top as if to underline his statement of profession. He wore the semi-clerical garb of the scribe; his writing utensils hung in a small bag attached to a cord around his waist. Like Al-Hammir, there was a subtle difference between his appearance and his story, and, like his associate, his true profession was the same. His clear, grey eyes flicked occasionally to his left as if seeking confirmation from the swarthy Assassin. On the right of Tuche sprawled the massive frame of Alaric of Kiel, a burly, left arm propped casually on the hilt of a massive Broadsword and the dregs of many nights of swilling beer matted on his fur vest. Steadying himself by grasping the table, he revealed a massive forearm cross-hatched with numerous scars above a jeweled bracelet. As he spoke, those on either side of him moved perceptibly away from the odor of many nights of carefree abandonment. Next to him, Bandhu of the Wastes drew his embroidered cloak further out of reach of Alaric's sprawling foot and averted his manicured beard from his companion as he spoke. His fine attire and easy manner suggested his proficiency with the curved blade at his side. Hfron Three-Fingers clasped the haft of a broad-bladed Axe held upright between his knees as he introduced himself. A mop of unruly red hair spilled down over his forehead, parts of it becoming lost in an equally unruly beard. His short, thick frame and jerky accent bespoke his mountain origins. To his right, sitting at ease on a stool with an ornately-carved lute placed before him on the table, Calhill the Minstrel gave an embellished account of his numerous exploits, his broad, open face often breaking into an engaging grin as he dwelt on some detail. Pushed to the back of his head was a feathered green cap holding down his curly, blonde hair. Seated next to Swithain and completing the circle sat Fornott, his bushy, dark eyebrows working into a frown as each of the party intruduced himself. Emblazoned on the left shoulder of his cloak was the reversed new moon insignia of the Alchemists' Guild. Swithain's obvious deference to him made it plain that he was a ranking member of the Guild.

Al-Hammir

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
ASN	CNX	062	030	064	043	124	165	104	123	163	151	103	143	105	105	093	DSS and DTK

Al-Hammir, from one of the southern countries, does not talk about his past. Though an independent worker, he has made his peace with the local Guild and is accepted by them. Serving a period of exile for a youthful indescretion, Al-Hammir needs only a few more profitable missions before he can return home. Once very impulsive and foolhardy, he has learned self-discipline on his travels and is now nearly ready to effect his revenge on those who caused him to be exiled.

Common Room of the Feathered Serpent Inn

Raphael Tuche

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
ASN	CNX	042	022	044	042	143	174	113	104	143	124	123	154	095	096	104	BFM and DTK

Raphael Tuche, though a Scribe of fair accomplishment, is primarily an Assassin. He is not very experienced yet but shows great promise. Of a cool, calculating disposition, he weighs all courses of action before he strikes. His wide knowledge of human nature and politics permit him to find vulnerabilities where few others would have seen them.

Alaric of Kiel

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LNX	051	048	074	033	184	103	073	164	124	084	143	187	104	123	052	DBS

Alaric of Kiel is as typical a big, boisterous brute as one could ever find. Though not stupid, Alaric simply gives little thought to anything other than the pleasure of the moment. He prefers to work as a member of a team, acting as the point Fighter with the others protecting his flanks. He is fairly loyal to his comrades but looks out for himself first.

Bandhu of the Wastes

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	CNX	052	028	048	033	165	164	123	123	165	154	125	165	103	143	102	DSC

Bandhu of the Wastes is a loner and not much given to cooperative action. He always thinks of himself first but will aid his companions because he knows they can help him. He will not steal from members of his own team but will search their belongings to discover what items they have that could be useful to him.

Hfron Three-Fingers

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CNX	052	046	065	032	175	145	123	143	143	143	124	133	103	104	114	DBA

Hfron Three-Fingers was supplied to the party through the Mercenaries' Guild at the request of the Alchemists' Guild. He owed them a couple of favors and is known to always be dependable to his contract. He has been given the extra task of body-guard to Fornott. Quiet and reserved, Hfron is a formidable warrior who is at home in the plains as he is in the mountainous regions.

Calhill the Minstrel

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
BRD	CNX	061	040	049	053	124	173	164	125	154	173	103	143	154	123	134	DRS

Calhill the Minstrel owes Swithain a favor from way back; now is his chance to repay the debt and perhaps gain material for an epic song. He doesn't much like the idea of traveling to the northern borders but will do whatever is necessary. Calhill resents his debt to Swithain and will take advantage of any opportunity to turn the tables on him and place Swithain in his debt instead.

Fornott

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
ALC	LNX	062	020	032	064	102	165	144	123	142	124	095	104	123	104	153	DDG

Fornott, although not a better Alchemist than Swithain, has greater political influence in the Guild, and Swithain was forced to take Fornott into his confidence in order to obtain needed help in his plot to obtain the formula for Riverside House Wine. Although not an adventurous type, he will take advantage of this opportunity to further his influence in the Guild and build even more political power. He wants the formula, and is very single-minded about it. He has every intention of cheating Swithain out of his share of the glory if the formula is found. He is cunning but will only be patient a short while before he strikes.

Swithain explained to the group that, in accepting their 300 GP task fee, they had agreed to undertake an adventure to the distant lands of the Northern Wastes. He explained that the leader of the group would be his associate, Fornott, provisions had been assembled at one of the small wharves, and, at dawn, the trading cog, **Almier**, would depart. The purpose of the adventure was to secure, by any means, the formula for the elixir possessed by one Arnulf of Riverside House. No accurate description of the interior of Riverside House was available, and only sketchy information existed about the colony established nearby.

With the running tide of the following dawn, the **Almier**, with her passengers, began the voyage northward. After several weeks of uneventful coast-hugging through the increasingly chill northern waters, the cog turned towards the mouth of a small river densely forested on either bank. Navigator's markings in yellow dye were clearly visible on several rocks as they proceeded upriver. Shortly after midday on the fourth day of the river journey, a small trading vessel was spotted on a sandbar. No answer was given to repeated hailings, and cross currents prohibited closer investigation. All aboard wondered at what might be the reason for a ship in obviously good repair to be thus abandoned in peaceful country, and, for the remaining four days of the river journey, much speculation was entertained over mugs of beer. On the ninth day, the **Almier** rounded a bend in the river, bringing it into the small Valley of Parth. Dominating the three-wharf harbor, on a splinter of land, stood the imposing structure of Riverside House and, above it, the blue and gold banner of Antriem floating gently in the breeze.

Merchant Crew on the Docks

Tying up at a jetty, the party was met by three members of the Town Guard. Their weapons and deportment had the casual appearance bred of long idleness in peaceful surroundings. They were given directions to the Feathered Serpent Inn, an imposing wood and stone structure hard by an ornate stone temple. The courtyard was filled with a noisy montage of villagers, seamen, and traders drinking and arguing loudly in the early morning sun.

In the doorway, burly arms folded across his chest and a soiled apron wrapped around his ample middle, stood Oskine, owner of the Feathered Serpent. Bidding them welcome, he led them into the smoky interior, seating them at a long table between the bar and the fireplace. The main room of the Inn was some 60 feet in length by 40 feet wide. A huge, stone fireplace dominated the far wall at the right of the entrance. Directly across from the entrance was a long, carved bar containing a wide assortment of mugs and casks and flanked on the right by a stairway and on the left by more tables. At this early hour, the room was largely empty except for a small huddle of villagers in the left-hand corner of the room. A young, blonde boy began feeding the dying flames in the fireplace and lighting rush lamps on the table. Trenchers of meat and mugs of ale were quickly set before the party. After they had eaten, they were joined by Oskine, the tavern owner, who inquired about their voyage and their possible business in the Village of Parth. While Fornott gave a rambling discourse on his search for unusual plant life to be added to the gardens of his employer, all talk ceased among the group seated in the corner. A tall, fair-haired, attractive girl, her blond braids falling over her shoulders, joined the tavern keeper and cast appreciative glances and frequent shy smiles toward Calhill, who responded with knowing looks. She introduced herself as Katha, daughter of the owner, and shyly suggested a song to while away the time. Calhill moved to a stool by the fireplace and, after tuning his lute, broke into a lively tavern song. Before long, the sound of music had attracted a goodly number of the villagers and most of the assembly in the courtyard. As the afternoon wore on, the beer flowed and the convivial atmosphere prevailed, relaxing the tensions of a long voyage and breaking the monotony of quiet village life. After many songs and repeated refills of his mug, Calhill pleaded hoarseness and begged a short reprieve. This request provoked groans of dismay from all present. Appearing from the door to the right of the fireplace, Katha suggested that he accompany the local Bard, Willaen, in a saga. Stepping from the gloom behind her, an elderly villager appeared, carrying a long-stemmed lute. Some small applause broke out from the villagers. After tuning their instruments and agreeing upon a rhythm, Willaen commenced the Saga of the Rood.

The Saga of the Rood

Remember well, my people,
The days of wrack and ruin
When the heavens fell upon us
And the oceans burst their shores.
Remember well the days of cold,
The days of cold and hardship,
Of crying in the darkness
And the many lonely wailings
Of the people thus afflicted.

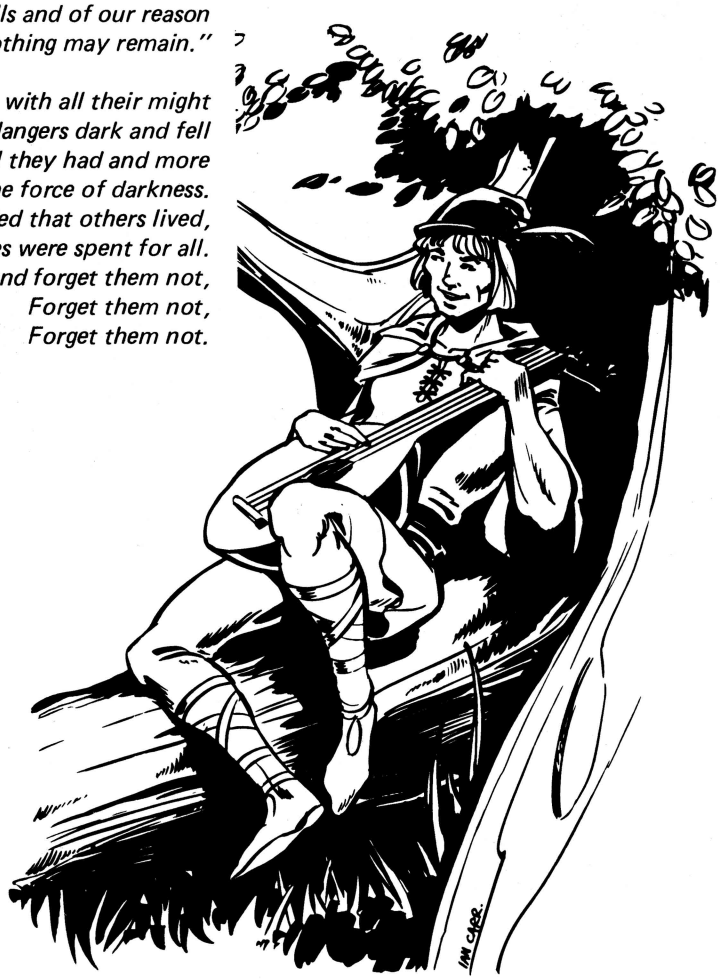
Remember then the strength expended
To allay the wrath of nature
To hold back the great onrushing
Of wind and stinging rains.
Remember death and cold and darkness
And mothers numbly clutching
The dead and dying to their breasts.

All the mighty Masters met
In council they, surrounded by the fearful
Heeding well the pleadings
And mindful of the sorrows
Of kin, both near and far
Of loved ones and of strangers
Of those not yet among us
Whose lives did now depend
Upon the skill of those assembled.

The greatest of the Masters,
Seated on his throne of granite,
Raised a hand to quell the querries
Of his faithful friends and sons.
He spoke, the throng attended
"We will bend our every effort
To the saving of our Faelings,
Of the places of our gladness,
Of the home of song and laughter,
But listen well to me. . .

The cost will be enormous
In strength as well as spirit.
Of our knowledge and our wisdom,
Of our skills and of our reason
Nothing may remain."

Strove they then with all their might
Against the dangers dark and fell
Gave they all they had and more
To break the force of darkness.
They died that others lived,
Their lives were spent for all.
Remember, and forget them not,
Forget them not,
Forget them not.

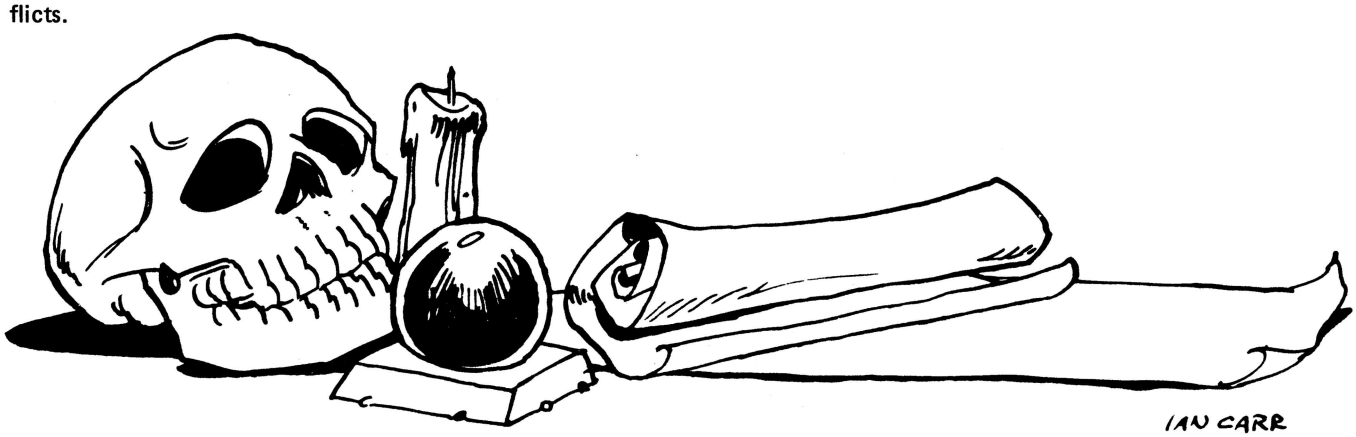


Minstrel Calhil

Willaen the Bard

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
BRD	NGX	061	030		041	064	092	153	124	092	143		144	082	104	105	123	104	IDG

A vigorous old man, Willaen is familiar with all the local legends but prefers to recount the long, poetic version of a story rather than to just answer questions. His voice is good, and Calhill will respect his talents. Willaen does not involve himself in local politics but is respected by all sides as a mediator. He will not inform strangers of what he knows of current local conflicts.



The Feathered Serpent Inn

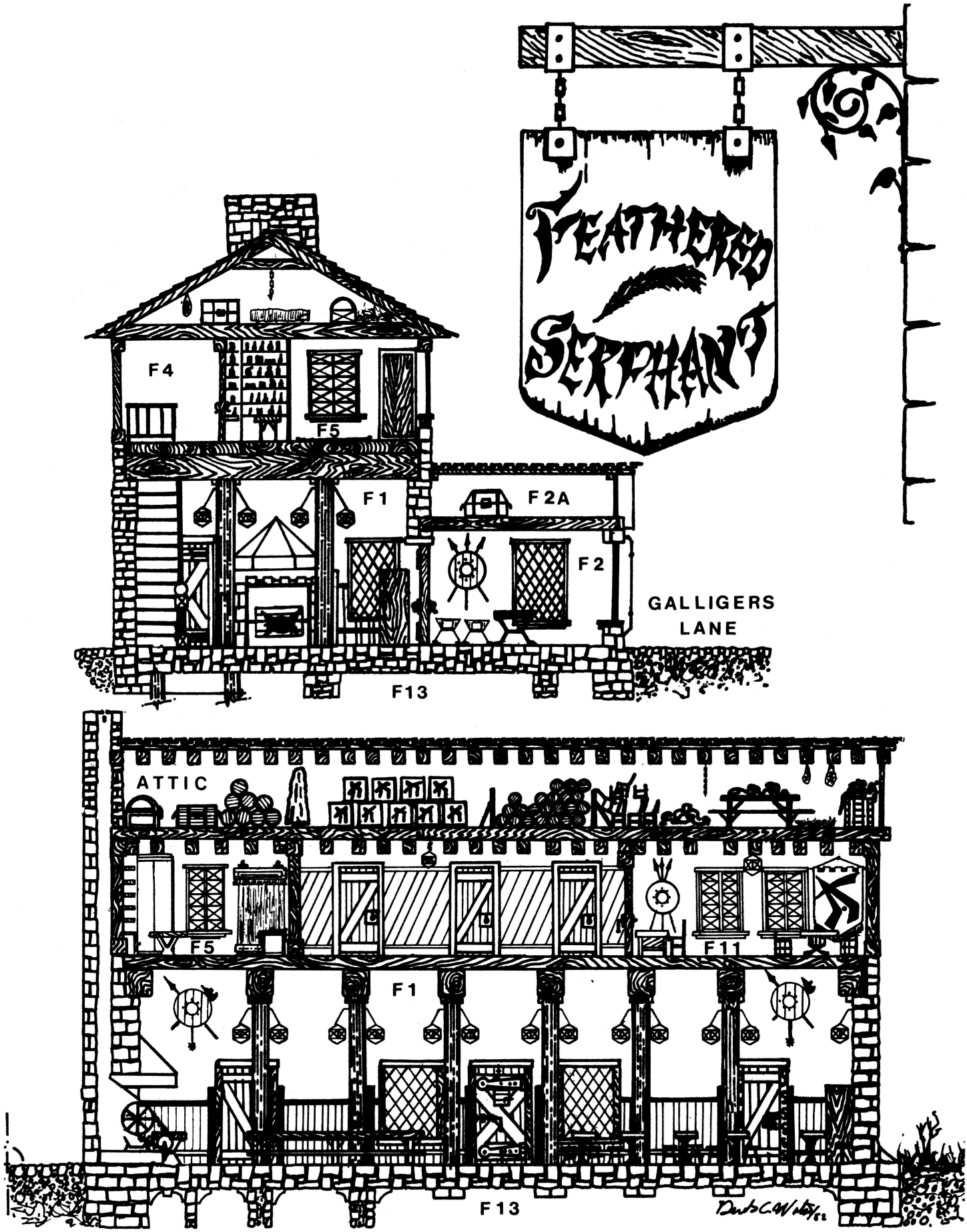
The Inn is the only privately-owned stone structure in the Village of Parth. the other two stone structures are the Riverside House and the temple. The building faces Gallagher's Lane, the main thoroughfare from the docks to the marketplace and shops. Nearby is the temple complex.

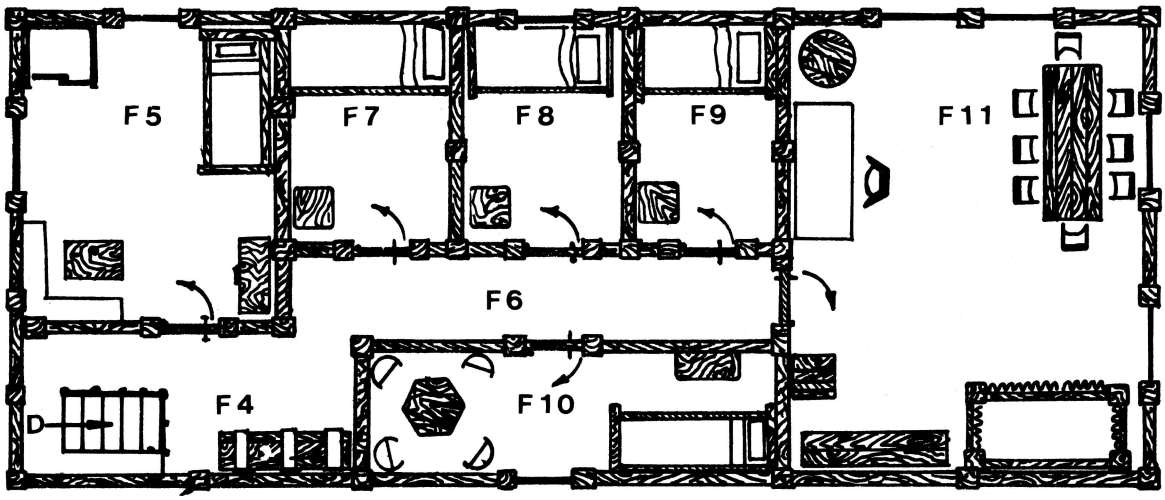
Ground Floor (60' x 40')

The Inn is built in a wide U shape of close-fitting, well-cut stone. The 2' thick walls have windows 4' wide and 5' high covered by heavy iron grills on the outside and heavy wooden shutters on the inside. The three doors, front, side, and back, are 4' wide and 8' high and built of solid oak bound with iron bands and having heavy iron bolts for security on the inside. The back and side doors are always bolted on the inside.

