

The Knight Who Disappeared Into The Night

A D&D adventure by Nik Sands, 2025
For ~3 characters at levels 1-3

Introduction

A haunted castle has been renovated just enough to begin renting out one of the rooms. Two weeks ago the very first guest, the renowned knight Sladdigen 'The Slayer' Drayfen, entered the room late on his first evening and never emerged again. The landlord, Mr Froudle, found no trace of him left in the room apart from a burnt-out candle. The bed was unused.

The knight appears to have disappeared into the night without having ever left his room.



Notes

This short campaign is aimed at players who prefer less killing of humanoids. It may take 2 (~2 hour) sessions to complete, however, wily (or lucky) players may get through in a single session.

Preparation

Print out the following documents ready to show to the players at the appropriate times:

- Keyholes
- NE Ainamsat Sea with Wen Castle Annotations
- Thieves Cant Translation

Optionally, for the '**Basement Caverns**' section, it could be worthwhile having small containers of the following liquids for players to smell in order to identify contents of barrels which the characters may find useful:

- Sesame Oil (or some other flammable oil that can be easily identified by smell)
- Spirit (eg, gin or whiskey)
- Red Wine
- Vinegar

The players **must** be able to see the portions of game maps for the areas they have already visited. This will be **required** to be able to solve a keyhole puzzle. Furthermore, it will reduce confusion during navigation discussions between players and DM. Revealing portions of the maps may be achieved by any of the following options (or by other methods):

- drawing the map on blank/grid paper as the characters progress
- paper copies with obscuring paper overlays (eg, stuck on pieces of paper which have been cut to size/shape of each room)
- a on-screen Virtual Table Top (VTT) with 'fog-of-war'

Froudle's Quest

An advertisement has been posted on the wall of inns in a few towns, including at 'The Haymaker's Return' in Traboh and at 'The Sea Serpent's Demise' in Yabseloc Harbour as well as at 'The Hare and Hound' in Snayrb. The group of adventurers should notice the advert at one of these inns.

The advertisement offers a reward (unspecified) for finding the whereabouts of a guest who went missing from his accommodation. The notice also includes vague references to the possibility of other challenges to this mission, but does not specify what they may be. It instructs interested parties to seek out Mr Froudle at 'The Hare and Hound' (inn) at the town of Snayrb.

After reading this intriguing but rather vague advertisement, the adventurers should travel to Snayrb and meet up with the advertiser, Mr Froudle, at 'The Hare and Hound'. (2-3 days travel from Traboh, or half a day's walk from Yabseloc.)

Once they find him, Mr Froudle will tell this tale:

Have you heard of Sladdigen Drayfen? You know... 'The Slayer'? Well, anyhow he's a most renowned knight who has even slain dragons - if the stories are to be believed.

Well, Drayfen actually rented a room in my castle! He's my first tenant.

Although, to be completely honest, I don't officially own Wen Castle. As far as I can tell, nobody does. It's been abandoned for decades, and since everyone believes it is haunted, nobody wants anything to do with it. I don't believe in ghosts, so I thought I would take over the castle and rent out some of the rooms to visitors who haven't already been put off by the ghost stories.

Sladdigen 'The Slayer' Drayfen was my first guest. He had sworn me to secrecy though. He's a very private person, and his fame makes it difficult for him to get time and space to himself. He said that living in a supposedly haunted castle should mean better privacy for him and he told me that he would pay me double the rent so long as he was the only guest on the premises. He also asked me to keep his presence confidential.

On the very first night with my very first guest in the castle, he completely disappeared. I mean, I was in the room right next to his, with my door open, and I didn't sleep much that night, due to some weird noises. I mean, there are always weird noises in this castle, which is probably why people think it's haunted. But this night the noises were different and sounded closer. More scraping rather than the usual thumping noises.

So I saw him go into his room and my door was wide open all night, so I would have seen him if he left his room. In the morning, he was not in his room. I wasn't supposed to open his door - like I said, he's a very private person, but I knocked and there was no answer, so I opened his door and went in. His candle was burnt out and his bed was unused and still made up. There was no trace of him, and he definitely didn't walk out past my own open door.

That was two weeks ago, and now I'm scared of staying in my own home. So I've moved out of the castle and I'm staying here at the inn. Maybe Wen Castle really is

haunted. But I don't believe in that stuff, so I need someone to find out what's going on in there so that I can get back to business and rent out some rooms, and make a living.

So if you can help, I want you to find out what happened to Drayfen, and what really is haunting Wen Castle.

Now I do need to level with you. As much as I don't believe in ghosts, the castle really does give me the heebie geebies. There are weird noises from the upper levels. In fact, I've never actually been beyond the ground floor. All the rooms in the ground floor appear perfectly fine and in good order. Just a bit old, dirty and dusty. But there are often strange noises coming from upstairs.

So if you're willing to investigate these mysteries for me, I cannot say what you might encounter in there.

Froudle says that anyone who solves the mystery of the missing knight can have whatever treasures they might find in the castle. But he is unable to say if that may be much, little, or none. He cannot pay them, as he has spent most of his money renovating and furnishing two rooms in the castle - one for himself and one for renting out. He has to spend what is left of his money on his accommodation at the inn.

Once the adventurers agree to help Froudle, he will take a quill and draw onto a map the relevant features as he explains that Wen Castle is directly across the Namsat River from its confluence with the Wen River and that they simply have to follow "Tusker's Track" which starts at the East end of the main road and leads directly to it. The journey would take a day and a half on foot or half a day on horseback.

If asked for more detail about the track, Froudle can tell them that Tusker's Track is well used by hunters for the first few miles. Beyond that it is rough and overgrown, although still easy to find the way through the forest.



The Knight's True Story

(Not to be disclosed to the adventurers until they find out from the knight himself, later on.)

What neither Froudle nor the adventurers know is that Wen Castle has been used by the knight, Sladdigen 'The Slayer' Drayfen, as his secret base for 23 years. He simply wants the privacy that his fame makes difficult if his whereabouts are known. When he is not out on a mission or adventure, Drayfen resides in the large lookout room at the top of the central tower.

In order to keep his castle private, he has made sure that it appears haunted by keeping unusual beasts in some rooms and in case that is not enough, he has also devised traps to keep people from finding his secret hideout at the top of the central tower.

He was shocked to find that the castle was being renovated, despite all of this, but realised that the landlord hadn't encountered any of the traps or beasts because he never went beyond the ground floor which the knight kept safe for his own access.

In order to maintain his usual residence once the landlord started hiring out a room, he decided that the easiest solution in the short term was to simply rent the room for himself to maintain access to his abode. He then requested absolute privacy to avoid it being discovered that he was not actually in the room which he had rented.

Drayfen has been able to access the tower from the room which the new landlord has renovated and rented by removing some of the stones in the wall (behind a wardrobe) to slip through to the central tower's spiral staircase without being seen, and then up to his residence at the top. Or if the landlord was not about, he could have simply walked out through the foyer and then up the stairs.

Journey From Snayrb to Wen Castle

If horses are wanted, they can be hired from Snayrb Livery and Stables on the East side of the port. The hire cost is 5GP per day (non-refundable) with a 70GP deposit (refunded on return), all paid up front. Any additional days beyond the agreed time period will be 15GP per day.

They would also sell a horses for 75GP each (or, if buying a horse after a late return, 75GP in addition to the agreed hire fees).

'Tusker's Track' heads East from Snayrb and initially appears well-used. Shortly after departing, an arrow will embed itself hard into a tree, right next to who-ever is in the lead. Initially, the source of the arrow cannot be seen but it seems to have come out of the forest ahead.

(The adventurers should be allowed a little time to consider how to deal with this apparent menace.)

Soon an argument can be heard from the forest and then two very young hunters appear on the track just ahead with bows and quivers. They apologise for the misunderstanding. It seems that one of them was a bit over-eager and shot at what they thought was a deer before getting a proper look. It turns out that these hunters are inexperienced and are over-keen to return home with their first big game.

Soon afterwards, they meet another hunting party of 6 more experienced hunters on their way back to Snayrb. They have two large deer hanging from two poles carried between 4 of them. They will exchange greetings, but are keen to keep moving in order to get back home and butcher their venison.

If any character looks like they might know Thieves Cant, one of these hunters will catch their eye as they pass by and throw into the conversation (in Cant), "Tusker Track tusker smack" (which translates to a warning of dangerous Wild Boar further along the track. Warned characters will not be surprised by a Wild Boar attack later.

After a couple of miles the track becomes more rough and overgrown, and is apparently beyond the range of most of the Snayrb hunters.

If riding horses, travellers will need to be wary of low branches which could knock them off their horses. Each rider will need a DC10 (dexterity) to avoid being knocked from their horse and receiving d4 damage from being hit by the branch and d4 from hitting the ground. After the first person is knocked off, only a DC5 is required by each of the other riders who are now more wary.

Following this, low branches across the track will cause horses to stop short. The first rider needs a saving throw of DC10 (strength) to avoid being thrown off for d4 damage. Subsequent riders will need to lead their horses around through the forest, or find some other solution (or run the same risk). Subsequent low branches will be easily avoided by the same means.

If travelling by foot, travellers will need to make camp near the end of the day. They will find a nice flat area near the river (about 2/3 away along the Tusker Track).

Watch and Sleep

If anyone attempts to stay awake on watch, each watch will need a saving throw of DC10 (constitution) to avoid falling asleep. If they fall asleep, they will not be able to

wake the next watch, who will then be asleep during their watch time (and again for the following watches).

A character with survival proficiency can wake themselves at their appointed time without the previous watch waking them if they achieve DC5 (survival). Without this proficiency, the next watch can wake themselves with a DC15 (survival).

While in camp, a crocodile will creep out of the river and attack during the night. The watch the attack occurs in can be determined by rolling relevant die (eg, d4 if there are 4 watches, d12/4 for if there are 3 watches).

If everyone is asleep, then all will be surprised and the crocodile will have initiative. If a character is on watch and is awake, then they will have initiative, then the crocodile, then the other characters. The crocodile will initially attack the person on watch and may end up keeping them grappled.

ENCOUNTER: Crocodile
XP: 100

CROCODILE

Large Beast, Unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills **Stealth** +2

Senses Passive Perception 10

Languages --

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Traits

Hold Breath. The crocodile can hold its breath for 15 minutes.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target is **grappled** (escape DC 12). Until this grapple ends, the target is **restrained**, and the crocodile can't bite another target.

