

The Manor

Issue #2



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DISCLOSER

No animals or humans were harmed in the process of creating this zine. However, I did kill off several gallons of ice tea, three pizzas and a bag of Cheetos.

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INTRODUCTION

A lot has changed since the first issue of The Manor. I got a new computer because my old one decided it no longer wanted to stay awake for more than a few minutes at a time. The biggest change was I bought a big boy publishing program. Office Publisher has been fantastic. I tried the free ones on-line and some of the other advanced programs, but Publisher hit the sweet spot. Now arranging and rearranging elements on the pages is soooooooooooooo much easier.

I can get more into the zine because I'm doing the layout correctly. The first issue came in at just under 4900 words. In this issue I've packed in 6750 words. I hope they're all in the right place.

I wanted to thank everyone who supported the issue one and making it a success. This zine has helped get my writing mojo back. And because of it I've started working on Starter Adventures again and it should be out by the end of July. Damn thing has been sitting for months nearly finished and it wasn't until now that I felt I had the right pieces in place to complete it.

What you'll find in this issue is two locales to plug into your fantasy setting game. Hugo's Healing Potions is a fun shop that's all set to go, adventure hooks, maps, personalities and the coolest addition is a random table for customers. Hugo has made an appearance in nearly every game I've run and he's always a favorite. The second is Smugglers Inn. A nasty little place with a secret and lots of loot. It's versatile enough that it can be run as a location the players can visit and conduct business or it can be set up as a short adventure.

Well that's it for now. I hope you enjoy issue two.

Tim Shorts, 4th of July 2012

HUGO'S HEALING POTIONS

Healing is a constant need for any adventurer. Healing potions are just as important as the food rations, water flasks, 50' of rope and a ready sword. Hugo capitalizes on this need and doesn't bother with any other potions. Before the players start their next great quest Hugo's Healing Potions should be their first stop before leaving the safety of the city walls.

Hugo sells his healing potions for half the cost that others charge. Because of his quick turnover there is a 5% chance the potion will not heal and there is a 2% chance that the potion will cause harm to the imbiber. Urnamin is stationed in the customer area because of the occasional angry patron. Hugo does not give refunds.

THE CREW



Hugo (*Owner: human, male, 34yrs, 6'2", 165lbs, brown greasy hair, sparse beard, brown eyes*)

Hugo is a tall, lanky man who doesn't talk as much as he grunts, sighs, and moans. He was once an apprentice in the mage guild until expelled for being incompetent. Hugo befriended other outcast mages and formed a gang. For two months they robbed and murdered. Eventually, Hugo was captured by the guards. He pleaded for mercy and volunteered the location of the other rogue mages. The others were captured and executed. Because of his information, Hugo was granted a pardon. The mage guild placed a tracer on Hugo to discourage further illegal activities.

A spark of inspiration hit Hugo when he overheard several adventurers arguing with a shop owner who had only a single healing potion remaining. He bought a building then went to

work making batch after batch of healing potions. His meager magic skills and training proved to be adequate for the task. He found he couldn't keep up with the demand. Hugo recruited other alchemists. He demands a lot and works them to exhaustion.

Hugo is driven by greed and paranoia. He is always worried someone is going to steal from him. Every door and chest is locked. If he goes through a door he relocks it behind him. He keeps a large ring of keys on him at all times, most are decoys. He provides the Thieves Guild with information he hears from adventurers (where they are going and what they plan to find) and healing potions to keep them out of his place.



Urnamin (*Guard: human, male, 24yrs, 5'9", 200lbs, shaved head, long blond moustache, brown eyes, teeth missing*)

Urnamin is a stocky built mercenary who hired on with Hugo because of his large debt to one of the local gambling houses. He dislikes Hugo and ignores him when he yells. He intends to stick around long enough to pay his debt then move on. He can easily be bribed to turn against Hugo.

In the shop he prefers to use a one handed club to subdue unruly customers. He's very good at intimidating people with his fierce look and gnarled tooth growl. He loves to fight. When he's bored, he visits the more dangerous sections of town hoping for a fight. He is the only worker that doesn't live in the house.

Clanton (*Alchemist: human, male, 50yrs, 5'4", 110lbs, graying black hair, ruddy complexion, dark eyes*)

Clanton has worked for Hugo for over a year and is senior among the alchemists. He is a nervous, fidgety man, very thin, very pale with angry blotches on his face and hands.