Room F1 Tap Room (55' x 21')
The entrance is from Galligher's Lane between the wings of the private meeting rooms under a porch at the main door. Directly across from the main entrance is a 16' long bar, where the owner of this establishment is often found. To the left of the doorway are two wall booths and then a doorway to Private Room 3. In the left front corner is a corner booth. There are two windows in the left wall next to the bar. On the front of the bar is an iron foot rail. At the rear of the bar, an elevated step provides the owner with a clear view of the patrons and activities. To the right of the bar is a locked back door. Next to the back door is a 3' wide stairway to the 2nd floor sleeping area.

In the back corner of the right wall is a side door to the Lane between the Inn and the Adventurers' Guild Hall (always locked). In the center of the right wall is a 5' wide and 6' high heating and cooking fireplace. In the right corner of the room is the favorite table of Gunda when she visits the Inn in disguise (although, with her height, disguise is largely useless). Next to it is the door to Private Meeting Room 2. Two booths fill the distance between the front door to the right along the front wall to the door to Room F2.


FEATHERED SERPENT
F4
F5
F1
F2A
F2
GALLIGERS LANE
F13
ATTIC
F5
F11
F1
F13

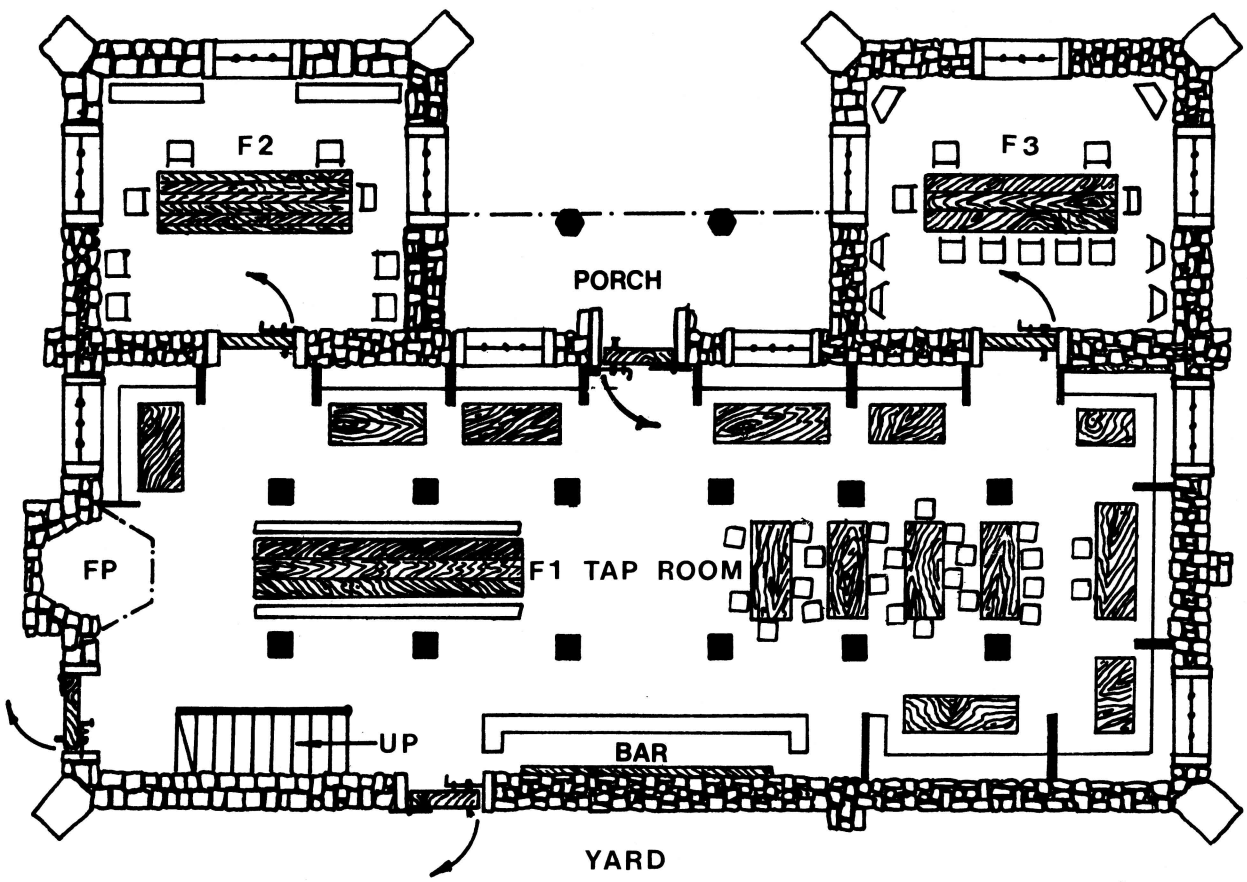


SECOUND FLOOR

The Feathered Serphant Inn

GALLIGERS LANE

GROUND FLOOR



Twelve 1' square pillars 10' tall with brass lamps on each side near the top hold of the wooden ceiling and run down the center of the room in two rows of six, left to right. Four tables and chairs are in the center of the room to the left of the door. To the right of the door in the center of the room is one large, 3' wide by 14' long table flanked by long wooden benches. This table is attached to the floor like the others, but beneath it is the access to the storage basement which can be reached by lifting the table and, with it, a counterbalanced stone floor slab, revealing a stairway leading down to Room F12.

Room F2 Private Meeting Room (16' x 13' with an 8' high ceiling)
The entry is through a 4' wide door from the Tap Room (Room F1). The floor is flagstone and there are three windows 3' wide in the left, front, and right walls. The left window faces the alley way to the Adventurer's Guild Hall; the front window faces Galligher's Lane. The right window faces the entrance courtyard and the other private Meeting Room. The room is occupied by a 3' wide and 10' long table bolted to the floor and surrounded by wooden chairs. There are extra chairs around the walls. Two low, flat-topped wooden chests, one on each side of the front window, contain table linen and food service items. There is a 2' high storage attic above the wooden ceiling. Access to it is through a panel in the right front corner. It is empty.

Room F3 Private Meeting Room (16' x 13' with an 8' high ceiling)
This room is the same as Room F2 except that there are no storage chests at the windows. The attic above this room is also empty.

Second Floor

Room F4 Corridor (7' x 17' with an 8' high ceiling)
A 3' wide stairway runs up from the main Tap Room. The construction of the stairs, the walls, the ceiling, and the floor is of wood. The floor is covered with woven rush mats. At the top of the stairs, facing the front of the Inn, is a 7' long blank wall. A 14' wall to the front is broken 7' from the left corner by a door 2½' wide opening into F5. Four feet past that is a 3' wide archway leading to F6. The 7' long right wall is blank. The 17' long back wall is the outer wall of the back of the Inn.

In the back right corner is a 2' x 7' x 4' flat-topped chest containing clean linen for the bedrooms. Hidden in a false bottom of the chest is a sack containing 6 GP, 41 SP, 200 CP, and a variety of pins and medallions found by the Inn staff. This is the collective treasure of the Inn servants.

Room F5 Rented Room (15' x 13' with 8' high ceiling)
This room was rented last month by a Cleric (Gemrilar) of some sort who has just left on a week's excursion into the local wilderness with a pair of Olwrath tribesmen. The walls are richly decorated with tapestries, and the floor is covered with rugs and furs. Looking in from the door, a corner work area in the left corner and an 8' long work table along each wall can be seen. Above the work tables are shelves holding vials and bottles labeled and containing multi-colored substances. In the middle of the left wall is a window 4' wide and 6' high, barred from the outside, that looks out on the Adventurers' Guild Hall. Wooden shutters are on the inside of the window. Beyond this is the corner of the room, which contains a 4' closet. The closet holds three light-colored and embroidered robes, two pairs of pull-on boots, iron rations for 10 days, a waterbottle, a lamp, and a Dagger. A large, waterproof cloak and a belt with six pouches hang on a hook. Next to the closet is another window 4' X 6' that looks out on Galligher's Lane and the Merchants Quarters beyond. At the junction of the front wall with the right-hand wall and positioned along the right-hand wall is a 6' long by 3' wide canopied bed with heavy curtains. In the corner of the right-hand wall and the entrance wall, to the right of the door, is a 1' x 4' flat-topped, ornately-carved, iron-bound chest with a very sturdy and complex lock (1 - 4 on 1D20 to pick). Inside are several mystic documents rolled and bound with different colored ribbons. The ribbons are green, yellow, white, and black. The script is in a language other than that spoken by most of the population but may be interpreted by anyone who is literate in the languages of the desert peoples. The documents are illustrated paens of praise and hymns to an obscure godling of the south.

Room 6 Corridor from F4 (4' x 25')
Three feet along the corridor, on the left side, is a 2½' x 7' door to Room F7. Six feet further along the corridor on the left side is a similar door to Room F8. Across the corridor from the doorway to Room F8 is a similar door to Room F10. Five feet from the doorway to Room F8 is the doorway to Room F9. At the end of the corridor, two feet further on, is the door to Room F11. A trapdoor in the ceiling leads up to the attic, which is full of furniture, furnishings, and stored provisions.

Rooms F7 - F8 - F9 Guest Rooms (8' x 8')
All three are similar rooms in front of the Inn facing Gallaghers Lane on the second floor. Each is entered by doors from Corridor F6. In the left corner of each room is a flat-topped chest nailed to the floor. It is 2' x 2' x 6'. This chest of drawers contains extra bed linen and empty drawers in which guests may store their possessions. Across from the door is a bed with storage space underneath. Only Room F8 has a window in the center of the wall which looks out on Gallagher's Lane. It is barred on the outside and has wooden shutters on the inside.

Room F10 Guest Room (6' x 21')
This plain room has rush mats covering the floor. To the left of the door is an 3' x 1½' wooden chest nailed to the floor. It is empty. Opposite the door is a 3' x 6' window looking over the back yard to the stable area. The area to the right of the door is occupied by a plain, hexagonal table 3' across and surrounded by four chairs. The opposite right corner has a bed with storage space underneath.

Room F11 Guest Room (18' x 23')
This room is the largest rented room of the Inn. On the floor are sturdy woven rush mats, and the walls have a wainscot of carved wood to the height of the windowsill topped by whitewashed stucco. The ceiling is plastered and has a floral patterned imprint. To the left of the door is a large, 3' x 7' marble-topped desk with two small drawers on each side. Beyond, in the left corner of the room, is a handsomely-carved round wooden table 2' in diameter with a small drawer with a brass pull at the front. A pair of 4' x 6' windows side by side are in the center of the left wall. They have iron grilles on the outside and overlook Galligher's Lane to the Merchant's Quarter. In the left corner is a 3' X 9' meeting table with eight chairs. Four feet from the left wall is another 4' x 6' window with an iron grille and a similar window is located five feet from that. Both of these windows look out on the temple complex and the dock area and are covered with heavy green curtains. In the center of the far wall is a luxurious four poster bed with heavy purple curtains hung all around it. It is 4' x 9' and topped by a plump feather mattress and two feather pillows. Between the bed and the right corner of the right-hand wall is a long, flat-topped chest 2' x 8'. It contains an odd assortment of writing tools, parchment, and drying sand as well as a box containing official seals from most of the major kingdoms that trade with Riverside House. In an oiled packet of doe skin is a map of the Raven Falls area indicating an entrance behind the falls and named "Cavern of the Word." Behind the door (if it is open) is a 3' cube chest with a glass pitcher and basin atop it.

Arnulf Broods

Judge's Only Information on the Feathered Serpent Inn

Room F1
In the space behind the bar in line with the front door is a quick-exit trap over which the owner stands. A finger-touch release will drop him down into a pile of straw in the basement, near an emergency exit to a tunnel leading to the barn. In addition, a quick, clockwise turn of the knob on the newel post at the bottom of the stairway to the second floor flattens the stairs into a ramp.

Room F2 and F3
Careful search of both rooms will reveal a copper tube through the wall into the corner booths of the room next door. Their function is to provide opportunity to eavesdrop on any conversations taking place in the Meeting Rooms.

Room F4
A silver ring in the bag at the bottom of the chest is a cursed Ring of Weakness which will cause its owner to become progressively weaker at -1 CON and -1 STR per day. If it remains in the owner's possession for more than one day, the owner will suffer the loss permanently.

Room F5
One of the three bags in the corner closet is a Bag of Increased Capacity. Both the small chests under the bed contain miscellaneous poisons; most are variants of a numbing poison which will cause the victim to slowly become more and more lethargic in movement until the victim is completely motionless.

Room F10
Lifting the marble table top and turning it over reveals the carved likeness of the Rood of Parth and, in chiseled script, depicts its function as an elemental device with scales and notes for the various tunes required to produce its effects. The present Inn owner is unaware of the existence of the tablet because the marble was salvaged from the foundations of the ruins on the site of the Riverside House when it was under construction. The masons, being simple folk from the south, did not understand the carving, thinking them merely the remains of an earlier culture and of no known value.

Basement
There are two levels of basements hollowed out underneath The Feathered Serpent Inn. Although not important to this adventure, they will be covered in a forthcoming adventure.

The Barbarian Bride

In the late autumn, during a fine, clear day about a week ago, the woods across the river rang with the sounds of Olwrathan horns. Alarmed, the town garrison was called out. Since many small trading ships were either loading or standing by and the village was thronged with the final days of trading, a raid was feared. A vast Shield wall appeared from the edge of the Wise One's forest to past the bend in the river. When the Shield wall arrived at the river bank, an enormous blare of horns signalled the arrival of Hard-Hammer through an opening in the wall. He strode into the middle of the stone bridge and roared for Arnulf. Dressed in his richest robes, Arnulf crossed the bridge to meet Hard-Hammer under the glare of a thousand Olwrathan tribesmen.

"I have," bawled the Olwrathan giant, "an item of priceless value to give to our friend of many years."

Clapping a huge hand on Arnulf's shoulder, he continued in a lower voice. "We have grown rich on the trade with the tribesmen in the backlands. We now have plenty where once we starved or did without. I wish to demonstrate the strength of my tribe and the strength with which we value our alliance." In a louder voice, he said, "My warriors tell me that you value things of elegant beauty and great cost; therefore, I present you with this priceless gift." A thunderous roar greeted this last statement, and the late afternoon sun glinted on a thousand raised blades. As the Shield wall parted at the foot of the bridge, Hard-Hammer bellowed, "My daughter, Gunda!"

Through the rhythmic din of blades drumming on Shields strode a figure at least a head taller than Arnulf himself. Dressed in a blue cloak hemmed with gold, she stood beside her father, her face hidden by the hood. At a nod from Hard-Hammer, she tossed back the hood revealing the broad, open face common to many of the villagers, framed by masses of blonde hair bound loosely at the ends.

"Not only is she the fairest," roared Hard-Hammer, glancing back at his warriors, "but she is also the most valiant!" At this, he raised the sleeve of her right arm to reveal numerous white scars which Arnulf recognized as Sword cuts.

Turning to face his massed warriors, Hard-Hammer continued, "Who among you would not fight to the death for the hand or the honour of such a maid?" The response from the Shield wall was ear-shattering, and, with a sinking heart, Arnulf realized that this crafty Barbarian had him cornered. Turning to Arnulf, Hard-Hammer said, "It is done, then."

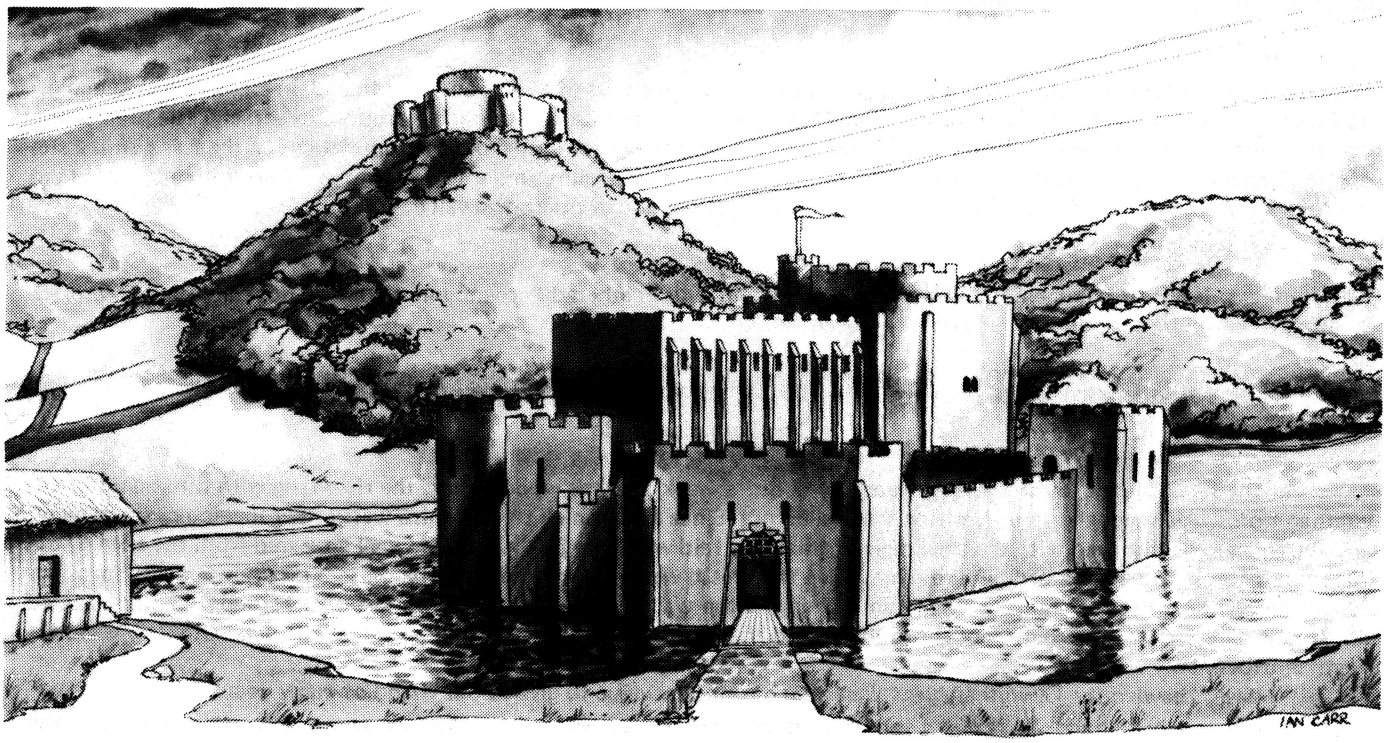
Gunda drew her Sword, and, for a moment, Arnulf feared for his life; then, she offered him the blade. A sudden silence froze the air. Gingerly, Arnulf accepted the blade, glancing down at it as he did so lest he cut his hand on the keen edge. Hard-Hammer turned and strode back to the roaring Shield wall; Arnulf, a razor-sharp blade in his hands and an implacable giantess at his side, could do little but trudge back across the bridge, accompanied by his "betrothed."