Further along the Tusker Track, a ranger with relevant skills (eg, forest, tracking) may identify fresh wild boar tracks in the forest.

During the last day of the journey (which may also be the first day if on horseback), a wild boar (a tusker) will charge out of the forest and attack the group. If not explicitly on the lookout for Wild Boar, characters will be surprised. On each round of combat, roll the relevant die to match the number of targets to determine who will be attacked by the boar. A horse and rider counts as one target, but a riderless horse counts as another target in addition to its (unmounted) rider.

If on horseback, then the attack will hit that character's horse, instead of the character themselves, knocking the horse to the ground and the character will be knocked off the horse sustaining d4 damage unless they achieve a saving throw of DC15 (dexterity).

Any horse which is attacked by the boar will be permanently lame afterwards, and can no longer be ridden. This (riderless) horse is now another potential target for the boar to attack. The boar may also rip open the side of a fallen horse (with its tusk) while the horse is still down (prone) on the next round of combat.

ENCOUNTER: Wild Boar
XP: 50

At the DMs discretion, this encounter may result in horses being scattered and lost in the forest and/or the players themselves becoming lost in the forest. Eg, the boar may

repeatedly retreat into the forest and then charge out at them again, so they may need to chase it into the forest to finish it off, which could result in them getting lost in the forest. Attempting to find lost and scattered horses could also result in them getting lost. Additionally (at DMs discretion), characters may become separated in addition to being lost.

Characters lost in the forest may be able to use the map to find their way (eg, if they are lost on the North side of the track, they simply have to follow the river to the castle, but that will result in slower progress, and possibly more crocodile attacks). But proficiency in forest environments (eg, as a ranger) will help, as will proficiency with tracking (if following lost horses).

Characters who are lost and separated in the forest will have to determine some strategy for finding each other (and the track!) again.

Approaching Wen Castle

Eventually, Wen Castle will be seen through the trees in a large grassy clearing between the forest to the South and the river to the North. The river here flows gently through a wide and deep ravine which makes access to the water difficult.

It is a well-constructed castle, made of large stone blocks, neatly joined. Although it looks quite old, it appears to be in good condition. The main part of the castle is three storeys high with gargoyles mounted on each corner of the main roof and a circular tower protruding from its centre another level higher again. There is a lower section of the castle extending along the South and West sides which is two storeys high, with two smaller turret towers on the South-West and South-East corners. This lower section appears to be a flat-roofed terrace bounded by battlements.

It is quite a picturesque scene. Two grazing deer dart off into the forest on the far side after the travellers emerge into the open.

A 10ft wide portcullis on the West side of the castle is open and seems to lead into a courtyard. Another door is reached by steps on the South side, however it is jammed shut and can only be opened by extreme force.

If any adventurers need to rest at the end of the journey (long or short rest), either the courtyard or anywhere on the ground floor of the castle itself is entirely safe to do so. Or they can camp on the grass around the castle or in the forest nearby. Horses can be tied to trees, or there are (dilapidated) stables in the castle courtyard with solid iron-hook attachments to tie to.

The earlier section on 'Watch and Sleep' applies here.

If they camp on the grass or in the forest and nobody is awake on watch in the early morning, then they will wake to the sound of two deer grazing VERY nearby. The deer will be startled by even the tiniest movement.

At the DMs discretion (eg, if the crocodile and boar encounters were dealt with too easily) the deer will initially attack in panic. However, deer are not usually aggressive and may soon run off to the forest again (after one or two rounds of combat).

ENCOUNTER: Two Deer
XP: 20

If any deer are killed, then the adventurers have the option to butcher them and then do any (or all) of: Gut them and hang them in a cool shady place to be further processed later; cook and eat some now; thinly slice some, salt it and lay it out on rocks in the sun to dehydrate for jerky.

DEER <i>Medium Beast, Unaligned</i>							Senses Passive Perception 12
Armor Class 13							Languages --
Hit Points 4 (1d8)							Challenge 0 (10 XP) Proficiency Bonus +2
Speed 50 ft.							
							Actions
STR	DEX	CON	INT	WIS	CHA		Bite. <i>Melee Weapon Attack:</i> +2 to hit, reach 5 ft., one target. <i>Hit:</i> 2 (1d4) piercing damage.
11 (+0)	16 (+3)	11 (+0)	2 (-4)	14 (+2)	5 (-3)		

Castle Level 0 (Ground Floor)

The courtyard is paved and has short staircases leading up to each of the three doors which are 3ft above the courtyard level.

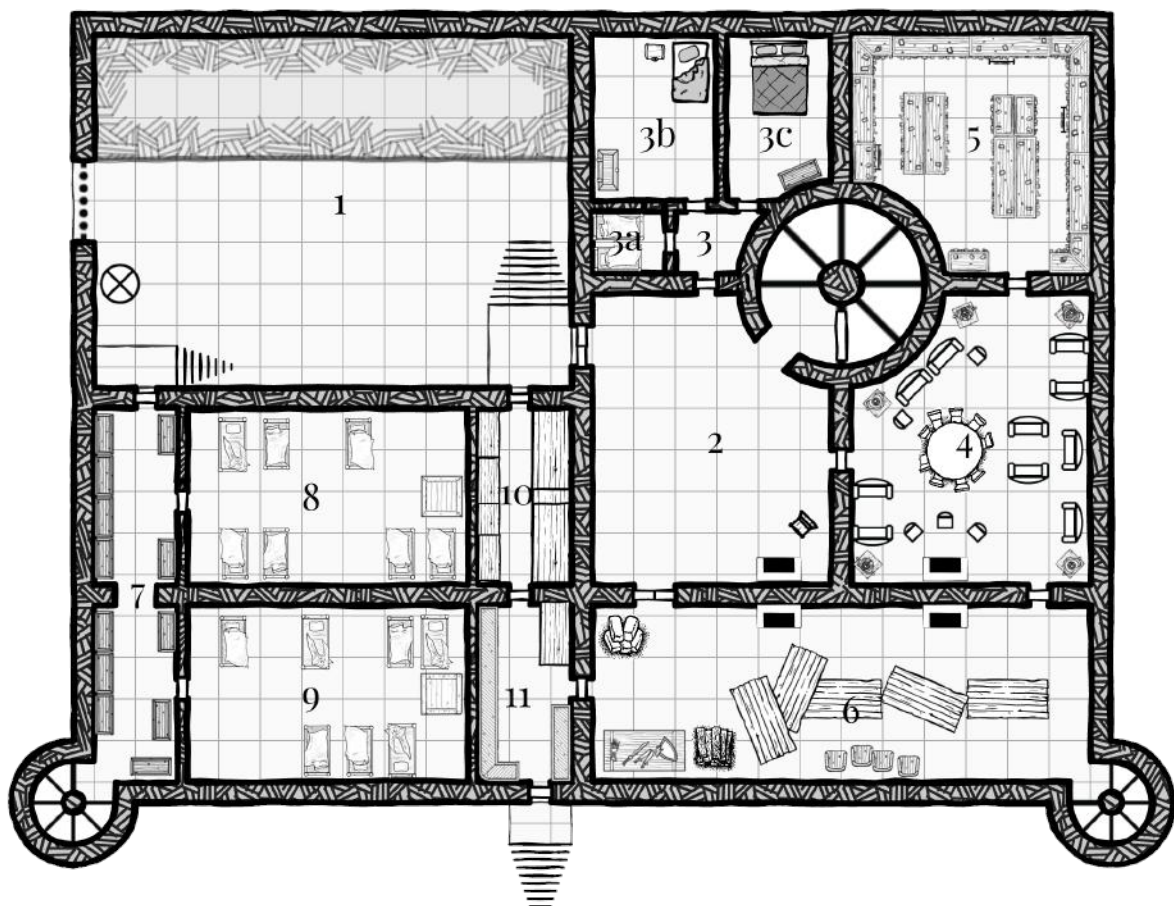
There are 3 spiral staircases in the castle. The South-East and South-West stairs are tight and narrow. They ascend to level 1, then to the level 2 terrace and then to small turrets.

The central stairs are larger and ascend through all levels of the castle (including downwards to the basement, if the ground-level door is opened). Between the ground level and the locked staircase door on level 2, every 10th step has been carved out from underneath so that it will collapse if anyone puts any weight on it. That person will then fall through to the steps below. This is not the case for the steps between the ground level and the basement, nor for the steps between level 2-4, which are perfectly solid.

Falling through the lowest modified step will result in landing on the stairs just inside the ground level opening to the staircase, in front of the iron door (which leads down to the basement). Ie, it will not result in a person getting to the other side of the iron door.

Any such fall through the stairs can be avoided by a saving throw of DC15 (dexterity) and a fall will result in d4 damage.

The first character to ascend the stairs is almost certain to break a step. After this, all characters are likely to be more careful. They will need to be explicit about how they are walking (or if they are skipping steps, they need to be explicit about which steps they are skipping) if they are to avoid further falls due to other steps collapsing.



L0-1 - Courtyard

A 10 ft wide portcullis on the West side is open (ie, raised up), and judging by the state of the winch inside the south of the entrance, it would probably take a lot of work to lower it.

The courtyard is a very large space enclosed by solid stone walls, but with no roof apart from some remains of a shingled roof over some empty stables which run along the North wall. The wooden posts and beams of the stables look ready to topple over, but the iron hooks and loops in the stone walls behind look secure enough,

Flagstones cover the ground of the courtyard, as they do for the ground floor of the castle. However, unlike inside, there are quite a few weeds and grasses growing up between the pavers here.

There is a large set of double doors near the South end of the East wall and there are two doors on the South wall, one near each end. Stairs lead up to each of the doors which are 3ft higher than the courtyard level. Although these doors look like they were very well made, and the large double doors look quite impressive with their huge intricate hinges, all the doors are now looking like they are starting to rot, probably because the timber in the courtyard is exposed to the weather.

The double doors are not quite closed properly, as they no longer seem to fit perfectly. However, one of them can be opened without too much effort and is what Froudle has been using to access his newly renovated room.

The other two doors are jammed shut, but can be opened if enough strength is used DC 10 (strength).