He is a coward by nature and does whatever Hugo tells him to do. The other alchemists bully Clanton and have no respect for him.

Clanton was once a very average student in the Mages Guild, but his nervous demeanor made it impossible for him to complete the most rudimentary training. Alchemy was the only area where he showed promise, but after an accident crippled his left hand, he was released from the training program.

Despite the abuse he receives from Hugo and the other alchemists, Clanton likes it here. He doesn't mind churning out the same thing day after day. He feels comfortable in the monotony. When he goes out he spends his money on sweets. He doesn't drink alcohol because it makes him ill.

Clanton is loyal to Hugo. He will not take bribes, but is easily manipulated and bullied. He won't do anything to directly harm Hugo and will inform his boss if someone makes such a suggestion. Clanton has minor spells to defend himself if threatened and knows just enough about alchemy to make him dangerous.

Taylor (*Alchemist: human, female, 26yrs, 5'6", 130lbs, brown hair, fair complexion, blue eyes, magic tattoo on her cheek*)



Taylor could be an attractive woman if it weren't for her constant snarled expression and bad attitude. She's been working for Hugo for over two months and has ten months remaining in her sentence. Hugo bought her from the mage's court when she was unable to pay the fines for her crimes. Under guild law the amount of fees Hugo paid indentures her for one year. The tattoo on her cheek marks her as a criminal.

Taylor absolutely hates being here. If there's a bad batch of potions it's usually because of her carelessness.

When Clanton points out her mistakes she hits him and throws bottles at him. Recently, she went on a tirade and caused several batches of potions to be wasted. Hugo was furious. He could report the damages to the Mages Guild and have her sentence extended, but Hugo made a bargain with her. If she would produce working potions and not cause further damage then he would forget about the extension. Taylor has reluctantly agreed and has been putting more effort into her job.

Taylor has no loyalty to anyone. Gaining access to her will be difficult. There are times when she's required to run errands, but she'll be on a strict schedule. She will take bribes and do nothing. She doesn't care what people want to do to Hugo or why. Getting into further trouble with the Mages Guild is the only concern she has.

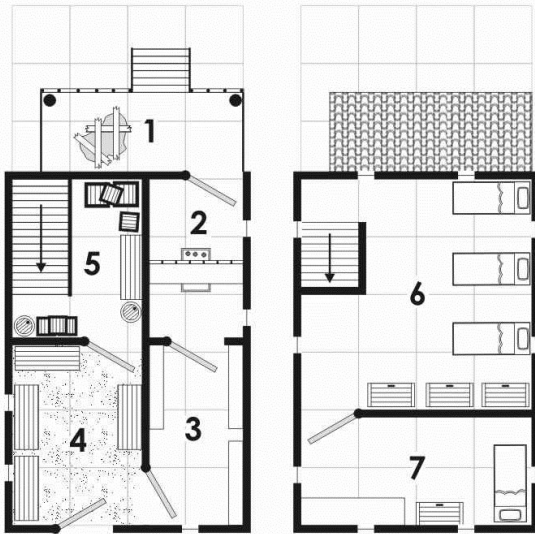
Smlock (*Alchemist: goblin, male, 44yrs, 4'4", 80lbs, tuff of brown hair, gray eyes*)

Smlock works for Hugo because no one else would hire him. Goblins are not welcome in most places. Most believe they are incompetent and lazy. Smlock is one of a small group of goblins that are full members of the Mages Guild. He dislikes Hugo and his tactics to get his workers motivated. He is bored with his job. His alchemy abilities are developed beyond anyone else in the shop. He is hoarding money to start his own shop someday. Unfortunately, Clanton saw where Smlock kept his money hidden. Furious, Smlock threaten to kill Clanton if one coin went missing. Though he meant every word he feels uncomfortable with the bullying tactics. He blames this on being around Hugo and wants to get out as soon as possible.

Smlock will not easily betray Hugo. He considers himself a professional and has standards, even if no one else around him does. Should a bribe be significant enough to start his own shop he will consider the offer.

Hugo's Potion Shop

□ 1 square = 5 feet



THE SHOP

1. Main/Porch Entrance

A rickety sign hangs off a porch that looks on the verge of collapse. The roof is bowed dangerously in the middle and the right support beam is cracked. Boards are thrown over a large hole in the center of the porch. However, the door is sturdy and heavy. The wood is reinforced with steel bands. There is no lock on the door. When the shop is open, Urniman spends half his time leaning against the wall near the door scowling at anyone who enters.