A suitable room was found for Gunda at Riverside House, and the marriage ceremony was arranged to be held in three days. The temple Priests showed remarkable ingenuity in arranging the details, both of the marriage and of the ceremony itself. A cartload of Riverside Wine was agreed upon as a suitable sign of appreciation to Hard-Hammer and was duly rumbled across the stone bridge to the waiting horde. The wedding feast included not only all those of importance in the village but also many of the traders in the harbor, as well as Hard-Hammer and his eldest son, Eomer. The whole valley took the occasion to celebrate and spent the entire evening and most of the night in feasting and drinking.

An eerie silence greeted the dawn at Riverside House the morning after the feast. As the day wore on, no signs of life were apparent from the house. Concerned villagers appealed to Oskine at the Feathered Serpent Inn, who gathered some of his guests and set out to investigate. Arriving at the silent portals of Riverside House, Oskine instructed the group of guests to proceed ahead and said he would join them after he had scouted the outside of the House and the surrounding area. The guests crossed the empty threshhold to discover. . .

Riverside House

Riverside House is a stone structure built about twenty years ago on a rocky peninsula. It was isolated from the riverbank by a moat on the north and west sides. First constructed were the two-story square towers and one story hall. Later, a hall Keep and round tower were added. Final additions were the new gatehouse, a kitchen and the huge tower Keep in the east corner.



Ground Floor

Room 1 Gatehouse Entrance
This is a two-story gatehouse. Exterior dimensions are 35' x 28', and it is approached by a 15' drawbridge 6' wide. The bridge leads to a 6' wide entrance hall that passes directly through the gatehouse to the courtyard. The entrance hall is protected by an iron portcullis controlled at each end by a windlass on the second floor. Just inside the portcullis are two iron-bound doors that open inward from the hall to the bridge and yard. Slots in the flat roof of the entrance hall are used to eliminate invaders trapped by the dropping of the portculli. At the present time, the drawbridge is down, and the doors are slightly ajar. The portcullis is up. None of the armed guards that have always been on duty here are anywhere to be seen.

Room 2 Larder
A 3'wide, iron-bound solid wood door opens outward on the left-hand side of the kitchen fireplace as one faces the fireplace. A 6' long passage through the thick walls of the gatehouse leads to a dark, dry room on the north side of the gatehouse. This room is 13' wide by 18' long. A partial pentagon in plan, this room has no opening to the outside. The walls and floor of this room are piled with food and sundry supplies.

Room 3 Main Kitchen (23' x 18')
A 6' fireplace is located at the west end with a stone hood and oven. The remains of a feast are present in the fireplace and on the tables. The southeast wall looks into the courtyard through two slit windows covered with wooden shutters. The windows are 6' x 3' and are located 3' from the floor. The ashes in the fireplace are cold, and no one is present in the room. Cleavers, Knives, and heavy iron stirring ladles hang from a ceiling rack.

Room 4 Food Storage Room (7' x 7')
This room is entered by a 3' wide wooden door. It can also be entered by a ceiling hatch from the second floor. The room is full of spare cooking utensils, pots, pans, kettles, trenchers, and other like items. A few kegs and jars of spices are stored in racks on the walls. Most actual food stores are contained in Room 15. No one is in the room, but a couple of mice scurry into the corners when the door is opened.

Room 5 Courtyard (66' x 44')
A few small shrubs in wooden tubs dress up the appearance of this cobblestoned area. Bright banners and drapery streamers add an air of festivity to the dark stone and wood. Close examination shows that some of the banners have been scorched, and a small pile of them have apparently been torn down, wadded up, and thrown in the southeast corner. A large cloud of flies draws attention to the two bodies underneath the damaged decorations. The bodies are Human and appear to have once been workingmen or sailors of some sort. They seem to have been dead less than 9 hours. The bodies bear large gashes as if they were torn by huge claws, the clothes are scorched in spots, and the hair and eyelashes appear to have been burned away. The men are recognizable only to the extent that they can be identified as other than members of the local community.

Room 6 Antechamber (7' x 10' with 15' high ceiling and with a 6' square L-shaped addition)
The construction is of rough stone walls and floor with a flat stone ceiling. A double door in the east wall leads out to the courtyard (Room 5) through an archway. The doors are made of heavy wood, bound with iron, and open outward. A pair of large, ironclad doors which divide the room in half are partially open. A beam latch which slides through the doors is drawn back on one side. A stairway at the base of the L projection leads up to the second floor of the Hall Keep. A closed, heavy, wooden 3' x 5' door in the northeast corner leads into Room 7, the Knights' Hall.

Three servants and retainers are lying in a disordered heap throughout the antechamber. None are conscious, and none are injured. If awakened (1 on 1D20), they will be confused and will remember nothing.

Room 7 Knights' Hall (17' x 54' x 10')
The room is entered from Room 6. Constructed of stone walls and floor with a beamed wooden roof, the room has stone pillars down both walls and five square pillars down the center. Seven wood-shuttered Archers' slits in the inner wall facing the courtyard are closed. The fireplace at the entrance end of the room is 7' wide and filled with cold ashes. There is a hidden stone door in the wall of the far end of the hall which leads to a secret entrance to the Tower Keep. It can be discovered only upon a roll of 1 - 3 on 1D20).

In a jumbled mass around a richly set table in front of the fireplace are seven well-dressed merchants. Two are dead, their faces frozen in fright. The rest are unconscious. They are wearing some pendants of value and have a variety of rings on their fingers (total value of 900 GP). If awakened (1 - 2 on 1D20), all that they will be able to remember is a dousing of all the lights, a horrible shriek of fear, and then intense pain.

Room 8 Prison (16' diameter)
There is no ground-level entrance to this room. Access is only by a ladder through the trap door from the second floor. The room is the base of the small round tower that comprises the north corner of Riverside House. Rough stone walls and floor are constructed very solidly with no decorations and no furnishings.

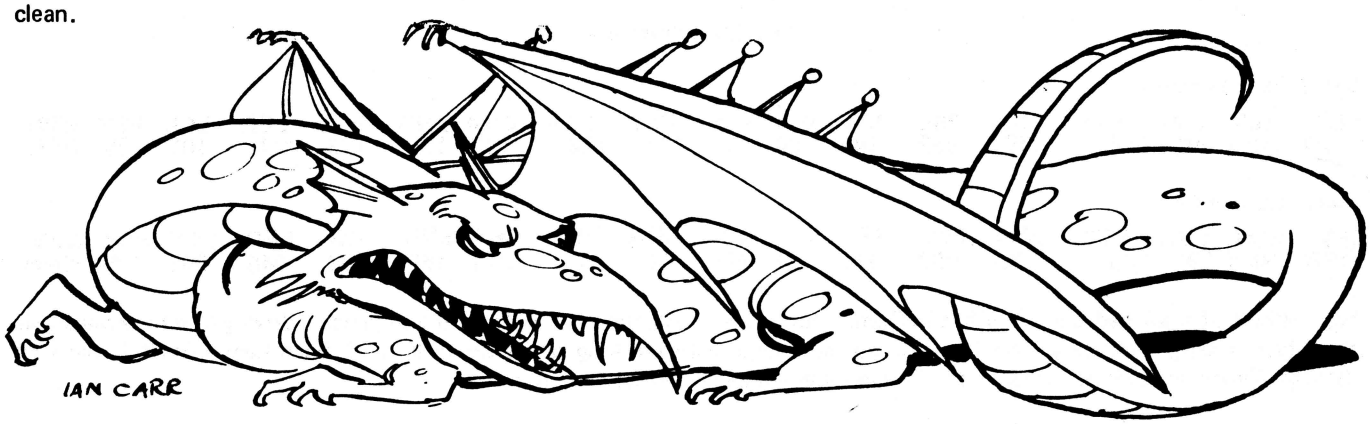
A single occupant lies moaning on the floor at the base of the wall. He is semi-conscious. He has dirty blond hair and a broad, flat face. He appears to be eighteen or nineteen and is slightly overweight. His name is Rolf, and he was a newly-recruited member of the trading cog's raiding party.

Rolf

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	011	002	014	021	143	141	093	123	141	143	123	141	051	103	104	IDG

If awakened (1 - 8 on 1D20), he will moan in terror. He remembers scaling the walls of the tower and then encountering a horrible Fire Demon. Many of his comrades were killed, and he fled for the ship. After ducking into Room 4 of the tower on the Second Level, he stumbled over an open wooden hatch in the floor and fell through the opening. Rolf will be incoherent with fright and has a broken leg from his fall.

Room 9 Stable (17' x 42')
This single-story shed is built with a wooden lath roof and a cobbled floor strewn with straw. It is entered from the courtyard. There are no horses in the stable at the present time. Several empty wine barrels fill one stall, but the rest are scrupulously clean.



Room 10 Old Hall (12' x 28')

This is a small, neat, stone hall whose roof forms, with the old Keep Tower, one wall of the castle. It has no windows. There are 3 stone pillars down with center with a fireplace at one end in the corner. Entrance is from the courtyard through a heavy wooden door at the southwest end. A large number of tables and oil lamps are staggered throughout the hall. On a desk by the fireplace are parchments and writing quills. On the tables, on shelves, on walls, and on separate stands are a large number of flasks, iambics, and containers with powdered compounds in small heaps. This is the hall where Arnulf, the owner, conducts his experiments in alchemy and converts the local wine into Riverside Wine. There are notes and manuscripts on the desk and on some of the shelves, but they are not related to his work in Wine. Most of the notes are on the subject of transmuting lead into gold, and all are failures. On the wall, to the right of the fireplace, are three tapestries with symbolic designes woven on them in bright threads. (**Judge's Note**: These are the three steps of the process used to convert the wine to Riverside Wine, written in allegorical format. Ownership of them is the purpose of the expedition headed by Gunda and her accomplices.) Crumpled by the fireplace is a tall, sandy-haired youth. If aroused (1 - 8 on 1D20) from his deep unconscious state, he will inform the party that his name is Silgar and that he is a member of the wedding party. He will say that he was sent here to retrieve a wedding gift which had accidentally missed being placed on display. (**Judge's Note**: In reality, he is a Junior Master of the Order of Fire who was using the distraction of the wedding feast to search for a portion of the Rood of Parth and the formula for Riverside Wine.) The attempted application or any threat of physical harm will cause him to polymorph into a horned Fire Demon 7' tall with a ram's head, the muscular body of a Human athlete, and the taloned hands and feet of a bear, all surrounded by a blue flame. The muscular body has the appearance of bronze skin but is as tough as Chainmail and will easily deflect a Sword thrust.

Arnulf's Laboratory

Silgar, Human Form

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	NEX	091	065	005	052	144	164	135	122	124	143	103	123	082	102	125	DDG

Silgar, Demon Form

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	NEX	091	065	095	052	175	164	135	154	143	041	150	103	045	051	125	None

His method of preferred combat while in Demon form is to lower the head and ram the oppenent, driving him backwards, all the while ripping savagely at the body of the opponent with the long talons on each hand. Each hand does 10 points of damage. Thirty seconds of contact with the creature will cause the clothing to ignite.

Silgar has 5 lesser allies upon which he can call. The horned Fire Demon, Silgar, will not become involved in combat if the lesser beasts are engaged because it requires all of his attention to maintain the shape-change of the lesser beasts and himself. If the greater horned Demon is attacked, the lesser beasts will revert to their true forms, that of large Cave Rats. If the horned Demon is losing personal combat and is near the fireplace, he will shape change into a Hawk in order to fly to safety. When unconscious, the Master cannot hold the shape-change. This explains his being in human form when found. In all forms, he wears a bronze torque around his neck which gives a bonus of +2 against all forms of psionic attack.

The five beasts which accompany Silgar have two forms, that of a large Cave Rat and that of a small Fire Demon. When in Demon form, they have the size of a small child but an overall appearance identical to that of the Fire Demon. They employ the same tactics in combat as Silgar does but, due to their lesser stature, with much less effect. Their skin is equivalent to Leather armor, and their claws do only 6 points of damage each. If forced to revert to their Cave Rat forms, the beasts will attempt to flee. Lesser Fire Demon: HIT 003, HTK 012 - 014 - 014 - 016 - 015 - 017, NOA 002, DPA 006, SPD 24', SIZ 3', ALN CEX, ARM 064, INT 045, PSY 054, MRT 050, SPA Heat Touch - contact for over 30 seconds will cause clothing to ignite, RAD 050, POR 100, LIF Alternate Form, COL Glowing Bronze-Blue, AGL 154. Giant Cave Rat: HIT 002, HTK 008 - 010 - 011 - 012, NOA 003, DPA 3 Bite/2 Claw/2 Claw, SPD 30', SIZ 3', ALN NXX, ARM 021, PF% 050, PY% 040, INT 042, GES 2 months, GRP Pack, PSY 042, MRT 010, SPA Infravision, RAD 010, POR 020, HAB Caves, FOD Anything Organic, LIF 5 years, COL Dull grey, DOM Burrow, AGL 115.

Room 11 Storeroom (4' x 8')
Constructed of rough, stone walls, floor, and ceiling, this chamber is entered only from the Old Hall, Room 10. A small, wooden door covers the east end of the short room which is used to store wood for the fireplace in the Old Hall.

Room 12 Old Keep Tower (16' x 15')
Constructed of neat stone walls, ceiling, and floor, the major entrance to this room is the door in the northeast corner which leads from Room 10, the Old Hall. This is the first structure built on the peninsula and is the original Keep of the castle. The door is 3' wide and made of heavy wood. Just inside the tower on the right side, a pair of wooden doors cover a 3' deep stone closet in the wall. Further along the right wall is an open staircase leading to the Second Level. An octagonal pillar is in the center of the room. This pillar has been shattered 3' up from its base. In the center of the pillar is a rod of iron that is warm to the touch. It has been charged with the energy unleashed in Riverside House and will confer upon the first person grasping it the location of any of the questing party in the House. It was part of an older pillar used in the construction of the castle and is tuned to Riverside House. It cannot be removed from its location without destroying it.

The contents of the room are mostly extra materials for the alchemical processes carried on by Arnulf in Room 10, the Old Hall. Several minor items of furniture are also stored here. This chamber is the suggested location of Yvry; See **Judge's Options**, Page 32.

Room 13 Hold Storeroom (12' x 7').
This is a neat stone room built with 4 small pillars to hold up the stone roof. Constructed in the space between the Keep and the Old Tower, the curved wall of the new Keep forms the north wall. The door, 2½' wide and made of wood, leads down a short tunnel from the Courtyard. Building supplies and materials are stored here as well as some extra bracing timbers to fasten the gates shut.

Room 14 Secret Entrance Tunnel (4' x 24')
This rough stone tunnel leads from Room 7, Knights' Hall, through the secret stone door to the ground floor of the tower Keep, Room 15. The entrance is protected by a centrally-hinged, pivoted drawbridge, counter-weighted to rest in the "up" position. This will expose a pit 9' long and as wide as the passage. The drawbridge is controlled by a windlass in Room 15. A locked iron gate secures the tunnel at the tower end.

Room 15 Tower Keep (26' diameter)
This chamber serves as a storage room for food and wine. It is entered from Room 14, from Room 7, or down the mural stair from the room on the Second Level of the Keep. A 7' diameter stone pillar dominates the center of the room. Five wall niches 6' wide and 6' deep encircle the outer wall and are used for storage. Two hold wine storage casks, one holds mannets, one holds dry goods in wicker baskets, and one holds the well. A similar niche is covered by a pair of wooden doors opening into the room which leads to the mural stair to the second floor of the tower Keep. This room is the suggested location of Villane. See **Judge's Options**, page 32.

Room 16 Guardroom (18' x 13' pentagon)
This chamber is where the guards who are on watch keep their gear. Several wooden benches and weapons racks line the walls. An open stone stair ascends the southeast wall and leads up to the Second Level of the Gatehouse. No guards or any other people are in the room, but the disordered state makes it look as if it was hastily abandoned. This chamber is the suggested location of the " Lost One." See **Judge's Options**, page 32.

Second Floor Plan

Room 1 Windlass Room (18' x 40' x 10' high)
This chamber forms the upper story of the Gatehouse. Along the center of the room are three windlasses, each 7 feet long. The outside one controls the portcullis in the entrance hall. The center one raises the drawbridge, and the one nearest the courtyard raises the inner portcullis at the courtyard entrance of the Hall Passage entranceway. The stairway in the southeast corner leads down to the Guardroom on the lower level. The door in the northeast corner leads to Area No. 2, the flat roof of the kitchen, which forms the Wall Walk area of the fortified house in this area. The ladder leaning against the southernmost of the two stone support pillars leads to the roof of the gatehouse. The fireplace in the north corner is five feet wide with an overhanging stone hood. Here, as in the lower Guardroom, wooden benches and weapons racks have been scattered about the hall. A small wooden table formerly containing some cheese and fruit has been knocked over. No people are in the room, but two small rats are nibbling on the spilled food.

Room 2 Walkway (20' x 20')
This area between the New Gatehouse and the New Round Tower is composed of the roof of the kitchen and the Entrance Halls. It is bounded by the Gatehouse building on the left, the "odd tower" projecting into the river to the front, the New Round Tower on the right, and the straight wall forming one side of the courtyard on the back. Doors lead to Rooms 1, 3, and 5. There is no direct access to Room 4, the upper floor of the New Round Tower, although one of its Arrow slits faces out over the Wall Walk. The three sections of wall are 4' high with 2' wide and 2' high crenelations to shelter it behind.

Room 3 "Odd Tower" (8' x 9')
This small, solid masonry room forms the second story of a square tower. The entrance is a 2' 6" wide wooden door opening outward to Area No. 2, the Wall Walk. Windows on the other three walls taper outward from 5' to 6" wide Arrow slits in the outer walls. A hatch in the floor leads down to the cook's storeroom below. Another hatch in the ceiling leads up to the roof. This room is the suggested location of Plevium. See **Judge's Options**, page 32.

Room 4 Upper Floor Round Tower (16' diameter)
This stone room can only be entered on this floor from Room 6, the Great Hall. The entrance is located at the top of the circular stairway from the first floor. The first 2' 6" wide door of solid wood with iron hinges in the entrance corridor opens outward to the Great Hall. The entrance corridor takes a 10 degree turn to the right, and at the end is another 2' 6" door opening inward toward the Tower Room. Six windows 5' wide narrow to 6" Arrow slits in the exterior walls. The hatch in the floor opens up to expose metal ladder brackets. The wooden ladder leaning against the south wall will form an access leading down to Room 8 on the Ground Level. There are no occupants in the room now, but thick straw pallets on the floor and pegs for clothing in the walls show the room to have occasionally been used to house guards or servants.

Room 5 Antechamber (7' x 4')
This small room with wooden doors on the northwest and southeast sides serves to prevent unwelcomed winter drafts from entering the Great Hall. Sometimes, a servant or guard may be stationed here during important meetings in the hall. At present, it is empty except for a burned-out oil lamp hanging from an iron hook in the south corner. The outer door leads to Area 2, the Wall Walk, and the inner door opens into the Great Hall.

Room 6 The Great Hall (22' x 60' x 16' high)
This is a very well-built room with thick, stone walls and a solid wooden ceiling. This chamber has seven round stone pillars on the side of the outer wall and eight stone pillars on the inside wall to help support the solid wood beam ceiling. The Hall may be entered from Room 5, the Antechamber, through a 3' wide solid wood, steel-banded door which opens outward. The major entrance is a stairway leading down to the Ground Level behind the northwest fireplace. The door next to the stairway leads to Room 4. A 5' wide, decorated fireplace with a large stone hood occupies the northeast end of the hall. At the far end of the Hall, two steps running the width of the hall lead up to a raised dais. A wooden door at the back of the dais leads to Room 7. Seven 6' high, 2' wide windows in the outer wall provide lighting and become 6' wide Arrow slits to provide archer coverage of the river. The courtyard side has seven more windows which remain about one foot wide. All the windows can be covered by wooden shutters.