L0-2 - Foyer

The foyer is almost empty. There is a large fireplace on the South wall with some ash in the grate which appears to be from a recent fire and there is a solid wooden chair in front of the fireplace.

On the West wall, a deer head and a massive tusked boar head have been mounted. There are also a series of old swords mounted on the South wall above the fireplace, but they appear to be quite rusty and of no value.

There is a large open doorway in the curved wall at the North-West of the room which leads to a massive spiral staircase which ascends clockwise (enter to the left, ascend to the right). If anyone looks closely, they might notice that the stairs are well used without much dust on the middle of each step. If they look closer still, they might notice that every 10th step is dusty and unused.

To the right beyond the opening (at the bottom of the stairs), there is a locked door made of iron which has 3 solid hinges and 3 locks.

The keyholes are a very strange design with a larger round hole with 4 long extensions from it in the 4 right-angle directions (like a cross) instead of the usual 1. Picking these locks is almost impossible, requiring DC20 for each lock. It will be also very difficult to open the door by breaking it or its hinges.

If the door can be opened either by keys (which can be found/acquired later), by picking locks, or some other means, then the spiral stairs will be found to continue to descend anti-clockwise into darkness. See the 'Basement Caverns' section.

As described earlier, every 10th step above ground level has been tampered with and will collapse if any weight is put on it (saving throw of DC15, falling damage d4).

L0-3 - Guest Accommodation

The guest accommodation has its own small foyer with one door to the left (3a, below) and two doors ahead (3b & 3c, below).

The walls separating these small rooms look new and of poor quality compared to the old stone walls elsewhere in the castle. It seems that Froudle may have been dividing larger rooms into smaller rooms in order to hire them out to more people.

Occasionally, there is a thumping noise on the ceiling above which can be heard from any of these 4 small rooms. It's quite an alarming sound, and it's a wonder that Froudle ever got any sleep!

3a - Guests' Servants' Quarters

This small room is for guests' personal servants when off-duty. The room contains two crude double-bunk beds two small cupboards and some shelves. It would be very cramped quarters for the servants. However, neither Froudle nor the knight have any servants, so the room has not been used since it was renovated.

3b - Guest Room West

This is one of two modest-sized guest rooms. Froudle was using it as his own room, until he became too frightened to stay at the castle any longer. The door is wide open and is stuck open on a flagstone beneath it. It cannot be closed.

It contains a single bed, which has not been made since it was last used, a rough bedside table with a partially burnt candle on it and some wall shelves. Apart from the candle, Froudle appears to have taken all his belongings with him.

3c - Guest Room East

This is a modest-sized guest room which was hired out to the knight. It is this room which the Knight entered but from which he never returned.

The room has a large four-poster bed all made up with silk sheets which appears unused. There is also a large custom-made wardrobe which is curved to fit the curved stone wall behind it. It must have been quite expensive to construct.

If examined closely, some scraping marks on the floor can be seen where the wardrobe has been recently moved out from the wall and back again. If the wardrobe is then moved out of the way, the curved stone wall will appear normal until examined more closely, at which point it can be seen that several of the stones have no mortar holding them in place (at about 3 feet from the floor).

If these stones are removed, then a hole large enough to squeeze through will lead to the spiral staircase on the other side of the wall. Of course, this staircase can also be found simply by walking around to the foyer. See L0-5 (Foyer) for more information about the staircase.

L0-4 - Lounge

The first time anyone enters this room, they will see a fully armed knight right next to the door, holding a spear. They will soon realise that it is just a suit of armour, and that there are 5 such suits of armour in this room - one in each corner.

The lounge also contains several sets of old chairs and sofas, arranged into settings for various groups, as well as low tables in between them. The fabric on the chairs and sofas is moth-eaten and decaying, but the timber furniture still appears solid.

There is a large fireplace on the South wall with some ash or dust in the grate but it doesn't look like there has been a fire here for many years. Water seems to be slowly seeping down the chimney, out from the fireplace and then into the cracks in the flagstones on the floor in front of the fireplace.

Occasionally, the sound of chains rattling and scraping across the ceiling above can be heard. It's a very unsettling noise!

L0-5 - Library

This room is lined with floor-to-ceiling bookshelves along every straight wall, as well as several free-standing back-to-back bookshelves.

As the characters enter the room, a large rat will scurry away towards the far end. Then a flapping noise will be heard as an owl swoops down and snatches the rat before returning to its perch above one of the shelves in the centre of the room. (If approached the owl will keep moving to keep its distance from the characters.)

At the end of one row of shelves is a small table with gold-rimmed eye-glasses chained to it. There are rail-track ladders on the wall shelves, but any attempt to use them reveals that they are rusted and will not move. They are also unsafe to stand on - attempts to climb should result in broken rungs with DC15 (dexterity) to avoid damage from falling (d4).

There appears to be a wide variety of books, mostly beautifully bound, but many of the spines are moth-eaten and rotting. They are mostly in unknown languages. However, a persistent bibliophile might find a few books in their own language, including:

- Herbs of the Wen Forest (an old recipe book including the recipe, "Garden Pheasant Supreme")
- Mystical Destinations (strange stories from interviews with travellers including, "The Dwarves of Ramat Peninsula")
- Essential Remedies for Sailors (health advice including, "Preparation for Seldoan")

Using the golden eye-glasses will enable wearers to read any of the books in other languages, including:

- Zoology Made Difficult (how to capture, transport, restrain and keep dangerous animals)
- Gargoyle Lore (anything you might want to know about gargoyles, with the chapter "Getting Along with Your Castle's Friends" underlined in the contents)
- River Ways (the different people groups who live on rivers and their lifestyles)

Close inspection will reveal that there are some gaps where books have recently been removed (less dust). There are also a few books which have recently been replaced (less dust).

If anyone happens to place a bookmark in a book and then re-open their book, they will find that the bookmark is at a different page than where they left it. This is thanks to the ghost of someone who passed away in the library who is fond of playing pranks on current living readers.

L0-6 - Banquet Hall

WERERAT

Medium Humanoid (Human, Shapechanger). Lawful Evil

Armor Class 12
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (-0)	15 (+2)	12 (+1)	11 (-0)	10 (-0)	8 (-1)

Skills Perception +2, Stealth +4
Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Senses Darkvision 60 ft. (rat form only), Passive Perception 12
Languages Common (can't speak in rat form)
Challenge 2 (450 XP) **Proficiency Bonus** +2

Traits

Shapechanger. The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat,

or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell. The wererat has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multitask (Humanoid or Hybrid Form Only). The wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

rat. Anything that makes him feel threatened or cornered will cause him to morph and become aggressive.

ENCOUNTER: Were-rat
XP: 450

The ceiling still creaks, from time to time. It's rather eerie.

L0-9 - Servant's Quarters (South)

A few old beds line the North and South walls along with a chest at the far end of the room.

All is dusty.

If the chest at the far end of the room is opened, a red velvet pouch will be found inside. The pouch itself is very old and the fabric is rotting away. It contains 4 gold necklaces, each one having a different large gem pendant: Ruby, emerald, sapphire, and diamond. There are also 4 matching gem broaches in the pouch.

Shortly after entering the room, a quick shape can be seen scurrying from under the first bed on the North side of the room to under the first bed on the South side of the room.

Anyone who looks under the bed will find a large feral tabby cat and will need a saving throw of 20 (animal handling) to avoid being scratched and bitten in a wild panicked frenzy inflicting d4 damage. The cat will then flee the room and the castle.

L0-10 - Larder

At present, the only natural source of light is the door (or under the door, if it is closed) from the courtyard. The room has two long benches and is lined with shelves above and below the benches.

The shelves on the West side have some old cooking pots and implements. The shelves on the East side have the dehydrated remains of mouldy bread and cheese. What may have once been meat is hanging from hooks in the ceiling. However, there is no smell apart from that of the dust which covers everything.

There is a dead rat on the bench in the South-West corner. But it appears mummified, and has probably been dead for months or even years.

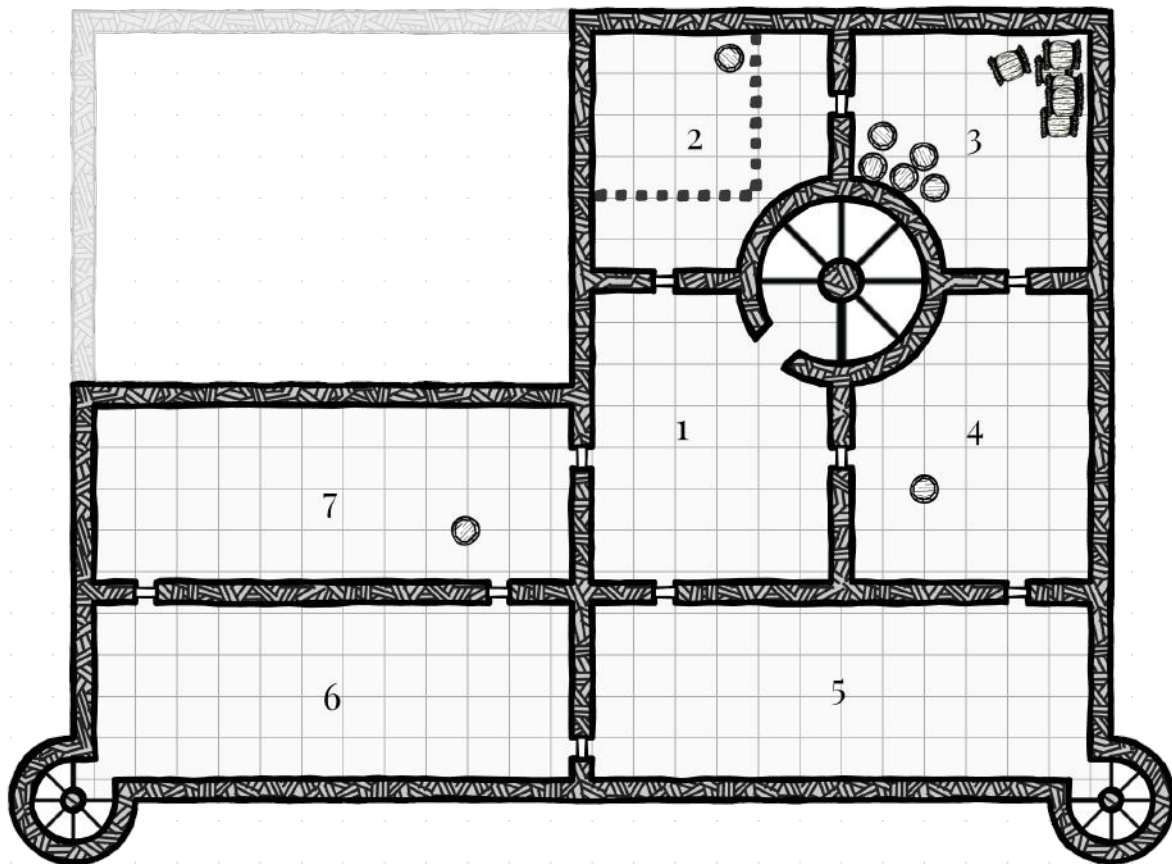
L0-11 - Kitchen

This was clearly a kitchen, with a large, solid iron hob stove and oven still appearing to be in good order, as well as sinks, benches and cooking pots and implements on the shelves.