During business hours the door is held open by a rock. Two steel rods bar the door after the shop is closed.

2. Customer Area

This is a simple and unwelcoming room. The customer area is only 6'x6'. A counter has steel bars running from floor to ceiling eliminating access to the southern section of the room. The window in the east wall is boarded shut. During the daytime only the light that filters in through the cracks and the door opening illuminates this room. If it becomes too dark Hugo will begrudgingly light a lantern.

Urnamin stands in the customer area or on the porch with a club at his side. He passes the time talking to the customers even though Hugo dislikes this. He will act quickly if someone threatens, argues or draws a weapon.

Hugo takes all orders at the counter. Money is exchanged through the drawer built into the counter then he unlocks the door behind him to get the potions. Each time he comes out he will relock the door even if there is a line of customers waiting. Large orders will be delivered the next day or that evening. Hugo will not for any reason leave his shop during business hours.

3. Potion Storage Area

Floor to ceiling shelves line the eastern wall. Each section of the shelves has its own set of lockable doors. Dozens of healing potions are stored within. This is where Hugo fills the orders. On the west wall is a larger set of shelves also with lockable doors. Inside are casks of healing potions (a cask holds 25 healing potions). He keeps the door in the west wall locked at all times. He only allows the alchemists to restock these shelves under his supervision.

During business hours Hugo deposits his day's take into a hidden panel on the side of the eastern shelves. At night he takes the day's earnings to his room or to the moneychanger. His take per day averages from 500sp to 2000sp.

All the locks in this room were bought from the Thieves Guild, made to resist lockpicking.

4. Workshop

This is where the healing potions are made. There is a worktable for each alchemist. The floors and walls are covered with splatters from the frantic pace. The alchemists work twelve hours a day.

The door to the south is the residents' door. It's used to run errands, bring in supplies and to export large orders. This door has a lock from the Thieves Guild and can also be barred from the inside with two steel rods like in area 1. Hugo demands this door be locked and barred at all times. Supplies are left outside the door for the workers. Only the alchemists are permitted inside the house.

The door to the north is open so the workers have access to storage and private rooms.

5. Storage Room

Hugo keeps the storage room well stocked with the ingredients. At any one time there are enough supplies to make two to three hundred potions. He gets supplies delivered every other day. Hugo keeps strict records of his stock. The stairs lead to the private rooms.

6. The Alchemists Room

This is the sleeping quarters for the alchemists. It is small and spartan. Each alchemist has a cot and a personal chest. Hugo insists they keep their chests locked at all times.

Smlock has a small stash of coins he's saved hidden in a false bottom of his chest. He has padded the coins so they don't rattle around. Currently he has 425sp. The only item of value in Taylor's chest is a ring her mother gave her. A simple, silver band (10sp) which is the only thing she cares about. Clanton has nothing of value in his chest. Most of his clothes are sticky from his work and the sweets he eats.

The door to the south leads to Hugo's quarters. It is locked at all times and barred when Hugo is inside.

7. Hugo's Quarters

Hugo's room is well kept. His bed sheets are clean and neatly made. The chest and shelves are clean of dust and the wood polished. Both chest and shelves are locked. The chest is trapped with a poison needle that is difficult to detect. The poison will paralyze the victim for 1d6 hours.

Inside Hugo's chest is his savings, two, 20-pound bars of silver (worth 4800sp each) and thirty, 1-ounce gold ingots (100sp each). Also in the chest is Hugo's sword. It is a master crafted long sword enchanted to do an extra 1d6 cold damage.

The locked shelf has a fold down desk. Inside, Hugo keeps his receipts and records for the shop. There is also a list of Thieves Guild members he deals with along with private notes about them and bribes he's paid. There is a similar log kept on his customers. Any information he believes that is useful he enters here. On the desk is a small coffer with 1500sp. This is his working money for supplies, bribes and paying his employees.

A chest at the bottom of his closet has his collection of minor magic items. The magic items consist of a brush that cleans his clothes, another is a small orb that glows and purifies the odors from the workshop, a lantern enchanted with a continual light spell, and a stone that produces heat. His clothes occupy the rest of the space within the closet.