The room is elaborately furnished with tables and well-upholstered chairs. A great variety of footstools and low couches line the walls. The room is in utter disarray; tables are overturned, tapestries are torn down, and goblets and plates of many descriptions lie about in a great mess. Among the wreckage lie many well-dressed people of both sexes. Many are obviously warriors, but many seem to be rich merchants. All are wearing expensive rings and pendants with a total value of 1,200 GP. **Judge's Note**: The major NPC's Arnulf, Reoric, Gunda, Eomer, Grassain, and Follian may all be permitted to be in various states of unconsciousness in the room. The detailed statistics and descriptions for the fore-mentioned characters are on page 30. Should the Judge wish to maintain the link to the next adventure in the series as well as to add a little more excitement to this adventure, Arnulf will be missing from his place at the feast. Gunda, the blonde Giantess, will immediately attract the attention of the party; she is moaning slightly.

At the base of the second pillar on the outside wall lies a tall, fair-haired female in a state of semi-consciousness. If awakened (1 - 4 on 1D6), she will state her name as Gunda, newly married to the owner of the castle. She will demand some Riverside Wine from one of the upright goblets. If she is given the wine, a rumble of thunder and a minor spasm of wind will shake the room as she drinks. If challenged, she will prove to be belligerent and well able to defend herself. Upon awakening, she will be confused but will recognize that she has just interacted with some talisman of great power. Discretely discovering what happened will be her first priority.

Anyone else who is awakened (1 - 4 on 1D6) will relate a confused story of seeing the lights dim and suddenly getting the impression of being in the midst of a violent thunderstorm. 50% will also have heard near-demonic shrieks of pain before they blacked out. Gunda will tell the same story, but she will have a good hunch that she was the cause of the commotion and will be looking for what triggered such an unusual occurrence.

Above Gunda, in the pillar, a small door, 1' x 1' is partly open. Inside, in a velvet wrapping, is a curved piece of silver pipe with holes spaced regularly down its length. This is a section of the Rood of Parth. By itself, it is of no great value to the questing party, but it is of great value to any one of the power-wielders in the valley. Properly used, it has the ability to enhance the power to deflect any spell, demon-summoning, or shape change excercised by any of the four power-wielders in the castle.

Room 7 Anteroom (6' x 22')
One wall of this room is composed of the curved wall of the Tower Keep. The other is composed of the southeast wall of the Great Hall. A 3' wide door of steel-banded wood in the northwest wall opens outward into the Great Hall. Immediately inside the room, a stone staircase on the same wall as the door leads up to the third floor. A small door beside the stairs leads to a 6' wide by 4' deep storage area under the stairs. The table linen it normally holds is all in use in the Great Hall at this time. A large, 4' wide, steel-bound door in the southeast corner leads into the Tower Keep.

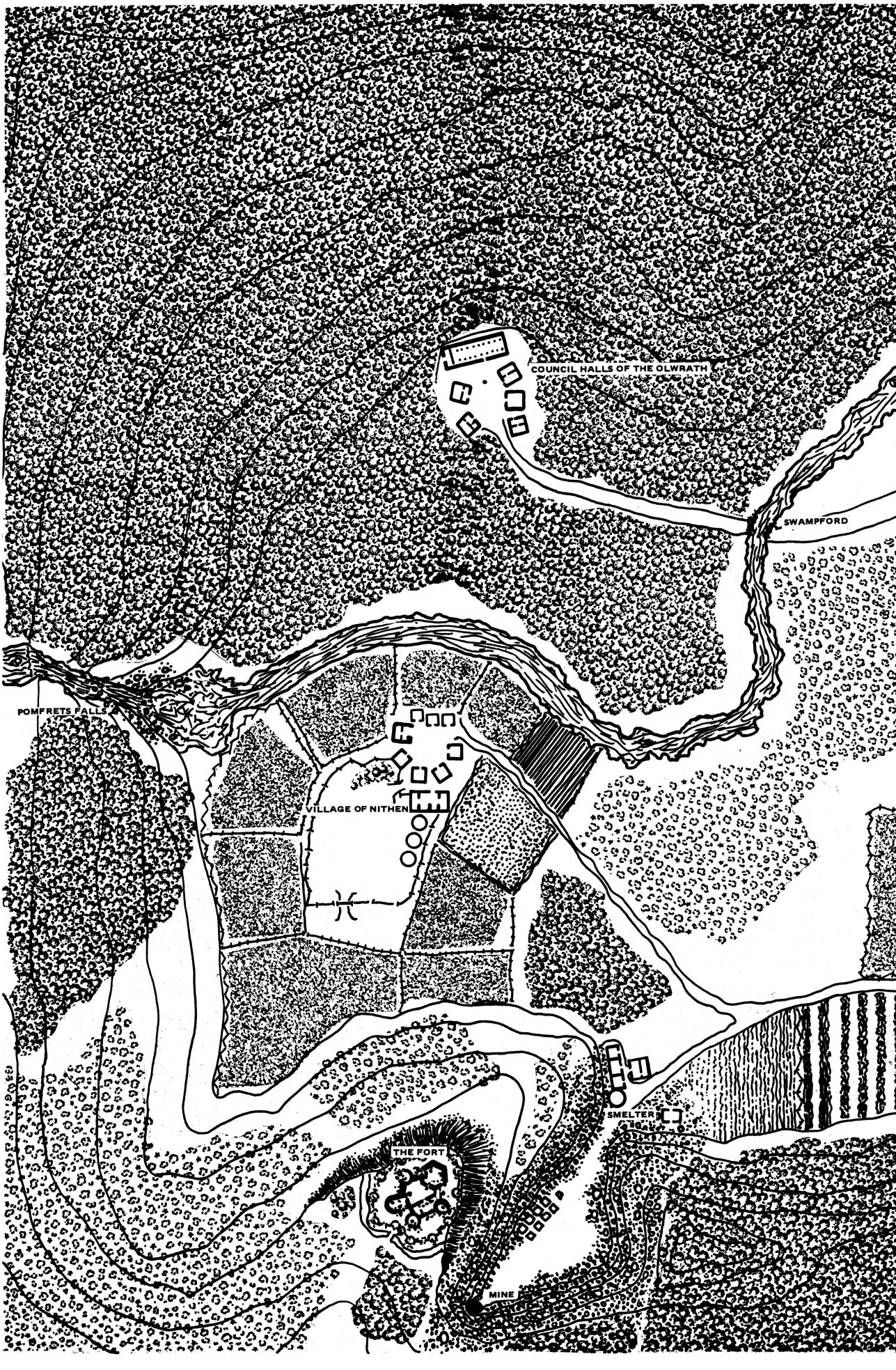
Room 8 Tower Keep Hall (34' in diameter, 20' high)
This elaborately-built, two story, circular hall has 13 huge pillars to support the carved roof. A circular open stair in the center of the room curves upward to the upper floors around the central pillar. Entrance from Room 7 is through a 4' wide steel-bound door of wood opening out into the Antechamber. An 8' long corridor protected by an iron portcullis and an inner, iron-bound wooden door opens into Room 8 through the 8' thick wall. A balcony supported by pillars encircles the room; access is by a stair to the right of the entrance door. A door just to the left of the entrance door leads to the stairway descending to the First Level Room 15. The door at eleven o'clock opens to a latrine or garderobe. At five o'clock is a five-foot wide, ornate stone fireplace with a stone hood above it. Other openings are windows which are 5' wide archways narrowing to 3' high, 10" wide Arrow slits on each floor. The balcony is wooden and is supported between the pillars by arches on the second level. An exception is over the entrance, where the stone archway of the entrance column forms a huge console to support the portcullis. Though full of minor decorative furnishings, nothing particularly valuable is visible here. This chamber is the suggested location of Keran. See **Judge's Options** on page 32.

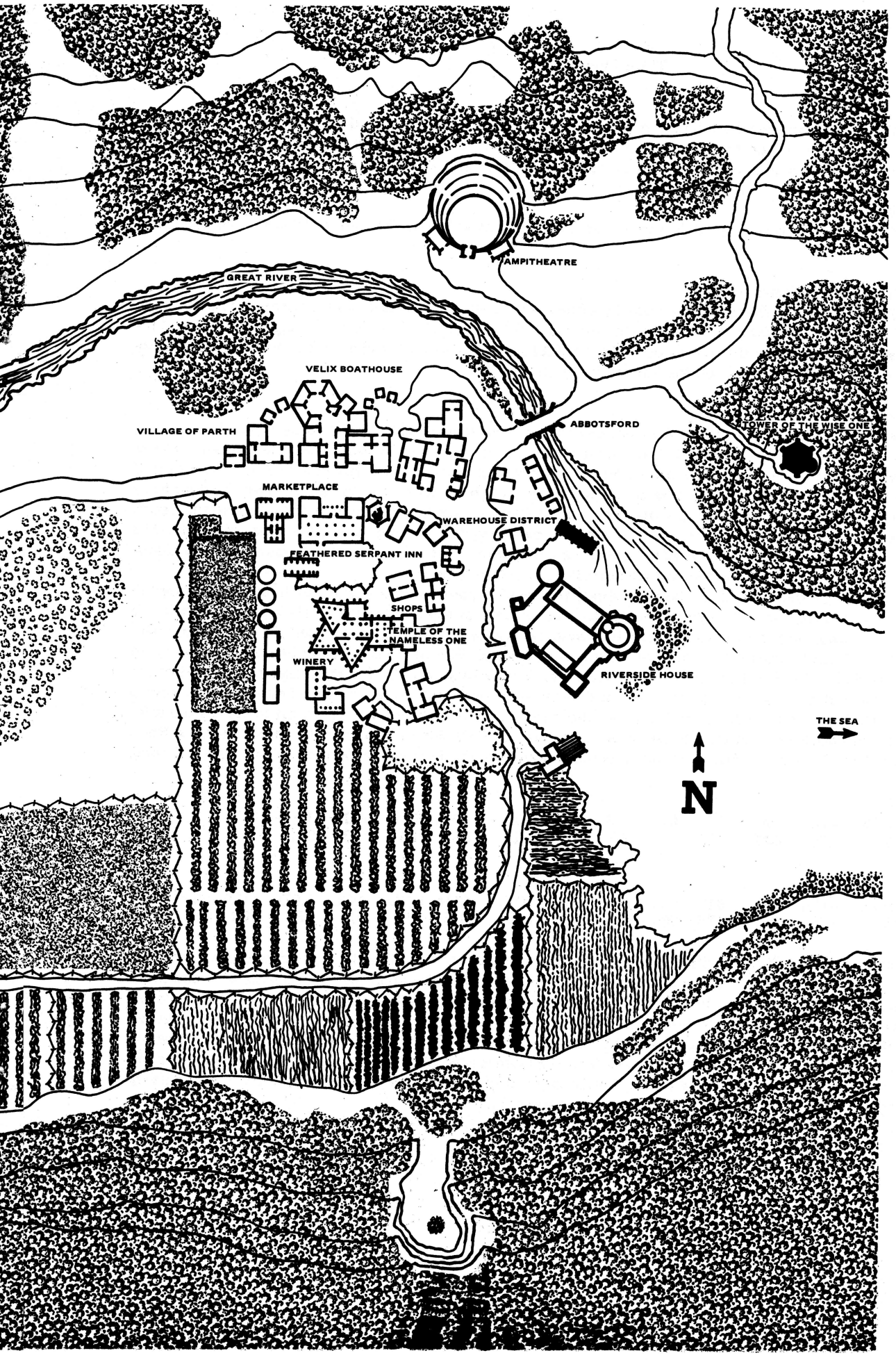
Room 8A Chapel (10' wide hexagon)
This marble-walled, small chamber opens from the Tower Keep Hall between two pillars. Sacred symbols are carved into the walls. The only other furnishing is the large, rectangular block of white marble which forms an alter. The entire chamber is clean and spotless, but there is not another item in the Chapel.

Room 9 Wall Walk
An open space formed by a stone roof of the Old Hall, Room 10, this L-shaped area is 25' across the base of the L and 28' long. The top of the L is 18' wide. It can be entered only from Room 10 on the second floor. The wall rises four feet above the Wall Walk and has 2' x 2' crenellations.

Room 10 Second Floor of Old Keep Tower (17' x 20')
This room has a stone floor and a wooden roof with 7' thick stone walls. The entrance from Area 9 consists of double iron-bound wooden doors 4' wide. The first opens out to Area 9 and, after a short passage of 5 feet through the thick stone walls of the tower, leads to an identical door giving access into the tower. Arrow slits taper from 6' high by 5' wide on the interior to 1'6" high by 6" wide on the outside. Another door, a 4' wide inside opening panel with a second wooden, iron-bound door one foot away, opens outward to the Wall Walk, Area 11. An internal stairway in the southwest corner leads down to the First Level, Area 12. This room has straw pallets on the floor and some pegs for clothing in the walls. No one is presently in the room. No valuables or furnishings are to be found here.

Area 11 Second Floor Wall Walk (4' x 48')
The walk is of flagstone. The wall is 2' 6" thick and 4' high. The crenellations are 1' x 2'. The only exit from the Wall Walk is through the doors to Room 10, the Old Keep. The roof of of the stable touches the edge of the Wall Walk and slopes down toward the courtyard.


COUNCIL HALLS OF THE OLWRATH
SWAMPFORD
POMFRETS FALLS
VILLAGE OF NITHEN
SMELTER
THE FORT
MINE


AMPITHEATRE
GREAT RIVER
VELIX BOATHOUSE
VILLAGE OF PARTH
ABBOTSFORD
TOWER OF THE WISE ONE
MARKETPLACE
WAREHOUSE DISTRICT
FEATHERED SERPANT INN
SHOPS
TEMPLE OF THE NAMELESS ONE
WINERY
RIVERSIDE HOUSE
THE SEA
N

Third Floor Plan

Area 1 Gatehouse Roof (24' x 48')
The flagstone floor of this area is accessed by a hatch in the floor which leads to Room 1 on the Second Floor of the Gatehouse. Two Bolt-throwers are mounted on the roof, one on the north and one on the south side of the entrance tunnel. The 1' thick wall surrounding the roof is 4' high and pierced by crenellations 1' wide and 2' deep.

Area 2 Odd Tower Roof (17' x 10')
This area has a wooden floor with access by a hatch from Room 3 on the Second Floor. The wall is 1' thick and 4' high with crenellations of 1' x 2'.

Area 3 Round Tower Roof (25' diameter)
This area has a flagstone floor. Access to the roof is provided by a hatch with a wooden ladder from the Second Floor Room 4. The wall is 2' thick and extends to a height of 4'. The crenellations are 1' 6" wide and 2' deep. Here are Sagan and seven of his remaining crew. They are about to lower themselves down to the flat roof of the Kitchen and enter the Main Hall. For more information on this group, see **Judge's Options** on the Raiding Party on page 32.

Room 4 Master Bedroom (23' x 21')
Marble and precious woods, ornately carved, cover the walls and ceiling. The wooden floor is covered by expensive rugs. The room is divided from the rest of the level to the southeast by a 1' thick, ornately-carved, wooden wall. The entrance is from Room 5 through a pair of carved, iron-bound, wooden doors. The doors open outward into Room 5, and the doorway is 4' wide and 10' tall. The room is dominated by the huge canopied bed, 6' wide by 8' long. The wall across from the door has a huge, 4' wide fireplace covered by a stone hood. On the right side of the fireplace, a 2' 6" wooden door leads to the Lord's private "privvy." Clockwise from this door are three Arrow-slit windows 6' wide by 2' high and set 2' from the floor. The inside wall has one 3' wide Archer's window covered by two stone pillars. Next to it are two similar windows with no pillars. Iron-bound wooden shutters cover all the windows and are normally covered by tapestries.

Sprawled on the floor at the foot of the bed is a short, tow-headed youth with a round, fat face. He is dressed in overly-large garments richly ornamented with gold thread. Furtive movements, as those of small animals, are noticeable in the dark corners of the room. If awakened, he will call himself Harewine. He is a Lesser Master of the Order of Fire and can maintain either the form of the Great Horned Fire Demon or control of four Lesser Fire Demons but not both simultaneously. In order to facilitate his search for the Rood of Parth, he set the Lesser Fire Demons on guard in the niches and corners of the room. Gunda's Storm Spasm at the feast in the Main Hall rendered him unconscious and returned his Lesser Fire Demons to the forms of Cave Rats. He feels certain that Arnulf knows all about the Rood of Parth and will present it to Gunda as a wedding gift. Harewine is bitter about what he feels to be an unfair action; he feels that he and his order should have the Rood instead. Though prepared to kill for the Rood, Harewine would prefer that the Lesser Fire Demons do the actual slaying.

Harewine, Human Form

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	LNX	071	036	005	042	123	164	142	122	125	082	104	113	072	121	123	DDG

Harewine, Demon Form

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	LNX	071	036	095	042	175	164	142	155	145	021	164	103	051	103	123	None

In appearance, he is much like the village dwellers, being of average height and build with a flat, open face topped by a mop of unruly blond hair. He does not appear to be much older than 20 years. If questioned, he will attempt to evade direct answers and, if pressed, will order the Lesser Fire Demons to present a show of force but not to provoke an attack. He will order an attack if threatened with physical harm, but, if the Lesser Fire Demons appear to be losing any battle, the Master will drop his control over them and assume his form of the Great Horned Fire Demon. If the combat still goes against him, he will shape-change to the form of a Hawk and fly up the fireplace flue. If Gunda is accompanying the party, she will recognize him as an opponent and will declare him as such to the party. If assistance is offered by the party, he will attempt to persuade the party that he is looking for a misplaced wedding present and will request aid.

Lesser Fire Demons: HIT 003, HTK 014 - 015 - 016 - 017, ARM 064, AGL 154, DPA 006. Giant Cave Rats: HIT 002, HTK 009 - 010 - 010 - 012, ARM 021, AGL 115, DPA 3/2/2.

Two large, carved wooden wardrobes contain high-quality clothing and a few minor accessories worth about 300 GP total. Two other very heavy wooden chests are reinforced with iron straps and have elaborate cushions set on top of them. The locks on the two chests are very elaborate and appear to be very complex. (**Judge's Note**: They **are** complex. A 1 on 1D20 will be necessary to pick the locks. A Thief may subtract his skill level from the roll. Any roll 1 greater than the number needed to pick the lock will trigger a gas trap. Anyone in the room must roll CON or less on 1D20 to avoid falling asleep for 2D6 + 2 minutes if the gas trap is triggered.) An inner lock inside the chests provide further security. It can be picked with the same roll and bonuses as the outer locks. The trap on the inner lock is a poisoned needle which, when triggered, hits on a 1 - 4 on 1D6 to cause 2 points of damage for 1D6 + 4 rounds. The first chest contains small leather bags of coins. There are twenty-five bags, four containing 50 GP each, ten containing 50 SP each, and eleven containing 50 CP each. The second chest contains jewelry and uncut gems. There are 5,000 GP worth of uncut gems in the chest. Three pieces of jewelry are visible within the chest on display hooks. The center piece, a necklace, is larger and raised somewhat above the others. All glitter with gold, silver, Emeralds, and Rubies. The three pieces have a total value of 2,000 GP. (**Judge's Note**: The center piece is coated with a contact poison. A person in contact with the necklace must roll less than his or her CON minus 5 on 1D20 to avoid 2 points of damage for 2D6 + 1 rounds. Arnulf is immune to the poison. During the feast, he slipped an antidote potion into Gunda's wine, and she is also immune to the poison.) Two of the carved decorations on the headboard of the bed can be pulled loose to become iron Foot Maces. A +2 to hit silver-coated steel Dagger is hidden under the pillow.

Room 5 Antechamber (23' x 33')
This area is a well-appointed, stone-walled room with a solid, polished wood floor. Eight square, polished wood pillars support the beamed wooden ceiling. Four Arrow-slits are in the outside wall; four are in the inside wall. All are covered with wooden shutters. A 3' wide fireplace is in the northeast wall left of the entrance. On the far side of the fireplace from the entrance is a 3' wide, iron-bound, wooden door leading to Rooms 6 and 7. The entrance is a 3' wide, iron-bound wooden door opening outward. The 4' wide wooden doors in the center of the solid wood northwest wall opens into the Master Bedroom, Room 4. Large numbers of comfortable wooden chairs and a large oak table serve to make this a luxurious sitting room.