If anyone opens the oven, they will find an ivory carving of a lacework sphere, inlaid with gold.

The external door is jammed shut. It can only be opened by using extreme force.

Castle Level 1



L1-1 - Empty Room - Central Stairway

This room is empty and allows safe passage to/from the adjoining stairway.

L1-2 - Caged Allosaurus

An occasional thumping sound can be heard coming from this room.

A large cage takes up most of the room, extending about 20ft in both directions from the North-West corner (leaving about 7ft along the South and 7ft along the East walls that are outside of the caged area).

The cage is built from two walls of strong floor to ceiling bars with two gates built into them, coinciding with the two doors into the room. There is a bucket of water inside one of the cage gates, and a little hay scattered about.

Inside the cage is an allosaurus! It makes a loud thumping as it stomps across the floor and crashes into the bars of the cage gate quite hard. It is possible to walk around the cage to the other door so long as the allosaurus remains in its cage.

The allosauris will become aggressive if anyone enters the room and can only be calmed down if there is only a single person in the room with proficiency in animal handling who

achieves a DC20 (animal handling). It cannot be calmed down if more than one person is visible in the room.

If it crashes into the gate enough times, it will break the bolt and the allosaurus can attack. After its second crash into the gate, the bolt will be visibly bent and subsequent crashes into the gate will break the bolt and open the door on a d20 roll ≥ 15 .

It can then crash through the nearby normal door if that door gets closed in its way on a d20 roll ≥ 10 (will keep trying repeatedly). If the characters get out of site before it exits this room, it will roam the castle, and may randomly appear in any other room that is accessible from here. Roll d20 ≤ 20 before exiting any other accessible room (ie, a room without closed doors between it and this room) to determine if the allosaurus finds them.

ENCOUNTER: Allosaurus
XP: 450

ALLOSAURUS

Large Beast, Unaligned

Armor Class 13 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +5
Senses Passive Perception 15
Languages --

Challenge 2 (450 XP) **Proficiency Bonus** +2

Traits

Pounce. If the allosaurus moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the allosaurus can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

L1-3 - Storage

Several dozen sheaves of hay are piled in the North-East corner of this room (they are for feeding the Allosaurus). There are also several buckets, some of which are empty and some are full of water.

A rake, pitch-fork and shovel are leaned against the North wall.

Hidden (lost) amongst the sheaves is a an envelope addressed to Sladdigen 'The Slayer' Drayfen. If the room is searched, it will be found and it contains a letter that reads:

Dear Mr Drayfen,

Thank you for agreeing to assist me with this sensitive issue. I agree to your terms and look forward to meeting you next week as discussed.

*Yours in anticiapation,
Kragen Mugrib*

The letter is dated only 3 days ago!

L1-4 - Chained Black Bear

The rattling and scraping of chains can occasionally be heard coming from this room.

A black bear is chained to an iron loop embedded in the castle wall near the South end of the East wall. The chain is 20ft long so the bear cannot easily reach the West door or the North door. However, it is not possible to walk between the West and North doors without being within reach of the bear. There is a bucket of water a little way in from the North door.

If the South door is opened, the bear will immediately attempt to leave the room through this door, and it will enter the next room. It will no longer be possible to close that door

unless the bear back retreats to its room (or the chain is broken), because the chain through the doorway will prevent the door from closing.

The bear will become aggressive if anyone enters the room and can only be calmed down if there is only a single person in the room with proficiency in animal handling who achieves a DC15 (animal handling). It cannot be calmed down if more than one person is visible in the room.

It will run at the intruder(s) straining it's chain. After the 3rd attempt, the loop in the rock will start to loosen and will break out of the rock on a d20 ≥ 15 . The bear will keep straining at its chain as long as intruders are visible.

ENCOUNTER: Black Bear
XP: 100

BLACK BEAR

Medium Beast, Unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses Passive Perception 13

Languages --

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Traits

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

L1-5 - Empty Room - SE Stairway

This room is empty and allows safe passage to/from the adjoining stairway.

L1-6 - Empty Room - SW Stairway

This room is empty and allows safe passage to/from the adjoining stairway.

L1-7 - Leashed Panther

The creaking of floor boards can occasionally be heard coming from this room.

Inside, a black panther is leashed by a strong rope looped around a taught steel cable which runs the full length of the room, being fixed to the rock in the middle of the West and East walls. This gives the panther the ability to reach all 3 doors, and it can even pass through the East door if it is opened (and the door cannot be closed again, unless the panther returns, or the leash is cut).

There is a bucket of water a little way in (5 ft) from the South-East door. If anyone looks more carefully, they will notice a piece of paper a little further beyond the bucket (about 6 feet from the door, 1ft beyond the bucket). It cannot be retrieved without either calming or killing the panther, or using some long tool to retrieve it (eg, the rake in the North-East room of this level). Even when using a long tool, the Panther will make this very difficult, and may even steal the tool (d20 > 15).

If the letter is retrieved, it reads:

Dear Slayer Drayfen,

Sir, your reputation for dealing with beastly problems is extraordinary, so I hope that you can assist me with a little issue of some hobgoblins who have taken up residence in a cave near our town of Blytheside. They are causing a lot of trouble,

and some our folk fear for their lives. As far as I can tell, the hobgoblins are few in number, but we fear that more of them may arrive if they remain unchallenged.

Please contact me via the town dispatch centre at your earliest convenience.

I hope that you are able to help me with this matter and look forward to hearing from you soon.

*Regards,
Blugnus Cragnum.*

The letter is dated only 5 days ago!

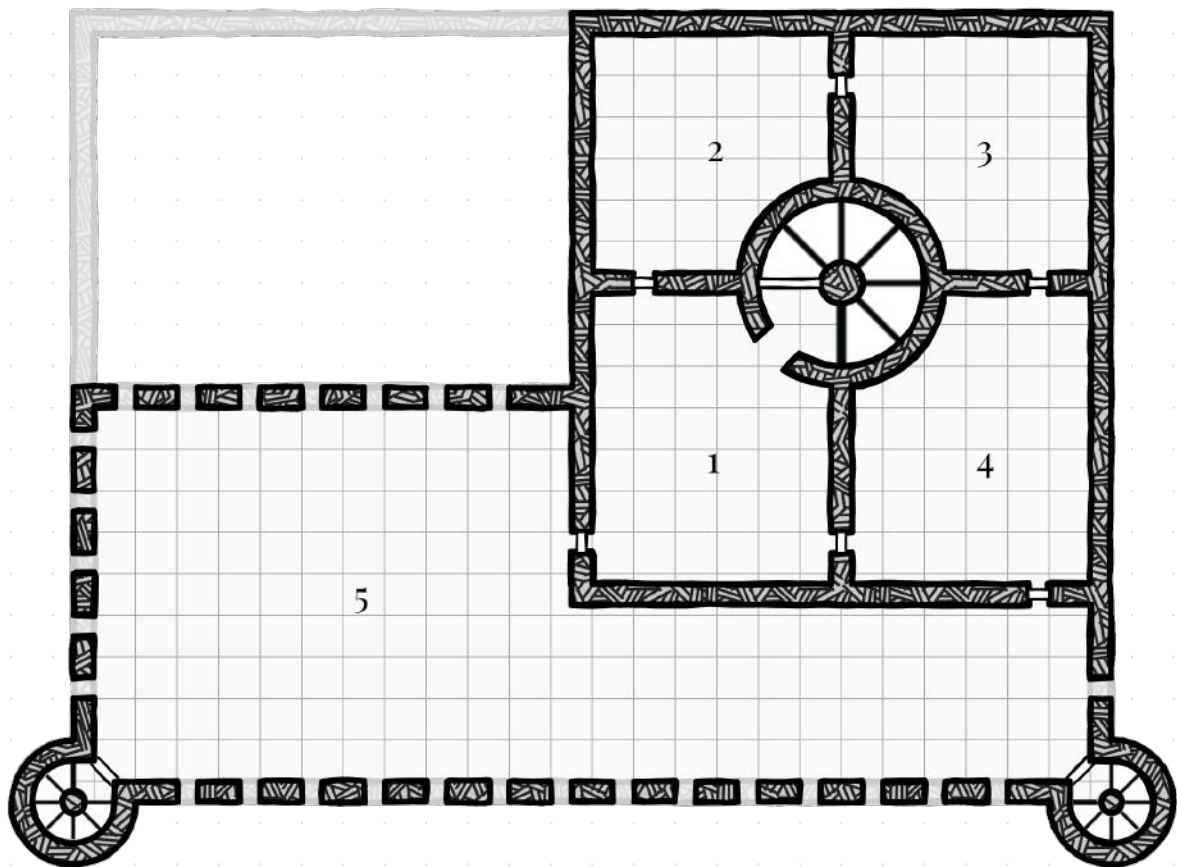
The panther will become aggressive if anyone enters the room and can only be calmed down if there is only a single person in the room with proficiency in animal handling who achieves a DC15 (animal handling). It cannot be calmed down if more than one person is visible in the room.

NB: The panther can reach the entire room, so if it is not calmed immediately, anyone in the room will be immediately attacked.