Random Customer Table (d20)

- 1 Lydon, a small man with a thick northern accent, is pleading with Hugo to grant him credit so he can buy the supplies he needs. Hugo is not interested. Lydon assists adventuring groups. He is responsible for relaying messages and buying supplies. Lydon is also gambler and lost the money needed to buy the potions. If the players are sympathetic and buy the potions he needs Lydon will offer his services, he knows every shop in town.
- 2 Doogan and Cheryl are arguing with Hugo that his potion did not work and they want a new one. Hugo is refusing. They are a married couple who purchase a potion weekly to ease the pain of their sick daughter. They can only afford to buy one potion a week. Cheryl has four sisters and many friends. There is a 40% chance that several women will be protesting Hugo's shop on the players' next visit. Doogan is ashamed of not being able to take care of his daughter. He works for a tyrant of a nobleman. Doogan is an excellent carpenter, but he is not permitted to work for anyone else.
- 3-4 Soldiers (2d6) heading into hostile territory are buying a supply of potions. They are a loud and rowdy group. Anyone who offers to buy them a drink will gain the soldiers as an ally for the evening. If there are more than ten soldiers they will be led by a sergeant. If the sergeant is present the soldiers will be orderly.
- 5 Thermadoris the Leaf, stands outside of Hugo's casting entertaining light spells and simple illusions to attract business. Thermadoris sells minor magical items and if players are interested he knows a guy who knows a guy who has a stash of magical weapons he's selling cheap. Hugo will be furious if he discovers Thermadoris is sending his customers elsewhere.

- 6 Four guardsmen stand outside the shop and will not permit anyone entry. Lord Gunthum is inside and when he visits, Hugo closes the shop. There will be a 1d4 x 10 minute wait for Lord Gunthum to conclude his business. If the players try to force their way in or threaten the guards, one of the guards will blow a whistle alerting the four guards inside and 2d6 city guards. If the situation is not resolved peacefully then Lord Gunthum will see to it that the players are arrested and punished.
- 7-8 An adventuring group (2d6 members) is inside trying to bully Hugo into giving them a better price. Hugo will not sell a potion for a copper less. There is a 50% chance the group will attack Hugo and Urnamin. If the players assist Hugo he will offer them a job to guard a wagon being delivered to an important customer (Lord Gunthum, see above entry). The delivery is to Lord Gunthum's estate outside of town.
- 9-10 A group of town guardsmen (2d4) are resupplying. They get along well with Hugo who provides them with potions to keep them happy.
- 11 Jurik the Soldier is a commander of a private army of a hundred mercenaries, known as the Bone Soldiers. 3d6 bone soldiers will be with him. He spares no expense when it comes to buying supplies and equipment for his men. He and Hugo have an ongoing contract. Outside, Jurik's armored wagon is being loaded with potions. Jurik is generous and will buy anyone in the shop the potions they need. If the players look to be capable warriors he will try to recruit them. Jurik's reputation is one of being generous to his men and a terror to his enemies.
- 12 Old Jed is a minor merchant. He buys small amounts of different items and takes them to the outlying villages and trades them for food and crafts then returns to town and resells what he's gathered. Old Jed is friendly and doesn't get too bothered by much. If the players have something

interesting to sell Jed will make an offer. He's careful with his money, but has good judgment on what will sell. Hugo will throw the players out if they try to conduct business with Jed in his shop.

- 13 Stenia is a prostitute who gets her potions from Hugo. Hugo is one of her customers. She visits on occasion when she or one of the girls is roughed up. She is a streetwise young girl who doesn't frighten easily. She has connections with the Thieves Guild. If the players approach her she will ignore them.
- 14 A crowd stands outside of Hugo's demanding potions. There is a 30% chance a fight will start. This will escalate into a brawl involving the players unless they leave the area. Town guards will show in 3d6 rounds (see, Good Potions, in the Adventure Hooks).
- 15 Murdun, a dwarven priest, comes to Hugo to buy healing potions to alleviate his pain from the burns he has on his body. He is nearly out of money and his faith is faltering. He fell into despair one night pleading with his god for answers. When none came he shaved his beard as a protest and burned it as an offering to a rival god. That night he heard horrible whispers in his sleep. Today, he's terrified that the offer was accepted.
- 16-17 2d8 farmers are in the shop to buy potions for their village. They will keep to themselves. If spoken to, they will nod and smile and be on their way. There will be one young boy if there are over 5 farmers. The young boy will ask the players about the places they have seen and monsters they have slain.
- 18 Sir Orwen, a knight, believes healing potions keep him strong and young. He enjoys being with common people. He believes he is a man who is well liked by all. He will invite the players to a tavern for a drink. Hugo doesn't like Orwen, he talks too much and too loud.