On the floor in the center of the room sprawls a middle-aged giant of a warrior. He is blonde and very well muscled, even for a young man. He is wearing light Chainmail and has a blue cloak of wool entwined about his body. At his waist is a curved, carved horn. Just beyond his outstretched right hand lies a golden torc (neck band). He is unconscious and will not be easily aroused (1 - 2 on 1D20). If aroused, he will say his name is Hard-Hammer, Chief of the Olwrath. His statistics and description on page 30. He will show respect to the questioning party if they are accompanied by Gunda or one of the power-wielders, but, if not, he will challenge their presence in this room. He is not aware of the presence of Harewine in the bedroom beyond. One blast from his horn will bring at least a dozen fighting men into the room via the stairs from below.

Room 6 Storeroom (9' x 6')
This minor chamber can be entered from Room 5 only. Plain stone walls form the interior. The area is used for the storage of the Lord's private supply of Riverside Wine. Many earthenware containers of wine are in racks around the room. This chamber is the suggested location of Muirchertak. See **Judge's Options** page 32.

Room 7 Stairwell (5' 6" x 9')
This stairway leads down to the Second Floor area. The door on the left when ascending the stairs leads to Room 5. The curved wall on the right is the wall of the Tower Keep on this level. An Arrow-slit 4' wide inside and tapering to 6" wide by 18" high outside is at the top of the stairs. (**Judge's Note**: Rooms 6 and 7 were once on the outside wall of the Hall Keep. This was demolished when the Tower Keep was added, so the curved wall in both rooms is of newer construction than the other walls of the rooms.

Tower Keep

Area 8
This area has an overall outside diameter of 55' and an inside diameter of 33'. Sub-areas are further listed and detailed in the following text. There is no access to the Tower Keep from this level. Access from below is through the center spiral staircase. Access to the next level is through the mural stairway housed within the southeast wall.

Area 8A (33' diameter semi-circle)
Comprising the western half of the interior of the Tower Keep, this chamber has the entrance from below opening in the center of the dividing wall. Six hexagonal stone pillars help to support the roof and are spaced somewhat irregularly about the perimeter of the room. When entering Area 8A from the stairs below, the wooden door to Area 8B is on the left. Further to the left is the wooden door to Area 8C. Continuing in a clockwise direction around the room is a 5' wide, ornately-carved stone fireplace covered by a stone hood. Set back behind the fourth pillar is the 4' wide wooden door bound with iron that opens into a niche in the wall containing the mural stairway up to the next floor. Finally, there is a 10' wide by 7' deep recess in the wall, called "The Alcove." Just behind the final pillar is a small wooden door opening into a storage closet. The Alcove has a number of wooden benches and footstools, each of which is padded with a comfortable stuffed leather cushion. The storage closet holds some warm woolen robes and blankets. No one is in the chamber.

Area 8B (33' diameter semicircle)
Entered by the wooden door in the south half of the center wall, this room comprises the eastern half of the interior of the Tower. Upon entering the room, eight hexagonal stone pillars can be seen spaced evenly around the perimeter to help support the roof. Clockwise from the center, four 3' wide wooden doors are set into the outer wall leading to Areas 8G, 8F, 8E, and 8D. The interior of Area 8B has four wooden cots whose frames are covered with leather. Neatly-rolled blankets are set at the head of each cot. A small wooden chest is set at the foot of each cot. The chests are unlocked and contain only the personal clothing of an individual guard. Careful searching will reveal 23 SP, 14 SP, 16 SP, and 27 SP in the chests. No one is in the chamber.

Area 8C (13' x 6')
This rectangular chamber is housed within the southern wall section of this floor of the Keep. A small latrine or privy occupies the southwest corner of the room. A 5' wide by 6' deep niche leads out to three Arrow slits, each of which is 4' high and 1' wide on the inside and tapering to 6" wide on the outside. Furnishings are sparse and consist solely of a small, three-legged wooden stool, a rack for two unstrung Bows, and three large wicker baskets of Arrows.

Areas 8D, 8E, 8F, and 8G (10' x 5' irregular rectangles)
Each of these chambers is much the same: a small room built into the outer wall of the Keep. In the outside half of each room is a 5' wide by 6' deep niche that leads out to three Arrow slits, each of which is 4' high by 1' wide on the inside and tapers to 6" wide on the outside. Furnishings consist of a small, three-legged wooden stool, a rack for two unstrung Bows, and three large wicker baskets of Arrows in each room.

Area 9 Old Keep Roof (25' x 21')
The Tower roof holds a small, Arrow-throwing Catapult. The hatch leads down to Room 10 on the Second Floor. The wall is 2' thick by 4' high with Arrow Slits 1' wide and 2' tall. This area is the suggested location for Sulium. See **Judge's Options,** page 32.

Fourth Floor Plan

Area 1 Hall Keep Roof (58' x 28')
This large, open area is a flat slate roof with a narrow walkway at the north end and chimneys at the center of either end. The exterior wall is 4' high with crenellations 1' wide by 2' deep in the walls of both sides and at the north end. There is access at the south end through openings in the parapet to Area 2.

Area 2 Transition Area
This is a connecting piece where the Tower Keep joins the Hall Keep. The area is 6' wide by 24' long. It leads to Area 1 on the north. To the south, stairs 3' wide lead up 4' to the top of the Tower Keep (Area 3).

Area 3 Tower Keep Roof
The Keep is 55' in overall outside diameter and has two further structures erected in the center of the main roof.

Area 3A (18' wide ring, 55' in diameter)
This area is a circular walkway around the top of the tower between the outer parapet and the inner roof tower which rises up another 9' higher. The exterior wall is 4' 6" high with numerous Arrow slits 1' wide and 2' deep. Access down to the lower level of the Keep is through a stairway in the floor in the southwest quadrant which leads down between the walls. Access to Area 2 is by a 3' wide staircase leading 4' down to the west. The substructure of the Upper Watchtower is arched over this area. Inside this circular base is the entrance to the Inner Tower, Area 3B. Sprawled on the floor of flagstone is an unconscious guard. He is dressed in a leather jerkin reinforced with steel rings and has a plain steel Helmet lying near his head. He is armed with a steel Longsword in a sheath, and his steel Halberd lies on the roof near his hand. He is a veteran of the House Guard and, if awakened (1 - 4 on 1D20), will be confused and will know nothing of what has happened since he went on duty last night. Grimal: CLS FTR, LVL 021, HTK 014, ARM 065, AGL 143, WPN DHL & DLS.

Area 3B Inner Tower (30' overall diameter)
The Inner Tower is a hollow ring wall 9' 6" high with a 3' wide walkway along the inside 5' above the roof level. The walkway is reached by an interior staircase on the northern face. The 4' high wall is 2' thick and is pierced by Arrow slits 1' wide and 2' deep. Access to the Watch Tower is gained from the Inner Tower wall walk.

Area 3C Watch Tower (10' exterior diameter)
The highest point at Riverside House, this small Watch Tower is built on the northwestern rim of the Inner Tower. It has a 6' inner diameter with a 2' wide walkledge around the inside. Access is gained by an arch from the walkway of the Inner Tower. The arch is only 4' 6" high at its highest point. The parapet is 2' thick and has Arrow slits 1' wide and 2' deep.

An unconscious guard is slumped down on the inside of the Tower. Dressed in a metal-reinforced leather jerkin, his steel Helmet is still on his head. The steel Longsword remains in the scabbard, but his grip is still strong on his steel Halberd. If awakened (1 - 4 on 1D20), he will be confused and only able to remember an impression of a violent thunderstorm somehow **beneath** him before he blacked out. Dasrin: CLS FTR, LVL 021, HTK 016, ARM 065, AGL 143, WPN DHL & DLS.

Characters

Arnulf of Antriem, son of Wygulf, master of Riverside House

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
ALC	LCN	081	024	015	106	144	176	124	125	154	166	146	134	153	144	103	DDG

Arnulf is forty-three years old and has been master of Riverside House since its reconstruction twenty years ago. He is 5' 8" tall and of slender build with greying brown hair and a finely-clipped beard. His even features are dominated by piercing grey eyes beneath a slight, perpetual frown. As master of Rood Valley and the small town of Parth, he has become wealthy through his secret formula for Riverside Wine, sometimes called Dragon's Blood Wine by the Barbarians. Though born a near-Barbarian, he affects the cultured trappings of civilization in dress and surroundings.

As a youth, he was a student of the philosopher/alchemist, Careol, at his father's court, but the rigors of the ascetic life of study were only slightly less palatable than the military traditions of his family. He has a quick temper and will often take insult at another's social error. If pressed, he will avoid a fight, preferring to scheme for his revenge.

Over the years, he has gradually lost touch with the day-to-day events in the valley and has surrounded himself with merchants and traders from distant lands who flatter him in the hopes of gaining greater access to his products. Although antagonistic toward the Priests of the temple, he, nevertheless, funds it quite generously in the belief that its grand appointments enhance his realm. In the past five years, he has scarcely left the confines of Riverside House except to conduct ceremonies at the temple, preferring to conduct his business in the security and comfort of his Keep.

Arnulf and Dragon's Blood Wine

Oskine of Gont

Follian, High Priest of the Temple of the Nameless One

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	LNX	052	022	032	086	124	188	184	113	155	147	165	142	122	165	122	SDG

Follian is thirty-eight years old, 6' tall, and has red-brown hair and grey-green eyes. He is slender and in good physical condition due to his frequent fasts and vegetarian diet. In company with Arnulf, he was a student of the philospher/alchemist, Careol, but, unlike Arnulf, he is a devotee of the Nameless One and a practicing ascetic. He has the ability to quickly and accurately judge people and their motives and is respected and trusted by the people of Parth.

In dress, he prefers plain robes and could easily be mistaken for a junior Acolyte. He is very persuasive and convincing, generating trust and respect in all who deal with him.

Grassian, Priest of the Temple of the Nameless One

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	LNX	052	022	032	086	124	188	184	113	155	147	165	142	122	165	122	SDG

Grassian is thirty-six years old. He is 5' 8" tall and solid of build but not flabby. He has a dark complexion. His head is shaved, and he has a short, black beard and black eyes under bushy black eyebrows. He left his master, Careol, at age sixteen without mastering the complex principles of mysticism, but he has received a good, working knowledge from Follian. He is inclined to be dramatic and is much impressed by "parlour trick" types of magic, which he incorporates into the temple rituals. Due to Follian's constant fasting and meditating, Grassian has become the day-to-day master of the temple and conducts elaborate ceremonies each noon. His robes are ornate, usually black and red with gold trim, and he carries a large, carved Staff.

Oskine of Gont

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
ASN	LEX	032	020	032	073	103	153	164	124	122	122	102	102	103	123	123	SDG

Oskine is 5' 10", fifty-two years old, and burly of build. He has a swarthy complexion with dark eyes and heavy lids. His eyebrows form a continuous bar across his forehead, and he sports a carefully-trimmed goatee. He dresses in a plain tunic and vest as befits a tavern-keeper. He is evasive when questioned about his past, giving short, non-committal responses. He is often in company with the "lower class" tradespeople and merchants who frequent Parth on trading trips, and dark rumors abound about his true habits.

Muldea, Wife of Oskine

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	LNX	081	036	014	052	144	162	102	132	185	183	124	153	092	112	081	DDG

Muldea is 5' 8" and thirty-nine years old. She has the flat facial features common to the villagers of Parth and the same willowy build. She has blue eyes that seem to know more than she tells. Her hair is the flaxen color common to the north and is held in two braids bound at the ends. She has a quick temper and is fond of the colorful curses she learns from visiting sailors. She is devoted to her husband and will reject any advances made toward her. Like her husband, she is often in company with merchants of dubious virtue.

Katha, Daughter of Oskine

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	LNX	011	006	005	032	071	122	103	092	092	124	072	062	031	082	153	IDG

Katha, like her mother, shares the same features as the rest of the folk of Parth. She is 5' 10" and weighs 110 lbs. with a slender build. In spite of her young age, nineteen, she, too, has the look of one who sees much and says little. Unlike her parents, she is often in the company of one of the temple Priests, usually Grassian, whom she admires. Like her mother, she has also picked up much of the rough language of the docks but can be flirtatious when properly approached.

Hard-Hammer, Chieftain of the Olwrath

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LGA	091	086	075	106	204	122	092	166	153	145	168	123	175	123	122	DBS

Hard-Hammer is forty-five years old, 6' 3", and weighs 240 pounds, most of that hard, battle-earned muscle. He is fair of complexion with the broad, even features of the region. His blue eyes blaze with fury when angered, and his tempers are frequent and long-lasting. He is generous in the Barbarian manner, offering hospitality to all who cross his threshhold, but he is a dangerous enemy when provoked. Although he is a gifted war-band leader, he is uncomfortable in the presence of ritual wealth and defers to the temple Priests, particularly to Grassian. He is seldom seen in the village, although most of the villagers would know of his whereabouts. He is addicted to the Riverside Wine and can be easily bribed for a good supply. However, once he is drunk, his mood can vary quickly from happy comraderie to murderous rage.

Gunda

Hard-Hammer

Gunda, Daughter of Hard-Hammer

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	LNA	052	045	055	094	187	162	123	144	123	122	145	123	142	145	175	DLS

Gunda is 5' 11" tall and weighs 150 pounds. She shares many of the facial features of the region, which only differ slightly from one person to another. Her large, blue eyes give her a peasant-girl appearance, and she seems to look through the object of her attention. She favors long cloaks of blue wool trimmed in gold or silver thread. Her right forearm has numerous small scars caused by Sword nicks, and she is usually armed with a matched Longsword and Dagger. Like her father, she is extremely fond of Riverside Wine and can become either violent or jovial when drinking. The villagers are extremely guarded in their answers to questions about Gunda, tending to be evasive or non-committal. When asked, she will state her age only in vague terms, but she appears to be in her late twenties.

Eomer, Son of Hard-Hammer

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CNX	051	048	075	085	185	122	082	164	143	092	147	142	121	101	041	DBS

Eomer is 6' 2" tall and weighs over two hundred pounds. Like his father, he is of powerful build, but he is not as tall. He is fair, with light brown hair and blue eyes. He considers himself a warrior in the great tradition and will strive to best all those around him in personal bravery, beer consumption, and womanizing. He is very fond of Riverside Wine but, unlike most of his kinsmen, can drink vast quantities of it without the usual wild mood swings. He is generous by nature, but his innate sense of "one up-manship" often causes him to brawl when no offense was intended.

Reoric, Chief Steward of Riverside House

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LNA	031	030	024	052	064	143	103	082	062	081	061	062	142	082	051	DDG

Reoric is forty-two years old and of the same dark complexion as Oskine. He is slightly overweight and pompous, favoring an extravagant mode of dress and courtly manners. He carries his 5' 7" frame with great dignity. His position requires him to attend to guests at Riverside House, and, in keeping with Arnulf's sense of social prestige, he is extremely conscious of subtle slights and insults. He seldom leaves Riverside House, relying for his information about the village on servants from the Feathered Serpent Inn.

Judge's Options

Several options in the course of setting up this adventure are open to the Judge. The two Masters of Fire, Silgar and Harewine, have already been located and described in the text at the places thought most appropriate for them. Three other organized parties, the carrack raiding crew, the Initiates of Fire, and the Initiates of Earth are provided in the following text to be used as desired. In addition, seven special encounters are provided to be used in lieu of random encounters. Some of these will later be hostile, but some could be beneficial to the party. The Judge is warned to consider the long-term campaign effects of a player-character having a "pet" Demon at his or her beck and call! Again, a reminder: if the campaign is to be continued into the other adventures of the series, Arnulf should be missing from the banquet table in the Great Hall.

Use of the first encounter group is recommended with the suggested place of encounter being the roof of the Round Tower. Rolf, in the Round Tower basement, and the two bodies in the Courtyard have been mentioned in the text. For better game flow, the Judge may move the party to any of the other open roofs.

The raiding party is from the small trading cog that the quest group passed on the river approaching Riverside House. Originally, the cog had set sail from the Village of Party with its cargo of wine, furs, and other trade items, but the crew, angry at missing the festivities of the wedding and an opportunity to engage in some skullduggery, mutinied and returned to Riverside House during the night of the wedding celebration. They scaled the wall of the round tower and entered the courtyard. They entered the area of the Old Hall and encountered Silgar in the shape of the Great Horned Fire Demon. The two bodies lying in the courtyard near the Old Hall attest to their losses at this encounter. One of the party, Rolf, was only injured and fled into the base of the Round Tower for safety. While exploring the rooms, he found the wooden hatch and fell to the straw-filled room below. The remaining party of 7 seamen is on the roof of the corner Round Tower and is preparing to make a foray into the main banquet hall. The group is led by their navigator, a former Pirate named Sagan, and they will follow him and respect his decisions. They are armed with a variety of hand weapons, Cutlasses, Spears, Hand Axes, etc. They have niether body armor nor Shields. If contacted by the questing party, they will defer to a better-armed group. A single explorer will be attacked without question. The superior party has a 60% chance of convincing the raiders to accompany them.

The Great Hall-the Morning After

Sagan, Raider Leader

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CEX	041	036	075	051	174	123	162	103	144	152	102	103	111	112	042	IBA

Sagan is out for plunder, but encountering Silgar in his Demon form was a lot more than he or his crew expected. While he was leading their escape over the wall, the storm spasm broke and wiped out his memory of what happened when he stumbled against a rock. He is on his way into the House again, but he and his men are very jumpy and nervous. They are almost certain that there is something **very** important that they are forgetting. Crewmen: CLS FTR, LVL 021, HTK 012 - 012 - 013 - 014 - 015 - 017 - 019, ARM 010, AGL 124, WPN ISP, IFL, ISC, or IHA.

Use of the second encounter will require that another eleven men be placed in Room 7, the Knights' Hall on the ground floor. In the Hall, lying unconscious like the rest, is a rich merchant wearing a purple-trimmed robe. Outstanding by its plainness against the overwhelming wealth of the remainder of his attire is a plain iron disk on a leather thong hanging around his neck. The disk is inscribed with a circle having a cross superimposed upon it. Near the merchant lies a group of ten stunned men-at-arms in a row on the floor. The merchant is Master Ullia, a member of the Earth Sect. The pendant is the symbol giving him control over two of the men-at-arms. Passing the Talisman within three feet of either of the nearer of the two men-at-arms will be sufficient to arouse them from their present stupor. They will follow the owner of the Talisman on his travels through Riverside House and will assist him to the limit of their abilities as fighting men.

Ullia, Lesser Master of Earth

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
MAG	CNX	061	022	010	042	082	163	124	122	123	142	123	102	061	161	164	DDG

Ullia is particularly hard to awaken (1 - 2 on 1D20). If awakened, he will pretend confusion, but he is well aware that someone has used an Artifact of Power. He will be sure that the item in question is one segment of the Rood of Parth and that it is certanly within Riverside House. He will try to maintain his merchant pose and ask the party to ascertain the condition of "Lord Arnulf and his guests." Ullia will insist on accompanying the party. He will fight only if forced to do so. Willing to use some herbal potions from his pouch to cure and heal wounds, he is uninterested in treasure but extremely interested in searching the entire house. He will try to revive as many of the men-at-arms as he can. If he can get his hands on the Rood, he will make a fast exit.

The men-at-arms are all dressed in leather tunics reinforced with steel rings and wear steel Helmets. They are armed with steel Longswords in scabbards and carry steel Halbards. The Sergeant of the Guard is one of the two controlled men; the other is the first man listed. Sergeant: CLS FTR, LVL 041, HTK 032, ARM 074, AGL 153, WPN DHL & DLS. Guards: CLS FTR, LVL 021, HTK 018 - 014 - 012 - 014 - 016 - 016 - 017 - 109 - 019, ARM 074, AGL 143, WPN DHL & DLS.

The eight uncharmed men will awaken (1 - 4 on 1D20) in a confused state but, though apprehensive, will not attack first. They will follow the lead of their Sergeant, and he will follow whomever has the pendant.