ENCOUNTER: Panther
XP: 50

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Castle Level 2



L2-1 - Empty Room - Central Stairway

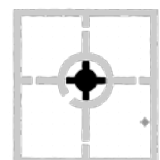
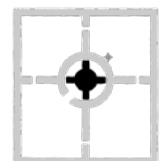
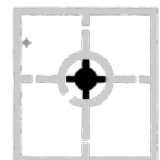
This room is empty and allows safe passage to/from the adjoining stairway.

There is a locked door in the stairway that blocks the ascent (descent is open). There are 3 locks on the door with round/cross shaped keyholes and strange engravings surrounding each of the keyholes.

(These engravings are actually maps of the four rooms around the stairwell, and mark the locations of where the 3 keys are hidden in crevices between the stone blocks of the castle walls.)

Without the keys, picking each of the 3 locks is only possible with a DC20 for each lock. These locks are unlike anything the characters have seen before.

When the door is opened, it will reveal that it is connected to a thin wire cable which runs up the staircase wall (to a tiny bell in the top level, where it can alert anyone there to the presence of visitors).



L2-2 - Key A

This room appears empty. But it has a key hidden in a niche between the stones midway along the West wall. The key cannot be found unless that exact location in the wall is explicitly searched.

This key fits the top lock on the ascent door on this level and the descent door on the ground floor.

L2-3 - Key B

This room appears empty. But it has a key hidden in a niche between the stones midway along the curved South-West wall. The key cannot be found unless that exact location in the wall is explicitly searched.

This key fits the middle lock on the ascent door on this level and the descent door on the ground floor.

L2-4 - Key C

This room appears empty. But it has a key hidden in a niche between the stones midway along the East wall. The key cannot be found unless that exact location in the wall is explicitly searched.

This key fits the bottom lock on the ascent door on this level and the descent door on the ground floor.

L2-5 - Terrace

The terrace is surrounded by battlements and is watched over by the two gargoyles on the South West and South East corners of the roof of the next level up on the main part of the castle.

If anyone moves out onto the terrace, the nearest gargoyle will attack. The other gargoyle will attack if anyone moves close to its corner.

ENCOUNTER: Two Gargoyles
XP: 900

Note that this is a dangerous encounter and characters have little to gain from defeating the gargoyles. Therefore retreat may be the most prudent course of action. The gargoyles will return to their roosts as soon as the terrace is vacated.

GARGOYLE

Medium Elemental, Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

Damage Immunities Poison

Condition Immunities Exhaustion, Petrified, Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Terran

Challenge 2 (450 XP)

Proficiency Bonus +2

Traits

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

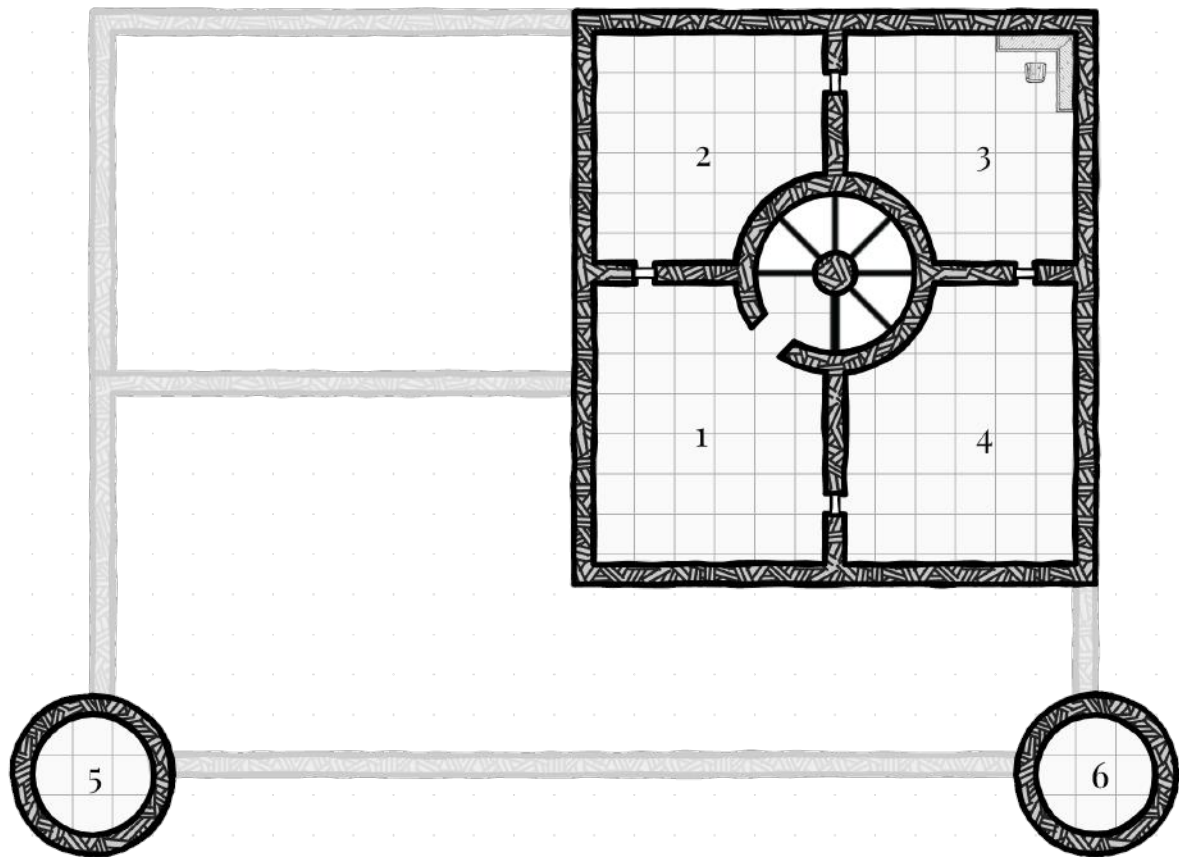
Actions

Multiattack. The gargoyle makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Castle Level 3



L3-1 - Empty Room (Central Stairway)

This room is empty and allows safe passage to/from the adjoining stairway to most other rooms on this level.

L3-2 - Tilt-Trap West

Two large chains are attached to ring bolts in the floor on the North and South sides of the room - near the mid-line of the floor. The chains reach up through a system of pulleys and weights which hang from huge beams across the ceiling and then down to strange winch mechanisms at the East side of the room. There are wide but low windows extending across the West side of the room. These windows are only just above floor level and are about two feet high - not high enough to see out of, unless you want to look down at the castle courtyard below.

The winch has a brake lever attached directly to it. But this cannot be reached without getting past the trap.

DC15 (perception) to figure out exactly what this trap is, how it works and how to prevent it being triggered.

As soon as anyone stands near the middle of the West half of the room, the winches at the East end will spin very fast, and the entire West half of the floor will tilt up very quickly,

spilling anyone that doesn't have excellent grip out of the Western windows, from which they will fall, landing in the courtyard below.

Acrobatics could be used to get to the far end of the room without triggering the trap with DC15 (acrobatics).

Saving throw of 15 (strength, dexterity), to avoid falling out the window. d6+3 damage when landing on the terrace below.

If the trap is sprung, the weights, pulleys and winch will automatically rewind as soon as all weight is off the sloped (sprung) part of the floor. (The clever design rewinds itself using rain-water filled buckets of water - so long as it has been raining since the previous time the trap was sprung). If it is sprung twice, it will not reset itself (until after the next significant rainfall).

L3-3 - Study

There is not much in this room apart from a corner desk and chair. On the desk are a few papers, some ink pots and bottles, some used quills and some uncut feathers.

If a character looks through the papers, they will find:

- A letter thanking 'Slayer' Drayfen for ridding their town's water reservoir of a giant electric eel and offering him the key to the city
- A list of food supplies for 16 days (including hunting and foraging along the way)
- Some notes regarding the diets of various dangerous animals including bears, panthers and allosaurus, amongst others.

If they look closer, they will notice a drawer built into the desk. Inside the drawer is a small velvet-lined box which looks quite new. In the box is an ornate platinum neck chain, with a platinum dragon pendant and a note which reads, "To the Slayer, with thanks".

(Drayfen usually accesses this room by climbing a rope from the tower above and entering/exiting via a window. This avoids the traps in both of the adjoining rooms. The rope is packed away and coiled on the floor of the tower above when not in use.)

L3-4 - Tilt-Trap South

Two large chains are attached to ring bolts in the floor on the East and West sides of the room - near the mid-line of the floor. The chains reach up through a system of pulleys and weights which hang from huge beams across the ceiling and then down to strange winch mechanisms at the North side of the room. There are wide but low windows extending across the South side of the room. These windows are only just above floor level and are about two feet high - not high enough to see out of, unless you want to look down at the castle terrace below.

The winch has a brake lever attached directly to it. But this cannot be reached without getting past the trap.

DC15 (perception) to figure out exactly what this trap is, how it works and how to prevent it being triggered.

As soon as anyone stands near the middle of the South half of the room, the winches at the North end will spin very fast, and the entire South half of the floor will tilt up very quickly, spilling anyone that doesn't have excellent grip out of the Southern windows, from which they will fall, landing on the terrace below.

Acrobatics could be used to get to the far end of the room without triggering the trap with DC15 (acrobatics).

Saving throw of 15 (strength, dexterity), to avoid falling out the window. d6 damage when landing on the terrace below.

If the trap is sprung, the weights, pulleys and winch will automatically rewind as soon as all weight is off the sloped (sprung) part of the floor. (The clever design rewinds itself using rain-water filled buckets of water - so long as it has been raining since the previous time the trap was sprung). If it is sprung twice, it will not reset itself (until after the next significant rainfall).

L3-5 - SW Turret

The 4 small windows of this room have wire mesh over them.

There are several cages of pigeons which appear to be well cared for. There is also a small desk with an ink pot, quills, paper and tiny ring-clip canisters which could be used to attach messages to pigeon legs.