- 19 Samuel, a nervous boy, is buying a potion with the money he stole from his brother. The potion is for his hell hound pup. Its pack was slaughtered by adventurers and only it survived. Samuel is feeding it and wants to fix the cut on the pup's back. He will not tell anyone of its whereabouts because he is afraid it will be killed or taken from him.
- 20 Dahlia, an attractive woman, is speaking with Urnamin. Dahlia is a member of an assassin group hired to kill Hugo. She is assessing the shop and its people. The contract must be completed by the end of the month. A rival alchemist, Velon (see, Competition, in the Adventure Hooks section) has hired Dahlia. If the players return later that month, Urnamin will be unconscious in the customer area and no one will answer when the players call out.

ADVENTURE HOOKS

Pay the Guild

Hugo has not paid his protection money for two weeks. The guild can't allow this to continue. Hugo claims he was robbed and refuses to pay. He's threatened Kronan, a ranking member, to reveal his secret. Since Hugo was mugged while out of his shop it is up to him to take precautions. The Thieves Guild wants their money. The guild plans to disrupt Hugo's supplies and rough up his workers. Kronan wants Hugo dead. If severely pushed or wounded, Hugo will reveal Kronan's secret to bargain for his life. *Kronan is an informant for the town guard.*

Bad Potions

Gerald, an amateur adventurer, is furious with Hugo. His healing potions did not work and he lost three of his companions during an expedition. He confronted Hugo, but was thrown out. Later that night he was threatened by a group (members of the Thieves Guild) to leave Hugo alone. Gerald wants justice for his friends. He will share his story with the players hoping they will

take mercy on him. Should the players do this for him they will find Gerald a loyal friend.

Clanton is Missing

Hugo is furious that his main alchemist, Clanton, has been missing for two days. He received a note stabbed to his front door that demands he pay 1000sp in two days or his alchemist will die. With all his resources tied up in the shop he is looking for someone to help him. He won't give the players details unless pushed and he will try to offer the minimum payment for them to find Clanton.

Smlock's has been worried ever since Clanton saw his cache. He devised a plan with a few of his other goblin friends. They captured Clanton and sent the note. If Hugo pays, Smlock will have enough money to start his own shop. Now Smlock is terrified his plan will be found out. Clanton is alive and being held in an abandon building. Two goblins are guarding him and if found they will run. If caught, the goblins will tell the players about Smlock being in on the plan.

Competition

Another potion shop has opened and is drawing away customers. Hugo knows the owner, Velon, a mage from the guild. He doesn't like Velon, likes his shop even less. The Thieves Guild won't move against him because Velon is protected by the mages. Hugo wants the place gone. Burnt to the ground. He will offer the players a substantial sum, but he has no intentions of paying. Afterwards, he intends to inform the Mages Guild of the players' crimes to collect the reward money.

Good Potions

One of the potion batches turned out to be extremely effective. A member of a large adventuring group was severely wounded and lost one of his eyes. When he drank the potion it fully healed the adventurer and restored his lost eye. Word has gotten out and now Hugo is being overrun by customers and cannot keep up with the demand. But at the same time people

are angry because the potions are not living up to the stories. Hugo needs extra guards to deal with customers. He will hire the players if they appear competent. The players are restricted to the customer area and outside the shop. At the end of the day Hugo will pay the players at the counter.

Sorrow Weed

Hugo heard Sorrow Weed will improve the effectiveness of healing potions. The flowers grow in total darkness underground. Hugo needs someone to gather the flowers. He'll offer payment and/or a portion of the potions. He knows where the flowers can be found (see Smugglers Inn, Crag Rock). Healing potions made with these flowers triples their effectiveness. The one drawback, because of the intensity, no other potion will work for the day.

Old Friend

Crawtak, one of the rogue mages Hugo used to run with, has returned. Several parties want to see Crawtak captured including the Theives and Mages Guilds, the city guard and especially Hugo. Crawtak was the leader of the gang. His vileness defined the group.

During a trip to the shop the players will find the shop closed. Guards and the other alchemists will be outside discussing the disappearance of Hugo. Clanton over heard Hugo say the name Crawtak when Hugo spoke to someone at closing.

Crawtak has taken Hugo to Smugglers Inn to bargain with Halla. He wants the chance to search the waters of Ten Killer Lake.