The third option will require the Judge to set one of the Initiates, preferrably Moia, in the path of the party. The Kitchen area or an Antechamber to one of the Halls is suggested. She will direct the party to an area where the rest of her group has set up a Room of Illusion. Gunda might also guide them there to try to gain a firmer hold on the party.

This room will be out of the immediate traffic patterns. Room 13, the Hold Storeroom on the First Floor, and Room 8B in the Upper Floor of the Tower Keep are suggested locations. The Room of Illusion is staffed by Etain, Lesser Mistress of Fire, and four other female members of her sect, Deuin, Darthula, Ossina, and Diedra. The room appears to contain walls hung with exotic tapestries, floors covered with rich furs, and ornate tables with many fabulous foods arranged on gold and silver platters. In the background of this seemingly endless hall hovers a group of 4 beautiful serving women, eager to assist the party. They will attempt to persuade the party to help them in their cause. Originally, they wanted the Alchemical formula for Riverside Wine believed to be hidden in either the Master Bedroom or the Alchemist's Workshop. Now, although they would not mind getting the formula, the Rood of Parth is more important to them. Their methods of persuasion will include illusion, tall-tale telling, and the use of their great physical charms. The initiates are not actually as attractive as their illusions make them appear, but they are enthusiastic and willing. Etain will accompany the party if they wish.

Etain, Lesser Mistress of Fire

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
MAG	LXN	061	020	005	062	082	162	092	093	093	166	092	094	124	103	189	IDG

Etain will maintain the appearance of a young, minor noblewoman. She is intelligent, articulate, and will not hesitate to use a few minor fire or illusion spells to help the party. She will follow Gunda's orders. She is a hard-bitten, self-disciplined woman who never loses sight of her assigned task. She always takes the most efficient and expedient route.

Moia, Initiate of Fire

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
MAG	CXN	031	010	004	031	095	165	102	105	143	165	104	104	095	105	165	None

Moia is a fluffy, bouncy little bit of froth who tries to cuddle her way to whatever she wants. Most of it is an act, but it is an act at which she is very good. She will tell whatever story or do whatever task is assigned to her. She is an accomplished liar. However, she does not like to see people hurt and will avoid inflicting pain or fighting whenever she can.

Deuin, Initiate of Fire

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
MAG	CXN	031	010	003	031	096	145	103	143	155	156	103	115	093	101	143	None

Deuin has not been an Initiate long, but she has a great natural talent and feel for the subtleties of her craft. She will do what ever she is ordered to do by her superiors without question. She likes people and tries not to hurt them.

Darthula, Initiate of Fire

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
MAG	NLX	031	011	003	031	103	155	113	103	123	157	113	123	104	093	156	None

Darthula is Deuin's younger sister and has progressed quite rapidly in the Order. She has a real talent for illusion. She has a bitter personality and delights in fooling people, but, most of the time, she tries to avoid inflicting actual physical damage.

Ossina, Initiate of Fire

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
MAG	LAX	032	010	003	031	111	143	142	113	106	165	114	136	105	135	147	None

Ossina is determined to advance in the Order just as fast as she can. She cares not who gets hurt along the way. The Order is the central focus of her life, and she constantly works at perfecting her skills.

Diedra, Initiate of Fire

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
MAG	LNX	032	009	003	031	103	156	153	112	141	156	135	114	103	124	131	None

Diedra has a great degree of empathy for all living creatures and sometimes just uses her talents to make them happy. She tries not to hurt others and would rather use persuasion than force. However, she recognizes the importance of her task and will do whatever she can to help her superior.

Yvry

NAP: 001
NIL: 001
HIT: 004
HTK: 024
NOA: 003
DPA: . . . . . 4 Bite/4 Claw/ 4 Claw
SPD: . . . . . 12'/30'
SIZ: . . . . . 3'
ALN: . . . . . CNX
ARM: 043
PF%: . . . . . N/A
PY%: . . . . . N/A
INT: 164
GES: . . . . . N/A
GRP: . . . . . N/A

CLS: . . . . . MAG
LVL: 081
PSY: 174
MRT: 075
SPA: . . . . . Regenerates 2 points per round, Teleportation
WPN: . . . . . N/A
RAD: 040
POR: 060
HAB: . . . . . N/A
FOD: . . . . . Meat
LIF: . . . . . 5,000 years
COL: . . . . . Deep purple
DOM: . . . . . N/A
AGL: 164

This being appears as a Demonic, Human-sized head with large, yellow eyes, oversized, pointed ears, and a mouth full of Dagger-like teeth, set on two six-taloned arms. For 200 years, he was the familiar of the great Wizard, Peredur. However, Peredur got too carried away with his power and angered one too many Archdemons, resulting in no more Peredur. Yvry has since wandered about the various planes looking for a new boss. He will attach himself to the first Wizard he sees. During his association with the Wizard, he learned to speak Common, Dwarvish, and High Elven, and he has a 70% chance of knowing any written language. The Trollish ability of regeneration and instant teleportation up to 1,000 yards ten times per day are the results of his association with the Wizard. With Yvry as a familiar, a Wizard has an extra 25% chance to learn one more spell per month over his levels of normal limit. If attacked, he will teleport away to search for a new boss elsewhere. He is not a bad familiar, as familiars go, but his usual diet of 15 pounds of raw meat a day is a bit of a problem, as is his love of red wine. He is not vindictive or inclined to attack anyone. At the moment, Yvry isn't even hungry; he is just puzzled, confused, and looking for a new boss. He is most likely to be found in the Storeroom (Room 11, Ground Floor) next to the Alchemical Workroom in the Old Hall.

The Lost One

NAP: 001	CLS: FTR
NIL: 001	LVL: 011
HIT: 002	PSY: 043
HTK: 012	MRT: 050
NOA: 001	SPA: Telepathy
DPA: 004	WPN: N/A
SPD: 36'	RAD: 010
SIZ: 2'	POR: 040
ALN: NAX	HAB: N/A
ARM: 043	FOD: Meat
PF%: N/A	LIF: 500 years
PY%: N/A	COL: Orange
INT: 043	DOM: N/A
GES: N/A	AGL: 124
GRP: N/A	

This appears as a Humanoid head with Bat wings where the ears should be, supported on a large, Human hand. This poor, grey soul was once a mighty Wizard named Peredur who angered one too many Archdemons. Now, he can neither speak nor hear but has limited telepathic ability to converse with one person at a time. He was transformed and banished to limbo long ago. Now free, he will offer untold wealth to the party that will help him to get back to his Wizardrium hidden in tunnels under the large hill across the river from Riverside House. He will not recognize Yvry or even know his own name, but he will know that he was once mighty. Probably found flapping aimlessly around some dark corner of the castle (suggested location is Room 16, Ground Floor Guardroom), this pathetic creature will truly be a grateful 15th level Wizard if assisted or a powerful, vengeful enemy if ignored now and assisted by others later.

Peredur, Mage of the Morning Mists: CLS MAG, ALN NAX, LVL 153, HTK 044, ARM 000, PSL 074, STR 103, INT 185, WIS 143, CON 103, DEX 154, CHA 123, END 092, AGL 075, LED 102, LCK 091, PSY 184, WPN None.

This little, dark one, the size of a thin, 4' tall Humanoid, is a consummate Thief and trickster. (Level 105 Thief and having a 65% chance once per day to convince the players to help him.) If undisturbed, he will soon be regenerated to full power; then, he can assume the size and shape of a teenaged Human to begin his previously-aborted task of collecting, by any means fair or foul (preferably foul) all the parts of the Rood of Parth. His only information is that they are all somewhere in the Valley, but he has been given the ability to detect them within 100 yards. Muirchertak's master set him to this task before he was defeated by his enemies as covered in another portion of the story of the Rood of Parth. His master is currently imprisoned in the stone tablet used as a desk top by Oskine, the owner of the Feathered Serpent Inn. His task is to place each piece, when found, on the hard surface of the tablet, where it will be absorbed. When the Rood is complete, his unknown master will then be freed to rule with the aid of the Rood. (Muirchertak refers to his master as "the Unknown" because he has forgotten who this master is.) Each of the Masters of the four sects will be instantly aware of his return to the prime material plane and will begin plans to thwart him. Muirchertak will be hiding somewhere in Riverside House (suggested location is Room 6, Third Floor Storeroom), waiting only for nightfall to begin his search. On this plane, his only powers are *Shapeshift* in addition to the Thief and coercion abilities. As before, he can be banished from this plane by a high-level spell, but most spells and any poisons or diseases of this plane have no effect on him. Although he cannot be killed, he can be hurt by normal combat by any Human. He can, in Human form, use any weapons available to his craft, which are aided by his STR 166. In his Demon form, his talons are the major weapon, but, in any form, he prefers to run away to steal another day.

Muirchertak, Human Form: CLS THF, ALN CEX, LVL 105, HTK 040, ARM 000, PSL 164, STR 166, INT 143, WIS 103, CON 104, DEX 125, CHA 164, END 141, AGL 174, LED 103, LCK 101, PSY 164, WPN Any.

Muirchertak, Demon Form

NAP: 001	CLS: THF
NIL: 001	LVL: 105
HIT: 008	PSY: 164
HTK: 040	MRT: 090
NOA: 002	SPA: Shapeshift
DPA: 003	WPN: Any
SPD: 24'	RAD: 090
SIZ: 4'	POR: 090
ALN: CEX	HAB: N/A
ARM: 065	FOD: N/A
PF%: N/A	LIF: Immortal
PY%: N/A	COL: Black
INT: 145	DOM: N/A
GES: N/A	AGL: 174
GRP: N/A	

Keran

NAP: 001	CLS: N/A
NIL: 001	LVL: N/A
HIT: 005	PSY: 143
HTK: 030	MRT: 020
NOA: 002	SPA: Poison sting, Spider climb
DPA: 000*	
SPD: 30'	WPN: N/A
SIZ: 6'	RAD: 020
ALN: NXX	POR: 050
ARM: 035	HAB: Caves
PF%: N/A	FOD: Meat
PY%: N/A	LIF: 500 years
INT: 043	COL: Brown
GES: N/A	DOM: Nest
GRP: N/A	AGL: 154

A form of vermin from the Demonic plane, this creature is simply hungry. He is intelligent enough not to attack at unfavorable odds. Keran has an oblong, brown, leathery body with three arm-like appendages ending in Humanoid, taloned hands. Its round, black head has large, pointed ears, yellow, cat-like eyes, and short, white horns on the forehead. Where the mouth should be, there is a slit between two opposing mandibles through which a long, pointed stinger protrudes. Keran uses his Spider abilities to hide in lofty, dark corners from which he can drop down on lone wanderers, preferably the weak or wounded. When this has been accomplished, strong arms hold or throttle a victim until his stinger can be brought into play. The stinger injects a quick-acting, paralysis poison. A victim must roll CON or less at a penalty of minus 5 on 1D20 to avoid paralysis for 2D6 turns. He prefers freshly-killed meat but will eat other's left-overs if necessary. Normally, in his nest of rotting clothes left from old victims will be found numerous pieces of shiny bric-a-brac of which a small percentage will be true treasure. However, he has no nest as yet; he will seek to make one as soon as possible. Sneak attack is his game, and he will run if met with any form of opposition. His skin is equivalent to Leather armor, and speed of attack and withdrawal are his main defenses. The suggested location for this creature is Room 8, Second Floor of the Tower Keep Hall.

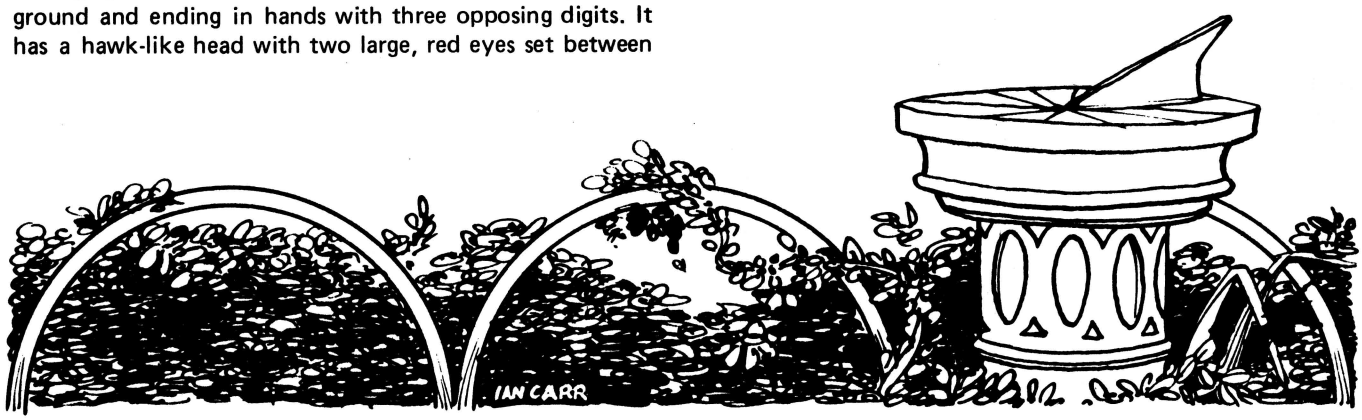
Plevium, the Screamer

NAP: 001	CLS: N/A
NIL: 001	LVL: N/A
HIT: 005	PSY: 143
HTK: 030	MRT: 040
NOA: 001	SPA: Sonic scream
DPA: 004	WPN: N/A
SPD: 30'	RAD: 010
SIZ: 4'	POR: 100
ALN: NXX	HAB: Caves
ARM: 053	FOD: Omnivorous
PF%: N/A	LIF: 1,000 years
PY%: N/A	COL: Bluish
INT: 103	DOM: Treasure
GES: N/A	AGL: 174
GRP: N/A	

This creature is a living burglar alarm. It stands 4' tall. It is a pair of spindly legs with cloven hooves supporting a roughly-Humanoid trunk with two arms reaching to the ground and ending in hands with three opposing digits. It has a hawk-like head with two large, red eyes set between huge, feather-trimmed ears and a sweeping, beak-like nose set above a mouth of sharp teeth. This bluish-grey creature sits, statue-like, on the approach to a treasure and lets out a piercing shriek when unauthorized people approach. He will then scamper away to fetch guardians. If attacked, he can modulate the piercing scream to painful levels, temporarily disorienting opponents while he beats a hasty retreat (throw INT or less on 1D20 to avoid 2 rounds of confusion). The majority of his body has only a leather-like skin which gives no special protection from edged weapons. He is, however, immune to poison or diseases, and can dodge individual missile attacks 75% of the time, whether or not they are of a magical nature. The creature is onmivorous, must be fed regularly, and covets no treasure. Currently out of work on this plane, he is in search of a new owner or a treasure to protect and will set up shop with whichever comes first. If offered food, he considers himself hired and will use his STR 186 to fetch and carry for his new master, but he will not fight or risk injury to himself. His looks and his preference for dark, underground dwellings preclude normal daytime employment by most masters not owning their own underground complex. His suggested location is Room 3, the Second Floor of the Odd Tower.

Sulium, the Searcher

NAP: 001	CLS: N/A
NIL: 001	LVL: N/A
HIT: 004	PSY: 041
HTK: 020	MRT: 010
NOA: 001	SPA: Night vision
DPA: 010	WPN: N/A
SPD: 36'	RAD: 010
SIZ: 10'	POR: 010
ALN: ENX	HAB: Rough areas
ARM: 010	FOD: Meat
PF%: N/A	LIF: 100 years
PY%: N/A	COL: Dark grey
INT: 051	DOM: Rocky crags
GES: N/A	AGL: 114
GRP: N/A	

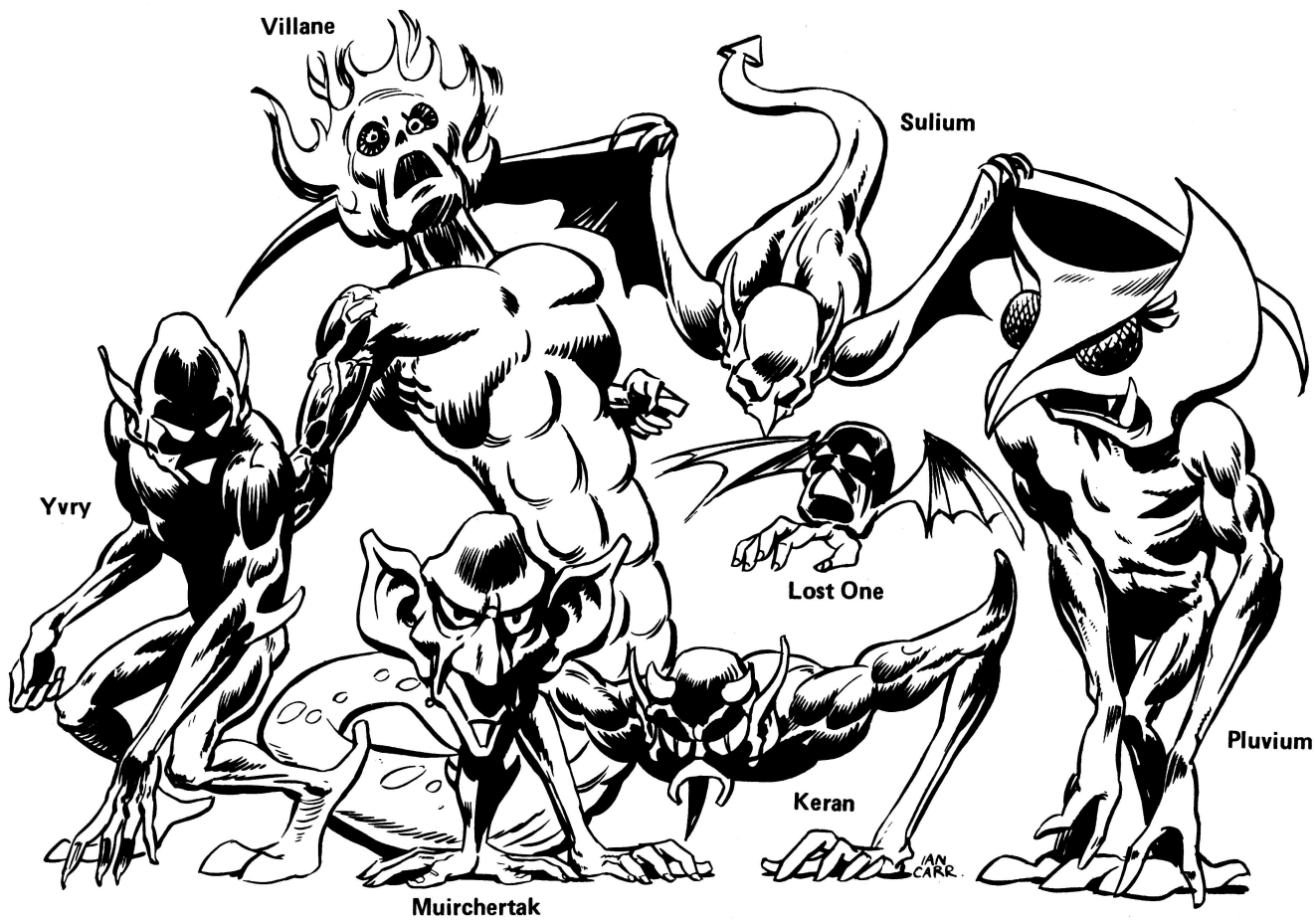


Villane, the Burrower

NAP: 001	CLS: . . . . . N/A
NIL: 001	LVL: . . . . . N/A
HIT: 006	PSY: 154
HTK: 040	MRT: 040
NOA: 003	SPA: . . . . . Fireballs, Heat touch
DPA: . . . 5 Talon/5 Talon/ 8 Tail	WPN: . . . . . N/A
SPD: . . . . . 16'	RAD: 100
SIZ: . . . . . 15'	POR: 100
ALN: . . . . . CEX	HAB: . . . . . Underground
ARM: 045	FOD: . . . . . Silver
PF%: . . . . . N/A	LIF: . . . . . 1,000 years
PY%: . . . . . N/A	COL: . . . . . Grey
INT: 124	DOM: . . . . . Dungeon
GES: . . . . . N/A	AGL: 104
GRP: . . . . . N/A	

Sulium has Bat wings with a 10' tip-to-tip span emerging from a heavily-muscled trunk. A long, powerful, pointed tail and a Demonic head with pointed ears, large, grey eyes, and a beak nose above a mouthful of razor-sharp teeth complete the appearance. This creature was used by his former master to track opponents or victims. He can soar and circle for hours and can use his long-range or night vision to follow as required. He is a meat-eater who prefers to kill his own food, anything small, alive, and defenseless. His normal mode of attack is from above and behind, sudden, merciless, and deadly. He uses his powerful tail like a Lucerne Hammer to shatter his victim's skull, and then he will sit down, balanced on his tail, to feed. Having no special protection from weapons, he stays out of range as he tracks. His nature is Evil with a Neutral leaning, and he will instinctively work only for Evil masters in a hunting and tracking role. He will probably be circling around Riverside House looking for an easy kill or perched on some high point of the castle waiting for a new master.