L3-6 - SE Turret

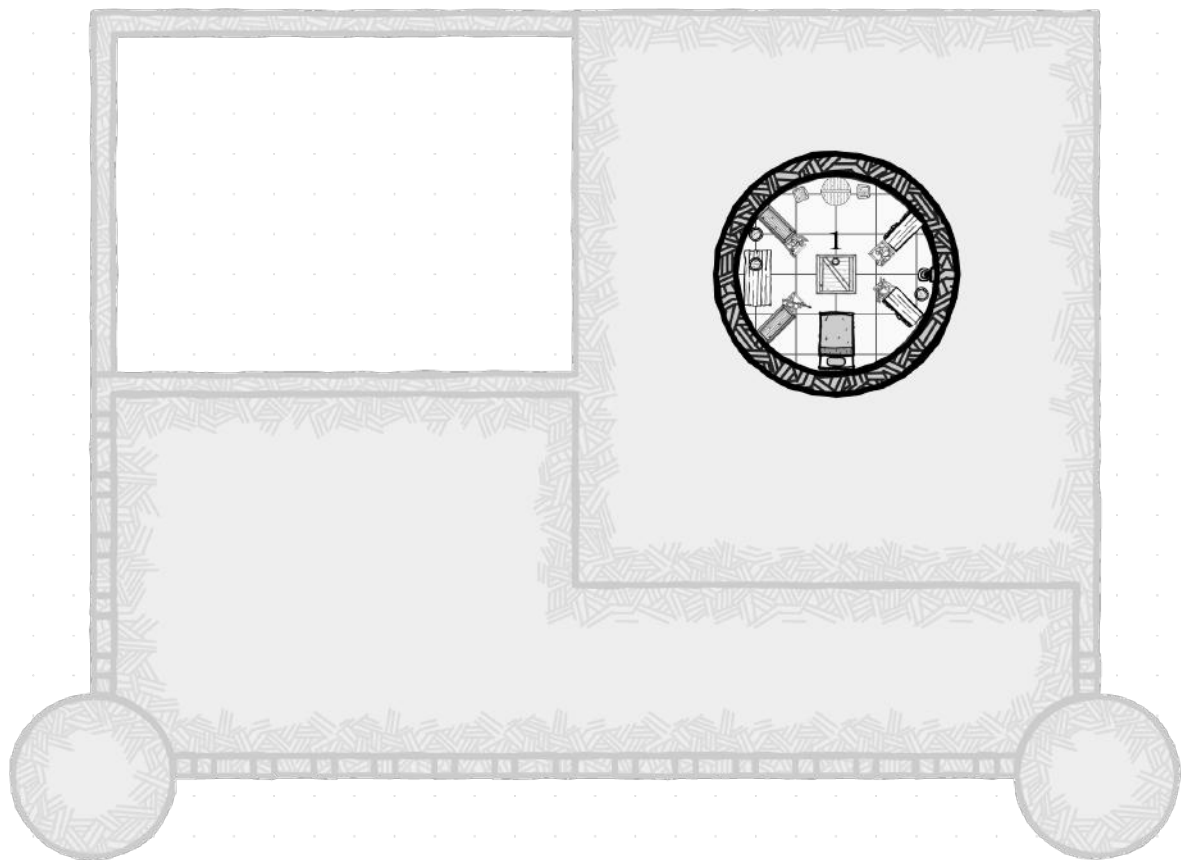
On entering this room via the trapdoor from the spiral staircase, a flurry of flapping noises will be heard as the trapdoor is opened. Several birds of various kinds will be seen flying around the small round room and then out of the 4 windows.

It may take some time for all of the birds to find their way out as the windows are small and they cannot all leave at once.

In the room are three trays of seeds on stands. There is also a wide bird-bath filled with water in the middle of the room.

It seems that somebody might be a bird-watcher.

Castle Level 4



L4-1 Lookout Tower

1a - Stairtop Platform

The central spiral staircase ascends to a platform on which there are a few items of rubbish, some tools, some empty shelves. In the centre is a ladder which is fixed to a closed hatchway in the centre of the ceiling. The hatchway leads to the lookout at the top of the central tower.

If anyone looks carefully, they will notice that the wire from the door (two levels below) extends up into the ceiling to the room above the hatch.

1a - Lookout

Atop the hatch is a large circular room. It is comfortably furnished with a bed, table and chair. Two cupboards and two sets of shelves divide the room into four alcoves: A rudimentary kitchen alcove on the West side, a bathroom alcove on the East side, a bedroom at the South side and a sitting room at the North. Eight arched windows provide ample light, as well as good views of the surrounding land in every direction.

There are four full suits of armour, one against the ends of the two cupboards and the ends of the two shelves.

If any characters look closely at the suits of armour, they will notice that two are holding spears, one is holding a longsword and one is holding a mace and a battle axe. Their visors are all down/closed.

If they look very carefully around the room (or at the armour) they may notice that the suit of armour with the longsword is breathing - DC 10 (perception). If they actually open the visor of this suit of armour (no ability check required) they will see a living breathing face staring back at them! This is actually the missing knight, hiding from the public (or whoever these intruders may be). If they don't look closely, they should discover the knight's presence some other way. Eg, he may sigh or sneeze as they are about to leave the room.

This room is actually the knight's primary residence.

When the knight is discovered, there could be some tense words or even the start of combat before the situation becomes clear.

If battle (or any other active pursuit) takes place and the hatch has not been explicitly closed already, then each character will need DC10 (dexterity) to avoid falling down the hatch. A fall will result in d4 damage.

Once calm is restored, the knight, Drayfen, will close the hatch and offer everyone their choice of tea or rum with some dried biscuits, saying, "I apologise that I can't offer you a more wholesome meal, while you are here as my guests. But my own stores are currently not available to me." Then he will proceed to tell them the truth as described earlier (see 'The Knight's True Story' section), including apologising for any harm that might have befallen them in the castle, "it was all designed to intimidate and ward off intruders - not to actually harm anybody".

MILESTONE: Froudle's Mysteries Resolved
XP: 1,000

If he learns that they have killed any of his pets (bear, panther, allosaurus), he will be a bit upset about it, but not because he was close to his pets (they are too dangerous for that!), but because they are difficult to replace, and to get into their various restraints within the castle. Nevertheless, he is understanding of the perceived need to kill them.

Following this, he explains that he was about to head out on another urgent quest, which is why he was already in full armour when they appeared, but he has some other business that he would request they take care of for him. There will be a substantial reward.

Drayfen's Quest

Drayfen explains...

Now, I have a two requests to ask of you. Firstly, please keep my presence here confidential. I can see that I may have to pay off Froudle if I cannot continue to conceal it from him. He is a businessman and money talks louder than honour for him. And secondly, I have a dangerous task that I would ask you to consider.

At the bottom of the main stairs, you may have noticed an iron door with 3 locks similar to the locks which you must have already opened to gain access to the upper levels. Originally, these locks were to protect the basement from intruders. However, now the locks are to protect intruders from the basement.

You see, one of the basement tunnels extends out to the ravine which the river flows through. It used to have a secure water gate at the opening but after a severe storm last winter the flooding swept a large tree trunk into the watergate and tore the gate clean out - the hinges were torn right out of the rock and the gate is stuck on the riverbank nearby. Now the river end of that tunnel is fully open and unsecured.

Soon after this, a troll has found the tunnel entrance and has decided that my basement is a suitable cave for itself. Thankfully, it cannot fit into the stairwell doorway, so it cannot climb up into the castle. However, it would be nice to be rid of the troll so that I can reinstall the water gate and access my basement again.

Note that these stores include weapons, armour and treasures. If you can clear out the intruders from the basement, you may take one each of any weapon and one each of any full set of armour and a single item of treasure each - whatever you find amongst my goods and stores.

My work keeps me very busy, and dealing with trolls in my basement is not at the top priority list right now. I'll be away for at least a week from today on my next mission, but if you cannot wait around that long, just take your reward from my stores. If you take more than your fair share, I'll know it, and I'll hunt you down.

If you fail to destroy the troll, I won't blame you. They are a formidable foe.

Let me tell you what I've learned about trolls from my experience with them on 3 occasions in the past. They are tough! I mean really tough! The biggest problem with defeating a troll is that they can regenerate from wounds very quickly. Like flesh wounds will actually heal up while you are looking at them. That's if you have time to look at a troll's wounds while it is trying to smash your skull.

After I was lucky to escape with my life from my first failed encounter with a troll, I sought out others more experienced than myself and asked their advice. I learned that using acid or fire can temporarily disable a troll's ability to regenerate from its wounds. But take care, you will need to keep burning it to prevent the regeneration. This prevention only lasts as long as you continue to burn the troll with acid or fire.

Amongst my stores, if they they have not all been destroyed, you may find some help in this regard. If you can get to my stores before encountering the troll, this will be your best bet at defeating it.

I do not know where in the basement tunnels the troll may be at any particular time. However, it's a good sized troll therefore its unlikely that it would fit into most of the passageways apart from the North passage and the East passage which are of a generous width. But there may also be other vermin that have taken up residence in other passages down there since the water gate was knocked out. So do take care in those other areas also.

So what say you? Will you do me this favour? If it proves too difficult, you can simply escape back into the stairwell, lock the iron door at the bottom of the stairs and leave well alone. Will you try?

If they agree, Drayfen will inform them that the keys they used to open the staircase to ascend from level two will also fit the 3 locks on the descent door on the ground floor. (If they don't have these keys and got to this level some other way, then he will fetch three strange keys from a jar on a top shelf and hand them over.

Drayfen, 'The Slayer', then looks at them very sternly one by one, stands rather dramatically and says, "You are brave people. I wish you well, and hope to return to a basement with no trolls and no dead bodies! Thank you! And now, I must away."

With this, he puts his helmet back on, grabs a rope which is coiled on the floor and leaps dramatically out through a window.

The rope is looped over a hook on the stone wall. It becomes taught for a few moments but soon goes slack, then it is flicked from below so that it slips off the hook, snakes across the floor and slides up and out the window.

If a break between game sessions is required, this will be a good place for it. The paragraphs below will remind the group of what they need to know to defeat the Troll in the Basement Caverns.

Soon, Drayfen can be heard calling up to the group from outside. Looking out the window, they will be able to see Sladdigen 'The Slayer' Drayfen mounted on a dappled grey horse, looking up to them in the castle tower. He calls out to remind them, "Remember that to defeat the Troll, you MUST keep applying fire or acid continuously, otherwise it will regenerated from its injuries. Farewell, my friends!"

As the horse rears up on its hind legs, he salutes the castle tower, then he turns his horse to the South and gallops off into the forest.