Smugglers Inn

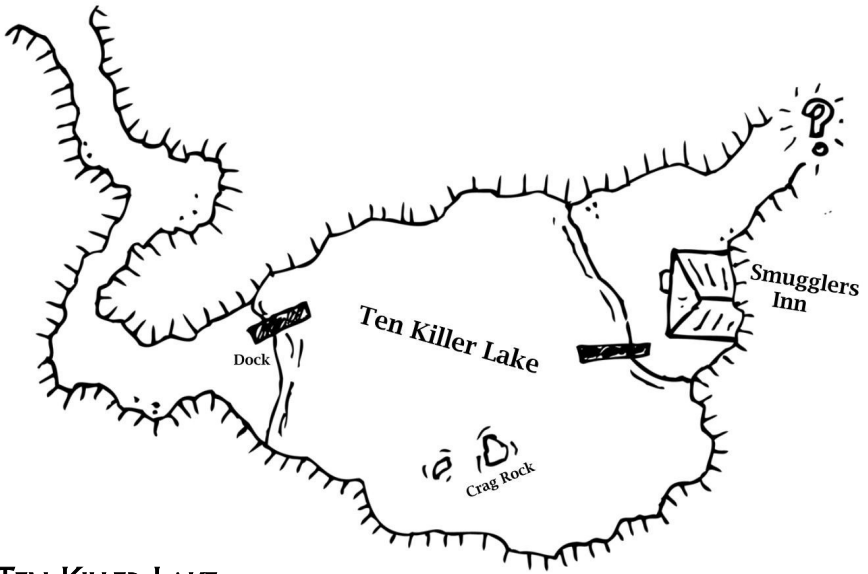


The Smugglers Inn is a hard place to find unless you know the right people and the right way to get them to talk. The ones that know the location are liars and thieving bastards so who knows where they will send a clumsy interloper. But, should the mighty adventurers know a member of the Thieves Guild (7th level or higher) he'll need to increase the weight of the well informed cutthroat's coin purse with at least 200sp before his amnesia wears off. Maybe the adventurers know a mercenary crew. They are at a tavern getting happy and with a few rounds of drinks some of the happier mercs will be blabbering on about its location. Although, when they're that drunk the directions might get a little creative. Then there are the pirates and press gangs. A mighty adventure has no chance of buying a favor through coin or drink, but only through club and blood.

Smugglers Inn is located in a cavern. In fact the two-story building is built into the side of the cavern. Ten Killer Lake separates it from the rest of the world. It's dark, icy waters accepts anything offered. Swimming is not suggested. The blind Oarsman provides safe transportation. He doesn't charge a single coin, but he works on his schedule.

The proprietor, bartender and cook of Smugglers Inn is Halla, an attractive woman who has connections with nearly every criminal group known and a couple unknown. She hides her true identity from most of her customers and those who do know are too terrified to say. Halla is Night Hag that uses the inn to attract the deliciously vile and turn them into larva.

The inn is open to any who find it. Halla doesn't turn away anyone. Even holier than thou priests. She may allow father I told you so or brother this is how it is to rent a cot upstairs for the night. But in the morning, may awaken at the bottom of Ten Killer Lake.



TEN KILLER LAKE

Ten Killer Lake is a liquid graveyard. For years pirates, assassins, smugglers and bandit dumped bodies into the depths of the lake. Its dark, icy waters possesses all manner of secrets. Halla uses its waters often. She calls it 'Feeding Lord John'. Who is Lord John? Good question.

There are several species of fish living in the lake including a large bottom dweller known as Lord John. Rumors surround the giant fish, the most famous being that the notorious bounty hunter John Blood lost a game of poker to a demon and was changed into the tumorous fish that now rules the lake.

Lord John doesn't like his lake disturbed. Anyone making excessive noise or splashing about will attract his attention. While he will not eat his victims, he will drag them to the bottom of the lake and wait for the struggling to stop.

Lord John HD: 8, HP: 45, AC: 14[5], MV: 9, Dam: 1d4, Special: When Lord John does maximum damage, the next round he will drag his victim to the bottom of the lake. See, *I'm Freezing My Ass Off rule*.

A plethora of magic items rests at the bottom of Ten Killer Lake. Most have been here for many years because of the darkness and lethal cold. All normal items have rusted or decayed. At anyone time there are 10-40 magic items scattered on the bottom. If the character wins a bet with Halla and is given one of her potions it takes 1d10 rounds to find a magic item. The GM should make a list of more common magic items. I've supplied a short list of the unique items they could find.