He has a 15' long, grey, snake-like body with a tail like a whip at one end and a heavily-muscled, Humanoid torso at the other. The torso has two muscled arms ending in taloned hands. A Humanoid head with a lipless mouth, a snake-like tongue, and red, deep-set eyes complete his description. A mass of bright red flames encircles his head. He craves silver for nourishment and can sense its presence through 100 yards of solid rock. When he senses silver, he uses heat from his body to melt rock at 6' per minute, moving like a fish swimming through water, leaving a 3' diameter tunnel in his wake. He is his own boss and will not normally work for hire because his diet makes him expensive to retain. Normally, if attacked, he can throw an endless stream of fireballs. Their rebounds have no effect on him because he is immune to heat attacks. Of physical weapons, only those with magic properties can harm him. All others melt or burst into flame upon contact with his body. Cold is his nemesis, and he will take double damage from cold-based attacks. He is presently recuperating from the shock of arrival and weakness from a lack of food. If left alone for 24 hours in the dark cellar he found himself, he will then start tunneling to the nearest source of silver.



The True Meaning of the Saga of the Rood of Parth

In a secret cavern behind the waterfall, leading to the depths of the earth, is written the Wall of the Word. From ancient times, the history of the Wraeth has been carved on its sides. Various of the chief wise men, during their long careers, added their portions in turn. The earliest of the portions and the deepest in the cavern relate to the time before "the sky fell and the seas burst their shores." In those distant times, the Wraeth lived in peace and prosperity. Those among them who had the "gift," and there were many, controlled by their powers the growth of the forest and the moderating of the elements. Though other groups of Wraeth were known to exist, little, if any, contact with such groups was recorded on the Wall.

The culture achieved by the Wraeth was high. Numerous kin-groups lived in circular stands of oak grown close together, their branches intertwined to form a living roof. Thick stands of pine and cedar surrounded the rings of oak, so densely packed that not even the strongest winds could penetrate. In the center of the ring, the ground was carpeted by soft bracken which grew ankle deep. Each family within the kin-group was allotted one or more of the giant oaks and spread their blankets and other possessions at their base. The growth and care of the circle (called Faels) were entrusted to a group called the Keepers of the Earth whose powers were used to maintain the health of the Fael by controlled growth. Extending for short distances from each Fael were fruit trees and berries in abundance. These were also controlled by the Keepers of the Earth. A separate group of Keepers, called the Keepers of the Air, drawn from all Faels, met in Council, and, by exerting their considerable skills, could, on occasion, alter the effects of the weather upon all the Faels. A third group, called the Keepers of the Water, specialized in the finding or diverting of water sources and the forming of wells. By changing the direction of streams, they could manipulate the movements of herds of game animals to the advantage of the hunters. Keepers of exceptional ability formed a fourth group, though, of necessity, a small one, and studied the essence of fire. This was the highest gift of all. There are many records on the Wall of the accounts of various Masters of Fire in the ancient days claiming to have controlled lightening caused by storms. The arcane results of these efforts were shared by all the people as they strove to maintain the balance of the world. Many of those who possessed the gift in lesser degree could, during the fire ceremony, shape-change into animal forms, particurlarly those of birds of prey, and soar to the heavens in ferocious joy. More mundane skills included a limited ability to transmute some metals from their base form to that of a higher one: iron to silver, lead to gold, copper to bronze, etc.

To the single most gifted Keeper of Fire fell the privilege and duty to use the greatest of the Wraeth achievements, the Rood. With it, the other disciplines could be melded into one, and total control over man and nature could be exerted for short periods of time. Its principal function in the days before the "falling sky and bursting seas" was to conduct the great Ritual of Unity. The Master of Unity, through the Rood and the mass efforts of the Keepers, created for all Wraeths a mystical experience which, for a short time, elevated the whole of the people to a level approaching that of demi-gods. Thus, the Wraeth remained ever aware of the power of the Keepers and the resources of the people, and the Union itself reduced personal conflicts to manageable proportions. At times, when calamities in the form of hurricanes or other natural disasters threatened the Faels, the Master used the Rood to counter its worst effects. Lengthy portions of the Wall attest to the awesome powers of past Masters.

"In the time of Master Ulrah, the winter had continued far beyond its usual term. The coming of spring brought winds so high that good-sized trees were uprooted and many areas began to suffer. Master Ulrah convened the Council and, placing the Rood upon a mound in the center of the Fael and surrounded by all the other Masters, began to play upon the Rood. As he did so, the co-ordinated talents of the surrounding Council began to coalesce into a visible aura surrounding both the Master and the Rood. This aura was called the Light of Unity and was seldom seen save during the most intense moments of the Ritual of Unity. Even at the beginning of his Ritual, Master Ulrah was able to produce the Light; as the Ritual progressed, the Light rapidly expanded to include not only the Master and his surrounding Council but also areas beyond even the outer perimeters of the Faels. From a distance, this expanding aura of Power could be seen as a swelling globe of golden light sitting on the windswept and storm-wracked earth like a massive, glowing jewel. The Globe of Light did not cease expanding, many would later swear, until it extended to include all that lay within a circle of five leagues from the center. The forces of nature could not prevail against such a barrier and, positioned as it was, facing the storm, broke its fury not only for all the Faels included under it but also for those lying behind it. This momentous feat was maintained for five days and nights until the storm at last abated. It is said that Master Ulrah showed no more signs of exertion than would be expected from a brisk walk."

The middle sections of the Wall deal with the "falling skies and seas that burst their shores." Among the ancient Masters, there was considerable dispute as to the reasons for the natural cataclysms that occurred. One reason given was that the over-use of the Rood aroused the jealousy of the hidden gods and provoked their anger. Another claimed that moral decline of the Keepers had contributed to an increasingly irresponsible use of the Rood for purposes not intended, resulting in the Wraeth perceiving themselves to be gods and not bound by the usual laws governing all of mankind. Accounts are graven of near-continuous hurricanes and storms in which the clouds, bristling with lightning, appeared to descend to the treetops accompanied by monstrous winds which bent the Faels almost to the ground. In the seas, tidal waves roared toward the shores in lines of foam-topped liquid cliffs that shattered shore and forest and shivered the mountains with their impact. Fifty feet of the Wall is devoted to the anguish and suffering of the Wraeth at the hand of outraged nature and the tale of the gathering in of the battered remnants of the Wraeth by Dhulann, Master of Unity, in the Valley of the Cave. The last of the Keepers joined together with their last bit of power and courage. They were determined that, if they could, they would sacrifice their very selves to calm the wrath of nature, and to this end did they strive. Among present-day descendants of the Wraeth, this Saga may still be heard, little changed from the original though few can now read the Word of the Wall.

The final and most recent portion of the Word was described under the direction of Drithu, the last Master of Unity. The inscriptions themselves show a marked decline in their execution and style from those of the previous sections. The rage of nature did not abate swiftly but lessened gradually over a period of many years. In the early days, the worst effects were blunted by Dhulann and the elder Keepers, who lost their lives in the process, and later by their acolytes under the direction of Master Drithu. The tattered remnant of the Wraeth settled in what is now the Valley of Parth. The exercise of power demanded of the Keepers against the elements caused exhaustion and death at an age much younger than the 150 years a Keeper could normally expect. Drithu was compelled to accept as Keepers those from the people who, in former times, would scarcely have been considered. The most promising of those was a young but talented Keeper of Fire, called Parth, who aided the Master in co-ordinating the defenses of the remaining Wraeth.

It required all of their efforts to maintain the last remaining Fael which, legend relates, is now located across the river somewhere in the forest to the southeast. In it, a tower was constructed using labor from a local tribe, there being then no Keepers of the Earth able to maintain unaided the living roof. For the instruction of those with ability, Parth ordered a smaller structure raised on what is now the site of Riverside House. Drithu lived to an ancient age, longer, by far, than others of his kind, and, in his declining years, attempted many times to instruct his student, Parth, in the use of the Rood. However, strive though he might, Parth could not quite master the proper control of the Rood. Finally, fearing the misuse of the ancient tool, Drithu had it disassembled and hid the pieces within walking distance of the Faels compound. This last act is inscribed in Drithu's own hand because he feared to announce what he had done.

Upon Drithu's death, Parth announced himself to be the Master of Unity and, only later, discovered his old Master's last act. The rest of his life was spent in an obsessed search for the portions of the Rood. In time, it came to be called (especially by the members of the Order of Fire) the Rood of Parth. The center for the instruction of the able founded by Parth was, by all accounts, formalized and codafied by his acolyte, Jaffrick. True to his Master's teachings, Jaffrick gave favored positions to others who showed an affinity with fire, yet none could become a Master of Unity without the Rood. Lacking the cohesion provided by the Ritual of Unity and the presence of a Master, the remaining gifted elements of the people developed along separate paths, each of the four gifts jealously guarding their knowledge. In time, the idea formed that a true Master of Unity would be the most powerful Master of one of the disciplines who, by forcing the others to reveal their secrets, would achieve sufficient power to summon the portions of the mystic Rood. The four disciplines are now known as:

The Discipline of Hrarek, Keepers of the Sky, whose symbol is a stylized gull wing with a dot above it and whose primary knowledge and skills are those of illusion. Their reported center of learning is in the Cavern of the Word, whose exact location is a closely-guarded secret.

The Discipline of Jaffrick, Keepers of Fire, whose symbol is the lightning bolt and whose primary knowledge is that of shape-changing. Their center of instruction is the closely-guarded castle tower in the center of the now over-grown Faels on the hill across the river from Riverside House.

The Discipline of Ichadenak, Keepers of the Earth, whose symbol is a circle with a cross superimposed upon it. Their primary knowledge relates to spells and incantations, hypnotism, and a variety of herbal potions. Their center for instruction is reputedly beneath an ancient ampitheatre nearby.

The Discipline of Tammarck, Keepers of the Waters, whose symbol is two wavy lines drawn horizontally. Their primary knowledge and skills are those of the weather and the transmuting of metals. Their center of learning and instruction is reported to be in a series of ancient mineshafts north of the present Village of Parth.

As sorcery and suspicion increased, the four disciplines, whose Masters grudgingly shared the tower at the center of the over-grown Faels drew ever closer to open conflict. The local tribesmen, whose ancestors had raised the tower, had, for generations, intermarried with the last of the Wraeth and now sent their talented young at the age of seven to the Seat of Parth by the river. It is on that site that Riverside House now stands. These folks came to view themselves as old Wraeth, and the present name, Olwrath, is but a corruption of that term. Isolation from the other tribes, except in times of war, and inbreeding has kept the hereditary abilities within the Olwrath, although the inbreeding weakened them. The arrival of Arnulf's men, however, provided a genetic key with the infusion of new blood to unlock many of the old abilities in the children of these unions. The resulting upsurge of many talented and promising students has prompted all four disciplines to outdo themselves in attempting to recruit the most promising to their Masters.

The Current Struggle

The four disciplines are now mutually antagonistic. The most powerful of the four groups is the Order of Fire, whose center is located across the river in the tower of the over-grown Faels. Although this tower is occupied by Masters of all the disciplines, the Order of Fire maintains a honey-comb of rooms and tunnels below it, where the other disciplines do not intrude. Here, the Order of Fire conducts experiments in shape-changing. Some creatures are more amenable to control than are others. The most successful creatures employed thus far are the large Cave Rats which frequent many of the darker corners. Beginning with such a creature, a Master will impose upon it a shape which is a gross exaggeration of its original, adding such embellishments as talent and imagination can provide. The more difficult task of changing one's personal shape is achieved by making a small, clay construction of the desired shape. This figure serves as the focal point of the pre-shape-changing meditation. At first, the physical presence of the figure is necessary for the change to be effected. Once the Master becomes of a high enough level of proficiency, the figure need no longer be carried. It is then hidden in a safe place because it holds some of the Master's power. Its destruction would severely hamper the power of the Master. A favored form among the present group of adepts is that of a Fire Demon with a Human body, a Ram's head, and taloned hands and feet. The powerful muzzle of this creature is more than able to bend thick iron bars, and the tough skin is able to withstand even the strongest blows by the sharpest +1 Sword.

Thurn, Master of Fire

MAG	NEX	181	040	015	105	105	185	122	095	175	092	123	123	173	148	189	WQS

Among the more advanced younger Masters recently recruited and trained, the dual abilites of personal shape-change and the control of a coterie of shape-changed "familiars" has become increasingly common and even the preferred practice. The present Master of the Order of Fire is the elderly Master Thurn. However, many of his talented students have abilities far in excess of their teacher. Master Thurn's efforts are primarily directed toward the old goal of acquiring supremacy over the other Orders and the acquisition of the Rood. As their symbol would indicate (the lightning bolt), the Order of Fire is inclined toward direct and violent action.

The principal antagonists of the Order of Fire are the members of the Order of Water. At no time could any member of the Order of Fire be expected to aid any member of the Order of Water. Relations with the other two Orders are cool but not hostile. Members of the Order of Fire may associate or ally with the Order of Earth or the Order of Air as the needs of a situation might dictate. Presently, Master Thurn is convinced that Arnulf has inadvertently stumbled upon a portion of the Rood, which, of course, the Order of Fire considers rightfully theirs. Anyone in possession of a portion of the Rood could expect an immediate and probably violent confrontation with any member of the Order. Two lesser Masters have gained access to Riverside House in the form of Rats and are currently investigating the many hidden recesses of the building in their search for the Rood.

The Order of Water maintains its center deep in the ancient mine at the head of the Valley. Its Master, Gawail, has been less successful in recruiting talented youngsters to the Order.

Gawail, Master of Water

MAG	NEX	151	041	015	105	094	184	143	093	163	094	144	122	163	162	184	UDT

In order to increase recruitment, an alliance, of sorts, has been made with the Temple Priests. In exchange for unspecified quantities of silver, promising youngsters would be encouraged by the Priests to visit the mine and Master Gawail. With the increasing number of travelers and traders to the Village of Parth, active members of the Order of Water have been paying sums of silver for any information in their chosen field of the transmutation of substances. Experience has taught them that the greatest Human weakness is that of greed. They are prone to prey upon this in their dealings with others. Master Gawail has sent an active member into Riverside House in an attempt to puchase from Arnulf the secret of his mysterious process by which Riverside Wine is created. Reoric, the Chief Steward of Riverside House, is Master Gawail's agent. Anticipating delivery of the secret, Gawail has converted a large mass of base metal into silver and secreted it in a little-used store room in the underground complex. It is Master Gawail's fond hope that exploiting Arnulf's greed will give her Order the secret formula. Relations with the Order of Fire are hostile. Relations with the other two Orders are nearly non-existent because the Order of Water has long refused to consider the Order of Earth and the Order of Air as valid areas of study.

The Order of the Sky has long met in the Cavern of the Word. Their present Master, Hailann, although unable to read the ancient script covering the walls, considers the Order of the Sky to be the true custodians of all the ancient knowledge.

Hailann, Master of Air

ILL	NEX	142	039	014	105	083	182	154	103	153	101	112	123	132	154	163	WQS

The members of the Order have long practiced the art of illusion and recently have also become adept at controlling or, at least, manipulating the weather. It is this latter pursuit that has caught the imagination of the many young Masters now studying under Master Hailann. The most promising and powerful of these is young Mistress Gunda. In the performance of creating their many illusions, the Order has long consumed copious quantities of strong drink. Of late, the Order has been a principal buyer of large quantities of surplus Riverside Wine through their contacts with Oskine, the owner of the Feathered Serpent Inn. The high price charged by Oskine has been a constant drain on the resources of the Order. Master Hailann, therefore, proposed a scheme to the other Masters during their meetings at the forest tower. He proposed to marry Gunda to Arnulf in an attempt to wrest the secret from him. To his surprise, the Council agreed to his proposal, and Gunda is presently established as Mistress of Riverside House. All members of the Order, however talented, are hard put to resist the temptation to imbibe any strong drink. However, although this enhances their powers, it also decreases their control over those powers, as attested to by Gunda's recent destruction of the interior of the banquet room at Riverside House while happily intoxicated. (At the Judge's option, six other members of the Order can have accompanied Gunda to Riverside House in the form of handmaidens and cunningly created the illusion of a vast hall filled with fabulous wealth and voluptuous servants in one of the lesser-used rooms at Riverside House. The purpose of this is to induce some of the guests to assist them in their search with the promise of similar riches for all who offer aid. As with any illusion, it may be maintained with utmost realism only as long as the one controlling it remains awake or sober. Relations between the Order of the Sky and the other three Orders are cool and tinged with suspicion.

Master Iban of the Order of the Earth instructs his students in a secret cavern under the ancient ampitheatre across the road from the edge of the ancient forest.

Iban, Master of the Earth

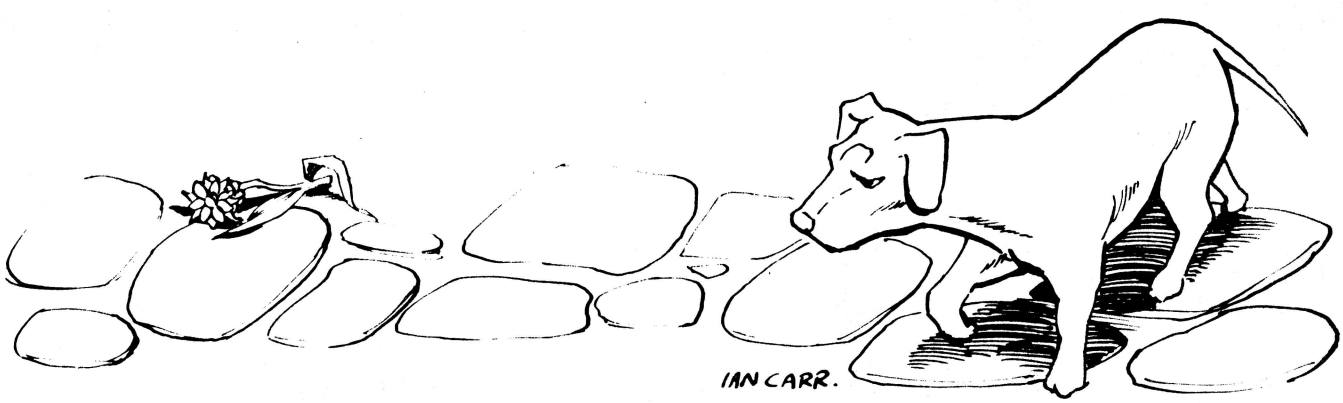
MAG NEX 141 042 015 105 103 183 133 085 144 152 123 143 121 163 172 WQS

The Order has long concerned itself with natural potions, forest lore, and, more recently, hypnotism and a form of mind control. Their studies of forest creatures has led them to breed certain types of animals long thought either extinct or mythical. These creatures have been trained to do much of the menial work for the Order. Of late, Master Iban has made overtures to Master Gawail of the Order of Water in an effort to thwart the increasing strength of the Order of Fire. Although cool to his suggestions, Master Gawail has not refused; accordingly, Master Iban has instructed his Order to assist any members of the Order of Water who may be in peril as a sign of the Order's good faith. Upon hearing the suggestions of Master Hailann at the Council of Masters, members of the Order of Earth, with the assistance of Oskine, owner of the Feathered Serpent Inn, succeeded in hypnotizing two of Arnulf's personal guards. Upon seeing the symbol of the Order of the Earth, these guards would, without question, obey any orders given them by a member of the Order. Master Iban thus ordered one of his members, Ullia, to disguise himself as a wealthy merchant and attend the banquet at the marriage of Arnulf and Gunda at Riverside House. With the assistance of the two pre-programmed guards, he is to attempt to gain possession of the documents containing the alleged magic formula.