Basement Caverns

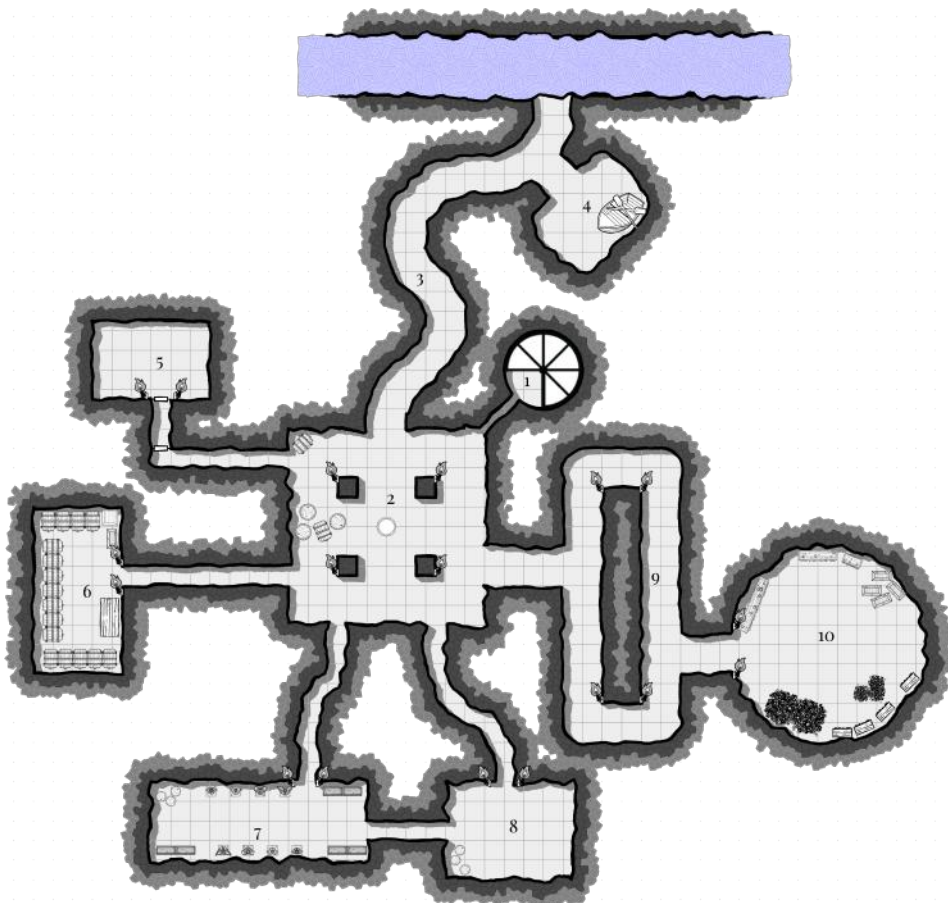
The basement is accessed by descending the castle's central spiral stairs beyond the ground level iron door with the 3 stange locks. If they have the 3 keys, then the locks all open easily. Otherwise lock-picking, or smashing the door may be required. The locks are almost impossible to pick, requiring D20, and the door is very strong and would be very difficult to break.

Beyond the door, the stairs spiral down for another 30 ft into complete darkness. The caverns can also be accessed by exiting the castle, crossing the clearing to the North and climbing 30ft down the ravine on a rope to the entrance of the Watergate Tunnel (although the watergate has been knocked out so the tunnel is open now).

The basement tunnels were the source of stone for building Wen Castle, and since then have served various other purposes after the castle was built including store rooms, treasure chamber, workshop, dungeon and of course access to the river for water and for fishing or just boating.

The basement caverns are entirely dark, apart from the Northern half of the Watergate Tunnel and the Boat House which have some natural light from where the passage opens onto the river.

There are sconces in each room (apart from the boathouse) on either side of their entryways which hold unused torches which are ready to light. Sconces are also on the outside of each pillar in the central hub and at each corner of the gallery. If all sconces were lit, there would be adequate light throughout the entire basement, but it would become quite Smokey, as there is little airflow.



B-1 Stairwell

Wen Castle's main spiral stairs descend 30ft below ground level where a narrow (3ft wide) passageway leads to the South-West for 15ft (towards the Basement Hub room). This narrow passage prevents any large dangers from entering the castle from below, and larger characters may need to proceed sideways to get through.

The stairs do not descend any further than this, and there is a small curved alcove beneath the ascending stairs.

If inspected, the alcove will be found to contain a small cupboard built into the space below the stairs. Within the cupboard is a set of 3 standard keys, one being larger than the other two.

The larger key used to open the watergate before it was broken out of the end of the passageway and fell into the river. Each of the other two keys are for the two doors into the dungeon.

B-2 Basement Hub

This massive room, hewn from the bedrock, is square and about 50x50 ft with 4 large square pillars of bedrock remaining uncut from the space as though to hold up the ceiling.

The passage from the spiral staircase opens out at this cavern's North-West corner and several other passages join the room from various directions. 3 large rats which scurry along the walls and out through various other passages as soon as anyone enters.

There are also 5 empty barrels in the Western side of the room.

In the centre of the room is a 2ft high circular pedestal topped with a bronze disc which has an integrated wedge, like the top of a sundial, which is initially pointing North-West (towards the dungeon passage). On the North side of the pedestal is a long bronze lever which is currently in the upright position.

The bronze disc can be rotated using its integrated wedge and will 'click' into place each time it points towards any of the exit passages, with the exception of the narrow passage to the stairway.

If the lever is pulled down (either towards the East or towards the West), a heavy stone door will slide down into place to completely block that passage. If the lever is pulled up, the stone door will be raised up into the ceiling again. While one of the stone doors is closed, the disc and wedge cannot be turned. It can only be turned while all passageways are opened and no doors are closed.

In this way, only one door can be closed at a time. Note that there is no such door for the narrow passage to the stairwell.

If the door to the Gallery passage is closed while the troll is still in the Treasure Chamber, a thumping noise (the troll banging on the other side of the door) will soon be heard. If it is subsequently opened, the troll will attack.

Any creature which is at the entry to the passage in which the door is being closed will require a saving throw of DC18 (dexterity) to avoid d12 bludgeoning damage. If struck by the door, a second saving throw of DC18 (strength) will be required to avoid becoming pinned by the door (trapped until the door is opened). The DM can decide or the character/creature may roll any die for odd/even to determine which side of the door a surviving creature might be (whether pinned by it or not).

B-3 Watergate Tunnel

Running roughly North to the watergate on the rivers edge, the tunnel meanders a little rather than running straight. From half way along, vague daylight can be seen coming from the North end and a little further North it can be seen that the tunnel opens out into broad daylight.

The river flows directly in front of the mouth of the tunnel with the water being about 1 ft below the floor of the tunnel when not in flood.

The gate itself (which was knocked out by a floating tree during a recent flood) can be seen from the mouth of the tunnel. It is sitting half under the water near the bank of the river just downstream from the tunnel.

B-4 Boat House

Just a few feet within the Water Gate entrance, this small room contains a small rowing dinghy, some spare oars, ropes and fishing poles are mounted on hooks in the walls.

If approaching quietly, some talking may be heard coming from this room before it is entered. The discussion is in Draconic and so is unlikely to be understood by most characters. The conversation is merely casual chatter about fishing in the river.

If the approach is not quiet, then the two lizardfolk in the boathouse will have the element of surprise. They will not attack unless provoked, but they will have their javelins and shields at the ready.

The lizardfolk have just discovered that the watergate tunnel is open, having wandered down the Wen River just yesterday. They are only just starting to explore these caverns today, and may be persuaded to leave, rather than to fight, by DC10 (charisma or intimidation). But they will engage in combat if necessary.

ENCOUNTER: 2 Lizard Folk
XP: 200

LIZARDFOLK

Medium Humanoid (Lizardfolk), Neutral

Armor Class 15 (natural armor, shield)
Hit Points 22 (4d8 + 4)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +5
Senses Passive Perception 13
Languages Draconic

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Traits

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Actions

Multiattack. The lizardfolk makes two melee attacks, each one with a different weapon.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Heavy Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Spiked Shield. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

B-5 Dungeon

The doors to the dungeon are both closed and locked, but they each have a small barred window through which the space behind the door can be seen if there is sufficient light.

The keys to these doors are in the small cupboard in the alcove under the spiral stairs (the two smaller keys fit these two doors - one per door). The locks can also be picked with DC15 (lock picking). Multiple attempts can be made unless a 1 is rolled, in which case the locks becomes jammed. Breaking a door open from the outside is possible, but difficult, and will require DC15 (strength) three times. On the third successful attempt and saving throw of DC10 (dexterity) will be required to avoid d4 bludgeoning damage. These doors cannot be broken from the inside, because they open inwards.

Inside, there is a skeleton with the remains of some clothing hanging from some chains which are connected to a loop embedded into the wall. There are several such sets of chains hanging from the wall, but the others are unoccupied.

If anyone enters the room, the skeleton's clothing will appear to move. A few seconds later, a giant centipede will crawl out and attempt to attack. It will soon be followed by two more. If the door is closed, the centipedes cannot leave the room.

ENCOUNTER: 3 Giant Centipedes
XP: 150

B-6 Cellar

On entering, a large rat scurries across the room. It is intercepted by a large cat which captures it and takes it behind a row of barrels where it can be heard crunching the rats bones as it eats. If approached, the cat will flee. If cornered it will attempt to scratch and bite the nearest perceived threat who will require a saving throw of DC15 (dexterity) to avoid d4 damage.

Dozens of barrels are laid on their sides along 3 of the 4 walls. Most of the barrels contain a variety of wines and spirits. Some are empty. Two of them contain vinegar (acetic acid).

All of these barrels are large and too heavy to carry. They could be rolled, or their contents could be drained or syphoned into buckets.

Along the 4th wall is a trestle table with six silver goblets, some thin wooden tubes, a spoon and two knives. Below the table are 5 buckets.

On the floor in the NE corner are a crate and a chest. The crate contains various hardware for working with stone including a variety of bolts for fixing items to stone. The chest contains several tools for working with stone. including hammer, cold chisel and auger (hand drill). If the characters are so inclined, these could later be used to reinstall the water gate.

B-7 Defence Armoury

This room is lined with suits of armour mounted on stands and shields hanging from the walls. Various other items of defence, including chainmail and simple leather armour hang in open wardrobes.

3 small barrels of sesame oil are on the floor in the North-West corner.