The Axe of Mankin

This is a +2 throwing axe. Its blade is made from a large topaz. Dwarven runes carved into the blade. If the runes are read aloud, the wielder can turn invisible, but at a cost. When the invisibility power is activated the wielder takes 10 points of damage.

Dirk of Healing

This crusty looking knife acts as a +1 weapon, but only deals 1d3 damage. Its real power is its healing ability. If the blade is heated and placed upon an open wound it heals 1d6 hit points.

Shield of Entanglement

This large, metal shield has a engraving of vines entwining on its surface. In battle it acts as a +3 medium shield and once per day the it can entangle one hex/square. The vines from the shield reach out and wrap around its target. This effect lasts for 1 turn.

Long Bow of Frost

This long bow is made of translucent wood. Its string is icy to the touch. When an arrow is notched it turns into an ice bolt. The arrow does 1d6 normal damage and addition 1d6 front damage. If max damage is done, the target must make a save or be frozen in place for 1d4 rounds.

Death Totem



A mummified orc head is impaled on a broken mithral spear. Anyone touching the totem must make a save or dies. A success allows the wielder call upon a shadow to command at the cost of one Constitution point. The shadow(s) will serve until destroy. The sacrificed Constitution can only be restored after the shadow has been destroyed and a *Wish* or *Restore* spell is cast upon the wielder.

Artifact Killer

A 1' long steel scorpion statue has pair of small ruby eyes and its raised stinger is tipped with a diamond. If the eyes are depressed its back will open. It is currently empty. These were devised used by the Porters of Gideon (if you have Knowledge Illuminates the group is described in more detail there). This scorpion is one of the smaller devices. Any magic item, even some artifacts placed within will be destroyed. When the back is closed with an item inside, the stinger will lower and glow. This locks the back into place making it nearly impossible to reopen. The time it takes to destroy a magic item is determined by its strength.

Leather Armor of Regeneration

A fresh corpse wears a simple, but elegant suit of leather armor. There is a 10% the player will find the wearer struggling to swim, but quickly return to his dead state. This suit of leather armor regenerates the wearer's health at a rate of 1hp/hour. It can also restore lost limbs over a month's time. Quird the Tool was thrown into Ten Killer Lake over a year ago after he cheated in a game of cards. He continues to be brought back to life only to die moments later.

Bag of Holding

Inside is 2000sp and a halfling ring of marriage. It has no special powers unless the player wishes to be married to a halfling.

FREEZING YOUR ASS OFF RULE

Ten Killer Lake is deadly cold. Anyone who enters the water without protection must immediately make a save or take 1d6 damage. If someone is submerged hypothermia sets in immediately and the player takes 3d6 damage for every round in the water. A successful save will halve the damage.

DOCK

A simple hooded lantern is chained to the end dock post. Removing the hood will summon the Oarsman to cross Ten Killer Lake. It takes three turns for him to travel from one end of the lake to the other.

The Oarsman is a small blind man who wears a red uniform of some unknown noble house. No payment is required, but he won't refuse a tip or a gift. When he speaks its random bits from his former life randomly spliced together. "I once owned a horse name Milk, but when I chopped wood my grandmother would shout that the monkeys were attacking her."

If the Oarsman is killed those responsible will face the full wrath of Halla. She will use her powerful magic to subdue the party. Most she will toss into the lake. One will become the new Oarsman.

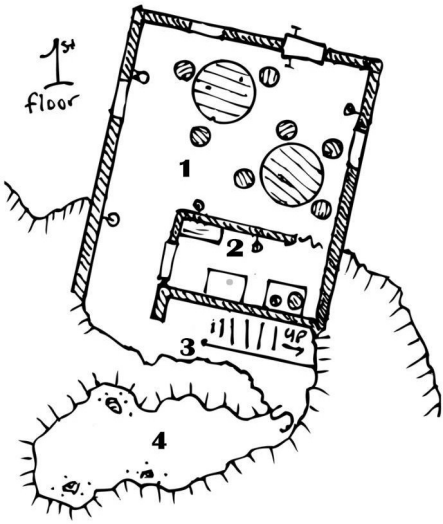
Crag Rock

Crag Rock is a bleached rock the juts 4' above the water line. Atop the rock a clump of Sorrow Weed (pg. 16) grows. Its black purple flowers hang off the sides. These are Halla's flowers she brought back from the underworld. These flowers are used to make her special potion that allows the imbiber to explore Ten Killer Lake.

Sorrow Weed is a very powerful plant that can enhance any potion, but the drawback is no other potion will work for that day.