The player-characters described in the text as being sent by Swithain of Aletta to obtain the secret of Riverside Wine were those originally used by our club when we ran this adventure. Their specific characteristics are included in order that you may choose to use them as is, to roll up new characters in your own chosen system, or to use existing characters of your own in their place. We hope you enjoy the **Valley of the Rood of Parth, Part One, Demons of Dundurn** as much as we did.

The title of this adventure was given in Gaelic to better resemble the feel of Old Wraeth. Dundurn means " House beside the river."

Sincerely: Les Scanlon, Ian Carr, Derek C. Watson



Sagan's Raiding Party

NOTES

This product is a **Judges Guild Universal Role Playing Adventure** designed for use with all game systems. This product requires a separate rules system for its use. The categories of statistics listed here are carefully selected to be directly applicable to the majority of the published rule systems but should not be considered the only statistics open for use. Should the particular game mechanics employed require the use of an additional term or statistic not found in this format, the Judge is encouraged to add it to the list. All unused categories may be ignored. The values of the statistics given assume that the natural span of human characteristics ranges between one and twenty with the normal person averaging out at ten. Since adventurous characters are above average, their beginning characteristics are generated with 3D6 to give a range of three to eighteen. A comparison chart is provided below to permit the Judge to quickly convert values on the 1D6, 2D6, 3D6, 1D20, and %D ranges from one to the other. Interpolation may be necessary with some figures, but the Judge should keep in mind that these are suggested values only and may be modified to best suit the tone of the campaign he or she is moderating.

The basic assumptions on the rationale for Magic vary so widely from one game system to another that one set of statistics cannot cover the field adequately. Therefore, each spell or magical effect is given a general name such as *Stop Person* or *Invisibility*. Unusual effects or articles are described in the text where first encountered or in a special section at the end. The Judge can then assign an equivalent spell or effect from the specific game system being used.

During the initial reading of this product, the Judge should note the quantities and distribution of the treasure and artifacts. Each game system and even each campaign within a game system tends to run at a level of reward unique unto itself. The Judge is reminded to adjust the amount of treasure available by adding or deleting to correspond with the campaign he or she moderates.

Game "Characters" are given varying amounts of description depending upon the importance of the character to the adventure. Minor individuals are listed where first encountered in the text and have only the most cursory details given. Major individuals are listed where first encountered and have as much detail given as is desirable for their intended role. In addition to the text listing, an alphabetical listing of the characters and their game statistics may be given in chart form at the end of the product. The explanation of the complete list of possible character statistics follows in the order given.

CLS: Class - an indication of the character's profession or main occupation. Abbreviations are explained on a following table.

ALN: Alignment - an index of a character's predisposition toward moral or ethical choices to be made during the game. Alignment is abbreviated in descending importance from left to right. The third letter indicates only a suppressed desire.

LVL: Class Level - an index of the experience and skill acquired in the character's main occupation or profession. The first two numbers indicate the actual class level of the profession while the last indicates the total number of occupations in which the character has gained skill.

HTK: Hits to Kill - the number of hit points necessary to render a character unconscious when reduced to zero or to slay the character when reduced to a negative amount equal to the character's CON.

ARM: Armor Type - a summary of the amount of damage it is possible for the character to absorb due to the protection of worn armor or clothing. Wearing a lot of armor will lower the Agility (AGL) and Speed (SPD) of the character. During normal combat, the amount of damage which can be absorbed per round is equal to one-tenth the Armor Type (ARM) with all decimal amounts dropped. For instance, ARM: 022 would provide 02 points of protection per round. The Armor Type (ARM) is the sum of the pieces of armor listed in the chart below. Each individual piece can be referred to by a three-letter abbreviation in which the first letter is the construction material and the last two letters indicate the specific item.

PSL: Personal Social Level - an index of the social standing. The first two digits indicate the level in the area in which the character resides and the third number indicates the level of notoriety within a twenty mile radius.

STR: Strength - an index of the character's ability to apply physical force. The first two digits indicate the actual Strength of the character and the last number indicates the number of times per day this characteristic may be tested without checking for damage due to stress.

INT: Intelligence - an index of the character's reasoning power, learning ability, concentration, and memory. The first two digits indicate the actual Intelligence, and the last number indicates the number of times per day that this characteristic can be tested to the utmost without checking for stress damage.

WIS: Wisdom - an index of the character's intuitive judgement and knowledge gained from experience. The first two digits indicate the actual Wisdom, and the third indicates the number of times per day the characteristic can be tested to the utmost without checking for stress damage.

CON: Constitution - an index of the character's ability to withstand pressure and physical hardships without permanent harm as well as the recuperative or self-healing powers of the character. The first two digits indicate the actual Constitution of the character, and the third number is the number of times per day this characteristic can be tested without checking for stress damage.

DEX: Dexterity - an indication of a character's coordination and manipulative ability. The first two numbers are the actual Dexterity rating, and the third is the number of times per day that the characteristic can be tested without checking for stress damage.

CHA: Charisma - an index of the character's personal magnetism and persuasiveness. The first two numbers are the actual rating, and the third number is the number of times per day the characteristic can be tested without checking for stress damage.

END: Endurance - a measure of the amount of physical stress to which the character can be subjected. The first two numbers indicate the actual rating, and the third number indicates the number of times per day that Endurance can be tested without checking for stress damage.

AGL: Agility - an index of the character's ability to maneuver the entire body. The first two digits are the actual rating, and the third is the number of times per day this characteristic can be tested without checking for stress damage.

LED: Leadership - an index of the character's ability to command the respect of subordinates, motivate others, and boost morale. The first two numbers are the actual rating, and the third is the number of times per day that this characteristic can be tested without checking for stress damage.

LCK: Luck - an index of the character's relationship with the forces that control that character's fate and his relationship to the fate of all others. The first two digits are the actual rating, an the third is the number of times this characteristic can be tested without incurring the "wrath of the gods."

PSY: Psionic Ability - an index of the character's ability to channel and use psionic powers. The first two numbers indicate the actual rating, and the third number indicates the number of times per day this ability can be tested without checking for stress damage.

WPN: Weapon - an indication of the weapon commonly carried and most likely to be used in combat. Abbreviations are explained on a following table.

Game "Monsters" are given only a cursory treatment where first encountered in the text. Individual variations in statistics or equipment are also given here. The total game statistics are listed in the special section at the end of the product where a typical monster is described in detail. The information given, in order, is:

NAP	NUMBER APPEARING	ARM	ARMOR TYPE	SPA	SPECIAL ABILITIES
NIL	NUMBER IN LAIR	PF%	PERCENTAGE OF FEMALES	WPN	WEAPON
HIT	HIT DICE	PY%	PERCENTAGE OF YOUNG	RAD	RADIATION RESISTANCE
HTK	HITS TO KILL	INT	INTELLIGENCE	POR	POISON RESISTANCE
NOA	NUMBER OF ATTACKS	GES	GESTATION PERIOD	HAB	NATURAL HABITAT
DPA	DAMAGE PER ATTACK	GRP	GROUPING NAME	FOD	FOOD OR PREY EATEN
SPD	SPEED	CLS	CLASS	LIF	NATURAL LIFE SPAN
SIZ	SIZE	LVL	CLASS LEVEL	COL	PREDOMINANT COLOR
ALN	ALIGNMENT	PSY	PSIONIC ABILITY	DOM	DOMICILE OR TYPE OF LAIR
		MRT	MAGICAL RESISTANCE		

Not all of the above characteristics will be applicable to a given monster, and, in addition, any or all of the Character Statistics may be included as well (PSL, STR, WIS, CON, DEX, CHA, END, AGL, LED, and LCK).

	BODY
1	SHOULDER GUARDS
2	BELT
4	GIRDLE
6	BREASTPLATE
8	TUNIC
10	COAT

	ARM
1	GLOVES
2	BRACES
3	ARM BANDS
4	VAMBRACE
5	HALF SLEEVE
6	SLEEVE

	LEG
1	LEGGINGS
2	BOOTS
3	SHINGUARDS
4	GREAVES
5	CUISSES
6	CHAUSES

	HEAD
3	HOOD
4	TURBAN
5	CAP
6	HELM
9	BASINET
11	HEAUME

	HEAD MODIFIERS
1	CHEEKGUARD
1	NECKGUARD
1	NASALGUARD
2	VISOR

	SHIELD
4	PARRY WEAPON
5	BUCKLER
6	TARGET
7	HEATER
8	ASPIS
9	KITE
12	TOWER

	CONSTRUCTION MATERIAL	REINFORCEMENT MODIFIER
1	Silk, Linen, Cloth	---
2	Soft Leather, Soft Wood	---
3	Felt, Light Fur	---
4	Wicker, Heavy Fur	+1
5	Hard Leather, Clay	+1
6	Hard Wood, Horn, Bone, Onyx	+2
7	Gold, Copper, Marble, Jade	+2
8	Electrum, Silver, Bronze	+3
9	Platinum	+3
10	Iron	+4
11	Steel	+4
12	Adamantite, High Chrome Steel	+5

	CONSTRUCTION METHOD
0	Open
1	Ringmail
2	Chainmail
3	Formed Plate

Method: Add all to obtain each piece of armor and total for the whole:

EXAMPLE:

Tunic made of Gold Ringmail	8 + 7 + 1	= 16
Heaume made of Steel w/Visor	11 + 2 + 11 + 3	= 27
Sleeves on Tunic	6 + 7 + 1	= 14
Tower Shield made of Iron	12 + 10	= 25
TOTAL:		082 ARM

Probability Comparison Chart

1D6	1	1	1	1	1	2	2	3	4	5	5	6	6	6	6	6
2D6	2	2	3	3	4	5	6	7	7	8	9	10	11	11	12	12
3D6	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1D20	1	1	1	2	3	4-5	6-7	8-10	11-13	14-15	16-17	18	19	20	20	20
%D	1	2	3-5	6-10	11-17	18-27	28-38	39-50	51-62	63-73	74-83	84-90	91-95	96-98	99	100

ALC	ALCHEMIST
AMZ	AMAZON
ANM	ANIMAL TRAINER
ARM	ARMORER
ASN	ASSASSIN
BEG	BEGGAR
BER	BERSERKER
BRB	BARBARIAN
BRD	BARD
BUF	BUFFOON
CHL	CHILD
CLR	CLERIC
DEM	DEMON
DRD	DRUID
FTR	FIGHTER
ILL	ILLUSIONIST
KNT	KNIGHT
MAG	MAGIC USER
MNK	MONK
PAL	PALADIN
RGR	RANGER
SAG	SAGE
SAM	SAMURAI
THF	THIEF
VAL	VALKYRIE
VIK	VIKING
WIT	WITCH

ARMOR

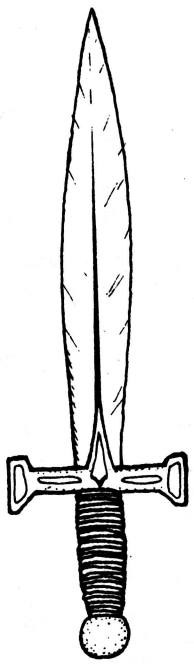
A	ADAMANTITE
B	BRONZE
C	COPPER
D	DAMASCUS STEEL
E	ELECTRUM
F	FELT OR FUR
G	GOLD
H	HARDENED WOOD
I	IRON
J	JASPER OR JADE
K	CLOTH
L	LEATHER
M	MITHRIL
N	NETTING
O	ORICHACUM OR ONYX
P	PLATINUM
Q	QUARTZ
R	ROCK
S	SILVER
T	TIN
U	EARTH OR CLAY
V	MARBLE
W	WOOD
X	UNIDENTIFIED
Y	PAPER
Z	ZIRCON

CT	CHAIN MAIL TUNIC
RT	RING MAIL TUNIC
CD	COAT OF DEFENSE
MC	COAT OF MAIL
BR	BREASTPLATE
BC	BODY CORSELET
BA	BANDED ARMOR
CA	CLEMAL - ARMOR
JK	JACK
SL	STUDDED LEATHER
KK	KULAH KHUD
GN	GORGET NECK ARMOR
CG	CAMAIL GUARD
BB	BALDRIC BELT
AD	ARMING DOUBLET
AG	ARMING GIRDLE
AH	ARMING HOSE
AS	ARMING SPURS
SA	SPIKED ARMLET
GB	ARCHER'S GUARD BRACES
DG	DUELING GAUNTLET
FN	FALCONER'S GAUNTLET
MG	MAIL GAUNTLET
FA	FALCONER'S GLOVE
LG	GREAVES

CH	CLOSED HELM
HC	HELM CREST
FG	FACE GUARD
EG	EAR GUARDS
PB	PLATE BARDING
CB	CHAIN BARDING
SH	SHIELD
BS	BUCKLER
SU	SURCOAT
XD	CLOAK OR ROBE

WEAPONS

A	ADAMANTITE
B	BRONZE
C	COPPER
D	DAMASCUS STEEL
E	ELECTRUM
F	FLINT
G	GOLD
H	HARDENED WOOD
I	IRON
J	JADE
K	CURSED
L	LEATHER
M	MITHRIL
N	NETTING OR ROPE
O	ORICHALCUM
P	PLATINUM
Q	QUARTZ
R	ROCK
S	SILVER
T	TIN
U	POISON TREATED
V	MAGIC
W	WOOD
X	UNIDENTIFIED
Y	MAGICUM
Z	ZIRCON



SW	SWORD
MG	MAIN GAUCHE
TK	THROWING KNIFE
DK	DIRK
DG	DAGGER
SS	SHORTSWORD
FL	FALCHION
SC	SCIMITAR
BS	BROADSWORD
LS	LONGSWORD
CS	CANE SWORD
RS	RAPIER
HS	BASTARD SWORD
TS	TWO-HANDED SWORD
JV	JAVELIN
SP	SPEAR
LA	LANCE
PK	PIKE
PA	POLE ARM
CP	CATCH-POLE
BP	BERDICHE
BI	BILL
FS	FEATHER STAFF
GP	GUARDED AWL PIKE
FC	FAUCHARD
GI	GUISARME
GV	GUISARME VOULGE
GL	GLAIVE
GG	GLAIVE-GUISARME
HL	HALBERD
LH	LUCERN HAMMER
MF	MILITARY FLAIL
PT	PARTIZAN
RN	RANSEUR

TR	TRIDENT
VL	VOULGE
AA	ADZ-AXE
AD	PARRYING ADZ
CA	CARPENTER'S ADZ
AN	ANKH
AK	AXE-KNIFE
HA	HAND AXE
BA	BATTLE AXE
MP	MILITARY PICK
DH	DWARVEN HAMMER
HM	HORSE MACE
FM	FOOT MACE
HW	HOLY WATER SPRINKLER
MS	MORNING STAR
CL	CLUB
TC	TRUNCHEON
BL	BLUDGEON
QS	QUARTERSTAFF
PC	PACHO
SB	SHORTBOW
CB	COMPOSITE BOW
HB	HORSE BOW
LB	LONG BOW
AB	ARBALEST
KB	HEAVY CROSSBOW
MB	MULTIPLE CROSSBOW
PB	PELLET CROSSBOW
RB	REPEATING CROSSBOW
DB	DART BLOWGUN
ST	SPEAR THROWER
SL	SLING
SF	STAFF SLING
DT	DART
TH	THROWING STAR
BR	BOOMERANG
CE	CESTUS
KN	KNUCKLE DUSTER
WH	WHIP
NT	NET
BO	BOLAS
WF	WAR FAN
FA	FANG
CT	CALTROP
BT	BALLISTA
BM	BATTERING RAM
CU	CATAPULT
MA	MANGONEL
ON	ONAGER
SG	SPRINGALD
TB	TREBUCHET

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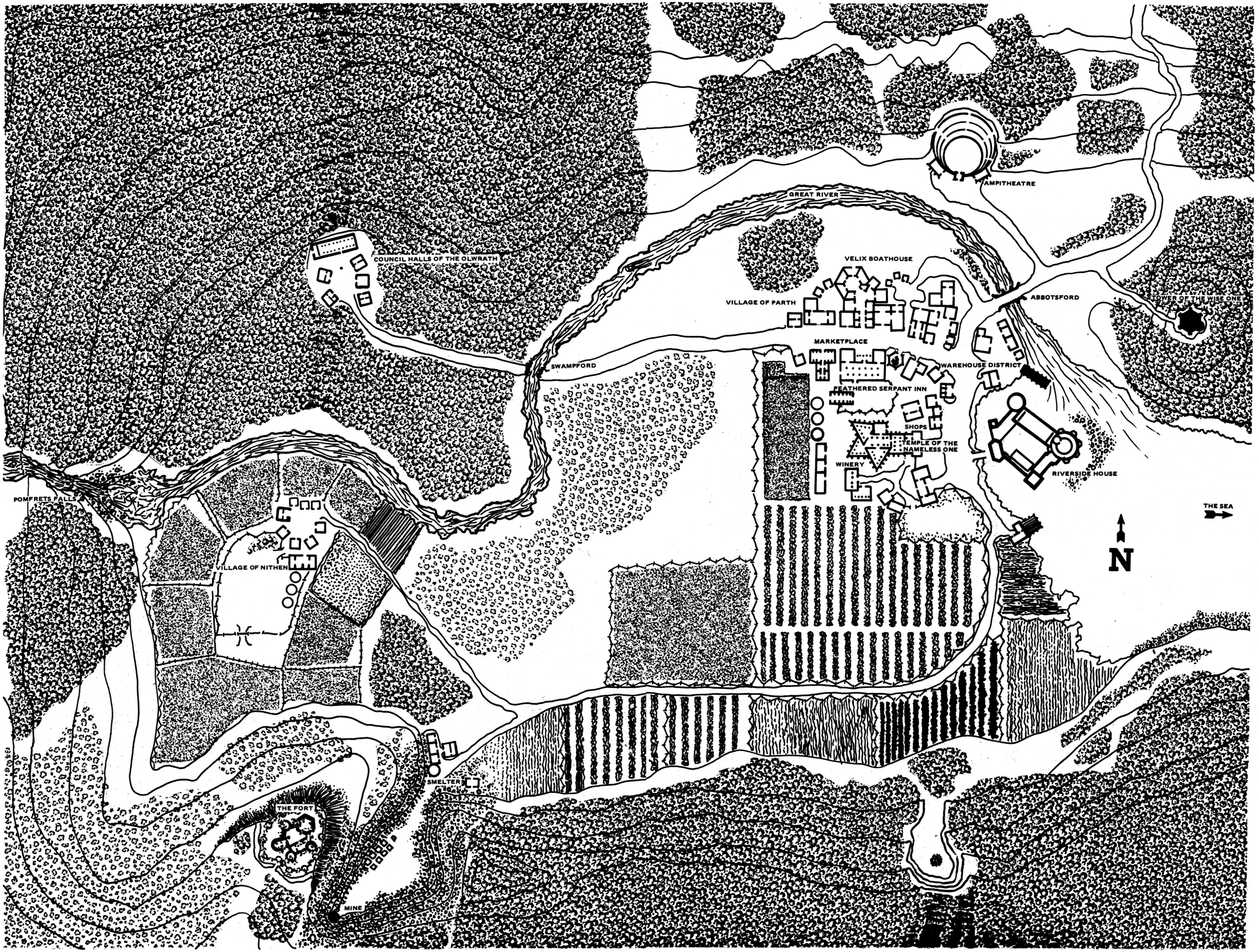
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