B-8 Offence Armoury

A massive variety of weaponry is mounted on the walls all around this room as well as smaller items on shelves cut into the rock. Any weapon you can think of as well as several for which the purpose cannot be determined are on display.

There are 3 small barrels of black powder (gunpowder) on the floor in the South-West corner.

B-9 Gallery

An enormous tapestry of Wen Castle greets anyone who enters these chambers. It covers the wall opposite the entry passage and is very detailed. The remaining walls of each of these corridors are hung with framed artworks and hanging tapestries. Some of the tapestries are several feet high and wide. They include landscapes, portraits, towns, fruit bowls and other castles.

If the troll has not yet been disturbed, his murmuring can be heard from here (see 'Treasure Chamber', below).

If the party makes too much noise, then a troll will enter the Gallery from the Treasure Chamber at the far end and attack them, yelling *Fi fi fo fum* (Giant for "I smell people blood").

B-10 Treasure Chamber

A quiet approach to this room will be necessary in order to hear the troll's murmuring from within - the same word, *Grompleflood*, repeated over and over in the Giant language ("PRETTY!" if anyone understands Giant).

They can surprise the troll if they are quite. Although just before they enter the room, the murmuring will change from *Grompleflood* to *Fee fi fo fum* ("I smell people blood") as the Troll picks up their scent.

This large circular room has mounds of random treasure (gems, jewelery, coins) on the South-West part of the floor. Several cupboards and chests line the perimeter of the room and contain a wide variety of treasures and artefacts of all kinds.

One of the chests has a troll sitting on it. The troll appears to be mesmerised by a large ruby which it is examining. It murmurs the same words, *Grompleflood* ("PRETTY!"), and *Fee fi of fum* ("I smell people blood"), to itself every now and then, in the Giant language. Once the party enters the room it will repeat only the latter of these two Giant phrases and attack them.

(See 'Battling the Troll' section.)

Battling the Troll

ENCOUNTER: Troll
XP: 1,800

If characters retreat, the troll will follow and continue to attack when it can.

The troll cannot fit into the narrow passage to the stairwell at all. Apart from the Central Hub cavern, the only passages that it can easily fit into are the Watergate Tunnel (including the Boat House) and the Gallery (including the Treasure Chamber).

TROLL							Traits	
Large Giant, Chaotic Evil							Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.	
Armor Class 15 (natural armor)							Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.	
Hit Points 84 (8d10 + 40)							Actions	
Speed 30 ft.							Multiattack. The troll makes three attacks: one with its bite and two with its claws.	
STR	DEX	CON	INT	WIS	CHA		Bite. <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d6 + 4) piercing damage.	
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)		Claw. <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 11 (2d6 + 4) slashing damage.	
Skills Perception +2								
Senses Darkvision 60 ft., Passive Perception 12								
Languages Giant								
Challenge 5 (1,800 XP)							Proficiency Bonus +3	

All other passages are too tight for the troll to pursue the characters, but are wide enough for it to try.

If the Troll loses sight of all characters, it will search for only a short time, and then return to the Treasure Chamber.

The following techniques (along with others that the characters or DM may improvise) can be used to defeat the Troll:

- If the troll is lured into the central hub, the 5 pillars will allow characters to hide and dodge more easily.
- The black powder (gunpowder) from the Offence Armoury or the sesame oil from the Defence Armoury or the vinegar (acetic acid) from the Cellar can be used to apply fire or acid to the troll to inhibit its regeneration ability. The fire or acid will need to be continuously applied in order to prevent regeneration.
- Applying fire will also count as an attack, causing fire damage. However, it also has the risk to all characters of smoke inhalation (see 'Smoke Inhalation' section).
- If the Troll attempts to enter a narrow passage (any apart from those listed above), it will become stuck and unable to move for at least one round requiring DC15 (strength) each round in which it is stuck before it can free itself and attack again on the following round.

If the adventurers are suffering too much damage and don't figure out how to get the troll stuck in narrow passageways, it may pick up one of them and throw it into one of those passageways as an attack action (causing damage to them). At this point it will attempt to pursue them into that passageway, but will get temporarily stuck (as described above).

Similarly, it may throw one of the characters against a wall in the central hub where they will bounce and land behind one of the large pillars and be hidden where the Troll (with low intelligence) will not see it.

Smoke Inhalation

If black powder or sesame oil are burned for an extended period of time, then the caverns may become filled with acrid smoke. How long it takes for this to occur will be up to the

DM's discretion, but it may be best to wait until after the Troll is defeated, or at least while it is stuck in a narrow passage and cannot easily see any of the characters.

If they do not crawl low to the floor, this will make it difficult to breathe and difficult to see. It could even render the characters unconscious if it goes on long enough. This may even happen after the troll has been killed.

Anyone who fails a saving throw of DC15 (constitution) will fall unconscious taking d8 damage (but will not go below 0 HP). Once unconscious, they will be lying on the floor where the air is clearer and will be able to breathe more normally. If they are not at 0 HP, they will then have a short rest (regaining the usual short-rest hit points) before waking up. (Characters at 0 HP will require healing or the usual saving throws to survive.)

If anyone stands up before the air has cleared, they will again have breathing and seeing problems, and if they do not keep low, they could fall unconscious again.

Reinstalling the Watergate

Drayfen has not asked for this so it may not occur to the players. However, diligent characters may want to go one step beyond what was requested of them and to re-install the Watergate. The gate itself can be seen half-submerged in the river just downstream from the watergate tunnel mouth.

This may require some ingenuity to retrieve it from the river (eg, using ropes from the top of the ravine bank as well as from the tunnel itself) and will require some work to embed new bolts into the rock inside the watergate tunnel. All required bolts and tools can be found on the floor in the NE corner of the Cellar.

There is some risk of slipping into water, of falling from the top of the ravine, hitting fingers with hammers, or other risks, depending on how the characters attempt to retrieve and install the Watergate. The DM should be creative with saving throws and damage for such tasks.

MILESTONE: Basement Secured
XP: 300-500

Reward

If the adventurers manage to rid the basement of the troll, they may take a weapon, a set of armour and an item of treasure each from Drayfen's collections before leaving, according to the agreement with him.

To determine what armour or weapons are available in the armoury caverns, the players may view the a list of weapons (eg, from the rulebook) and the first player who would like that kind of weapon can roll d6-1 to determine how many of that kind of item the characters are able to find. If another character wants the same kind of item, but the roll indicated that there were not enough to go around, they can roll DC15 to determine if they can find 1 more of that kind of item.

For finding and choosing treasure from the hoard in the treasure chamber, the characters should similarly be presented by a list of treasures of the DMs choosing. An example list of treasures which could be used is included in Appendix A. Player's roll of d12-1 will determine how many of each kind of item can be found for the first person to choose that kind of treasure (and DC15 to determine if 1 more can be found by each subsequent character). Players can also name any particular kind of treasure that is not on the list that they would like to search for, and at the DMs discretion such an item (or perhaps one very similar to it) may be found (eg, at the bottom of a chest) with a DC15.

Of course there are also many standard currency coins in the treasure chamber, but a player is unlikely to pick a single coin as their one item of treasure.

Wrap Up

After the basement has been cleared (or given up on), and reward collected, characters could await the return of Drayfen or just take their agreed reward and leave as he suggested they could.

They could optionally meet up with Froudle and let him know the situation, although Drayfen has said that he will take care of Froudle after his current mission, so this is not necessary.

If the party has hired horses, they should return them to the Livery at Snayrb (losing the deposits for any killed horses).

Of course, they may also sell or trade any items they have acquired along the way. Snayrb has a thriving trading post.

Appendix A - Example Treasures

Gems

- Alexandrite (400 gp)
- Amber (70 gp)
- Amethyst (90 gp)
- Aquamarine (500 gp)
- Azurite (9 gp)
- Banded Agate (11 gp)
- Black Pearl (700 gp)
- Black Star Sapphire (900 gp)
- Bloodstone (60 gp)
- Blue Quartz (9 gp)
- Chalcedony (70 gp)
- Chrysoberyl (40 gp)
- Chrysoprase (50 gp)
- Chrysoprase (60 gp)
- Coral (100 gp)
- Deep Blue Spinel (800 gp)
- Eye Agate (7 gp)
- Golden Pearl (120 gp)
- Golden Yellow Topaz (300 gp)
- Golden Yellow Topaz (600 gp)
- Malachite (10 gp)
- Peridot (50 gp)
- Pink Pearl (60 gp)
- Pink Pearl (130 gp)
- Red Spinel (120 gp)
- Rhodochrosite (10 gp)
- Sardonyx (40 gp)
- Tourmaline (90 gp)
- Violet Garnet (300 gp)
- Zircon (50 gp)

Other

- Bone Coffin engraved with Spirals (500 gp)
- Bone Coffin inlaid with Ornate Silver Scrollwork (100 gp)
- Bone Orb engraved with Arcane Runes (500 gp)
- Brass Scepter engraved with Draconic Scales (200 gp)
- Brocade Sash threaded with Silver (500 gp)
- Copper Amulet engraved with Dwarven Axeheads (200 gp)
- Copper Miniature (of a castle) adorned with Electrum (600 gp)
- Electrum Cup set with a Rosette of Deep Blue Spinel (600 gp)
- Fine Leather Saddle trimmed with Rabbit Fur (300 gp)
- Fine Steel Cup engraved with Elven Script (600 gp)
- Ivory Comb set with a Rosette of Aquamarine (700 gp)
- Ivory Shield Brooch inlaid with Gold (400 gp)
- Lacquered Wooden Comb engraved with a Labyrinth (600 gp)
- Linen Gown threaded with Copper (200 gp)
- Linen Sash threaded with Electrum (500 gp)
- Malachite Puzzle Box inlaid with Gold (100 gp)
- Marble Plate engraved with Arcane Runes (500 gp)
- Necklace of Moonstone (100 gp)
- Necklace of Smoky Quartz (400 gp)

- Petrified Songbird inlaid with a Filigree of Gold (300 gp)
- Rosewood Chalice engraved with Arcane Runes (300 gp)
- Set of Crystal Polyhedral Dice (600 gp)
- Silver Bracelet engraved with Draconic Scales (200 gp)
- Steel Rapier engraved with Draconic Scales (800 gp)