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Cavern descends in darkness. Where it leads is up to you.



1. MAIN ROOM

The door and windows are open. There are a few sconces on the walls that hold torches to light the area. There are only two tables in the room. One is taken up by a group gambling with dice and cards. On both tables are unopened and opened bottles of wine. Cups are on a small side table. The others drink freely from the bottles. From beyond a curtain that covers a doorway to the

south is the smell of roasted meat and potatoes.

If Halla is in the main room she will be gambling with the others. She uses an illusion to appear as an attractive older woman. If the players stand around she'll order them to sit down and drink. The food will be out soon. After a short time she'll come around and ask them questions to get a feel for why they're here. If she believes one of them is particularly vile she will target him and try to add to her collection (see 4. Larva Room).

2. KITCHEN

Halla cooks the meals here. She has a small variety of herbs and spices. She keeps some food stock here enough to feed eight to ten people. She uses magical cookware so there is no need for a fire.

3. STAIRS

These stairs lead to the common room upstairs. There is a small passage that leads deeper into the cavern. This is where Halla stores her extra wine, ale and some food. To the south there is a secret door hidden by illusion and natural means. To open the door one of the wine bottles works as a handle.

4. LARVA ROOM

This cavern has fourteen man-sized cocoons stuck to its walls. Four, five feet long, yellow worms with distorted human faces crawl among them. These are Halla's precious larva and cocoons. The currency used in the underworld. She, like most, has a lord, and that lord requires payment. Payments with the souls of evil men. The larva watch over and protect the cocoons. They will attack anyone not in the company of Halla.

4 Larva HD: 1, HP: 6 each, AC: 12 [7], MV: 6, Dam: 1d4+1, Special: none.

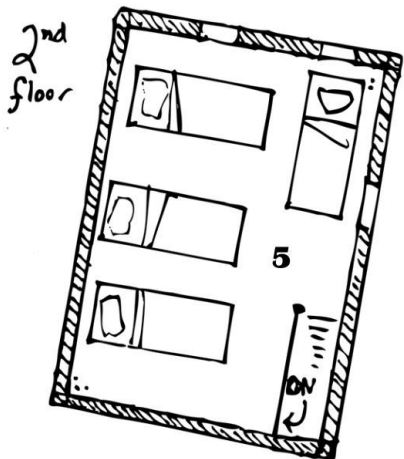
This room is where Halla goes to turn ethereal and casts her powerful sleep spell. She strangles her victims in their sleep. After the death she collects the soul and wraps it into a cocoon. She avoids physical confrontation by escaping, using her ethereal power, but she will fight to the death if her cocoons are threatened. If the cocoons are destroyed she will have to return to the underworld.

Halla, Night Hag HD: 8, HP: 50, AC: 10 [9], MV: 12, Dam: 2d12, Special: Reduce a targets Strength in half 1/day (save negates), Magic Missile spell 3/day for 2d8 damage (no save), Sleep Spell that effects up to 12th level targets (save negates), Become ethereal at will, and only hit by +2 weapons or better.

5. UPSTAIRS

The upstairs is simply furnished with four cots. Rarely does anyone sleep unless a trusted friend stays awake. No one likes waking up dead.

There's a chance someone left something interesting under one of the cots (see pg 24).



STRANGE THINGS YOU MIGHT FIND UNDER THE COT AT SMUGGLERS INN BY JASON SHOLTIS

1. Claw trimming of a werewolf and broken silver clippers
2. Dirty dishes with gnawed human rib bones
3. Abandon clerical robes, smells like doppelganger to the trained nose
4. Lesser Coin of Alchemy: enchanted to transmute copper coins to golden ones upon contact, works 1d100 times
5. Tiny jade idol shaped like a human hand with a fanged mouth in the center
6. Ring with stone missing: replacing w/ruby restores item to *ring of protection +1*
7. Early draft of semi-literate ransom demand note featuring all kinds of embarrassing errors
8. Secret compartment beneath floor (accommodates a couple of humans, droids, perhaps a slender wookie) w/ stockpiled rations & water
9. 3d6x1000 dormant dwarf-fleas awaiting demi-human hosts
10. Piss bottle, full to the brim, teetering precariously
11. Crumbled bits of super-nutritive food pellets of unknown origin: enough to sustain a human male for a week
12. Aged-weathered map w/roughly scrawled additions suggesting a series of underground byways that connect three famous dungeons